MUTANT CHRONICLES

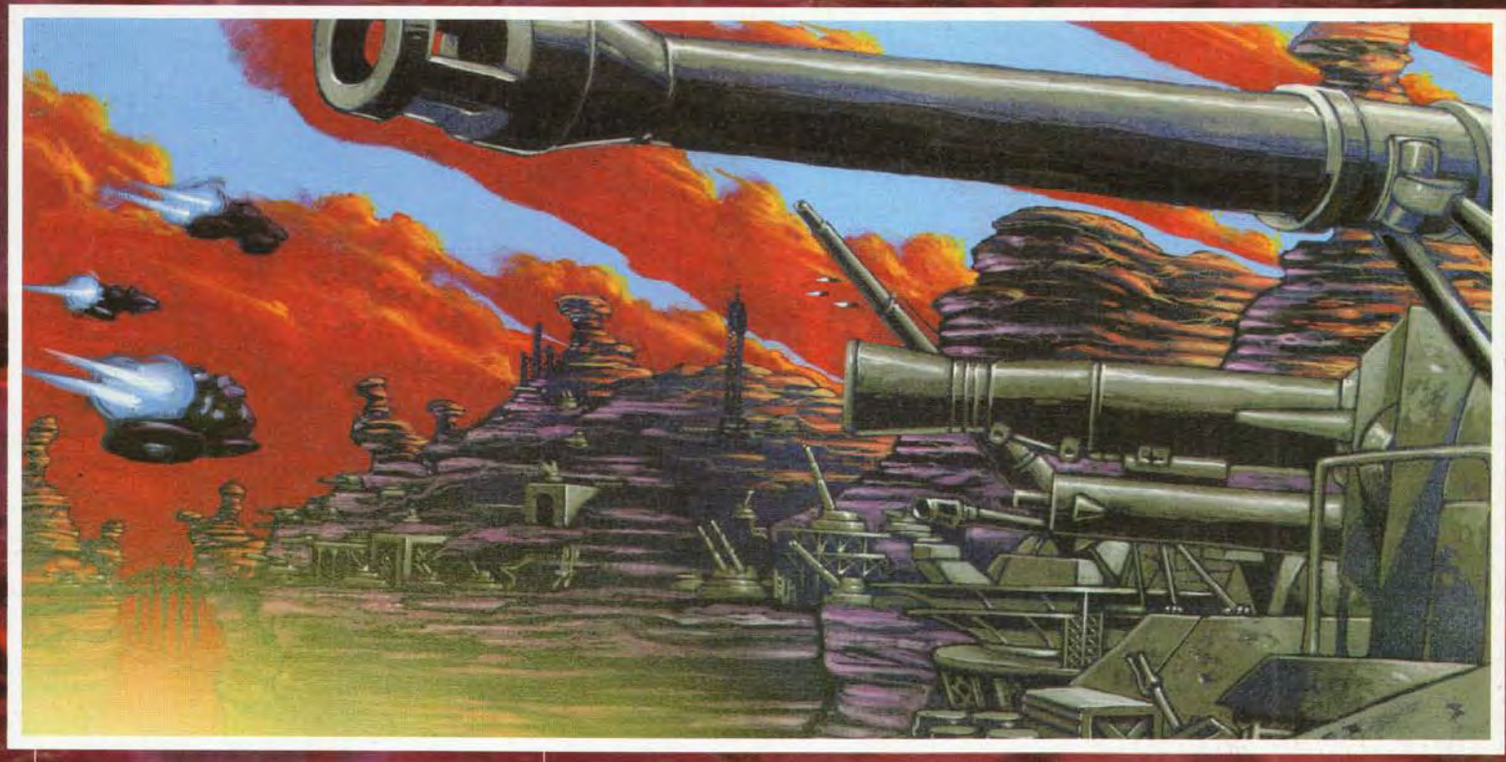
WARZONE

Mars: Capitol Forces of War

TARGET GAMES

Mars:

CAPITOL FORCES OF WAR



PROJECT DIRECTOR:
John Robertson

EDITOR IN CHIEF:
Peter Flannery

GAMES DESIGN:
John Grant

WRITTEN BY:
Peter Flannery

DESIGN SUPPORT:
Patrick Casey, Mark Brendan

ART DIRECTION:
John Robertson and Nils Gulliksson

GRAPHIC DESIGN:
Stefan Thulin

LAYOUT:
Andrew Smith and Luca Bernabei

COVER:
Paul Bonner

INTERIOR ARTIST:
Stuart Beel

ADDITIONAL ARTWORK:
Paolo Parente and Parente Studio, Paul Bonner

FIGURE SCULPTORS:
Roy Eastland, Kev White, Alex Hunter, Tim Prow, Neil McKenzie, Phil Lewis, John Robertson

FIGURE PAINTER:
Mark McNaught

PHOTOGRAPHY:
Davidson Read Associates

LANGUAGE CO-ORDINATOR:
Luca Bernabei

TARGET GAMES ADVENTURE DIVISION

EUROPEAN DIVISION MANAGER:
John Robertson
EUROPEAN SALES MANAGER:
Felix Garzon
EUROPEAN PRODUCTION MANAGER:
Martina Gillespie

US DIVISION MANAGER:
Dewaine Gartensleben
US SALES MANAGER:
Tara Gallagher
US PRODUCTION MANAGER:
Tom Carter

Web site: www.target.se
E-mail: warzone@target.se

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In the Year of the Cardinal 1268

Official mandate from the Brotherhood Curia on Luna, bearing the personal seal of the Cardinal himself and delivered by secure courier to Cardinal Darrel Evangelatos on Mars.

To Cardinal Evangelatos.

The beast has awakened, look to the south!

The nightmares that have stalked the shadows of our souls have been made flesh. The timeless evil of the Dark Soul is once again upon us. All efforts to deny its passage into our world have failed. Now we must gird ourselves with faith and take up arms to oppose the servants of our enemy. On all the inhabited worlds our brothers are preparing for the onslaught. For some there is time to prepare. For you, there is none.

The Dark Legion has punched a hole in the belly of the Red Planet and it begins to bleed arterial black. You must rouse Capitol and focus their awesome might. You must contain the Dark Legion in the southern hemisphere of the Red Planet. For five years and five months the Legion must be denied the equator of Mars. Stop them! At all costs, stop them. Additional forces have been dispatched to Mars to aid you in your struggle. Use them well, but let Capitol bear the brunt of the storm. It will teach them humility. And when they fail to stop the minions of the Dark Soul the Brotherhood will be there to close the breach.

This burden we pass to you brother. This task is priority one. Mitigating circumstances zero. Margin for tolerance zero. Thou shalt not fail!

May The Cardinal protect you and keep you.

Mars

Mars is a little over half the size of Earth but it is still a world of rich resources. The fourth planet from the sun it is the last of the inner planets with its orbit lying just inside the broad band of minor worlds known as the asteroid belt. Still its distance from the sun results in a cold world of harsh rocky deserts. The length of a day on Mars is almost the same as a standard day but the Martian year is almost twice that of a standard year.

Two moons orbit the planet of Mars, Phobos and Deimos. These are only a fraction of the size of Earth's moon and they appear as tiny glowing disks passing quickly across the dark Martian sky.

Mars took its name from the Roman God of War because to those who first observed the planet in the night sky of Earth it glinted with the ruddy shade of blood. But the naming seems to have been touched by the hand of prophecy for on Mars, the Red Planet, war still reins supreme.

ASTRONOMICAL DATA:

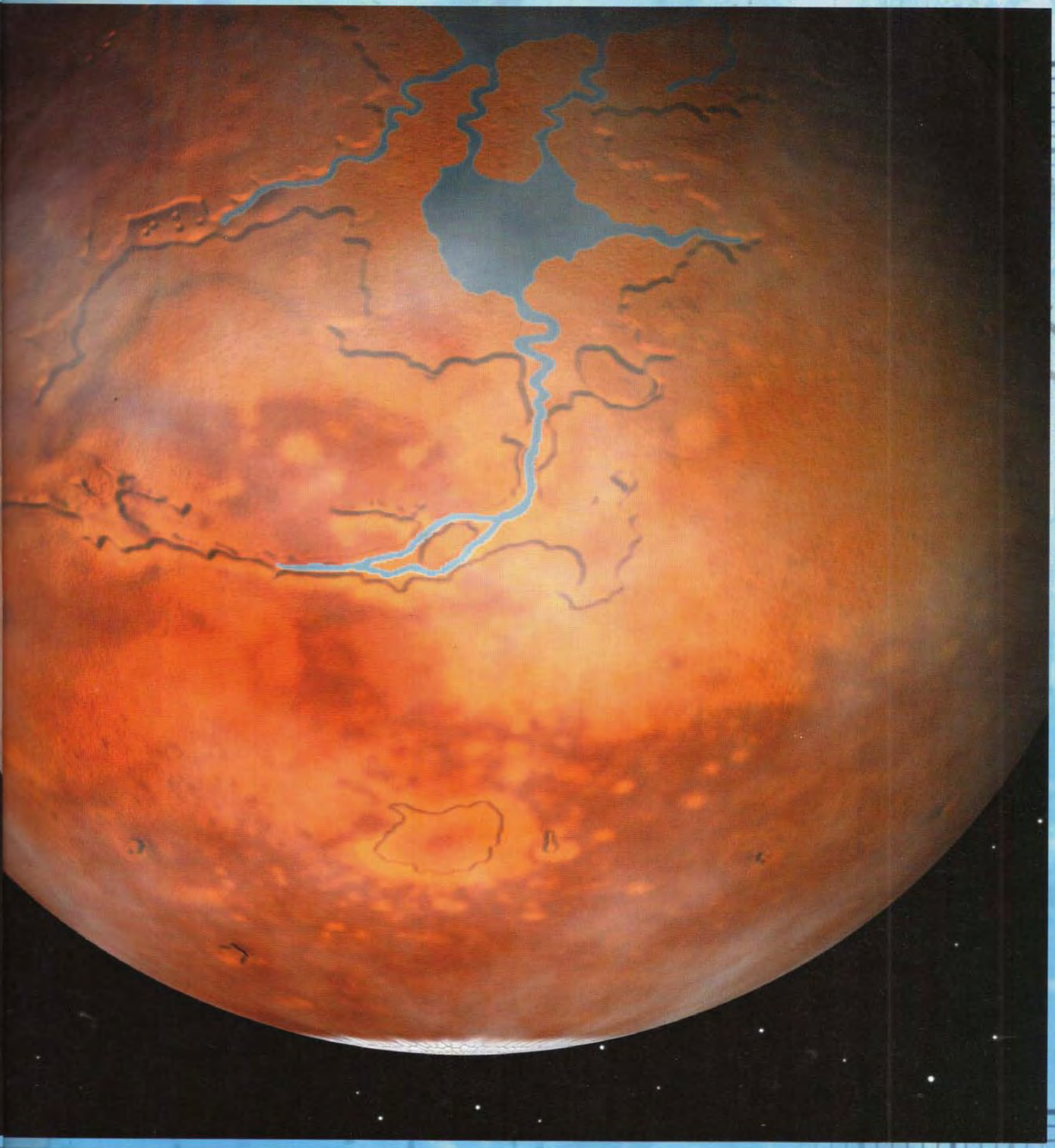
Diameter:
6794 km
Circumference:
21,347 km
Mean Distance from sun:
227,940,000 km
Day Length:
24hrs 37mins
Orbital Period in Earth days:
687
Satellites:
2, Phobos and Deimos

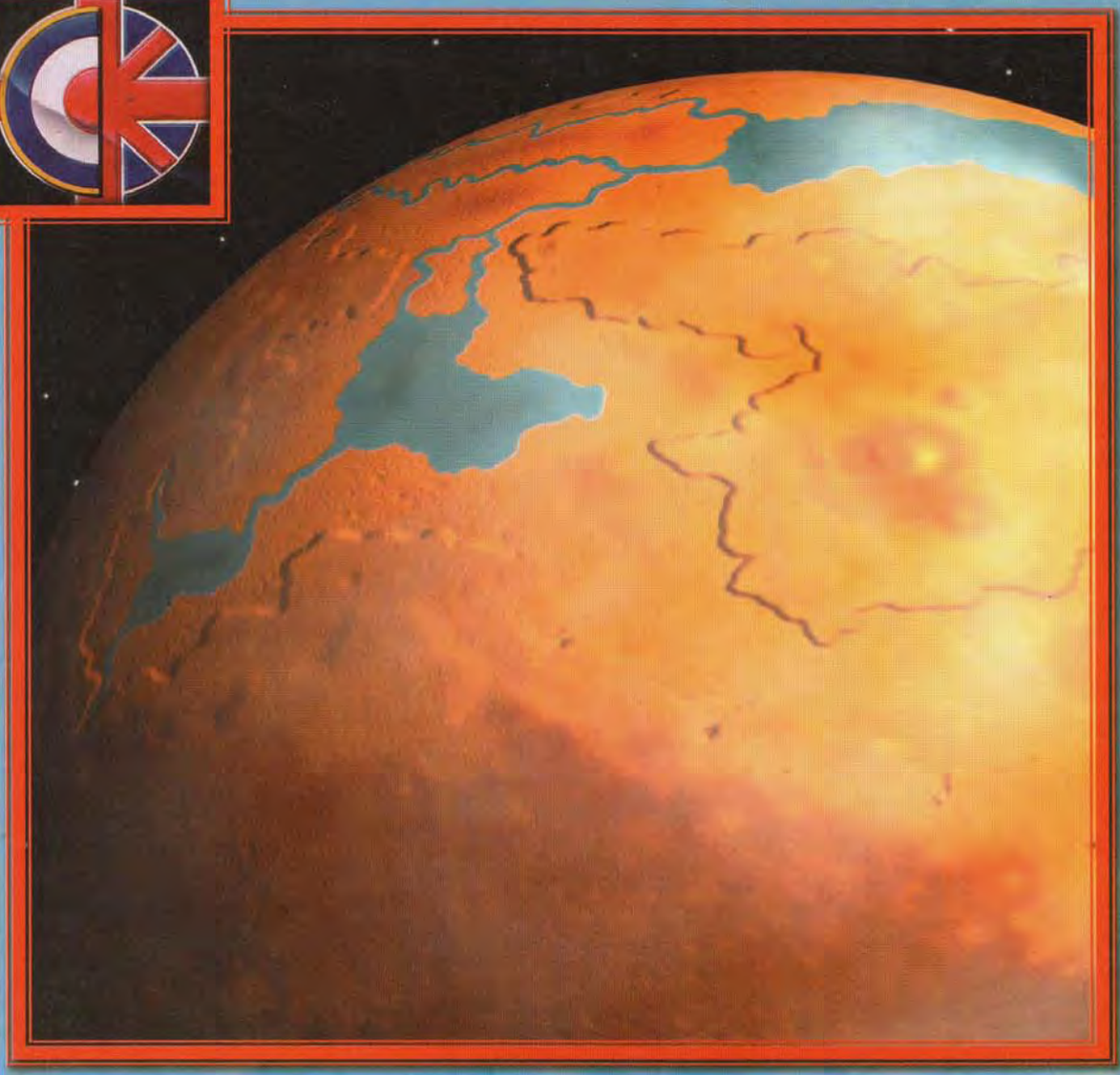
PHOBOS:

Approximate Size:
13.5 x 10 km
Mean Distance from Mars:
9,300 km
Orbital Period:
7hrs 40mins

DEIMOS:

Approximate Size:
7.5 x 6 km
Mean Distance from Mars:
23,460 km
Orbital Period:
30hrs 20mins





The McCraig Line

CAMPAIGN

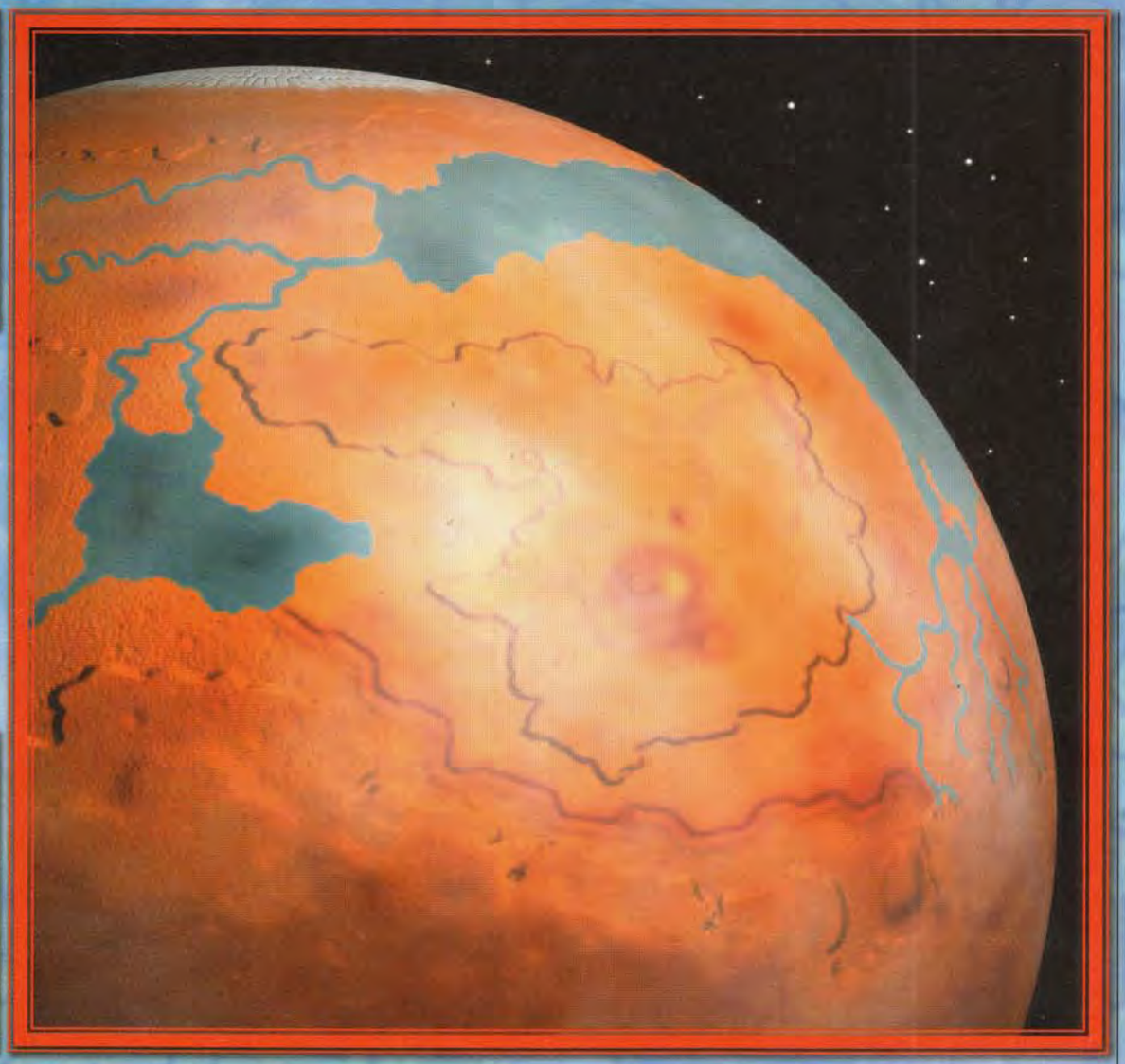
The Second Corporate Wars began in 1255 YC when Cardinal Durand XVII failed to establish peace between the megacorporations. Tension on Mars had been rising steadily and in the Elysium Lowlands, between Imperial and Capitol territory, there was a steady build up of military forces. Borders, which had been indistinct, came into sharp focus as the escalating forces squared up to each other. Neither force made a move but both began the construction of trench networks and defenses that would prevent the enemy from overrunning their position. Then as any semblance of peace deteriorated humanity plunged headlong into war.

Five years into war there were almost two million Capitol and Imperial troops along a battlefront over 3000 km long. The front became known as the McCraig Line after General Alexander McCraig, who had developed similar defenses against the Dark Legion over a thousand years ago in the southern part of the Great Rust Desert.

Imperial and Capitol forces maneuvered for position in the Elysium Lowlands. Capitol were forced to overextend their supply lines by operating out of Burroughs and Columbia, the closest of which is almost a thousand miles from the front line. Imperial, on the other hand, had two military bases in close proximity to the fighting; Castleton and Raven Crag. Additional support from the city of Lawrence gave Imperial a strategic advantage during the first years of the campaign.

By 1260 the McCraig Line had begun to take shape with fortified trench systems on both sides running unbroken for thousands of miles. Imperial combined their strategic advantage with intensive artillery bombardments to drive Capitol back. To the northwest Imperial forces outflanked the Capitol defenses forcing Capitol to fall back and reestablish their line. To the east months of heavy bombardment and determined attacks finally overwhelmed the Capitol trenches and here too they were forced to retreat their line.

By the summer of 1267 the McCraig line had become the most fiercely contested warzone on Mars and to this day the line of fortifications has shifted little, either forwards or back, from the defenses set in place by General Nimitz. Both sides continue to pound each other with terrifying volumes of destructive power and Imperial mount frequent offensives along the entire length of the line, such as the assault on Cherokee Ridge. With such heavy fighting there must come a time when one side will crumble, but both sides are equally determined that they shall not be the first to yield.



By 1265 Capitol were struggling to hold back the relentless Imperial assaults. Brigadier General Dwight Lee Nimitz was assigned to the area and began work on new defenses with full logistical support. He established three forward command centers, Nevada, Mustang and Lynx, and commissioned a railway to run the full length of the front. The McCraig Line became more heavily fortified than ever and numerous battles were fought along the front such as the notorious Battle of Mustang when Imperial almost succeeded in breaking the Capitol line.

June 27th 1266 YC, 10 kilometers east of Mustang, twenty thousand Imperial troops attacked the Capitol defenses. Imperial Trenchers spearheaded the attack while ten thousand Imperial Regulars remained exposed in no-man's land. Hurricane Walkers from the 16th Armored Division provided covering fire, while squads of Golden Lions attempted to infiltrate the Capitol defenses.

Capitol closed the breach with defensive Gamma Forces, while airborne units bombarded the Imperial Regulars. A large Delta Force was deployed by Manta Assault Craft, and Capitol Assault Marines attacked the Imperial forces on their weakest flank. The battle raged for days but finally Imperial were decimated and forced to retreat.

Time: 11.45 hrs, June 27th, 1266 YC
Location: The McCraig Line in the Elysium lowlands.

On June 27th 1266 Imperial stormed the Capitol trenches during the Battle of Mustang. Thousands of Imperial troops crossed no-man's land with Hurricane Walker support, while Capitol brought in Delta and Gamma Forces to break the assault.

Orca Battlesuits provided armored support while Gamma Forces set up defensive positions and a Delta Force moved in to outflank Imperial and claim the Battle of Mustang.

Dark Tide Rising

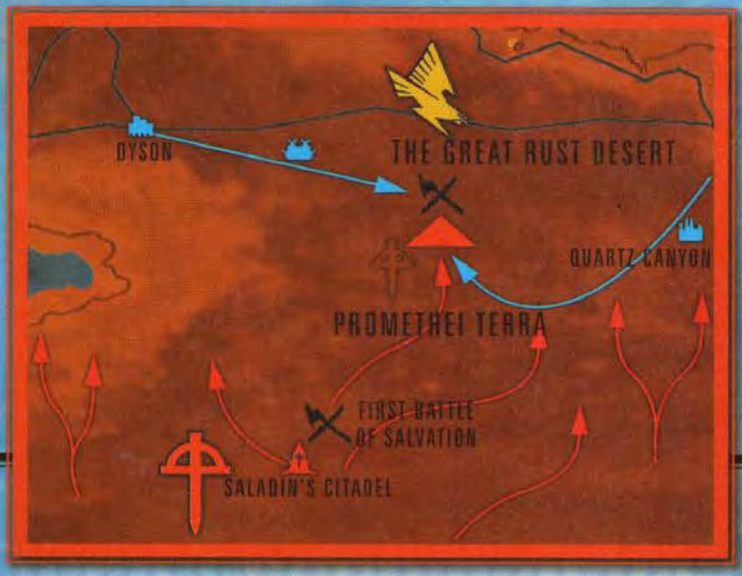
CAMPAIGN

Early in the year 1268 YC the Capitol High Command received a message from the Brotherhood. The message bore the seal of Luna itself, which meant that it carried the highest authority in the solar system. The message, addressed to the President, simply said...

"The beast has awakened, look to the south!"

In 1262 Capitol had discovered a new Dark Citadel on Mars. Reports thus far said the citadel was empty, but this urgent message suggested they should take a closer look. On February 1st 1268 YC, Capitol dispatched a five hundred strong scouting party from the 64th Desert Scorpions based at Columbia. All contact with the party was lost until the 15th of February when the radio operator at Columbia received a short message followed by a single gunshot. The message said...

"The meek shall inherit the void."



Following the disappearance of the 64th, an army of four thousand troops was dispatched under the command of Colonel Ben Stone. At nightfall of March 17th 1268 the Dark Legion attacked Colonel Stone's army twenty kilometers north of Saladin's citadel in the First Battle of Salvation. The battle lasted two weeks before Colonel Stone began a fighting retreat across the Promethei Terra. His beleaguered army rendezvoused with forces from Dyson, while a second force drove southwest out of Columbia before turning north to attack the Dark Legion from the rear. Finally Capitol were able to hold their position and stop the Dark Legion.

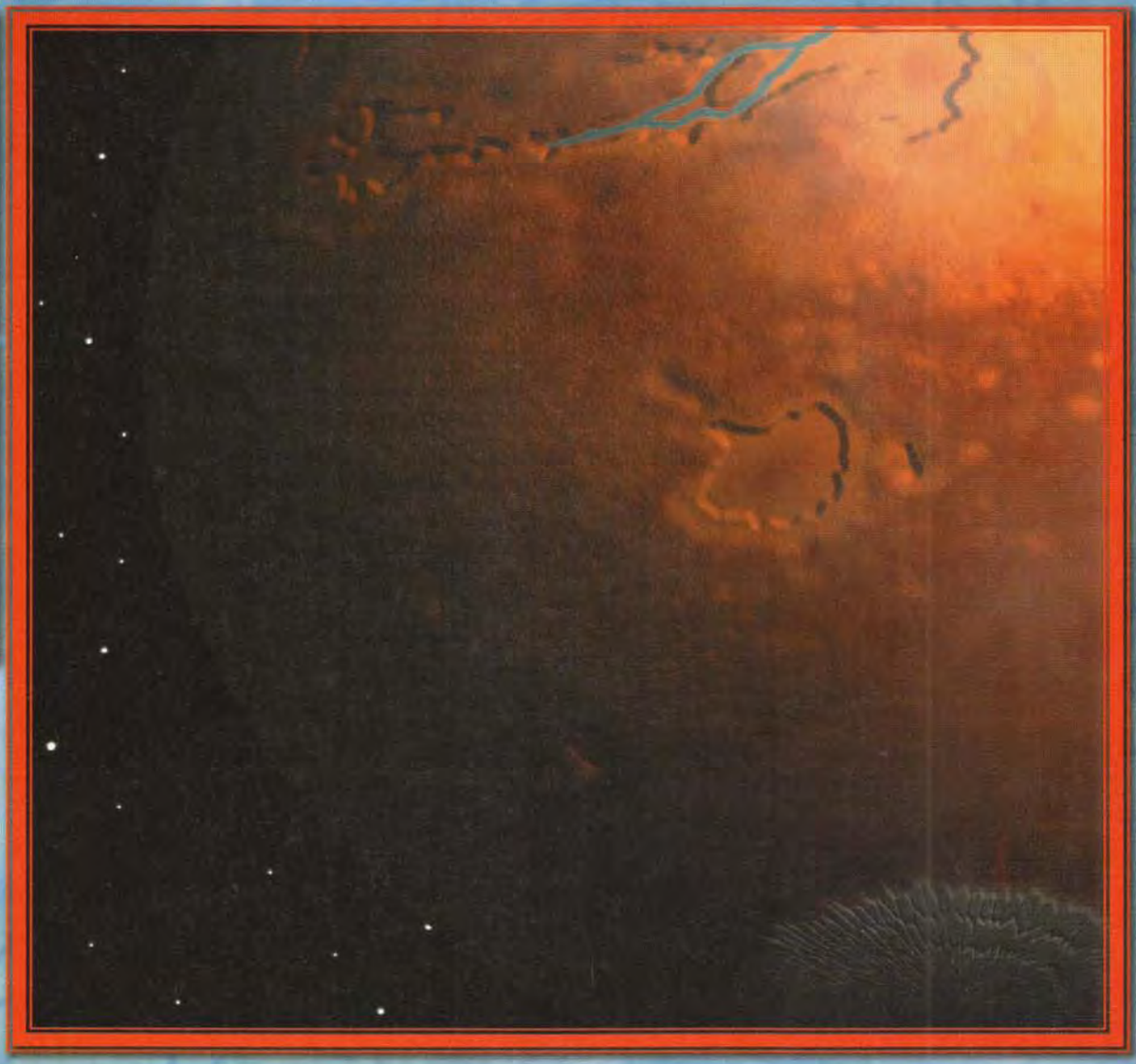
By 1269 Capitol had engaged the Dark Legion in over a hundred separate encounters. The Nipigon gold mines were temporarily abandoned when a Dark Legion army descended on the area and slaughtered the Capitol garrison to a man. Black Rock Springs almost suffered the same fate in June of 1269 when a massive Legion army surrounded the settlement. This time Capitol refused to give up their position and fought a protracted battle that became known as the Siege at Black Rock. Finally the Dark Legion assault was broken and the hellish forces were dispersed.

Barricade | Juggernaut | Military Base | Port | Naval Unit | Dark Citadel | City | Industrial Complex | Cathedral

Capitol Forces

Enemy Forces

By the end of 1272 the surge of Dark Legion forces began to diminish and Capitol were able to maintain their defenses without the sense of imminent defeat that had hung over them since the campaign began. To this day they remain stretched by the continuing attacks of the Dark Legion. The Meridian Frontier serves an essential role in combating the forces of darkness. In this campaign alone Capitol's casualties number almost half a million. The Dark Tide Rising Campaign continues and Capitol can only wait for the next great storm when the Dark Legion will attempt to engulf them once more.



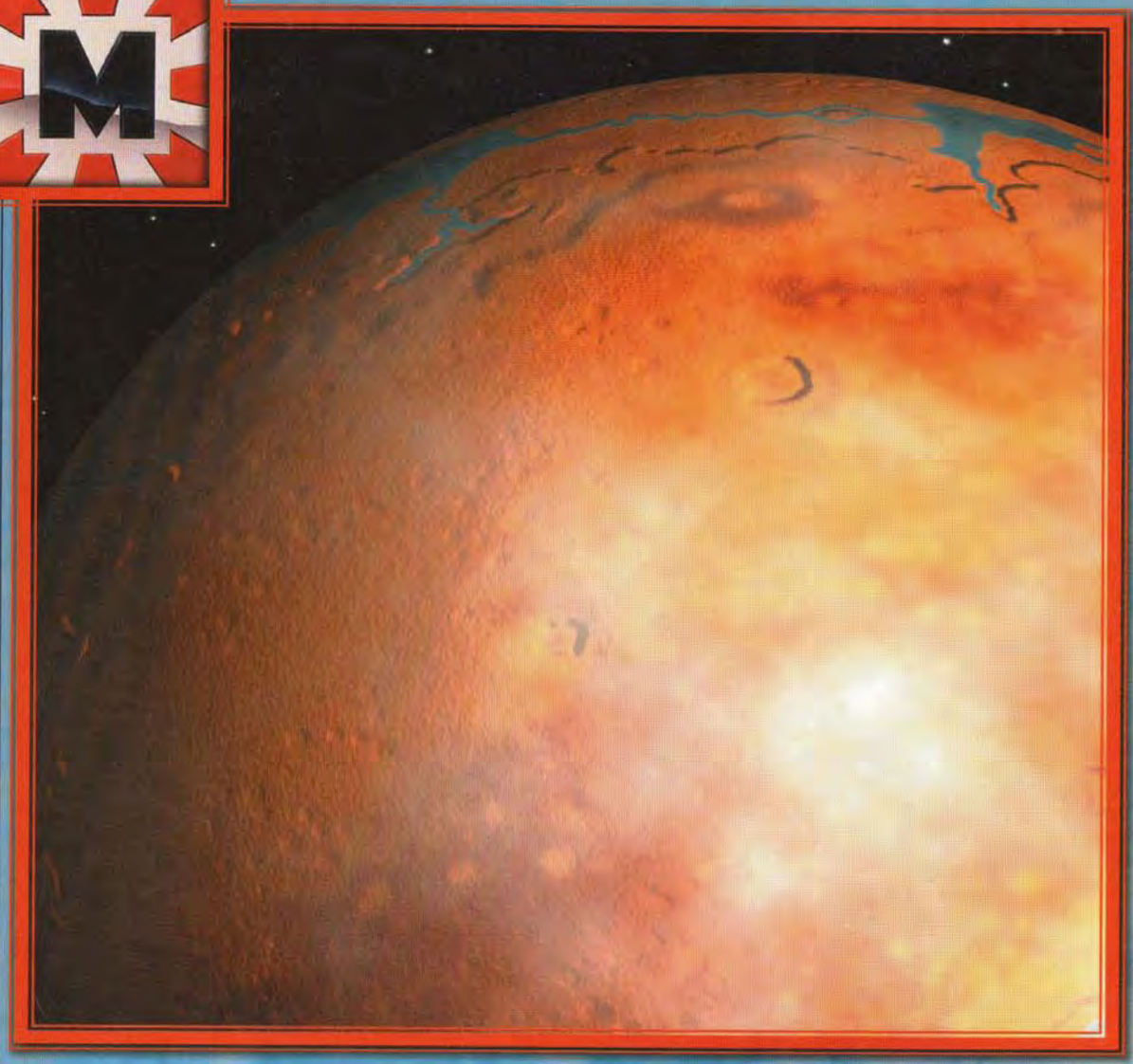
On the southeast shore of the Dry Sea the city of Edison was completely surrounded and the only way for reinforcements to get in was by airship and Manta Assault Craft. The Dark Legion invasion encircled the globe and rose towards the equator. Capitol tried to intercept the horde with their mighty Juggernaut battle-trains but a Legion force crossed the Trans-Martian Railway only to be stopped by a large Brotherhood force that deployed from orbit, dropping five thousand Elite Troopers in the Dark Legion's path.

In 1270 President Shapero established the Meridian Frontier; a series of Fortified command centers evenly spaced around the globe. Battles raged between these outposts girdling Mars in a ring of blood and fire. A constant stream of reinforcements passed through these command centers before being dispatched to intercept Dark Legion forces. The fighting reached its peak in September of 1272 when a massive Legion army was finally stopped by the Colossus Juggernaut four hundred clicks east of Buffalo, in what became known as the Second Battle of Salvation.

Time: 07:15 hrs, April 1st, 1268 YC
Location: Black Rock Springs refinery, north of the Sable Desert

First year of the Dark Tide Rising Campaign and Capitol are attacked throughout the southern hemisphere of Mars. Capitol find themselves facing hordes of demons that were quite simply the stuff of nightmare.

Many of the Purple Sharks were destroyed, swatted from the sky like flies, but the concentrated fire of Grenade Launcher Specialists brought the giants down and Black Rock Springs weathered the storm.



Sarasota

CAMPAIGN

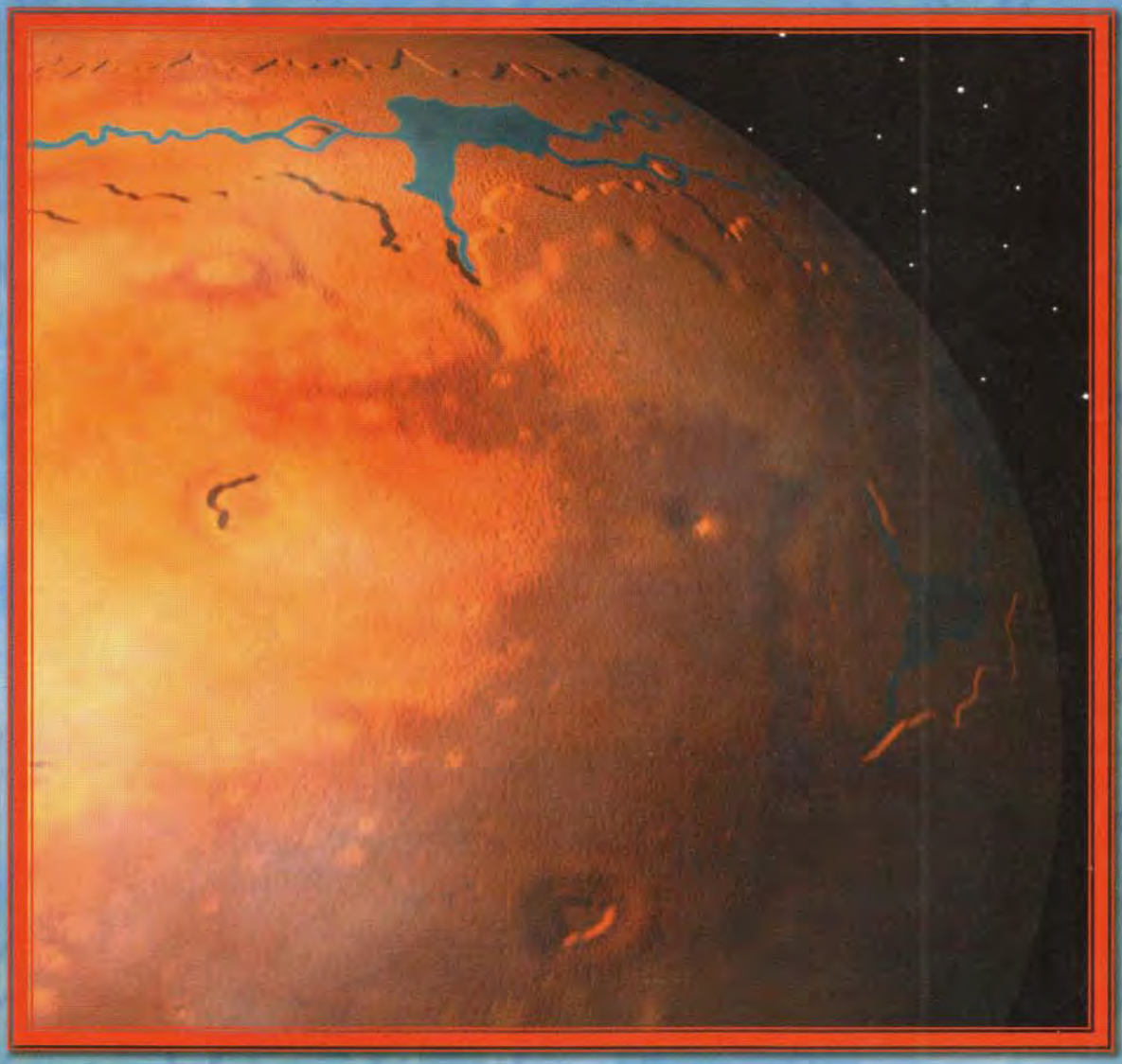
During the Dark Tide Rising Campaign Mishima's position on Mars had also been threatened by the reemergence of the Dark Legion. To ensure their mutual survival Mishima and Capitol had maintained a partial cease-fire throughout the southern part of Mishima territory. Then in November of 1272, as the scale of the Dark Legion assaults grew less, Mishima broke the cease-fire and took advantage of Capitol's weakened state. They mobilized in secret massing forces in preparation for an invasion of Capitol territory that would see them sweeping north and east into the Scarab Desert and Red Rock Flats. They would surround the Sarasota airforce base and threaten a number of Capitol cities but first they needed to prevent Capitol from utilizing the Trans-Martian Railway that passed through the very heart of their domain.

November 1272, Mishima engineers raised two vast barricades on the southern line of the Trans-Martian Railway, one near Mikura and the other at the junction where the main line splits off towards Burroughs. Before Capitol could respond Mishima launched multiple attacks on Capitol targets striking at Rockford, the Opal mineral mines and the Meridian Frontier outpost of Python. These attacks however, were merely diversions to disguise the main invasion that crossed the railway running between Gibson and Burroughs. Hundreds of thousands of troops pushed hard and fast into Capitol territory before Capitol could take steps to oppose them.

In December of 1272 Mishima took control of the Desert Infantry boot camp at Hell's Mouth, the supply depot at Hazard Canyon, and the Pioneer Relay Station southeast of Sarasota. Other forces swept north and east while another army moved against Sarasota itself. San Dorado passed operational command to General Austin Kas of the Sarasota Airforce Base, which became the command center for the conflict raging around it. On January 22nd 1273 a large Mishima force attacked the city of Gibson while further forces moved towards the Astoria steel works and Burroughs.

Barricade · Juggernaut · Military Base · Port · Naval Unit · Dark Citadel · City · Industrial Complex · Cathedral · Capitol Forces · Enemy Forces

Capitol suffered considerable damage during the Sarasota Campaign but they were finally able to overcome the combined efforts of their enemies. Mishima made a second attempt to wrest control of the Trans-Martian Railway that runs through their territory. To the northeast of Hosokawa they immobilized the Marshall sentry train known as the Trojan. Twenty thousand Mishima troops laid siege to the train but the assault was smashed by the arrival of the Armageddon, one of Capitol's most powerful Juggernauts. Mishima retreated back within their borders but they still maintain control of the railway that runs south of the Terra Meridian.



General Kas gathered intelligence on Mishima positions throughout the Scarab Desert and Red Rock Flats. He also set up defensive cordons around all the threatened cities. Mishima suffered heavy casualties during the Battle for Astoria when they were overwhelmed by forces from Burroughs, but Capitol were to suffer a further setback as Bauhaus and Imperial took advantage of their beleaguered state. In the north Bauhaus forces crossed Lake Huron to attack the city of Greatfalls, while to the east Imperial captured the Valdosta mines. Imperial were less fortunate in the Elysium lowlands and at the summit of the Kinder Downfall where they were heavily defeated.

On February 23rd 1274 General Kas gave the order for the counter offensive to begin. Forces moved out from Gibson, Ottawa and Greatfalls to break the long running sieges. The Sarasota airforce base erupted as hundreds of craft took off on missions to attack Mishima targets. Capitol's overwhelming air superiority allowed them to quickly outmaneuver Mishima, giving close air support to ground forces that had been massing in and around Sarasota. Capitol recaptured Hell's Mouth, the Pioneer relay station and Hazard Canyon and drove Mishima back across the mainline of the railway.

Time: 13:48 hrs, August 16th, 1274 YC
Location: Trans-Martian Railway north of Hosokawa

During the Sarasota Campaign Mishima launched a major invasion into Capitol territory. They attempted to capture a Marshall sentry train and might well have succeeded but for the timely arrival of the Armageddon Juggernaut.

The Armageddon arrived just in time to prevent Mishima from overwhelming the Trojan. Martian Banshees and Manta Assault Craft were first on the scene, securing the Marshall sentry train before the coming of Armageddon.

1. Albany
2. Anaconda Military Base
3. Ascension Space Center
4. Astoria steelworks
5. Augusta
6. Black Rock Springs
7. Blanco mining center
8. Boa Military Base
9. Buffalo
10. Burroughs
11. Capital city of San Dorado
12. Cobra Military Base
13. Columbia
14. Daytona
15. Dyson
16. [illegible]

18. Greatfalls
19. Hazard Canyon
20. Hell's Mouth boot camp
21. Lynx Command Center
22. Mariner's Arch
23. Marshall mining town
24. Mustang Command Center
25. Nevada Command Center
26. Nipigon gold mines
27. Nortek fuel refinery
28. Opal mineral mines
29. Ottowa
30. Pioneer relay station
31. Port Hudson
32. Port Munroe
33. Port Norton
34. Python Military Base
35. Quartz Canyon

37. Salamanca Shipyards
38. Sarasota Airforce Base
39. Sidewinder Military Base
40. Toledo Harbor
41. Valdosta open-cast mines
42. Viper Military Base

43. Arnsberg
44. Arolsen
45. Freistadt
46. Gifhorn
47. Holstein
48. Warburg
49. Bergen Docks
50. Coburg Harbor
51. Salza Harbor

52. Castleton Military Base
53. Lawrence
54. Kingsport Docks
55. Port of St Michael
56. Raven Crag Military Base

57. Genkai
58. Hosokawa
59. Mikura
60. Dojo Military Base
61. Shingu Military Base

63. Amazonis Island
64. Coors Ridge
65. Elysium Mons
66. Insel Griez
67. Kinder Downfall
68. Milankovic
69. Olympus Mons
70. Viking I landing site
71. Viking II landing site
72. Blood River
73. River Nidda
74. River Santa Ana
75. River Utopia
76. Yukon River
77. Flint River

Mars

Planetary History

From the earliest times of space exploration missions to Mars were wreathed in mystery and plagued by failure. Malfunctions and freak accidents convinced many people that there was some malignant force protecting the planet from human interference. But humanity has never been deterred by adversity, delayed maybe, but never turned from its chosen course of action. Even when the first manned mission ended in disaster humankind refused to be discouraged and they redoubled their efforts to claim the prize of Mars.

The first manned landing on Mars was achieved in 2042 AD, years before the four megacorporations had emerged as the dominant powers in the solar system. The first man to set foot on the planet was Commander Damon Hacker an American astronaut. The mission objective was twofold. First to make safe landing on the planet surface and second to establish the life support module. This would keep them alive for three months until the second stage of the mission arrived with the command center module.

Within a year there was a full team of scientists and engineers on Mars studying the New World and working on the launch facility that would allow them to return to Earth. By this time it was relatively easy to send a craft to Mars but getting off the planet still required considerable power despite the lesser gravity of Mars. The imperative of returning crews to Earth saw many private companies vying for grants to design and install launch platforms on Mars. Numerous proposals were put forward but one company was way ahead of the field. The company was known as the Capitol Corporation and they had already established their reputation with a privately funded launch facility and relay station on Earth's moon. Within a decade Capitol were handling ninety percent of traffic to and from Mars giving them a foothold that has persisted to the present day.

Mars was the first planet to be terraformed and this massive undertaking allowed scientists to develop this new science before tackling the more challenging worlds of Venus, Mercury and Ganymede. The terraforming was facilitated by the presence of water frozen in a layer of permafrost beneath the Martian surface, and by the year 2100 AD there was a breathable atmosphere on Mars. Since that time the chill air of Mars has been choked with strife, even as it is choked by the fierce sandstorms that scour the rocky deserts. Now it is a world of conflict, a fitting tribute to the God of War. And with the return of the Dark Legion it seems that Algeroth, the Apostle of War, seeks to challenge the ancient Roman God for dominion of this world, a world that seems destined to be forever bathed in blood.

In The Year Of The Cardinal 1277
Present Day

Climate

The climate on Mars is essentially cold and dry. During the terraforming of Mars the gravity was stabilized at 1g and the atmosphere was engineered to insulate the planet and maximize the heat from the sun, but even in summer Mars remains a chill and dusty world. The rotation of Mars and the inclination of its orbit mean that it experiences seasons similar to those on Earth but because of its wider orbit these seasons are considerably longer. Winter on Mars persists for sixth months when temperatures at the poles can fall as low as -40 degrees centigrade. Even in the height of summer equatorial temperatures rarely exceed 20 degrees centigrade at midday and can easily drop below freezing during the night.

With most of the planet being covered by rocky deserts there is little to regulate the temperature and store heat from the sun, but the area around the landlocked sea of Mare Arcadia does benefit from a slightly milder climate than that of the rest of the planet. The Imperial Corporation holds territory on the western side of the sea while Capitol dominates the area to the east. These two regions are also the most fertile areas on the planet with the highest levels of rainfall.

Although rain falls across the entire face of Mars precipitation is minimal. Most of the rain falls on the expansive deserts where it drains quickly through the top layer of sandy earth before meeting an impervious layer of rock beneath the surface. Here the water collects in subterranean pockets or runs off north into the Great Flood Belt that circles the Northern Hemisphere.

Towards the poles much of the rain falls as snow, especially during the winter. This snowfall feeds the polar icecaps causing them to expand during the winter and contract during the summer months. In winter the north polar icecap can extend as far south as the Bauhaus city of Arnsberg which sits on the edge of the landmass known as the Vastitas Borealis.

The Martian wind is generally moderate but under certain climatic conditions this can change dramatically. Mars has tidal winds that sweep across the surface of the planet driven by the heat of the sun. In the open desert such winds can reach speeds in excess of 300 km per hour and often develop into devastating sandstorms. These sandstorms are normally isolated weather systems affecting local areas, but twice a year they develop into vast storms that affect Mars on a global scale. The sky is darkened by towering clouds of billowing sand that extend into the upper atmosphere. They move around the equator of the planet engulfing cities and bases in a gritty shroud of fine orange dust. Severe sandstorms known as sand cyclones can damage equipment and kill the unwary and unprotected but they tend to be more of an inconvenience than a real threat to life.

The most terrifying phenomenon in the climatic arsenal of Mars is the tornado. These awesome whirlwinds rarely affect populated areas but when they do they can lay waste to even the strongest buildings. The volume of grit and sand in the writhing funnel is incredible and with winds approaching 500 km per hour the tornadoes will cut a swathe of destruction through anything that stands in their path.

This was demonstrated to great effect by an F6 tornado that swept out of the Great Rust Desert halfway between the mines at Marshall and the military base of Columbia in 1271. Not only was the main rail link between the settlements damaged but the tornado traveled 500 kilometers north and cut through the entrenched battlefront known as the McCraig Line. This fortified line of trenches between Capitol and Imperial has been in place for years, despite continual bombardment from both sides, but the tornado smashed through it without even slowing. Capitol forces followed in the tornado's wake as it ravaged the Imperial defenses. They were able to make significant headway before Imperial managed to contain them, showing once again that whether a choking sandstorm or a powerful tornado, the effects of the weather can transform the fortunes of war.

DESERT TROOPS

Captain Lou Cabral almost felt sorry for the enemy. His squad of Desert Scorpions were four hundred clicks southwest of Augusta, on the northern fringe of the Great Rust Desert. The seasonal storm had been boiling over the bleak landscape for three weeks, and it had taken them several days to locate the Imperial force that Columbia HQ had placed in their sector. Now, however, they had found them and they shadowed the Imperial troops through the gritty air, waiting for the perfect moment to attack.

Geography

The Martian surface is characterized by rocky deserts, deep canyons and thousands of impact craters. Without the presence of vast oceans we are forced to describe the surface of Mars in terms of regions such as the north polar region of Vastitas Borealis where the Bauhaus Corporation has managed to establish a secure foothold. This cold territory is rich in natural resources and provides Bauhaus with a good strategic position from which to strike at any point around Mars.

Less than five-percent of Mars is covered by water though even in arid regions such as Promethei Terra and the Sable Desert there are extensive deposits beneath the surface, which can be accessed by natural artesian wells or wells drilled by the corporations. Almost all the surface water on Mars lies in the Great Flood Belt encircling the northern hemisphere of the planet. Before the terraforming of Mars the Great Flood Belt was simply a band of low-lying terrain, but when the frozen water was released from the Martian permafrost it ran out of the highland regions and flooded into the lowland areas. Erosion caused by the Great Thaw carved the cliffs that now characterize the geography in the northern hemisphere of Mars. By the time the humidity of the planet stabilized, the water had receded until it lay in a series of expansive lakes and seas the largest of which are Mare Arcadia and Mare Acidalia. These bodies of water are linked by rivers and separated by extensive dune fields and sandy plains which are prone to flooding in the spring when the melt waters flow from the north polar ice cap.

The presence of surface water in this area means that over ninety percent of the Martian population lives in the northern hemisphere, leaving the southern hemisphere almost unpopulated, a situation that has allowed the Dark Legion to establish a strong presence in the southern deserts.

Rocky cliffs rise up from the Great Flood Belt to the highland regions of Mars. Capitol's capital city of San Dorado sits at the northern edge of the highland region known as the Tharsis Rise. This fertile landmass stretches from the White Cliffs in the north to the Sable Desert in the south where the fine sand is almost black. The Tharsis Rise is home to the famous Olympus Mons, the highest mountain on Mars. This massive extinct volcano stands 25 km high and is the largest volcano in the solar system.

To the southeast of Olympus Mons lies the awe-inspiring canyon known as the Valles Marineris. This vast fault line is reminiscent of the Grand Canyon on Earth but on a far larger scale. The Valles Marineris is 4500 km long and more than 5 km deep. Capitol are forced to maintain a strong presence along its length as both Mishima and Cybertronic frequently use it when launching attacks into Capitol territory. The complex nature of the canyon makes it difficult to cover every possible route, a fact that enemy corporations use to their advantage.

Also cutting into the Tharsis Rise is the Tharsis valley. This is a more open-sided gully that leads down from the mining city of Albany to the shores of the Crimson Lake. The Yukon River runs down this valley and passes the landing site of the Martian probe Viking I. The site of this first landing on Mars is still marked by a great memorial stone, as is the landing site of Viking II in the Imperial held territory of the Elysium Rise.

Although most of the Martian surface is composed of rocky deserts there are considerable differences to be observed from one area to another. The largest desert is the Great Rust Desert reaching halfway round the equator of the globe. The desert gets its name from the iron ore in the sand, which is quite simply, rusty. The sand can range in color from burnt umber to a vivid orange and sunsets in the desert are said to be the most beautiful anywhere on Mars. However, the Great Rust Desert also spawns some of the worst tornadoes on the planet and it is from here that the planetary sand storms first begin their migration.

The hottest place on Mars is in the equatorial region known as Terra Meridian. This barren, storm-blasted landscape is extremely inhospitable, but it is here that the Mishima Corporation has managed to establish a secure foothold on Mars. Further north in the Scarab Desert lies the Capitol airforce base at Sarasota although not on the equator, prevailing weather conditions keep this area almost as warm as equatorial regions.

South of the equator is the curious desert known as Whistling Sands. Here the wind passes over a rock-strewn desert and the fine sand whistles and moans as it swirls round the sand-blasted rocks. Close to Whistling Sands, on the other side of Coors Ridge, lie the disturbing dunes of the Sable Desert. The sand here is almost black and, as though it were fertile ground

for evil, the Dark Legion are claiming it for their own. The outpost at Black Rock Springs has come under heavy attack in recent years and Capitol have been forced to reinforce the area with a number of large Gamma Forces.

Another area slowly being overrun by the Dark Legion is the Hellas Basin. Lake Wichita lies on the floor of this massive impact crater and is the lowest point on the planet. Mishima control the western side of the basin but Capitol also try to maintain a strong presence in the area using the Viper military outpost as a base of operations. However, the presence of Saladin's Dark Citadel to the south means that the area is coming under increasingly heavy attack as the Dark Legion push up from the south.

One of the most curious features on Mars is a sandstone mountain that is shaped like a human face. The 'face' is 1.5 km across and has long been the source of speculation about lost civilizations on Mars. But thorough exploration has shown that only the simplest of life forms ever existed on Mars and those who persist in their beliefs of a lost civilization are considered to be nothing more than romantic sensationalists. And yet scientists have yet to provide a sufficient explanation for markings on the side of the mountain that appear to be of unnatural.

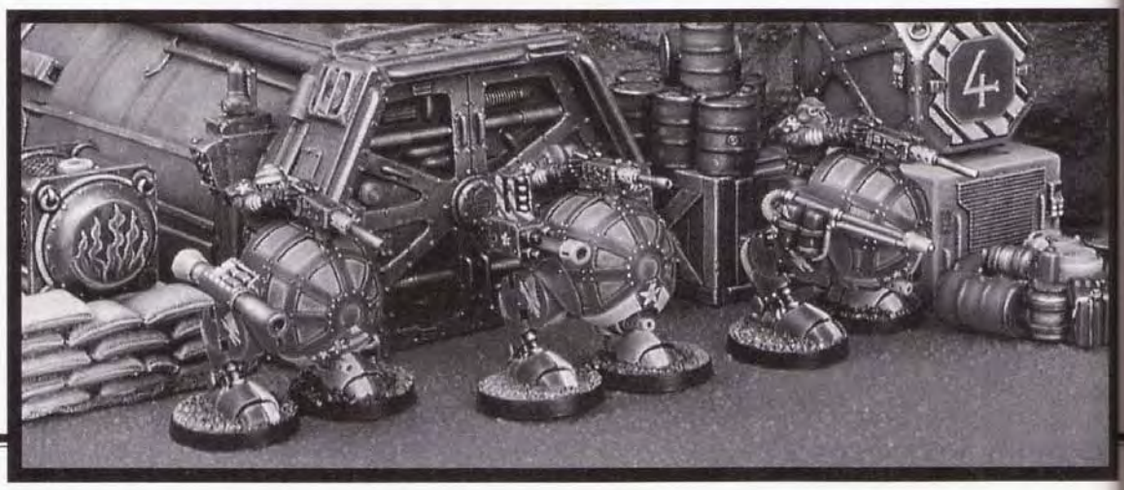
Life on Mars

Despite early hopes and encouraging projections, the terraforming of Mars never really lived up to expectation and the Red Planet failed to spawn the wealth of life that is to be found on Mercury and Venus. Mars was transformed at the start of the terraforming age when the new science was in its infancy. Scientists and engineers achieved the impossible when they made Mars a habitable world but it took many years for the full potential of genetic engineering to be realized, by which time Mars was heavily populated and experiments on a global scale could no longer be carried out. Even so the conditions are sufficient to support a stable ecology, though artificial irrigation and intensive agricultural techniques are required to feed the inhabitants of Mars.

As one might expect the proliferation of life on Mars is concentrated around sources of water, and while most of the planet consists of barren deserts, the lakes, rivers and seas are rich in aquatic life. Mare Arcadia in particular supports a complex ecosystem from plankton and nutritious seaweed to the giant Mako Shark that can reach 10 meters in length and is the largest animal on the planet. This awesome creature is a distant relative of the sharks of Earth and possesses the same highly evolved hunting capability. There are several other shark-like creatures on Mars such as the Black Tipped Hammerhead and the smaller Purple Sharks, which have a well-deserved reputation for ferocity, frequently attacking Mako Sharks up to twice their own length. These vicious predators have even been known to attack ocean-going craft, as illustrated by the Newport Tragedy when twenty-one Free Marines went into the water near the island of Milankovic after their semi-inflatable craft had been holed by a Purple Shark attack. It took just a few short minutes for other craft to circle back to their position, but by then there was nothing but body parts for them to pull from the water. A pack of the savage sharks had sunk the craft and torn the Marines to pieces with terrifying speed.

By contrast the largest indigenous land predator is the Martian Polecat. This desert dwelling creature is also noted for its ferocious temperament but at less than a meter in length it is no threat to human life. They live in burrows and hunt the snakes, reptiles and small mammals that constitute the majority of land animals on Mars. The Polecat needs all its speed and skill when tackling prey that is armed with sharp fangs and deadly poisons. The two most venomous creatures on Mars are the Crimson Sand Viper and the Banded Scorpion, both of which can kill a man in less than an hour.

Plant life on Mars is mostly limited to narrow bands of vegetation beside lakes and rivers and isolated patches dotted throughout the desert. The most common forms of plant life are spiny grasses, cacti and other species that have adapted to low levels of rainfall. But beside water sources there exist areas of grassland dotted with thorny trees and coarse scrubland.



Still Mars is essentially a desert planet and the corporations have to work hard to grow enough food for their citizens. The Capitol Corporation in particular has developed specialist techniques for the cultivation of crops. Even in remote areas such as Black Rock Springs they tap into subsurface water sources to irrigate crops. They even maintain a series of subterranean farms, the largest of which are the hydroponic farms of Trinity some fifty kilometers south of Augusta. Not only are these farms closer to the natural water table but they are also sheltered from the sand storms that scour the surface of Mars.

There is little life of any kind in the southern hemisphere of Mars and fewer mineral reserves to make it worthwhile expanding southwards. But this desolation has not deterred the Dark Legion from establishing themselves here, though whether their presence could be described as life is entirely debatable. For as the Second Corporate Wars rage on Mars the ranks of the Dark Legion are becoming swollen with Undead Legionnaires and Necromutants, the unliving victims of ceaseless war.

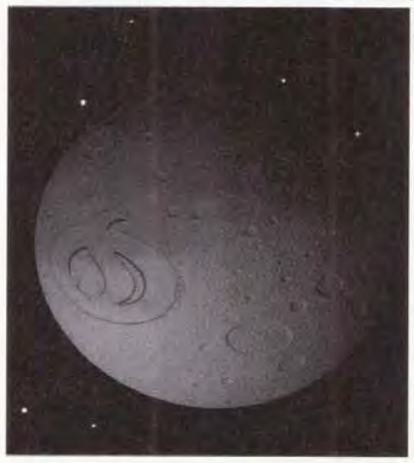
The Moons Of Mars

Mars has two moons, Phobos and Deimos (Fear and Terror), but these satellites are far too small to have any significant influence on the planet. Even Phobos, the larger and closer of the two is less than 14 km long. It circles the planet at a distance of 9380 km and takes less than eight hours to complete its orbit.

In the past these irregular shaped moons were used as jump off points for orbital and interplanetary spacecraft. They have also been used to house penal colonies where the inmates were held in secure containment domes constructed on the rocky surface. However, the practicalities of maintaining the prisons soon became impossible to manage and the colonies were abandoned.

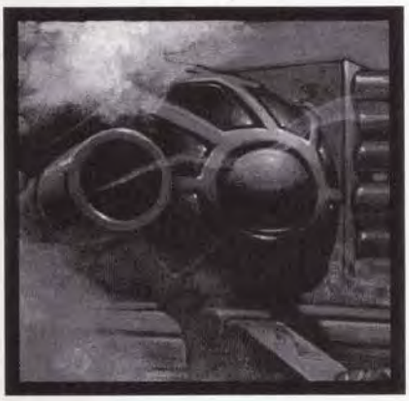
Phobos now houses the Viking Naval Base, which serves as a rendezvous point for space-faring crews. Many interplanetary craft also use the base and docking facility when collecting or delivering cargo to and from Mars. A number of Capitol troops are stationed on each of the moons, but they come under the jurisdiction of the Brotherhood who maintain a garrison on both moons. These two 'sentinel forces' have been in place for over fifty years, ever since the Brotherhood first suspected the reemergence of the Dark Legion. In the year 100 YC, nearly twelve hundred years ago, the moons of Mars were branded with the power of the Dark Symmetry. Phobos bears the mark of Semai; Deimos bears the mark of Muawijhe while a similar mark depicting the symbol of Algeroth lies north of Saladin's Dark Citadel in the bloodstained sands of Promethei Terra.

These marks have an unearthly quality and it is forbidden, by order of the Cardinal, to approach them for fear of contamination by the Dark Symmetry. Over the centuries the Brotherhood have studied these evil stigmata but they have failed to discern any useful purpose that they might serve. The marks have the look of polished glass as though the rock was melted by searing heat but despite their shiny surfaces they show no reflection of light. There have been many attempts to erase or destroy them but all have failed. Some postulate that the symbols do not exist in our universe but are brought into being by a merging together of different planes. This explanation has also been applied to the citadels of the Dark Legion which can appear suddenly yet have the appearance of structures that have stood for millennia. Others believe that the Dark Apostles were simply marking territory that they consider their own. And now they have returned to claim what is theirs.



The Capitol Corporation

Home World:
Mars
Corporate Headquarters:
San Dorado
Current President:
Linden Shapero



History

The Capitol Corporation first began to accumulate real power during the early part of the twenty-first century AD when the market for space exploration was opened up to private industry. They had already established themselves as world class arms dealers and had begun to work in conjunction with the other dominant corporations of Bauhaus, Imperial and Mishima. By the end of the century Capitol had emerged as the largest of the megacorporations and to this day they remain the largest and some might say the most powerful of the corporations.

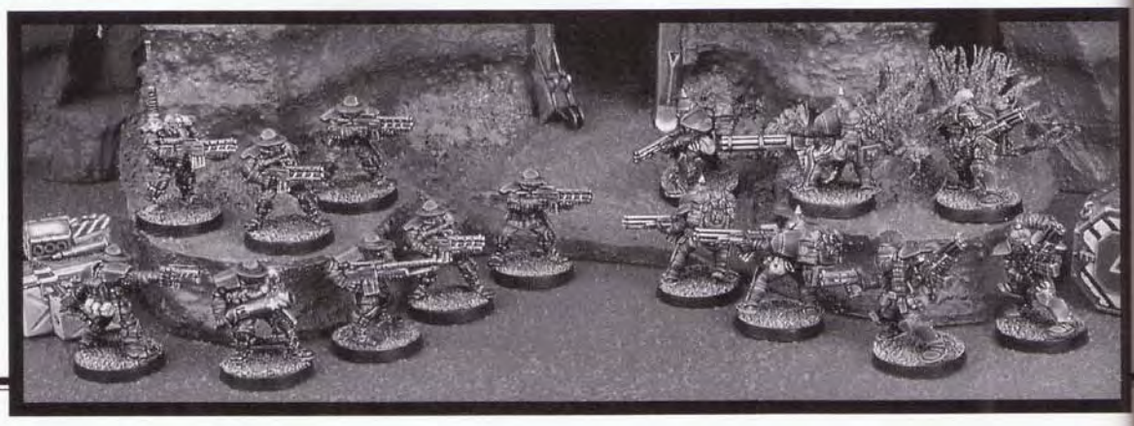
Capitol were the major investors in establishing a permanent base and launch facility on the moon. This meant that the growing volume of space-faring traffic used their facility and thus contributed to Capitol's financial standing and power base. Capitol carried this advantage forward to the pioneering exploration of Mars and they have maintained their domination of the planet ever since.

During the Exodus of mankind from Earth it was only natural that Capitol would bring its citizens to the world over which it had most control, but the sudden influx of people put a great strain on their resources. When the Dark Symmetry was released into the solar system the Fall of technology hit Capitol hard since much of their agricultural production was optimized by computer controlled systems. Food shortages threatened the burgeoning population of Mars, and it was only the advent of 'rift travel' that saved them from a planetary catastrophe as they transported vast quantities of food supplies from the Bauhaus dominated world of Venus. The need to feed their people forced Capitol to take action that contributed to an atmosphere of hostility and isolation. This in turn led to the breakdown of relations between the corporations and the outbreak of the First Corporate Wars.

Capitol's logistical expertise served them well during the long years of war and they were able to hold their position as the largest corporation in the solar system. However, it became increasingly difficult to guarantee the delivery of cargo shipments from Venus and Mercury, and Capitol were forced to develop new farming techniques on the hostile surface of Mars. Complex irrigation systems were devised and subterranean hydroponic farms were used on a large scale, with acres of artificial lighting giving life to much-needed crops. By the end of the First Corporate Wars Capitol were self-sufficient and they were able to extend their influence until they controlled three-quarters of the Red Planet.

Since the earliest days of space exploration Capitol had held considerable power on Earth's moon, which had come to be known as Luna. But with the establishment of the Brotherhood in 2275 AD Capitol found their influence being superseded by that of the new militant church. Now they have little direct influence on Luna and have firmly established their power base on Mars. For centuries this power base has been challenged by all the corporations and by the invasion of the Dark Legion during the first century YC.

Capitol have endured many times of crisis but their ability to respond quickly to any situation gives them a strategic advantage that has proved difficult to overcome. Following the defeat of the Dark Legion in the second century YC there came the Wars of Attrition when Mars was beset by scores of minor conflicts as factions from the rival corporations tried to encroach on Capitol territory. There were the Scarab Wars of the sixth century YC when Capitol extended the Trans-Martian Railway around the upland contours of the Scarab Desert and Red Rock Flats. There was the War of Shame, when the President ('Raving')



John Garcia became convinced that many Capitol bases and high-ranking generals were conspiring with the enemy to bring down the Capitol government. He launched a number of assaults on Capitol bases, which escalated quickly towards full-scale civil war. After several years of damaging conflict the war was ended by the Citizens' Revolt when the population of Capitol refused to tolerate the madness any longer. They paralyzed industry, transport and communications until it was impossible for the fighting to continue, then they demanded the removal of the President and the Board of Directors. The President and several members of the board were charged with treachery and crimes against the corporation and were subsequently sentenced to death.

These blighted events took place in the early part of the tenth century YC. It is now generally accepted that this and similar acts of paranoid delusion were the result of the Dark Symmetry that was once again beginning to exert its insidious influence over the minds of humanity.

Now the Capitol Corporation is united and they have more than their fill of legitimate enemies. The Second Corporate Wars threaten Capitol held territory throughout the solar system and the return of the Dark Legion stretches military resources to the limit. Capitol dominate the Planet of War but as the Legions of the Dark Soul rise up from the south polar regions they are coming to learn that the God of War shows no favoritism on the battlefield. Courage can make a difference, valor can save the day but in the end only the strong survive.

Demography

Capitol has the largest population of all the corporations the vast majority of which resides on Mars. Capitol territory encircles the globe and extends from south of the equator to the lakes and rivers of the Great Flood Belt in the north. The majority of Capitol cities, mines and military bases lie on the mainline of the Trans-Martian Railway. This rail network has two main routes, one that circumnavigates the planet just south of the equator and one that follows the outer edge of the highland regions of Mars. It provides a strong link between Capitol bases allowing the rapid movement of troops and raw materials from one place to another.

The largest city on the planet is the corporation's capital city of San Dorado with a population of almost six million. The city sits within the shield-wall of a long extinct volcano and is heavily defended. There are a number of other large cities on Mars with populations in excess of 3 million including Gibson, Augusta and the massive military base of Burroughs on the eastern edge of the Syrtis Major Plateau.

Capitol used to have several cities in the barren deserts of the southern hemisphere such as the ill-fated city of Edison. This settlement once stood on the shores of a great reservoir to the west of Noachis Terra but towards the end of the tenth century YC the water became brackish and slowly dried up. Residents of the city began to die as their crops became contaminated and thousands fell victim to disease and infection. Now the area is known as the Dry Sea and Edison is all but deserted. The only people left there are vagrant prospectors and a garrison of troops from the military base of Boa. Since the Dark Legion's return in 1268 YC the city has been under constant attack by Dark Legion forces. The skirmishes continue on a relatively small scale, for there is nothing much in Edison for the Dark Legion to win or for Capitol to lose. It has become the archetypal 'ghost town'.

Government

Capitol prides itself on its democratic process but in truth the corporation is driven by financial wealth and power. Of all the Megacorporations only Capitol has a true corporate structure where every member of society holds shares in the corporation. However, the electoral process is also based on shares and not on a system of 'one man one vote'. This means that power rests in the hands of the wealthy; the more shares you own the greater your influence within the corporation.

At the head of the corporation is the President who acts as leader of the corporation and Commander in Chief of the Capitol armed forces. The reigning President is Linden Shapero and he has been in office for the last seven years. The President resides at the Presidential Palace in San Dorado but the official seat of government is Concord House, an imposing building at the heart of the city near the towering structure of the Brotherhood Cathedral. Both buildings are heavily defended with extensive underground bunkers where most of the offices and presidential quarters are situated.

The formidable defenses have been put to the test on a number of occasions. In 1263 the entire west wing of Concord House was demolished when Mishima launched an adventurous bombing raid from orbit using manned drop-ships packed with high explosives. Each drop-ship was piloted by a Suicide Warhead who guided the devastating craft towards the target. Although no damage was done to the reinforced levels beneath the surface the attack shocked Capitol, and from that day there has been a Dreadnought in geostationary orbit above San Dorado to prevent any chance of similar attacks in the future.

Corporate affairs are managed by two main bodies, the Board of Executives and the Board of Directors. The Board of Executives is responsible for internal policy and the day-to-day management of the corporation. The Board of Directors is elected by the shareholders of Capitol and has considerably more power. It is their job to elect the President who then presides over both committees. The Board of Directors is comprised of representatives from industry and from each branch of the AFC

(Armed Forces of Capitol). They are responsible for determining corporate policy both on Mars and throughout the solar system. The President has ultimate power over the Capitol Corporation but he is constantly aware that if he falls out of favor with either the board or the shareholders then he will lose his seat of office at the next election.

Capitol has huge resources both in manpower and raw materials but the citizens have little tolerance for military casualties or the failings of government. This has a marked effect on corporate policy, making them cautious and painfully aware of the cost of any course of action.

Social Structure

Capitol society does not have the same defining heritage as corporations like Mishima and Imperial. There are no cultural restrictions that might limit a citizen's advancement, although a person's financial standing will shape the course of their life to a great extent. Individuals born into wealth and power will benefit from privileges that most ordinary citizens can only dream of. And yet there is no fundamental reason why the poorest person on the planet cannot aspire to be President one day. Cynics refer to this as the 'illusion of opportunity' but there are many examples that show it to be possible, albeit highly unlikely.

Shannon Deblarco for example, Fleet Admiral of the CNC (Capitol Naval Command). She began life as the daughter of a hydroponics farmer in the frontier territory of Whistling Sands. Despite her rural background she developed a passion for historical battles and overcame numerous obstacles in her ambition to be a commander in the navy. Her stubborn determination earned her the nickname 'The Icebreaker' and her success story is often used during recruitment campaigns.

Apart from a normal sense of duty, Capitol have an effective way of motivating their people during times of need. They reward citizens for performing duties that serve the corporation's needs. This is not to say that citizens of Capitol are lacking in pride or loyalty to the corporation but it does mean that Capitol can place greater demands on their people without resorting to coercion. Transactions and earnings are made using a credit system, which can be easily converted into Cardinal Crowns, the standard unit of currency in the solar system.

Natural Resources

In terms of minerals and raw materials Mars is considered to be the richest world in the solar system. This is because so much of the planet's surface is readily accessible, unlike Venus where large parts of the planet are covered by deep oceans or Ganymede, which is encased in glaciers and permanent ice sheets. In addition to this the planet's crust is rich in minerals and metallic ores, especially iron. There are also vast deposits of other metals such as copper, zinc and nickel, all of which are highly prized by the corporations.

The most productive Capitol mines on Mars include those a Albany, Blanco and the massive open cast workings at Valdosta The ore from these mines is loaded onto enormous freigh trains and transported to industrial sites such as the Astoria stee works and the refinery at Albany. There are numerous othe mines dotted across the Martian surface, including a number i the region of Terra Meridian that frequently change hand between Mishima and Capitol. Many more mines in the south ern hemisphere have been deserted following the resurgenc of the Dark Legion. The rich Nipigon gold mines remain ope despite almost constant attack from the evil horde. These valu able mines were temporarily abandoned in 1269 but wer taken back shortly afterwards by a large Delta Force and no Capitol are going to great lengths to keep them open.

Like all the corporations Capitol manufacture their own fue They have developed a powerful compound based on a mi ture of oxygen, ammonia and other volatile elements found i abundance in the rocks surrounding the large volcanoes on th Tharsis Rise. The basic compound can be engineered to pr duce a number of fuels for powering such things as the Jugge naut battle-trains on the Trans-Martian Railway, the rota engines of the Purple Sharks and even the rocket propulsio systems of interplanetary spacecraft. A derivative of this fuel also used in the flame-throwers of the Capitol military.

The only resource Mars is lacking in is plant life, and whi hydroponics and subterranean farms can provide food, mate als such as timber are mostly imported from other worlds. Th makes timber products extremely expensive and the use wood in buildings or furniture has become a symbol of weal and status.

Industrial Base

The industrial base of Capitol is not concentrated in one are rather it is strung out across the entire planet. This makes Ca tol less vulnerable to disruption from enemy attacks because one industrial region comes under attack the work can be tran ferred to another area that is not under threat. This is very d ferent to the situation on Venus for example, where Bauha tend to concentrate their industry in areas such as the Bay Dogs.

Many Capitol cities have grown up around deposits of n ural resources. For this reason you often find mines, factori and residential areas in close proximity to military installatio Industry benefits from the presence of a resident workfor while the residents benefit from the additional security of t military contingent.

The route of the Trans-Martian Railway now links all ma centers of industry from the mines at Valdosta to the vehi

production plants at Daytona and the massive arms factories of Columbia. Other routes leading off the main line provide access to such facilities as the Nortek fuel refinery and the Ascension Space Center. This large facility manufactures space-faring craft and handles much of the traffic travelling to and from orbit.

With so many companies vying for contracts the manufacture of Capitol products is governed by two things, money and influence. Contracts can be won and lost on the strength of one's military and political connections so many heads of industry spend a good deal of time currying favor with influential generals and politicians. This often results in the production of substandard equipment because a product is not necessarily chosen on the strength of its merits alone.

There is a broad range of companies in Capitol industry, from small specialist outfits such as Carlton Saber Blades who incorporate ancient traditional techniques in their high precision metal work, to industrial giants such as Frontier Construction Inc. who undertake engineering projects on a massive scale.

Religious Structure

Religion plays a major role in Capitol society and their links with the Brotherhood have always been very close. This is partially due to their strong presence on Luna both before and after the formation of the Brotherhood, but also due to the Dark Legion's fascination with Mars. Even after the first Cardinal defeated them on Venus over a thousand years ago, the Dark Legion persisted in their claim to Mars and before they departed they branded Mars with the symbol of Algeroth and its two moons with the symbols of Semai and Muawijhe. Over the years the Brotherhood has studied these marks trying to discern their meaning and through all the years of study Capitol has been eager to accommodate them.

There are three Brotherhood Cathedrals on Mars, in the great cities of San Dorado, Burroughs and Gibson, and they continue to act as bastions of faith against the demoralizing force of the Dark Legion. The President himself regularly attends the weekly service at the Cathedral in San Dorado where the resident Cardinal Darrel Evangelatos is renowned for his powerful oration.

Unlike the other corporations Capitol do not see the presence of the Brotherhood as an intrusion. They see it as an opportunity to increase the corporation's power and influence in the solar system. As a result of this Capitol maintain an extensive program of recruitment and vocational training and most military academies have courses designed to study the teachings of the Brotherhood. In return the Brotherhood frequently support Capitol in their struggle against the Dark Legion.

In 1268 YC the Dark Legion launched a massive assault right across the solar system. On Mars they flooded up from the southern hemisphere in what came to be known as the Black Tide Rising Campaign. To stem the Dark Legion advance Capitol established the Meridian Frontier; a series of fortified outposts around the globe south of the equator. During the campaign the Brotherhood lent considerable assistance to the Capitol forces, sending large numbers of troops to the most threatened areas. The fighting still continues to this day along the Meridian Frontier, but the presence of Brotherhood troops on the front line is no longer a common sight.

Like all the corporations Capitol operate a policy of zero tolerance towards heretics. They welcome the Inquisition into their cities where other corporations receive them with grudging obedience. President Shapero is notoriously zealous in hunting down heretics, and should any evidence of heresy be uncovered he is renowned for his swift and decisive judgement. This was illustrated three years ago in an incident that the media referred to as 'Linden's Wrath'. A cell of heretics was uncovered in the heart of San Dorado and the President refused to risk troops by attempting to extract the traitors. Instead he called in an air strike and bombed the building to the ground. The plot was converted into a park and the names of the five hundred thousand troops that have so far died in the Black Tide Rising Campaign are engraved in blocks of red marble beneath a central monument that bears the inscription 'Shame is the Currency of Betrayal'.

Planetary Travel

For the Capitol Corporation on Mars the primary mode of transport is by rail. The whole of Capitol territory is connected by an extensive rail network known as the Trans-Martian Railway. This network is one of the most ambitious engineering projects ever undertaken and remains one of Capitol's most outstanding achievements.

The original Trans-Martian Railway was a single line that encircled the globe just south of the equator, but as Capitol territory spread across the highlands of Mars the railway was extended to act as a main supply route to all the major cities and mining colonies. The main equatorial line is still used but a large section of it is now under Mishima control, so shipments wish-

ing to cross the hostile expanse of Terra Meridian must switch to the line that runs between Gibson and Burroughs.

The Trans-Martian Railway is a highway of monumental proportions. The main line is almost forty meters wide and the tracks are so far apart that a smaller gauge railway runs between them. This smaller rail network crisscrosses the Tharsis Rise reaching as high as the Ascension Space Center and descending down the Tharsis Valley all the way from Albany to the Ports of Munroe and Hudson in the Martian lowlands.

The massive battle-trains that travel on the Trans-Martian Railway are known as Juggernauts and some, like the Colossus and the Saracen Fire, have been in service for over a hundred years. These steam-powered giants tower hundreds of feet above the track and operate beside equally massive trains that serve a number of purposes. There are the Atlas freight trains and the maintenance sentry trains known as the Marshalls, but the Juggernauts are by far the most impressive. These locomotive fortresses are heavily armored and bristling with heavy cannons and gun turrets. They can hold thousands of troops and entire squadrons of Purple Sharks, Great Greys and Manta Assault Craft. They are capable of speeds of up to a hundred kilometers an hour and can take a tremendous amount of punishment before being put out of action. They are the driving force behind Capitol's domination of Mars and the sound of their approach has been likened to the terrifying roar of a Martian tornado.

The railway allows enormous volumes of traffic to be moved rapidly from one place to another whether it's an Atlas freight train carrying millions of tons of ore and minerals, or a troop transport moving an entire army from a military base to a warzone hotspot. The only weakness of the railway is that it provides a static target for rival corporations to attack. To counter this threat and carry out repairs Capitol operate the armored sentry trains known as the Marshalls. The Marshalls are mobile engineering platforms and each one is comprised of three key elements - reconnaissance, military and engineering.

The reconnaissance contingent is responsible for detecting enemy activity; the military contingent is responsible for the defense of the train, while the engineering contingent takes care of maintenance and repairs to the railway track itself. Fitted with super-heavy lifting gear a Marshall and its crew can replace a damaged section of track in under an hour and they have sufficient resources to replace four kilometers of track before returning to a depot to replenish materials and equipment.

The Marshalls faced their greatest challenge in 1275 YC when Cybertronic launched a planet-wide attack on the railway disrupting transportation across the face of Mars. The Marshalls and their crews were pushed to the limit during this prolonged campaign that was code-named Operation Trailblazer.

Other modes of transport, besides the railway, include the use of turbine-powered aircraft such as the Manta Assault Craft, which is used for transporting troops to the battlefield. This combination of overwhelming ground-based transport with considerable air support serves to reinforce Capitol's reputation as having the most effective logistical capability in the solar system.

Orbital Travel

Reaching orbit from Mars is achieved by standard rocket propulsion. Most large cities and bases have a launch pad and landing strip, though the cost of launching into space is prohibitively expensive and normally restricted to military use and for transporting materials and provisions to the corporation's other territories in the solar system. Most craft are partially reusable, being fastened to large rockets for launch and returning to the planet surface either by limited flight craft or drop-ship.

The type of drop-ship used depends on the cargo being carried. Delicate cargo is delivered to the surface in drop-ships fitted with parachutes and rocket assisted braking systems for a smoother landing. More robust cargo uses standard hard-landing pods that touchdown in the drop-zones on Madison rise, or splashdown in the lakes and seas of Mars where they are retrieved using radio beacons fitted to each pod. Human trans-

ports also come in two categories, civilian and military. Military drop-ships are usually disposable pods launched from orbit and delivered to their target by parachute. They touchdown on the surface with considerable force and it is not uncommon for injuries to occur during a bad landing. Civilian craft provide a far softer landing as they use parachute and rocket assisted braking systems. Such craft are then shuttled back to orbit using conventional rocket systems.

All corporations have fully reusable craft that are capable of reaching orbit and landing back on the planet using winged flight, but these are rare and normally reserved for diplomatic and military use. They use technology that is so complex that it is at risk of being corrupted by the Dark Symmetry. The Brotherhood insists on inspecting any such craft before their use is sanctioned, and if their design is found to be suspect in any way, then regardless of cost, the corporation is forced to scrap the project.

Ships leaving the planet generally dock with larger vessels waiting in orbit. Equipped with Harrison Drives for interplanetary travel these ships vary in size but tend to be very large. They are fitted out to carry different types of cargo from troops and civilian colonies to foodstuffs and raw materials. The largest and most valuable ships are known as Dreadnoughts. Most of these gigantic space-faring transports were built during the Thousand Years of Apathy when such ambitious engineering projects could be achieved without the threat of rival corporations sabotaging the work in progress. Because of this these ships are incredibly valuable and rarely destroyed. They are very desirable and rival corporations often launch attacks in an attempt to capture a Dreadnought. As a result of this tactic most Dreadnoughts have changed hands a number times between different corporations.

The hull of a Dreadnought is built around an artificial gravity generator similar to the devices used to regulate gravity on the inhabited worlds of the solar system. These hulking vessels are incredibly difficult to maneuver and can be quite vulnerable to attack, therefore they are bristling with cannons and rocket batteries and always maintain a substantial garrison to repel any attempt by a rival corporation to board the vessel. As a rule Dreadnoughts tend to avoid confrontation but there are occasions when they encounter each other, especially when two ships are attempting to use the same spatial rift. When this occurs the ensuing battle can be seen from the planet surface as the lumbering titans attack each other with fearsome broadsides. These cataclysmic battles possess a ghostly quality because for all the violence and fiery incandescence the battle itself is silent. Onboard the Dreadnoughts the noise is deafening as cannons roar and enemy fire slams into the hull, threatening to breach the armor plating that stands between the crew and the deathly vacuum of space. But for all the violence and awesome firepower, to those observing the battle from a distance there is no noise...no noise at all.

The Capitol Dreadnought Archangel now sits in geostationary orbit above San Dorado to defend the city against orbital bombing raids such as the one carried out by Mishima which caused considerable damage to the government buildings of Concord House. Several months later the ship was almost destroyed when three Mishima Dreadnoughts emerged through a spatial rift and opened fire on the Archangel. The captain immediately radioed for help from the naval base on Phobos and managed to survive for eight hours until two Dreadnoughts and several cruisers reached the area and forced the Mishima craft to retreat. The Archangel's captain Elias Kane was awarded the Medal of Honor for the outstanding skill with which he commanded his ship during the battle.

Space Travel

Once planetary craft have docked with the space-faring transports and transferred their cargo, they return to the planet where they are either reused or discarded depending on the design. The interplanetary transports then use rocket thrusters to maneuver into position at a rift before the navigator activates the Harrison Drive and orchestrates the transition. Travel through the spatial rifts has long been commonplace throughout the solar system but it is not without its risks. Even after a thousand years there is precious little known about the nature of the spatial rifts. There was a time when the Brotherhood feared a link between the Dark Symmetry and the bizarre rifts in space. It is now understood that while the release of the Dark Symmetry into human reality was largely responsible for causing the rifts it does not pervade them, they are not part of the Dark Symmetry. The rifts are simply a natural phenomenon like the currents of an ocean or the complex patterns of a weather system.

Traversing the spatial rifts, which is also known as dimensional travel, permits the crossing of vast distances in relatively short periods of time. The time taken to traverse a rift depends on the actual distance traversed, the clarity of the rift and the skill of the navigator. The navigator can increase the speed of the transition but this also increases the danger. Most ship captains tend to operate around an optimum transition period that balances speed with safety. Only when their mission is particularly urgent will they press the navigator to speed up the transition. Using the optimum configuration it takes approximately 8 standard days to traverse 1 AU (AU = astronomical unit 150,000,000 km, which is the distance from Luna to the sun). This means that the shortest journeys of the inner planets take approximately a day, while the longest journeys between the outer planets can take as long as eight weeks.

Capitol are unique among the corporations in that they use Brotherhood instructors in their military academies. One of the prime objectives of these instructors is to screen pupils for

induction into the Brotherhood, but they are also useful for recognizing potential navigators and developing this rare talent about which so little is still known.

Military Structure

Capitol have the largest army of all the corporations with military personnel numbering in excess of 11 million, but still their forces are stretched to the limit. Not only do they hold numerous territories throughout the solar system, but they have also learned that a good way to minimize casualties during armed conflict is to outnumber the enemy. The constant demand for troops puts a great strain on all the corporations and Capitol operate a vigorous recruitment policy to ensure a constant supply of new recruits. Military life is portrayed as dangerous and exciting, a sure road to glory and the adoration of the corporation. Individuals such as the famous Mitch Hunter and Major Joe Kowalski of the notorious Sand Rats often feature heavily in promotional material designed to attract young people into the Armed Forces of Capitol.

However, the reality of war is far more brutal than the propaganda would suggest, but this does not seem to have any effect on the bravado and confidence of new recruits. If anything, attacks on Capitol serve to increase the determination of citizens to defend the interests of the corporation. Any anger is normally directed at the government and it is this low tolerance for military casualties that has done much to shape Capitol's policy of war. Over the years Capitol have concentrated their tactics on long-range capabilities, placing a greater emphasis on airstrikes and ranged combat rather than allowing their troops to become embroiled in costly close quarter battles.

Probably the greatest strengths of the Capitol military machine are its logistical expertise and its capacity for rapid mobilization. On Mars the Juggernauts of the Trans-Martian Railway allow for the rapid movement of troops and military supplies on a massive scale. In many ways they are the equivalent of the great aircraft carriers used on Earth during the latter years of the twentieth century AD. They allow Capitol to dispatch a considerable force to military hotspots anywhere on the planet.

Capitol operate a system of air support to augment the Juggernauts on the rail network. Purple Sharks and Great Greys often act as outriders to the Juggernauts scouting the surrounding area and checking that the line ahead is clear. These units can be launched from the Juggernaut itself, which is fitted out with armored 'hangars' for the maintenance of these units. Manta Assault Craft can also be launched from these battle-trains, especially when the Juggernaut is being used as a mobile base of operations. These versatile troop transports have a VTOL (vertical take off and landing) capability, which makes them perfect for transporting troops to inaccessible areas or extracting them quickly should their position become compromised.

The Armed Forces of Capitol (AFC) largely consists of troops that are specialist in some way, such as the Sunset Strikers and the heavily armored Assault Marines used to spearhead attacks against well defended targets. This use of specialist troops allows Capitol to customize forces to suit the situation at hand affording them a greater flexibility than other corporations. For operations in the deep and hostile desert regions they have the regular Desert Infantry and the elite Desert Scorpions, both of whom benefit from additional training and the valuable experience of fighting in desert environments. The Martian Banshees are another specialist elite regiment using booster rocket packs to give them a limited flight capability, making them perfect for fighting in difficult terrain such as the rocky canyons of the Valles Marineris.

The Armed Forces Of Capitol

Armed Forces Of Capitol (AFC)
Supreme Commander in Chief: President Linden Shapero

Capitol Naval Command (CNC)
Fleet Admiral: Shannon Deblarco

Capitol Airforce (CAF)
General of the Airforce: Lewis T. Bradley

Capitol Marine Corps (CMC)
General of the Marine Corps: Tyson Mechuso

Capitol Ground Forces (CGF)
General of the Ground Forces: Dwight Lee Nimitz

The Armed Forces of Capitol consist of four military bodies, namely the army or CGF, the Navy, the Airforce and the Marines. The President is Supreme Commander in Chief over all the armed forces and executes command from the military headquarters at Concord House in San Dorado. President Shapero served in the army for many years, reaching the rank of Colonel before being honorably discharged to pursue a career in politics. His military experience has served the corporation well, a fact that was illustrated to great effect when he came to power in 1270 YC.

The Black Tide Rising Campaign had been raging for almost two years and Capitol forces were struggling to stem the overwhelming advance of the Dark Legion. As soon as the President took office he convened with his military advisors and began to formulate a defensive strategy. He established the Meridian Frontier, a series of military strongholds evenly distributed around the globe from which an effective campaign could be orchestrated. He even negotiated a partial cease-fire with Mishima, which allowed their forces to fight in close proximity against the common threat of the Dark Legion. However, this uneasy truce broke down completely in 1272 YC with the outbreak of the Sarasota Campaign.

When discussing matters of war the President meets with the Board of Directors before large-scale actions can be sanctioned, but when it comes to strategic decisions the President heads a War Council comprised of the four military chiefs. It is their task to orchestrate the Capitol war effort both on Mars and throughout the solar system. Small to medium sized operations can be initiated at local command level from bases throughout the solar system, such as the Cobalt naval base on Venus and the frozen bunkers of Kodiac on Ganymede. However, when it comes to large-scale military campaigns then orders come directly from the Operational Headquarters at San Dorado on Mars.

The four military divisions making up the Armed Forces of Capitol each have their own sphere of influence and command structure, but they must also coordinate their resources to operate as a single unified fighting force. Capitol's ability to do this is second to none among the corporations and this remains one of their great military strengths. The way their forces are organized also gives them a great deal of flexibility, which allows the Airforce, Navy and the Marine Corps to support the CGF, which is by far the largest body in the Armed Forces of Capitol.

Capitol Naval Command

Since the Exodus of mankind over a thousand years ago, the Capitol Navy has found its place in the dark ocean of space, traversing the massive distances between the planets and navigating the spatial rifts that permeate the solar system. It was a natural progression for the naval tradition to carry its heritage into space and now ship captains pilot their ships through the eddies and currents of gravity that surround the planets. In traversing

the spatial rifts they cross the deepest oceans of all, and they must take care not to dash their ships against the mass of a planet or run aground on the countless asteroids that circle the sun like a treacherous reef.

Despite the migration from the oceans of Earth to the emptiness of space the duty performed by the Capitol Navy is essentially unchanged. They still patrol the borders of the corporation's territory, they still transport troops and military hardware to warzones throughout the solar system. They still transport food and raw materials and the Capitol Dreadnoughts and battleships still do battle with the naval forces of the other corporations.

The Capitol Navy is renowned for its efficiency and is second only in size to the powerful navy of Imperial. Fleet Admiral Shanon Deblarco is known as 'The Icebreaker' for her strong will and cold determination. She maintains rigid control over the CNC and ensures that the ships of the navy perform their duty efficiently whether it's a convoy of timber from the lumberyards on Ganymede or a battle group of cruisers hunting down Cybertronic targets in the asteroid belt.

Life in the Navy is very challenging and completely different to terrestrial life, but there are still a great number of cadets that sign up each year hoping for a career in the CNC. Capitol runs several naval academies such as the Armstrong Academy at Newport on Mars and the Midway Academy at the Viking Naval Base on Phobos. Here the cadets benefit greatly as most of their training takes place in space, giving them a great advantage over cadets who began their training at planet-based academies.

The CNC has its own corps of combat troops but often employs additional forces from the Marine Corps or the CGF, especially on the rare occasion when attempting to capture an enemy Dreadnought by boarding. This dangerous and difficult form of assault requires the troops to move through the enemy vessels capturing each deck one area at a time. Far more common is the use of the Navy to transport planet-based troops to the inhabited worlds of the solar system where they are normally deployed from orbit using standard military drop-ships.

Capitol Air Force

Capitol have the most extensive airforce of all the corporations. They do not use airships on the same scale as Bauhaus, and they do not have such a large fleet of craft capable of reaching orbit compared to that of Imperial. They do however, place a larger emphasis on airborne support and tactical airstrikes. The jurisdiction of the CAF reaches from the surface of the planet to the outer envelope of the atmosphere, where responsibility is transferred to Naval Command.

Over the centuries the other corporations have tried to undermine Capitol's mastery of the skies, but they have always managed to maintain air superiority on Mars from strongholds such as the Ascension Space Center and the Sarasota Airforce Base in the Scarab Desert. Bauhaus however, have managed to secure the skies over their territory in the north by operating a roving patrol of heavily armored airships from their shipyards at Holstein and Warburg. These lumbering craft are of little use offensively but they perform well as airborne gun platforms. They can take a great deal of punishment before being brought down and as a consequence Capitol rarely make forays into Bauhaus airspace. Bauhaus have made a number of attempts to cripple the CAF by launching massed bombing raids on the Capitol airfields at San Dorado, Ascension and Sarasota. However, their ungainly airships were torn apart long before they reached their target by squadrons of craft similar to the Great Greys and Purple Sharks that offer support to ground forces on the planet's surface.

The General of the Air Force, Lewis T. Bradley is a flamboyant figure, noted for his arrogance and his outstanding record as one of the best pilots in the CAF. He takes a great pride in the effectiveness of his forces and the accuracy of the airstrikes that his wings perform across the face of Mars. The CAF is frequently scrambled to carry out airstrikes zeroing in on coordinates received from forces on the ground. General Bradley is constantly pushing for greater resources to expand the airforce but, as with all the corporations, Capitol continues to place the

emphasis on ground troops that are more versatile and can be regrouped into different formations to suit any situation.

General Bradley is also famous for decrying the airborne divisions of the CGF and the CMC. Despite the success of these units he insists that the pilots are inferior and should be replaced by pilots from the CAF. This attitude contributes to a fierce rivalry between pilots from the different armed forces but it is not allowed to interfere with the smooth running of operations that combine the different arms of Capitol's military machine. Capitol's greatest strength still resides in its ability to orchestrate campaigns that utilise the best strengths of all its armed forces and despite his colorful rhetoric, General Bradley is proud of the part his forces play in the defense of the corporation.

Capitol Marine Corps

The Capitol Marine Corps or CMC has a long and proud history within Capitol. Historically this force has always combined elements from the army, navy and airforce, which makes them perfect for operations where the combat takes place across land, sea and air. The Sea Lions are one of the oldest surviving regiments of the Marine Corps. They have proved their worth time and time again on the world of Venus, fighting amphibious campaigns around coastal regions and the islands of the Gravelan Archipelago.

When the Capitol navy moved into space the responsibilities of the CMC were expanded to cover aquatic warzones throughout the solar system. It is the CMC that does battle with the ground-effect battleships of the Bauhaus Navy on Venus and the Shuriken-class cruisers of Mishima on Mercury. And when the forces of the CMC hit the beach it is units such as the Tree Marines and Assault Marines that take the battle to the enemy on land. The Marine Corps also has its own airborne cavalry division with full compliments of Purple Sharks, Great Greys and Manta Assault Craft.

Although part of a separate command, the CMC is fully integrated with the other branches of the Capitol armed forces. They normally constitute part of a larger force operating from a central command center at one of Capitol's military bases such as Gemini to the west of the Madison Rise, or Greatfalls on the northern edge of Red Rock Flats.

Representing the CMC at Military Headquarters in San Dorado is General of the Marine Corps, Tyson Mechuso. Surprisingly young for a five-star general, General Mechuso is a hard and self-assured man with total confidence in the ability of his troops. No matter what operation is being discussed he always tries to place his men at the forefront of the battle as if this were their rightful place. He often finds himself in conflict with General Nimitz of the CGF with inflammatory statements such as the one that reached the press during the Liberation of Madison Rise. The CMC had broken through the Cybertronic defenses and regained control of the Ascension Space Center after a prolonged siege that crippled one of the planet's main links with orbital traffic. After the breaking of the siege, and true to his egotistical form, General Mechuso was quoted as saying... "If you want to fight a battle send the CGF; if you want to win a battle send in the Marines!"

For the most part the reputation of the Marine Corps is well deserved. During the Arctic Storm campaign of 1274 the CMC swept across the waters of Mare Arcadia and crossed major rivers in the Great Flood Belt to infiltrate Bauhaus ports and attack border outposts. This opened the way for a large CGF invasion force that drove north in an attempt to push back Bauhaus forces that had begun to encroach on Capitol territory. Although the campaign was eventually won by the determination of the CGF it was the surprise attack by the Marines that caught the public's imagination. The Sea Lions in particular received great acclaim for the role they played and no less than seven Sea Lion marines received the Order of the White Lion, a medal of great renown which is only ever awarded to members of this legendary regiment.

Capitol Ground Forces

The CGF is the largest body in the Armed Forces of Capitol with almost five million military personnel. They are the mainstay of planetary defense on Mars and form the core of military campaigns throughout the solar system. All across Mars garrisons of the CGF defend Capitol territory. From the streets of San Dorado, to godforsaken places like Edison and the Nipigon gold mines where the troops are stretched to the limit by incessant attacks.

The vast majority of new recruits are destined for the ranks of the Light and Heavy Infantry. These large bodies of fighting men and women do not benefit from the same glory or renown as the Special Forces of Capitol but the role they play is no less important. There exists a considerable sense of pride among the Capitol Infantry and there are many individuals who have been passed over for promotion because they did not wish to leave their unit. Captain Maria Del Torres for instance, of the 9th Light Infantry, who has been awarded the Crimson Heart twenty-nine times for being wounded in action. And Corporal Aaron Kane, of the 48th Heavy Infantry, who has twice been awarded the Order of Valor and has been offered a number of promotions and postings to elite units. But he too prefers to remain with his regiment and it is examples like these that give the ranks of the Capitol Infantry such a fierce sense of family.

Although referred to as the Capitol Ground Forces, the CGF has its own corps of air support units including Purple Sharks, Great Greys and Manta Assault Craft. It is these units that General Bradley of the Capitol Air Force would like to see replaced by units from his own forces, but as yet there are no plans to reduce the air support contingent of the CGF. These units give the ground forces greater combat flexibility and when combined with forces from the Marine Corps and supported by the Capitol Air Force, the Armed Forces of Capitol are more than capable of overwhelming even the largest enemy forces. This is especially true on Mars where their communications and transport network is second to none.

Forces from the CGF are largely responsible for the defense of the trains that use the Trans-Martian Railway. Defensive Gamma Forces offer protection for the Atlas freight trains, while Alpha forces provide a more flexible military capability for the tireless Marshalls, which are often called to enter hostile territory when on patrol or undertaking repairs to the track. The mighty Juggernaut battle-trains will carry whichever force configuration is required, but when furnished with a full capacity Delta Force they form one of the most powerful military entities in history.

General of the Capitol Ground Forces is Dwight Lee Nimitz as hard-nosed a battle veteran as one could hope to meet. He is noted for his direct approach to warfare and has little patience for anything or anybody that prevents his forces from doing their job. He resents the favoritism often shown to the Marines and the arrogance of the airforce, but he is too good a soldier to let his personal views affect battlefield decisions. However, the command bunker beneath Concord House often reverberates to the sound of his legendary temper and he has even been known to give the President a dressing down if he considers a battle plan to be ill advised.

The CGF has been the backbone of numerous campaigns on Mars, from the dreadful carnage of the Dark Tide Rising Campaign to the fierce battles of the Sarasota and Prometheus Wars. When Cybertronic launched a planet-wide scatter campaign along the Trans-Martian Railway it was the CGF that was given the task of securing thousands of miles of track from the enemy during Operation Trailblazer. The Desert Infantry scouted the lines through the Great Rust Desert during the worst season of sandstorms in living memory. And when Mishima occupied the Valles Marineris and attempted to bring down the Mariner's Arch, it was the Martian Banshees of the CGF who launched critical assaults allowing Capitol to take back the region in the campaign that came to be known as Mariner's Redoubt.

Because troops from all the Armed Forces of Capitol fight together in combined battle groups, elite regiments of the CGF like the Rangers, often compete with Free Marines and Assault Marines, for the most impressive kill ratios. These unofficial contests have a great affect on the morale of the whole army, with many regular units taking side bets and even trying to raise their own performance to challenge the elite units who are thought to be the best of the best. Such morale boosting practices are becoming increasingly important as the intensity of the Second Corporate Wars burns ever more brightly and the shadow of the Dark Legion grows ever blacker and more terrifying. The Armed Forces of Capitol are vast and strong but the Legions of the Dark Soul seem inexhaustible. More than half a million soldiers have been lost since the outbreak of the Dark Tide Rising Campaign and many of these now swell the ranks of the Dark Legion in the form of malignant Centurions and rotting Undead Legionnaires. And if Capitol are to survive they will need every last scrap of their considerable resources to resist the powers ranged against them.

Battlefield Formations

Whether it's the CGF boarding an enemy Dreadnought after the Navy has disabled it, or the CMC mounting an offensive with support from the Capitol Airforce, the Armed Forces of Capitol work together with a synergy that is the envy of all the other corporations.

One of the main things that makes this possible is the way Capitol formulate a battle plan and customize forces into the optimal configuration for the battle at hand. They use a number of troop configurations the most common of which are known as Alpha, Delta and Gamma Forces. These forces can be of any size from a few squads to large forces consisting of thousands of troops, but it is the role that they fulfill on the battlefield that defines them. When a warzone center of operations receives a request for reinforcements they need to ask just two things, the size of the force needed and the troop configuration; Alpha, Delta or Gamma.

Alpha Forces

The Alpha Force is the standard configuration for the Armed Forces of Capitol. Alpha Forces can contain any units from the full range of the Capitol arsenal, which gives them an all round combat capability with a good balance of defensive and offensive capabilities. This is the most common battlefield formation and most garrisons across Mars are made up of Alpha forces.

During the Black Tide Rising Campaign a number of Alpha Forces were sent to reinforce the refinery and water pumping station at Black Rock Springs just north of the Sable Desert. This frontier outpost was coming under increasing attack by the Dark Legion and the Alpha Forces proved their worth by combining good defenses with the ability to launch strategic counterattacks that helped to keep the Dark Legion's heavier forces from reaching the defensive perimeter.

Delta Forces

Delta Forces are specifically designed as attack forces. They contain a higher proportion of units with offensive capabilities, whether in terms of mobility like the Purple Sharks, or effective hitting power like the Assault Marines. Delta Forces are used for a broad range of operations from strategic raiding parties consisting of small elite units to major offensives where thousands of Light and Heavy Infantry are augmented by battalions of Rangers, Martian Banshees and squadrons of Manta Assault Craft.

Capitol used the Delta Force configuration to great effect during the Sarasota Campaign when Mishima had managed to stop a Marshall sentry train to the north of Hosokawa. Mishima forces laid siege to the Marshall and the train's commander sent an urgent mayday to the military headquarters at Gibson. A Juggernaut battle-train was immediately dispatched with a full compliment of troops in the Delta Force configuration. The Juggernaut thundered across the rocky desert, and as it drew near the stricken Marshall it opened up with its guns and deployed a wave of Martian Banshees and Manta Assault Craft carrying squads of Rangers, one of Capitol's most elite units.

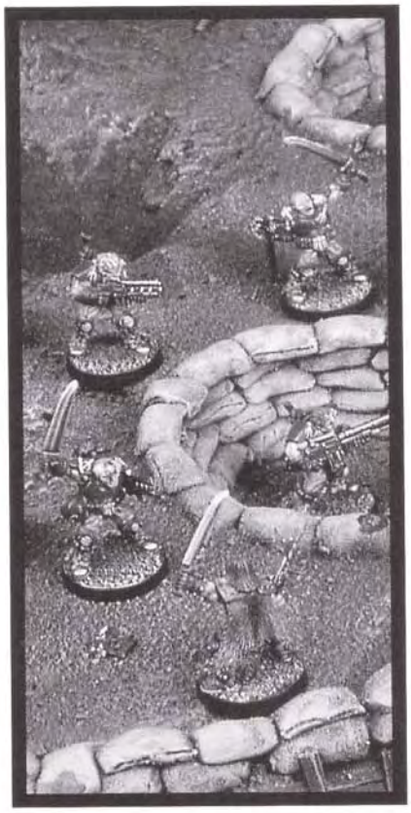
The fighting persisted for days but Mishima were badly shaken by the speed and sheer impact of the Capitol response.

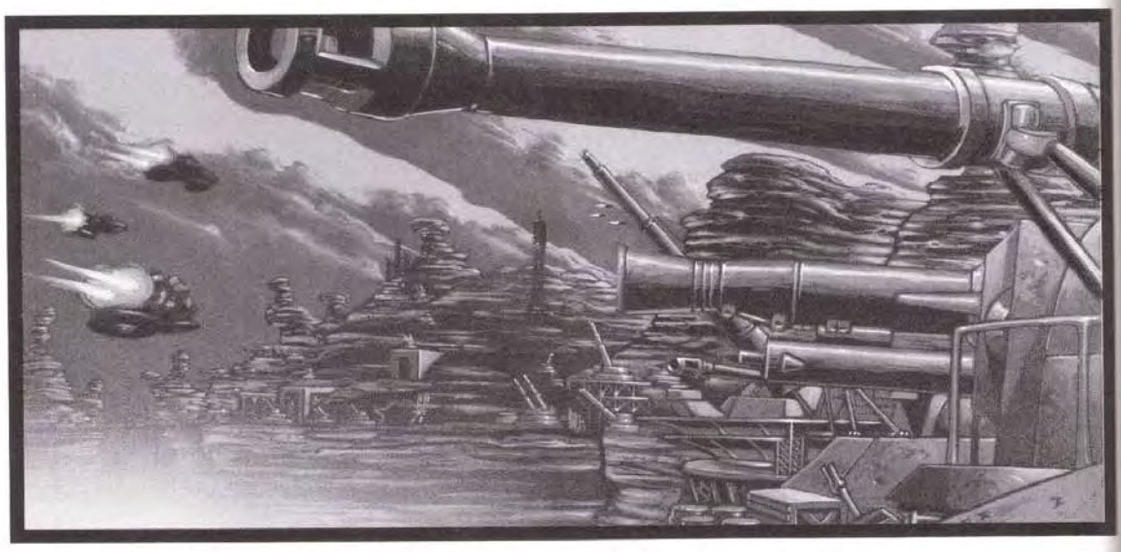
Gamma Forces

Gamma Forces are configured for defense. They sacrifice mobility in favor of overwhelming firepower, which is designed to stop the enemy in their tracks. Although consisting mostly of standard infantry troops they have a higher concentration of battlefield support weapons such as mortars and heavy machine guns. Gamma Forces also specialize in the use of the Orca Battlesuits, mobile artillery units with heavy armor and serious stopping power. They are guaranteed to break up even the most determined assault and provide normal infantry units with the basis of a rock solid defense.

The rapid deployment of Gamma Forces has played a major part in keeping Imperial at bay along the extensive battle lines of the McCraig Line. Imperial mount frequent assaults along the McCraig Line, often massing their forces at one point before driving forward against the Capitol trenches. When such attacks occur it is imperative that Capitol can respond quickly with a force that is specifically designed to slow the momentum of the attack and close the breach, a task for which Gamma Forces are perfectly suited.

Martian Campaigns





The McCraig Line

Year...1260 YC to present day
Location...Elysium Lowlands

History

For half a century relations between the megacorporations had been deteriorating into increasingly violent conflict. Even minor confrontations flared quickly into bloody skirmishes that diplomatic channels seemed unable to avert. From as early as 1200 YC sources deep within the Brotherhood's inner sanctum were voicing their fears about the reemergence of the Dark Legion. There was no denying now that the defiling pulse of the Dark Symmetry was once again exerting its destructive influence over the instincts of mankind, seducing them to violence and feeding on the death and destruction that followed. For a thousand years the Dark Soul had slept, nursing its wounds and preparing for the day when it would return to claim the feast that was the collective soul of humankind.

Nowhere was evidence of this malignant force more clear than on Mars. By 1255 YC the atmosphere of distrust and paranoia saw new borders being established on the Red Planet. Cooperative ventures were abandoned and the corporations began looking to their strategic defenses with the outbreak of the Second Corporate Wars. In the Elysium Lowlands where Imperial territory bordered that of Capitol there was a steady build up of military forces. The border, which had been flexible and indistinct, began to come into sharp focus as the escalating forces squared up to each other. Neither force made a move but both began the construction of earth-workings and defenses that would prevent the enemy from overrunning their position.

Five years into the Second Corporate Wars there were almost two million Capitol and Imperial troops strung out along a battlefront over 2000 km long. The front became known as the McCraig Line after General Alexander McCraig who had developed similar defenses against the Dark Legion over a

thousand years ago in the southern part of the Great Rust Desert. Now Capitol employed many of his tactics as war exploded between the corporations.

The Guns Start Firing

At 10:00 am on August 12th (Earth Standard Time) 1260 YC, the Imperial guns opened fire and began an artillery barrage of such proportions that the thunder of the shelling could be heard seven hundred kilometers away in the mining city of Marshall. At the outbreak of the conflict the McCraig Line lay close to the Elysium Rise where the ground rose up in rocky slopes towards the heart of Imperial territory.

In the early months Imperial benefited from two great advantages. First of all this was the type of offensive action they were renowned for, and to this day the Imperial Trenchers are recognized as the most resilient troops in the solar system. Secondly they had two military strongholds in close proximity to the front, namely Raven Crag, and the fortified barracks of Castletown. From these two bases Imperial were able to bring considerable resources to bear. Capitol on the other hand were operating out of Burroughs and Columbia the closest of which was over a thousand kilometers from the front.

In the spring of 1262 Imperial outflanked the Capitol forces near the shores of Mare Elysium and Capitol were forced to withdraw and reestablish their line losing over a hundred kilometers of ground. Over the next two years Imperial then concentrated their efforts on the opposite end of the line in the west, pounding away at the Capitol trenches before surging forward to claim a few meters of blood-soaked ground with each attack. They suffered heavy casualties, but they continued to persevere and as the months went by they had managed to push back this flank by a considerable margin.

The Soldier's General

By November of 1265 Capitol were struggling to prevent Imperial from breaking the line completely and they ordered the young Brigadier General Dwight Lee Nimitz, then in command of the Burroughs Military Base, to take charge of the situation. He immediately realized that Capitol couldn't operate from the distant command centers of Burroughs and Columbia. He ordered three new command centers, Nevada, Mustang and Luna, to be set up close to the front line. He chose Mustang, the middle of the three, to be his center of operations and immediately transferred to the command bunker there.

Imperial continued to push forward but orders from Lawrence were becoming confused and Imperial occasionally found their forces marching into their own artillery barrages. Brigadier General Nimitz observed the confusion in the enemy ranks but he refused to be rushed, despite angry rumblings from Concord House in San Dorado. He knew how strong Imperial were in this kind of head-to-head battle and he knew that striking too soon would be disastrous. Stubbornly biding his time he flew down miners and military engineers and set them to work building a second line of defenses, some ten kilometers back and even more formidable than the first. He even commissioned the Columbia based company Lincoln Engineering to build a railway that would run the full length of the McCraig Line, allowing the rapid transfer of troops and materials. He stationed barracks at regular intervals and configured his forces into tactical groups. He placed a heavy emphasis on defensive Gamma Forces, but he also built in a flexibility that would allow the formation of Alpha or Delta Forces if the need arose. He established airfields near the front line for the air corps of the CGF and put in a standing order for airstrike capability across a two thousand kilometer front.

Hampered by severe sandstorms the preparations took more than six months, during which time Capitol were taking heavy losses but Brigadier General Nimitz refused to risk losing the area altogether. Then in May of 1266, when he was satisfied that everything was in place, he ordered the Capitol forces to retreat.

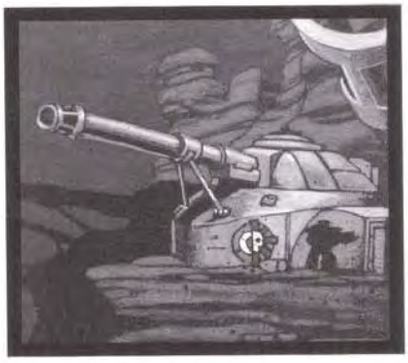
HAMMERHEAD

Private Toni Rosso watched them emerge from the smoke. Wave upon wave of Imperial Regulars. Their uniforms stained red with blood or Martian soil, she could not say which. She played the foot pedals and gripped the firing columns, pushing them forward and disabling the safety with a flick of her thumbs. The Hammerhead turret swiveled on its housing and the four chain-linked cannons swung down until they were trained on the advancing forces. She clenched her fists and Imperial soldiers were torn apart like dolls.

A Line In The Sand

At the Capitol Headquarters in San Dorado the ranking generals were outraged. They had not granted him command in the area just so he could give ground before Imperial. The million or so troops fighting on the front line however, had no such complaints. They fell back quickly before the advancing Imperial forces and when they saw the extent of the defenses behind them they knew that their fate was in good hands. Here was a commander that knew how to fight a battle and cared more about the lives of his men than how the Capitol media would report his actions. All across the line Capitol infantry fell back from the constant shelling and incessant fire of the Imperial army. As they took up their new positions the mood of the troops changed from despondency to grim determination as they waited for Imperial to advance.

This sudden withdrawal threw Imperial into confusion for the recent sandstorms had prevented them from gaining the intelligence they needed. Finally a pompous general by the name of Singen Moore concluded that the Capitol forces had been routed and gave the order to advance. Officers at the front counseled caution but were outranked and forced to follow orders. They led their troops out of the trenches across the blasted landscape of no-man's land and onwards toward the Capitol lines. When they found the Capitol trenches to be deserted they pressed for-



BEYOND THE TRENCH

He pressed his face into the earth as the shells slammed into the earth around him. With each massive impact the earth bucked beneath him. His ears were bleeding and he heard the explosions as a muffled boom through the incessant ringing in his skull. Machine gun fire spat earth from the edge of the parapet, showering him in reddish soil. He spat to clear his mouth and raised the whistle to his lips. Death raged beyond the trench and now, Sergeant Ben Coffey would lead his men into the very teeth of it.

ward; searching for the enemy that had fled before them. All along the front they pushed forward, two kilometers, five ten.

Then at nightfall on May 23rd 1266 they were stopped.

Counterstrike

The first counterstrike took place north of the Nevada command center. Imperial forces had reached the barbed wire and were uncertain whether or not to proceed. Within an hour ten thousand Imperial troops were clustered in a tight knot, waiting for orders to cross the wire in search of the enemy. The darkness of nighttime prevented them from surveying the area until a tremendous volley of flares lit up the sky. The Imperial forces ran for cover but there was none to be found, so they hit the deck as the killing began.

Capitol Light Infantry Mortars laid down a solid wall of fire preventing the Imperial troops from retreating while HMG teams and Desert Scorpion Hammerheads opened fire and tore the Imperial troops to pieces. Purple Sharks screamed overhead dropping grenades into the carnage and by daybreak there was hardly an Imperial soldier left alive. Imperial forces found themselves facing stout defenses and heavy firepower with no effective cover and no artillery support of their own to counter the Capitol bombardment.

The largest Imperial force reached the Capitol defenses just to the east of the Mustang command center on the 27th of June 1266 in what became known as the Battle of Mustang. Twenty thousand troops charged headlong into a hail of bullets and flying shrapnel just as dawn was breaking over the rocky lowlands. Over a thousand experienced Trenchers spearheaded the Imperial assault with support from the 16th Hurricane Walker Division. More than two hundred Hurricane Walkers offered covering fire while the Trenchers attacked the wire. They moved in groups cutting a clear pathway and holding it open for their comrades to sweep through to the next line of wire. The new Capitol defenses were tested to the limit as this force continued to push forward. Behind the Trenchers came ten thousand Imperial Regulars and several platoons of Golden Lions, who tried to use their infiltration skills to break the Capitol line.

It was under circumstances like this that the strategy of Brigadier General Nimitz paid dividends. The emergency alert was sounded and a rapid dispatch was sent out to nearby barracks on either side of the threatened area. Within an hour three additional Gamma Forces and a large Delta attack force were on their way to the battle.

The Imperial Trenchers had paid a terrible price but they had managed to break through the wire to reach the Capitol trenches, and now fought hand-to-hand with Light and Heavy Infantry in bloody close quarter battles. Capitol Heavy Infantry squads fought to bring their rocket launchers to bear on the Hurricane Walkers and many of the towering weapons platforms now lay smoldering on the rust-red sand. Communications specialists called in coordinates and Capitol close air support craft swooped in over the area. They dropped their payloads and decimated the Imperial Regulars who were trying to make the most of what cover they could find as they waited their turn to cross the wire.

As the battle wore on the Gamma Forces arrived and moved into position, plugging the gaps in the defenses and stopping Imperial in their tracks. Then the Delta Force arrived complete with a squadron of Manta Assault Craft. Martian Banshees launched themselves into the thick of the battle while the Mantas wheeled round to Imperial's most exposed flank and deposited over a thousand Assault Marines, who immediately went to work with their assault carbines.

The battle raged for four days before the Imperial forces were broken and sent fleeing back from the Capitol lines. All along the line the story was the same. Where Imperial attacked in small numbers the defenses were sufficient to hold them off and where they attacked en masse, the mobile infrastructure behind the lines came into play. Capitol's losses were a fraction of those from previous encounters and suddenly Brigadier General Nimitz was the toast of San Dorado.

It wasn't until September of 1266 that Imperial finally abandoned their ill advised offensive. They had lost in excess of sixty thousand troops but their reputation for resilience is not overexaggerated and they soon began to encroach on the Capitol lines once more. By 1267 they had reestablished a defensible front beyond the effective reach of the Capitol forces. And once in place they advanced their own network of trenches across the rocky desert, cutting deep into the reddish clay until their spotters could see the machine gun nests and mortar positions of Capitol.

Deadlock

By the Martian summer of 1267 the McCraig line had become the most fiercely contested warzone on Mars and to this day the line of fortifications has shifted little. Both sides continue to pound each other with terrifying volumes of destructive power but for the most part the position of the line remains static. Imperial mount frequent offensives along the entire length of the McCraig Line such as the attack on the Lynx Command Center in which Colonel Mitch Hunter played a major role. And the assault on Cherokee Ridge where only the mighty Orca Battlesuits and the relentless firepower of the Hammerhead field artillery systems prevented the Imperial forces from breaking through the Capitol lines.

But now with Capitol being pressed on every front the resources allocated to the defense of the McCraig Line have been reduced. They continue to hold Imperial back but as more and more warzones break out across the solar system there will come a time when one of the sides must crumble. And every month in the 'State of the Corporation Address' the President assures the citizens of Capitol that it will not be they who crumbles first.

Dark Tide Rising

Year: 1268 YC to present day
Location: Southern hemisphere of Mars

A Word Of Foreboding

Early in the year 1268 YC the Capitol High Command received a message from Cardinal Darrel Evangelatos, the Brotherhood's most senior representative on Mars. The message bore the seal of Luna itself, which meant that it carried the highest authority in the solar system. The message, addressed to the President, simply said...

"The beast has awakened, look to the south!"

The President and his military commanders knew better than to ignore a message from the Brotherhood, especially one bearing such high authority. There was no direct reference in the message, but none of them doubted that it referred to the Dark Legion. It was six years now since they had discovered the presence of a new Dark Citadel on Mars and they had hoped to keep its discovery a secret, at least until they determined whether or not the alien structure posed a threat. Reports thus far said the citadel was empty, but this urgent message suggested they should take a closer look.

The citadel had been discovered by a company of Desert Infantry several hundred kilometers south of Promethei Terra. The coordinates, when checked, made disturbing reading. They matched exactly the location of a citadel that was supposed to have been destroyed almost twelve hundred years ago. That citadel had belonged to Saladin, a powerful Nepharite warlord in the service of Algeroth the Apostle of War. There were few people in Capitol who truly believed the mythical stories about the Dark Legion. They assumed them to be analogies for the atrocity of war, demonic masks to cover the horror of man's capacity for violence. They did not believe the Dark Legion was real.

This was about to change.

The Meek Shall Inherit The Void

On the 1st of February 1268 YC, Capitol dispatched a five hundred strong scouting party from the 64th Desert Scorpions based at Columbia. The party was flown two thousand miles southwest by airship before being dropped on the southern fringe of Promethei Terra. From there they proceeded on foot. Storms in the area broke up radio communications and all contact with the 64th was lost until the 15th of February when the radio operator at Columbia received a single short message against a background of howling wind and screams of agony.

"The meek shall inherit the void." The message said, and was followed by a single gunshot, which analysis showed to be from an M-23 Assault Rifle, standard issue to the Desert Scorpions.

With no good intelligence on what had caused the disappearance of the scouting party Capitol proceeded with caution. By the beginning of March in 1268 there were four thousand Capitol troops some 200 km northeast of Saladin's citadel. Capitol were hoping to bring the incident to a swift conclusion for they had no idea of the scale of the forces ranged against them. The operation was under the command of Colonel Ben Stone who had been flown down from his post at Columbia to take charge of the situation. On March 6th he advanced his forces towards their objective.

Desert Infantry moved ahead of the main force, made up of Light and Heavy Infantry with a full compliment of support squads. Several squadrons of Great Greys shadowed the army providing intermittent aerial reconnaissance during breaks in the frequent sand-squalls. Colonel Stone moved his forces in waves, consolidating his progress before ordering the leading forces to proceed. His progress was slow but he was acutely

THE RETURN OF TERROR

As the billowing clouds of sand cleared a swarming mass of creatures darkened the horizon. Huge demons towered over the desert, wreathed in armored spikes and wielding monstrous weapons. They charged forward kicking aside and trampling the lesser demons that got in their path. Before the horde ran the fleeing remnants of the Desert Infantry, scrambling back to the ranks of the Capitol forces who stood in shock as the stuff of childhood nightmares bore down upon them.

aware that powerful eyes within the Brotherhood were focused on this action. He was not about to leave his forces exposed to whatever threat was now emerging in the southern hemisphere of Mars.

On the morning of March 17th the leading wave of Desert Infantry radioed to the field HQ that they were falling back under heavy fire. The reports were confused and edged with panic and Colonel Stone was furious about hysterical accounts of giant demons and supernatural forces. However, he put his troops on full alert and set up defenses on a rocky plateau some twenty clicks north of the Dark Legion citadel. Then at nightfall the Dark Legion attacked.

Colonel Stone soon learned that the fantastic accounts were not over exaggerated in what became known as the First Battle of Salvation. The battle lasted for two whole weeks and Stone was forced to make a fighting retreat as he struggled to prevent it from turning into a disastrous rout. He retreated north across the plains of Promethei Terra and rendezvoused with reinforcements from Dyson while a second Capitol force drove southwest out of Columbia before turning north to attack the horde from the rear. Finally Colonel Stone's forces were able to hold their position and stop the terrible army of the Dark Legion. The soldiers that took part in this first encounter were the first to realize the truth of the Dark Legion's return. The first to realize that the stuff of myth and nightmare was as real as the cold rock beneath their feet. In those first few weeks they became veterans of fighting the Dark Legion, educated by horrific experiences that would brand their souls forever. They saw the corpses of slain comrades, raised up in the form of the Undead Legionnaires, rotting vessels of hate returned to fight their erstwhile companions.

Finally the Dark Legion army was broken and scattered across Promethei Terra. But Capitol were badly shaken by the encounter. They were already hard pressed by the Second Corporate Wars and now this new and terrible enemy came upon them from the south. Even as the High Command in San Dorado tried to set in place a battle plan reports were flooding in from Edison, Black Rock and numerous scouting parties operating in the Southern Hemisphere. The Dark Legion had returned to Mars, appearing in ever-increasing numbers they were marching north. From the desolate wastelands of the south Polar Regions there was a 'dark tide rising'.

BLACK ROCK SPRINGS

Dawn rose like a haze of blood over the dark sands of the Sable Desert. And there on the horizon loomed the massive forms of a Bio-Giant and a Pretorian Behemoth, striding across the blasted sands. Whatever else happened, these towering servants of the Dark Soul must not be allowed to reach the besieged outpost.

Purple Sharks and Great Greys flew the gauntlet of death, matching their skill against the awesome might of these titans, anything to buy Capitol some time and keep the giants from crushing their failing defences.

Citadels In The South

By 1269 Capitol had engaged the Dark Legion in over a hundred separate encounters. The city of Edison was completely surrounded and the only way for reinforcements to get in was by airship and Manta Assault Craft. Capitol refused to abandon the city for it provided them with a forward position and an early warning center for Dark Legion forces passing close by. The Nipigon gold mines were temporarily abandoned when a Dark Legion army, twenty thousand strong, descended on the area and slaughtered the Capitol garrison to a man. Black Rock Springs almost suffered the same fate in June of 1269 when a massive army surrounded the settlement. This time Capitol refused to give up their position. They flew in thousands of reinforcements during the protracted battle that became known as the Siege at Black Rock. Finally the Dark Legion assault was broken and the hellish forces were dispersed. The outpost still suffers attacks on a daily basis but these do not have the same overwhelming force as they did during the siege.

Air reconnaissance units flew dangerous missions over Promethei Terra to gather intelligence on Saladin's Citadel. Strange temporal currents shifted around the citadel making flight and navigation difficult, but the few pilots that returned spoke of a constant stream of alien monstrosities issuing forth from the cavernous portal. In addition to this four more citadels were discovered. The nightmare on Mars was only just beginning.

The Dark Legion invasion encircled the globe in a ring of battle that was rising towards the equator. Capitol directed many of their Juggernauts and Marshalls to the main line of the Trans-Martian Railway. These steam-powered fortresses were highly effective but they could not be everywhere at once. In October of 1269 a Dark Legion force crossed the main line a thousand clicks east of Blanco and drove north towards the Valles Marineris. Capitol forces in the area were stretched to the limit and were unable to intercept the force. It was at this point that the Brotherhood actively entered the fray. They deployed a large force form orbit and dropped five thousand Elite Troopers in the Dark Legion's path. The Troopers were supported by Sacred Warriors and several Keepers of the Art and they gave the corporations a lesson in how to do battle with the minions of the Dark Soul.

This was the first time in over a thousand years that Brotherhood troops had openly fought side-by-side with corporate forces but it was to become increasingly common as the campaign wore on. Every time the Dark Legion broke past Capitol defenses the Brotherhood were there to plug the gap and prevent them from crossing the equator as if this marked some invisible line that they must not be allowed to cross.

The Meridian Frontier

The Brotherhood brought increasing pressure to bear on the Capitol Government to halt the advance of the Dark Legion and early in 1270 a new President was voted into office. The election did not follow normal protocol and there was much talk of Brotherhood interference but these events were overshadowed by the firestorm of war that raged on Mars. The new President, Linden Rogers, immediately took command of the situation and instigated steps to stem the tide of darkness. The progress of the Dark Legion also threatened Mishima territory and President Rogers took advantage of the situation to negotiate a partial ceasefire in the southern part of Mishima's domain. Further north their forces were still locked in battle, but here in the south they tolerated each other's presence to resist their common foe.

Next the President established the Meridian Frontier; a series of fortified outposts evenly spaced around the planet. The strongholds were code-named Cobra, Boa, Python, Viper, Salamander and Anaconda, and they circled the globe like the mythical serpent Jormungard. These strongholds acted as muster points and front line command centers and gave Capitol advanced warning of Dark Legion armies moving north. Reconnaissance from the Meridian Frontier allowed Capitol to use their Marshalls and Juggernaut battle-trains to maximum effect.

Confrontations with the Dark Legion increased and the fighting grew to new levels of intensity. By the end of 1271 Capitol had almost half of their entire armed forces committed to the Dark Tide Rising Campaign. In the last three years they had suffered almost three hundred thousand casualties in this campaign alone. And still the fighting refused to let up. The Quartz Crown mineral mines were abandoned in the Terra Cimmeria region and the survivors were evacuated to the Meridian base at Anaconda. Anaconda itself endured a three month long siege as thousands of mindless Undead Legionnaires stumbled blindly into the Capitol defenses, careless of the weapons that tore them to pieces. Seven thousand miles away the haunting expanse of Whistling Sands was dubbed Screaming Sands as the Legions of Muawijhe filled the cold desert with their demented screams.

High Tide

The fighting reached its peak in the early months of 1272, when the conflict could be seen from space as a broken line of fire encircling the planet. The Meridian strongholds were like beacons, blazing away amidst a black sea of boiling violence. Strung out between the strongholds were countless battle groups each trying to slow the Dark Legion hordes before they came within range of the devastating Juggernauts. North of the railway roving combat platoons were given the task of destroying any forces that managed to break through.

In September of 1272 the largest horde to date swept out of the Noachis Terra, two hundred kilometers southwest of Boa. A large Delta Force, ten thousand strong, was dispatched from Boa to attack the horde and delay its progress. While the Delta Force strove in vain to stall the horde they radioed ahead for Juggernaut support. The Colossus Juggernaut moved into position four hundred clicks east of Buffalo and braced itself to meet the full force of the army bearing down upon it.

By the time they reached the main line the Delta Force had been reduced to barely six thousand exhausted troops who fell back under the cover of heavy bombardment from the Colossus. But still the Dark Legion kept coming. The ground shook as the Colossus unleashed broadside after broadside into the seething horde, but still they kept coming. Fifty thousand hell-spawned monstrosities surged towards the battle-train as though it were a prize they sought to claim. Commander of the Colossus, Captain J.T. Boston, deployed the Juggernaut's entire garrison into the path of the Dark Legion to maintain a defensive buffer that would allow the train to operate at full potential.

Fifteen thousand troops charged down deployment ramps and took up position beside the survivors of the Delta Force from Boa. They formed a great wedge before the Colossus with a full division of Orca Battlesuits taking point. Squadrons of airborne support craft emerged from hangars in the battle-train and swooped down over the massed horde of the Dark Legion.

The troops had orders to fall back slowly, making the Dark Legion pay dearly for every meter of earth. Alien looking Razides threw themselves at the Orca Battlesuits, while thousands of Undead Legionnaires trained their weapons on the ranks of Capitol infantry. Carnal Harvesters and Pretorian Stalkers pushed forward while powerful Nepharites wielded mystical forces that caused the human defenders to question the reality of their universe. Slowly the horde drove towards the Colossus that towered over the battle like a castle of steel and steam. The Colossus blasted fire from hundreds of large caliber guns but at one point it looked as though it might be overcome by the mighty horde, as demons reached the track and looked for ways to scale the steel leviathan.

Finally the firepower of the Colossus and the courage of the Capitol forces broke the Dark Legion horde. A well-timed counterstrike led by Major Adam Slaytor of the 39th Assault Marines pushed the diminishing horde back from the train and a final volley from the Colossus scattered the Dark Legion. The battle was so momentous that it became known as the Second Battle of Salvation and it marked a turning point in the whole campaign.

The Storm Subsides

The relentless flow of Dark Legion forces finally began to diminish and Capitol were able to maintain their defenses without the sense of imminent defeat that had hung over them since the

campaign began. To this day they remain stretched to capacity by the continuing attacks of the Dark Legion. The Meridian Frontier remains in place and serves an essential role in combating the forces of darkness. In addition to this the strongholds at Boa and Python must also guard against the forces of Mishima. The uneasy cease-fire with Mishima broke down in 1272 when the intensity of the Dark Legion assaults had begun to subside and fighting broke out between their forces in the south once more.

The participation of the Brotherhood in Martian campaigns has also diminished since the height of the campaign. They continue to monitor the situation carefully but they refuse to reveal the true nature of their concern. This mixture of interference and secrecy is the cause of much consternation to Capitol High Command who normally enjoy close links with the Brotherhood. Meanwhile, in the southern hemisphere of Mars, the Dark Tide Rising Campaign continues and Capitol can only wait for the next great storm when the Dark Legion will attempt to engulf them once more.

The Sarasota Campaign

Year...1272-1275 YC
Location...Scarab Desert and surrounding area

Cease-Fire

The Sarasota airforce base is one of Capitol's most isolated military strongholds. It is situated on the floor of an enormous impact crater deep in the hostile expanse of the Scarab Desert. In the year 1272 it became the focus of a fierce campaign that threatened Capitol's domination of Mars. Capitol were still reeling from the Dark Tide Rising Campaign. The demonic forces continued to press them along the Meridian Frontier but the scale of the attacks had decreased to a level that Capitol could contain. The campaign had also threatened Mishima territory and for some time they had maintained a partial cease-fire to ensure their mutual survival. But as the scale of the Dark Legion assaults grew less Mishima broke the cease-fire and took advantage of Capitol's weakened state.

In the north of their domain their forces had been relatively inactive. There were frequent skirmishes with Capitol forces in the southern part of the Scarab Desert and they had attacked the Opal mineral mines on several occasions, cutting off the settlement's supplies from Gibson. They continued to mount forays into the Valles Marineris, scouting the extent of the enormous canyon and gaining intelligence on Capitol forces deployed there. But all across the Terra Meridian they were mobilizing their forces for a major offensive against the Capitol Corporation.

In November of 1272 two large Mishima forces descended on the main line of the Trans-Martian Railway. The forces contained thousands of engineers and mechanics equipped with heavy engineering equipment. The first force moved into position two thousand clicks east of Buffalo near the fortified city of Mikura while the second went north from Genkai to the intersection where the main line splits off towards Burroughs. Shared information during the recent cease-fire gave Mishima a unique opportunity to do the unthinkable and gain control of the main line track that passed through their territory. By the time Capitol realized anything was amiss Mishima had succeeded in raising vast buttresses of forged steel on the track.

Mishima had hoped to trap the Juggernaut 'Armageddon' inside their barricades but the Armageddon had been commandeered by the Brotherhood to deal with a Dark Legion threat and Mishima's plans were foiled. Still, the operation was well planned and perfectly executed and to this day Capitol have yet to take back this section of the Trans-Martian Railway. However, this was only the start of a massive campaign for Mishima had decided to assert their influence on Mars and the Sarasota Campaign had begun.

Invasion

In December of 1272 Mishima launched an attack on the frontier outpost of Python. The attack was launched from the heavily defended bases of Dojo in the northeast of Noachis Terra and Shingu in the Hellas Basin. This attack was merely a diversion for the main army that was sweeping north across the Scarab Desert. Hundreds of thousands of troops struck at Capitol targets all across the desert. The Desert Infantry boot camp at Hell's Mouth was overrun and all personnel were taken captive. The supply depot at Hazard Canyon was captured, forcing scouting parties in the area to fall back to alternative bases. And the Pioneer Relay Station was destroyed, reducing the effective range of sorties flying south out of Sarasota.

It took Capitol several weeks to assimilate what was happening, by which time a large portion of their territory was under hostile control. Their first reaction was to destroy the barricades on the railway but Mishima had chosen the locations well, making it difficult for Juggernauts to effectively attack the obstructions. With time they could have done it, but time was something they had precious little of. They were forced to leave the barricades in position and San Dorado passed operational command to General Austin Kas of the Sarasota Airforce base, which became the command center for the conflict raging around it.

General Kas knew that the first thing he needed was intelligence. He needed to know the full extent of this invasion and the positions of the Mishima troops. He stripped down combat aircraft, converting them into long-range scouting vehicles and began a systematic sweep of the Scarab Desert. While the aircraft mapped out the movements of Mishima troops General Kas began to establish strategically placed ground forces that could be used to perform a counter offensive when the time came. Meanwhile, Mishima forces were continuing their assault.

On January 22nd 1273 a large Mishima force attacked the city of Gibson. This came as another surprise to Capitol for Gibsonville, with good defenses and an entire army based within the city perimeter. The Mishima forces were quickly driven away but they had inflicted serious and costly damage and the citizens were outraged that the government should allow them to be exposed to such danger. Following this attack General Kas ordered the deployment of defensive cordons around other cities from Greatfalls to Buffalo and Burroughs. The cordon around Burroughs was extended to include the steel works at Astoria, a timely move, as five thousand Ashigaru, Ronin Samurai and Hatamoto were already closing on the facility. The two forces clashed in the Battle for Astoria but on this occasion Mishima were decimated by overwhelming forces from the nearest military bases in Burroughs.

Heavy fighting took place throughout the Scarab Desert and across Red Rock Flats but by the end of February the forces of General Kas had begun to stem the Mishima advance. It was at this point that Capitol suffered another great blow. Encouraged by Mishima's success both Bauhaus and Imperial decided to take advantage of the situation in an attempt to advance their own military goals.

Soldiers Of Fortune

On March 2nd Bauhaus mounted an assault on the city of Greatfalls. Capitol's cordon was angled south of the city to guard against the Mishima threat so, when Bauhaus began attacking from the north, they were forced to divide their forces to defend the city. The commander in charge of Greatfalls was Brigadier General Samuel (Bull) Greer. He informed General Kas who immediately authorized him to restructure his army. The forces south of Greatfalls were in full defensive formation but General Greer quickly changed that. He divided his troops and reconfigured the larger part into a series of powerful Delta Forces with which he advanced quickly against Mishima targets thus preventing them from mounting an assault. The remaining troops were formed into a flexible Alpha Force and deployed north of the city to counter the Bauhaus threat and keep them at bay until they could be properly dealt with.

Imperial crossed the Elysium rivers and forged upwards to attack the open cast workings at Valdosta on March 21st. They also navigated the Kinder Downfall to outflank Capitol forces mustering to the southeast of Red Rock Flats. The mines fell to Imperial and were not recaptured by Capitol for almost a year but the Capitol forces in the open desert were able to drive Imperial back down the Kinder Downfall. Imperial also sent a force around Mare Elysium, hoping to come up on the McCraig Line from the rear but forces guarding the coast of the great lake were alerted to the enemy's progress and moved quickly to cut them off. The two forces met at the river connecting Lake Isidis with Mare Elysium and Capitol were able to use the steep banks of the river to their advantage forcing Imperial to retreat.

The increased activity from Bauhaus and Imperial spread Capitol forces dangerously thin and they were fortunate that neither of the corporations were able to follow up the initial attacks effectively. Capitol's ability to deal with so many warzones simultaneously is testament to the efficiency of their logistics and transportation network. By the end of 1273 Bauhaus and Imperial were out of the picture and Capitol were once again free to focus on Mishima. General Kas had slowly been building up large numbers of troops at Sarasota where he divided them into combat groups and placed them under the command of Colonel Steve Lazenco who would lead the ground forces during the next phase of the campaign. Now it was time for General Kas to refit his aircraft with weapons and heavy ordnance in preparation for the counter offensive that was almost ready to begin.

The Eye Of The Storm

On February 23rd 1274 the counter offensive began. The night sky throbbed over Sarasota as hundreds of craft took off on missions to attack Mishima targets. The bombardment continued for weeks as Capitol softened the Mishima forces with unrelenting airstrikes. And when General Kas deemed the time to be right he gave the order for the ground forces to advance. On April 7th forty thousand Capitol troops left the Sarasota airforce base. Most of them went by foot but many thousands were deployed by airship or Manta Assault Craft. This allowed them to outmaneuver the Mishima forces and make the most of the uneven terrain as they closed on the enemy.

The supply depot at Hazard Canyon was taken back, and although most of the supplies had been depleted or ruined it still afforded Capitol a good strategic position. Mishima forces were driven out of the training camp at Hell's Mouth but the Capitol prisoners had already been transported to camps deep within Mishima held territory. The Pioneer Relay Station was put back in operation allowing Capitol to extend their initial advance.

Mishima suddenly found themselves on the defensive and they fell back across the Scarab Desert in an attempt to consolidate their position. Capitol forces pressed them every step of the way as armies emerged from Gibson, GreatFalls and Burroughs. Wherever Capitol had difficulty dislodging a Mishima force they would call in an airstrike and aircraft would be scrambled from Sarasota to bombard the designated targets. Mishima even decided to launch a large scale attack on Sarasota itself but General Kas had foreseen just such an eventuality and had set in place a full defensive perimeter. Large Gamma Forces surrounded the base and with concentrated close air support it was impossible for Mishima to break through.

Mishima, however, had one last card to play.

Ambush

Early in the campaign they had managed to block the Trans-Martian Railway passing through their territory but they had failed to capture one of Capitol's mighty trains. Then in August 1274 they made a second attempt. This time they targeted the main line between Gibson and Burroughs. They were not in a strong enough position to consider tackling a Juggernaut so they chose the Trojan, a famous Marshall sentry train with the reputation of being one of the most efficient trains on the line. An army of Mishima engineers moved north from Hosokawa and set up a barricade across the forty-meter wide track. The barricade was over twenty meters high and contained more than ten thousand tons of steel. Anything less and the Marshall would be able to break through it. The barricades on the southern line were more than twice this size but they were designed to stop the awesome power of a Juggernaut.

Mishima damaged the track to the north of Hosokawa to get Capitol's attention then waited for the Trojan to respond. Sure enough the great train screamed across the rocky landscape of the Terra Meridian with a phalanx of Great Grey outriders moving ahead of the train. Mishima forces waited anxiously beside the track where they estimated the Trojan would stop. Twenty thousand troops lay hidden in the pockets and hollows of the terrain ready to charge forward as soon as the Trojan came to a halt.

When the Trojan finally stopped it was barely three hundred yards from the barricade and it was then that Mishima attacked. From both sides of the track thousands of troops charged forward to storm the train. The commander of the Trojan had expected an ambush but not one on so massive a scale. Even before it stopped the train's military contingent had been at battle stations and now the guns opened fire on the advancing Mishima troops. But the commander knew that even with the heavy guns and air support he could not defend the train with a garrison of just one thousand troops. He was hopelessly outnumbered and it was only a matter of time before the train fell to the enemy. Mishima had also blown holes under the track behind the Trojan so there was no way he could reverse his way out of trouble. All he could do was send a mayday out to Gibson and Burroughs and hope they had a Juggernaut in the area that could reach them in time.

Armageddon

The battle around the Trojan raged day and night for three days. Mishima attacked in waves and each time they withdrew the defenses of the Trojan were weakened that little bit more. Large caliber guns were destroyed, aircraft bays were put out of action making it difficult for Capitol to use their Purple Sharks and Great Greys, and slowly the defenders were dying. Mishima casualties littered the desert but there always seemed to be more to replace the fallen. The Trojan's commander finally began to despair. His long-range radio had been damaged and he had no way of knowing if help was on the way. He decided that he would rather derail the train than allow it to fall into enemy hands still operational. Mechanized cranes stoked the cavernous boiler and pressure built up in readiness for the Trojan's final gesture of defiance. Then on August 30th a great sound shook the air like the wrath of God and a Juggernaut appeared on the horizon. Powering under full steam out of Gibson the Armageddon arrived to break the Trojan free.

The Armageddon finally succeeded in scattering the Mishima force and the Marshall was able to dismantle the barricade and repair the damaged track. This was the last major conflict during the campaign and by the end of 1274 the Sarasota Campaign was at an end. To this day Capitol have been unable to reopen the main line between Buffalo and Dyson and the war with Mishima continues throughout this equatorial region. But Capitol are now more careful than ever and they will never again allow Mishima the opportunity to threaten the security of their domination on Mars.

AMBUSH

As soon as the Great Greys caught sight of the massive obstruction blocking the tracks they wheeled away relaying the danger back to the train. Within seconds the Mishima troops heard a distance metallic squealing, as loud and deep as the sound of an earthquake. The Trojan had hit the brakes. Moving at full speed it would take a Marshall almost five kilometers to stop safely and now Mishima would know if they had judged it correctly. They could see the Trojan now, belching black smoke and splitting the air with the sound of its wheels grinding on the megalithic track.

New Rules

This book introduces new rules to cover basic trench warfare and certain conditions that can affect battles on Mars. It also follows on from Warzone 2nd Edition to describe the Capitol army in far greater depth and detail, introducing new forces and enhancing existing ones. This book takes precedence over the rules and army lists in Warzone 2nd Edition. Where differences occur in rules, stats or the structure of armies players should use the information in this book as the authority.

Battlefield Defenses

This section introduces rules that cover defensive preparations and obstacles on the battlefield such as trenches, foxholes and barbed wire. The following general rules apply:

- Players should decided whether or not to use battlefield defenses before choosing their armies.
- Players may spend no more than 20% of their total points allocation on battlefield defenses.

Trenches

Trenches are frequently used on Mars due to the nature of the terrain. Flat open desert provides little in the way of cover so troops are often forced to dig trenches to protect themselves from enemy fire. The extensive trench workings of the McCraig Line are a good example of the effectiveness of trenches. With both Capitol and Imperial placing the emphasis on defensive trench networks it is difficult for either force to mount an offensive without taking heavy casualties.

Trenches are created by digging a ditch in the ground and mounding up the excavated earth to form a raised parapet protecting the ditch from enemy fire (see diagram 1).

The parapet of a trench provides good cover against incoming fire, and the ditch can provide excellent protection against explosions and shrapnel. The following rules apply:

- The parapet provides Hard Cover for models of Size 3 or less that are in base contact with it, in the same way as any other Terrain Obstruction.
- Models of Size 3 or less that are inside the ditch and are touched by the template of a Ranged Template Weapon ignore the effects on a roll of 10 or less on a d20, unless the center of the template falls inside the ditch, in which case they are hit as normal (see diagram 2).

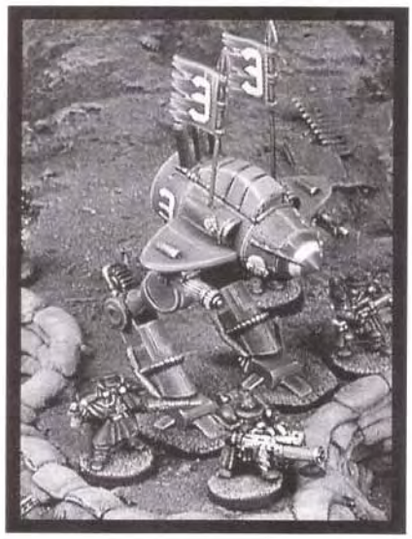
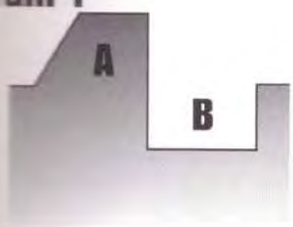
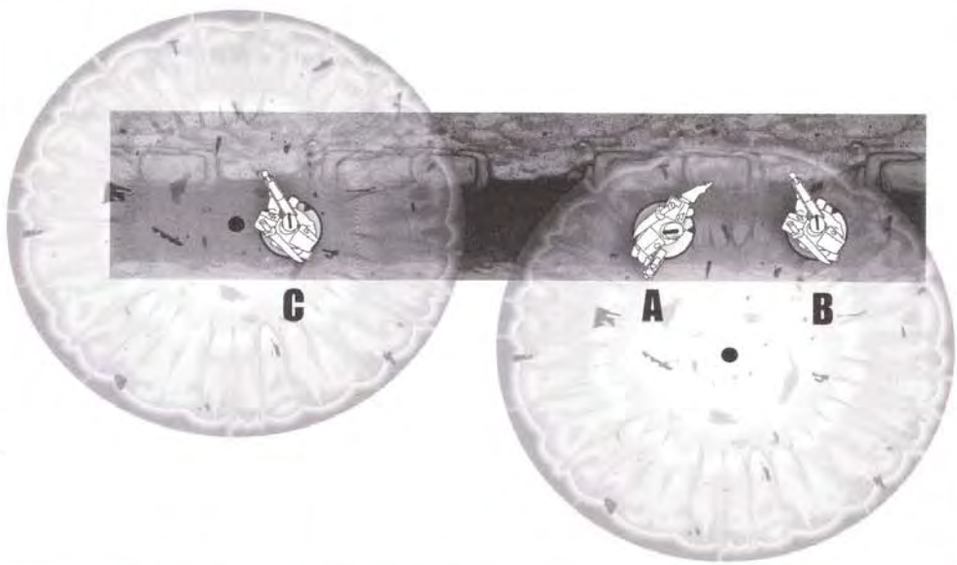


Diagram 1



1. Trenches
A is the trench parapet.
B is the trench ditch.

Diagram 2



2. Trenches and Ranged Template Weapons

- A Large Explosion Template covers models A and B. The center of the template lies outside the ditch so the models can attempt to roll 10 or less on a d20 to ignore the effects.
- A Large Explosion Template also covers model C. The center of the template lies inside the ditch so model C must make an Armor Roll as normal.

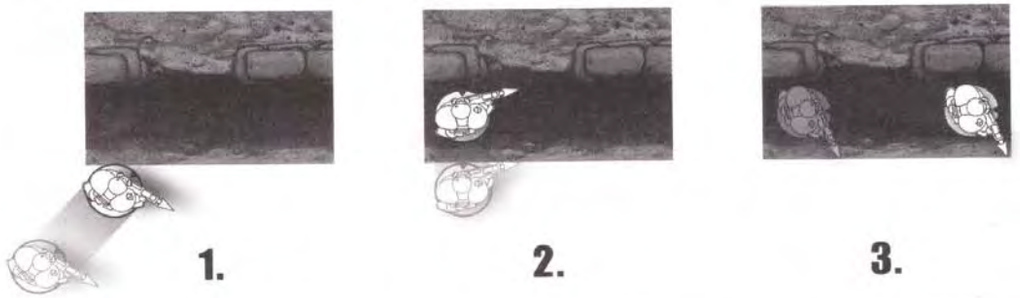
3. Entering a Trench

1. The model spends its first Action moving into base contact with the ditch.
2. The model spends its second Action entering the ditch.
3. The model then spends its third Action moving along the ditch.

4. Trench Deployment

- Distance A must be at least 3 inches.
- Distance B must be at least 1.5 inches.

Diagram 3



Trenches can be a serious hindrance to movement. The following rules apply:

- Creatures and walkers of Size 4 or less must expend 1 Action to enter or exit the ditch or to climb over the parapet. Models must begin their Action in base contact with the ditch or parapet before entering or climbing over (see diagram 3).
- Creatures and walkers of size 5 or more can move over the trench at no penalty to Movement.
- Trenches count as Impassable Terrain to wheeled vehicles.
- Trenches count as Rough Terrain to tracked vehicles.

Buying Trenches

When you buy a Squad you may buy trenches at the same time. Trenches are bought in 3-inch sections and the amount of trench you can buy is related to the size of the Squad. The following rules apply:

- You may not buy trenches and foxholes with a Squad, you must buy one or the other.
- You are allowed 1 inch of trench for each model in the Squad, rounding up to the nearest three-inch section. For example, for a squad of 4 or 5 models you may buy up to two 3-inch sections of trench. For a squad of 7 models you may buy up to three 3-inch sections of trench.
- Each 3-inch section of trench costs 20 points.

Deploying Trenches

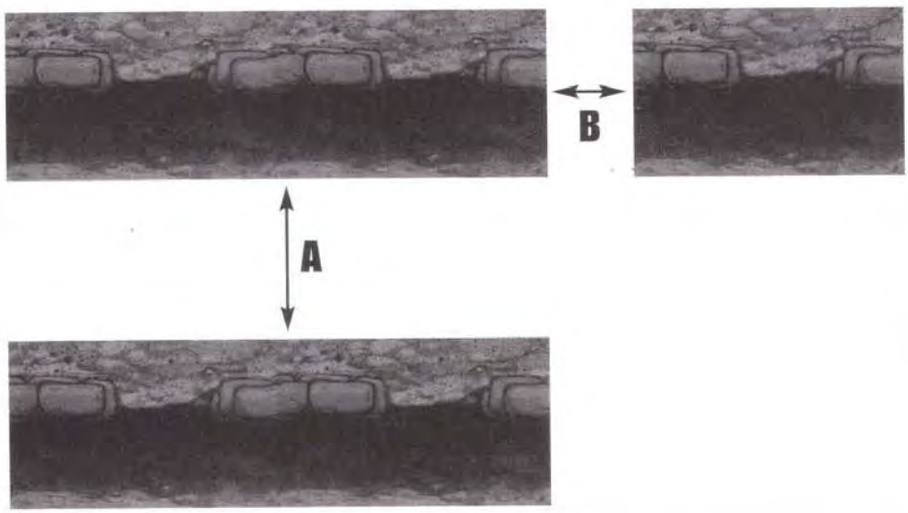
Trenches are deployed at the same time as the Squad with which they were bought. You do not need to deploy the trenches and the Squad in the same place but if you do then the Squad can be placed directly into the trench's ditch. Trenches may only be placed inside your deployment zone but once placed other Units from your army can then be placed directly into the trench's ditch. The following rules also apply.

- Trench sections can be placed end to end to form long barriers. However, if they are not deployed end to end there must be a gap of at least 1.5 inches between the ends of adjacent sections (see diagram 4).
- If you wish to deploy a section of trench parallel to another section of trench you must leave a gap of at least 3 inches between them (see diagram 4).

Depicting Trenches

There are a number of ways to depict trenches on the tabletop. A standard section of trench is 3 inches long and 2 inches wide, 1 inch for the parapet and 1 inch for the ditch. Cut out strips of card 2 inches wide and paint them two different colors down their length, using one color for the ditch and another color for the parapet. Alternatively you can make your own 3D trenches using polystyrene, epoxy putty or modeling clay, in which case you should make the parapet about three quarters of an inch high.

Diagram 4



Foxholes

Foxholes serve a similar purpose to trenches, but instead of long ditches they normally take the form of a circular hole dug into the ground. As with trenches, the excavated earth is used to build up a defensive parapet around the foxhole (see diagram 5). Foxholes are normally large enough to provide cover for a small number of soldiers.

The parapet of a foxhole provides good cover against incoming fire, and the hole can provide excellent protection against explosions and shrapnel. The following rules apply:

- The parapet provides Hard Cover for models of Size 3 or less that are in base contact with it, in the same way as any other Terrain Obstruction.
- Models of Size 3 or less that are inside the hole and are touched by the template of a Ranged Template Weapon ignore the effects on a roll of 10 or less on a d20, unless the centre of the template falls inside the hole, in which case they are hit as normal (see diagram 6).
- A foxhole can contain models of Size 3 or less to a maximum of 6 points of Size. For example, two Size 3 models or three Size 2 models.

Foxholes can be a serious hindrance to movement. The following rules apply:

- Creatures and walkers of Size 4 or less must expend 1 Action to enter or exit the foxhole. Models must begin their Action in base contact with the parapet before entering the foxhole.
- Creatures and walkers of size 5 or more can move over foxholes at no penalty to Movement.
- Foxholes count as Impassable Terrain to wheeled vehicles.
- Foxholes count as Rough Terrain to tracked vehicles.

Buying Foxholes

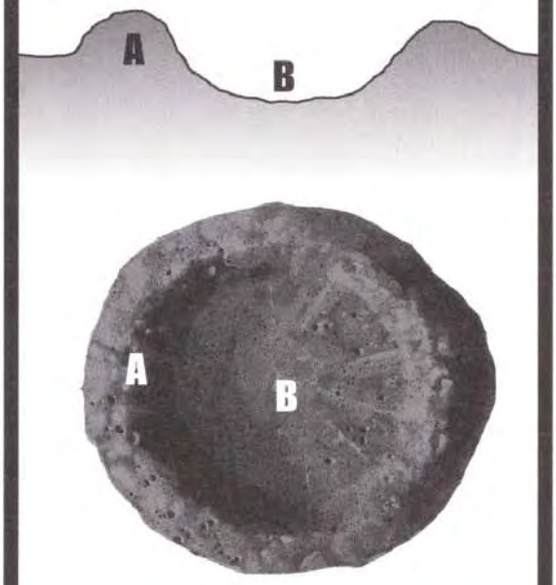
When you buy a Squad you may buy foxholes at the same time. The number of foxholes you can buy is related to the size of the Squad. You may not buy more foxholes than the minimum number required to contain the entire Squad. For example, you need three foxholes to contain a Squad of seven Size 2 models. Therefore you can not buy more than three foxholes for that Squad. The following rules also apply:

- You may not buy foxholes and trenches with a Squad, you must buy one or the other.
- Each foxhole costs 15 points.

Deploying Foxholes

Foxholes are deployed at the same time as the Squad with which they were bought. You do not need to deploy the fox-

Diagram 5



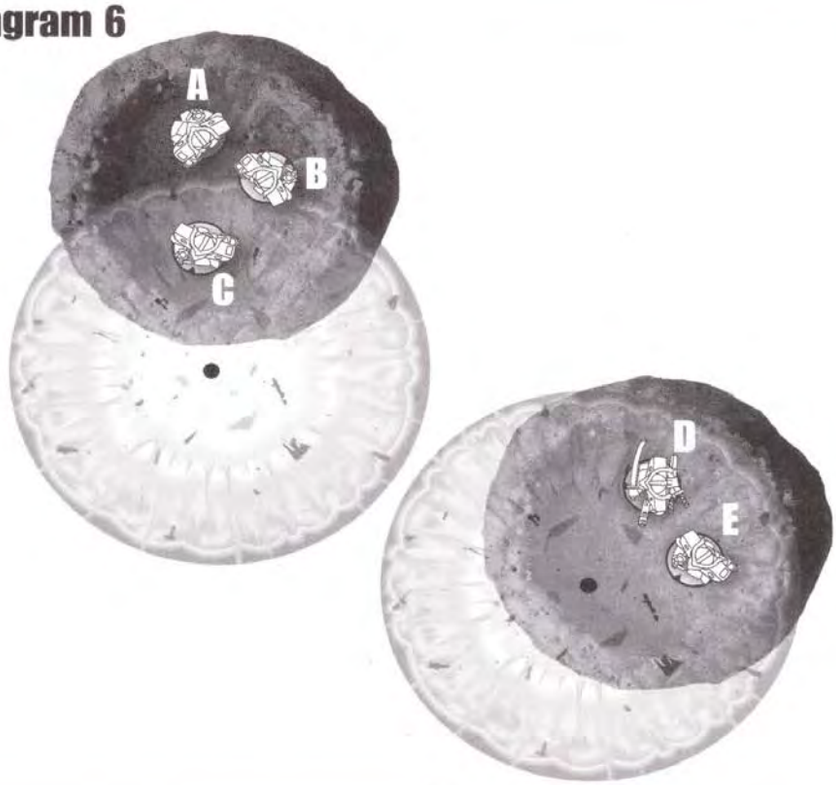
5. Foxholes

- A is the foxhole parapet.
- B is the central hole.

6. Foxholes and Ranged Template Weapons

- A Large Explosion Template covers models B and C. The center of the template lies outside the hole so the models can attempt to roll 10 or less on a d20 to ignore the effects.
- A Large Explosion Template covers models D and E. The center of the template lies inside the hole so the models must make an Armor Roll as normal.

Diagram 6



holes and the Squad in the same place but if you do then the Squad can be placed directly into the foxholes. Foxholes may only be placed inside your deployment zone but once placed other Units from your army can then be placed directly into them. You must leave a gap of at least 1 inch between foxholes. Foxholes may be placed in base contact with trenches, but if not in base contact then you must leave a gap of at least 1.5 inches.

Depicting Foxholes

There are a number of ways to depict foxholes on the tabletop. The hole for a standard foxhole is about 2.5 inches in diameter, with a 1-inch wide parapet surrounding it. You can cut out a circular shape about 4.5 inches in diameter from a piece of cloth or card, painting the hole and the parapet in different colors to differentiate them. Alternatively you can make your own 3D foxholes, using polystyrene, epoxy putty or modeling clay, in which case you should make the parapet about three quarters of an inch high.

Barbed Wire

Barbed wire consists of heavy gauge wire with sharp barbs designed to snag in clothing and flesh. It is used to slow and delay the advance of enemy infantry, allowing the defenders more time to bring their firepower to bear. The following rules apply:

- Vehicles are unaffected by barbed wire.
- Models of Size 4 or greater are unaffected by barbed wire.
- Models of Size 3 or less must be in base contact with barbed wire in order to attempt to cross it. The model must expend an Action and roll 10 or less on a d20. If successful the model climbs over the wire, ending in base contact on the other side. If the roll is not successful the model fails to cross the wire, the Action is wasted and the model must spend another Action if it wishes to try again (see diagram 7).

Destroying Barbed Wire

Barbed wire can be a serious hindrance to infantry but it can be destroyed in several ways. The following rules apply:

- Explosive Charges and Explosives, such as those used by Bauhaus Blitzers and Mishima Suicide Warheads, will destroy a 3-inch section when detonated in base contact with barbed wire.
- Tracked vehicles that drive over barbed wire will flatten and destroy it. Remove sections that have been driven over by a vehicle.
- Explosive template weapons such as hand grenades, airstrikes and mortars can destroy sections of barbed wire. When a template falls over barbed wire make an Armor Roll for each section touched by the template. Each 3-inch section has Armor 10 and 1 Wound. If the Armor Roll is failed remove the section.

Buying Barbed Wire

When you buy a Squad you may buy barbed wire at the same time. Barbed wire is bought in 3-inch sections and the amount you can buy is related to the size of the Squad. The following rules apply:

- You are allowed 1 inch of barbed wire for each model in the Squad, rounding up to the nearest three-inch section. For example, for a squad of 4 or 5 models you may buy up to two 3-inch sections of barbed wire. For a squad of 7 models you may buy up to three 3-inch sections of barbed wire.
- Each 3-inch section of barbed wire costs 10 points.

7. Crossing Barbed Wire

1. The model uses its first Action to move into base contact with the barbed wire.
2. The model uses its second Action, succeeds in rolling 10 or less on a d20, then climbs over the barbed wire.
3. The model then uses its third Action moving away.

Diagram 7

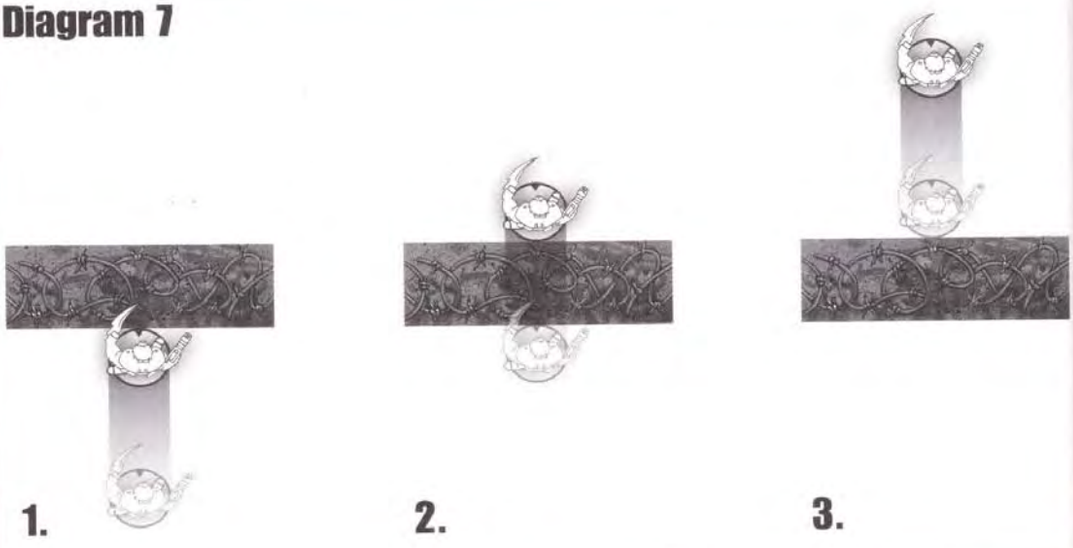
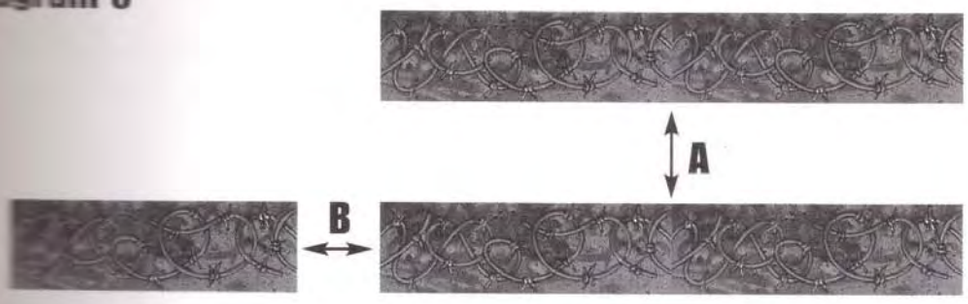


Diagram 8



8. Barbed Wire Deployment
- Distance A must be at least 2 inches.
- Distance B must be at least 1.5 inches.

Deploying Barbed Wire

Barbed wire is deployed at the same time as the Squad with which it was bought. You do not need to deploy the barbed wire and the Squad in the same place. The following rules also apply.

- You may place barbed wire within your deployment zone and anywhere within 6 inches of your deployment zone.
- Barbed wire sections can be placed end to end to form long barriers. However, if they are not deployed end to end then there must be a gap of at least 1.5 inches between the ends of adjacent sections (see diagram 8).
- If you wish to deploy a section of barbed wire parallel to another section of barbed wire you must leave a gap of at least 2 inches between them (see diagram 8).

Depicting Barbed Wire

We supply barbed wire counters with this supplement for use in your games but you can also try making your own barbed wire for additional effect and realism. Cut lengths of card to the same dimensions as the counters and build up the card with a layer of green putty or modeling clay to simulate earth. Use the bristles from an old toothbrush to stipple the putty, giving it an earth-like texture. Wind lengths of wire round a fat marker pen to produce a coiled effect, then arrange the coiled wire along the prepared section of earth. Before the putty sets gently push the wire into the putty with the back end of a narrow paintbrush.

Terrain And Climate

The terrain on Mars mostly consists of rocky deserts but there are extensive areas where the ground is particularly rugged or difficult for vehicles to cross. Rocky and broken ground is common and deep crevasses are often found in the desert floor. These crevasses can be very deep but sometimes they are filled with extremely fine sand that bogs down vehicles and heavy machinery. Impact craters and hollows in the ground can also get filled with this treacherous sand presenting a serious hazard to certain units moving across the battlefield.

The weather on Mars can also affect the conditions of a battle. Sandstorms are a common occurrence in the desert and often reduce visibility because of the amount of dust in the air. Most of the time these sandstorms cause little inconvenience but they are often accompanied by more violent squalls. Localized weather systems known as 'sand cyclones' can blow up with surprising speed, filling the air with stinging dust and making it almost impossible to find the enemy or navigate your position effectively. When these cyclones pass over the battlefield there is nothing to do but hunker down and wait for them to pass. Only troops that are trained for battle in such conditions are able to operate with any degree of effectiveness.

The following rules cover terrain effects and some of the climatic conditions common in many areas of Mars. Using them will enable you to fight interesting battles with a distinctly Martian flavor. You will need to take account of the terrain and the possibility of a sudden Martian sandstorm. If you wish to use terrain effects, climate effects or both, all players should agree before choosing their forces.

Desert Terrain Effects

Martian terrain affects different types of models in different ways. Wheeled vehicles and walkers in particular have great difficulty traversing rocky areas or craters and crevasses filled with fine sand and dust. The following table shows model types and desert terrain effects.

Model Type	Fine Sand	Broken Ground
Normal models	Rough	Rough
Walkers	Impassable	Rough
Wheeled	Impassable	Impassable
Tracked	Rough	Rough
Hover	N/A	N/A

Models may not move into Impassible Terrain. If for any reason a vehicle finds itself in an area listed as impassible it is immediately immobilized for the rest of the game. It is either bogged down in fine sand or prevented from moving by rocky or broken ground.

Depicting Terrain

You can depict areas of fine sand, crevasses or broken ground easily by cutting out irregular shapes from paper or cloth and placing them on the table. Areas of any size can be depicted in this way, from small patches a few inches across, to large areas that cover much of the tabletop.

Long jagged slashes of black material can depict deep crevasses. Pale sandy colored patches can indicate areas of fine sand and darker patches of material, perhaps with the addition of some scattered stones or cork can show rocky and broken ground.

Climate Effects

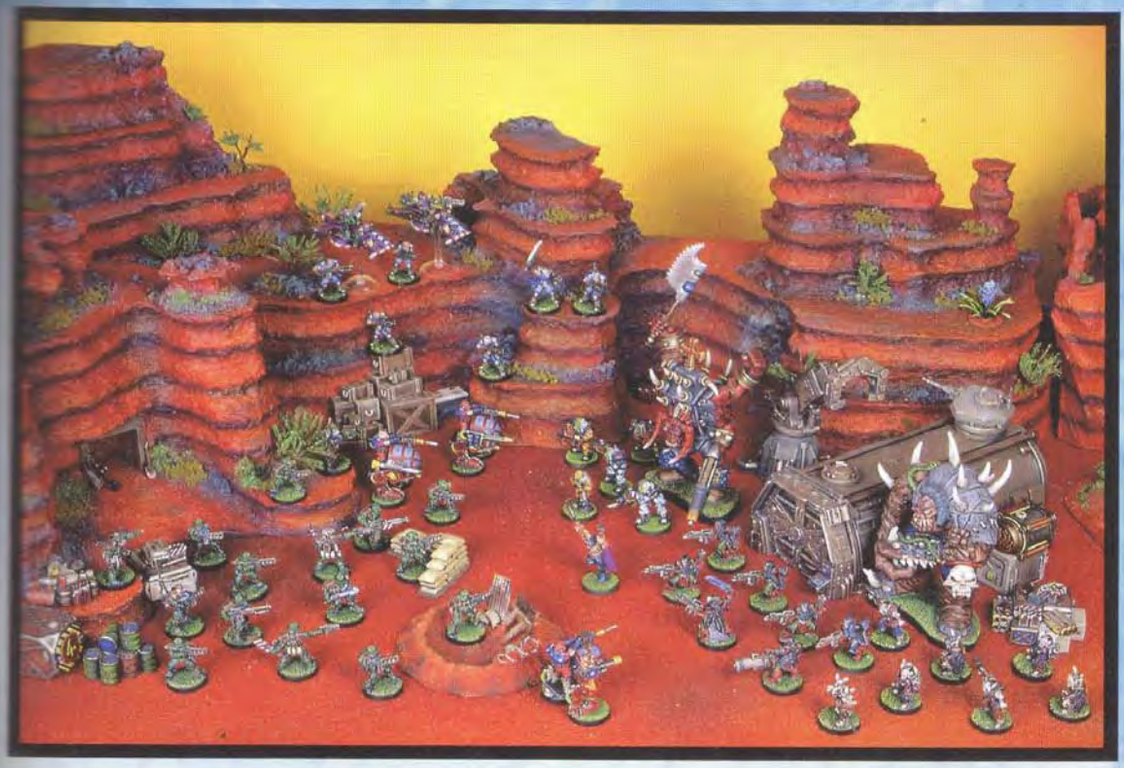
Certain regions of Mars are more likely to be affected by sandstorms and cyclones but most of these storms are of a short duration, causing havoc as they sweep over the battlefield before dissipating to leave the sky clear once more. If you wish to play a game in one of these regions all players should agree beforehand. Use the following procedure to determine the weather conditions during the battle.

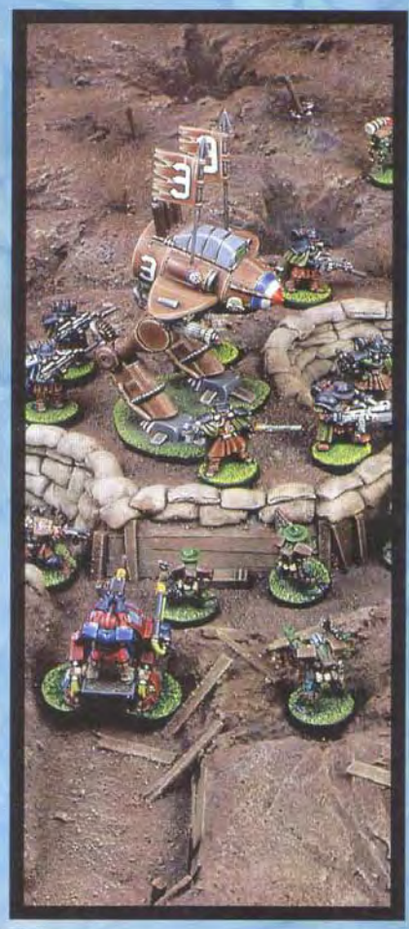
Roll one d20 at the start of each Game Turn and refer to the Weather Table. If a sandstorm or cyclone occurs then continue to roll on the Weather Chart at the start of each Turn. The storm might get worse or stay the same but if the roll indicates 'Normal Conditions' then the storm has passed and no further weather rolls are made for the remainder of the game.

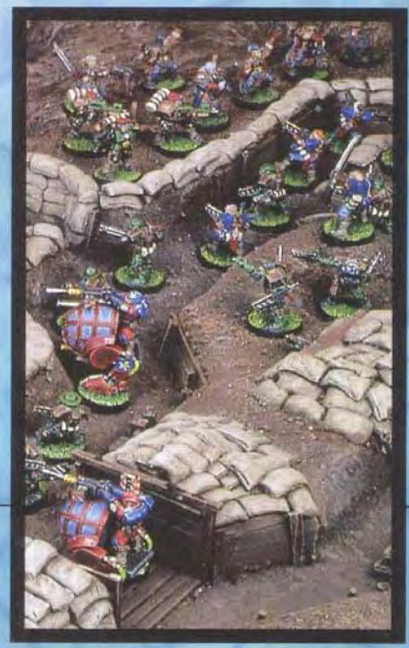
Weather Table

1-10	Normal conditions.
11-15	Sandstorm: LOS is reduced to 12 inches or 18 inches for models with the Desert Fighter Special Ability. All shooting outside point blank range suffers a -2 RC penalty. All MV stats are reduced by 1 inch. Flyers have their MV stat halved, but models with the Desert Fighter Special Ability suffer no Movement penalty.
16-20	Cyclone: LOS is reduced to 6 inches or 12 inches for models with the Desert Fighter Special Ability. All shooting outside point blank range suffers a -2 RC penalty. Flyers must use all available Actions to land as soon as possible. Movement is impossible except for models with the Desert Fighter Special Ability, and they suffer a MV penalty of -1.

Capitol Army







The Capitol Corporation has arguably the most powerful armed forces in the solar system. The Armed Forces of Capitol (AFC) are split into four commands:

Capitol Air Force	**(CAF)**
Capitol Naval Command	**(CNC)**
Capitol Marine Corps	**(CMC)**
Capitol Ground Forces	**(CGF)**

This military machine is unsurpassed in the field of combined operations involving all four arms, and they are masters in the use of air-mobile units, airstrikes and close air support tactics. The democratic nature of the government results in a need to minimize casualties for political reasons, so the armed forces have adopted modes of operation that concentrate heavily on superior ranged firepower coupled with an advanced logistics system. The High Command view long drawn out conflicts, with the possibility of excessive casualties, as highly undesirable.

Logistics, organization and the ability to respond rapidly to perceived threats are great strengths of the Capitol armed forces and they concentrate far more heavily on these areas than any of the other corporations. This strategy enables the fast deployment and rapid extraction of forces to and from areas of conflict.

The structure of all four branches of the military is designed to allow the rapid organization of forces to provide the maximum projection of firepower, while minimizing the risk of effective counter action by the enemy. Commanders at all levels are trained to be expert at quickly combining troops from different units into tactically specialized combat forces.

For actions of a relatively small scale that involve anything from a few squads to several brigades Capitol have developed several force configurations that can be rapidly formed in response to battlefield circumstances. The three most common configurations are known as Alpha, Delta and Gamma Forces.

Alpha Forces are general-purpose battlefield formations, they are the most common and are the default force configuration from which Delta and Gamma forces are formed. They have a good balance of offensive and defensive capabilities.

Delta Forces are configured as offensive battlefield formations and are used as strike, assault or raiding forces. They will often spearhead major offensives, and normally contain a high proportion of assault troops and air deployed units.

Gamma Forces are configured as defensive battlefield formations. They are usually formed to hold key areas and important sectors of the battlefield, and often contain a high proportion of fire support units.

In larger battles several Gamma Forces can be combined to hold particular areas of intense fighting while combined Alpha Forces provide additional defense and back up for an offensive thrust executed by a formation of Delta Forces.

Choosing An Army

When choosing a Capitol army you will need to decide from which one of the three main configurations your force will be drawn, namely - Alpha, Delta or Gamma. Although largely composed of the same kinds of unit, each of these configurations have particular strengths and contain units in different proportions. The following sections show how to buy your army and detail the differences between the three forces.

Unit Types

Regardless of whether you choose an Alpha, Delta or Gamma Force your army will consist of three basic unit types, namely - Grunt Squads, Special Forces Squads and Individuals.

Grunt Squads

Grunt Squads are drawn from the core regiments that form the main body of the Capitol military. Trained to a competent standard and well equipped, Grunt Squads have a reputation as solid dependable troops. They are capable in a firefight and form the backbone of any Capitol force. A well-balanced army will contain a good proportion of Grunt Squads.

There are two kinds of Grunt Squads, 'Standard' and 'Support'. Standard Squads, such as Light Infantry, are fighting units containing basic troops equipped with small arms and or melee weapons, and specialist troops equipped with specialized weapons and equipment. Support Squads, such as Light Infantry Mortar Squads, perform a supporting role for the Standard Squads and contain troops equipped with heavier weapons like mortars and tripod mounted heavy machine guns.

The squads you can choose from are as follows:

Standard Squads	Support Squads
Light Infantry	Light Infantry Mortar Squads
Heavy Infantry	Heavy Infantry HMG Squads
Desert Infantry	Desert Infantry HMG Squads

Special Forces Squads

Special Forces Squads are units belonging to the various Special Forces regiments of the Capitol military. They are often veteran troops who have been equipped and trained to an extremely high standard to fulfil specific roles on the battlefield.

There are two kinds of Special Forces Squads, 'Standard' and 'Support'. Standard Squads, such as Desert Scorpions, are basic fighting units containing a mix of troops equipped with small arms and or melee weapons, and specialist troops equipped with specialized weapons and equipment. Support Squads, such as the Desert Scorpion Hammerheads, perform a supporting role for the Standard Squads and contain troops equipped with heavier weapons like the A-311 Hammerhead.

The squads you can choose from are as follows:

Standard Squads	Support Squads
Sea Lions	N/A
Free Marines	N/A
Desert Scorpions	Desert Scorpion Hammerhead
Sunset Strikers	N/A
Martian Banshees	N/A
Rangers	N/A
Assault Marines	N/A
Orca Battlesuits	N/A
K9 Teams	N/A
Great Greys	N/A
Purple Sharks	N/A

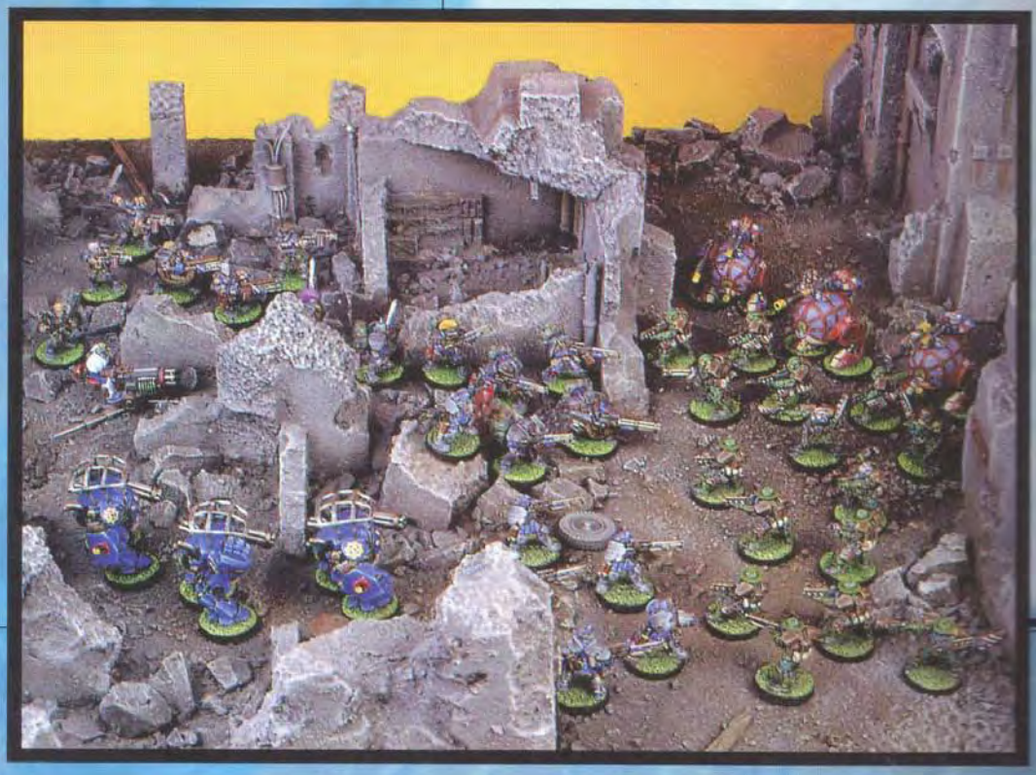
Individuals

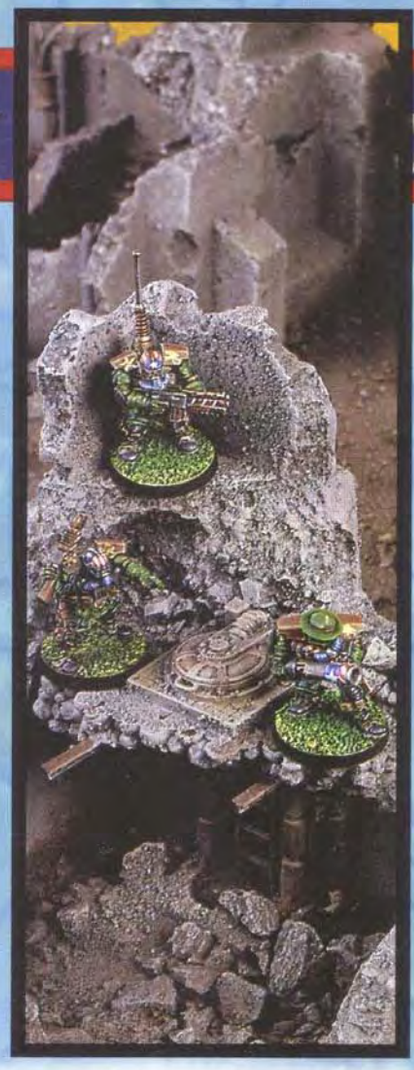
Individuals can be any one of a variety of Unit types. They can be single soldiers operating independently, heroic or famous characters, or vehicles. Examples of Individuals include the Captains of the various Grunt and Special Forces regiments, Snipers, Mech Hunter and similar well-known characters, and the Manta Assault Craft with its crew.

Buying Your Army

There are some restrictions on the proportions and makeup of the various Unit types you may buy for your army. These constraints give each army its own particular style and flavor, and you will need to give some thought to the design, construction and tactics of your army.

The rules governing your choice of troops are shown in the following sections. Each of the forces has its own strengths and





...itations on particular units. Therefore the structure of your ...y will depend on which of the three main battle formations ... have chosen to play.

Alpha Forces

Alpha Forces are the standard Capitol battle formation. They contain a good mix of troops with both offensive and defensive capabilities. The following rules apply:

- You may not have more Special Forces Squads than Grunt Squads.
- You may not have more Support Squads than Standard Squads of the same type.
- Unless otherwise stated you may not have more Individuals than Squads.
- You may not have more Squads with a Comms Specialist than Squads without.
- You may have up to 1 Manta Assault Craft for every 3 Squads.

Delta Forces

Delta Forces are formations used in situations that require an emphasis on offensive capability. They usually contain a high proportion of fast or assault troops. The following rules apply:

- You may not have more Special Forces Squads than Grunt Squads, with the following exceptions: you may have up to 2 Squads of Rangers, Martian Banshees OR Assault Marines for each Grunt Squad. For example, you may have 1 Grunt Squad and 2 Squads of Rangers, or 1 Grunt Squad and 2 Squads of Martian Banshees etc. This can take the overall proportion of Special Forces Squads in your army beyond the normal limit.
- You may not have any Orca Battlesuits or Support Squads.
- Unless otherwise stated you may not have more Individuals than Squads.
- You may not have more Squads with a Comms Specialists than Squads without.

Gamma Forces

Gamma Forces emphasize defensive capability. They often rely heavily on suppressive firepower to break up enemy attacks, but tend to lack maneuverability. The following rules apply:

- You may not have more Special Forces Squads than Grunt Squads, with the following exception: you may have up to two Squads of Orca Battlesuits for each Grunt Squad. This can take the overall proportion of Special Forces Squads in your army beyond the normal limit of one Special Forces Squad per Grunt Squad.
- You may have up to two Support Squads for each Standard Squad of the same type.
- Unless otherwise stated you may not have more Individuals than Squads.
- You may not have more Squads with a Comms Specialist than Squads without.
- You may not have any Manta Assault Craft, Rangers, Martian Banshees or any units with the Infiltration Special Ability.

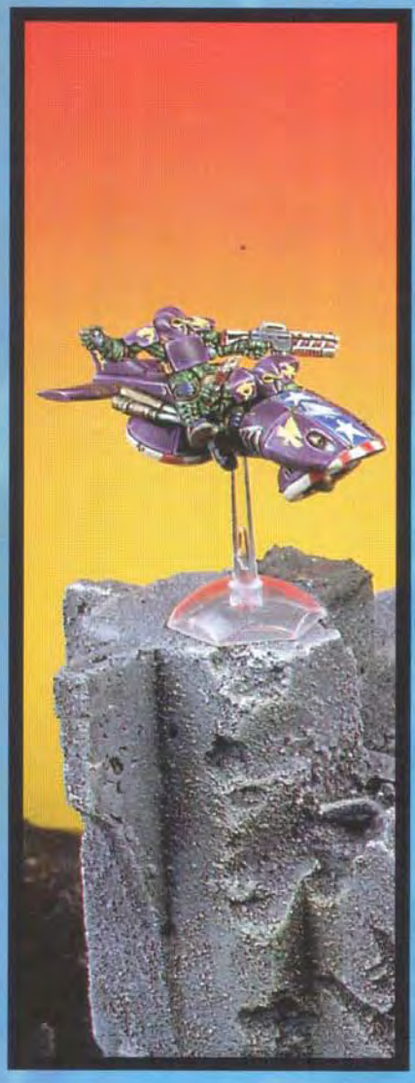
Enhancements

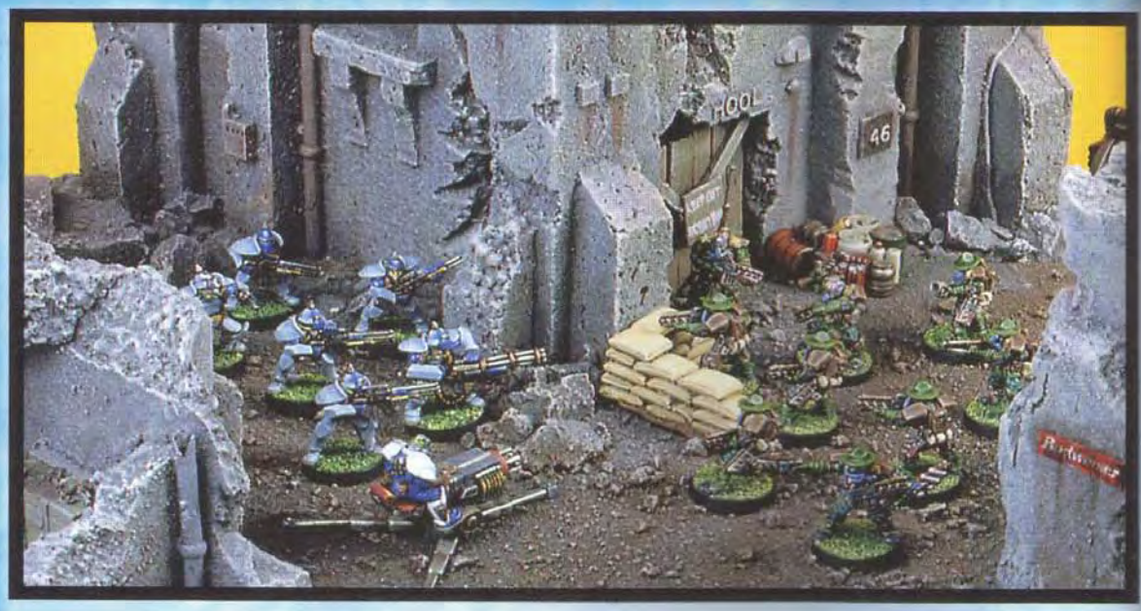
Many of the units in the Capitol Armed Forces have optional enhancements that you can buy for them. Each of the units has a specific enhancement that reflects their training and battlefield role.

There follows a list of Units and the enhancements you can buy for them. Flak Vests are flexible multi-layered mesh and padded body protectors. Enhanced Morale shows troops with superb training, excellent morale and a very high opinion of themselves. Marksmanship usually indicates specially trained troops. Enhanced Weapons are unusually well made or converted examples of their type.

When buying enhancements for Units you may only purchase any specific enhancement once for any particular model. You must buy the chosen enhancement and apply the point cost for all members of the Unit. For example, if you wished to buy Marksmanship for a Squad of 7 Free Marines the total cost would be 7 x 3pts = 21pts. This cost should be added to the base cost of the Squad.

Unit	Enhancement	Effect	Point Cost
Desert Infantry	Flak Vests	+1 A	1 point
Sea Lions	Enhanced Morale	+2 LD to Morale Tests	1 point
Free Marines	Marksmanship	+1 RC	3 points
Desert Scorpions	Enhanced Weapons	+1 Dam	2 points
Sunset Strikers	Flak Vests	+1 A	1 point
Rangers	Enhanced Weapons	+1 Dam	2 points
Assault Marines	Marksmanship	+1 RC	3 points
Orca Battlesuits	Enhanced Morale	+2 LD to Morale Tests	1 point





Special Abilities

Desert Fighter

The surface of Mars is largely desert and the Armed Forces of Capitol contains many units that have been trained to operate in this harsh environment. Units of this type have the Desert Fighter Special Ability, and the following rule applies:

- Desert Fighters are completely at home in desert terrain and suffer no Movement penalties when operating in this type of environment.

Airstrike

Many Capitol ground units have the Airstrike Special Ability and can call on the services of low altitude aircraft to provide close support. The coordinates for an Airstrike are provided by members of ground units operating in the area called Communications or Comms Specialists. Aistrikes can deliver a variety of munitions including rockets, cluster bombs and incendiary devices.

Special Rules:

Uses the large explosion template. To target an Airstrike treat the strike in all respects as if it were a normal weapon being fired by the Comms Specialist. However, the following rules also apply:

- Each Comms Specialist may only attempt to call in one Airstrike per Turn.
- Before rolling to hit the Comms Specialist must first attempt to call in the Airstrike. To do this you must roll 10 or less on a d20. There is a chance that the Airstrike will fail to arrive but the Comms Specialist can increase this chance by expending multiple Actions. For each additional Action spent calling in the Airstrike the player deducts 3 from the dice roll. The model's Actions are wasted if the Airstrike fails to arrive.
- When rolling to hit, use the Comms Specialist's LD stat instead of the RC stat.
- The chance of hitting can never be increased by Aiming.
- Irrespective of the range between the Comms Specialist and the target, an Airstrike that misses will deviate the full distance rolled on the Deviation dice.

Airstrike

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-1	11	-2	11	-3	11	-5	11	-6	-11

Type:

Direct Fire, Ranged Template Weapon

Unit Roster

Light Infantry

There is never any shortage of Light Infantry swelling the ranks of Capitol's war machine. Enthusiastic young bloods march out from boot camp eager to make a name for them selves and become a hero for their corporation. The traditional starting point for such rookies are the regiments of the Capitol Light Infantry. Capitol control vast areas of territory throughout the solar system and battles rage along all their borders, so as soon as troops have finished their basic training they are quickly shipped out to active warzones where they will soon learn the true nature of service in AFC.

Light Infantry — Cost 16

CC	RC	PW	LD	AC	W	ST	MV	A	S
5	6	6	9	3	1	7	3	7	2

LMG Specialist — Cost 19

CC	RC	PW	LD	AC	W	ST	MV	A	S
5	6	6	9	3	1	7	3	7	2

GL Specialist — Cost 26

CC	RC	PW	LD	AC	W	ST	MV	A	S
5	6	6	9	3	1	7	3	7	2

Medic Specialist — Cost 18

CC	RC	PW	LD	AC	W	ST	MV	A	S
5	6	6	9	3	1	7	3	7	2

Communications Specialist — Cost 27

CC	RC	PW	LD	AC	W	ST	MV	A	S
5	6	6	9	3	1	7	3	7	2

Sergeant — Cost 21

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	7	7	11	3	1	7	3	7	2

Structure:

SQUAD

4-12 Models
Up to 12 Light Infantry
Up to 1 LMG Specialist
Up to 1 GL Specialist
Up to 1 Medic Specialist
Up to 1 Communications Specialist
Up to 1 Sergeant
May include a maximum of 1 Specialist for every 5 other models.

Equipment:

Light Infantry: Assault Rifle
LMG Specialist: LMG
GL Specialist: Grenade Launcher, Pistol
Medic Specialist: Assault Rifle
Comms Specialist: Assault Rifle
Sergeant: Assault Rifle, Chainsword, Pistol

Special Abilities:

Sergeant: Tactical Sense
Medic Specialist: Medic
Comms Specialist: Airstrike

Special Rules:

None

Light Infantry Captain — Cost 31

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	12	3	2	8	3	7	2

Structure:

INDIVIDUAL
1 Light Infantry Captain

Equipment:

Shotgun, Assault Rifle

Special Abilities:

Tactical Sense, Rally Others

Special Rules:

You may purchase Light Infantry Captains just like any other Individual as long as you have at least one Squad of Light Infantry in your army.

Light Infantry Captain

Light Infantry Sergeant

Light Infantry LMG Specialist

Light Infantry Squad

Light Infantry Mortar Squad

Mortar Squads provide concentrated supporting fire for the Light Infantry and are particularly useful against enemies behind cover and in defensive dugouts. They are often used to soften up enemy positions in advance of an attack or to cover strategic withdrawals. However, their indirect fire capabilities are useful in a wide variety of other tactical situations. Their usual complement is two Mortar Teams under the command of a Sergeant.

Mortar Team — Cost 44

The teams that make up Mortar Squads consist of two crewmen. Both crewmen are trained to act as either gunner or loader, and they are usually equipped with the 75mm HV-184 mortar.

Crew

CC	RC	PW	LD	AC	W	ST	MV	A	S
5	6	6	9	3	1	7	3	7	2

Sergeant — Cost 15

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	7	7	11	3	1	7	3	7	2

Structure:

SQUAD
1-2 Mortar Teams
Up to 1 Sergeant

Equipment:

Crew: Pistol
Sergeant: Pistol
HV-184 Mortar

Special Abilities:

Sergeant: Tactical Sense

Special Rules:

The crew of a Mortar must pack the weapon in order to transport it around the battlefield. The following rules apply:

- In order to move a Mortar all crew wishing to participate must be Unactivated and in base contact with it at the start of their Turn.
- Before moving the Mortar the weapon must be packed and all participating crew must simultaneously expend one Action to do so.
- While the Mortar is being moved all participating crew expend Actions simultaneously. If two crewmembers are participating the weapon and crew move as a group with MV 3. This MV is halved if only one of the crew is transporting the weapon.
- After being moved, a Mortar must be unpacked before it can be fired. All crew transporting the weapon must simultaneously expend one Action to do so.
- Models transporting a Mortar may not Wait, Charge or Countercharge.

A Mortar requires a crew of two operators to fire at maximum efficiency, one functioning as gunner and the other as loader. Any member of the Squad (including the Sergeant) may fill either of these roles, but may only perform one of the functions in any one of their Turns. All operators must be in base contact with the weapon to fire it, and must expend their Actions simultaneously. The following rules apply:

- When rolling to hit with a Mortar use the RC stat of the gunner.
- A Mortar has a Firing Arc of 90 degrees to its Front Facing. The operators may spend one Action to turn the Mortar up to 90 degrees.

If the crew of a Mortar has taken casualties or you wish to operate the weapon with a reduced crew, then the following rules apply:

- A Mortar cannot be fired if it has no gunner.
- If a Mortar is being fired without a loader the gunner suffers an RC penalty of -3.

The weapon itself cannot be targeted or damaged, if rammed it is simply knocked to one side causing no damage to the ramming vehicle. When all the crew are killed simply remove the weapon from play.

You may buy one sandbag emplacement for each Mortar Team. The sandbag emplacement costs 15 points and provides Hard Cover for the crew. The sandbag emplacement is placed around the Mortar Team when the Unit is deployed.

Heavy Infantry

The Capitol Heavy Infantry benefit from heavier armor and ordnance than their Light Infantry counterparts which gives them a greater tactical flexibility. Troops in the Heavy Infantry have normally served a number of terms in combat zones which means they are used during more serious insurrections and as the driving force behind full scale invasions. These solid all-round soldiers are capable of coping with most military situations and are to be seen in all of Capitol's major theatres of war.

Heavy Infantry — Cost 18

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	7	7	10	3	1	7	3	8	2

HMG Specialist — Cost 23

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	7	7	10	3	1	7	3	8	2

RL Specialist — Cost 42

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	7	7	10	3	1	7	3	8	2

Medic Specialist — Cost 20

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	7	7	10	3	1	7	3	8	2

Communications Specialist — Cost 29

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	7	7	10	3	1	7	3	8	2

Sergeant — Cost 24

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	12	3	1	7	3	8	2

Structure:

SQUAD
8-12 Models
Up to 12 Heavy Infantry
Up to 1 HMG Specialist
Up to 1 RL Specialist
Up to 1 Medic Specialist
Up to 1 Communications Specialist
Up to 1 Sergeant

Heavy Infantry HMG Specialist

May include a maximum of 1 Specialist for every 5 other models.

Equipment:

Heavy Infantry: Assault Rifle
HMG Specialist: HMG
RL Specialist: Rocket Launcher, Pistol
Medic Specialist: Assault Rifle
Comms Specialist: Assault Rifle
Sergeant: Assault Rifle, Chainsword, Pistol

Special Abilities:

Medic Specialist: Medic
Comms Specialist: Airstrike
Sergeant: Tactical Sense

Special Rules:

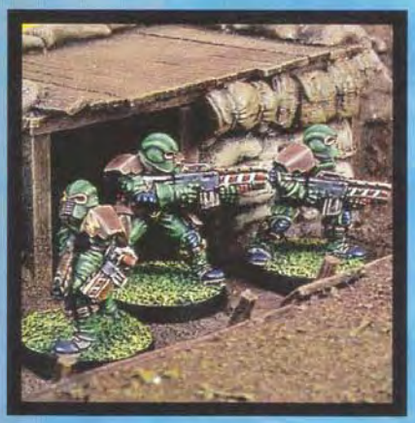
None

Heavy Infantry helmet design

Heavy Infantry

Heavy Infantry Captain

Heavy Infantry Squad



Heavy Infantry Captain — Cost 34

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	9	9	13	3	2	8	3	8	2

Structure:
INDIVIDUAL
1 Heavy Infantry Captain
Equipment:
Shotgun, Assault Rifle
Special Abilities:
Tactical Sense, Rally Others
Special Rules:
You may purchase Heavy Infantry Captains just like any other Individual as long as you have at least one Squad of Heavy Infantry in your army.

Heavy Infantry Sniper — Cost 34

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	8	7	10	3	1	7	3	8	2

Structure:
INDIVIDUAL
1 Heavy Infantry Sniper
Equipment:
Sniper Rifle
Special Abilities:
Sniper, Camouflage
Special Rules:
You may purchase Heavy Infantry Snipers just like any other Individual as long as you have at least one Squad of Heavy Infantry in your army.

Heavy Infantry HMG Squad

Heavy Infantry HMG squads play a powerful supporting role in the Capitol Heavy Infantry. Given a clear 'fire corridor' they are able to lay down a lethal and accurate hail of suppressive fire even at long range. Heavy Infantry commanders are expert at positioning HMG Squads singly or in groups with interlocking fields of fire, in order to break up enemy attacks or to support assaults. These Squads are deployed to particular effect when fulfilling a defensive roll in Capitol's Gamma Forces.

HMG Team — Cost 50

The teams that make up HMG Squads consist of a two-man crew. Both crewmen and the Sergeant are trained to fulfil the role of either gunner or loader. Teams are usually equipped with the S-102 Tripod Mounted HMG.

Crew

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	7	7	10	3	1	7	3	8	2

Sergeant — Cost 17

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	12	3	1	7	3	8	2

Structure:
SQUAD
1-2 HMG Teams
Up to 1 Sergeant
Equipment:
Crew: Pistol
Sergeant: Pistol
S-102 Mounted HMG
Special Abilities:
Sergeant: Tactical Sense
Special Rules:
The crew of the Mounted HMG must pack the weapon in order to transport it around the battlefield. The following rules apply:

- In order to move the Mounted HMG all crew wishing to participate must be Unactivated and in base contact with it at the start of their Turn.
- Before moving the Mounted HMG the weapon must be packed and all participating crew must simultaneously expend one Action to do so.
- While the Mounted HMG is being moved all participating crew expend Actions simultaneously. If two crewmembers are participating the weapon and crew move as a group with MV 3. This MV is halved if only one crewmember is transporting the weapon.
- After being moved the Mounted HMG must be unpacked before it can be fired. All crew transporting the weapon must simultaneously expend one Action to do so.
- Models transporting the Mounted HMG may not Wait, Charge or Countercharge.

The Mounted HMG requires a crew of two operators to fire at maximum efficiency, one functioning as gunner, and the other as loader. Any member of the Squad (including the Sergeant) may fill either of these roles, but may only perform one of the functions in any one of their Turns. All operators must be in base contact with the weapon to fire it, and must expend their Actions simultaneously. The following rules apply:

- When rolling to hit with the Mounted HMG, use the RC stat of the gunner.
- The Mounted HMG has a Firing Arc of 90 degrees. The operators may spend one Action to turn the weapon up to 90 degrees.

- The Mounted HMG provides Hard Cover to the crew from incoming enemy fire originating within its Firing Arc.

If the crew of the Mounted HMG has taken casualties or you wish to operate the weapon with a reduced crew, then the following rules apply:

- The Mounted HMG cannot be fired if it has no gunner.
- If the Mounted HMG is being fired without a loader the gun will jam on any to hit roll of 19 or 20, and cannot be fired again until the jam has been cleared. Place a Jam Counter next to the gun. The operator may attempt to clear the jam by making a successful Leadership Test. Each attempt requires one Action and if successful the jammed mechanism is cleared.

The weapon itself cannot be targeted or damaged. If rammed it is simply knocked to one side causing no damage to the ramming vehicle. When all the crew are killed simply remove the weapon from play.

Desert Infantry

The Desert Infantry are equipped for prolonged operations in the deserts of Mars and they are trained to cope with a variety of harsh conditions, from the biting desert wind to the blinding sandstorms that tear at the exposed skin of the troops. The field of vision is often limited in the desert whether by storms or the unevenness of the broken terrain. To account for this Desert Infantry place a greater emphasis on close range combat making use of sub and light machine guns which are customized for use in desert conditions and perfect for mounting ambushes and responding to unexpected attacks.

Desert Infantry — Cost 18

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	7	7	10	3	1	7	3	7	2

LMG Specialist — Cost 21

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	7	7	10	3	1	7	3	7	2

Grenadier Specialist — Cost 20

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	7	7	10	3	1	7	3	7	2

FT Specialist — Cost 38

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	7	7	10	3	1	7	3	7	2

Communications Specialist — Cost 29

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	7	7	10	3	1	7	3	7	2

Sergeant — Cost 24

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	12	3	1	7	3	7	2

Structure:

SQUAD
4-12 Models
Up to 12 Desert Infantry
Up to 1 LMG Specialist
Up to 1 Grenadier Specialist
Up to 1 FT Specialist
Up to 1 Communications Specialist
Up to 1 Sergeant
May include a maximum of 1 Specialist for every 5 other models.

Equipment:

Desert Infantry: SMG
LMG Specialist: LMG
Grenadier Specialist: SMG, Hand Grenades
FT Specialist: SMG, Flame-Thrower
Comms Specialist: SMG
Sergeant: SMG, Chainsword, Pistol

Special Abilities:

Desert Infantry: Desert Fighter
LMG Specialist: Desert Fighter
Grenadier Specialist: Desert Fighter
FT Specialist: Desert Fighter
Comms Specialist: Desert Fighter, Airstrike
Sergeant: Desert Fighter, Tactical Sense

Special Rules:

None

Desert Infantry Captain — Cost 37

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	9	9	13	3	2	8	3	7	2

Structure:

INDIVIDUAL
1 Desert Infantry Captain

Equipment:

SMG, Hand Grenades

Special Abilities:

Desert Fighter, Tactical Sense, Give Orders

Special Rules:

You may purchase Desert Infantry Captains just like any other Individual as long as you have at least one Squad of Desert Infantry in your army.

Desert Infantry desert head-gear

Desert Infantry HMG Squad

Desert Infantry HMG Squads are a common sight along the battlescarred trenches of the McCraig Line. They are also heavily employed on the fortifications designed to contain the expansion of the Dark Legion in the southern hemisphere of Mars. They play an important supporting role and are able to lay down a lethal and accurate hail of long ranged suppressive fire. Positioned singly, or in groups with interlocking fields of fire, they are excellent for breaking up enemy attacks or supporting assaults.

HMG Team — Cost 50

The teams that make up HMG Squads consist of two crewmen. Both crewmen and the Sergeant are trained to fulfil the role of either gunner or loader. Teams are usually equipped with the S-102 Tripod Mounted HMG, often customized with shielding plates and dust proof seals for prolonged desert use.

Crew

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	7	7	10	3	1	7	3	7	2

Sergeant — Cost 17

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	12	3	1	7	3	7	2

Structure:

SQUAD
1-2 HMG Teams
Up to 1 Sergeant

Equipment:

Crew: Pistol
Sergeant: Pistol
S-102 Mounted HMG

Special Abilities:

Sergeant: Tactical Sense

Special Rules:

The crew of the Mounted HMG must pack the weapon in order to transport it around the battlefield. The following rules apply:

- In order to move the Mounted HMG all crew wishing to participate must be Unactivated and in base contact with it at the start of their Turn.
- Before moving the Mounted HMG the weapon must be packed and all participating crew must simultaneously expend one Action to do so.
- While the Mounted HMG is being moved all participating crew expend Actions simultaneously. If two crewmembers are participating the weapon and crew move as a group with MV 3. This MV is halved if only one crewmember is transporting the weapon.
- After being moved the Mounted HMG must be unpacked before it can be fired. All crew transporting the weapon must simultaneously expend one Action to do so.
- Models transporting the Mounted HMG may not Wait, Charge or Countercharge.

The Mounted HMG requires a crew of two operators to fire at maximum efficiency, one functioning as gunner, and the other as loader. Any member of the Squad (including the Sergeant) may fill either of these roles, but may only perform one of the functions in any one of their Turns. All operators must be in base contact with the weapon to fire it, and must expend their Actions simultaneously. The following rules apply:

- When rolling to hit with the Mounted HMG, use the RC stat of the gunner.
- The Mounted HMG has a Firing Arc of 90 degrees. The operators may spend one Action to turn the Mounted HMG up to 90 degrees.
- The Mounted HMG provides cover to the crew from incoming enemy fire originating within its Firing Arc.

If the crew of the Mounted HMG has taken casualties or you wish to operate the weapon with a reduced crew, then the following rules apply:

- The Mounted HMG cannot be fired if it has no gunner.
- If the Mounted HMG is being fired without a loader the gun will jam on any to hit roll of 19 or 20, and cannot be fired again until the jam has been cleared. Place a Jam Counter next to the gun. The operator may attempt to clear the jam by making a successful Leadership Test. Each attempt requires one Action and if successful the jammed mechanism is cleared.

The weapon itself cannot be targeted or damaged. If rammed it is simply knocked to one side causing no damage to the ramming vehicle. When all the crew are killed simply remove the weapon from play.

Sea Lion Assault

The sleek black shapes of dozens of amphibious landing craft hissed across the chill waters of Mare Arcadia. The spring melt was in full flow, and the frigid seas were high and dark. The wind churned the water to a five-meter swell that provided perfect cover from the radar of Insel Griez's early warning station. The island emerged from the reddish gloom on the horizon and the members of the Sea Lion Delta Force checked their weapons and readied themselves for the assault.

Sea Lion

Sea Lions

The Sea Lions are one of Capitol's amphibious special forces units. They were originally formed centuries ago for the Venusian Crusade of 53 YC. Since then they have distinguished themselves in countless operations on Venus and the regiment still has a strong presence on the planet where their jungle training is put to good use. They are also used on Mars especially for raids on Bauhaus and Imperial targets around the great sea of Mare Arcadia. Mitch Hunter one of Capitol's most eminent heroes, currently serves in the 9th Sea Lion regiment.

Sea Lion — Cost 21

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	7	8	11	3	1	7	3	9	2

LMG Specialist — Cost 24

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	7	8	11	3	1	7	3	9	2

Grenadier Specialist — Cost 23

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	7	8	11	3	1	7	3	9	2

LFT Specialist — Cost 34

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	7	8	11	3	1	7	3	9	2

Communications Specialist — Cost 34

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	7	8	11	3	1	7	3	9	2

Sergeant — Cost 25

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	9	13	3	1	7	3	9	2

Structure:

SQUAD
4-8 Models
Up to 8 Sea Lions
Up to 1 LMG Specialist
Up to 1 Grenadier Specialist
Up to 1 LFT Specialist
Up to 1 Communications Specialist
Up to 1 Sergeant
May include a maximum of 1 Specialist for every 3 other models.

Equipment:

Sea Lion: Assault Rifle, Sword
LMG Specialist: LMG, Sword
Grenadier Specialist: Assault Rifle, Sword, Hand Grenades
LFT Specialist: Assault Rifle, Sword, Light Flame-Thrower
Comms Specialist: Assault Rifle, Sword
Sergeant: Assault Rifle, Sword

Special Abilities:

Sea Lion: Camouflage, Jungle Fighter
LMG Specialist: Camouflage, Jungle Fighter
Grenadier Specialist: Camouflage, Jungle Fighter
LFT Specialist: Camouflage, Jungle Fighter
Comms Specialist: Camouflage, Jungle Fighter, Airstrike
Sergeant: Camouflage, Jungle Fighter, Tactical Sense

Special Rules:

None

Sea Lion Captain — Cost 42

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	10	14	3	2	8	3	9	2

Structure:

INDIVIDUAL
1 Sea Lion Captain

Equipment:

SMG, Sword, Hand Grenades

Special Abilities:

Camouflage, Jungle Fighter, Tactical Sense, Give Orders

Special Rules:

You may purchase Sea Lion Captains just like any other Individual as long as you have at least one Squad of Sea Lions in your army.

Sea Lion regimental shoulder pad

Sea Lion HMG Specialist

Sea Lion Sergeant

Sea Lion Squad

Free Marine regimental shoulder pad

Free Marine Sergeant

Free Marine

Free Marines

Free Marines specialize in camouflage and infiltration techniques. As one of the most hardcore Capitol regiments they take on some of the most dangerous missions required by the corporation, often operating behind enemy lines. The Free Marines are mostly comprised of borderline psychopaths and insubordinates who chose the harsh discipline of this outfit rather than the ignominy of the stockade or the swift justice of a court martial. Now within the ranks of one of the toughest regiments in the solar system they may regain some measure of honor or at least a worthy death in the glory of battle.

Free Marine — Cost 26

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	11	3	1	7	3	7	2

LMG Specialist — Cost 30

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	11	3	1	7	3	7	2

RL Specialist — Cost 60

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	11	3	1	7	3	7	2

GL Specialist — Cost 39

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	11	3	1	7	3	7	2

Communications Specialist — Cost 46

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	11	3	1	7	3	7	2

Sergeant — Cost 36

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	9	9	13	3	1	7	3	7	2

Structure:

SQUAD
4-8 Models
Up to 8 Free Marines
Up to 2 LMG Specialists
Up to 1 RL Specialist
Up to 1 GL Specialist
Up to 1 Communications Specialist
Up to 1 Sergeant
May include a maximum of 1 Specialist for every 3 other models

Equipment:

Free Marines: Assault Rifle
LMG Specialist: LMG
RL Specialist: Rocket Launcher, Pistol
GL Specialist: Grenade Launcher, Pistol
Comms Specialist: Assault Rifle
Sergeant: Assault Rifle

Special Abilities:

Free Marines: Infiltrate, Camouflage
LMG Specialist: Infiltrate, Camouflage
RL Specialist: Infiltrate, Camouflage
GL Specialist: Infiltrate, Camouflage
Comms Specialist: Infiltrate, Camouflage, Airstrike
Sergeant: Infiltrate, Camouflage, Tactical Sense

Special Rules:

None

Free Marine Squad

Free Marine Captain — Cost 46

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	10	10	14	3	2	8	3	7	2

Structure:
INDIVIDUAL
Free Marine Captain

Equipment:
HMG

Special Abilities:
Infiltrate, Camouflage, Tactical Sense

Special Rules:
You may purchase Free Marine Captains just like any other Individual as long as you have at least one Squad of Free Marines in your army.

Free Marine Sniper — Cost 43

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	9	8	11	3	1	7	3	7	2

Structure:
INDIVIDUAL
Free Marine Sniper

Equipment:
Sniper Rifle

Special Abilities:
Infiltrate, Camouflage, Sniper

Special Rules:
You may purchase Free Marine Snipers just like any other Individual as long as you have at least one Squad of Free Marines in your army.

Covert Operations Specialist — Cost 49

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	11	10	14	3	2	8	3	7	2

Structure:
INDIVIDUAL
Covert Operations Specialist

Equipment:
Assault Rifle, Shotgun

Special Abilities:
Infiltrate, Camouflage, Climb, Give Orders

Special Rules:
You may purchase Covert Operations Specialists just like any other Individual as long as you have at least one Squad of Free Marines in your army. Covert Ops Specialists are equipped with a grappling hook that allows them to climb twice the normal distance for each Action spent climbing.

Desert Scorpions

The Desert Scorpion regiments have better equipment and training than the Desert Infantry. Soldiers from the Infantry can earn a place within the Scorpions if they prove their worth. The Scorpions generally consist of veterans that have served many terms of duty in the harsh Martian deserts. They benefit from additional training which makes them deadly, especially in their natural environment where they use the terrain to their advantage before striking the enemy with a high velocity teflon coated sting!

Desert Scorpion — Cost 23

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	9	8	11	3	1	7	3	9	2

HMG Specialist — Cost 28

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	9	8	11	3	1	7	3	9	2

RL Specialist — Cost 51

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	9	8	11	3	1	7	3	9	2

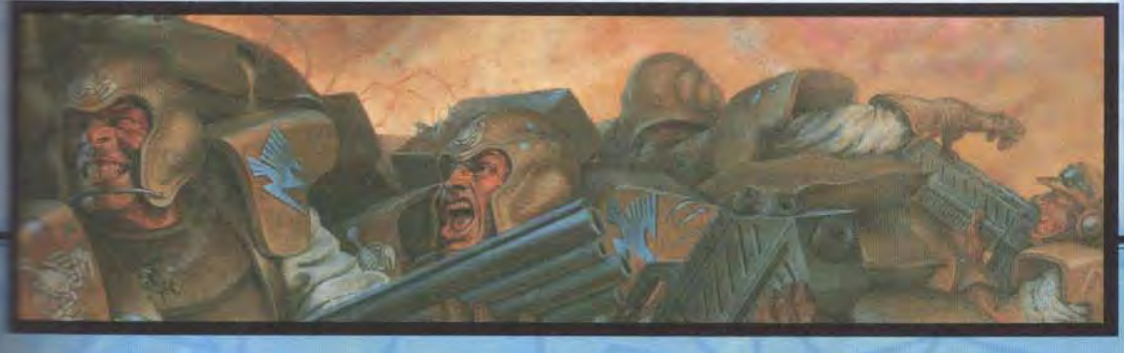
Communications Specialist — Cost 36

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	9	8	11	3	1	7	3	9	2

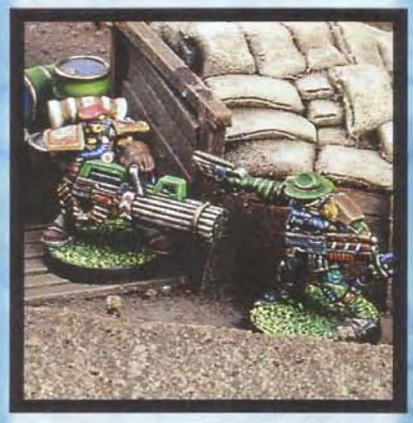
Sergeant — Cost 26

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	10	9	13	3	1	7	3	9	2

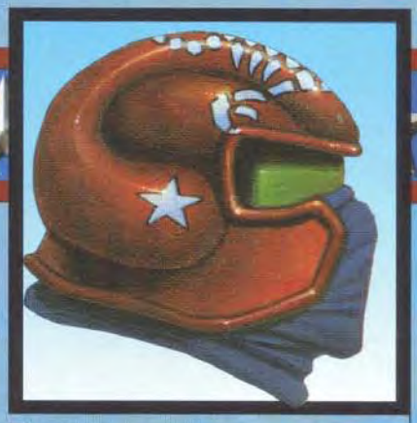
Structure:
SQUAD
4-9 Models
Up to 9 Desert Scorpions
Up to 1 HMG Specialist
Up to 2 RL Specialists
Up to 1 Communications Specialist
Up to 1 Sergeant
May include a maximum of 1 Specialist for every 2 other models.



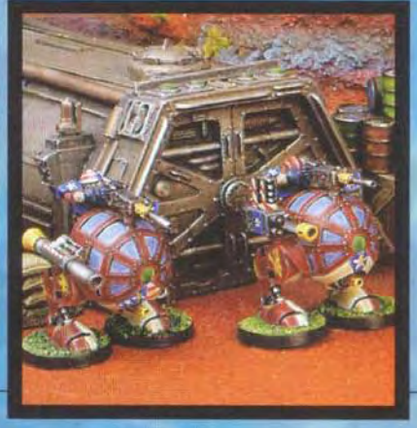
Desert Scorpion helmet design



Covert Operations Specialist



Desert Scorpion helmet design



Equipment:

Desert Scorpions: Assault Rifle
HMG Specialist: HMG
RL Specialist: Rocket Launcher, Pistol
Comms Specialist: Assault Rifle
Sergeant: Assault Rifle

Special Abilities:

Desert Scorpions: Desert Fighter, Camouflage
HMG Specialist: Desert Fighter, Camouflage
RL Specialist: Desert Fighter, Camouflage
Comms Specialist: Desert Fighter, Camouflage, Airstrike
Sergeant: Desert Fighter, Camouflage, Tactical Sense

Special Rules:

None

Desert Scorpion Captain

Cost 49

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	11	10	14	3	2	8	3	9	2

Structure:

INDIVIDUAL
1 Desert Scorpion Captain

Equipment:

HMG

Special Abilities:

Desert Fighter, Camouflage, Tactical Sense, Give Orders

Special Rules:

You may purchase Desert Scorpion Captains just like any other Individual as long as you have at least one Squad of Desert Scorpions in your army.

Desert Scorpion Hammerhead Cost 120

...port units equipped with the A-311 'Hammerhead' Q-FAS ...ed-cannon Field Artillery System) provide potent heavy fire-...er for the Desert Scorpions. Whether in attack or defense, ...se quadruple barreled weapons with their four-man crews ...e an essential part in Desert Scorpion battle tactics, and are ...sidered invaluable when facing massed infantry formations. ...e weapon system comprises of an armored turret housing ...e gunner and ammunition, flanked on either side by two HV-...9 recoilless cannons. This assembly rotates on a chassis ...pped with retractable wheels and extendable stabilizing ...s.

Hammerhead

W	A	S
1	12	4

Crew

...	RC	PW	LD	AC	W	ST	MV	A	S
6	9	8	11	3	1	7	3	9	2

Sergeant

...	RC	PW	LD	AC	W	ST	MV	A	S
1	10	9	13	3	1	7	3	9	2

...ructure:
...UAD
...esert Scorpion Crew
...esert Scorpion Sergeant

...ipment:
...ew: Pistol
...geant: SMG
...Hammerhead

...ecial Abilities:
...ew: Desert Fighter, Camouflage
...geant: Desert Fighter, Camouflage, Tactical Sense
...merhead: Weapon Immunity 5

...ecial Rules:
...e of the crew must be inside the armored turret in the gun-...r position to operate the Hammerhead and the following rule ...plies:

- ...t takes 1 Action to enter or exit the gunner position in the ...rret. When a model enters the turret remove it from the ...ble and place it to one side.

...ving the Hammerhead
...e crew of the Hammerhead must retract the stabilizer legs ...d extend the wheels before moving the Hammerhead ...ound the battlefield. It only takes two of the crew to move the ...mmerhead but it can be moved more quickly if more of the ...w help. The following rules apply:

- ...n order to move the Hammerhead all crew wishing to par-...icipate must be Unactivated and in base contact with it at the start of their turn. The gunner must exit the turret if wishing to participate.
- Before the Hammerhead can be moved all participating crew must simultaneously expend 1 Action to retract the stabilizers and extend the wheel assemblies in preparation for movement.
- While the Hammerhead is being moved all participating crewmembers expend Actions simultaneously. The weapon and crew move as a group, and the distance moved per Action depends on how many crewmembers are helping. 4 crew have MV 3, 3 crew have MV 2 and 2 crew have MV 1.
- After being moved all participating crew must simultaneously expend 1 Action to extend the stabilizers and retract the wheels in preparation for firing.
- Models moving the Hammerhead may not Wait, Charge or Countercharge.

Operating the Hammerhead
Any member of the crew including the Sergeant can fulfill the role of gunner. However, the Sergeant loses the Tactical Sense Special Ability if acting as gunner due to the restricted view and enclosed nature of the gunner position. The following rules apply:

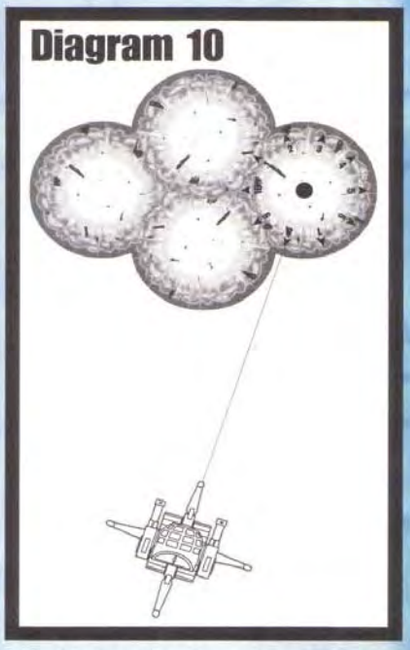
- When rolling to hit with the Hammerhead use the RC stat of the model currently acting as gunner.
- The Hammerhead has a firing arc of 90 degrees. The gunner may expend Actions in order to turn the turret, turning it up to 90 degrees per Action spent.

Attacking the Hammerhead
The gunner is entirely enclosed in the armored turret and cannot be directly attacked; the Hammerhead itself must be the target of any attack. CC attacks on the Hammerhead hit automatically. If rammed treat the Hammerhead as a static vehicle of Size 4.

If the Hammerhead is hit and damaged, roll a d20 and see below for any additional effects:

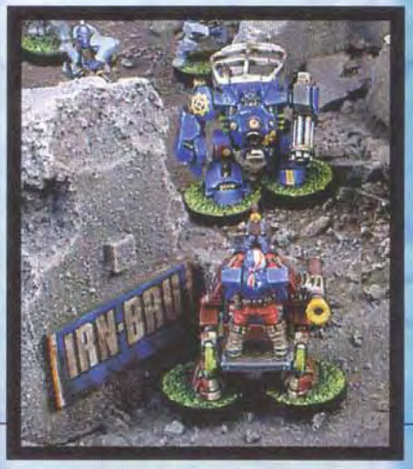
1-6	No additional damage.
7-12	Gunner hit, the gunner must also make an Armor Roll or take a Wound.
13-16	Turret motor damaged, when attempting to turn the turret the gunner must first roll 10 or less on a d20, if failed the Action is wasted and the turret does not turn.
17-20	Firing mechanism damaged, when attempting to fire the weapon system the gunner must first roll 10 or less on a d20, if failed the Action is wasted and the guns do not fire.

Desert Infantry head-gear



10. Using the Four-burst Template

1. The Hammerhead has fired and the target point has been determined.
2. The numbered part of the Four-burst Template has been centered on the target point with the number rolled (3) pointing directly away from the firing model.



Sunset Striker

Sunset Strikers

The Sunset Striker regiments were originally formed hundreds of years ago from units stationed on Mercury. Certain units began to adopt the weapons and fighting styles of their Mishima opponents. This was partly due to the effectiveness of the Mishima troops in these environments, and partly out of respect for their bravery. The tactics, equipment and training of these units eventually gained official sanction and the Sunset Strikers were born. They have an illustrious history in the centuries of conflict on Mercury, and to this day there is a significant garrison of them stationed there. In combat they carry the distinctive katana swords.

Sunset Striker — Cost 23

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	7	8	11	3	1	8	3	7	2

LMG Specialist — Cost 26

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	7	8	11	3	1	8	3	7	2

FT Specialist — Cost 42

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	7	8	11	3	1	8	3	7	2

Grenadier Specialist — Cost 25

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	7	8	11	3	1	8	3	7	2

Sergeant — Cost 25

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	9	13	3	1	8	3	7	2

Structure:

SQUAD
4-8 Models
Up to 8 Sunset Strikers
Up to 1 LMG Specialist
Up to 1 FT Specialist
Up to 1 Grenadier Specialist
Up to 1 Sergeant
May include a maximum of 1 Specialist for every 3 other models.

Equipment:

Sunset Strikers: Assault Rifle, 2 Katana
LMG Specialist: LMG, 2 Katana
FT Specialist: Flame-Thrower, 2 Katana
Grenadier Specialist: Hand Grenades, 2 Katana
Sergeant: Assault Rifle, 2 Katana

Special Abilities:

Sunset Strikers: 1 Extra CC Attack, Ferocious Charge
LMG Specialist: 1 Extra CC Attack, Ferocious Charge
FT Specialist: 1 Extra CC Attack, Ferocious Charge
Grenadier Specialist: 1 Extra CC Attack, Ferocious Charge
Sergeant: 1 Extra CC Attack, Ferocious Charge

Special Rules:

None

Sunset Striker Captain — Cost 37

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	9	14	3	2	8	3	7	2

Structure:

INDIVIDUAL
1 Sunset Striker Captain

Equipment:

Flame-Thrower, 2 Katana

Special Abilities:

1 Extra CC Attack, Ferocious Charge, Give Orders

Special Rules:

You may purchase Sunset Striker Captains just like any other Individual as long as you have at least one Squad of Sunset Strikers in your army.

Sunset Striker regimental shoulder pad

Sunset Striker Sergeant

Sunset Striker Squad

Martian Banshees

Martian Banshees have a reputation for performing wild acts of bravery as they use their rocket-powered jump-packs to launch themselves at the enemy. They are perfect for battles fought over the broken terrain of Mars but their gung-ho death or glory attitudes led many to doubt the stability of their battle-torn minds. However, the Banshees are exceptional rapid assault troops despite the occasional rocket pack mishap, and their customized suits are feared and respected throughout the solar system.

Martian Banshee — Cost 36

M	BC	PW	LD	AC	W	ST	MV	A	S
7	8	9	10	3	1	7	3	10	2

Grenadier Specialist — Cost 38

M	BC	PW	LD	AC	W	ST	MV	A	S
7	8	9	10	3	1	7	3	10	2

LFT Specialist — Cost 51

M	BC	PW	LD	AC	W	ST	MV	A	S
7	8	9	10	3	1	7	3	10	2

Sergeant — Cost 41

M	BC	PW	LD	AC	W	ST	MV	A	S
8	9	10	12	3	1	7	3	10	2

Structure:

Squad

4 models

Up to 8 Martian Banshees

Up to 1 Grenadier Specialist

Up to 2 LFT Specialists

Up to 1 Sergeant

May include a maximum of 1 Specialist for every 3 other models.

Equipment:

Martian Banshees: Assault Rifle

Grenadier Specialist: Assault Rifle, Hand Grenades

LFT Specialist: Assault Rifle, Light Flame-Thrower

Sergeant: Assault Rifle

Special Abilities:

Martian Banshees: High Morale +2

Grenadier Specialist: High Morale +2

LFT Specialist: High Morale +2

Sergeant: High Morale +2, Tactical Sense

Special Rules:

Martian Banshees are equipped with powerful rocket packs that allow them to jump long distances. To use the rocket pack the trooper dials in the boost setting and powers up the pack, then braces for take off and fires the booster. The distance and height jumped depend on the number of Actions spent powering up the pack, and there is a risk of accident or malfunction when using high power settings. The Rocket Pack Jump Table shows how many Actions are required to jump a particular distance. Each time the rocket pack is used you must roll a d20 to determine whether an accident or malfunction occurs and if it does then you must refer to the Risk Table.

Martian Banshee helmet design

Rocket Pack Jump Table

Actions	Jump Length	Jump Height	Accident/Malfunction
1	Up to 5"	Up to 3"	20 on d20
2	Up to 11"	Up to 6"	19-20 on d20
3	Up to 18"	Up to 9"	18-20 on d20

Risk Table

Roll 1 d20 and see below:

1-9 Ignition failure: The rocket pack fails to ignite, all Actions spent powering up the pack are wasted, and the Banshee remains in place.

10-16 Bad landing: The pack operates correctly but the Banshee lands badly at his destination, and must roll 10 or less on a d20 or take a Wound. All remaining Actions are lost. If the Banshee was Charging place the model

Martian Banshee

Martian Banshee helmet design

Fortune Favors The Brave

Captain Curtis of the 62nd Martian Banshees stood on a ledge far above the fighting at the western end of Valles Marineris. West Deep Garrison was surrounded by Ashigaru and Tiger Dragons laying down a heavy suppressive fire. Mishima thought they had his squad pinned down but they were about to realize how wrong they were. Curtis adjusted his face-mask, twirled his fingers in the air, signaling the rest of his troops to attack, then he hit the ignition switch on his rocket pack and screamed through the air towards the enemy.

Rangers face mask and head-gear

Rangers face mask and head-gear

in base contact with its target but do not carry out Close Combat.

17-20 Pack malfunction: The Banshee hurtles to his destination, smashes into the ground and the pack explodes killing the Banshee. Center the Small Explosion Template on the Banshee's destination point. Everything touched by the template takes a Dam 10 hit.

When a model is using a rocket pack the following general rules apply:

- Rocket packs may be used to Charge, but not to Counter-charge.
- Models using a rocket pack to Charge cannot be Counter-charged.

Martian Banshee Captain — Cost 76

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	10	11	13	3	2	8	3	10	2

Structure:

INDIVIDUAL

1 Martian Banshee Captain

Equipment:

Assault Rifle, Light Flame-Thrower

Special Abilities:

High Morale +2, Tactical Sense, Give Orders

Special Rules:

You may purchase Martian Banshee Captains just like any other Individual as long as you have at least one Squad of Martian Banshees in your army. Martian Banshee Captains are equipped with powerful rocket packs that allow them to jump long distances. To use the rocket pack the trooper dials in the boost setting and powers up the pack, then braces for take off and fires the boosters. The distance and height jumped depend on the number of Actions spent powering up the pack, and there is a risk of accident or malfunction when using high power settings. The Rocket Jump Table shows how many Actions are required to jump a particular distance. Each time the rocket pack is used you must roll a d20 to determine whether an accident or malfunction occurs and if it does then you must refer to the Risk Table.

Ranger

Rangers

The Rangers are the ultra elite of the Capitol armed forces. They are hand picked from other regiments and specially trained for each specific assignment. All Rangers are skilled combat veterans and experts in the use of camouflage. They are often deployed by Manta Assault Craft for lightning assaults where they strike fast and hard specializing in close quarters fighting with their Combat Knives and large caliber Combat Pistols. These troops are so experienced that they even use infiltration techniques and parachute deployment, which are normally reserved for airborne specialists. Although lightly armored they are a versatile and powerful weapon in the Capitol arsenal.

Ranger — Cost 21

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	8	11	3	1	7	3	7	2

Grenadier Specialist — Cost 25

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	8	11	3	1	7	3	7	2

LMG Specialist — Cost 25

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	8	11	3	1	7	3	7	2

Sergeant — Cost 25

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	9	13	3	1	7	3	7	2

Structure:

SQUAD

4-9 Models

Up to 9 Rangers

Up to 3 LMG Specialists

Up to 2 Grenadier Specialists

Up to 1 Sergeant

May include a maximum of 1 Specialist for every 2 other models.

Equipment:

Ranger: Assault Rifle, Combat Pistol, Combat Knife

LMG Specialist: LMG, Combat Pistol, Combat Knife

Grenadier Specialist: Assault Rifle, Hand Grenades, Combat Pistol, Combat Knife

Sergeant: Assault Rifle, Combat Pistol, Combat Knife

Special Abilities:

Ranger: Camouflage
NCO Specialist: Camouflage
Grenadier Specialist: Camouflage
Sergeant: Camouflage, Tactical Sense

Special Rules:

When buying Rangers you can purchase one of the following Special Abilities for the Unit. You must buy the chosen Special Ability and apply the point cost for ALL members of the Unit.

Special Ability	Point Cost
Infiltrate	7 points
Parachute Deployment	7 points

Ranger Captain — Cost 45

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	10	10	14	3	2	8	3	7	2

Structure:

INDIVIDUAL
Ranger Captain

Equipment:

MSC Combat Pistol, Combat Knife

Special Abilities:

Camouflage, Give Orders, Tactical Sense

Special Rules:

You may purchase Ranger Captains just like any other Individual Unit as long as you have at least one Squad of Rangers in your army. When buying Ranger Captains you can purchase one of the following Special Abilities for them.

Special Ability	Point Cost
Infiltrate	7 points
Parachute Deployment	7 points

Ranger Sniper — Cost 35

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	8	11	3	1	7	3	7	2

Structure:

INDIVIDUAL
Ranger Sniper

Equipment:

Sniper Rifle

Special Abilities:

Camouflage, Sniper

Special Rules:

You may purchase Ranger Snipers just like any other Individual Unit as long as you have at least one Squad of Rangers in your army. When buying Ranger Snipers you can purchase one of the following Special Abilities for them.

Special Ability	Point Cost
Infiltrate	7 points
Parachute Deployment	7 points

K9 Team

There are many enemies with the skill to penetrate Capitol territory undetected despite the vigilance of sentries and guard towers. To counter this threat Capitol employ the keen senses of dogs in the form of their K9 Teams. These teams consist of a handler and up to three dogs and they perform an essential security role, especially around sensitive areas and high security bases. There are many occasions where the specially trained dogs have alerted Capitol troops to the presence of imposters or the imminent threat of an ambush.

Dog Handler — Cost 21

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	11	3	1	7	3	9	2

Dog — Cost 5

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	N/A	7	8	3	1	7	3	6	2

Structure:

SQUAD
2-4 Models
1-3 Dogs
1 Dog Handler

Equipment:

Dog Handler: Assault Rifle

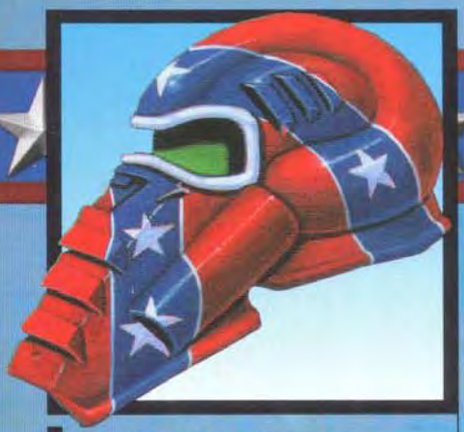
Special Abilities:

Dog Handler: Tactical Sense

Special Rules:

The dogs have keen senses. Stalking models within 6 inches are detected and must be revealed and placed on the tabletop. Models that are using the Unseen Assailant Special Ability may not be placed within 6 inches of a dog. In Close Combat the dogs attack with their teeth to hit +0, Dam ST +0. If the Dog Handler is killed remove the dogs from play at the end of the Game Turn.

Dog Handler face mask and head-gear



Assault Marine helmet design

Assault Marines

Assault Marines are Capitol's frontal assault troops and are frequently deployed to spearhead offensive actions all over Mars from the entrenched front of the McCraig Line to strategic counterattacks against the Dark Legion. Massively armored, equipped with hard hitting Assault Carbines and possessed of exceptional courage, the Assault Marines are indomitable in the face of withering enemy firepower and specialize in storming defensive emplacements. They are used wherever Capitol need to break a military deadlock or quickly overrun an enemy position.

Assault Marine

Assault Marine

CC	RC	PW	LD	AC	W	ST	MV	A	
6	9	8	11	3	1	7	3	11	

HMG Specialist

CC	RC	PW	LD	AC	W	ST	MV	A	
6	9	8	11	3	1	7	3	11	

Grenadier Specialist

CC	RC	PW	LD	AC	W	ST	MV	A	
6	9	8	11	3	1	7	3	11	

RL Specialist

CC	RC	PW	LD	AC	W	ST	MV	A	
6	9	8	11	3	1	7	3	11	

Sergeant

CC	RC	PW	LD	AC	W	ST	MV	A	
7	10	9	13	3	1	7	3	11	

Structure:

SQUAD
4-9 Models
Up to 9 Assault Marines
Up to 3 HMG Specialists
Up to 1 Grenadier Specialist
Up to 1 RL Specialist
Up to 1 Sergeant
May include a maximum of 1 Specialist for every 2 other models.

Equipment:

Assault Marines: Assault Carbine
HMG Specialist: HMG
Grenadier Specialist: Assault Carbine, Hand Grenades
RL Specialist: Assault Carbine, Rocket Launcher
Sergeant: Assault Carbine, Pistol, Chainsword

Special Abilities:

Assault Marines: High Morale +2
HMG Specialist: High Morale +2
Grenadier Specialist: High Morale +2
RL Specialist: High Morale +2
Sergeant: High Morale +2, Tactical Sense

Special Rules:

None

Assault Marine Captain

CC	RC	PW	LD	AC	W	ST	MV	A	
8	11	10	14	3	2	8	3	11	

Structure:

INDIVIDUAL
1 Assault Marine Captain

Equipment:

HMG

Special Abilities:
High Morale +2, Tactical Sense, Give Orders
Special Rules:
You may purchase Assault Marine Captains just like any other individual as long as you have at least one Squad of Assault Marines in your army.

Orca Battlesuits

Orca Battlesuits are heavily armored bipedal weapon platforms crewed by two men. The pilot is enclosed in an armored cockpit that forms the body of the battlesuit and controls the main armament along with a shotgun mounted under the belly of the suit. The gunner is carried in an open cage on the back and operates a heavy machine gun mounted on top of the suit.

Most Alpha Forces have at least one company of Orcas, and some armored Gamma Forces contain large numbers of these rugged and versatile weapons systems. Orca units are among the most powerful formations available to front line commanders and often form the core of an armored reserve force.

Currently there are three variants of the Orca Battlesuit in common use. There is the Mk III general-purpose model with a Recoilless Cannon as its main armament, the Mk IV anti-personnel model with a Heavy Flame-Thrower as its main armament, and the Mk V anti-tank model with a Rocket Launcher as its main armament.

Orca Mk III — Cost 89

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	11	3	2	7	3	13	4

Orca Mk IV — Cost 97

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	11	3	2	7	3	13	4

Orca Mk V — Cost 99

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	11	3	2	7	3	13	4

Gunner

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	11	3	1	7	3	10	2

Structure:
SQUAD
1-3 Models
Up to 3 Orca Mk IIIs
Up to 1 Orca Mk IV
Up to 1 Orca Mk V
Equipment:
Orca Mk III: Shotgun, Recoilless Cannon
Orca Mk IV: Shotgun, HFT
Orca Mk V: Shotgun, Rocket Launcher
Gunner: Mounted HMG, Pistol

Orca Battlesuit Mk IV

Special Abilities:
Orca: Tactical Sense
Gunner: Tactical Sense
Special Rules:
When firing at an Orca roll to hit as normal, if the hit is successful roll a d20 and refer to the following table:

1-15	The Orca is hit
16-20	The Gunner is hit

When Orca Battlesuits are involved in Close Combat the following rules apply:

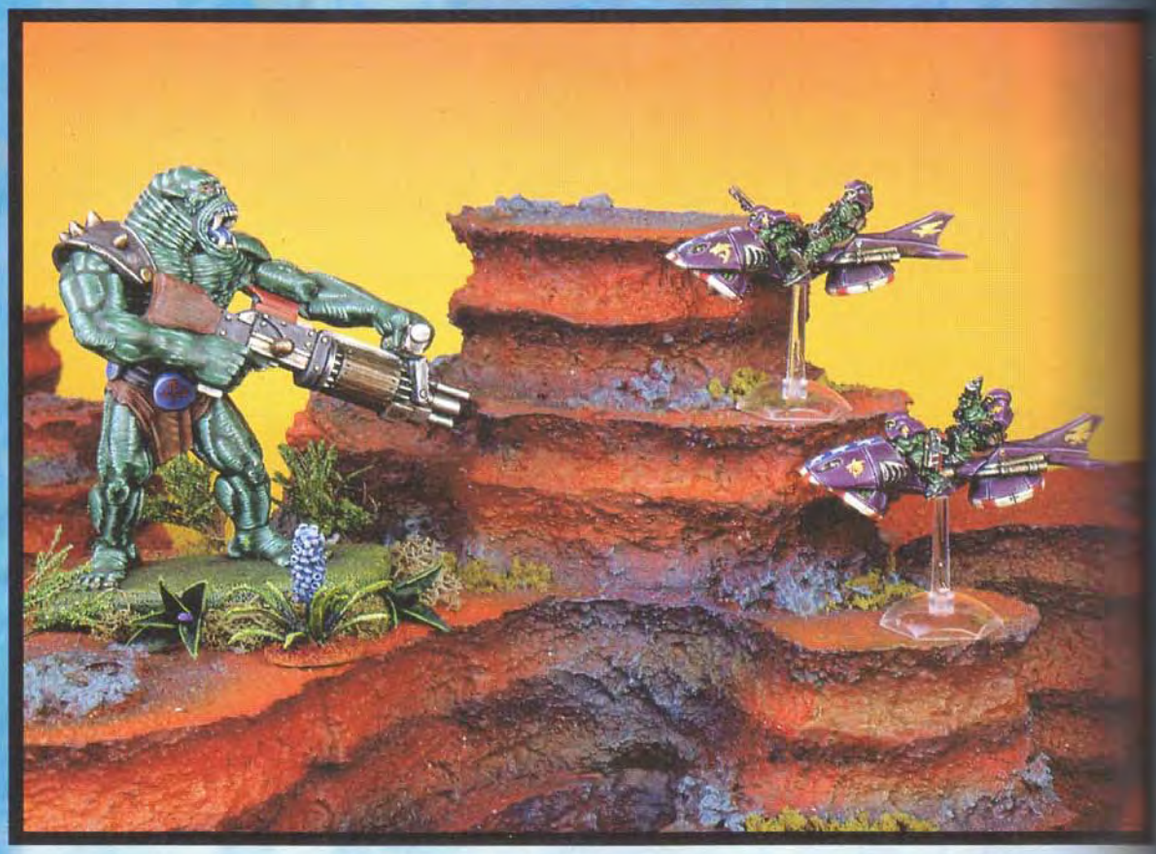
- If the Orca is being attacked, the attacker chooses which element of the battlesuit to fight in Close Combat, either the Orca or the Gunner. The other element of the battlesuit contributes a bonus of +2 to the CC of the fighting element.
- If the Orca is attacking, the controlling player chooses which element of the battlesuit will fight in Close Combat, either the Orca or the Gunner. The other element of the battlesuit contributes a bonus of +2 to the CC of the fighting element.

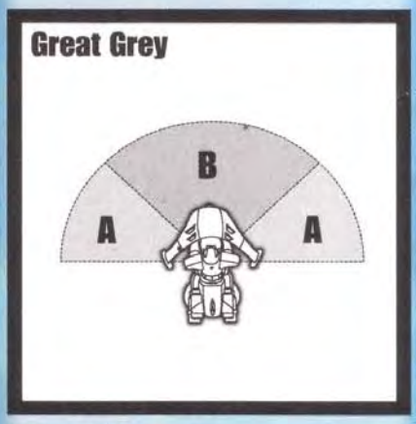
Orcas have extremely heavy armor, if the Orca is hit by a weapon without anti-tank capability you may roll two dice when making the Armor Roll, selecting the better of the two rolls. The mounted weapons on the Orca have a 90-degree Firing Arc to the Front Facing of the battlesuit. When an Orca is destroyed the pilot is killed. However, if the Gunner survives he can abandon the wreck and continue fighting. Use any appropriate model to represent the Gunner. Orca Battlesuits may not go Prone or Dive for Cover.

Orca Battlesuit Mk V

Orca Battlesuit Mk III

Great Grey Pilot helmet design





Firing Arcs.

- Areas A and B show the driver's 180 degree Firing Arc.
- Area B shows the mounted weapon's 90 degree Firing Arc.

Great Greys

When it comes to reconnaissance and scouting missions across the hazardous terrain of Mars Capitol make extensive use of air cavalry units like the Great Greys and most Infantry regiments have a compliment of these airborne units. The Great Grey is a one-man aerial scout vehicle often issued in large numbers to support ground forces as well as for fast scouting and raiding missions. It is lightly armored and features an S-52 LMG mounted in the front faring as its main armament. Juggernaut battle-trains carry entire wings of Great Greys, which can be launched directly from these mobile fortresses.

Great Grey

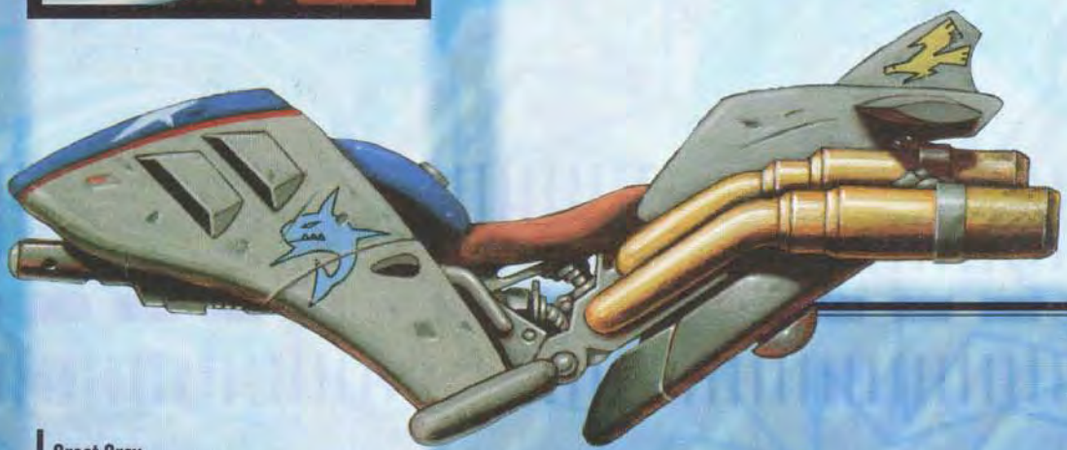
Cost

MP	W	MV	A	S
3	2	0/6	11	3

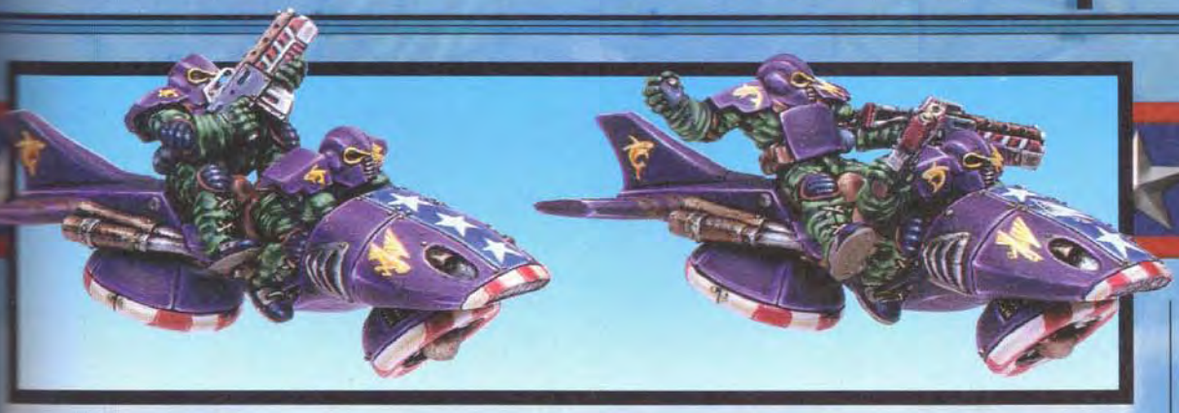
Pilot

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	11	3	1	7	3	9	2

Structure:
SQUAD
1-3 Models
Type:
Open / Flying
Hit Allocation:
1-15 = Vehicle
16-20 = Pilot
Equipment:
Vehicle: Mounted LMG
Pilot: Pistol
Special Abilities:
None
Special Rules:
None



Great Grey



Purple Sharks

Like the single-seater Great Greys, Purple Sharks are issued to most regiments as part of their scouting and reconnaissance complement. They also form the mainstay of air cavalry regiments throughout the solar system. They are larger and heavier vehicles than Great Greys, and capable of performing a more offensive tactical role. This highly maneuverable craft has two seats, one for the pilot and one for a passenger, normally a Grenadier. The addition of the Grenadier gives the Purple Shark a limited bombing capability and its offensive capability is further enhanced by the addition of a second LMG mounted in the front wing of the vehicle. Together they make this vehicle a far greater threat to the enemy than its lighter Great Grey counterpart.

Purple Shark — Cost 92

MP	W	MV	A	S
3	3	0/6	12	4

Pilot

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	11	3	1	7	3	9	2

Grenadier

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	11	3	1	7	3	9	2

Structure:
SQUAD
3-5 Models

Type:
Open / Flying

Hit Allocation:
1-15 = Vehicle
16-20 = Crew

Equipment:
Vehicle: Twin Mounted LMG
Driver: Pistol
Grenadier: Assault Rifle, Hand Grenades

Special Abilities:
None

Special Rules:
The Grenadier may drop grenades anywhere within Short Range of the Vehicle's tabletop position. Roll to hit as normal with a penalty of -1 to hit per Height-band. If the attack misses the target then roll for Deviation as normal. To calculate the range, add the altitude of the vehicle to the horizontal distance to the target.

Manta Assault Craft

The Manta Assault Craft is a twin-tailed, turbine-powered aircraft with VTOL capability (vertical take off and landing). It is used extensively by all arms of the military as an armored personnel carrier to deploy and extract troops with speed and precision, or in larger numbers as part of an airborne offensive. The pilot occupies the left cockpit and the gunner occupies the right, controlling a single or twin heavy machine gun mounted in a small turret under the nose of the cockpit. The two main fuselage compartments are passenger or cargo areas, each of which can accommodate up to four personnel.

Manta — Cost 130

MP	W	MV	A	S
3	6	0/6	12	6

Pilot

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	11	3	1	7	3	9	2

Gunner

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	11	3	1	7	3	9	2

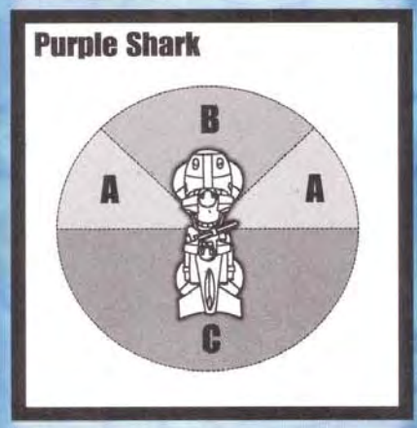
Structure:
INDIVIDUAL
1 Manta Assault Craft
1 Pilot
1 Gunner

Type:
Covered / Flying

Hit Allocation:
If the vehicle is hit and damaged, roll a d20 and see below for any additional effects:

1-10 No additional damage.
11-12 Weapons damaged. To successfully fire a vehicle-mounted weapon the gunner must roll 10 or less on a d20. If the roll is failed the gunner still expends an Action in the attempt, but the weapon does not fire. A second hit in this location destroys the weapon and kills the gunner.

Purple Shark Pilot helmet design



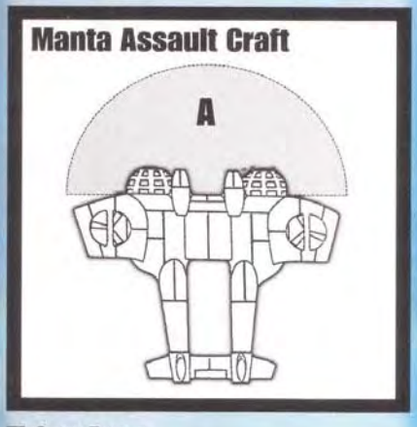
Firing Arcs.

- Areas A and B show the Pilot's 180 degree Firing Arc.
- Area B shows the mounted weapon's 90 degree Firing Arc.
- Areas A, B and C show the Grenadier's 360 degree Firing Arc.

Purple Shark

Purple Shark

Manta Pilot face mask and head-gear



Firing Arcs.

- Area A shows the Manta's 180 degree Firing Arc.

Manta deployment areas.

- Models disembarking from the Manta must be placed in the shaded area.

13-14 Engine damaged. The vehicle's Maneuver Points are reduced by 1. A second hit in this location destroys the engine and the Manta must attempt to land as quickly as possible using all available Actions to descend.

15-18 Fuel tank breach. The Manta catches fire, place an On Fire Counter next to the model and roll a d20 every time the vehicle is Activated. On a score of 1-15 another Wound is suffered but on no additional damage effects are caused, leave the counter in place. On a score of 16-20 the fire goes out. No more Wounds are inflicted and the counter is removed. A second hit in this location hits the fuel tank and the Manta blows up. Center the Large Explosion Template on the Manta. The explosion kills the crew and any passengers, all other models in the same Height-band that are touched by the template suffer a Dam 9 hit.

19-20 The crew / passenger compartments are ruptured spraying shrapnel in all directions. Roll a d20:

- 1-5 the Gunner takes a Dam 8 hit.
- 6-10 the Pilot takes a Dam 8 hit.
- 11-20 the Passengers take hits. Roll a d20 for each passenger, on a 10 or less the model suffers a Dam 8 hit.

If the Pilot is killed the Manta will crash-land in its current tabletop position, if it hits another model as it crashes treat the falling model as a ramming vehicle. When the Manta hits the ground the crew and passengers take damage from the fall (see 'Jumping and Falling' in the main Warzone 2nd Edition rules). Once you have worked out the damage remove the Manta model from the tabletop leaving any survivors in place. Any surviving crewmembers of the destroyed Manta form a small Squad.

Equipment:

Vehicle: Single or Twin Mounted HMG

Gunner: Pistol

Special Abilities:

Manta: Weapon Immunity 5

Special Rules:

Manta Assault Craft can be used to transport Units around the battlefield. The following rules apply:

- Mantas may carry a maximum of 8 models of size 2 or smaller in addition to the crew.
- Mantas may be deployed with Units inside them. Mark the presence of such Units on the Manta's record sheet.
- A Manta may be used to transport all or none of a Unit, it may not transport partial Units.
- In order for troops to enter or exit the vehicle the Manta must be on the ground.
- Enemy models may not enter the Manta.

While passengers are aboard the Manta they are effectively part of the vehicle's crew. In which case the Manta and its passengers function in all respects as described in the section on Vehicles in the main Warzone 2nd Edition rulebook. The following rules also apply:

- At any point during the vehicle's Turn passengers may expend one Action to disembark. When a passenger disembarks from the vehicle it should be placed in base contact with the Manta's hull, to the rear of the pilot or gunner cockpit (see diagram 8).
- If a passenger disembarks part way through the Manta's Turn the passenger and all other members of the passenger's Unit must complete their Turn before the Manta can complete its Turn.
- Disembarking passengers may not subsequently board the Manta in the same Turn.
- At any point in their Turn a friendly model in base contact with a Manta may expend 1 Action to climb aboard the vehicle. Passengers boarding in this way finish their Turn.

The Mounted HMG under the Gunner's cockpit has a 180 degree Firing Arc to the Manta's Front Facing. This weapon can be upgraded to a Twin Mounted HMG at a cost of 9 Points.

Colonel Mitch Hunter

Mitch Hunter of the 9th Sea Lion regiment is the golden boy of Capitol's armed forces and his exploits have been continually documented during a career of studded with controversy and glorious victories. He has reached celebrity status throughout the Armed Forces of Capitol and his reputation is not without peers, for despite his gung-ho reputation and wild heroics, he always seems to get the job done in spectacular fashion. Where most people would end up dead in a ditch, Hunter is more likely to emerge from the smoke smiling with a rescued orphan in his arms.

Mitch Hunter — Cost 69

CC	RC	PW	LD	AC	W	ST	MV	A	S
12	11	12	16	3	2	9	3	12	2

Structure:
INDIVIDUAL
Mitch Hunter

Equipment:
Assault Rifle, Sword, Combat Pistol

Special Abilities:
Inspiring Leadership, 1 Extra CC Attack, 1 Extra RC Attack, Rally Others, Give Orders, Immune to Fear, Jungle Fighter, Camouflage, Tactical Sense

Special Rules:
You may only buy Mitch Hunter if you have chosen to play an Alpha Force and you may only have one Mitch Hunter per army.

Major Maria Del Torres

Hailing from the 103rd Light Infantry, Major Maria Del Torres is the leader of Gamma Force III, a highly respected frontline patrol specializing in the security of Capitol operations along the Meridian Frontier which seeks to hold back the advance of the Dark Legion. She is a charismatic leader and her commanding presence gives fresh heart to faltering troops. An ultimate survivor, Del Torres has proven adaptable and resilient, earning the nickname La Cucaracha (the Cockroach) because she gets everywhere and you just can't kill her.

Maria Del Torres — Cost 56

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	12	11	15	3	2	8	3	11	2

Structure:
INDIVIDUAL
Maria Del Torres

Equipment:
Assault Rifle, Pistol

Special Abilities:
Inspiring Leadership, Rally Others, Give Orders, Immune to Fear, Tactical Sense

Special Rules:
You may only buy Maria Del Torres if you have chosen to play a Gamma Force. If Maria Del Torres is present in your force then, at the beginning of each Game Turn, you may re-roll your Initiative dice, However you must abide by the score of the second roll. You may only have one Maria Del Torres per army.

Major Joe Kowalski

Joe Kowalski is out of the San Dorado 27th Heavy Infantry and is currently in charge of the renowned Sand Rats desert strike force. His perception of warfare was twisted into something darker than the pursuit of glory when he first took charge of the Sand Rats. His experiences inside a newly discovered Dark Citadel in the Sable Desert have left Major Kowalski with little to live for except the killing. The Capitol High Command is aware of his volatile temperament but as it seems to make him a more efficient killer of the Dark Legion they do not seem inclined to do anything about it.

Joe Kowalski — Cost 53

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	10	12	15	3	2	9	3	11	2

Structure:
INDIVIDUAL
Joe Kowalski

Equipment:
Assault Rifle, Combat Pistol, Combat Knife

Special Abilities:
Give Orders, Immune to Fear, 1 extra CC Attack, Tactical Sense

Special Rules:
You may only buy Joe Kowalski if you have chosen to play a Delta Force. Friendly models within 12 inches of Joe Kowalski may re-roll failed Tactical Sense rolls. However, they must abide by the score of the second roll. You may only have one Joe Kowalski per army.

Armory

Combat Knife

Throughout history a good knife has been considered the essential survival tool whatever the situation. And yet there is no mistaking that the blades manufactured by Sheridan Steel are designed for the purpose of killing. Their heavy blades are hollow ground to ensure a long lasting edge, with wicked serrated edges to inflict as much damage as possible. Even their studded brass knuckle guards are designed to enhance the effectiveness of these weapons.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+0	ST-1	-	-	-	-	-	-	-	-	-	-

Type:
One-Handed, Melee Weapon
Special Rules:
None

Sword

Also produced by Sheridan Steel, the design of this weapon, issued as standard to Sea Lion Special Forces units, is basic and businesslike. Mitch Hunter himself endorsed the product, helping Sheridan Steel to win a manufacturing contract worth millions to produce the blades for the AFC. And who can forget the casual and disturbing way he made his point. "Three feet of razor edged steel in the gut will give even the most stubborn enemy something to think about."

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+0	ST+0	-	-	-	-	-	-	-	-	-	-

Type:
One-Handed, Melee Weapon
Special Rules:
None

Katana

Marketed exclusively by Carlton Saber Blades, a specialist company working out of Burroughs, the katana is a well-balanced, incredibly sharp single-edged sword based on the designs currently used by Mishima. Unlike most Capitol companies who employ mass production techniques, Carlton Saber still use traditional techniques when forging the blades and only use production line methods for assembling the components into the finished article.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+1	ST+1	-	-	-	-	-	-	-	-	-	-

Type:
One-Handed, Melee Weapon
Special Rules:
None

Chainsword

The Chainsword is a classic example of how mankind has turned ploughshares into swords. Originally designed for cutting into the hardest woodland trees it has now evolved into a weapon of war and is used for rending flesh. There are numerous models on the market, some using battery power and others using fuel similar to that used in rocket packs. Most tend to be about a meter long with the links of the bladed cutting chain exposed along one edge.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+0	ST+0(x2)	-	-	-	-	-	-	-	-	-	-

Type:
One-Handed, Melee Weapon
Special Rules:
None

M-9 Pistol

The standard issue sidearm in the AFC is the M-9 produced in the huge factories of Federated Arms & Munitions (FAM) in San Dorado and Columbia. The heavier Jenson .45 handgun has recently entered the marketplace, but it has a long way to go to compete with the popularity of the dependable M-9. The FAM 9mm pistol has a 12 round clip and basic iron sights, with the option of silencers and a variety of different ammunition types.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+2	8	+2	8	0	8	-	-	-	-	-	-

Type:
One-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Jensen .45 Combat Pistol

The Jenson .45 Combat Pistol, known as the "Widowmaker", is based on the design of handguns in the Capitol War Museum that date back over fifteen hundred years. This extremely heavy pistol features a cocked hammer and rotating chamber design and fires .45 magnum soft-nosed rounds. Although modern pistol designs such as the M-9 are thought to be more reliable, the Widowmaker is still favored by units such as the Rangers who often find themselves in need of its close range stopping power.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+2	10	+2	8	-1	6	-	-	-	-	-	-

Type:
One-Handed, Direct Fire, Missile Weapon
Special Rules:
None

M-12 Sub Machine Gun (SMG)

9mm fully automatic weapon begins to lose effectiveness when used at medium range. However, when used at short range it is nothing short of lethal. Federated Arms Munitions produce the M-12 "Wasp" and supply both military and security forces throughout the corporation. Because of its impressive rate of fire the manufacturers, will supply the weapon with an optional 50 round extended magazine.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-2	9	+2(x2)	9	+1(x2)	9	-2	8	-	-	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Shotgun

Although shotguns lack the penetration and range of an assault rifle, many veterans carry one as a back up for close quarter firefights, recognizing their effectiveness at short range. The latest range of Orca Battlesuits have a shotgun mounted under the main body of the suit to deal with any enemies that manage to get close to these mobile weapons platforms. Military models are semi-automatic capable of chambering up to 20 rounds 12 bore cartridges.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-2	9	+2	8(x2)	0	7(x2)	-1	6	-	-	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

M-23 Assault Rifle

The M-23 is undoubtedly the most common weapon to be found in Capitol's armories, and every soldier must know his rifle inside out and backwards before they take to the field. Versatile, lightweight and manufactured on a colossal scale, the M-23 is nearly as good as the Armed Forces of Capitol would have its soldiers believe.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-2	10	+2	10	+1	10	0	10	-2	8	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

M-74 Assault Carbine

The M-74 Assault Carbine has a shorter barrel and lower rate of fire than an assault rifle reducing its effectiveness at range. However, the large 10mm caliber delivers a far more devastating punch than the 7.62mm M-23. Universal Ballistics developed this design for Capitol as a method of optimizing assault rifle technology for close range combat

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-2	11	+2	11	+1	11	0	11	-	-	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

M-303 Sniper Rifle

The Greening .303 "Manstalker" is the weapon of choice amongst Capitol Snipers, with its matt black design, 12 round clip and high-powered scope. The Greening .303 was originally designed as a sporting rifle for hunting big game on Venus, but given its ability to drop a Saurian at 200 meters a conversion for military use was inevitable.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-3	10	+2	10(x2)	+1	10(x2)	0	10(x2)	-1	10(x2)	-2	9

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

S-52A Light Machine Gun (LMG)

The LMGs used by Capitol come, like many other small arms classics, from the Federated Arms & Munitions stable. These are essentially modified M-23s, with longer barrels and a considerably higher rate of fire. They come in both belt fed and magazine fed varieties. The recoil and weight of these weapons limits their effective range, but within these limits they are truly lethal.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-3	11	+3(x3)	11	+1(x2)	11	-1	11	-	-	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

S-102A Heavy Machine Gun (HMG)

There is no getting away from it; heavy machine guns are fearsome weapons. These weapons are large and unwieldy and deliver such a bone-shaking kick that it is almost impossible to use them effectively at long range unless they are mounted on a vehicle or tripod. Firing large caliber rounds of up to 20mm these weapons can have a great impact on the outcome of a battle. There are several models commonly in use by Capitol's armed forces and these include FAM's S-102A Support Weapon, and Sherman Armories 15mm Mk V gattling gun.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-4	13	+3(x3)	13	+1(x2)	13	-1	13	-	-	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

M-23 Assault Rifle

IN-14 Light Flame-Thrower (LFT)

The flame-thrower has always been one of the most effective and horrific close range anti-personnel weapons. Normally considered a bulky weapon the Institute of Military Technologies has produced a compact design with a small reservoir of highly efficient fuel. To keep weight and size to a minimum light flame-throwers use an electronically heated element to ignite the fuel and a highly pressurized canister to propel the volatile mixture.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+0	12	-	-	-	-	-	-	-	-	-	-

Type:
One-Handed, Directly Placed Template Weapon
Special Rules:
The Light Flame-Thrower uses the Light Flamer Template, DAM 12. The Light Flame-Thrower is an incendiary weapon. When a model is hit by an incendiary weapon it is set on fire and must make a successful Armor Roll or take a Wound. If it has more than one Wound it must continue to make Armor Rolls until it succeeds or dies. The Light Flame-Thrower can be used against a single opponent in Close Combat using the model's CC stat as you would for any other Close Combat attack. When used in Close Combat the template is not used.

IN-29 Flame-Thrower (FT)

Capable of showering a wide area in sticky, burning fluid, this is the original design from which the other Capitol flame-thrower configurations have been developed. Highly effective to a considerable range these terrible weapons are far too dangerous to be used in Close Combat where splash-back can pose a real threat to the user. Most IN-14 models have a butane pilot light and a more powerful propellant system than the lighter version.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	-	-	-	-	-	-	-	-

Type:
Two-Handed, Directly Placed Template Weapon
Special Rules:
The Flame-Thrower uses the Flamer Template, DAM 12. The Flame-Thrower is an incendiary weapon. When a model is hit by an incendiary weapon it is set on fire and must make a successful Armor Roll or take a Wound. If it has more than one Wound it must continue to make Armor Rolls until it succeeds or dies.

IN-48 Heavy Flame-Thrower (HFT)

The IN-48 is now being incorporated in the armaments of the Mk IV Orca Battlesuit. This heavy flame-thrower is pipe fed from a large fuel reservoir, usually to twin nozzles with a central pilot light. The powerful propellant system does not exceeed the range of the IN-29 but the greater volume of fuel covers a far larger area. The fuel is also denser resulting in greater adhesion and higher burn temperatures.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	-	-	-	-	-	-	-	-

Type:
Two-Handed, Directly Placed Template Weapon
Special Rules:
The Heavy Flame-Thrower uses the Heavy Flamer Template, DAM 13. The Heavy Flame-Thrower is an incendiary weapon. When a model is hit by an incendiary weapon it is set on fire and must make a successful Armor Roll or take a Wound. If it has more than one Wound it must continue to make Armor Rolls until it succeeds or dies.

Hand Grenades

The E-10 is a standard fragmentation hand grenade mass-produced by Ulysses Defense Munitions Amalgamated. The design of 'frag' grenades is simple and effective. An explosive core, primed by a firing pin, is surrounded with high tensile steel ball bearings and enclosed in a lightweight steel case, usually spherical, though cylindrical designs are also used. When detonated the explosive core showers the area with a hail lethal projectiles.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	0	10	-2	10	-	-	-	-	-	-

Type:
One-Handed, Indirect fire, Ranged Template Weapon
Special Rules:
Grenades use the Small Explosion Template.

HV-228 Grenade Launcher (GL)

These weapons are difficult to master and are only used in the field by specialists with additional training. The low muzzle velocity and heavyweight ammunition means that the trajectory of the grenade follows a high parabolic arc and it takes skill and judgment to launch an accurate shot. The Institute of Military Technologies produce a 40mm model for Capitol which has been proven to give consistent results.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	0	10	-2	10	-4	10	-6	10

Type:
Two-Handed, Indirect Fire, Ranged Template Weapon
Special Rules:
Uses Small Explosion Template

HV-193 Rocket Launcher (RL)

The HV-193 100mm RPG fires a cone shaped armor-piercing warhead capable of knocking out most APCs and light tanks, and this is the model most commonly used for anti-armor support for Capitol's infantry. Although devastatingly effective when it strikes home, like all other rocket technology weapons the HV-193 suffers from inherent problems of accuracy and it takes a skilled operator to consistently hit the target.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	-3	14(x3)	-4	14(x3)	-5	14(x3)	-6	14(x3)

Type:
Two-Handed, Direct Fire, Anti-Tank, Missile Weapon
Special Rules:
None

S-52 Mounted Light Machine Gun

Unlike the hand-held S-52A, the S-52 Mounted LMG is more likely to utilize a belt feed mechanism, and yet the design of the weapon itself is exactly the same as the S-52A. Being mounted on a tripod or vehicle hard point provides a stable firing platform that permits better accuracy and allows the weapon to perform effectively at a far greater range.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	0(x2)	11	+3(x3)	11	+2(x2)	11	0(x2)	11	-2	9

Type:
Mounted, Direct Fire, Missile Weapon
Special Rules:
None

Twin Mounted Light Machine Gun

There are two basic design concepts available to the Capitol armed forces with this weapon system. The first of these simply utilizes the S-52, with two of these weapons positioned side by side on a firing frame. This configuration works well on vehicles with the gunner firing both weapons or firing just one, as he or she sees fit. The second of these is an innovation of Sherman Armories which is essentially a double-barreled LMG with a single firing mechanism.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	+1(x3)	12	+4(x4)	12	+2(x3)	12	+1(x2)	12	0	10

Type:
Mounted, Direct Fire, Missile Weapon
Special Rules:
None

S-102 Mounted Heavy Machine Gun

The S-102A HMG carried by Specialists for squad level support was originally developed from mounted HMGs such as this, by stripping off some of the less essential components and using lighter but less resilient materials. The standard S-102, normally a Sherman Armories 15mm gattling gun, is too heavy to be used by a foot soldier and a tripod or vehicle mount is used for greater accuracy and use at longer range.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	0(x2)	13	+3(x3)	13	+2(x2)	13	0(x2)	13	-2	11

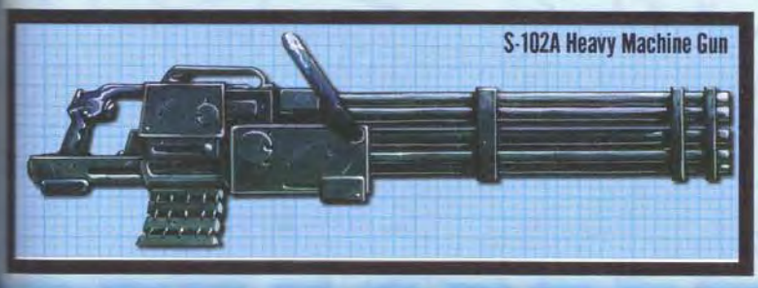
Type:
Mounted, Direct Fire, Missile Weapon
Special Rules:
None

Twin Mounted Heavy Machine Gun

As in the case of the Twin Mounted LMG, this effect can be achieved by either mounting two S-102s side by side or alternatively there is the eight barreled Sherman Armories Chain Gun. This spectacular weapon has a single firing mechanism serving the unusual configuration of barrels known as 'four over four' ammunition is delivered to the chamber housing behind each set of barrels by two 20mm belt feeds, one for each set of barrels.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	+1(x3)	14	+4(x4)	14	+2(x3)	14	+1(x2)	14	0	12

Type:
Mounted, Direct Fire, Missile Weapon
Special Rules:
None


S-102A Heavy Machine Gun

HV-229 Recoilless Cannon

Recoil damping is achieved on this formidable weapon by making clever use of Newton's third law of thermodynamics. The gun is mounted within a shock-absorbing collar and sliding rail system that allows the whole rig to travel back half the length of the barrel as each shot is fired, thus significantly reducing the kinetic energy transferred to the user. Firing a 40mm high explosive round the Recoilless Cannon is an excellent light vehicle weapon and is the main armament of the Mk III Orca Battlesuit.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	+1	12	0	12	-1	12	-2	12

Type:
Mounted, Direct fire, Ranged Template Weapon
Special Rules:
The HV-229 Recoilless Cannon uses the Small Explosion Template.

HV-184 Mortar

Mortars are little more than hollow tubes with a firing plate at the bottom. The mortar round has a percussion cap on its base that is triggered by dropping it on to the firing plate, thus launching it towards the target. The angle of the mortar's trajectory can be adjusted by using the rack and pinion system calibrated for elevation and range to target. Capitol Mortar Teams tend to use the 75mm HV-184 version IV.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	0	12	-2	12	-3	12	-5	12

Type:
Mounted, Indirect fire, Ranged Template Weapon
Special Rules:
The HV-184 Mortar uses the Small Explosion Template.

A-311 Hammerhead

The 'Hammerhead' is the nickname given to the A-311 Q-FAS (Quad-barreled Field Artillery System). The weapon system comprises of an armored turret housing the gunner and ammunition, flanked on either side by two HV-229 Recoilless Cannons. This assembly rotates on a chassis equipped with retractable wheels and extendable stabilizing legs. The entire construction is manufactured from lightweight alloys allowing the crew to maneuver the weapon without the aid of a dedicated tractor unit.

The Hammerhead is an excellent anti-personnel weapon with all four of the HV-229 Recoilless Cannons firing simultaneously to deliver a tight pattern of high explosive rounds. Armored tractors or heavy air lifters often carry out initial deployment, leaving the crew to manhandle the weapons into position.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	-	-	0	12	-1	12	-3	12

Type:
Mounted, Direct fire, Ranged Template Weapon
Special Rules:
The A-311 Hammerhead uses the Four-Burst Template (see diagram 10 on P63). This template represents the simultaneous bursts of the four high explosive rounds. To use the template use the following procedure:

- Roll to hit the target as normal. If you miss the target roll for deviation as you would for any other Ranged Template Weapon.
- Once the target point has been determined roll a d20 and divide the result by 2 (rounding up) to give you a number between 1 and 10. Center the numbered part of the Four-Burst Template on the target point with the number rolled pointing directly away from the firing model. Any models now under the template are hit.

Battle Forces

The three forces detailed in this section are all well known formations and can be used in your battles as they stand or as the core of an army of your own design and shaped to suit your own tastes. There is a description of each of the formations describing the commander and a little of the force background, followed by a breakdown of the Squads and Individuals comprising the formation and the units from which they are drawn.

As long as you stick to the restrictions on buying Units described at the beginning of the Unit Roster you are free to customize them as much as you like.

α Hunter's Hard-Asses
Alpha Force

For many years Mitch Hunter has been Capitol's archetypal war hero. He first reached celebrity status as a Captain in the Sea Lions regiment but now, holding the rank of Colonel he is often sent in to warzones where conventional tactics have failed to break the deadlock.

Hunter has a larger than life reputation and is often portrayed as an ass-kicking, bullet-chewing, gung-ho loose cannon. All this may be true but the fact is he is a damn good soldier and an inspiration to those he leads. Wherever he is sent, Colonel Hunter never fails to make his mark, and sometimes the mark of his success endures even when he has passed on to new areas of conflict. Such is the case with Hunter's Hard-Asses, the name given to an Alpha Force that to this day is still allowed to wear the Hard-Ass badge on their uniform. The badge simply depicts a large white 'H' on a blue and red background but members of the armed forces know to treat those who wear it with respect.

The Hard-Asses gained their name and notoriety when Mitch Hunter, then a Major, was asked to reinforce the Lynx Center of Operations on the McCraig Line. When he arrived with his hand picked tactical Alpha Force he realized that the CO wasn't joking when they said that reinforcements were sorely needed. Imperial forces in the area were on a big push, attempting to break through to a key airfield serving the Capitol Ground Forces in the region, who were by now very much on the defensive and suffering heavily under a sustained artillery barrage. With the Capitol army thus depleted and hopelessly overextended a large Imperial ground force was rumbling towards Hunter's position.

The night after his arrival Major Hunter performed his customary role by side-stepping Command and taking the battle to the enemy. Before dawn spilled over the flat horizon of the Elysium flood plain his Alpha Force had gone to work. Rangers crawled across no-mans land, right into the Imperial camp, slitting the throats of guards as they went. Light and Heavy Infantry moved into position with Mitch Hunter at their head, grinning round a fat cigar. Mortar Teams crept forward carefully to set up their weapons close to the Imperial position, carefully calibrating their artillery to drop shells into the middle of the Imperial camp when the order came.

As the first rays of a distant sun crept across the freezing sands, mortars began to rain down upon the Imperial position, accompanied by the rattle of HMGs and assault rifles as Mitch Hunter led his men over the top against Imperial's much larger force. The Imperial camp was thrown into disarray and confusion by this completely unexpected offensive and the Rangers stealthily made their way to the rise where short range artillery and Imperial spotters were stationed. When Imperial called for artillery support they found that their guns had been silenced by the blades and combat pistols of the Rangers.

The officers at the Center of Operations realized that the strategic core of the Imperial push had been taken out and the order quickly spread through the Capitol lines to push forward. Airstrikes were called in as the Capitol force reclaimed the ground it had lost and the Imperial advance was over.

The area reverted to its natural equilibrium of bloody stalemate. But the survivors of that bold assault were awarded Capitol's Order of Valor for daring and bravery in the face of overwhelming odds. Rumours spread quickly along the McCraig Line about Mitch Hunter and his crack Alpha Force and thus Hunter's Hard-Asses were born.

Hunter's Hard-Asses	Cost
Mitch Hunter	69
305th Light Infantry Regiment	
9 Light Infantry	144
GL Specialist	26
Medic Specialist	18
Sergeant	21
	Total...209
142nd Heavy Infantry Regiment	
9 Heavy Infantry	162
HMG Specialist	23
Medic Specialist	20
Sergeant	24
	Total...229
28th Ranger Regiment	
5 Rangers	115
2 LMG Specialists	52
Grenadier Specialist	25
Sergeant	26
Infiltrate	63
Enhanced Weapons	18
	Total...299
2 Purple Sharks	194
Total Point Value:	1000

δ The Sand Rats
Delta Force

Currently led by Major Joe Kowalski of the 27th San[illegible] do Desert Infantry, the Sand Rats take their name [illegible] legendary unit of the distant past.

The original Sand Rats gained fame during Sal[illegible] reign of terror during the last years of the first cent[illegible] Their task was to carry out raids and punishment [illegible] against Dark Legion sites of strategic importance [illegible] deep desert. To this end they proved themselves [illegible] timable in value, and were present at the sacking [illegible] adin's Citadel during the final offensive of 100 YC. [illegible] Sand Rats were eventually wiped out, dying to the [illegible] man in a heroic last-ditch rearguard Action against [illegible] whelming odds, and their name became legend. [illegible] Sand Rats were recognizable, and took their nick[illegible] from, the sand rat device they used as an unof[illegible] badge.

The current day Sand Rats have adopted the [illegible] insignia, and are beginning to win the same acclaim [illegible] their counterparts from those ancient times. They [illegible] spearheaded numerous important missions along [illegible] Meridian Frontier and throughout the Dark Legion [illegible] ed Southern Hemisphere. Not least of these have [illegible] the 'Edison Landings', 'the Liberation of the Jorm[illegible] Rail Depot' and Major Kowalski's maiden operation [illegible] now infamous 'Assault on the Noachis Charnel Ho[illegible]

Three years ago Capitol command ordered the [illegible] of an Ilian fortification in an attempt to push back [illegible] Legion advances on the Noachis Terra. The fortress [illegible] the surrounding area was littered with bones and [illegible] remains of other forces that had attempted to dest[illegible] It was this, and the terrible smell of the place that [illegible] it the name 'The Charnel House of the Dark Mistress'.

Capitol fighter-bombers converged on the [illegible] fice, pumping rockets and tracer rounds into the [illegible] ramparts, while the Sand Rats, who were part of a [illegible] strike force, were dropped onto the battlements by [illegible] tas. The carnage was horrific and despite his [illegible] experience Kowalski was momentarily stunned by [illegible] scale of the destruction he witnessed. Targeting was [illegible] criminate on both sides and explosions ripped across [illegible] surface of the fortress with scant regard for friend or [illegible]

Somewhere far below, Capitol infantry and armo[illegible] cavalry were pounding away at the foundations of [illegible] building. Small arms fire whistled past Kowalski's ear[illegible] soon as the Sand Rats were clear of the Manta's pass[illegible] ger compartments and in response the assault [illegible] opened up with their HMGs clearing a path for the San[illegible] Rats to follow. Acting on instinct Kowalski charged for[illegible] ward, and the rest of the Sand Rats followed. Behi[illegible] them, one of the Mantas disintegrated in a plume [illegible] orange smoke as Dark Legion gun emplacements [illegible] pumped shells into its hull before it could take off.

The mission was a beautiful illustration of warfare [illegible] its most insane, and within minutes of entering the b[illegible] ing Kowalski and his team killed more enemy troops [illegible] they had during the last six months of battle and still [illegible] Dark Legion kept coming. Slow lumbering Legionn[illegible]

d hideous Necromutants all lining up for the slaughter.

Having fought through the first wave and reached the ttom of a wide stairwell the Sand Rats were into the art of the fortress. Others too had made it this far and ere was fighting all around. The Sand Rats pushed forrd and eventually burst into a series of hideous chamrs where Centurions were created. Once proud Capitol diers were bound and broken by the most bizarre torre and foul practices that could be conceived by the ered minds of Ilian's servants. Kowalski himself empd his assault rifle into the Nepharite that presided over twisted horror show before ordering that those vicns beyond redemption should be put out of their mis. Lacking any tactical objectives other than destruction Sand Rats roamed the fortress for another hour fightg with the minions of the Dark Mistress before the all ear was finally given. Despite the terrible carnage Capicommand considered the mission to be a complete a ccess.

From that day Kowalski lost all trace of fear or regret d is now considered something of a killing machine. t a hero in the Capitol sense of a celebrity, but a stone d professional who seems to thrive on the slaughter, ike others who are often burnt out by it.

e Sand Rats	Cost
ajor Joe Kowalski	53
th Desert Infantry Regiment	
Desert Infantry	108
Grenadier Specialist	20
rgeant	24
	Total...152
Desert Infantry	108
FT Specialist	38
rgeant	24
ak Vests	8
	Total...178
9th Assault Marine Regiment	
Assault Marines	63
HMG Specialists	52
rgeant	27
arksmanship	18
	Total...160
ssault Marine Captain	45
arksmanship	3
	Total...48
6th/9th Airborne Transport Companies	
anta Assault Craft	130
pgrade to Twin Mounted HMG	9
	Total...139
anta Assault Craft	130
pgrade to Twin Mounted HMG	9
	Total...139
anta Assault Craft	130
tal Points Value:	999

Gamma Force III

Gamma Force

All around the equator of Mars there are fortifications designed to stem the advance of the Dark Legion from the south. The front lines of these military hotspots are patrolled and garrisoned by defensive Gamma Forces and one of the most famous of these is the imaginatively titled Gamma Force III.

Gamma Force III began to distinguish itself from the other frontline defenders six years ago when Captain Maria Del Torres joined their ranks. In fairness the job of all Gamma Forces is a difficult and dangerous one, but this extraordinary woman has revolutionized her outfit, rising to the rank of major and assuming command of the whole operation. Del Torres came from the 9th Venusian Light Infantry where she was serving in off world operations, protecting the Tactical HQs of Sea Lion missions. Despite the different environment on Mars, Del Torres proved highly adaptable and was soon taking advantage of the cold, rocky deserts of Mars to severely punish any Dark Legion forces that strayed into her jurisdiction.

During a recent memorable incident Del Torres demonstrated her resourcefulness and resolve. Whilst on patrol in the hotly contested Promethei Terra, Del Torres received a distress call from a frontier patrol that had been attacked by a large Dark Legion force. Del Torres quickly surveyed maps of the area and plotted a fall back route for the retreating patrol. The captain in command of the patrol did not question the route, he just rallied his men and moved out with the Dark Legion shadowing his every move.

Del Torres immediately called her small Gamma Force to arms and led them on an intersect course with the retreating patrol. Some hours later her force climbed over the wall of an impact crater roughly half a kilometer in diameter. If they were still alive, the patrol would enter the crater through a steep-sided gully in the southern edge of the crater's shield wall. That was where she would set up her position.

As quickly as she could she moved her force into position where the gully opened out into the crater. She arranged her Gamma Force carefully at the mouth of the gully. The Heavy Infantry would take the brunt of the assault, flanked on either side by mounted HMG support teams, their field of fire overlapping for maximum efficiency. The Desert Scorpions had melted into the Martian rocks on the flanks to prevent them being overrun by the larger Dark Legion force and in reserve Del Torres held the Orca Battlesuits for when the Legion tried to push through. She herself waited with the Heavy Infantry until the sound of sporadic gunfire drifted over the shield wall of the crater. Del Torres found herself hoping that the patrol's navigator knew what he was doing and had steered his unit along the coordinates she had given him. Then there was nothing to do but wait.

The first members of the patrol ran into the gully. They turned, raised the weapons and called for the rest of the group to move past them. In this way the patrol retreated, moving in staggered waves, each one moving then turning to cover the retreat. Del Torres called out to the captain who smiled with relief before directing his men to either side of the Heavy Infantry. Two of the stragglers were cut down as the Dark Legion swept into the gully but the rest were through.

Del Torres waited, and waited and waited. Then, when the gully was filled with the jostling forces of the Dark Legion she gave the order to open fire and the slaughter began.

The evil horde was so densely packed that not a bullet was wasted as the Gamma Force unleashed a storm of fire. Del Torres had timed it perfectly and the Dark Legion force was cut to pieces. The battle was short-lived and fierce and Del Torres herself took a bullet in the thigh, making it the twenty-ninth time she has been injured during her combat career. This impressive survival record has earned her the nickname La Cucaracha because like her namesake she seems impossible to kill, and now all members of Gamma Force III have the symbol of a large cockroach printed on their shoulder pads.

Gamma Force III	Cost
Maria Del Torres	56
243rd Heavy Infantry Regiment	
9 Heavy Infantry	162
RL Specialist	42
Communications Specialist	29
Sergeant	24
	Total...257
Heavy Infantry HMG Squad	
2 HMG Teams	100
Sergeant	17
	Total...117
55th Desert Scorpion Regiment	
6 Desert Scorpions	138
2 RL Specialists	102
1 Communications Specialist	36
Sergeant	26
Enhanced Weapons	20
	Total...322
1 Desert Scorpion Captain	49
Orca Battlesuits	
1 Orca Mk IV	97
1 Orca Mk V	99
	Total...196
Total Points Value:	997

Warzone Miniature box sets

Look out for the full range of exciting products from Target Games. These box sets are perfect for expanding your Warzone armies. Each box set contains a selection of models like the Bauhaus Blitzers or a single giant model like the Dark Legion's Pretorian Behemoth. Ask your local Target Games stockist for details.

For more information on Target Games products and new releases take a look at our 'New Era Chronicles' magazine or visit our website at www.target.se

#10505 Bauhaus Venusian Ranger Squad
#10512 Bauhaus Etoiles Mortant Squad
#10516 Bauhaus Blitzer Squad
#10511 Brotherhood Troopers Squad
#10530 Bauhaus Jungle Kommando Squad
#10531 Bauhaus Jaeger Squad
#10526 Bauhaus Vulkan Battlesuits
#10525 Bauhaus Mounted Hussars
#10532 Bauhaus Strike Skimmer
#10503 Capitol Free Marines Squad
#10517 Capitol Light Infantry Squad
#10518 Capitol Heavy Infantry Squad
#10528 Capitol Sea Lion Squad
#10529 Capitol Orca Battlesuits
#10527 Capitol Purple Sharks
#10509 Cybertronic Shock Troop Squad
#10515 Cybertronic Chasseur Squad
#10504 Dark Legion Bio Giant
#10508 Dark Legion Acolytes Squad
#10510 Dark Legion Pretorian Behemoth
#10513 Dark Legion Undead Legionnaires Squad
#10521 Dark Legion Mercurian Maculator
#10501 Imperial Hurricane Walker
#10502 Imperial Trencher Squad
#10514 Imperial Wolfbane Commando Squad
#10519 Imperial Blood Beret Squad
#10520 Imperial Mourning Wolves Squad
#10507 Mishima Ashigaru Squad
#10533 Mishima Bushido Samurai Squad
#10522 Bauhaus Hussars Squad
#10523 Dark Legion Ilian Templars Squad
#10524 Imperial Wolfbairns Squad

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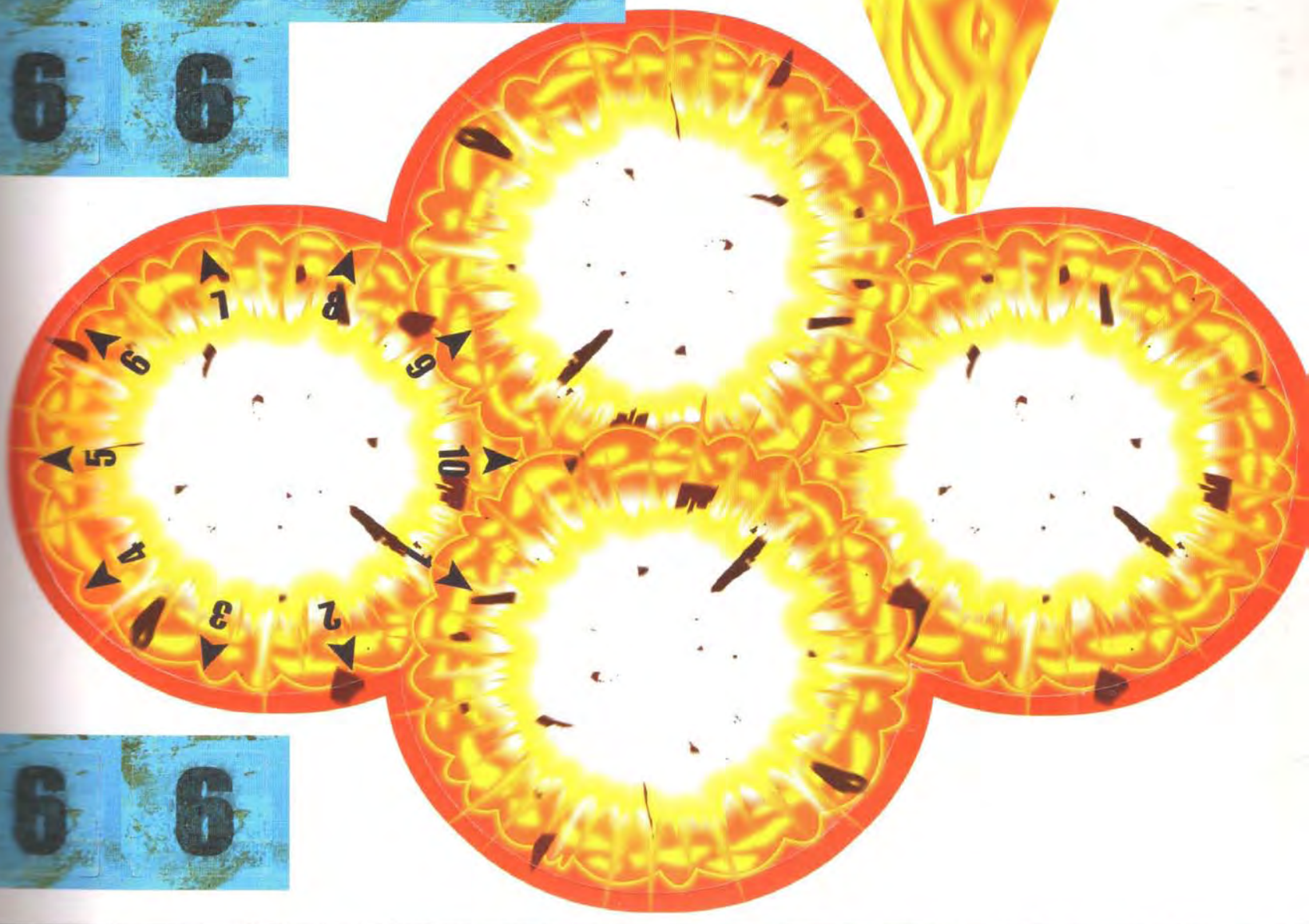
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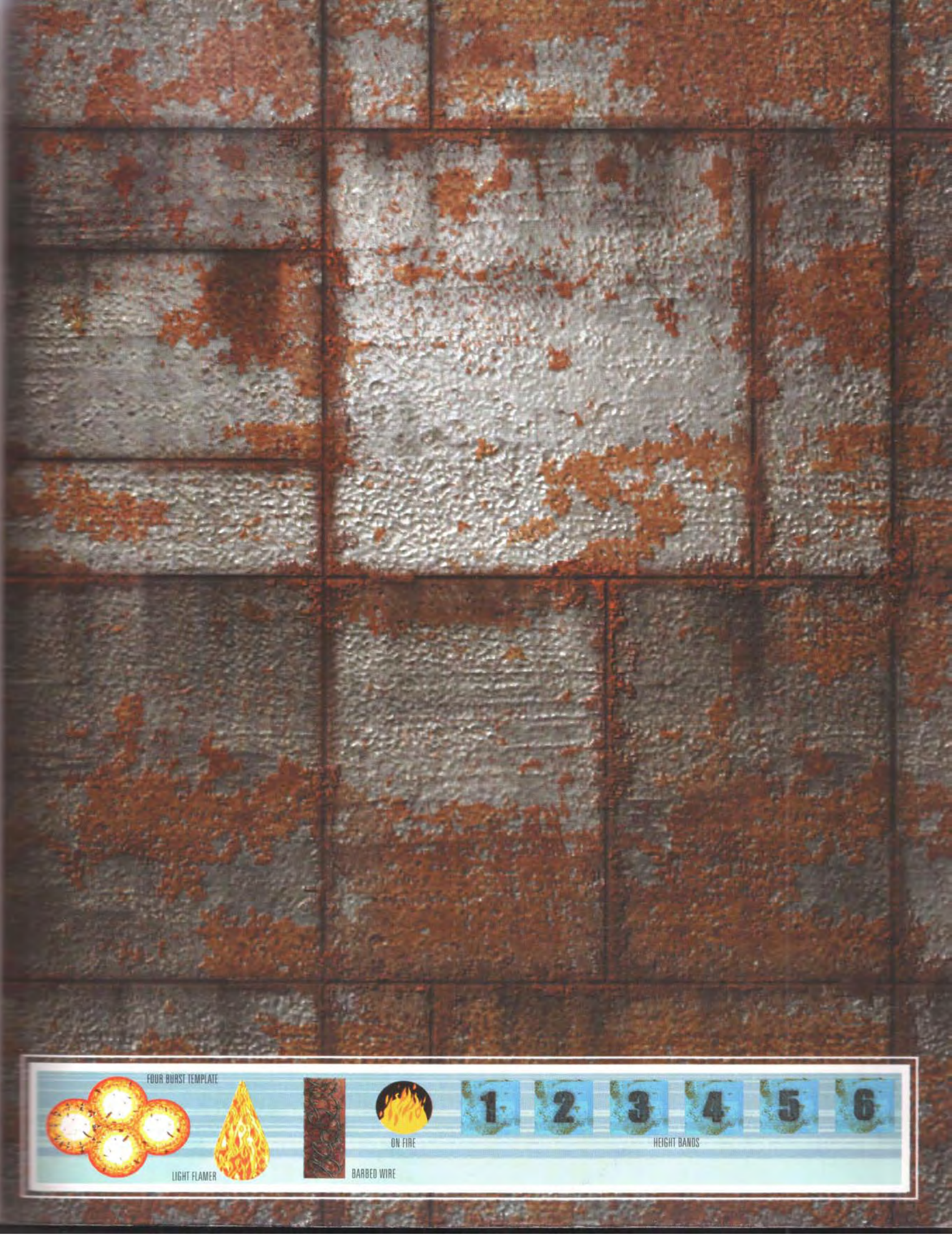
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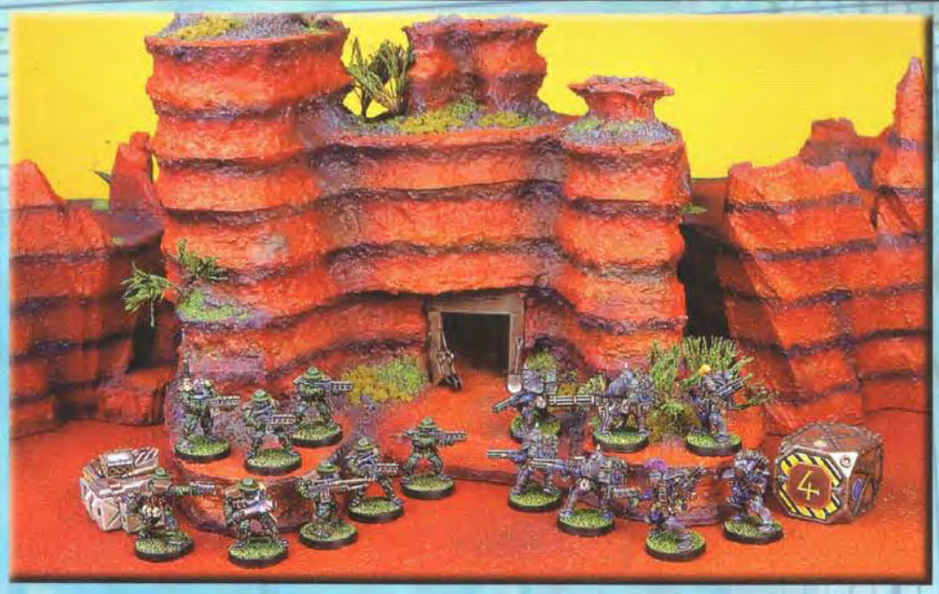

Capitol Forces of War

Mars

Mars took its name from the Roman God of War because to those who first observed the planet in the night sky of Earth it glinted with the ruddy shade of blood. But the naming seems to have been touched by the hand of prophecy for on Mars, the Red Planet, war still reins supreme.

The Capitol Corporation see themselves as masters of Mars for they dominate the planet with their powerful army and the mighty Juggernaut battle-trains that travel the Trans-Martian Railway. But in the Year of the Cardinal 1268 a new power rose up on Mars. A power so ancient and so terrible that few believed the nightmares spoken about it. The power is that of the Dark Soul and now Algeroth, the Apostle of War, seeks to challenge the ancient Roman God for dominion of this world that seems destined to be forever bathed in blood.

Mars: Capitol Forces of War is the second supplement to Warzone 2nd Edition. This book includes:

- Exciting campaigns illustrated with maps and comic strips all in full color.
- Detailed background on Mars and the Capitol Corporation.
- New rules for using trenches and barbed wire.
- New Capitol army list detailing the forces of the Armed Forces of Capitol.
- New units such as the Manta Assault Craft and the Orca Battlesuits.
- New counters and templates all in full color.

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Target Games U.S. P.O. Box 544, Secane, PA 19018 U.S.A.
Target Games U.K. 2 Commercial Street, Edinburgh, Scotland. EH6 6JA.
Target Games AB. Åsögatan 121. 5TR, Box 4628. S-116 91 Stockholm. Sweden.
Target Games Polska Sp. Z o.o. 28 Krucza Street. 00-522 Warszawa. Poland.

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