

DANTE

A SOURCE BOOK FOR THE
SLA INDUSTRIES
WAR WORLD

VERSION - 1.20



War Is Hell,
But Some Hells
Are Worse Than Others.....

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CHAPTER- 1

An Introduction to Dante By Major Carlos.N.Thorn, Operative Induction Officer Archangel Central Base

“ OK you meatheads listen up and listen good, ‘cos I’m here to introduce you to what is going to be your most miserable, dangerous and possibly shortest career move within SLA Industries, welcome boys and girls to ‘Dante’ the War World.

Dante has been responsible for more of the heroes and villains on the streets of Mort than anywhere else, but then again we’ve also been responsible for more Operative and employee deaths than any other posting within the World of Progress. So don’t get too carried away planning that Media career for when you get back, and never underestimate this places ability to give you a quick, messy and painful death. Yeah you’ve all heard the famous quote about your life expectancy on Dante, well you’ll be pleased to know that it refers to actual time in combat rather than time on planet and that when you’re here in Archangel or whichever base your posted to you should be relatively safe. OK so I know that Donner and Kent got wasted by that stealth mine when you were disembarking the dropship at the spaceport, but those types of incidents are rare and they’ll only be the seventeenth and eighteenth casualties within base boundaries this week, but then it is only Monday morning. Hell you should be glad, at least your ship made it through the Murder Mile, last two shipments of newbies from ‘No Hope’ got their engines shot up on re-entry and are currently decorating the desert.

Your next six weeks will be spent here at Archangel going through basic training and getting all that stropy crap you learnt on the streets kicked out of you and replaced by some serious military tactics instead. Don’t think you don’t need it, Mort may be tough, but DarkNight and Thresher ain’t no bunch of street punks with CAF firearms n’ baseball bats. Let me tell you Thresher ain’t the half of it, we’ve got Soft Company Mercs, Zone Stalkers, Crazies, Looters and a whole buncha other people who’re out to kill you or worse. There are over a hundred ways to die on Dante and they’re still writing the book. You think the company gave you those nice Karma Implants and those shiny suits of Crackshot ‘cos they like you? Believe me you wouldn’t last long without them. The other thing that basic will try and teach you is how to survive the environment, which is just as likely to kill you as the enemy. Sand storms, flash floods, earthquakes, electrical storms, we’ve got the lot and then some, not to mention the wildlife. 10% of all

Operative deaths are attributed to ‘natural phenomenon’s’. Although personally I find nothing natural about choking to death ‘cos your suits air filters are so blocked with sand you can’t breath or getting slammed into a cliff by a 200 mph wind, but then nothing on Dante is very natural.

You’ll also have noticed that your IDs have been changed to reflect your new military ranks, this is equivalent to your old SCL rating and any increases will be retained if you manage to finish your four years and return to standard Operative work. You also may have noticed that the Shivers on Dante are of equal or higher rank than most of you, this is because they’re MPs and here to make sure you grunts behave yourselves, not just the civilians. So don’t go messing with them and think you can get away with it just ‘cos your Operatives. We operate under military law here and that includes giving the Military Police the right to bust your heads if they need to.

OK that’s about it, your due in the armory for weapons issue and suit diagnostics at 1400 hours, followed by a lecture on the current new developments in Soft Company and Thresher equipment, so don’t be late, I would wish you good luck, but here on Dante luck don’t come into it.....”

Dante History & Environment

The initial colonists on Dante were pretty much of the opinion that the planet was hell even before the current war started. Since by the end of the first year on the planet there had been over 40% casualties among those who made the landing, from the weather and environment related accidents. The planet was one of the many worlds literally scrubbed clean by Slayer’s tide of genocide and then abandoned as the mighty war machine moved on to other targets, leaving behind it an environmental nightmare devoid of virtually all traces of its original inhabitants. There are many myths and legends that the planet was once a paradise, stunningly beautiful, with thousands of varieties of fauna and flora and a totally stable, clean environment, although if this were ever true nothing remains of it today and even the keenest of researchers is smart enough not to go looking for proof.

The primary reason for Dante’s extremely hostile biosphere is that the erratic orbit of the planet around the sun keeps the weather systems in a constant state of flux, imparting to them the ability to brew massive storms and typhoons at a minutes notice. It is also suspected that the terror weapons that SLA used in the extermination of Dante’s

original inhabitants may also have had a hand in warping its bio-sphere and even be responsible for the strange orbital path it follows, although no one can be sure and again it pays not to look too deep. Whatever the case these conditions are further aggravated by the influence of the planets five varying sized moons which exert their own tidal forces on the surface and further stir up the storm fronts. The planets orbit has an additional unpleasant side effect in that it also results in rapid seasonal changes with each summer/winter period lasting approximately forty days, a day on Dante being approximately thirty standard hours.

Equally strange are the many areas which can become fog bound for days making navigation almost impossible only to suddenly clear and suffer a heat wave the next. Winds on Dante can reach unmatched speeds in some regions making travel by air difficult at the best of times and often suicidal at others. While sudden torrential rains can trigger flash floods in what were formally desert areas. Earthquakes are also common with many regions of Dante being plagued with constant seismic activity ranging from minor tremors to huge quakes triggering landslides and causing widespread destruction.

Another phenomena of the planet is the way in which the electrical storms and atmosphere effect ground and space based sensors and communication systems. In some areas it's virtually impossible to operate radio equipment, while in others sensors give false readings and radar and other tracking systems become completely unusable at anything over line of sight ranges. The rapid formation and dispersal of cloud fronts and storms makes the use of satellite based surveillance and tracking systems extremely hard and often unreliable, meaning for much of the time its impossible to get a clear picture of what's going on the ground from orbit. In other regions vast banks of clouds have obscured the landscape from space based optics since the time of the first colonists, remaining unmoved for hundreds of years at a time. The extremely harsh weather also takes it toll on equipment, leading to breakdowns and malfunctions in most items, unless they are specially sealed against the environment, this problem is most common in Dante's two large desert regions, where the fine sand invades everything clogging vents and jamming unprotected machinery in a very short period of time.

Despite these numerous problems, the rich deposits of minerals and possibilities for mining them relatively easily were enough to tempt 20,000 colonists fleeing from the aftermath of the Conflict Wars to establish a base camp in one of the more stable areas of Dante in Year 062. All did not go well though and almost from the start the proposition of living on Dante looked doomed. By

the end of this first year close to half the colonists were dead and much of their equipment and vehicles were inoperative or badly in need of replacement, fallen prey to the harsh environment, or victims of the numerous accidents caused by malfunctioning navigation systems. Despite these setbacks the colonists fought on, having nothing to return to, and at a great cost in lives and resources a permanent base was established and a rudimentary spaceport constructed on the original landing site by year 064.

Now too in debt from their losses of personnel and equipment, the remaining colonists were forced to stay and struggle on in a do or die effort. Many of their original Ion Drive ships had already been cannibalized for spares to keep other equipment operational. While those ships that did remain were now vital to the colonies survival as they were the only means of shipping minerals off planet and generating vital income for the settlement. So there was now no escape from Dante even if they had somewhere to go. Over the next five years the colonists were to start to win their fight against the planet and gradually losses of personnel fell to the point where serious mining operations could begin, rather than simply spending all their time fighting to survive.

By Year 079 construction of Dante's first city 'New Hamilton' had begun and most mining and ore processing operations were moved to this area along with the colonies main spaceport. The complex at the original landing site remaining only as a secondary base of operations. Over the next 48 years the colony began to grow, if not prosper, despite the hostile environment and in addition to New Hamilton several smaller cities, towns and numerous mining camps had soon been completed in the outlying areas. The relative success of the Dante colony had not gone unnoticed though and in the Year 126 SLA stepped in and offered the colony its standard Three P Contract to join the Worlds Of Progress. Prompted by the rumors of what happened to Worlds who rejected SLA's offer and by the numerous minor incursions by Soft Companies that had already occurred in previous years. The colonists on Dante accepted the offer and signed the contract officially becoming a SLA Industrial World at the end of 127.

With SLA's backing, production and mining output were steadily raised over the next nine years, while the amount of materials exported was also greatly increased by the construction of an orbital base able to accommodate Foldships. Success though was to have a price and with this higher profile came more targeting by rival companies keen to take a piece of Dante for themselves. Taking advantage of the unique weather conditions on Dante to help mask their activities several companies secretly moved personnel onto

the planet and began to raid its outlying facilities. By the year 138 these incursions had reached such a level that SLA were forced to establish a large garrison on planet in addition to the existing Operatives and Militia personnel. For a while this helped to stem the tide of DarkNight and other Soft Companies operations, although actually finding the raiders was greatly hampered by the unreliability of orbital sensors and the Soft Companies tactic of hiding in the communication and sensory blackspots. Attempts at blockading Dante from space also proved extremely difficult, with the various small moons and extensive asteroid fields in the system giving numerous places for enemy ships to hide.

By the Year 209 SLA found that it was losing ground in the numerous skirmishes on Dante and that further action was called for to protect its investments on the planet. To this end it was decided to establish a large, purpose built, military base on the main continent to be used as a staging point for counter attacks against the raiders and as a command center for all Dante based operations. So work began on the construction of 'Slayers Fist', a vast spire of rock that was to be tunneled out to provide a ready made fortress and command complex.

The Fist was completed in the Year 212, but by this point the skirmishes on Dante had escalated to such a point that SLA gave the planet official War World status and began a steady withdrawal of personnel from outlying areas to ones that were more easily defended. During this period there was also a steady drive to build more military bases and establish definite front lines. It was also at this point that one of FEN's Weapons R&D departments started to see the potential of Dante as a possible proving ground for their products. With its vast range of environments and conditions, as well as being the site of a handy ongoing war, equipment trials could be conducted there under real combat conditions. So prompted by the initial proposal by Dr. Trenchard, one of FEN's senior researchers, the company began to petition for the right to set up research establishments on the planet. In the Year 214 the first of these requests was granted by head office allowing FEN to establish a weapons development lab at Slayers Fist base. Over the next few years many more similar requests were to follow, with several of SLA Industries key sub companies setting up testing divisions on the planet.

The biggest turning point in the history of Dante came in the Year 237 when the first of the Thresher Powersuit attacks was executed and from this moment on the war was to escalate at unprecedented speed. Using the cover of a series of particularly bad storms, Threshers were able to move their units on planet without being detected by the orbital sensors, from then on they were to mount a

three day rein of terror against SLA military targets, resulting in huge losses of men and equipment, then slip away again leaving only a final radio message vowing to return. Temporarily thrown into disarray by the sudden and bloody attacks by Thresher, SLA was to pour men and equipment into Dante in an attempt to plug its shattered front lines and shore up its defenses against further raids. This situation was further aggravated by the developing crisis on Charlie's Point as DarkNight forces attempted to snatch the planet from SLA using the confusion of the Thresher attacks.

As promised Thresher did return six months after their initial raids, but this time things didn't go quite so well for them with stiff opposition and new weapons systems hampering their attacks and inflicting significant losses. This time though rather than pulling out and slipping away, a small force was left behind to dig in and continue to harry the SLA defenders.

So began Dante's true descent into a living hell as the civilian population were gradually pulled out as they became 'undefendable' to be replaced by military and Militia personnel and as all available resources and production facilities that were still in areas that could be fortified were turned over to weapons production and research purposes. Most of the planets cities were also abandoned as they became key targets for shelling and Powersuit attacks and soon the only areas of habitation to remain were the scattering of military bases and production strong points. This trend was to continue till the Year 239 when SLA was to officially place Dante under totally military control and to make the few remaining civilians subject to martial law. The orbital 'New Hope' base also began construction in 239 to deal with the vast amounts of space based traffic that was now coming to the planet due to the war, while the existing satellite base was taken over by Military Intelligence and renamed 'Black Dawn'. New Hope was also to field an interceptor squadron to help counter the increased rival company attacks against inbound transports, as attempt were made by the enemy to cut Dante's supply lines and restrict the endless flow of reinforcements and equipment that was streaming onto the planet.

From Year 240 on both Thresher and DarkNight were to establish large permanent forces on Dante with which to keep up constant pressure on the SLA positions and the war was to sink into a virtual gridlock along most of its fronts. This was to remain unchanged for several hundred years with each side establishing its own strong points and many of the undefendable areas of the planet remaining strongly contested. With Dante's decline into an all out permanent war, SLA were quick to see the benefits that this could bring in terms of testing and research of not only equipment and weapons, but of biogenetics and other biological

weapons systems. A rush began to establish further purpose built research centers on the planet, most prominent of these being the Karma backed 'Zodiac Nine' base established at the northern pole in Year 305. Heavy fighting during this period further added to the instability in the planets environment as the major factions limited use of nuclear weapons and even some aimed meteor strikes, threw more dust and debris into the atmosphere. All sides soon appeared to recognize the extremely detrimental effects that these types of tactics were having on Dante's already unstable biosphere and by unwritten agreement, wide spread use of these types of weapons ceased in year 312. Despite this though there have been several more isolated incidents involving nuclear devices, such as the destruction of the Van Numman Bridge and the sinking of the Dreadnought SNV 'Mawhrin'.

In the Year 379 it was realized that Slayers Fist was no longer sufficient to handle all the key command, control and training duties for Dante. Especially since it had now become a primary target for opposition raids resulting in it taking heavy damage over a period of several years. So construction of a new purpose built base was begun on the site of the original colony. This project was to become even more vital when later the same year a massed assault by Thresher units managed to breach the Fists security and came extremely close to the destruction of SLA's entire command staff. The upper and particularly the lower levels of the base being extensively damaged in the attack, with many of them having to later be abandoned.

The new base was to be christened 'Archangel' and was not only intended to handle most of the incoming traffic from orbit, but to take over the majority of tactical command and weapons R&D responsibilities for the planet. Completion of its central complex and spaceport was in 395 and from then on the base was to steadily grow into the huge fortified city it is today.

Now in the Year 900 Dante remains as one of the most hostile worlds under SLA control, the planet is dominated by military bases, research and production facilities and the few non military personnel who remain live behind the walls of these fortified complexes. Dante has become a world dedicated to war and finding new ways to wage it, but SLA is never slow to exploit even what appears to be a hell on earth and realizing that the war is more valuable if it continues take every opportunity they can to squeeze profit out of the misery that Dante produces.

'Dante Environment And Climate'
From A Lecture
By DR Sirius Flint
FEN Research Department Slayers
Fist Base

"Welcome ladies and gentlemen. As I'm sure you well know we at FEN have a considerable amount invested in our research and development facilities on the planet Dante and I'm here today to explain to you some of the unique opportunities this world offers as a proving ground for new products.

Nowhere else in the World of Progress is able to give such a wide range of differing environmental regions on the same planet, while also having the distinct advantage of also being the site of a major, ongoing war. Advantages we at FEN were quick to see and exploit as is demonstrated by our claim to having the first research department on the planet as far back as 214. This was thanks to the extreme foresight of Dr. Trenchard, now head of all SLA Industries research on Dante, who was first to recognize the planets unique opportunities.

Let me start by showing you the desert zones that make up roughly half the available dry land on Dante and offer its most harsh conditions, as is commonly said 'if you can get something to work here it will work anywhere'. Two of the largest deserts are sited on the central and southern continents and represent thousands of kilometers of nothing, but sand, dotted with the occasional rocky outcrop. Temperatures range from well over 80 Degrees Centigrade in the middle of the day to sub-zero at night making survival in the deep desert areas virtually impossible without specialist equipment. These areas are also plagued by a range of harsh and unpredictable weather conditions, most common of these being high speed sand storms within which the air can become almost solid with particles. In addition sudden flash flooding, electrical storms and earthquakes are all possible in the regions, giving the weapon our vehicle designers quite a headache. Apart from the weather the other main natural enemy is the sand which is able to penetrate improperly sealed items or those lacking specially designed filter systems and cause rapid breakdowns on a scale never witnessed anywhere else. Vehicles and suits must also be fitted with specialist life support systems to allow their users to survive this extremely tough environment meaning that effective air filtration and cooling systems are vital to prevent smothering by sand particles or overheating. Likewise the need for vehicle engine and weapons systems to have adequate cooling has led FEN to become a leader in this field through its studies conducted on Dante. One of the worst examples of this type of desert area is commonly referred to as the 'Wasteland' by the personnel who are stationed there. Here the sand storms are so violent that it quite easy for a whole regiment of tanks to be swamped and totally covered in a matter of minutes, sucked down by the almost liquid surface. For this reason the only vehicles deemed suitable for long term use in these

areas are the vast KXT 'Warbringer' Leviathans literally small armoured bases mounted on multiple track systems and capable of movement under their own power. Although over the years even these have been known to succumb to the intensity of the desert storms and several have been lost to extreme conditions never to be seen again.

OK let us move onto the areas where the majority of the fighting is currently taking place. These low land regions that border nearly all of the deserts represent the most stable areas found on Dante and it was in one of these that the first landings by colonists took place. It was also in these types of areas on the central continent, where they established their first bases and began mining operations. The weather in these regions is still extreme, especially in winter when sever cold and constant heavy snowfalls prevail, but slightly more predictable than other parts of Dante. Most of these areas are made up of low mountain ranges interspersed with vast flat plateaus covered in minimal scrub vegetation and the occasional stunted forest. Torrential rainfall and flooding is not uncommon and the high moisture content in the air can lead to the rapid corrosion of any unprotected metals. As a result the waterproofing of all electronic equipment is essential, since even during the periods that pass for the summer, humidity is high and the damp atmosphere can cause unforeseen failures. The majority of these regions, especially the flat plains, are subjected to high wind speeds, tornadoes and intense thunder storm activity making the use of air transport dangerous at the best of times and impossible at others, while the electrical activity in the atmosphere makes reliance on radar and other sensor systems unwise. Thick fog and cloud banks cover many of the higher plateaus obscuring them from orbit and making land based travel extremely hazardous due to virtual zero visibility, again because of the fact you cannot rely on electronic navigation systems for your position, use of instrument only navigation is not recommended. One important factor that our design teams working in this area have had to come to terms with is the rapid changes which the climate can go undergo in an extremely short period of time, often exhibiting up to six different types of weather within an hour long period. This means that all our products must be proof against a wide variety of vastly different conditions, something we would have extreme difficulty faithfully duplicating in our labs here on Mort.

As you go further above sea level the weather conditions gradually worsen till they reach a peak of ferocity in the high mountain ranges that make up a small region of Dante. Here the extremes of environment found in the low lands can multiplied a hundred fold, with intense cold, snow, high speed winds and large scale seismic activity

being common. Air travel in these areas is particularly notorious and lack of air support can often severely effect ground units performance in combat. Travel by conventional, ground vehicles, is also made difficult due to terrain and extremely narrow mountain passes. This is further complicated by constant earthquakes which can trigger landslides, rock falls and worse. Electrical storm activity is at its peak above these high mountains and this serves to further degrade the operational effectiveness of electronics systems and sensory arrays. Some storms such as those encountered around the SLA 'Misaki' garrison on the western continent have been active since the time of the first colony landings and still show no sign of dispersing.

Dante boasts two polar regions, although little study has been done of the southern arctic as it is 90% ice based and extremely unstable. Its few major land masses are constantly breaking up and reforming, and as a result the region is unsuitable for any kind of established base or research center.

The northern pole though is formed over a shelf of solid rock and is the site of several major battle fronts due to the abundant metal deposits below the ice sheet. SLA have two of its main mining operations in this region, Blain and Tanner camps, which provide the vast majority of their raw materials for on planet manufacturing. This again is extremely advantageous to us as it gives us a ready made proving ground with sub zero temperatures and extreme arctic conditions. For much of each year this area is in a permanent state of nightfall and this combined with constant blizzards, heavy snowfall and high winds makes great demands on men, vehicles and equipment. With the skills of our design teams is often being tested to their limits, to come up with items that can continue to function under these conditions. At these sort of temperatures many materials, such as steel, undergo a change in their the properties, often becoming extremely brittle and prone to fractures, leading to structural failures and even some of our ceramic armours and castings have been found to experienced similar problems. As a result FEN have devoted much of their effort into producing viable alternatives.

Through our research at the Northern Pole we have also been able to develop many innovations in the fields of lubricants, electronics and other vital components which need to be able to resist the extremely low temperatures of the polar nights. So low in fact that humans are unable to survive without specially heated environment suits and even the Wraith Raiders, who claim to enjoy the environment, can often experience problems.

Finally we will look at the ocean environment which forms another vitally important testing area for us. Dante has four major oceans surrounding its continents, all of which exhibit

similar conditions and have similar problems. Many of you may struggle to see the problems inherent with equipment for use at sea since, as we all know, Mort lacks any large bodies of water, but let me assure you that there are many important lessons that can be learned in this environment and applied to other areas. The huge armoured Dreadnoughts and other ships in the company's naval fleet that operate on Dante's oceans have constant problems with corrosion and intrusions of sea water and other moisture into vulnerable machinery. For these reasons we have been forced to develop various countermeasures. Salts and other compounds found in the oceans of Dante also greatly increase their corrosive properties and means that all types of weaponry and other equipment designed for use there must be specially coated and waterproofed, something we are now applying to items intended for use in less demanding environments to improve reliability of our products. The Dante seas suffer from many of the problems inherent on the rest of the planet, but with the added danger of vast storms and extreme tidal conditions that can even put ships as large as an Apocalypse Class Dreadnought in jeopardy. In the polar regions subzero temperatures and the hazards of floating ice masses only serve to increase the dangers to our shipping, situations that can often be compounded by the loss of radar and other sensor equipment in one of the planet's many blackspots. The establishment of research facilities aboard the various marine craft that SLA currently operates on Dante is one of our main priorities, as often these can experience huge changes in conditions for day to day or even hour to hour during their voyages. Ships can routinely experience calm seas and high temperature one minute, only to be caught up in an extremely violent storm with hundred meter high waves the next. Something that puts a great strain on electronics systems and other equipment, so that special considerations must be made when producing products for use in these types of conditions. Most Dreadnoughts currently operate at least one squadron of attack aircraft. So these too must be specially adapted to operate in the marine environment and overcome such difficulties

as engine operation in areas of extremely high moisture and unreliable electronic navigation. Since the submarine is the primary attack craft used by Thresher, and to a lesser extent DarkNight, forces, purpose built anti submarine tracking systems and weaponry has also needed to be developed. FEN have been able to learn much through the study of these problems on Dante and to make great advances in the areas of airframe construction, lightweight corrosion proof armour types and engine developments.

Well that concludes my outline of the Dante environment and its importance to our company as a major testing center for new design concepts, but we shouldn't forget that Dante has one other important factor to offer our R&D departments. Simulators and testing chambers are all very well, but we have quickly found that nothing can compare with actually giving a new product to troops in the field and having them try it out under real combat conditions. As well as the advantages of an extremely variable environment, Dante is also able to provide us with that other crucial element vital to successful field trials, the human factor. It is often said that 'if the troops can't break it, you've got it cracked' and the value of this has been proved again and again through our human factors tests on Dante.

Mr. Slayer, in his wisdom, has also been quick to see the advantages that Dante testing brings to the company's products and for this reason has generously granted us free access to use any of the military units currently serving on the planet for use in our testing. This means that potential problems such as recurring malfunctions, structural weakness and poor performance can be quickly identified and steps taken to rectify them.

That concludes my lecture for today, I hope that it has been informative and helped you to see what a great resource we have in the war on Dante. Nowhere else offers so many unique opportunities on just one planet, something that we at FEN are extremely keen to continue to exploit, both now and in the future."

CHAPTER - 2

Dante Today The State Of The War

The current position of SLA industries on Dante today is one of deadlock. Very little has changed in the overall military position on the planet for the last several hundred years with any of the significant gains made by any faction usually being offset by some form of loss. Approximately a fifth of the planet is now under solid SLA control, a fifth is held by Thresher and DarkNight forces, plus a variety of ever changing minor Soft Companies, while the remaining territory is either currently being contested or is classed as 'no mans land' such as the Deep Deserts, the Northern Arctic and the high mountains.

Contested areas such as New Hamilton City or the various battle fronts that mark the boundaries of company strong points are usually where the most intense fighting goes on. In these areas definite front lines have grown up over the years with gun emplacements, AA batteries, command posts, trench networks and fortifications. The fighting here consisting of either hit and run lightning raids again opposing strong points or massed attacks to try and extend the front lines by a kilometer or two. This 'push and shove' type of fighting has mostly resulted in a draw over the years with any side who make a major gain in territory usually either losing it to an all-out counterattack or somewhere else in the line. The cost in troops and equipment for this type of offensive is huge and it is in these areas that the heaviest losses are experienced by all sides. A vast majority of raw Militia recruits from SLA go straight to one of these numerous battle fronts. Most of the major fronts are intended by SLA to prevent rival companies from extending their territories and to bottle them up in specific areas. Occasionally these companies, especially Thresher, will mount assaults intended solely to break out of their own sectors, the main objective being so that the forces that manage to get through can then disappear into 'no mans land'. These units will then be able to mount raids on SLA's convoys and outlying bases, using the thousands of square kilometers of deserts and mountains to hide in.

Fighting in the areas of Dante known as 'no mans land' is much more sporadic and apart from several heavily fortified strong points that act as re-supply and repair centers, SLA units operating in these regions are usually highly mobile. A common tactic of rival Soft Companies is to set up temporary bases in these areas to act as either training camps, repair yards or staging areas. These usually only remain operation for a matter of

months before they're moved to prevent discovery or destroyed. To counter these SLA will often send out patrols or armoured columns on Search and Destroy missions and much of their time is spent hunting out these small enclaves. All sides use these areas to move men and equipment between the various battlefronts or mount attacks on isolated bases. This results in numerous patrols being mounted with the sole aim of trying and find and destroy these supply routes. Size of patrols used by companies can vary greatly and be anything from ten man infantry teams, to entire tank squadrons comprised of vast numbers of vehicles. These units will criss-cross the vast empty stretches of Dante sometimes joining together to form larger detachments or fragment into smaller groups as the situation demands. Overall coordination of these forces is made impossible by the unreliable communications and tracking, so once in the field they are expected to fend for themselves no matter what they encounter. Most bases and larger patrols will carry a large, specially boosted radio uplink which theoretically should allow them to overcome any interference and hook into the communications net via one of SLA's many orbiting com sats, but even these have no guarantee of success and their use can be counterproductive due to the danger of enemy Companies homing in on the extremely powerful transmission that emanate from them while in operation.

'No mans land' is also the main area of operations for the wide range of looters, deserters and crazies who inhabit Dante, since fighting here is sporadic they stand less chance of discovery or encountering the heavy concentration of troops common to the front lines. Very few regions of 'no mans land' are worth devoting men and resources to defending permanently so it is uncommon for any side to attempt to open new permanent fronts in these sectors unless there is a good reason.

More seasoned troops are usually assigned to these parts of Dante, as the need for training and tactics is much greater when operating in mobile patrols or assault forces where much more fluid tactics are required than when fighting from static fronts. Militia personnel to form these units are usually drawn from those who have survived several months of front line fighting and proved they are worth expending further training on. SLA High Command also favors the use of Operative level personnel in these positions as they tend to already have more diverse skills such as driving, demolition's etc. than company grunts, making them better suited to working in patrols.

Dante's oceans could also be classed as 'no mans land' as although for the most part SLA's

Dreadnought fleet has the upper hand, on one could be said to be in complete control. Non of the other companies on planet currently have the capability to take on SLA's fleet head to head, but this does not prevent them mounting small scale attacks against SLA convoys or lone ships. SLA mainly makes use of its fleet for cheap transportation of men and resources, something that is much safer than relying on aircraft in Dante's unpredictable weather. Although when coastal targets can be found Dreadnoughts are often employed as mobile artillery batteries or for the staging of amphibious assaults using their large numbers of onboard troops and vehicles. Thresher and DarkNight are known to operate fairly extensive fleets of submarines, as well as several larger ships, including numerous Destroyers and even a handful of larger Battle Cruisers, while the other Soft Companies make do with a variety of fast patrol boats and coastal craft. There have been rumors recently that one of SLA's Dreadnoughts the SNV 'Morat' which was reportedly sunk was in fact captured by a rival companies special forces. Although no proof of this has been forth coming as yet.

Current Company Tactics - A Report To SLA Head Office

**From - Dr. Valerie DeWinter SCL 2D
DANTE Office Of Statistics &
Resource Management
To - Head Office MORT**

The following report is an assessment of the effectiveness of the tactics currently being employed by the various rival companies on Dante when compared to our own and to determine if a review of the Dante situation may be necessary. The first part of the document is a brief outline of the current situation and standing of the major factions in the war, their aims, their current tactics and their success at achieving them. More comprehensive statistics to follow. WARNING the following subject is extremely sensitive and should not be discussed with anyone below SCL - 2...!

SLA Industries

Since the beginning of the war SLA's main advantage has been in its use of its superior numbers of men, armour and vehicles to help to secure victories or at least prevent total defeat in some areas. The fact that few other companies can employ large scale foldship technology and no others have a massive orbital facility to match New Hope, means that there are sever restrictions on what SLA's enemies can ship on planet in any quantity. These attempts are of course further complicated by the elements of the SLA space fleet permanently on station in the Dante system.

The company also have the entire Worlds Of Progress to draw on as a recruiting base giving a large, steady flow of new personnel to the planet, something no other company is able to equal. Much of this success is due to the aggressive promotion of the War through various types of media resulting in numerous Operative and Militia recruits.

To compensate for Thresher's use of more technologically advanced and flight capable armour systems SLA uses superior numbers of troops employing lower cost powered armour and weapons systems. They also make extensive use of the biological enhancements developed by Karma, allowing their troops to have much greater physical strength and stamina than ordinary humans. Significant costs savings are also made by the current policy of using front-line duty as a form of training for Militia personnel with only those that survive being given more advanced courses in specialist subjects.

Much of the companies success is also due to their superiority in sea going assets, with their extensive naval fleet on Dante allowing them to dominate the oceans and exploit a cheap form of mass troop and materials transportation. SLA also hold the upper hand in the skies above the planet and at present no other rival company is able to match the number of helicopters and conventional aircraft currently in use by the company. Much of this success is a result of SLA Industries extensive research and development in this area, allowing them to manufacture aircraft suited to operation in the harsh environment of the War World. Other companies relying on more conventional designs have been unable to match the performance of SLA products and this subsequently gives the company a large tactical advantage.

Most of the main SLA assaults in the last three hundred years have been based around this concept of superior numbers/inferior weapons and although they are often successful, they usually leave the assault force severely depleted and open to counter attack. This of course has helped to contribute the advantageous deadlock on the planet and means no really significant victories have been managed for some time. Employing vast numbers of troops and equipment in a wide variety of roles also means the potential for product developments is great, this fact is further compounded by the great number of differing theaters that SLA troops are currently fighting in around the planet.

After analysis of current SLA forces on Dante we suspect that without the restraint showed by Supreme Commander Julia Van Braun and her staff that it would be possible to destroy, or at least restrict to the point of being totally ineffective, all rival company forces on the planet within twenty years. Of course though, actually winning is not the object of the war and with luck the deadlock should

remain in place indefinitely if the situation is handled correctly. In this area we must trust in Mr. Slayers choice of Commander Van Braun to control the companies interests on Dante.

Thresher

The much smaller numbers of Thresher troops on Dante and the difficulty of transporting large numbers of reinforcements on planet in a short period of time has been instrumental in their adoption of a range of significantly different tactics to those used by SLA. Most popular of these are the hit and run raids commonly conducted by Thresher forces. Where SLA use massed firepower, Thresher employ surgical strikes by small highly trained squads of elite troops. Their use of highly advanced powered armour suits is a significant factor in their success while using this tactic and we can theorize that without the advantage of flight capability many of Threshers victories would not have been possible.

Thresher also make much use of their proven dropship transports to mount rapid lightning strikes against weak sectors in our front lines as well as on isolated outposts or research facilities. Threshers main problem with this type of attack is that although they may rapidly overcome localized defenses their strike squads are usually unable to hold the positions they capture for very long once SLA reinforcements arrive and will generally abandon them after inflicting maximum damage. This tactic has been most successful when employed against outlying SLA assets, often with entire isolated command posts being lost. Again this lack of the ability to take and hold significant portions of the SLA front lines works to our companies advantage as it simply perpetuates the ongoing stalemate with no clear advantage being gained.

Thresher operate a fleet of conventional aircraft in addition to their dropships although their reliance on off world Soft Company designs means that these are of limited use and highly susceptible to harsh weather conditions and mechanical failures induced by environmental factors. For the most part the company tend to favor their proven dropship designs such as the 'First Strike', often converting them for use as bombers or ground attack aircraft. Likewise in the area of naval warfare they lag behind SLA unable to devote the resources to developing designs to match those of the massive SLA Dreadnoughts. Instead their tactics mirror those of their land based units with the use of stealth submarines and amphibious armoured suits to mount quick hard hitting strikes against targets before withdrawing. Secrecy is vital to these type of operations and it is thought that Thresher were dealt a heavy blow when their Red Dusk submarine base

was captured and destroyed. Thresher do have a surface fleet consisting of a mixture of conventional warships and transports, although their use is severely hindered by their inability to operate far out to sea and in hazardous weather conditions.

DarkNight

DarkNight represent the only other armed group on Dante who pose SLA's forces any kind of real threat, even though their continued success is partly due to SLA's need to divide its resources between Thresher and the host of smaller Soft Companies, as well as the contributing factors of the environment. Ironically DN. troop numbers actually exceed those of Thresher, but their effectiveness is impaired by lack of high quality equipment. Most of DarkNight's forces on planet are concentrated along two or three fronts which act to defend areas where we suspect that the bulk of its assets are concealed. The rest of their manpower is devoted to harassing actions and covert operations against SLA units and installations in the 'no mans land' sectors of the planet. These type of units range from small scale infiltration and special forces groups to large armoured battalions and have had varying degrees of success in these operations, mostly falling foul of either superior number or better equipped troops. Due to their lack of adequate powered armour types DarkNight make much heavier use of armoured vehicles than other forces on Dante. These often include SLA examples salvaged from the many old battlefields around the planet, as well as a host of newer designs either of DN. or Soft Company origins. Although many of these are simply inferior copies of existing SLA designs. As with Thresher a lack of readily available manpower and resources has severely affected this companies success at taking and holding key positions on Dante and they have accomplished most using hit and run tactics or sabotage missions. One of DN's current key objectives appears to be to get undercover agents into the main SLA bases and disrupt them from within. The potential threats posed by these actions are currently being looked into by Archangels military investigation unit, the S.I.D.

DarkNight have various naval and aerial assets in the war on Dante, although these see limited use, mainly due to their inability to compete with more advanced SLA products. The companies naval fleet mainly consists of frigates, destroyers and coastal assault craft of different designs and origins, although a few older battle cruisers are still in use. Like Thresher most of their aircraft have been purchased off planet due to their lack of home grown designs and currently few Soft Companies are able to manufacture fighters or helicopters that can reliably operate in Dante's atmosphere for extended periods. Dropships are employed in

various roles particularly in the transportation of units into the 'no mans land' areas while a small helicopter fleet composed of captured SLA designs is known to be in operation with DarkNight's covert units.

Another tactic that DarkNight have begun to employ recently is that of propaganda and physiological warfare, similar to the strategies currently used by their covert forces on Mort. Pirate broadcasts, leaflet drops and other methods have been directed at SLA troops to little avail and the attempts by DN's Commander Matthews to get SLA Industries troops to turn against the company are usually seen as more humorous than dangerous by the High Command.

Soft Companies

The tactics employed by the many minor Soft Companies operating on Dante are numerous, although most can do nothing more than attack isolated units or installations in the outlying areas as they do not have the assets to construct strong points and adequately defend them in the manner of Thresher or DarkNight. Mobility is an important factor for these companies and the ability to rapidly re-deploy themselves or hide in the planets sensor blackspots is vital. Ironically the small size of many of these companies is what prevents most of them from being wiped out totally, as they are deemed not to pose enough of a threat for SLA to devote much in the way of resources to tracking them down. Many of these Soft Companies are too small to even field a significant number of their own troops and instead rely on employing mercenaries for protection. Analysis has determined that the reason for many of these companies to put forces on Dante is that, as SLA has done, they see it as an ideal testing ground for new concepts and designs of weapons. Others though use it as a way to scrounge samples of rival company technology, more advanced than their own, for use in the research and development of similar products. Looting of fresh battlefield can be very profitable in terms of acquiring equipment and weapons and many smaller companies are more than willing to commit forces to this type of activity, despite the many dangers.

Equipment employed by these companies varies greatly, with a wide variety of designs being used from numerous sources. Vehicles, armour and aircraft of Soft Company manufacture are extremely diverse in quality and effectiveness and it is often these factors that determine their success on Dante. Some Soft Companies field units of comparable or higher quality than those seen in the hands of SLA or Thresher, while others rely on an assortment of cheap designs and salvaged battlefield wrecks. Companies who risking using such inferior items

don't usually last long on Dante though and quickly succumb to either the environment or encounters with enemy units.

A Lecture On Fighting On Dante To Militia Recruit Unit 0986-77 - Dante 899 By Captain T.R.Harcon

" OK your sorry buncha pukes it's time to learn just how easy it is to die on this planet and not just with the help of any of the opposing company forces. The environment of this place doesn't have a cause, it'll just kill you for the hell of it.

Rule One, your suit is your friend. Abuse your suit, forget to maintain it or change the filter cartridges in your helmet and it'll kill you quicker than you can think. Know how many guys on the lines I've seen die 'cos their suit systems jammed or they were too lazy to patch up minor damage ? Too many that's what. It's no good having a weapon if the feedback systems in your gloves quit on you and you can't pull the trigger. You'll fight in that armour, live in that armour, sleep in that armour and by the end of your first week on the line most of you will die in it, so look after it..! The company didn't pay out all that money just so you could have a made to measure coffin. On this hell hole, that tries to pass itself off as habitable to humans, the weather, atmospheric dust and extremes of temperature will do all they can to try and get you systems to break down, freeze up or malfunction. So learn how to keep that Crackshot maintained 'cos you won't find many suit techs hanging around when your down the bottom of a shell hole up to your waist in mud with a systems crash. Filters are vital to your survival so check them daily and when you can afford it have your suit fitted with it's own internal air system. Current standard issue filters ain't catching all the biologicals in the atmosphere these days and anyway when your in the middle of a sandstorm trying to breath through your helmet vents feels like having a sodden towel shoved down your throat. Also a lot of the bio weapon and chemical crap from the main battle fronts stays up in the atmosphere, then get washed down in the rain these days. So keep your helmet on when it downpours or your really gonna know what it means to have a bad hair day.

Rule Two, never lose your weapon and never mistreat it. Like your suit it's the only thing between you getting shipped home in a box, only the company don't bother going to the trouble of shipping you home, they'll just kick you in the nearest ditch along with the other dumb ass KICs. If it comes down to having to rely on those 603 pea shooters your all carrying 'cos your Warmonger

quit, then you are well and truly up shit creek. Now I ain't knocking the 603, it's a great gun for the ladies or plugging civvies with on Mort, but you try one on a suit of Sarge and it ain't even gonna feel it and it sure as hell won't stop it pulling your head off. My advice, buy yourself a decent backup weapon as soon as you can, bet you'll see them Marines around the base, ever wonder why they carry. 50 CAL Blitzers ?? Think about it. And don't just learn those weapons maintenance drills, I mean really learn them, you need to be able to put that Warmonger back together with your toes, in a force ten gale with the ghost of Commander Adams breathing down your neck if you want to survive here on Dante.

Rule Three, never mess with anything that could be booby trapped. I ain't just talking about the obvious stuff here like dud shells and out in the minefields, anything and I mean anything you come across on a battlefield could be blow up in your face. I've lost count of the number of stupid ass grunts I've seen getting themselves blown up messing with Thresher Tech rifles or suits 'cos they thought they'd get a nice bonus from R&D. Messing with anything is usually not good for your health on Dante, especially out in the old battle zones where who knows what the hell your gonna find.

Rule Four, never count on electronics, nav gear or com equipment functioning correctly when your in the field. All of the above are guaranteed to go on the fritz the instant your life is on the line. So don't go relying on sector command getting that request you put for air support just when you need it and pulling you balls out the fire. Chances are all they got is static. Likewise for the most part trying to navigate from sat data or GPS will have you walking off a cliff or into a Thresher trench rather than where you want to be. Guys who go running around in zero visibility following the coordinates off one of them things don't tend to last very long. The same goes for driving, if you can't see where your going it's probably better not to go anywhere and if you go blundering about in the middle of a sand storm chances are you'll end up getting blown away by some trigger happy 'Shark Hunter' MBT crew who can't see shit either.

Rule Five, never count on Medevac pulling you. All the guys who took non fatals and though they'd wait it out till a nice comfy ambulance chopper came along are currently pushing up the KIC averages. In this war if you need something done, do it yourself and that includes patching yourself up. Military theory says a wounded man is more of a drain on resources than a dead one, well you can forget that one 'cos on Dante, company policy is if you get wounded you get left and stuff the theory.

I've seen guys amputated their own limbs in the field, rather than wait for medevac to arrive, and survive. And anyway whatever you loose Karma can stitch it back or grow you a new one, well most of the time anyway...

Rule Six, never volunteer for anything.....! It's usually a bad idea....

Dante Recruitment and Training **A Profile Of The SLA Military**

The training and initial duties of all new personnel on Dante follows a number of preset stages, the first of which begins off planet. Operatives and Militia personnel tend to follow different paths for the first couple of months their stationed on Dante. With the Militia being put through an initial test period as infantry at the front lines before the company will give them further training. This serves two purposes for SLA, that of keeping training expenses down and of having enough warm bodies to keep the major battle fronts manned. After this period both types of recruits will go into mixed units and be given identical duties. Alien Operatives are also welcome to sign up for military service with the company although species with certain physical drawbacks such as the Wraith Raiders susceptibility to high temperatures may mean they have restrictions on types of duty and available postings.

Recruitment

The majority of Dante personnel are recruited from the general population of the Worlds of Progress and begin their careers in the military as Militia members. New Operatives are also given the opportunity to be assigned to Dante if they should so wish and any existing Operative has the right to ask for posting to the military. Many Operatives see this as a way to prove themselves or build themselves a media image as a veteran. Dante is also a way to quickly gain SCL especially if the Operative can get a posting in the Dante Marine Corps or one of the other elite military units. The company is quite happy to allow them to sign up for military service as it helps to have experienced personnel as well as raw recruits. The third group to be assigned to Dante are existing Militia members serving on other planets, this is only usually done in times of crisis, but it is not uncommon for troops to be drawn off more low level duties and sent to the War Worlds when needed. Since these personnel are already trained to some degree they are treated in much the same way as Operatives are in terms of training and initial assignments.

Most who join the Militia though don't see it as a way to glory, they just see it as a way to get

away from the poverty and squalor of places like Downtown Mort. For those without the skills, intelligence or knowledge to become SLA employees or train as Operatives, joining the Militia is the only way they can get into the company. SLA aggressively promotes the honor and riches that can be gained by fighting for them on the War World's and these shallow promises alone are enough to result in hundreds of thousands of applicants a day. The use of such figures as Supreme Commander Van Braun and Commander Amity Takaya, head of air forces on Dante, in these media campaigns is also common, as both rose from being Militia recruits to positions of extreme power. SLA will recruit almost anyone for company Militia, as long as they are physically fit, reasonably mentally sound, not an obvious threat to security and have enough skill to be trained to use a weapon.

When you sign up for the Militia you sign your life away for a minimum of four years and once a recruit has been inducted they instantly become subject to military law and are immediately sent to the nearest SLA Military Forwarding Facility or MFF. From now on they will be allowed no contact with friends and family till they reach their posting. While at the Forwarding Facility they will be operated on to fit their new Karma implants and issued with uniforms, armour and equipment prior to shipment to one of the War World's. There are several of these centers throughout the Worlds Of Progress mainly based on major worlds such as Mort. New personnel stay at these centers for three to four days while their implants have time to heal and they are fitted for their powered armour, they will also be given a complete course of immunization and booster jabs to help counter the many biological hazards that have developed on Dante and the other War World's over the years.

"Dante needs you !! You've seen it on TV, now it's your chance to experience it for real! Are you fit, strong and ready to fight ? Then sign up for the Dante Militia today, it's an experience we promise you won't forget....."

SLA Promotional Advert For The Dante Militia

" AAAAAAARGH, where are my legs, what happened to my legs man..? They never said anything about getting my legs blown off in the recruiting adverts. They promised we'd get rich and we'd be hero's, but nothing about getting HESHed by a Thresher Strike Squad.....AAAAAARGH hurry up with that pain blocker can't ya.....!"

Militia Recruit 'Hammond Grant' SCL 11M
Recorded at Front-Line Command Post
00/702/Baker, Dante, by CMC

Deemed unsuitable for transmission.

Training

When this initial induction period at the MFF is complete, the new recruits will be placed on military Foldships and transported to 'New Hope' SLA's orbital clearing house for everything that is shipped into the Dante system. These ships are often referred to as 'Vomit Comets' by the old hands, as for many onboard it's their first experience of space travel and at this point the majority are also still suffering side effects from their Bio-Hazard shots and other immunizations. From New Hope they are then flown by dropship to Archangel for the start of their six week training course. These last two stages of the journey to Dante can be particularly hazardous as although Thresher and the other companies are unable to field anything in the way of a major space fleet in the Dante system, they do have enough ships to make attack runs on anything traveling to and from SLA's satellite base. For this reason most Foldships are given a fighter escort once they come in system, but due to the limited number of interceptors stationed on New Hope and Black Dawn this cover is not extended to the large number of outgoing flights bound for the planets surface, which unless they are carrying important cargo's or key personnel are left to rely on luck and the skill of the pilot.

SLA Industries current policy concerning Militia recruits to Dante is that they will only go to the time and expense of giving them specialized training after they have proved themselves with two months on one of the companies many front lines. For this reason their initial training at Archangel will only be forty two days long and is a crash course in everything from operation of weapons and tactics, to first aid and equipment maintenance. In the past this training period was much longer, but after extensive analysis of hours in training compared to KIC figures, SLA concluded that six weeks was the, optimum, most cost effective duration for the induction of new personnel. Some Dante vets liken this intensive training period to being worse than going into the line itself due to the harsh punishments metered out by the instructors and the grueling physical tests newbies have to endure. Operatives who sign up for the Military will also undergo a similar rigorous course to ready them for their assignments on the War World, although they will tend to undertake their training separately as most will already have skills that Militia recruits do not. Operatives also have a tendency to need a certain amount of re-orientation for life in the military and the radical changing in lifestyle it represents.

“ If I hear another one of you lowlife, scum sucking, newbies whine about how ‘it aint like this on Mort’ one more time, I’m gonna instigate a live fire exercise with you pukes as the targets.....got that, now shut up and get with it”

Training Sergeant Karl 'Lung Ripper' McBanner Archangel Base - 879

“Come on, move, move, move, you’ve only run ten miles so far, so keep going. Look, only 3% of recruits die in training so you aint got nothing to worry about...”

Unknown Militia Training Instructor
Dante Infantry Training School

Initial Duties

Initial duty for virtually all new Company Militia personnel on Dante is a tour on one of the main battle fronts. To say this is dropping new recruits in at the deep end is an understatement. The numerous static front lines that criss-cross Dante are at the center of many of the fiercest battles of the war as SLA attempts to keep its rivals bottled up and prevent them from extending the territory they hold. Here the troops are forced live constantly in their trenches and bunkers and thousands die everyday in the intensive shelling, air attacks and enemy assaults. Artillery batteries on both sides of the line pound the opposing forces night and day, churning the ground into an unrecognizable mass of mud, wreckage and bodies. Driving rain and flash floods are a constant threat in the forward trench positions, while on the occasions the sun does come out, it only serves to speed the rotting of the huge number corpses that litter the two kilometer wide free fire zone between the opposing forces and fill the air with a charnel house stink that invades even helmet filters and remains in the recruits memory forever. It is quite common after a heavy assault for the rain water that pours into the trenches to be red with blood. On some days when the wind is blowing in from the sea the stench from the main battle fronts is carried as far as the walls of Archangel Base several hundred miles to the south. The few animal species left on Dante such as jackal like 'Skaggs', thrive on the decaying corpses and at night hundreds come out to gorge themselves on the remains. They serve as a constant nuisance to the troops on the front-lines, scavenging in the trenches, tripping automated defense systems and often attacking personnel who try to drive them off.

Every few days the High Command will issue orders for an assault on the opposing enemy positions and so under the cover of the forward batteries and with air support, if they're lucky and the weather permits, men and vehicles will be

expected to make a headlong dash through the mud and wreckage to try and breach the enemy fortifications. Mines, razor wire, auto cannons and the enemy gun positions all stand in their way and commonly losses can run at anything up to 30% before the assault teams can cover half the distance. Not surprisingly these assaults never manage to hold any part of the enemy front lines for very long and usually have to settle with destroying what they can before pulling back to their own lines. Generally within 24 hours of such an attack, the opposing forces will return the favor and mount their own offensive. This type of tit for tat fighting continues month in month out, with not respite and little advantage being gained by either side. It is also these assaults that gave rise to the infamous average survival in combat figure of just 28 hours. With the constant fighting in these areas many speculate that the free fire zones between the oldest trench networks now consist of nothing but a layer of compacted bodies, vehicles and equipment. several meters thick.

Only the exceptionally tough, psychotic or both survive this two month nightmare on the lines and some are even crazy enough to try and sign up for further duty there when it ends. Operative recruits are exempt from the ordeal of this first tour, as their initial training on Mort is deemed to be too expensive to waste by getting them killed after 28 hours. Instead they are posted straight to more specialist units, their assignments usually reflecting the training they have already received.

“Break. Break. Break. This Charlie 07 company to command, we cannot, repeat cannot hold our position. We’ve lost most of our heavy weapons and the 88mm Mortars are low on ammo. If we don’t get reinforcements or air support, we cannot hold our position.....Break. Brea.. OH HELL here they come again...”

“BRRRRRRRTT.....!”

[illegible]

Com Net Message From Forward
Assault Company Charlie 07
Dante Front-lines Slayers Fist Sector.
No Survivors - 03/11/986

“Hey man anyone know if you can die from olfactory overload?? Cos I think my helmet filters bust”

Unknown Militia Member
Front-Line Trenches

Duty Reassignment

The lucky few Militia who make it through their first tours will now receive a raise in their SCL

ratings and rank and be returned to Archangel or one of the other bases offering training facilities for reassignment. In the eyes of the Company those who can survive their time on the front lines are worthy of the expense of further training and better assignments. Those who show particular promise will be given an intensive four month long course in a specialist field such as piloting, artillery, defense grid operation, naval duty or if they demonstrate exceptional talent, special forces or D.S.O. Some are not deemed suitable or skilled enough for training in these areas and will instead be given a further short course in infantry tactics instead and assigned to one of the many and varied combat units. Dropouts from the various specialist courses will also end up back in infantry school.

After this period of further training most Militia will have the same ranks and privileges as Operatives and will be eligible for a range of company perks and SCL increase. These privileges also include access to Life Extension treatment to prevent aging, a highly prized procedure unobtainable outside of the employ of SLA. Although all these advantages are only valid while the Militia member remains in the military.

For most when they go back into combat it will be either posted at one of the many bases around the planet or to SLA's numerous mobile units, including crew on the Dreadnoughts or desert Leviathans. Some will be sent back to the front lines, although this is usually in command positions or on specialist duties such as vehicle crew, engineers and medics.

These higher level duties are still by no means easy and some postings such as the Deep Deserts, Polar Regions and Wastelands, rival or surpass the front lines in terms of misery and danger. The KIC figures still run extremely high for all types of combat posting, and even if they managed to survive the front lines, average life expectancy for Militia members in an active unit is still only a matter of months. Operatives will also be assigned to these types of postings as their first active duty, although if they show promise they are more likely to be given transfers to higher profile units. Departments such as S.I.D and the D.S.O are constantly looking for highly skilled personnel from both Militia and Operative origins to headhunt and a fair amount of interdepartmental wrangling goes on when they both want the same people.

Many infantry, vehicle and special forces units are constantly being reassigned to different postings around Dante as the demands for reinforcements and new personnel are continually changing. The SLA High Command perpetually has to shuffle its forces in response to the ever changing war situation and troops grow to expect frequent shifts between bases. Quite often units will be pulled off their regular duties and transferred to

specialist assignments if an emergency arises. These can include high priority search and destroy missions, retrieval and loan to various sub companies for R&D testing.

Unit Designations

Once they have finished their secondary training both Militia and Operatives will be assigned to one of Dante's main combat units. Each of unit these has its own designation, such as the '32nd Hammers' and in a similar way to the old 'Nitro Legions' can encompass troops from various specialized areas such as powered armour, air support, infantry, medevac and sappers. It is not uncommon for the larger of these units to have several hundred thousand personnel and many of the older, well established ones will also have divisions on other War World's such as Cross or Charlie's Point. Over the years the names and numbers of units on Dante has been vast with many having been reformed numerous times as all members are lost and the High Command simply recycles their identification.

Common Types Of Postings

Base Defense Units

Troops assigned to this duty are in a similar, although usually less dangerous, position to those serving on the front lines. Base defense units are responsible for manning the fortifications and gun emplacement that surround the majority of SLA's complexes on Dante and preventing both air and ground assaults by rival company forces. Some will serve on the static emplacements and in the trenches, while others will form part of the security parties that most bases operate. These consist of mobile armoured units and infantry squads who's job it is to plug holes in the defense grids as they appear, as well as pursuing attacking forces beyond the bases perimeters. Security personnel will also commonly be charged with mounting routine patrols within the immediate area of the base and dealing with any local threats such as stray robotics, looters and Zone Stalker incursions. On smaller bases, where there are limited numbers of personnel, these defenders will often be supplemented by the use of minefields, automatic systems and drones.

"Hey Sarge we've got a blip in sector four, looks like five warm bodies in low level powered armour, probably DarkNight commandos from the scan. They're moving, inbound for the vehicle sheds near the perimeter wall, range about thirty meters and closing"

BKOOOM

BKOOOM

"Scratch one assault team, thermals show nothing but meat, guess their mine detection skills weren't up to much huh"

Watchtower - 0345 Command Center
Dante Wastelands

Assault Units

These units can vary in size from a single squad to several Leviathans with air and MBT support. The Assault units role in combat it to go out and destroy or capture a specific target, usually in 'no mans land'. The number and type of personnel in a particular Assault Force are usually tailored to the target they are going up against and these can vary from a single Zone Stalker, crazy or band of deserters to a major rival company base. Assault teams are usually stationed on a specific base for a period of months waiting for assignments, then be transferred to patrol or convoy duties, although they can find themselves rapidly moved around in response to particular threats or the need for manpower in other areas.

Although where possible an assault unit will fight together, the chaos of Dante often prevents this and these forces can rapidly find themselves split up and fighting on a variety of fronts. This means that the small squad sized elements that makeup the majority of their complement can often find themselves constantly being shuffled around between battles and can receiving a vast number of differing assignments. It is also not uncommon for members of a particular unit to end up spread all over the War World after a period of years, although Commanders will usually try and retrieve these when tasked with mounting a major assault.

In some cases the High Command find it impractical to send replacement personnel and regroup scattered forces so instead will let the fragmented elements of a unit be totally destroyed or absorbed into others and reform it from fresh. Since they are often stationed at a base for a period of time Assault Units frequently get tasked with any odd jobs that come up such as retrieval missions, rescuing convoys etc. They will also be expected to earn their keep as additional base security if the complex comes under attack.

"Damn I wished we'd get a proper assignment, this shooting stray Skaggs is really getting on my nerves, how the stupid animals get through perimeter defenses is beyond me."

Lieutenant Kia Forsyth
12th Hawk Legion Assault Unit
On Stop over at Blue 12 Outpost

Patrol Units

Patrol units are normally armoured columns of varying size who's job it is to scour the vast areas of 'no mans land' hunting for enemy units, concealed bases and other minor threats such as looters. Patrols will generally stay in the field for two or more months or till they're vehicles and equipment are too damaged or they're too short of personnel to continue, at which point they will return to one of SLA's many repair and re-supply facilities.

Most patrols will usually operate to a fixed route plan to allow High Command to have a good ideas which sectors they will be in and when. Although such things as the unpredictable environment and loss of equipment in combat can often mean that these units remain out of touch for long periods of time or are forced to make route changes. This necessitates that units must often survive on their own without backup or re-supply for months at a time, although if situations allow communications to be opened then air drops can usually be arranged. If possible patrols in an area where assault units have a target will be brought in to increased numbers and add extra firepower. Units will usually alternate between this type of duty and assignment to assault teams every few months.

Convoy Duty

This duty simply consists of acting as protection for one of the numerous cargo convoys that keep SLA's bases supplied all over the planet. Convoy sizes can vary from between five armoured trucks to vast numbers of vehicles carrying supplies and replacement equipment. Level of protection and number of personnel assigned depends on the destination of the cargo and the hazardous nature of the areas it must pass through. Again convoy assignments are interspersed with periods of Assault or Patrol duties and units can find themselves rapidly reassigned if an emergency occurs. Convoy duty can be particularly dangerous since all vehicles have to move at the same speed as the transports and protect them, meaning they often can't use speed to outrun a concerted attack. The High Command is also very strict when dealing with AFV crews who desert the trucks in their care.

"This is the Section Leader to Land Trains three and four. You'd better move it or loose it cos we've got incoming bogies in all sectors and I don't care what the High Command are gonna do to me when I get back, if I loose another MBT, I'm gonna leave your sorry asses in the desert to rot"

Convoy Commander Francis Clark
54 Vulcans
Route 66 Dante

R&D Testing

This type of duty is usually given to Assault or Patrol units and commonly involves the field testing of various vehicles, weapons or other pieces of equipment being developed by Dante's numerous labs. Most troops dislike these assignments, as they usually require them to be relieved of their issue weapons or armour and given something that is possibly unreliable or occasionally downright dangerous instead. This practice of taking the equivalent of whatever being tested off the group is now common, as researchers found they weren't getting accurate data when troops simply ditched the malfunctioning item and went back to their old ones. Items that need long term testing usually go to patrols, while those needing more specific combat tests tend to be assigned to Assault Units where results can be rapidly obtained. The R&D lab involved in the testing will normally assign several expendable junior personnel to the unit, to record data and observe the equipment in action. Their job is to ensure that all aspects of the prototypes being used in combat are carefully logged and documented, usually with vid footage, to be returned to their superiors. Needless to say this type of assignment can be extremely hazardous and it's not uncommon for these techs to get caught in the crossfire. Units who lose these techs in combat and also fail to return the test data to the Company usually suffer from rank reductions or other disciplinary measures, another reason for many troops detest these types of assignments as they see it as baby sitting. To counter this somewhat a bonus system has now been introduced in recent years, this is paid to the troops taking part in testing by the sub-company and is designed to encourage their cooperation.

Since head office approves and encourages this type of testing, few military units are able to resist a request from a Company lab to take part in trials and a squad or unit has little choice if it's assigned to an R&D department.

BRRRRRRTTTTT

CRUNCH.....!!!

Click Click Click

"If I ever get out of here, I'm gonna kill who ever designed this piece of crap. Where's my Power Claymore..?"

Private Janet Turner -

Patrol Unit 00654 Deep Deserts

During Research Testing for General Armaments

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"Come on Sergeant just hand it over, look here's our authorization from the High Command, it says you've got to give us your Warmonger and take this

nice new prototype instead. It's no good growling like that, if you don't hand it over right now we'll just get the MPs in and they'll sedate you and ship you off to psyche..."

Field Research Team Head - Charles French

FEN Infantry Weapons Division - Dante

Militray Careers & Retirement

When the standard military contract with SLA Industries for Operatives or Militia expires, the recruit is then given the choice to either re-enlist for another four years or return to civilian life. If they're an Operative they will also have the additional option to take up another position within the company. This usually meaning a return to the streets of Mort or if they're lucky a desk job, although some will end up assigned to other worlds such as Artery. Certain highly skilled Militia members are also able to gain Operative status when they finish their contracts and in this way remain in the employment of SLA.

The other option, open to all types of personnel, after completing a tour on Dante is re-assignment to another position within the Military, usually on one of the minor War Worlds or any of the thousands of Militia garrisons. Dante trained troops are always in high demand due to their skill and toughness and commanders on other worlds are often keen to recruit them.

Some do choose to leave the militray all together, but as with Operative retirement, total retirement from the military results in the loss of the majority of a troopers privileges. Most importantly this includes the withdrawal of their life extension treatments, something many are not willing to turn down lightly. As a result very few actually quit the Militia after fulfilling their initial contracts and the re-enlistment rate after the first four years on Dante runs at around 97%. Many, by the end of their first tour, have also become addicted to the adrenaline rush of combat, the danger and as often as not company drugs and find they can't live without the constant high of fighting on Dante. These troops are generally known as 'lifers' and will commonly stay on in the military either till their luck eventually runs out or their forcibly retired for other reasons.

"Sign on for another four years on Dante ???? Are you Crazy ?? Oh course I'm going to sign on for another four years, where else can you have this much fun..?"

Lieutenant Ryann 'Mad Dog' McMillan

Third Dante 'Desert Reapers'

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CHAPTER - 3

Archangel **The Heart Of SLA On Dante**

SLA Industries current domination of the war on Dante is in no small part due to its huge central command, manufacturing and training facility know as 'Archangel Base'. Although to call Archangel a military base is something of an understatement as in the years since its initial construct it has grown to take on city sized proportions and stands unequaled as the largest instillation on the planet, dwarfing the former central command bunker at Slayers Fist which it was built to replace. Accommodation blocks, training facilities, warehouses and factories spread out over an area so large that Archangel now requires its own road network and public transport system. For a newcomer it is often impossible to navigate without a map and personnel on their first leave there frequently get lost. A vast spaceport operates 24 hours a day bringing in personnel and equipment from 'New Hope', while an equally large number of troops leave from the bases many airports and on convoys each day, bound for the front-lines and SLA's many outposts on Dante.

The base is built roughly where the original colonists choose to construct their first settlement and space port, making it well placed in the center of Dante's largest continent. The site also allows access to one of the many large rivers which flow to the oceans and through an extensive dredging and reconstruction program it is now possible to sail members of the SLA Dreadnought fleet up river to where an comprehensive port facility is under construction on the outer northern edge of the base.

The bulk of Archangel sits at the center of a vast defense grid which extended several miles out from the city to form its perimeter and which comes under attack daily by various factions attempting to probe it for weaknesses. Mostly this is done using automated drones, cruise missiles and other airborne weapons, although occasionally armored columns and artillery are brought up to try and pound the complex. All opposing forces on Dante see the destruction of Archangel as the key to SLA's defeat. And as a result of these constant attacks, over the years the exterior defenses have grown into a vast maze of fortified walls, emplacements, missile batteries and bunkers, as more and more items are added to shore up the perimeter walls against attack. Further out from this wall come early warning guard towers and extensive sensor systems which alert the defenders of incoming targets and allow the 'Valhalla' laser grid to be brought on line. Valhalla is able to vaporize instantly most supersonic targets that come into

range, destroying them before they can detonate, including the many cruise missiles and boosted artillery rounds fired at the base by rival companies. The ten colossal armoured towers that hold the laser generators dominate the Archangel skyline, rising above the other buildings at regular intervals along its perimeter wall. Although even this system has proved fallible, when 100 years ago at the height of one of the worse communications blackouts to hit the base a Thresher suicide squad were able to hijack and re-enter an orbital freighter, which using its FOF transmitter to avoid the numerous anti aircraft batteries, they then smashed into the northern sector of the Archangels spaceport at maximum velocity. The impact caused the destruction of several square miles of the base with the loss of countless lives and resulted in the implementation of several strict security protocols for inbound flights intended to prevent it ever happening again.

Not only does Archangel look like a city in design, it also offers many facilities of a city to those who are stationed there or passing through during training. Civilian run bars, restaurants, shops and leisure facilities have grown up over the years to service the vast military population and the work forces from the numerous factories, manufacturing plants and research establishments that the base supports. This civilian population is controlled under strict martial law, but even the Dante High Command recognizes that the troops need somewhere for R&R and to spend their pay. As a result virtually any service or item that can be legally purchased on Mort (and quite a few that can't) can be found on offer somewhere in Archangel's civilian quarter.

The architecture of the base is mainly dictated by the harsh environmental conditions found on the planet and the constant threat of attack. Squat, thick walled, grey tower blocks and low fortified bunkers make up the majority of the buildings with few traces of decoration or embellishments. Many of these structures are windowless to allow better protection and those that do have views to the outside sport narrow strips of heavily armoured glass complete with thick, rapid closing blast shutters. Most entrances are set below street level and it is not uncommon for buildings to have several sub-basements, some even offering access to the vast underground complex that Archangel rests on. The entire base was designed with the intention that some day it may need to be defended from inside the defense grids, if the perimeter walls were ever breached. For this reason the buildings and streets are built into a complex pattern that would force an attacker to fight every

inch of the way to get to its center. In the unlikely event that Archangel should ever come under direct attack everyone on the base would be expected to fight and this includes the civilians and military police stationed there. Because of this all non military personnel must undergo Civil Defense training at the age of sixteen and be ready to draw weapons and armour from the countless emergency armories and caches constructed around the complex in the event of a breach.

As well as being at the center of the military command on Dante the base also serves two other important functions, as a training center for new Militia recruits and as a clearing house for much of the weaponry and equipment that is sent down from New Hope satellite. A third of the city consists of the vast training facilities where new personnel go through the standard six week induction course to become Dante infantry and before assignment to the line.

Lecture halls, shooting ranges and assault courses are all present on the base to allow new recruits to be taught the rudiments of battle tactics, weapon usage and maintenance and a crash course on Dante environment and survival. SLA engineers have also constructed a vast area on the outskirts of the base known as 'Satan's Playground'. This is a faithful reproduction of several kilometers of the front lines where recruits go through their final ultra realistic simulations before being shipped out. In addition the sector also has many advanced training facilities and simulators for those who return to the base after their first tour to undergo tuition in such areas as piloting, mechanical skills and advanced weapons systems. Each of the main military forces such as the Marines, Medevac, Air Corps and Engineers have their own training schools at Archangel, including the highly specialized Dante Special Operations unit where potential spies and saboteurs are instructed.

A Guide To Archangel

The Ebony Spire

At the heart of Archangel stands the Ebony Spire, a vast imposing structure that houses the command and control center for the entire planet and the living quarters of the Supreme Commander and her staff.

An immense, windowless, kilometer and a half tall, tower of seamless black ceramic armour which dominates its surroundings. The complex is under constant guard by a special Marine detachment answerable only to the War Witch herself and is even rumored to have its own miniature version of the Valhalla anti missile defense system. Although, if this does exist, it appears to be being reserved for a dire emergency,

as the Spire armoured outer shell appears to be more than adequate at repelling all types of conventional attacks. With its sole discernible entrance and several meter thick walls many consider it the single, most heavily fortified building on the planet and capable of surviving weapons strikes even up to the mega tonne range.

Few, apart from the military elite, ever have quarters in the tower and the underground complex it stands upon and it is widely suspected that there are numerous hidden entrances to the Spire leading into the underground tunnel systems. Only a very small number of ordinary troops ever gain access to the Ebony Spire and it is seen as a great honor to receive an invitation there, unless of course you have done something in violation of the Company in which case it is unlikely that you'll ever come out again. The tower is also known to house the only Stigmata unit on the planet, who are rumored to even have the power to 'retire' the Supreme Commander if they see fit and act as Mr. Slayers eyes and ears on Dante. A key target in any rival company attack, the spires placing at the exact center of the Valhalla grid means that as yet nothing has even come close to testing its strength.

The Labs

Today, virtually every one of SLA Industries major sub companies has a lab or research facility established at Archangel. Many favoring the high security of the base which allows them to conduct sensitive research in relative safety compared to other areas of Dante. A large section of the base is now devoted to these centers and operates under tight security as each company jealously guards its secrets.

Although the military and S.I.D arrange security personnel, many of the larger labs also provide their own forces from off world, apparently not willing to take any chances. Many of the top researchers also have accommodation in this area and it is extremely hard to get access to without numerous passes and authorization, not only from the military, but from the labs themselves. Several unfortunate accidents have occurred in this sector through the years, due to lost military personnel encountering patrol drones or Stormers without the proper authorization. Many worry what the R&D departments are up to at the heart of Archangel and that one day something is going to go seriously wrong. Others claim that several things already have, but that they have been carefully concealed by SLA's high level security and propaganda teams.

"Hey no need to get rough, I was just looking for a bar and got lost, okay. Look you don't have to keep pointing those guns at me like that, how was I to know this area was off limits. I know I don't have

the proper authorization, like I said I was looking to get drunk, not rip of research secrets..."

Private T.K.Mullholland
Karma Research Center - Archangel
The Third Eye Tower

The tallest building in the complex baring the Ebony Spire, the Third Eye Tower houses the main Dante media and propaganda unit who are responsible for reporting on and promoting the war throughout the Worlds Of Progress. This building contains all the editing and production facilities where programs are prepared before being sent off planet as well as several large studios where portions of shows are filmed before broadcast. Much of Third Eyes work is in perpetuating the idea that SLA is winning the war on Dante and that despite the several centuries old deadlock is actually gaining ground. Numerous programs are put together from footage taken in the field by the CMC (Combat Media Corps) and after undergoing careful screening by various high level Internal Affairs Operatives is released for broadcast to the off world networks.

Some of the more popular shows such as 'It's a Blast', clips of the wars best vehicle to vehicle combat, 'Mad Minute' and 'Maximum KIC', on the spot reporting from the front lines, have been running for many hundreds of years with generation after generation tuning in to watch the war as it happens.

The Tower is also at the heart of the Dante propaganda machine with every attempt being made to make the war appear sexy, courageous and just, and to encourage new recruits to join the Militia. Much of this work involving the use of well known media figures from the SLA Militray such as Commander Amity Takaya.

Due to its height the tower has sustained numerous hits from munitions that got past the Valhalla Lasers during the many years of enemy attacks and hearsay abounds that Third Eye have been attempting to get reassigned to safer offices. This has apparently been rejected by the High Command as no other department wants to occupy the building either.

"Look I don't care if she's busy, I want to talk to Commander Van Braun and I want to do it now. We've just had another cruise missile hit on the tenth floor and if she doesn't look into moving us somewhere safer, I'm going to get onto Head Office about Military harassment."

Alistair T. Jackson
Head Of Third Eye News Division
Archangel Base - Dante

The Under City

Beneath Archangel exists a second city almost as large as its over ground counterpart. Miles of bomb hardened tunnels have been built under the base to connect the enormous subterranean storage silos, emergency bunkers and the immense power plants that keep the city alive and feed the Valhalla lasers and the defense grids. The network is so large that a complete subway system has had to be developed over the years to allow rapid transit around this underground maze. In recent years the tunnel system has even been extended under the perimeter defenses allowing rapid re-supply of munitions and troops to the front lines. To protect against infiltration by enemy units these tunnels are fitted with numerous booby traps, security scanners and populated with hunter killer drones, MPs are also charged with making regular patrols throughout the complex to check for any signs of incursions.

Rumors circulate of further tunnels that still exist from the time the base was originally constructed and which have become sealed off from the main network by war damage and seismic activity. Many believe that there may still be ancient storage silos filled with old technology and untouched by the fighting down there waiting to be discovered after over four hundred years. Several R&D labs have sponsored expeditions into the damaged sectors although non to date have had any success and many have not returned possibly having fallen victim to still functioning antique security systems.

A more real mystery surrounds the small number of crazies and deserters who are known to live in some of the deeper tunnels. Scrounging from the storage silos to stay alive and from time to time actually attacking maintenance personnel, these ghostlike figures are a constant annoyance to the MP force of Archangel who have had little success in catching them or discovering how they negotiate the many security measures and traps that have been installed.

The Valhalla Towers

These huge armoured, 800 meter high, columns, tower above Archangels skyline and hold the key to its air defense systems. Each of the ten massive structures is crowned by an immense turret containing multiple high powered lasers which can automatically track and destroy virtually anything that invades the cities airspace. During nighttime air raids the sky is lit brighter than day as the defense grid pumps out millions of watts of power into the atmosphere knocking missiles and artillery rounds out of the sky before they can detonate. Evenly spaced along Archangels inner perimeter wall, the towers are a prime target for enemy sabotage and so

apart from the Ebony Spire are among the most heavily defended structures on the base. Each has its own small garrison of specially designed Stormers and is surrounded by rings of gun emplacements, mines and fortifications. The routes through the under city to the Valhalla towers and their power generators are equally well defended and the tunnels around them bristle with drones, sensor systems and regular patrols. Despite this, over the years, there have been numerous attempts by spies and teams of commandos to gain access to the towers and although all ended in bloody failure this has not deterred rival company forces from trying.

The River Styx

This vast three kilometer wide channel which leads to Dante's ocean was originally a natural river till it was extensively dredged and widened to allow the passage of large shipping. The majority of the Styx flows through SLA Industries held territory, but near its mouth it passes through the front lines and for several miles is flanked by DarkNight forces on its western shore and Thresher on its eastern. Both rival companies have built extensive shore batteries on the channels banks and any incoming ships must run the gauntlet of these guns as they proceed to the port facilities at Archangel. Mining of the channel and the attempted ambush of ships is also common, as is use of the river to mount assaults towards SLA lines. As yet though no Dreadnoughts have been lost journeying to and from Archangel base, with their immensely heavy fire power and armour allowing them to fight their way through. Two massive lock gates guard the entrance to the SLA Industries port and these combined with several heavy gun batteries on the rivers embankments have, as yet, deterred any determined attempt to attack Archangel via this route.

The Styx gained its name through its use as a dumping ground for bodies from various front line assaults. After intense fighting thousands of bodies are often simply bulldozed into the river to dispose of them where they drift out to sea on the tide. During the many periods of unwavering heat that occur throughout the summer months the stench of rotting, bloated corpses is overwhelming and rivals that of the free fire zones at their worst. This is intensified by the vast number of chemicals and waste products that the factories and manufacturing plants of Archangel pour into the river each day.

"You want to know what embankment duties like? Well it's the pits man, the absolute pits. You should see the crap that floats past everyday, bits of Stormers, bits of humans, bits of just about everything. Hey man you sure the smell ain't getting to you, you look kinda green. Piece of

advice, if your gonna hurl for gods sake don't take your helmet off to do it, last guy that did passed out and almost fell in....and I'm sure as hell not going to jump in and pull your ass out if you do.."

Private - Hiram Dulce

34th River Styx Artillery Battery - Dante

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Proteus Space Port

The largest spaceport operated by any company on the planet, Proteus provides landing facilities for hundreds of Dropships and transports every day and caters for the constant flow of new personnel and supplies sent down by New Hope. Heavily defended against air attack and sabotage, a strict security protocol is observed for all incoming ships, especially after the incident in year 800. Unfortunately this has also resulted in several, regrettable, friendly fire incidents, with incoming SLA transports not transmitting their FOF codes in time and getting shot up by the defense grids.

A prime target in any attack to take Archangel, Proteus has its own large standing, security force and several armoured units to aid in its defense. The port also offers extensive repair and refit facilities for ships and services much of SLA's current fleet of Dropships on a rota basis. In addition the base houses a small production facility, manufacturing spares for the orbital fleet and preventing Dante being hundred percent reliant on imported items.

The space port is also the site of Dante's main Glyph Pillar, which allows Ebon navigators to fold to the planet. Standing at the center of the complex it is heavily defended and under 24 hour guard to prevent sabotage. A task which falls to an elite Necanthrope/Ebon unit known as the 'Keepers Of The Gate'.

A small planet based orbital interceptor squadron is also stationed at the Proteus Spaceport, who's main duties include VIP escorts and flying cover for priority cargo's such as R&D materials or vital supplies. Due to the length of time required to attain orbit this force is unable normally to contribute to system defense, although they can be called on in an emergency. It was originally planned to station a much larger force at Proteus, but in the end these ships were diverted to New Hope and Black Dawn at the request of Admiral Hood.

The Civilian Quarter

This section of Archangel is reserved for the civilian work force and non military employees who work at the base. It is also the center of the bases extensive R&R facilities and home to many of its bars and nightspots. Entry to this sector is only

usually given to military personnel on leave and various security posts and MP patrols serve to keep the area off limits to troops in training or on duty.

All civilians are kept under strict martial law for security reasons, although few seem to mind this as many are the results of several generations of SLA employees living on Dante, some dating back to the original colonists and have grown used to the constant supervision. The population is pretty much self-contained and very few civilians either leave Dante or are allowed to move there, although some will be moved about between SLA's various bases on the planet in response to demands for workers and other personnel.

The Armitage Hospital

The largest hospital facility on the Dante, Armitage receives thousands of casualties daily from all over the planet. The extensive network of buildings can play host to hundreds of thousands of patients at any one time and provides numerous LAD and biological replacement services to those lucky enough to be reached by Medevac units in time. Most troops unofficially refer to the hospital as the 'Meat Factory' due to the speed at which many of the injured are patched up and put back into the field. The hospital also houses the largest Karma research and manufacturing facility on the planet, outside their labs at Zodiac Nine. This unit undertakes numerous lines of research into battlefield medicine as well as providing the full range of Karma products and upgrades. Many of which are manufactured on the spot to help meet the constant high demands the war produces. Personnel who qualify for, or can afford, additional implants such as Marine Corps troops are also generally sent here for their operations and recuperation periods.

Armitage is also known to operate a small Stormer production facility and this is used to supplement the type D-966 units produced at Zodiac nine and the other models shipped in from Artery such as the 313's. The facility is also capable of producing various 'custom models' when needed and can fit upgrades and additional equipment to existing Stormer units.

Many combat troops are convinced that Armitage also has a more sinister area deep at its heart commonly known as the 'Wards', these are allegedly where those who fail psyche tests or who crack under pressure are sent for 'treatment'. Barrack room jokes abound about being sent to the Wards, although in reality many truly believe they exist. Where these rumors come from is not clear although they are known to date back virtually to the construction of the hospital itself, and the fact that the complex does have many restricted areas only seems to keep them going.

The Manufacturing Districts

Not all equipment, weapons and vehicles are shipped to Dante. Many are built on planet by the vast automated factories that make up a large proportion of Archangel base. These plants run night and day churning out parts, weapons and ammunition to feed the war effort and are only shut down for short periods of necessary maintenance. Raw materials are shipped in from the few mining centers still operating on the planet and these production facilities help to make SLA's forces less reliant on imported items. Much of the sector is constructed underground, the factories forming part of the immense under city and at times of crisis it has not been unknown for munitions to be shipped straight from the factories to the perimeter defenses. There is always a constant and heavy MP presence around the sector as these factories make a prime target for sabotage, especially since many have civilian work forces and maintenance staff. Numerous patrols and spot checks of personnel take place there daily with few regular military venturing into the sector unless they are sent there.

The I.A. Building

A large, squat, bunker-like building in one of Archangel's northern sectors, the I.A. Building houses Dante's main Internal Affairs division and is center of its operations. Protected by its own security force, which operates independently from those of the Militray the building is off limits to virtually everyone, even members of the High Command. IA has its own vehicles stored at the building and even has a small landing pad and hanger bay incorporated into its roof from which its fleet of private aircraft operate. Virtually all Dante's Internal Affairs divisions have their quarters in the building and it is extremely rare for them to be seen outside its walls, unless on a specific mission.

The Dump

Not actually in the base proper, the area known as the 'Dump' is outside the inner defense perimeter and contains the waste of Archangel for the last six hundred years. Often returning aircraft and vehicles from the front lines and patrols are so far gone when they limp back to the base that there is no point in attempting to repair them and so, after being stripped of anything useful, they find their way to this vast vehicle graveyard.

The Dump is an immense landfill site several kilometers in area where not only vehicles, but every other kind of waste from Archangel finds its way. Acres of rusting, rotting machinery stretch in every direction and it is thought that examples of virtually every type of weapon and piece of

equipment ever used in the war is buried in there somewhere. Teams of researchers and techs climb all over the Dump daily in search of antiques, or simply trying to find hard to requisition spare parts or components to get a system running again in a hurry.

The Dump is not without its hazards though, not least the large numbers of items deposited there from the company labs and the many ancient munitions that were not properly stripped before weapons systems were consigned there. The population of Skaggs, and other vermin, is huge, with them hiding out in the wrecks and feeding on the waste, despite numerous attempts to drive them out. There are also suspicions that some of these animals have mutated due to the large numbers of chemicals and old radioactives that saturate the water table, often becoming bigger, stronger and more aggressive. Some 'Crazies' have also made their home in the maze of war relics and regular raids are conducted by the bases MPs and other units to try and flush them out.

Captain Jacks

The most famous nightspot in Archangel. Captain Jacks Bar dates right back to the first colony and has the proud boast of never having closed down for a single night since its opening in 081. This is despite being relocated several times and being the site of numerous drunken brawls, which resulted in wholesale destruction of the fittings, and verged on becoming full blown riots.

Over the years the club has steadily grown in size till it almost rivals Mort's Pit in facilities offered and varied clientele. The club now occupies several rooms in what was once a huge fortified warehouse on the south side of the civilian quarter and its six massive bars have played host to virtual every type of personnel serving on the planet.

Inter unit fights at Captain Jacks are common despite the bar having a door staff consisting mainly of retired Stormers. Many of these brawls have become legendary, especially when they resulted in MPs and even S.I.D security personnel needing to be brought in to break them up. The worst fight on record occurred in 788 when a Southern Wasteland Infantry Battalion on R&R tried to take on several squads of Kodachi Base Marines. This fight also holds the record for highest number of fatalities in one evening. Door policy at the club is tight and entry is usually only permitted to military personnel, with Research staff and sub-company security normally being excluded. Anyone with more than ten years service on Dante qualifies to wear a 'Captain Jacks' logo on their armour and this is a good way to spot experienced veterans.

As a result of its success on Dante, several other branches of Captain Jacks, have been set up

on other War Worlds including Cross, Charlie's Point, Satan's Tear and Hedra, over the last four hundred years.

"I'm sorry sir, your not coming in. Look I'll ask you once more nicely to leave and then I'm afraid I'm going to have to hurt you very, very badly. Not that I'd enjoy doing that, but it's just house policy you see...."

Ex-Militia Stormer 'Black Death'
Captain Jacks Doorman

Nexus Air Base

The base of operations for the majority of SLA Industry's aircraft stationed at Archangel and also the site of its flight school and central training facilities. Nexus air base was constructed on the opposite side of the Archangel complex from Proteus to prevent both it and the space port being destroyed in a single large scale attack. Surrounded by heavy AA batteries and with its own personal security units, the High Command is keen to prevent the complex ever being used as a bridgehead for attacking airborne forces.

Nexus is the largest of Archangels four air fields and houses over 20,000 aircraft of varying descriptions. An extensive repair and refit center keeps the fleet flying and there are numerous workshops for the upgrading and retrofitting of aircraft with new developments in weapons systems and avionics. Both FEN and GA have large labs and private runways on the field, where they continue to develop fresh concepts and improve on existing designs. FEN is known to currently to be working on an improved version of the Kilcopter at Nexus, attempting to give it heavier weapons and better armour to bring it in line with the FX66 Warbeast VTOLs. GA is also developing a single seat multi-role fighter at the air base and have been seen flying several prototypes from their private runway.

Satan's Playground

The closest you can get to the Dante front lines without actually going there, Satan's Playground is the most realistic simulator used in troop training and is designed to prepare Militia members for their initial tour. Carefully copied from several kilometers of the worst battlefronts and populated by robotic, computer controlled enemies, the Playground can be used to recreate a variety of combat and environmental conditions for training purposes. While undergoing these combat simulations troops wear special laser activated, jolt packs which respond to fire from the various drones used and either stun or inflict mild burns to simulate weapons hits.

Heavily guarded, more to keep trainees in the than prevent unauthorized entry, the final test for all Militia is to live in the playground for four days without any kind of support. Although the Playground is supposedly 'safe' there are numerous casualties and even some fatalities during exercises there, often as a result of malfunctioning robotics or accidents. Real life wildlife such as Skaggs have also infiltrated the area over the years causing an additional hazard and there are even rumors of a small number of crazies who hide out in the vast training area. Although despite numerous searches by Archangels MPs nothing has ever officially been proved.

The Glass House

The Glass House is the headquarters and main base of operations for Archangel's extensive Militray Police force. One of the oldest buildings in the complex it gains its name from the large reflective panels that cover much of its outer surface, a strange architectural feature totally out of keeping with the rest of the base. The upper levels of the, vast, squat tower block house the forces command and control facilities, while the lower levels and the various basements are used for training facilities, shooting ranges and storage of the Militray Polices large number of patrol vehicles.

The building also has Archangel's largest militray prison incorporated into its lowest level where various types of criminals, from simple AWOLs, petty thieves and D&Ds, to murders and even some serial killers, are held pending judgment. Known commonly as the 'Stockade' this facility has extremely high security and is heavily defended from the outside due to the fact it is often used for the incarceration of low level personnel from rival companies.

The roof of the Glass House has its own hangers and launch pads for the MPs large fleet of helicopters and SCAFs, as well as a small spaceport capable of receiving shuttles and dropships which is mainly used for prisoner transfers up to New Hope or Black Dawn.

The Slab

Headquarters to the Militaries Special Investigations Division, the 'Slab' is another one of Archangel's older buildings and one which has stood virtually since the bases construction. Resembling a huge upright slab of weathered grey concrete, pocked with numerous munition hits, the building houses the control and command staff for

all of SID's planetary operations as well as those responsible for Archangel security.

Extending as deep underground, as it is tall, the building has a variety of sub levels and numerous basements, many with access into the Under City. The Slab also provides training facilities for S.I.D officers and provides housing for these, and its permanent staff. The building also has its own, small, maximum security detonation center and interrogation facilities for high level prisoners. Like other Archangel complexes the S.I.D has its own highly trained security officers who guard the Slab and have had been forced to defends it on several occasions against rival company suicide squads attempting to free prisoners.

Due to its relatively small size Gundancer Claw's Ebon Affairs Unit also has its offices in the Slab with several of the upper levels being reserved the departments use and off limits to other personnel. These areas are virtually a security zone within a security zone and have their own Necanthrope and Ebon guards, security systems and defenses.

In recent months the Slabs security has been supplemented by several teams of specially modified Stormers provided by Karma. This is rumored to be in response to the capture of several high ranking enemy personnel, supposedly including a number of renegade Ebons who are currently undergoing interrogation there both by S.I.D and Ebon Affairs.

The Slab also serves one further purpose, although not strictly an S.I.D one, in being the only building to have the equivalent of a BPN hall where personnel can go to sign up for various types of Hazardous Duty. This facility is open twenty four hours a day and has gained something of a notorious reputation over the years. This stems from the many stories in circulation telling of drunken troopers waking up after a hard nights R&R at Archangel to find they'd inadvertently signed up for Hazardous Duty on a dare.

" What do you mean I'm going to Darkside ??? Look I told you I had a few too many cans of Slosh at Captain Jacks and after that everything got a bit fuzzy.....Hazardous Duty.. No I don't remember anything about Hazardous Duty....."

Private Peter. T. Walker
Unwilling Hazardous Duty Volunteer
S.I.D Custody
Archangel Base

CHAPTER - 4

Key Figures On Dante

The High Commander Of SLA On Dante - Julia Van Braun

The highest rank on Dante is that of Supreme Commander and those few who have ever been able to achieve this much vaunted position find themselves only answerable to Mr. Slayer himself in matters concerning the ongoing conflict and the command of the war torn planet. They also find themselves in charge of the single, largest, military force within the World of Progress, as well as being responsible for running a war on a planet that's out of control and one that the company isn't trying particularly hard to win. The Supreme Commander has the unenviable task of appearing to succeed in a conflict that has been deadlocked for the last 800 years, so that the troops in the field and the viewer on other worlds believe that SLA is doing everything it can to take back Dante for the good of the company and don't lose moral. There have only been five Supreme Commanders assigned to Dante since the start of the war, with each one's term in office lasting approximately 150-200 years.

The current Supreme Commander is Julia Van Braun who was promoted to the post in the year 876 after the death of the previous Commander Karl Vincent Black while leading a vital Marine raid against a Thresher strong point. As with the three Commanders who went before him Black fulfilled the destiny of Dante Commanders to be doomed to die in combat rather than retiring from their posts.

There is much mystique attached to the command of SLA's most notorious War World, especially by the troops who serve there, not least that connected to the suit of black and silver powered armour and its accompanying Power Claymore which represents the Supreme Commanders' badges of office. Built to an ancient design that predates the formation of the World of Progress, there is only ever one of the suits in existence at any one time and nothing similar is currently known to exist. Although the commanders of the other major War World's, such as Charlie's Points, Katatrina Reinhart have equally distinctive sets of armour.

When a Commander dies his or her suit is recovered no matter what the cost, to be returned to Mort where it is melted down and used as the basis of the new Commanders' armour. These exquisite hand built suits follow no current designs and appear to offer protection, strength, argumentation and maneuverability far beyond their relatively small size and compact bodysuit configuration.

Often being capable of performance well beyond that of much bulkier heavy assault units such as the MAL Shock or Dogeybone. Those troops who have witnessed the power of one of these unique suits used in combat speaking in awe of their ability to repel high velocity 17mm rifle rounds and even heavier attacks while taking only minor damage and of their blinding speed and massive strength enhancement.

Each set of the armour is custom fitted to its owner, appearing almost like a second skin, with many who have seen Julia Van Braun's suit comparing it to the way that an Ebon Deathsuit molds itself to its user. Only in this case of the Dante Commanders' suit is formed from flawless deep matte black metal, decorated with fine scrolling designs in silver. Once a Commander dons their suit they will never appear in public without it, apart from the helmet, till the end of their term in office seeming to lend credibility to the rumor that the suits are something more than armour and have some form of symbiotic relationship with their owners.

The suits' matching Power Claymore is also carried at all times by the Commander and this too appears to be unique with no other similar designs in existence. The sword, like the armour, accompanies, has also had its own particular set of legends and superstitions attached to it by generations of military personnel. Many long serving Dante troops believe that if the sword is lost or destroyed the war on Dante will be lost, where this comes from is unknown although it's unwise for new recruits to scoff at this belief, especially in any of the bars frequented by long timers. This 1.3 Meter double edged blade, with a two handed grip, is the same one carried by Dante's first Commander and rumored to have been issued to him by Mr. Slayer himself when he took command of the planet. Its black blade shows the scars of nearly 800 years of continuous battles with nicks and scratches marring the intricate silver decorations that run its length. Like the armour it accompanies, when a Commander dies his sword is always brought back no matter what the cost.

This was proved all too tragically in 476 when Commander Xavier Cadman was killed while inspecting a forward command base that was suddenly overrun by a surprise Thresher Strike Squad of 200 troopers in Sarge Suits. Despite personally killing over thirty of the attackers single handed, Cadman was seen to go down under a mass of enemy troops, an attack even his armour couldn't repel. As the intruders were beaten back one of the surviving attackers took the sword from the dead

Commanders hand and attempted to returned with it to the Thresher lines. The remains of Cadman's honor guard and around 30 of the posts personnel gave chase to retrieve it only to run into a hastily planned Thresher ambush from which they suffered over 90% casualties. Despite this during the bitter fighting the sword was recaptured by a Marine Sergeant and two Company Militia who were to carry it back to the SLA position despite their many wounds.

All of the Supreme Commanders, bar one, have been drawn from the ranks of the Marines and a special relationship appears to exist between theses elite troops and the holder of Dante's highest position. The Marines form the honor guard and protection unit for the Commander and six of their highest ranking officers accompanies her where ever she goes outside of her private quarters. If the Commander goes into battle or visits the front-line she always does so with a squad of twenty Marines as her Honor Guard all of whom are hand picked and instantly recognizable by their black and blue camouflage Hellstorm custom armoured suits decorated with inlaid silver badges of officer. These highly advanced sets of powered armour are specially manufactured for the Corps by MAL and issued to no other units on Dante or any other Worlds Of Progress apart from the Marines on Cross and Charlie's Point. This favoritism appearing to be by some form of special agreement between the Supreme Commander and Mr. Slayer himself.

Julia Van Braun like all other Commanders had an extremely distinguish carrier as both a Marine officer and for a period a D.S.O Agent, before her eventual promotion to Dante's highest position. Joining the Dante Militia as an infantryman in 805 she was to quickly rise to the rank of lieutenant, helped no doubt by several acts of extreme courage while serving in the field, both at the New Hamilton front lines and as part of a deep desert patrol unit.

In 816 Van Braun was to be offered a position in the Marine Corps and transferred there to serve for five years in their elite D.S.O combat unit. Again throughout this period she was to continue to have a flawless record highlighted by several acts of bravery, most notable of which was the destruction of a crucial DarkNight fuel dump and repair yard several hundred miles behind enemy line by the then Captain Van Braun and two of her D.S.O lieutenants. One man was killed during the raid and the other critically injured, but despite this Van Braun was to return on foot to the SLA lines 60 days later still carrying her wounded junior officer in spite of having had her own left arm almost completely smashed by two enemy 14mm bullets during their escape and suffering from sever malnutrition and exposure.

On completion of her service in the D.S.O Julia Van Braun was to return to standard Marine service with a promotion to Major and from then on she was to conduct an unmatched rise to Dante's highest position. Going from command to prestigious command, including a tour on the staff of Kodachi base under General Andre Draken, her rise through the ranks was to be far faster than any of her predecessors.

Throughout this period she was to show a flare for unorthodox tactics and an unnatural ability to snatch victories from seemingly impossible situations. It was also at this time that she picked up the nickname of 'The War Witch Of Dante' due to her almost magical ability to command and win. This name remains with her even today and is commonly used by troops in the field. This rapid rise up the ranks was finally completed in 876 after a total service on Dante of 71 years. Ironically she was second in command on the raid that was to take Supreme Commander Blacks life, returning with the survivors of her unit to be instantly dispatched along with her former superiors body and his armour to Mort, where she would be presented with her new rank by the head of the company, Mr. Slayer himself.

Today Command Van Braun appears to perfectly match her nickname of the War Witch of the planet. Tall and slender with a mane of blonde, almost white, hair, her classic good looks and high cheekbones are set in a face that looks no older than twenty. Only her eyes betray her true age, two steel hard chips of storm grey, which bore into and through anyone they look at and which have been known to severely unnerve those meeting the War Witch for the first time. This gaze is possibly why the media have given up, to a large extent, using her image for propaganda purposes and turned to more acceptable icons such as Amity Takaya.

"Jeez, I saw the Supreme Commander, you know, the War Witch, today. She came through our sector on an inspection, striding along with twenty of those Marines in their blue/black armour, you know her honor guard. Is she scary or what? She'd got a huge old great coat on, but you could still see her suit, you know, that black powered armour she wears. Looks kinda fluid, not like a normal suit at all, like it aint mechanical, like it's something else. And those eyes, I never saw anything that cold when I did six months at the Zodiac. I'm just glad she's on our side, cos Thresher aint got anything nearly as scary as her..."

Defense Grid Operator - Lieutenant Faith Devrol
Archangel Base
Copyright CMC

General Andrea Draken

Officially second in command on Dante and current head of Kodachi base, General Draken is probably one of the most experienced Commanders currently serving on the planet. Many also had Draken marked for the position of Supreme Commander when Karl Vincent Black was killed. Although it is thought that it was his dedication to his men at the Black Rose and history of questioning or disregarding orders by the High Command, that resulted in him being passed over of this post.

Andrea Draken started his employment with SLA Industries as an Operative on Mort and after a distinguished career serving on the streets he put in a transfer to the Dante Military at the age of 28. Originally a lieutenant on patrol in the Wastelands for five years, Draken's toughness and exceptional leadership ability soon gained him a series of promotions and an invitation to join the Marine Corps. Ruthlessly efficient and dedicated to his unit he was to lead a series of successful raids behind rival company lines and was responsible for the assassination of DarkNight's then Commander in chief on Dante, Mitchell Steele, in 785. It was soon after this that a position became open on the command staff of Kodachi base and Draken was to apply and be accepted for the post.

Well suited to the tough conditions and somewhat anarchic attitude of the personnel of the Black Rose, Draken was soon to rise through the final SCL levels to take command of Kodachi in 817, a position he has remained in for the last 83 years making him the longest serving Commander in the bases history. Dedicated to his men and the preservation of the traditions of the base, Draken is the personification of all previous Commanders at the Black Rose and is more than willing to disobey orders from the High Command at the Ebony Spire, especially when they threaten the existence of his command.

Many in the Company frown on these actions, but they are willing to turn a blind eye to them due to Andrea Draken's immense military skill and his ability to continue to hold back rivals company forces from the most precarious position on the War World. Even so Draken has been investigated several times by Internal Affairs and is known to be one of the few people to survive such probing with their position and SCL rating intact. Despite various differences of opinion General Draken and Commander Van Braun are known to be good friends and even served together for a short period in the Marine Corps.

Dr. Karl Trenchard

Head of Dante weapons research and development, Dr. Trenchard has held this position for several

hundred years and was the first chief advocate of the use of the War World as a testing ground for new concepts and designs.

In 213 Trenchard was heading up a design team at FEN's infantry weapons development facility on Mort and was already highly placed on the SCL ladder for a researcher of his age. It was during this time that he saw the need for the weapons he was working on to be tested under the severest conditions possible in order to allow him to produce the best possible designs. The only feasible solution he saw to this problem was to take them to the most deadly planet in the Worlds Of Progress and see how they fared in the harshest environmental and combat conditions imaginable. After voicing his opinions at several high level meetings he was to get the backing he needed from FEN's board of directors to petition Mr. Slayer himself for the right to set up a research and development department on Dante and also to allow the use of military personnel in the testing of products. This permission was duly given and in early 214 Dr. Trenchard and his small team of assistants left Mort on a military foldship for the hazards of Dante.

Their first project was the development of the, then new, Warmonger Infantry SMG and the valuable data gained by its Dante field testing and use by troops under actual combat conditions allowed them to come up with an unbeatable design which was quickly accepted by the High Command for large scale standard issue. This was despite the losses of over 50% of Trenchard's teams who accompanied troops during trials. Their success with the Warmonger project was quick to convince others in the company of Dante's importance as a test center and soon the number of labs at Slayers Fist and other bases was growing daily. In the next hundred years Trenchard's determination and first hand experience were to raise him to the position of chief coordinator for all SLA companies operating on the War World not just FEN.

Trenchard has remained on Dante ever since and now controls the vast numbers of SLA Industries labs, research establishments and testing facilities on the planet, while also acting as a liaison between the various company heads and the military Commanders. A sometimes difficult job, as the two groups rarely get on. A born diplomat Trenchard is well respect by both military and researchers alike and few dare to challenge his high standing and long record. He is also known to have the ear of Mr. Slayer on many matters and this alone is enough to make many fear him.

Commander Darius Wolf

The head of the Thresher forces on Dante, Darius Wolf is a shadowy figure little seen outside of the

Grey Keep. This is possibly due to the high number of attempts on his life that have been made by SLA's D.S.O and special forces units. Few photographs exist on SLA's files, but those that do show a tall hawk faced man with a mane of graying hair and a steel gaze, perfectly fitting his image as a ruthless and dispassionate leader of the war against SLA. Little is known about his career within the company before his assignment to Dante, but to be offered such a prestigious post means that he is highly regarded by Threshers Commanders. SLA investigations place him in command of Mort operations prior to his transfer and he is suspected of being the instigator of numerous raids against the planet throughout 860 to 870.

What is known is that under Wolf's command there has been a marked increase in Threshers aggression over the last year or so, with an large numbers of commando raids and assaults on SLA's outlying bases, as well as more concerted attacks on the front lines. Many at SLA High Command suspect that Darius Wolf has been brought in to give his companies forces on the planet a shake up and attempt to break them out of the deadlock that currently exists.

Commander Kia Gibson

Commander of Thresher's forces at the High Tower, their main arctic base, Gibson gained the post in late 887 when its former Commander was killed by an SLA Marine assault team close to the front lines. Previous to this transfer SLA sources place Gibson as one of Darius Wolf's most trusted advisors at the Grey Keep and it is suspected that due to her apparently high tactical ability and strategic skill she has been being groomed for command for several years. Certainly since she took over control of the High Tower, Thresher has become much bolder and cunning in the tactics it uses, even to the point of mounting several large scale raids from the base in the last year, something no other Commander before had tried before. With most simply being content to hold the position against SLA.

SLA Industries realizes the danger that Gibson could present in the future and is actively trying to secure her assassination or the destruction of her command. Numerous attempts have already been known to have failed, falling foul of the tight security of the Tower and its now vastly improved defenses. As Gibson has escalated her activities from the Tower, so SLA Industries have been forced to greatly expand their blockade of the island by the Hiroshi Garrison.

Gundancer Claw

Head of Ebon Affairs on Dante, Mr. Claw is responsible for the small numbers of Ebons, Brain Wasters and Necronthropes who serve with the military. This includes their security and well being as well as the policing of Ebon activities. Claw's department is small, since far fewer Ebons join the war on Dante than any other race, but it is known to operate its own internal investigation and security unit consisting of several high level Necronthropes known as the 'Grey Dagger'. Although in mundane matters of minor Ebon crimes they tend to rely on the military S.I.D or MPs due to the departments shortage of personnel.

The secondary purpose of the Ebon Affairs Department is the investigation of Ebon renegades among rival company forces. Numbers of these are not large, but throughout the wars history several of these traitors to SLA have been captured or killed by combat units in the field. Gundancer Claw is most emphatic about the need to capture these renegades alive, for questioning, where possible and a large bonus and SCL increase is perpetually on offer to all active military personnel who manage to do this. The High Command have lodged several complaints about this to Head Office as they feel it encourages bounty hunting among their troops, but these have been rejected by both Mr. Slayer and Preceptor Teeth.

Brenten Nash

Brenten Nash is the twenty year head of Company Security and Internal Affairs on Dante and he and his department are known to be both extremely ruthless and persistent in its pursuit of those who betray the company. Nash's job is to watch the watchers and his division has authority over the Militaries S.I.D as well as powers to investigate anyone below the level of the Supreme Commander and her staff without prior authorization from Company head office or permission from the High Command.

Julia Van Braun's dislike of the activities of Internal Affairs is well known and within the tight security and rigid structure of the Dante military she has managed to limit the size of the department so that it has remained much smaller than those on other worlds. By all accounts the feelings of dislike are mutual and Nash's distaste at the traditions and intense loyalty that exists in such units as the Marine Corps is widely known. He has expressed the view several times that such things are a danger to the stability of the company and breeds subversion of its ideals.

Previously Brenten Nash held a post in Mort's widely feared Cloak division under Alexander Xavia before his transfer and promotion

to head of IA at Archangel and it is widely believed that he was chosen for this position due to his lack of links to the military and the dispassionate view of it he holds. He tends to run his department very much along the lines of Cloak Division operations using direct brutal methods to root out subversives and makes significantly less use of undercover agents and spies outside of SLA's military bases. This is possibly to reduce the number of losses of highly trained Operatives as combat casualties. Officially all of the Dante Internal Affairs Department are Operatives and non hold military ranks unless they are undercover.

Admiral Constantine Lewis

Commander of the Coral Sea complex and head of SLA's Naval operations, Admiral Constantine Lewis has direct control of the Companies fleet on Dante. Joining the SLA military as an Operative in 793 Lewis immediately applied and was granted permission to undergo naval training from which he went on to serve on the SNV (SLA Naval Vehicle) 'Skaffen' as a weapons officer. A series of SCL increases saw him become captain of the Dreadnought in 836 and started his thirty year period as one of the most charismatic and skilled Commanders in the fleet.

The high point of his career came when he led the amphibious assault on the, then recently discovered, Thresher submarine complex, code named 'Red Dusk', on the south eastern seaboard jointly with the Dreadnoughts 'Lady Sharrow' and 'Staberinde'. Lewis was to direct the SNV 'Skaffen' against the rival companies shore batteries as cover to allow hovercraft born troops to breach the lower gun emplacements and gain entry to the base. Despite taking excessive damage to his ship in the first few minutes of the engagement Lewis was to remain on station and continue to attack the Thresher guns for over fifty more minutes allowing the 'Lady Sharrow' and 'Staberinde' valuable time to safely disembark their assault teams. The successful destruction of the base earned Lewis a commendation and direct promotion from head office placing him high on the SCL ladder for someone still on active duty.

Reluctantly in 876 he gave up command of the 'Skaffen' to take a shore posting at Coral Sea and from there was to complete his rise to head of naval operations in the next ten years. Many suspect that a certain amount of pressure by the Dante High Command needed to be applied to make him take and retain this post and that given the chance he would return to active duty in the Dreadnought fleet. It is also believed that giving Lewis a desk job, is Julia Van Braun's way of keeping him under control and preventing his successes at sea

becoming too great and tipping the delicate balance of the Dante conflict

"Give me the entire Dreadnought fleet operating together and stop using them as a glorified taxi service and freight company and I'll go out and goddamn well sink every other vessel that floats on Dante's oceans before the years out."

Admiral Lewis Year- 891

Commander Amity Takaya

The recently promoted Commander of air operations on Dante, Amity Takaya is another former Militia private who's career rise SLA is keen to promote for media and recruiting purposes. Born on resource world 34567 'New Yen' in 780 she signed up for the Militia as soon as she was able seeing it as the only way to escape the poverty her family had endured.

After surviving her initial tour in 796 her superb reflexes and determination earned her a place at the Archangel flight training school from where she was to join one of the many fighter squadrons providing air cover to convoy on Route 66. The addition of further Karma implants subsequently enhanced her performance and she soon became an ace with over forty enemy kills in her first year. Her exceptional skill with all types of attack aircraft and her willingness to undertake hazardous duty missions quickly raised her SCL and soon saw her promoted to captain, followed by her heading up her own command out of one of SLA's smaller bases.

During this time Commander Takaya is credited with leading one of the most successful air raids ever against the Thresher complex at Thunder Pass, when she and two of her wing men dropped six 1000kg 'Bunker Buster' laser guided bombs on the central command complex.

It was also around this time that SLA Industries began to realize her potential as a media star and there are numerous Third Eye News CMC reports from this period detailing her exploits. Her success in this role was no doubt helped to no small extent to by her exceptional good looks and personality. Now seen as a valuable commodity, in 845 the then Major Takaya was recalled to Archangel to act as a senior officer and training instructor, although from there despite the objections of the High Command she continued to fly numerous missions against Thresher and DarkNight targets.

Seen by many at Third Eye as a much better image for the military than the 'War Witch', there was little surprise when in 892 she was given

the job of Commander of the Dante's air arm and with her high skill and long service record few could object. Charismatic and extremely photogenic Commander Takaya has appeared on numerous recruiting posters telling the masses of the Worlds Of Progress that 'Dante Wants Them' and of the rich rewards SLA has to offer. Commander Takaya's is the ultimate rags to riches story and because of it many have been convinced by SLA's slick PR to signed up for the War World's. Despite her high media profile Amity Takaya still insists on flying in combat when she can and her willingness to lead from the front has only helped to enhance her image and keep the respect of those she commands.

Commander Brodorick Matthews

Commander of DarkNight forces on Dante, the slick image of Matthews is widely recognized and despised by the front-line SLA troops subjected to the companies attempts at propaganda. Matthews appears regularly on channel 'Free Dante' an infrequent pirate broadcast that is infiltrated into the SLA military com nets by a heavily modified version of the Vent Virus. These short bursts of information are most common in the front line areas and usually revolve around attempts to get SLA troops to turn against their company and join DarkNight's cause. This new approach to the war and use of terrorist style tactics seems to suggest Matthews background in the company is in their covert rather than military wing. Virtually nothing is known about this new Commander apart from that he gained the post in 895 after the death of the previous head of DarkNight forces. What is known is that since his installment DarkNight have been trying a wide variety of new and different tactics in an attempt to break out of their deadlock with SLA and gain some desperately needed territory in the front line areas.

"Matthews, what a joke..! Came over the com nets last night appealing to us to 'Join The Cause'. Couldn't have had much success though cos by this morning those DarkNight bastards were back to dropping 175mm's on us from their forward batteries. Here's hoping the General goes and blows his head off like he did that other guy."

Corporal - Lee Grice
Forward Command Post 073 - Kodachi Base

Admiral Alexander Hood

Head of space operations for the Dante system, Alexander Hood is one of the few high ranking Commanders assigned to the War World not to serve on the planets surface at some time in his

career. Hood began his life in SLA Industries in the companies space fleet in 765. Initially he serving a thirty year period on the heavy battle cruiser 'Retribution' as a tactician before returning once again to Mort. Here he joined the training staff at Orange Crush teaching and developing space based fighter and ship to ship tactics for the Companies fleets. On numerous occasions he was to test these theories under actual combat and served for short periods on active duty as an advisor with SLA's various fleets. Respected by many in the space navy for his great strategic skills and hard nosed approach to problems, he was seen as an ideal choice for Commander of the fleet operating in the Dante system and managing the unorthodox problems of the constant stream of foldship transports coming in system.

Despite his great skill and success at commanding the systems fleet, Hood is known to have fallen out several times with the High Command during his duty in the Dante system over the uses he's made of the fighter wings on New Hope and Black Dawn. These disputes center on his lack of willingness to allow his ships to be used for atmospheric escorts, insisting instead that the Foldships are more important than military dropships and freighters.

Professor Susan DeVerr

Head of Karma research at Zodiac Nine, Professor DeVerr was transferred from Artery in 719 where she had severed under Doctor Strand for over fifty years. She was brought in to head up the companies division on Dante after the former head of the department was killed in a tragic field testing accident in 718. Susan DeVerr is an extremely competent and ambitious biotechnology designer who appears to thrive in the Dante environment and was one of the key instigators of the D-966 Stormer project for use on the planet. Unlike many of her staff she is credited with a five year period as a Mort Operative prior to her work at Karma and has a good if undistinguished record for working the streets. The driving force behind many of Karma's current lines of research on Dante, much of the extremely tight security that exists at the base is at DeVerr's request and she was responsible for the shipping in of Artery type security Stormers to act as guards in sensitive areas. Something which seems to suggest that another large project is underway at the base. Unlike many of the other researchers on the planet DeVerr is known to be on good terms with the Military High Command and to be one of Commander Van Braun's few close friends, this relationship might account for the great number of Karma products now being fitted to Marine Corps personnel allowing them to outperform all other types of troops.

CHAPTER - 5

A Guide To Key Locations On Dante

This chapter details the various important places on Dante listing the types of personnel found there, environmental conditions, general background and history.

Slayers Fist

The original major SLA military base on Dante and still one its main strongholds. The Fist is a vast five kilometer wide stone pillar riddled with barracks, command centers and training facilities, many dating back to the start of the war. Close to the start of the conflict on Dante it was decided that SLA Industries forces needed a central command base from which to conduct operations and which would act as a training and supply depot. The site of the Fist was chosen as it represented a natural fortress which could quickly be turned into a functioning command center, something that SLA was desperately in need of as they pulled out of the many undefendable mining and manufacturing facilities. The base is built into the tallest natural plateau of rock on the planet, which over the years has been gradually hollowed out by SLA engineers to form a extensive network of rooms and interconnection tunnels. By flattening of the top of the pillar provision was made for the landing of dropships and other supply craft and to allow access to the base via aircraft even under siege conditions. Gun positions and AA batteries cover the outer surfaces of the rock, while the roof top spaceport is defended by a forerunner of the Valhalla laser defense system. This system though is not as effective as the one installed at Archangel and as a result the faces of the Fist are riddled with damage from old missile hits and artillery rounds.

As well as tunneling upwards the engineers also extended the base downwards, below ground level, as demands for space rose. Numerous sub-basements and underground storage silos were constructed in the early years of the bases operation and it was here that many of the first company R&D departments set up on the planet were situated. Karma, FEN and PP are all known to have had labs built under the Fist and many of the initial research projects into new Dante weaponry, robotics and biomechanics took place here.

By the year 379 Slayers Fist had begun to run out of room and was no longer sufficient to handle the volume of traffic coming on planet from orbit, or the training responsibilities for new recruits. The decision was then taken to move the High Command to the newer Archangel Facility that

was then currently under construction. This decision was hastened when later that year the Fist come under an intensive assault by Thresher Strike Squads and long range artillery. Before reinforcements could be called in, several assault teams were able to breach the lower seals of the base and attempted to fight their way through to the command centers on the upper levels and downwards to the underground labs. They were only stopped in their attempt by the fierce resistance they met from the Commanders personal guards, the Fists detachment of Shiver Military Police and the courage of many of the technical and command staff. This incident is now referred to as the 'Red Hell' and remains the worst breach of a SLA bases security on Dante.

Much of the base was damaged during this assault and many of the lower sectors were sealed off by wreckage and roof falls in the access tunnels. Since the move to Archangel was already underway it was decided that attempts to clear out and repair the lowest levels of the Fist would be too costly, so no attempts were made to dig through to the sealed off areas. Today rumors abound of these lost sections of the base, as well as supposed ways into them and of forgotten technologies still surviving in the undamaged labs on the lowest levels. There is also a rumor that something got loose when one of these labs was hit and now roams the tunnels looking for prey.....

Kodachi Base

Kodachi Base, better known as 'The Black Rose', is widely acknowledged as the worst posting on Dante. The base itself is built on a narrow corridor of land between Thresher and DarkNight held territories, with both sides attempting to constantly squeeze it out of existence. The fighting around the base is constant and fierce and for most assigned there life expectancy there is extremely low (well lower than the norm). Due to its extremely isolated position the only way for Kodachi to be re-supplied is either by airdrop or by sea and there are constant attempts by both enemies to blockade these routes and starve the defenders out.

It was by this method that Thresher came closest to taking the Black Rose in 436 when it managed to prevent vessels getting through for a period of 36 days and reduced the defenders to a mere 4000 men, low on ammunition and essential supplies. The siege was only broken when the Dreadnought SNV 'Rickenharp' managed to run the blockade, with the help of air cover from the squadrons at Archangel and Slayers Fist, landing

fresh troops and equipment in time to counter Threshers final assault.

Only the truly talented or psychotic survive an initial tour at Kodachi and veterans who have served at the base are respected and feared by other military personnel. Many who serve their first duty at the base request permanent placement there and for the most part SLA are happy to accept, as it helps to offset the higher than average losses of new recruits.

Over the years the Black Rose has become something of a law unto itself and to a certain degree its troops and their current Commander, Andrea Draken, are seen as outside the command of even Julia Van Braun. In 679 the High Command suggested abandoning the Kodachi Base as it was becoming too costly in men and resources, this is rumored to have resulted in a near mutiny and one of the rare occasions when SLA Industries backed down over a decision. Kodachi veterans will nearly universally have a large, black, rose DNA tattooed on their left shoulder as a mark of their service on the base. Some will also have this replicated on their armour. Many a new recruit has regretted picking a bar fight with personnel from the Rose and many other units actively avoid troops who wear the distinctive tattoo due to their inherent instability and aggressive nature.

The Maze

The Maze is a vast, secretly constructed Thresher underground complex that was discovered by SLA forces built out in one of the desert areas sometime in 649. Plans were immediately put into effect by Dante High Command to take and destroy the base so as to deny it to Thresher as a staging point for raids against Archangel, Coral Sea and the Fist. This operation though has taken much longer than originally anticipated.

Much of the Maze is abandoned now, but in its depths Thresher units still fight on, constantly expanding it, moving back into old sectors and shifting their location in the miles of tunnels and rooms, making it nearly impossible for SLA to wipe them out completely. Somehow over the years Thresher has been able to slip fresh troops into the base along with supplies and equipment, allowing the fight to go on despite SLA's best efforts to destroy all the access points to the Maze and seal it forever.

Fighting in the underground complex is a nightmare for troops, as since the conflict there began both sides have used every weapon at their disposal to drive the other out. Navigation and travel through the Maze is difficult at best and near hopeless at other times, since the labyrinth is constantly undergoing changes as cave ins, fighting and tunneling operations open and close different

sectors at random, making any attempts at mapping impossible. Numerous biologicals and war gasses have been released into the tunnels and these often linger on, trapped in rooms or at the bottom of shafts, waiting for an unsuspecting infantryman with his helmet unsealed. While long forgotten booby traps and sentry guns lie in wait in the rubble choked corridors, ready to come back to life whenever anyone stumbles into the sector. These weapons also have the added danger that their unpredictable fire could cause cave ins or collapses, in the battle damaged roofs.

Robotics and drones have also been employed throughout the Maze and many of these units have become lost or trapped, but still remain active. On most their FOF codes are long out of date or their receiver units have become damaged, so that they will now attack anything that disturbs them. In addition to the other hazards any Crazies make the complex their home, often being troops who could no longer take the darkened, stinking tunnels and simply flipped out, deserting their units to stumble away into the labyrinth and go quietly mad.

New Hamilton AKA Murderville

One of the original cities on Dante and now one of its most fiercely contested bits of territory. New Hamilton was originally constructed to take advantage of the rich mineral deposits in the area and the first colonists intended it to become the planets capital. When the war first began too intensify it was decided that the city was impossible to defend and having no real military significance at the time, its civilian population was evacuated. This though was before Thresher decided to set up one of its main bases on the continent immediately to the west of the deserted city and use it as a land route to attack SLA facilities.

The vast, 100 kilometer wide, abandoned city straddles a narrow causeway of land linking the eastern edge of Threshers second largest stronghold with the mainland and which has now been blockaded at its eastern end by SLA. This is to prevent the rival company having easy access to the central land mass.

Soon after the blockade began, New Hamilton was to rapidly become an immense, urban combat nightmare and forces from both sides have been at stalemate there ever since. Neither side has ever being able to gain enough ground from the other to make a difference in the acres of ruined tower blocks, abandoned factories and wrecked shops and most assaults towards enemy territory result in retreat as they become bogged down in the maze of wreckage choked streets.

Offensives are also severely hampered by the number of mined areas, booby traps and

automatic defense systems that have been placed by both sides since the start of the conflict. Murderville, as it has become known among the troops stationed there, is now the site of several small SLA and Thresher bases along its outer perimeters, from which each side constantly mounting forays into the contested areas of the city. New Hamilton is also notable as it has the highest population of Crazies, Scavengers and general weird stuff on Dante which can also often severely hamper the efforts of the units fighting there.

For the last two hundred years FEN, and several other companies, have had small research centers established on the outer limits of the city which have been responsible for the development of several successful weapons designs. This is largely due to their use of the conflict in New Hamilton as a testing ground and the many unique problems it represents.

Coral Sea

The main SLA naval base on the planet, Coral Sea is the home of the vast ocean going Dreadnoughts, the only vessels capable of reliably navigating the storm ridden Dante seas. It also houses SLA's submarine facilities and a comprehensive spaceport, making it SLA's second largest base on planet after Archangel.

The Coral Sea complex is constructed around a natural harbor which remains relatively calm even during the worst of Dante's storms and which has been further enlarged to make room for the immense dry-docks needed for repairing and servicing the Dreadnought fleet. All training of naval personnel takes place at this base rather than Archangel, as well as providing extensive R&R facilities for crews of returning ships.

The port also serves as an enormous supply depot from which equipment is shipped, via Dreadnought or other sea going transports, to the companies isolated bases such as Kodachi and Zodiac Nine. For this reason provision, in the shape of a large spaceport complex, has been made to receive the vast numbers of dropships and heavy freighters needed to bring these supplies down from New Hope and Archangel every day.

Several SLA Industries sub companies such as FEN, GA and PP have facilities at the base and research is currently being conducted into a number of areas of naval warfare including the development of amphibious powered armour suits similar to those used by the Thresher ENO teams. Karma have also recently set up a department at Coral Sea, but as yet it has not been revealed exactly what projects they are working on and security has been extremely tight. This arrangement was at the request of Karma's head of research on the planet Susan DeVerr and even extends to having

a small detachment of custom built Stormer protecting the facility. What is known is that the complex has experienced several unexplained security alerts in the last year and although these have been quickly brought under control, the Karma personnel have, as yet, refused to cooperate with Coral Seas command staff or offered any explanations over these events.

The Grey Keep

Threshers central command base on Dante and the heart of its war effort. The Grey Keep stands at the center of the largest piece of Thresher held territory on the central continent and has remained impervious to all attempt by SLA to destroy it with orbital and airborne weapons.

The Keep is constructed under one of the planets many permanent cloud shields and this fact helped to keep its existence secret from SLA's recon satellites for many years. Even today this phenomena still prevents the effective use of space based observation systems and greatly frustrates SLA's efforts to monitor activities at the base. Much like Archangel on a smaller scale, the Keep is almost as big as some cities and is the chief training, manufacturing and command facility the company has on planet. The base derives its name from the vast grey fortress that lies at its heart and which contains the companies High Command and control centers.

Ringed with defenses and operating under strict military rule, very few SLA agents have every been able to penetrate the tight security of the Keep and learn its secrets. One fact that is known is that the base operates some form of advanced air defense system similar in design to Archangels Valhalla lasers, but functioning on a different, unknown principle. However the system works it appears to be effective and is capable of knocking out the majority of missiles and aircraft sent against the Keep by SLA. Several commando raids have been mounted on the Grey Keep by SLA over the years and although damage was done to some of the outlying areas and manufacturing centers non have ever been able to breach the defenses of the central command buildings or control centers.

Tiger Bay

Threshers largest naval facility on Dante, the Tiger Bay complex has long been a problem for SLA's sea based operations since its establishment in 401 right up to the present. Constructed on a large island to the south west of Dante's main continent, the base is at the center of an enormous, natural, almost circular bay which has been heavily fortified over the years to prevent access to enemy shipping. Numerous large caliber gun emplacements, mine

fields and missile batteries guard the entry channels, making the complex extremely hard to assault from the sea and has ensured the safety of Threshers submarine and surface vessels against attacks by SLA Dreadnoughts.

Tiger Bay has extensive naval repair and re-supply facilities and is also the home of the two Thresher capital ships the 'Alvarez' and 'Lord Veldron'. These are the largest surface vessels Thresher can field and have been used on numerous occasions to mount raids on SLA Industries shipping and shore installations, usually acting in support of submarines or ENO units. The Lord Veldron is currently thought to be heavily damaged after an engagement with the SNV 'Lady Kumiko', although orbital observation has been unable to confirm this due to the constant atmospheric disturbances over the bay area.

The Wreck Of The MCT 'Mondragon'

In mid 890 Thresher mounted a series of concerted attacks on SLA's orbital assets in an attempt to hamper the planets re-supply. Although largely unsuccessful, each one of these had the effect of tying up the fighter wings and picket ships for several hours till the attacking fleets could be destroyed or chased off.

Unfortunately during one of these battles the Military Cargo Transport 'Mondragon' entered the system on a routine supply run and without the customary fighter escort soon came under attack from several Thresher vessels. In attempting to escape from it pursuers the foldship passed too close to Dante's gravity well and suffering heavy damage to its secondary ion drive engines was forced to undertake an emergency re-entry.

Thanks to the skill of the crew, the Mondragon narrowly escaped crashing into the ocean and instead ended up on the northern tip of one of Dante's many small islands. Although the majority of the remaining engine systems were further damaged in the impact preventing it from taking off again. Close to the pole this mountainous area is snowbound much of the year and is the site of many fierce storms blowing in from the sea. It also borders the edge of the area known as 'The Sea Of Eternal Mist' because of the vast permanent banks of freezing sea fog that exist there, making the region around the many islands extremely hazardous to aircraft and surface vessels. Both DarkNight and Thresher forces operating in the area realized the great wealth of equipment on the ship and quickly launched bids to capture it before SLA forces could arrive.

As a result the Foldship's remaining crew soon found themselves in the middle of a three sided war, as assault teams from both rival companies swiftly arrived. With the help of the

ships still function gun batteries and by breaking into the cargo holds for weapons and equipment the Mondragon's crew were to hold the ship for the five days needed for SLA to send the SNV 'Rickenharp' to their relief. Armoured hovercraft and transport helicopters from the Dreadnought reached the wreck on the sixth day and beat off the remaining attackers, now severely depleted by fighting each other and the ships crew. In a hurried salvage operation most of the cargo was removed from the wreck, but due to the worsening weather conditions the ship itself had to be deserted.

To this day the Mondragon remains trapped on its island, despite numerous attempts to salvage it by SLA. Too valuable to destroy, there is a constant fear that Thresher or DarkNight might make a bid to capture the wreck one day, as they have few if any Foldships of their own to match its size. Many suspect that if the engines and maneuvering thrusters could be repaired it would be possible to get the ship into orbit and out of the system using an Ebon crew.

Red Dusk

The vast secret submarine base constructed by Thresher, 'Red Dusk' was for many years the center of the companies naval operations against SLA's fleet and shore installations till its discovery and destruction in 858. The complex had been covertly constructed under a vast stretch of cliffs along the eastern shore of Dante's central continent and allowed submarines to enter and leave via sets of massive submerged doors. The it was also found to have extensive repair and re-supply facilities, with eight pens able to handle the largest of Threshers attack subs. A network of tunnels and concealed gun emplacements had been constructed throughout the upper cliffs making the attack on the base particularly hazardous.

When SLA Marine assault teams, using hovercraft, smashed their way into Red Dusk via the lower defense emplacements, they were then forced to fight their way through the vast network of corridors to reach the command center and upper gun positions. The central operations center only being captured after twenty hours of intense fighting, which cost large number of troops on both sides and caused considerable damage to the structure of the base. The submarine pens and four craft stationed there fell soon after. One of these submarines was destroyed in its pen by its crew, while a second trying to escape to the open sea was sunk by fire from the SNV 'Staberinde' as it cleared the sea locks. The other two were captured intact by SLA and taken to Coral Sea for study by company researchers.

After the attack SLA stripped the base of all valuable equipment for study and then sealed the

complex to prevent re-occupation. This though has been only partially successful, as the many defense emplacements in the cliffs provide numerous possible points of access and several times various groups have been able to gain entry and utilized the base for short periods. On several occasions small Thresher Scout units have infiltrated Red Dusk and been caught excavating wreckage in the lower corridors as though looking for something. For this reason SLA continues to constantly monitor the complex and has been conducting regular checks for similar incursions, as well as installing a range of defense and sensory systems.

Storm Mountain

The seat of DarkNight's power on Dante, the base at Storm Mountain was established soon after their first attacks during the early years of the war and has remained a thorn in SLA's side ever since. Constructed in an ancient volcanic region, the base is formed from both natural and man made tunnels which riddle one of the highest peaks on the planet. Perpetually shrouded in mist and lashed by immense storms, the environment of this area allowed the first DarkNight units on the planet to remain hidden from SLA in the multitudes of caves and lava tubes, while they steadily built up their forces. Over the years the base has been expanded and now contains the companies entire command and control staff as well as extensive manufacturing, training and storage facilities. Heavy defenses ring this natural fortress and these have successfully repelled the numerous several large scale assaults by SLA Industry forces that have taken place since its discovery.

SLA agents have penetrated Storm Mountain on numerous occasions, although due to constant changes to the base and a program of expansion, their reports on locations of defenses, troop strength and layout only remain valid for short periods of time. The most successful use of agents came in 785 when Andrea Draken and a small special operations team managed to breach the defenses of Storm Mountain with the help of several undercover D.S.O agents and conduct the assassination of the then DarkNight Commander Mitchell Steele. This daring raid resulted in the company having a purge of personnel at the base and a notable increase in security.

New Hope Satellite

More commonly refereed to as 'No Hope' by the troops who pass through it, the 'New Hope' satellite is SLA Industries immense orbital base above Dante and the clearing house for all personnel and equipment that comes in system. Thousands of troops pass through this port each day as military

transports bring in new recruits from all over the Worlds Of Progress on their way to Archangel and SLA's other training centers.

The satellite is vital to SLA's continued operations on Dante as every vehicle, spare part and round of ammunition not manufactured on the planet below passes through it to reach the surface. For this reason New Hope is extremely heavily armed and armored against attacks from rival company spacecraft and has several interceptor squadrons which attempt to prevent attacks on incoming Foldships or transports leaving for the planets surface. Although fighter cover is only reserved for important cargo and personnel, with the majority of dropships have to fend for themselves during their flights to the planets surface. For this reason these trips are commonly referred to as 'doing the murder mile' as there are regular ambushes by rival company airborne forces and ground based missile systems resulting in several ships a week ending up as smoking wrecks in Dante's Deep Deserts.

In addition to the interceptor squadrons New Hope is further protected by the four battle cruisers 'De Prey', 'Vindicator', 'Typhoon' and 'Ardala' which remain constantly on station in Dante orbit. Further out on picket duty are eight heavy cruisers and twenty smaller systems patrol vessels who's job it is prevent enemy freighters breaking through to land troops and equipment on Dante, as well as hunting down assault vessels that threaten the inbound Foldships.

In addition to its other duties, New Hope also acts as a staging point for any space based operations SLA conduct in the Dante system such as raids on Darkside and for this reason has an extensive orbital training facility where combat maneuvers in zero g can be taught. Various special forces units have also mounted raids on Dante itself from New Hope over the years using drop pods or stealth shuttles to get behind enemy lines.

Darkside Base

Not actually on Dante, Darkside is an abandoned alien complex on its third, and largest, moon that dates from before year 1. No records exist of what race originally built the base, although they are thought almost certainly long dead, swept away in the tide of genocide that SLA Industries wreaked on the galaxy. Their legacy lives on though in the labyrinth of tunnels and deserted rooms that spreads for miles under the moons surface. Packed with strange non operational machinery and slowly drifting wreckage, the purpose of the complex has defied numerous investigations and many researchers still puzzle over the apparently useless, non functional items recovered from it.

Despite SLA's efforts to prevent it Thresher and DarkNight units infiltrate this base from time to time to use it for observation purposes and to launch attacks on SLA space based operations. When this happens it necessitates an assault team being sent in to clear them out. Few troops relish fighting in the cramped airless tunnels or vast rubbish choked chambers of the complex and units sent there see it as the worst detail imaginable. Sharpened wreckage waits to puncture the suits of the unwary, while unstable tunnel sectors can bury them without warning. Defenders will also commonly seed the corridors with booby traps, mines and automatic defense systems, further adding to the hazards of hunting them down. There are rumors that something else survives in the tunnels of Darkside, something connected with the original inhabitants of the base and something that occasionally comes out to cause troops sent there to simply vanish without a trace.

A number of R&D labs have sent research teams to Darkside to try and uncover its secrets and these too have suffered their fair share of missing personnel among both techs and their military escorts. These events have only served to add to the speculation and a whole mythology about Darkside has grown up over the years, despite the fact that it may have been simple bad luck or enemy action that caused the disappearances. Similar smaller bases have been found on the planets four other natural satellites, although these are far less complex. This means they're far easier to navigate than Darkside and have been mapped to a certain extent. They also don't seem to suffer the same disappearances and rumors as Darkside, although they are still occasionally used by rival company forces as temporary bases of operations or to conceal ships and equipment.

The Graveyard

An orbital equivalent of Archangels 'Dump' the 'Graveyard' is where SLA have traditionally towed warships, transports and other orbital craft too badly damaged in the systems many battles to be repaired, but still of possible value as a source of spare parts. Set in a stable geo-centric orbit around Dante's second largest moon, the Graveyard now consists of over 100 square kilometers of wreckage and space born debris to which fresh items are added on an almost daily basis. Since not everything on the wrecks is scrap, to protect them from looters or rival company personnel three small stations, known as Huey, Lewy and Duey, were constructed on the regions perimeters in 690, each with a fighter squadron and several units of space borne infantry.

The squads based at these stations are also tasked with conducting regular sweeps of the Graveyard in the hunt for infiltrators using it as an

observation post as well as escorting the many sub company researchers who regularly sift through the wreckage in search of relics and maintenance crews hunting for vitally needed parts.

Many believe that elements of the Graveyard were already present before SLA came to the planet in year 126 and that at its heart lie wrecks dating from before the World Of Progress and even some of alien origin belonging to Dante's original inhabitants. SLA have never confirmed or denied this suggestion, but it is known that there are several large sectors of the Graveyard which are off limits to personnel supposedly due to their contamination with old radioactives from damaged engine cores and weapons systems. Few question this, since those areas that are accessible are already hazardous enough without the added threat of radiation.

Despite the lumps of wreckage supposedly having had all their inertia removed and being safely 'parked', items still do drift and several troops a month are lost to collisions with lumps of scrap silently drifting in the pitch black. Added to this is the disorientating maze of old hulls and the ever present threat of enemy action or booby traps which makes the Graveyard only second to Darkside in its unpleasantness.

Despite SLA's attempt to stamp them out, many rumors are also in circulation about groups of crazies or deserters who live in the Graveyard. These ghostly figures supposedly survive in those sections of the old hulls that still remain airtight and only come out from time to time to scrounge fresh supplies, air tanks and powercells, even if they have to kill SLA troops to get them.

The Vandenberg

The Vandenberg is a one of the Graveyards largest wrecks and was originally one of Thresher's most important warships till the immense Battlecruiser was captured in year 897 during an ill fated attempt to run the SLA blockade and deliver reinforcements and supplies to the companies forces on Dante. Ambushed by a large force of SLA fighters and picket ships on route to the planet. During the fierce battle that ensued her engines were disabled before she could either reach Dante or withdraw from the system, effectively trapping her in high orbit.

What happened next remains something of a mystery and SLA are still searching for the exact reasons why the Vandenberg's crew choose to do what they did. Without engines and with most of her weapons systems either destroyed or exhausted of ammunition SLA whole heartedly believed that the her crew would scuttle the ship rather than let it fall into their hands. As a result, for several days after the battle SLA's fleet held back from boarding the Vandenberg, unwilling to risk any of its vessels

approaching a potential death trap. Finally, as the ship showed no sign of either trying to escape or exploding, they sent in a small Hazardous Duty squad to investigate the wreck. As soon as the reconnaissance team boarded the Vandenberg it rapidly became clear what the surviving personnel had been up to.

Beginning at the outer compartments and moving inwards they had gradually been turning the ship into a maze of traps and automated defenses interspersed with suicide squads made up of the vessels remaining powersuit units. The boarding party quickly found themselves under intense attack and unable to progress very far quickly called for reinforcements. These though did not help and after several days of losing men to a variety of boobytraps it was decided to tow the ship to the Graveyard where the problem could be studied more closely.

Whether they were unable to rig the badly damaged engines to self destruct or whether the ship or its cargo were deemed too costly to destroy is not known, but whatever the case the Vandenberg's crew appear to have opted to delay SLA taking control of the vessel, rather than simply blowing it up. Perhaps one day they hope Thresher will recapture the ship before SLA can discover its secrets. Whatever the case the attempt to take control of the vessel and reach its central core has now been going on for over three years and has cost SLA dearly in men and equipment.

Over a kilometer long the ship has miles of corridors, hatches and crawl ways all of which could be, and probably are, boobytrapped or a hiding place for attack drones or worse. Currently SLA is about halfway to the core and it is believed that at least now most of the original crew have either been killed or died from lack of supplies, although a few hold outs are still found from time to time. Progress is also slowed considerably by SLA's unwillingness to risk destroy any of the wrecks potential secrets meaning that all traps must be carefully disarmed and removed. Moored close to Station Huey, teams of researchers and their militray escorts enter the wreck daily carefully searching out and removing its traps and hunting for relics.

Black Dawn

The second largest of the Dante defense satellites, 'Black Dawn' is mainly used for observation and orbital recon purposes and for this reason has a large compliment of high SCL level personnel and is something of a closed community to the rest of the Dante military. The satellite was originally built to act as a port for Foldships and allow the easy export of metals from the original civilian mines. When the war began to get underway it was put

under military control and for a period acted as a transfer station for inbound troops, weapons and equipment. Eventually, the volume of cargo coming in system grew too great and resulted in the construct of the much larger New Hope orbital station. On New Hopes completion all cargo handling duties were transfer and the older station was renamed and put under the joint control of the various military intelligence divisions. The many spy sats and observations platforms that orbit Dante are now controlled from Black Dawn, as well as monitoring of the numerous battle fronts and troop movements when the weather and atmospheric conditions permit.

Much of the base is off limits to regular personnel with tight security being enforced by high level S.I.D troops rather than MPs or Regular Marines. This appears to be a strong indication that there is more to Black Dawn than a simple observation post. The only regular military troops allowed there are a small interceptor squadron based on the satellite, which helps to compliment those stationed at New Hope.

SLA's main R&D labs for space based weapons systems are also on Black Dawn and share the same tight security precautions as the rest of the instillation. The presence of Artery security Stormers on the satellite raises the suspicion that some of the research being undertaken there is in the area of Biogenetics. While several visits by the head of Karma on Dante, Dr. Susan DeVerr seems to confirm this fact. Power Projects are also known to have an extensive lab on Black Dawn which is developing designs for advanced, armoured, environment suits for use in space.

One secret that did become known in year 678 is that the satellite now mounts possibly the largest, orbital, beam cannon instillation in the Worlds of Progress. Covertly constructed on the satellite in the years after its takeover by military intelligence, the immense laser cannon, nicknamed 'The Hammer Of God', was first fired at a small Thresher instillation on Dante's surface in mid 678. All that remained after the test firing was a patch of fused ground about 800 meters across. Since then the weapon has been used several more times against large ground based targets when weather conditions and cloud cover permitted.

Phoenix Base

Constructed in one of Dante's vast, central desert regions, Phoenix Base has among the worst environments to fight in on the planet. The base sits on Dante's equator and recorded temperatures exceed even those found in the southern Wastelands. The buildings at the base are alternatively baked and frozen through the day/night cycle with a two hour window in the mornings and

evenings being the only time personnel can go outside without specially modified armour. For this reason much of Phoenix is built underground for added protection and a massive cooling and environmental control system has been installed to allow comfortable working conditions for its troops and command staff.

The fine sand of the area gets into everything and failure rates on vehicles and equipment is high, with unsealed items breaking down in a matter of hours. In addition the region suffers from regular high velocity sand storms and even flash floods when the conditions are right. The intense heat and variable weather make it one of the harshest testing grounds for new pieces of equipment and for this reason Phoenix has extensive underground R&D labs representing numerous sub companies and has rapidly become a prime site for weapons research. Wraith Raider personnel are exempt from duty at Phoenix due to the extreme strain that the high temperatures put on their metabolisms even when using boosted cooling systems and insulated suits.

The base also serves as a repair and re-supply depot for the many patrols and SLA Leviathans operating throughout the Deep Deserts. This function is vital as there are few other SLA Industries facilities for over a thousand miles of Phoenix and it provides one of the few safe havens in the vast seas of baking sand. Several large air conditioned, underground bays have also been built at the complex, in the last twenty years, to allow vehicles to be repaired inside where they can be protected from the environment.

Zodiac Nine

Built at the heart of the northern polar regions Zodiac is another of SLA's important research bases, it is also a particular favorite posting among Wraith Raider personnel who form the majority of its non scientific complement. For this reason it has earned the nickname 'Lizard Island' among other troops. To protect against the intense cold and violent storms that sweep the area 90% of the base has been constructed underground with only a handful of domes and defense grid installations showing above the surface. Most vehicles used at the base need to be specially adapted to handle the extreme environment and human personnel cannot last long outside without armour fitted with internal heating units. Much of the year the weather prevents the widespread use of aircraft so that supplies can only be brought in by sea and even this can be dangerous with Dreadnoughts having to brave the iceberg clogged straits to reach the head of the river where the base is sighted. Despite even the SLA Dreadnoughts great power and ice breaking ability, in 864 the SNV 'Horza' became trapped

during a regular supply run and had to be blasted free with explosives before it could be destroyed by land based Thresher forces. The resulting battle lasted for seven day before the Horza's engineers could smash the imprisoning ice and resulted in heavy losses on both sides.

Zodiac Nine is also SLA Industries main genetic research station on the planet where development of new projects with a distinctly military slant are undertaken. Karma have their biggest research and manufacturing facility on the base and it was here that the initial work for the D-966 Dante Stormer project was undertaken. Rumor has it that Karma have several other large scale biogenetics programs going on at the base, although much of this work is extremely classified and several areas of the Zodiac remain strictly off limits to low level SCL personnel. These security measure are enforced by a team of Artery Security Stormers specially shipped in and modified against the cold for the purpose. The base was also notable for the part it played in the discovery of Life After Death treatments, being one of the first to successfully replicate the procedures practiced by the pioneering MASH unit without the untreatable brain damage that other experimenters encountered. With much of their data and research being passed back to the 'Longevity Chain' team on Mort.

The Devils Eye

The Devils Eye is a large natural lake which spans one of the major front lines between SLA and Thresher forces. Hideously polluted by centuries of run-off from the battlefields and clogged with debris and wreckage, the lake is strongly fortified along its northern and southern shores on the company battle lines. Occasionally the lake is also used as cover to mount assaults by either side, the most notable of these being when Thresher managed to release several high yield marine torpedoes into the lake with which they successfully blasted holes in the SLA defense grid on the opposing shore.

At the center of the lake lie two small islands roughly equidistant between the two forces and these have become the site of a bizarre and extremely deadly game played by troops on both sides every few months. Where the tradition of 'raising the flag' originally came from has been lost in the history of Dante, needless to say it has cost the lives of numerous highly skilled troops over the years.

The game simply consists of placing a Company flag at the top of the vast ruined communications tower which stands on the smaller of the two islands, a remnant from the days when SLA had a command complex there before it was abandoned. To do this the players must cross the polluted lake under the gaze of the enemy gun

positions and defense systems. They then have to get within the perimeter walls of the base past the vast number of mines and booby traps that have been placed on the island over the years. Men from both companies play the game and a strange unwritten set of rules appears to have grown up around it and be honored by both sides. These include never deliberately destroying the ancient tower or opening fire on those who gain the boundaries of the complex, while in return players take no tactical advantage of this and simply hang their flags and attempt to leave. Flags normally change every few months or are torn away in the storms and a score has been kept of the number of times personnel from each company has succeeded, this currently runs at Threshers 304 to SLA's 362.

Officially participation in the game is strictly forbidden by the SLA High Command, although they have difficulty enforcing this, especially as it is widely known that Commander Van Braun and several other high ranking officers took part in their youth. The War Witch is credited with successfully 'raising the flag' twice and is only one of four SLA officers to do so.

The Wastelands

This large area of extremely arid desert covers most of the southern continent on Dante and was the site of the biggest pitched battles to take place on the planet close to the start of the war. Over a period of months Thresher covertly landed one of the largest mobile forces in the history of the war in this area and then attempted to push northward in a three pronged attack to secure the bridges at Ravenhead and Van Numann and blockade the Black Sword valley, the main routes to the central land mass. A maneuver which, if successful, would have effectively denied SLA forces easy land access to the whole southern continent. The plan was discovered in time due to a fluke change in weather conditions revealing one of the Threshers armoured columns moving up country and all available SLA forces were rapidly deployed to intercept.

In the next six months a fierce running battle took place with SLA throwing everything it could muster at the Thresher advance and only stopping them when they reached what has now become known as the 'Vale Of Tears'. The fighting left a five thousand mile long trail of smashed equipment, armour and vehicles and Thresher has never since been able to mount such a large raiding force.

One of the most noted things about this region is the strange drifting sands, sudden storms and the considerable instability of the environment, with the dunes constantly shifting into new patterns, disappearing or reforming in different places. Not only do the sands drift, but they also constantly

cover and uncover things in the desert, so that war wreckage that's been buried for a hundred years can suddenly be dragged to the surface by a freak storm or a brand new vehicle can be sucked down and lost without trace overnight. For this reason many scavengers often hunt the area looking for lost technology and weapons, although this practice is not just restricted to independents as many a SLA researcher has scoured the Wastelands hoping to find something unique.

SLA have few established bases in the area, instead they use huge armoured vehicles known as Leviathans which cruise the desert supporting hundreds of personnel and remaining immune to a certain extent to the ever changing environment. There are also rumors that there are things out in the Wastelands that are best kept buried and that it has been used as a dumping ground for some of SLA's worst research mistakes. Mines and other munitions also wash up in the strange sand tides and this phenomenon has proved such a hazard to all sides that they are now rarely used within the boundaries of the Wastelands.

White Heat

The largest base established by SLA Industries in the Wastelands, White Heat stands at the head of a vast river system which leads directly into one of Dante's oceans making it ideal for re-supply by Dreadnoughts. The base is actually nothing more than a vast fortified refueling, re-supply and repair station for the Companies numerous patrol vehicles that operate throughout the area and consists of various underground storage silos and machine shops. SLA have also constructed an immense covered vehicle hanger at the base which is capable of holding an entire Leviathan vehicle and allowing repair crews to work on it in a controlled environment without cooled suits.

A small number of civilian facilities also exist at the base to provide R&R for crews waiting re-supply or repairs to their vehicles, most infamous of these being the '101 Degree Club' which has been the scene of numerous inter unit brawls over the years, usually between naval and infantry crews.

The complex is ringed by gun turrets and other defenses and has been the site of several fierce battles against rival company forces as they attempt to smash a key link in SLA's supply chain. Although there are no established company labs at White Heat it does attract large numbers of researchers eager to venture into the surrounding deserts to hunt for lost technology and there are four or five teams from various sub companies stationed there most of the time. In recent years SLA has cut down on the number of researchers granted permission to enter the Wastelands due to the high

number of losses they were experiencing from both the enemy activity and the environment.

Palm Springs

Constructed at the center of the southern Wastelands, Palm Springs is built on one of the few areas of stable rock in the region and serves as a vital re-supply depot and stopover point for SLA units. The base is also tactically important since its location allows the company to control one of the only natural water sources in the deserts.

This huge subterranean reservoir is what attracted SLA Industries in the first place and over the years the base has been expanded and reinforced to deny this vital resource to the various rival company's.

Fairly small by the standards of SLA's other bases, Palm Springs relies on the desert itself for much of its protection since it takes careful planning and a lot of equipment to venture this far into the Wastelands. Most of the bases supplies are brought in by air, or the occasional convoy and it has several huge underground silos to allow it to be self sufficient for long periods of time, particularly during the sand storm seasons. Often used as a staging point for raids, Palm Springs also attracts its fair share of company researchers keen to either explore the surrounding deserts or undertake product testing.

The Black Isle

A large island off the northern tip of the largest piece of Thresher held territory on Dante, the Black Isle has been systematically rendered inhabitable by SLA over the last three hundred years. When it was discovered that the island was being used as a stepping stone by Thresher forces to mount forays onto the mainland, SLA High Command instigated operation 'Burning Star' to deny its use to them. Burning Star consisted of multiple bombing raids using a host of war gasses and biological weapons to the point where no troops could survive extended periods on the island without specialist protective clothing and vehicles.

Many of the weapons used leached into the soil and water table and over the next few years the whole island gradually turned into a poisonous swamp on which even those with using protective suits struggled to survive very long. Some of the biological weapons SLA Industries employed were experimental and a few of these have continued to survive and mutate giving rise to new undiscovered strains against which existing filters have little effect. For this reason the only way to be safe on the Black Isle is to use sealed suits and self contained life support systems. Not all the flora and fauna on the island were destroyed by the carpet bombing

and many continue to exist in a range of wildly mutated forms that appear to change year to year. Despite its numerous hazards, Thresher and sometimes DarkNight special operations teams still use the island as a staging point for mainland campaigns and when their presence is discovered SLA have no choice, but to send in assault teams of their own to oust them.

High Tower

Threshers main base at Dante's northern pole, the High Tower is situated in a naturally fortified position which has defied all of SLA's attempts to capture it. The base is constructed on a small island situated in the center of a large natural lake with access to the mainland only being possible via a three kilometer wide causeway. Thresher forces were firmly entrenched before SLA discovered the bases existence and since then heavy, long range, artillery and missile batteries on the island have served to keep back any equipment brought in to attack the it.

SLA have now built their own fortifications at the mouth of the causeway effectively isolating the High Tower from land access, but somehow the defenders still seem to be able to get adequate supplies of food, ammunition and reinforcements, despite there being no obvious way to do so. The most widely accepted theory is that Thresher has been able to find a way to High Tower lake through a network of underground rivers which allows them to sail their submarine fleet under the pole. Despite numerous attempts to prove this, and close down High Towers supply route, all have ended in failure. In the past the High Tower was simply been a stronghold for Thresher, but recently under the control of is new and ambitious Commander the Tower has been mounting covert attacks on SLA forces much further afield.

Misaki Garrison

Based on the smaller western continent, the Misaki Garrison is responsible for securing this mountainous region and preventing Threshers incursions from the north and DarkNight's from the south east. The high peaks and constant electrical storms make communications virtually impossible most of the time, while much of the area is impassable to vehicles apart from a network of narrow mountain passes.

Seismic activity in the region is also particularly intense and earthquakes continually rock the high country bringing about sudden rock falls and land slides which can quickly block passes or sweep away unlucky patrols. Mine warfare is particularly common in the area, with the tight

roadways and narrow gorges making ideal targets. A popular tactic, when the weather permits, is to 'seed' the mountain passes with munitions from the air using dropships or other craft. The garrison provides a central command and supply center for the numerous smaller mountain bases dotted around the region and the two sets of front lines that contain the rival company forces within their own territory.

The base has a number of repair and maintenance facilities for the vast fleets of vehicles that operate from it, as well as several small R&D labs from a number of SLA sub companies. Large scale re-supply of the base by air is not possible due to the variable environmental conditions, which can often leave aircraft grounded for weeks at a times. Instead Misaki relies on constant regular convoys making the several thousand mile trek across the northern edges of the Deep Deserts from Archangel.

Thunder Pass

Threshers second largest known base on the planet. This massive complex is built at the heart of the mountain ranges north of the Misaki garrison and is the center of operation for both troops fighting here and those sent to the front-line bases close to New Hamilton city. The base gains its names from the huge number of storms that rage in the area effectively screening the site from orbital observation and helping to protect it from attacks by aircraft and other flight capable vehicles. Construction of Thunder Pass is on the site of an old SLA mining complex and Thresher have made good use of the numerous tunnels and other workings to build a heavily fortified position. The company are also now exploiting the great mineral wealth in the area and over the years this has become one of Threshers key manufacturing facilities on the planet.

The surrounding mountains make armoured assaults against the base extremely difficult with vehicles having to weave through miles of narrow passes, many of which are heavily booby trapped and mined, to even come close to the outer defenses. The weather and lack of suitable landing zones also makes air mobile forces hard to infiltrate into the area. Although a small Marine combined unit managed to break through to the base in late 685 and caused considerable damage before being forced to withdraw through lack of reinforcements.

The Ice Palace

SLA Industries northern most Military and Naval base, the Ice Palace provides a repair and re-supply depot for the Dreadnought fleets as well as a center of operation for the numerous patrols in the polar

region and the companies blockade against the High Tower. A regular supply route has now been established between the base and the garrisons currently engaged in bottling Thresher up on their island base and a constant flow of traffic leaves everyday to travel the several hundred kilometers across the frozen wastes to the front lines.

Construction of the base is along similar lines to the one at Zodiac Nine with the majority of the complex being placed deep underground to protect it from the environment. The Ice Palace though has much more extensive facilities and even supports a small civilian population providing recreational services for the bases staff and the crews of ships visiting the port. The naval repair yards are not as comprehensive as Coral Seas, but a dry dock capable of handling a Dreadnought has been recently constructed and the complex continues to expand to meet growing demands.

The Ice Palace also boasts a small space port which is capable of handling large freighters and other types of orbital traffic when weather conditions allow and which also helps to lift the bases reliance on sea born supplies, something that can become difficult during the height of the storm seasons or when extremely low temperatures cause the surrounding sea to freeze over for periods of several weeks. Like Zodiac Nine many of the personnel at the Palace are Wraith Raiders who tend to thrive in the cold environment.

The Hall Of Mirrors, The

A strange natural phenomenon located at Dante's northern pole, the region known as the 'Hall Of Mirrors' consists of several hundred square kilometers of ever changing crevasses, tunnels and fissures where personnel from all three of the major companies play a deadly games of cat and mouse with each other. Formed from snow and ice this strange maze provides endless hiding places for enemy units and SLA has had an almost permanent presence there for the last four hundred years in an attempt to oust them.

Changes in the weather patterns and shifts in Dante's orbit cause parts of the region to periodically collapse and reform at random, often opening up previously inaccessible routes or closing well established ones. This has greatly hampered SLA's progress and has made any attempt at keeping permanent maps of the area impossible.

Fighting in the Hall Of Mirrors is particularly dangerous for several reasons, not least the number of boobytraps and other devices that have been employed there over the years, while sudden collapses, rock slides and the unexpected opening of crevasses all pose an equally serious threat. Too narrow and unsafe for armoured vehicles the vast majority of fighting in the region

must be done by infantry which also adds an added unpleasant dimension for SLA troops who are unable to call for their customary air and AFV support. This chaotic environment works to the advantage of the rival companies who choose to hide there and they make good use of the rapidly altering layout to hide men and equipment prior to attacks on SLA held positions. The Hall Of Mirrors also attracts large numbers of company researchers keen to search for relics lost in the ice and perfectly preserved after years in the sub zero temperatures.

The Ravenhead Bridge

The Ravenhead Bridge was built in the early years of the mining colony and was intended to be a shortcut to the southern continent from the central deserts. Built to withstand the rigors of Dante's coastal weather this three kilometer long bridge spans between the two continents at the narrowest point and is today another area of hotly contested territory. In 678 an aerial Thresher Strike Team managed to take and hold the southern end of the bridge complex, which was at the time being used by SLA for troop movements to and from the Wastelands.

Rather than being ousted by a rapid counter attack the Strike Team managed to hold their position and dig in. Reinforced by a daring dropship raid, the defenders held fast and refused to give up their end of the bridge. Attempts at a counter attack were severely hampered by the fact the southern side of Ravenhead is ringed by a range of high and impenetrable mountains known as the 'Sharks Teeth' which are only accessible via a network of narrow passes. Once Thresher managed to get defenders into these they were able to stop any attacks from the south and have held the bridge complex ever since. To further cement their position, many of these mountain passes were blasted closed with explosives effectively sealing them against armoured vehicles or seeded with mines and automatic defense systems.

Today as with most of the combat zones a stalemate exists at Ravenhead, SLA holds the northern shore while Thresher hold a small area on the southern, with each having built up a complex network of fortifications and gun batteries. Neither side has yet attempted to destroy the bridge that stands between them, as each sees it as too valuable to loose and despite being scarred by numerous artillery hits and heavily mined at either end it remains intact till the day one company manages to oust the other.

SLA have come close to this several times mainly due to the difficulty that Thresher has in getting supplies to its troops. A combination of stealth submarines, blatantly suicidal airdrops and items smuggled in over the mountains have

managed to keep their defense of the bridge intact for the last few years, but SLA have been gradually tightening the screws and many see the retaking of the bridge as imminent.

Route 66

The only remaining open land route between Dante's northern and southern continents, Route 66 as it has become known follows the vast hundred kilometer wide land bridge that joins the two and offers the only way to move large amount of heavy equipment between them. Because of the enormous amounts of traffic from all companies that passes through the area, ambushes and raids against convoys are common with the sector remaining a combat hot spot as companies attempt to both protect their own convoys and hunt down and destroy their rivals. Supply train duty in this area is extremely hazardous and whenever SLA send vehicles down the route they usually do so in large numbers and whenever possible with almost constant air cover.

Recently several special units have been set up by the SLA High Command to both find and destroy enemy raiding parties as well as scouting for their supply trains. The large numbers of vehicle wrecks and other equipment left behind by the constant fighting in the region also serves to attract high numbers of war looters to the area, eager to pick over the fresh hulks and recent battle sites.

Route 66 becomes most deadly when it passes through the narrowest point on the land bridge, known as 'The Black Sword Valley'. Here there are far fewer route to choose from and heavy mining of these and the numerous enemy patrols that operate here make it particularly hazardous.

The Veil Of Tears

One of the largest of the old battlefields on Dante. It was here that SLA Industries finally crushed Threshers six month offensive to take the southern continent. Threshers vast armoured force was eventually brought to a halt by the sheer numbers of SLA troops and the massed firepower of over half its fleet of Leviathans. Losses on both sides were huge and left the area strewn with wreckage of all kinds, including the burning hulks of the AMCU's (Armoured Mobile Command Units) 'Obsidian Castle', 'Vortex', 'The Ether Stream' and 'The Mirador'. Several other Warbringer class Leviathans were also extremely badly damaged but remained salvageable.

Even today thousands of MBTs, powered suits, aircraft and other vehicles dating from the conflict still litter the area. Many more wrecks have been sucked down by the Wastelands ever shifting sands over the years and remain hidden below the

surface in this strange limbo till they're dragged up by another storm. A prime site for looters and treasure hunters, the area still has many secrets yet to be given up by the sand. It also presents numerous hazards to those who go scavenging there, not least the high levels of pollution caused by damaged and leaking power cells, old reactors and various decaying munitions.

The Petrified Forest

Originally this region was one of the largest remaining areas of vegetation on Dante till SLA used it as a testing site for one of their biological weapons systems. Up to year 790 the Petrified Forest consisted of several thousand square kilometers of low Dante hardened trees and was the only surviving region to do so on the planet. Known for having several permanent com blackspots various rival companies were using the region to conceal bases and over the years fighting in the forest had cost SLA large numbers of men and vast amounts of equipment.

So in an attempt to deny the area as a safe haven to opposing forces in year 792 Karma scientists released the experimental Resus-K biological defoliant over the trees. Resus-K though did not behave as it had in the lab and it quickly became clear that it was having some strange and unexpected effects on the vegetation. Instead of breaking down and destroying the trees, the defoliant appeared to mutate in some way soon after its release and instead began to convert the organic matter into a previously unseen, hard, crystal like compound. Over the next twelve months virtually all the trees were to undergo this strange conversion and transform into bizarre crystalline statues.

Even today Karma have been unable to trace the cause of the Resus Mutation, although there are numerous possible culprits including pollutants in the water table, Dante's heavily tainted atmosphere and the numerous biological weapons in use by at any one time by all sides in the conflict. Despite the radical changes in the forest vegetation it still remains an active combat zone. Although now where the troops once fought amongst living plants they now do so among eerie black stone trees which often shatter and crack when hit by weapons fire and collapse into heaps of crystal shards. Unpleasant in the extreme, the petrified forest is a cold dead place and few relish fighting there, particularly since over the years it has also gained its fair share of rumors and stories, many concerning the effects that Resus-K has had on the areas wildlife and the troops fighting there.

The Van Numann Bridge

The Van Numann was the second bridge to be constructed during the initial years of the colony to connect the northern and southern continents and shorten journeys between the two. Similar to the bridge built at Ravenhead, the Van Numann featured a vast span several kilometers long, heavily fortified against the environment and the wraith of Dante's storms that sweep up the channel it crossed.

During the early year of the war SLA held the bridge at both ends and large bases were constructed on the northern and southern shores to aid in its defense and keep it open for supply convoys crossing to the Wastelands. The site of fierce fighting throughout the initial war years, both DarkNight and Thresher failed several times to capture the complex and the bridge intact.

In year 569 the Thresher High Command obviously took the decision that the bridge was costing them too highly in resources to take, especially after their defeat at the 'Veil of Tears', but was too valuable to remain in SLA hands. This resulted in the use of one of the few nuclear weapons of the war when a converted Thresher dropship managed to break through the anti aircraft batteries that surrounded Van Numann and drop a small, and particularly dirty, tactical nuclear device on the center of the bridge. The detonation of the device obliterated the majority of the span instantly and caused considerable damage to the fortifications at either end, despite their hardening against this form of attack. Over 12,000 SLA troops perished in the assault, mostly those above ground or manning upper defense positions at the time and the whole area was heavily contaminated by fallout. All that remained of the bridge were two stumps on either bank roughly 200 meters long, their ends blackened and fused by the blast, which still remain today.

The considerable damage and heavy radiation poisoning inflicted on the bridge complex rendered it impossible to repair and SLA Industries quickly took the decision to abandon the base and withdraw their surviving personnel, instead concentrating their forces at the, then still open, Ravenhead crossing. The remaining underground sections of the base were sealed with explosives and the rest above ground left to erode slowly in the fierce desert winds. SLA considering the threat of contamination enough to prevent rival forces re-occupying the site.

This has been true to a certain extent, although numerous crazies and deserters have dug their way into the sealed tunnels over the years heedless of the risk of the still present fallout that has seeped into the rotting structures since the bomb. Reports also persist of a colony of half human mutations who live in the lowest levels of the deserted base and appear to be similar to the cannibalistic humans found in Mort's sewer

systems. Three patrol units have since been sent on exploration missions to confirm this and check the possibility that the base could be made functional again. Of these two could find nothing, while the third disappeared without trace shortly after leaving Phoenix. SLA is still investigating this, unsure whether it has anything to do with the rumors or was a result of enemy action in the deserts. What is known is that the tunnels are infested with several strains of local wildlife heavily warped and altered by their constant exposure to the radiation and through drinking from the polluted water table.

The Steelhead Mines

Once the largest mining camp on the planet, the Steelhead complex was responsible for over 40% of Dante's mineral output before the days of the war. Abandoned by SLA forces in 234, its tunnels were blasted closed and most of the over ground buildings destroyed. Since then the complex has been slowly decaying in the harsh environment and few things still remain above ground apart from a mass of rusted wreckage and the rotten stumps of building supports.

Over the years the tunnels have been used by many different sides in the war as a covert base of operations or staging point till they were driven out by enemy units. In 434 Thresher attempted to establish a permanent base at the complex, but were forced out by SLA assault units about seven months after they first began re-opening the tunnels. It is rumored that before they were forced out that the company shipped in numerous pieces of equipment and stored them in the lower levels of the mine. These areas are thought to have been cut off during the fighting and sealed by roof falls caused by SLA's use of heavy weapons in their attack. As a result many researchers have petitioned the Company for the right to explore these areas in the hope of finding intact Thresher technology. The High Command currently have these requests under consideration.

Today many crazies and deserters use the mines kilometers of old tunnels systems for shelter, scavenging from the many wrecked convoys that have been attacked as they pass through the area on their way to and from the Misaki Garrison.

Snake Island

This heavily fortified offshore island is the center of DarkNight's naval operations and the base from which many of its numerous regular raids into the Deep Deserts and the Wastelands are launched. Situated in an area known as the 'Sea of Souls' the island makes a perfect staging point for attacks on the mainland and so has an extensive air and sea port. The high cliffs and lack of beaches makes the

complex hard to assault from the ocean and as yet SLA have been unable to breach the islands numerous defenses, although the complex is regularly a target for bombardments by the Dreadnought fleet. The heavy AA batteries that surround the base have prevented any serious damage from attacking aircraft, while over the years many of the repair bays and storage silos have been moved underground placing them beyond the reach of SLA's bombs and missiles.

The majority of DarkNight's naval assets are stationed on Snake Island including numerous fast patrol boats, assault landing craft and submarines, these are used to strike at enemy coastal installations and for the transportation of troops and equipment. The base is also home to the companies fleet of 'Tyrant' Class Destroyers and much of the complex is devoted to the repair, construction and maintenance of these ships. Massive sea locks and a vast underground harbor serving to protect these facilities from SLA's assaults.

Blain & Tanner Mining Camps

These two camps are SLA's main mining operations in the northern arctic and provide the vast majority of the raw materials for it's manufacturing complexes, both are virtually identical in design and have similar types of personnel stationed there. Heavily defended against attack each complex has its own garrison to protect the mines and their civilian work forces, since they're a prime target for rival company forces due to their importance to the SLA war effort.

Most of the camps facilities have been constructed underground in a similar fashion to the bases at Zodiac Nine and The Ice Palace, with direct access to the mine tunnels being possible without the need to cross the surface. The vast majority of the work is done by automated machinery where possible, due to the extreme environmental conditions, with large numbers of security and attack drones also being employed to guard the many tunnels against infiltration. Dropship landing facilities and seaports for both Dreadnoughts and transport ships are present at both camps, although like Zodiac Nine they can often become cut off due to extreme weather and storms resulting in a need for self sufficiency.

These complexes are also one of the few areas in the arctic to suffer problems with Crazies and Deserters. Normally deserters don't last very long in the arctic regions due to lack of shelter and the need to constantly use specially modified equipment, but in the older, worked out sections of mine tunnels an existence is just barely possible, especially as they're are opportunities to scrounge supplies and equipment. As with those in the

Archangel Under City, these renegades can often become extremely cunning and adept at hiding from search parties and bypassing security systems.

Akah City

Akah was originally one of the colonies largest coastal cities, till it was abandoned during the withdrawal in 212, after which it slowly decayed till year 602 when DarkNight established a small heavily fortified there base. Exploiting its easy access to the sea, to ship in men and equipment, the company began using Akah as a staging point for raids up the coastline and into the central deserts.

Naturally SLA responded to this threat and began established their own bases along the outer perimeter from which to mount raiding parties into the city itself. This conflict continued till year 508 when the region was suddenly, and unexpectedly, hit by one of Dante's worst earthquakes in recorded history.

In a seismic disturbance lasting over twenty hours the entire seaboard on which Akah was built dropped over 30 meters and the ocean quickly flooded in leaving the remains semi submerged. Estimates put the death toll on both sides at around 20,000 and it was assumed that with the extensive flooding DarkNight would be forced to abandon their position. This though did not happen and within a matter of weeks the company had managed to re-establish itself in the maze of wrecked buildings shifting their men and equipment into the upper floors of the many tower blocks that still remained above water.

Unwilling to allow this, SLA have been in a constant battle ever since to clear Akah of its invaders and thousands are killed yearly fighting in the kilometers of strange flooded ruins. Unable to employ conventional transports, the combatants in Akah instead rely on small assault boats, hovercrafts and other amphibious vehicles. SLA initially brought many of these in from Charlie's Point, where they are used extensively, and in Akah they were quickly found to be ideal for navigating the channels between the wrecked buildings. DarkNight and more recently Thresher troops play an endless game of cat and mouse with SLA's forces throughout the city. With units constantly moving between the remaining buildings and establishing temporary bases from which to mount covert raids. SLA suspects that there are several heavily fortified blocks at the heart of Akah which form DarkNight's main base, but as yet no patrols have managed to penetrate this far and due to poor atmospherics in the regions nothing has been found by orbital sensors.

The city also has its fair share of deserters, crazies and scavengers who live in the many isolated blocks and semi submerged areas of the

city and coming out from time to time to hunt for food and equipment.

The Crab

The Crab is SLA's main base of operation for the Akah region and is one of the few of its structures to survive the sinking of the city. Fortunately for the company the bases central command tower was high enough to prevent it being totally flooded out during the disaster and the large, disc like, structure survived to become the basis of a new base. Using the tower as a core, various immense floating pontoons were added over the years and these have developed into a vast network of docks, warehouses, landing fields and barracks. The aerial view of these radiating out from the central tower is what gives the Crab its name.

Kept supplied by dropships and ocean going ships, personnel from the base are tasked with mounting raids into Akah, as well as policing its boarders to prevent enemy units getting reinforcements or supplies. Various sub companies have research establishments at the Crab and it is SLA's key center on Dante for developing lightweight amphibious craft. The relatively calm waters of the flooded city being much more suitable for this type of testing than Dante's oceans or coastal waters.

The Shaft

Discovered in year 456, the structure known as 'The Shaft' is widely believed to be some sort of ancient geo thermal power station constructed by Dante's original inhabitants. Built close to the northern arctic the Shaft is a massive 2000 meter wide hole which plunges vertical downwards for over 4 kilometers till it reaches a large pocket of volcanic activity. Off the central bore runs a network of tunnels, pipes, air vents and access ways which spreads out to form a vast maze under the surrounding region.

Ranging in size from those barely big enough for a man to squeeze through to those tens of meters wide through which vehicles can be driven, accurate mapping of these tunnels is virtually impossible and apart from a few small areas has not been attempted. On the lower levels are also passageways, rooms and huge chambers packed with acres of rotting machinery which, largely thanks to its subterranean location, appears to have escaped Dante's original 'cleansing' during the Conflict Wars intact. The exact purpose of these machines continues to elude SLA's researchers and although it seems most likely that the complex was a power station of some kind, exactly how it functioned remains a mystery. Even stranger is the

fact that in some sections, some of the Shaft's more basic systems including elevators and lighting continue to function, although all attempts to track their power sources have failed.

Soon after SLA set up a research base to study the Shaft it was infiltrated by units from both DarkNight and Thresher, drawn by the lure of the complex's alien technology and ever since it has become another piece of hotly contested territory. As well as the usual problem of enemy units, boobytraps and drones in the Shaft's tunnels it also has the additional hazard of a large, indigenous, wildlife population. Attracted by the warm, geo thermal, heat in the lower levels, Skaggs and other animals have made the Shaft their home and don't take kindly to the intrusion of humans. The fairly stable environment also results in a high population of crazies and deserters throughout The Shaft, particularly as the warm, 35 degree atmosphere, means that specially adapted suits are not needed to survive there.

Currently SLA controls the main entrance to the Shaft and has constructed a large base known as The Pit Head from which it controls its operations in the region. The complex though has numerous vents and access shafts leading to the surface through out the surrounding area and despite SLA's best efforts it has been unable to seal all these or prevent enemy infiltration.

Pit Head base is also the staging point for the large numbers of expeditions into the Shaft mounted by company researchers, seeking either examples of enemy equipment or the secret of the alien machines. As a result of this SLA have installed several large elevators which run down the Shaft's walls and allow men, equipment and vehicles to be rapidly transported to its various levels.

Main Street

Main Street is the nickname given to the Shaft's largest tunnel and one where much of the fighting in the complex goes on. The tunnel is over half a kilometer wide and runs in a complete circle around the Shaft itself. It is even large enough to allow armoured fighting vehicles, and even some light helicopters, to be used effectively in its interior and over the years SLA has built up a large force of

APCs and transports which they use to patrol the sections they control. Six smaller tunnels radiate outwards for roughly forty kilometers from the Shaft itself and connected it directly to Main Street.

Although SLA forces hold the majority of the tunnel both DarkNight and Thresher control certain sections and it is around these that the fiercest fighting occurs. SLA has even gone as far as to construct several small bases within Main Street itself, with these acting as both re-supply depots for patrols and staging points for raids, as well as providing repair and medical facilities. Units stationed at these facilities can often spend months underground and being assigned to Main Street is another posting that many troops dread.

Rot Water Lake

The Rot Water Lake complex serves to guard the two main land routes between the central continents and the northern arctic regions. As well as providing repair and re-supply facilities to convoys and other units passing through on their way to and from the Pole.

The base gains its name from the large, heavily polluted inland lake on who's shores it sits and even operates its own small fleet of ships and hovercraft. These are often used to transport men and materials between Rot Water and the smaller 'Northern Pass' complex at the head of the lake. Originally SLA had a number of refineries and manufacturing complexes along the lakes shores which processed the ore and other raw materials from the many mines in the region and the run off from these has tainted the water for ever, even going as far as mutating some of the local wildlife. The concentration of pollutants is so bad that its lake's water will not freeze, even in the sub zero temperatures found at the northern end.

A large well defended base, Rot Water, also operates an extensive fleet of aircraft and is able to provide air cover for the various convoys and other units traveling in the region. Rot Water is also one of the few SLA installations to have a mixed compliment of both arctic and desert vehicles since it sits close to the border between the two enviroments.

CHAPTER - 6

Personnel On Dante

The following is a list of common personnel now serving on all sides in the war on Dante, as well as statistics on the more common types of neutrals, robotics and biomechanicals encountered in the various war zones around the planet. Each is given with a list of average Stats, as well as skills and any equipment they will normally have. All Stats, unless stated otherwise, are for standard human personnel and should be adjusted to reflect racial differences for Ebons, Wraith Raiders or Shaktars.

SLA Industries

Militia Infantry

The standard SLA infantryman serving on Dante. These are the most common type of troops SLA Industries have on planet and vast numbers are lost in engagements everyday despite their Karma enhanced bodies and state of the art weapons and powered suits. Proving that even with these advantages they are often not a match for Threshers vastly superior flight capable armour systems. Most begin service as company Militia and after minimal training are sent to serve on one of Dante's many front lines where they either learn how to fight or quickly become statistics on the KIC (killed in combat) lists. Those who survive their baptism of fire become tough experienced troops dedicated to the company and ready to fight for its ideals as well as reap the rewards it promises to give its loyal employees. Those who come through their initial tour will then be given further training and reassigned to more specialist roles. SLA has the pick of personnel from the Worlds Of Progress and with thousands signing up everyday to get themselves employment with the Company there is never any shortage of new recruits willing to fight for the cause.

STATS	SKILLS	EQUIPMENT
STR - 11	Rifle - 8	Warmonger SMG
DEX - 11	Pistol - 6	Crackshot +2 Armour
DIA - 7	Survival - 5	FEN 603 Pistol
CONC -7	Paramedic - 5	Boopa Med Kit
CHA - 6	Unarmed Combat - 7	Shock Tendons Rank 1
COOL - 8	Auto Support - 9	Brace Tendons Rank 1
PHYS - 11	SLA Info -4	
HITS - 22	Rival Company -5	
	Weapons Maintenance - 5	
SCL - 11M	Assault Weapons Systems - 2	

Heavy Weapon Squads

More specialized and heavier armed than the standard Grunts, HW teams are issued with MAL Shock armor rather than Crackshot and represent SLA's main type of assault troops. Some older units in remote areas may be found using Dogeybone suits, although these have almost all been withdrawn from service on the major battle fronts due to their lack of protection value. Usually armed with Power Reapers, HAS Mini Guns or 17mm rifles these teams are used to mount rapid hard hitting raids against enemy positions along the front lines, a tactic modeled on that of the Thresher Strike Squads. They will also give fire support to the lighter armoured infantry sections when needed, usually in a ratio of one Heavy Weapons Squad to three regular infantry units. Unlike other specialist training, new recruits to the HW units are generally assigned to this duty while still serving their first tour on the line and after a two to three day crash course at a local Command Post are sent straight back in to receive the rest of their training on the job.

STATS	SKILLS	EQUIPMENT
STR - 12	Rifle - 8	12mm Power Reaper
DEX - 12	Pistol - 6	MAL Shock Armour
DIA - 8	Survival - 6	FEN 603 Pistol
CONC -7	Paramedic - 6	Boopa Med Kit
CHA - 6	Unarmed Combat - 7	Shock Tendons Rank 2
COOL - 10	Auto / Support - 11	Brace Tendons Rank 2

PHYS - 12	SLA Info -4	Vibro Saber
HITS - 24	Rival Company -5	
	Weapons Maintenance -5	
SCL - 9 A	Blade 1 Handed - 6	
	Assault Weapons Systems - 3	

“Squad one move up, we’ve got incoming targets DarkNight Infantry in lightweight armour types estimated 30 warm bodies. Reapers to full automatic, lock n’ load, five second burst only.”

BBBBBBRRRRRRRTTTTTTTT

“Squad one to Yellow Dog 07 Command, any of those techs back there want some samples of DarkNight Powered armour? Slightly used..”

Commander - Renalt Tyson
Raptor 33rd Heavy Weapons Squad
Southern Wastelands

Dante Marines

SLA Industries crack troops on Dante, the Marine Corps gets the latest and the best in weapons and armor and comes under the direct command of Julia Van Braun. Heavily enhanced with numerous Karma implants Marines are highly trained in a variety of roles, making them a formidable force. Unfortunately due to its extremely high standards of recruitment the Marine Corps numbers remain small in comparison to those of Dante’s standard infantry units, so for the moment they continue to act in a Special Forces role, with generally only one or two units stationed at a base. Marine Corps personnel are easy to recognize due to their unique Hellstorm blue and black camouflage powered armour suits, a design which is issued to no other unit in the Worlds Of Progress. These suits combine with their great physical strength and stamina make Marine troops virtually unstoppable when pitted against rival infantry. Most Marines are SCL rating 7 or higher and for this reason detachments are usually given high security assignments not trusted to ordinary troops. Loyalty and traditions are fierce among the Corps giving rise to numerous acts of heroism and self sacrifice in their history. Although many suspect that this allegiance is far stronger to Commander Van Braun herself than the company.

The Marine Corps operates its own specialist units such as medical, engineering, armoured vehicle and air force, although again these are much smaller than those of the regular SLA military. They also have their own highly trained reconnaissance division who are tasked with scouting, observation and tracking duties. These teams can also act as snipers when needed and specialize in destroying key rival company assets. In addition to regular units a large Marine rapid response unit is on standby at Archangel at all times and can be quickly deployed to trouble spots when the situation demands.

STATS	SKILLS	EQUIPMENT
STR - 15	Rifle - 15	Warmonger SMG
DEX - 15	Pistol - 10	Hellstorm Armour
DIA - 8	Survival - 10	BLA 464M Blitzter Revolver
CONC -10	Paramedic - 8	Boopa Med Kit
CHA - 5	Unarmed Combat - 10	Shock Tendons Rank 5
COOL - 10	Auto / Support - 15	Brace Tendons Rank 5
PHYS - 15	SLA Info - 8	Advanced Skeletal Enhancement
HITS - 33	Rival Company -8	- Total Body
	Blade 2 Handed - 15	Power Claymore
SCL - 3 F	Blade 1 Handed - 8	MAC Knife
	Pilot Military - 8	
	Drive Military - 10	
	Detect - 10	
	Mechanical Repair - 6	
	Electronic Repair - 6	
	Weapons Maintenance - 10	
	Running - 10	
	Demolition Disposal - 6	
	Demolition’s - 8	
	Sneaking - 15	
	Climb - 6	
	Hide - 15	

Booby Trap - 7
Marksman - 10
Tracking - 8
Swim - 6

"Hey you want to try that again you Thresher puke, takes more than an 11mm DU round to put down a Marine. Now it's my turn...."

Unknown Marine Corps Sergeant
Dante Front-lines Sector 234-89

D.S.O Agents

Dante Special Operations Agents are the spies and saboteurs of SLA's forces. Working behind the lines or in 'no mans land' they attempt to gain intelligence about enemy strengths, movements and positions prior to either calling in SLA forces to destroy them or mounting raids and sabotaging equipment themselves. Most D.S.O agents work alone or in very small teams and in order to survive they must be highly skilled at all aspects of espionage including disguise, acting and have intimate knowledge about rival companies. All implant surgery is carefully concealed and kept to a minimum while few if any agents carry finance chips as they are too easy to check for, giving away that the person once worked for SLA. Many take on the persona of deserters or minor Soft Company Mercs to help gain information from the vast network of non company personnel who live on the fringes of the war. The D.S.O is closely linked with the Marine Corps and many agents hold positions in both units. Marine D.S.O officers are usually assigned to combat missions rather than deep cover work and will commonly form raiding parties sent behind enemy lines.

Infiltration of enemy companies is also a primary objective of the D.S.O. In the confusion of the war it is sometimes possible for disguised agents to slip behind enemy lines pretending to have become separated from their original units and remain for a time gathering information on enemy strengths and fortifications before making their escape. For extreme deep cover, agents are extensively altered to resemble a captured Thresher or DN. trooper from a destroyed unit, then sent back behind the lines to infiltrate the rival company organization. These missions are seen as long term and the agent must be prepared to do many things including fight and kill their own company personnel to prevent discovery. This is an extremely hazardous occupation which only the elite of the D.S.O are suited for, since the possibility of discovery is always close, even when every possible precaution has been taken. If captured only the lucky get executed straight the way, with most compromised agents facing months or even years of interrogation before they die. Despite these risks several D.S.O Agents are known to have survived with Thresher or DarkNight identities intact for several years and provided valuable information on the rival companies activities.

STATS	SKILLS	EQUIPMENT
STR - 12	Rifle - 12	Rival Company Weapon
DEX - 12	Pistol - 10	Rival Company Armour
DIA - 8	Survival - 10	Dragon Automatic Pistol
CONC -10	Paramedic - 8	Boopa Med Kit
CHA - 10	Unarmed Combat - 10	Shock Tendons Rank 2
COOL - 10	Auto / Support - 8	Brace Tendons Rank 2
PHYS - 12	SLA Info - 8	Disguise Kit
HITS - 24	Rival Company -10	Forgers Kit
	Disguise - 10	Explosives
SCL - 4 D	Blade 1 Handed - 8	MAC Knife
	Sneaking - 12	Scrambled Com Set
	Hide - 12	Night Vision Equipment
	Demolition's - 8	
	Demolition's Disposal - 5	
	Running - 10	
	Weapons Maintenance - 10	
	Electronic Repair - 6	
	Mechanical Repair - 6	
	Detect - 10	
	Drive Military - 10	
	Pilot Military - 8	
	Tracking - 8	

Booby Traps - 8
Bribery - 8
Navigation - 6
Swim - 5
Climb - 5

“Good evening Mam, can I see your id please...Hey your not Thresh.....”

PHUT

PHUT

PHUT

“This is Nighthawk one to Nighthawk command, sentries down, your clear to proceed.”

Marine Captain - Yuri Deviling

D.S.O Combat Unit Baker 067

Armor Vehicle Crew

SLA operates a vast inventory of fighting vehicles on Dante including everything from Main Battle Tanks to armored motorbikes and quads. Each of these requires its own specialized crew units, which include drivers, gunners, Commanders etc. These AFV troops are trained to be proficient in both driving and gunnery, which allows them to fill any the positions in the crew if needed. They must also have good infantry and survival skills as many vehicles are operated in the remote areas of Dante such as the Wastelands or the Northern Pole, where long distance movement without transportation is almost impossible. Although some will be given assignments as base protection units, most will spend their time in assault or patrol companies or driving the massive armoured Land Trains that form the backbone of SLA's cargo convoys.

STATS	SKILLS	EQUIPMENT
STR - 10	Rifle - 8	Warmonger SMG
DEX - 11	Pistol - 4	Crackshot +2 Armour
DIA - 8	Survival - 5	FEN 603 Pistol
CONC -10	Paramedic - 5	Boopa Med Kit
CHA - 7	Mechanical Repair - 8	Shock Tendons Rank 1
COOL - 8	Auto / Support - 11	Brace Tendons Rank 1
PHYS - 11	SLA Info -4	Tool Kit
HITS - 21	Rival Company -5	
	Weapons Maintenance - 7	
SCL - 7B	Drive Military - 10	
	Drive Motorbike -10	
	Navigation - 8	
	Assault Weapons Systems - 10	

Fighter Jocks

Another elite group, Dante fighter pilots have enough trouble not being killed by the weather without adding in the threat of enemy fire, so unless your good you don't last long. Pilots usually specialize in one type of aircraft such as fighters, drop ships or transport helicopters, all of which have their own special problems and dangers. The ability to fly by the seat of your pants without help from instruments or electronic sensors is vital on Dante with pilots often forced to navigate in almost zero visibility without beacons or sat nav data because of the dire weather conditions and interference effecting their com gear. For this reason most pilots will be issued with additional Karma implants to boost their reaction times and harden them against the rigors of high G maneuvers. Air cover is vital to many of SLA's operations on Dante and many air crews find themselves stationed with mobile forces such as the Leviathan fleets or the sea going Dreadnoughts. A number of the better pilots will eventually find their way into SLA's space based forces, flying interceptors from the New Hope and Black Dawn satellites.

STATS	SKILLS	EQUIPMENT
STR - 8	Rifle - 6	FEN 10mm SMG
DEX - 13	Pistol - 6	Crackshot +2 Armour (120-HG)

DIA - 10	Survival - 5	FEN 603 Pistol
CONC -10	Paramedic - 5	Brace Tendons Rank 1
CHA - 8	Unarmed Combat - 5	Shock Tendons Rank 3
COOL - 10	Auto / Support - 13	
PHYS - 11	SLA Info -4	
HITS - 21	Rival Company -5	
	Pilot Military - 10	
SCL - 8A	Orbital Pilot - 10	
	Assault Weapons Systems - 13	
	Mechanical Repair - 4	
	Electronics Repair - 4	
	Navigation - 10	

"Baker one to flight leader, I've got multiple targets, looks like a mix of MBTs and armoured personnel carriers. Request permission to engage."

"Permission granted, but this time Baker one try and leave something for the grunts, you know how they get peeved when there's nothing left to fight."

Lieutenant - Ellory Christoph
54th Warbeast Recon Squadron
White Heat Base

Dante Stormer - D-966

A recent development from the labs at Zodiac Nine and one of the first, none Artery, Stormer projects. The Dante Stormer, as it is known, is seen as the ultimate fighting machine, although its savagery and single minded attitude are though to make it unsuitable for use off planet. Because of this the D-966 is still undergoing trials in the various war zones, although limited production is now underway and numbers are steadily increasing. Its healing and regeneration capabilities are identical to those of the standard 313 Stormer models although by boosting the D-966s metabolism these repairs can be achieved much faster, allowing these Stormers to rapidly get back into action. Strength and ferocity are also greatly enhanced and all units come fitted with specially altered claws and teeth, these are sheathed in hardened ceramics then sharpened to greatly increase their damage and penetration. In contrast intelligence is currently much lower than other models and the units can only respond to simple straightforward commands, usually given by an individual they know and trust.

These Stormers are usually formed into small combat squads composed solely of their own type, with a human officer in command. This is because there have been some difficulties using D-966s in mixed units and even with other Stormer variants such as 313s. The D-966s tend to get carried away during intensive combat and will often not slow down or care if there are friendly troops between them and their targets leading to several regrettable incidents.

Outwardly the D-966 resembles a standard Stormer, although much larger and heavier muscled, standing at around three hundred and fifty centimeter meters tall. For this reason these units need to have suits of powered armour specially constructed for them and carry modified Power Reapers rather than conventional SMGs.

STATS	SKILLS	EQUIPMENT
STR - 18	Rifle - 10	12mm Power Reaper
DEX - 14	Intimidation - 5	Crackshot +2 Armour
DIA - 5	Survival - 10	Chainaxe
CONC -5	Chain Axe - 12	
CHA - 1	Unarmed Combat - 10	
COOL - 5	Auto / Support - 12	
PHYS - 16	SLA Info - 3	
HITS - 32	Rival Company -3	
	Running - 10	
SCL 8	Detect - 10	
	Wrestling - 10	

"Look I told you guys before, if there are SLA Industries troops between you and the target, just go round them and not through them. I'm sure there was no need to trample that infantry squad like you did, although I'll admit it was better than last time and there were only a couple of broken limbs this time."

Captain- Julius Cramer
 Commander Experimental Dante Stormer Unit 'Fox-trot 07'
 Sector 908 Dante

Game Notes

The model D-966 Stormer heals at twice the rate of the standard 313 models. The enhanced teeth and claws fitted to all units have the following properties.

Teeth

DAMAGE - 6 PENETRATION - 2 ARMOUR DAMAGE - 2

Claws

DAMAGE - 5 PENETRATION - 3 ARMOUR DAMAGE - 2

These Stormers should not ideally be allowed as Player Characters due to their low intelligence and great ferocity. It is also highly unlikely they would be found operating with a unit not of their own kind.

Naval Crew

Crew for the submarines and Dreadnoughts that operate on Dante's seas are drawn from the ranks of the normal grunts, techs etc. and then retrained in a variety of specialist tasks allowing them to operate in the unique environment of Dante's seas. On the large vessels that SLA operates personnel are needed for all aspects of combat duty including gun crews, repair technicians, pilots and infantry for vessel security and amphibious assaults. Some of these troops are given more advanced training in such areas as underwater operations including repair and demolition's, as well as use of specialized weaponry for anti shipping and submarine warfare

STATS	SKILLS	EQUIPMENT
STR - 10	Rifle - 8	Warmonger SMG
DEX - 10	Pistol - 6	Crackshot +2 Armour
DIA - 7	Survival - 3	FEN 603 Pistol
CONC -10	Paramedic - 5	Boopa Med Kit
CHA - 7	Unarmed Combat - 7	Shock Tendons Rank 1
COOL - 8	Auto / Support - 10	Brace Tendons Rank 1
PHYS - 10	SLA Info -4	
HITS - 20	Rival Company -5	
	Weapons Maintenance - 7	
SCL - 8B	Assault Weapons Systems - 8	
	Pilot Marine -10	
	Mechanical Repair - 6	
	Swim - 8	
	Navigation - 6	

Combat Techs

If things break down on the battlefield someone's got to fix them no matter what the conditions, this is the job of the Dante Combat Tech and Engineer corps. Often operating under fire without proper parts or the right tools, combat tech are masters of improvisation and making do, allowing them to get weapons systems and vehicles working again however badly damaged. Schooled in the construction and repair of all equipment in the SLA inventory, situations have often been won or lost on the techs ability to keep a weapons system on-line and functioning rather than the skill of the operator. Combat Techs other duties include the construction and repair of strong points such as the fortifications that surround most SLA facilities on the planet and the defense grids that protect them. Some tech also operate in special 'Sapper' units who's job it is to undertake battlefield demolition's and bomb disposal duties. These teams are also skilled in deactivating security systems to gain entry to enemy fortifications and at salvaging data from captured computer installations.

STATS	SKILLS	EQUIPMENT
STR - 9	Rifle - 8	Warmonger SMG
DEX - 9	Pistol - 7	Crackshot +2 Armour

DIA - 10	Survival - 5	FEN 603 Pistol
CONC -10	Paramedic - 4	Boopa Med Kit
CHA - 6	Unarmed Combat - 5	Shock Tendons Rank 1
COOL - 7	Auto / Support - 8	Brace Tendons Rank 1
PHYS - 9	SLA Info -4	Tool Kit
HITS - 18	Rival Company -5	Compact Computer Deck
	Assault Weapons Systems - 6	
SCL - 8C	Weapons Maintenance - 10	
	Drive Military -7	
	Mechanical Repair - 10	
	Electronic Repair - 10	
	Mechanical Industrial - 7	
	SCL - 7C	
	Electronic Industrial - 7	
	Lockpick Manual - 6	
	Electronic Lockpick - 5	
	Computer Use - 8	
	Computer Subterfuge - 5	

“Get that ‘Shark Hunter’ running again? You’ve got to be kidding, the transmissions all shot to hell, the power systems full of sand, I ain’t got the parts and those DarkNight snipers keep taking pot shots at my men. EERR lets say about an hour, but it’s going to cost you a case of ‘Slosh’ when we get back.”

Corporal- Nathaniel Scott
64th Dante Engineering Corps
Deep Deserts Patrol
Year 874

Medical Evac & MASH Units

Some troops on Dante don’t die instantly and those that don’t, if they’re lucky, might get pulled out and patched up by a medical evacuation unit. Rival companies have little or no respect for personnel or vehicles carrying medical insignia and these are seen as just as legitimate targets as anything else. This means that Medevac crew can expect no protection from their profession. Each unit is heavily armed and armored and well prepared to fight their way to casualties if needed, and most units operate using either converted transport helicopters or APCs for speedy evacuation and added protection. Medevac personnel must be proficient in all types of medical work from paramedic skills to surgery, allowing them to deal with any sort of emergency in the field often without the proper supplies or equipment. The main objective with most casualties being to patch them up and keep them alive till they can reach a base offering LAD treatment. Most large assault units or patrols will be assigned their own medical officers who will have almost identical stats/skill to those of the Evac personnel.

MASH units are much larger mobile hospital units which are usually set up to receive casualties from areas of heavy fighting, such as the aftermath of an assault team raid. These consist of numerous personnel and vehicles and offer on the spot surgery and Karma implants. Three of SLA’s Leviathan fleet have been turned over to MASH units recently for conversion into vast mobile hospitals in their own rights. MASH and Medevac teams have the highest proportion of Ebon personnel in the war on Dante, due to their Ebb healing abilities and are one of the few branches of the military that do.

STATS	SKILLS	EQUIPMENT
STR - 9	Rifle - 7	Warmonger SMG
DEX - 9	Pistol - 4	Crackshot +2 Armour
DIA - 10	Survival - 6	FEN 603 Pistol
CONC -10	Pathology - 5	Boopa Field Med Kit
CHA - 7	Unarmed Combat - 6	Shock Tendons Rank 1
COOL - 10	Auto / Support - 5	Brace Tendons Rank 1
PHYS - 9	SLA Info - 6	Forensics Kit
HITS - 18	Forensics - 6	Field Surgery Kit
	Weapons Maintenance - 3	LAD Tracker Unit
SCL - 6C	Paramedic - 4	Environment Scanner
	Drive Military -7	
	Pilot Military - 6	
	Medical Surgery - 10	

Medical Practice - 6

BBBBBBBBRRRTTTTTTTT

"Eat that you son of a bitch, Jeez these Thresher guys have just got no respect for a doctor when she's trying to work."

Field Surgeon - Klare Constences
12th Wolf Company Medevac
Copyright CMC

Military Police

It takes a special kind of Shiver to keep order on Dante's military bases and the MPs are as tough as they come, highly trained and as biologically enhanced as the troops they police. They also been granted more powers when dealing with high SCL level personnel than their Mort counterparts, as anyone who tries to order them about soon finds out. A bar room brawl among highly trained biologically enhanced troops can quickly get out of hand so MPs needed to be able to go in hard and fast with equal abilities if they stand any chance of breaking it up. The MPs job is also to investigate and deal with the low level crime that occurs on Dante's many military bases, this includes theft, drug abuse, desertions, illegal pharmaceutical dealing and AWOLs. Serious crimes are left to the Special Investigations Division, but as on Mort the MPs will often be co-opted to work with them when more manpower is needed. Like the Shivers on other worlds some MPs will be trained in specialist areas such as forensics and pathology and are normally formed into small squads covering a variety of specialist fields.

MPs are armed and armoured to the same degree as the troops and most carry KPS Mangler shotguns loaded with special, non lethal, riot rounds after it was found that standard GA Browbeaters were ineffective against enhanced personnel. These shells work in the same way as those used in the GA 994 only with a much greater area effect. The rounds pancake out to around 100mm from their original 20, delivering a huge kinetic shock intended to put even the most heavily enhanced trooper down. In addition to their riot rounds MP's will also carry several magazines of, full power, 10 gauge slugs for use in emergencies or when lethal force is called for. A heavy riot versions of this weapon fitted with a 300 round ammunition are also available. Base patrol units will usually be equipped with Domino biogenetic dogs and on large bases aerial units using SCAF bikes are common. If the complex, or base, where the MPs are stationed comes under attack, the police forces will also be expected to supplement the regular defense personnel and so large stocks of lethal ammunition for their weapons is always on hand, while all MPs are given training in basic infantry tactics.

STATS	SKILLS	EQUIPMENT
STR - 12	Rifle - 8	KPS Mangler 10g Shotgun
DEX - 12	Pistol - 8	Crackshot +2 Armour
DIA - 6	Club 1 Handed - 10	BLA 464M Blitzler Revolver
CONC - 5	Paramedic - 5	Boopa Med Kit
CHA - 4	Unarmed Combat - 10	Shock Tendons Rank 2
COOL - 8	Auto / Support - 8	Brace Tendons Rank 2
PHYS - 12	SLA Info - 6	Pacifier Baton
HITS - 24	Rival Company - 3	Riot Gas Grenades x 4
	Streetwise - 6	Weapons Maintenance - 3
SCL - 8A	Drive Military - 6	Finance Chip Scanner
	Intimidation - 6	

Special Investigation Division

Staffed by highly trained Operatives, the S.I.D divisions are responsible for the more covert aspects of base security that fall outside the responsibility of the MPs. Their jobs including counter espionage, military intelligence, spy hunting and the security of SLA's more sensitive projects on the planet such as its R&D departments. They are also tasked with any more serious crimes that occur at the companies bases, such as murders and anti company activities, which are deemed too complex to be left to the MPs. S.I.D most commonly recruits Operatives who have good prior Investigations records and clean, high SCLs to join their ranks as they tend to display the type of skills needed for working in this elite agency.

This unit is granted a variety of unique powers for the investigation of top ranking personnel and in most matters is only answerable to the small Internal Affairs division that is present on the planet. They are also known

to operate a number of undercover agents both in the field and at various bases to help gather information and clap down on possible security breaches. S.I.D tends to handle counter espionage duties while leaving more complex issues of loyalty and subversion to the non military Internal Affairs division based at Archangel. A certain degree of rivalry exists between the two organizations which seems to center on I.A's dislike of the military structure and S.I.D's close connections with it. S.I.D equally feel that SLA should allow them to take over Internal Affairs duties on Dante and let the military look after its own.

STATS	SKILLS	EQUIPMENT
STR - 9	Rifle - 7	BLA 464M Blitzer Revolver
DEX - 10	Pistol - 10	Crackshot +2 Armour
DIA - 10	Forensics - 8	FEN 603 Pistol
CONC -10	Computer Use - 8	Boopa Med Kit
CHA - 7	Unarmed Combat - 6	Shock Tendons Rank 1
COOL - 10	Auto / Support - 7	Brace Tendons Rank 1
PHYS - 10	SLA Info - 10	Forensics Kit
HITS - 19	Rival Company - 10	Laptop Computer
	Drive Military -5	Weapons Maintenance - 3
SCL - 5C	Computer Subterfuge - 10	Streetwise - 10
	Interview - 6	
	Persuasion - 7	
	Torture - 6	

CMC Media Crew

The war on Dante is a prime media event and millions tune in every day to watch the wealth of footage shown by Third Eye News. Like the activities of the Operatives on Mort, SLA Industries are keen to promote its image through in depth looks at the troops fighting in the World Of Progresses biggest war. Of course this means that someone actually has to go out into the battlefields of Dante and record the stuff. This dubious honor falls to the specially formed Combat Media Corps a joint venture between the military and Third Eye News.

Initially normal Third Eye reporters and camera crew were used to document the war, but the losses of personnel in the first few years of this practice were so horrific that the High Command demanded that it cease. Instead they set up a training unit with Third Eye's cooperation where gifted Operative and Militia members are taught a variety of media skills and formed into small, combat trained, news teams. Like medics, rival company forces have little respect for reporters and having a camera is no defense against being attacked, so CMC personnel have to be prepared to fight when they need to. For this reason they're issued with the same equipment and weapons as regular troops and get the same Karma implants. Generally CMC crews are also assigned a small protection unit of two to three men, which is intended to keep them safe while filming and provide added protection in combat situations.

STATS	SKILLS	EQUIPMENT
STR - 9	Rifle - 7	Warmonger SMG
DEX - 10	Pistol - 8	Crackshot +2 Armour
DIA - 7	Photography - 8	FEN 603 Pistol
CONC -10	Computer Use - 8	Boopa Med Kit
CHA - 9	Unarmed Combat - 4	Shock Tendons Rank 1
COOL - 8	Auto / Support - 6	Brace Tendons Rank 1
PHYS - 10	SLA Info - 5	Third Eye Vidi-Cam(Dante Issue)
HITS - 19	Rival Company - 6	Laptop Computer
	Streetwise - 8	Weapons Maintenance - 3
SCL - 6B	Drive Military -5	Spare Data Slugs/Power Packs
	Interview - 9	Night Vision Equipment
	Computer Subterfuge - 2	
	Communiqué - 9	
	Persuasion - 7	

"Look will you stop shooting those DarkNight guys so far away, it looks really boring on camera. Can't you let the next wave get a bit closer so I can some reaction shots as they get hit by the HEAPs. No one wants to see some guy fall over a couple of hundred yards away, this is news man, it need blood, guts and human interest.."

Corporal- Trenten Wilks
CMC Team- 032
Dante Front-lines

THRESHER

Virtually all of Threshers personnel on Dante are human, although they are thought to have a few renegade Ebons working for them, but data on actual numbers is sketchy. Many company personnel are directly related to the original deserters who joined Commander Adam, albeit in the last few hundred years there have been more and more mercenaries in Threshers ranks as the need for a constant flow of new recruits increases.

Thresher Infantry

The equivalent of the SLA Militia, vast number of these troops are used in a variety of roles by Threshers forces. What they lack in biological enhancements is made up for in the sophistication of the powered armor and weapons they use. The flight capabilities of their suits allows them to out perform SLA infantry in equally matched encounters, although this ability is often hampered by the adverse environmental conditions on Dante and even their technologically advanced suits are often no match for the superior number of troops SLA can employ.

STATS	SKILLS	EQUIPMENT
STR - 9	Rifle - 5	SHEER 0023/B1 Assault Rifle
DEX - 9	Pistol - 5	First Step TH. 0004 Armour
DIA - 7	Survival - 5	FLAY 1701/C6 Auto Pistol
CONC -8	Paramedic - 4	Med Kit
CHA - 6	Unarmed Combat - 6	Combat Knife
COOL - 10	Auto / Support - 8	
PHYS - 9	Military Pilot - 7	
HITS - 18	Rival Company -5	
	Weapons Maintenance - 3	
	Assault Weapons Systems - 4	
	Drive Military -3	
	Blade 1 Handed - 5	
	Detect - 4	
	Mechanical Repair - 4	
	Electronic Repair - 3	

Strike Squads

Fielding the best in weapons and armor that Thresher has to offer, these teams are commonly used to conduct hit and run raids on SLA positions wiping out everything in their path and then retreating before reinforcements can arrive. Considered the crack troops among Threshers forces, Strike Squads form the basis of their assaults against SLA lines, usually with backup being given by standard infantry units. Deadly in combat any opposition is literally sweep away with massed automatic fire before it has a chance to react and raids of these kinds are particularly feared by troops on the front-lines. Several mobile strike squads are also known to be operating against SLA positions and units in the 'no mans land' sectors.

Most of these units consist of small five man fire teams, with a raid being made up of several of these squads, each with their own mission objectives and targets. Team members will also be proficient in a number of other areas such as demolition's, repair and paramedic skills allowing them to operate independently from the main force if needed and undertake a number of tasks on a raid without the need for specialist personnel. Often Thresher will use these powered armour troops in preference to armoured vehicles or tanks in an assault, equipping them with heavier weapons and grouping them into much larger units.

STATS	SKILLS	EQUIPMENT
STR - 10	Rifle - 7	Sarge TH. 0005 Battle Armour
DEX - 10	Pistol - 6	VAPH 0600/C12 Assault Cannon
DIA - 8	Survival - 5	FLAY 1701/C6 Auto Pistol
CONC -8	Paramedic - 4	Med Kit
CHA - 6	Unarmed Combat - 6	Vibro Saber

COOL - 10	Auto / Support - 9
PHYS - 10	Military Pilot - 8
HITS - 20	Rival Company -5 Drive Military -3
	Blade 1 Handed -6
	Detect - 4
	Mechanical Repair - 6
	Electronic Repair - 3
	Weapons Maintenance - 6
	Assault Weapons Systems - 4

Dante Recon

Recon is Thresher main intelligence gathering group and these small combat teams specialize in finding the position of SLA units before calling in a Strike Squad to wipe them out. Highly trained, these troops are well able to fight if needed and will in addition often serve in other roles such as forward artillery commanders and snipers as well as their scouting duties. Also used in a covert operations role similar to that of the SLA Marines Recon units, they're trained in a variety of guerrilla warfare tactics including ambushes and sabotage. The main weapon of these teams is stealth and over the years they have become expert at hiding from SLA units sent after them, greatly helped by their use of advanced armour systems. Many of these Recon Units operate from cloaked dropships or helicopters, allowing them to slip in and out of their target areas unobserved.

STATS	SKILLS	EQUIPMENT
STR - 9	Rifle - 8	Close Nitt TH .0003 Armour
DEX - 10	Pistol - 8	SHEER 0023/B1 Assault Rifle
DIA - 9	Survival - 8	FLAY 1701/C6 Auto Pistol
CONC -9	Paramedic - 5	Med Kit
CHA - 7	Unarmed Combat - 6	Vibro Saber
COOL - 8	Auto / Support - 9	Rifle Sound Suppressor
PHYS - 10	Military Pilot - 8	Scrambled Com Set
HITS - 19	Rival Company -9	Night Vision Equipment
	Weapons Maintenance - 6	Explosives
	Assault Weapons Systems - 4	
	Drive Military -6	
	Mechanical Repair - 3	
	Electronic Repair - 3	
	Detect - 6	
	Demolition's - 6	
	Booby Traps - 5	
	Tracking - 7	
	Running - 5	
	Sneaking - 8	
	Hide - 9	

E.N.O Units

Elite Naval Operations is Threshers marine division on Dante. Unable to field the vast Dreadnoughts of SLA, ENO units will commonly use stealth submarines or fast patrol boats for their work as well as specially adapted suits of Type CP-64000 powered armor designed for use underwater. Most ENO attacks are of a covert nature, as Thresher do not have the equipment for head to head confrontations at sea. Several SLA ships have been lost recently to suspected ENO attacks and plans are currently underway to counter these threats. These units have also been responsible for a series of raids against SLA coastal installations approaching their targets underwater and then subjecting them to blistering hit and run attacks. Several teams are known to operate from converted submarines, while at least one unit is assigned to the Thresher battleship 'Lord Veldron' on a permanent basis, from which they have mounted a large number of raids against various targets, including an abortive attack on the outer defenses at Coral Sea.

STATS	SKILLS	EQUIPMENT
STR - 10	Rifle - 9	CP-6400 Powered Armour
DEX - 10	Pistol - 7	VAPH 0600/C12 Assault Cannon
DIA - 8	Survival - 5	FLAY 1701/C6 Auto Pistol

CONC -8	Paramedic - 4	Med Kit
CHA - 6	Unarmed Combat - 7	Vibro Saber
COOL - 9	Auto / Support - 9	Rifle Sound Suppressor
PHYS - 10	Military Pilot - 8	
HITS - 20	Rival Company -6	
	Weapons Maintenance - 6	
	Assault Weapons Systems - 4	
	Pilot Marine -6	
	Mechanical Repair - 3	
	Electronic Repair - 3	
	Detect - 6	
	Demolition's - 6	
	Booby Traps - 5	
	Tracking - 7	
	Swim - 10	
	Sneaking - 8	
	Climb - 6	

"Team leader to all members, remain at ten meters depths, cut all systems, thrusters only. Torpedo crew, target is at two hundred yards aim for the center of the airbag. On my mark, three, two, one...Mark."

"Fish are running, five seconds to impact."

BKOOOOOM....!

"ENO team one to Mother, scratch one assault hovercraft, we're coming back in"

Thresher ENO team leader - Dimitry Varn

Sea Of Souls

Dante

S.I Units

Special Infiltration units are the Thresher equivalent of SLA's D.S.O agents. Working behind the lines and attempting to infiltrate SLA units, this job is highly specialized and extremely dangerous. SLA's tight security and constant monitoring of its personnel mean that agents attempting to infiltrate the company have a very hard time and even when they succeed they only have a short period of time before capture. In the past S.I agents have used the civilian population of the larger bases such as Archangel and the Fist as cover to try and gather information and it is partly in a response to this that SLA set up their Special Investigations Division.

STATS	SKILLS	EQUIPMENT
STR - 9	Rifle - 7	SLA Armour
DEX - 9	Pistol - 9	FEN Warmonger SMG
DIA - 8	Survival - 8	FEN 603 Pistol
CONC -8	Paramedic - 5	Med Kit
CHA - 10	Unarmed Combat - 6	Disguise Kit
COOL - 10	Auto / Support - 8	Pistol Sound Suppressor
PHYS - 9	Military Pilot - 8	Scrambled Com Set
HITS - 18	Rival Company -9	Lockpicks
	Weapons Maintenance - 6	Compact Computer
	Disguise - 7	
	Drive Military -5	
	Mechanical Repair - 3	
	Electronic Repair - 3	
	Detect - 5	
	Demolition's - 6	
	Booby Traps - 5	
	Hide - 7	
	Forgery - 7	
	Computer Subterfuge - 5	
	Sneaking - 9	

DARKNIGHT

Like Thresher the vast majority of DarkNight company personnel on the War World are human, although they are thought to have a few alien renegades working for them and are always on the lookout for more. The company also employs Mercs and Soft Company personnel for certain tasks, although it often attracts the less skilled troops due to a lack of high pay as an incentive.

General Infantry

The worst equipped of any mainstream company infantrymen serving on Dante. The DarkNight soldiers lack both the advanced powered armour that Thresher fields and the enhanced bodies and limitless resources of SLA. Most DN. units will be issued with standard powered suits produced by the company, although recently troops have been encountered using units purchased from Soft Company sources or salvaged and reconditioned from the battlefields. Weapons issue is also generally from company stocks although policy appear to be for troops to recover anything superior they come across and use that instead. For this reason many units have a mix of weapons types from numerous sources, including Warmongers, Thresher assault rifles and Soft Company heavy weapons. Dark Night General Infantry serve in a variety of roles for which their training is minimal, including anything from the front line trenches to vehicle crewmen and as part of armoured patrols. The most promising recruits are given more advanced training to allow them to become pilots, naval crew or technicians. As with their operations on other worlds the company often struggles to attract high quality personnel and its low level, often fanatical, recruits are sometimes little better trained than gang members.

STATS	SKILLS	EQUIPMENT
STR - 10	Rifle - 7	DN. 01000. Powered Armour
DEX - 8	Pistol - 6	DN100 10mm Assault Rifle
DIA - 6	Survival - 3	DN74 Automatic Pistol
CONC -6	Paramedic - 4	Med Kit
CHA - 5	Unarmed Combat - 4	Combat Knife
COOL - 6	Auto / Support - 7	
PHYS - 9	Blade 1 Handed - 4	
HITS - 18	Rival Company -4	
	Weapons Maintenance - 3	
	Drive Military -5	
	Assault Weapons Systems - 3	
	Detect - 4	

Espionage Agents

Similar to the uncover agents used on Mort and the other Worlds Of Progress, the primary aim of these units has been to infiltrate the civilian populations of larger bases such as Archangel or conduct sudden raids, using either bombings or sabotage to destroy key installations. Few of DN's recent attempts at these sort of operation have been successful for very long though, as they usually fall foul of the strict security that SLA imposes under martial law and as a result S.I.D have managed to uncover a number of these terrorist cells before they could get properly organized. Perhaps the recent failure of a number of their covert operations is the reason the company has now begun using their agents in more of a special forces role, one similar to that of SLA's D.S.O units. Those infiltrating the civilian sectors of SLA's base will normally be issued with armoured bodysuits, while those operating in the field will be given captured SLA armour and weapons allowing them to pose as company infantry.

STATS	SKILLS	EQUIPMENT
STR - 9	Rifle - 6	00875. Armoured Bodysuit
DEX - 9	Pistol - 7	Explosives
DIA - 7	Survival - 6	DN80 10mm SMG
CONC -7	Paramedic - 3	Med Kit
CHA - 5	Unarmed Combat - 6	Disguise Kit
COOL - 6	Auto / Support - 7	Pistol Sound Suppressor
PHYS - 9	Military Pilot - 3	Scrambled Com Set
HITS - 18	Rival Company -7	Lockpicks
	Weapons Maintenance - 3	Compact Computer

Field Units -	Disguise - 5	
	Drive Military -3	
	Mechanical Repair - 3	SLA Armour
	Electronic Repair - 3	Warmonger SMG
	Detect - 7	
	Hide - 6	
	Demolition's - 5	
	Booby Traps - 4	
	Forgery - 6	
	Computer Subterfuge - 5	
	Sneaking - 7	
	Blade 1 Handed - 4	

Special Assault Forces

Equipped with top of the range DN. equipment or more commonly Black Market of Soft Company items, these small specialist teams operate in the various 'no mans land' areas mounting raids against outlying outposts or isolated convoys. Using the many sensor blackspots to remain undetected by SLA forces, these units often evade capture for long periods and can sometimes become major irritants to SLA's operations. Teams are normally landed by helicopter or dropship out in a remote sector and given a schedule of supply drops and meeting places to allow them to remain in contact with their commanders. In this way units can stay active for many months, moving around the vast tracks of the wilderness or desert areas. Units are often encountered using suits of salvaged Crackshot or First Step powered armour and armed with anything from Warmongers, SHEER Assault rifles or Power Reapers in preference to any of DarkNight's home grown designs.

STATS	SKILLS	EQUIPMENT
STR - 10	Rifle - 9	Rival Company Armour
DEX - 10	Pistol - 8	Rival Company Weapon
DIA - 8	Survival - 7	DN74 Automatic Pistol
CONC -7	Paramedic - 6	Med Kit
CHA - 10	Unarmed Combat - 6	Vibro Saber
COOL -7	Auto / Support - 9	Rifle Sound Suppressor
PHYS - 10	Military Pilot - 3	Scrambled Com Set
HITS - 20	Drive Military -5	Night Vision Equipment
	Weapons Maintenance - 6	Compact Computer
	Blade 1 Handed - 7	
	Mechanical Repair - 3	
	Electronic Repair - 3	
	Detect - 7	
	Demolition's - 5	
	Hide - 4	
	Booby Traps - 5	
	Blade 2 Handed - 7	
	Computer Subterfuge - 3	
	Sneaking - 8	
	Assault Weapons Systems - 4	
	Rival Company-7	

Independents

There are never any true neutrals in the war on Dante and all those listed below will fight if they have to or if they think they can win against company troops. Some, like Mercs, will usually be found in the employ of a rival company while other like the Scavengers are generally acting on their own for personal profit. The majority of these groups will be encountered in the enormous areas of wilderness and 'no mans land', as they tend to stay away from centers of intense fighting around the various static fronts. Others like the Stalkers simply seem to wander aimlessly across the planet with no logic to their actions, fighting and killing all they come across.

Zone Stalkers

No one is quite sure what Zone Stalkers are, or where they came from, but one thing for sure they're something to be avoided at all costs and no company troops ever willingly tangle with them unless they really have to. The basic Stalker is an approximately six meter high, biomechanical killing machine, which wanders the battlefield of Dante scavenging whatever weapons it can find then absorbing them into its structure and not caring who or what it attacks. Rumors abound of the origins of these nightmares, although a similarity to Mort's Manachines seems to point to some form of failed SLA project that got out of hand and escaped (although it's not wise to voice these opinions too loudly). Stalkers appear all over Dante and no one is quite sure of their exact numbers or whether they have the capability to reproduce. Although there has been no noticeable fall in their number in the four hundred years since their discovery, despite numerous reports of individual Stalkers being destroyed.

The most common type of Zone Stalker seen resembles an immense six legged, armoured insect standing on its rear legs. Two of the upper limbs commonly end in claws or manipulators while the other two carry whatever weapons systems the Stalker has bonded to itself, this can include anything from Warmonger SMGs, rifles, grenade launchers and Power Reapers to hand to hand weapons and even small missile systems. These items appear to have been melted into the Stalkers structure and are connected and controlled by a weird mixture of mechanical and biological interfaces. A flat armoured head tops the torso and bristles with an array of sensors, some of which are electronic, while others resemble human or animal eyes. Some specimens have been noted to augment these sensors with additional units scrounged from wrecked power suits or vehicles. The entire body of the Stalker is encased in a hybrid armour formed from hardened ceramic plating and a toughened organic skin similar to that used on some Stormers. This is extremely tough and to a certain extent self healing allowing the Zone Stalkers to take extreme punishment before they are destroyed.

STATS	SKILLS	EQUIPMENT
STR - 30	Rifle - 15	Typical
DEX - 30	Pistol - 15	10mm Power Reaper
DIA - 15	Survival - 10	Warmonger SMG
CONC -	Blade 1 Handed - 10	Night Vision
CHA -	Unarmed Combat - 20	Thermal Imaging
COOL -	Auto / Support - 15	Motion Scanner
	Chainaxe - 10	Chainaxe
HITS - 60	Detect -15	
	Running -10	
	Hide - 10	
	Intimidation -10	
	Mechanical Repair -8	
	Electronic Repair -8	
	Sneaking - 10	

Game Notes

The outer armour of the Zone Stalker has the following properties.

PV	HEAD	TORSO	ARMS	LEGS
28	160	320	200	280

Stalkers are able to regenerate themselves in much the same way that Stormers do only at a greatly increased rate and can quickly heal wounds and damage. In the bookkeeping phase of each round they can heal 1 Wound and 1 Hit point of damage. The central brain of these creatures is located in their torsos, not their heads and they will not become fatally wounded if they lose all the hit points in this location. Although the Stalker will be inconvenienced at the loss of most of its sensor systems. The Zone Stalker has independent control over its four

upper limbs and can operate these together at the same time without penalty, i.e. it can perform two hand to hand attacks and two projectile weapons attacks against multiple opponents. Stalkers apparently feel no pain and cannot be knocked unconscious.

“Yes sir I know we shouldn’t have engaged the target without permission, but we’d hit a com black spot and were unable to get through. The target was in the open and we thought we’d get it on the first pass with the 30mm. Cutter hit it square on with a five second burst, but the damn thing kept going and when Frazer let it have it with the quads on the fly-past the thing suddenly let fly with a SAM. Luckily it ripped the left hand rudder off and didn’t hit the port engine so we managed to limp home. Yes, I know it was stupid sir, but non of the technical reports ever mentioned Stalkers with SAM capabilities.....”

Report By Captain John Tyler
23rd Air Wing - Phoenix Base

Scavengers

There’s money to be made on Dante if your willing to take the risk, salvaging weapons and equipment from the war zones for resale off planet can make you very rich, if you manage to survive that is. With the ongoing wars and sensor blackspots it is relatively easy to land a small ship fitted with cloaking devices out in ‘no mans land’ and from these temporary base camps looters will begin looking for fresh battle sites from which to salvage weapons, suits and other equipment. These are then shipped off planet where they are repaired and refurbished in underground workshops before eventually finding their way onto the black market. The braver (or more foolish) will even go as far as to hunt for items in the abandoned complexes that fringe many of the numerous company bases or the combat hotspots such as New Hamilton city.

Most Scavengers are Dante Vets gone renegade from both sides and they’re often armed and armoured with the best of what they’ve been able to find and repair, which can include anything from current company issue items to relics from Dante’s past. Though Scavengers will not normally instigate hostilities against any Company personnel they encounter, preferring to use stealth instead, if they are discovered they will often fight to death if they can’t escape, knowing how much their activities are loathed by troops on all sides. It is strongly rumored that at least some of this trade is being backed by DarkNight and that their agents on planets such as Mort are the destination for many of the weapons recovered. It is common practice for these small teams of Scavengers to use vehicles, generally some form of light, all terrain trucks or modified APCs, heavily armed and adapted to operate in Dante’s harsh environment, to transport their salvage, meaning they usually have a fair amount of firepower on hand to escape company forces.

STATS	SKILLS	EQUIPMENT
STR - 8	Rifle - 8	Salvaged Powered Armour
DEX - 9	Pistol - 6	Salvaged Assault Rifle
DIA - 8	Survival - 7	10mm Automatic Pistol
CONC - 7	Paramedic - 3	Med Kit
CHA - 5	Unarmed Combat - 5	Combat Knife
COOL - 6	Auto / Support - 8	Tool Kit
PHYS - 9	Blade 1 Handed - 4	Night Vision Equipment
HITS - 17	Rival Company - 7	
	Weapons Maintenance - 6	
	Drive Military - 7	
	Assault Weapons Systems - 3	
	Pilot Military - 4	
	Mechanical Repair - 8	
	Electronics Repair - 7	
	Computer Use - 6	
	Computer Subterfuge - 5	
	Booby Traps - 6	
	Detect - 4	
	Sneaking - 3	
	Orbital Pilot - 5	
	Hide - 4	

Game Notes

If the Scavengers have previously been in the SLA Military they will have Karma implants and appropriately increased physical stats.

"Psssss. Hey man wanna score a FEN Warmonger, genuine Dante issue, one slightly careless owner. Only 20,000 Uni."

"What do you mean how do I know it's genuine Dante issue? Cos I went there and got it myself that's why...!"

Unknown Black Marketer
Downtown Mort

Deserters

The war on Dante is often too much for troops from all sides to take and even though they might survive combat physically, they can't take it mentally and will desert their units and slip away into the war torn landscape to attempt to get away from the fighting. Most deserters don't last very long either being captured by their own side or killed by the enemy, but small groups do sometimes survive and manage to live by scavenging food and weapons from the battlefields. Many of these groups of refugees also come from the remains of Soft Company units, all but wiped out by SLA and who are now unable to get off the planet.

Groups of deserters are typically small, never usually more than ten or so men, and normally composed of personnel originally from the same company, as although most deserters will not normally attack other renegades from rival companies, they will not generally be willing to live with them either. Having said this a rough camaraderie appears to exist between these refugees and trading of knowledge and equipment does go on between groups. Nearly all deserters will avoid conflict with regular company units and just want to be left alone, but if they're forced to they will fight and most have usually have had the common sense to keep their original weapons and armor or find better ones. They also frequently retain most of their original combat skills as you still need to be tough to survive on Dante for any length of time without support.

Companies will not usually be willing to expend time and resources tracking these groups down, unless they pose a threat to their operations, but most SLA patrols have a standing order to capture any confirmed deserters they come across dead or alive. Anyone who is caught is charged with treason against the Company without trial and executed by the military S.I.D or Internal Affairs. The role of deserters is often used as a cover by covert units on all sides, as it allows them to travel fairly freely about the battlefield of Dante. In many cases these groups operate with the sole intent of finding ex-rival company troops from which they hope to gain strategic information.

STATS	SKILLS	EQUIPMENT
STR - 8	Rifle - 7	Powered Armour
DEX - 9	Pistol - 6	Assault Rifle
DIA - 8	Survival - 8	10mm Automatic Pistol
CONC - 7	Paramedic - 3	Med Kit
CHA - 5	Unarmed Combat - 4	Combat Knife
COOL - 3	Auto / Support - 6	Tool Kit
PHYS - 9	Blade 1 Handed - 4	
HITS - 17	Rival Company - 7	
	Weapons Maintenance - 6	
	Drive Military - 4	
	Assault Weapons Systems - 2	
	Mechanical Repair - 5	
	Electronics Repair - 4	
	Booby Traps - 7	
	Detect - 7	
	Sneaking - 5	
	Hide - 6	

Game Notes

Deserters will commonly be equipped with armour and weapons from their original company, although any kind of commonly available equipment is possible. If they are ex SLA personnel they will probably have varying degrees of biogenetic argumentation and have appropriately improved physical stats. Deserters will also typically

have additional skills not listed here reflecting their previous specialist area i.e. piloting etc.

Mercs

Mostly found with DarkNight or Thresher forces or in the employ of Soft Companies, mercenaries are fairly common on Dante, fighting for money and not really caring what they have to do for it (the Dante equivalent of Mort's Props). Most small Soft Companies on Dante will normally employ mercenaries as they usually don't have any standing military of their own and it is an easy way to get troops without needing to go to the trouble of recruiting and training them. Recently Thresher too has been making increased use of Mercs, although they only tend to hire professionals and the arrangement is seen as more permanent than most other companies short term contracts. Payment for fighting for Thresher often comes in the form of a suit of advanced power armor contracting the mercenary to fight till the cost of the suit is paid off.

Training, equipment and level of skill vary greatly from unit to unit, ranging from crack troops almost the equal of Company personnel, to cannon fodder who won't last their first engagement and as is usually the case you get what you pay for. Mostly Soft Companies will expect the mercenary to provide his own weapons and armour, unless as with Thresher it is part of the payment and this results in a wide range of items, mostly coming from black market sources, being employed. Some mercenary forces are seen as Soft Companies in their own right and these are usually the most skilled and professional, with strict contracts covering their hiring, pay and conditions.

STATS	SKILLS	EQUIPMENT
STR - 8	Rifle - 7	Powered Armour
DEX - 9	Pistol - 4	Assault Rifle
DIA - 6	Survival - 5	10mm Pistol
CONC - 7	Paramedic - 2	Med Kit
CHA - 5	Unarmed Combat - 5	Combat Knife
COOL - 6	Auto / Support - 6	
PHYS - 9	Blade 1 Handed -4	
HITS - 17	Rival Company -3	
	Weapons Maintenance - 3	
	Assault Weapons Systems - 4	
	Drive Military -2	
	Mechanical Repair - 2	
	Electronic Repair - 3	

"Geez look at these turkeys, that armours goto be worst than Body Blocker, you'd probably get more protection from a cardboard box. Look at the way those APs went straight through the chest plates and out the back, didn't even slow down. Pity to waste the ammo really. Wonder what they paid this lot off with cos you'd have to pay me a helluva lot to wear one of those things on Dante and run around with a crappy 10mm Assault Rifle. Cheap bastards. Ok Sergeant grab a couple of those suits for the tech boys and saddle up, I want to be through the Black Sword before morning."

Marine Lieutenant - Christine Kitashi
47th Deep Penetration Dante Recon
Destruction Of Soft Company Enclave 0055/678

Crazies

Some Dante troops don't just desert their units, they go totally insane at the same time, with the constant fighting and death driving them to the brink of sanity and beyond. Crazies appear all over the numerous war zones and present varying degrees of threat to the troops fighting there. Most don't last very long once they leave their units and stagger off into the battlefield, since simply being mad is no defense against the environment and enemy personnel. A handful though do manage to retain their combat abilities and work their competence at fighting and killing into their madness. These are usually the most dangerous kind as they often decide they're on some form of mission or they have become chosen to perform some special task, these delusions invariably involving attacking and killing troops from all sides. Drug addiction is also prominent among many insane deserters and they will commonly scour the battlefields looking for abandoned Med packs in preference to food. When high on these painkillers and combat drugs they will often be willing to openly attack company troops, acting on whatever twisted fantasies they're living out

Crazies find numerous ways to survive on Dante, the most common being by scavenging ration packs and other equipment from recent areas of combat, although some have been encountered who have turned to cannibalism or worse. SLA will usually ignore these minor irritants, but sometimes losses grow so great to these madmen that units will be assigned the task of tracking down and killing them. Many show extreme cunning in their ability to hide from anyone sent after them, while some even reach legend status, such as the 'Head Collector' of Murderville or Akah's 'Sergeant Blood' and evade capture for extremely long periods of time.

STATS	SKILLS	EQUIPMENT
STR - 10	Rifle - 8	Powered Armour
DEX - 9	Pistol - 6	Assault Rifle
DIA - 8	Survival - 8	Hand To Hand Weapon
CONC - 7	Paramedic - 3	Med Kit
CHA - 2	Unarmed Combat - 6	Combat Knife
COOL - 2	Auto / Support - 7	Surgical Kit
PHYS - 10	Blade 1 Handed - 9	Night Vision Equipment
HITS - 19	Blade 2 Handed - 7	Combat Drugs
	Weapons Maintenance - 6	
	Drive Military - 4	
	Torture - 8	
	Tracking - 8	
	Mechanical Repair - 2	
	Electronics Repair - 2	
	Booby Traps - 7	
	Detect - 8	
	Sneaking - 9	
	Hide - 9	
	Climb - 3	

Game Notes

Crazies will commonly be equipped with armour and weapons from their original company and due to their madness few go to the trouble of scavenging better equipment for themselves. If they are ex SLA personnel they will probably have varying degrees of biogenetic argumentation and have appropriately improved physical stats. Many Crazies will be addicted to one form of combat drugs or another and have the appropriate benefits of these pharmaceuticals.

"Hey man look at this, a goddamn necklace of right thumbs, must be at least twenty here. Jeez here's some more in his ammo pouches, and in his back pack and in his med kit. Hey Sarge how long do you reckon he's been running round cutting guys thumbs off, there must at least sixty here. He must have been getting them off corpses, mustn't he? I mean he couldn't have killed all these guys personally.....Could he?."

"Look Private just be glad it was thumbs, there are a lot worse things he could have been cutting off and keeping ok."

Private- Dilian Harper

12th Recon Division - New Hamilton Base

Responsible for the termination of former SLA Militia Member 'Axon Krocheck' AWOL 16 Months.

Tic Toc Killers

Tic Tocs are medium sized mechanical robots encountered all over Dante in differing numbers. Like the Zone Stalker no one is to sure which side introduced them or where they come from, although if it was either SLA or Thresher (though they bear little relation to the Drones manufactured by either company) then they made a serious mistake in their programming as Tic Tocs will attack and try to kill either sides troops with no hint of loyalty. The basic model appears as a large metallic spider riding on six articulated legs terminating in small claws. An armoured central body roughly a meter long houses the drones power unit, CPU and control systems, while a small head holds an array of optical, thermal and sonic sensors with which it tracks its prey. Tic Tocs are commonly armed with a 10mm tri-barreled, rotary cannon fed from an internal ammunition magazine, although other types exist and have been seen carrying heavier weapons. Sensor arrays and tactical programs also vary in sophistication and appear to indicate that there have been several different prototypes manufactured. These robots will often be encountered in small groups of three to four and in combat have been seen to work together and display a certain degree of coordination in their attacks.

The name Tic Toc derives from the alarming tendency for these bots to self destruct when critically damaged, usually after a short delay and accompanied by a loud ticking noise. This is achieved by the drone overloading its central power core and many unwary troops have been caught by this trick when examining a fallen robot. This also means that very few examples of these bots have ever been captured intact and this has helped to conceal the mystery of their origins.

STATS	SKILLS	EQUIPMENT
STR - 12	Rifle - 7	10mm Rotary Cannon
DEX - 12	Auto / Support - 10	Night Vision
DIA - 4	Hide - 10	Thermal Imaging
CONC - 4	Running - 5	Sonic Detectors
CHA -	Unarmed Combat - 10	
COOL -	Detect - 4	
HITS - 24	Sneaking - 8	
	Climbing - 6	

Game Notes

The armoured body of the drone has the following properties.

PV	HEAD	TORSO	ARMS	LEGS
14	30	220	-	130

The onboard 10mm Cannon is identical to the FEN Powered Reaper of the same caliber, or whatever weapons system the drone has been fitted with. The head only contains the drones main sensors so its destruction although being inconvenient will not cause a fatal wound to the unit. The Tic Toc will explode 5 seconds after the unit has lost all its hit points with the following ratings.

<u>Blast Radius</u>	<u>Penetration</u>
12	7

"Hey anyone hear something???"

"I think it's coming from the drone we just wacked"

"Yeah I was right it's still ticking....."

BKOOOOOOOM

Former Private - Weldon Quince
35th Falcon Legion
KIC - 678

Dante Wildlife

Due to the extremely harsh environment encountered on Dante there were only a few indigenous life forms on the planet originally and few of these were large enough to cause any problems to colonists. This small population has been even further reduced by the war with many species being rendered extinct by the fighting, till only the hardest remain. The following is a guide to the more commonly encountered animals in various environments on the planet and those that will attack human or alien personnel either if provoked or when hungry.

Skaggs

These are one of the more commonly encounter animal types on Dante and populations are known to exist throughout the desert areas and right up to the fringes of the northern arctic zone. The Skagg is a six legged reptile about the size of a large dog which survives by hunting small rodents when it has to, or more commonly scavenging. To help it survive Dante's harsh environment this low stocky creature has developed a thick armoured hide which covers most of its body apart from the underside of its head and legs and which gives it good protection against sand storms and other hazards. The Skagg is also adept at burrowing and will commonly do this to escape from exceptional weather conditions or the extreme heat and cold found in the desert regions. Thick clawed feet allow the creatures to move rapidly over all types of terrain and for hunting has developed a

wide tooth filled mouth and short, sharp, pointed horns. Having a cold blooded metabolism these animals will be extremely sluggish in cold conditions and during these periods they will normally dig a burrow and sleep. It is not unusual for troops digging trenches in desert areas to encounter sleeping Skaggs.

The population of Skraggs was initially small on Dante when the first colonists arrived with lack of food controlling its growth, but with the coming of the war it literally exploded as the animals discovered the readily available food source of the battlefields. Large groups have now grown up around the major combat theaters scavenging on the huge numbers of dead and infesting the combat hot spots such as Raven Head and New Hamilton. Usually these creatures hunt in small packs of eight to twelve individuals and in these numbers they will often be willing to attack humans who stand between them and food, especially if they're hungry. On their own though the Skaggs pose little threat to an armoured trooper and will rarely be willing to attack them unless on the brink of starvation.

STATS	SKILLS
STR - 8	Unarmed Combat- 10
DEX - 7	Swim - 4
DIA - 2	Hide - 7
CONC - 2	Running - 5
CHA -	Tracking - 7
COOL -	Detect - 6
HITS - 15	Sneaking - 6

Game Notes

Some of the skill ratings given are higher than their governing stats due to 'animal instinct'. The claws and teeth of the Skagg have the following properties.

Teeth

DAMAGE - 4 PENETRATION - 2 ARMOUR DAMAGE - 2

Claws

DAMAGE - 3 PENETRATION - 3 ARMOUR DAMAGE - 2

Horns

DAMAGE - 2 PENETRATION - 6 ARMOUR DAMAGE - 3

The armoured skin of the Skagg gives it an all round PV of 8 against attacks.

"Goddamn Skraggs, I hate em, eating all that rotting meat off the battlefields and skulking about in the trenches at night. That's why I've got my 603 fulla HP's and fitted with a silencer, so I can shoot every one I see."

"What do you mean is it an obsession, cause it's freaking not. Like I say I just can't stand the things...Say your not an animal lover or something are you???"

Private - Craig 'Skagg Killer' McCoy

Sector 57 Front-Line Trenches

Interview By CMC - Deemed Unsuitable For Transmission

Screamers

These strange beasts inhabit Dante's northern polar region and are though to be descended from some form of flightless bird. The creatures stand over three meters tall when adult and propel themselves across the snow fields by means of two long thin muscular legs terminating in wide clawed feet which give them good traction across the ice. These can allow the Screamer to reach speeds of up to thirty kilometers an hour in good conditions on a level surface. The main body is roughly ovoid and covered in thick matted fur and shows the remnants of wings on both sides, these appear to no longer have a function and have atrophied to small stumps. An elongated fur covered neck terminates in a flat armoured head which has four small eyes deeply recessed into it to offer protection against wind and snow. The mouth is more of a long toothless beak, with its interior edges honed to razor sharpness and is more than capable of rending apart the various smaller arctic creatures which form its prey. Although when its forced to it can subsist on vegetation. Most Screamer tend to be solitary due to the limited food supply, although as with the Skaggs they have been growing in number since the start of the war and the introduction of new items into the food chain. The Screamer gets its name from its ability to produce long ear

shattering bursts of sound, which troops who encounter them describes as something like an insane fire siren on Blaze UV. The animals will, almost always produce this noise as they attack and are capable of keeping it up continually for several minutes of at a time, often temporarily stunning, and disorientating, their prey.

Screamers appear to have rather low intelligence as they will often be willing to attack individual troops or those in small groups, although they tend to shy away from bases or large vehicles. When in combat the Screamer will use its razor sharp claws and beak to tear at its opponent attempting to overwhelm it in the first few seconds of the fight and when enraged will need to be severely wounded or killed before it will break off an attack. The compact muscular body is very well insulated against the cold and offers surprisingly good protection to the creatures internal organs buried at it center. This means that Screamers have been known to go on fighting even after being hit by several bursts from automatic weapons.

STATS	SKILLS
STR - 15	Unarmed Combat- 10
DEX - 10	Swim - 3
DIA - 3	Hide - 4
CONC - 2	Running - 7
CHA -	Tracking - 6
COOL -	Detect - 7
HITS - 25	Sneaking - 4

Game Notes

Some of the skill ratings given are higher than their governing stats due to 'animal instinct'. The claws and beak of the Screamer have the following properties.

Beak

DAMAGE - 4 PENETRATION - 5 ARMOUR DAMAGE - 3

Claws

DAMAGE - 5 PENETRATION - 3 ARMOUR DAMAGE - 2

The armoured skin and thick muscles of the Screamer gives it an all round PV of 7 against attacks.

The noise the Screamer produces while attacking is so piercing that it requires anyone within earshot has to make a CON roll at -5 each Round. If a character should fail this roll they will find themselves with a -3 Modifier to all their actions for the remainder of the Round due to the distracting, and quite painful high pitched noise the animal is producing.

Bone Rippers

The largest animals on Dante, the Bone Rippers, unlike Skaggs or Screamers, are something that troops should see as a serious threat due to their large size, great muscle power and extreme aggression. These four legged, warm blooded mammals are virtually buried under numerous layers of heavy, bony armour which offer equally good protection against the cold of the arctic to the fierce heat of the deserts. The animals stand around three meters tall when fully grown and can be anything up to six meters in length. The head, shoulders and back of the animal are covered in large sharpened spikes and horns with which the Bone Ripper rams its prey, while its mouth consists of several massive slabs of sharpened bone able to crush and tear through almost anything due to the huge force the jaw muscles can exert, hence the animals name. Six small eyes are set deep into the head and give the beast virtual 360 degree vision. 'Rippers' survive by eating virtually anything organic they can find, from smaller animals to vegetation and carrion. Extremely stupid the animals simply see military troops as something else to attack and eat, even going as far as trying to ram armoured vehicles or transports. Surprisingly fast despite all their armour the Bone Ripper can reach speeds of several tens of kilometers an hour over a variety of terrain with its thick legs and well clawed feet. Troops should be wary before taking a Ripper on as it takes numerous 11.35mm rounds to put one out of action and shooting them with low caliber weapons just makes them angry. These beasts are most dangerous when they're hungry, as they'll repeatedly attack anything they see and then try and eat it.

STATS	SKILLS
STR - 30	Unarmed Combat- 8

DEX - 10	Swim - 4
DIA - 1	Hide - 7
CONC - 1	Running - 5
CHA -	Tracking - 7
COOL -20	Detect - 6
HITS - 80	Sneaking - 6

Game Notes

Some of the skill ratings given are higher than their governing stats due to 'animal instinct'. The claws, horns and teeth of the 'Ripper' have the following properties. The animal also has more Hit Points, than would normally be possible due to its great size and bulk

Teeth

DAMAGE - 10 PENETRATION - 6 ARMOUR DAMAGE - 5

Claws

DAMAGE - 6 PENETRATION - 3 ARMOUR DAMAGE - 2

Horns

DAMAGE - 6 PENETRATION -10 ARMOUR DAMAGE - 3

The armoured skin of the Bone Ripper gives it a PV of 20 against attacks in all locations, due to the immensely thick plates and hardened muscle underneath.

"Hey find any more bits of that other guy ? I've found another leg and what looks like a chewed arm, but I can't be sure till we get the lab to check it out. Jeez, here's a helmet, looks like the heads still in there, you'd think someone took a sledgehammer to it the way it's all bent out of shape. Yep, confirmed Bone Ripper attack, must have been a hungry one, five men dead, fifty rounds of 11.35mm expended, no corpse, looks like it got away."

Lieutenant - Casandra Pendragon

21st Marine Recon

Search and Rescue Mission 006789/004

Dante Wastelands

Scrynth

There is much debate on exactly what Scrynth are, with many disputing that they are native to Dante at all and that they're either some form of wild mutation or a purpose built biological weapon. Whatever the case they can present an extreme hazard to company troops, particularly in the desert regions which appears to be their native habitat. Huge armoured insects, the Scrynth's entire outer body is sheathed in plates of a chitinous, armour like material which appears to share many of the properties of manufactured ceramic.

Riding on six multi jointed legs the Scrynth has two main forms of attack, the first being its two large pincer like claws with which it crushes its prey. In addition to this the animals are also capable of a ranged attack by spitting globs of a viscous, acid like substance at an enemy. This sticky goo is even capable of burning through lighter armour types and is even capable of causing damage to items such as Crackshot. Many Scrynth have also developed the tactic of aiming for a targets head in the hopes of blinding them or impairing their vision.

Extremely fast the Scrynth is adept at hiding prior to pouncing on its prey at close range and will attempt to rapidly overwhelm a target before it can respond. This combined with their armoured exoskeleton, extremely aggressive nature and virtually immunity to pain makes them fearsome opponents and something even heavily armed and armoured troops should be wary of.

STATS	SKILLS
STR - 30	Unarmed Combat- 10
DEX - 15	Swim - 4
DIA - 5	Hide - 10
CONC - 5	Running - 5
CHA -	Tracking - 6
COOL -20	Detect - 8
HITS - 70	Sneaking - 8
	Spitting - 10

Game Notes

Some of the skill ratings given are higher than their governing stats due to 'animal instinct'. The claws and Pincers of the Scrynth have the following properties. The Scrynth also has more Hit Points than would normally be possible due to its great size and bulk

Pincers

DAMAGE - 8 PENETRATION - 4 ARMOUR DAMAGE - 4

Claws

DAMAGE - 6 PENETRATION -10 ARMOUR DAMAGE - 3

The armoured exo skeleton of the Scrynth gives it a PV of 25 against attacks in all locations, due to the immensely thick plates and.

The Scrynths acid spitting ability has the following stats and should be treated in the same way as a normal attack with a projectile weapon. The animal is only capable of ten shots before its supply of acid is exhausted, but this will be regenerated at a rate of one shot every five minutes.

CLIP	CAL	ROF	RCL	RANGE
40	-	1	-	30m

Acid Glob

DAMAGE - 12 PENETRATION - 6 AD - 6

CHAPTER - 7

A vast and varied array of weaponry is employed on Dante by all sides, with many smaller companies relying on black market SLA items or home grown designs. The following covers some of the key systems being employed in the war, although the actual range is vast with many old and obsolete items turning up in the hands of minor Soft Companies

SMALL ARMS

FEN Model-24 Warmonger 11.35mm SMG

Developed specially for the SLA Industries military in 214, the FEN 24 Warmonger project was intended to produce an all purpose infantry weapon for large scale issue to combat personnel. After numerous prototypes and comprehensive field tests by Dr. Trenchard and his team, the 24 was demonstrated to the Dante High Command in year 215 and immediately accepted. This simple, remarkably reliable weapon is now carried by virtually ever SLA soldier on the planet at some time or another and its extreme durability and compact firepower have been enough to keep it in service for the last 800 years. Constructed from toughened ceramics, the Model 24 is impervious to most environmental factors that can cause stoppages in other weapons, this includes sand, dirt, mud and water. A specially lined barrel reduces the need for maintenance, while the compact design and telescopic folding stock make it short and handy to use in confined spaces. The Model 24 Warmonger utilizes its own 11.35mm ammunition specifically developed for the project and this is available in all formats including HEAP and HESH. A range of specially designed accessories is obtainable for the weapons, allowing them to be adapted to serve in a variety of specialist roles, these included sights, sound suppressers, laser painters and large capacity 100 round drum magazines for increased ammunition reserve. Older versions of the Model 24 had a single automatic setting, but in the last 12 months Dante High Command have instigated an upgrade program for all the current issue weapons to allow them to have full fire select. This is intended not only to help ammunition expenditure, but to allow the Warmonger to be employed in a sniping role when required. All new weapons also have this improvement, but there is still estimated to be several hundred thousand Model 24 that have yet to be upgraded.

CLIP	CAL	ROF	RCL	RANGE	COST
40	11.35mm	5/3/1	8/7/6	27m	N/A
WEIGHT:2.6kg					

11.35mm SMG Ammunition

	STD	AP	HP	HEAP	HESH
DAM	9	5	13	11	18
PEN	7	10	3	9	2
AD	2	1	4	3	5
PRICE	3c	4c	4c	5c	6c

Game Notes

Although the Warmonger is described as an SMG with its folding stock extended it may be fired using Rifle skill.

"The FEN M-24 Warmonger ?? Best damn gun you can get. I've killed just about everything that fights in this war with mine. Thresher, DarkNight, Soft Company toe-rags, you name it the M-24 will take it down."

Lieutenant - Freeman Grace
72nd 'Hammers' Infantry
On the M-24 Warmonger SMG

FEN MODEL-04 40mm Under Barrel Grenade Launcher

To greatly increase the firepower of an individual infantryman and give incomparable flexibility on the battlefield, each Warmonger can be upgraded to a Model 25 with the fitting of a Model 04 40mm Grenade Launcher. Developed in tandem with the original M-24, this electro magnetic, gauss operated weapon is easily attached to the underside of the SMG and allows the operator to launch a variety of munitions including HE and FRAG. Feeding from a compact four round clip, the units are as reliable as their parent weapon and able to share any sighting or targeting systems fitted. Used as a low cost force multiplier, several personnel in each squad will be issued Model 25s enabling them to give heavy weapons support. A mounting kit is now available from FEN allowing the M-04 to be retro fitted to a variety of other rifle sized weapons including the MAL Assault Cannon, Power Reapers and KPS Mangler Shotgun.

CLIP	CAL	ROF	RCL	RANGE	COST
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4	40mm	1	6	10m	NA
WEIGHT:1.2kg					

40mm High Explosive Grenade

BLAST RATING - 9 PENETRATION - 4

40mm Impact Fragmentation Grenade

BLAST RATING - 5 PENETRATION - 7

Game Notes

The 40mm Grenade Launcher can be fired using Rifle skill due to its small size and simple operation. Due to it being an area effect weapon, players are at a -3 penalty to hit individual man sized targets. Larger targets such as vehicles can be aimed at in the normal way. The weapon is also capable of indirect fire and can be used to lob grenades over barricades or walls.

"Hey, it ain't gonna do you no good hiding behind that wall....Eat this...!"

PHUMP

BKOOOM

Unknown M-25 Gunner

Dante- Front-Lines

MAL T90 Incinerator

An upgraded and improved version of the older Model T70 flame-thrower which is now being relegated to the surplus market in large numbers, although still on issue to many units, the MAL T90 is SLA's primary military incinerator used on Dante. The weapon is intended for use against organic or lightly armoured targets and is capable of firing a high pressure jet of jellied fuel up to 30 meters from the user via an enhanced, high pressure, boosted nozzle system. The jellied petroleum 'napalm' fuel fired by the T90 is ignited as it leaves the weapon via a smaller secondary burner and becomes a thin, high intensity shaft of flame which will then stick to a target and continue to burn. This effect can often last for several seconds and allows the napalm to inflict even greater damage. The Incinerator unit is cast in rugged ceramics to protect it from the harsh environment and fitted with special heat baffles to protect the user as well as numerous safety features to prevent accidental detonation in the fuel system. All T90s have an internal power pack good for 7000 user hour which runs both the fuel pressure booster and ignition system. For ease of aiming all models are currently fitted with an adapted laser painting unit. For military duties all T90s come with large capacity fuel tanks capable of giving up to 20 shots, while a backpack tank with an enhanced 60 shot capacity is also available.

CLIP	CAL	ROF	RCL	RANGE	COST
20	n/a	1	2	10m	1400c
WEIGHT:8.5kg					

Game Notes

Although the MAL T90 Incinerator is aimed and fired using rifle/shotgun skill it has several special rules for range and damage. The total effective range of the weapon is 30 meters and it is unable to inflict damage over any greater distance, although due to the highly visible jet it gains a +2 to hit bonus.

When an armoured target is successfully hit the jellied fuel gives no automatic wound and has no penetration, it will though damage the armours ID. The initial hit will reduce the armours ID by 8 points and will then continue to burn for a further 4 actions, reducing the ID by a further 3 points per action unless it is extinguished. If during any of these actions the armours ID is reduced to 0 then the jellied fuel will cause 8 hits damage and a wound and then go out. If the Incinerator should hit an unarmoured target or one that has lost all its ID previously it will inflict 12 hits damage and a wound the first action it hits and then a further 4 hit point damage and a wound per action for the next three actions. Any armour type with a PV lower than 2 offers no protection against an attack with the T90.

The victim may attempt to beat out the burning fuel after the initial hit by rolling a D10, a roll of 1-2 means the flames go out. If this is attempted with bare hands the person trying will receive 4 hit points damage and a wound on that area, this does not apply if they have armour or gloves the GM deems thick enough to prevent injury. During this time the character may perform no other actions. An SLA fire extinguisher or similar type of product will put out the flames instantly after the initial hit. The actual area of effect of the T90 is fairly small and will only effect one body location at a time. Also remember it is possible that missed shots with this weapon in will cause fires in certain environments.

**FEN 808 12mm
Power Reaper 2.4000**

The big brother to the standard 10mm Power Reaper, the larger caliber 12mm model is standard issue on all the War World's where increased firepower and better armour penetration is required. The weapon is used in numerous roles throughout the military, from a squad assault weapon and light machine-gun, to mounting on vehicles and defense works. Featuring the same innovations as the 10mm version, the 808 is issued in huge numbers all across

Dante where its reliability and resistance to the environment is almost legendary. Much of this is due to its all ceramic construction and easy to maintain design. Specially manufactured, hardened ceramic lined barrels allow the 12mm Reaper to be used for long periods of suppressive fire without undue heating or damage to the mechanism, an important feature during prolonged combat. The standard light infantry version of the weapon comes fitted with an onboard waldo mounting for ease of handling and a compact 80 round drum magazine. Most of the weapons used on Dante though, particularly those going to assault units, are upgraded with the addition of an electro magnetic belt feed and a back mounted 500 or 1000 ammunition bin. The weapon is able to accept standard accessories including sound suppressers and sighting units and all types of 12mm caliber rounds can be fired from the gun such as HP, HEAP and HESH making it extremely versatile.

CLIP	CAL	ROF	RCL	RANGE	COST
80	12mm	10/5	13/8	30m	1850c
WEIGHT:15.1kg					

FEN 960 HAS 8mm Mini Gun

Designed by FEN in 865 as a possible replacement for the 10 and 12mm Power Reapers, the 960 project was conceived as an offshoot from the development of a rapid fire gun for use in helicopters and other aircraft. This Waldo mounted electrically powered mini gun pushes automatic fire to its limits with a complete burst select system allowing the user fine control over the rate of fire. The 960's triple air-cooled ceramic barrels are driven by a 4000 hour onboard power pack allowing the user to lay down continuous suppressive fire for prolonged periods, while the large capacity 500 and 1000 round electromagnetic belt feed ammunition bins give an ample reserve for extended engagements. The HAS comes with full laser painting and is factory fitted with 40% recoil baffling. Unfortunately due to its triple revolving barrels the 960 is unable to mount either silencers or flash suppression systems, but can readily accept optical sights or a bipod for use in its infantry role. Now that it has finished its final combat testing on Dante, the FEN 960 HAS is being used in increasing numbers by a variety of troops. Ideal for anti powered armour engagements due to its use of high velocity ammunition, the weapon is now being issued to SLA Heavy Weapons Squads on numerous fronts in roughly equal numbers to the older 12mm Power Reapers. FEN is also making extensive use of the weapon in a vehicle mounted role and 960's are now commonly being retrofitted to such units as the GA UH-606 Redhawk helicopters chin turret to replace the former lower

powered 10mm Reapers. The infantry version of the gun comes complete with a waldo mounting, 500 round ammunition bin, electro mag belt feed and a 1000 meter UV capable optical sight.

CLIP	CAL	ROF	RCL	RANGE	COST
500	8mm	10/5/3	12/9/7	60m	2100c
WEIGHT:20.5kg					

FEN TRX-60 'Steel Rain' 40mm Auto Grenade Launcher

Conceived as an offshoot of the Warmonger SMG project this man portable automatic grenade launcher is fully compatible with the 40mm ammunition developed for the M-04 project and is intended to give small units lacking heavy weapons support, increased firepower at a low cost. The 'Steel Rain' resembles an extremely large caliber, short barreled shotgun in profile and comes fitted with a forward pistol grip allowing good controllability. Able to utilize the full range of 40mm Grenades the TRX-60 is equipped with a compact 50 round drum magazine in its infantry role and is capable of fully automatic fire, allowing the user to lay down a deadly barrage against enemy infantry and lightly armored vehicles. This weapon is usually only carried by heavy powered armor troops or Stormers due to its size and weight, although it is possible for it to be handled by a particularly strong human or fitted with a waldo mount. For use in a defensive role a tripod and belt feed are available allowing up to 150 grenades to be fired from a specially designed ammunition bin. A vehicle mounting kit and larger capacity 500 round bin have also been developed allowing the weapon to be fitted onto most universal turret rings. Extremely rugged and designed to withstand the rigors of Dante's environment the TRX-60 makes extensive use of ceramic components in its manufacture, while simple mechanism and electro magnetic, gauss operation action, help to prevent malfunctions. Several accessories are available for the Steel Rain including a UV capable 400 meter optical sight, a folding bipod for the infantry version and a laser painting unit. The integral power pack is sufficient to fire over 4000 rounds before it needs recharging.

CLIP	CAL	ROF	RCL	RANGE	COST
50	40mm	5/1	14/10	50m	1500c
WEIGHT:22.5kg					

Game Notes

The 40mm Grenade Launcher can be fired using Rifle skill in single shot mode and Auto/Support skill when on five round burst due to its small man portable size. Due to its intention as an area effect weapon, players are at a -3 penalty to hit individual man sized targets. Like the smaller M-04 the Steel

Rain is capable of indirect fire over obstacles such as walls.

GA 70mm LAPW

The LAPW or Light Anti Powered Armor Weapon is a single shot line of sight rocket launcher intended for use against Thresher powered armor troops and armored vehicles. Rather dated now the LAPW has been in service on Dante since the beginning of the war, but despite having suffered a loss in effectiveness as armour types improved, the weapons low cost and ease of use have kept it in service well past its replacement date. These rockets are shoulder fired from a lightweight disposable launcher and it is usual for several to be carried by an infantry or patrol unit. The light alloy launcher tube comes fitted with sealed end caps to prevent dust, sand or moisture entering the mechanism, while an integral safety catch is incorporated to prevent accidental triggering with these in place. Once the end caps have been removed a second safety switch is activated to arm the weapon and drop down the folding trigger and pistol grip. The launcher is then placed on the firer's shoulder and aimed using the 600 meter built in optical sight, these sights are cheaply built and intended to be discarded with the launcher. When the trigger is pulled a compressed air charge in the launch tube propels the rocket to a distance of ten meters where its rocket engine can be safely engaged, this system allows the LAPW to be safely used in confined spaces such as vehicle interiors without fear of back blast. The warhead carried is multi purpose blast/penetration allowing flexibility in how the weapon is used, this means that LAPWs have the capability to engage multiple infantry targets rather like a grenade as well as being used for aimed fire against vehicles. Although primarily intended for anti armour use, the 70mm LAPWs is actually employed in numerous roles, including attacking fortifications, anti personnel fire and as the basis for booby traps. A DarkNight copy of the weapon is known to exist and is virtually identical in size and operation to the ones manufactured by SLA Industries.

CLIP	CAL	ROF	RCL	RANGE	COST
1	70mm	1	5	100m	50c
WEIGHT:2.kg					

70mm LAPW Warhead

BLAST RADIUS	PEN
10	10

Game Notes

The LAW is fired using Rifle skill, but has a -4 to hit penalty against individual man sized targets and below due to the inaccuracy of the launcher and size of the target. The warhead operates as a grenade with a direct hit on a target placing them at the epicenter of the blast. To get the unit ready to fire takes 3 actions (2 on a DEX roll). The warhead cannot detonate unless it has traveled more than ten meters from the launcher due to the onboard safety systems.

FEN Model 20 88mm HV Mortar

The 88mm High Velocity Mortar has been a standard SLA infantry weapon on Dante since the start of the war, originally appearing as the model 15 and since then undergoing several upgrades and redesigns. The latest Model 20 has an onboard five round magazine and is capable of auto loading and firing all of its shells in a matter of seconds allowing extremely heavy barrages to be laid down. The Mortar comes fitted with its own integral fire control computer allowing for pre-programmed automatic routines to be run without the need of an operator. This means that several mortars can be operated by minimum crew. The system also allows for a number of mortars to be linked via their computers to a central control board to give coordinated barrages. The 88mm can fire a variety of high velocity shell types including HE, Blast, Concussion and Fragmentation up to 600 meters making it an ideal multipurpose weapon. The units are also capable of indirect fire over obstacles making them invaluable when attacking defense works. For transport the Model 20 can be broken down into two easily man portable loads consisting of the main barrel and magazine and the baseplate and mounting, this makes it a popular item among small patrols. The hardened ceramic barrel is extremely resistant to wear while all control systems and electronics are specially sealed against the environment allowing the weapons use in various combat zones from the Deep Deserts to the Polar Ice cap. The M20 and its older predecessors are found in the hands of countless units all over Dante and large number are employed at the front lines to give short range battery fire against assaults. The weapons simplicity and versatility mean that it unlikely to be replaced for a long time.

CLIP	CAL	ROF	RCL	RANGE	COST
5	88mm	1	-	60m	1500c
WEIGHT:7.5kg					

88mm HV Hi-Ex AP Shells

BLAST RADIUS	PEN	AD
10	26	15

88mm HV Concussion Shells

BLAST RADIUS	PEN	AD
30	0	5

Game Notes

The Model 20 mortar is fired using Assault Weapons Systems skill. Due to the nature of the units and their intention as an area effect weapon, it is virtually impossible to score direct hits on individual targets. Unlike the smaller grenade launchers the Mortar always lobbs its shells in an arc and cannot be used for direct fire.

DN.-006 Proximity Mine

A fairly sophisticated explosive device often used by DarkNight forces to ambushes SLA troops or as the basis for a variety of boobytraps. The DN. 006 is modeled on a similar device often employed on Mort and instead of relying on tripwires or pressure plates for activation it has a small built in proximity sensor which reacts to a pre-set target size and detonates the device when they are within range. Most mines that have been recovered intact for study used thermal signatures to effect this, but some experimental models using other types of sensor have also been found, possibly since the standard units can be unreliable in Dante's environment. The sensor unit is generally attached to a fairly large cylindrical, shrapnel charge and is usually concealed somehow or in some cases partially buried. The main problem with the devices is that they are indiscriminate and once activated cannot be disarmed remotely, this means that if they miss their intended target they can lie active for years till someone else comes along. Another problem which has been noted by SLA researchers is that the thermal based proximity sensors can often malfunction in extremely low or high temperatures resulting in premature, late, or non detonation, which is a particular problem on Dante where environmental changes can be swift and unpredictable.

BLAST - 6	PENETRATION - 4	AD - 12
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Game Notes

The Proximity mine has two pre-set factors which determine its detonation. The first of these is the approximate target size and can be set from anything from a small animal to a large humanoid such as a such as a Shaktar or Stormer. The mine can either be set to detonate on this size only or this size or above. The second is the proximity of the target to the mine and this can be between 20 and 300 centimeters. In conditions above 60 degrees centigrade or below 5 the mine may malfunction, roll 1 D10 and consult the table below.

Roll	Result
1-7	Mine Functions Correctly
8	Mine Detonates Prematurely
9	Mine Detonates Late
10	Mine does not Detonate

The mine's systems may also be confused in a similar way by anyone wearing an ECM suit or cape or a set of powered armour with thermal shielding of some kind.

Thresher TSH-669 60mm Multiple Rocket Launcher

An extremely deadly weapon in the right hands, the TSH-669 MRL is a semi automatic rocket launcher with an 8 round magazine, designed for use in anti armour engagements. This weapon is generally found only in use by Strike Squads and by the heavier types of Thresher powered armor, due to its not inconsiderable size and weight. The TSH-669 comes in over the shoulder format and features a special molded fore grip and pistol grip to aid controllability and reduce the weapons recoil. Firing in semiautomatic mode only the 60mm MRL is still able to rapidly empty its magazine allowing heavy fire to concentrated on a target such as an armoured vehicle. Most captured example have displayed both laser painting and optical sights to aid aiming at extended ranges. It is thought that the TSH-669 was originally conceived for use in anti-tank warfare, but as composite ceramic armours have improved it has been re-assigned to an anti-light vehicle role and for use against fortifications. The unit also appears to be considerably cheaper to manufacture than the 17mm Thresher Cannon, with its much simpler design and straight forward operation. The warheads fired by the unit are depleted uranium armour piercing rounds primarily intended for penetration rather than blast, this makes the MRL unsuitable for engagements of multiple targets as all force is concentrated at the point of aim.

CLIP	CAL	ROF	RCL	RANGE	COST
8	60mm	1	5	300m	2000c
WEIGHT:25.5kg					

60mm HI-EX AP Missile

DAM	PEN	AD
35	25	10

"Break, Break, Break. This is Marine Recon unit 0072 requesting air support. from any available unit, some asshole just put two 60mm Missiles through the port side of our L18, while another one wasted the transmission on the FAV, we are now unable to withdraw. We have incoming rocket fire from several

well dug in positions and would appreciate if someone could come and toast these trigger happy sons of bitches."

Major Jennifer Van Keseling
0072 Marine Recon Unit
Misaki Garrison

SLA DA-560 Anti Personnel Land Mine

A cheap and reliable way to deny an area to enemy infantry, the DA-560 and its variants are in widespread use throughout Dante. A small compact unit constructed totally from special plastics and alloys to reduce the chance of detection, the mine is triggered by a simple pressure activated detonator, which is sensitive enough to allow the unit to be concealed under several centimeters of surface material. When triggered a small charge of plastic explosive in the mines body fires around two hundred hardened ceramic ball bearings upwards into the victim and the surrounding area. Either hand planted or via a special vehicle towed dispenser, use of this munition can quickly render an area impassable to those in mid ranged powered armour. Both DN. and Thresher produce similar types of mine and large areas of Dante are now littered with

these unexploded items. This situation is not helped by the fact that over years many maps to where mine fields were placed have been lost

Game Notes

The mine operates on the same rules as a standard grenade, with the person who activates it being at the epicenter of the blast. Those within the blast radius will also receive much reduced damage. The DA-560 has the following ratings. Detonation is instantaneous as soon as the device is stepped on and there is not period of delay.

BLAST - 4 PENETRATION - 4 AD - 10

"Ok squad one move up to the perimeter, follow the line of the building and stay low out of their sensor range."

"Hey lieutenant, do you think this is safe? seems a bit to easy to me."

"Cause it's safe, they can't see us from here and we'll be all over them before they get a chance."

CLICK

BOOM

Ex DarkNight Lieutenant - Charles Pincher
Failed Attack on SLA Outpost 004/222

DRONES & ROBOTICS

GA MK-V Patrol Drone

An old design and one no longer in production due to its inadequate armour, relatively poor sensors and low powered weapon, the GA MK-V is a small tracked drone unit intended for anti-personnel use and the guarding of low security areas. A caterpillar tracked chassis unit contains the units CPU, ammunition supply and power systems, while a small turret on the top of the unit houses its sensor systems and main armourment. The weapon fitted to these units is a modified GA-Finisher 10mm Auto rifle fed from a 100 round ammunition bin, which is aimed using a simple optical and thermal imaging fire control system. The tactical programs used in the MK-V are simplistic and usually consist of patrolling a pre-programmed area due to the drones notorious habit of getting stuck when faced with complicated unexplored terrain. Friend or Foe identification is via a basic coded radio signal. The standard MK-V stands 80cm tall and has been liken by many to a mobile wastebin, due to its cylindrical armoured body. Most of these drones have been put in storage or shipped to outlying bases, although a few are still in service guarding sewers or other non essential areas. An extended power pack fitted to the units give them a 10,000 Hour operational life. Due to their simple design, many of these drones have been

captured and reprogrammed by rival companies over the years.

STR - 6	Auto/Support - 5
DEX - 5	Run - 5
	Sneak - 8
HITS - 10	Detect - 5
PV - 8	Hide - 4
ID - 40	

Equipment/Sensors

GA-Finisher
10mm Rifle
Thermal Imaging
Optical Sensors

Game Notes

The Drone will attack the target it detects first and has a sensory range of around fifty meters. It will continue to attack targets till destroyed or it runs out of ammunition. Operation of the Finisher rifle is identical to the standard model.

"Tech team three to control. Confirm there is no enemy action in tunnel sector 5, one of the Mark V's got stuck again. Damn things got itself wedged between some pipes and burnt it's drive motors out

trying to get free. Freaking piece of crap, better put in another request for some 'Stalkers', cos I don't reckon this things worth repairing."

Captain Harris Bruce 3rd Engineering Division
Hummingbird 06 Outpost

FEN 0078 'Stalker' Security Drone

In widespread use throughout SLA's major bases the Stalker is designed to be an easy to manufacture, cheap effective way to guard sectors such as tunnel complexes and warehouses. Intended as a multi-role unit it can also be used for personnel hunting and extermination purposes, and for this reason many have been released into the 'Maze' and 'New Hamilton' city. Constructed round two small thruster prop units allowing it to be flight capable, the 0078 has mid range armour and weapons making it suitable for use against enemy infantry. A central circular pod contains all the drones major components while its flight systems are mounted in two smaller pods which extend from the body a short distance. The Stalker is armed with twin 11.35mm SMGs firing the full range of available ammunition, which are fed from an onboard 300 round magazine. The drones armament is linked to a complex sensory array including IR., thermal imaging, sonic and optical inputs, which combined with its sophisticated targeting software allows it to have good accuracy over extended ranges. Tactical programs are good and the Stalker gets its name from its ability to move virtually soundlessly and sneak up on opponents before attacking. FOF is via switchable radio codes and an onboard 12,000 hour power pack is fitted as standard. Found all over Dante on many bases, the Stalker is particularly popular for guarding industrial complexes and areas where there is little human activity.

STR - 8	Auto/Support - 7
DEX - 8	Piloting - 8
Max Speed - 24m/phase	Sneak - 9
	Detect - 7
HITS - 15	Hide - 6
PV - 10	
ID - 60	

Equipment/Sensors
2 x 11.35mm SMGs
Thermal Imaging
Optical Sensors
Infer Red
Sonic Detectors

Game Notes

The Drone will normally attack the target it detects first and has a sensory range equivalent to that of a human being. Whenever possible it will attempt to get within about 20-30 meters before it opens fire. If there are multiple targets within range the Drone will usually attempt to spray fire them, aiming at the largest group. Like the GA MK-V it will continue to attack available targets till destroyed or it runs out of ammunition. Operation of the SMGs is identical to that of the Model 24 Warmonger and both guns will fire together at the same target.

GA MK-VII 'Deathwish' Hunter Killer Drone

Designed primarily as a Search and Destroy unit for clearing enemy bunkers and complexes, as well as guarding high security areas, the Deathwish represent the peak of SLA drone technology. Heavily armed and armoured, this flight capable unit is lifted by two large thruster pods mounted on either side of its streamlined body. These give it unmatched maneuverability and high flight speeds when operating over open terrain. Armament is provided by two 12mm Power Reapers heavily modified to fit into the drones casing and fed from a large capacity 500 round ammunition bin in the main body. Both these guns are fitted with flash hidere and sound suppressers to aid the drone in covert operation. Detection systems are housed in both a small rotateable head unit and a specially designed sensor arm which the drone can extend over and around obstacles without exposing itself. A full sensory suite is fitted, as are highly sophisticated stealth and tactical programs making the Deathwish deadly in such places as the jet black tunnels of the Maze. Use of a innovative olfactory tracking system allows the MK-VII to find targets by smell in addition to its other sensors. Each drone has an onboard long duration power pack allowing it to remain operational for over 12,000 hours before needing to be recharged. FOF identification is by a coded radio signal system and troops going into areas patrolled by the MK-VII are always careful to make sure that they have the correct set. Covered in matte black non reflective ceramic armour these drones are a common sight around areas such as the Ebony Spire and high level research labs, many more patrol the tunnel systems under Archangel.

STR - 10	Auto/Support - 8
DEX - 10	Piloting - 10
Max Speed - 35m/phase	Sneak - 10
	Detect - 12
HITS - 20	Hide - 5
PV - 15	
ID - 80	

Equipment/Sensors
2 x 12mm Power Reapers

Thermal Imaging
Optical Sensors
Infra Red
Olfactory Sensors
Sonic Detectors
2 x Sound Suppressers.

Game Notes

The Drone has limited target acquisition ability and will attack the target it thinks poses the most threat to it first. This decision is usually based on the targets size and the type weapons its carrying. If there are multiple targets within range the Drone will usually attempt to spray fire them, aiming at the largest group. Unlike simpler drones the MK-VII will not press a hopeless attack and if sufficiently damaged will attempt to retreat. Operation of the 12mm Power Reapers is identical to that of the infantry model, apart from the fact that the standard range is reduced to 15m due to shortening of the barrels. Both guns will fire together at the same target, although the drone is able to select the burst sizes it uses to conserve ammunition.

Thresher PTX-60

With its extensive use of flight capable armour it was unsurprising that Thresher developed an effective air mobile drone for anti-personnel and defense use. The PTX-60 is an old, but effective design and large numbers of these units are encountered all over Dante. Shaped like a flattened disk the drones single thruster is mounted in its center, with its control systems, power plant, weapons and smaller maneuvering jets built into its edge. Special gyro-stabilizers also allow the PTX-60 to fire its dual 11mm SMGs while moving at high speed without problems. An 11,000 hour power plant is standard as is dual 100 round ammunition magazines for the primary armament. Tactical programming and an array of sensors allow the effective tracking of targets and it can be programmed to patrol or guard specific areas as needed. Weapons accuracy is good due to a sophisticated fire control system and the unit is ideal for hunting infantry in confined spaces. For this reason operational noise is kept to a minimum and addition stealth programs have been added in recent years. This has been aided by the use of sound suppressers in a similar manner to SLA's 'Deathwish' drone, allowing the units to open fire from range with a reduced chance of immediate detection.

STR - 8	Auto/Support - 7
DEX - 7	Piloting - 8
Max Speed - 30m/phase	Sneak - 9
HITS - 14	Detect - 7

PV - 12
ID - 65
Hide - 3

Equipment/Sensors

2 x 11mm SMGs
2 x Sound Suppressers
Thermal Imaging
Optical Sensors
Infra Red
Sonic Detectors

Game Notes

The drone will attack the target it thinks poses the most threat, usually the closest or the largest. If there are multiple targets within range the drone will usually attempt to spray fire them, aiming at the largest group. The drone will continue to fight till it runs out of ammunition or till its systems are destroyed. The 11mm SMGs use the same DU rounds as the Flay Auto pistols, with a rate of fire of 5 and a range of 15 meters. Both weapons fire in synch and at the same target.

"This is Recon team three, have found your missing bodies, three of them, looks like they got bushwhacked by something. Might have been a drone of some kind, they've all got multiple small caliber hits to the head and chest, but their ain't no sign of enemy footprints. Alert all units in the vicinity."

Corporal - Jay Powell
12th Infantry Recon
Sector 0023 - The Maze

Thresher PTX-20 'Buzz Bomb'

The Buzz Bomb is a simple device used in vast numbers by Thresher as a cheap anti-personnel weapon. The unit consists of a miniature thruster jet and rudimentary sensor and fight systems attached to a small charge of explosives about the size of a grenade. The objective of the weapon is to home in on a targets thermal image and then detonate itself in a suicide attack. The cheap targeting computer has just enough intelligence to recognize a human thermal outline and a proximity fuse allows the unit to explode when it gets to within about 60 cm. A fairly minor threat on their own, Buzz Bombs can often be found placed in groups to greatly increase their effect. A long duration powerpack allow the drone to operate for around 20,000 hours, with much of this time being spent sitting on the ground or wherever they are placed and the units will only lift off when they detect something. FOF identification is by a very crude broadcast code system with several switchable combinations.

STR - 1	Hide - 5
DEX - 3	Piloting - 5
Max Speed - 15m/phase	Sneak - 7
HITS - 5	Detect - 5
PV - 3	
ID - 15	

Thermal Imaging

Game Notes

The Buzz Bomb has the following stats when it explodes near to a target, this blast is treated in exactly the same way as a grenade and will effect personnel in the surrounding area.

BLAST - 10 PENETRATION - 4 AD - 5

The drone is at -4 to hit due to its small size. These units will simply attack the first thing that comes within their twenty meter sensor range and have no discretion circuits.

Thresher Kilgore Sentry Gun

Used for a variety of roles from perimeter defense to ambushes, the Kilgore is a compact, computer controlled, automatic weapon in its own armored casing. Thresher make great use of these units when attempting to defend positions with limited numbers of troops or for covering retreats in confined combat areas such as the Maze. The standard sentry gun is an armoured cylinder roughly 80cm tall and 40cm in diameter, the top third of this cylinder forms a rotatable turret and contains the units weapon and sensory systems. The lower two thirds of the Kilgore contain its power supply, control systems and a 500 round ammunition bin. The weapon employed in the unit is a modified and shortened 'SHEER' rifle, presumably to allow for easy manufacturing and a reliable supply of ammunition, this can be rotated through 360 degrees and elevated through +60 and depressed through -30 degrees by the onboard systems. Sensors fitted to current models include IR., optical and thermal imaging, which allow the onboard fire control computer to have good accuracy at short ranges. Target parameters can be pre-programmed and include silhouette, size and heat radiance. Power comes from a 10,000 hour long duration pack and this can be extended by the use of a 'sleep circuit' which shuts down all major functions in the gun, leaving only minimum sensors functioning. In this way guns can remain operational for many years quietly waiting till something comes close enough to trigger their reactivation sequence. When the gun detects enemy personnel it will continue to fire while it has live targets to engage, or till it runs out of ammunition or is destroyed.

Friend or foe identification is via a coded radio signal which are changed constantly to prevent decryption, although this means that the codes for many older guns have been lost over the years making them as hazardous to their original builders as to everyone else. The heavy ceramic armour casing of the Kilgore makes it hard to destroy especially if well placed in cover. Thresher troops commonly group these units together so that they have interlocking fields of fire and in this way tunnels or narrow passes can be made extremely hard to attack. Recently reports have come in of a new type of Kilgore intended for parachute drops so that an area can be 'seeded' with multiple units. These guns have the addition of stabilizing legs which stand the unit upright on landing and allow it to position itself firmly. SLA are currently trying to obtain intact, preferably deactivated rather than destroyed examples of this new design.

CLIP	CAL	ROF	RCL	RANGE	COST
500	11mm	5	-	20m	2000c
WEIGHT:30.5kg					

Game Notes

The sentry gun has an auto support skill of 8 with its main weapon. Guns will open fire at a preset range when they detect targets, this is preprogrammed and can be anything from 10-200 meters, although at extended ranges all to hit penalties apply. The gun will continue to fire at targets within the given range till its either destroyed or runs out ammunition. Target priority is usually based on the closest enemy. If multiple targets are close together then the gun will spray fire at them.

The armoured capsule of the Sentry Gun has the following properties.

PV	ID	HITS
20	400	30

When the Kilgores hits are reduced to 4 it will be to damaged to function and shut down.

"Damn where are those reinforcements? Hey Burns you get through to sector command yet? We need some heavy weapons up here fast. Tell em we've got multiple sentry guns, well dug in and with interlocking fields of fire. We can't push up the pass if we don't get some support and I ain't moving till we do."

Lieutenant- Jo Castle
78th Eagles Infantry
Misaki Garrison

VEHICLES & ARMOUR

PP-120 Dante Issue 'Crackshot' Armour

Developed from the original Crackshot suits, widely issued on Mort and the other worlds of progress, the military version of this armour has been specially adapted to cope with the rigors of the War World's, particularly Dante. Several specialist version of the suits exist, although all have the same basic protection value and damage taking capacities as the standard infantry variant, which is also the most common and flexible of the range. Most rival companies have copied the design of SLA's onboard environmental systems for their own powered suits, although many, such as those produced by DarkNight, are inferior. Fitted with additional armour panels to raise its damage taking abilities, all Dante issue suits also have the advantage of special heating and cooling units which allow the user to control their environment and remain comfortable in extremes of heat or cold. The basic suit is capable of withstanding temperatures from -60 to +60 degrees C without undue stress to the wearer. To compliment this two other extreme environment versions of Crackshot have been developed for use in the Deep Deserts and the Arctic Region. The desert version, known as the 120-D, has a much larger cooling unit than normal and also features a recycling system for capturing and filtering the users waste moisture. When completely sealed the units are capable of sustaining the wearers in air temperatures of up to 95 degrees C. Arctic issue suits, which carry the 120-A designation, feature several layers of ultra efficient insulation throughout their construction, with a boosted onboard heating system permitting a standard human to operate in temperatures as low as -120 degrees C. Both types of suit carry extra power packs to keep their operational lives at 6000 hours, and have adjustable anti-dazzle, tinted visors to protect the users eyesight against the harsh sunlight encountered in both regions. In addition the Arctic variant has dual 400w spot lamps rather than the standard 140w for use in the arctic night. The other common version of Crackshot used on Dante is the model 120-HG issued to air crews and fighter pilots, this has all the features of the standard infantry model, but with the addition of an internal, hydraulic, 'G-Suit' for use during high speed maneuvers. The armour is linked to an onboard computer system when the aircraft is in flight and compresses the wearers body during high G turns to prevent their blood pooling or loss of consciousness, this feature has quickly earned them the name 'Ball Crushers' among the fighter jocks. All the different Crackshot variants are also capable of being fitted with an special

emergency floatation pack for use at sea or near any deep water. This system is designed to offset the weight of the suit and wearer using inflatable air bags and keep them afloat if they ever forced to ditch into the sea.

PV	HEAD	TORSO	ARMS	LEGS	COST
17	25	85	65	75	5000c

MAL MC-1842 'Hellstorm' Marine Corps Armour

Specially developed and manufacture by MAL for the Marine corps, the Hellstorm suits are only issued to these units and unavailable to other military or Operative troops. Using special lightweight high density ceramic plating and an enhanced power skeleton, the suits give much greater protection and increased strength than any other type of personal armour available. The Hellstorm's small size also allows it to have much greater mobility when used in confined spaces and means it suffers non of the restrictions of the large battlefield suits such as MAL Shock or Dogeybone. All suits come with full air filtration, anti dazzle visors fitted with IR. and UV night vision and an internal life support system capable of providing the user with up to six hours of suit only oxygen. A long duration 7000 hour power unit is fitted to all MC-1842 as standard as are twin shoulder mounted 200w spotlights to allow additional illumination in poor environmental conditions. For close combat a twin barreled 10 gauge automatic shotgun is built into the suits right forearm, while a modified DPB GASH Fist with retractable blades is situated in the left. Ammunition for the shotgun comes from a specially designed magazine that clips under the forearm and the weapon has a built in laser painting unit to aid in aiming. These onboard weapons systems combined with the greatly enhanced physiques of Marine personnel, allow the suits to become extremely deadly in combat. Like infantry issue Crackshot, several versions of these suits exist and utilize a similar environmental control system allowing them to operate in extremes of temperature. A separate division of MAL has been set up specially to further develop the Hellstorm project and exploit the design breakthroughs it represents. There are also possibilities of a modified version being made available to the Operative market at some time in the future.

PV	HEAD	TORSO	ARMS	LEGS	COST
20	40	140	70	80	15,000c

Hellstorm Dual 10 Gauge Shotgun

CLIP	CAL	ROF	RCL	RANGE
10	10g	1	12	5m

Game Notes

The Hellstorm suit allows a +3 increase in the users strength at no penalty to DEX due to its enhanced power chassis. The forearm shotguns fire together and are treated as a single weapon for purposes of aiming. The weapon can use both 10 gauge rifle slugs and shot shells. Although the clip holds ten shells the gun will only fire five times due to its double barrels. The DPB Gash Fist is identical in operation to the standard model.

PP-2001 'Omega' Armoured Environment Suit

Standard issue to SLA space borne militray forces for the last three hundred years, the Omega Armoured Environment Suit has proved itself both reliable and extremely durable in a variety situations from assaults on rival company vessels and space based structures to exploration and reconnaissance tasks. The suit is constructed around a modified version of the well known Crackshot powered armour chassis unit and exo skeleton which has had several additional systems added to it to allow it to function in the vacuum of space. Primary of these is the special multi-layered pressure garment which replaces the usual interior of the suit, and which not only allows the wearer to operate comfortably in a range of low or zero atmosphere enviroments but also incorporates its own computer controlled heating and cooling system which is able to automatically adjust to external conditions. Constructed from special high density flak fiber weave, the outer shell of this garment also contains a thin layer of sealant gel which automatically hardens on contact with vacuum and is capable plugging any breaches in the suits integrity before they become life threatening. Life support and power are provided by a compact backpack unit which incorporates an advanced oxygen re-breather unit and filter system capable of providing air to the user for up to 24 hours without the need to recharge. A large capacity power cell also comes as standard and can run the 2001's systems continuously for over 8000 hours. In addition to the main backpack the suit comes fitted with an additional emergency chest pack containing a two hour oxygen supply and backup 100 hour power cell. All Omegas come with UV/IR. capable, anti-dazzle visors as standard as well as two 600 watt shoulder mounted spot lights and a 140 watt helmet light. For use in zero g enviroments small

micro maneuvering thrusters are also provided which help prevent the wearer becoming stranded and unable to change their orientation or velocity. These though are only really intended for short jumps between handholds and are not designed for traveling any great distance. Since it is primarily intended for use in low or zero gravity enviroments the Omega also has the advantage of being able to carry heavier armour than the standard version of Dante Issue Crackshot. This not only improves its protection factor and makes its stronger and more resilient, but also capable of repelling hits from a range of small caliber weapons. This combined with compact bodysuit format makes it ideal for use in the cramped tunnels of Darkside or when operating in such areas as the Graveyard where larger suits, such as the MAL 'Bowman', can become stuck or hard to maneuver.

PV	HEAD	TORSO	ARMS	LEGS	COST
18	30	90	70	80	8000c

FEN 0327 Quad Bike

A fairly new form of transport now in use by SLA Special Forces and Scouts on Dante, the FEN Quad offers the light weight and speed of a motorbike with all the rugged reliability of a 4X4 vehicle. Ideal for use in rough terrain, the 0327 makes an excellent military reconnaissance vehicle with its four wheel drive chassis giving it strength and stability beyond that of a trike or motorbike. The Quads power plant is good for 50,000 hours use, while it has the capacity to carry a driver and passenger, plus a small amount of cargo with ease. For military duties each 0327 Quad is fitted with either a Power Reaper or Heavy Assault System on a special powered bracket mounted on the overhead roll bar, this gives it a 180 degree forward field of fire. The weapon is either operated by the passenger acting as a gunner or by the driver via a HUD system mounted on the firer's helmet, this allow for solo use of the vehicle. Ammunition is fed from a large capacity 500 round ammunition bin situated at the rear of the vehicle.

Type:4X4 Quad

Max Speed:260km/hour:41.6m/phase

Movement: Wheeled/Quad-axle independent drive

Dimensions:2m length, 1.6m width, 1.6m height

Weight:1.2 tonne

Crew:1 driver

Passengers:1 gunner

Skill:Drive, Civilian

Armament:12mm Power Reaper or 8mm HAS Mini gun

Cost:2500c

P.V.16, I.D.250

Acceleration Rate:2.2

Turning Circle:3

FEN RAT L20 IFV / L18 APC

The RAT L20 Infantry Fighting Vehicle has a proven combat record on Dante and is in widespread use as a reliable and effective military assault and transport unit. These vehicles present a good compromise between a standard APC and a light tank making them extremely flexible when used on patrols. All RATs are fitted with full 6x6 wheel drive, all terrain tires and specially constructed suspension units allowing rapid and trouble free cross country travel, an important factor when in the many wilderness sectors of Dante such as the Deep Deserts. In addition to a crew of three, the L20 can also be utilized in a personnel carrying capacity and hold up to seven fully armoured troops. Deployment is either via the folding rear ramp or by either of the two sliding side doors the RAT comes equipped with. The RAT's standard crew consists of a driver, a gunner and a commander or radio operator. Both Commander and driver sit in forward positions and have small roof access hatches above them while the gunner occupies a centrally mounted powered turret position, also fitted with a hatch. Typical armament for these vehicles is a rapid fire 30mm 'Harbinger' cannon in the turret with an additional co-axial 12mm Power Reaper. Ammunition capacity in the onboard magazines is 300 rounds for the 30mm and 2000 rounds for the 12mm. Most L20s will also have three vision slits and weapons ports on each side of the troop compartment allowing the passengers to employ hand weapons and give the unit additional firepower. Power comes from an under floor, 25,000 hour unit and the RAT is ideally suited to conversion to such tasks as a mobile command base, armoured medical unit or as a platform for heavy weapons systems. Also still in use in some areas of Dante is an older version of the RAT known as the L18, this variant lacks the powered turret and 30mm cannon of the L20 and was designed to be used in a purely APC capacity. Instead of the turret the L18 has a standard roof hatch above the passenger bay fitted with a universal turret ring and twin 12mm Power Reapers. The L18 weighs approximately 4 tonnes less than the Infantry Fighting Vehicle and this reduction in weight allows its overall top speed to be raised by 20 Km per hour, it also lowers the vehicles profile by 60 cm. Many of Dante's RAT L18's have been passed onto the surplus market in favor of the heavier armed L20 variant, although large numbers still remain and some units such as the Marines favor them for their better performance.

Type:Infantry Fighting Vehicle / APC
Max Speed:180km/hour:28.8m/phase

(200km/hour:32m/phase - L18 variant)

Movement:Six Wheeled Independent Drive

Dimensions:7.3m length, 2.7m width, 3.10m height
(2.5m height - L18 variant)

Weight:15 tonnes (Weight:11 tonnes - L18 variant)

Crew:1 driver/1 gunner/1 radio operator

Passengers:7

Skill:Drive Military

Armament: 30mm Cannon, 12mm Power Reaper
(Duel 12mm Power Reapers - L18 variant)

Cost:110,000c (100,000 - L18 Variant)

P.V.24, I.D.700

Acceleration Rate:1.6 (1.8 - L18 variant)

Turning Circle:8

FEN T7300 Tracked APC

FEN developed the T7300 tracked personnel carrier as an alternative to their wheeled APCs and with the varied combat conditions of Dante in mind. What the vehicles lose in overall speed, they make up for in armour and maneuverability, criteria which often take precedence in areas of poor terrain. This battle proven vehicle rides on a set of special high grip tracks allowing good handling on a variety of surfaces from paved roads to cross country, sand and ice. The T7300 is fitted out to carry nine personnel with full combat equipment. In addition the vehicle has seating for a driver, a gunner, and a infantry squad commanders position. The gunners position is provided with a small powered turret with a roof hatch, allowing the mounting of a variety of weapons to match specific mission needs, although most commonly this will be a duel 12mm Reapers with an 8000 round ammunition bin intended for extended patrols. Older versions had a simple turret ring, but these have mostly been passed to the surplus market. Additional hatches are provided above the driver and commanders seats to allow them easy access. To help to improve the strength in the T7300's side armour only a rear troop deployment ramp is fitted although after testing FEN found that this was more than adequate for rapid off loading of personnel under fire. This also allows the entire air system in the vehicle to be filtered making it impervious to a variety of chemical and biological attacks something that the older wheeled APCs lack. Current Dante versions of the personnel carrier come with full amphibious kits allowing them to ford rivers and have limited operation on inland lakes. Motive power on liquids is provided by two small marine thrusters which allow a top speed through water of 8km/hour. The under floor power plant gives the APC an effective 25,000 hour operational life. The T7300 is also now available in command, re-supply and Medevac configurations and FEN are currently investigating the possibility of fitting a larger powered turret,

similar to that of the RAT L20 to upgrade the units to Infantry Fighting Vehicles.

An arctic warfare variant of the T7300 also exists, known as the 'T7400-A' and is widely used in the polar regions where its specially widened tracks and insulated cabin make it far superior to wheeled vehicles in the snow and ice. T7400-A's also carry a small bulldozer blade on their fronts to use as a snowplow.

Type:APC
 Max Speed:140km/hour:22.4m/phase
 Movement:Tracked independent drive
 Dimensions:6m length, 2.9m width, 2.5m height
 Weight:16 tonnes
 Crew:1 driver /1 gunner
 Passengers:10
 Skill:Drive Military
 Armament: 2 x 12mm Power Reapers
 Cost:130,000c
 P.V.26, I.D.850
 Acceleration Rate:1.2
 Turning Circle:0 Stationary, 10 at speed

DarkNight TD-087 'Jagger' Tank Destroyer

Use in large numbers by DarkNight's armoured units, the TD-087 Jagger is a cheap, but effective vehicle intended for tank hunting and anti-armour duties. Built on a basic tracked chassis the vehicle mounts a fixed 95mm High Velocity artillery piece originally designed by a now defunct Soft Company, but now manufactured by DN. itself. Although of smaller caliber than the SLA 106mm, the DarkNight weapon uses specially boosted rounds to achieve comparable velocities and almost identical penetration and damage. The front of the vehicle contains the drivers position, engine, transmission and 15,000 hour duration power systems, while the rear is an open topped, armoured box which forms the fighting compartment around the main gun. Crew consists of a driver, gunner and commander, although only the driver has an interior seating position with a roof hatch. The main gun can be hydraulically elevated and depressed, but is unable to traverse, so must be aimed by turning the vehicle. A six round rotary magazine and autoloader feeds the weapon and allows it to be 'topped up' by the gun crew between period of firing, 60 spare rounds are carried in a rear cargo compartment for easy access. The fighting compartment is also fitted with a ring mounted 10mm machine-gun for local defense and anti aircraft use, which is provided with a 2000 round ammunition bin and belt feed system. Due to its simple layout and lack of a powered turret the Jagger is much cheaper to produce than an equivalent MBT, the main drawbacks of the vehicle are its relatively weak armour, non traversal main

weapon and open topped design. Despite this when used in large numbers the TD-087 has had numerous successes against smaller numbers of SLA MBTs such as the Rolling Thunder. The units are also often used in mobile artillery role when needed.

Type:Tracked Tank Destroyer
 Max Speed:140km/hour:22.4m/phase
 Movement:Tracked independent drive
 Dimensions:7m length, 2.9m width, 2.5m height
 Weight:16 tonnes
 Crew:1 driver /1 gunner / 1 commander
 Passengers:0
 Skill:Drive Military
 Armament: 1 x 95mm HV Anti Tank Gun, 1 x 10mm Machine gun
 Cost:130,000c
 P.V.23, I.D.950
 Acceleration Rate:1.2
 Turning Circle:0 Stationary, 10 at speed

FEN FV103 Recon Vehicle

Intended for small patrol and scouting purposes, the FV103 is a tracked recon unit which is seeing increasing use on the Dante battlefields. This lightweight armoured vehicle can tackle almost any type of terrain with ease and its tracks offer much better cross country performance than its wheeled counterparts. Specially toughened panels constructed from ceramics and flak armour weave are incorporated on all the FV103's outer surfaces. In addition to this the entire vehicle can be sealed against either biological or chemical attack using air filters or alternatively an internal life support system which is capable of keeping the crew alive for up to 72 hours. Due to its primary function as a reconnaissance vehicle the FV103 is only able to carry two passengers in addition to a driver and gunner although ample equipment stowage space is provided allowing it to operate at extended ranges. Two crew hatches are fitted to the vehicle one above the drivers position and the second larger one in the top of the units powered revolving turret. This turret is normally supplied with a light 17mm 'Retribution' Chain Gun to reflect its role as a recon vehicle although heavier weapons such as the 30mm Harbinger or missile pods can be retro fitted if needed. An additional co-axial 12mm Power Reaper is also now being fitted to boost combat effectiveness. The addition of marine thrusters and floatation tanks to Dante issue vehicles allows the FV103 to cross small bodies of water at up to 8km/hour. Power comes from an under floor 35000 hour reactor giving the vehicle good range and twin 1000 round magnetic belt feeds and ammunition bins are installed to feed the turret weapons. Rumor has it that FEN are currently testing a stealth

version of the FV103 with reduced IR., thermal shielding and optical camouflage.

Type : Tracked Recon Vehicle
 Max Speed:200km/hour:32m/phase
 Movement:Tracked Independent Drive
 Dimensions:5.2m length, 2.3m width, 2.2m height
 Weight:8 tonnes
 Crew:1 driver /1 gunner
 Passengers:2
 Skill:Drive Military
 Armament: 17mm Rapier Chain Gun, 12mm Power Reaper
 Cost:90,000c
 P.V.24, I.D.600
 Acceleration Rate:1.8
 Turning Circle:0 Stationary, 7 at speed

GA RAM V-12 LAT

The RAM V-12 Light Armoured Transport is intended as a low cost, easy to manufacture, military vehicle capable of functioning in a wide range of applications including routine patrol, reconnaissance and low level combat duties. The RAM rides on a 4x4 all wheel drive chassis unit complete with all terrain run flat tires, while the body is constructed from lightweight high impact ceramic armour panels which are easily replaced when damaged. All RAM V-12 vehicles come fitted with both side and rear access doors allowing rapid deployment of troops, while each comes with seating for up to four passengers in addition to a driver and gunner. Both driver and gunners positions have their own roof mounted hatches, the gunners having a turret ring and universal weapons mount for a 12mm Powered Reaper. Fast, rugged and built to last all vehicles are outfitted with power units giving 30,000 hour user lives, while an onboard magazine for the Reaper can carry up to 3000 rounds. RAM's are usually used as light recon and command vehicles in small patrol units, although they have seen some special forces use. There is currently a research program being undertaken to look into a heavy weapons carrying variant and a light AA version mounting SAM missiles.

Type:Light Armoured Transport
 Max Speed:200km/hour:32m/phase
 Movement:Wheeled/Quad-Axle Independent Drive
 Dimensions:5.2m length, 2.1m width 1.7m height
 Weight:5 tonnes
 Crew:1 driver /1 gunner
 Passengers:4
 Skill:Drive Military
 Armament: 12mm Power Reaper
 Cost:16,000c
 P.V.17, I.D.380

Acceleration Rate:1.8
 Turning Circle:5

BLA AX-50 'Griffon' SNOWMOBILE

Specially designed and developed by BLA for the Dante militray, the AX-50 'Griffon' is used extensively in the planets arctic regions and forefills the role that would normally be taken by a heavy motorbike. Highly mobile, and capable of unmatched speed across snow and ice, the vehicle rides on a combination of tracks and skis to prevent it becoming stuck or bogged down. The half of the chassis is supported by a single, wide caterpillar track which is driven by the onboard fusion reactor and allows the Griffon to have extremely low ground pressure thus preventing it sinking into the snow. The vehicle is steered using a set of large, articulated skis at its front, connected to a pair of handlebars at front meaning anyone with motorbike experience can quickly master it. Tandem seating is provided for a driver and single passenger, while rear cargo racks and panniers allow the Griffon to carry a variety of additional supplies and equipment. All vehicles have their power, drive and control systems fully sealed and waterproofed, a feature which also allows them to have limited amphibious capability. Thanks to the special, high density foam packed into its chassis, the Griffon is virtually unsinkable and can travel at speeds of up to 10 Kph on calm water using its rear tread for propulsion. The onboard weapons system consist a pair of 12mm sub machine-guns mounted in the AX-50's nose and aimed via a HUD link connected to the drivers helmet. Mounting points are also provided on the rear roll bar for an 8mm HAS or 12mm Reaper in a powered mount controlled by the passenger. Power for the vehicle drive systems and weapons comes from an onboard 15,000 hour fusion reactor. Ideally suited to reconnaissance or strike team missions in the arctic wastes, large numbers of Griffons are now employed by the SLA militray and their ruggedness and reliability makes them well liked by those who use them. DarkNight have even gone as far as to produce their own copy of the AX-50, known as the DN-122 'Husky', although this is inferior to the BLA product and mounts smaller 10mm sub machine-guns in place of the Griffons heavier 12mm models.

Type:Snowmobile
 Max Speed: 220km/hour: 35.2m/phase
 Movement: Tracked
 Dimensions:2.5 m length, 1.2 m width, 1.5m height
 Weight: 1.5 tonne
 Crew: 1
 Passengers: 1
 Skill:Drive Motorcycle

Armament: 2 x 12mm Sub Machine-guns
 Cost: 2800c
 P.V.14, I.D.180
 Acceleration Rate: 3
 Turning Circle:1

Game Notes

The 12mm SMGs fitted to the Griffon have the following stats. They are linked via the HUD system and both fire at the same target.

CLIP	CAL	ROF	RCL	RANGE
200	12mm	5/3	N/A	20m

GA EEX-3 Scout Car

Small, fast and moderately well armoured the new EEX-3 Scout Car from General Armaments has now been approved for full production after its rigorous combat testing on Dante. These vehicles are designed as a cheaper alternative to the FEN FV103 and intended for use in recon or special forces roles. Built on a rugged four wheeled, 4X4 wheel drive chassis and fitted with all terrain tires the EEX-3 is equally at home in the Deep Deserts as the northern mountains. While its use of a wheeled chassis allows it high speeds on flat surfaces, such as paved roads. All round ceramic armour gives good small arms fire protection, with a specially designed multi layer system allowing a greater damage capacity than other vehicles in its class. Two side hatches are provided on opposite flanks of the vehicle intended for the driver and single passenger, while a large roof hatch is installed above a gunners position at the rear of the EEX-3. This hatch is outfitted with a multi role turret ring allowing the mounting of a variety of mid range weapons systems, standard equipment currently being an 8mm mini gun. Despite limited seating there is enough room for additional equipment to be carried and a 4000 round magazine feeding the onboard weapon, making it a suitable vehicle for long range patrols. There is also enough room for a 35000 hour high capacity power supply incorporated under the floor of the unit. GA are currently testing several modified EEX-3s where the rear gunners seat and turret ring are replaced by a powered turret controlled via a HUD by the passenger acting as gunner. This allows the vehicle to carry a larger caliber weapon such as a 17mm 'Retribution' auto cannon or multiple Power Reapers and a greater ammunition load.

Type:Scout Car
 Max Speed:240km/hour:38.4m/phase
 Movement:Wheeled/Quad-axle independent drive
 Dimensions:4.2m length, 2.2m width, 1.7m height
 Weight:5 tonnes
 Crew:1 driver/1 gunner

Passengers:1
 Skill:Drive Military/Civilian
 Armament: 8mm HAS Mini Gun
 Cost:40,000c
 P.V.20, I.D.500
 Acceleration Rate:1.8
 Turning Circle:5

GA M3A100 Half Track

One of the oldest vehicles in SLA's inventory on Dante the M3A100 Armoured Half Track is still in common use as a transport vehicle and a heavy weapons platform. Large numbers of these units are held in reserve at many of SLA's bases although recently there has been a move to sell these off on the surplus market as the M3A100 is phased out in favor of more modern designs. This rugged combat vehicle rides on a combination of both wheels and tracks to give high mobility and enhanced performance over a variety of terrain, while reinforced ceramic armour panels give the M3A100 good protection against a variety of attacks, including small arms fire. The Half Track can also be utilized in an armoured personnel carrier capacity with ample room for up to six combat troops and their equipment. A powered folding ram at the rear of the vehicle allows the quick deployment or loading of personnel. In addition to troops the M3A100 has positions for a driver, a co driver / radio operator and a gunner. Both the gunner and co driver have roof hatches above their positions, the gunners being larger and centrally placed above the crew compartment. This hatch has provision for mounting a variety of weapons systems should the situation demand, although when used in its APC role this will generally be twin 12mm Powered Reapers, each with a 3000 round ammunition bin. In addition to these there are two smaller hatches fitted on opposite sides of the vehicle. Proven in a variety of combat conditions the M3A100 is rugged and built to last with a 30,000 hour power unit giving it a long user life. Over the years many of these half-tracks have had their troop bays modified to allow the mounting of various weapons systems, such as missile launchers, mortars, twin 30mm Harbinger cannons or quad 12mm Power Reapers for use in an anti aircraft role. In these conversions most of the passenger seating is removed to make room for the control systems and enlarged ammunition magazines reducing capacity to two.

Half tracks are also widely used in the arctic regions and many have been specially converted for use in the snow and ice by replacing their front wheels with large ski like runners. Known as M3A200-AVs, the vehicles work like giant snowmobiles with the rear tracks providing power and the front runners being used to steer.

Surprisingly successful the M3A200-AVs are much less prone to getting stuck than wheeled vehicles and in recent years many older half tracks have been shipped to the Ice Palace for conversion.

Type:Half Track APC
 Max Speed: 180km/hour:28.8m/phase
 Movement:Wheeled and Tracked independent drive
 Dimensions:6.5m length, 2.3m width, 2.7m height
 Weight:9 tonnes
 Crew:1 driver /1 co driver /1 gunner
 Passengers:6
 Skill:Drive Military
 Armament: Duel 12mm Power Reapers
 Cost:80,000c
 P.V.22, I.D.600
 Acceleration Rate:1.5
 Turning Circle:8

GA AMX 300 ARV

This Armoured Recover Vehicle is used in large numbers throughout Dante's various theaters of war and is standard issue to SLA's engineering corps and sappers. A multi role vehicle, it is designed to be able to cope with a variety of recovery, rescue or construction tasks and carries the wide range of portable tools and equipment needed for these when operating in the field. Built around a heavily armoured tracked hull the AMX comes fitted with two internal winches, the first with a 35 tonne pulling capacity and a 100 meter cable drum and the second smaller unit with a 10 tonne capacity and fitted with 200 meters of cable. In addition the AMX 300 has a retractable deck mounted crane able to lift up to 15 tonnes. All winches draw power from the units main engine. To aid in construction or rescue tasks the ARV is also equipped with a front mounted bulldozer blade, hydraulically driven and measuring 3.5x1.8 meters. The AMX 300 ARV carries a driver, a gunner and up to four additional crew. Two roof hatches are fitted to the unit, one above the drivers position and a second in the roof of the crew compartment, both come with controls for the crane and winches, while the driver has control of the dozer blade. The crew hatch generally has a universal mounting ring permitting the ARV to be armed with an 8mm HAS Mini gun, in addition there is a ball mounted 10mm Power Reaper with HUD remote controls fitted to the drivers position allowing a 60 degree arc of fire. A 30,000 hour power reactor is standard, as is all round reinforced ceramic armour, allowing the units to operate while under fire. Onboard magazines carry 3000 rounds for the Mini Gun and 2000 for the hull machine gun. All recovery vehicles used on Dante are fitted with amphibious kits similar to those used on the T7300 APC allowing them have limited operation on water and fording capabilities.

Type:Armoured Recovery Vehicle
 Max Speed:140km/hour:22.4m/phase
 Movement:Tracked Independent Drive
 Dimensions:8.3m length, 3.5m width, 2.8m height
 Weight:35 tonnes
 Crew:1 driver, 1 gunner
 Passengers:4
 Skill:Drive Military
 Armament: 8mm HAS, 10mm Power Reaper
 Cost:150,000c
 P.V.26, I.D.950 Bulldozer Blade-P.V.30, I.D.600
 Acceleration Rate:1
 Turning Circle:0 Stationary, 12 at Speed

DarkNight PV-081 Light Armoured Transport

A common sight among DarkNight mobile forces, the PV-081 is an extremely long lived design and one of the companies main light armoured vehicles. The chassis unit is based on a commercial 6X6 light cargo truck which has been heavily adapted and upgraded to allow it to carry an armoured body shell. Originally this was done as a stop gap measure at a time when the company had a pressing need for armoured vehicles of any type, but has since gone into full production in its own right. The all wheel drive chassis unit and all terrain tires give it good maneuverability on a variety of surfaces, although the vehicle is somewhat slow due to the heavy armour it carries. The interior has bench seating for up to six troops, while there are also forwards positions for a driver and a gunner. The gunner has a hatch above him fitted with a turret ring and twin 10mm light machine guns intended for local and air defense, while side and rear doors provide access for the rest of the crew. Onboard power comes from a 20,000 hour plant while each machine-gun comes with its own belt feed and 1000 round ammunition bin. The PV-081 LAT appears in vast numbers all over Dante, mainly in its APC role, although some attack version are seen carrying heavier weapons and better armour. A fairly easy kill for other AFVs, despite this the transport has been known to cause problems for unsupported infantry. SLA is known to have a number of captured examples of this vehicle that have been improved and upgraded with better armourment and enhanced power plants to allow higher speeds. These are then issued to many of SLA's covert and special forces units such as the D.S.O and the Marines for use in infiltration missions.

Type:Light Armoured Transport
 Max Speed: 140km/hour:22.4m/phase
 Movement:Wheeled/Quad-Axle Independent Drive
 Dimensions:6.2m length, 2.5m width 1.8m height

Weight:6 tonnes
 Crew:1 driver /1 gunner
 Passengers:6
 Skill:Drive Military
 Armament: 2 x 10mm Light Machine Guns
 Cost:11,000c
 P.V.15, I.D.420
 Acceleration Rate:1.4
 Turning Circle:6

GA XM30 FAV

Fresh from its final development the GA XM30 lightweight Fast Attack Vehicle is now being issued to various Recon and Special Forces units on Dante. Primarily designed as an extremely low cost weapons carrying system for use in hit and run tactics or as a reconnaissance vehicle, the XM30 is now available in a number of configurations and weapons formats to suit a variety of mission profiles. A revolutionary design the FAV incorporates a high output 30,000 hour power plant and rugged rear wheel drive transmission system into an open tubular chassis unit allowing easy transportation by dropship or helicopter. Portions of this chassis around the driver and gunner are covered in specially developed light armour panels which can give good protection against a variety of small arms attacks. All terrain run flat tires come as standard, as does a full roll cage and safety harness's on each of the crews seats. The XM30 can be used on a variety of terrain's with ease and due to its extremely light weight and large, high output engine can reach extremely high speeds on smooth surfaces. Unfortunately to conserve weight there is only room for a driver and gunner in the vehicle, but a powered mounting unit and HUD system is provided to allow the fitting of weapons to the FAV's central roll bar and firing over the crews heads, typically a 8mm HAS Mini Gun with an onboard 2000 round ammunition bin is used. Additional firepower is given by a short barreled 40mm 'Steel Rain' automatic grenade launcher mounted in tandem with the Mini Gun. This weapon is aimed with the HAS and both guns can be set to fire together, the launcher comes with a 500 rounds of ammunition. Cargo space is also limited, but this problem can be solved by using the special clips provided to tie gear to the FAV's chassis framework.

Type:Fast Attack Vehicle
 Max Speed:320km/hour:51.2m/phase,
 Movement:Wheeled/Quad axle rear wheel drive
 Dimensions:4.3m length, 1.9m width, 1.6m height
 Weight:2.5 tonnes
 Crew:1 driver /1 gunner
 Passengers:0
 Skill:Drive Civilian

Armament: 8mm HAS Mini Gun, 40mm Grenade Launcher
 Coss:8500c
 P.V.14 /I.D.180
 Acceleration Rate:2
 Turning Circle:4

GA AMD750 'Rolling Thunder' MBT

Now showing its age, the 'Thunder' was once the ultimate combat vehicle on Dante and is still fully capable of taking on most types of Thresher powered armour or DarkNight vehicles. These units are now slowly being replaced by the more modern 'Shark Hunter' MBTs although vast numbers are still in use all over the planet and its unsuitability as a surplus item means that it will probably remain in service or in reserve till these stocks are depleted. Relatively fast and heavily armoured the AMD750 rides on a conventional tracked chassis which gives it good performance over a variety of terrain and allows high mobility on the battlefield. The driver and communications officer ride forward of the rear mounted power unit in the hull, while the commander and gunnery officer have positions in the main turret. All crew seating is provided with its own access hatches. The commanders hatch is situated on top of a sub-turret mounted over his position and which contains the tanks secondary armament. The primary weapon of the Rolling Thunder is the 106mm High Velocity cannon which is fully stabilized for firing while the tank is in motion and features an onboard autoloader which means there is no need for an additional crew member. Full night sighting, thermal imaging and laser range finding comes as standard and a complete sensory suite is provided for detection and navigation purposes. Secondary armament is provided by twin 12mm Power Reapers in the commanders sub-turret, while the communications officer has an additional 12mm Reaper firing forward from his position through the hull via a ball mount. The outer hull is constructed from composite ceramic armours and is fully sealable from a variety of nuclear, biological and chemical weapons, on board life support systems are good for a 100 hours on internal air supply and unlimited periods using air filtration. The sealed hull allows the AMD750 to be fully amphibious, with multiple small thrusters on the hull giving a speed on water of around 10km/hour in good conditions. A large capacity fusion unit gives over 40,000 hours continual operation and also provides power for the special 'Dante issue' heating and cooling units fitted to all Rolling Thunder MBTs. These allow the vehicles to operate in a variety of extreme environmental conditions without the need for conversion. Special blast proof bins carry 150 rounds of ammunition for the AMD750s main gun while

each of the secondary weapons comes with 4000 rounds. DarkNight is know to operate several squadrons of this type of tank, either capture examples or ones salvaged from the battlefield.

Type:Main Battle Tank
 Max Speed:140km/hour:22.4m/phase
 Movement:Tracked Independent Drive
 Dimensions:9.3m length, 3.5m width, 2.8m height
 Weight:52 tonnes
 Crew:1 driver, 1 gunner, 1 Communications Officer/Co Gunner, 1 Commander
 Passengers:0
 Skill:Drive Military
 Armament: 106mm HV Cannon, 3 x 12mm Power Reaper
 Cost:250,000c
 P.V. 50, I.D.1250
 Acceleration Rate: 1
 Turning Circle:0 Stationary, 12 at Speed

FEN LX-6000 'Shark Hunter' MBT

SLA's latest attempt to combat Threshers powered armor suits, the 'Shark Hunter' Main Battle Tank combines high battle field mobility with greatly improved armor and a sophisticated fire control system designed specifically to lock onto high speed targets. Currently going into service all over Dante after its initial trial period the LX-6000 represents the height of SLA's MBT technology. A forward mounted drive system and power unit offer greater head on protection to the four man crew, while improved reactive composite armour types give increased defense against all forms of attack. FEN have designed the chassis, drive system and suspension to considerably enhance off road performance and allow higher top speeds than those achieved in other previous designs. Probably most revolutionary though is the 'Shark Hunters' primary weapons system and fire control suite. This replaces the standard HV gun with an advanced electro magnetic rail gun unit allowing rapid fire and higher velocities from smaller projectiles. Feed for these 90mm projectiles is via an autoloader system from the magazines in the turret of the vehicle, while additional rounds are carried in a main storage magazine. Since the shells for the weapon need no propellant they also save considerable weight and space allowing a much greater ammunition reserve to be carried. The guns tracking and fire control system allow the operator to engage high speed targets with the much greater degrees of success, while the sophisticated software package permit the main armament to lock onto enemies traveling at up to 100 Kilometers per hour. Seating layout is similar to that of the Rolling Thunder MBT, with the driver and communications officer in the hull and the

commander and gunnery officer in the turret. Both gunner and driver have standard access hatches while the other two personnel have sub turrets above their positions from which they can operate the tanks secondary armament systems. The commanders turret is fitted with a short barreled 30mm 'Retribution' auto cannon while the communications officer has control of an 8mm HAS Mini Gun and a 40mm automatic grenade launcher. Additional anti personnel protection is provided by a second HAS co-axially mounted with the main gun and under the control of the gunnery officer. Due to the Shark Hunters greater size and reduced ammunition bins there is provision for either seating for two extra personnel in the hull or additional equipment and supplies, this allows for a much greater patrol range. A full internal air system is fitted, as are environmental controls allowing the tank to operate in extremes of heat or cold. Sealed life support is good for 120 hours with a standard crew or unlimited periods when using the tanks air filters. The Shark Hunter is fitted with an identical amphibious kit to the GA Rolling Thunder MBT. The power system has a duration of 30,000 hours continuos use. The turret magazine for the 90mm gun contains two 50 round bins allowing switching between ammunition types, two other bins in the main chassis hold an additional 100 rounds each, while each 8mm HAS carries 3000 rounds. The 30mm Auto cannon has a turret mounted bin containing 1000 rounds of ammunition, while the forward firing grenade launcher in the hull sub-turret is provided with 500 40mm shells. Designed and built specifically for the rigorous combat and intense environmental problems of Dante, the Shark Hunter is already proving its worth as a worthy successor to the Rolling Thunder MBT.

Type: Main Battle Tank
 Max Speed: 140km/hour:22.4m/phase
 Movement:Tracked Independent Drive
 Dimensions:10.5m length, 4.5m width, 2.8m height
 Weight:65 tonnes
 Crew:1 driver/ commander / gunner / com officer/co gunner
 Passengers:2
 Skill:Drive Military
 Armament: 90mm MLA Rail Gun, 30mm auto cannon, 2 x HAS Mini Guns, 40mm Grenade launcher
 Cost:550,000c
 P.V.60, I.D. 1950
 Acceleration Rate:1
 Turning Circle:0 Stationary, 14 at Speed

Game Notes

The special tracking system fitted to the Shark Hunters main gun will compensate for the speed of fast moving objects up to 100 Kph, this means that

there is no adjustment of the players weapons skill if the target is operating at under this speed.

With targets traveling above 100 Kph the normal modifier of -1 per 20 Kph applies i.e. a Thresher powered suit traveling at 140 Kph would have a -2 to hit penalty when using the 90mm MLA. These bonuses can also be applied to fast moving ground vehicles.

FEN RAV-12 'Sky Strike' AA System

Designed to give troops on the ground a modicum of protection against Threshers flight capable suits, the 'Sky Strike' combines a fast firing multi-barrel cannon with a high speed tracking system mounted on a lightweight high mobility tracked body. More often than not though Sky Strikes are used in a variety of roles and they have been found to be particularly effective against lightly armoured infantry units with the weapons high volume of fire literally tearing their powered armour apart. The chassis utilized is a forerunner of the one used for FEN's FAV Recon vehicle and allows good mobility over all types of terrain. The gun mounting is centrally placed on the hull and allows for rapid traverses and elevation against flight capable targets. The gun developed for the Sky Strike system is a six barreled rotary type using standard 12.7mm ammunition known as the 'Hatchet' and which capable of extremely high rates of fire due to its electrically driven firing mechanism. This weapon is cooled by a special forced air system and its toughened ceramic barrels allow it to fire continuously for several minutes without overheating. Only two crew are required to operate the vehicle and there is little room for anyone else due to the large capacity dual feed ammunition bins which takes up the majority of the space in the hull. The driver and gunnery officer sit in the middle of the vehicle sandwiched between the gun mount and magazines and the forward mounted power and drive systems, each has their own access hatch. Gun control is via a computer controlled tracking system which uses sophisticated software routines to compensate for the high speed of aerial objects being targeted. This allows the gunner to lock onto aircraft or powered suits even when they are traveling at over a hundred kilometers per hour. For ground use this system can be unlocked and the main weapon used as a conventional heavy machine-gun against troops or armoured vehicles. Power for the gun and drive systems comes from an onboard 30,000 hour unit, while ammunition capacity is 5000 rounds in each bin. This allow the weapon to be switched between two different types of 12.7mm rounds to suit the target choice. Lightweight ceramic armour gives medium projection to the crew and there are currently plans underway to upgrade the vehicles

with full internal life support rather than the current air filters.

Type: Mobile Anti Aircraft Battery
Max Speed: 140km/hour: 22.4m/phase
Movement: Tracked Independent Drive
Dimensions: 6.5m length, 2.85m width, 2.06m height
Weight: 19 tonnes
Crew: 1 driver, 1 gunner
Passengers: 0
Skill: Drive Military
Armament: 12.7mm Multi Barrel 'Hatchet' Cannon
Cost: 150,000c
P.V.20, I.D.750
Acceleration Rate: 1
Turning Circle: 0 Stationary, 10 at Speed

Game Notes

The AA Gun is fired with 'Assault Weapons' skill due to its turret mounting and targeting system. The special tracking system will compensate for the speed of fast moving objects up to 150 Kph, this means that there is no adjustment of the players weapons skill if the target is operating at under this speed. With targets traveling above 150 Kph the normal modifier of -1 per 20 Kph applies i.e. a Thresher powered suit traveling at 190 Kph would have a -2 to hit penalty when using the Sky Strike AA Gun. The 'Hatchet' is identical to the standard 12.7mm machine gun listed in the mounted weapons section, apart from it has a rate of fire of 15.

FEN RAV-909 'Red Death' Mobile SAM Launcher

For use against the big stuff like Thresher drop ships and transports, the 'Red Death' still has a high kill rate despite its several hundred year old age. Since numbers of aircraft operated by rival companies on Dante is fairly small due to environmental conditions there has as yet been no demands for a better Surface to Air Missile system. This tracked vehicle is generally used in conjunction with other armor types to cover for its lack of anti-infantry weapons, something that makes lone RAV-900's extremely vulnerable. Constructed on flat hulled tank chassis the Red Death mounts a six tube surface to air missile launcher loaded with FEN 'Star Wing' smart missiles, connected to an electronic detection and identification suite. The Star Wing is a fire and forget unit and once it has locked onto a target and been authorized for launch by the gunner it will home in and attempt to destroy the enemy aircraft using its own internal guidance and sensor systems. This allows the RAV-909 to quickly engage and fire missiles at multiple targets via a computer controlled fire select procedure. Several vehicles can be set up

as battery with each of their onboard systems being linked by short range microwave transmitters allowing a number of launchers to be controlled by a single crew. Seating is provided for three crew members, a driver, commander/ communications officer and a gunnery officer. Access to the vehicle is gained via a large central hatch at the rear and it is this lack of a roof hatch that means no anti-personnel weapons can be easily carried. Being of an older design the Red Death lacks a sealed life support system and instead relies on filtered air. Armour is adequate, but not outstanding, again due the units long serving design, while power for all systems comes from an under floor mounted 30,000 hour power unit. Travel over rough terrain is good if slow and the tracks allow for good mobility on most surfaces including sand and snow. Armoured cargo panniers on the exterior of the vehicle contain an additional twelve missiles, bringing the compliment carried up to eighteen. These must be manually loaded into the Red Deaths launch tubes when the six ready to use units are depleted. When on convoy or patrol duties it is common for other vehicles in the unit to carry additional missiles to increase the available supply. A static version of the RAV-909 SAM Launcher is employed on many of SLA's fortifications and on numerous front lines.

Type:Mobile Surface To Air Missile Launcher
 Max Speed:140km/hour:22.4m/phase
 Movement:Tracked Independent Drive
 Dimensions:6.6m length, 3.1m width, 2.9m height
 Weight:22 tonnes
 Crew:1 driver, commander, gunnery officer
 Passengers:0
 Skill:Drive Military
 Armament: 6 Tube SAM Star Wing Launcher
 Cost:100,000c
 P.V.20, I.D.650
 Acceleration Rate:1
 Turning Circle:0 Stationary, 20 at Speed

Game Notes

The SAM launcher is fired using Assault Weapons System skill to lock the unit on to aerial targets. The sophisticated tracking and targeting computer allowing the launcher to engage targets traveling at high speeds without penalty. A successful roll means that the missile has been locked onto the target vehicle and can be fired the next round. Once in flight the missile operates on it own internal systems to home in on the target. For further details of the Star Wing see the entry in the mounted weapons systems section.

GA ATV-50 'Land Train' Armoured Cargo Transport

With the increase in hostilities on Dante it was found that standard Military trucks were no longer capable of handling the large scale overland transport duties required to keep SLA's outlying bases supplied. This prompted GA to begin the Land Train project in year 267, with the first prototype being successfully field tested in 269. Soon after this the ATV-50's were put into full production and are now the standard cargo vehicle assigned to convoy duties. The basic ATV-50 is a six wheeled heavily armoured tractor unit which can pull up to three articulated cargo trailers behind it. A complex computer controlled steering and suspension system allows the complete train to travel at reasonably high speeds and still remain maneuverable even when fully loaded. The Land Train is also outfitted with numerous layers of heavy composite ceramic armour, which allow it to withstand a variety of heavy weapons attacks, since due to the great size and weight of the units, they have little chance of out running an enemy if attacked. Each trailer unit has its own onboard power plants and all of its eight, all terrain tires is independently driven to give good cross country performance. These power units are good for 20,000 hours while the tractor units plant can last for up to 30,000. There is also a small control system fitted to each cargo unit allowing them to be moved without connection to the towing tractor, this is intended to simplify marshaling procedures when Land Trains are being loaded or unloaded. The tractor crew consists of a driver, co-driver and a gunner and three hatches are provided, two in the vehicles sides and on top of the centrally mounted powered turret. This turret is fitted with dual 12.7mm machine-guns while, a smaller remote controlled turret operated by the co-driver contains twin 40mm Grenade Launchers, a recent addition to help boost the units firepower. Each of the massive trailers is fitted with two further powered turrets, one at either end, which are each controlled by a gunner. These turrets also mount dual 12.7mm machine-guns as standard equipment, although other weapon types can be fitted, and are intended for both anti-aircraft and anti-personnel use. Each gun mounted on the Land Train comes with a large capacity 6000 round magazine, while the dual automatic grenade launcher is fitted with two 300 round ammunition bins to permit switching between ammunition types.

Type:Armoured Cargo Tractor
 Max Speed: 100km/hour: 16m/phase
 Movement: Six Wheeled/Independent drive
 Dimensions:9.2m length, 3.05m width, 2.98m height
 Weight:45 tonnes
 Crew:1 driver/ Co-Driver /1 gunner
 Passengers:0
 Skill:Drive Military

Armament: 2 x 12.7mm Machine-Guns, 2 x 40mm Automatic Grenade Launcher
 Cost:230,000c
 P.V.40, I.D.1000
 Acceleration Rate:.5
 Turning Circle:50

Type:Transport Trailer
 Max Speed: 100km/hour: 16m/phase - When Connected To Tractor Unit
 Movement: Eight Wheeled - independent drive
 Dimensions:4.2m length, 2.2m width, 1.7m height
 Weight:30 tonnes (empty)
 Crew:2 gunners
 Cargo Capacity : 55,000
 Skill:Drive Military
 Armament: 4 x 12.7mm Machine-guns
 Cost:140,000c
 P.V.35, I.D.2000
 Acceleration Rate:.5
 Turning Circle:50

“Land Train Five to Convoy Leader, Land Train Five to Convoy Leader. Wish to report destruction of one DarkNight light transport. He was hiding behind a dune and was to close to use the 40mm’s, so Conner rammed him. Slight damage to our tractor unit, but nothing else. Crew want to know if we get a bonus for saving ammo, this is Land Train Five out.”

Lieutenant- Steve Vladimer
 Co-Driver Land Train Five
 62nd Deep Desert Convoy Unit

GA AVD-770 Armored Assault Hovercraft

A fairly new, and very successful, multi role vehicle from GA, the AVD-770 Hovercraft is fast and highly maneuverable both on land and sea and this combined with multiple onboard weapons turrets makes it ideal for rapid troop transportation in the hostile weather of Dante. Developed from the earlier AVD-505 hovercraft design by GA, the AVD-770 incorporates many years of research into the needs of multi role amphibious armoured vehicles and gives an unmatched performance in its roles as both an assault unit and a large capacity troop transporter. Riding on a large heavily armoured ground effects chassis the AVD-770 is propelled by two high capacity turbo prop thrusters with fusion assist mounted at the rear of its fuselage and giving it extreme maneuverability. These engine units also provide lift for the vehicles reinforced skirt allowing it to skim across level surfaces at extremely high speed, best results have been obtained on desert sand, water and the snows of the polar regions. The amphibious nature of the craft allows it to operate several kilometers out to sea or on any of Dante’s

large rivers. The basic design of the AVD-770 consists of a small forward control cabin above a large cargo compartment that runs the length of the craft terminating between the engine nacelles, this is armoured on the standard troop version, but other variants designed to transport vehicles have open cargo decks. On either side of the control room are sited the primary weapons turrets each mounting a tri-barreled 17mm rotary chain cannon. These give covering fire to the forward opening cargo ramp situated under the bridge which is used during beach landings. A further two remote control turrets flank the rear cargo ramp, each equipped with twin 12.7mm machine guns and both are capable of 180 degree arcs of fire along the vehicles flanks. The remote turrets are either controlled from the command bridge or via a hand held unit clipped next to the ramp controls. Air defense is provided by a six tube SAM launcher centrally mounted on the cargo compartment. For additional covering fire during assaults on fortified positions, each hovercraft mounts twin automatic 88mm High Velocity mortars on a rotatable mount fitted behind the bridge module, these have a 360 degree arc of fire and are fed via a special electromagnetic belt system. A crew of nine is carried consisting of a pilot, a commander, a navigation and communications officer and six gunnery officers. Two of the gunners have positions in the port and starboard 17mm turrets while the others are situated in the main cabin with the rest of the crew and have command of the rear turrets, SAM launcher and 88mms.

Further armament such as additional SAMs, missile artillery and larger caliber guns can be added to the craft depending on mission profiles. The rear cargo bay has seating for up to two hundred fully equipped troops in standard armour, although this number is reduced for larger armour formats. Power comes from a large long duration 30,000 hour unit and NBC air filtration units are fitted to both crew cabins and cargo bay. Composite ceramic reactive armour panels give good all round protection from a variety of weaponry, while all outer surfaces receive an anti corrosion treatment to counteract the extremely hostile ocean environment. Most of the current production run of AVD-770s has gone to the Dreadnought fleet to replace their aging units and to the Marine corps, although Medevac and infantry versions are starting to appear as the vehicle's popularity and versatility grow.

Type:Armoured Assault Hovercraft
 Max Speed:180km/hour:28.8m/phase
 Movement:Ground Effect Air Lift
 Dimensions:48.3m length, 18m width, 10.8m height
 Weight:135 tonnes
 Crew:1 pilot, 1 Commander, 1 Navigator, 6 x Gunners

Passengers: 200 troops or 5 Light Armoured Vehicles or 3 MBTs
 Skill:Drive Military/Drive Marine
 Armament: 2 x 17mm Tri-barreled cannons, 2 x Twin 12.7mm Machine Guns, 6 Tube SAM Launcher, 2 x 88mm HV Automatic Mortars
 Cost:350,000c
 P.V.35, I.D.2950
 Acceleration Rate:1
 Turning Circle:0 Stationary, 50 at Speed

GA UH-606 Redhawk AAH

Although currently being phased out in its attack role in favor of the newer Kilcopter designs, the Redhawk Armoured Assault Helicopter is still seen by many as the ultimate in lightweight airborne troop transportation. The fact that large numbers are still held in reserve on Dante has assured its continued use and even limited production runs of new models. This fusion assisted, turbo prop copter is capable of a variety of applications from cargo lifting to assault and anti armour roles and can be outfitted with a wide range of weaponry and equipment. The hull is covered in specially developed lightweight ceramic armour panels, while all 606s have large side doors as standard to aid in rapid troop deployment and can carry up to ten personnel with full battle armour. For use either as a gunship or to give support fire for troops deploying into a hot LZ, the Redhawk is outfitted with two sets of door mounted duel 12mm Power Reapers which are operated by gunners, while in addition the pilot has an 8mm HAS Mini Gun slaved to his helmet via a HUD system and firing from a chin mounted powered turret. All weapons come with electro mag feeds and 6000 round ammunition bins. There is also provision to mount a further two sets of Reapers or Mini Guns on the doors when additional firepower is needed, although this is only normally done when the Redhawk is used in its Gunship role. All aircraft come with full night sighting equipment and sensory arrays as well as IR. baffling and ECM systems to aid in stealth missions. Perhaps not as fast or maneuverable as a Kilcopter, the UH-606 Redhawk more than makes up for this in overall firepower and cargo capacity, meaning it will probably remain in service for at least the foreseeable future.

Type : Helicopter
 Max Speed:600km/hour:96m/phase
 Movement:Quad Blade Turbine (fusion Assisted)
 Dimensions:16m length, 3m width, 5m height
 Weight:6.5 tonnes
 Crew:1 Pilot /1 Copilot /2 Door Gunners
 Passengers:10
 Skill:Pilot Military

Armament:X2 Duel 12mm Power Reapers / 8mm Mini Gun
 Cost:650,000c
 P.V.22, I.D.720
 Acceleration Rate:8
 Turning Circle:0 Stationary, 90 at speed

Madison Inc. RXC-460 'Wild Weasel' Fighter

Manufactured by the Soft Company 'Madison Inc.' the RXC-460 is a conventional, atmospheric, jet fighter used by both DarkNight and Thresher forces. One of the more advance and reliable of the Soft Company aircraft available, the Wild Weasel is used in all of Dante's combat theaters, although it has been found to experience difficulties when operated in extremes of heat or cold. A twin seat design, the standard crew consists of a pilot and a weapons officer, although the weapons officer is provided with a duplicate set of flight controls for emergency use. Capable of supersonic speeds the RXC-460 has limited VTOL capabilities allowing it to be used on short runways, although unlike SLA's more advanced Warbeast it is incapable of hovering. Standard weaponry on the aircraft is four, forward firing, 12mm cannons, with the addition of 2000kgs of disposable stores mounted on hard points under the wings, these can include rocket pods, missiles, conventional bombs and additional cannons. This allows the RXC-460 to be outfitted for a variety of roles, including escort duties, ground attack and interception. Thresher will commonly refit the Weasels they use with 11 or 14mm cannons of their own manufacture to allow an easy supply of ammunition and the use of DU rounds. Onboard magazines are usually 1500 rounds per gun. Armour is adequate using a mix of carbon fiber and lightweight ceramics to protect the aircraft's vital components and this allows the Weasel to be more maneuverable than the much heavier SLA fighters. One major deficiency of the design has been found to be its lack of rear facing ordinance, something that makes it vulnerable to attacks from behind. Power for the single boosted, turbojet engine comes from an onboard unit giving over 10,000 hours of flight time, while an ECM suite, anti missile decoys and flares are fitted as standard. The modular airframe of the Wild Weasel lends itself well to modifications and numerous experimental versions and prototypes have been seen over the years. These include refits for heavier weapons such as the 17mm Thresher Cannon and inclusion of extra seating for transport and courier roles. Singularly the Weasel is no match for the much heavier armoured, multi gunned SLA FX-66 Warbeast VTOL, but when employed in superior numbers it can have considerable success.

Type : Limited VTOL Assault Aircraft
 Max Speed:1000km/hour, 160m/Phase
 Movement: Single fusion assisted semi-vectored thrust turbofan
 Dimensions: 13.5m length, 8.2m width, 4.5m height
 Weight: 4.5 tonnes
 Crew: 1 Pilot, 1 Co-pilot/Weapons Officer
 Passengers:0
 Skill:Pilot Military
 Armament: 4 x 12mm Machine-guns, 2000kg munitions load
 Cost:250,000c
 P.V.20, I.D.720
 Acceleration Rate:12
 Turning Circle: 110 at speed

FEN CX-50 'Warhawk' Transport Helicopter

The main, non dropship, troop and material transporter on Dante, the 'Warhawk' has had a long and distinguished career filling many roles from Medevac duty to use as an aerial assault platform. Like other older Dante issue vehicles the large numbers still remaining in storage and the constant need for transports of all kinds due to losses means that the current fleet of Warhawk's is still flying well past its replacement date. Capable of lifting fifty, fully equipped troops into combat, the CX-50 is a cheap alternative to using dropships for passenger transportation and movement of cargo. Heavily armoured to allow its use in hostile LZs, the Warhawk utilizes an early version of the fusion assisted turbine power unit seen in other SLA aircraft to permit high speeds and ample lifting power. A large rear powered cargo ramp and two side doors allow rapid troop deployment, minimizing time the ship stays on the ground, while a sophisticated, although now rather dated, ECM suite gives good protection against homing missiles and other self guided anti aircraft weaponry. The crew consists of four personnel, a pilot, co pilot /gunner and two door gunners. The pilot has control of the forward firing weaponry which consists of a HUD controlled, chin mounted powered turret armed with two 12.7mm rapid fire cannons. Addition ground support fire is given by twin 40mm automatic grenade launchers firing from a small remote control belly turret and under the command of the co pilot, when the aircraft is in flight this is capable of a 360 degree arc of fire. Each door gunner has a position at the side hatches and operates a mounted 12.7mm tri-barreled, power driven, Gatling gun to give covering fire to disembarking troops. On some versions further mounted weaponry and gun crews are carried depending on the mission profile. The unit is powered by a long duration 30,000 hour unit housed under the rear cargo deck. Onboard magazines carry

3000 rounds for each 12.7mm gun, while a 600 round ammunition bin is fitted to the 40mm launchers. Numerous versions of the Warhawk exist including variants outfitted for desert and polar use, while a model with an adapted cargo hold capable of transporting light armoured vehicles is used by numerous special forces units.

Type : Helicopter
 Max Speed:450km/hour:72m/phase
 Movement:Quad Blade Turbine (fusion Assisted)
 Dimensions:42m length, 5m width, 9.5m height
 Weight:6.5 tonnes 60lbs
 Crew:l Pilot /1 Copilot /2 Door Gunners
 Passengers:50
 Skill:Pilot Military
 Armament: 4 x 12.7mm Machine Guns, 2 x 40mm Grenade Launchers,
 Cost:850,000c
 P.V.25, I.D.920
 Acceleration Rate:5
 Turning Circle:0 Stationary, 120 at speed

"Ok you damn Grunts. Move, Move Move, you've got thirty seconds to hit the dirt or I'm lifting off, like it or not and if any of those DarkNight mortars put another hole in my ship I ain't going to bother coming back to get you."

Flight Sergeant- Rian Wiseman
 32nd Assault Transport Unit
 North Artic Sector 00321
 Copywrite CMC

Madison Inc MX-5000 Attack Helicopter

Another common aircraft on Dante produced by the Soft Company 'Madison Inc.', the MX-5000 is in use by a variety of forces, primarily DarkNight, but also many other smaller independent units. The helicopter is a mid-sized design able to carry both attack weapons and a small number of passengers or cargo making it ideal for raiding parties or air mobile assaults. Heavily modified by Madison to make it airworthy in Dante's environment the craft still experiences problems with harsh weather and extremes of temperature, but remains the best of the current designs available, hence its popularity. The helicopter is designed to carry a pilot and co-pilot /gunner with up to six passengers in the rear compartment, although on some versions this seating has been stripped out to allow the transportation of large items. Armourment is usually fitted by the purchasing company to suit their own spare part/ammunition supply. Commonly this consists of a 10 or 12mm Mini gun fitted in a chin mounted turret and controlled via a HUD link, plus between two and four additional guns in pods

mounted on the landing skids. Another two hard points are provided on the airframe for more pod mounted weapons, generally missiles or grenade launchers. The MX-5000's armour is adequate and like Madison's other products the aircraft lends itself well to modification and after purchase upgrades, generally for heavier weapons and better electronics. Although more maneuverable than SLA's transport helicopters top speed is not great and the single engine is seen by many as long overdue for replacement with something better, possibly with fusion assist. The standard model comes with a 20,000 hour power pack and is fitted with onboard bins containing 1200 rounds for each weapon. The MX-5000 sees much use by DarkNight's special forces units and desert raiders, usually with the addition of stealth technology, ECM systems and night vision equipment. Some have also been seen in the arctic zones, although they are only of limited use in this theater as the sub-zero temperatures appear to have a detrimental effect on the craft's flight systems. SLA Industries is also known to have acquired a thousand MX-5000s late in 790 through a bogus front company and after refitting with SLA power plants and weapons these have been used with some success by their various covert operations groups.

Type : Assault Helicopter

Max Speed:450km/hour:72m/phase

Movement:Quad Blade Turbine

Dimensions:8.2m length, 2.5m width, 2.8m height

Weight:6.5 tonnes 60lbs

Crew:1 Pilot /1 Copilot

Passengers:6

Skill:Pilot Military

Armament:12mm Mini Gun, 4 x 10mm Machine Guns

Cost:450,000c

P.V.18, I.D.520

Acceleration Rate:5

Turning Circle:0 Stationary, 120 at speed

GA FX-66 'Warbeast' Heavy Assault VTOL

This combined fighter, bomber and ground attack VTOL was for many years the ultimate aircraft in SLA's inventory on Dante. Despite the marked rise in the use of Kilcopters by front-line units many still use the FX-66 and due to large stocks and unsuitability for resale as surplus off planet it is likely to remain in service for the foreseeable future. There are suspicions that Commander Amity Takaya has a hand in the Warbeasts continued use as this was the aircraft she did her initial training in and flew for much of her career. Others too have resisted the High Commands attempts to re-equip their units with Kilcopters as the fast heavily armed FX-66 is held in

high regard by many Dante pilots and its unmatched ability to bulldoze its way through anything the environment can throw at it is legendary. The Warbeast is capable of vertical take off and landings, reducing its need for purpose built airstrips and its use of large maneuverable thrusters also allow it to hover in a similar way to a helicopter. Using the aircraft in VTOL mode though makes it difficult to operate it with any degree of stealth due to the large amounts of heat and noise generated by the huge engines needed to lift the craft. To compensate for this deficiency, the Warbeast has been given extremely heavy composite ceramic armour over its entire fuselage and numerous offensive and defensive weapons which serve to turn it into a super sonic capable, flying tank. Each standard configuration VTOL has a crew of three consisting of a pilot, copilot and bombardier and a tail gunner. The pilot and bombardier are situated in the forward cockpit, while the tail gunner has a secondary weapons pod at the rear of the aircraft, accessible through a narrow crawl way in the bomb bay. All crew positions come fitted with ejector seats. The main forward firing weapon is a tri-barreled 30mm 'Grendal' rotary cannon capable of using HEAP or HESH rounds for anti armour engagements, secondary firepower being supplied by two small remote control turrets on the top and underside of the fuselage each containing twin 12.7mm machine guns. The rear gunner has control of the aircraft's comprehensive ECM and defensive measures suite and a set of turret mounted quad 12.7mm cannons firing from the tail section. Anti aircraft capabilities are provided by two wing mounted pods each containing three FEN 'Star Wing' smart missiles adapted for a AAM use and under the control of the pilot. Various missile and bomb loads can also be carried by the FX-66 with an internal central bay and several exterior hard points allowing up to 3000 Kg of disposable stores to be fitted. This permits it to be outfitted for numerous mission roles, including dropship interception, dive bombing and armour hunting in the Deep Deserts. Full life support is provided allowing the aircraft to operate at high altitudes, while complete NBC protection is incorporated into the airframe. The Warbeast's engines come specially modified to allow reliable operation in any of Dante's Theaters including the polar regions and deserts. Comprehensive computer controls and fly by wire technology also allow the aircraft to be handled in hostile weather conditions that would ground other types. Power for the twin, fusion assisted, vectored thrust, turbofan engines comes from an onboard long duration 20,000 hour power plant. Specially armoured, internal magazines hold 1000 rounds of ammunition for the 30mm cannon and 1600 rounds each for each of the 12.7mm machine-guns. Various sub-versions of the Warbeast exist including a recon and aerial observation variant and a command

version with the addition of four seats placed in the bomb bay cavity and additional communication equipment. These are often used for VIP transports due to their high speed and armour. The most common variant is the naval version of the FX-66, known as the 'Seabeast', these are employed by the Dreadnought fleet and are specially treated with anti-corrosives for use in this environment.

Type : VTOL Assault Aircraft
 Max Speed:1500km/hour:240m/phase
 Movement: Twin fusion assisted vectored thrust turbofans
 Dimensions:22m length, 14m width, 5.2m height
 Weight:6.5 tonnes
 Crew:1 Pilot, 1 Copilot / Gunner, 1 Tail Gunner
 Passengers:0
 Skill:Pilot Military
 Armament: 30mm Tri-Barrelled Cannon, 2 x Twin 12.7mm Machine-guns, 1 x Quad 12.7mm Machine-guns, 2 x Triple Tube SAM Launchers, 3000kg Bomb load
 Cost:950,000c
 P.V.25, I.D.720
 Acceleration Rate:10
 Turning Circle:0 Stationary, 150 at speed

"We caught the Dropships coming in from re-entry over Sector 00245. The flight leader took one and we took the other. On the first pass weapons officer Grange riddled the cargo doors with the 'Grendal' and the turret mounted .50 cal's. Then as we swung about we let them have it with a couple of Star Wingss. We must have hit the door hydraulics or something cos next thing we know it's raining bodies. The Thresher grunts didn't have flight capable suits and we damn near sucked one of them into the engine intake, while another took the tip off the right wing. The wing commander will confirm the kill he followed both the ships down and saw them hit the deserts, no survivors."

Report By Captain- Fiona Reece
 37th Warbeast Interceptor Wing
 Phoenix Base

Thresher CP-6400 ENO Powered Armor

A specially adapted suit of Thresher powered armor designed for use underwater, the CP-6400 has had its jump jets replaced with high mobility, marine thrusters allowing unparalleled movement through liquid, although this means that the units are no longer flight capable. The suit also features a sonar unit and special long duration life support unit allowing it remain submerged for long periods of time. Constructed from a heavily modified set of Sarge powered armour the CP-6400 has been

rendered totally waterproof by sealing its joins and all venerable onboard components. This allows the unit to dive to considerable depths without structural failure and makes it ideal for numerous types of aquatic warfare. Large capacity air tanks and a advanced re-breather unit have also been added giving over 90 hours operation without needing to be recharged or the suit to surface. The thrusters are combined with a sophisticated computer controlled buoyancy management system which allows the suits extremely high mobility in water, something that has been described as 'like flying through air' by SLA test pilots who've used captured example of the armour. All suits carry IR., UV and high intensity head lamps in addition to their sonar navigation systems to allow visibility in the often pitch black environment of Dante's oceans. Weaponry mounted depends on the mission profile, but can include naval limpet mines, micro torpedoes, anti shipping missiles and a range of conventional weapons adapted to underwater use. SLA is currently keen to produce its own version of this type of armour and intact versions of the ENO suits are being highly sort by researchers at MAL and Power Projects. Due to its extremely high cost and extensive work in converting the suits, the CP-6400 is only ever encounter in small numbers in the hands of highly trained Thresher special forces units.

PV	HEAD	TORSO	ARMS	LEGS
18	100	240	170	200

Thresher KRX-70 'First Strike' Assault Dropship

Threshers main troop transporter for use in long range missions where it's unfeasible for troops to use their suit jets, the First Strike Dropship can also double as a heavy attack aircraft and bomber when needed. The KRX-70 is an old design, but still remains unmatched in weapons and armor by anything else in Threshers current inventory and is likely to remain in service till something better can be developed. One aspects of this design is its ability to launch its payload of troops while still airborne, this makes it particularly deadly when used in a Strike Squad role with no need for the ship to land to allow its passengers to disembark. These aerial launches are achieved via a special set of powered cargo ramps in the dropships sides which permit rapid deployment of airborne squads. The ships have a crew of eight which includes a pilot, copilot, and six gunnery officers, all who sit on the command bridge situated above and forward of the main cargo bays. The co-pilot normally acts as a navigator and operates the ships comprehensive ECM suite and defense systems. The gunners operate the ships weaponry via a fire control system and remote links, allowing them to direct the six powered turrets fitted

on the exterior of the First Strikes hull. Five of the turrets mount twin 11mm auto cannons and fire from the sides, base, rear and top of the ship, the additional turret holds a 14mm six barreled rotary cannon, which fires forward from a chin mount under the ships nose. Further offensive weaponry can be added as needed and includes missile pods, laser guided munitions, AAM missiles and additional gun pods. Interior seating on standard versions of the First Strike is for up to thirty suits of, full equipped, Sarge armour, although more troops can be carried if they are wearing smaller armour types. Six fusion assisted, vectored thrust, turbofan engines provide lift and maneuverability for the ship allowing it to operate in VTOL mode when within planetary atmospheres. While its four main rear mounted engines provide enough power for it to escape gravity wells and operate for limited period in space, enough to link up with a mother ship or transport. Full life support is provide for crew and passengers as is NBC protection and as well as high density heat shielding for rapid atmosphere re-entry, an important factor on Dante as it is during this period ships are most vulnerable to enemy fighters. Over the years many sub-versions and variants of the First Strike have appeared on Dante including cargo lifters, airborne command posts and bombers. The most famous of these being the 'Robert Adams' which was converted to carry the thermo nuclear device dropped on the Van Numman bridge. A similarly converted First Strike was used to sink the Dreadnought SNV 'Mawhrin' in the same way.

Type : Dropship

Max Speed:1000km/hour: 160m/phase

Movement: Fusion assisted vectored thrust turbofan, Ion Space Drive

Dimensions:28m length, 15m width, 10m height

Weight: 160 tonnes

Crew:1 Pilot /1 Copilot /6 x Gunners

Passengers:30 - Sarge Armour 50 - Standard

Infantry

Skill:Pilot Military

Armament: 5 x twin 11mm machine guns, 1 x 14mm Rotary Cannon

Cost:650,000c

P.V.28, I.D.2720

Acceleration Rate:5

Turning Circle:0 Stationary, 90 at speed

GA TR-1100 'Blackshadow' Militray Motorbike

The GA Blackshadow is a purpose built militray motorbike designed specifically for use on the company War Worlds and is widely used by various combat units on Dante. Featuring a rugged all terrain design, run flat tires, a ceramic armoured fairing and a one of the largest cold fusion plants

ever fitted to a bike, the TR-1100 has a combination of speed, protection and maneuverability that can't be beaten. Despite its weight and armoured chassis the Blackshadow features unmatched performance on a variety of terrain's, including the deserts and arctic, and thanks to its use of 'fly by wire' technology and power assisted steering handles like a bike half its size. Large capacity storage panniers comes as standard making it ideal for patrol use, while armourment consists of twin 12mm heavy SMGs. These guns are fitted inside the Blackshadow's forward fairing and feature powered servo mountings with a HUD uplink to the riders helmet, with ammunition being provided by two compact 200 round bins. The onboard reactor has a 40,000 hour user life and all of the onboard electronics and power systems are fully waterproofed and battle hardened. Ideal for reconnaissance or as a fast pursuit vehicle, the TR-1100 Blackshadow is not only extremely versatile, but has a long and proven track record on the Dante battlefields. Many long range patrols will carry one or more Blackshadows on exterior racks on their APCs to provide additional scouting vehicles when needed and they have become a particularly favorite of small raiding parties, often being 'up-gunned' with heavier weapons.

Type:Motorcycle

Max Speed: 340km/hour: 54.4m/phase

Movement: Bi-magna cable ball joint

Dimensions:2.2 m length, 1.1 m width, .9m height

Weight: 1 tonne

Crew: 1

Passengers: 1

Skill:Drive Motorcycle

Armament: 2 x 12mm Sub Machine-guns

Cost: 2600c

P.V.14, I.D.150

Acceleration Rate: 3

Turning Circle:1

Game Notes

The 12mm SMGs fitted to the Blackshadow have the following stats. They are linked via the HUD system and both fire at the same target.

CLIP	CAL	ROF	RCL	RANGE
200	12mm	5/3	N/A	20m

Thresher KG-105 Mobile Artillery

One of the few Thresher ground vehicles used in any numbers, the KG-105 is a tracked mobile artillery gun which can be rapidly deployed to barrage SLA positions then moved to a new location to avoid counter strikes. The KG-105 is needed as its role is

one that cannot be filled by powered armour units and the use of these long range guns to pound SLA positions prior to attacks is well known. The gun is unique in the respect that it is a totally home grown design that doesn't rely on rival company technology or items taken from the Blue Dawn complex. The large 120mm artillery piece is mounted on a tracked flat topped chassis unit, where a revolving powered mount allows it to move through up to 40 degrees off center and elevated without the need for the vehicle to be moved. When the gun is readied to fire stabilizing legs are lowered from this chassis to counteract the enormous recoil produced. The gun can also be stowed flat to the hull, allowing the vehicle to be transported in a modified First Strike Dropship. The crew consist of a driver, a commander and a gunnery officer, the inclusion of an autoloader system and computer fire control mean that no other personnel are needed. Crew seating is in the hull forward of the gun mount and accessible via two roof hatches, the commanders hatch comes with a mounting for an 11mm machine-gun for localized anti-personnel defense. When used in conjunction with forward artillery observers the bombardment from these weapons can be extremely deadly and accurate, quickly reducing targets to rubble with their salvos. Commonly five of this vehicles will operate together as a battery with their fire control systems being linked to a central command vehicle for coordinated fire. The most common tactic used with the KG-105 by Thresher is to 'shoot and scoot', where after a short period of intense fire the units will move off to another pre-arranged location to avoid enemy counter battery fire. Units come with an onboard 30,000 hour power units and in testing of captured examples were found to have good cross country mobility on a variety of terrain. Six ready to fire rounds are held in the guns magazine while a further thirty rounds are normally carried in aft cargo compartments on the vehicle. It is not uncommon for batteries to be accompanied by a supply truck carrying further ammunition, particularly if the units are operating in 'no mans land'. Some KG-105s have also been modified with additional recoil baffles on their gun mounts allowing them to fire their main armament while on the move. This allows them to operate as Tank Destroyers in a similar manner to the DarkNight 'Jagger', although they can suffer from stability problems when firing.

Type:Armoured Mobile Artillery
 Max Speed:140km/hour:22.4m/phase
 Movement:Tracked Independent Drive
 Dimensions:8.4m length, 3.4m width, 3.1m height
 Weight:33 tonnes
 Crew:1 driver, Commander, Gunner
 Passengers:0
 Skill:Drive Military

Armament: 120mm Artillery Cannon, 11mm Machine-gun
 Cost:150,000c
 P.V.20, I.D.950
 Acceleration Rate:1
 Turning Circle:0 Stationary, 22 at Speed

Apocalypse Class Dante Dreadnought

The undisputed masters of Dante's seas, the Dreadnoughts of SLA Industries are unmatched in firepower and armour. These huge armoured battleships represent the largest vehicles produced by SLA, excluding elements of their space fleet and the only Super Dreadnought remaining from the Conflict Wars, the SNV 'Thunderchild' which is currently on Charlie's Point. Crewed by over a thousand personnel, the massive ships are used in a variety of roles, from long range artillery batteries to floating airfields with their comprehensive fleets of aircraft. They also act as cheap mass troop and cargo transports and in many cases are the only things that can keep SLA Industries remote bases on Dante supplied. Over half a kilometer in length and clad in ceramic armour several meters thick in places, the Dreadnoughts are an old design dating back to the Conflict Wars and beyond. When the need for ships able to survive the hostile seas of Dante arose, SLA resurrected the blueprints from its archives and the most powerful naval fleet to exist in several hundred years was constructed. Originally twenty Dreadnoughts were built in 260, of which now fifteen survive, four have been sunk and one has disappeared. The SNV 'Morat', is presumed destroyed by rival company forces, but as yet this is unconfirmed. The remaining vessels have seen a lot of action in their years on Dante and a constant program of refits and upgrades is needed to keep them operational. Propelled by huge quad naval screws, the Apocalypse class Dreadnought has the largest fusion power plants ever produced by the company for a land based vehicle and these in conjunction with numerous maneuvering thrusters allow the vast ships to ride out the storms and gigantic waves of Dante's oceans which would sink lesser vessels. The primary armament of the Dreadnought consists of five turrets, each containing three massive 610mm naval guns, three of these are placed forward of the central bridge and command center, while the remaining two are sighted aft of the flight deck and aircraft hanger on the rear deck. These weapons are capable of launching a one and a half tonne shell over 60 kilometers, making them devastating against naval targets and shore defenses. An automated loading and ammunition handling system for each turrets allows a steady rate of fire to be maintained while the guns are in action. Additional firepower is provided by a further ten

smaller turrets, five on each side of the central superstructure, these mount twin 106mm artillery pieces and are used for short range bombardments and close range anti-shipping duties. Primary anti aircraft and counter missile fire is provided by 25 powered turrets mounting dual six barreled 30mm Gatling type weapons. These guns have extremely high rates of fire and are linked to a sophisticated radar controlled tracking system which allows them to lock on and destroy high speed targets before they can close to lethal range. The system can handle multiple targets and is able to knock out most types of enemy missiles while still in flight. Addition anti aircraft capability is provided by four, multi tube, automatic, SAM launchers firing FEN Sky Strike missiles, which are mounted on the fore and aft decks. Each Dreadnought is also fitted with a large number of small caliber, 12.7mm and 17mm, turrets and gun positions for close quarters fighting and to supplement the primary AA systems. To counter the threat of enemy submarine activity all Dreadnought in the fleet operate a comprehensive sonar suite and other advanced detection equipment. These systems are used in conjunction with the ships multiple depth charge launchers and smart mines to seek and destroy rival company subs.

The aft deck of the Apocalypse class Dreadnoughts is fitted with a flight deck and hanger allowing the landing and storage of all types of VTOLs and conventional helicopters. The ships normally carry a compliment of 40 attack and transport aircraft consisting of 30 FX-67 'Seabeast' assault VTOLs, the naval version of the FX-66 Warbeast, and 10 FEN CX-50 'Warhawk' transport helicopters. There have been moves to update the fleet with the introduction of Kilcopters, but currently this is being resisted by several of the Dreadnought captains and has yet to be instigated. A large sea hanger at the rear of each Dreadnought provides berths for four GA AVD-770 Armored Assault Hovercraft which can be used in a variety of roles including amphibious assaults, reconnaissance missions and for operations in areas that the larger Apocalypse Class is unable to enter. The SNV's 'Lady Sharrow', 'Staberinde', 'Hood' and 'Rickenharp' are all able to carry an additional four hovercraft after modification of their aft cargo holds in year 431. This conversion was undertaken to outfit the vessels as assault landing ships for use in large scale amphibious operations.

In addition to the Dreadnoughts naval personnel and air crews, accommodation for a further three thousand troops is available as well as over 40,000 tonnes of cargo in the ships copious holds, which includes complete replacement vehicles and aircraft for SLA's bases. Each vessel also permanently carries a hundred strong security detachment of Marines, regardless of what other combat personnel are onboard and a small force of

MPs who police the crew and passengers. All vessels in the Dante fleet operate a continuous rota of cargo and troop transportation operations, interspersed with several months of patrol duty hunting down rival company shipping and shore instillation. Occasionally several Dreadnoughts will be formed into a squadron, to operate together for an attack on a particular heavily defended target such as Thresher 'Red Dusk' submarine complex. Few things can stand up to the massed firepower of one or more Apocalypse Dreadnoughts and no other company has yet been able to field a naval vessel that can take on SLA's fleet head to head. Currently plans are underway to replace the five lost vessels and re-open the production lines for a limit period, the Dante High Command have also sent a research team to Charlie's Point to study the last of the Super Dreadnoughts and there are rumors that it might be these rather than the standard Apocalypse that are built.

Type: Dreadnought Battleship

Max Speed: 70km/hour: 11.2m/phase

Movement: Quad Marine Naval Screws

Dimensions: 550m length, 80m width, 60m height

Weight:160,000 tonnes

Crew: 1500

Passengers: 3000

Skill:Pilot Marine

Armament:15 x 610mm Naval Cannons, 20 x 106mm Artillery Pieces, 16 x SAM Launchers, Multiple Small Calibre Turrets.

Cost:4550,000c

P.V.190, I.D. 19950

Acceleration Rate:1

Turning Circle:0 Stationary, 700 at Speed

KXT 'Warbringer' Leviathan

The great land ships of the southern Wastelands, the KXT 'Warbringer' is over five hundred years old in design, but still gives excellent service as a mobile base and command center. These heavily armoured vehicles ride on vast multiple caterpillar tracks to allow stability and easy transit on the unstable desert sand, while their great size and weight permits them to weather the worst of the storms without being buried or pulled down. Powered by a massive on board fusion plant, the Leviathan ride on six giant double tread units which allows it to bulldoze its way through almost any type of terrain, simply rolling over anything that impedes it. At over 150 meters long and weighing in the region of 7000 tonnes these immense vehicles can carry up to four hundred crew in addition to numerous defensive and offensive weapons systems including artillery, counter missile and anti aircraft batteries. The vehicles main armament consists three large powered turrets mounting triple 203mm rapid fire cannons, the

design of which is directly based on the 106mm model used on the Apocalypse class Dreadnoughts, but which have been scaled up to give greater range and better damage capability. These are intended for anti tank defense and long range artillery bombardments and can rapidly deliver multiple projectiles in a matter of seconds thanks to an automatic loading system. Eight smaller sub-turrets are fitted on the prow, flanks, and bow of the Warbringer and mount twin 30mm Harbinger chain guns intended for close in fire support and anti aircraft duties. These can be linked to the onboard radar controlled fire command systems for the destruction of high speed targets in a similar way to the counter missile system employed by Dreadnoughts or used independently by their crews for anti infantry and vehicle barrages. Two quad tube, automatic, SAM launchers on the rear deck of the Leviathan give additional anti aircraft fire, while two small remote control turrets equipped with dual 12.7mm tri-barreled rotary cannons are used to give covering fire for troops disembarking from the main rear cargo ramp. Another 10 of these turrets are fitted around the hull to provide short range anti infantry defense.

A large cargo bay at the rear of the Warbringer provides storage for the vessels two FEN RAT L20 Infantry Fighting Vehicles and four FEN FV103 Recon Vehicles, which are used in a variety of roles including fire support and scouting duties. On top of the Leviathan, set behind the bridge superstructure, is a powered flight deck which lifts the vessels small compliment of aircraft from their internal hanger bay. On newer units this is usually six Kilcopters and two GA UH-606 Redhawk armoured assault helicopters, although many of the older units in the SLA fleet such as the AMCU's 'Heavy Metal Hero' and 'Edge Of Forever' still retain their original four Warbeast VTOLs instead of the newer Kilcopters. Two hundred of the Leviathans crew consists of infantry troops who can disembark and fight on the ground when needed, this allows a single KXT vessel to field a small and varied force of aircraft, vehicles and men, making it ideal for long range patrols and limited offensives against enemy installations or enclaves. All vessels come with fully controlled internal environments allowing their use in the extremely high midday temperatures encountered in Dante's desert regions. The whole of the Warbringer's outer hull is plated with several layers of specially hardened composite ceramic armour giving it protection of most forms of conventional attacks and allowing the vehicle to survive most things short of a direct hit with a small tactical nuclear device before being put out of action. Complete NBC protection is provided for the crew and the vehicle can remain 'buttoned up' relying on

internal life support for up to five days without needing to use external air.

The current Leviathan fleet on Dante stands at one hundred and thirty two active vehicles, with another seventeen units currently damaged and undergoing repairs at SLA's many depots. A total of two hundred and fifty vessels have been constructed since the design was first originated and SLA are currently planning to re-open the production lines to replace the lost vehicles with an updated version known as the KXT-02, although as yet no prototypes have been sent for testing. As an interim measure an upgrade program has been introduced to refit the existing vehicles with better electronics and ECM suites as well as improved counter missile capabilities. This is seen as long overdue by many, as several of the Leviathans are known to have been in constant operation for over five hundred years, a testament to the durability and longevity of the design. Most of the current Leviathan fleet operates in the Deep Deserts and Wasteland areas of Dante, although recently thirty units have been special converted so that they can be used at the planets northern pole and have been found to be remarkably successful at coping with the sub zero temperatures and hostile arctic weather.

Type: Leviathan Armoured Mobile Command Unit

Max Speed: 70km/hour:11.2m/phase

Movement: Multi Tracked Independent Drive

Dimensions: 160m length, 20m width, 40m height

Weight: 7000 tonnes

Crew: 200

Passengers: 200

Skill:Drive Military

Armament:9 x 203mm Artillery Guns, 16 x 30mm Harbinger Cannons, 8 x SAM Launchers, 24 x 12.7mm Machine Guns

Cost:3150,000c

P.V.120, I.D. 6950

Acceleration Rate:l

Turning Circle:0 Stationary, 170 at Speed

RS5600 'Tiger' Stealth Sub

Unable to compete in with the vast Dreadnoughts of SLA, Thresher have opted for the covert approach for much of their sea based operations. The Tiger sub is possibly the most successful of its kind on Dante and its high mobility, special damping systems and deadly offensive armament make it a match even for a SLA Dreadnought under the right circumstances. First encountered by SLA forces in year 563 when four such vessels attacked and sank the Dreadnought SNV 'Admiral Roth' in a particularly cunning surprise attack, Thresher has made increasing use of the Tiger over the last four hundred years. The specially constructed dual ceramic hulls of the RS5600 class vessels allow them to dive to depths of

up to 600 meters without structural damage and SLA researchers suspect that they may be able to reach even greater depths in an emergency. The submarines are propelled by sophisticated fusion powered thrusters which produce little or no detectable sound signature or vibration, making them extremely difficult to pick up using sonar or other sensory systems. This combined with special damper units in the walls of the hull which suppress electronic activity and other types of radiation, allow the Tiger sub to close within firing range of enemy vessels without revealing its presence. Primary armament of the vessel is its four forward firing 700mm missile tubes which are capable of launching JX-70 'Sea Witch' torpedoes, these can have a devastating effect on convention sized vessels and are even capable of opening hull breaches in the flanks of Dreadnoughts, although multiple hits are needed to put craft of this size in serious danger. Secondary armament is provided by fore and aft turrets mounted on the upper deck and equipped with dual 120mm naval cannons which can only be operated when the vessel on the surface. Most commanders though will not risk attacks with these weapons, instead preferring the use of stealth and torpedoes and they are generally seen as a last resort if the submarine is forced to surface because of damage. The standard attack version of the Tiger carries a crew of 120, although a special operations version of the vessel is known to exist which has been modified for troop transportation. These ships have had their torpedo armaments removed and instead can carry a compliment of 200 troops with full equipment. Another recently discovered variant is used by the Thresher ENO squads and act as a mother ship for a up to 60 personnel with CP-6400 Powered Armor. A special large, forward airlock compartment allowing these troops to be deployed underwater while the ship is still submerged.

Type:Stealth Submarine

Max Speed:70km/hour:11.2m/phase Submerged-54km/hour: 8.4m/ phase Surface

Movement: Fusion Assisted Marine Thrusters

Dimensions:160m length, 10m width, 14m height

Weight:12,000 tonnes

Crew:120

Passengers:200 On Modified Versions

Skill: Pilot Marine

Armament: 4 x 700mm Torpedo Tubes, 4 x 120mm Naval cannons

Cost:-

P.V.90, I.D.5950

Acceleration Rate:1

Turning Circle:0 Stationary, 60 at Speed

DarkNight DX-20 'Tyrant' Class Destroyer

One of the largest ships used in any numbers by rival companies on Dante, the Tyrant class destroyer has been around for the last 500 years in different variants. A fast moderately well armed vessel, the DX-20 is the mainstay of the DarkNight fleet and is used for a variety of roles, although the craft are unable to cope with deep ocean operations and are generally restricted to coastal waters. Armed with three powered turrets mounting dual 90mm cannons as its primary weapons system, the Tyrants offensive firepower is further supplemented by eight quad 12.7mm mountings along its flanks and ten dual 10mm anti-aircraft emplacements. Additional anti-shipping ordinance is provided by four 500mm torpedo tubes mounted on the aft deck. Armour on the outer hull consists of layered ceramic plates, specially treated to prevent corrosion, a problem common on older versions of the DX-20. Most variants will also commonly have a small landing pad to the rear of the central superstructure allowing one or two VTOL capable aircraft to be launched from the vessel. The ships crew consists of 150 personnel with a further 100 combat troops intended for shore landings and boarding parties. Some versions have also been converted into troop transports and can now hold treble their original number of passengers. The Tyrant relies on its speed more than anything else to stay out of trouble and the use of six maneuvering thrusters and large twin rear engines makes the vessels vast and agile.

The DX-20 is rarely used in an offensive capacity against any vessel larger than itself unless there are superior numbers of DarkNight ships. Even this though is no proof against success as was shown in 767 when eight Tyrant Class Destroyers went up against the SLA Dreadnought SNV 'Warspite'. Despite knocking out her A, C and Y Turrets and inflicting heavy damage on her superstructure, Warspite was still able to sink six of the destroyers before they could retreat, with the DNV's 'Perdix', 'Kaynard' and 'Lynixx' being literally blown apart from broadsides launched by her 610mm guns. A further destroyer the 'Talon' was sunk after its pursuit by the Warspite's hovercraft. After these heavy losses DarkNight was to severely restrict the use of these ships in open confrontations, although this did not prevent the sinking of the DNV 'Agrippa' six months later when she was rammed by the Dreadnought 'Hood' and cut in two. Thresher operate vessels of a similar design, although they tend to be better armed and have improved ceramic armour.

Type: Naval Destroyer

Max Speed: 105km/hour: 16.8m/phase

Movement: Dual Naval Thrusters

Dimensions: 160m length, 20m width, 40m height

Weight: 7000 tonnes

Crew: 150
 Passengers: 100
 Skill: Pilot Marine
 Armament: 6 x 90mm Artillery Guns, 28 x 12.7mm
 Cannons, 20 x 10mm Machine-guns
 Cost: NA
 P.V.70, I.D. 3950
 Acceleration Rate:1
 Turning Circle:0 Stationary, 170 at Speed

GA AZ-25 'Zodiac' Light Assault Boat

Developed from similar designs used on other War Worlds such as Charlie's Point, the AZ-25 'Zodiac' sees extensive use in the flooded city of Akah and on Dante's river networks. A semi-rigid design the boat can be folded flat to allow easy transportation or concealment and then be inflated when it reaches its launch site via a small onboard compressor, a process that takes about 2 minutes to complete. The extremely light weight of the craft also means that this can be easily moved by only two people when needed or carried by a small vehicle or helicopter. The Zodiacs hull is formed from a mixture of specially treated, waterproof, ballistic weave cloth and lightweight ceramic armour and employs a system of multiple buoyancy chambers to prevent sinking if one section is holed. Propulsion is by twin hydro-jet outboard motors, which are capable of propelling the craft at speeds of up to 30 knots in ideal conditions. The powercells on the motors are good for about 6000 hours use before they need to recharging and come with a special 'Whisper Mode' and thermal baffles to help avoid detection when operating covertly. The Zodiac has room for a six man squad, in standard armour types, plus their equipment, although this number needs to be reduced if large amounts of cargo are to be carried. Additional equipment on the AZ-27 includes two 300 watt headlights and a single 500 watt search light fitted to the prow, a buoyancy cell repair kit, six emergency oars and a reinforced ceramic keel which allows the craft to be dragged short distances overland when needed. Armourment is generally light and consists of a single 12mm Power Reaper or 12.7mm machine-gun fitted on a flexible mount on the prow with a 1000 round ammunition bin, in addition versions with heavier weapons such as grenade launchers or large caliber cannon are also available for specific missions.

Type: Light Assault Boat
 Max Speed:54km/hour: 8.4m/phase,
 Movement: Hydro-Jet Motor
 Dimensions:4.5 m length, 1.6m width, .6m height
 Weight:160 kg
 Crew:1 driver
 Passengers:5

Skill:Pilot Marine
 Armament: 12mm Power Reaper
 Coss:1500c
 P.V.12 /I.D. 120
 Acceleration Rate:3
 Turning Circle:2

GA GE-06 Light Assault Hovercraft

Widely used in such areas as the northern polar region and Akah city, these small hovercraft forefill a variety of roles including acting as reconnaissance vehicles, light troop transports and assault units. Propelled by twin, fusion assisted turbo fan engines, which also provide lift for the ground effects skirt, the GE-06 is capable of high speeds on both land and water and is highly maneuverable. Standard crew on the craft is three and consists of two pilots and a gunner, while a large rear cargo area provides seating for up to eight passengers. The fully enclosed cabin offers good protection against the elements and employs a similar heating/cooling system seen on other Dante vehicles. Access to the craft is via two, large, side mounted hatches or the single roof hatch fitted above the passenger compartment. This hatch also acts as the gunners position and is fitted with a turret ring allowing various weapon systems to be installed. Standard armament on the majority of GE-06's is a single 12mm Power Reaper or an 8mm HAS, although they can accept a heavier weapons fit when needed and often carry auto cannons or light missile launchers when use in an assault role. The hull of the hovercraft is coated in lightweight, ceramic, armour panels which are specially treated against Dante's corrosive sea water making them both strong and durable. The GE-06's fusion plant is good for 20,000 hours, allowing a long user life, while 2000 rounds are carried in an onboard ammunition bin for the crafts weapons.

Although too light to venture to far from the coast, these craft are ideally suited to the relatively calm waters of Akah city. In the flooded city the GE-06's fill the role of APCs and many are used to transport troops and equipment on patrol or during assaults. Performance is also extremely good in the arctic snow and ice and large numbers of the craft are currently being used to supplement SLA's fleet of conventional vehicles in this region.

Type: Light Hovercraft
 Max Speed:220km/hour: 35.2m/phase,
 Movement: Ground Effect Air Lift
 Dimensions:9.5 m length, 3.5m width, 3m height
 Weight: 16 tonnes
 Crew:1 driver, 1 co-pilot, 1 gunner
 Passengers:8
 Skill:Pilot Marine/Drive Military

Armament: 12mm Power Reaper
 Coss:60,000c
 P.V.24 /I.D. 520
 Acceleration Rate:3
 Turning Circle:2

GA-077M 'Olympus' Militray Shuttle

A common small orbital craft designed for militray use, the GA-077M is easily adapted to a variety of tasks and has been in use in the Dante system for over six hundred years. Cheap to build due to its modular design, the standard Olympus is capable of both orbital and atmospheric flight making it ideal for shipping cargoes between planetary surfaces and SLA's many orbital stations or short in system flights. The interior of the hull is split into a small forward bridge and a large rear cargo compartment which takes up over 80% of the available space. Thanks to special mounting points in the floor, this main compartment can be configure in a variety of ways and allows the craft to be outfitted to carry several different types of load including up to four standard SLA cargo pods or with addition seating to act as a passenger transport. Standard crew is two, although there is room in the rear bay for a further eight crash couches to be installed. The controls are simple to use and incorporates a sophisticated fly-by wire systems linked to the crafts onboard computer, this also allows the Olympus to be used as an unmanned drone if required and it can either be flown remotely or set to follow a pre-programmed route. For orbital and in system operations the 077M has a small ion drive unit, but for atmospheric flight it relies on two vector thrust turbo fan engines which have the added benefit of allowing the craft to operate in VTOL mode and to land and takeoff without a runway. The ships life support it good for over 150 hours with a full compliment of ten, while the onboard reactor is

capable of a 30,000 hour user life. To save space and reduce costs the Olympus does not have a purpose built airlock and instead has a pressure tight door between the bridge and cargo area which allows either one to be de-pressurized when needed. The craft comes with four external doors consisting of two personnel hatches fitted on either side of the bridge and two larger cargo hatches, again on opposite side of the ship, which allow access to the rear bay. Standard weapons fit on the Olympus is four 17mm Retribution Chain Guns on the upper and lower hull, duel mounted in remote control turrets. These are aimed and fired using remote HUD links to either the pilot or co-pilot's helmets, or if the craft has been specially outfitted, by one or more of the passengers acting as gunners. Each gun carries 1000 rounds of ammunition. These are supplemented by six 'Star Wing' missiles in two three shot pods mounted under the wings. These weapons combined with the GA-077M's specially armoured hull make it ideal for a variety of missions including boarding parties, reconnaissance or as short range militray transport.

Type :Orbital Shuttle
 Max Speed:1000km/hour: 160m/phase
 (Atmospheric Flight)
 Movement: Fusion assisted vectored thrust
 turbofan, Ion Space Drive
 Dimensions:18m length, 7m width, 4m height
 Weight 22.5 tonnes
 Crew:1 Pilot /1 Copilot
 Passengers: 8 (when properly outfitted)
 Skill:Pilot Military
 Armament:4 x 17mm Chain Cannon, 2 x 3 Star
 Wing Missiles
 Cost:280,000c
 P.V.26, I.D.1720
 Acceleration Rate:5
 Turning Circle:0 Stationary, 50 at speed

HEAVY & VEHICLE MOUNTED WEAPONS

The fully automatic, large caliber weapons listed below require either 'Auto Support' or 'Assault Weapon' skill to operate and are classed as heavy, non man portable unless stated otherwise. All tank mounted cannons and artillery pieces need to be operated with Assault Weapons Systems skill exclusively. Weapon magazine sizes are as per the vehicle the weapon is mounted on. Power for those units with electrically operated actions will normally be drawn from vehicles onboard plant, although most will have a small backup battery giving around 50 hours use. Most of the weapons with the exception of the 12.7mm Machine-guns are unsuitable for

engaging individual, man sized targets and are intended for anti-vehicle or large scale anti-personnel use through blast damage.

12.7mm Machine Gun

An extremely common and effective weapon found in numerous roles and a variety of designs throughout the SLA military, from fortifications and aircraft use to the multi barreled 'Hatchet' AA gun. There are also several tripod mounded versions available for infantry use. These weapons are able to utilize all types of 12.7mm rifle ammunition and their

variable burst capability and extreme reliability make them popular with the troops. Most basic versions rely on gas powered recoil for operation, although some units like the Hatchet have electrically driven breaches for sustained fire roles. The 12.7mm Machine-gun can be fired using the standard Auto/Support skill used for lighter infantry weapons

CLIP	CAL	ROF	RCL	RANGE
-	12.7mm	10/5	-	200m

17mm 'Retribution' Chain Gun

A light fully automatic cannon found on small armoured vehicles. The single barreled 'Retribution' chain gun is capable of two modes of automatic fire and burst size can be set by the operator. The weapon is able to use all types of standard 17mm rifle ammunition, while the electrically driven breach and firing mechanism helps keep jams to a minimum, with any cartridges that misfire simply being ejected by the cycle. Due to its need for vehicle mounting and powered operation, the Chain gun is fired using Assault Weapons Systems skill. FEN are currently working on a tripod mounted version of the system, designed to be carried by a two man squad and prototypes are expected to appear on Dante soon.

CLIP	CAL	ROF	RCL	RANGE
-	17mm	5/3/1	-	200m

17mm Tri-Barrelled Rotary Assault Cannon

A heavier version of the Chain cannon, the Assault Cannon is also electrically driven and has three hardened ceramic barrels to help minimize wear. The high speed rotary action allows much higher rates of fire than the Retribution is capable of and forced air cooling of the unit permits much longer periods of sustained fire. Like the smaller chain guns all types of 17mm rifle ammunition can be used in the weapon, including HEAP and HESH. Due to increased size and weigh, as well as additional power demands, the 17mm Assault cannon is usually only found on larger vehicles, generally in a powered turret mounting. Like the smaller single barreled chain gun this weapon is operated using Assault Weapon skill.

CLIP	CAL	ROF	RCL	RANGE
-	17mm	10/5/3	-	200m

30mm 'Harbinger' Auto Cannon

A heavy assault cannon firing specially manufactured 30mm shells only used by the SLA military. The Harbinger is a scaled up version of the 17mm

'Retribution' system and is intended for use against heavy power armour and in an anti vehicle role. Capable of fully automatic fire the Harbinger can be extremely deadly in combat and is ideal for use against multiple targets or for blasting apart lightly armoured vehicles. Most units are found on larger vehicles such as the FEN Infantry Fighting Vehicle, due to their size and increased requirements for ammunition and power. While a specially shortened version is incorporated into the Shark Hunter main battle tank as a secondary weapons system.

CLIP	CAL	ROF	RCL	RANGE
-	30mm	5/3/1	-	500m

Game Notes

This weapon is fired using assault weapons skill and unlike smaller caliber rifle rounds, 30mm Shells are large enough to produce a blast which can effect personnel close to a target. The Blast/Pen rating given below only effects things around the target, for direct hits the normal Dam/Pen rules apply. This effect is small with Standard shells, but larger with explosive types.

30mm STD Shell

DAM	PEN	AD
38	28	14
BLAST	PENETRATION	
5	2	

30mm Hi-Ex AP Shell

DAM	PEN	AD
45	30	16
BLAST	PENETRATION	
8	5	

30mm 'Grendal' Tri-barreled rotary cannon

An extremely rapid firing cannon designed for use by the Warbeast VTOL, the Grendal system was developed from the six barreled weapons found on SLA's Dreadnoughts, but with the number of barrels reduced to save weight in the aircraft. Electrically driven and air cooled the Grendal is intended as a Dropship killer, capable of ripping through outer hull armour to destroy flight systems and cargo. The gun has fully controllable burst size to help conserve ammunition and is capable of long periods of sustained fire allowing it to be used in a strafing role against ground targets. SLA are known to be developing a vehicle mounted version of the weapon. The Grendal is classed as an 'Assault Weapon' for skill purposes.

CLIP	CAL	ROF	RCL	RANGE
-	17mm	10/5/3	-	200m

SLA -106mm Anti Tank Gun

Main weapon on the Rolling Thunder MBT, the 106mm anti tank gun is a tried and tested design ideal for use against enemy armour and fortifications. Using a powered loading system negates the need for extra crew members and allows rapid reloading of the weapon giving it an average rate of fire of one round a second. The hardened ceramic barrel will survive several thousand rounds before it needs maintenance and its proven reliability makes it popular with vehicle crews. A stationary version of the gun is available for use on fortifications and is usually fed from a large capacity magazine containing several hundred rounds. A towed version of this weapon known as the M-03 'TAW' was produced by SLA 700 years ago, but has since been discontinued, although examples are still known to exist in storage and some are held in reserve at older bases. A naval version of the gun appears on the Apocalypse Class Dreadnoughts as their secondary armament while several large caliber variants have been developed, such as the 203mm cannons used on SLA's Warbringer Leviathan fleet.

CLIP	CAL	ROF	RCL	RANGE
-	106mm	1	-	1000m

106mm Hi-Ex AP Anti Tank Shell

DAM	PEN	AD
70	40	16

The Shells from the 106mm Gun have a 'Blast/Fragmentation' effect and can be used against multiple targets with the following stats

BLAST - 20 PENETRATION - 16

Thresher 120mm Artillery Gun

Used in a vast number of Threshers fortifications and as a basis for their mobile artillery system, the 120mm artillery piece has served the company well throughout the war. Powered reloading allows the system to keep up a steady rate of fire and when several guns are used together heavy and sustained barrages are possible. Several versions exist, including a modified naval version fitted to submarines and warships and an older towed unit now rarely seen on Dante.

CLIP	CAL	ROF	RCL	RANGE
-	120mm	1	-	1500m

120mm Hi-Ex AP Anti Tank Shell

DAM	PEN	AD
80	50	26

The Shells from the 120mm Gun have a 'Blast/Fragmentation' effect and can be used against multiple targets with the following stats

BLAST - 30 PENETRATION - 20

90mm MLA Line Gun

A fairly new weapon from SLA, developed for use in the 'Shark Hunter' MBT project. The Magnetic Linear Accelerator gun uses large electro magnets to accelerate its 90mm ammunition to extremely high velocities without the need for conventional propellants, this permits much smaller shells to be used in the system and so increases the ammunition reserve and allows for higher rates of fire. The autoloader on the Line Gun is so fast that even short bursts are possible and these can have a devastating effect on enemy vehicles or strong points. Development of a lighter 20 or 30mm system is currently underway, as is the possibility of a static sustained fire unit for use in defense works. It is also rumored that GA intend to produce a mounting kit to allow use of the MLA on their War and Seabeast VTOLs in place of the standard 30mm cannon.

CLIP	CAL	ROF	RCL	RANGE
-	90mm	3/1	-	1500m

90mm MLA Hi-Ex AP Anti Tank Shell

DAM	PEN	AD
60	30	26

The Shells from the 90mm Gun have a 'Blast/Fragmentation' effect and can be used against multiple targets with the following stats, these are lower than more conventional artillery pieces due to the smaller projectile size.

BLAST - 15 PENETRATION - 12

FEN 'Star Wing' SAM Missile

The standard surface to air missile used by SLA Industries forces for anti aircraft defense. The Star Wing is found mounted on many different vehicles including an air to air version for mounting on Warbeast VTOLs, Dropships and helicopters. The missile uses a triple redundancy, multi sensor suite to guide it to its target including infra red, thermal signatures and radar homing. These are necessary for

use in the unpredictable environment of Dante and give each missile an increased chance of retaining its target lock. Each unit uses a solid rocket fuel engine to accelerate it to intercept speed after a primary charge has discharged it from its launch tube. This secondary stage is capable of achieving a top speed of Mach 3 allowing the targeting of supersonic vehicles. Effective flight time is approximately 30 seconds after which the unit runs out of propellant and self destructs, overall range of the missile is 60 km. The Star Wing is a fire and forget system that allows the gunner to get a lock on the target vehicle and give launch authority to the system, after which the missiles onboard electronics take over and guide it to its objective. Each missile has a programmable FOF (friend or foe) receiver which can be used in conjunction with transponders on friendly aircraft to avoid accidents. The unit carries a HE fragmentation warhead weighing 80kg and capable of penetrating enemy dropship armour.

**110mm Hi-FRAG SAM /AAM
Star Wing Missile**

DAM	PEN	AD
70	30	30

Game Notes

The missile has an effective piloting skill of 8 for homing in on a target. The enemy aircraft can attempt to outmaneuver an incoming Star Wing based on this score and the missiles effectiveness at homing in on its target may be further reduced by enemy ECM systems or decoys.

CHAPTER - 8

Character Creation For Dante And Converting Existing Characters

For creation of characters to be specifically used in the world of Dante initially the standard rules from SLA Industries can be used. Since Dante personnel are drawn from the pools of Operatives on Mort and the other World Of Progress, or trained Militia, the majority of their skills, Stats and other aspects will be roughly the same as those of a normal starting character for SLA Industries.

Characters created for Dante may pick from any of the existing 'Skill Packages' found in the original rules (although some such as 'Business' are probably not very suitable) or they can use one of the specialist Military Packages listed below. Likewise they may wish to pick from the additional new skills in this section which reflect types of training only given to personnel on the War Worlds.

Once a character has been created (or by using an existing character from a game set on Mort) they should be upgraded in the following way to reflect their transferee to a Dante posting and the advantages it can bring.

1. The character will receive one rank of 'Shock Tendons' allowing the DEX STAT maximum to be increased by +1.
2. The character will also be fitted with one rank of 'Brace Tendons' allowing their STRENGTH STAT maximum to be increased by +1.
3. Each non Ebon Operative signing up for Dante duty will be issued with a set of enhanced Power Projects 'Crackshot' armour. This has had special lightweight armour panels fitted to allow its PV to be increased by two giving it an overall Protection Value of 17. The added armour also raises the ID of the armour by +5 in each location. These suits also come with special environmental controls intended to counter the extremes of heat and cold found in some areas of Dante (see 'Vehicles & Armour' section). These modifications will not effect the wearer's movement or lower her DEX and in all other respects the suits are identical to standard issue Crackshot armour that is available on Mort. Note - Ebon or Brain Waster Characters will not receive a set of powered armour, but they will instead be issued with a standard Deathsuit, unless they already own one, and receive an 8 Flux Eternal Gem. This will allow the user to charge their Deathsuit to higher Stats each day

or if they wish they can use the flux stored in the gem for other purposes

4. All new characters will receive the standard SLA Equipment package as detailed in the character creation section of the original rule book, including a 603 pistol and other minor effects. If Dante is their first ever posting working for SLA the two sets of clothes + boots will be Military issue uniforms. Existing characters will also be issued uniforms regardless of what other clothes they own and be expected to wear them all the time they are on duty.
5. Regardless of any other weapons owned and in addition to the standard FEN 603 10mm pistol, each Dante recruit is issued with a FEN M-24 Warmonger 11.35mm Sub Machine-gun or possibly an M-25, the same weapon, but fitted with an under barrel 40mm Grenade Launcher (these are issued on a ratio of one for every two standard M-24's). Both these guns are issued as basic weapons, but recruits are free to fit sights, laser painters, etc. should they wish. There is also the possibility that a recruit may be designated squad machine-gunner and receive a 12mm Powered Reaper GPMG, although these are issued on a scale of one for every nine Warmongers and generally go to the strongest squad member, most skilled at automatic fire.
6. Unless they already have one, each recruit will be issued with a standard Boopa field medical kit. This will come with the basic drug's package and any additional items must be purchased by the recruit.
7. All recruits will be given a Dante Issue headset communicator. This has all the basic functions of the Operative version, but in addition has a boosted range of 80 km to help counteract the effects of the planets atmosphere and a Friend or Foe transmitter. This secondary system is used to constantly broadcast pre-programmed codes on a separate frequency and allows the wearer to be identified as friendly by SLA security systems or drones.
8. Apart from the above, any other additional equipment that the player wants must be purchased from their own money at the standard list prices given in the original SLA Industries book and Karma source book. Note that new characters created for use on Dante do NOT receive the 1500c startup package that Mort Operatives do, since they have already been

issued with far superior weapons and armour to those a starting Operative on Mort could afford. They will though receive an extra 300c induction bonus once the game commences as 'Hazardous Duty' money, Militia personnel will only receive this after their initial tour at the front, allowing them to purchase minor pieces of equipment, medical supplies etc. Players are also free to buy the 'Financial Savings' advantage if they want extra cash prior to the beginning of the adventure.

Bullet Tax & Personnel Weapons

While on Dante STD ammunition for official weapons (the Warmonger and 603 and anything else that is issued for a specific mission such as a 12mm Powered Reaper) will be issued free to the characters within reason. Personnel are also allowed to put in requisitions for specialist bullet types such as HEAP and HESH before a particular mission, although these will only be issued if the commanding officer thinks the situation warrants it, otherwise these types of ammunition must be purchased privately. Even if they are issued, the amount of specialist ammo will usually be restricted to one or two clips per person. Normally only three clips of four 40mm grenades will be issued to each Operative with a Model 25 Warmonger at a time, again type depends on the mission being undertaken. Anyone using excessive amounts of ammunition, for no good reason, may find themselves having to explain their actions to a senior officer.

Dante personnel are also permitted to carry any personal weapons of their choose, as long as they have been privately purchased. Although, in the case of firearms or other projectile weapons, they will not be able to requisition ammunition for them. The Mort bullet tax is not in effect for purchases of ammunition made on Dante and all prices given in other supplements are halved because of this. Likewise the High Command on Dante has no objection to SLA military personnel purchasing and carrying their own choice of tools, electronics, medical supplies and other equipment.

When undertaking a specific mission personnel may put in a requisition note for any additional weapons and equipment they think they need. If their commander agrees these items are necessary, they will be issued, although the person requesting them is then responsible any damage that occurs and may be held liable if the item is lost.

Finance Chips

The standard offer of having a Finance Chip fitted is given to all Dante personnel and carries a 100c per month bonus similar to that paid to Mort

Operatives (the price is lower due to less use of the chips for Media purposes). Finance chips will operate in the same way as they do on Mort when a character is within the boundaries of one of SLA's bases, although monitoring is not as extensive and Operatives can only expect their chips to be accessed around 50% of the time, this is due to the much more controlled environment of military bases and the higher number of Operatives.

Once a character leaves a base their chip will suffer the same interference and unreliability of other communications gear on the planet, for this reason monitoring is often increased, sometimes to as high as 100% for those on a high priority assignment, although much of the time monitoring stations will still be unable to get a usable signal, so for most of the period personnel are in the field they will find themselves on their own and unable to contact their commanders for help. D.S.O Agents tend not to have chips fitted as they are a relatively easy way to identify a person that has once been in the employ of SLA Industries.

Housing And Living Costs

While they remain on Dante Operatives will not have to pay rent or basic living costs. Most personnel are housed in small communal dorms of either five or ten beds, usually with other members of their units. The majority of low level Officers will have their own private quarters, usually a small cubical with bed, locker etc., although these will increase in size and furnishing level the higher the officers rank, with self contained apartments becoming available to very senior personnel. Basic food is provided in the communal mess halls to all ranks. Although when they're on leave all personnel have the option to spend their own money and eat in the many restaurants and bars that exist in the entertainment sectors of Archangel and Dante's other large bases, should they wish.

Vehicle Ownership

Character either existing or newly created for Dante may still take the vehicle ownership advantage if they should wish. Most of the main bases especially Archangel are huge and transportation is still required if characters intend to travel very far within their borders, for this reason personally owned vehicles can sometimes be useful, but not at all essential.

If a character previously owned a vehicle on Mort, this will be put in storage at the time they sign up for duty on Dante and on arrival they will be issued with an equivalent type from the central motor pool. Newly created characters will be issued with whatever vehicle they picked in the same way, although the GM may wish to restrict their choice to

purely Military vehicles as it is unlikely SLA would be importing luxury cars to a War World.

GM's Note - Whether a personally owned vehicle will be of much use on Dante's is questionable, as for the most part when transportation is needed by a unit operating outside of a base it will usually be provided. Also many duty assignments will mean the owner is away from whichever base the vehicle is stored at for long periods of time. Another alternative is that the 'Vehicle Ownership' advantage rather than buying a specific vehicle gives the taker a security pass allowing them access to an equivalent type of vehicle whichever base they're on, although on small bases where there are always shortages this may not be possible or result in an inferior item.

Karma Insurance & Medical Care

While serving on Dante no charge is made to personnel on active service for any medical costs such as reconstruction surgery, spare biological parts and limb replacements. This cover only extends to wounds received during actual combat or while on active duty and any non combat damage received on base or during leave must be covered by the Operative themselves.

Although the activation of Karma LAD implants will sometimes result in a medical team being dispatched in certain situations (there is little hope of this happening in the height of a battle), Operatives should in no way expect the same response time as they do on Mort if they should become fatally wounded. Due to the nature of Medevac in combat conditions and the extreme variability of communications on planet, LAD responses can often be considerably longer or possibly non existent. For these reasons the terms of the LAD contract are suspended while the subscriber serves on Dante. Since LAD implants are also broadcast units they can sometimes bring unwanted attention to a users position and so are not carried by many personnel.

Drugs

The full range of SLA medical and combat Pharmaceuticals is available on most military bases for purchase by serving personnel. Combat drugs are popular among troops for enhancing their performance and most on active duty will carry a couple of vials of 'RUSH' or 'Ultra Violence' to use in an emergency. Generally medics and mobile units will also carry a supply of these drugs to be handed out in critical situations.

The older 'RUSH' or the less addictive 'Blaze UV' are frequently used by units on long duration patrols as the problems of addiction

associated with standard UV use can be severe if they run out of supplies in the middle of the desert with no hope of getting any more. Junkies tend not to last very long on Dante and getting addicted to anything can seriously effect your chances of survival.

Use of recreational drugs such as 'Beat', 'Flip' and 'Drum' is also common and for many their calming effect is the only way they can get through Dante without becoming mentally scarred. Personnel are allowed to take these items during periods of leave or while off duty, but there are severe penalties for anyone caught 'high' while on duty, the most lenient being an immediate drop in rank.

Other troops will also have a distinct distrust of anyone who regularly uses rec. drugs while on patrol or on the line, as they're seen as a liability and likely to get themselves and other members of their unit killed. Beat users are particularly disliked as military personnel seem more prone than others to have psychotic episodes while under its influence. Most drug types other than the alcoholic 'Slosh' are hard to obtain outside of SLA's main bases, a fact that tends to discourage their use on isolated postings where withdrawal symptoms can be a problem.

Dante Skill Packages

The following are skill packages aimed specifically at Dante personnel and will normally not be available to Operatives on other worlds. If an Operative intends to take up a military career after leaving Orange Crush they may request one of these packages in preference to the standard ones on offer. These packages are open to all Militia recruits after they've completed their first tour as are any relevant ones from the original rules.

Infantry Training Package

The standard training package given to most Company Militia on Dante and one which gives a good range of weapons and survival skills essential to the battlefield. The package contains nothing specific, but gives training in use of the issued FEN Warmonger SMG and 603 pistol, along with a basic course in medical skills tailored for use in combat conditions.

Rifle
Auto / Support
Pistol
Paramedic
Survival
Unarmed Combat

D.S.O Training Package

The training package taken by those planning to undertake covert missions and infiltration operations behind enemy lines. The package gives a mix of both combat and survival skills, as well as the use of explosives and stealth for when the need to destroy enemy assets covertly occurs. Training is also given in Rival Company information, equipment and procedures to allow Operatives to understand and impersonate these enemies if needed. D.S.O Agents must often operate for long periods of time without re-supply or contact with friendly units, so the inclusion of a course in Wilderness Survival is vital. Agents will sometimes be required to operate as snipers or to attempt to assassinate key enemy personnel and for this reason basic training as a Marksman is given as part of the package. These skills will usually be further supplemented by such things as disguise, computer subterfuge and a range of technical disciplines

Demolition's
Survival
Sneaking
Paramedic
Rival Company
Marksman

Medevac Package

The training package given to Medical Evacuation teams and field medics on Dante. Since these units will often be operating in extreme conditions and usually under fire, their training differs considerably to that of the standard SLA medic. The enemy shows little respect for Evac teams so more often than not they will have to fight their way to and from casualties, for this reason weapons training is vital if they're to survive. The need to be able to pilot evacuation helicopters or armoured ambulances on the battlefield is also important. Each combat squad will generally have at least one member trained in this package to act as their field medic.

Any One Projectile Weapons Skill
(players choice Rifle, Pistol etc.)
Paramedic
Medical Practice
Medical Surgery
Drive Military
Pilot Military

Combat Tech Package

This package is taken by the combat engineers and sappers of the SLA forces on Dante and reflects their skill in repair and recovery of weapons,

vehicles and other equipment on the battlefield, often when under fire. The package also includes training in the use of explosives and how to defuse booby trapped devices, something that is vital when a unit enters a captured enemy position or building. Training is given in the use of a variety of military vehicles, including those used for recovery purposes as well as a course in Computer Subterfuge to allow the recovery of Data from captured equipment or installations.

Mechanical Repair
Electronics Repair
Demolition's
Demolition Disposal
Computer Subterfuge
Drive Military

Additional Skills For Dante

These are skills that are not normally taught to Operatives other than those going to Dante or other War World's. They cover specific things such as piloting marine craft and the use of heavy weapons systems, things that would not normal be part of an Operatives training.

Pilot Marine (CON)

This skill represents the ability to pilot all types of marine craft found on Dante and other worlds. This includes everything from light assault boats to submarines and even the vast Dreadnoughts that ply Dante's oceans. Characters must have this skill to handle marine craft and drive skills cannot be substituted. It is also required if they intend to use Hovercraft on water.

Maneuver Low Gravity Environment (DEX)

This skill is common among personnel assigned to orbital stations, spacecraft and other off planet postings where gravity is either low or non existent. Ranks in this skill will allow a character to live, operate and maneuver without problems in these types of environment, as well as covering the use of Vac Suits and other survival equipment that is needed in airless conditions.

Booby Traps (DIAGN)

This skill is the measure of the characters proficiency at designing, constructing and placing booby trap devices. This includes everything from use of explosives, to mechanical devices such as pungy spikes. The character will also have the

ability to adapt common materials such as small arms munitions, chemicals and other items into effective traps. Although the skill includes some use of explosives it does not impart knowledge covered by Demolition's skill and cannot be used to perform tasks that require this.

Orbital Pilot (CON)

This skill covers the piloting of orbital craft above the size of shuttles and dropships and also allows the use of ion drive powered ships for interstellar flights. With SLA's extensive use of Foldships this skill is not particularly common, but ranks in it are required for use of military patrol and picket ships within the Dante system. Ranks in this skill also allow the character to fly the interceptor craft stationed on New Hope and Black Dawn satellites. In addition the skill covers the piloting of dropships and shuttles within a planets atmosphere, but will NOT allow use of other types of aircraft such as helicopters or VTOL jets.

Assault Weapons Systems (CON)

This covers the use of vehicle mounted and some man portable heavy weapons systems. Ranks in this skill give the character the ability to effectively use artillery, heavy mortars, auto cannons, missile batteries and naval guns. These type of weapons are usually long range, large caliber guns or launchers intended for use against vehicles or constructs, rather than infantry.

When firing fully automatic, large caliber, burst capable weapons capable of sprays or suppressive fire, Assault Weapons skill is used in the same way for as the Auto Support would be for small caliber machine-guns, SMGs and rifles.

Dante Information (KNO)

This skill allows the character to have an in depth knowledge of the SLA Militray and the history of the war on Dante. This includes information on the various strategic locations on the planet and in orbit, as well as planets wildlife, environment and climate. It also covers militray technology, both past and present and knowledge of a variety of common tactics and strategies.

Jury Rig (Diag)

The ability to improvise repairs on a variety of vehicles, weapons and pieces of equipment when the correct tools or spare parts are not available. This involves using whatever's on hand to get a

system running, be it parts salvaged from battlefield wrecks or cannibalized from the characters own equipment.

Military Rank And SCL

On Dante Operatives will also hold a military rank along with their SCL clearance level. This rank can be raised in the same way as SCL can for Mort Operatives, with increases being awarded for particularly successful missions or recovery of important items etc. Likewise rank can be lost for dereliction's of duty, mistakes or as a punishment. The numbers and sub section letters system works exactly as described in the main rule book. The main different is that anyone with a clear framework number (i.e. no fractions or sub section letters) above another person has the right to issue them orders and take command in a situation where they are not outranked by another officer. For the most part the military don't tend to acknowledge fractions of rank or sub section only the Operatives current ranking rounded down (never up). Most company Militia will begin their tour on Dante rated as the equivalent of SCL 11M (a rank that does not exist outside of the military, the M denoting their Militia status), but unlike Shivers and other similar personnel, these troops can gain ranks the same way Operatives do and have SCLs lower than 11. This rank also allows for the purchase and possession of arms other than CAF weapons, something that is denied to most SCL 11 employees of SLA. Any Militia troops who survive their initial front-line duty will automatically be awarded the rank of Private Second Class which gives them the same privileges as Operatives. Operatives as on Mort and the other Worlds Of Progress begin their tours with a SCL rating of 10 unless they already have a previous higher rating i.e. an Operative with a 7B rating would automatically gain the rank of Sergeant when joining the Dante Military.

RANK	SCL LEVEL
Private Third Class	11M (Militia Only)
Private Second Class	10 10A
Private First Class	9 9A 9B
Corporal	8 8A 8B 8C
Sergeant	7 7A 7B 7C 7D
Lieutenant	6 6A 6B 6C 6D 6E
Captain	5 5A 5B 5C 5D 5E 5F
Major	4 4A 4B 4C 4D 4E 4F
Colonel	3 3A 3B 3C 3D 3E 3F
General/Admiral/	2 2A 2B 2C 2D 2E 2F
Commander	
Supreme Commander	1

High SCL Operatives who sign up for military service are usually watched fairly closely by their

superiors to see that they have the ability to match their new rank, as the transition from the streets of Mort to the battlefields of Dante is often not an easy one. For this reason these officers are often referred to as 'probies'. Although the orders of probies must be obeyed by junior personnel, they may need to account for any poor decisions and will be quickly demoted if High Command feel they're incompetent or not worthy of their status. Being a hotshot on Mort doesn't necessarily mean you've got what it takes on Dante.

Pay

The standard pay of personnel on Dante is determined by their rank and number of years of service on the planet. Unlike Mort and other Worlds Of Progress where Operatives receive payment per BPN they undertake, the majority of military officers are paid a fixed weekly rate. Pay is determined as follows

Rank	Pay
Private Third Class	No pay till completion of first tour.
Private Second Class	50 Credits Per Week
Private First Class	75 Credits Per Week
Corporal	100 Credits Per Week
Sergeant	125 Credits Per Week
Lieutenant	150 Credits Per Week
Captain	200 Credits Per Week
Major	300 Credits Per Week
Colonel	600 Credits Per week
General	Data Unavailable
Commander In Chief	Data Unavailable

Pay Increase Per Year

Additional 10c Per Week Per Year Served	1-4 Years
Additional 20c Per Week Per Year Served	Over 5 Years

Bonuses and Volunteering

There are several ways in which military personnel are able to supplement their incomes and although these are usually highly risky many are willing to take the chance. The first and most common method is going after bonuses.

Bonuses

Bonuses are paid out by the company for numerous things including the recovery of enemy technology, the salvaging of ancient artifacts, capture of high ranking enemy personnel and various acts of bravery. Lists of current high priority, enemy items etc. various SLA research labs want to examine are posted each week at most major bases and prices tend to vary depending on the type of equipment and how common it is. Items such as top of the range Thresher powered armour or 17mm Cannons are always in high demand from the research labs, while weapons or equipment issued in large numbers, such as SHEER 14mm Rifles, carry much smaller rewards if any. Most commanders dislike troops in their units to take unnecessary risks going after bonus items or trying to capture rather than kill rival company personnel and many ban their men doing so unless the reward offered is over a certain price.

Hazardous Duty

The second and much more dangerous way of earning more money or raising your SCL rapidly is to put your name into the hazardous duty pool. This is similar to the BPN system operated for Operatives on other worlds, although is much simpler in operation. Units or individuals currently at a base with access to the com net put their names down for HD via it and if the central computer has a mission profile that matches their skills, they are simply given the assignment and issued with travel documents to report to the appropriate place. Unlike BPNs these missions cannot be turned down and must be filled by those who applied or else they face strict disciplinary measures and a sharp SCL reduction. Hazardous duty is exactly what it says and the missions handed out are usually those that most unit commanders would be unwilling to give their men, i.e. suicidal black ops.

It is also possible to pick up Hazardous Duty assignments from the S.I.D building at Archangel. This has a facility, similar to a BPN hall on Mort, where troops, either stationed at the base or passing through can go to sign up. Taking HD assignments in this way often gives a group a much wider choice of possible destinations, since missions leave from Archangel daily to go all over the planet as well as into orbit.

CHAPTER- 9

THE MILITARY STRUCTURE ON DANTE

Military Base Populations / Facilities

The following is a rough guide to the various types of base SLA Industries operates on Dante, their personnel numbers and facilities. These do not give a complete picture of all the different types of instillation used by SLA, but are intended to give some idea of the varying numbers of personnel, Military, Research, Civilian etc. that can be typically found on the more common bases as well as what can be acquired or repaired there.

ARCHANGEL

The Largest of all bases on Dante, Archangel has huge numbers of personnel in all areas including training, research, manufacturing and defense. The base has a vast range of defenses, vehicles and aircraft and offers repair facilities for all types of weapons and equipment.

Military Personnel	- 14,435,582
Civilians	- 2,873,921
Research Personnel	- 795,448
Non Military SLA Personnel	- 569,376
Military Police	- 17,679
TOTAL	15,692,006

LARGE BASES & COMMAND CENTERS (Slayers Fist, Misaki Garrison, Coral Sea, White Heat, Ice Palace)

The average size of most of SLA's major bases on Dante, these complexes offer virtually all the same facilities as Archangel does, only at a reduced level. Full repair and refitting of nearly all types of vehicles is available, including those for Dreadnoughts and other shipping if the complex is coastal based. Numerous defense systems protect these bases and the full range of weapons and equipment is normally present. These bases will also have limited manufacturing facilities for such things as spare parts, munitions and standard issue items, as well as a major hospital. Most bases will have spaceport facilities and at least one large airfield with accompanying air squadrons. R&R for off duty troops is also normally on offer as are a range of stores where equipment and weapons can be privately purchased.

Military Personnel	- 200,000
Civilians	- 10,000
Research Personnel	- 10,000
Non Military SLA Personnel	- 1,000
Military Police	- 5,000
TOTAL	130,000

MEDIUM SIZED BASES AND RESEARCH CENTERS (Zodiac Nine, Ravenhead Bridge, The Crab)

These type of bases normally have a specific purpose either of defending an area, research or in some cases manufacturing. The complex will generally feature its own airfield and large fleet of aircraft, although on most only very limited spaceport facilities for orbital freighters or small transport dropships are available. A fully equipped on base hospital with complete Karma and LAD is standard as are repair facilities for most types of vehicles, although these bases will not normally be able to handle large scale work such as extensive repairs to Dreadnoughts or Leviathans. The majority of complexes of this size will have also have at least some manufacturing capability. Generally this is restricted to the processing of raw materials for shipment and the production of munitions and spares for common weapons making them semi self sufficient. The base will usually offer civilian run R&R facilities, as well as equipment stores offering items for private purchase.

Military Personnel	- 30,000
Civilians	- 2,000
Research Personnel	- 8,000
Non Military SLA Personnel	- 500
Military Police	- 1,000
TOTAL	43,000

SMALL BASES

Found throughout Dante many regions, these bases are really just smaller versions of the mid sized command and research complexes detailed above. They often have one or two company research establishments and can offer a range of repair and re-supply facilities to convoys and patrols. Each base has a small air force consisting of attack and transportation aircraft and will operate a range of vehicles from MBT squadrons to patrol and recon units, although in outlying areas these will normally be older or obsolete designs. No spaceport facilities exist other than for standard military dropships.

Limited manufacturing goes on and many of these bases are constructed around the remaining viable mining areas with automated systems digging out ore for supply to the other bigger bases. They will also have workshops capable of manufacturing common spare parts and munitions when needed. A comprehensive hospital is installed at each base and a small civilian population is present to provide limited R&R to on site personnel and visiting units. There is opportunity to privately purchase items on these bases, but supplies are limited and usually restricted to common items.

Military Personnel	-	10,000
Civilians	-	300
Research Personnel	-	2,000
Non Military SLA Personnel	-	200
Military Police	-	100
TOTAL		12,900

COMMAND POSTS

These type of bases are normally found at regular intervals along most of the major front-lines on Dante and in other areas where there is constant, heavy fighting. Command Posts are primarily intended to offer hospital, repair and re-supply facilities for front-line units as well as being strong points to strengthen the lines defenses. Most of the personnel will be responsible for operating the numerous gun batteries and defense systems, although several small vehicle units and a limited number of aircraft are stationed at each complex. The bases are capable of accepting military dropships, but can provide no servicing or refueling facilities. Most Command Posts will have a large medical team and extensive hospital facilities including full Karma biological replacement and LAD. This is because of the huge number of casualties shipped back from the trenches everyday and as a result these bases also act as front-line hospitals till the more seriously wounded can be evacuated to the nearest large SLA complex. In addition to having a powerful uplink capable of tying into the satellite network, Command Posts are usually linked to each other and the forward positions via a series of land lines allowing attacks and defense to be coordinated despite the atmospheric interference.

Military Personnel	-	5,000
Civilians	-	-
Research Personnel	-	-
Non Military SLA Personnel	-	20
Military Police	-	50
TOTAL		5,270

OUTPOSTS

Found in large numbers throughout the 'no mans land' areas of Dante these posts are intended as way stations for patrols and assault units where they can receive limited repairs and also re-establish contact with the High Command. Each outpost has several, large, storage silos for the re-supply of visiting units and vehicle workshops where damaged machines can be patched up. Often used for product testing most of these bases will sometimes have a small number of researchers from one of SLA's sub companies. Each outpost has an infirmary with LAD facilities and Karma replacements and these are intended not only to deal with on base casualties, but to take severely wounded from passing units.

As well as a defense grid and weapons emplacements surrounding the main complex, these bases can normally field around 10 MBTs and a selection of other vehicles such as APCs, Recon vehicles and light transports. They will also have a small stockpile of older or obsolete vehicles passed on from larger bases, which are intended for emergency use by severely depleted patrols. Landing pads are generally available for dropships and conventional aircraft and each outpost will be able to field four VTOLs and four Redhawk transport helicopters. Any specialist purchases base personnel wish to make, other than basic items like ammunition and standard issue equipment, must be shipped in with the regular supply trains or dropships.

Military Personnel	-	300
Civilians	-	-
Research Personnel	-	20
Non Military SLA Personnel	-	10
Military Police	-	10
TOTAL		250

STRIKE BASES

Strike bases are generally set up with a specific reason in mind and are primarily used as a staging point for regular raids, either land or air, or patrols into such areas as the Black Sword Valley. The complex will usually act as a support base for aircraft, anything up to sixty or seventy in some cases, or one or more assault teams and will generally not be able to offer either extensive repair or re-supply facilities for other units.

The majority of Strike Bases are semi-permanent in nature and will often be abandoned once located by the enemy or after they've served their intended purpose. For this reason most of the building and other facilities are pre-fabricated with

few, if any, permanent fortifications or defense emplacements. Over the years SLA Industries have become past masters at rapidly assembling Strike Bases and using their fleets of dropships and transports can usually construct one in a matter of hours.

Military Personnel	-	200
Civilians	-	-
Research Personnel	-	-
Non Military SLA Personnel	-	10
Military Police	-	10
TOTAL		250

WATCHTOWERS

These small observation and monitoring posts are dotted all over the planet and rely on not being found for much of their defense. Camouflaged to blend in with their surroundings and sited at remote locations, these bases are only capable of fielding a small number of troops and vehicles if attacked.

The Watchtowers main purpose is to covertly monitor enemy troop movements and perform reconnaissance on the surrounding area, although they can also be used to provide limited support to patrol or assault units operating in the area. Normal compliment for a Watchtower is 4 MBTs and around five other armoured vehicle of various types, which are mainly intended to allow the personnel to evacuate in an emergency. Watchtowers will also normally have two VTOLs for scouting and reconnaissance purposes and a single Redhawk transport helicopter. A small infirmary with only limited Karma replacement biological parts is provided, as is a machine shop and repair facilities. Like Outposts these bases will generally have several large supply silos and possibly an emergency vehicle store for re-supplying patrols. Most items found at these bases are old designs and they're often used as a dumping ground for obsolete and outdated equipment.

Military Personnel	-	80
Civilians	-	-
Research Personnel	-	-
Non Military SLA Personnel	-	4
Military Police	-	2
TOTAL		84

Unit Size

The following is a list of the most common types of SLA units and their equipment, although these can vary greatly depending on their duty and where on Dante they are serving. Those given are general

outlines as to what a normal squad will carry and what additional items they will have access to. In very isolated areas the vehicles will usually be much older designs, as will the mix of infantry and heavy weapons. Rival companies will also tend to field units of similar size and strength to those used by SLA Industries.

Standard 10 Man Infantry Squad

6 x Infantrymen + Crackshot Armour

- M-24 Warmonger SMGs
- 6 x Spare Magazines STD Ammo

3 x Infantrymen + Crackshot Armour

- M-25 Warmonger SMGs
- 6 x Spare Magazines STD Ammo
- 2 x Spare Magazines Frag Grenades

1 x Infantryman + Crackshot Armour

- 12mm FEN Power Reaper GPMG
- 500 Round STD Ammunition Bin

Additional Equipment

These are items that would normally be carried by a mobile unit on long range patrol or assault duty. All other equipment including rations and water will also be carried on the squads vehicle. For every two infantry squads in a unit, an 88mm HV Mortar will be issued along with about thirty rounds of ammunition. For extremely long duration patrols, stores and additional ammunition will often be carried by other vehicles, usually modified APCs or armoured transports converted to carry cargo.

- FEN Battle Taxi APC with Driver and Gunner
- 90 x Spare Warmonger Magazines with STD Ammunition
- 36 x Spare Warmonger Magazines with HEAP Ammunition
- 18 x Spare Warmonger Magazines with HESH Ammunition
- 20 x Fragmentation Grenades
- 20 x Hi Ex Grenades
- 2 x 500 Round HEAP 12mm Ammunition Bins
- 3 x LAPW 70mm Rocket Launchers

Strike Squad

4 x Infantrymen + MAL Shock Armour

- 12mm FEN Power Reapers
- 1000 Round HEAP Ammunition Bin

3 x Infantrymen + MAL Shock Armour

- 40mm -Automatic Grenade Launchers
- 2 x Spare Magazines Frag Grenades
- 2 x Spare Magazines Hi Ex Grenades

3 x Infantrymen + MAL Shock Armour

- MAL 12.7mm Assault Cannons
- 3 x Spare Magazines HESH Ammo
- 3 x Spare Magazines HEAP Ammo

Additional Equipment

Like the standard infantry squad, while on patrol or on a long duration mission these units will carry a range of additional equipment including spare ammunition and weapons. Due to the greater bulk of MAL armour and need for more ammunition carrying capacity, Strike Squads will commonly be issued with 2 APCs per unit rather than the normal one. Additional supplies and munitions will be carried by other vehicles in the unit.

- FEN Battle Taxi APC with Driver and Gunner Per Five Personnel
- 30 x Spare MAL Assault Cannon Magazines with HEAP Ammunition
- 30 x Spare MAL Assault Cannon Magazines with HESH Ammunition
- 6 x Spare Magazines Fragmentation Grenades
- 6 x Spare Magazines Hi Ex Grenades
- 4 x 1000 Round HEAP 12mm Ammunition Bins
- 4 x LAPW 70mm Rocket Launchers (Two Per APC)

Dante Marine Corps/ Special Operations Unit

4 x Marines + MAL Hellstorm Armour

- M-25 Warmonger SMGs
- 6 x Spare Magazines HP Ammo
- 6 x Spare Magazines HESH Ammo
- 2 x Spare Magazines Hi Ex Grenades

3 x Marines + MAL Hellstorm Armour

- 8mm FEN HAS Mini Guns
- 500 Round HEAP Ammunition Bin

1 x Marine + MAL Hellstorm Armour

- 40mm Automatic Grenade Launcher
- 1 x Spare Magazines Frag Grenades
- 1 x Spare Magazines Hi Ex Grenades

2 x Marines + MAL Hellstorm Armour

- MAL 12.7mm Assault Cannons
- 2 x Spare Magazines HP Ammo
- 2 x Spare Magazines HEAP Ammo
- 2 x Spare Magazines HESH Ammo

Additional Equipment

Although listed as using an APC this sort of unit might also be found using several smaller vehicles

or transports depending on the type of mission. The stats given are for a standard ten man assault team, although other types of Marine Corps squads will be similarly equipped. The two Marines issued with MAL 12.7mm Assault Cannons are normally designated as the units snipers and their weapons will be appropriately equipped with flash hiders, suppressers and long range sights. For covert ops all the personnel will carry silenced weapons and the 8mm HAS Mini Guns and 40mm Grenade Launcher will be replaced with single barreled, suppressed 12mm Power Reapers.

- FEN Tracked APC with Driver and Gunner
- 40 x Spare Warmonger Magazines with HP Ammunition
- 40 Spare Warmonger Magazines with HEAP Ammunition
- 20 x Spare Warmonger Magazines with HESH Ammunition
- 40 x Fragmentation Grenades
- 40 x Hi Ex Grenades
- 6 x 500 Round HEAP 8mm Ammunition Bins
- 6 x LAPW 70mm Rocket Launchers
- 3 x Spare 40mm Grenade Launcher Magazines Hi Ex Ammunition
- 20 x Spare MAL Assault Cannon Magazines with HEAP Ammunition
- 20 x Spare MAL Assault Cannon Magazines with HESH Ammunition

Engineering Unit

4 x Engineers + Crackshot Armour

- M-24 Warmonger SMGs
- 6 x Spare Magazines STD Ammo

1 x Computer Technician + Crackshot Armour

- M-24 Warmonger SMG
- 6 x Spare Magazines STD Ammo
- Dante Issue Video Cameras

1 x Infantryman + Crackshot Armour

- 12mm FEN Power Reaper GPMG
- 500 Round STD Ammunition Bin

Additional Equipment

Each six man engineering unit is generally equipped with a single GA AMX 300 armoured recover vehicle which is used to carry a variety of supplies, spare parts and equipment. Additional specialist tools may also be carried to suit a particular mission depending whether it's recover, repair or the entry of enemy fortifications or complexes. Additional ammunition and weapons will be carried in similar quantities to those of a standard infantry squad.

CMC Mobile Media Unit

1 x Frontman + Crackshot Armour

- M-24 Warmonger SMG
- 6 x Spare Magazines STD Ammo

2 x Tech/Cameramen + Crackshot Armour

- M-24 Warmonger SMGs
- 6 x Spare Magazines STD Ammo
- Dante Issue Video Cameras

1 x Infantryman + Crackshot Armour

- M-25 Warmonger SMG
- 6 x Spare Magazines STD Ammo
- 2 x Spare Magazines Hi Ex Grenades

1 x Infantryman + Crackshot Armour

- 12mm FEN Power Reaper GPMG
- 500 Round STD Ammunition Bin

Additional Equipment

A standard CMC Media Unit will be equipped with a single APC or other type of armoured vehicle which is used to transport themselves and their equipment. These vehicles are generally specially outfitted with video editing facilities and a powerful communications uplink for the preparation and transmission of stories. The vehicle will also carry several spare cameras, power packs and other replacement parts for the crews equipment. Additional ammunition and weapons will be carried in similar quantities to those of a standard infantry squad.

Medical Evac Unit

1 x Doctor + Crackshot Armour

- M-24 Warmonger SMGs
- 6 x Spare Magazines STD Ammo

3 x Tech/Paramedics + Crackshot Armour

- M-24 Warmonger SMGs
- 6 x Spare Magazines STD Ammo

1 x Infantryman + Crackshot Armour

- 12mm FEN Power Reaper GPMG
- 500 Round STD Ammunition Bin

Additional Equipment

A Medevac team will be equipped with a single specially modified APC which will carry additional medical supplies and equipment and which can also be used to evacuated casualties when needed. The vehicle will come with a driver and gunner and also carry the necessary apparatus for LAD stabilization. Additional ammunition and weapons will be carried

in similar quantities to those of a standard infantry squad.

Typical Mobile Military Units

The following is a list of typical small Patrol/Assault units and the number of vehicles and types of equipment carried. In some of the outlying regions the vehicles listed should be changed to older types i.e. Half-tracks instead of APCs, to reflect the limited availability of modern equipment. They may also differ slightly depending on the exact mission being undertaken For vital missions all equipment will be the latest models, while those in outlying areas will usually be made up from what's available on the base.

Recon Unit

Small units used for scouting and reconnaissance purposes, these are highly mobile and lightly armored and not usually intended to go into combat. All supplies are carried on the combat vehicles and no cargo APCs are used. In some case Recon Units may also be used to mount covert raids on specific tactically important targets and when doing so will carry explosives and demolition's equipment in addition to their other gear.

4 x Fast Attack Vehicles or Quad Bikes

1 x FEN Tracked Recon Vehicle

1 x GA RAM Light Armoured Transport

Strike Team

Similar to Recon Units, Strike Teams are used to accomplish a specific task such as the capture of enemy personnel, the retrieval of equipment, hostage rescue or destruction of a small target such crazies, rouge robotics or bands of Scavengers. In many ways a Strike Team is the equivalent of an Operative squad on Mort, carrying just enough equipment and personnel to get the job done and mostly operating on their own initiative.

1 x FEN APCs (Wheeled or Tracked)

+ Infantry Squad

1 x GA EEX-3 Scout Car

- acting as command vehicle

1 x FEN Tracked Recon Vehicle

Small Patrol Unit

Typically used for extended recon purposes or to go up against small targets such as minor Soft Company enclaves. These units are not usually equipped to deal with heavy fortifications or large forces of Thresher or DarkNight troops. All

supplies are carried in the units vehicles or the single cargo APC.

3 x FEN APCs (Wheeled or Tracked)
+ Infantry Squads
1 x FEN APC outfitted for cargo carrying
1 x Medical Unit APC
+ Five man Medevac unit, limit Karma facilities
1 x GA EEX-3 Scout Car
- acting as command vehicle
1 x FEN Tracked Recon Vehicle
1 x Tracked AA Gun

Mid Sized Patrol Unit

A more general unit able to undertake a wider range of duties due to its increased number of infantry and MBTs. These type of units are also commonly used to escort small convoys of five or six armoured transport trucks. This type of patrol is one of the most typical used by the SLA military on Dante and many thousands are in operation throughout the areas of 'no mans land' all over the planet.

4 x Main Battle Tanks
4 x FEN APCs (Wheeled or Tracked)
+ Infantry Squads
2 x FEN APCs outfitted for cargo carrying
2 x FEN APCs (Wheeled or Tracked)
+ One Strike Squad
1 x Medical Unit APC
+ Five man Medevac unit, limit Karma facilities
1 x GA RAT Infantry Fighting Vehicle
- acting as command vehicle
4 x FEN Tracked Recon Vehicles
1 x Tracked AA Gun
1 x Mobile SAM Launcher

Large Patrol/Assault Unit

Intended for serious assaults and escorts of large convoys consisting of 10-20 vehicles. These units are a forced to be reckoned with and are able to take on the largest units both Thresher or DarkNight are able to field in 'no mans land'. These patrols are used in the most hostile areas of Dante and can be away from a major base for several months operating totally independently, for this reason large amounts of supplies and reserve ammunition is carried. Despite this the unit will still probably have to make two or three stops at larger bases during their patrol duration to take on extra supplies if possible.

8 x Main Battle Tanks
6 x APCs (Wheeled or Tracked)
+ Infantry Squads
4 x APC - outfitted for cargo carrying
4 x APCs (Wheeled or Tracked)

+ Two Strike Squads
2 x Medical Unit APCs
+ Five man Medevac unit, full Karma facilities
2 x GA RAT Infantry Fighting Vehicles
- acting as command vehicles
6 x FEN Tracked Recon Vehicles
2 x Tracked AA Gun
2 x Mobile SAM Launcher
1 x Armoured Recovery Vehicle
+ Engineering Crew

Current Company Research On Dante

Research is rife on Dante and virtually every sub company has at least some personnel on the planet undertaking field trials or development work. The following is a brief run down of current testing and in what areas some of SLA's major companies are working. The SLA war machine is ever hungry for new weapons and researchers strive daily to fulfill this need fielding a wide range of prototypes and pre-production models to be issued to the troops so that they can be perfected.

FEN

The giant of SLA's sub companies, FEN was the first to see Dante as an opportunity rather than a problem and remains today one of the biggest exploiters of the War World's limitless potential for testing and research. All of the armament giants various departments are represented on Dante and many bases have company personnel stationed at them. By far the biggest of these is their Small Arms division and it is from such labs as the ones at New Hamilton City and Phoenix base that many of FEN's recent successes in this field have been conceived. Investigations into new ammunition types and ballistics are high on the priority list particularly in the field of anti-armour munitions, as the company strives to be the first to come up with a proven competitor to the Depleted Uranium rounds used by many Thresher guns. There have also been a concentrated effort to exploit the effectiveness of the 11.35mm SMG rounds developed for the Warmonger project in 214 and FEN are currently known to be working on both a viable pistol to utilize the ammunition as well as a higher velocity rifle variant.

FEN's other major area of research on Dante is in the armoured vehicle field with numerous projects currently underway concerning the development of both light and heavy AFVs. The companies air and naval divisions are also heavily funded and several projects are currently entering their prototype stages. The most widely known of these is much talked about 'Dante' Kilcopter as the company attempts to upgrade and enhance the

existing design with better weapons, armour and ECM systems to make it more suitable for use in the planets hostile atmosphere. The labs at Coral sea have also seen the initial trials of FEN's new attack mini submersible which is being developed as a direct response in the increased use Thresher has been making of its ENO units.

Although the companies mainstays may be armaments and vehicles the company have numerous other smaller divisions situated all over Dante working in a variety of more specialized fields. These include robotics and drones, battlefield electronics and communications and even a research team looking into the possibilities of FEN breaking into the highly lucrative and till now fairly exclusive field of powered armour.

GA

Although being seen by many as coming a poor second to FEN, General Armaments is still a major player in the weapons business and a prime user of Dante for its R&D. This has been steadily increasing over the last few years, perhaps as GA attempt to come up with new designs in an attempt to stave off any possible take overs by its rivals. One of its main aims has been to try and break FEN's strangle hold on the infantry weapons market and work is currently underway to produce designs to compete with FEN's Warmonger SMGs and Power Reapers. This testing is taking place at various locations and the company has been responsible for funding numerous field trials to test their prototypes.

Despite its successful small arms division GA's main research on Dante has been in the area of armoured vehicles, something that has appeared to pay dividend with such new designs as the XM30 Fast Attack Vehicle and their current range of armoured troop transport hovercrafts. They are also seeking replacements for many of their older designs such as the venerable FX-66 Warbeast VTOL and Rolling Thunder MBT to prevent FEN and others gaining too much of a lead. At least one new 'Mini Tank' has undergone testing, but the results are thought to have been inconclusive and that GA have returned to the drawing boards. There have also been speculative trials of what is thought to be GA's first ever set of infantry powered armour as they obviously plan to follow FEN's lead and break into new areas.

One area that General Armaments can be said to be ahead of all its competitors in is that of cybernetics and automated defense systems. Their range of attack and security drones have managed to take the market lead and keep it, thanks in no small part to the MK-VII 'Deathwish'. Although as in other areas they are having to fight hard to keep ahead and this has resulted in numerous testing

programs being implemented both at New Hamilton City and The Maze as well as them gaining permission to conduct trials of new prototypes in Archangels Under City tunnels.

Power Projects

The largest producer of powered armour suits in the Worlds Of Progress, PP have a ready made market in Dante and one they are keen to hold onto. Although Power Project suits go to virtually every new Dante recruit, in recent years there have been several attempts to impinge on their territory particularly by their close rival MAL. This has resulted in numerous research projects being set up around the planet in an attempt to stave off any competition.

The main area of development has recently been an attempt to find a replacement for the aging Doggy Bone heavy infantry armour which although high effective is still no match for Threshers awesome 'Sarge' units. In recent years there have been numerous field trials of prototype designs, but as yet there have been no signs of a production model. There have also, perhaps prompted by the success of MAL's Hellstorm units, been several attempts at producing suits with built in weapons systems. Some of these have been simple upgrades of existing designs such as the Crackshot, while others appear to have been developed from scratch in an attempt to find a new approach.

Other PP labs are devoted to the investigation and development of designs based on captured Thresher technology. The largest of these being a division established to attempt to perfect a fully flight capable suit, although as yet this has only had limited success. The other major R&D project is into the design of an aquatic suit to match those used by Thresher ENO teams.

The other key area PP has been concentrating in has been in the attempt to secure and study many of the ancient suits found on Dante's battlefields and incorporate this previously lost technology into their current designs. For this reason the company has sponsored many archeological digs and expeditions around the planet in their search for samples, the majority of these being concentrated in the large desert areas such as the Wastelands.

MAL

Although MAL only has a small product range in comparison with the giants of the industry it still holds out against its larger rivals by the sheer quality of its products in particular the unmatched Hellstorm Marine suit. Aside from its powered armour division the company is currently known to be working on a variety of infantry weapons

including developing of its range of military incinerators and work on several anti-armour guns using both existing and newly developed ammunition types.

GAK

Another sub company that would dearly love to take FEN's crown and secure one of its many lucrative military contract for itself. GAK's smaller manufacturing base means it's somewhat behind the likes of GA, but through a rigorous and aggressive R&D program it appears to be trying to catch up. GAK are known to have a variety of armaments under development at its various labs and prototypes currently being tested include a new bullpup 12mm Assault Rifle, a large caliber, possibly 15mm, anti-armour rifle and numerous side arms including handguns and SMGs.

Klip Killer

Another fairly minor company attempting to develop the military side of their operations, KK has been using its research teams on Dante to develop a range of bolt on weaponry for mounting on existing powered armour suits. Many of these designs have been based on their current weapons systems such as the Ripper, but using larger caliber ammunition suitable for the Dante battlefields. Rumors that the testing of some of KK's first prototypes did not go at all well abound and it is likely that, if true, there is the possibility of further trials in the near future.

BLA

Not the first sub company name that springs to mind in connection with military hardware, although they are known to doing a good trade in side arms to the Marines and other specialist units, BLA have recently sent several small research teams to Dante and established labs at the Fist, White Heat and the Ice Palace. The main focus of these project appears

to be an attempt to produce a new custom sniper weapon of indeterminable caliber possibly intended for special forces or Marine issue. As yet no personnel have been requested for field trials, but many observers see this only as a matter of time. BLA is also rumored to have a covert division working on the planet and producing special items to order.

Karma

Much of Karma's current research and development work is being conducted under strict security imposed by the head of the Dante division, Susan DeVerr. Although it is known they are working on various new Stormer designs at their labs on Black Dawn and at Zodiac Nine, Coral Sea and Archangel. There are also rumors that they have several further physical enhancement designs in the prototype stage, although as yet non have been seen in combat. The companies bio-chemical and pharmaceutical divisions also have a variety of projects underway both in the form of weapons systems and drugs for combat and medical purposes.

Boopa

The medical giant of SLA was one of the later companies to see the potential of Dante, but once they established the benefits of transferring battlefield medicine to the streets of Mort they rapidly set up divisions on all of the companies major bases.

Current research is striving to find even more potent regenerative drugs than the widely used Kickstart as well as other new development in the field such as nano-technology. There are also rumors, as yet unsubstantiated, that Boopa and Karma are undertaking some form of joint project on the War World, the focus of which is possibly though to be an attempt to transfer the regenerative capabilities of Stormers to humans.

CHAPTER 10

GM Info and Dante Scenario Ideas

The Dante supplement may be used in a variety of ways, whether you intend it to be part of an existing campaign with characters who have already been established on Mort or by starting a new campaign set solely on the War World. The following are brief suggestions on different types of scenarios for both these kinds of games, as well as addressing some of the problems of running a game set during a major war without the PCs getting wiped out by artillery barrages ever five minutes. This chapter also incorporates a section of GM only information containing things players shouldn't initially know and some secrets of Dante which might be useful in scenarios. If you intend to play in a game set on Dante it is probably better if you don't read any of this chapter as it may spoil the surprise element and your enjoyment.

Where To Start The Campaign ?

Where to begin the campaign can be problem if you intend to use Militia characters, as the enforced two month tour of duty at the front lines tends to dictate the tone of the start of the campaign. The best way round this is to begin the game after the Militia personnel have finished their tours and undergone their period of extended training. This also gives a reason for the characters having a range of other skills such as piloting, driving, demolition's etc. things they probably wouldn't have as raw recruits. It could also have resulted in the Characters having various interesting disadvantages from their time in the trenches. Starting at this point also allows the GM to begin the game with the players at any posting he or she likes and gives the opportunity for a mixed background party of Militia and Operative personnel.

Dante And Party Size

One problem that can occur in the Dante environment is that of the military structure effecting the size of the party. Since squads and units are usually fixed sizes what do you do when you've got a party that's either too big or too small? The easiest thing is to have the other roles in a unit filled with NPCs, although this can have its problems, not least for the GM, who has to keep track of everyone and probably doesn't want to be running several NPC members of the party as well as everything else. Another idea is to simply kill any excess members of an outfit off till only the PCs remain, this may sound a bit contrived, but

remember there is a huge turn over of personnel on Dante and very few units are going to remain at full strength for very long once they get into combat.

Once a unit or squad has lost several members it is unlikely that it will receive fresh troops straight away, if ever, since its usually easier to allow a unit to be wiped out totally rather than try and juggle new recruits to fill the gaps. This approach would work best during a patrol or long range mission, as there would be little or no chance of a depleted unit receiving new members. As long as there are still a reasonable number of troops left (anything less than four is probably stretching it a bit) in a unit, it will probably remain that way. The GM could opt for a variation on this by having a constant stream of new NPCs join the group and get wiped out just as quickly (a la 'Tour Of Duty').

A small party can be advantageous in some ways as its more likely to be reassigned to different posts in an emergency than a full strength squad. An good example of this is - 'The party are assigned to a patrol unit in the deep deserts, they visit a small outlying base in the area that has taken heavy losses recently, particularly in fields the PCs are skilled in. The patrol commander decided to leave the party and a few others behind to fill the posts till proper reinforcements can be sent.' - In this way the party move about doing lots of different duties and are not restricted to doing the similar types of assignments all through the campaign.

If the party are playing Special Operations or D.S.O personnel this issue is less relevant since these type of units are usually of unconventional size and it is not uncommon for them to operate with small numbers. Although in special ops groups very small numbers (less than two or three personnel) would probably be unusual as a good range of skills could not be adequately covered. Don't forget that a small unit doesn't have to be primarily a combat one, the party could be medics, researchers or an engineering company. One alternative idea for a small unit would be a CMC Media crew consisting of a mix of reporters and cameramen with several military personnel acting as their protection unit. In this way the Party could end up getting a variety of assignments with little, or no, need for justification by the GM.

Equipment & Weapons

The number and type of weapons currently in use on Dante is vast and encompasses virtually everything found in the Worlds Of Progress, both past and present. The items presented in this volume are only the more common or modern designs in use and virtually anything from any of the other books

in the system could appear. Although all new troops receive standard issue Crackshot and a Warmonger, some units in the far flung regions are still employing older designs such as Powercell, Dogeybone, FEN ARs etc. either through lack of available equipment for updating or their having been overlooked in the general chaos of the war. Rival company troops and independents will also field anything and everything from GA Finishers to top of the range Blitzers and MAL 12.7mm assault rifles, often with their equipment having come from the Black Markets on Mort or another major SLA world. This means that just because a Party encounters DarkNight or Soft Company personnel they should automatically be able to predict what their carrying or what armour types they using.

Remember as well that just because there isn't a listing for say a Thresher land mine, doesn't mean they don't produce or use them. There simply isn't room for stats for every single bit of kit from every company so GMs should feel free to improvise, using the examples in the book as a basis.

Mission Profile Ideas

The following are some suggestions for possible scenarios which could be run using the Dante environment. These are intended for use in a long term campaign set on the planet rather than during an occasional visit by existing Operative characters, suggestion for these come later in this section.

Crash Landings

One way of starting a campaign with a bang is to drop the party in it (quite literally) before they even make it their first posting, or even Archangel itself. Getting dropships and transports shot up is a common occurrence on Dante, especially when they ply the well known routes between New Hope and the surface, this is why the trip has quickly become known as 'Doing the murder mile!'. When a ship goes down a rescue party is usually dispatched immediately, but it still may mean that any survivors will have to fend for themselves for anything from 48 hours to a lot longer if no one knows where they crashed. This especially true if weather conditions are bad at the time and due to the difficulty sensors have in pinpointing a wrecks location.

Of course High Command may just decided that no ones survived and not bother with a rescue party at all. Anyone in the area of a crash is probably going to come and investigate a ship going down and chances are they're not going to be friendly (who on Dante is!). Variations on this theme can include transport helicopters crashing, shipwrecks, the parties vehicle breaking down or

simply getting lost etc. and could happen on any journey to and from SLA's many bases on the planet.

Retrieval

With all the chaos happening in the heat of combat, important items, or people, often get lost or captured by the enemy, usually meaning that someone has to go and get them back. This sort of operation is pretty common on Dante (much more common than SLA ever officially lets on) where R&D prototypes, key personnel and other items can go astray in the confusion of a battle. Variations on this sort of thing can include crashed SLA satellites, information or hardware stolen by infiltrators and the sudden appearance of lost relics (something that is particularly common in the ever changing desert areas).

Technicians from the various company research labs will also often go into the field to see how their current projects are performing and they too can sometimes get captured or disappear prompting the need for some form of rescue operation. With type of jobs tending to fall to who ever's closest rather than waiting for specialist personnel to be flown in.

Search and Destroy

S&D ops are also a common mission for military units on Dante. From time to time intelligence will uncover key enemy positions or installations requiring that someone goes in to destroy them or possibly do reconnaissance prior to an air strike or armoured assault. S&D operations can also be against smaller isolated groups such as looters or Crazies that might be causing more trouble than usual in a particular area. If a unit is particularly unlucky they may be sent after something like a Zone Stalker or another piece of renegade technology that's causing problems. These types of operations are usually conducted by small units rather than masses of troops, making them ideal for a party of PCs.

Product Testing

Something many troops dread, when a bunch of techs turn up and take away their Warmongers to issue them with a new wonder weapon or assign them an untested vehicle that needs to be tried out under actual field conditions. Due to Mr. Slayers approval for the use of Dante military personnel for testing of new SLA products, troops are unable to refuse this sort of duty. Trying out R&D products can be fraught with danger, since Dante is the last place you want to be if your weapons keep malfunctioning or your vehicle constantly breaks

down because someone wanted to test out a new engine prototype.

A product test that goes badly could result in anything from the party being forced to fight with improvised or scrounged weapons, to stranding them in one of Dante's more hostile zones without transportation. Combat testing on Dante really means combat testing so anyone given such an assignment can usually expect to be sent somewhere where they're going to get shot at. Remember as well that during R&D testing the party will have to be responsible for several technicians and researchers, who whichever sub-company is running the test will probably want to get back in one piece, making the units job even harder.

Holding The Line

Most Dante personnel will spend at least some of their time on the planet assigned to one of the forward command bases. Unfortunately since these positions are right on the front lines they are prone to being attacked either from large scale assaults or by covert operation teams. Stranding characters on one of these bases when it comes under attack from infiltration teams is a good scenario for making them act under pressure, with limited resources and no clear picture of what's going on. This idea could equally well be applied to any small base of Watchtower that was in danger of being overrun.

Nightmares From R&D

With all the research into combat robots, Karma bio-tech and other types of weapons systems, it isn't surprising that some of the items under test get out of control or escape from time to time. Of course then its up to someone to get the thing back or at least stop its rampage. Again SLA are likely to use small teams in this sort of situation as they don't want any blunders to become widely known, making them ideal for parties of PCs. These sort of assignments can be especially difficult as the party will often be hampered at every turn by the companies reluctance to reveal the whole picture to them or provide them with all the relevant background information.

A variation of this theme is the characters being tasked with finding out why personnel are mysteriously disappearing from certain areas, such as the disused tunnels under Slayers Fist or when they've been sent on recon into the Maze. Automated or Bio weapons from all sides have gone on the loose during testing and been lost (or deliberately dumped) over the years and who knows where they're going to turn up. Some suggestions for these can be found at the end of this chapter.

Murder Investigations / Serious Crime

Just because they're on a War World doesn't mean a party automatically escapes from having to do jobs like tracking down a murderer or solving some other sort of crime on one of Dante's many bases. Mostly these incidents are handled by MPs, but sometimes Operatives will be brought in if the case becomes particularly difficult, especially if they have had investigations experience on other worlds such as Mort. And what appears to be a simple killing may turn out to be something more, who knows if Thresher or DarkNight agents are involved....?

The party are most likely to get this kind of assignment if they're stationed on a small base where there are limited numbers of personnel qualified to conduct an investigation. Although alternatively this type of scenario could be set on a sea vessel, a Leviathan or a patrol unit operating in a remote area. Another alternative is to use the 'Ten Little Indians' concept, i.e. the characters are stranded somewhere and the rest of the personnel keep disappearing, or getting murdered, one by one.

Hazardous Duty

The easy way to get a different and possibly deadly assignment is for the party to apply for Hazardous Duty (although if the company are particularly desperate they may push the players into it whether they like it or not), something many troops are tempted to do due to the great rewards in SCL, Rank and money. HD missions can and often do mean anything from dangerous R&D assignments, to assassinations of key rival company personnel. These are usually things that a party would never normally be assigned to do as normal duty.

Remember though that these types of assignments are extremely dangerous, verging on suicidal, so those taking them repeatedly are going to run out of luck sooner or later. Those who succeed in a HD mission and do well will usually catch the eye of one or more of the special forces units which can always lead into other things.

Expeditions

Sub company researchers and other SLA personnel mount a variety of expeditions to locations all over Dante, either looking for relics or hunting for rival company technology. These personnel will almost always require a militray escort of some kind, to both act as guides and protect them.

These sorts of scenarios, again, give the GM the opportunity to both keep the party size small, as well as lumbering the Characters with the added responsibility of keeping those in their charge

alive. It also means that the party could end up at any one of Dante's more 'interesting' locations such as the Shaft, Darkside or the tunnels under Slayer's Fist.

Short Term Use Of Dante

Some GMs may want to make use of the Dante environment as part of an ongoing campaign centering round Mort based Operatives and simply setting one or two adventures there. These are a few suggestions for why a party may find itself on the War World without being assigned there for long term duty.

If Operatives are visiting for a short period and going to one of the well established bases such as Archangel, SLA does not bother to outfit them with implants or particularly give them any extra concessions, although they may be issued standard Dante armour and weapons, in place of their own, if they are likely to travel off base. Some of the SLA industries sub-companies dislike using military personnel for certain jobs, particularly if they're high security ones, and instead will issue BPNs on Mort or another one of the Worlds Of Progress. This gives a good tag to draw a party into a story initially as an assignment on Dante is likely to carry a high bonus.

Investigation Of SLA Personnel

Sometimes SLA will send Operatives from to Dante to try and weed out traitors or corruption or conduct some other sort of investigation into company personnel. Although the S.I.D and Dante's IA unit handle much of this kind of work, SLA often like to use 'fresh faces' for these missions, i.e. those with no previous connections to Dante or the Military. This could require the party to be sent in posing as researcher, techs or some other sort of cover to hunt for illegal activities such as theft of technology.

Escort Duty

Most traveling VIPs require personnel bodyguards, particularly if they're going somewhere dangerous like Dante. So it's not uncommon for Operatives to be assigned to protect a top researcher or company executive if they go to visit a testing facility on the War World and who knows what might happen when they get there? In this way a party could also become caught up in a variety of unconnected events, such as enemy attacks on bases, plane crashes etc., plus they have the added difficulty of keeping the VIP in their charge alive.

A variation on this type of BPN would be one involving the transportation of prisoners. Although ordinarily when high ranking enemy personnel are captured they are dealt with by the

military authorities or S.I.D. on Dante, some are important enough to be shipped back to Mort for questioning by Head Office. This then requires someone to collect them and take them off planet and anything might happen to the party before they can manage this, particularly if the rival company is keen to get their officer back before he can be shipped.

Collection Or Delivery Of Vital Equipment

Like escorting VIPs, sending important items to and from Dante requires someone to be responsible for them and it is unlikely that the military would want to assign combat personnel to guard something being shipped back to Mort.

Operatives are usually assigned to protect shipments of small high security items such as vital research prototypes, important company data, valuable archaeological finds and biogenetic samples. As with escorting a VIP, this may mean a party having to travel a fair distance over Dante and leaves them open for numerous adventure opportunities, especially if rival companies have got wind of what they're transporting and decided to plunder it.

Investigation Of Rival / Soft Companies

Investigations into rival or soft company activities may also culminate in a visit to the War World since many are involved in such areas as theft of SLA technology, trading in Black Market weapons and equipment or conducting product tests on Dante.

Various groups regularly traffic between Mort and Dante such as DarkNight or the many Scavengers and war looters, with large numbers of weapons, equipment and armour traveling both directions. A few suggestions for such groups can be found in this section including the Body Snatchers, who are currently engaged in the theft of Karma Biological material from Dante's battlefields. Like the pursuit of renegade personnel mentioned above, once a squad has taken a BPN then SLA will expect them to see it through, wherever it takes them and it is unlikely such investigations would be passed on to the military. Plus, again, once there actually on Dante who knows what might happen ?

Capture Of Personnel

It is not uncommon for company traitors (particularly rogue Operatives) to use assignment to Dante as a quick way to make their escape before their crimes are discovered and try to link up with whichever rival company they are working for once

they arrive on the War World. In this way an adventure starting on Mort can lead a party to Dante to try and get their quarry back.

This could prove particularly difficult if they've had a head start and already managed to slip away in one of the larger bases such as the Fist or Archangel. Since they're wanted by head office on Mort the Operatives taking the original BPN for their capture would usually be expected to go and get them back. A good reason for there to be a high priority on the rouge Operatives capture would be if they've stolen something important from a company lab prior to their escape, such as classified data or an important research item.

Infiltration / Undercover Operations

Like investigations, Operatives who are engaged in the infiltration of various groups on Mort may also find themselves traveling to Dante. This could include an investigation of one of the many mercenary units who hire out to the Soft Companies who test on the War World, to infiltrating a weapons smuggling ring or group of looters. A party might even have to try and gain access to DarkNight or Thresher and find themselves having to visit the War World to keep their cover intact.

Current Product Tests

The following are sample pieces of equipment currently undergoing testing on Dante and some of the sort of problems that can occur. These are by no way definitive and hundreds of similar products, with similar problems, are currently being submitted for troop trials by SLA's various sub companies.

KK XP-501 11.35mm Weapons System

The XP-501 is one of Klip Killers latest small arms designs and is currently still at the prototype and testing stage due to several development problems. The weapon itself is an ultra compact 11.35mm automatic gun, intended as a possible rival to the Warmonger. The gun is mounted on the users powered armour and is designed to be hands free in operation and instead of using a conventional trigger is controlled by a HUD interface and remote link in their helmet. Fitted with a special harness the weapon has its own powered mounting which is attached to the users shoulder, while a belt feed and 130 round ammunition bin straps to their back. The HUD display and control system are attached to their helmet and when in operation the gun should track targets in synch with the users right eye, the trigger and fire select being voice operated. The HUD system comes with UV night sighting, laser

range finding, ammunition counter and an onboard computer which will confirm the users requests.

The weapons currently have several problems which will show up under combat conditions and which will appear purely at random. The first, and possibly the most dangerous, is the XP-501's tendency to miss its targets and with the HUD appearing to be aimed correctly, but the gun actually missing the shot by several inches.

The second major problem is with the fire control system and its voice activation module. This either won't recognize a command at the appropriate time and ask for it to be repeated or will appear to comply, but actually select the wrong option i.e. selecting single shot instead of five round burst, or not firing at a target and engaging the safety catch instead.

CLIP	CAL	ROF	RCL	RANGE	COST
130	11.35mm	5/3/1	6/5/4	25m	N/A
WEIGHT:3.6kg					

Game Notes

Each time a Player attempts to use the XP-501 a D10 should be rolled by the GM on one, or both, of the following tables to determine if the weapon malfunctions. By rolling a D6 on the Options table a random 'wrong selection' can be determined.

Voice Activation System

Roll	Result
1-8	System functions correctly
9	System asks for request to be repeated, wasting 1 Action
10	System performs wrong option

Command Options

1. Fire
2. Safety Off
3. Safety On
4. Five Round Burst
5. Three Round Burst
6. Single Shot

Aiming / Fire Control

Roll	Result
1-8	System functions correctly
9-10	System misses shot

The weapon use the same 11.35mm ammunition as the Warmonger and can be operated using either Rifle skill or Auto Support for automatic fire.

**MAL AMR-335 'Vampire'
15mm Anti Armor Rifle**

Intended as a compromise between the great power and range of a 17mm weapon and the compactness and ease of use of the smaller 12.7mm, the Vampire rifle is one of MAL's attempts at solving the problem of Thresher use of advance armour types. Firing a specially developed 15mm Hi-Ex AP round, these large semi-automatic weapons should be capable of breaching all types of current Thresher armour, once perfected. A bullpup design, based on a scaled up version of the 12.7mm MAL AR, the AMR-335 is with fitted with extensive recoil baffling and has a range of onboard features including an integral laser painter, 5000 meter UV sight and flash suppression.

Despite weapon itself being well built and businesslike, the Vampires problem are with its experimental ammunition which has a tendency to malfunction during combat. MAL have yet to perfect the impact fuses fitted to their 15mm shells and as a result they are prone to either delayed or premature detonation. If the rounds explode while in flight they will automatically miss and no damage will be inflicted. If they do hit a target but the small Hi-Ex charge in the warhead doesn't detonate the damage done to the target will be significantly reduced.

CLIP	CAL	ROF	RCL	RANGE	COST
10	15mm	1	9	200m	N/A
WEIGHT:14.6kg					

15mm Hi-Ex AP Anti Armour Round

DAM	PEN	AD
20	15	10

Game Notes

Each time the Vampire is fired at a target a roll should be made by the GM on the table below to determine if a malfunction occurs.

Roll	Result
1-7	Round Functions Correctly Damage as above
8-9	Round fails to detonate on impact Use Reduced Damage below
10	Round detonates in flight No Damage

Reduced Damage - This should be used if the round does not detonate properly on impact with the target.

DAM	PEN	AD
10	5	4

FEN PXV-118 Hoverbike

Designed as a possible replacement for the Dante Militaries current large fleet of motorbikes, the PXV-118 is a compromise between the full flight capability of a SCAF bike and the low cost of a wheeled vehicle. Using a fairly conventional motorbike layout, in place of its wheels the Hoverbike has two large thruster prop units which provides its lift. These allow the vehicle to hover at a height of about a meter, while a set of smaller, secondary, thrusters provides forward movement. Since it is not in contact with the ground, the PXV-118 works equally well on sand, snow and even water and suffers none of the problems of getting stuck or bogged down. The vehicles balance is maintained by an experimental 'fly by wire' system which helps to keep it stable while in flight. Tandem seating is provided for a pilot and single passenger while the majority of prototypes are currently armed with twin, HUD controlled, 12mm SMGs 'borrowed' from the Blackshadow militray motorbike.

FEN are currently having several problems with their PXV-118 prototypes and as a result are conducting various product tests in an attempt to resolve them. The most common defect is in the vehicles fly by wire computer, which has a tendency to over or under compensate the pilots commands often making the bike hard to control. Problems have also been experienced with the air intakes on the thrusters becoming clogged with sand or debris. This initially results in the vehicle losing thrust and height and eventually to overheating in the engine systems in sever cases.

Type:Hoverbike

Max Speed: 340km/hour: 54.4m/phase

Movement: Thruster Prop Ground Effect

Dimensions:2.6 m length, 1.1 m width, .9m height

Weight: 1.2 tonne

Crew: 1

Passengers: 1

Skill:Drive Motorcycle

Armament: 2 x 12mm Sub Machine-guns

Cost: NA

P.V.15, I.D.160

Acceleration Rate: 2

Turning Circle:1

Game Notes

The 12mm SMGs fitted to the PXV-118 have the following stats. They are linked via the HUD system and both fire at the same target. 60 rounds of ammunition for each gun is held in an onboard bin.

CLIP	CAL	ROF	RCL	RANGE
60	12mm	5/3	N/A	20m

Each time a maneuver is made on the hoverbike there is a chance that the onboard computer will malfunction. Before a maneuver is made the GM should roll a single D10 on the table below to determine if the difficulty of the players roll should be increased.

Roll	Result
1-7	Bike functions correctly
8-9	Difficulty increased by +2
10	Difficulty increased by +5

If the bikes intakes become blocked this will initially result in its speed being cut by a half and the vents will require cleaning for it to function correctly again.

If the intakes aren't cleaned out, the engines will eventually overheat and the vehicle automatically shut down. If this happens the vents will require cleaning, as above, but also the must be allowed to cool down for a period of 3 D10 minutes.

Time to failure of the flight system is determined by the number of minutes the bike is operated for.

Time to Vent Blockage
= 20 x D10 Minutes

Time To Overheat After Vents become Blocked
= 2 x D10 Minutes

GM Only Information

The following section covers a small selection of classified occurrences, projects or equipment on Dante that would not be common knowledge to anyone outside of the elite High Command. These include failed or escaped research and development projects, new enemy technology and SLA tactical blunders that have been covered up. Remember that these examples are just the tip of the iceberg and there have been hundreds of similar occurrence all over the planet throughout the duration of the current conflict.

Project Nemesis

The Nemesis project was undertaken by a small, highly specialized, Soft Company called 'Altered Mind Inc.' working under contract to DarkNight. The company had been experimenting with the use of human brains and neural systems for the operation of vehicles and armour, the aim of the project being to produce a highly advanced cybernetic tank. Brains taken from willing (and often not so willing) subjects were fitted with into life support capsules and then linked via a

sophisticated computer control system to the vehicles command units.

Through the use of special implants and drugs the capacity of these donor brains were greatly expanded, allowing them to handle a number of tasks at once, so that one unit could control everything from weapons operations to steering and navigation. These techniques also expanded the sensory capabilities of the brains allowing them to process inputs from several optical and sensory systems.

Unfortunately the stress of the transition from a human body to an armoured vehicle proved to much for the test subjects and despite numerous attempts to control the effects with pharmaceuticals, most swiftly developed deep psychosis. This resulted in increasingly irrational and often aggressive behavior, usually terminating in the units going completely out of control. Many of the prototypes were destroyed during their testing, but several escaped from their controllers and disappeared into the Deep Deserts often killing the researchers and technicians in the process.

After a further period of trials Altered Minds believed that they had solved the control problems through the use of more powerful drugs. This appeared to be true at first and DarkNight had several hundred units constructed on the basis of a series of successful tests. Unfortunately the new drugs only had a finite period of effect and before they could be used in combat the control units developed a tolerance to them and these vehicles went the same way as the prototypes, with most escaping into the deserts. Soon after this DarkNight scrapped the project and severed its ties with Altered Minds.

Most of the experimental control units were fitted to specially designed robotics vehicles developed for the project. These consisted of a small six wheeled armoured tank, mounting a semi-automatic 17mm cannon in its main powered turret. Secondary armament for the vehicle being provided by two smaller turrets fore and aft fitted with 12mm machine-guns, each having a 180 degree arc of fire. A further 12mm automatic gun was mounted in the turret co-axially with the main weapon. The small size of the command capsule and life support unit meant that much more armour could be carried than a normal vehicle with a human crew and that an extremely long duration power pack could be fitted. Each 12mm gun had a 5000 round ammunition bin while the primary 17mm weapon had a 1000 round magazine. To allow self repairs and other tasks each tank has four manipulator arms attached to the outer hull. In addition to these specially built vehicles there were also several attempts at fitting units to modified SLA Rolling Thunder MBTs salvaged from the battlefields, as well as suits of powered armour and even some aircraft..

Many of these escaped combat systems still survive today, roaming the Deep Deserts and Wastelands in search of prey and randomly attacking troops from all sides. Some have developed strange delusions and their rusting outer hulls are festooned with rotting human body parts cut from their victims. The onboard self repair systems have allowed them to function for centuries after their creation and this has done nothing to effect the mental stability of their once human minds. SLA have numerous vague reports of encounters with these units, but have yet to recover positive proof of their existence. They have though sent several small investigation teams to areas where attacks have been reported in a hunt for more reliable information.

Type: Cybernetic Armoured Vehicle
 Max Speed: 180km/hour: 28.8m/phase
 Movement: Six Wheeled Independent Drive
 Dimensions: 8.3m length, 2.7m width, 4.10m height
 Weight: 18 tonnes
 Crew: 0
 Skill: Not Applicable
 Armament: 17mm Cannon, 3 x 12mm Machine-guns
 Cost: N/A
 P.V. 28, I.D. 1200
 Acceleration Rate: 1.6
 Turning Circle: 8

STATS	SKILLS
STR - 20	Rifle - 10
DEX - 16	Auto Support - 10
DIA - 10	Drive Miltiray - 10
CONC - 10	Detect - 10
CHA - 0	
COOL - 0	
HITS - 150	

Game Notes

The Tank behaves as though it has a full crew with a gunner for each turret. Onboard systems include IR. and UV night sighting, short range radar and multiple optical systems. The central body of the tank has the equivalent of 150 hit points and 90% of these must be lost before the tank becomes inoperable. Although the tank is partially organic it effectively feels no pain and does not have to make PHYS rolls in combat.

Project Black Box

Project Black Box has been introduced by the SLA High Command in the last hundred years and is intended to extend the monitoring of personnel's Finance Chips beyond the boundaries of their bases. The project involves the fitting of small multi

channel, recording units into vehicles and aircraft, being used for patrol or assault duties, which can then pick up and store signals from Chips in the immediate area.

These units can compress hundreds of hours of footage onto specially designed, high capacity, data slugs and with the use of long duration power packs, the recorders can function for up to 5000 hours. The standard Black Box will handle feed from up to six chips, if there are more in the area it will automatically switch between them at predetermined intervals. Range of the units varies due to the environment, but can be up to 1000 meters from the box in optimum conditions.

The Boxes will commonly be concealed somewhere in a vehicles interior and it is unlikely that they would be found without an extensive, deliberate search. Physically they're a black, seamless, oblong about the size of a small book, hence their name. If the box is found and anyone attempts to open it a thermite charge will destroy the content. The boxes are in limited use all over the planet and will only usually be fitted to vehicles going on important missions, or as a way to keep tabs on suspect personnel. A much smaller version of the unit is sometimes concealed on items such as armour or large weapons.

SABAL CORPORATION **KXT-633 Dragon .50 Pistol**

The 633 Dragon is a large caliber semiautomatic pistol with three round burst capability designed for use in covert operations and by undercover agents. The weapon features an extended slide and barrel for greatly increased accuracy and has an integral sound and flash suppresser unit for near silent operation. Feed is via a large capacity ten round box magazine with extended versions also available. These weapons are designed and manufactured secretly by Berenyi Light Arms for limited issue to D.S.O and other special forces units. They are intended as being untraceable back to SLA Industries to help maintain an agents cover, but at the same time provide a high powered, reliable, weapon, superior to those manufactured by rival companies. For this reason they bear the name of a fictitious Soft Company called the 'Sabal Corporation'. To further aid in this deception SLA had several hundred thousand Dragons manufactured and covertly dumped on the Black Market in year 714, these are vastly inferior to those SLA Operatives carry and suffer numerous faults and mechanical problems making them less than effective in combat. Many of these problems being due to the use of substandard ceramic in many of the weapons castings. Even so some examples of this flawed batch still survive, mainly due to the appeal of its large caliber ammunition and as a result are not an uncommon sight on Dante. These guns

also arouse little suspicion as many see the Dragon as cheap and unreliable.

The weapons that BLA now produce are vastly superior to these decoys, with each one being hand built to extremely high standards. The guns are designed to accept a special high powered .50 CAL round which negates the power reduction of the suppresser, although they can readily use normal ammunition if needed. Each Dragon has its own integral laser painter and each is fitted with 100% recoil baffles to offset the kick of automatic fire and improve overall handling. The suppression and flash hider unit built into the gun is extremely effective and the weapons operation is undetectable at a range of ten meters when using non explosive ammunition. A full range of accessories is available from BLA including shoulder stocks, optical sights and custom grips to allow adaptation of the 633 to a variety of roles and all these items bear Sabal markings. The quality, versatility and extreme accuracy of the Dragon has earned it widespread respect throughout the D.S.O and Marine Special Forces and is regarded by those who use it as one of the finest handguns ever made. The Commanders of the Marine Corps are currently petitioning for the design to be declassified to allow for wide spread issue. BLA have also used the Sabal name for several other specialist items it has produced over the years, mostly these have been custom built, one offs designs for specific missions.

CLIP	CAL	ROF	RCL	RANGE	COST
10	12.7mm	3/1	12/9	60m	1600c
WEIGHT:2.5kg					

"Hey man don't make me laugh. That Dragons a piece of crap, you'll be lucky if the damn thing doesn't explode and take your hand off, now drop it and tell me who the hell you are, cos you ain't DarkNight...!"

PHUTPHUTPHUT

D.S.O Operative Tanner Cross

One Of The Things In Slayers Fist

When the attack on the Fist known as the 'Red Hell' came in 379, one of the labs to be damaged in the assault and then sealed off in the battle was FEN's main cybernetic organism development unit. This was one of the companies first attempts to break into the lucrative robotics and biogenetics fields with the construction of hybrid mechanical/biological attack drones. These used mechanical cybernetic bodies controlled by biological brains to allow faster processing and better IA capabilities than could be produced with a purely electronic unit. Around twenty prototypes had been constructed in the companies high security lab on Slayers Fist's

lowest level ready for preliminary field trials when the Thresher assault came. Several of the units had been undergoing final tactical programming, via the central lab computer, as the rival company forces blasted their way into the level. The few remaining researchers deciding they were doomed anyway hastily activated the drone units, programming them a single final command 'Kill The Enemy...!' before they were overrun.

This is just what the drones have been doing ever since whenever they encounter someone who cannot display their long forgotten FOF codes. The lower labs still retains power in some sections and the units onboard programs allow them to recharge themselves periodically and conduct routine maintenance and in this way they've managed keep functioning for hundreds of years. Most of the time the drones drift aimlessly around the abandoned levels or go into 'sleep' mode, till of course someone finds a way in and then they remember their ancient three word programs....

The drones closely resemble large mechanical jellyfish with flat dome like bodies around a meter in diameter above a mass of flexible ceramic armored tentacles. The underside of the body houses a large thruster prop unit which allows the drone to fly or hover almost silently, the only noise coming from the slight hum of the propulsion system. For ranged attacks the units have a silenced 12.7mm rifle built into their upper casings, while for short range use a 10 gauge auto shotgun is fitted. Each of the eight tentacles that hang from the drones underside carries a small vibro unit in its tip and favored tactic by the units is to drop on victims from above thrusting these into the vulnerable head area. The drones are about as smart as an intelligent dog, but their biological brains have allow them to learn and become cunning far faster than a machine could. They're also fitted with a self diagnostic and repair system which allows them to patch up damage and even replace parts when needed from the items still remaining in the labs. Over the years the drones have accounted for several researchers and inquisitive troops who have stumbled onto a route into this lost level and although the High Commands is aware there is a problem they are still not sure what has caused these disappearances.

STATS	SKILLS
STR - 12	Rifle - 15
DEX - 15	Intimidation - 5
DIA - 10	Survival - 10
CONC - 10	Unarmed Combat - 10
CHA - 0	Detect - 10
COOL - 0	
HITS - 30	EQUIPMENT
	12.7mm Rifle
PV - 20 / ID - 160	10g Auto Shotgun

Karma Project 06542-666

This project was begun as an offshoot of the Dante Stormer research being undertaken at the Zodiac Nine facility and was intended to develop an even more adaptable biogenetic soldier for use in the various exceptional environments of Dante. The resulting Stormer was larger, faster, stronger and more deadly than any other produced, with enhanced regeneration rates and specially armoured skin to negate the use of armour, while at the same time being able to produce its own camouflage to suit its environment. The Type-666s were designed to be able to consume virtually anything organic for energy and to feed the incredibly high metabolisms they needed for faster regeneration. These Stormers were also intended to be able to withstand Dante's extremes of heat and cold without additional protection. Crowning glory in the project was to be the small tactical computer hardwired into the Stormers brain giving enhanced cognitive abilities and increased rapid learning capacity. This was intended to allow the units to be virtually 'programmable' with orders, skills and battle tactics.

Unfortunately the project was an unmitigated disaster with several of the computer implants in the first prototypes causing them to become extremely aggressive and developing an uncontrollable urge to feed the ever present hunger caused by their high metabolic rate. This resulted in them having to be swiftly destroyed by lab security teams. The then head of the facility Dr. Valdimer Green persisted with the development work and ordered another larger batch of prototypes to be incubated, convinced he had solved the control problems. Unfortunately Green's optimism was to cost him his life when an out of control type-666 wrecked one of the Zodiacs central labs killing him, seven of his research assistants and five of the security team sent in to destroy it. The remaining prototypes were put in cryogenic storage pending the arrival of the new head of research and all work on the type-666 was suspended.

On her arrival at Zodiac Nine Susan DeVerr's first job was the review of Project 06542-666. After three months work she was to pronounce the concept fundamentally flawed and that the current design would always revert to uncontrollable killing machines, as the first prototypes had, no matter how much revision was done. The project was officially scrapped in 720 and all genetic material was to be disposed of under strict security by taking it in the center of the Wastelands by dropship and destroying it. Unfortunately all contact with the transport ship was lost and it never returned from its mission, becoming either a victim of enemy activity or a

violent storm. SLA was convinced that even if the ship had crashed intact the remaining prototypes would perish in their capsules or be lost forever in the shifting sands, recent events though have proved this has not been the case.

Several of the forty units in the second test batch are known by the SLA Industries High Command to have somehow survived and been encountered by troops on all sides. At the moment reports of their activity have been suppressed, but this is becoming more difficult as incidents increase, especially since attacks by these beasts are usually accompanied by the remains of numerous freshly eaten corpses.

The type-666 Stormers appear as four meter tall heavily muscled figures with flat reptilian heads rather like those of Artery security Stormers. The entire body is covered in thick bony plates which form an armoured exoskeleton, these have the same chameleic qualities as those of the 711 Xeno model and as a result type-666s will rarely wear clothing so as not to diminish this effect. Quad arms are a standard feature, often making the Stormer resemble a Zone Stalker from a distance, while enhanced teeth and claws identical to those of the D-966 were used for the project. Due to the implant chip most units retain their ability to use weapons or all types, despite having had no training, and will often be armed with items scrounged from the battlefields, Although in the heat of combat the type-666 will often forget its implanted training and simply resort to clawing and biting an opponent when they get within range. Anything killed by the Stormer will be quickly consumed to feed its ever present hunger.

STATS	SKILLS
STR - 30	Rifle - 8
DEX - 20	Intimidation - 5
DIA - 5	Survival - 10
CONC - 5	Chain Axe - 12
CHA - 3	Unarmed Combat - 10
COOL - 5	Auto / Support - 12
HITS - 50	SLA Info - 3
	Running - 10
	Detect - 10
	Rival Company -3

EQUIPMENT

12mm Power Reaper
Chainaxe
10mm Pistol

Game Notes

The model Type-666 Stormer heals at four times the rate of the standard 313 models, allowing it to regenerate a wound per book keeping phase, although this ability may be reduced if the Stormer has gone without food for a long period of time. The enhanced teeth and claws fitted to all units have the following properties.

Teeth

DAMAGE - 6 PENETRATION - 2 ARMOUR
DAMAGE - 2

Claws

DAMAGE - 5 PENETRATION - 3 ARMOUR
DAMAGE - 2

The extremely thick armoured skin and muscle structure of the Stormer allows it to have a PV of 16 against all forms of attack.

The chameleic qualities of the Stormers are identical those of the 711 detailed in the Karma source book. This means that the Stormer must have a background to camouflage itself against and that the longer it remains still the better the effect. Use the following table to determine how easy a camouflaged Type-666 is to detect.

PHASES MOTIONLESS	MINUS TO DETECT ROLL
5	KNOW/4 rnd down
10	KNOW/4 rnd up
15	KNOW/3 rnd down
20	KNOW/3 rnd up
25	KNOW/2 rnd down
30	KNOW/2 rnd up
35 and above	KNOW

These Stormers are also immune to pain and cannot be knocked unconscious no matter how much damage they take in combat.

Green Six Base

A new Thresher complex constructed on one of the many small islands off the main continents eastern coast and the center of much of their current R&D work on Dante. SLA as yet only have a vague idea that the base is there and haven't been able to pinpoint the location. The company suspect that the facility might be being used to undertake research into biogenetics and production of artificial organisms and that much of this work is being conducted by renegade Karma staff utilizing stolen equipment. Their highest probability is that Thresher might be aiming at producing their own combat Stormers or something similar.

The suspected Stormer project is actually up and running, although as yet Thresher have had

only limited success, this is mainly due to lack of vital data and highly skilled staff. The research base is constructed at the north eastern edge of the island, under the cover of a range of mountains and much of the surrounding area is being used for trials of prototypes. The units so far produced have been far from perfect, with numerous problems occurring with their development, not least that of them having extremely low intelligence, the inability to take orders and currently being too violent to be used in conjunction with regular troops. Many of these test subjects have managed to get loose and are now living in various sectors of the island. The research team is rapidly coming to the conclusion that unless they can get hold of some expert help the project will be unable to proceed and they'll continue to produce little more than animals rather than highly trained artificial troops. This means that they need to capture some high level Karma personnel or gain access to SLA's classified research data, if they ever hope to succeed and take the project any further.

The following is a brief outline of the current Thresher Stormer, the Model-005, this is by no means perfect, but could be classed as functional enough to be used for combat testing on the Dante mainland. The Model-001 - 004s which are resident around the area of the Green Six research base are similar in strength and physique, but have lower intelligence and skills. The Model-005's stand around two and a half meters tall and closely resemble those used by SLA, though they tend to be shorter and more muscle bound. For some reason, perhaps due to faults in the manufacturing processes, most of this production run has come out a deep red, almost sunburnt, color, greatly increasing their resemblance to having been skinned.

Some of these units also have unintentional mutations caused by experimentation in their DNA or faulty manufacturing procedures, resulting in extra limbs, malformed body parts and varying skin textures from bony plates to patches of fur. Most have been instructed in the use of weapons, although renegade prototypes will usually be only armed with clubs or basic hand to hand weapons. Most Model-005s being used for trials are equipped with specially modified sets of First Step Infantry armour.

STATS	SKILLS
STR - 14	Rifle - 7
DEX - 12	Intimidation - 2
DIA - 2	Survival - 5
CONC - 3	Club 2 Handed - 10
CHA - 1	Unarmed Combat - 10
COOL - 6	Auto / Support - 6

HITS - 26

Club 1 Handed - 9

Blade 1

Handed- 6

Running -10

Detect - 3

EQUIPMENT

TH.0004 Powered Armour

SHEER 11mm Assault Rifle

Combat Knife

Game Notes

Thresher prototype Stormers are able to regenerate 1 wound per book keeping phase every three rounds and when all wounds are gone 1 Hit Point every third round in the same way.

Warbringer 0201
'Terrestrial Voyager'

While on field trials in 601 in the center of the Wastelands, the Warbringer Leviathan id number 0201 was lost with all hands during a particularly violent sandstorm. At the time this particular AMCU was being used as a test vehicle by General Armament who had outfitted the ship with a new prototype weapons system as part as a secret research program. Very few people outside of the High Command and head office on Mort knew about the project and the refitting and instillation of equipment had been done under strict security.

The AMCU Terrestrial Voyager mounts the largest land based plasma beam cannon in the history of the company and the only one of its kind ever to have been built. This immense weapon is capable of blasting holes through the strongest fortifications and is suspected to have even had the capacity to breach Archangels defenses. To power the unit, enormous fusion reactors were installed on the Leviathan and its superstructure heavily modified to take the mountings for this colossal beam weapon. These alterations include a reduction in the number of crew carried and removal of much of the rear vehicle hanger. It was due to the extensive nature of these alteration that only one prototype was ever produced.

SLA shelved the whole project soon after the loss of the 'Voyager' and GA were forced to suspend its research in this field due to lack of funding from Head Office, much of this decision was due to the concerns that such weapons could fall into enemy hands if they were in widespread use. They would also have severely tilted the balance of the War in SLA's favor, something Head Office were keen to avoid.

The problem of the 0201 remains though and numerous covert searches over the years have failed to turn up the missing vessel. SLA have kept

the matter tightly under wraps in the hope that the Terrestrial Voyager will remain lost in the desert sands, but they still constantly monitor reports from the Wastelands that might relate to the matter, particularly those concerning the discovery of unidentified Leviathan wrecks. The unpredictability of the sand means that sooner or later the Voyager will be seen again and only fate can determine when and whom will find it.

The North Sea Pirates

In 899 the Dreadnought SNV 'Morat' was lost while on a routine patrol in the northern seas, the High Command have reported that the ship was sunk by enemy vessels and this is the official media story being used for its disappearance. They do in fact suspect that the warship might have been captured by rival company forces, but are unwilling to allow this to become common knowledge.

What the High Command suspect is actually true and the ship was boarded and captured by a very large Thresher special operations group working with several teams of crack ENO personnel. The Dreadnought was severely damaged in the fighting that followed the initial boarding and Thresher currently have it hidden in a secret location at the northern pole where they plan to repair and refurbish it. When this work is complete the company intend to use the ship to attack SLA vessels and attempt to smash their vital supply lines with such bases as Zodiac Nine.

Currently the Morat only has a skeleton crew of mostly technicians working on her and the repairs are being severely hampered by lack of spare parts and technical knowledge. This has necessitated raids on outlying SLA facilities and convoys to try and obtain the necessary components and if possible kidnap skilled technical personnel. Several of these raids have already occurred, but Thresher are having particular difficulty obtaining parts for the Dreadnoughts 610mm Naval Guns which were effectively sabotaged by their crews before the turrets were overrun. Parts for these weapons are only held at a few of the larger coastal bases and they are vital if Thresher are ever to use the ship in combat against SLA's fleet.

The Darkside Watchers

Responsible for numerous disappearances of personnel sent to Darkside base, the Watchers are an ancient security system still guarding the airless corridors hundreds of years after the destruction of their creators. Programmed to kill anything that cannot transmit the correct FOF codes, they are particularly careful to keep their existence secret and are highly selective in who they attack. A highly intelligent semi-organic drone, each Watcher

is armed with a sophisticated particle beam weapon and is highly adept at tracking down its prey in the tunnels of the base. Although SLA have never acknowledged it, they do know something about the Watchers activities, but these have been suppressed to prevent it lowering the moral of those who have to fight at the base.

The Watchers appears as large, wingless, metallic insects around 80cm tall. From the smallish central body extend six multi-jointed manipulators which allow the drone to maneuver through wreckage and cramped environments. A large abdomen contains the Watchers main power unit and its primary weapons system, this extends from the tip of the abdomen rather like a sting and can be rotated and aimed independently of the main body. A small head houses all the drones main sensors with multiple eyes giving it a 360 degree field of vision in various wavelengths including IR. and UV, additional sonic, thermal and vibration based inputs are also present.

For maneuvering in the tunnels of Darkside, the Watchers have an advanced micro thruster system which allows them to hover and fly at high speeds in the low gravity environment. The entire body of the drone is sheaved in an advanced, super hard, ceramic, far superior to that used by any current company and quite capable of repelling a variety of conventional weapons. Intelligence is at least that of the average human or above and these drones show extreme stealth and cunning in their attacks, never knowingly revealing their existence and carefully concealing the bodies of their victims. Their stealth is further helped by the use of a chameleic coating on the exterior of their bodies which rapidly changes to match their surroundings, effectively camouflaging them.

The drones are manufactured as needed by an ancient automated plant deep at the heart of the moon and then released through a series of concealed tunnels making it virtually impossible to find the entrance. If any drones are destroyed others will be sent to remove the remains and they will go to great lengths to prevent them being recovered for examination.

STATS	SKILLS
STR - 12	Rifle - 20
DEX - 15	Intimidation - 5
DIA - 10	Survival - 10
CONC -10	Unarmed Combat - 10
CHA -	Detect - 15
COOL -	Pilot - 10
HITS - 40	Repair - 10
Max Speed - 40m/phase	
EQUIPMENT/SENSORS	

Particle Beam Weapon
IR./UV Night Vision
Thermal Imaging
Sonar
Radar

PV	HEAD	TORSO	ABDOMEN	LEGS
35	20	120	80	60

Particle Beam Gun

CLIP	CAL	ROF	RCL	RANGE
-	-	1	-	100m

Damage	Penetration	Armour Damage
12	10	5

Game Notes

The Particle Beam Gun draws power from the drones main reactor and has a virtually limitless supply of ammunition. The chameleic skin operates in a similar way to that of SLA's Stormers and its success is based on number of phase the drone remains motionless.

PHASES MOTIONLESS

MINUS TO DETECT ROLL

5	KNOW/4 rnd down
10	KNOW/3 rnd down
15	KNOW/2 rnd down
25 and above	KNOW

AG-70 Gas

A failed Karma project that was closed down in year 634, AG-70 was intended to rapidly and covertly raise the aggression and stamina of front-line SLA troops through use of an airborne drug with similar properties to 'Ultra Violence'. After several unsuccessful field trials in 633 the project was scrapped mainly due to the unpredictability of using a gas as a carrying agent and several flaws in the effect of the drug itself. These included raising aggression beyond acceptable levels, to the point where troops would attack each other as well as the enemy and causing various types of psychosis in some users, predominantly paranoia and hallucinations. There were also reported incidents of these conditions becoming semi-permanent if dosage was large enough.

Numerous revisions to the basic concept were tried, but non were successful and on orders of Head Office the line of research was ceased and all samples and prototypes were dumped in the central Wastelands. It was hoped that the gas cylinders

would decay and release their content harmlessly, but unfortunately a surprisingly high proportion still survive and have occasionally been discovered out in the deserts by company personnel, often with disastrous results. SLA have confirmed reports of at least two of their patrol units unearthing cylinders of the gas and being exposed to it. In both cases virtually all the personnel were killed when fighting caused by the gas broke out among themselves. Those that did survive are now physiological wrecks and have been placed under surveillance at top security Karma facilities.

Game Notes

AG-70 Gas is colorless, odorless and designed to bypass most of the standard issue air filters used by SLA troops, although it is unable to penetrate sealed air systems. The cylinders appear as similar to those used to store oxygen or other gasses and are about 1500mm long and 500mm in diameter. Painted bright red they have no identifying features apart from places where the original warning labels and ID plates have been ground off, most are also heavily corroded by now and prone to breaches if handled roughly.

Once the gas is released it rapidly disperses and was intended to have an effective life of three minutes before the components broke down and become harmless, this was to prevent drifting over enemy lines. Unfortunately some of the prototypes are unstable and can remain active for up to thirty minutes meaning users are exposed to much larger doses than intended. When inhaled the gas has the following effects on the user.

- All damage taken by the subject is halved, the user gains two extra action phases during combat.
- No PHYS or COOL rolls need to be made for the duration of the gases effect.
- Strength is raised by 3 points.

Intended duration of the gases effect was approximately two hours, but this can also vary greatly and even be as long as three to five days in some subjects. Most personnel inhaling the gas will display one or possibly all of the following symptoms. If the subject is already suffering from any of these disorders already then the gases effect will be greatly enhanced. If at the time the user is also using another type of drug such as Rush or UV the reaction can also be more sever.

- Intense Paranoia, everyone and everything is out to get the victim, even their friends.

- Combat Psychosis, everything is the enemy and must be destroyed at all costs. Its fight or die. This is normally closely linked with the paranoia aspect of the drug.
- Uncontrolled Aggression, anything can be seen as an aggressive act and spark off sudden violence.
- Hallucinations, friendly troops transform into Thresher Strike Squads, No existent assailants attack the victim and disembodied orders and voices are heard.

Type - D998a Stormers

The D998a is a specially designed new Stormer variant currently undergoing design and development at Karma's Coral Sea facility. Run under extremely tight security the projects aim is to develop a fully aquatic Stormer which can operate in Dante's oceans without the need for specialist equipment. The work is now currently at the prototype stage and several limited production runs of the 998 have been undertaken to provide test subjects, although there have been several teething problems with theses particularly in the areas of control and intelligence.

Outwardly the D998a resembles a heavily modified Type 996 Dante combat Stormer with the most obvious change being the addition of a further set of arms below the primary pair. The upper arms are heavily muscled and have large, webbed hands to allow the Stormer to move at high speed through the water, while the legs also have this webbing and can be locked together to form a rudimentary tail when swimming. The secondary set of arms are much more conventional in design and intended for the handling of weapons and tools, something that the Stormers find extremely difficult with their other set due to their modified nature. The primary limbs and the palms of the webbed hands all have multiple, special octopus type suction cups which are intended to allow the 998a to anchor itself to boat hulls and other surfaces, these can also be used for gripping and climbing when needed. Modification in the neck joints and muscles allow the head to be tilted for a better field of view when swimming and is also enlarged to accommodate the Stormers set of gills. These allow the type D998a to operate for up to five hours without needing to surface or for much longer periods with the addition of simple breathing equipment, maximum dive depth is approximately 500 meters. The entire outer skin is armoured to negate the use of a powered suit, which would interfere with the limb suckers and restrict mobility. This skin has also been specially thickened to retain heat and protect against the sub-zero temperatures of Dante's oceans and is

to all intense and purposes immune to its corrosive effects. The D998a is generally colored black or deep blue to provide natural camouflage. Possible the most prominent feature of the 998a though is its large slightly luminous eyes, engineered to give natural IR. and light amplification in the darkness of the sea. These are globular and almost insect like giving the Stormer a particularly horrific appearance.

The research team have been several problems with the prototypes chiefly with the need to give them natural, animal instincts for operating in the underwater environment. In some cases this appears to have gone too far and a number of test subjects have been lost as they 'went native' and escaped into the wild. The most significant being when an entire squad of ten escaped from their handlers. Karma have kept a lid on these losses so far, although there have been several isolated sightings of the rouge 998a's and even a few attacks on small coastal craft.

STATS	SKILLS
STR - 18	Blade 1 Handed - 8
DEX - 15	Intimidation - 7
DIA - 3	Survival - 10
CONC - 2	Swimming - 10
CHA - 1	Unarmed Combat - 10
COOL - 5	Running - 10
HITS - 33	Detect - 10
	Wrestling - 10
	Sneaking - 8
EQUIPMENT	
MAC Knife	

Game Notes

The model D-968a, like the D-996 heals at twice the rate of the standard 313 models. It also has the same enhanced teeth and claws fitted to all six limbs which have the following properties.

Teeth

DAMAGE - 6 PENETRATION - 2
ARMOUR DAMAGE - 2

Claws

DAMAGE - 5 PENETRATION - 3
ARMOUR DAMAGE - 2

The specially armoured skin and thick layer of compact fat gives the Stormer an all round PV of 15 against all forms of attack. Most of the escaped prototypes will not have the ability to use guns although are highly adapt with melee weapons and may carry knives or similar items. Strictly speaking they are not much smarter than animals, although

they have a much greater ability to learn and adapt. When in combat or another situation they will act on their base instincts. They can be extremely stealthy when needed as a result of being engineered to board and attack ships and installations covertly.

Energy Weapons

Although the vast majority of energy weapons were withdrawn from service by SLA Industries around 300 SD and those in private hands rounded up and impounded, the chaos of Dante didn't always make this possible and numerous examples are still known to remain on the War World.

Energy weapons turn up on Dante from a variety of sources such as scrounged from the old battlefields or dug from the bowels of the many abandoned complexes and although most require a certain amount of repair and refurbishment, many can still be made functional. As a result ancient energy weapons have been encountered on several occasions by SLA troops in the hands of rival company personnel or independents.

FEN 509 Particle Beam Pistol

One of the most compact energy weapons ever produced by SLA, the 509 was a popular hand weapon in its day and large numbers were in circulation before they were phased out. As a result the weapon is one of the most commonly encountered on Dante today and the type troops are most likely to encounter. Capable of firing, short, high intensity blasts of energy at a target, thanks to its internal particle accelerator, the gun is comparable in range and power to a standard 12.7mm pistol making it highly effective in combat.

Although compact by energy weapon standards, the 509 is still fairly large and resembles a long barreled semi-automatic pistol in profile. The weapons power cell is located in its pistol grip and is good for up to thirty standard shots before it needs recharging. The cells are designed to be easily removable and can be replaced in a similar way to a cartridge weapons magazine if spares are available or rapidly recharged from a variety of energy sources. Recoilless in operation, the 509 is also virtually silent, negating the use need for a silencer. One of the most popular features of the weapons was their variable discharge rate allowing the user to select three different settings so that the varying degrees of damage could be inflicted. This combined with the built in laser painter, rugged, military spec outer casing and reliability all served to make the gun the 603 of its day.

ENERGY	CAL	ROF	RCL	RANGE
60	-	1	none	20m

WEIGHT:1.6kg

Game Notes

Rather than having a set amount of ammunition, as with a conventional gun, the 501 has a number of 'energy points' which are expended depending on what energy setting is being used. On the Minimum setting the gun uses 1 energy point per shot so giving the user the equivalent of 60 rounds. Maximum setting though requires 3 energy points per shot and so expends the power cell much faster only giving 20 shots before it needs recharging or replacing.

SETTING	MIN	STD	MAX
DAMAGE	9	12	15
PEN	9	10	12
AD	4	5	7
ENERGY	1	2	3

The weapons can be recharged from a variety of sources including vehicle or powered armour reactors and portable units. Recharging takes 3 minutes and uses the equivalent of 500 hours of energy.

GA PR-103 Plasma Cannon

A much larger energy weapon specifically designed for battlefield use, the PR-103 was once one of GA's most successful lines with numerous units being issued to the Militia. A bulky rifle like weapon with a double handed grip and a compact folding stock, the PR-103 was notable for being fitted with an extremely efficient plasma generator. This allowed it to form and discharge bolts of plasma extremely rapidly giving the weapon a high rate of fire. The PR-103 is even capable of firing short bursts, in a similar way to an automatic weapon, and this combined with its high penetration makes it extremely deadly. Other features include an integral laser pointing unit and a 400 meter UV capable telescopic sight built into the weapons carrying handle. Mounting points were also provided to permit the fitting of the standard SLA waldo unit. The large capacity, onboard power cell gives a good energy reserve and can be rapidly recharged or replaced when depleted. For anti-vehicle or heavy assault missions the Plasma cannon was also provided with a large capacity. backpack reactor giving up to 300 shots, although these are far rarer than the weapons themselves and very few are ever found intact. The PR-105s rugged ceramic chassis and battle hardened internal

components mean it is capable of surviving many hundreds of years of neglect and examples recovered by SLA researchers have been found to be easily brought back to a functional state with the minimum of work.

ENERGY	CAL	ROF	RCL	RANGE
90/500	-	1/3	none	35m
WEIGHT:8.6kg				

Game Notes

Like the 501 pistol, the Plasma Cannon has a number of 'energy points' which are expended depending on what damage setting is being used.

SETTING	MIN	STD	MAX
DAMAGE	14	16	20
PEN	6	8	12
AD	3	5	7
ENERGY	1	3	5

The weapons can be recharged from a variety of sources including vehicle or powered armour reactors and portable units. Recharging takes 5 minutes and uses the equivalent of 1500 hours of energy.

BLA RX-30 Pulse Laser

A handy, compact assault weapon, the RX-30 Pulse Laser from Berenyi Light Arms was popular with many military personnel and Operatives and had a long and proven combat record in the hands of numerous units on Dante. The standard weapon came with a 5mm main beam aperture and was capable of delivering high intensity shots over a considerable range with virtually silent operation. The greatest advantage of the RX-30 design was that through the fitting of a sophisticated pulse generator system the weapon was not only capable of firing single shots at full power, but also to give rapid five round bursts at a slightly reduced output making it extremely versatile in a variety of situations. Built to the highest military standards each RX-30 came with an onboard power pack capable of giving 40 full intensity shots or 20 bursts between recharging or replacement. A larger back or belt mounted weapon power pack with treble the capacity was also available and could be connected to the gun via a specially designed power coupling. The fitting of a folding stock made the weapon short and easy to handle, while all guns come with standard mounting points for a variety of sights and aiming systems allowing easy adaptation to a range

of uses. Each gun had a full ceramic construction with all internal components shielded against impact damage, radiation and EMP bursts making the RX-30 one of the most reliable and durable military laser rifles of its day.

ENERGY	CAL	ROF	RCL	RANGE
40	-	1/5	none	40m
WEIGHT:5.6kg				

Game Notes

The Pulse Laser expends varying amounts of energy depending on its rate of fire. When used to fire bursts it also does reduced damage per shot.

SETTING	Single Shot	5 Rnd Burst
DAMAGE	12	10
PEN	12	8
AD	5	3
ENERGY	1	2

The weapons can be recharged from a variety of sources including vehicle or powered armour reactors and portable units. Recharging takes 3 minutes and uses the equivalent of 1000 hours of energy.

DarkNight Biogenetics Research

An issue currently worrying the SLA High Command of Dante is the small number of biologically enhanced DarkNight troops who have been encountered by front-line units. Tight security over the matter has prevented rumors of it spreading, but SLA are worried that if these enhancements become widespread it could demoralize their own personnel and also greatly increase the effectiveness of DarkNight's forces.

Much cruder than the implants offered by Karma, those fitted to DarkNight troops still enabled them to have immense strength and stamina, while also imparting much greater damage taking abilities. These enhancements bear a certain resemblance to products produced by a rogue Soft Company on Mort known as 'Body Shock Biogenetics', something that may indicate the company is being backed by DarkNight. Due to the extensive unrefined surgical procedures and what appear to be certain deficiencies in the anti-rejection drugs and techniques used, most of the enhanced troops encountered seem to be more monster than man with severely warped hugely muscled bodies. This does not though detract from their effectiveness in combat and when attacked

they become virtual killing machines unable to control themselves and continuing to fight till destroyed or extremely badly injured. SLA testing has revealed that this is due to the use of a prototype combat drug based on a modified form of 'Shatter' as part of the program, apparently intended to further increase aggression and stamina. The troops need to remain on these pharmaceuticals constantly due to their extremely addictive nature and the effects of the drugs only serve to further alter the users already grotesque bodies. Due to their greatly increased strength these troops are able to use specially modified suits of 01000.DN Powered armour which have had numerous extra ceramic plates added to boost their protection value.

Karma are particularly keen to obtain any samples of these altered troops they can and if possible would like a live specimen to examine. They would also like to gain proof that renegade Karma staff might be involved in the DarkNight program, although it has been difficult to do this while still keeping the programs existence under tight security.

STATS	SKILLS
STR - 14	Rifle - 10
DEX - 13	Pistol - 5
DIA - 3	Survival - 5
CONC - 3	Chain Axe - 12
CHA - 1	Unarmed Combat - 10
COOL - 5	Auto / Support - 12
PHYS - 14	Blade 1 Handed - 9
	Blade 2 Handed - 8
HITS - 27	Rival Company - 3
	Running - 10
	Detect - 3
EQUIPMENT	
Modified 01000.DN Armour	
SLA 12mm Power Reaper	
Chainaxe	
Combat Knife	
Drug Injector	
DN74 Automatic Pistol	

Game Notes

The combat drugs used by these troops has the same effects as the SLA produced 'Ultra Violence' in terms of damage reduction etc. The Modified Armour worn by these troops have the following properties, but in all other ways they are identical to the standard model.

PV	HEAD	TORSO	ARMS	LEGS
15	60	220	80	100

Body Snatchers

A relatively new phenomom that has begun occurring throughout no mans land and even close to the front lines. Body Snatching is a particularly grisly form of scavenging which not only involves taking weapons and equipment from fallen troops, but their corpses as well. So far SLA has been able to determine that this activity is solely restricted to the removal of bodies of their own personnel and not those of Thresher or DarkNight, strongly indicating that the perpetrators are attempting to recover the victims biogenetics implants. There is also a strong possibility that there are several groups of Body Snatchers working independantly of each other and all supplying different customers with their recovered parts.

Body Snatchers operate in a similar fashion to other types of looters and scavengers, although they are forced to take more risks to acquire 'fresh' merchandise. This involves shadowing combat units so they can rapidly collect corpses before they decay and having cryogenics equipment on hand to preserve them. Even better is if they can find wounded or dying victims who they will often attempt to keep alive in suspended animation.

Games Notes

For teams of Body Snatchers the stats for Scavengers can be used. Although they will normally have larger numbers of vehicles to carry their cryogenics and storage apparatus. They will also often have a number of medically trained technicians to operate these.

Golems

The Golem Projects is currently undergoing field trials on Dante, although as yet this operation is only in its opening phases. Developed by the Soft Company 'Neuro-Tech', who specialize in cybernetics and drone technology, Golems are specially designed AI control units which are capable of running a powered armour suit without the need for a wearer. When fitted to a set of armour, and hardwired into its control systems, the Golem module turns it into an unmanned drone capable of moving and fighting on its own.

Although when they're fitted in an infantry suit such as Crackshot they lack strength and maneuverability, due to the relatively small size of the joint motors, when connected to a larger suit with strength argumentation, such as Dogeybone or Sarge they can become extremely deadly. The Golem Module itself resembles the head torso and

abdomen of a mannequin with thick bundles of wires protruding from the truncated legs and arms. These end in special interface units which are linked to the feedback systems and motors and used to control armours movements. The Golem's head fits up inside the helmet and is fitted with a variety of sensor systems including audio and visual inputs, while the torso part is mounted inside the armours chest cavity. When fully functional the armour is about as smart as any other drone and is capable of following a variety of programs from search and destroy to patrol and guard duties. The Golem also has several extra routines programmed into it allowing it to handle a weapon, such as rifle, reload it and make limited use of cover. One of the biggest advantages of these units is that since the module itself is extremely well armoured it can take an awful lot of damage to put a Golem controlled suit out of action. Another advantage of the units is that, at least initially, they resemble a human a in a suit, allowing them often get quite close to personnel before attacking.

Several of Neuro-Tech's research teams are currently employed on Dante salvaging and repairing various sets of armour, from a variety of companies, and installing Golems in them in preparation for the projects second phase. This will involve testing the Golems combat ability against regular troops and is due to start any day soon.

Game Notes

A Golem fitted to a standard set of powered armour, such as Crackshot, First Step or DN.01000 will have the following stats and skills. If it's installed inside a large battlefield suit such as Dogeybone, Sarge or Shock it will have the same Strength and Dex as the armour does, making it much more effective.

STR - 5	Auto/Support - 6
DEX - 6	Hand to Hand Combat - 4
	Sneak - 5
HITS - 30	Detect - 8
PV - 10	Hide - 3
ID - 150	

Equipment/Sensors

Assault Rifle - Appropriate to type of suit
3 x spare clips of ammuntion
Thermal Imaging
Optical Sensors
Infra Red
Sonic Detectors

The PV of the Golem Modules armoured casing is added to those of the suit to reflect the added protection it has i.e. a Golem in a set of Crackshot would have a PV of 27. Since their are no limbs to

damage inside the suits arms and legs hits from these locations will not be subtracted from the control units total, although if the ID in one of these locations is reduced to zero then it is destroyed.

The units main CPU is in the chest and the Golem cannot be killed with head shots.

The Golem will normally attack the target it detects first and has a sensory range equivalent to that of a human being. Whenever possible it will attempt to get within about 20-30 meters before it opens fire. If there are multiple targets within range the Golem will usually attempt to spray fire them, aiming at the largest group. It will continue to attack available targets till destroyed or it runs out of ammunition.

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