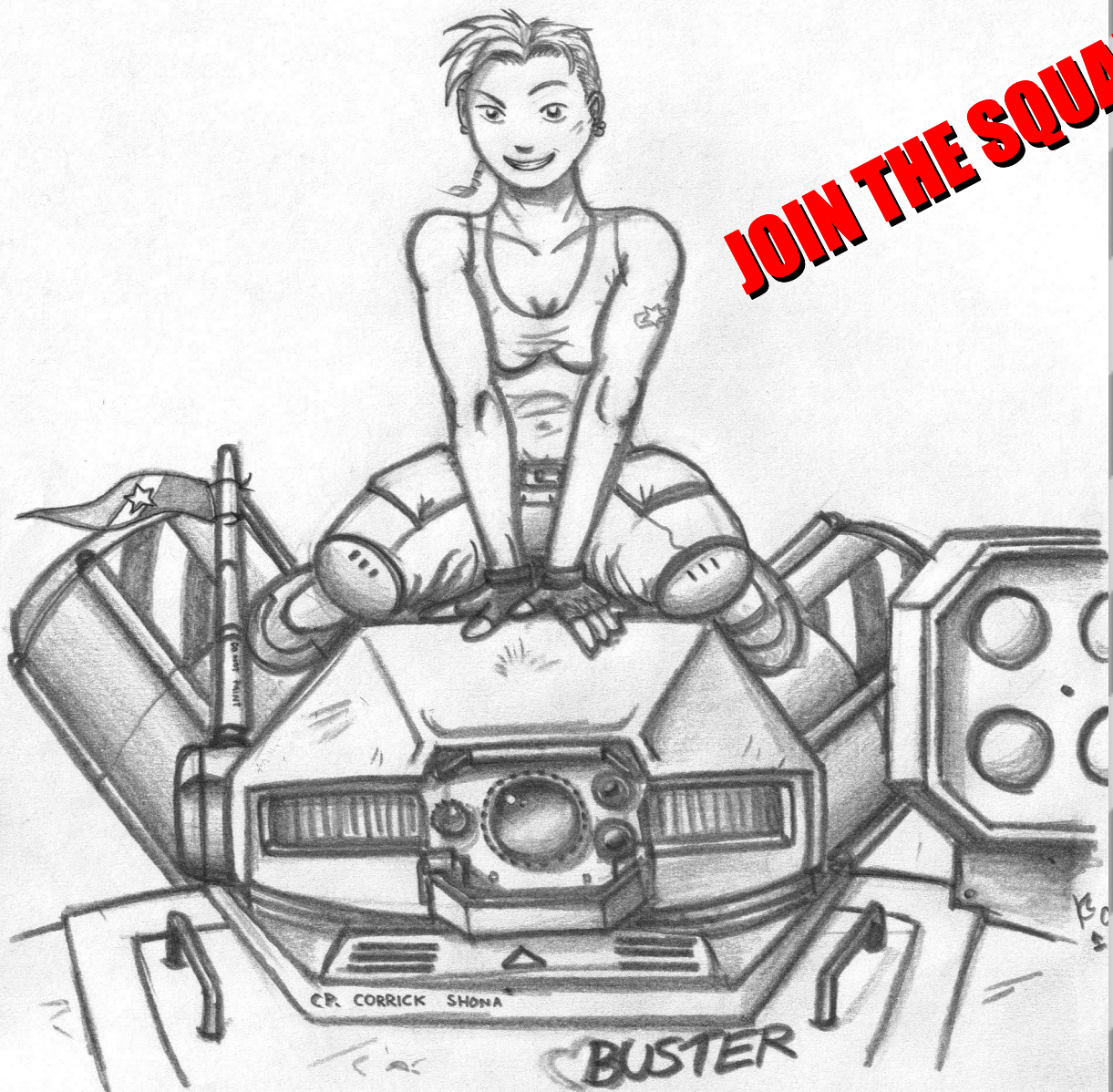


Savage **HEAVY GEAR**



JOIN THE SQUAD!

CP. CORRICK SHONA

BUSTER

CREDITS

SAVAGE HEAVY GEAR

Version 1

A Savage Worlds Conversion

of some elements of the HEAVY GEAR Roleplaying Game
from Dream Pod 9

written by Prisma.

Drawing artwork by XT (©).

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Special thanks to XT for providing the great artwork!

INTRODUCTION

Savage Heavy Gear refers only to some aspects of the *Heavy Gear* universe. For this conversion I strongly recommend the dp9 books and - of course - especially the *Heavy Gear* miniatures for miniature combat use.

To get information about the setting, the *Gears*, *Terra Nova* and the great original game, please check the website of Dream Pod 9: <http://www.dp9.com>
There is a lot to see and explore in the *Heavy Gear* universe!

CHARACTERS

RACES

Human

Bonus Edge

GREL - Genetically Recombined Experimental Legionaire

(GRELs are not recommended as player characters - so, please see the GREL Race as optional - but the Earth Companion sourcebook gives you an instrument to play one of them as a player character. This conversion wants to give you this chance too.)

Decent soldiers but slow learners: *GRELs need one Level up (5 EP) to buy a new Combat Edge. They need two Level ups (10 EP) to buy one new Non-Combat Edge.*

Made for speciality: *Each GREL is genetically made for one specific field of competence. The player must choose one (and only one) speciality for his GREL character:*

Isaak class (Male only, Tech & Maintenance):

Add +1 to „Repair” skill rolls.

Habit (Minor): Easily bored, over-maintains equipment.

Curious („Minor”): Isaak GRELs are very curious about unknown tech (tech only - therefore only a Minor Hindrance).

Isabella class (Female only, Medic):

Add +1 to „Healing” skill rolls.

Quirk (Minor): Less feelings for patient's emotion.

Jan class (Male only, Squad leading):

Gain the „Command” edge for free. Must have Smarts d6+.

Overconfident (Major). Jan class GRELs need only one Level up (5 EP) to buy one new Combat- or one new Leadership Edge.

Kassandra class (Female only, Electronic warfare & Communications):

Add +1 to all skill rolls, that involve the use of computers, sensors and communication systems.

(Examples: Add +1 to „Notice” or „Tracking” rolls, while using a sensor scan for that. Add +1 to „Piloting” rolls, while piloting a drone via remote control. Add +1 to „Investigation” rolls, while making a computer aided battle analysis.)

Maxwell class (Male only, Gunner):

Choose: Gain the Background Edge „Quick” for free - OR - add +1 to „Shooting” skill rolls, when using vehicle weapons.

Minerva class (Female only, Pilot & Driver):

Add +1 to „Driving” and „Piloting” skill rolls.

Quirk (Minor): Speed Junkie.

Mordred class (Male only, Shock- & Paratrooper):

Gain the „Brawny” edge for free. Must have Strength d6+ and Vigor d6+.

Mean (Minor).

Morgana class (Female only, Commando):

Gain the „Commando Training” edge (new edge) for free. Must fulfil the requirements.

Bloodthirsty (Major).

Outsider: Purple skin, no body hair. GRELs are de facto military bioweapons.

Genetic tailored: No GREL is born with any physical hindrances. They cannot reproduce.

NEW EDGE

Commando Training (N, Ag d8+, Climbing d6+, Stealth d8+): Add +2 to Stealth and Climbing skill rolls.

NEW HINDRANCES

Terran (Major, Race: Human, N): Because of the war of the alliance, no Terra Novian likes terrans. When a terran deals with people from Terra Nova, she gets -4 to her charisma rolls. (Of course, the terran may hide, that she is from earth / Porth Arthur.)

Badlander (Minor, Race: Human, N): The character is born in the badlands. -2 on charisma rolls, when dealing with people from north or south.

Old faith (any terran religion) (Minor, N): -2 on charisma rolls, when dealing with most revisionist believers. (Your faith may be a secret, that you really want to keep secret...)

SPECIAL EQUIPMENT

PERSONAL EQUIPMENT

Information Pad / PDA (Weight: 0.5 kg, Cost: 75)

Box of 10 Data Disks (Weight: 0,1 kg, Cost: 10)

Diving Suit (Weight: 10 kg, Cost: 500)

Med Kit (Weight: 1 kg, Cost: 100)

Med Scanner (Weight: 1 kg, Cost: 1000): Scanner is build in a glove. +2 to any dice rolls, involving medical actions.

VR-Headset (Weight: 0,5 kg, Cost: 300): The device is able to record holopictures and -films. May be used as a computer interface. May include a dataglove.

Tech Rig (Weight: 5 kg, Cost: 700): Shoulderharness with build-in-tools. +2 to any repair rolls.

Trideo Player (Weight: 0.1-0.2 kg, Cost: 50-150)

Personal Hygiene Kit (Weight: 1 kg, Cost: 20)

Survival Kit (Weight: 5 kg, Cost: 70)

Remote ECM Pod (Weight: 24 kg, Cost: Mil): Stationary Pod. May be dropped or simply put down. It creates an ECM field (see ECM in vehicle section). Radius: 2 km.

Remote Sensor Pod (Weight: 75 kg, Cost: Mil): Stationary Pod. May be dropped or simply put down. Scan range: 2 km.

Water Condenser (Weight: 2,5 kg, Cost: 200)

DRONES

Drones must be piloted via remote control (example: via VR-Headset).

Danson Drone (wheeled ground unit with two manipulator arms)

Acc/Top Speed: 2/8; Toughness: 10 (3); Cost: 4.000

Notes: Weight: 75 kg; Height: 0,4 m

Weapons: none

Wasp Drone (flying drone, with dual rotor)

Acc/Top Speed: 10/30; Climb: 10 Toughness: 11 (4); Cost: Military only

Notes: Night Vision; Weight: 110 kg; Height: 1,1 m

Weapons:

MG - Range: 30/60/120 - Damage: 2d8 - RoF: 3 - Shots: 80 - Notes: AP 2, Auto

 BODY ARMOR

Infantry Armor

Armor: +8 - Weight: 30 - Cost: Mil - Notes: Covers torso, arms, legs

Driver and Gear Pilot Armor

Armor: +4/+8 - Weight: 15 - Cost: Mil - Notes: Covers torso, arms, legs, +8 provides only the hardplast vest.

Aircraft Pilot Armor

Armor: +4 - Weight: 8 - Cost: Mil - Notes: Covers torso, arms, legs

GREL Battlesuit

Armor: +8 - Weight: 30 - Cost: Mil - Notes: Covers all

Stealth Suit

(+2 to stealth; has build-in Night Vision and Infrared Night Vision)

Armor: +4 - Weight: 30 - Cost: Mil - Notes: Covers all

Combat Helmet

(Nightvision; useable for all armors without a helmet)

Armor: +8 - Weight: 4 - Cost: Mil - Notes: Covers head only

VR Combat Helmet

(Night Vision; Infrared Night Vision; +2 on Drive and Pilot rolls)

Armor: +8 - Weight: 4 - Cost: Mil - Notes: Covers head only

 PERSONAL WEAPONS

Handheld weapons (Blades, Pistols, MPs, Assault rifles, Shotguns, RPGs, hand thrown grenades, etc.) are available in all forms. Just use the modern weapons from the Savage Worlds Rulebook. Below, some special weapons:

Vibroblades

(Add 1d6 to the damage of a bladeweapon)

Anti-Gear Rifle

Range: 40/80/160 - Damage: 3d8 - RoF: 1 - Cost: 10.000 - Weight: 15 kg - Shots: 3 - Min Str: - - Notes: AP 5, May not move, HW

Chaingun

Range: 40/80/160 - Damage: 3d8 - RoF: 3 - Cost: 4.000 - Weight: 10+3 (Ammo belt) kg - Shots: 50/Belt - Min Str: - - Notes: AP 4, Auto, Snapfire

Sniper Laser with backpack battery

Range: 40/80/160 - Damage: 1-2d10 - RoF: 1 - Cost: 10.000 - Weight: 3+4 (backpack) kg - Shots: 12 - Min Str: - - Notes: AP 4

VEHICLE TECHNOLOGY

When Gears and Striders walk, they don't use the Turning Template. They can move like a person. Gears may use their wheels/tracks/hover-turbofans, but then, use the Turning Template. Gears may change movement modes, only in their walking speed limits.

NEW VEHICULAR NOTES

ECM

The vehicle is able to create a large ECM field, like a giant bubble of 2 km (Gear ECM) or 10 km (Landship) around itself. On the attempt to hit any target in, or through, the ECM bubble, with a sensor supported weapon (like a Gear Weapon), the gunners to hit roll loses 2 from the result. Any radio communication in the bubble is almost jammed. The sending of a radio message in, or through, the bubble, counts as a very difficult task. The ECM field appears as a big disturbance on a scanner screen.

Airdroppable

The Vehicle is equipped with airbrakes and a parachute. It may be dropped from an aircraft into a combat area.

Smoke Launcher

The vehicle is capable to produce one smoke field per round. Place the Large Burst Template 2d6“ from the vehicle. The smoke blocks the line of sight and Night Vision. But has no effect on Infrared Vision. The smoke field vanishes after 5 Rounds.

Haywire Protected

Haywire Weapons loose the Haywire effect on vehicles with „Haywire Protected“.

Improved Communications

+2 to any rolls that involve communication.

Point Defense Laser

A Landship missile defense system. Works like AMCM.



„Listen, rookie! A smoke launcher can save your butt!“

- Edgar Slawner
Senior Caporal, 67th Gear Regiment

NEW WEAPON NOTES

Haywire

A hit, with a Haywire Weapon, and all electric devices (engine, weapons, sensors, communication devices) are down for 1d3 Rounds. If a vehicle is hit, while driving/flying, roll on the Out of Control Table in the Savage Worlds Rulebook.

VEHICLE WEAPONS

Type	Range	Damage	RoF	Burst Template?	Notes
Vibroblade	Close combat	3d8	-	-	AP 6, HW
Light Machine Gun	24/48/96	2d8	3	-	AP 2, Auto
Heavy Machine Gun	30/60/120	2d10	3	-	AP 4, Auto
Deployable Pack Gun	40/80/160	3d8	3	-	AP 6, HW, Auto
Light Auto Cannon	40/80/160	3d8	3	-	AP 6, HW Auto, 3RB
Medium Auto Cannon	50/100/200	3d8+1	3	-	AP 8, HW, Auto, 3RB
Heavy Auto Cannon	50/100/200	4d8	3	-	AP 12, HW, Auto, 3RB
Snub Cannon	30/60/120	5d10	1	-	AP 30, HW, Snapfire
Heavy Field Gun	100/200/400	5d10	1	Large	AP 30, HW, Snapfire
150mm Cannon	200/400/800	5d10	1	Large	AP 50, HW (Landship Wp.)
250mm Cannon	250/500/1K	5d10+1	1	Large	AP 60, HW (Landship Wp.)
very Light Rocket Pod	24/48/96	3d8	3	Small	AP 6, HW
Light Rocket Pod	24/48/96	4d8	3	Small	AP 12, HW
Medium Rocket Pod	40/80/160	4d8+1	3	Small	AP 16, HW
Heavy Rocket Pod	50/100/200	4d10	3	Small	AP 20, HW
Anti Gear Missile Ln.	50/100/200	4d8+1	1	Small	AP 14, HW
Anti Tank Missile Ln.	50/100/200	5d10	1	Medium	AP 25, HW
Anti Aircraft Missile	100/200/400	3d8	1	Small	AP 10, HW
Gear Hand Grenade	Throw 3d8"	4d8+1	-	Medium	AP 14, HW
Haywire Grenade	Throw 3d8"	-	-	Medium	HW, Haywire
Anti Personnel G.L.	30/60/120	3d6	1	Medium	
Anti P. Charge L.	30/60/120	3d6	1	Medium	
Anti P. Mortar	40/80/160	2d10	1	Medium	AP 4
Light Grenade L.	24/48/96	4d8+1	1	Medium	AP 14, HW
Heavy Guided Mortar	70/140/280	4d10	1	Large	AP 20, HW, may not move
Airburst Missile L.	50/100/200	3d8+1	3	Medium	AP 8, HW
Missile Launcher	500/1K/2k	5d10+1	1	Large	AP 60, HW (Landship Wp.)
Medium Bomb Rack	Airdrop	4d8+1	3	Large	AP 14, HW (Aircraft Wp.)
Light Particle Acc.	40/80/160	3d8+1	1	-	AP 8, HW, Haywire
Heavy Particle Cann.	50/100/200	4d8+1	1	-	AP 14, HW Haywire
Light Laser Cannon	70/140/280	1-4d8+1	1	-	AP 13, HW
L. Pulse Laser Cannon	50/100/200	1-4d10	1	-	AP 20, HW
Sniper Laser Cannon	70/140/280	1-4d8	1	-	AP 8, HW
Gattling Laser Cannon	40/80/160	1-4d8+1	3	-	AP 15, HW, Auto
Laser Cannon	70/140/280	1-4d10	1	-	AP 20, HW (Landship Wp.)
Heavy Railgun	120/240/480	4d10	1	Small	AP 20, HW

VEHICLES OF THE NORTH

GROUND VEHICLES

TTM-8/20 Badger APC

Acc/Top Speed: 10/40; Toughness: 24/22/20 (12/10/8); Crew 2+20, Cost: Military only

Notes: Night Vision, Improved Stabilizer, Heavy Armor

Weapons:

2x Light Auto Cannon	40/80/160	3d8	3	-	AP 6, HW Auto, 3RB
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(Ammo: 2x 30; same fire direction)

Wounds: -1 -2 -3 Wrecked

✂-----

NV-225 Behemoth

Acc/Top Speed: 5/30; Toughness: 30/28/26 (18/16/14); Crew 2+5, Cost: Military only

Notes: Night Vision, Improved Stabilizer, Heavy Armor

Cargo: 5 Gears

Weapons: None

Wounds: -1 -2 -3 Wrecked

✂-----

NT-3 Aller Main Battle Tank

Acc/Top Speed: 5/15; Toughness: 56/54/52 (40/38/36); Crew 3, Cost: Military only

Notes: Smoke Launcher, Night Vision, Improved Stabilizer, Heavy Armor, Tracked

Weapons:

Heavy Railgun	120/240/480	4d10	1	Small	AP 20, HW
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(Ammo: 20)

L. Pulse Laser Cannon	50/100/200	1-4d10	1	-	AP 20, HW
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(Ammo: 30)

Medium Auto Cannon	50/100/200	3d8+1	3	-	AP 8, HW, Auto, 3RB
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(Ammo: 60)

2x Light Machine Gun	24/48/96	2d8	3	-	AP 2, Auto
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(Ammo: 1200)

Wounds: -1 -2 -3 Wrecked

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NT-12 Jaxon Support Tank

Acc/Top Speed: 6/18; Toughness: 41/39/37 (25/23/21); Crew 2, Cost: Military only

Notes: Night Vision, Improved Stabilizer, Heavy Armor, Tracked

Weapons:

2x Heavy Rocket Pod	50/100/200	4d10	3	Small	AP 20, HW
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(Ammo: 48)

Anti Personnel G.L.	30/60/120	3d6	1	Medium	
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(Ammo: 16)

Wounds: -1 -2 -3 Wrecked

GEARS

Cheeta

Walk: 10; Wheeled Acc/Top Speed: 15/30; Toughness: 18/16/14 (10/8/6); Crew 1, Cost: Military only

Notes: Night Vision, Improved Stabilizer, Heavy Armor

Weapons:

Deployable Pack Gun	40/80/160	3d8	3	-	AP 6, HW, Auto
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(Ammo: 30)

Light Rocket Pod	24/48/96	4d8	3	Small	AP 12, HW
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(Ammo: 24)

Gear Hand Grenade	Throw 3d8"	4d8+1	-	Medium	AP 14, HW
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(Ammo: 4)

Vibroblade	Close combat	3d8	-	-	AP 6, HW
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Wounds: -1 -2 -3 Wrecked

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Ferret

Walk: 10; Wheeled Acc/Top Speed: 13/26; Toughness: 20/18/16 (12/10/8); Crew 1, Cost: Military only

Notes: Night Vision, Improved Stabilizer, Heavy Armor

Weapons:

Deployable Pack Gun	40/80/160	3d8	3	-	AP 6, HW, Auto
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(Ammo: 30)

Light Rocket Pod	24/48/96	4d8	3	Small	AP 12, HW
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(Ammo: 24)

Gear Hand Grenade	Throw 3d8"	4d8+1	-	Medium	AP 14, HW
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(Ammo: 1)

Vibroblade	Close combat	3d8	-	-	AP 6, HW
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Wounds: -1 -2 -3 Wrecked



Weasel (Ferret Design)

Walk: 10; Wheeled Acc/Top Speed: 13/26; Toughness: 22/20/18 (14/12/10); Crew 1, Cost: Military only

Notes: Night Vision, Infrared Night Vision, Improved Stabilizer, Heavy Armor, ECM, Haywire Protected

Weapons:

Light Auto Cannon	40/80/160	3d8	3	-	AP 6, HW Auto, 3RB
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(Ammo: 50)

Anti Personnel G.L.	30/60/120	3d6	1	Medium	
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(Ammo: 24)

Gear Hand Grenade	Throw 3d8"	4d8+1	-	Medium	AP 14, HW
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(Ammo: 1)

Vibroblade	Close combat	3d8	-	-	AP 6, HW
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Wounds: -1 -2 -3 Wrecked

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Hunter

Walk: 8; Wheeled Acc/Top Speed: 12/24; Toughness: 25/23/21 (15/13/11); Crew 1, Cost: Military only

Notes: Night Vision, Improved Stabilizer, Heavy Armor

Weapons:

Light Auto Cannon	40/80/160	3d8	3	-	AP 6, HW Auto, 3RB
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(Ammo: 60)

Light Rocket Pod	24/48/96	4d8	3	Small	AP 12, HW
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(Ammo: 24)

Anti Personnel G.L.	30/60/120	3d6	1	Medium	
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(Ammo: 6)

Gear Hand Grenade	Throw 3d8"	4d8+1	-	Medium	AP 14, HW
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(Ammo: 3)

Vibroblade	Close combat	3d8	-	-	AP 6, HW
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Wounds: -1 -2 -3 Wrecked

Hunter Paratrooper

Walk: 8; Wheeled Acc/Top Speed: 12/24; Toughness: 25/23/21 (15/13/11); Crew 1, Cost: Military only

Notes: Night Vision, Improved Stabilizer, Heavy Armor, Airdroppable (can choose landing location)

Weapons:

Light Auto Cannon	40/80/160	3d8	3	-	AP 6, HW Auto, 3RB
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(Ammo: 30)

Light Grenade L.	24/48/96	4d8+1	1	Medium	AP 14, HW
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(Ammo: 10)

Anti Personnel G.L.	30/60/120	3d6	1	Medium	
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(Ammo: 6)

Anti Personnel G.L.	30/60/120	3d6	1	Medium	
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(Ammo: 6)

Wounds: -1 -2 -3 Wrecked

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Assault Hunter

Walk: 8; Wheeled Acc/Top Speed: 12/24; Toughness: 25/23/21 (15/13/11); Crew 1, Cost: Military only

Notes: Night Vision, Improved Stabilizer, Heavy Armor

Weapons:

Snub Cannon	30/60/120	5d10	1	-	AP 30, HW, Snapfire
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(Ammo: 3)

Anti Personnel G.L.	30/60/120	3d6	1	Medium	
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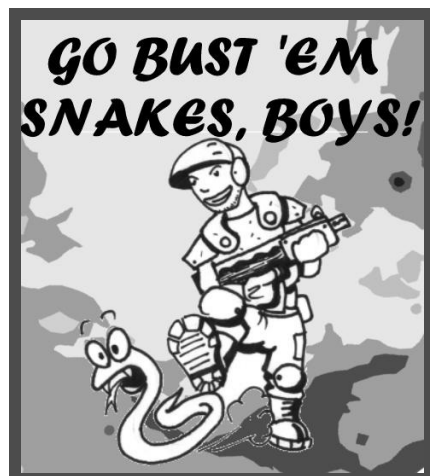
(Ammo: 6)

Gear Hand Grenade	Throw 3d8"	4d8+1	-	Medium	AP 14, HW
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(Ammo: 3)

Vibroblade	Close combat	3d8	-	-	AP 6, HW
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Wounds: -1 -2 -3 Wrecked



Headhunter

Walk: 8; Wheeled Acc/Top Speed: 12/24; Toughness: 25/23/21 (15/13/11); Crew 1, Cost: Military only

Notes: Night Vision, Improved Stabilizer, Heavy Armor, Improved Communications

Weapons:

Light Auto Cannon	40/80/160	3d8	3	-	AP 6, HW Auto, 3RB
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(Ammo: 60)

Light Rocket Pod	24/48/96	4d8	3	Small	AP 12, HW
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(Ammo: 24)

Anti Personnel G.L.	30/60/120	3d6	1	Medium	
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(Ammo: 6)

Gear Hand Grenade	Throw 3d8"	4d8+1	-	Medium	AP 14, HW
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(Ammo: 3)

Vibroblade	Close combat	3d8	-	-	AP 6, HW
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Wounds: -1 -2 -3 Wrecked

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Jaguar

Walk: 8; Wheeled Acc/Top Speed: 13/26; Toughness: 28/26/24 (16/14/12); Crew 1, Cost: Military only

Notes: Night Vision, Improved Stabilizer, Heavy Armor

Weapons:

Medium Auto Cannon	50/100/200	3d8+1	3	-	AP 8, HW, Auto, 3RB
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(Ammo: 40)

Light Rocket Pod	24/48/96	4d8	3	Small	AP 12, HW
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(Ammo: 32)

Anti Personnel G.L.	30/60/120	3d6	1	Medium	
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(Ammo: 6)

Gear Hand Grenade	Throw 3d8"	4d8+1	-	Medium	AP 14, HW
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(Ammo: 1)

Vibroblade	Close combat	3d8	-	-	AP 6, HW
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Wounds: -1 -2 -3 Wrecked

Grizzly

Walk: 6; Tracked Acc/Top Speed: 11/22; Toughness: 32/30/28 (18/16/14); Crew 1, Cost: Military only

Notes: Night Vision, Improved Stabilizer, Heavy Armor, Tracked

Weapons:

Heavy Auto Cannon	50/100/200	4d8	3	-	AP 12, HW, Auto, 3RB
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(Ammo: 30)

Medium Rocket Pod	40/80/160	4d8+1	3	Small	AP 16, HW
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(Ammo: 18)

Heavy Machine Gun	30/60/120	2d10	3	-	AP 4, Auto
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(Ammo: 300)

Deployable Pack Gun	40/80/160	3d8	3	-	AP 6, HW, Auto
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(Ammo: 30)

Heavy Guided Mortar	70/140/280	4d10	1	Large	AP 20, HW, may not move
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(Ammo: 12)

Vibroblade	Close combat	3d8	-	-	AP 6, HW
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Wounds: □ -1 □ -2 □ -3 □ *Wrecked*

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„The Grizzly is a fine machine...

...but you have to know, how to handle it.”



✂

Kodiak

Walk: 6; Tracked Acc/Top Speed: 11/22; Toughness: 35/33/31 (20/18/16); Crew 1, Cost: Military only

Notes: Night Vision, Improved Stabilizer, Heavy Armor, Tracked

Weapons:

Light Particle Acc.	40/80/160	3d8+1	1	-	AP 8, HW, Haywire
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(Ammo: 12)

Medium Rocket Pod	40/80/160	4d8+1	3	Small	AP 16, HW
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(Ammo: 36)

Heavy Machine Gun	30/60/120	2d10	3	-	AP 4, Auto
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(Ammo: 300)

Heavy Machine Gun	30/60/120	2d10	3	-	AP 4, Auto
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(Ammo: 300)

Anti Personnel G.L.	30/60/120	3d6	1	Medium	
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(Ammo: 6)

Anti Gear Missile Ln.	50/100/200	4d8+1	1	Small	AP 14, HW
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(Ammo: 12)

Gear Hand Grenade	Throw 3d8"	4d8+1	-	Medium	AP 14, HW
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(Ammo: 6)

Vibroblade	Close combat	3d8	-	-	AP 6, HW
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Wounds: □ -1 □ -2 □ -3 □ Wrecked

STRIDER

Mammoth

Walk: 6; Wheeled Acc/Top Speed: None -> no wheels; Toughness: 41/39/37 (25/23/21); Crew 2,
 Cost: Military only
 Notes: Night Vision, Improved Stabilizer, Heavy Armor
 Weapons:

Medium Auto Cannon	50/100/200	3d8+1	3	-	AP 8, HW, Auto, 3RB
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(Ammo: 200)

Anti Tank Missile Ln.	50/100/200	5d10	1	Medium	AP 25, HW
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(Ammo: 8)

Light Machine Gun	24/48/96	2d8	3	-	AP 2, Auto
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(Ammo: 600)

Light Machine Gun	24/48/96	2d8	3	-	AP 2, Auto
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(Ammo: 600)

Snub Cannon	30/60/120	5d10	1	-	AP 30, HW, Snapfire
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(Ammo: 20)

Wounds: -1 -2 -3 Wrecked

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AIRCRAFT

A-22 Scorpion (Heli)

Acc/Top Speed: 20/60; Climb: 20; Toughness: 23 (11); Crew 2, Cost: Military only
 Notes: Night Vision, Improved Stabilizer, Heavy Armor, AMCM
 Weapons:

Medium Auto Cannon	50/100/200	3d8+1	3	-	AP 8, HW, Auto, 3RB
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(Ammo: 320)

Anti Tank Missile Ln.	50/100/200	5d10	1	Medium	AP 25, HW
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(Ammo: 4)

Anti Tank Missile Ln.	50/100/200	5d10	1	Medium	AP 25, HW
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(Ammo: 4)

Medium Rocket Pod	40/80/160	4d8+1	3	Small	AP 16, HW
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(Ammo: 18)

Medium Rocket Pod	40/80/160	4d8+1	3	Small	AP 16, HW
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(Ammo: 18)

Wounds: -1 -2 -3 Wrecked

A-22 Orca Gear Transport (VTOL)

Acc/Top Speed: 20/180; Climb: 30; Toughness: 27 (15); Crew 2+12, Cost: Military only

Notes: Night Vision, Improved Stabilizer, Heavy Armor, AMCM

Cargo: 8 Gears

Weapons:

Medium Auto Cannon	50/100/200	3d8+1	3	-	AP 8, HW, Auto, 3RB
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 (Ammo: 300)
Wounds: -1 -2 -3 Wrecked

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P-119 (Fighter)

Acc/Top Speed: 70/700; Climb: 40; Toughness: 27 (15); Crew 2, Cost: Military only

Notes: Night Vision, Improved Stabilizer, Heavy Armor, AMCM

Weapons:

Light Auto Cannon	40/80/160	3d8	3	-	AP 6, HW Auto, 3RB
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 (Ammo: 2560)

Anti Aircraft Missile	100/200/400	3d8	1	Small	AP 10, HW
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 (Ammo: 3)

Anti Aircraft Missile	100/200/400	3d8	1	Small	AP 10, HW
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 (Ammo: 3)
Wounds: -1 -2 -3 Wrecked

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LANDSHIPS**Vortex Class Land Carrier**

Acc/Top Speed: 5/15; Toughness: 90 (60); Crew 277+ Pilots/Drivers/Soldiers, Cost: Military only

Notes: Night Vision, Infrared Night Vision, Improved Stabilizer, Heavy Armor, ECM, Smoke Launcher, Haywire Protected, Improved Communications, 3x Point Defense System

Cargo - Gears: 62, Strider: 5, Ground Vehicles: 32, Aircraft: 18

Weapons:

6x

250mm Cannon	250/500/1K	5d10+1	1	Large	AP 60, HW (Landship Wp.)
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4x

Missile Launcher	500/1K/2k	5d10+1	1	Large	AP 60, HW (Landship Wp.)
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8x

Laser Cannon	70/140/280	1-4d10	1	-	AP 20, HW (Landship Wp.)
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Wounds: -1 -2 -3 Wrecked

VEHICLES OF THE SOUTH

GROUND VEHICLES

APC BE-8645 Caiman

Acc/Top Speed: 5/35; Toughness: 25/23/21 (28/26/24); Crew 2+10, Cost: Military only

Notes: Night Vision, Improved Stabilizer, Heavy Armor, Tracked

Weapons:

Medium Auto Cannon	50/100/200	3d8+1	3	-	AP 8, HW, Auto, 3RB
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(Ammo: 40)

Light Machine Gun	24/48/96	2d8	3	-	AP 2, Auto
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(Ammo: 800)

Wounds: -1 -2 -3 Wrecked

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SV-888 Barnaby Transport

Acc/Top Speed: 5/35; Toughness: 28/26/24 (16/14/12); Crew 2+5, Cost: Military only

Notes: Cargo: 6 Gears, Night Vision, Improved Stabilizer, Heavy Armor

Weapons: None

Wounds: -1 -2 -3 Wrecked

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ST-12 Visigoth Main Battle Tank

Acc/Top Speed: 5/15; Toughness: 56/54/52 (40/38/36); Crew 2, Cost: Military only

Notes: Smoke Launcher, Night Vision, Improved Stabilizer, Heavy Armor, Tracked

Weapons:

Heavy Field Gun	100/200/400	5d10	1	Large	AP 30, HW, Snapfire
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(Ammo: 25)

Heavy Auto Cannon	50/100/200	4d8	3	-	AP 12, HW, Auto, 3RB
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(Ammo: 300)

Light Laser Cannon	70/140/280	1-4d8+1	1	-	AP 13, HW
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(Ammo: 30)

Heavy Rocket Pod	50/100/200	4d10	3	Small	AP 20, HW
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(Ammo: 9)

Wounds: -1 -2 -3 Wrecked

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ST-80 Ballista (Tank)

Acc/Top Speed: 6/18; Toughness: 41/39/37 (25/23/21); Crew 2, Cost: Military only

Notes: Night Vision, Improved Stabilizer, Heavy Armor, Tracked

Weapons:

very Light Rocket Pod	24/48/96	3d8	3	Small	AP 6, HW
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(Ammo: 256)

Wounds: -1 -2 -3 Wrecked

GEARS

Iguana

Walk: 9; Wheeled Acc/Top Speed: 14/28; Toughness: 22/20/18 (14/12/10); Crew 1, Cost: Military only

Notes: Night Vision, Improved Stabilizer, Heavy Armor

Weapons:

Deployable Pack Gun	40/80/160	3d8	3	-	AP 6, HW, Auto
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(Ammo: 30)

Light Rocket Pod	24/48/96	4d8	3	Small	AP 12, HW
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(Ammo: 24)

Vibroblade	Close combat	3d8	-	-	AP 6, HW
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Wounds: -1 -2 -3 Wrecked

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Blitz Iguana

Walk: 9; Wheeled Acc/Top Speed: 14/28; Toughness: 22/20/18 (14/12/10); Crew 1, Cost: Military only

Notes: Night Vision, Improved Stabilizer, Heavy Armor

Weapons:

Light Auto Cannon	40/80/160	3d8	3	-	AP 6, HW Auto, 3RB
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(Ammo: 40)

Light Rocket Pod	24/48/96	4d8	3	Small	AP 12, HW
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(Ammo: 32)

Vibroblade	Close combat	3d8	-	-	AP 6, HW
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Wounds: -1 -2 -3 Wrecked

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Chatterbox (Iguana Design)

Walk: 9; Wheeled Acc/Top Speed: 14/28; Toughness: 22/20/18 (14/12/10); Crew 1, Cost: Military only

Notes: Night Vision, Infrared Night Vision, Improved Stabilizer, Heavy Armor, ECM, Haywire Protected

Weapons:

Deployable Pack Gun	40/80/160	3d8	3	-	AP 6, HW, Auto
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(Ammo: 30)

Anti Personnel G.L.	30/60/120	3d6	1	Medium	
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(Ammo: 6)

Vibroblade	Close combat	3d8	-	-	AP 6, HW
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Wounds: -1 -2 -3 Wrecked

Jäger

Walk: 8; Wheeled Acc/Top Speed: 12/24; Toughness: 25/23/21 (15/13/11); Crew 1, Cost: Military only

Notes: Night Vision, Improved Stabilizer, Heavy Armor

Weapons:

Light Auto Cannon	40/80/160	3d8	3	-	AP 6, HW Auto, 3RB
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(Ammo: 60)

Light Rocket Pod	24/48/96	4d8	3	Small	AP 12, HW
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(Ammo: 24)

Anti Personnel G.L.	30/60/120	3d6	1	Medium	
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(Ammo: 6)

Gear Hand Grenade	Throw 3d8"	4d8+1	-	Medium	AP 14, HW
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(Ammo: 3)

Vibroblade	Close combat	3d8	-	-	AP 6, HW
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Wounds: -1 -2 -3 Wrecked

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Blitz Jäger

Walk: 8; Wheeled Acc/Top Speed: 12/24; Toughness: 25/23/21 (15/13/11); Crew 1, Cost: Military only

Notes: Night Vision, Improved Stabilizer, Heavy Armor

Weapons:

Medium Auto Cannon	50/100/200	3d8+1	3	-	AP 8, HW, Auto, 3RB
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(Ammo: 40)

Anti Tank Missile Ln.	50/100/200	5d10	1	Medium	AP 25, HW
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(Ammo: 1)

Anti Personnel G.L.	30/60/120	3d6	1	Medium	
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(Ammo: 6)

Gear Hand Grenade	Throw 3d8"	4d8+1	-	Medium	AP 14, HW
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(Ammo: 1)

Vibroblade	Close combat	3d8	-	-	AP 6, HW
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Wounds: -1 -2 -3 Wrecked

Jäger Paratrooper

Walk: 8; Wheeled Acc/Top Speed: 12/24; Toughness: 25/23/21 (15/13/11); Crew 1, Cost: Military only

Notes: Night Vision, Improved Stabilizer, Heavy Armor, Airdroppable

Weapons:

Light Auto Cannon	40/80/160	3d8	3	-	AP 6, HW Auto, 3RB
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(Ammo: 30)

Light Grenade L.	24/48/96	4d8+1	1	Medium	AP 14, HW
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(Ammo: 10)

Anti Personnel G.L.	30/60/120	3d6	1	Medium	
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(Ammo: 6)

Anti Personnel G.L.	30/60/120	3d6	1	Medium	
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(Ammo: 6)

Wounds: -1 -2 -3 Wrecked

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Black Mamba

Walk: 8; Wheeled Acc/Top Speed: 14/28; Toughness: 29/27/25 (17/15/13); Crew 1, Cost: Military only

Notes: Night Vision, Improved Stabilizer, Heavy Armor

Weapons:

Medium Auto Cannon	50/100/200	3d8+1	3	-	AP 8, HW, Auto, 3RB
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(Ammo: 40)

Light Rocket Pod	24/48/96	4d8	3	Small	AP 12, HW
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(Ammo: 32)

Anti Personnel G.L.	30/60/120	3d6	1	Medium	
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(Ammo: 6)

Anti Personnel G.L.	30/60/120	3d6	1	Medium	
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(Ammo: 6)

Gear Hand Grenade	Throw 3d8"	4d8+1	-	Medium	AP 14, HW
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(Ammo: 3)

Vibroblade	Close combat	3d8	-	-	AP 6, HW
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Wounds: -1 -2 -3 Wrecked

Snakeeye Black Mamba

Walk: 8; Wheeled Acc/Top Speed: 14/28; Toughness: 29/27/25 (17/15/13); Crew 1, Cost: Military only

Notes: Night Vision, Improved Stabilizer, Heavy Armor, Stealth Paint (-4 to spot)

Weapons:

Sniper Laser Cannon	70/140/280	1-4d8	1	-	AP 8, HW
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(Ammo: 40)

Anti Personnel G.L.	30/60/120	3d6	1	Medium	
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(Ammo: 6)

Anti Personnel G.L.	30/60/120	3d6	1	Medium	
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(Ammo: 6)

Gear Hand Grenade	Throw 3d8"	4d8+1	-	Medium	AP 14, HW
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(Ammo: 3)

Vibroblade	Close combat	3d8	-	-	AP 6, HW
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Wounds: -1 -2 -3 Wrecked

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Spitting Cobra

Walk: 6; Wheeled Acc/Top Speed: 10/20; Toughness: 35/33/31 (21/19/17); Crew 1, Cost: Military only

Notes: Night Vision, Improved Stabilizer, Heavy Armor, Tracked

Weapons:

Heavy Auto Cannon	50/100/200	4d8	3	-	AP 12, HW, Auto, 3RB
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(Ammo: 30)

Medium Rocket Pod	40/80/160	4d8+1	3	Small	AP 16, HW
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(Ammo: 18)

Heavy Rocket Pod	50/100/200	4d10	3	Small	AP 20, HW
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(Ammo: 48)

Light Machine Gun	24/48/96	2d8	3	-	AP 2, Auto
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(Ammo: 400)

Light Grenade L.	24/48/96	4d8+1	1	Medium	AP 14, HW
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(Ammo: 10)

Gear Hand Grenade	Throw 3d8"	4d8+1	-	Medium	AP 14, HW
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(Ammo: 6)

Vibroblade	Close combat	3d8	-	-	AP 6, HW
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Wounds: -1 -2 -3 Wrecked

King Cobra

Walk: 6; Wheeled Acc/Top Speed: 11/22; Toughness: 36/34/32 (21/19/17); Crew 1, Cost: Military only

Notes: Night Vision, Improved Stabilizer, Heavy Armor, Tracked

Weapons:

Light Particle Acc.	40/80/160	3d8+1	1	-	AP 8, HW, Haywire
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(Ammo: 12)

Medium Rocket Pod	40/80/160	4d8+1	3	Small	AP 16, HW
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(Ammo: 36)

Heavy Rocket Pod	50/100/200	4d10	3	Small	AP 20, HW
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(Ammo: 24)

Light Auto Cannon	40/80/160	3d8	3	-	AP 6, HW Auto, 3RB
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(Ammo: 120)

Light Grenade L.	24/48/96	4d8+1	1	Medium	AP 14, HW
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(Ammo: 10)

Anti Personnel G.L.	30/60/120	3d6	1	Medium	
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(Ammo: 6)

Gear Hand Grenade	Throw 3d8"	4d8+1	-	Medium	AP 14, HW
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(Ammo: 6)

Vibroblade	Close combat	3d8	-	-	AP 6, HW
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Wounds: -1 -2 -3 Wrecked

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STRIDER**Naga**

Walk: 6; Wheeled Acc/Top Speed: 12/24; Toughness: 39/37/35 (23/21/19); Crew 2, Cost: Military only

Notes: Night Vision, Improved Stabilizer, Heavy Armor

Weapons:

Medium Auto Cannon	50/100/200	3d8+1	3	-	AP 8, HW, Auto, 3RB
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(Ammo: 200)

Anti Tank Missile Ln.	50/100/200	5d10	1	Medium	AP 25, HW
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(Ammo: 4)

Anti Tank Missile Ln.	50/100/200	5d10	1	Medium	AP 25, HW
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(Ammo: 4)

Wounds: -1 -2 -3 Wrecked

AIRCRAFT

HA-7 Titan (Heli)

Acc/Top Speed: 15/50; Climb: 20; Toughness: 27 (15); Crew 2+8, Cost: Military only

Notes: Night Vision, Improved Stabilizer, Heavy Armor, AMCM

Weapons:

Light Auto Cannon	40/80/160	3d8	3	-	AP 6, HW Auto, 3RB
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 (Ammo: 2400)

Anti Tank Missile Ln.	50/100/200	5d10	1	Medium	AP 25, HW
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 (Ammo: 2)

Anti Tank Missile Ln.	50/100/200	5d10	1	Medium	AP 25, HW
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 (Ammo: 2)

4x

Light Rocket Pod	24/48/96	4d8	3	Small	AP 12, HW
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 (Ammo: 4x 32)
Wounds: -1 -2 -3 Wrecked

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T-45 Walfish (STOL)

Acc/Top Speed: 20/180; Climb: 35; Toughness: 29 (15); Crew 2+6, Cost: Military only

Notes: Cargo: 4 Gears, Night Vision, Improved Stabilizer, Heavy Armor, AMCM

Weapons: none

Wounds: -1 -2 -3 Wrecked

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AL-5A Quetzal (Fighter)

Acc/Top Speed: 50/650; Climb: 40; Toughness: 29 (17); Crew 2, Cost: Military only

Notes: Night Vision, Improved Stabilizer, Heavy Armor, AMCM

Weapons:

Medium Auto Cannon	50/100/200	3d8+1	3	-	AP 8, HW, Auto, 3RB
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 (Ammo: 2560)

2x

Anti Aircraft Missile	100/200/400	3d8	1	Small	AP 10, HW
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 (Ammo: 2x 1)

2x

Anti Tank Missile Ln.	50/100/200	5d10	1	Medium	AP 25, HW
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 (Ammo: 2x 3)

2x

Medium Bomb Rack	Airdrop	4d8+1	3	Large	AP 14, HW (Aircraft Wp.)
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 (Ammo: 2x 1)
Wounds: -1 -2 -3 Wrecked

LANDSHIPS

Khan Class Land Carrier

Acc/Top Speed: 7/18; Toughness: 80 (50); Crew 180+ Pilots/Drivers/Soldiers, Cost: Military only
 Notes: Night Vision, Infrared Night Vision, Improved Stabilizer, Heavy Armor, ECM, Smoke Launcher,
 Haywire Protected, Improved Communications, 4x Point Defense System

Cargo - Gears: 30, Strider: 2, Ground Vehicles: 13, Aircraft: 4

Weapons:

5x

150mm Cannon	200/400/800	5d10	1	Large	AP 50, HW (Landship Wp.)
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14x

Missile Launcher	500/1K/2k	5d10+1	1	Large	AP 60, HW (Landship Wp.)
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2x

Laser Cannon	70/140/280	1-4d10	1	-	AP 20, HW (Landship Wp.)
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Wounds: -1 -2 -3 Wrecked

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**„The finest landships
 on the planet, if you
 ask me. ”**

**- Sophie Duval
 Gear Pilot**



VEHICLES OF THE CEF

GROUND VEHICLES

HPC-64 Hover APC

Acc/Top Speed: 10/50 Toughness: 25/23/21 (13/11/9); Crew 2+12, Cost: Military only

Notes: Night Vision, Improved Stabilizer, Heavy Armor

Weapons:

Gatling Laser Cannon	40/80/160	1-4d8+1	3	-	AP 15, HW, Auto
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(Ammo: 150)

Wounds: -1 -2 -3 Wrecked

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HT-68 Hovertank

Acc/Top Speed: 10/50; Toughness: 52/50/48 (36/34/32); Crew 3, Cost: Military only

Notes: Night Vision, Improved Stabilizer, Heavy Armor

Weapons:

Heavy Particle Cann.	50/100/200	4d8+1	1	-	AP 14, HW Haywire
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(Ammo: 60)

Anti Tank Missile Ln.	50/100/200	5d10	1	Medium	AP 25, HW
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(Ammo: 8)

Wounds: -1 -2 -3 Wrecked

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HT-72 Hovertank

Acc/Top Speed: 10/55; Toughness: 52/50/48 (36/34/32); Crew 2, Cost: Military only

Notes: Night Vision, Improved Stabilizer, Heavy Armor

Weapons:

Heavy Particle Cann.	50/100/200	4d8+1	1	-	AP 14, HW Haywire
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(Ammo: 60)

Anti Tank Missile Ln.	50/100/200	5d10	1	Medium	AP 25, HW
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(Ammo: 10)

Airburst Missile L.	50/100/200	3d8+1	3	Medium	AP 8, HW
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(Ammo: 4)

Anti P. Charge L.	30/60/120	3d6	1	Medium	
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(Ammo: 30)

Wounds: -1 -2 -3 Wrecked

FRAMES

Type 11-22 Frame

Walk: 8; Hover Acc/Top Speed: 10/55; Toughness: 17/15/13 (9/7/5); Crew 1, Cost: Military only
 Notes: Night Vision, Improved Stabilizer, Heavy Armor

Weapons:

Sniper Laser Cannon	70/140/280	1-4d8	1	-	AP 8, HW
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(Ammo: 10)

Gear Hand Grenade	Throw 3d8"	4d8+1	-	Medium	AP 14, HW
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(Ammo: 3)

Haywire Grenade	Throw 3d8"	-	-	Medium	HW, Haywire
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(Ammo: 3)

Wounds: -1 -2 -3 Wrecked

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Type 55 Frame

Walk: 8; Hover Acc/Top Speed: 10/55; Toughness: 21/19/17 (11/9/7); Crew 1, Cost: Military only
 Notes: Night Vision, Improved Stabilizer, Heavy Armor

Weapons:

Gatling Laser Cannon	40/80/160	1-4d8+1	3	-	AP 15, HW, Auto
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(Ammo: 150)

Airburst Missile L.	50/100/200	3d8+1	3	Medium	AP 8, HW
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(Ammo: 2)

Anti P. Mortar	40/80/160	2d10	1	Medium	AP 4
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(Ammo: 12)

Gear Hand Grenade	Throw 3d8"	4d8+1	-	Medium	AP 14, HW
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(Ammo: 3)

Vibroblade	Close combat	3d8	-	-	AP 6, HW
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Wounds: -1 -2 -3 Wrecked



Type 6-16 Frame

Walk: 6; Hover Acc/Top Speed: 10/50; Toughness: 25/23/21 (13/11/9); Crew 1, Cost: Military only
 Notes: Night Vision, Improved Stabilizer, Heavy Armor

Weapons:

Light Laser Cannon	70/140/280	1-4d8+1	1	-	AP 13, HW
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(Ammo: 20)

Anti Gear Missile Ln.	50/100/200	4d8+1	1	Small	AP 14, HW
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(Ammo: 6)

Gear Hand Grenade	Throw 3d8"	4d8+1	-	Medium	AP 14, HW
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(Ammo: 3)

Vibroblade	Close combat	3d8	-	-	AP 6, HW
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Wounds: -1 -2 -3 Wrecked

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AIRCRAFT**TAAF Transatmospheric Attack Fighter**

Acc/Top Speed: 40/600; Climb: 40; Toughness: 40 (28); Crew 2, Cost: Military only
 Notes: Night Vision, Improved Stabilizer, Heavy Armor, AMCM

Weapons:

Heavy Particle Cann.	50/100/200	4d8+1	1	-	AP 14, HW Haywire
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(Ammo: 60)

Gatling Laser Cannon	40/80/160	1-4d8+1	3	-	AP 15, HW, Auto
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(Ammo: 150)

Anti Tank Missile Ln.	50/100/200	5d10	1	Medium	AP 25, HW
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(Ammo: 4)

Wounds: -1 -2 -3 Wrecked