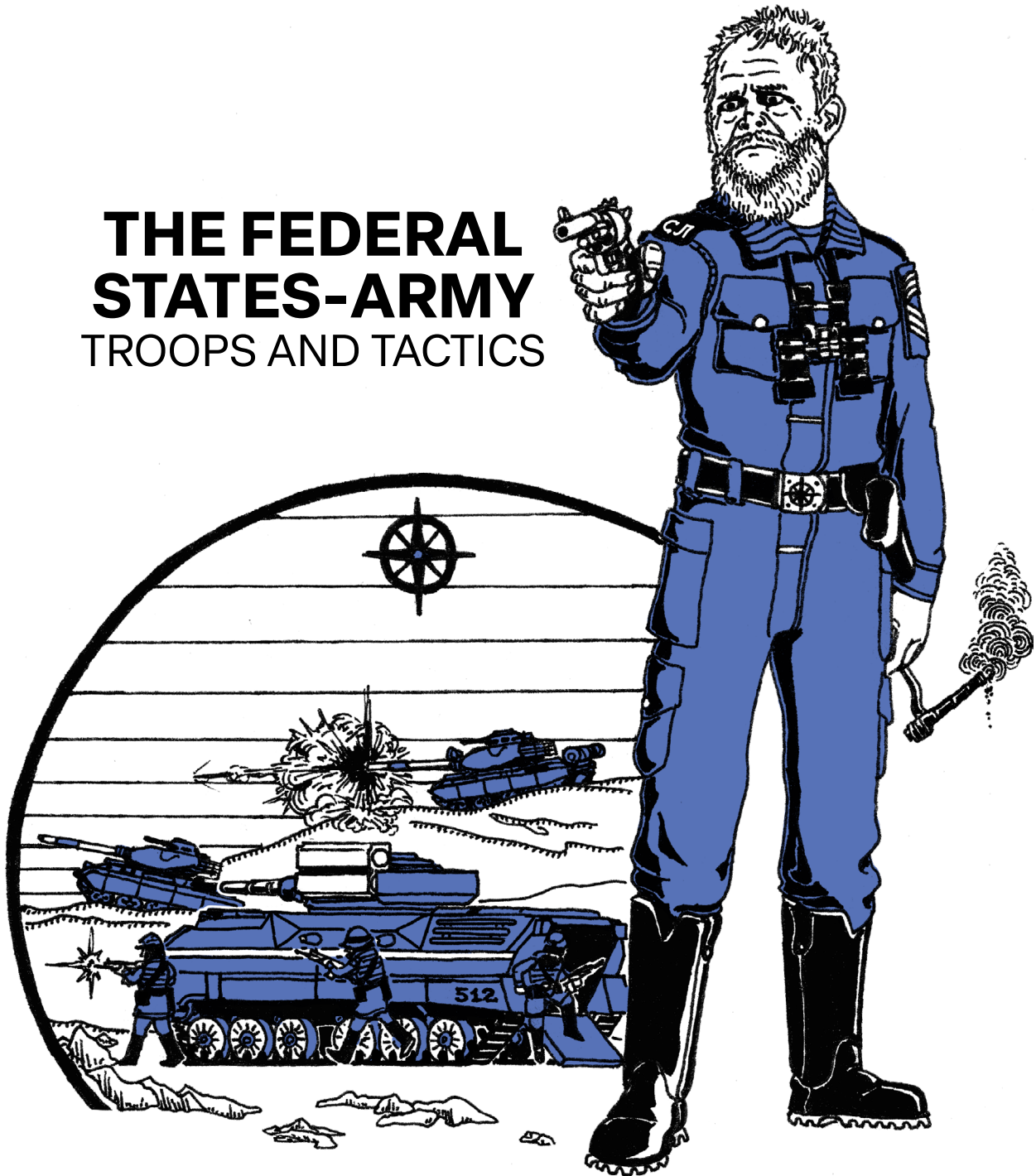


THE FEDERAL STATES-ARMY TROOPS AND TACTICS



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HEADQUARTERS
DREKFORT M.D.C.
Langport, Vansa, 03/10/85

The Federal States-Army: *Troops and Tactics*

Preface

This field manual is part of FM series 100-X-8X. The other volumes in this series are FM 100-2-8X (Army of the Ebon Forest: Troops and Tactics), FM 100-3-8X (The New Rygolic Host: Troops and Tactics), and FM 100-4-8X (Atom Barons of Santagria: Troops and Tactics). Each volume in the series describes the range of troop types and characteristics of an opposing force to the Federal States-Army.

This document, FM 100-1-8X, describes the States-Army itself in the same fashion. Used together, they form a thorough reference on any challengers the F.S-A. may expect to face, as well as its own strengths and weaknesses in comparison to them.

This manual represents the definitive (condensed) source of unclassified information on Federal ground and air forces: their abilities, strengths, weaknesses, and general availability to a commander. The Main Threats Directorate at the Drekfort Military Development Center, Langport, Vansa, updates these manuals periodically to provide the most current unclassified information available.

* This manual supersedes FM 100-1-8X Edition 0.8, 08/24/83.

Contents

CHAPTER	1. Overview	1 -1
	2. TACOMs	2 -1
	3. Infantry	3 -1
	Line Squads	3 -2
	Weapon Teams	3 -5
	Special	3 -10
	4. Vehicles & Towed Guns	4 -1
	Logistics	4 -2
	Personnel Carriers	4 -3
	Armor	4 -7
	Fire Support	4 -16
	Special	4 -23
	5. Aircraft	5 -1
	Helicopters	5 -2
	Planes	5 -5
	6. Support Cards	6 -1
	7. Scenario Units	7 -1
APPENDIX	A. Army Special Rules	A -1
	B. Building an Army List	B -1
	C. Quick Unit Reference	C -1
	D. Painting Guide	D -1

CHAPTER 1 OVERVIEW

The Intermarine Federation is a republic of seven sovereign member states (Cydoland, Vansa, Riesling, Sumpkassel, Eddelaw, Djekker, and Vykeland-and-Deire) governed by a unicameral interstate legislature. It occupies most of the central landmass of Oid between the Rygolic Petty States and the Ebon Forest to the west, and the nation of Calekrossa to the east.

The Federal States-Army (F.S.A.) constitutes the land and air troops of the Armed Forces of the Intermarine Federation. Its subordinate branches include the States-Army Air Corps (F.S.A.A.C.), the Ready Reserve, and the Whitewater Guard state militia. Included also are units from the Expeditionary Corps (F.E.C.). It is the largest, most well-armed, and least orderly collection of thieves, drunkards, smugglers, and friends of liberty between the Sea of Lights and the Sea of Masts.

Whether you have joined out of an irrepressible desire to defend freedom, justice, and the Intermarine way of life—or to avoid your local authorities—the F.S.A. welcomes you. The stalwart citizens of the Intermarium’s member states both salute your bravery and envy your firepower (see FM 62-1, “Private Purchase of Issue Small Arms & Armored Vehicles Upon Discharge”).

The States-Army prides itself on its rolling thunder. It boasts a wide variety of powerful vehicles fit for any task or price point. Though F.S.A. soldiers might lack the superhuman ability, skill, willpower, or coordination of the Intermarium’s enemies, a surfeit of heavy firepower and churning treads makes all things even. Just keep them well-oiled and try to ignore the rust.

FACTIONAL STRENGTH:

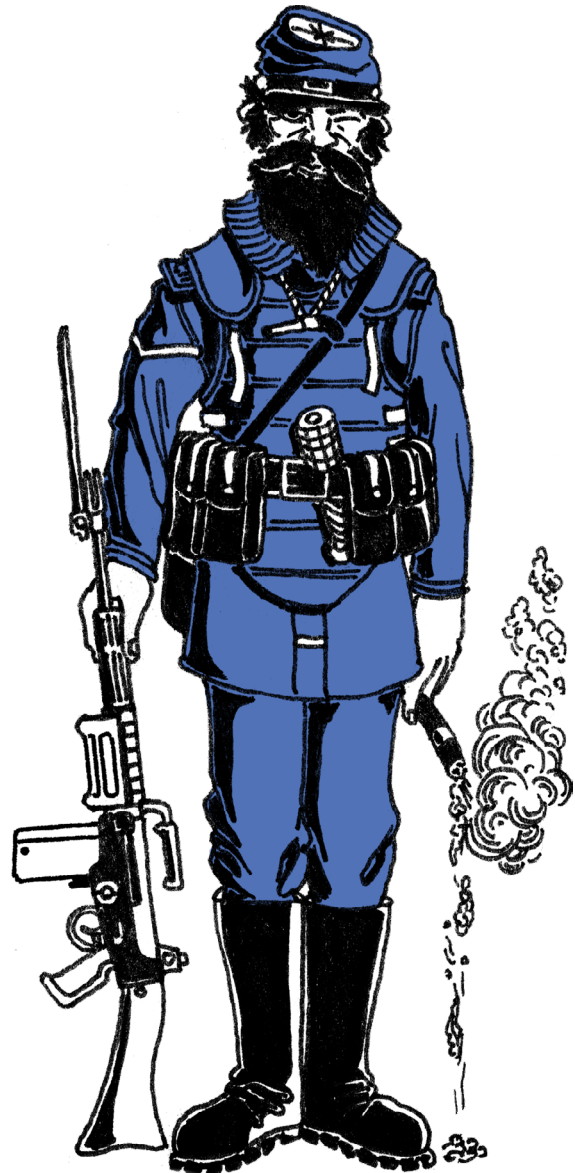
Heavy armor; wide range of vehicles.

FACTIONAL QUIRK:

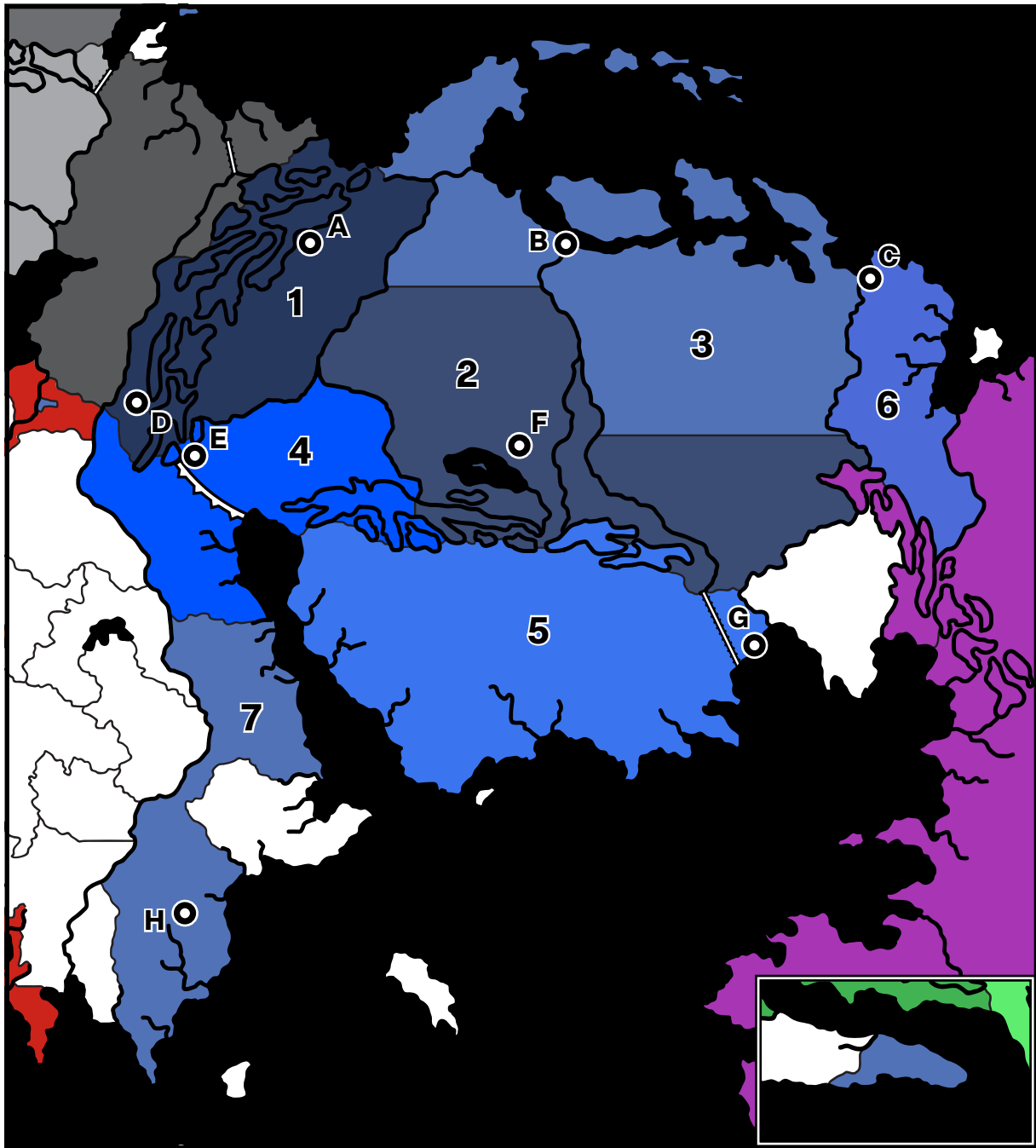
Cost-effective “tiers” of vehicle for most niches.

FACTIONAL WEAKNESS:

Inferior aircraft.



STATES AND STRATEGIC CITIES OF THE INTERMARIUM



STATES:

1 - Cydoland
4 - Riesling
7 - Eddelaw

2 - Sumpkassel
5 - Djekker

3 - Vansa
6 - Vykeland-and-Deire

STRATEGIC CITIES:

A - Grotehaven
D - Hijmeier
G - Djekker's Ferry

B - Langport
E - Vlaand
H - Triest

C - Brunbok
F - Sumpkassel

CHAPTER 2 TACOMS

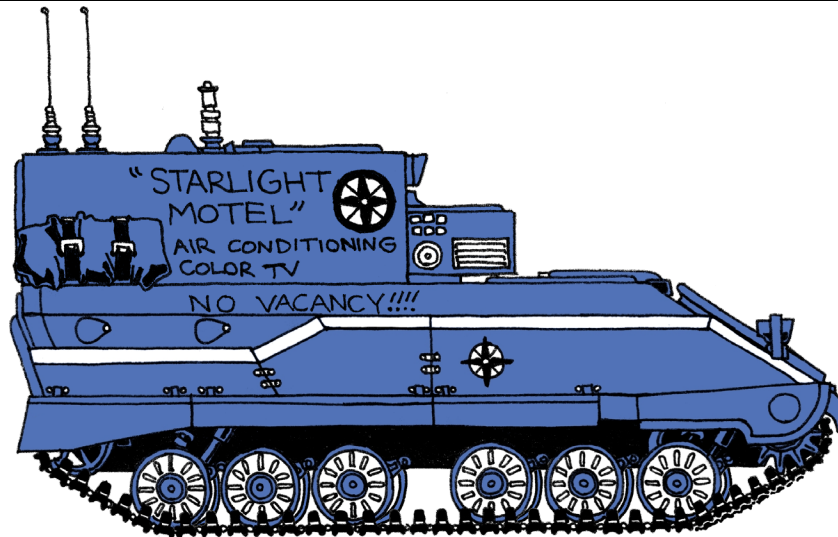
Federal commanders are generally career soldiers, either promoted from the ranks or fished from the more promising end of the junior officers' school at the Drekfort Military Development Center. Whether they're an old hand or a pencil-pusher stumbling into live fire, they're always issued a ceremonial Pequod single-action revolver. The standard mount for a new commander is an unarmed command post carrier with the appropriate signal equipment and amenities of rank. However, it is a time-honored and informal tradition for those risen from the ranks to retain their service vehicle and crew (as adjutants).

The Expeditionary Corps maintains its own command structure when operating with regular F.S.A. formations. In keeping with its tradition of aggressive, parachute-deployed forward action, its commanders are jump-trained and expected to lead from the front.

TACOMS

TYPE 68C "APPOMATTOX" - COMMAND POST CARRIER	0 pts / 2-2
EXPEDITIONARY COMMAND - COMMAND PARATROOPER SQUAD	15 pts / 2-3
TANK TACOMS - SPECIAL	2-4

TYPE 68C "APPOMATTOX"



TYPE: COMMAND POST CARRIER

REMARKS

Bantam-derived armored command post carrier. Home on the range. Laden with command computers, multiple-frequency radios, and a small ice cream machine. Well-equipped for command and control.

Essentially unarmed bar the commander and crew's personal Pequod SA revolvers, for which pistol ports are provided. Sufficiently armored to keep out small arms fire and most shell splinters.

Smoke launchers are a ubiquitous field retrofit, permitting the vehicle to safely withdraw from an overrun field H.Q. position. For more audacious shoulderboards, they serve to screen the tanks under their command in direct proximity to the enemy.

The roof-mounted 1M1V target bearing transmitter, linked to the vehicle's computers, calculates a target's grid coordinates for relay to fire support.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 68C "APPOMATTOX" - 0 pts

COMMAND POST CARRIER

Vec, H2, S32", M8", Q3, T6/4/4, C3
Amphibious, Brigade (3, 12"), NBC

Pequod SA 11.5mm, commander's issue

All, R2", A4+/4+, S1+/1+, D1,
Small Arm

1M1V Target Bearing Transmitter

All, R32", A++/xx, D1, *Designator,*
Discreet

902V 81mm Smoke Launchers

Gnd, R6", A++/++, D2, Ammo 1,
Light Indirect (1), No CC, Smoke (3")

FEDERAL STATES-ARMY - DREKFORT M.D.C.

Wipe your boots before stepping into the box; most officers stuck in one of these treat it like a mobile home. You'll find little bits and bobs from every campaign they've been in. Hand-carved forest gods; throw rugs from the far south; the latest mini-cooler on the market, shipped from stateside.

- Rayleigh Irving, Federal Intelligence

EXPEDITIONARY COMMAND



TYPE: PARATROOPER COMMAND SQUAD

REMARKS

Unlike their fellows in the regular F.S-A. (a catch-all mixture of day drinkers, eccentric old men, and upstanding jailbirds), the Expeditionary Corps recruits only the straight-backed and the steely eyed. That, at least, is the claim. The truth is that they simply look for more pugnacious madmen.

The Expeditionary Corps exclusively promotes and commissions from the ranks. Expeditionary command squads are outfitted for radio command and control. They prefer to coordinate their airborne operations by direct participation.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

EXPEDITIONARY COMMAND - 15 pts
PARATROOPER COMMAND SQUAD

Inf (S), H1, S24", M5", Q4, T1/1-/1-, C5
Assault Dismount, Brigade (2, 8"), Fearless, Paradrop

All units targeted in Brigade (including self) lose all pin tokens.

6G1A 7.76mm Automatic Rifle

All, R8", A4+/4+, S1/1+, D2,
Small Arm

6L3 40mm HEDP Grenade Launcher

Inf/Vec, R8", A*, S5/1+, D1, Ammo 4,
Shaped Charge, Slow Round, Underbarrel (6G1A)

FEDERAL STATES-ARMY - DREKFORT M.D.C.

Yeah—you wear a combat onesie in the Corps. The big sleeves are to break up your silhouette and to stuff scrim in them. The rest is just there to be comfortable while you're parachuting into an early grave. It's not half bad, actually. Lots of pockets, unlike the States-Army's kit.

You stand out wherever you go: girls swoon for a big Corps man to fall out of the sky into their lives. All the grunts in their dirty tunics and pipe boots look at you askew and mutter under their breath. They want to be you (and they know how much contraband can be stuffed into those big sleeves). It's there in every TV ad. Even the dress uniform apes it.

They need it. The Corps needs every man they can get. The way they die, even little perks help.

- Rayleigh Irving, Federal Intelligence

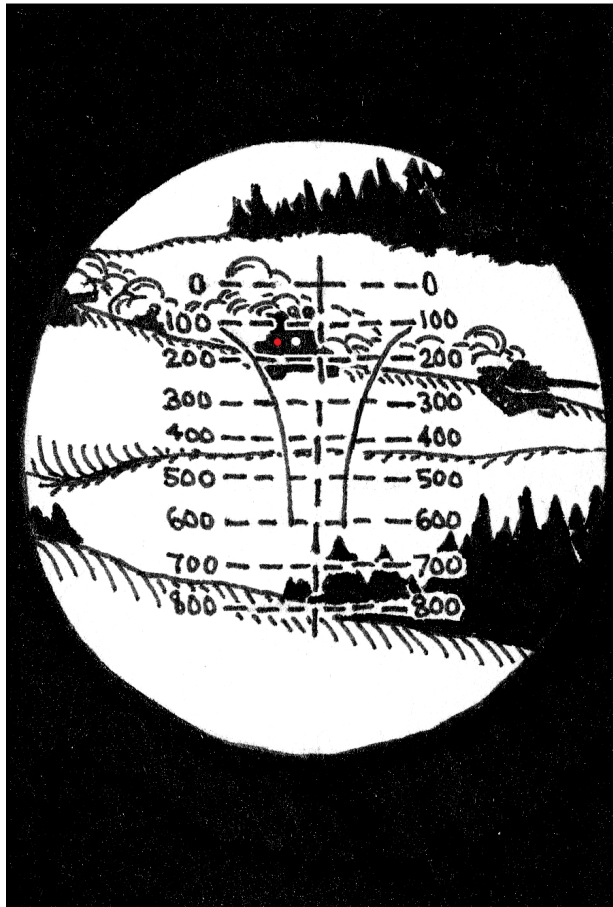
TANK TACOMS

Federal cavalrymen often retain command of their originally-issued fighting vehicles into their officer career—long after the typical infantry C.O. has installed a throw rug and air conditioning into his Appomattox. F.S-A. commanders can personally requisition any tank listed under the **ARMOR** section of **CHAPTER 4 - VEHICLES & TOWED GUNS** at special discount prices (see below). Normal TACOM fielding restrictions apply.

COMMAND VARIANTS

TYPE 40MC “VELDJEN-MC” - COMMAND MEDIUM TANK	15 pts / 4-7
TYPE 52C “DUCK-C” - COMMAND LIGHT TANK	15 pts / 4-8
TYPE 52PC “MALLARD-C” - COMMAND AIRMOBILE LIGHT TANK	15 pts / 4-9
TYPE 55MC “RAZORBACK-MC” - COMMAND MAIN BATTLE TANK	30 pts / 4-10
TYPE 71C “TUSKER-KC” - COMMAND MAIN BATTLE TANK	40 pts / 4-13
TYPE 71BC “TUSKER-GMC” - COMMAND MAIN BATTLE TANK	70 pts / 4-14

As TACOMs, these tanks retain all of their normal statistics, but also gain **one additional point of Quality, Command 4, and Brigade (4, 6”)**.



There is no scheme by which an officer’s tank may be identified over any of the enlisted in his command. Officers as a breed have the same knack for flair as their subordinate bluecoats. You will find their Tuskers done-up every which-way with graffiti, and when you see ten cresting over a hill, there can be no telling which one is leading them on the charge.

Well—that is, except for the radio. It’s big, it’s obvious, and on command tanks there are two of them. You can bet that the dual-loop complex antenna has been mentioned in the V.I.D. curriculum of every armed force on Oid. Everybody knows it, and they all want to take their shot, even if it’s their last.

So, about the graffiti: It’s like woad. It’s war paint. You put it on like a magic spell and, if you’re faithful, it turns main gun rounds aside. That is what makes us brave.

- Johannes Veeneman, F.S-A. General Staff

CHAPTER 3 INFANTRY

Federal infantry are brave, resolute, and well-armed—if not as inhumanly tough or skilled as some of their opposition. In most respects they will give as good as they get, and can be relied upon to hold the line while the States-Army’s armored fist gets ready to swing. In keeping with their army’s combined-arms specialty, Federal infantry encompass a wide variety of niches and price points; you can almost always squeeze a needed team somewhere into your force. Old, mass-stockpiled ordnance may not always be as effective as bleeding-edge tech, however.

LINE SQUADS

RESERVISTS - MILITIA SQUAD	5 pts / 3-2
STATES-GRENADIERS - LINE INFANTRY	10 pts / 3-3
FEDERAL EXPEDITIONARIES - PARATROOPER SQUAD	15 pts / 3-4

WEAPON TEAMS

MORTAR TEAM - ANTI-PERSONNEL TEAM	10 pts / 3-5
ATGM TEAM - ANTI-TANK TEAM	10 pts / 3-6
MANPADS TEAM - ANTI-AIR TEAM	10 pts / 3-7
RECOILLESS RIFLE TEAM - GENERAL-PURPOSE TEAM	15 pts / 3-8
EXPEDITIONARY R. R. TEAM - PARATROOPER GENERAL-PURPOSE TEAM . . .	15 pts / 3-9

SPECIAL

PUP CARSON SCOUTS - PATHFINDER TEAM	10 pts / 3-10
INTERMARINE RANGERS - SCOUT-SNIPER TEAM	15 pts / 3-11

RESERVISTS



TYPE: MILITIA SQUAD

REMARKS

“Reservist” is a catch-all term for the motley interior troops of the Intermarium, i.e. the Whitewater Guard, the Ready Reserve, and participants in the Irregular Militia Partnership Program. As a pejorative it applies also to rear-line F.S.A. garrison formations with low equipment priority.

Primary armament varies almost by the squad, but the greatest proportion is the 6P3 submachine gun (or “bullet hose”) no longer issued in regular formations. Basic anti-tank weapons like the obsolete 6L4 light RPG are also issued when available.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

RESERVISTS - 5 pts
MILITIA SQUAD

Inf (S), H1, S16”, M4”, Q1, T1-/1-/1-

6P3 11.5mm SMG

All, R8”, A5+/5+, S1-/1, D2,
Small Arm

6L4 73mm RPG

Inf/Vec, R8”, A5+/6+, S8/1, D1,
Ammo 3, Shaped Charge,
Slow Round, Small Arm

FEDERAL STATES-ARMY - DREKFORT M.D.C.

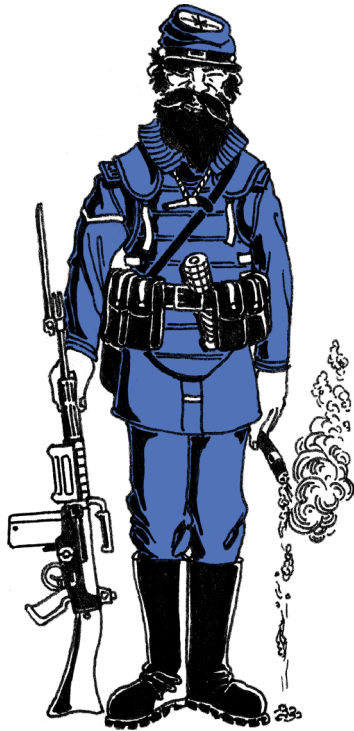
Always counter to the States-Grenadier is the intractable Whitewater Guardsman. While Willie Bluecoat is out breaking sweet-tack with the sparrows, these meager sorts are greasing the wheels back home: directing traffic in the Lievenskom, ditch-digging in Eddelaw, watching fishers in the Masts. Ideally on speedboats, as per the constitutional clause; it started off that the Whitewaters were only in charge of the rivers. Well, now they have Razorbacks, which can’t float.

The militia you see fighting in the wider world aren’t the Whitewater, no sir. That’d be the Reserve. The Guard are homebodies, house-carls, stuck dying of boredom in bases along our coasts. Thence it is all search and rescue, mountain hiking, and hemp rope.

Even though he chose his post, the Whitewater Guardsman remains envious. He is stuck in a worse job on a smaller boat for half the pay. His rations are cold and his weapon is ancient. When there are incursions, he is the first speed-bump. This longstanding jealousy from one branch to another precludes all cooperation. Go to any checkpoint. You can see, in the corner of the Guardsman’s eye, the glimmer of hate for old wounds.

- Johannes Veeneman, F.S.A. General Staff

STATES-GRENADIERS



TYPE: LINE SQUAD

REMARKS

Regular States-Army infantry; “Willy Blue-coat”. Well-armed and reasonably trained, with a focus on semi-auto marksmanship and close-range mechanized operations. The backbone—if not the punch—of the States-Army, relied upon to protect armor and hold positions seized by more mobile forces.

Equipped with the standard issue 6G1 Flute battle rifle, supported by a squad machine gun and RPG offering basic shoulder-fired anti-tank capability. Without fire support, they’re best suited to defending.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

STATES-GRENADIERS - 10 pts

LINE SQUAD

**Inf (S), H1, S16”, M4”, Q2, T1/1-/1-
*Assault Dismount***

6G1 7.76mm Battle Rifle

All, R8”, A3+/4+, S1/1+, D1,
Small Arm

6G2 7.76mm GPMG

All, R12”, A4+/xx, S1/1+, D2,
Defensive CC

6L1 85mm RPG

Inf/Vec, R8”, A4+/6+, S9/1+, D1,
Ammo 3, *Shaped Charge,
Slow Round, Small Arm*

FEDERAL STATES-ARMY - DREKFORT M.D.C.

Rolled Tobacco, Personal Ration, “Belt Links”.

They’re the surest (legal) friend of the regular draftee-marksman. Even with how stuffed these things are, grunts and tankers alike still run through them at a cyclic pace. Anything to take the edge off of the assault, your amygdala off the treeline.

Like with most good things, Federal Ordnance plays hands-off with the manufacturing. But there’s a handful of subcontractors that do the growing and rolling, and if you’re salty you can taste the difference. Dic Soupcan means clear skies; Visser means a package’s coming from home. Postpaard or Grote Boom mean bad news—there’s an assault or an ambush waiting, respectively. Dog Heads, you put out and keep, because dogfaces will trade good absinthe for them.

- Rayleigh Irving, Federal Intelligence

FEDERAL EXPEDITIONARIES



TYPE: PARATROOPER SQUAD

REMARKS

The steely-eyed and the straight-backed; the berserk and the proud and the stupid-tough. Expeditionaries bring the North Star's gleam to the ends of the world—or, more frequently, off the end of a transport plane over enemy lines. With a lineage dating to the days of horse and musket, on land, sea, and air, they are the Intermarium's premier quick-reaction and power projection force.

Their primary armament is a heavy barreled, drum-fed automatic variant of the 6G1 battle rifle meant for close-in burst and full-auto firing. Squad leaders carry an underbarrel 40mm HEDP grenade launcher.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

FEDERAL EXPEDITIONARIES - 15 pts
PARATROOPER SQUAD

Inf (S), H1, S16", M5", Q3, T1/1-/1-
Assault Dismount, Fearless, Paradrop

6G1A 7.76mm Automatic Rifle

All, R8", A4+/4+, S1/1+, D2,
Small Arm

6L3 40mm HEDP Grenade Launcher

Inf/Vec, R8", A*, S5/1+, D1, Ammo 4,
Shaped Charge, Slow Round,
Underbarrel (6G1A)

FEDERAL STATES-ARMY - DREKFORT M.D.C.

*"...He counted long, he counted loud, he waited for the shock,
He felt the wind, he felt the cold, he felt the awful drop,
The pulsing beams were gleaming past and coring out the sky,
And he ain't gonna jump no more.*

*Gory, gory, what a mess of a way to die!
With a bottle in your left hand, falling right out of the sky!
Gory, gory, what a mess of a way to die!
And he ain't gonna jump no more.*

*The searing finger found his chest, his lungs blew out his back,
The laser took his rib-meat and it cooked it on the rack,
His head and hat came flying off and fell into my lap,
And he ain't gonna jump no more."*

- Excerpt from "Smoke on the Risers"

MORTAR TEAM



TYPE: ANTI-PERSONNEL TEAM

REMARKS

Knee mortars are the ubiquitous light fire support system of the States-Army. They are cheap to produce, handy, and portable along with their lightweight ammunition. While the 6L2 is equipped with a “sling sight”, seasoned operators usually establish range by intuition and muscle memory.

Frag bombs, due to their small size, are utterly useless against armored vehicles of any kind, and they struggle against rigid body armor. Even when unable to score a kill, though, smoke bombs permit the knee mortar to help screen an advance.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

MORTAR TEAM - 10 pts
ANTI-PERSONNEL TEAM

Inf, H1, S16”, M4”, Q2, T1-/1-/1-
Assault Dismount

6G1 7.76mm Battle Rifle

All, R8”, A3+/4+, S1/1+, D1,
Small Arm

6L2 60mm Knee Mortar

R16”, Ammo 6, *Light Indirect (1),*
No CC

→ **60mm Frag**

Inf/Vec, A4+/xx, S1+/1+, D2,
Air-Filling

→ **60mm Smoke**

Gnd, A++/xx, D1, *Smoke (3”)*

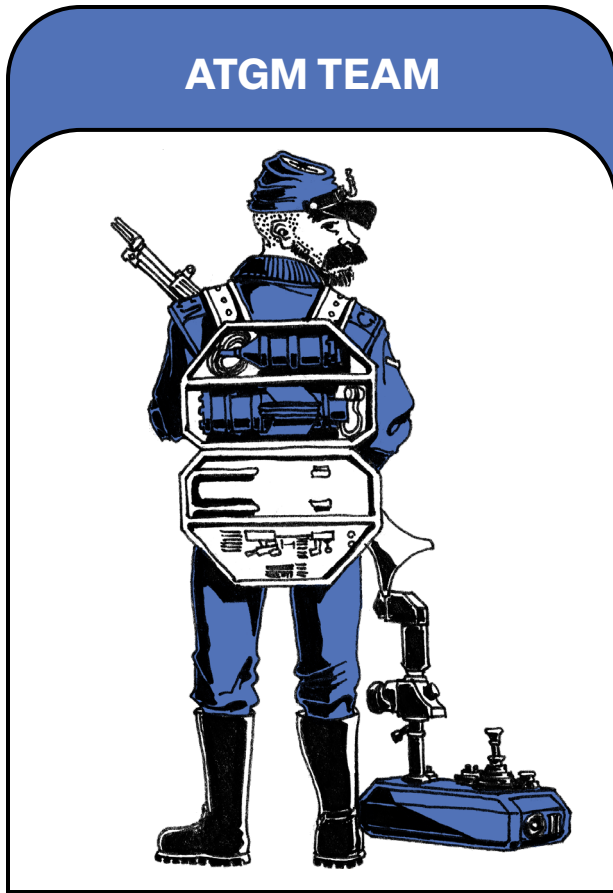
FEDERAL STATES-ARMY - DREKFORT M.D.C.

Knee mortars, huh? They still call them that? Hey, there’s some good in the world. Word to the wise: don’t fire this thing off your knee. It’s cute, and it’s not as bad to carry as a GPMG, but it’s got more kick than you’d think.

A good seasoned crew, a few of these things, some bomb-handers crouching by, the kill zone zeroed well in advance with that cute little sling-sight—and you can tear up a whole dogface platoon in a few seconds.

The Main Rocket & Artillery Directorate, a while back, tried a shaped charge warhead for these things. They thought you’d sink perfect shots right through thin tank rooftops. They had to cut it out. Grunts kept breaking their shoulders trying to fire it flat like a bazooka.

- Rayleigh Irving, Federal Intelligence



ATGM TEAM

ATGM TEAM - 10 pts
ANTI-TANK TEAM

Inf, H1, S32", M4", Q2, T1-/1-/1-
Assault Dismount

6G1 7.76mm Battle Rifle

All, R8", A3+/4+, S1/1+, D1,
Small Arm

9GR1 125mm ATGM

Vec, R12-60", A3+/xx, S14/2, D1,
Ammo 2, *Guided Missile (2), MCLOS, Shaped Charge*

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE: ANTI-TANK TEAM

REMARKS

Anti-tank weapons team armed with the "manpack" variant of the old wire-guided 9GR1 ATGM. Small enough to fit in a backpack (along with its control board and targeting hardware), the 9GR1 was one of the first weapons to grant small infantry teams the ability to destroy enemy tanks at stand-off ranges. Vast stockpiles exist.

The 9GR1 complex is not without its drawbacks. As a MCLOS system, it requires that the gunner both track the missile in flight and the target (to manually steer the first into the second). Suppressive fire directed at the gunner easily disrupts the concentration required to effectively steer the 9GR1.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

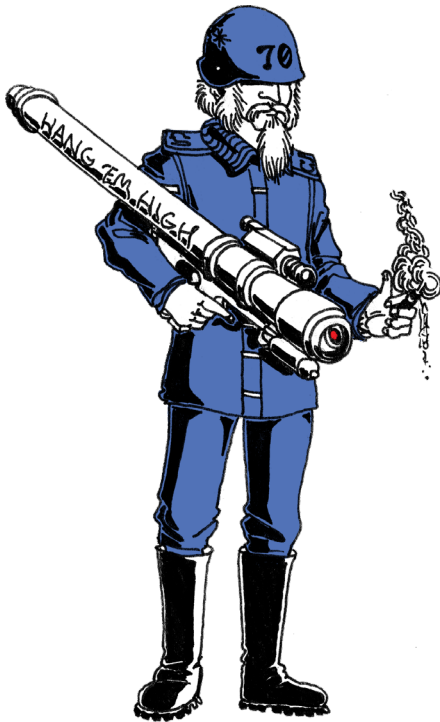
Waste not, want not, even when it gets you killed. The 9GR1 is older than most of the kids in the force now. There're so many of them that you could hand them out as firecrackers, and come Victory Day they do, without noticeably denting the stocks. They're built to last, too; some poor dumbass two hundred years from now is still gonna be a joystick jockey for one of these.

The plain fact is that it works, and that's all you get. If you can steer it into a moving, shooting target on a landscape that isn't as flat as the practice range—if, if, and if—it'll punch its way through pretty much any armor bar the most advanced stuff around.

If you're lucky (or, more likely, if you're one of a half-dozen tank-killer teams in the same bush) you'll bag something that cost way more to field than you did.

- Rayleigh Irving, Federal Intelligence

MANPADS TEAM



TYPE: ANTI-AIR TEAM

REMARKS

Anti-air weapons team armed with the 9GR2 man-portable air defense system (MANPADS). Shoulder-fired missiles are by necessity neither particularly powerful nor exceptionally long ranged by surface-to-air missile standards, but can still deny airspace to enemy attack helicopters.

The 9GR2 system is an IR-guided, “fire and forget” solution to low-altitude air defense. Once locked on and fired, the missile will track the target’s heat signature to impact, regardless of what happens to the firer. It is not unerring—IR countermeasures or sharp evasion can confuse the seeker, and the missile’s size limits its flight profile.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

MANPADS TEAM - 10 pts

ANTI-AIR TEAM

Inf, H1, S32”, M4”, Q2, T1-/1-/1-

Assault Dismount

6G1 7.76mm Battle Rifle

All, R8”, A3+/4+, S1/1+, D1,
Small Arm

9GR2 85mm MANPADS

Air, R60”, A4+/xx, S5/5, D1,
Ammo 2, Air-Filling,
Guided Missile (2), Homing,
Small Arm

FEDERAL STATES-ARMY - DREKFORT M.D.C.

“I don’t know about you, but I’m damned creeped-out by these damned missiles.”

“Yeah?”

“Look at its eye.”

“That’s the seeker. It’s—”

“Yes, I know it’s a gyroscope and some magnets—but it feels so alive! Look how it follows my cigar around. It wants it, doesn’t it!”

“I—why are you putting it in the missile’s housing?”

“I’m giving it what it wants.”

“You do realize we’re supposed to be evaluating these things, right? Not damaging them?”

“What, did you pay for it yourself?”

*- Overheard in Room 502,
Klein Grotehaven Proving Grounds*



RECOILLESS RIFLE TEAM - 15 pts
 GENERAL-PURPOSE TEAM

**Inf, H1, S24", M4", Q2, T1-/1-/1-
Assault Dismount**

6G1 7.76mm Battle Rifle
 All, R8", A3+/4+, S1/1+, D1,
Small Arm

6L5 73mm Recoilless Rifle
 R24", D1, Ammo 4

→ **73mm HEAT**
 Inf/Vec, A3+/xx, S8/1+, No CC (Inf.),
Shaped Charge, Slow Round

→ **73mm Incendiary**
 Inf/Vec, A3+/xx, S1+/1+,
*Ignore Cover (2), No CC (Inf.),
 Rear Attack, Slow Round*

→ **73mm Smoke**
 Gnd, A++/xx, No CC, *Smoke (3")*

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE: GENERAL-PURPOSE TEAM

REMARKS

Recoilless rifles are reliable, versatile, and lightweight for the heavy punch that they can deliver. Compared to an equivalent enclosed-breech cannon, they stress their mounting platform considerably less; thus, they are usually shoulder-fired or mounted to tripods.

The 6L5 recoilless rifle is the standard F.S-A. heavy direct-fire support weapon. It fires a variety of ammunition: HEAT, napalm incendiaries, and smoke. In almost every tactical situation it has some utility. Compared to specialist weapons such as ATGMs and mortars it is generally less efficient against particular target types.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

The saying used to go: "Where a goat can go, a man can go. Where a man can go, he can drag a gun." Small cannons aren't much the style anymore, at least here between the seas, but any tube-lugger knows it by heart nonetheless.

Back home in Cydoland—down in the mountains, right up to the face of the sea—they love these things like nothing else. It's not just paranoia, or an excuse to fire off seventy-threes into the woods when you're bored. The little mountain hamlets outside the big cantons use recoilless rifles for avalanche control. Better to break the snowdrift up while it's still forming, before you and your whole town get buried overnight.

- Rayleigh Irving, *Federal Intelligence*

EXPEDITIONARY R.R. TEAM



EXPEDITIONARY R. R. TEAM - 15 pts
 PARATROOPER G. P. TEAM

Inf, H1, S24", M5", Q3, T1/1-/1-
Assault Dismount, Fearless, Paradrop

6G1A 7.76mm Automatic Rifle

All, R8", A4+/4+, S1/1+, D2,
 Small Arm

6L6 57mm Light Recoilless Rifle

Inf/Vec, A3+/5+, Ammo 4,
 Small Arm

→ **57mm HEAT**

R24", S6/1+, D1, *Shaped Charge,*
 Slow Round

→ **57mm Canister**

R12", S1/1, D3

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE: PARATROOPER G. P. TEAM

REMARKS

Light recoilless rifle system designed for parachute deployment. Employed by the Expeditionary Corps as their staple fire support and anti-tank platform. Limited firepower, but small enough to be bundled to a paratrooper during a jump.

Canister ammunition is provided to offset the limited fire support usually offered to the F.E.C. in its forward deployments—thus granting the 6L6 system a dual anti-tank and anti-personnel role. Designed for high portability, it is most frequently fired from the shoulder.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

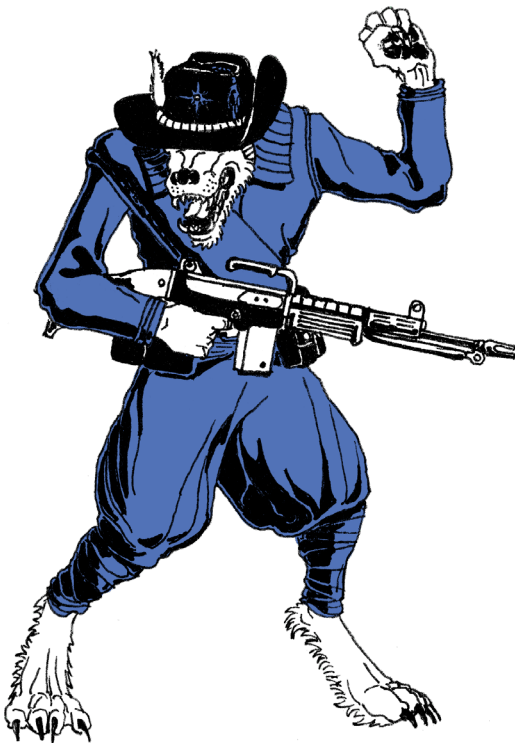
A lot of the General Staff are contentious about this thing. They like to hold it up, really, the whole thing in front of the table, and cry about it. It's too underweight for its job; it's had its day already. The Expeditionaries are just being pig-headed in hanging onto such an obsolete hunk of junk.

They clearly don't watch their own tapes. I've seen one; it's Bluebird footage, real crisp stuff, of an E.C. attack on a lupe howitzer battery. They dropped right on top of them—the ones that made it through the AA were loaded and shooting five seconds after they hit the ground. Knees of steel, and a ton of scrap in their wake.

See, it's not about the numbers, or how much steel it penetrates head-on. It's about where you can put it.

- Rayleigh Irving, Federal Intelligence

PUP CARSON SCOUTS



TYPE: PATHFINDER TEAM

REMARKS

Lupar expatriates in contract service with the F.S.A. as scouts and navigators. Generally recruited from Cydoland's forests. Valuable for their skill in guiding vehicles through difficult terrain. Most carry modified Federal small arms that are better suited to luparic anatomy than standard issue rifles.

Named after the the folkloric "Pup Carson," whose tenure with the early Confederate States-Army created a continuing tradition of cooperation between the men of the Federation and sympathetic lupar inhabiting Intermarine territory.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

PUP CARSON SCOUTS - 10 pts
PATHFINDER TEAM

Inf, H1, S24", M5", Q2, T1/1-/1-
Amphibious, Sense (6")

Any vehicle with at least M6" which this unit embarks or desants on can make a "pathfinder move" during the Maneuver Phase, which is only M6", but ignores terrain entrance/exit cost and all terrain multipliers.

6G1 7.76mm Battle Rifle

All, R8", A4+/4+, S1/1+, D1,
Small Arm

Teeth & Claws

Inf, R0", A1+/1+, S1/1, D1, *Melee*

FEDERAL STATES-ARMY - DREKFORT M.D.C.

Pup Carson is from the cast of characters every Federal schoolchild learns before they're ten. The scene should be familiar from song and story: the heady days of the Secession, when the four-state Intermarine Confederacy fought for its birth under wise old Hendrik van Veldjen's leadership. Carson was a raider chieftain. Tall tales have it that he was three meters tall and red-furred (gray originally; it was all dried blood). Whatever his actual name was isn't important.

When his warband met with van Veldjen's army in what's now Sumpkassel, they dueled—wolfman to man. Veldjen won, in front of the whole host, torn and pale with blood loss. He spared the lupe's life and so won his undying loyalty. They became allies and the best of friends: "Pup Carson" is a nickname that the dogface took along with his blue coat.

They trot the story out now and again to Cydoland lupes. They need no convincing to join; most hate the Ebon Forest already.

- Rayleigh Irving, Federal Intelligence

INTERMARINE RANGERS



INTERMARINE RANGERS - 15 pts
SCOUT-SNIPER TEAM

Inf, H1, S32", M5", Q4, T1/1-/1-
Assault Dismount, Fearless

This unit does not lose accuracy from pin tokens while it is not identified.

6G5 7.76mm Sniper Rifle

All, R16", A2+/xx, S1/1+, D1,
Discreet, No CC, Scoped, Small Arm, Thermal Sights

6P3 11.5mm SMG

All, R8", A3+/3+, S1-/1, D2,
Small Arm

1A5P MVSO Acquisition Laser

All, R40", A++/xx, D1, *Designator, Discreet*

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE: SCOUT-SNIPER TEAM

REMARKS

Special operators outside the regular army structure. All Rangers are practiced sharpshooters and outdoorsmen—the eyes and ears of the F.S-A., and the typical solution for troublesome enemy commanders.

Typical armament is the 6G5 bolt-action sniper rifle (plus personal self-defense weapons) and the 1A5P handheld laser designator to tag targets for friendlies. As the first testers of Klein Grotehaven's R&D, many are implanted with experimental biological multispectral antennae derived from enemy capture (see **FM 100-3-8X**).

FEDERAL STATES-ARMY - DREKFORT M.D.C.

Communication Implant, 10I1 "Whisper".

Rygo ground forces are wired up with these things. They don't talk in combat: any relevant info's shared at the speed of light. Every advanced power on Oid envies that kind of tech. Our reverse-engineering program is the farthest along. That isn't saying much.

The Rangers were singled out as early adopters. They liked the idea: stealthy, efficient, and it let you silently shit-talk the grunts hanging back in their Grumbles as you solved their problems. Our imitation rigs even kind of work. The problem is that they're hooked into human bodies and human brains, not plastic imitations with ruggedized data ports.

The rejection rates and medical complications are almost not worth the trouble. Almost.

- Rayleigh Irving, Federal Intelligence



SUPPLEMENTAL FILES

THE THIRD NIGHT OF THE BOMBARDMENT. *One thousand 152mm shells a day, uncountable 82 and 60mm mortar rounds, tank guns of every caliber, a pounding, pounding, an upheaval of the earth. Not a drumbeat but a continuous roar. The pained cry of a wounded mountain—and upon its eroding peaks an erupted pimple of sandbags and barbed wire and pulverized dog-flesh.*

My Korenbloem is silent. Though she weighs 600 kilograms, she's rattled all day from her own metronomic blasts. Were my lighter to fail me, I could light my cigar against her barrel. Big guns never tire, but they do demand breaks. I lay in the pile of spent casings and smoke. My brain is split from my skull, a rattling dense mass, my eyes and ears jarred loose from their mountings.

A slimy coldness crests my boot. It's a "little corporal": an iron-shod snail, grotesquely large and well-fleshed, its shell in dazzle livery. From a hump it's grown a keratinous gun-barrel that waves back and forth as it slithers. We're supposed to shoot them, because they keep shooting us. Nobody does. They're proof positive that from the Great Gun came all life.

The snail slips over the boot, into the massive casings, squeezing itself in and sucking in its disgusting eyestalks. I can't hear it slopping at the unburnt residues, but I know what it sounds like. It's methodical; you could call the insides polished. It couldn't care less that the howitzers are still pounding not a hundred meters away.

On the other end of the pile another's crept up. Someone's balanced their cap on this one's shell. It makes for a serviceable hat rack. Not like it'll run away.

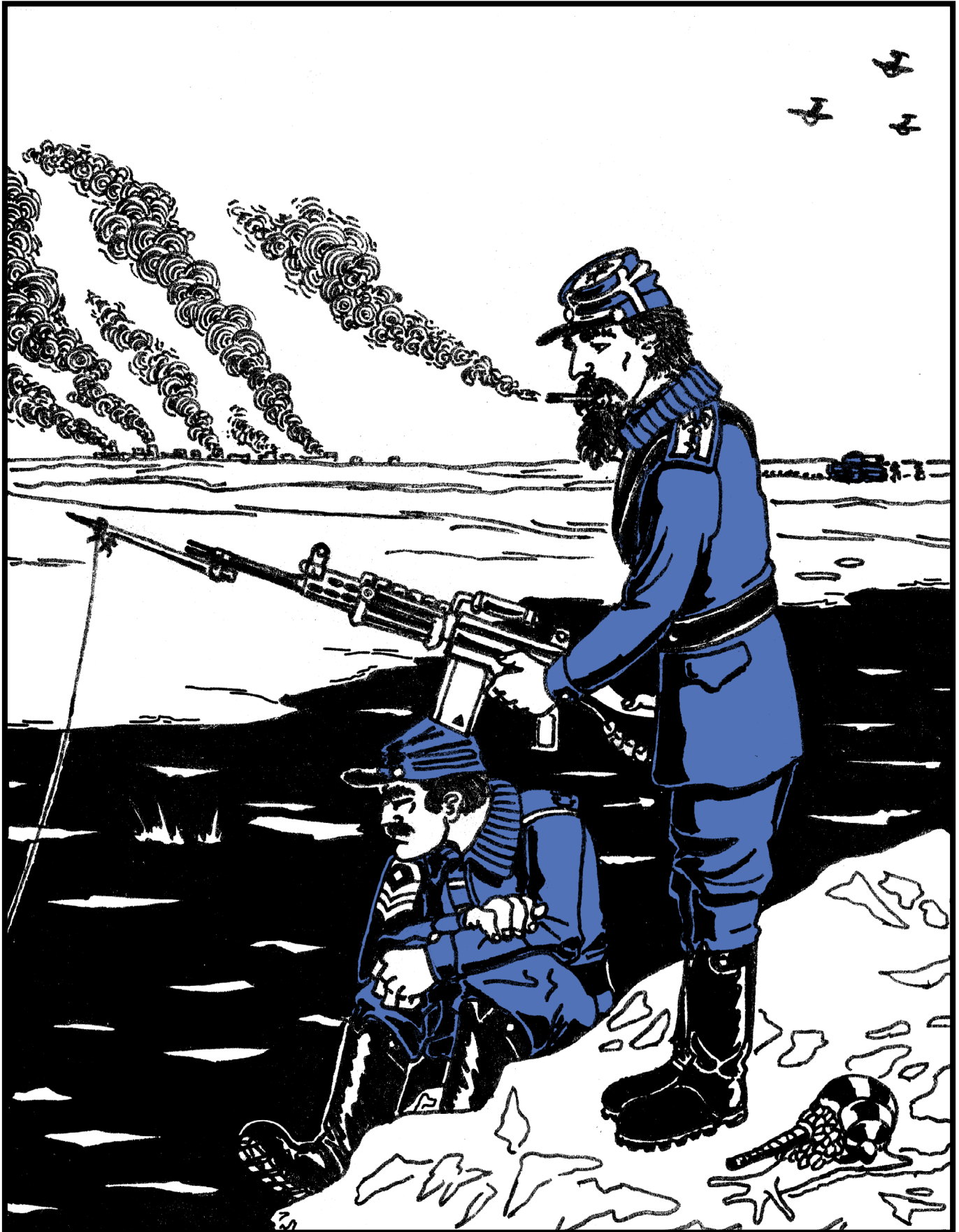
- Jan Oldegberts, Lieutenant, Battery A, Van Toor's Consolidated Brigade

FEDERALS CARRY THEMSELVES *with an air of practiced stolidity. They seem immensely thick-skinned, earnest, utterly uninterested in the opinions of others about themselves. And it is true that one hardly needs to mince words when dealing with them—something I find to be a greatly refreshing diversion from my usual clientele.*

But the truth is that their pride is easily wounded. Words roll off their back, and in conquest they are often magnanimous—but the matter must be settled first. And should you defeat them, or humiliate them in concrete action, they will seek their restitution. It may be tomorrow, or it may be in ten years, but it will happen. In matters of honor, their accounting is exact, and their drive to balance the books paramount.

That is not wholly unusual. It is a national character that our rival princes in An Khnum Koine respect as kindred—and thus one I must deal with constantly, even in domestic affairs. But there are differences you ought to know. For one, the Koine princes cannot understand how Lowlanders can laugh off deadly insults in the street. They cannot see how such a people could go on existing. For another, those princes understand the concept of sunk cost as something applicable to war.

- Corto Tulli, Antedirector, Kitrantum Central Bank



CHAPTER 4
VEHICLES & TOWED GUNS

The pride and joy of the States-Army is its rolling thunder. There is a fighting vehicle for almost every description in the F.S-A., backed up by a competent logistics and artillery corps. Generally speaking, wherever infantry and aircraft prove lackluster, it is the tanks that must pick up the slack—something they are well-equipped to do.

————— **LOGISTICS** —————

LaF-301 “OX” - LOGISTICS TRUCK 10 pts / 4-2

————— **PERSONNEL CARRIERS** —————

TYPE 60 “GRUMBLE” - ARMORED PERSONNEL CARRIER 10 pts / 4-3

TYPE 68 “BANTAM” - INFANTRY FIGHTING VEHICLE 20 pts / 4-4

TYPE 68B “BANTAM-MK” - INFANTRY FIGHTING VEHICLE 25 pts / 4-5

————— **ARMOR** —————

TYPE 40M “VELDJEN-M” - MEDIUM TANK 20 pts / 4-7

TYPE 52 “DUCK” - LIGHT TANK 20 pts / 4-8

TYPE 52P “MALLARD” - AIRMOBILE LIGHT TANK 20 pts / 4-9

TYPE 55M “RAZORBACK-M” - MAIN BATTLE TANK 40 pts / 4-10

TYPE 71 “TUSKER-K” - MAIN BATTLE TANK 50 pts / 4-11

TYPE 71B “TUSKER-GM” - MAIN BATTLE TANK 80 pts / 4-14

————— **FIRE SUPPORT** —————

2M9 “KORENBLOEM” - TOWED AUTOMATIC MORTAR 25 pts / 4-16

2K52 “WHEAT” - TOWED HOWITZER 25 pts / 4-17

TYPE 60AT “RUNNER” - ATGM CARRIER 25 pts / 4-19

TYPE 52LW “FIREHOSE” - SELF-PROPELLED ANTI-AIR GUN 30 pts / 4-20

TYPE 60MD “WAVE” - AUTOMATIC MORTAR CARRIER 30 pts / 4-21

TYPE 60LW “COACHMAN” - ANTI-AIR MISSILE CARRIER 30 pts / 4-23

TYPE 71H “TUSKER-AV” - SELF-PROPELLED HOWITZER 50 pts / 4-24

————— **SPECIAL** —————

S36 “PADDLE” - RIVER GUNBOAT 15 pts / 4-25

LaF-301 "OX"



LaF-301 "OX" - 10 pts

LOGISTICS TRUCK

Vec (W), H2, S16", M8", Q2, T1/1/1
 PC (2, Rear), Resupply (6), Tow (3)

6G1 7.76mm Battle Rifle

All, R8", A3+/4+, S1/1+, D1,
 Small Arm

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE: LOGISTICS TRUCK

REMARKS

Unarmored medium transport and utility truck. Tough and reliable, with a well-tuned design. Not a fighting vehicle and thus resourceless against attack. Able to resupply ammunition and tow artillery pieces or vehicles; also able to transport infantry in a pinch. The cargo bed is modular and may be equipped with variable beds depending on the mission.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

It's a truck.

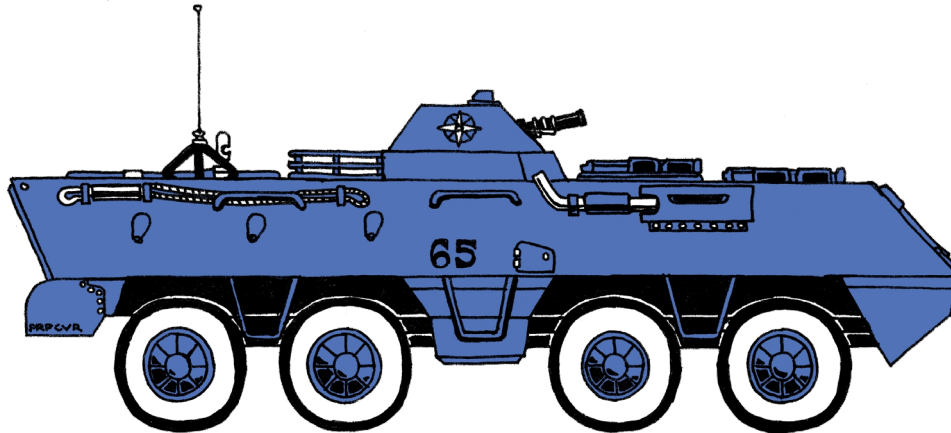
Well—it's THE truck. The LaF-300 was a new toy when most of the brass were toddlers (officer cadets). Like most good things it's the product of a couple thousand iterative refinements, of which the 301 series is the definitive version. You can find quite a few makes of crate-hauler hawked by the States-Army's subcontractors, but LaF always wins the big contracts.

I think it's a familiarity thing more than anything else. It's not a bad truck, by any means, but one look at the lines of the cab and you can tell this thing's older than you. Not that the moldering coots in the General Staff would hear a word about replacing it—they'd rather die first, something they're making good progress towards.

You'll never get the hardtack-and-coffee smell out of one of these. Take it from me.

- Rayleigh Irving, Federal Intelligence

TYPE 60 "GRUMBLE"



TYPE: ARMORED PERSONNEL CARRIER

REMARKS

Proven, reliable, and ubiquitous armored personnel carrier; the staple of Federal motor rifle regiments. A "battle taxi": able to quickly ferry infantry squads, protected from small arms and fragments. Very lightly armored. The rear ramp is potentially penetrable by small arms fire in unlikely circumstances.

Primary armament is the 2K15 automatic grenade launcher, offering effective fire support against entrenched or exposed infantry. The vehicle is also armed with the standard 6G2 machine gun in a coaxial mount.

Capable of transporting a squad of infantry through all terrain, although less effectively than tracked vehicles. The Grumble is buoyant and can tread water with its wheels and a simple water-jet system.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 60 "GRUMBLE" - 10 pts

ARMORED PERSONNEL CARRIER

Vec (W), H2, S24", M8", Q2, T4/4/3
Amphibious, NBC, PC (3, Rear)

6G2 7.76mm MG

All, R12", A4+/6+, S1/1+, D2, Turret

2K15 40mm HE Grenade Launcher

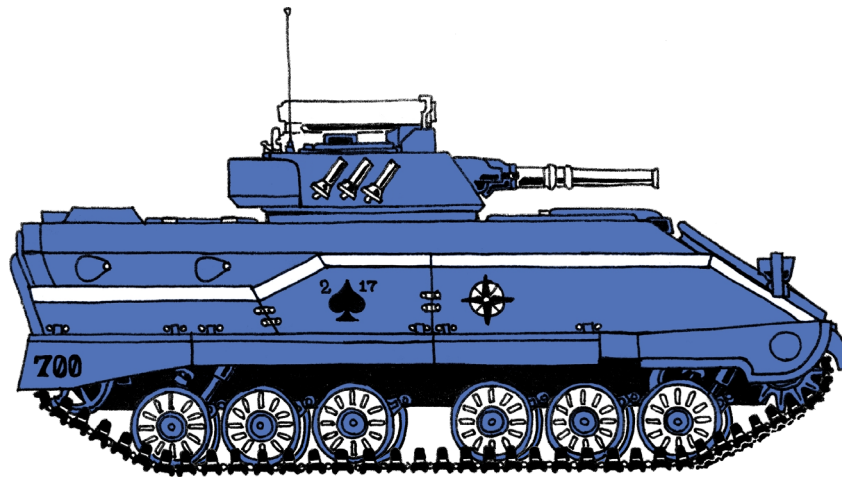
Inf/Vec, R20", A4+/6+, S1+/2, D2,
Ammo 4, Ignore Cover (1),
Slow Round, Turret

FEDERAL STATES-ARMY - DREKFORT M.D.C.

A tin can for Willy Bluecoat. Once you see the seating arrangements you'll understand the name. Can fit a squad and either a few extra guys or some full coolers—guess which ends up riding on top. There's a wall mounting bracket inside that I'm sure the designers intended for the cheap TV that grunts always hang from it.

- Rayleigh Irving, Federal Intelligence

TYPE 68 "BANTAM"



TYPE: INFANTRY FIGHTING VEHICLE

REMARKS

The pugnacious personnel carrier of a Federal tank regiment's attached infantry, and a general replacement to the erstwhile Grumble in more elite units. Still lightly armored, but packs better cross-country mobility and vastly superior firepower (in turn reducing personnel carriage capacity).

Primary armament is the 2K28 low pressure gun, firing HEAT ammunition similar to that of infantry recoilless rifles. For long-range anti-tank use, a "pop-up" launcher with two 9GR1 ATGMs is provided. Smoke launchers partially negate its poor armor.

With good ground and tactics, the Bantam can hold its own against enemy armor, and has the firepower to closely support its disembarked infantry. It is not, however, a real tank, and shouldn't attack like one.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 68 "BANTAM" - 20 pts INFANTRY FIGHTING VEHICLE

Vec, H2, S32", M8", Q3, T6/4/4
*Amphibious, NBC, PC (2, Rear),
Steel Watchbands*

6G2 7.76mm MG

All, R12", A4+/4+, S1/1+, D2, *Turret*

2K28 73mm Low-Pressure Gun

Inf/Vec, R22", A4+/4+, D1, Ammo 4,
No CC (Inf.), Slow Round, Turret

→ **73mm HEAT**

S9/1+, *Shaped Charge*

→ **73mm HE-Frag**

S3/3, *Ignore Cover (1)*

9GR1 125mm ATGM

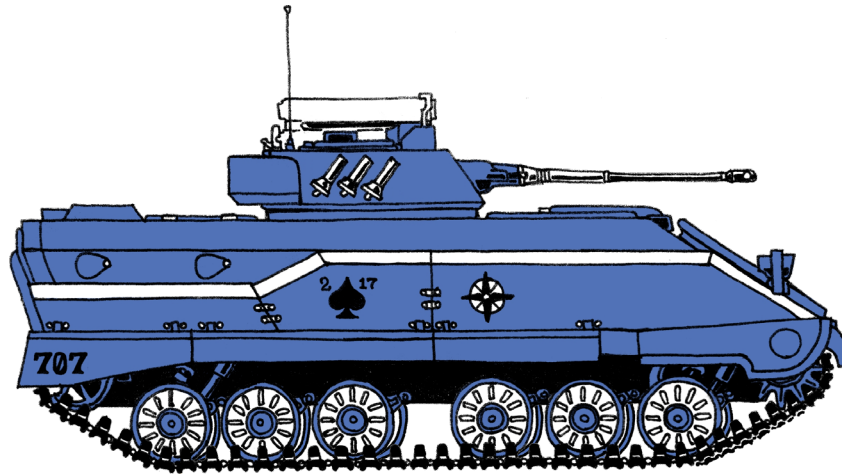
Vec, R12-60", A3+/xx, S14/2, D1,
Ammo 2, *Guided Missile (2), MCLOS,
Shaped Charge, Turret*

902V 81mm Smoke Launchers

Gnd, R6", A++/+++, D2, Ammo 1,
*Light Indirect (1), No CC, Smoke (3"),
Turret*

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 68B "BANTAM-MK"



TYPE: INFANTRY FIGHTING VEHICLE

REMARKS

A modification of the successful Bantam IFV, replacing its low pressure gun with a rapid-fire 23mm autocannon. All other vehicle systems, including its ATGMs and smoke launchers, remain the same. While formally accepted into service, it has not replaced the standard Bantam and remains less common. Preferred by some commanders, especially those of independent infantry or dragoon formations.

While it lacks the firepower of the low pressure gun, the 2A34 autocannon reaches substantially farther and can effectively target helicopters as well as ground troops. It permits the Bantam-MK to support its dismounted infantry outside the range of most non-guided man-portable weapons. While powerful enough to destroy light vehicles, however, it is not effective against tanks head-on.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 68B "BANTAM-MK" - 25 pts

INFANTRY FIGHTING VEHICLE

Vec, H2, S32", M8", Q3, T6/4/4
*Amphibious, NBC, PC (2, Rear),
 Steel Watchbands*

6G2 7.76mm MG

All, R12", A4+/4+, S1/1+, D2, *Turret*

2A34 23mm Autocannon

All, R32", A4+/4+, S4/6, D2,
 Ammo 4, *No CC (Inf.), Turret*

9GR1 125mm ATGM

Vec, R12-60", A3+/xx, S14/2, D1,
 Ammo 2, *Guided Missile (2), MCLOS,
 Shaped Charge, Turret*

902V 81mm Smoke Launchers

Gnd, R6", A++/++, D2, Ammo 1,
*Light Indirect (1), No CC, Smoke (3"),
 Turret*

FEDERAL STATES-ARMY - DREKFORT M.D.C.



THE FEDERALS are not good infantrymen. They are good shots and brave but they are men and not wolves. Their stomach is not in the attack on foot or the encirclement. The bayonets stay folded, the knives in their scabbards. But they beat us.

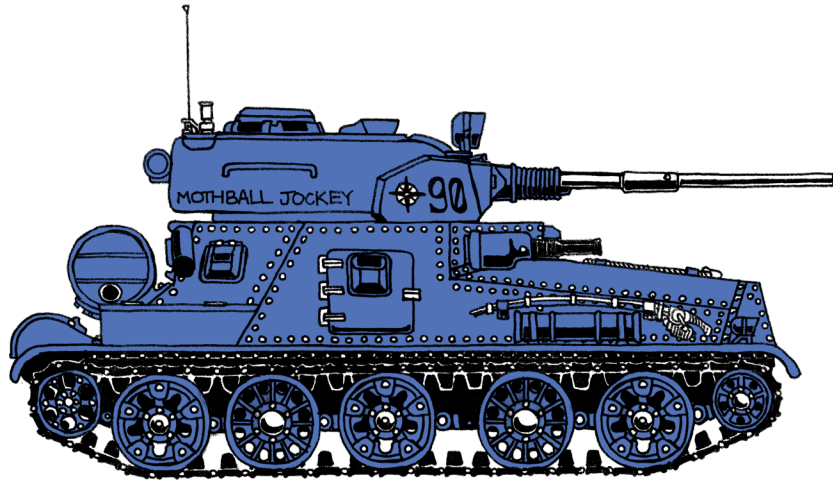
They ride to battle on churning treads. They sit and shoot from a firing-port. They breathe air at positive pressure without poison or hateful silver. When our field guns shake the earth they are shielded from the shell splinters' bite by steel armor. When the whistle blasts and the ramp drops they are fresh and the work is already half-done for them.

We march on foot. When there are armored carriers we are kenneled inside and on the roofs for want of space. The fuel runs out and we are thrown off to make our own way. We discard our dear possessions and take up the double-quick and it is not enough. By the time we huddle in our new post the enemy has already broken through and we are exhausted in body and mind.

The Federals need not be good infantrymen. They are present and fresh and that is better by far.

- Conchar Goronwy, Chasseur, 96e Division d'Infanterie

TYPE 40M "VELDJEN-M"



TYPE: MEDIUM TANK

REMARKS

Elderly, universally acclaimed medium tank of decades' vintage. Named for the father of the States-Army. Profoundly out of date, despite heavy upgrades to nearly all its systems. Issued to reserve units, the Whitewater Guard, and available for surplus civilian purchase. No two are exactly alike.

Primary armament is the 2K70 low-caliber high-velocity gun. The turret has been extensively refitted with a modern stabilizer, allowing accurate "rolling fire" while on the move. No explosive shell is provided.

Secondary armament is the 2K15 automatic grenade launcher in a sponson mount, offering basic fire support against soft targets in cover.

Inadequate armor to withstand modern tank guns and ATGMs.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 40M "VELDJEN-M" - 20 pts

MEDIUM TANK

Vec, H2, S32", M6", Q2, T8/6/5
NBC, Steel Watchbands

6G2 7.76mm MG

All, R12", A4+/4+, S1/1+, D2, Turret

2K70 57mm High Velocity Gun

Vec, R40", A4+/4+, S12/18, D1,
Ammo 6, Turret

2K15 40mm HE Grenade Launcher

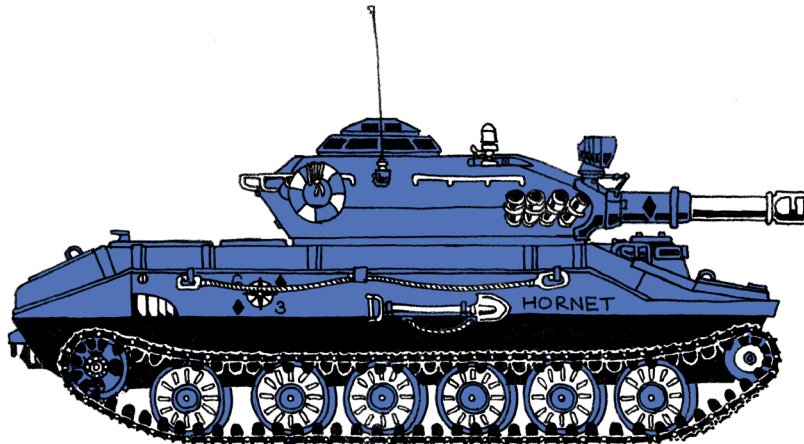
Inf/Vec, R20", A4+/5+, S1+/2, D2,
Ammo 4, Ignore Cover (1),
Multi-Gun, Slow Round

FEDERAL STATES-ARMY - DREKFORT M.D.C.

Any tank is better than no tank. But I don't envy you if you're driving one of these. Pick one, any one. Many wars ago, they power-washed a crew out of it.

- Rayleigh Irving, Federal Intelligence

TYPE 52 "DUCK"



TYPE: LIGHT TANK

REMARKS

Standard-issue light tank for States-Army reconnaissance and dragoon units, as well as a cheap substitute for heavier tanks in lower-tier motor rifle formations. Now that its teething problems have been resolved, the amphibious Duck has proven itself a useful augment to the States-Army's mobile troops.

Primary armament is the 2K81 hybrid gun-launcher, adapted from the heavy-weight Tusker-GM MBT (albeit missing the ATGM control hardware and biocomputer). It is disproportionately powerful for the tank's small size and thin armor. Propellant (and therefore both recoil and range) is reduced on the issued HEAT rounds to prevent damage to the tank over time.

Anti-infantry utility is increased by flechette-packed "beehive" rounds capable of killing large numbers of dispersed troops.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 52 "DUCK" - 20 pts

LIGHT TANK

Vec, H2, S32", M10", Q2, T6/5/4
Amphibious, NBC, Steel Watchbands

6G2 7.76mm MG

All, R12", A4+/5+, S1/1+, D2, Turret

2K81 152mm Gun-Launcher

Inf/Vec, A4+/5+, Ammo 4, Turret

→ **152mm HEAT**

R32", S14/2, D1, No CC (Inf),
Shaped Charge, Slow Round

→ **152mm Beehive**

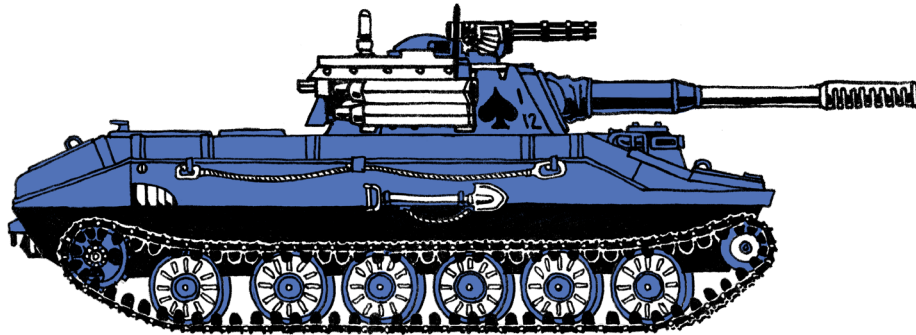
R16", S1/1+, D5, *Defensive CC (Inf.)*

902V 81mm Smoke Launchers

Gnd, R6", A++/+++, D2, Ammo 1,
Light Indirect (1), No CC, Smoke (3"),
Turret

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 52P "MALLARD"



TYPE: AIRMOBILE LIGHT TANK

REMARKS

Modification of the Duck light tank, designed for and operated by the Expeditionary Corps. While the Duck was originally designed with paradrop capability, successive armor and firepower upgrades have removed that capability. The Mallard's poorer armor and smaller main armament lightens it sufficiently for safe rocket-assisted parachute deployment; lesser protection is counterweighted by the addition of a rudimentary active protection system.

Primary armament is the 2K56 rifled gun, the final product in a long line of Federal 76mm tank guns. HVAP and HE-frag rounds give it modest fire support and anti-armor capabilities. Smoke launchers partially negate its very light armor.

Almost all Mallards in service have been retrofitted with a rifle-caliber 2A76 minigun, "acquired" from neighboring helicopter troops and pintle-mounted as a powerful backup weapon.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 52P "MALLARD" - 20 pts

AIRMOBILE LIGHT TANK

Vec, H2, S32", M10", Q3, T4/3/3
Active Protection (1), Amphibious, NBC, Paradrop, Steel Watchbands

2A76 7.76mm Minigun

All, R12", A4+/6+, S1/1+, D4, *Turret*

2K56 76mm Gun

R32", A4+/5+, D1, Ammo 3,
No CC (Inf.), Turret, Slow Round

→ 76mm HVAP

Vec, S8/15

→ 76mm HE-Frag

Inf/Vec, S3/3, *Ignore Cover (1)*

902V 81mm Smoke Launchers

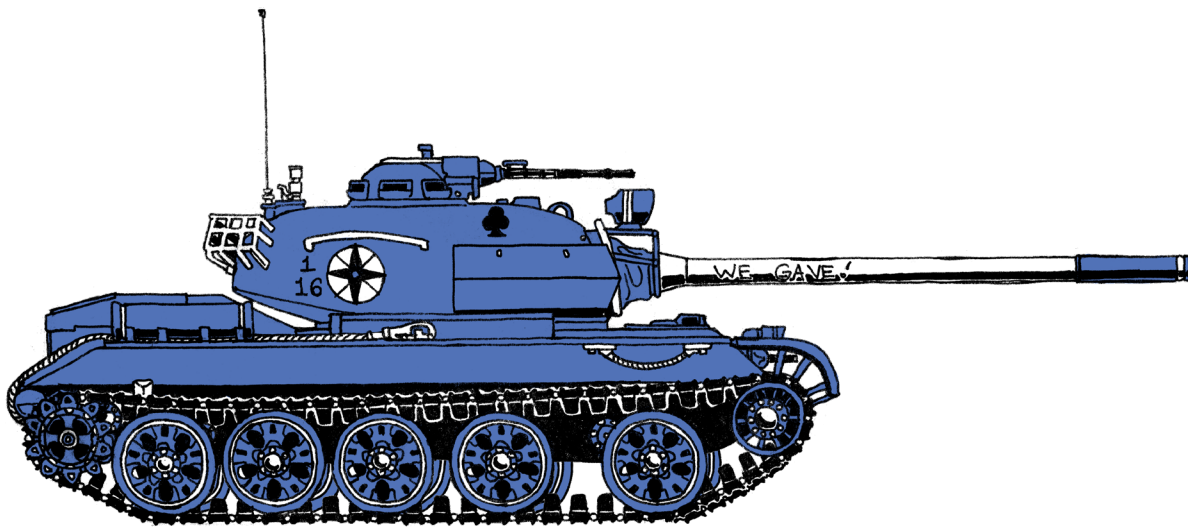
Gnd, R6", A++/+++, D2, Ammo 1,
Light Indirect (1), No CC, Smoke (3"), Turret

FEDERAL STATES-ARMY - DREKFORT M.D.C.

The Corps doesn't investigate stealing from sister services.

- Rayleigh Irving, Federal Intelligence

TYPE 55M "RAZORBACK-M"



TYPE: MAIN BATTLE TANK

REMARKS

First generation main battle tank, now relegated to second-line F.S-A. armor formations. While a marked improvement over the obsolete Veldjen, it is still not quite up to modern technical standards, even with successive fire control and armor retrofits. An outdated tank, however, is still much better than no tank at all.

Primary armament is the 2K41 tank gun, firing 100mm sabot or high explosive shells. While its fire control is not modernized (lacking a biological fire control unit) it is still an accurate and reliable anti-tank weapon. The turret-mounted 6GZ1 heavy machine gun serves as an excellent general purpose backup weapon effective against all soft targets on land and air.

While of limited purpose on a modern battlefield, the hull machine gun is still useful for suppressive fire at close quarters.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 55M "RAZORBACK-M" - 40 pts

MAIN BATTLE TANK

Vec, H2, S32", M8", Q3, T14/7/5
NBC, Steel Watchbands

6G2 7.76mm MG, hull

All, R12", A4+/5+, S1/1+, D2,
Multi-Gun

6GZ1 14.5mm HMG

All, R24", A4+/6+, S3/4, D2, *Turret*

2K41 100mm Gun

R40", A3+/4+, D1, Ammo 4,
No CC (Inf.), Thermal Sights, Turret

→ 100mm APDS

Vec, S12/18

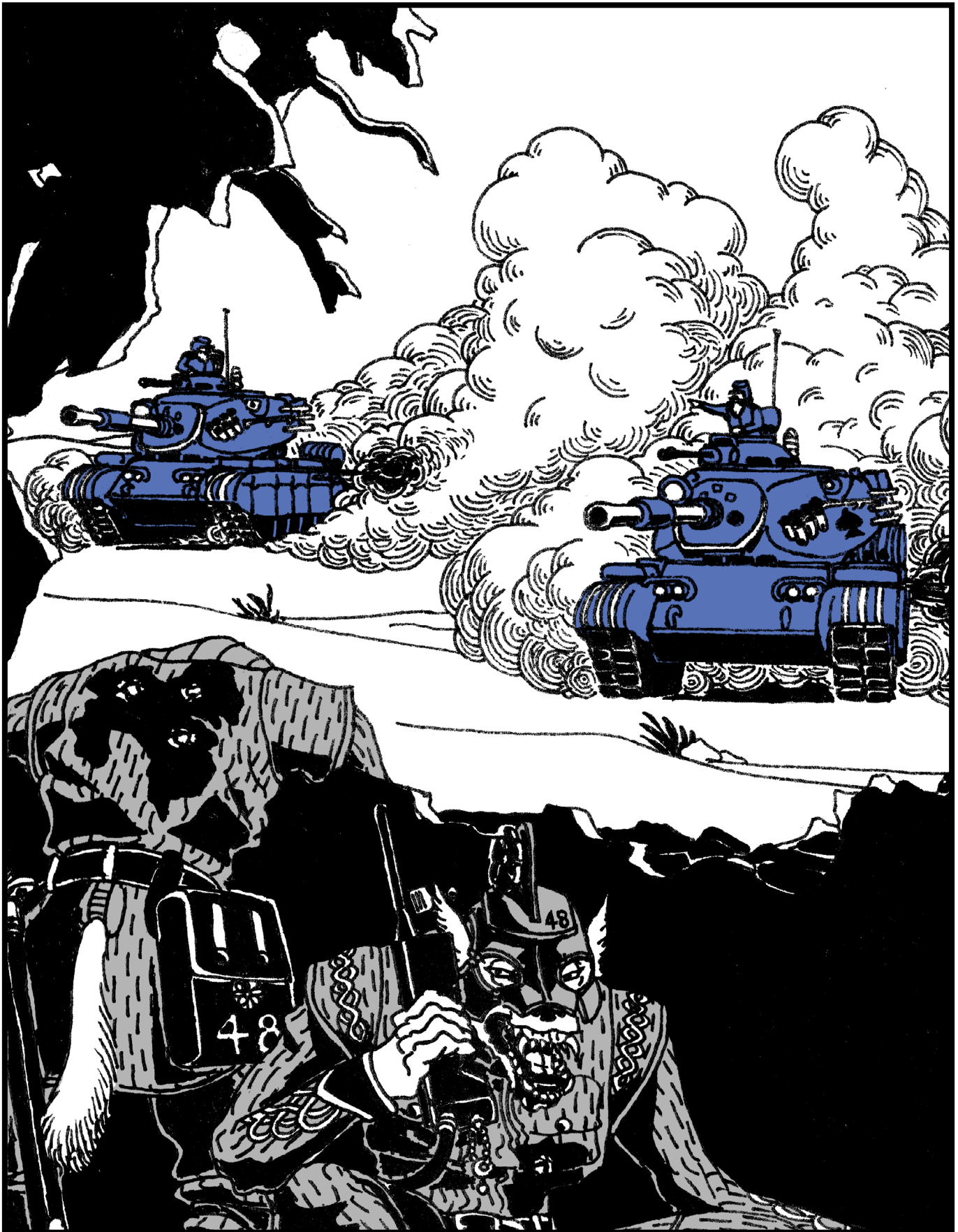
→ 100mm HE-Frag

Inf/Vec, S4/4, *Ignore Cover (1),
Slow Round*

902V 81mm Smoke Launchers

Gnd, R6", A++/+++, D2, Ammo 1,
*Light Indirect (1), No CC, Smoke (3"),
Turret*

FEDERAL STATES-ARMY - DREKFORT M.D.C.



SUPPLEMENTAL FILES

THE RULE is simple. Veldjen rolls up to your post, closed hatch, no familiar unit insignia. If it's dirty, you're being reinforced by the Whitewater Guard. Laugh away, they know, they hate it, it's not your problem.

If it's clean, straighten your back and click your heels right away. You're looking at a staff car, not a tank.

- Rayleigh Irving, Federal Intelligence

3GSh2 "BEEHIVE"

I don't like needles. I'll admit it. I was plain terrified of them as a kid and I still don't go out of my way to see the sawbones today. I guess Klein Grotehaven's figured out mind-reading, because this stuff comes right out of my childhood nightmares.

Take a flechette—a little sharp steel dart. Pack about five thousand of them real snug into a shell and you've got a beehive round. It's called a beehive because it sounds like you just stirred up the ugliest hive in the crookedest tree. It's a special sound. Hard to describe, but you'll pick it up right away over the small arms and artillery once you know what to listen for.

Duck jockeys carry more of these things than they do HEAT. See, they're driving an aluminum box that's just thick enough to not crumple when raindrops hit it. The Ducks are out there doing recon-in-force, flanking attacks, exploitation. All that nasty business in the enemy's country, where a tank-killer team could be lurking around every corner, and nobody's coming to back you up if you get stuck. It makes 'em neurotic. The slightest hint of movement or sound (how they hear anything over their diesels, I'll never figure out) and the big gun goes blasting off.

Usually it's nothing. A swathe of dense forest cleared of flora and fauna alike—birds and bugs and all that pinned to the trunks. An entomologist's dream. Everything in place, just like his bug collection. Sometimes, the smoke clears and it's a whole platoon of minced dogfaces.

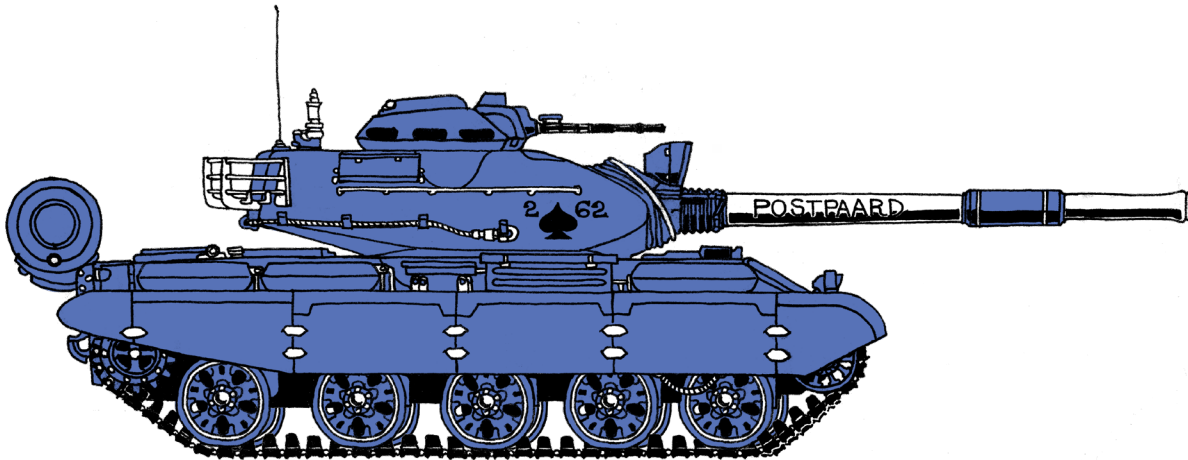
- Rayleigh Irving, Federal Intelligence

A RAZORBACK is a taxi. You see all sorts come out of the hatch. Brown-eyed boy from Cydoland with a hint of baron's blood in his nose; he's the gunner. A blond chap from Djekker loads. The driver's a pug-faced teen from Vykeland whose name they cut down to a letter. I once saw them pull out a half-shaven lupe whom they had caught trying to sap near their foxhole.

Everyone is a passenger. Eventually, a new man from Sumpkassel has to come in and drive it away again, because you can't have a tank with no driver. She's nobody's ride.

- Johannes Veeneman, F.S-A. General Staff

TYPE 71 "TUSKER-K"



TYPE: MAIN BATTLE TANK

REMARKS

Lean, mean, and deadly: the main battle tank by which all other armor is defined and rated. Nothing less than the sum of the States-Army's strengths, at a cost low enough to be widely available even in non-tank regiments.

Primary armament is the smoothbore 2K43 115mm tank gun, firing punishingly strong sabot or HEAT shells over long range. An onboard biological fire control computer ensures firing solutions are highly accurate. As on its older brother, the Razorback, the 6GZ1 heavy machine gun serves an all-purpose backup role from its cupola station.

The armor array is a modern, classified composite offering significantly improved performance against even ATGMs (from the front) relative to older all-steel mixes.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 71 "TUSKER-K" - 50 pts

MAIN BATTLE TANK

Vec, H2, S32", M8", Q3, T16/8/6
NBC, Steel Watchbands

6GZ1 14.5mm HMG

All, R24", A4+/5+, S3/4, D2, Turret

2K43 115mm Gun

R40", A2+/3+, D1, Ammo 4,
No CC (Inf.), Thermal Sights,
Turret

→ **115mm Sabot**

Vec, S14/21

→ **115mm HEAT**

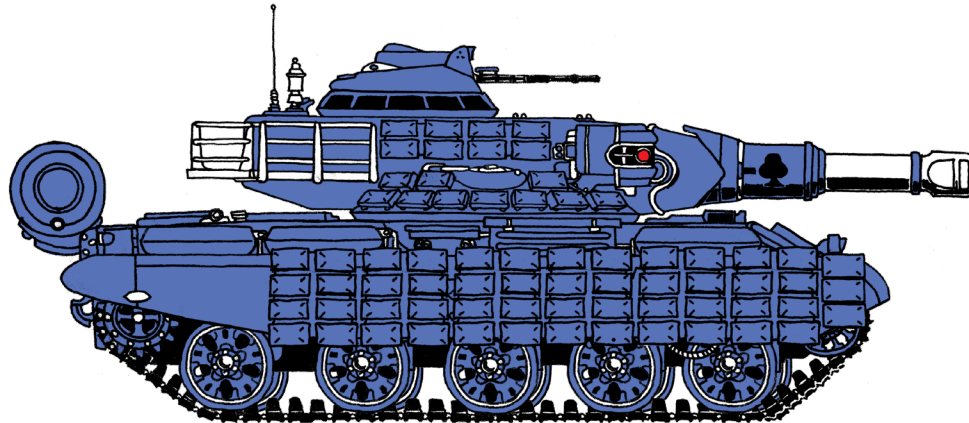
Inf/Vec, S12/2, *Slow Round,*
Shaped Charge

902V 81mm Smoke Launchers

Gnd, R6", A++/+++, D2, Ammo 1,
Light Indirect (1), No CC, Smoke (3"),
Turret

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 71B "TUSKER-GM"



TYPE: MAIN BATTLE TANK

REMARKS

An extensive armor and weapons refit of the ubiquitous Tusker-K main battle tank for first-echelon Federal armored units. GM jockeys consider themselves a cavalry elite, and have a sterling performance record to back it up. The Tusker-GM represents the bleeding edge of Federal armored warfare—at least beyond the proving grounds at Klein Grotehaven.

Primary armament is the 2K81 152mm gun-launcher, capable of firing either tandem warhead HEAT shells or 9R111 radio-guided missiles with either anti-tank or thermobaric warheads. Fully automatic ballistic calculation and missile guidance is provided by the onboard Advanced Biological Gunnery (ABG) unit. Its external housing may be easily identified by the constantly-scanning red "eye" of its optical suite. Tanks below serial number 996 still include an automatic fire authority mode.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 71B "TUSKER-GM" - 80 pts

MAIN BATTLE TANK

Vec, H2, S32", M8", Q4, T24/12/8
NBC, Steel Watchbands

6GZ1 14.5mm HMG

All, R24", A4+/4+, S3/4, D2,
Thermal Sights, Turret

2K81 152mm Gun-Launcher

D1, Ammo 4, No CC (*Inf.*),
Thermal Sights, Turret

→ **152mm Gun-Launched ATGM**

Vec, R12-60", A2+/xx, S18/3,
Guided Missile (1), Shaped Charge

→ **152mm Gun-Launched Thermobaric**

Gnd, R12-60", A3+/xx, S3/3,
*Guided Missile (1), Ignore Cover (2),
Radius (2"), Rear Attack*

→ **152mm Tandem HEAT**

Inf/Vec, R40", A2+/3+, S18/3,
Slow Round, Shaped Charge

902V 81mm Smoke Launchers

Gnd, R6", A++/++, D2, Ammo 1,
*Light Indirect (1), No CC, Smoke (3"),
Turret*

FEDERAL STATES-ARMY - DREKFORT M.D.C.

SUPPLEMENTAL FILES

MORE THAN *all else we hate the blue tanks. Heavy guns bombard us and airmen splash our dugouts with liquid fire. We can do nothing about these and so we endure them with patience. They pass. Only the stench of cordite or flesh too charred to eat remains. It is bad luck and nothing more. There will be the waykeepers and the burial rites. The decomposition agent that tastes bitter. A fact of life in war.*

But the tanks are terribly personal. They take our missiles on the nose and yet they roll on. Their caterpillar tracks grind over the land and negotiate the hollows without sense or fatigue. Neither round nor mine affects them.

Mass! Bitter mass! They are steel made alive and vindictive. The yawning gun-barrels swing to and fro with intent and the scanning eyes glower at us in the dark. They run down the stragglers. The diesels roar like cave panthers and the tracks crackle like meat on the fire. The wounded are overtaken and crushed like emptying tubes. Those who hide are dragged from their foxholes by heavy shells and thrown in the air like tattered ragdolls.

We wager flesh against steel. We crawl in the hollows with rocket tubes slung over our backs until we smell the cigars of the infantry escorts and we spear the great metal flanks as the earth rumbles under-elbow. Sometimes they burn and so do the men inside. Sometimes they are unharmed. It is never enough. The flotillas roll on and bury our foxholes with smart quarter-turns and stab at our noses with reeking exhaust.

- Conchar Goronwy, Chasseur, 96e Division d'Infanterie

THE OFFICER *looked Lieutenant Scheffer up and down. Her stare was wooden. A low, rueful chuckle passed around the faces of the men in the dugout. The officer raised his hand for silence.*

"Lieutenant, welcome back to our lines. But there's a problem."

Scheffer swallowed. The stare didn't shift.

"We were unable to identify the source of the fire that immobilized us, sir. An immobilized vehicle is a static target. A static target is a dead—"

Her interrogator held up his hand again.

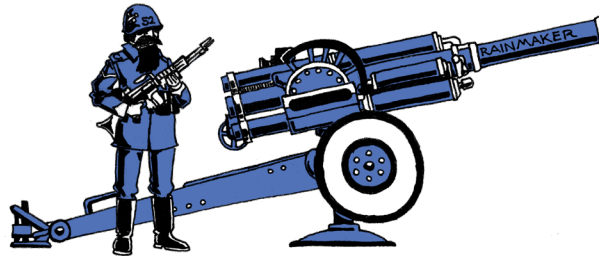
"Spare me the recitation, Lieutenant. I am familiar. Your tank, hull serial number 996, seems to have eliminated the enemy in your sector—after you abandoned it."

Scheffer's careful demeanor melted a little. "Perhaps we can recover it?"

"Little chance of that, Lieutenant," the officer told her truthfully. "996 is firing on us about as accurately as it is the enemy. I'm going to see to it you're reassigned out of the experimental brigade."

Scheffer started, but the officer's raised hand was unassailable. "They'll need a teacher at the tank school who was there for this one."

2M9 "KORENBLOEM"



TYPE: TOWED AUTOMATIC MORTAR

REMARKS

82mm automatic gun-mortar complex replacing older patterns of light field guns and muzzleloading mortars. The Korenbloem, although heavier than its predecessors, is capable of a blistering rate of fire via its recoil-operated, clip-fed loading system. Bursts of mortar fire can either cover wide kill zones or inflict disproportionate punishment in a concentrated barrage.

Standard ammo issue includes HEAT, frag, smoke, and chemical-SP rounds (similar in composition, if not payload size, to those fired by the 2K52 howitzer). By loading a clip with variable ammunition, a fire mission can be "customized". Frag-chem-frag barrages are particularly notable for their tendency to force infantry to go to ground in a hazardous NBC environment.

Dispose of all chemical-SP rounds if under threat of capture.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

2M9 "KORENBLOEM" - 25 pts

TOWED AUTOMATIC MORTAR

Vec (C), H1, S24", M2", Q2, T1/1-/1-

6G1 7.76mm Battle Rifle

All, R8", A3+/4+, S1/1+, D1,
Small Arm

2M9 82mm Automatic Mortar

Ammo 6, *Barrage (3), No CC*

→ 82mm HEAT

Inf/Vec, R28", A3+/xx, S8/1+, D1,
Shaped Charge, Slow Round

→ 82mm Frag

Gnd, R40", A4+/xx, S[D3], D1,
*Air-Filling, Light Indirect (3),
Radius (2")*

→ 82mm Chemical-SP

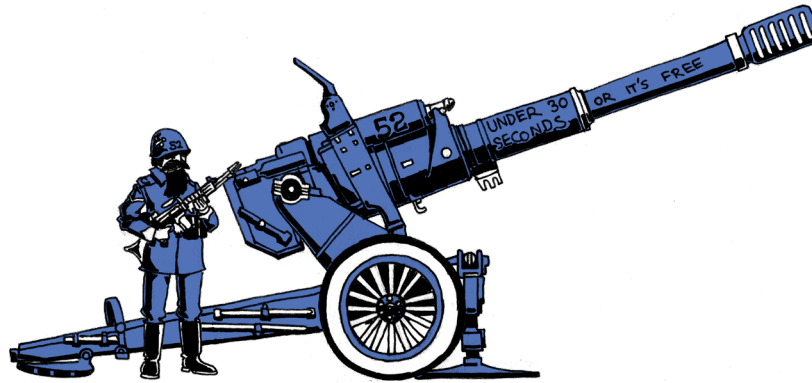
Gnd, R40", A++/xx, D1,
Light Indirect (3), Chemical-SP (2")

→ 82mm Smoke

Gnd, R40", A++/xx, D2,
Light Indirect (3), Smoke (3")

FEDERAL STATES-ARMY - DREKFORT M.D.C.

2K52 "WHEAT"



TYPE: TOWED HOWITZER

REMARKS

The go-to general-purpose field gun of the States-Army. Adept in both indirect fire support and direct anti-tank roles. Mass production has led it to supplant older 100 and 122mm systems even in reserve units.

For direct-fire self defense and anti-tank use, 2K52 batteries are issued HEAT shells akin to those employed by the Tusker-GM. Smoke shells are also standard-issue.

The infamous chemical-SP round, including both conventional nerve agents and compressed silver particulate ("confetti"), is issued on a limited basis. Injuries inflicted by the latter upon unprotected lupar troops are comparable to advanced-stage acute radiation syndrome, but occur in minutes.

Dispose of all chemical-SP rounds if under threat of capture.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

2K52 "WHEAT" - 25 pts

TOWED HOWITZER

Vec (C), H1, S24", M2", Q2, T2/1-/1-

6G1 7.76mm Battle Rifle

All, R8", A3+/4+, S1/1+, D1,
Small Arm

2K52 152mm Howitzer

Ammo 3, No CC

→ 152mm HEAT

Inf/Vec, R40", A3+/xx, S14/2, D1,
Shaped Charge, Slow Round

→ 152mm Frag

Gnd, R∞", A4+/xx, S[D6], D2,
*Air-Filling, Heavy Indirect (3),
Radius (3")*

→ 152mm Chemical-SP

Gnd, R∞", A++/xx, D1,
Chemical-SP (4"), Heavy Indirect (3)

→ 152mm Smoke

Gnd, R∞", A++/xx, D4,
Heavy Indirect (3), Smoke (4")

FEDERAL STATES-ARMY - DREKFORT M.D.C.

SUPPLEMENTAL FILES

THE AIROVERTHE TRENCHES glittered. Innumerable silver particles hung in the air, dancing in the daybreak light like suspended dewdrops. Some settled now by Stoeten's boots, on his helmet and hooded shoulders. Little specks stuck to his gas mask, worn even though it had been a straight-silver run without the nerve agents. Stoeten wiped a gloved hand over the lenses even as he kept his battle rifle trained on the parapet ahead. The demented howling had been audible from the rally point, three miles off. Now the earthworks were as silent and deserted as a boot-hill. Bayonet-first, Stoeten and his fellows descended into the ghostly works.

They swept the zig-zagged trenches clean. Empty firing positions, discarded spades. Cans of open pork-loaf lay askew in the dirt, flesh flecked with silver. Sweat pooled in Stoeten's boots. He found himself conscious of each step, eyes straining through his foggy lenses and seeking the chance glint off a tripwire, the disturbed earth over a cartridge trap. Nothing. At length the men came upon a dugout, a black hole in the earth. They rolled a grenade into it. There was a muffled thump and the entryway spat silver, as if choking. Wimons, the pointman, pushed through and on in.

Before the second man could follow him, there came a horrible whirl of sound and motion. There was screaming, gurgling, from more than one throat. Two flash-cracks from a battle rifle lit up the entrance. Wimons came stumbling back, head askew. He collapsed and Stoeten saw the man's spine through his neck. Out of the darkness, following the dead pointman, rocked a dogface—what was left of it.

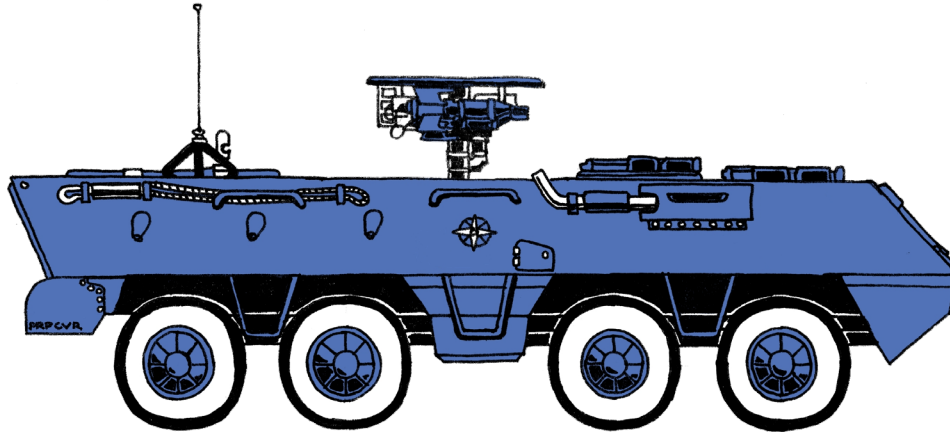
Gristle from Wimons' neck mixed with the sloughing, fibrous remnants of the lupe's snout. Its face and exposed extremities were a weeping, hairless mass, shot through with burns and bursting blisters. Layers of skin peeled away at the mere touch of the air, inviting silver particles into yet more raw flesh beneath. Its eye sockets were empty and its ears had rotted away, leaving the softened remnants of its head skull-like and barren. Robbed of every sense but touch, the lupe probed the air with its empty fingerbones, working its jaw-stubs, chewing even as its own innards came back up. The smell was cadaverous, so offensive that it pierced Stoeten's gas mask. In the instant he laid eyes upon it he was reminded of the dying salmon he'd seen back home. Those that'd spawned in the river, then rotted alive.

The dogface cringed at the fresher air, bringing its last teeth together hard, cracking their now-porous structures. It took another step forward and fell to one knee. Something escaped its boil-crusted lungs, rendered down to a frog-gurgle by its ruined trachea. Stoeten leveled his battle rifle and white-knuckled the trigger. The rifle bucked for three full seconds until it locked open. He dropped the weapon and scabbled for the straps of his gas mask. Another man protested. He tore off the mask, pinched his nose, and vomited.

When he had composed himself, Stoeten meekly rejoined the rest of the men. Little silvery flecks settled on his curling hair, his slight chin and nose, at his thin mustache. He made himself cough and put on his mask again. The squad leader firmly patted his shoulder.

"You'll get used to the smell, son. Like salmon."

TYPE 60AT "RUNNER"



TYPE: ATGM CARRIER

REMARKS

Modification of the Grumble APC into a tank destroyer. The turret complex has been replaced by a pop-up launch rack fitting up to six 9GR1Ms, an improvement of the 9GR1 ATGM sporting a modern guidance system and a tandem warhead. The Runner may fire either single-fire or in volleys of variable salvo size.

The Runner is a specialist vehicle designed purely for the anti-tank role. Although capable of destroying even the heaviest tanks with massed missile volleys, it is vulnerable at close range. The vehicle's only self defense weapon is a 6G2 machine gun, either fired from a pintle mount or dismounted and used by on-foot crew pulling security.

Enough space remains in the troop compartment to carry a small infantry team inside, alongside spare missiles and the launch controls.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 60AT "RUNNER" - 25 pts

ATGM CARRIER

Vec (W), H2, S32", M8", Q2, T4/4/3
Amphibious, NBC, PC (1, Rear)

6G2 7.76mm MG

All, R12", A4+/6+, S1/1+, D2, Turret

9GR1M 125mm ATGM Rack

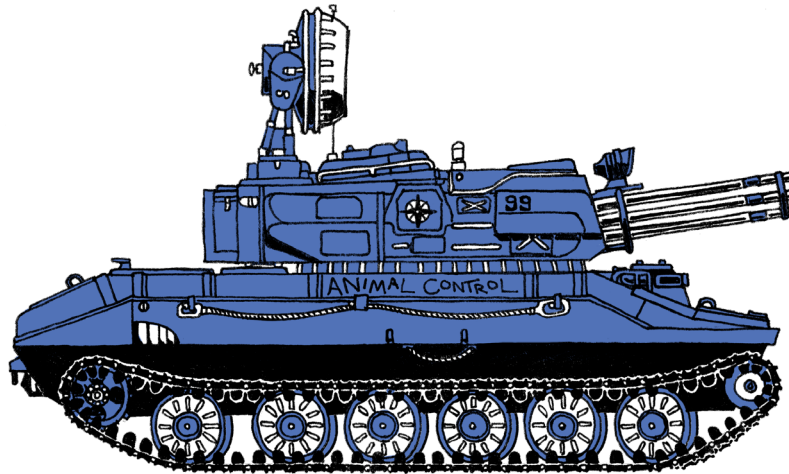
Vec, R12-60", A3+/xx, S16/3, D1, Ammo 6, Barrage (3, Point), Guided Missile (2), Shaped Charge, Turret

FEDERAL STATES-ARMY - DREKFORT M.D.C.

A cheap missile dispenser and nothing more. It's got the punch to drop heavy armor—or a couple littluns, one after the other—and the road speed to get out quick afterwards. I wouldn't stick around in one of these things. Infantry tend to get vindictive about their burnt-out rides.

- Rayleigh Irving, Federal Intelligence

TYPE 52LW "FIREHOSE"



TYPE: SELF-PROPELLED ANTI-AIR GUN

REMARKS

Standard short-range air defense complex of the States-Army. A modification of the Duck light tank, replacing the existing turret and weapons entirely. Despite the increased weight, the Firehose remains (barely) capable of amphibious travel.

Its sole armament is the monstrous 2A37 anti-aircraft rotary cannon, guided by an integrated fire control radar. The recoil from this complex is capable of lifting the front roadwheels of the vehicle entirely off the ground over prolonged bursts. It is also highly effective against light ground targets.

While grossly over-gunned for its size, the Firehose retains the thin armor of its parent hull and is vulnerable to anti-tank weapons. It may serve as a fire support vehicle in a pinch, but it is not a tank.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 52LW "FIREHOSE" - 30 pts

SELF-PROPELLED ANTI-AIR GUN

Vec, H2, S32", M10", Q3, T5/4/4
Amphibious, NBC

6P3 11.5mm SMG

All, R8", A4+/4+, S1-/1, D2,
Small Arm

2A37 37mm Rotary Cannon

All, R36", A4+/4+, S5/7, D3,
Ammo 4, No CC (Inf.),
Radar Anti-Air, Turret

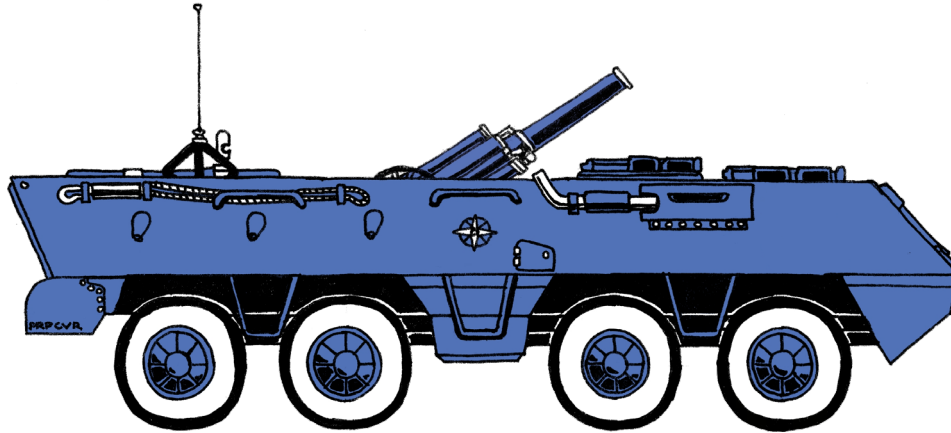
FEDERAL STATES-ARMY - DREKFORT M.D.C.

Dirty little secret: these things shoot at infantry more than they do aircraft. Just seeing the rotary snout coming into position is enough to drive dogfaces out of their holes. I don't blame 'em. Once the great big sheet-ripper stops singing there's not much left of anything.

Not much of the Firehose after a few years, either. They rattle themselves to death.

- Rayleigh Irving, Federal Intelligence

TYPE 60MD "WAVE"



TYPE: AUTOMATIC MORTAR CARRIER

REMARKS

Self-propelled variant of the 2M9 Korenbloem heavy automatic mortar, mounted on the universally available Grumble wheeled chassis. Exhibits all the hallmarks of its parent hull: good road speed, poor off-road performance relative to tracks, and basic amphibious capability despite the added weight of the mortar complex.

As with its dismounted variant, the Wave's 2M9 is capable of laying rolling barrages of heavy fire in quick succession. A variety of rounds are supplied, including frag, smoke, and the notorious chemical-SP shell. The mortar is incapable of direct fire. Ammunition storage demands mean that like the Runner, the Wave lacks internal space for transporting more than a small team.

Dispose of all chemical-SP rounds if under threat of capture.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 60MD "WAVE" - 30 pts
AUTOMATIC MORTAR CARRIER

Vec (W), H2, S24", M8", Q2, T4/4/3
Amphibious, NBC, PC (1, Rear)

6G2 7.76mm MG

All, R12", A4+/6+, S1/1+, D2, Turret

2M9 82mm Automatic Mortar

Gnd, R40", Ammo 6, Barrage (3),
Light Indirect (3), No CC

→ **82mm Frag**

A4+/5+, S[D3], D1, *Air-Filling,*
Radius (2")

→ **82mm Chemical-SP**

A++/++, D1, *Chemical-SP (2")*

→ **82mm Smoke**

A++/++, D2, *Smoke (3")*

FEDERAL STATES-ARMY - DREKFORT M.D.C.

SUPPLEMENTAL FILES

GROOTVELD BLINKED and reseated the serial cable, then connected the terminal to the Tusk-er-AV's firing computer again. Again, he keyed in the query.

>QRY NEW FS FOR FS.LHADJ = 1 DEG 30 RAD NORTH_

Again, the self-propelled gun's computer spat back:

>NO ADJUSTMENT NEEDED_

He looked up and peered out over the test range, pulling his binoculars to his eyes. There was the captured lupar truck, its twisted frame blackened and riddled with small-caliber holes, but still in one piece. A little further up the heath was a still-smoking crater from the latest artillery shell.

Grootveld leaned over and keyed in the equivalent computation in the FCS control panel again. Same response. He went back to the terminal.

>QRY TCOORD FOR FS_

The computer spat a list of angles and cartesians at him, which he set to at once on a little spiral notebook. Ugh, ballistic trigonometry. He hadn't done well at this in the finishing school... but his values were close enough that he could see where he made an error, and if that was corrected...

Grootveld sighed. If that were corrected, then the gun had hit exactly where it thought it was aiming. He turned and shouted for his superior, who was working another one of the big SPGs a ways away. The old man's face appeared in the open hatch, and he dropped inside with a sour look. Shouting over the idling diesel, Grootveld explained the problem.

"And you didn't fatfinger der entry?" he accused.

"No, sir. You can see the log of it in the terminal."

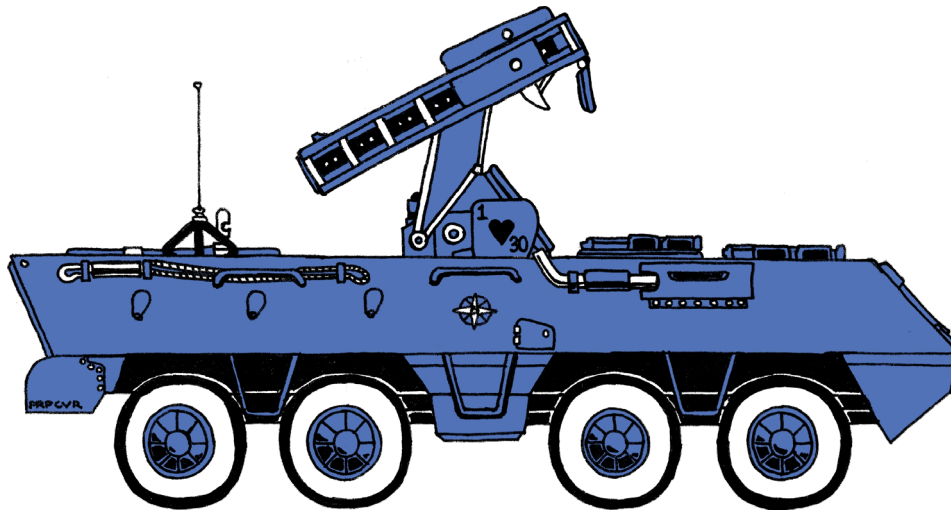
The man harrumphed.

"Gun don't always like der command, 'specially if dere something better for shootin'. Starve it of der nutrient jar for a spell and see if he like der better after dat."

Each computer was just a little different, of course. Hence the baud dial rigamarole. Positive and negative reinforcement was part of the standard calibration procedure, though most new guns didn't need this much...

The technician tried to remember what had been there a little beyond the truck before the howitzer had hit it, but he couldn't. Maybe one of those damn snails with the guns on their backs?

TYPE 60LW "COACHMAN"



TYPE: ANTI-AIR MISSILE CARRIER

REMARKS

Self-propelled missile air defense complex based on the ubiquitous Grumble APC. Comparable mobility to its parent hull, including amphibious capabilities.

The turret complex has been replaced by a four-tube missile launcher for the 9GR5, a heavy 120mm surface-to-air missile derived from the Air Corps' wing-mounted models. Initial target search is via a small onboard radar, but the missile is solely IR-guided after firing. Single shots or salvos can be fired.

The vehicle carries a standard 6G2 machine gun for pintle or dismounted self-defense against infantry. It is otherwise of no value against ground targets.

Enough space remains in the troop compartment to carry a small infantry team alongside spare missiles.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 60LW "COACHMAN" - 30 pts

ANTI-AIR MISSILE CARRIER

Vec (W), H2, S32", M8", Q2, T4/4/3
Amphibious, NBC, PC (1, Rear)

6G2 7.76mm MG

All, R12", A4+/6+, S1/1+, D2, Turret

9GR5 120mm Infrared SAM

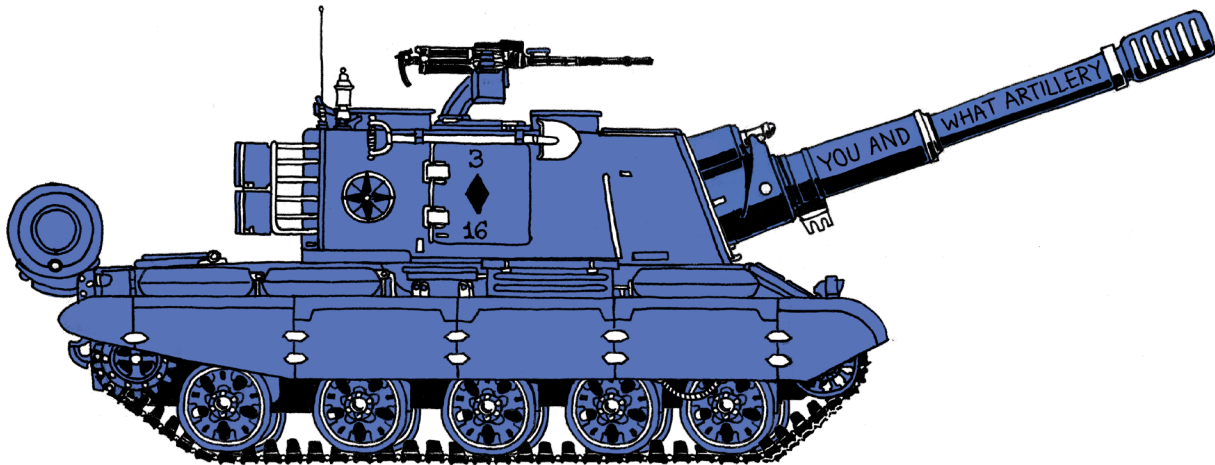
Air, R60", A4+/xx, S6/6, D1,
Ammo 4, Air-Filling, Barrage (2),
Guided Missile (2), Homing, Turret

FEDERAL STATES-ARMY - DREKFORT M.D.C.

Not as large or far-reaching as the "telephone poles" of the rear air defenses, but hated even more. So close to the strike target, to the prey, tunnel-vision comes easy. But there waits the Coachman and his shotgun for the wolves.

- Roul Lydon, Lieutenant, Escadron 1/1

TYPE 71H "TUSKER-AV"



TYPE: SELF-PROPELLED HOWITZER

REMARKS

Combination of the 2K52 howitzer with the chassis and drivetrain of the Tusker-K main battle tank. The Tusker-AV is a tough "fightin' artillery" system, ready for both indirect fire support and direct-fire gunnery exchanges (sporting the tank-derived armor necessary to endure the latter).

The Tusker-AV's 2K52 howitzer is issued the same ammunition complement as its towed counterparts, including direct-fire HEAT, standard fragmentation, smoke, and chemical-SP shells. The turret mounting also includes a 6GZ1 heavy machine gun for point defense against infantry.

Dispose of all chemical-SP rounds if under threat of capture.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 71H "TUSKER-AV" - 50 pts

SELF-PROPELLED HOWITZER

Vec, H2, S32", M8", Q3, T14/6/6
NBC, Steel Watchbands

6GZ1 14.5mm HMG

All, R24", A4+/6+, S3/4, D2, Turret

2K52 152mm Howitzer

Ammo 4, Turret

→ 152mm HEAT

Inf/Vec, R40", A3+/4+, S14/2, D1,
*No CC (Inf.), Shaped Charge,
Slow Round*

→ 152mm Frag

Gnd, R∞", A4+/5+, S[D6], D2,
*Air-Filling, Heavy Indirect (3),
No CC, Radius (3")*

→ 152mm Chemical-SP

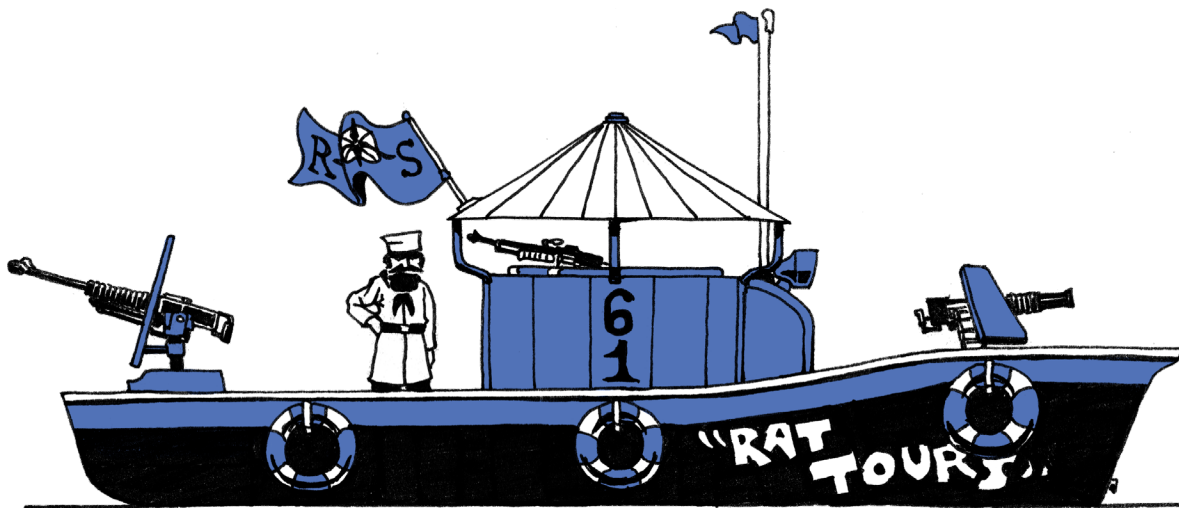
Gnd, R∞", A++/+, D1,
*Chemical-SP (4"), Heavy Indirect (3),
No CC*

→ 152mm Smoke

Gnd, R∞", A++/+, D4,
Heavy Indirect (3), No CC, Smoke (4")

FEDERAL STATES-ARMY - DREKFORT M.D.C.

S36 "PADDLE"



TYPE: RIVER GUNBOAT

REMARKS

Typical light patrol vessel of the Whitewater Guard. Regularly requisitioned by the greater F.S.A. (or worse, the States-Navy) for river security and special operations. Not nearly as dangerous as a river monitor, but faster and more maneuverable. The hull is resistant but not proof against heavy machine gun fire.

Standard armament is a bow-mounted 2K15 automatic 40mm grenade launcher for raking shoreline positions supported by the States-Navy's unpopular equivalent-caliber HMG, the 6GN3. In the canvas-covered pilothouse, an infantry-issue 6G2 machine gun is mounted on a swivel ring.

While less flexible than amphibious personnel carriers, the Paddle offers very heavy antipersonnel firepower and a good personnel capacity.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

S36 "PADDLE" - 15 pts

RIVER GUNBOAT

Vec, H2, S32", M8", Q2, T3/3/1+
PC (3, Any), Watercraft

6GN3 14.5mm HMG

All, R24", A4+/4+, S3/4, D2, Turret

6G2 7.76mm MG

All, R12", A4+/4+, S1/1+, D2,
Multi-Gun, Turret

2K15 40mm HE Grenade Launcher

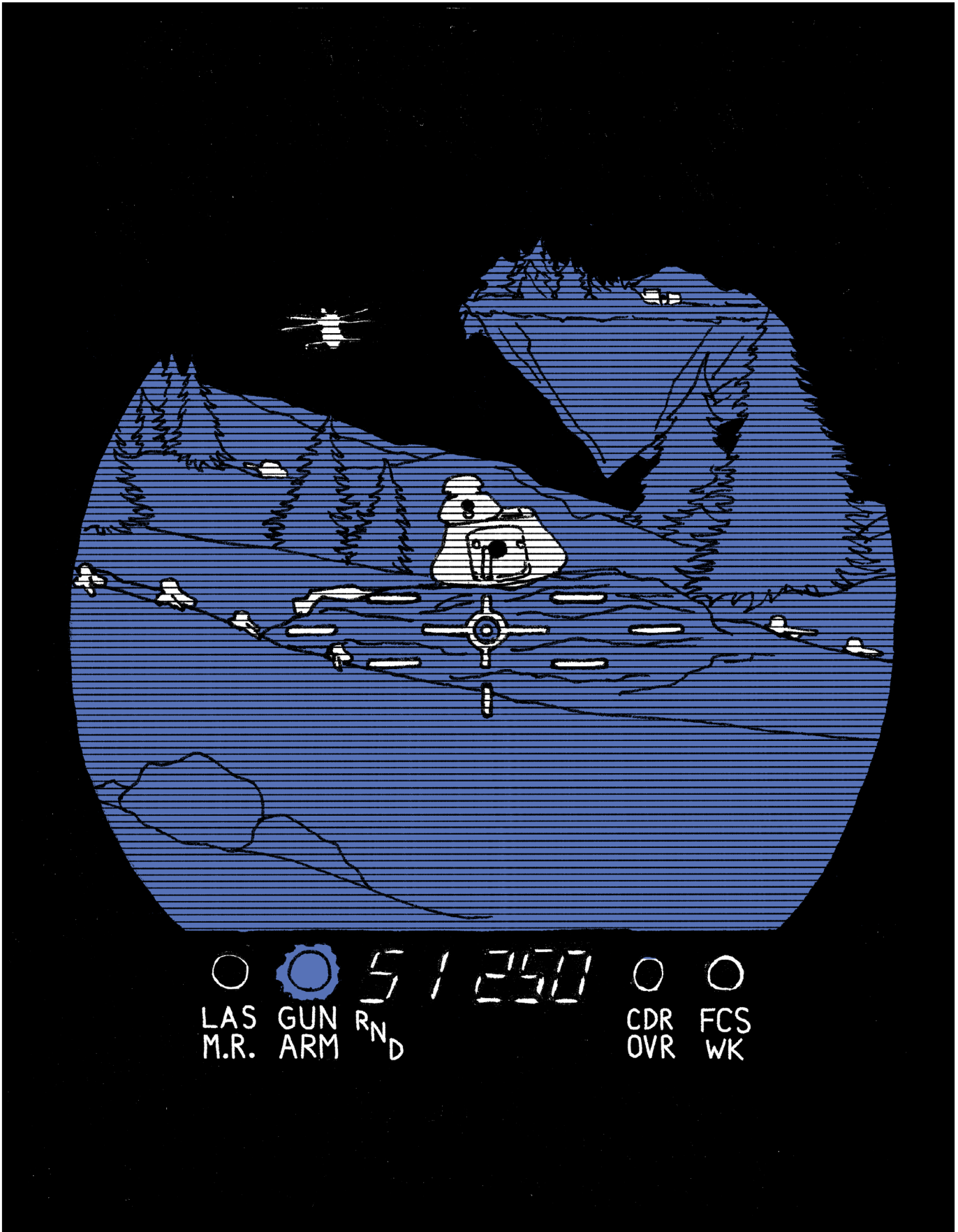
Inf/Vec, R20", A4+/4+, S1+/2, D2,
 Ammo 4, Ignore Cover (1),
Multi-Gun, Slow Round, Turret

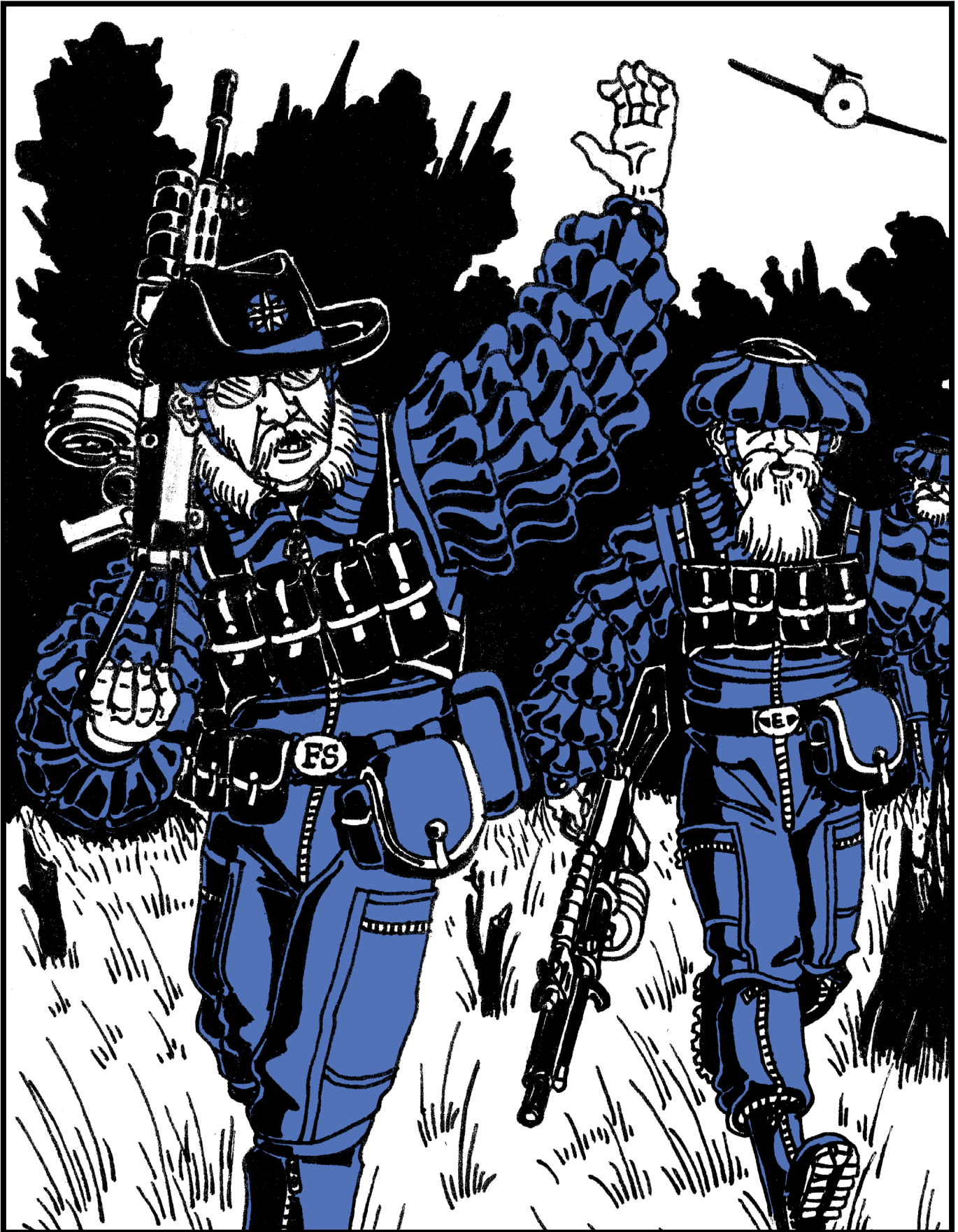
FEDERAL STATES-ARMY - DREKFORT M.D.C.

Not exactly a comfortable posting. The River Service isn't a pleasure cruise in the slightest. But hey, it's lucrative, with the right connections. It's not just ammo in those holds, sometimes.

- Rayleigh Irving, Federal Intelligence







CHAPTER 5
AIRCRAFT

The States-Army Air Corps, unlike the States-Navy, is not a full branch of the military. Some of the more ossified members of the General Staff would prefer not to think about it at all. While the Air Corps' performance as a ground-support force is adequate, their various rotary and fixed-wing designs can charitably be called obsolete. With only light utility and transport helicopters available, lacking a true attack helicopter fleet altogether, the F.S-A.A.C.'s rotary-wing forces are generally relegated to patrol and logistics work, with some use by small commando outfits for covert insertion. Many are upgraded on an ad-hoc basis at the front lines, increasing their firepower and survivability.

HELICOPTERS

- HzN-18 "MOOSE" - UTILITY HELICOPTER 15 pts / 5-2**
- HzN-22 "HUGAG" - HEAVY LIFT HELICOPTER 20 pts / 5-3**
- HzN-18B "BISON" - MAKESHIFT GUNSHIP 25 pts / 5-4**

PLANES

- SiG-17 "HARDNOSE" - LIGHT BOMBER 20 pts / 5-5**
- SiG-16 "RUFE" - MULTI-ROLE FIGHTER 25 pts / 5-6**
- SiG-16B "SCHROEF" - TACTICAL BOMBER 30 pts / 5-7**

HzN-18 "MOOSE"



HzN-18 "MOOSE" - 15 pts

UTILITY HELICOPTER

Air, H2, S32", M32", Q2, T1+/1+/1+
PC (2, Sides)

6G2 7.76mm MG

All, R12", A4+/5+, S1/1+, D2,
Door Gun (Sides)

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE: UTILITY HELICOPTER

REMARKS

Standard general-purpose light utility helicopter. Capable of infantry transport, insertion and MEDEVAC. The airframe is aluminum, and not armored. Sole armament is the standard 6G2 machine gun, trained from its bay door mountings.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

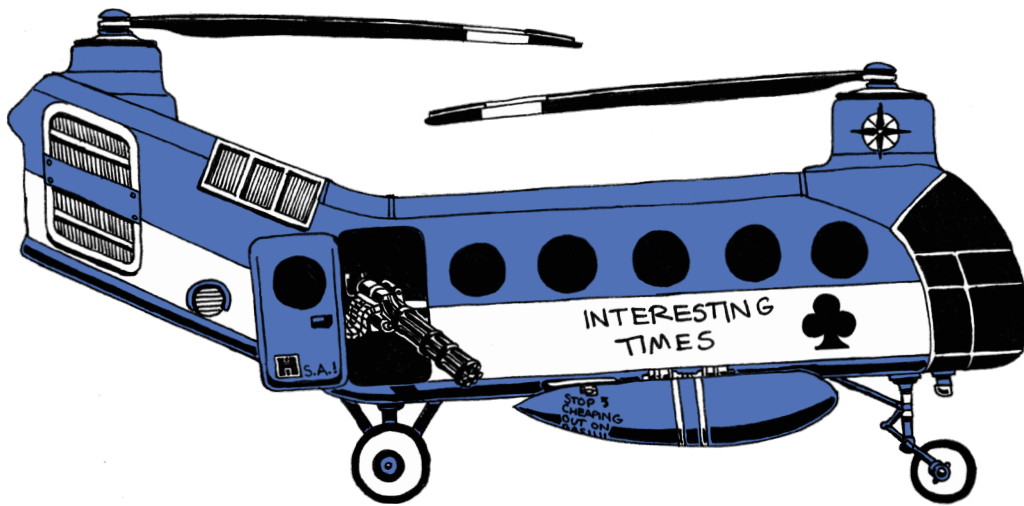
It works, to the lasting and bitter chagrin of the ranking stiffs that would rather have the wounded take old-fashioned boneshaker truck rides to the field hospital every time. Really, for how little love these things and their jockeys get from on high, the thanks the grunts give back makes up for it tenfold. Once you hear the beating rotors and see the white stripe on blue, you know you're gonna make it.

Not to say that's the only trick you can teach a Moose. Over the Ebon Forest—I mean the parts where a squirrel could run end-to-end without touching the ground—these things are the fastest way to get around. Both the E.C. and the Rangers use them. Little operations, in and out, hopefully without too many holes in the chassis.

Other things, too. But if I told you, I'd have to kill you.

- Rayleigh Irving, Federal Intelligence

HzN-22 "HUGAG"



TYPE: HEAVY LIFT HELICOPTER

REMARKS

Heavy transport and logistics workhorse of the States-Army, complementing the ground truck fleet. A contemporary of the Moose, its inglorious but necessary function has singly justified the existence of the helicopter fleet to the General Staff so far.

While poorly-armed for its size (with only a 2A76 rifle-caliber minigun for ground support and self-defense), the Hugag is as thick-skinned as its namesake beast. Its cavernous hold can transport several infantry squads at once and resupply ammunition for an extended time.

Over its service life, several retrofits, including conformant drop-tanks to extend its range, have been issued. These only further lower the Hugag's maximum speed.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

HzN-22 "HUGAG" - 20 pts

HEAVY LIFT HELICOPTER

Air, H2, S32", M24", Q2, T2/2/2
PC (6, Sides), Resupply (6), Tow (2)

2A76 7.76mm Minigun

All, R12", A4+/5+, S1/1+, D4,
Door Gun (Sides)

FEDERAL STATES-ARMY - DREKFORT M.D.C.

The Federal brass has admitted, with a bullish pride, to having no better ideas about rotorcraft than a pig about dentistry. Out there in the wider world they are putting rockets, heat-seeking missiles, and rotary cannons on the sides of their aircraft, and all we can think to do is fill up the Hugag with rounds for the infantry.

But it works, it works.

- Johannes Veeneman, F.S-A. General Staff

HzN-18B "BISON"



TYPE: MAKESHIFT GUNSHIP

REMARKS

Semi-official firepower & survivability upgrade of the Moose utility helicopter. Although not produced by HzN or other contractors, the F.S.-A. formally classifies it as a vehicle type of its own. Almost every Moose not earmarked for MEDEVAC or special ops becomes a Bison in time.

The standard 6G2 machine gun has been replaced with a 2A76 rifle-caliber minigun offering superior suppression while a 2K15 grenade launcher (identical to that of the Grumble) is available under the chin. A pair of 9GR1 ATGMs (governed by control hardware duct taped to the copilot's station) are mounted to the bay steps, offering mobile anti-tank capability. The space taken up by these weapon systems reduces the helicopter's infantry carriage capacity.

A general up-armoring of the airframe has somewhat increased the Bison's survivability against anti-aircraft fire.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

HzN-18B "BISON" - 25 pts

MAKESHIFT GUNSHIP

Air, H2, S32", M32", Q3, T2/2/2
Decoy Protection (1), PC (1, Sides)

2A76 7.76mm Minigun

All, R12", A4+/5+, S1/1+, D4,
Door Gun (Sides)

2K15 40mm HEDP Grenade Launcher

Inf/Vec, R20", A4+/5+, S5/1+, D2,
Ammo 3, Shaped Charge, Slow Round

9GR1 125mm ATGM

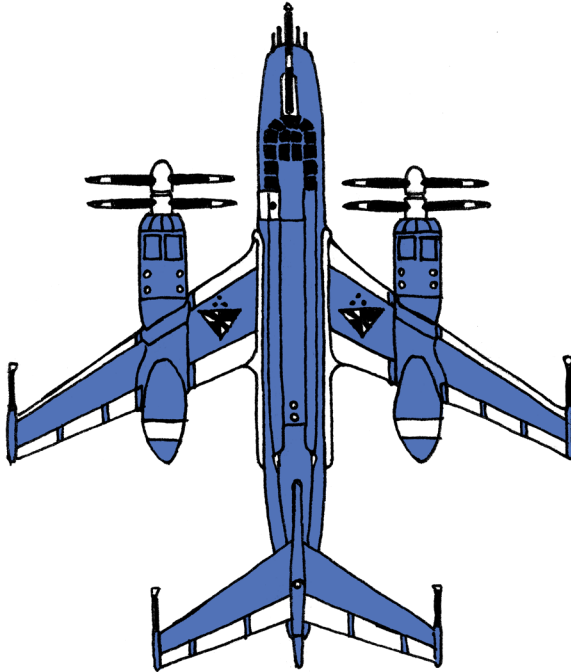
Vec, R12-60", A3+/4+, S14/2, D1,
Ammo 2, Guided Missile (2), MCLOS, Shaped Charge

FEDERAL STATES-ARMY - DREKFORT M.D.C.

Better than a Moose, if you're serious about fighting in one of these instead of playing sky-taxi. But come on. It's to a real attack helicopter what a truck with a machine gun is to a tank.

- Rayleigh Irving, Federal Intelligence

SiG-17 "HARDNOSE"



TYPE: LIGHT BOMBER

REMARKS

Twin-engine turboprop bomber designed for high payloads and low maintenance. Retains characteristic Federal heft, but some armor has been conceded to accommodate a larger-than-normal bomb bay.

Primary armament is a load of 4BB2 cluster bombs with "dual-purpose" submunitions: small shaped charges with an additional frag sleeve. The solid nose mounts eight pilot-operated 7.76mm machine guns for which the navigator doubles as loader.

Though outdated, underwing "needlenose" 9GR6 laser missiles are favored by crews in frontline outfits which may otherwise lack in long-ranged anti-air capability.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

SiG-17 "HARDNOSE" - 20 pts

LIGHT BOMBER

Air (CAS), M10", Q2, T3, E0

6G2 7.76mm MGs, octet

All, R2", A4+, S1, D3, Radar Anti-Air

4BB2 350kg Dual-Purpose Cluster Bomb

Gnd, R0", A2+, S6/1, D2, Ammo 6,

Rear Attack, Saturating (6),

Shaped Charge

9GR6 200mm Beam-Riding AAM

Air, R50", A5+, S6, D1, Ammo 4,

Air-Filling, Guided Missile (2),

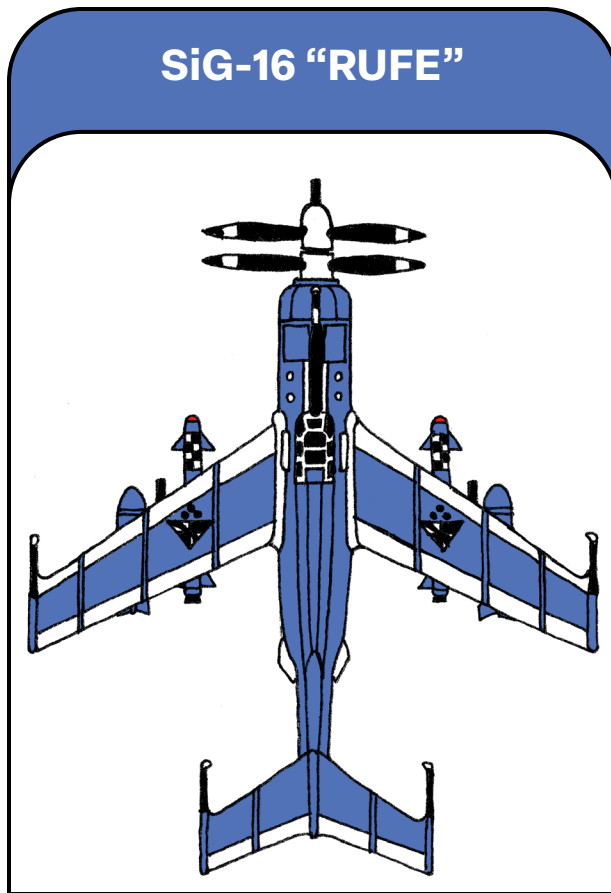
Barrage (2), No CC

FEDERAL STATES-ARMY - DREKFORT M.D.C.

Right after the first (and last) big atomic exchange—the one mostly checked by the then-novel satellite defense grid—there was a scramble to do it again, but right this time. A lot of stupid ideas flowed through the Drekfort on how to get atomic bombs on-target; among them was using low-flying bombers to do it.

The Hardnose was designed to skirt radar at perilously low altitudes, using unexpected seaborne approaches to compensate for its low speed and relative fragility. Such a demanding mission plan meant it got the most dependable engines then on paper. Even if the pilots escaped the delayed-fuse nuclear blast, though, they probably wouldn't have made it home once intercepted. That, back then, was enough to scrap the plan. Nowadays, it's beside the point. Land-skimming cruise missiles take all the fun out of nuclear policy. Rather than abandon what was otherwise a sterling light bomber, the Air Corps picked it up for cluster runs. But the great oval bomb mounts are still in its bay.

- Rayleigh Irving, Federal Intelligence



SiG-16 "RUFÉ"

TYPE: MULTI-ROLE FIGHTER

REMARKS

Originally conceived as a low-cost ground attacker, the sturdiness and reliability of this turboprop fighter-bomber has seen it become the most common combat aircraft in the Air Corps.

The Rufe's trademark 23mm nose-autocannon is complemented with 4BN2 incendiary bombs and 9GR4 proximity-fuze air-to-air missiles to provide multi-role ground and air support.

Increasingly heavy arming and a retrofitted "sprint" rocket motor offer only marginal modern dogfighting ability.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

SiG-16 "RUFÉ" - 25 pts
MULTI-ROLE FIGHTER

Air (CAP), M10", Q2, T4, E1
Sprint Motor

2A34 23mm Autocannons, triplet

All, R8", A4+, S4, D3, Ammo 3,
Radar Anti-Air

4BN2 350kg Napalm Bomb

Gnd, R0", A3+, S1+, D2, Ammo 2,
*Barrage (2), Ignore Cover (2),
Lingering, Radius (2"), Rear Attack*

9GR4 120mm Infrared AAM

Air, R30", A4+, S6, D1, Ammo 2,
*Air-Filling, Guided Missile (1),
Homing*

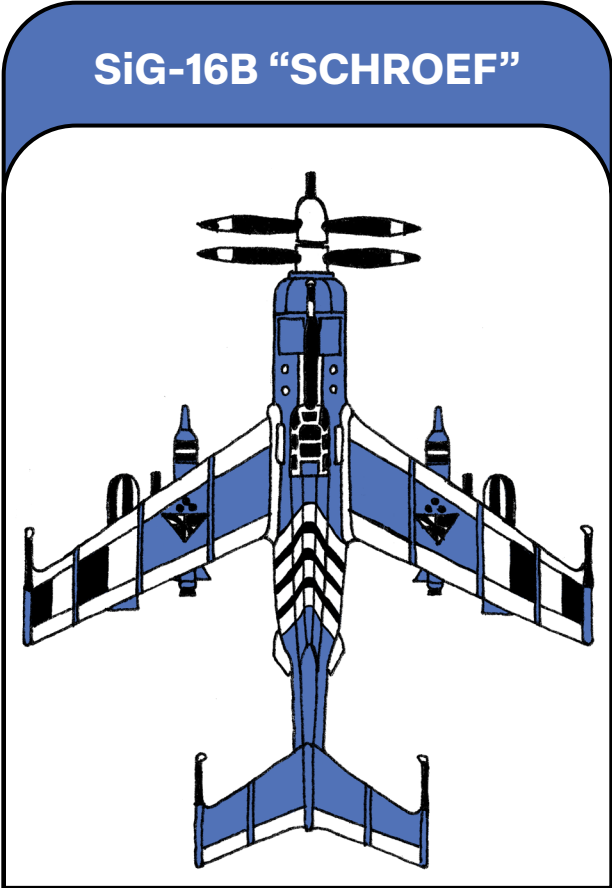
FEDERAL STATES-ARMY - DREKFORT M.D.C.

Sieg-Garrott is part of that enduring stable of companies the States-Army keeps permanent telephone lines to. Its board of directors and the Army brass have a lot in common; they're stubborn, old-fashioned, and enthusiastic for loud engines and visibly moving parts.

SiG makes ugly, trusty, functional planes for all purposes. Their big revenue's in civilian airliners and airtrucks, but the military will always have contracts for them. Like distressingly many things in the States-Army, the Rufe has become a keystone, a nostalgic piece that'll always be updated, but never replaced. Something about running ten thousand hours between overhauls stays appealing.

There's only so many new tricks you can teach an old dog, though, especially one with limited airspeed. They fly in missile-disgorging flocks for a reason; three Rufes are a fair match for one jet. We have that many today—but what about tomorrow?

- Rayleigh Irving, Federal Intelligence



SiG-16B "SCHROEF"

TYPE: STRIKE AIRCRAFT

REMARKS

Extensive refit of the SiG-16 "Rufe" for precision ground attack. Increased weight eliminates the Rufe's already waning aerial combat capabilities in exchange for much greater anti-tank firepower.

Traditional 23mm autocannons have been upgraded to the seldom-seen 2A40 37mm variant. Includes 4BE1 high explosive bombs and 9GR3 SAPHE air-to-ground missiles for use against protected ground targets. Shortcomings of the 9GR3's obsolete radio guidance are compensated for by a new thermal "bomb's-eye" camera sight.

Survivability is marginally increased by the addition of decoy flares and an extensive ECM package.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

SiG-16B "SCHROEF" - 30 pts
STRIKE AIRCRAFT

Air (CAS), M10", Q2, T4, E0
Decoy Protection (2), Sprint Motor

2A40 37mm Autocannons, triplet
 All, R8", A4+, S5, D3, Ammo 3,
Radar Anti-Air

4BE1 500kg HE Bomb
 Gnd, R0", A3+, S8, D1, Ammo 2,
*Air-Filling, Barrage (2), Radius (3"),
 Rear Attack*

9GR3 275mm AGM
 Vec, R50", A2+, S24/8, D1, Ammo 2,
*Guided Missile (2), MCLOS,
 Shaped Charge, Thermal Sights*

FEDERAL STATES-ARMY - DREKFORT M.D.C.

There are more patterns of Rufe than can be feasibly memorized by a normal person. Many of them aren't even ours; it's been exported across the globe. After all: one of the few things an Air Corps-spec Rufe can feasibly best in a one-on-one dogfight is another Rufe. Within our forces the most common sub-variant is the Schroef, a happy retirement for the elderly "multirole" idea the force still labors under.

The Schroef is a tank-hunter and bunker-buster, making full use of its turboprop platform's ability to skulk at low altitude. Like the original version it comes with missiles that are better than the plane. While the guidance suite's good, you do have to hold the plane still while diving headfirst into leaden death—I can excuse the somewhat subpar hit rate. If that doesn't work, the bombs do the trick.

It's a remarkably potent platform, especially for its price point; but pray the skies are yours if you're flying it.

- Rayleigh Irving, Federal Intelligence

SUPPLEMENTAL FILES

“BECAUSE I was a fresh signer and this was my first lift, Sergeant Leeuwen stopped me at the skid and told me to sit by the HEAT cases at the back of the Hugag. Once I was seated, I asked the man next to me why the sergeant put us here. He said, ‘If we’re hit, we’ll die first. Sarge feels bad for us.’ “

- Gerrit Ghent, from And We Saw, p. 99

AVIATOR BOORMAN was lounging in the common room. The sun was down. The beer in his hand was sweating. His feet were up, his eyes laid heavy on the television. One hour ago, Boorman had completed the day’s patrol work. So, like every pilot in Riesling, that meant he had nothing to do. The television played a movie about train robbers. Boorman put the bottle to his lips. It was a lager.

“Gnomes is real,” said Aviator Hackle, who was sitting beside him.

“Gnomes is not real,” belched Boorman.

“I seen one again,” said Hackle, secretively.

Boorman had heard the spiel time and time before, and he had no patience to hear it again. He tilted his head to begin cutting off his wingman, but Hackle, with sincerity, continued, just as if it were the first time Boorman had listened. “Gnomes is a sign of our natcherl innocence. They was around when we was born, and they watch us ‘til we’re growed. Ye know, they was helpin’ the woodsmen in the bad old days. Gnomes was with the Intermarines before they was words in our heads. But if ye have too much of life, they won’t come to ye. That’s why ye ain’t seen ‘em. Yer from Riesling, but I’m from Djekker. My town still ain’t got electric. The woods is the same as when Oid were young. They ain’t cut harshly.”

Boorman did not dignify him. Briefly there was silence, and the movie went to commercial.

“I gots proof,” insisted Hackle.

Boorman could no longer resist. “Oh yeah? Horse pucky. You ain’t got no damn proof.”

Hackle looked proud of himself for having finally ensnared him. He savored as he said, “The gnome saw my wings.”

Though skeptical, the Rieslinger could not contain his wonder. He tightened up and said, “And just how is that proof?”

“Well, ye may recall that under my wing’s a picture of Van Veldjen. Orn’mented in his very image, holdin’ a smokin’ pipe and a doglock, and posed, such as his statue, like when he took back Hijmeier. I say, through ‘n’ through, it is tu-roo-ly the image of Van Veldjen. And when that gnome saw him, he saluted. I tell you, it’s proof. The gnome’s a damn patriot!”

CHAPTER 6
EMPLACEMENTS

Auxiliary reconnaissance and area denial systems are employed by the States-Army to augment its ground capabilities. Simple wooden fortifications and landmines (“torpedoes”) are common among Federal infantry, while the Air Corps supports a heavy advance with more potent air-dropped anti-tank ordnance and paradropped resupply canisters.

EMPLACEMENTS

APM4 “TORPEDOES” - ANTI-PERSONNEL MINES	6-2
ATM7 “CROCKPOTS” - ANTI-TANK MINES	6-2
1A15 MVI “RIFLE PIT” - HASTY FORTIFICATION	6-3
1L10 “SOUPCAN” - RESUPPLY CANISTER	6-4

APM4 "TORPEDOES"
ANTI-PERSONNEL MINES

Trap

APM4 "Torpedo" Wooden Mine
Inf/Vec, A++, S1, D1, Ammo 6,
Radius (4"), Rear Attack, Undetectable

FEDERAL STATES-ARMY - DREKFORT M.D.C.

ATM7 "CROCKPOTS"
ANTI-TANK MINES

Trap

ATM7 "Crockpot" Anti-Tank Mine
Vec, A++, S6, D1, Ammo 6,
Radius (4"), Rear Attack

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE: ANTI-PERSONNEL MINES

REMARKS

Mass-produced wooden stake mines designed for rapid en-masse deployment. Low-yield, but in persistent supply. Issued at battalion level for defensive operations.

Explosive charge is detonated by a pull-action fuze commonly set with pressure-activated tripwire. The charge is set inside of a tightly sealed wooden sleeve, making camouflage easy and rendering the mine undetectable by minesweepers.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE: ANTI-TANK MINES

REMARKS

Short, cylindrical anti-tank mines set inside of a rectangular aeroballistic shell. Deployed densely by high-altitude strategic bombers in the expected advance paths of enemy armored columns.

The charge detonates if the mine is disturbed or its pressure plate is activated by a sufficient weight. As the mines are air-dropped and thus uncamouflaged, they are mainly useful as a deterrent, funneling tanks into prepared killzones or halting their advances.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

Between five and ten fall for every old hand.

They arrive from the training camps. They have drank deeply of the propaganda and know that the enemy can be taken at their leisure. They feel themselves ancient and transformed by their ordeal into warrior spirits for whom nothing can be dangerous.

They tread on wooden landmines that cannot be smelled. At once a foot or whole shin is carried off. How they scream!

- Conchar Goronwy, Chasseur, 96e Infanterie

"A man is not supposed to be heavy enough to detonate an antitank mine, but the ordnance sergeant was pretty fat..."

- Gerrit Ghent, from And We Saw, p. 186

1F15 MVI "RIFLE PITS"
HASTY FORTIFICATION

Fortification

Designate a 40mm x 40mm square of terrain as "rifle pits", which offers -1 Cover Modifier to infantry. Cannot be placed on terrain which already has a Cover Modifier, but units inside can go to ground to gain a -2 Cover Modifier. Does not offer ambush unless terrain is also concealing. Vehicles may traverse this terrain at no penalty.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE: HASTY FORTIFICATION

REMARKS

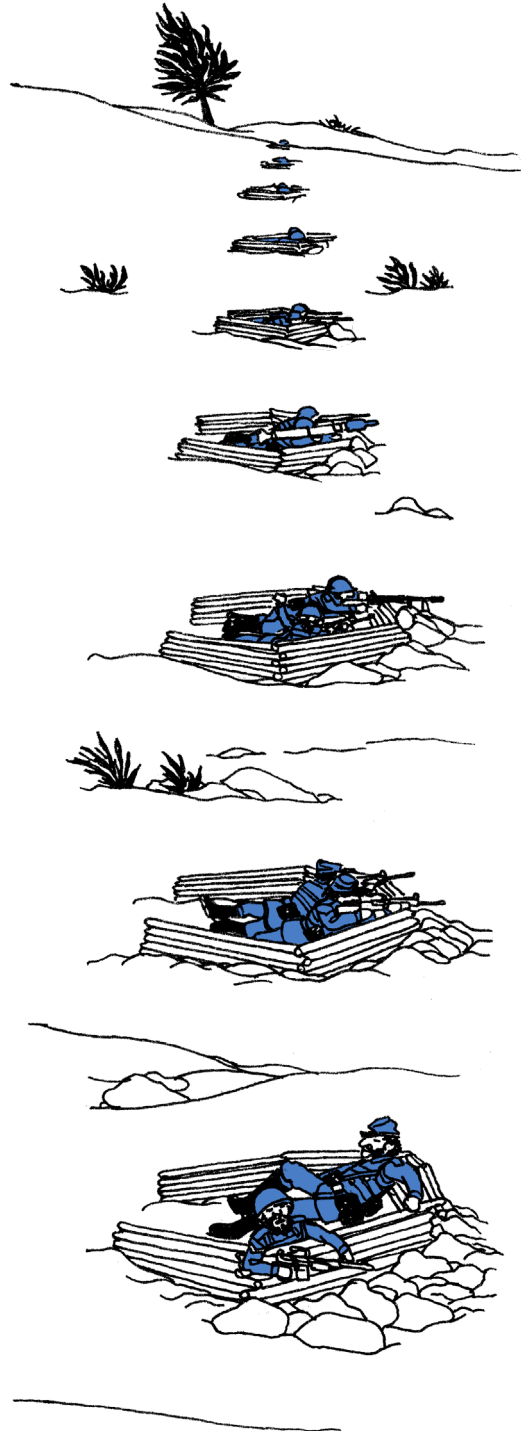
Light, expedient wooden fortifications designed for speedy carriage by Federal weapons teams. Placed in a diamond configuration to provide cover in open terrain.

Fortifications are roughly wrist-thick (8cm) and knee-height (55cm), allowing small arms fire from a crouching position over top or from prone position around the sides. Reinforce with available materials at the base whenever possible.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

A pile of interlocking rails for when there's no other cover and the ground won't take a spade. I've been behind one before. It's not reassuring.

- Rayleigh Irving, Federal Intelligence



1L10 "SOUPCAN"
RESUPPLY CANISTER

Fortification

Designate a 40mm x 40mm square of terrain as a "soupcan", which allows friendly units within 4" to use a stationary fire action in the Fire Phase to resupply their own Ammo. Soup-cans count as Resupply (6).

FEDERAL STATES-ARMY - DREKFORT M.D.C.

*1 can of Lean Beef, Onion, & Chop Noodles
1 sauce packet of Spiced Cheese
4 squares of Hardtack (Whole Rye)
1 tube of Onion-Blueberry Jam
1 bag of Musket Balls (Malted Milk Chocolate)
1 packet of Dic's Granulated Cider (Rhubarb)
1 uncut Smoote cigar (Robusto)*

Remove top of sauce packet and add water to line, then pour into open can of beef and noodles. Mix well. If able, put to warm. Add water to cider and stir. Enjoy tack with jam and musket balls meanwhile, as you smoke.

*- Menu 16: States-Marine Pasta
(Sponsored by Dic Soupcan)*

Jam, Service, Type 18

Looks like black mold and tastes like it too. What kind of jam is it? It's Service Jam. Unlike most menu items the contractor isn't stamped on this one, but it surely isn't Dic Soupcan. If it was, it'd at least be edible. If your ration turns up as Menu 14 and this shit—just forget it. It'll be healthier to go hungry.

- Rayleigh Irving, Federal Intelligence

TYPE: RESUPPLY CANISTER

REMARKS

Cheap steel canister designed for low-velocity air-drop where it is infeasible to supply by ground vehicle. Used for the delivery of all manner of field good, from weapons and ammunition to tents, rations, spare uniforms, and even mail.

The moniker "Soupcan" is an eponym of the Dic Soupcan company, an interstate manufacturing monopoly which produces or sponsors the majority of food and care items delivered in 1L10s.

FEDERAL STATES-ARMY - DREKFORT M.D.C.



"Would't've killed 'em t' send sum'n fresh?"

CHAPTER 7 SCENARIO UNITS

The Federation is a heavily militarized society. A warlike spirit has been instilled by generations of strong gun culture, supported by a fiery national rhetoric of readiness and self-sufficiency. In addition, a majority (~70%) of the adult male population has completed basic training and performed at least incidental military service. States-Grenadiers are above-average shots, but even the rowdy, infirm, or just plain untrained participants of a guerilla unit (or angry mob) are a non-trivial threat should they find themselves in combat.

Besides armed civilians, large Federal corporations are obliged by law to maintain sufficient standing security forces to perform as industrial garrison forces in times of crisis. These businesses, as well as the veterans and tank enthusiasts on their payrolls, have a tendency to retain at least a token number of outdated Type 40 “Veldjen” tanks: the obsolete, original model of great Thirty-Six Years’ War fame.

The units below do not fall into the standard roster for this faction, but are presented for thematic scenario creation and play. Scenario units may disrupt the balance of the faction (e.g. by covering one of its major weaknesses). If you’d like to use them in a regular game, your opponent ought to agree to it.

SCENARIO UNITS

ARMED CITIZENS - MILITIA SQUAD	5 pts / 7-2
PRIVATE SECURITY - PARAMILITARY SQUAD	10 pts / 7-3
VEHICLE CREW - LINE TEAM	0 pts / 7-4
TYPE 40 “VELDJEN” - MEDIUM TANK	20 pts / 7-5
TYPE 55LW “DOUBLET” - SELF-PROPELLED ANTI-AIR GUN	30 pts / 7-6

ARMED CITIZENS



TYPE: MILITIA SQUAD

REMARKS

In keeping with ancient Lowlander custom and tradition, all Federal adults, young and old, habitually bear arms, up to and including modern military grade equipment. For most Federal citizens, this is a matter of fashion, local sporting and militia club memberships, and home defense. Training and equipment standards consistently lag behind those of organized militias and military reserve formations.

Bands of armed citizens represent the final line of defense for a Federal community: to hold one's own street or die trying.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

ARMED CITIZENS - 5 pts

MILITIA SQUAD

Inf (S), H1, S16", M4", Q1, T1-/1-/1-

6G1 7.76mm Battle Rifle

All, R8", A4+/4+, S1/1+, D1,
Small Arm

FEDERAL STATES-ARMY - DREKFORT M.D.C.

Battle Rifle, 7.76mm, 6G1. "Flute"

The Right Arm of the Whole World.

I have one. You have one. Where'd you pick yours up? Maybe you took it home with you when you demobilized. Maybe you picked it up from the factory—it's cheaper that way. Maybe it came with your new car, a stack of ammo cans in the trunk.

Feel the foregrip. Doesn't matter if it's wood or bakelite, yesterday or twenty years. Your hands haven't forgotten the rifle.

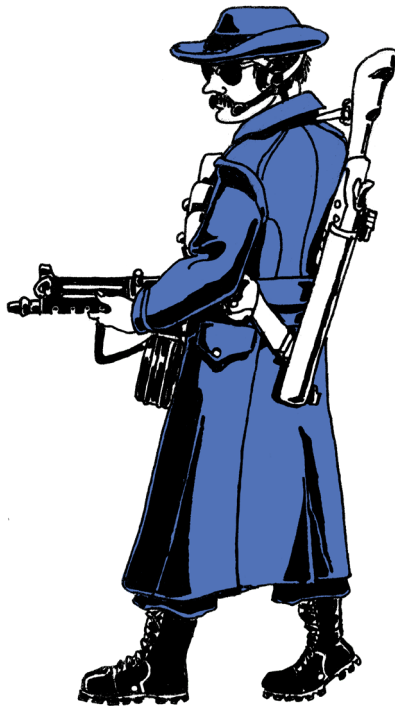
- Rayleigh Irving, Federal Intelligence

My old man's first night in the Intermarium was awful. He couldn't sleep. Spent the whole night baring his fangs and pinning his ears. Sporadic shooting in the distance, day and night. Quiet place, otherwise; people appreciated silence; but the gunfire just didn't register.

Not my dad. Took him a week before his head could convince his heart that the Regent's dogs weren't coming to kill him. He got used to it. Called it "Federal birdsong"—taught me to recognize Flutes and Pennants and old nameless 6P3s by ear.

- Marcel Laurent, Federal Marshal

PRIVATE SECURITY



PRIVATE SECURITY - 10 pts
PARAMILITARY SQUAD

Inf (S), H1, S16", M4", Q2, T1-/1-/1-

Renfield TPMG 9.63mm SMG

All, R8", A4+/4+, S1-/1, D2,
Small Arm

56-L-640 40mm Grenade Launcher

R8", D1, Ammo 3, Small Arm

→ 40mm HE

Inf/Vec, A4+/4+, S1+/1+,
Ignore Cover (1), Slow Round

→ 40mm Tear Gas

Gnd, A++/++, Chemical Weapon*,
No CC, Smoke (2")

**Inflicts 3 pin in the Support Phase instead of rolling to kill. No effect on NBC units.*

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE: PARAMILITARY SQUAD

REMARKS

Private security guards are ubiquitous across the Intermarium: the product of both heavily-armed criminals and the laws of corporate personhood extending to militia duties. Security groups vary widely, ranging from simple watchmen to paramilitary company troops.

Higher-end security personnel are armed for riot control and asset protection: submachine guns and surplus break-action grenade launchers, firing tear gas grenades. Military-grade high explosive rounds are reserved for defense against foreign raiding parties.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

If you're good at something, never do it for free. If you're bad at it, find someone dumb enough to pay you anyways.

I get it. For every nuclear plant guard or shotgun messenger with a resume in the Expeditionary Corps, there's a fat day watchman at the mall with a silver wheelgun on his hip. Not much excitement to enforcing closing hours and minimum age at the bar. A lot of standing and pretending to be what you are.

It's a different story out in the sticks. You've got a duty to stand your ground. Of course you're not stopping real troops; doesn't matter what toys you're stashing in the boiler room. But you might buy the States-Army some time.

- Rayleigh Irving, Federal Intelligence



VEHICLE CREW - 0 pts
LINE TEAM

Inf, H1, S16", M4", Q3, T1-/1-/1-

This unit is placed on the board as part of the Crew Bailout optional rule.

6P3 11.5mm SMG

All, R8", A4+/4+, S1-/1, D2
Small Arm

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE: LINE TEAM

REMARKS

Unhorsed combat vehicle crewmen. While culturally averse to abandoning a fighting vehicle so long as some part of it is combat effective, even Federals can be compelled to quit a burning tank. Doctrine also rarely permits mounted troops to scout ahead, establish listening posts, or defend an unmanned vehicle on foot. Dismounted combat is considered extraordinary.

The 6P3 submachine gun is the standard-issue personal weapon for all Federal mounted troops. It is adequate for close-range combat against unarmored enemy infantry.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

Submachine Gun, 6P3, 11.5mm Auto.

A lot of history in a little stamped steel. They don't manufacture them anymore; why would you? There's enough to go around until the Last Firing. I don't even want to think about the amount of old eleven-five laying about.

It's gone by many names and many variants. Buffs will tell you all about the generations of stock, trigger, magwell and sights. That one's a beauty, see. Not one of your post-war retrofits. That one was in the hands of a man in a Submachine Gun Brigade—at Block Massif; at Kladnec. That one spat fire. Not like yours.

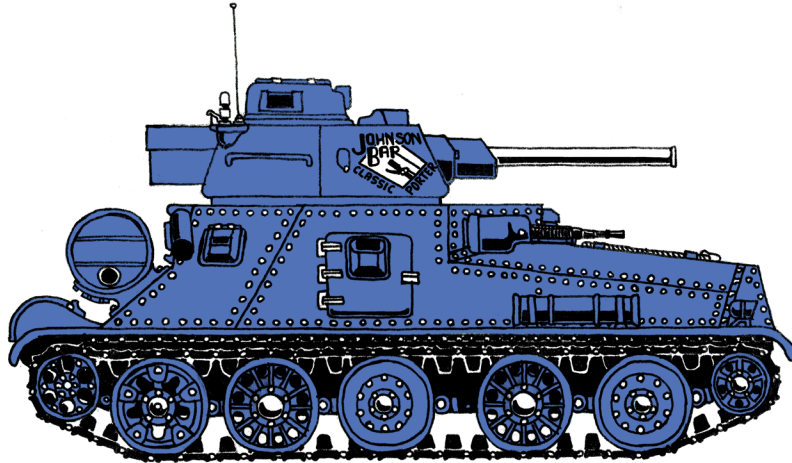
Look, I'm paid to count rivets, but granular shit like this doesn't matter at the end of the day. Just hold down the trigger, and it'll clatter away until you're out of ammo or problems.

- Rayleigh Irving, Federal Intelligence

If you're on foot with a bullet hose, you're already fucked. Forty-seven tons of armor already wasn't enough to keep you safe. But some flame-retardant coveralls and a padded helmet will do. Sure.

- Sander Eijkelhof, Sergeant, 2-26 Armored

TYPE 40 "VELDJEN"



TYPE: MEDIUM TANK

REMARKS

Elderly, universally acclaimed medium tank of decades' vintage. Named for the father of the States-Army. While those now in military service are upgraded models, large numbers never received retrofits and were simply sold off to interested civilian buyers. "Stock" Veldjens are ubiquitous in irregular militia and private security service, especially in rural areas where their firepower is worth the overhead cost.

Primary armament is the 2K19 tank gun, firing obsolete 76.2mm rounds. General-purpose HEAT and armor-piercing kinetic rounds, drawn from vast wartime stockpiles, offer solid performance against infantry and light vehicles, if not modern tanks.

Secondary armament is a sponson-mounted rifle-caliber machine gun.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 40 "VELDJEN" - 20 pts

MEDIUM TANK

Vec, H2, S32", M6", Q2, T8/6/5

NBC

56-G-325 7.76mm MG, hull

All, R12", A4+/5+, S1/1+, D2,
Multi-Gun

56-G-325 7.76mm MG

All, R12", A4+/6+, S1/1+, D2, *Turret*

2K19 76mm Gun

R32", A4+/6+, D1, Ammo 6,
No CC (Inf.), Slow Round, Turret

→ 76mm APHE

Vec, S8/12

→ 76mm HEAT

Inf/Vec, S8/1+, *Shaped Charge*

FEDERAL STATES-ARMY - DREKFORT M.D.C.

Expensive, huh? A burnt distillery's expensive.

- Staunton Ross, CEO, Johnson Bar Brewery

TYPE 55LW "DOUBLET"



TYPE: SELF-PROPELLED ANTI-AIR GUN

REMARKS

Reserve air defense complex based on the Razorback main battle tank. Introduced to counter first-generation jet aircraft at the close of the Thirty-Six Years' War; heavily armored to work closely with friendly tanks. Its purely optical tracking, minus any radar assistance, led to rapid obsolescence in this role. It has since seen widespread use among Whitewater Guard units and in export service.

Primary armament is the 2A30 57mm autocannon, twin-mounted to compensate for its low cyclic rate. Although long-ranged, hit rates against fast-moving aircraft are substandard. A square hit will destroy anything that flies.

Against ground targets, the Doublet's heavy firepower and considerable armor have given it a lasting role as heavy fire support.

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 55LW "DOUBLET" - 30 pts

SELF-PROPELLED ANTI-AIR GUN

Vec, H2, S32", M8", Q2, T10/6/5
NBC, Steel Watchbands

6P3 11.5mm SMG

All, R8", A4+/4+, S1-/1, D2,
Small Arm

6G2 7.76mm MG, hull

All, R12", A4+/5+, S1/1+, D2,
Multi-Gun

2A30 57mm Dual Autocannons

R40", A4+/6+, D2, Ammo 5,
No CC (Inf.), Tracking Anti-Air, Turret

→ 57mm APCBC

Vec, S6/9

→ 57mm HE

All, S4/4

FEDERAL STATES-ARMY - DREKFORT M.D.C.

I guess it's "air defense" if the target's hovering and braindead. What all Whitewater captains really use it for is as an autocannon tank.

- Rayleigh Irving, Federal Intelligence

APPENDIX A - ARMY SPECIAL RULES

This appendix section describes the underlined special rules of the Federal States-Army.

Assault Dismount

Federal regular infantry fight under armor until the last moment: disembarking into fire, supported by their carrier's weaponry.

If this infantry unit is embarked or disembarking on a vehicle (not aircraft), when that vehicle charges into close combat, the infantry may immediately declare an Assault Dismount.

Replace the vehicle with this unit, then move the vehicle's frontal arc into basal contact with the infantry's rear arc. The enemy unit that was charged then receives 2 pin tokens from the vehicle's covering fire (if the vehicle isn't unarmed). The units which used Assault Dismount to charge count as having *Assault Specialist* for the rest of that close combat.

The vehicle cannot itself be targeted by enemies in the subsequent close combat engagement, since it's not in basal contact with any of them. It is not considered a participant in the close combat.

If there are multiple units with this special rule in the same vehicle, then extra units after the first may consecutively disembark from the vehicle on the *same* Maneuver Phase turn, specifically to join the close combat engagement before it starts.

If infantry with Assault Dismount can harm an enemy, the vehicle carrying them may still charge that enemy, even if the vehicle itself could not damage the enemy in close combat.

Infantry may not embark or disembark on a vehicle and trigger Assault Dismount in the same round.

If Assault Dismount is used to charge into contact with multiple units or into a building, only one enemy unit in contact with the dismounting units receives two pin.

Chemical-SP (X")

Gas shells enriched with silver particulate "confetti" are notorious for their hideous effects against unprotected lupar: silver destroys cursed flesh.

This is a *Chemical Weapon*, but it rolls two separate kills against luparic units in *Radius* affected during Upkeep.

Sprint Motor

Space Corps rocket motors bridge the gap between old and new—at least until their fuel runs out.

This turboprop plane is assisted by a powerful rocket motor with a separate fuel supply, allowing it to "sprint" much faster than its normal airspeed for a short duration.

Once per game, when this unit moves, the plane may declare a **rocket sprint** until its next turn. During a rocket sprint, the plane doubles its movement, sets its Evasion statistic to E2, and gains *Afterburner*. When Sprint Motor has been used, mark the plane with a spent ammo token. May be used in dogfights.

Steel Watchbands

Federal tankers excel at firing shot after accurate shot while rolling onwards.

During the Fire Phase, when this vehicle scores a successful kill with a non-indirect weapon on an enemy unit, it can immediately make a half-move, even if the unit fired with its stationary Accuracy. This move may not result in a charge.

If the vehicle fired at moving Accuracy, then half-moved, no penalty is applied to its subsequent Maneuver Phase movement.

This special rule activates even if suffering the kill did not remove the enemy unit from the game, such as infantry depleting or a unit triggering *Leviathan*. It may not trigger multiple times in a single Fire Phase.

APPENDIX B - BUILDING AN ARMY LIST

This appendix section describes the structure of the Federal States-Army and provides advice for building an army list.

MILITARY ORGANIZATION

Though the Federal States-Army is a modern standing army, its administrative structure reflects the Federation's roots as a loose confederation of independent states. Military research and strategy are centralized at the top level, but training and logistics are impossible to coordinate without the cooperation of state military apparatuses at the bottom.

As a result, the doctrinal and technological standards of the F.S-A. are clearly defined, but its tactical unit organization is localized and irregular. Unit assignments are discretionary, and usually ad-hoc; support elements are frequently embedded as permanent attaches at the company level.

When writing an army list, it helps to give it a theme by envisioning what kind of regiment your platoon or company is part of. Federal regiments are given a number and a descriptive name which indicates what the regiment's style of equipment and doctrinal usage are. Here are some labeling guidelines:

Rifles: Infantry regiment. Regimental type is further clarified with an adjective indicating doctrine or equipment, i.e. **Motor Rifles**, **Light Rifles**, or **Static Rifles**.

Armor: Tank regiment. **Cavalry** indicates an elite, modernized regiment. **Reinforced Armor** is a tank regiment with significant embedded infantry elements.

Expeditionary: Expeditionary Corps only, used for airborne and airmobile regiments.

Reserve or Whitewater: Used in conjunction with other labels for Ready Reserve and Whitewater Guard, i.e. second-line regiments.

In addition to a descriptive name, most large Federal formations also have a moniker which evokes the colorful nicknames of American Civil War-era units on both sides. Here is an example regimental name:

116th Motor Rifles, "Vredeveld Mules"

ARMY LIST COMPOSITION

A typical Federal army list features tanks and States-Grenadiers in personnel carriers as an effective combined arms force, backing them up with self-propelled or towed fire support. Airborne and airmobile elements may be present for use in flanking or reconnaissance in support of the main force.

For lower-tier formations, basic all-around fire support is lent by infantry weapons teams. ATGM, mortar, and MANPADS teams are effective, cheap specialists. Recoilless rifles are versatile despite their low cost.

For higher-tier formations, self-propelled gun platforms may supplant infantry teams for fire support, but the use of both is ideal for tactical flexibility.

Intermarine Rangers are the F.S-A.'s premier reconnaissance force, equipped with extremely useful laser designators. They pair very well with air support.

A truly well-rounded army has access to as many different weapons platforms as possible. However, the more support weapons that are brought, the less room there is for the main fighting elements. As such, although all forces must have the basic capability to engage aircraft, infantry, and tanks, a certain degree of specialization is inevitable.

It is good practice to begin by buying some key units which embody core aspects of your regimental doctrine, then use the remaining points to round out its general capabilities.

SUB-UNIT NAMES

The fundamental sub-unit of the F.S.A. is the section. The Intermarine Phonetic Alphabet assigns common male names as code words representing vowels. The first four vowels, A, E, O, and I, are used for a unit's operational sections:

Aart (A) Section
Elmo (E) Section
Olli (O) Section
Isaac (I) Section

The last vowel, U, is for command sections:

Uther (U) Section

The command element is listed at the top of the list, before the operational sections. The F.S.A. prefers triangular (that is, "three-section") platoon organization, so typically only Aart through Olli is used for the unit's main elements, while Isaac designates ad-hoc attached elements, such as air defense or indirect fire support. Any hanger-ons from depleted units or miscellaneous reinforcements might also fall into Isaac section.

Uther may include supply vehicles or combat vehicles representing a kind of officer's retinue.

CALLSIGNS

When deploying the units of an army list as blinds, it is useful to give each blind a snappy callsign. While it is easiest to assign callsigns methodically ("Aart-1", "Aart-2", "Elmo-1", etc.), illustrative names are far more entertaining and memorable.

Federal soldiers are known for their gallows humor and have a flair for rhyme and alliteration. Their nicknames are as clever as they are vulgar, and the sounds they use are short, blunt, and fierce. An ideal Federal callsign list draws references from things such as the nose art of the Vietnam War or the slang of the American western frontier.

A Duck commander could name his ride the "Jackalope"; a fresh squad may well be the "Nosepickers" or "War Tourists"; an Ox which moves injuries is the "Chuckwagon", and one which moves fatalities the "Muster Booth".

OFFICERS & NAMES

Choose one TACOM in your army list—that's you. Unlike some of your subordinates, you are more than a mere pencil-pusher; you are a proud, fighting field commander of the Federal States-Army. You lead from the cupola; you speak softly and carry a 115mm gun.

The names of the Intermarium are inspired by those of West Germanic languages, chiefly Dutch, with some smatterings of German, Belgian, English, or even Scots. In some places names are tinged with affectations of Nordic languages like Danish or Norwegian.

A surefire sign that you are a real dyed-in-the-blue Intermarine is duplicated vowels (a "diphthong") in the first name, such as "aa", "ee", or "oo".

As with callsigns, never neglect to give yourself a nickname. Consider this archetypal name for a commander of armored cavalry:

Captain Denis "Mad Mug" Schoorl

EXAMPLE ARMY LISTS

The following pages have generic example army lists which embody the tenets of conventional Federal doctrine at the 100, 200, 300, and 400 point brackets. Use these as practice lists or points of comparison for creating army lists of your own.

These army lists do not come with suggested regiment names or callsigns, as you are encouraged to come up with your own and to modify these as you see fit. These lists also do not make use of dummies, planes, or most support cards, as it is not recommended to use these "advanced" units until a player has learned the ropes of the game.

**F.S-A. MOTORIZED PLATOON
EXAMPLE - 100 PTS, 3 COMMAND**

Uther Section - Headquarters

Type 68C "Appomattox" - **0 pts (TACOM)**

Aart Section - Anti-Tank

Type 60 "Grumble" - **10 pts**

- [E] States-Grenadiers - **10 pts**

- [E] Recoilless Rifle Team - **15 pts**

Elmo Section - Ranger Attaches

Type 60 "Grumble" - **10 pts**

- [E] States-Grenadiers - **10 pts**

- [E] Intermarine Rangers - **15 pts**

Olli Section - Mortar

Type 60 "Grumble" - **10 pts**

- [E] States-Grenadiers - **10 pts**

- [E] Mortar Team - **10 pts**

* [E] - Embarked | [D] - Desanting | [T] - Towed

All written tows/infantry mountings are strictly advisory.

**F.S-A. MECHANIZED PLATOON
EXAMPLE - 200 PTS, 7 COMMAND**

Uther Section - Headquarters

Type 68C "Appomattox" - **0 pts (TACOM)**

Type 55MC "Razorback-MC" - **30 pts (TAC)**

Type 55M "Razorback-M" - **40 pts**

Aart Section - Infantry

Type 68 "Bantam" - **20 pts**

- [E] States-Grenadiers - **10 pts**

Elmo Section - Infantry

Type 68 "Bantam" - **20 pts**

- [E] States-Grenadiers - **10 pts**

Olli Section - LAAD

Type 68 "Bantam-MK" - **25 pts**

- [E] MANPADS Team - **10 pts**

Isaac Section - Fire Support

LaF-18 "Ox" - **10 pts**

- [T] 2M9 "Korenbloem" - **25 pts**

* [E] - Embarked | [D] - Desanting | [T] - Towed

All written tows/infantry mountings are strictly advisory.

At 100 points, a Federal army list must choose between numbers or firepower. This example motorized list utilizes the F.S-A.'s cheap weapons teams and Grumbles in order to field a full platoon, thus preserving tactical flexibility and affording room for your "hammer and anvil": an Intermarine Ranger team for flushing enemies out of cover, and a Recoilless Rifle Team for hitting them hard while they're exposed. A Mortar Team provides light cover and fire support.

The list's main drawback is command point inefficiency. It is necessary to use brigade moves to keep all units moving simultaneously.

Lacking a "big gun" such as a 152mm howitzer or gun-launcher means that this list does not lean into Federal factional strengths. However, it is very well-rounded and safe to deploy because of its variety of weapons teams.

Some of your States-Grenadiers may be changed to Reservists to open points for a command tank, such as a Veldjen-M or Duck. The Mortar Team may be exchanged for an ATGM or MANPADS on an as-needed basis.

At 200 points, a Federal list can exchange weapons teams for infantry fighting vehicles without drastically reducing the number of units in the platoon. Grumbles are fast and flexible because of their increased infantry capacity, but Bantams are tougher and can provide their own fire support. They effectively substitute both ATGM and Recoilless Rifle Teams, though they are less maneuverable and concealable in occluding terrain than infantry.

The addition of Razorbacks as a kind of "officer's guard" permits this list to play offensively and use an enemy's smoke against them.

Although this list has no howitzers, the Korenbloem can be punishing when used carefully, particularly for counterbattery fire.

This list can afford to change some of its fire support elements to suit your playstyle. For example, some of the States-Grenadiers can be exchanged for more specialized weapon teams, or vice-versa the MANPADS for some more States-Grenadiers.

**F.S-A. REDUCED ARMOR COMPANY
EXAMPLE - 300 PTS, 10 COMMAND**

Uther Section - Headquarters

Type 68C "Appomattox" - **0 pts (TACOM)** (x2)

Aart Platoon - Armor

Type 71BC "Tusker-GMC" - **70 pts (TACOM)**

Type 71 "Tusker-K" - **50 pts**

Type 71 "Tusker-K" - **50 pts**

Elmo Platoon - Infantry

Type 60 "Grumble" - **10 pts**

- [E] States-Grenadiers - **10 pts**

Type 60 "Grumble" - **10 pts**

- [E] States-Grenadiers - **10 pts**

- [E] MANPADS Team - **10 pts**

Olli Section - LAAD

Type 52LW "Firehose" - **30 pts**

Isaac Section - Fire Support

Type 71H "Tusker-AV" - **50 pts**

* [E] - Embarked | [D] - Desanting | [T] - Towed

All written tows/infantry mountings are strictly advisory.

At 300 points, a Federal list may leverage its factional superiority in armored fighting vehicles without compromising its ability to deal with enemy infantry. This reduced company is able to afford three top-of-the-line tanks as its main offensive element, including one rare, powerful Tusker-GMC command tank, plus a motorized infantry support element.

The Firehose and Tusker-AV are superlative dual-purpose units; the Firehose is effective in both anti-air and anti-personnel roles (and is well-complemented by the MANPADS), while the Tusker-AV is tough enough to hold its own in direct-fire engagements. Remember: vehicles are harder to conceal from return fire than infantry. This list also lacks an Ox, meaning ammo must be used wisely.

The Tusker-AV is capable, but it is also expensive; by exchanging it for a Wheat or Korenbloem, more points will be open to field more infantry inside of the Grumbles.

**F.S-A. FORWARD SECURITY COMPANY
EXAMPLE - 400 PTS, 13 COMMAND**

Uther Section - Headquarters

Type 68C "Appomattox" - **0 pts (TACOM)** (x3)

Aart Platoon - Armor

Type 71C "Tusker-KC" - **40 pts (TACOM)**

Type 71 "Tusker-K" - **50 pts**

Type 71 "Tusker-K" - **50 pts**

Elmo Platoon - Infantry

Type 68B "Bantam-MK" - **25 pts**

- [E] Intermarine Rangers - **15 pts**

Type 68 "Bantam" - **20 pts**

- [E] States-Grenadiers - **10 pts**

Type 68 "Bantam" - **20 pts**

- [E] States-Grenadiers - **10 pts**

Olli Platoon - Infantry

Type 68B "Bantam-MK" - **25 pts**

- [E] Intermarine Rangers - **15 pts**

Type 68 "Bantam" - **20 pts**

- [E] States-Grenadiers - **10 pts**

Type 68 "Bantam" - **20 pts**

- [E] States-Grenadiers - **10 pts**

Isaac Section - Fire Support

Type 60MD "Wave" - **30 pts**

LaF-18 "Ox" - **10 pts**

- [E] MANPADS Team - **10 pts**

- [E] MANPADS Team - **10 pts**

* [E] - Embarked | [D] - Desanting | [T] - Towed

All written tows/infantry mountings are strictly advisory.

At 400 points, a Federal list is able to bring full-strength companies without any concessions. This forward security company weighs its strength equally in infantry and tanks, as it possesses both a cantankerous Tusker-K platoon and two mechanized, modernized platoons of infantry squads and scout teams capable of mutual support.

Listbuilding is most fluid at 400 points; for example, replacing an entire platoon of Bantams with Grumbles opens points for infantry weapons teams, or an armored support weapon such as a Firehose or a Wheat.

APPENDIX C - QUICK UNIT REFERENCE

This appendix section includes all unit cards from the main chapters.

TACOMS

TYPE 68C "APPOMATTOX" - 0 pts

COMMAND POST CARRIER

Vec, H2, S32", M8", Q3, T6/4/4, C3
Amphibious, Brigade (3, 12"), NBC

Pequod SA 11.5mm, commander's issue

All, R2", A4+/4+, S1+/1+, D1,
Small Arm

1M1V Target Bearing Transmitter

All, R32", A++/xx, D1, *Designator,*
Discreet

902V 81mm Smoke Launchers

Gnd, R6", A++/++, D2, Ammo 1,
Light Indirect (1), No CC, Smoke (3")

FEDERAL STATES-ARMY - DREKFORT M.D.C.

EXPEDITIONARY COMMAND - 15 pts

PARATROOPER COMMAND SQUAD

Inf (S), H1, S24", M5", Q4, T1/1-/1-, C5
Assault Dismount, Brigade (2, 8"), Fearless,
Paradrop

All units targeted in Brigade (including self)
lose all pin tokens.

6G1A 7.76mm Automatic Rifle

All, R8", A4+/4+, S1/1+, D2,
Small Arm

6L3 40mm HEDP Grenade Launcher

Inf/Vec, R8", A*, S5/1+, D1, Ammo 4,
Shaped Charge, Slow Round,
Underbarrel (6G1A)

FEDERAL STATES-ARMY - DREKFORT M.D.C.

INFANTRY - LINE SQUADS

RESERVISTS - 5 pts

MILITIA SQUAD

Inf (S), H1, S16", M4", Q1, T1-/1-/1-

6P3 11.5mm SMG

All, R8", A5+/5+, S1-/1, D2,
Small Arm

6L4 73mm RPG

Inf/Vec, R8", A5+/6+, S8/1, D1,
 Ammo 3, *Shaped Charge,*
Slow Round, Small Arm

FEDERAL STATES-ARMY - DREKFORT M.D.C.

STATES-GRENADIERS - 10 pts

LINE SQUAD

Inf (S), H1, S16", M4", Q2, T1/1-/1-
Assault Dismount

6G1 7.76mm Battle Rifle

All, R8", A3+/4+, S1/1+, D1,
Small Arm

6G2 7.76mm GPMG

All, R12", A4+/xx, S1/1+, D2,
Defensive CC

6L1 85mm RPG

Inf/Vec, R8", A4+/6+, S9/1+, D1,
 Ammo 3, *Shaped Charge,*
Slow Round, Small Arm

FEDERAL STATES-ARMY - DREKFORT M.D.C.

FEDERAL EXPEDITIONARIES - 15 pts
PARATROOPER SQUAD

Inf (S), H1, S16", M5", Q3, T1/1-/1-
Assault Dismount, Fearless, Paradrop

6G1A 7.76mm Automatic Rifle

All, R8", A4+/4+, S1/1+, D2,
Small Arm

6L3 40mm HEDP Grenade Launcher

Inf/Vec, R8", A*, S5/1+, D1, Ammo 4,
Shaped Charge, Slow Round,
Underbarrel (6G1A)

FEDERAL STATES-ARMY - DREKFORT M.D.C.

ATGM TEAM - 10 pts
ANTI-TANK TEAM

Inf, H1, S32", M4", Q2, T1-/1-/1-
Assault Dismount

6G1 7.76mm Battle Rifle

All, R8", A3+/4+, S1/1+, D1,
Small Arm

9GR1 125mm ATGM

Vec, R12-60", A3+/xx, S14/2, D1,
Ammo 2, *Guided Missile (2), MCLOS,*
Shaped Charge

FEDERAL STATES-ARMY - DREKFORT M.D.C.

INFANTRY - WEAPON TEAMS

MORTAR TEAM - 10 pts
ANTI-PERSONNEL TEAM

Inf, H1, S16", M4", Q2, T1-/1-/1-
Assault Dismount

6G1 7.76mm Battle Rifle

All, R8", A3+/4+, S1/1+, D1,
Small Arm

6L2 60mm Knee Mortar

R16", Ammo 6, *Light Indirect (1),*
No CC

→ **60mm Frag**

Inf/Vec, A4+/xx, S1+/1+, D2,
Air-Filling

→ **60mm Smoke**

Gnd, A++/xx, D1, *Smoke (3")*

FEDERAL STATES-ARMY - DREKFORT M.D.C.

MANPADS TEAM - 10 pts
ANTI-AIR TEAM

Inf, H1, S32", M4", Q2, T1-/1-/1-
Assault Dismount

6G1 7.76mm Battle Rifle

All, R8", A3+/4+, S1/1+, D1,
Small Arm

9GR2 85mm MANPADS

Air, R60", A4+/xx, S5/5, D1,
Ammo 2, *Air-Filling,*
Guided Missile (2), Homing,
Small Arm

FEDERAL STATES-ARMY - DREKFORT M.D.C.

RECOILLESS RIFLE TEAM - 15 pts

GENERAL-PURPOSE TEAM

Inf, H1, S24", M4", Q2, T1-1/-1-
Assault Dismount

6G1 7.76mm Battle Rifle

All, R8", A3+/4+, S1/1+, D1,
Small Arm

6L5 73mm Recoilless Rifle

R24", D1, Ammo 4

→ **73mm HEAT**

Inf/Vec, A3+/xx, S8/1+, No CC (Inf.),
Shaped Charge, Slow Round

→ **73mm Incendiary**

Inf/Vec, A3+/xx, S1+/1+,
*Ignore Cover (2), No CC (Inf.),
Rear Attack, Slow Round*

→ **73mm Smoke**

Gnd, A++/xx, No CC, *Smoke (3")*

FEDERAL STATES-ARMY - DREKFORT M.D.C.

INFANTRY - SPECIAL

PUP CARSON SCOUTS - 10 pts

PATHFINDER TEAM

Inf, H1, S24", M5", Q2, T1/1/-1-
Amphibious, Sense (6")

*Any vehicle with at least M6" which this unit
embarks or desants on can make a "pathfinder
move" during the Maneuver Phase, which is
only M6", but ignores terrain entrance/exit
cost and all terrain multipliers.*

6G1 7.76mm Battle Rifle

All, R8", A4+/4+, S1/1+, D1,
Small Arm

Teeth & Claws

Inf, R0", A1+/1+, S1/1, D1, *Melee*

FEDERAL STATES-ARMY - DREKFORT M.D.C.

EXPEDITIONARY R. R. TEAM - 15 pts

PARATROOPER G. P. TEAM

Inf, H1, S24", M5", Q3, T1/1/-1-
Assault Dismount, Fearless, Paradrop

6G1A 7.76mm Automatic Rifle

All, R8", A4+/4+, S1/1+, D2,
Small Arm

6L6 57mm Light Recoilless Rifle

Inf/Vec, A3+/5+, Ammo 4,
Small Arm

→ **57mm HEAT**

R24", S6/1+, D1, *Shaped Charge,
Slow Round*

→ **57mm Canister**

R12", S1/1, D3

FEDERAL STATES-ARMY - DREKFORT M.D.C.

INTERMARINE RANGERS - 15 pts

SCOUT-SNIPER TEAM

Inf, H1, S32", M5", Q4, T1/1/-1-
Assault Dismount, Fearless

*This unit does not lose accuracy from pin
tokens while it is not identified.*

6G5 7.76mm Sniper Rifle

All, R16", A2+/xx, S1/1+, D1,
*Discreet, No CC, Scoped, Small Arm,
Thermal Sights*

6P3 11.5mm SMG

All, R8", A3+/3+, S1-/1, D2,
Small Arm

1A5P MVSO Acquisition Laser

All, R40", A++/xx, D1, *Designator,
Discreet*

FEDERAL STATES-ARMY - DREKFORT M.D.C.

VEHICLES - LOGISTICS

LaF-301 "OX" - 10 pts

LOGISTICS TRUCK

Vec (W), H2, S16", M8", Q2, T1/1/1
PC (2, Rear), Resupply (6), Tow (3)

6G1 7.76mm Battle Rifle

All, R8", A3+/4+, S1/1+, D1,
Small Arm

FEDERAL STATES-ARMY - DREKFORT M.D.C.

VEHICLES - PERSONNEL CARRIERS

TYPE 60 "GRUMBLE" - 10 pts

ARMORED PERSONNEL CARRIER

Vec (W), H2, S24", M8", Q2, T4/4/3
Amphibious, NBC, PC (3, Rear)

6G2 7.76mm MG

All, R12", A4+/6+, S1/1+, D2, *Turret*

2K15 40mm HE Grenade Launcher

Inf/Vec, R20", A4+/6+, S1+/2, D2,
 Ammo 4, *Ignore Cover (1),
 Slow Round, Turret*

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 68 "BANTAM" - 20 pts

INFANTRY FIGHTING VEHICLE

Vec, H2, S32", M8", Q3, T6/4/4
*Amphibious, NBC, PC (2, Rear),
Steel Watchbands*

6G2 7.76mm MG

All, R12", A4+/4+, S1/1+, D2, *Turret*

2K28 73mm Low-Pressure Gun

Inf/Vec, R22", A4+/4+, D1, Ammo 4,
No CC (Inf.), Slow Round, Turret

→ **73mm HEAT**

S9/1+, *Shaped Charge*

→ **73mm HE-Frag**

S3/3, *Ignore Cover (1)*

9GR1 125mm ATGM

Vec, R12-60", A3+/xx, S14/2, D1,
 Ammo 2, *Guided Missile (2), MCLOS,
 Shaped Charge, Turret*

902V 81mm Smoke Launchers

Gnd, R6", A++/+++, D2, Ammo 1,
*Light Indirect (1), No CC, Smoke (3"),
 Turret*

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 68B "BANTAM-MK" - 25 pts
 INFANTRY FIGHTING VEHICLE

Vec, H2, S32", M8", Q3, T6/4/4
*Amphibious, NBC, PC (2, Rear),
 Steel Watchbands*

6G2 7.76mm MG

All, R12", A4+/4+, S1/1+, D2, Turret

2A34 23mm Autocannon

All, R32", A4+/4+, S4/6, D2,
 Ammo 4, No CC (Inf.), Turret

9GR1 125mm ATGM

Vec, R12-60", A3+/xx, S14/2, D1,
 Ammo 2, Guided Missile (2), MCLOS,
 Shaped Charge, Turret

902V 81mm Smoke Launchers

Gnd, R6", A++/+++, D2, Ammo 1,
 Light Indirect (1), No CC, Smoke (3"),
 Turret

FEDERAL STATES-ARMY - DREKFORT M.D.C.

VEHICLES - ARMOR

TYPE 40M "VELDJEN-M" - 20 pts
 MEDIUM TANK

Vec, H2, S32", M6", Q2, T8/6/5
NBC, Steel Watchbands

6G2 7.76mm MG

All, R12", A4+/4+, S1/1+, D2, Turret

2K70 57mm High Velocity Gun

Vec, R40", A4+/4+, S12/18, D1,
 Ammo 6, Turret

2K15 40mm HE Grenade Launcher

Inf/Vec, R20", A4+/5+, S1+/2, D2,
 Ammo 4, Ignore Cover (1),
 Multi-Gun, Slow Round

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 52 "DUCK" - 20 pts
 LIGHT TANK

Vec, H2, S32", M10", Q2, T6/5/4
Amphibious, NBC, Steel Watchbands

6G2 7.76mm MG

All, R12", A4+/5+, S1/1+, D2, Turret

2K81 152mm Gun-Launcher

Inf/Vec, A4+/5+, Ammo 4, Turret

→ **152mm HEAT**

R32", S14/2, D1, No CC (Inf.),
 Shaped Charge, Slow Round

→ **152mm Beehive**

R16", S1/1+, D5, Defensive CC (Inf.)

902V 81mm Smoke Launchers

Gnd, R6", A++/+++, D2, Ammo 1,
 Light Indirect (1), No CC, Smoke (3"),
 Turret

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 52P "MALLARD" - 20 pts

AIRMOBILE LIGHT TANK

Vec, H2, S32", M10", Q3, T4/3/3
*Active Protection (1), Amphibious, NBC,
 Paradrop, Steel Watchbands*

2A76 7.76mm Minigun

All, R12", A4+/6+, S1/1+, D4, Turret

2K56 76mm Gun

R32", A4+/5+, D1, Ammo 3,
 No CC (Inf.), Turret, Slow Round

→ **76mm HVAP**

Vec, S8/15

→ **76mm HE-Frag**

Inf/Vec, S3/3, Ignore Cover (1)

902V 81mm Smoke Launchers

Gnd, R6", A++/+++, D2, Ammo 1,
 Light Indirect (1), No CC, Smoke (3"),
 Turret

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 55M "RAZORBACK-M" - 40 pts
 MAIN BATTLE TANK

Vec, H2, S32", M8", Q3, T14/7/5
NBC, Steel Watchbands

6G2 7.76mm MG, hull

All, R12", A4+/5+, S1/1+, D2,
Multi-Gun

6GZ1 14.5mm HMG

All, R24", A4+/6+, S3/4, D2, *Turret*

2K41 100mm Gun

R40", A3+/4+, D1, Ammo 4,
No CC (Inf.), Thermal Sights, Turret

→ **100mm APDS**

Vec, S12/18

→ **100mm HE-Frag**

Inf/Vec, S4/4, *Ignore Cover (1),
 Slow Round*

902V 81mm Smoke Launchers

Gnd, R6", A++/++, D2, Ammo 1,
*Light Indirect (1), No CC, Smoke (3"),
 Turret*

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 71 "TUSKER-K" - 50 pts
 MAIN BATTLE TANK

Vec, H2, S32", M8", Q3, T16/8/6
NBC, Steel Watchbands

6GZ1 14.5mm HMG

All, R24", A4+/5+, S3/4, D2, *Turret*

2K43 115mm Gun

R40", A2+/3+, D1, Ammo 4,
*No CC (Inf.), Thermal Sights,
 Turret*

→ **115mm Sabot**

Vec, S14/21

→ **115mm HEAT**

Inf/Vec, S12/2, *Slow Round,
 Shaped Charge*

902V 81mm Smoke Launchers

Gnd, R6", A++/++, D2, Ammo 1,
*Light Indirect (1), No CC, Smoke (3"),
 Turret*

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 71B "TUSKER-GM" - 80 pts
 MAIN BATTLE TANK

Vec, H2, S32", M8", Q4, T24/12/8
NBC, Steel Watchbands

6GZ1 14.5mm HMG

All, R24", A4+/4+, S3/4, D2,
Thermal Sights, Turret

2K81 152mm Gun-Launcher

D1, Ammo 4, No CC (*Inf.*),
Thermal Sights, Turret

→ **152mm Gun-Launched ATGM**

Vec, R12-60", A2+/xx, S18/3,
Guided Missile (1), Shaped Charge

→ **152mm Gun-Launched Thermobaric**

Gnd, R12-60", A3+/xx, S3/3,
*Guided Missile (1), Ignore Cover (2),
 Radius (2"), Rear Attack*

→ **152mm Tandem HEAT**

Inf/Vec, R40", A2+/3+, S18/3,
Slow Round, Shaped Charge

902V 81mm Smoke Launchers

Gnd, R6", A++/++, D2, Ammo 1,
*Light Indirect (1), No CC, Smoke (3"),
 Turret*

FEDERAL STATES-ARMY - DREKFORT M.D.C.

VEHICLES - FIRE SUPPORT

2M9 "KORENBLOEM" - 25 pts
 TOWED AUTOMATIC MORTAR

Vec (C), H1, S24", M2", Q2, T1/1-/1-

6G1 7.76mm Battle Rifle

All, R8", A3+/4+, S1/1+, D1,
Small Arm

2M9 82mm Automatic Mortar

Ammo 6, *Barrage (3), No CC*

→ **82mm HEAT**

Inf/Vec, R28", A3+/xx, S8/1+, D1,
Shaped Charge, Slow Round

→ **82mm Frag**

Gnd, R40", A4+/xx, S[D3], D1,
*Air-Filling, Light Indirect (3),
 Radius (2")*

→ **82mm Chemical-SP**

Gnd, R40", A++/xx, D1,
Light Indirect (3), Chemical-SP (2")

→ **82mm Smoke**

Gnd, R40", A++/xx, D2,
Light Indirect (3), Smoke (3")

FEDERAL STATES-ARMY - DREKFORT M.D.C.

2K52 "WHEAT" - 25 pts
TOWED HOWITZER

Vec (C), H1, S24", M2", Q2, T2/1-/1-

6G1 7.76mm Battle Rifle

All, R8", A3+/4+, S1/1+, D1,
Small Arm

2K52 152mm Howitzer

Ammo 3, *No CC*

→ **152mm HEAT**

Inf/Vec, R40", A3+/xx, S14/2, D1,
Shaped Charge, Slow Round

→ **152mm Frag**

Gnd, R∞", A4+/xx, S[D6], D2,
*Air-Filling, Heavy Indirect (3),
Radius (3")*

→ **152mm Chemical-SP**

Gnd, R∞", A++/xx, D1,
Chemical-SP (4"), Heavy Indirect (3)

→ **152mm Smoke**

Gnd, R∞", A++/xx, D4,
Heavy Indirect (3), Smoke (4")

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 52LW "FIREHOSE" - 30 pts
SELF-PROPELLED ANTI-AIR GUN

Vec, H2, S32", M10", Q3, T5/4/4
Amphibious, NBC

6P3 11.5mm SMG

All, R8", A4+/4+, S1-/1, D2,
Small Arm

2A37 37mm Rotary Cannon

All, R36", A4+/4+, S5/7, D3,
Ammo 4, *No CC (Inf.)*,
Radar Anti-Air, Turret

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 60MD "WAVE" - 30 pts
AUTOMATIC MORTAR CARRIER

Vec (W), H2, S24", M8", Q2, T4/4/3
Amphibious, NBC, PC (1, Rear)

6G2 7.76mm MG

All, R12", A4+/6+, S1/1+, D2, *Turret*

2M9 82mm Automatic Mortar

Gnd, R40", Ammo 6, *Barrage (3),
Light Indirect (3), No CC*

→ **82mm Frag**

A4+/5+, S[D3], D1, *Air-Filling,
Radius (2")*

→ **82mm Chemical-SP**

A++/++, D1, *Chemical-SP (2")*

→ **82mm Smoke**

A++/++, D2, *Smoke (3")*

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 60AT "RUNNER" - 25 pts
ATGM CARRIER

Vec (W), H2, S32", M8", Q2, T4/4/3
Amphibious, NBC, PC (1, Rear)

6G2 7.76mm MG

All, R12", A4+/6+, S1/1+, D2, *Turret*

9GR1M 125mm ATGM Rack

Vec, R12-60", A3+/xx, S16/3, D1,
Ammo 6, *Barrage (3, Point),
Guided Missile (2), Shaped Charge,
Turret*

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 60LW "COACHMAN" - 30 pts
ANTI-AIR MISSILE CARRIER

Vec (W), H2, S32", M8", Q2, T4/4/3
Amphibious, NBC, PC (1, Rear)

6G2 7.76mm MG

All, R12", A4+/6+, S1/1+, D2, *Turret*

9GR5 120mm Infrared SAM

Air, R60", A4+/xx, S6/6, D1,
Ammo 4, *Air-Filling, Barrage (2),
Guided Missile (2), Homing*

FEDERAL STATES-ARMY - DREKFORT M.D.C.

TYPE 71H "TUSKER-AV" - 50 pts
SELF-PROPELLED HOWITZER

Vec, H2, S32", M8", Q3, T14/6/6
NBC, Steel Watchbands

6GZ1 14.5mm HMG

All, R24", A4+/6+, S3/4, D2, *Turret*

2K52 152mm Howitzer

Ammo 4, *Turret*

→ **152mm HEAT**

Inf/Vec, R40", A3+/4+, S14/2, D1,
*No CC (Inf.), Shaped Charge,
Slow Round*

→ **152mm Frag**

Gnd, R∞", A4+/5+, S[D6], D2,
*Air-Filling, Heavy Indirect (3),
No CC, Radius (3")*

→ **152mm Chemical-SP**

Gnd, R∞", A++/++, D1,
*Chemical-SP (4"), Heavy Indirect (3),
No CC*

→ **152mm Smoke**

Gnd, R∞", A++/++, D4,
Heavy Indirect (3), No CC, Smoke (4")

FEDERAL STATES-ARMY - DREKFORT M.D.C.

VEHICLES - SPECIAL

S36 "PADDLE" - 15 pts
RIVER GUNBOAT

Vec, H2, S32", M8", Q2, T3/3/1+
PC (3, Any), Watercraft

6GN3 14.5mm HMG

All, R24", A4+/4+, S3/4, D2, *Turret*

6G2 7.76mm MG

All, R12", A4+/4+, S1/1+, D2,
Multi-Gun, Turret

2K15 40mm HE Grenade Launcher

Inf/Vec, R20", A4+/4+, S1+/2, D2,
Ammo 4, *Ignore Cover (1),
Multi-Gun, Slow Round, Turret*

FEDERAL STATES-ARMY - DREKFORT M.D.C.

AIRCRAFT - HELICOPTERS

HZN-18 "MOOSE" - 15 pts
UTILITY HELICOPTER

Air, H2, S32", M32", Q2, T1+/1+/1+
PC (2, Sides)

6G2 7.76mm MG

All, R12", A4+/5+, S1/1+, D2,
Door Gun (Sides)

FEDERAL STATES-ARMY - DREKFORT M.D.C.

HZN-18B "BISON" - 25 pts
MAKESHIFT GUNSHIP

Air, H2, S32", M32", Q3, T2/2/2
Decoy Protection (1), PC (1, Sides)

2A76 7.76mm Minigun
All, R12", A4+/5+, S1/1+, D4,
Door Gun (Sides)

2K15 40mm HEDP Grenade Launcher
Inf/Vec, R20", A4+/5+, S5/1+, D2,
Ammo 3, *Shaped Charge, Slow Round*

9GR1 125mm ATGM
Vec, R12-60", A3+/4+, S14/2, D1,
Ammo 2, *Guided Missile (2), MCLOS, Shaped Charge*

FEDERAL STATES-ARMY - DREKFORT M.D.C.

SiG-16 "RUFÉ" - 25 pts
MULTI-ROLE FIGHTER

Air (CAP), M10", Q2, T4, E1
Sprint Motor

2A34 23mm Autocannons, triplet
All, R8", A4+, S4, D3, Ammo 3,
Radar Anti-Air

4BN2 350kg Napalm Bomb
Gnd, R0", A3+, S1+, D2, Ammo 2,
Barrage (2), Ignore Cover (2), Lingering, Radius (2"), Rear Attack

9GR4 120mm Infrared AAM
Air, R30", A4+, S6, D1, Ammo 2,
Air-Filling, Guided Missile (1), Homing

FEDERAL STATES-ARMY - DREKFORT M.D.C.

HZN-22 "HUGAG" - 20 pts
HEAVY LIFT HELICOPTER

Air, H2, S32", M24", Q2, T2/2/2
PC (6, Sides), Resupply (6), Tow (2)

2A76 7.76mm Minigun
All, R12", A4+/5+, S1/1+, D4,
Door Gun (Sides)

SiG-16B "SCHROEF" - 30 pts
STRIKE AIRCRAFT

Air (CAS), M10", Q2, T4, E0
Decoy Protection (2), Sprint Motor

2A40 37mm Autocannons, triplet
All, R8", A4+, S5, D3, Ammo 3,
Radar Anti-Air

4BE1 500kg HE Bomb
Gnd, R0", A3+, S8, D1, Ammo 2,
Air-Filling, Barrage (2), Radius (3"), Rear Attack

9GR3 275mm AGM
Vec, R50", A2+, S24/8, D1, Ammo 2,
Guided Missile (2), MCLOS, Shaped Charge, Thermal Sights

FEDERAL STATES-ARMY - DREKFORT M.D.C.

AIRCRAFT - PLANES

SiG-17 "HARDNOSE" - 20 pts
LIGHT BOMBER

Air (CAS), M10", Q2, T3, E0

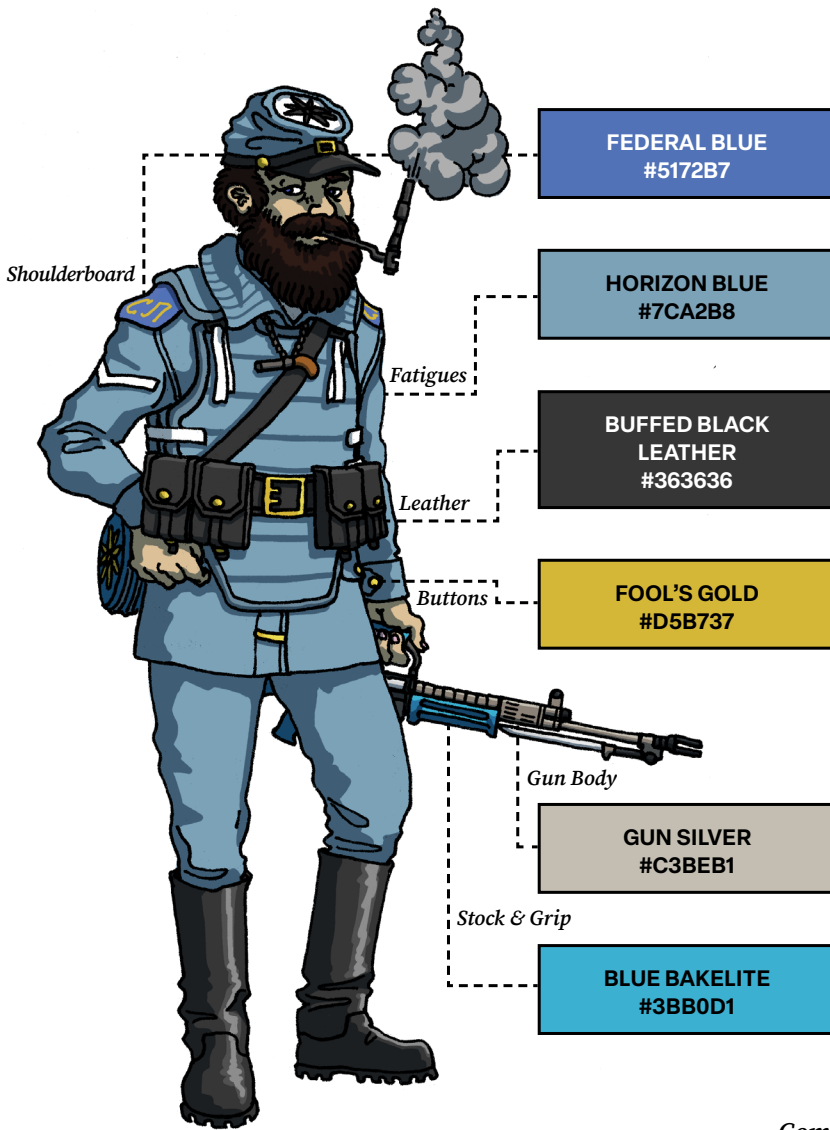
6G2 7.76mm MGs, octet
All, R2", A4+, S1, D3, *Radar Anti-Air*

4BB2 350kg Dual-Purpose Cluster Bomb
Gnd, R0", A2+, S6/1, D2, Ammo 6,
Rear Attack, Saturating (6), Shaped Charge

9GR6 200mm Beam-Riding AAM
Air, R50", A5+, S6, D1, Ammo 4,
Air-Filling, Guided Missile (2), Barrage (2), No CC

APPENDIX D - PAINTING GUIDE

This appendix section provides full-color references for painting your States-Army miniatures.



INFANTRY NOTES

Standard infantry uniform is horizon blue without a camouflage pattern. Rank insignias and other accents are always stark white. Some equipment may bear the Federal compass in some combination of white, black, and gold.

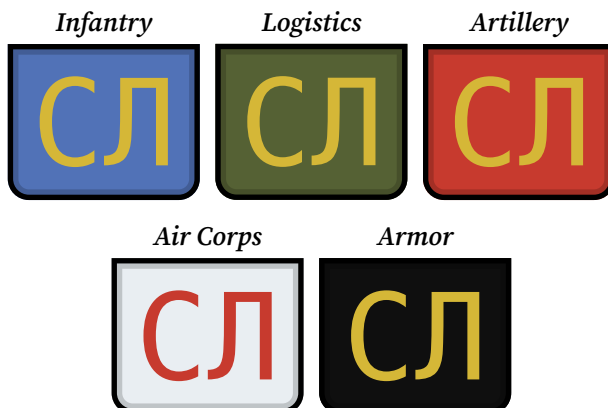
Leather should be brown or black, with a level of wear appropriate to the soldier's occupation and his time spent in combat.

Metal fixtures and belt buckles may be shiny brass or blue bakelite depending on your force's tastes. The latter are intended for field use, but their wear is seldom enforced.

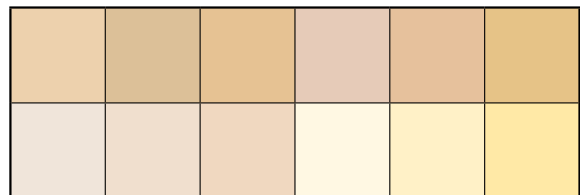
Blue bakelite is standard for weapon furniture, but older arms may have wooden furniture instead. Some mixing-and-matching as parts are replaced can happen.

Shoulderboard colors are determined by your force's parent regiment. Consult the chart below for which colors are used by which types of regiment.

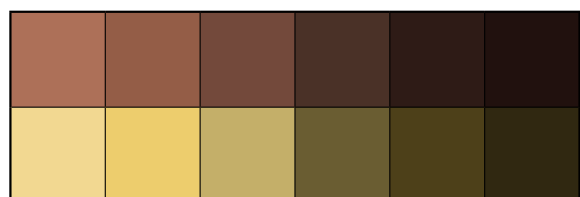
SHOULDERBOARD COLORS BY REGIMENT



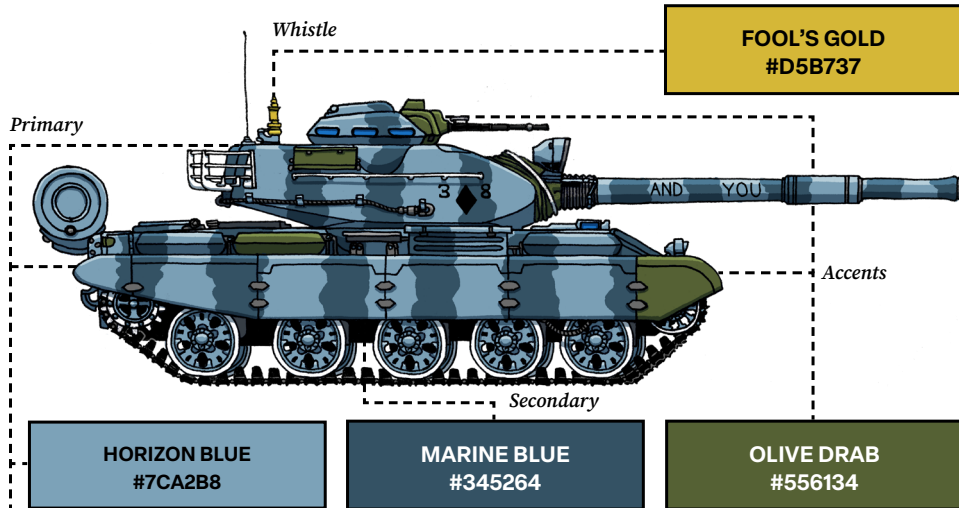
Common Flesh Tones *



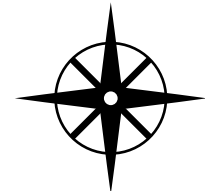
Common Hair Colors *



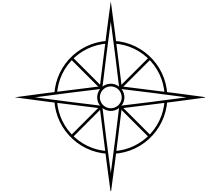
* Swatches for emigré soldiers may be found in their respective manuals, FM 100-4-8X, FM 100-5-8X, or FM 100-6-8X.



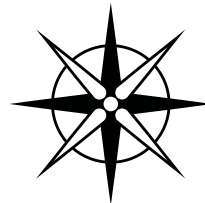
Simplified Emblem #1



Simplified Emblem #2



Simplified Emblem #3



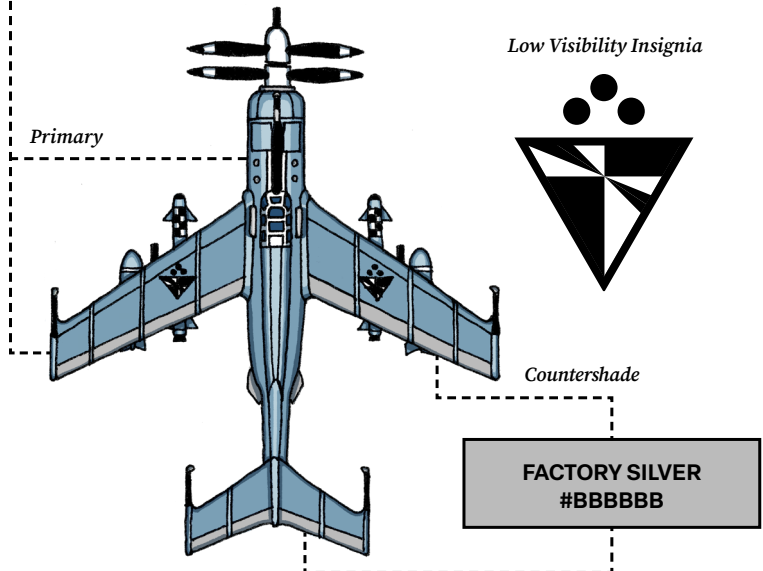
ARMOR NOTES

Olive drab parts are drawn from the F.S-A.'s vast reserve stockpiles and date from an era before the horizon-blue scheme was adopted. Very old tanks may be almost entirely olive drab. New-production tanks, or those belonging to elite units (who bother to repaint their spares), shouldn't have any olive drab.

Wheel rims and railings are habitually painted white, even for camouflaged vehicles. Some first-class vehicles may have white siding as a sort of parade stripe.

Camouflage is irregularly applied at the unit level and may wildly vary. The example scheme is only one of many. Many lack camo altogether. In all cases, horizon blue is present on the vehicle for the purposes of friendly I.D.

A simplified black-and-white version of the national emblem of the Federation, a golden compass rose, is the standard marking of F.S-A vehicles, but some vehicles may be painted with a detailed version.



AIRCRAFT NOTES

Aircraft bellies are painted gray in a countershade scheme. Aircraft do not typically feature camouflage, but, like vehicles, irregularly receive ad-hoc schemes.

Bold white and black invasion stripes along the wings are popular to help prevent friendly fire in low-altitude ground strikes.

The simplified Intermarine compass may be used as a roundel, but most planes use a low visibility "three dot" triangle based on the fin flash of the Air Corps.





Out of commission, become a pillbox.
Out of ammo, become a bunker.
Out of time, become heroes.



By Order of the Ministry of Defense:

DANEEL DAAF

*General of the Air,
General Staff of the Federal States-Army*

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