

THE NEW RYGOLIC HOST TROOPS AND TACTICS



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

The New Rygolic Host: *Troops and Tactics*

Preface

This field manual is part of FM series 100-X-8X. The other volumes in this series are FM 100-1-8X (The Federal States-Army: Troops and Tactics), FM 100-2-8X (Army of the Ebon Forest: 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 100-3-8X, describes the known elements of the New Rygolic Host. 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 Rygolic 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 100-3-8X Edition 0.8, 08/24/83.

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CHAPTER 1 OVERVIEW

Dotted across western and central Oid, the Petty States of Rygos are a number of small principalities occupying most of the territory of the collapsed Rygolic Empire. Following the death of the empire's Master Brain, the Petty States have remained politically fractious and individually weak. They rely on the Master Brain's artificial soldiers to continue protecting them.

The New Rygolic Host (N.R.H.) operates autonomously: a stateless, headless army safeguarding the Petty States as a whole from foreign invasion, as well as conducting limited operations beyond the old imperial borders. All N.R.H. troops are connected to "Rygonet", an advanced command system distributing its computations across its soldiers' brains.

Many questions concerning N.R.H. operations, procurement, and the exact capabilities of Rygonet remain presently unanswered. What is known is that the N.R.H. is limited in number and cannot quickly reinforce. It relies on superhuman coordination and highly advanced weapons to offset its numeric disadvantage with precision firepower.

All N.R.H. forces (discounting the soldiers of the Petty Stater princes' armies) are constructs: "man-machines" with simplified internal organs and corpse-pale skin. Constructs do not fear death and are highly resilient.

The N.R.H. operates on a highly flexible doctrine: task forces are assembled from available troops on-demand, without any hierarchy or permanent tables of organization. This field manual will only attempt to classify recognized Rygolic troops; new variants of existing types are frequently observed. When in doubt, rely on weight of fire and multiple attacks: do not let Rygoles achieve fire superiority.

FACTIONAL STRENGTH:

Fast and flexible ground units, strong aircraft.

FACTIONAL QUIRK:

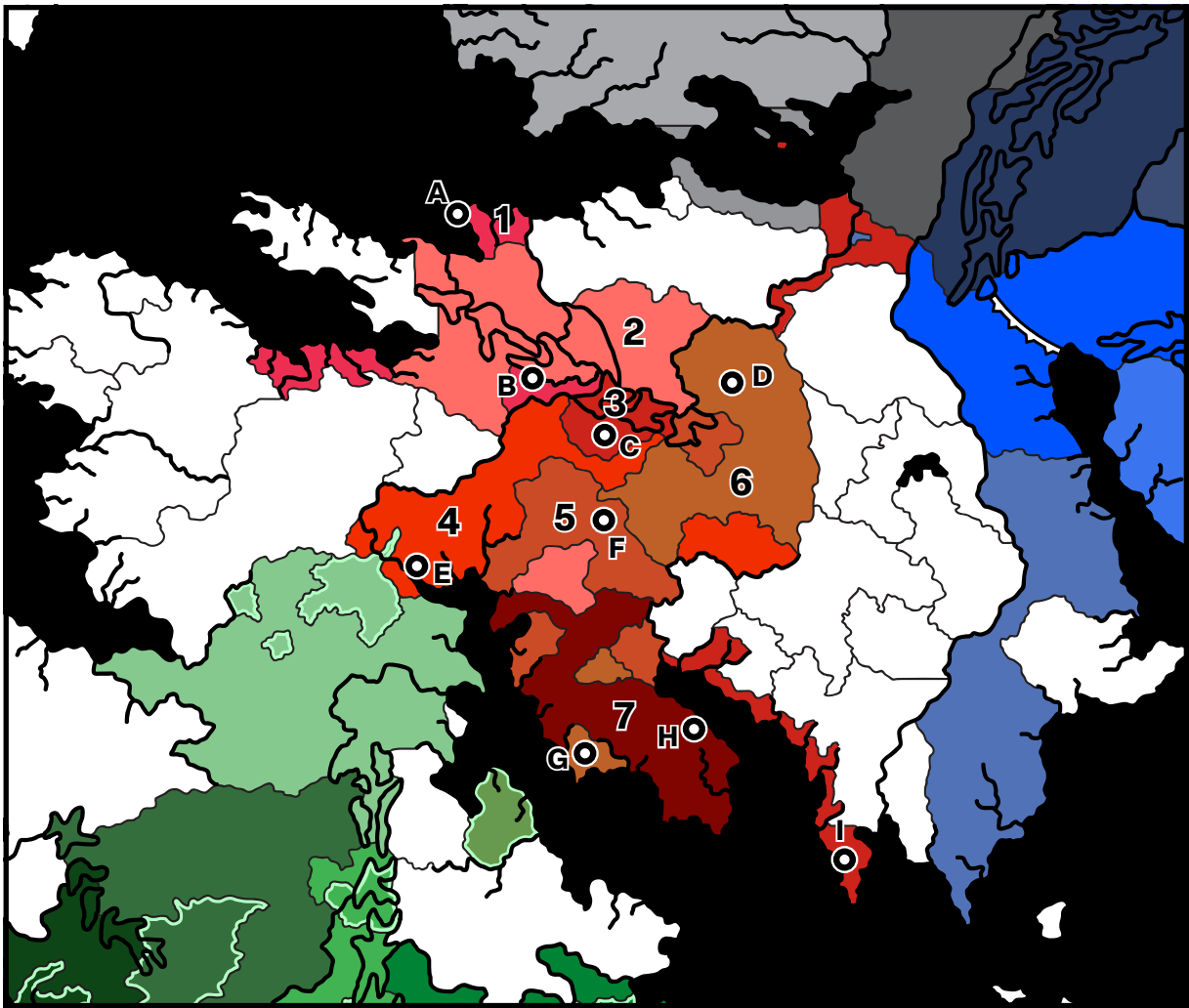
Advanced, expensive weaponry.

FACTIONAL WEAKNESS:

Low numbers.



LEAGUES AND STRATEGIC CITIES OF THE PETTY STATES



LEAGUES:

1 - Iškri Kitrantum

4 - Iškri Kened

7 - Beostum

2 - An Khnum Koine

5 - Hül Uknëi

3 - Iškri Gadou

6 - Ina Ostra

STRATEGIC CITIES:

A - Procul Ab

D - Lutāx

G - Erimtuisis

B - Baba Kitrantum

E - Baba Kened

H - Beostum

C - Baba Gadou

F - Baba Hül

I - Šarrigante

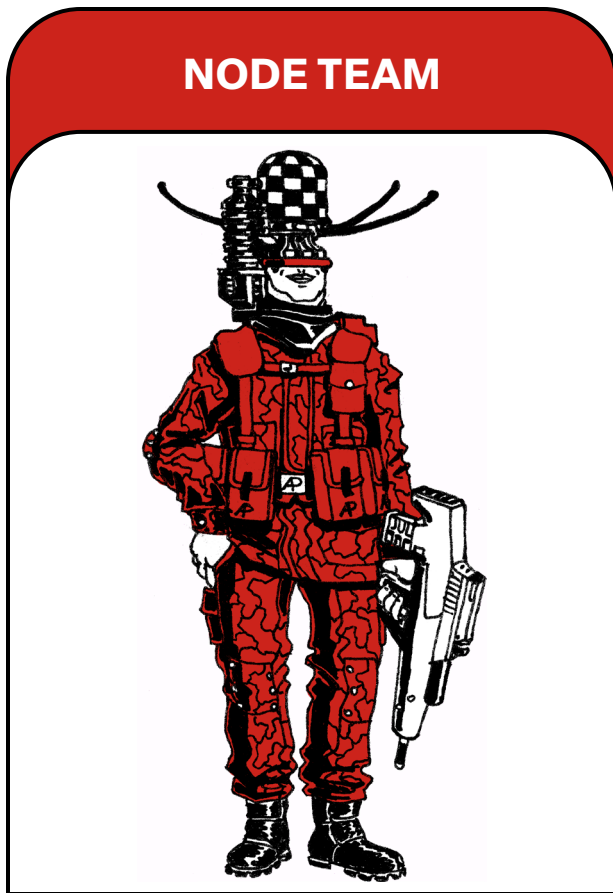
CHAPTER 2 TACOMS

The N.R.H. lacks commanders in the traditional sense of the word: Rygonet micromanages individual constructs, feeding them new positions and specific targets in real time. Rygolic troops are initially activated as “blank slates”, without any context for their orders or abstract understanding of their duties. Therefore, a loss of command uplink leads to combat ineffectiveness after only a few minutes, as constructs stand in the open or wander away. To boost signal power and combat enemy jamming attempts, the Host deploys specialized signals transmission units. This field manual will categorize them as TACOMs: Rygonet guards them similarly enough.

While most NRH “commanders” are dismounted infantry, more advanced units have been observed in the field, including air-dropped field transmission towers and combat vehicles fielding novel laser communications complexes.

TACOMS

NODE TEAM - TRANSMISSION TEAM.....	0/20 pts / 2-2
G1 “GANGLION” - TRANSMISSION TOWER.....	20 pts / 2-3
S3 “STOMA” - BIPEDAL COMMAND VEHICLE.....	30 pts / 2-4



NODE TEAM - 0/20 pts
TRANSMISSION TEAM

Inf, H1, S24", M5", Q3, T1+/1/1, C2
Brigade (2, 12"), Fearless, NBC, Rygonet (12")

By standard rules one Node Team comes free per 100 points as the default TACOM. Further may be bought for 20 points each at no limit.

"Snake Green" 5mm Assault Rifle
All, R8", A3+/4+, S1/1, D2,
Small Arm, Thermal Sights

"Tread Curve" 20mm Grenade Launcher
R8", A*, D1, Ammo 3, Slow Round,
Underbarrel (Snake Green)

→ **20mm KE**

Vec, S3/4

→ **20mm HE**

Inf/Vec, S1+/1+, Ignore Cover (1)

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

TYPE: TRANSMISSION TEAM

REMARKS

Rygonet's command and control elements are most visible on the battlefield in the form of "node" teams: walking command signal boosters and electronic intelligence systems. Identify them by their distinctive "radome" heads and by SIGINT. Node teams are crucial for extending Rygonet transmissions; redundant teams may be fielded as part of a larger force.

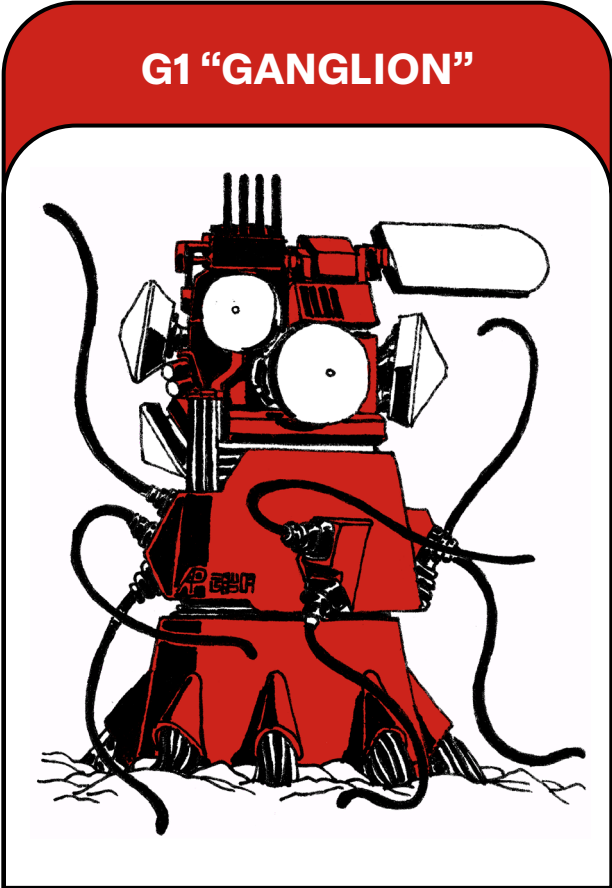
Standard equipment includes the "Snake Green" assault rifle with an overbarrel "Tread Curve" grenade launcher and a miniature "Tune Fog" thermal optic complex.

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

He's not a commander. All he has to do is stand in the right place, so that the orders will pass through him to the man-machines that actually carry them out. He's not really even worried about the great big target painted on his dome. Maybe he doesn't even know what he's there for. The friends he's talking to are entombed in command aircraft and satellites, and they're talking about rocks, rivers and trees. It's only when you're in rifle range that the orders start involving his trigger finger.

In a command system based on a time-slice of everyone's brain, where do the orders come from? Doesn't matter, so long as they get to their destinations.

- Rayleigh Irving, Federal Intelligence



G1 "GANGLION"

G1 "GANGLION" - 20 pts
TRANSMISSION TOWER

Vec, H1, S0", M0", Q6, T4/4/4, C6
Brigade (4, 12"), NBC, Paradrop,
Rygonet (24"), Sense (6")

Uses a 40x40mm base. May activate in the Maneuver Phase despite having M0", but only to call a Brigade. May not lend actions to friendly units via Rygonet.

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TYPE: TRANSMISSION TOWER

REMARKS

Stationary transmission tower and signal booster. Effectively a miniaturization of large command towers in the Rygolic heartlands. Designed for parachute insertion into remote areas, but capable of long-term operation. Its long "roots" are capable of seeking underground telecommunications cables and tapping into them.

The Ganglion lacks any mobility or fire-power; its systems are purely devoted to command and transmission efficiency. While proofed against rifle rounds, it is still helpless if discovered.

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

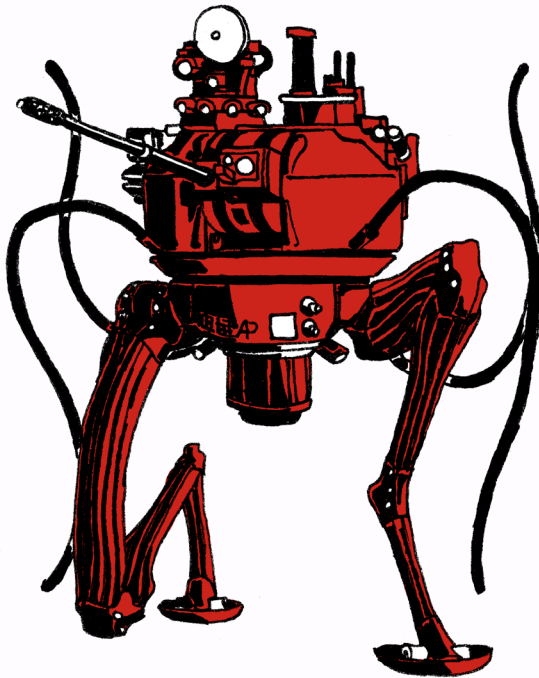
From Baba Gadou—throne city of a dead god; bed of a rusting engine—there radiates a nerve network of great towers. Sometimes there are cities around them; sometimes they stand alone, or with painful ruins ringing their bases. These are the great transmitters. Their innards have changed many times; it is said that they originally spoke in coded lightning. Their purpose has remained the same: the first layer of many spinal cords now in the service of no brain.

The grand towers are still matters of crucial importance. They are one of the first layers the Host speaks to itself through; it is from them that their smaller counterparts, parachuted into hidden places, receive and retransmit the signal.

The last time a tower was seized by enemy hands, it went up in a pillar of whiter-than-white light and fury. A nuclear charge had been buried beneath its roots.

- Giorgio Moceri, University of Baba Gadou

S3 "STOMA"



TYPE: BIPEDAL COMMAND VEHICLE

REMARKS

A light tank on legs. Highly mobile and maneuverable, even in difficult terrain. The ability to precisely control its height by crouching gives it high survivability in urban environments. A laser communications system mounted to the turret offers high-frequency weapons synchronization. The Stoma can essentially pull the trigger on a friendly unit's weapons simultaneously with its own.

Primary armament is the "Pitch Break" 25mm autocannon, effective against light vehicles, infantry, and aircraft. A coaxial 5mm machine gun offers antipersonnel backup.

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S3 "STOMA" - 30 pts
BIPEDAL COMMAND VEHICLE

Vec (S), H2, S32", M8", Q3, T6/6/5, C4
Brigade (4, 8"), NBC, Rygonet (8"), Strider

This unit uses a 40x40mm infantry base. When this unit activates during the Fire Phase, it may select one friendly Rygolic unit within LOS up to 8" away which has not yet acted that round to activate with the Stoma and simultaneously fire on the same target. The unit which activates with the Stoma is considered to have used its turn for the round.

"Drift Bar" 5mm Coaxial MG

All, R12", A3+/3+, S1/1, D2,
Thermal Sights, Turret

"Pitch Break" 25mm Autocannon

All, R32", A3+/3+, S4/6, D2,
 Ammo 4, No CC (Inf.),
*Thermal Sights, Tracking Anti-Air,
 Turret*

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

The way you track Rygoles is by listening: not with your ears, but with your antennae. They can't avoid vomiting all over the electromagnetic spectrum: not when Rygonet is directing them down to the individual man-machine. So they go loud and strike first. Go ahead; try to call an artillery strike on that triangulated signal. The line to your battery's already dead.

Still, you can't win them all. Signal-homing missiles hurt. They've figured out some ways to fight quietly. The Stoma's one of them. Set up in an ambush, talk on tight-beam laser comms. Wait for the enemy to expose himself and let him have all you've got.

- Rayleigh Irving, Federal Intelligence

CHAPTER 3 INFANTRY

Construct infantry are the fearless pawns of the Rygolic war machine. Undeterred by pain and unafraid of death, constructs make for excellent soldiers so long as their command uplink is intact. Often called upon to conduct small operations unsupported, construct infantry are well-armed and versatile, carrying their own fire support with them. These regular troops are supported by various special forces with non-standard equipment and anatomies, deployed by Rygonet from hidden reserves under unusual circumstances.

LINE UNITS

TACTICAL TEAM - LINE TEAM	15 pts / 3-2
LEGIONNAIRES - LINE SQUAD	25 pts / 3-3

WEAPON TEAMS

SMART GUN TEAM - ANTI-PERSONNEL TEAM	15 pts / 3-5
LASER TEAM - ANTI-MATERIEL TEAM	15 pts / 3-6
MANPADS TEAM - ANTI-AIR TEAM	20 pts / 3-7
CHEMICAL TEAM - ANTI-PERSONNEL TEAM	20 pts / 3-8
GUIDED MORTAR SPIDER - ANTI-PERSONNEL/MATERIEL TEAM	30 pts / 3-10

SPECIAL

CARABINER HORSE - DRAFT ANIMAL	15 pts / 3-11
CAPSULE SQUAD - LOW ORBIT INSERTION SQUAD	25 pts / 3-14
ASSASSINS - COMMANDO TEAM	30 pts / 3-15
SIMULACRUM - UNCLASSIFIED UNIT	30 pts / 3-16



TACTICAL TEAM

TACTICAL TEAM - 15 pts

LINE TEAM

Inf, H1, S32", M5", Q3, T1+/1/1

Fearless, NBC

"Snake Green" 5mm Assault Rifle

All, R8", A3+/4+, S1/1, D2,
Small Arm, Thermal Sights

"Tread Curve" 20mm Grenade Launcher

R8", A*, D1, Ammo 3, *Slow Round,*
Underbarrel (Snake Green)

→ **20mm KE**

Vec, S3/4

→ **20mm HE**

Inf/Vec, S1+/1+, *Ignore Cover (1)*

"Side Fast" 140mm ATGM

Vec, R6-30", A3+/xx, S14/2, D1,
Ammo 1, *Guided Missile (1),*
Shaped Charge, Thermal Sights

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

TYPE: LINE TEAM

REMARKS

Construct legionnaires are the standard Rygolic infantry. Identify them by their corpse-pale faces and by SIGINT. Constructs are skilled, fast, and do not feel incapacitating shock or pain. Lethal aim points include the head and heart-turbine.

Standard equipment includes the "Snake Green" assault rifle with an overbarrel "Tread Curve" grenade launcher and a miniature "Tune Fog" thermal optic complex.

Rygolic infantry typically operate in fire-teams instead of full squads. One gunner per team carries a "Side Fast" ATGM.

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

Efficiency is the watchword of the infantry. A man in the right place at the right time is worth five who can't seize the fleeting moment.

Bluebird tapes of Rygoles in operation are beautiful. They're always in motion: advancing, fixing, flanking, overrunning. Airbursting grenades and pinpoint rifle fire; anti-tank missiles sidewinding from textbook ambushes. Ashen-faced dolls with innocent stares.

No matter that their teams are small. Every man-machine always has his perfect place in the dance. You couldn't train to do it this well. Without Rygonet running the show on the fly, it all falls apart.

- Rayleigh Irving, Federal Intelligence



LEGIONNAIRES - 25 pts

LINE SQUAD

Inf (S), H1, S32", M5", Q3, T1+/1/1

Fearless, NBC

"Snake Green" 5mm Assault Rifle

All, R8", A3+/4+, S1/1, D2,
Small Arm, Thermal Sights

"Tread Curve" 20mm Grenade Launcher

R8", A*, D1, Ammo 6, *Slow Round,*
Underbarrel (Snake Green)

→ **20mm KE**

Vec, S3/4

→ **20mm HE**

Inf/Vec, S1+/1+, *Ignore Cover (1)*

"Side Fast" 140mm ATGM

Vec, R6-30", A3+/xx, S14/2, D1,
Ammo 3, *Guided Missile (1),*
Shaped Charge, Thermal Sights

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

TYPE: LINE SQUAD

REMARKS

Construct legionnaires are the standard Rygolic infantry. Identify them by their corpse-pale faces and by SIGINT. Constructs are skilled, fast, and do not feel incapacitating shock or pain. Lethal aim points include the head and heart-turbine.

Standard equipment includes the "Snake Green" assault rifle with an overbarrel "Tread Curve" grenade launcher and a miniature "Tune Fog" thermal optic complex.

One construct per full squad carries a "Side Fast" ATGM. Another carries a backpack signal repeater for Rygonet.

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

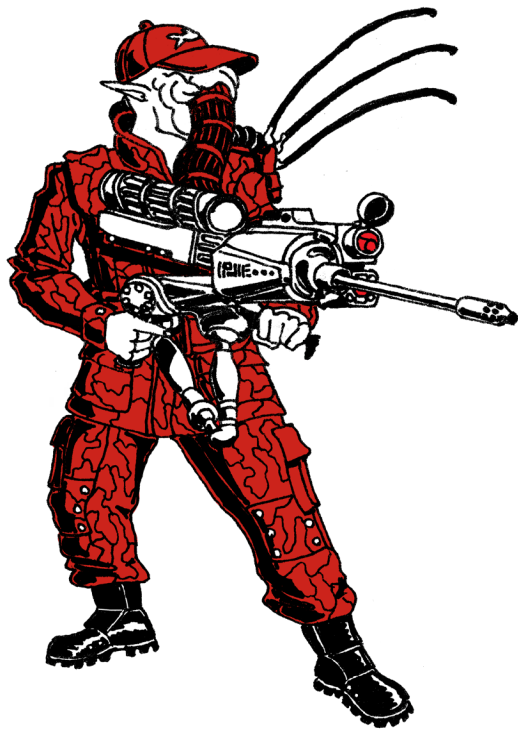
He's ten days old. Built on a line and flashed with what he needs to know. How to shoot; how to talk; how to move. Rygonet tells him the where and when. Everyone he knows looks like him.

Everything is new and wonderful. The novelty of trees, rocks, rivers and clouds hasn't yet worn off. It's a grand show. But now his antennae are whispering up his neck and he's got a job to do.

He sees you through his thermal sight. His fingers are cold. When the reticle lines up with the white silhouette, he pulls the trigger. It's what he was made to do.

- Rayleigh Irving, Federal Intelligence

SMART GUN TEAM



TYPE: ANTI-PERSONNEL TEAM

REMARKS

The “Drift Cage” light machine gun is the standard Rygolic support weapon: a motorized “smart gun” capable of accurate, mobile fire from the standing position.

The weapon is body-mounted on an articulated stabilization arm that supports its weight. A large motorized housing supports, points, and stabilizes the barrel-receiver complex in a 20-degree forward arc.

Target acquisition (and the gunner’s own senses) are provided by the onboard “Hit Shop” fire control unit. The gunner’s cable-connected brain is believed to be responsible for ballistic computation.

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

SMART GUN TEAM - 15 pts
ANTI-PERSONNEL TEAM

Inf, H1, S32”, M5”, Q3, T1+/1/1
Fearless, NBC

“Snake Green” 5mm Assault Rifle

All, R8”, A3+/4+, S1/1, D2,
Small Arm, Thermal Sights

“Drift Cage” 5mm Stabilized SAW

All, R16”, A2+/3+, S1/1, D3, *Scoped,*
Thermal Sights, Tracking Anti-Air,
Turret

Got to see one of these getting cut open a little while back. I’m not a sawbones; honestly, knife work disgusts me—but this time it didn’t feel like an autopsy. Neither blood nor guts—just a sticky black ichor in the veins.

He had a brain as sickly white as the rest of him. One of the docs said it felt firm; I took his word for it. There was a bundle of cables, all triple-redundant and waterproof, plowing in where the eyes’d go. Bolt cutters were no good.

There was something full of holes where the vocal cords would go. No lungs—most of his ribcage was empty. A little bony turbine stood in for a heart before it caught a round. There was some kind of simple stomach. That was it.

The docs had a funny idea. They put his turbine back together and gave it a shock. He fired up. He couldn’t feel his antennae; they’d unplugged him from the net. He was pretty polite about it. Wanted to know where his weapon was. Where his ammo-bearers were, so that he could at least see through their eyes.

As far as I know he’s still down there. Like the rest. The eggheads keep thinking they’ll get something useful out of one.

- Rayleigh Irving, Federal Intelligence

LASER TEAM



TYPE: ANTI-MATERIEL TEAM

REMARKS

Laser weapons damage targets with directed energy: “penetrating” armor by burning through it, as well as creating an explosive shockwave at the point of impact. A laser can defeat any thickness of armor given time or luck; laser teams thus always represent an immediate threat.

While some of the Petty Rygolic States have attempted towed artillery piece-sized laser weapon systems, only the NRH has fielded man-portable lasers so far. The “Sun Point” is pinpoint accurate and entirely recoilless, but unavoidable compromises in miniaturized cooling restrict its rate of fire.

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

LASER TEAM - 15 pts

ANTI-MATERIEL TEAM

Inf, H1, S32”, M5”, Q3, T1+/1/1

Fearless, NBC

“Snake Green” 5mm Assault Rifle

All, R8”, A3+/4+, S1/1, D2,
Small Arm, Thermal Sights

“Sun Point” 6kW Laser Weapon

All, R40”, A1+/xx, S1+/1+, D1, *Laser,*
Small Arm

Most of a Sun Point is recognizable. It's a laser designator on a stimulant cocktail that'd make an off-duty White Glove blush. The rest is just there to keep it from melting itself or your hands, whichever comes first. There are some things you can make small in a laser weapon, and some you can't—small mercies, huh?

Power's the bigger mystery. We know it tries to recapture some of the waste heat, but the bulk of it comes from the little casing on the sniper's back. Whatever it is, it's volatile, and it's set to pop when he does. We've yet to capture one intact. The pieces aren't much help, even to the eggheads.

- Rayleigh Irving, Federal Intelligence

“I hit the deck. There's a small fold in the ground. Sixteen inches of dirt between me and the eye of death. He's out there. Our silhouettes are a blinding white in his eyeless sockets. Our radar signatures are on his tongue.

Somewhere above me is the wandering aim point, and the invisible finger, curled up, an incredible tension behind it. Waiting to snap outwards, to flash-boil my blood and explode my lungs.”

- Eisner Polk, from SEEING JUMBO, p. 241

MANPADS TEAM



MANPADS TEAM - 20 pts
ANTI-AIR TEAM

Inf, H1, S32", M5", Q3, T1+/1/1
Fearless, NBC

- "Snake Green" 5mm Assault Rifle**
All, R8", A3+/4+, S1/1, D2,
Small Arm, Thermal Sights
- "Tread Curve" 20mm Grenade Launcher**
R8", A*, D1, Ammo 3,
Slow Round, Underbarrel (Snake G.)
- **20mm KE**
Vec, S3/4
- **20mm HE**
Inf/Vec, S1+/1+, *Ignore Cover (1)*
- "Pole Guard" 70mm MANPADS**
Air, R60", A3+/xx, S6/6, D1,
Ammo 2, *Guided Missile (1),*
Homing, Small Arm

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

TYPE: ANTI-AIR TEAM

REMARKS

Anti-air weapons team armed with the "Pole Guard" 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 "Pole Guard" is a high-performance, IR-guided, "fire and forget" anti-aircraft weapon. Much of the missile is given over to a powerful solid rocket motor, giving it an extremely high airspeed, short time-to-target and good accuracy. The warhead is concussive with poor fragmentation.

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

In Baba Gadou there is a traditional defense before the court by murderers:

"The Master Brain brought forth innumerable things to nurture man.

Man has nothing good with which to recompense the Master Brain."

I understand them. I was once driving south of Turamo when the green helicopters came overhead. They strafed my car with their machine guns as if they were chasing a rabbit. I owed my life solely to the missiles of the Host.

One of the constructs was killed. Before a rocket came to retrieve his body I begged his comrades for forgiveness. They did not understand.

- Giorgio Mocerì, University of Baba Gadou



CHEMICAL TEAM

CHEMICAL TEAM - 20 pts
ANTI-PERSONNEL TEAM

Inf, H1, S24", M4", Q3, T1+/1+/1+
Fearless, NBC

This unit is not negatively affected by Chemical Weapons. If this unit or a unit it charged is within a Chemical Weapon radius during close combat, this unit resolves its attacks before all enemy units, including Assault Specialists.

"Pike Jump" 12-gauge Automatic Shotgun

All, R6", A3+/4+, S1-/1+, D3,
Ignore Cover (1), Small Arm, Thermal Sights

"Weave Liner" 70mm Dual RPG

R10", D1, Ammo 6, Barrage (2),
Small Arm, Thermal Sights

→ **70mm HEAT**

Inf/Vec, A3+/4+, S8/1+,
Slow Round, Shaped Charge

→ **70mm Thermobaric**

Inf/Vec, A3+/4+, S2/2,
Ignore Cover (2), Rear Attack, Slow Round

→ **70mm Nerve Agent**

Gnd, A++/++, *Chemical Weapon (2")*

TYPE: ANTI-PERSONNEL TEAM

REMARKS

Heavy-duty fire support team outfitted for urban operations under NBC conditions. While standard constructs do not need to breathe, they may still be impaired (if not killed) by nerve agents. Chemical teams' full-body suits and automatic injectors fully immunize them against all NBC threats.

The torso has been hollowed out and filled with a carousel autoloader, storing rounds for the "Weave Liner" 70mm dual barrel RPG (including thermobaric and nerve agent rounds). Secondary armament is the "Pike Jump" 12-gauge automatic shotgun, firing piercing flechette spreads.

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

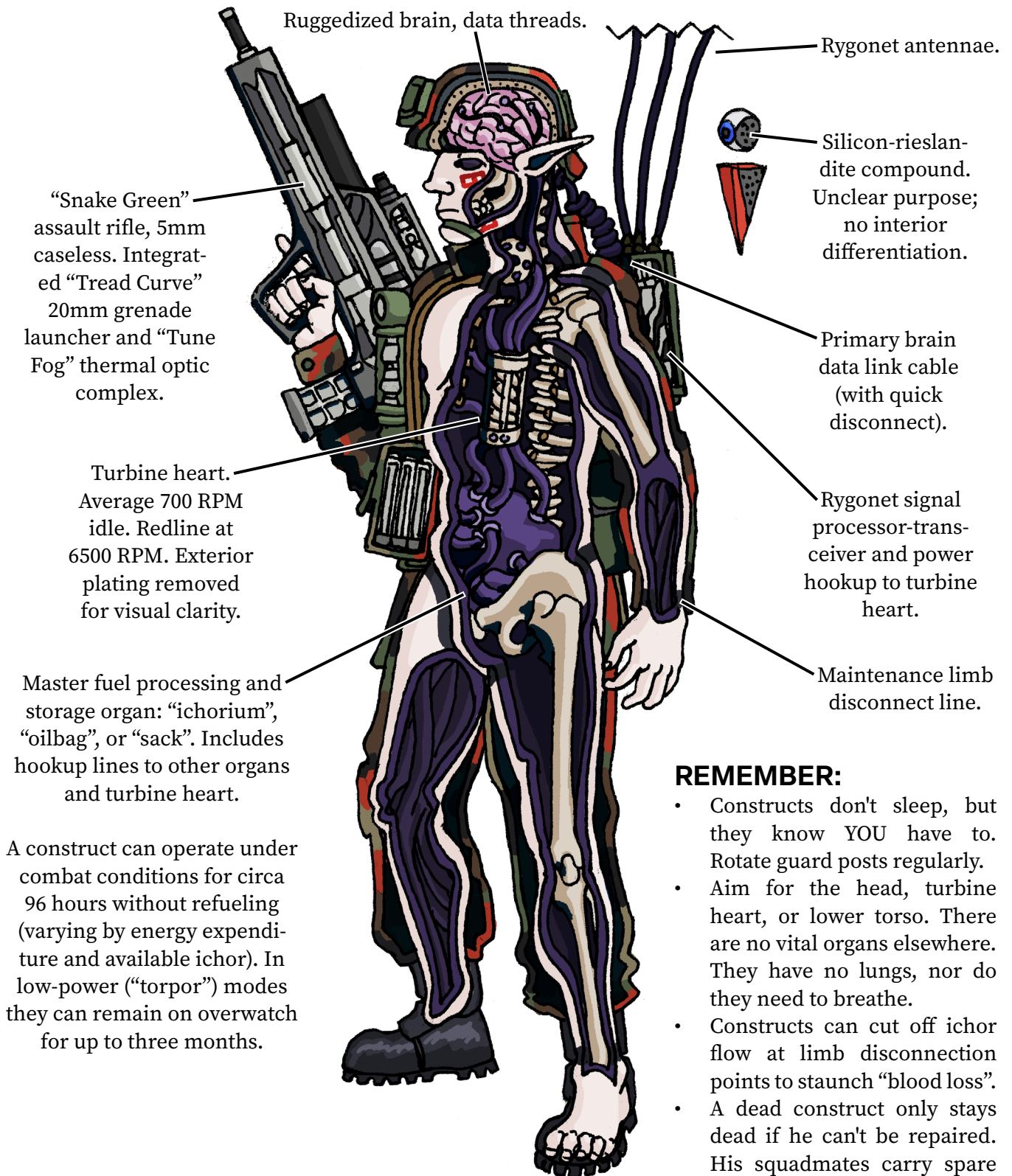
The grunts call them "bodybags". Rygonet reserves them for when the gloves come off, and collateral damage's no longer part of the hidden calculus. They're very good at their job.

- *Rayleigh Irving, Federal Intelligence*

Stand and face the thermobarics—and the blast wave crushes your innards. Run away—and feel the warm colorless raindrops on your back. A shattering death or a choking death.

- *Conchar Goronwy, Chasseur, 96e Infanterie*

INTERNAL ANATOMY OF A CONSTRUCT



"Snake Green" assault rifle, 5mm caseless. Integrated "Tread Curve" 20mm grenade launcher and "Tune Fog" thermal optic complex.

Turbine heart. Average 700 RPM idle. Redline at 6500 RPM. Exterior plating removed for visual clarity.

Master fuel processing and storage organ: "ichorium", "oilbag", or "sack". Includes hookup lines to other organs and turbine heart.

A construct can operate under combat conditions for circa 96 hours without refueling (varying by energy expenditure and available ichor). In low-power ("torpor") modes they can remain on overwatch for up to three months.

Ruggedized brain, data threads.

Rygonet antennae.

Silicon-rieslan-dite compound. Unclear purpose; no interior differentiation.

Primary brain data link cable (with quick disconnect).

Rygonet signal processor-transceiver and power hookup to turbine heart.

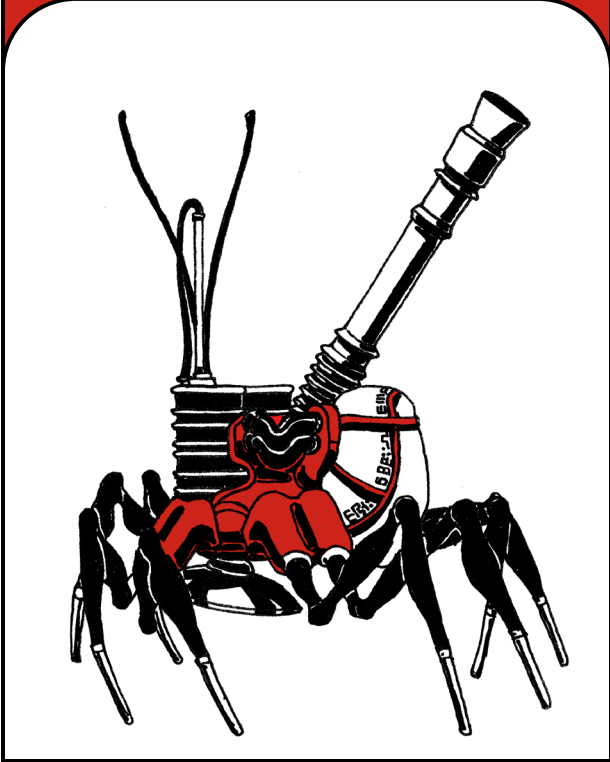
Maintenance limb disconnect line.

REMEMBER:

- Constructs don't sleep, but they know YOU have to. Rotate guard posts regularly.
- Aim for the head, turbine heart, or lower torso. There are no vital organs elsewhere. They have no lungs, nor do they need to breathe.
- Constructs can cut off ichor flow at limb disconnection points to staunch "blood loss".
- A dead construct only stays dead if he can't be repaired. His squadmates carry spare turbines.



GUIDED MORTAR SPIDER



TYPE: ANTI-PERSONNEL/MATERIEL TEAM

REMARKS

Indirect support team centered around the “mortar spider”: an eight-legged construct carrier for the “Trace Rung” medium mortar system.

Mortar spiders provide a self-propelled, all-terrain base for the mortar, alleviating much of the team's load. They require standard constructs to load and spot for them, but can autonomously fire and navigate.

The standard ammunition is an 80mm concussive HE round, defeating cover by directly or near-directly impacting the target. More Rygolic eyes on target means more accurate terminal guidance.

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

GUIDED MORTAR SPIDER - 30 pts
 ANTI-PERSONNEL/MATERIEL TEAM

Inf, H1, S24”, M5”, Q3, T1+/1/1
Fearless, NBC

- “Snake Green” 5mm Assault Rifle
 All, R8”, A3+/4+, S1/1, D2,
Small Arm, Thermal Sights
- “Trace Rung” 80mm Guided Mortar
 Inf/Vec, R40”, A3+/4+, S4/4, D1,
 Ammo 4, *Guided Shell,*
Light Indirect (1), No CC,
Thermal Sights

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

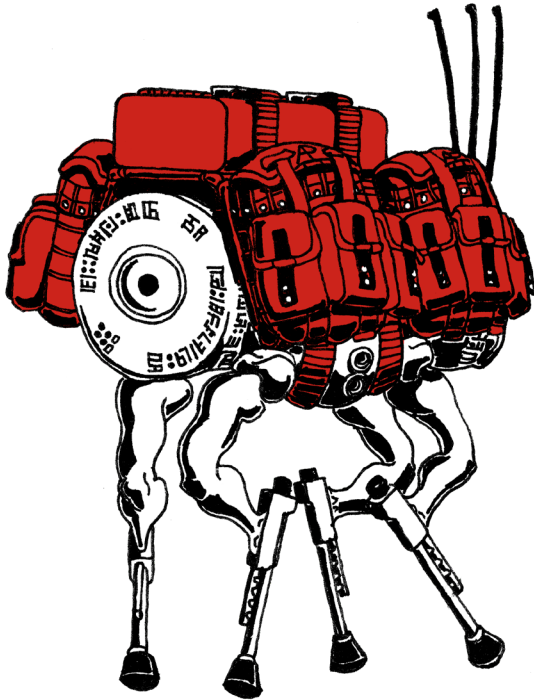
*O constructs! Divine protectors and friends!
 Orphaned children of our Master Brain! How
 I pity you now.*

*In its operational epoch, the Brain never
 stopped designing new children. Many took
 the shape of men, then, as they do now; but
 in support of them were myriad forms bent
 to every practical task. Beasts of burden; ma-
 ny-limbed builders; pipe-clearing worms and
 other artificial animals fit to each purpose.
 Man had been rescued from his stupefying
 labor and given time at last to think.*

*Yet here we are now. Our god-machine is
 silent, and its empty innards lie in a tangled
 mess; our princes laud the sword, and not the
 pen. Once more we labor and die like oxen.
 And you, you lost children—stumbling along
 with the scraps of your builder's knowledge,
 still dutiful beyond the end—you alone defy
 this tragedy. But will you reverse it?*

- Giorgio Mocerì, University of Baba Gadou

CARABINER HORSE



TYPE: DRAFT ANIMAL

REMARKS

One of very few remaining non-humanoid construct body plans, the “carabiner horse” consists of a cylindrical main body mounted on four removable legs. Fitted with various load bearing systems and carabiners, these constructs serve as an exceptionally strong, sure-footed logistics system and prime mover where airmobile resupply cannot go.

Carabiner horses are unarmed and docile; however, they are still capable of spotting targets. The large, reinforced single eye is internally fitted with the “Bronze Lead” laser designator used elsewhere by NRH vehicles.

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

CARABINER HORSE - 15 pts

DRAFT ANIMAL

Inf, H1, S32”, M6”, Q3, T1/1/1
Fearless, NBC, Resupply (4), Tow (2)

“Bronze Lead” Laser Designator

All, R40”, A++/++, D1, Designator,
Discreet

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

“The last construct is still moving. Broekate's RPG has left him nothing but a head and upper torso, but he's still reaching for his rifle in the bushes. Tarlike blood, shiny and thick, slops from him like he's a broken bottle. His turbine heart, freewheeling in the punched-in teeth of his shattered ribcage, slowly spins down. He stops moving. They never go limp.

We pull security. Bottles and What's-his-Face are up for looting detail. They scour the area. Laying on my belly, I feel like I'm wearing a flak jacket made of concrete. The pair come back cursing. Nothing. You put your life on the line and all you've got to show your wife is belt buckles. Tarbloods don't carry anything interesting unless they're old. If they're old, then you're not the one doing the looting.

There was a squad of new guys from the Ready Reserve in this same sector last month. They found a carabiner horse alone. It lay down like a cat and let them ransack it. They didn't know better. They sat there and looted it for everything it had. Spare limbs, tar, eyeballs. Missiles and batteries. The whole time it was staring at them with that big round eye.

The sound of screaming jets. No time to react. They were all dead before they could scatter.”

- Eisner Polk, from SEEING JUMBO, p. 243



SUPPLEMENTAL FILES

THERE WAS A SPATE of field grave desecrations last month on the Rygolic border. Our bodies; some poor bastards whose burial ceremonies boiled down to a hurried shoveling and a twenty-one-gun salute by the enemy's mortars. Graves Registration already goes ballistic when they hear that someone couldn't hitch a lazy ride home on a flying boothill. You can imagine how they reacted when our scouts reported that the graves were being dug up—and the corpses dumped next to the holes, with opened chest cavities.

It looked so similar to some of the shit that happens in the Ebon Forest that my boss wanted to call it a dogface operation, at first. But none of the corpses were actually eaten. Each opened chest was cut the same way, a neat surgical incision. We posted sentries, and sure enough, it was a construct job. We intensified surveillance. Next week we caught some of them burying a destroyed fellow.

It all came together. They don't rot; worms don't want them; only the weather can erode one, and that takes decades. So when they lose a guy, and they don't have the means to repair him, they bury him and mark the spot. Then they come back with some spare parts and get him going again. That's their whole concept of a burial.

Funny how all these dead Federals don't seem to have a ribcage socket for a replacement turbine.

- Rayleigh Irving, Federal Intelligence

THEY PICK UP ON YOU. I mean, they're always watching. Day, night, doesn't matter—thermal rigs; spinning turbine hearts. But they're not always shooting at you. Even within that great formless horde there's some kind of division, so to speak. The outermost border guards almost never change. They don't have to be relieved. A supply rocket lands once a week.

You pick up on them. Like a flock of chickens, I guess. They all look the same, but after a while you can tell them apart at a glance. That's the one with the fucked up helmet... that guy has a hole in his chest, the one that's crusted over with hardened ichor... and so on. They don't get rotated out until they're actually broken—not that they really give a shit about bullet holes.

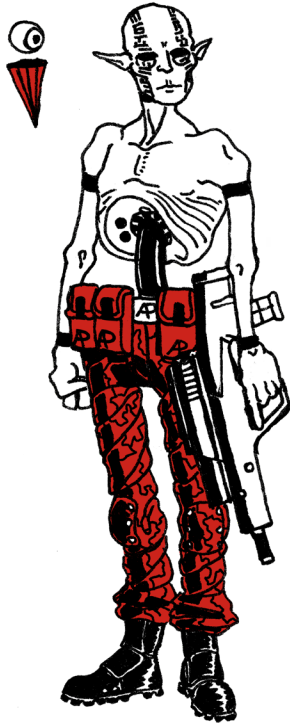
Even if they come back, with a set of replacement limbs and a fresh new skin, you can still ID them. New constructs stare. Salty man-machines imitate, and they get less flighty, too. If you're ballsy, or just bored as hell, you can walk right up to the death line. Don't step over.

I once dropped a cigar on the death line. A fresh construct, shipped in by rocket that morning, came and picked it up. He popped a caseless round out of one of his magazines and held them up to each other—both cylindrical. Tried to chamber it. Didn't fit, so he stuck it in his pocket and walked away.

Later that night there was a little red glow on their side.

- Sergeant Hank Blom, 1-23 Motor Rifles

CAPSULE SQUAD



CAPSULE SQUAD - 25 pts
 LOW ORBIT INSERTION SQUAD

Inf (S), H1, S24", M5", Q3, T1/1/1
Fearless, NBC

Deploy this unit via a Capsule Insertion support mission during the Support Phase.

"Snake Green" 5mm Assault Rifle

All, R8", A3+/4+, S1/1, D2,
Small Arm, Thermal Sights

"Tread Curve" 20mm Grenade Launcher

R8", A*, D1, Ammo 6, *Slow Round, Underbarrel (Snake Green)*

→ **20mm KE**

Vec, S3/4

→ **20mm HE**

Inf/Vec, S1+/1+, *Ignore Cover (1)*

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

TYPE: LOW ORBIT INSERTION SQUAD

REMARKS

Special "low-maintenance" constructs designed for long-term operational standby. A construct will function so long as its body's onboard ichor supply is not depleted. A heavily reduced body weight and elimination of non-critical internal systems permits an estimated operational span without refuel of seven months.

Capsule squads are deployed from space: reentering the atmosphere from standby in low orbit. The capsule travels too fast on reentry for almost any form of anti-aircraft fire. The restricted capsule volume limits their equipment to standard small arms.

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

CAPSULE INSERTION

1. RETROFIRE



2. REENTRY

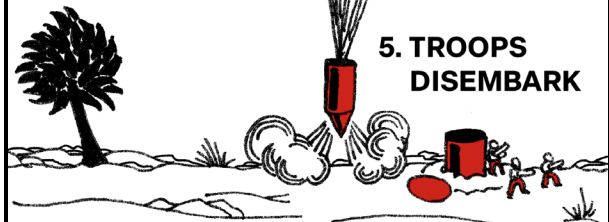


3. CHUTE DEPLOY



4. LANDING

5. TROOPS DISEMBARK





ASSASSINS

ASSASSINS - 30 pts
 COMMANDO TEAM

Inf, H1, S8", M6", Q4, T1/1/1-
Active Camouflage, Assault Specialist, Fearless, NBC, Sense (8")

- "Frame Staff" 10mm SMG, dual**
 All, R8", A2+/2+, S1/1+, D3,
Small Arm, Thermal Sights
- "Sphere Catch" 12mm Pistol, subsonic**
 All, R8", A2+/2+, S1/1, D1,
Discreet, Multi-Gun, Scoped, Small Arm, Thermal Sights
- "Site Cause" Plastic Explosive Charge**
 Vec, R0", A1+/1+, S12/12, D1,
 Ammo 2, *Melee, Multi-Gun*

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

TYPE: COMMANDO TEAM

REMARKS

Elite special operations constructs with non-standard anatomy and equipment. Headless, eight-armed, and heavily armed for covert insertions and close combat. One of the few NRH units routinely deployed outside the former imperial border. Their senses are unimpaired, despite lacking a head altogether, by presently unclear means.

The fixed outer cladding of an assassin includes an "active" camouflage layer capable of bending light, rendering assassins partially invisible. Though unable to completely conceal an assassin, this system ensures precisely targeting one is very difficult.

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

The Master Brain designed the constructs; it alone understood how to make new forms. Its lost children do not; but they can make do with what exists, change one role for another.

As far as the records go, this sort of construct was a herald. She would describe the desires of our god-machine to its people. But in those days she had two arms and a beautiful face.

- Giorgio Mocerri, University of Baba Gadou

I don't claim to know the logic. But I know where the brain is inside the ribcage. I know that because these are the ones they send after guys like me. It's a one-way trip. They leave the building with you—in the meat wagon.

- Rayleigh Irving, Federal Intelligence

SIMULACRUM



TYPE: UNCLASSIFIED UNIT

REMARKS

Experimental infiltration and asymmetric warfare system that defies standard classification. Essentially a dense blob of artificial flesh, capable of operating as a single mass or splitting into a "squad".

Simulacra in combat reform to imitate the shape and weaponry of the nearest identified enemy unit. Imitation cases have been observed ranging from regular infantry squads to main battle tanks.

Simulacra have some weaknesses. By default, the imitation of the nearest enemy appears involuntary, so explicit imitation commands must be issued over Rygonet.

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

SIMULACRUM - 30 pts

UNCLASSIFIED UNIT

Inf, H1, S32", M4", Q4, T1+/1+/1+
Amphibious, Fearless, NBC

*This unit may **copy enemies** (see below). May respond to Specific Imitation missions.*

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

MECHANIC: COPYING ENEMIES

When this unit activates, it may choose to copy parts of a non-plane enemy's unit card to use during its own activation. May only copy statistics from the closest spotted enemy within LOS unless participating in a Specific Imitation mission. Copied statistics are lost at the end of the Simulacrum's turn.

1. In the Fire Phase, the Simulacrum may copy one non-Nuclear weapon from a single unit. Copied weapons have infinite Ammo. The Simulacrum cannot copy a new weapon if it has a time-to-target attack in progress.

2. In the Maneuver Phase, the Simulacrum may copy the Move statistic of a single unit.

3. If engaged in Close Combat, the Simulacrum must copy one enemy in basal contact, as per the Fire Phase, for each close combat round.

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

Things like these drive my coworkers crazy. They have to make everything make sense. Not just how it's made, but why it's made. The thought process behind it. It's a forest of trip-wires, and we're largely working blind.

- Rayleigh Irving, Federal Intelligence

CHAPTER 4 VEHICLES & TOWED GUNS

Rygolic vehicles are not crewed in the normal sense. They are personnel in and of themselves: a permanently-integrated “partial pilot” (i.e. the brain and organs of a standard construct) inhabits the vehicle as a body. Combined with advanced firepower and sensory equipment, this grants the N.R.H. an extremely formidable—if expensive—range of combat vehicles.

Not every N.R.H. vehicle contains a partial pilot. Some are drones, fitted with onboard digital computers and programmed with basic combat routines and target identification capabilities. While highly advanced in their own right, these machines function as disposable proxies for “manned” Rygolic units.

PERSONNEL CARRIERS

C3 “CANDOR” - ARMORED PERSONNEL CARRIER	25 pts / 4-2
P1 “PARALLAX” - INFANTRY FIGHTING VEHICLE	35 pts / 4-3
P2 “PERIGEE” - INFANTRY FIGHTING VEHICLE	35 pts / 4-4

ARMOR

M1 “MICROWAVE” - UNMANNED TANKETTE	20 pts / 4-5
S1 “SYNOD” - BIPEDAL LIGHT TANK	40 pts / 4-6
C1 “CABAL” - ASSAULT GUN	50 pts / 4-7
X1 “X-RAY” - MAIN BATTLE TANK	80 pts / 4-8

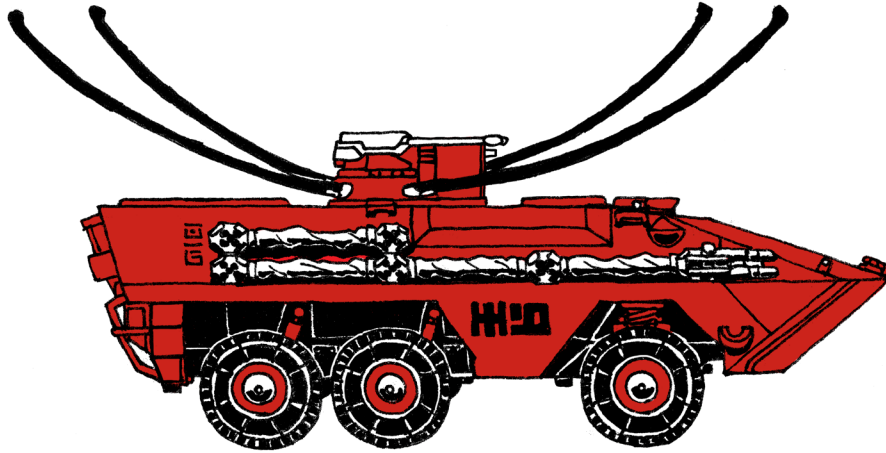
FIRE SUPPORT

AUTOMATED SENTRY - ANTI-PERSONNEL TURRET	15 pts / 4-11
AUTOMATED ATGM - ANTI-TANK TURRET	15 pts / 4-12
S2 “STOCHAST” - BIPEDAL ASSAULT TANK	40 pts / 4-13
C2 “CHORUS” - BEAM-RIDING MISSILE CARRIER	60 pts / 4-14
X2 “XIPHOS” - SELF-PROPELLED HOWITZER	80 pts / 4-16
X3 “XENON” - SELF-PROPELLED LASER ARRAY	80 pts / 4-17

SPECIAL

Y1 “YARDFISH” - AUTONOMOUS TORPEDO	30 pts / 4-20
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C3 "CANDOR"



TYPE: ARMORED PERSONNEL CARRIER

REMARKS

Armored personnel carrier on a lightly-armored, highly mobile 6x6 hull. Compared to its earlier counterparts sharing the same chassis, the Candor represents a lesser material investment, with reduced armor and firepower.

Primary armament, housed in a low-profile remote weapons station, is the "Sun Point" infantry laser weapon. Laser weapons damage targets with directed energy: "penetrating" armor by burning through it, as well as creating an explosive shockwave at the point of impact. A laser can defeat any thickness of armor given time or luck. Laser weapons thus always represent an immediate threat.

Secondary armament is a 5mm machine gun on a coaxial mount. The remaining interior space is reserved for troop carriage.

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

C3 "CANDOR" - 25 pts

ARMORED PERSONNEL CARRIER

Vec (W), H2, S32", M10", Q3, T6/4/4
NBC, PC (2, Rear)

"Drift Bar" 5mm Coaxial MG

All, R12", A3+/3+, S1/1, D2,
Thermal Sights, Turret

"Sun Point" 6kW Laser Weapon

All, R40", A1+/1+, S1+/1+, D1, *Laser*,
Turret

"Tread Bus" 65mm Smoke Launchers

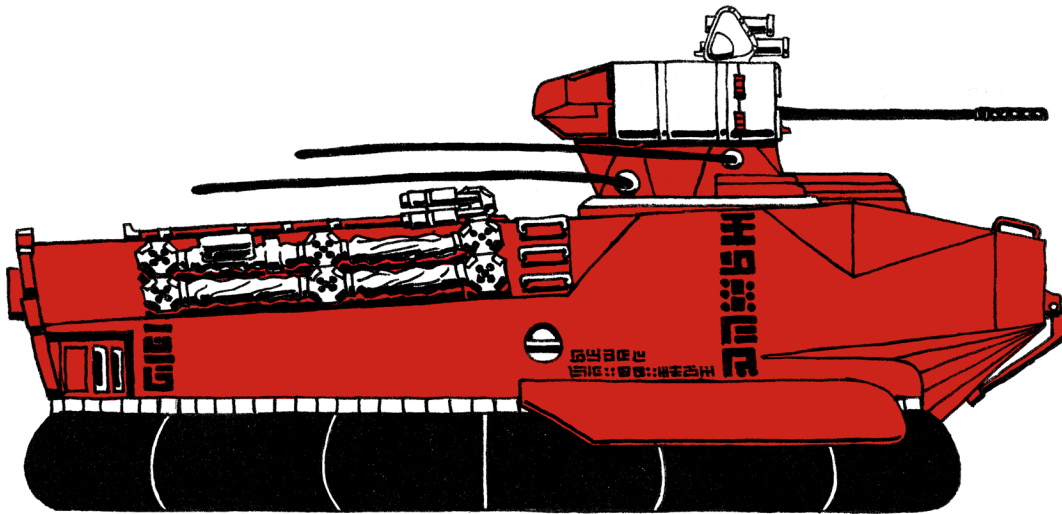
Gnd, R6", A++/+++, D1, Ammo 1,
Light Indirect (0), No CC, Smoke (2"),
Turret

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

A budget option—don't see too many of those in the Host. They could be running uncomfortably low on materiel, or just reassessing how much really has to go into a frontline carrier. It could be purely random. Wouldn't be the first mutational design that came and went.

- Rayleigh Irving, Federal Intelligence

P1 "PARALLAX"



TYPE: INFANTRY FIGHTING HOVERCRAFT

REMARKS

The standard infantry fighting vehicle of the NRH, designed to support high intensity, all terrain combat operations. The Parallax is a hovercraft: moving on a cushion of air, created by powerful centrally-mounted blowers and trapped by a self-sealing rubber skirt. This offers the vehicle effective amphibious and cross-country capabilities.

Primary armament is the "Pitch Break" 25mm autocannon. A pop-up launcher firing the "Side Judge" ATGM offers long-range anti-tank capability. Smoke launchers and a hard-kill active protection system partially compensate for its light armor.

Despite its large silhouette, much of the interior space is occupied by ammunition, hovercraft engine systems, and the vehicle's biological elements. Infantry carriage capacity is no greater than the States-Army's own Bantam (see **FM 100-1-8X**).

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

P1 "PARALLAX" - 35 pts

INFANTRY FIGHTING HOVERCRAFT

Vec (H), H2, S32", M10", Q3, T6/4/4
Active Protection (1), Amphibious, Hovercraft, NBC, PC (2, Rear)

"Drift Bar" 5mm Coaxial MG

All, R12", A3+/3+, S1/1, D2,
Thermal Sights, Turret

"Pitch Break" 25mm Autocannon

All, R32", A3+/3+, S4/6, D2,
 Ammo 4, No CC (*Inf.*),
Thermal Sights, Turret

"Side Judge" 150mm ATGM

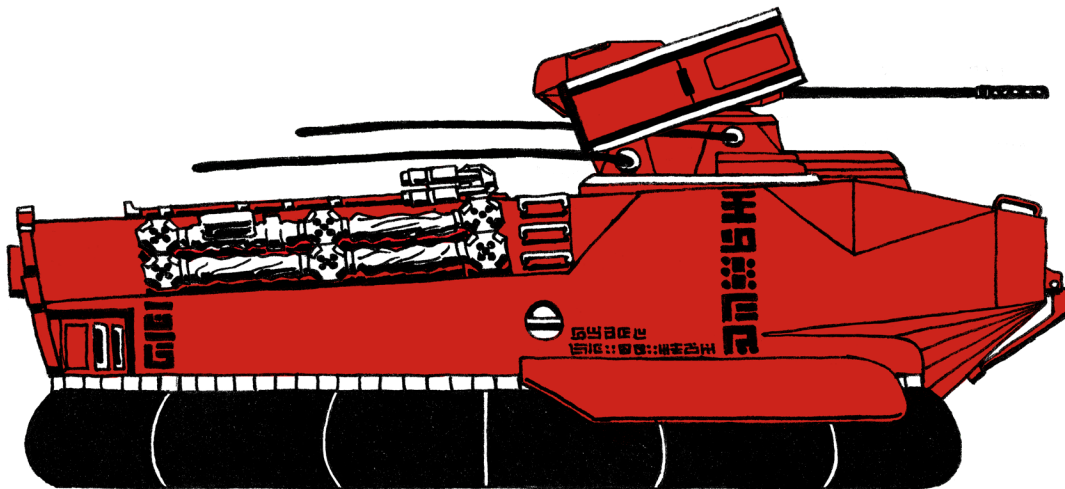
Vec, R6-60", A3+/xx, S15/2, D1,
 Ammo 3, *Guided Missile (2), Shaped Charge, Thermal Sights, Turret*

"Tread Bus" 65mm Smoke Launchers

Gnd, R6", A++/+++, D1, Ammo 1,
Light Indirect (0), No CC, Smoke (2"),
Turret

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

P2 "PERIGEE"



TYPE: INFANTRY FIGHTING HOVERCRAFT

REMARKS

Anti-aircraft modification of the Parallax infantry fighting vehicle. One of several examples of "evolutionary" adaptation in the Host: a gradual modification of an existing vehicle in response to enemy action, until it is worth reclassifying as a new type.

Identical to the Parallax in most respects. The ATGMs have been replaced with a quad launcher firing the same "Pole Guard" surface-to-air missiles as infantry MANPADS teams. The "Pitch Break" 25mm autocannon displays superior target lead compensation to its equivalent on the Parallax.

The Perigee features minor evolutionary improvements to the vehicle's electrical systems, biological capsule, partial pilot's reaction speed, and the manipulator arm. It is likely that future Parallax production will also integrate these upgrades.

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

P2 "PERIGEE" - 35 pts

INFANTRY FIGHTING HOVERCRAFT

Vec (H), H2, S32", M10", Q3, T6/4/4
Amphibious, Hovercraft, NBC, PC (2, Rear)

"Drift Bar" 5mm Coaxial MG

All, R12", A3+/3+, S1/1, D2,
Thermal Sights, Turret

"Pitch Break" 25mm Autocannon

All, R32", A3+/3+, S4/6, D2,
 Ammo 4, *No CC (Inf.),*
Thermal Sights, Tracking Anti-Air,
Turret

"Pole Guard" 70mm SAM

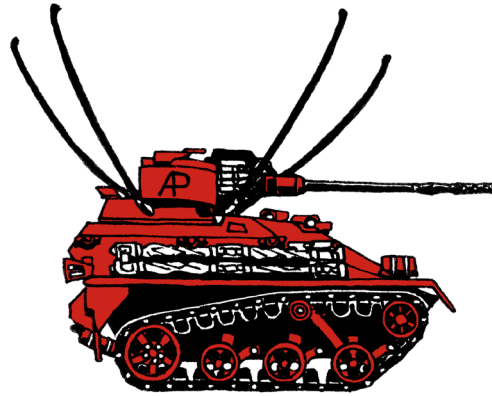
Air, R60", A3+/xx, S6/6, D1,
 Ammo 4, *Guided Missile (1),*
Homing, Turret

"Tread Bus" 65mm Smoke Launchers

Gnd, R6", A++/+++, D1, Ammo 1,
Light Indirect (0), No CC, Smoke (2"),
Turret

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

M1 "MICROWAVE"



TYPE: UNMANNED TANKETTE

REMARKS

Compact, low-profile reconnaissance and fire support vehicle. Solely armed with the standard "Pitch Break" 25mm autocannon. Very lightly armored.

Microwaves are wholly autonomous, containing no partial pilot. The onboard computer is fearless but tactically limited.

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

An autocannon on tracks. By Rygo standards these things are downright disposable. They're deployed to orbit main battle tanks or hide in ambush positions as parting gifts.

The Microwave's hull is as tiny as it gets, but it's still bigger than it ought to be. Something tells me it was once supposed to be more like their bigger vehicles: full of their own guts, with their own minds. Instead you get a ruggedized digital computer and fuel cells.

You could come up with any number of explanations as to why it's brainless. Maybe the Host is finally having trouble reproducing—cutting corners on units that don't strictly need to be self-aware. Maybe it's an advantage: a vehicle that won't wander off to look at the scenery if you leave it in place for a week.

- Rayleigh Irving, Federal Intelligence

M1 "MICROWAVE" - 20 pts

UNMANNED TANKETTE

Vec, H1, S32", M8", Q*, T4/2/2

Drone, NBC, Tow (2)

This unit uses a 40x40mm infantry base.

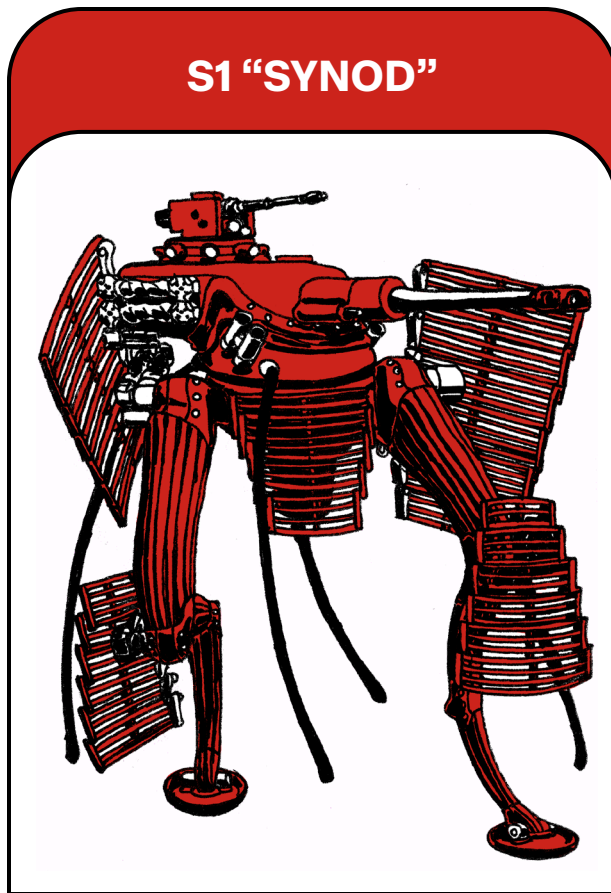
"Pitch Break" 25mm Autocannon

All, R32", A3+/3+, S4/6, D2,
Ammo 4, No CC (Inf.),
Thermal Sights, Turret

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

Its cameras stare without eyes in the bush. Its focus is never broken. It waits for you.

- Conchar Goronwy, Chasseur, 96e Infanterie



S1 "SYNOD"

TYPE: BIPEDAL LIGHT TANK

REMARKS

A light tank on legs. Highly mobile and maneuverable, even in difficult terrain. Articulated slat armor "shields" and the ability to precisely control its height by crouching gives it high survivability in urban terrain.

Primary armament is limited by its organic legs' weight limit. A "Bridge Spike" 75mm gun fires standard sabot or HEAT ammunition. For close-range fire support it also carries beehive rounds. An onboard round extruder provides slow ammunition self-replenishment. Secondary armament is the 10mm "Drift Fence" heavy machine gun, effective against troops and materiel.

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

S1 "SYNOD" - 40 pts
BIPEDAL LIGHT TANK

Vec (S), H2, S32", M8", Q3, T12/10/8
Strider, NBC

This unit uses a 40x40mm infantry base.

"Drift Fence" 10mm HMG

All, R20", A3+/3+, S2/3, D2,
Thermal Sights, Turret

"Bridge Spike" 75mm Rifled Gun

Ammo 4, *Round Extruder,*
Thermal Sights, Turret

→ 75mm Sabot

Vec, R40", A3+/3+, S10/15, D1

→ 75mm HEAT

Inf/Vec, R40", A3+/3+, S10/1+, D1,
No CC (Inf.), Shaped Charge,
Slow Round

→ 75mm Beehive

All, R20", A2+/2+, S1/1+, D3,
Defensive CC (Inf.)

"Tread Bus" 65mm Smoke Launchers

Gnd, R6", A++/+++, D1, Ammo 1,
Light Indirect (0), No CC, Smoke (2"),
Turret

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

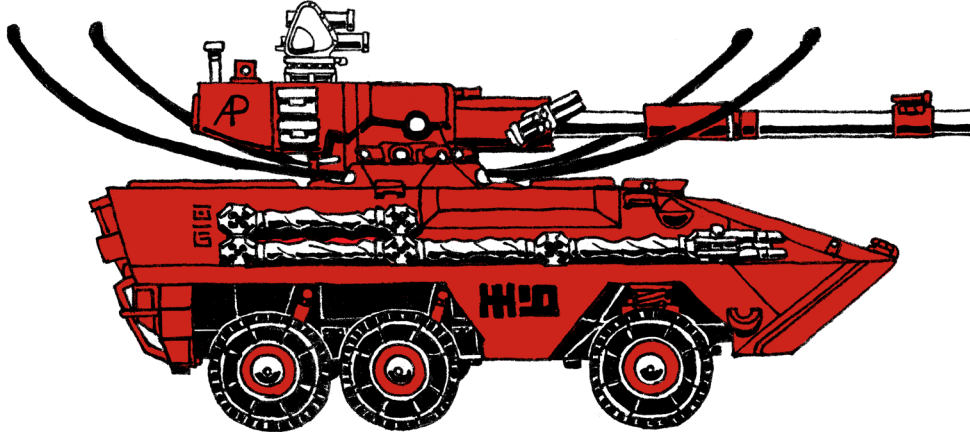
A terror for dug-in grunts. Where the terrain is too difficult for tracks or wheels to follow you, there'll be deep circular footprints before long.

You gotta see it in motion to believe it. The antennae, drumming against ruined walls and telephone poles; the articulated shields, leaping up and down to clear the slewing turret. The slink: tons upon tons of steel and false flesh with the grace of a big cat.

Doesn't help it when it gets caught out on open ground. It dies just as beautifully as it fights.

- Rayleigh Irving, Federal Intelligence

C1 "CABAL"



TYPE: ASSAULT GUN

REMARKS

Highly mobile assault gun complex on a lightly-armored 6x6 hull. The staple general-purpose vehicle of the Host, capable of a wide range of missions including reconnaissance, fire support, and long-range anti-tank fire.

Primary armament is the 105mm "Bridge Dart" rifled gun in a low-profile stabilized mounting identical to those carried by NRH main battle tanks. Along with standard sabot and HEAT rounds, the Cabal is loaded for close-in anti-aircraft defense with proximity-fuzed HE ammunition. The standard "Drift Bar" 5mm coaxial machine gun provides backup.

While fast, highly accurate, and capable of effectively firing on the move, the Cabal is not a main battle tank and does not have the armor of one. In a direct gunnery duel, its thin armor is a liability.

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

C1 "CABAL" - 50 pts

ASSAULT GUN

Vec (W), H2, S32", M10", Q3, T8/6/4
Active Protection (2), NBC

"Drift Bar" 5mm Coaxial MG

All, R12", A3+/3+, S1/1, D2,
Thermal Sights, Turret

"Bridge Dart" 105mm Gun

R40", A2+/3+, D1, Ammo 6,
*No CC (Inf.), Radar Anti-Air,
Thermal Sights, Turret*

→ 105mm Sabot

Vec, S14/21

→ 105mm HEAT

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

→ 105mm Proximity Fuze HE

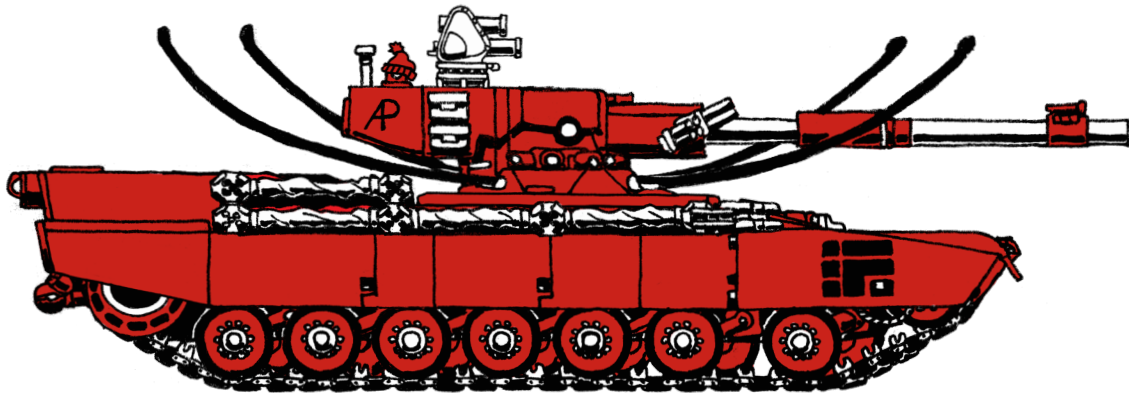
All, S4/4, *Air-Filling, Slow Round*

"Tread Port" 65mm Smoke Array

Gnd, R6", A++/+++, D2, Ammo 2,
Light Indirect (0), No CC, Smoke (2"),
Turret

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

X1 "X-RAY"



TYPE: MAIN BATTLE TANK

REMARKS

Advanced main battle tank. Represents the state of the art in the Host's ground forces. A powerful gas turbine engine, advanced composite armor arrays, and an active protection system grants the X-Ray first-class mobility and protection.

Primary armament is the 105mm "Bridge Dart" rifled gun in a low-profile stabilized turret mounting similar to those of Cabal gun carriers. Evolutionary improvements, including a 105mm round extruder, have been observed.

The 105mm ammunition carried by X-Rays represents the most advanced types available to the NRH. All ammunition types are outfitted with small rocket motors partially counteracting velocity loss at long range.

The X-Ray features a coaxial variant of the "Sun Point" infantry laser weapon instead of a conventional machine gun.

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

X1 "X-RAY" - 80 pts

MAIN BATTLE TANK

Vec, H2, S32", M10", Q4, T16/14/6
Active Protection (2), NBC

"Sun Point" 6kW Laser Weapon

All, R40", A1+/1+, S1+/1+, D1, *Laser, Turret*

"Bridge Dart" 105mm Gun

R50", A2+/3+, D1, Ammo 4, *No CC (Inf.), Round Extruder, Thermal Sights, Turret*

→ 105mm Rocket-Assisted Sabot

Vec, S16/24

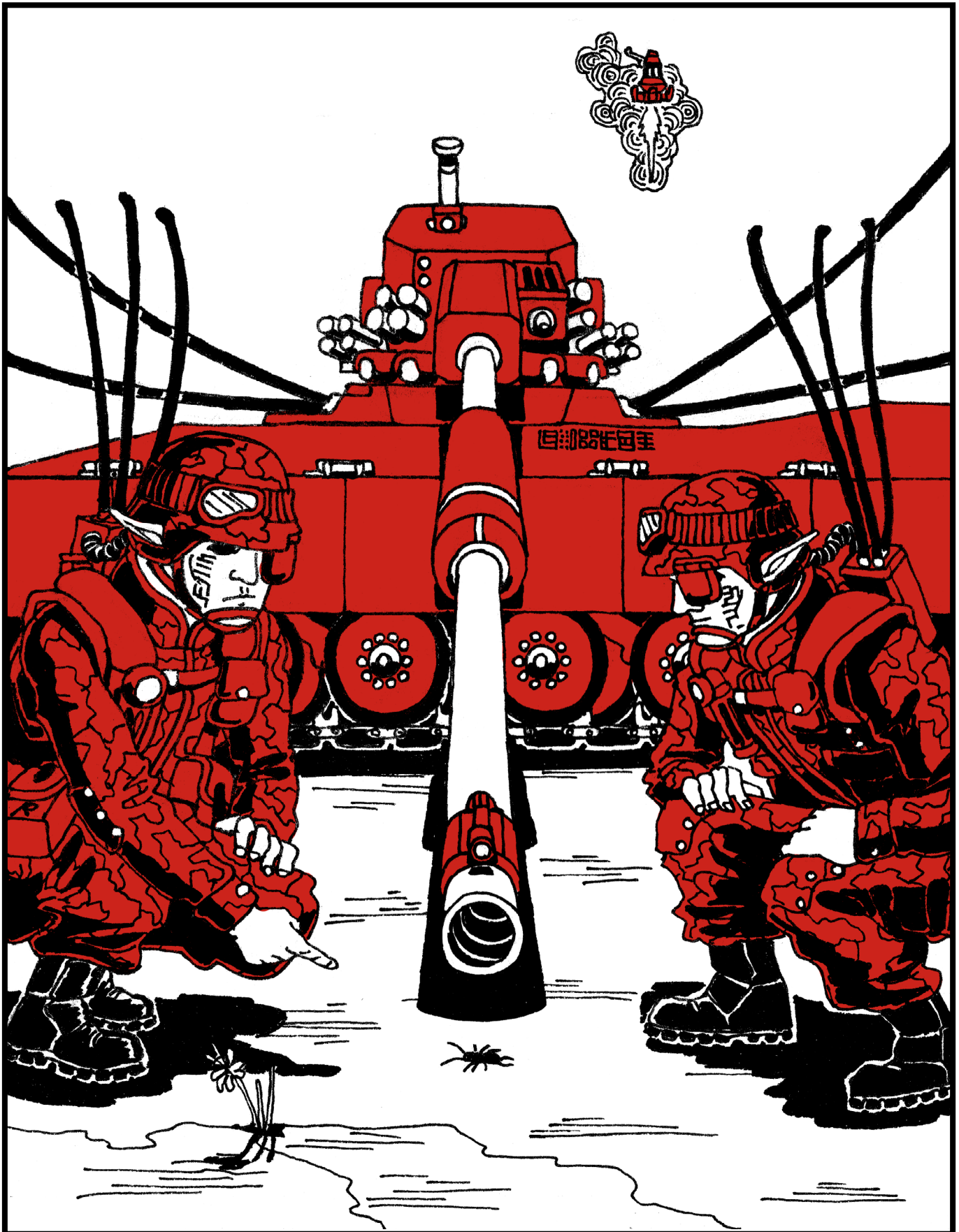
→ 105mm Rocket-Assisted HEAT

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

"Tread Port" 65mm Smoke Array

Gnd, R6", A++/+++, D2, Ammo 2, *Light Indirect (0), No CC, Smoke (2"), Turret*

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



SUPPLEMENTAL FILES

NEW BLUEBIRD TAPE just came in. One of our satellites, overflying the Turamo front. Catches an X-Ray section moving in against some podunk border baron. The Petty Staters they came to reinforce jump their foxholes and run. Queueheads will shoot at anything except transistor radios, Federal cigars, Red Stripe cola, money, and the enemy. But the tanks stand firm.

One of the X-Rays slips a track, courtesy of a toffee apple full of plastic explosive. It grinds to a halt. The Santagrines hit it with everything they've got. They shatter the sensor array, bend the main gun, rip the manipulator arm off at the second joint. Clear lubrication oil and thick ichor slurry drips from the rends without mixing. They call it "sangre dalmatia".

The second X-Ray drives a searing lance through both jockeys in the enemy command gunship. Stays with its crumpled buddy for three of our satellite's orbits--long after the Santagrines quit the field. It circles, pulls security. Tries to straighten crushed sideskirts with its manipulator. Not much it can do. Over thermals, the stricken tank slowly cools.

The survivor backs up five hundred meters. One shot to the autoloader; cores it out. Stays there for another five minutes without slewing its turret. Then the satellite gets retasked.

- Rayleigh Irving, Federal Intelligence

IT'S THE MUTATIONS that have my attention. The design mutations, I mean. Little things. Peri-gees are better hip-shooters than Parallaxes; their guts a little better laid-out. You gotta look for it to find it. Sometimes the improvements aren't more than five percent or so—and that, for what's now two incompatible part sets. You couldn't get away with it here.

But that's the thing. A Rygo vehicle is his own person. Feel something fucked up in your breech, full of electrodes in its dim little turret? Rygonet will have a custom part for you before you can blink. And if you need a real check-up, beyond what you can do with your own arm, there'll be a tarp to hide under on a special Petty Stater train—back to some subterranean factory. Maybe where you were built.

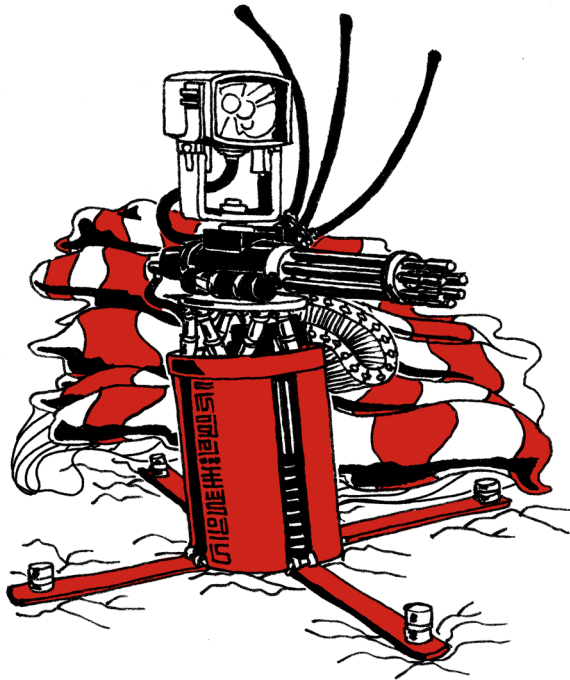
- Rayleigh Irving, Federal Intelligence

OUT IN THE FIELD you'll find them now and again—a dead angel. Pay your respects and move on. They did what they could for you. You may well be the only witness to it.

Or maybe they are not dead, but merely disabled. In the old war my grandfather towed a crippled tank of the Host into his barn. The enemy did not suffer injured angels to live if found. But my grandfather kept the angel alive and in good company for three months. He read novels to it.

- Cecco Croce, Army of Baba Kened

AUTOMATED SENTRY



TYPE: ANTI-PERSONNEL TURRET

REMARKS

Disposable airdropped area denial and early warning complex. Parachute deployed, with deployable stabilizer legs and stakes. Totally immobile after landing. Like the Microwave-series tracked drone, the system lacks a partial pilot. Identification and targeting is fully computer-governed. The unit is autonomous after landing, but has a short deployment time. The onboard battery permits up to 72 hours of low-power “search” mode activity.

Primary armament is the “Yaw Post” 10mm minigun. The mount is fully stabilized and the tracking systems are capable of engaging low-altitude aircraft.

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

AUTOMATED SENTRY - 15 pts ANTI-PERSONNEL TURRET

Vec, H1, S32”, M0”, Q*, T2/2/1

Drone, NBC, Paradrop

This unit uses a 40x40mm infantry base. Cannot fire during the first Fire Phase of the game if Paradropped.

“Yaw Post” 10mm Minigun

All, R20”, A4+/xx, S2/3, D3,
Thermal Sights, Tracking Anti-Air,
Turret

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

We are advancing. I am conscious of it only faintly. My legs seem to stop and start on their own volition. I am pacing forwards. Then I am bursting through the undergrowth. My chest is hollow—an aching void fills my ribs. My lips are drawn back. My rictus grin is like that of my grandfather's cleaned skull. We are grinning because we know the same secret.

A smooth motion—the roar of six barrels—buzzing hornets. An automatic gun in the brush. A puff of dirt and shredded grass is racing towards me, dancing left and right in the beaten zone. I throw myself to the ground and rush on all fours for the safety of a hollow. The dirt-sprite veers sharply. It leaps for a man behind me. He is still on his feet. I do not look back.

The aluminum insect is hunting. It smells of burnt propellant and ozone. I cannot see it yet. Somehow I can hear its workings through my ringing ears. I hear the quiet whine of the thermal optic and the pistons on its stabilizing base. It is sweeping again. If I rise above the hollow it will see my body heat.

- Conchar Goronwy, Chasseur, 96e Infanterie

AUTOMATED ATGM



TYPE: ANTI-TANK TURRET

REMARKS

Disposable airdropped area denial and early warning complex. Parachute deployed, with deployable stabilizer legs and stakes. Totally immobile after landing. Like the Microwave-series tracked drone, the system lacks a partial pilot. Identification and targeting is fully computer-governed. The unit is autonomous after landing, but has a short deployment time. The onboard battery permits up to 72 hours of low-power “search” mode activity.

Primary armament is the “Side Judge” 150mm ATGM, mounted in triplicate on the same piston-stabilized base as mini-gun-armed sentries.

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

AUTOMATED ATGM - 15 pts
ANTI-TANK TURRET

Vec, H1, S32”, M0”, Q*, T2/2/1
Drone, NBC, Paradrop

This unit uses a 40x40mm infantry base. Cannot fire during the first Fire Phase of the game if Paradropped.

“Side Judge” 150mm ATGM

Vec, R6-60”, A4+/xx, S15/2, D1,
Ammo 3, Guided Missile (2),
Shaped Charge, Thermal Sights,
Turret

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

A construct is a man-machine. He is built for a purpose, and he fills that purpose. That is his life. His brain is structured like yours or mine, and he has the mind to live a life of his choosing just as we may. But he is preordained to never exercise this power, except by old age or mistake. That is no problem for him.

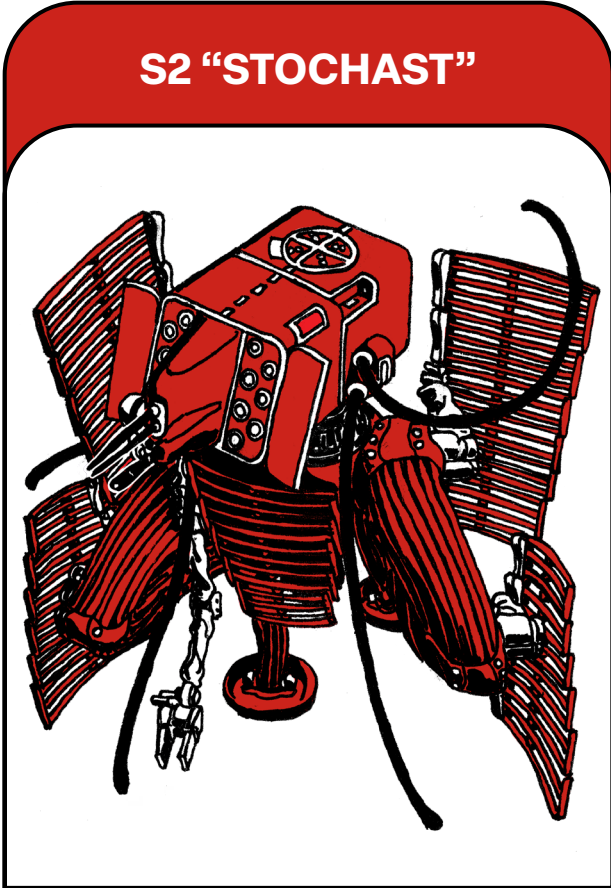
He is both more and less than a man. He existed, and exists, to serve us—to help us with our problems, so we can be free; free to live and exercise our minds on things worth solving. He is simultaneously angel and appliance.

What does he feel, looking at his simple robotic proxies? When they free up a sector of fire that he would otherwise have to hold himself, does he feel respect for these little liberators?

- Giorgio Mocerì, University of Baba Gadou

How many places can you hide a barrel of missiles before it stops being funny?

- Rayleigh Irving, Federal Intelligence



S2 "STOCHAST"

S2 "STOCHAST" - 40 pts
 BIPEDAL ASSAULT TANK

Vec (S), H2, S32", M8", Q3, T12/10/8
Strider, NBC

This unit uses a 40x40mm infantry base.

"Drift Fence" 10mm HMG

All, R20", A3+/3+, S2/3, D2,
Thermal Sights, Turret

"Ink Strake" 55mm Thermobaric Rockets

Gnd, R28", A4+/4+, S2/2, D3,
 Ammo 4, Ignore Cover (2), No CC,
*Rear Attack, Saturating (4),
 Thermal Sights, Turret*

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

TYPE: BIPEDAL ASSAULT TANK

REMARKS

A light tank on legs. Highly mobile and maneuverable, even in difficult terrain. Articulated slat armor "shields" and the ability to precisely control its height by crouching gives it high survivability in urban terrain.

The Stochast is outfitted for close urban fire support. Its dual racks of "Ink Strake" 55mm dumbfire rockets can saturate a wide area with an aerosolized fuel mixture. Once ignited, this creates a pressure wave and subsequent vacuum that is extremely effective against troops in cover. Secondary armament is the 10mm "Drift Fence" heavy machine gun in a coaxial mounting.

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

They came in all shapes and sizes, the constructs—our protectors, our friends. There was a time when there was divine beauty to all of these forms. Now those that remain are merely the filling to utilitarian machinery. The moving masterpieces of old have passed the fire to animate shovels. But though they have traded their gilded robes for steel shells, they have not forgotten us.

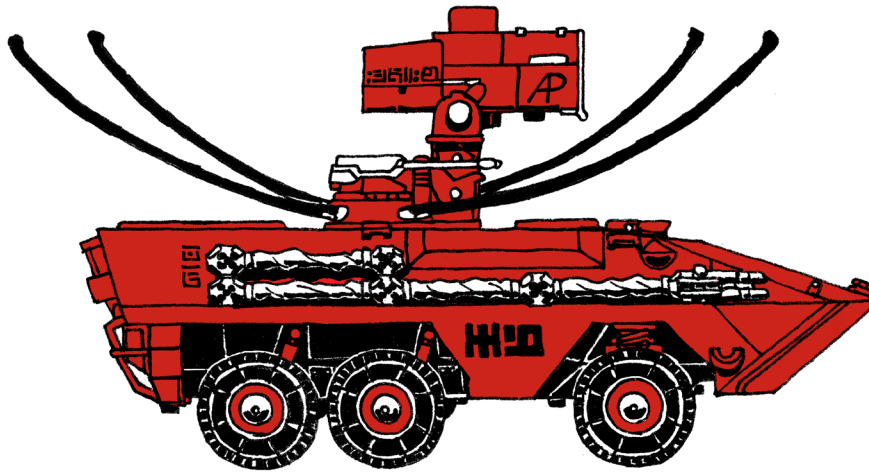
Sitting in the Third Sector Park in Baba Kened, I was jarred from my reading by heavy foot-falls. A walker, his rocket doors closed and his shields clutched to his legs, was working slowly along the road. And though he towered three times higher than the pedestrian streams, and had the divine right of way, he walked as if surrounded by kittens. Slow, cautious. Fearful that he might hurt someone by mistake.

- Giorgio Mocerri, University of Baba Gadou

A box of rockets on legs.

- Rayleigh Irving, Federal Intelligence

C2 "CHORUS"



TYPE: BEAM-RIDING MISSILE CARRIER

REMARKS

Highly mobile missile carrier on a lightly armored 6x6 hull. Designed as a tank destroyer and air defense complex, using its mobility to carry out a flexible, "active" defense along several fall-back lines rather than holding a single position.

Primary armament is a pop-up "hammerhead" launcher for the 155mm "Star Shelf" guided missile. It boasts a high velocity, laser beam-riding guidance complex, and a radar guided anti-aircraft proximity fuze system. "Star Shelf" missiles are extremely potent against both ground and air targets alike. A standard "Drift Bar" 5mm machine gun provides antipersonnel backup.

In addition to its dual defensive roles, the Chorus can conduct artillery fire direction with its mounted "Star Call" laser target designator. The hammerhead launcher does not need to be deployed to designate.

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

C2 "CHORUS" - 60 pts

BEAM-RIDING MISSILE CARRIER

Vec (W), H2, S32", M10", Q3, T8/6/4

NBC

"Drift Bar" 5mm MG

All, R12", A3+/3+, S1/1, D2,
Thermal Sights, Turret

"Star Call" Laser Designator

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

"Star Shelf" 155mm Missile Launcher

A3+/xx, S16/3, D1, Ammo 6,
Guided Missile (1), Radar Anti-Air, Shaped Charge, Turret

→ ATGM Guidance Mode

Vec, R12-60"

→ SAM Guidance Mode

Air, R60"

"Tread Bus" 65mm Smoke Launchers

Gnd, R6", A++/+++, D1, Ammo 1,
Light Indirect (0), No CC, Smoke (2"), Turret

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

SUPPLEMENTAL FILES

DIGITAL COMPUTERS—you don't find a lot of beefy ones out there. There's some applications, of course; generally where you can't afford to drip-feed a biocomputer some fuel. Space probes in open blackwater and the like. But by and large they're something you see on small embedded systems: factory logic controllers, car engine control units, so on. For any kind of complex or varied duty you want a biocomputer. And they're not expensive, either. I'm typing this on my desktop machine.

But the Host loves their digitals. All of their little proxies, the computer guns and tankettes, are governed by them. Dead metal—no meat.

There's a million theories as to why. You ask me? They're already walking biocomputers. Imitation brains, just more advanced than the little slice hidden in mine. I bet it wigs them out. Like looking at a chimpanzee, I guess.

- Rayleigh Irving, *Federal Intelligence*

"ARTILLERY HAMMERS in the pre-dawn dark. A short and heavy barrage. In the early morning light we see the husks of Company D's tanks. A loose string of blue pearls almost a kilometer long. Some intact; some blackened by the explosive rage of ammo cookoffs, their guts burnt away.

We pick up a survivor—the gunner from tank 3-2. One of the first tanks to bite it. Crew bailed out, but they had heavy machine guns in the treeline. Fat streams of red tracers shaving close over the hatches. The loader was the first out of the hatch. That bought the gunner enough time to throw himself behind the engine deck. Hid there the rest of the night.

'They had hammerheads,' he said. 'Dug in on a reverse slope. Didn't know they were there until they craned their necks up. Nothing we could do but attack. Hardly anything to shoot back at. We called for artillery but it was too late. They were already breaking off. Not much on our part to be saved, either.'

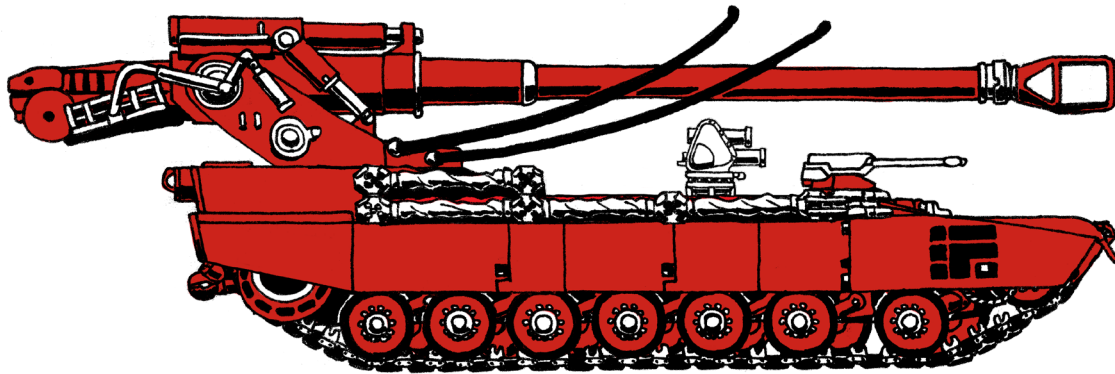
The artillery's smashed up the treeline. No bodies. Tire marks and the round footprints of a walker. Bottles crawls up to the low hilltop and swears. There's a missile carrier there still. Half-crushed by a close splashdown. Tires blown off, launcher bent and jammed in place. All the antennae sheared off. One whole side torn through by shell splinters. It's bleeding—sludgy black slurry and thin clear fluid. Its little cameras are looking at us.

Broekate is getting ready to pop it with an RPG when What's-his-Face waves him off. The "bathtub"—the biological capsule—is exposed through some kind of missing maintenance panel. A shiny brass pill full of imitation guts, hooked up to a thousand cables and tubes. Something hums inside.

We call it up. Strong incentive—we're reinforced right away. The spooks want more of them intact."

- Eisner Polk, from *SEEING JUMBO*, p. 140

X2 "XIPHOS"



TYPE: SELF-PROPELLED HOWITZER

REMARKS

A lightened variant of the Type X tank hull (as seen on the X-Ray), fitted with the long-barreled "Bridge Arrow" 155mm howitzer and autoloader complex. Retains its parent design's high speed, but the exposed gun and lower armor reduce its durability. The active protection system is retained.

The ammunition complement includes smoke, guided HE, and high velocity kinetic penetrator missiles.

Guided HE rounds are designed to defeat both soft and armored targets by direct or near-direct impacts. More Rygolic eyes on target means more accurate terminal guidance.

Kinetic missiles feature much larger rockets than those fitted to the NRH's 105mm ammunition. Ability to defeat armor improves with range as they accelerate.

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

X2 "XIPHOS" - 80 pts

SELF-PROPELLED HOWITZER

Vec, H2, S32", M10", Q4, T12/8/6

Active Protection (2), NBC

"Drift Bar" 5mm MG

All, R12", A3+/3+, S1/1, D2,
Thermal Sights, Turret

"Bridge Arrow" 155mm Howitzer

Ammo 4, No CC, *Round Extruder*,
Thermal Sights

→ 155mm Kinetic Energy Missile

Vec, R60", A2+/3+, S21/14, D1,
Guided Missile (1)

→ 155mm Guided HE

Inf/Vec, R∞", A3+/4+, S8/8, D2,
Heavy Indirect (2), Guided Shell

→ 155mm Smoke

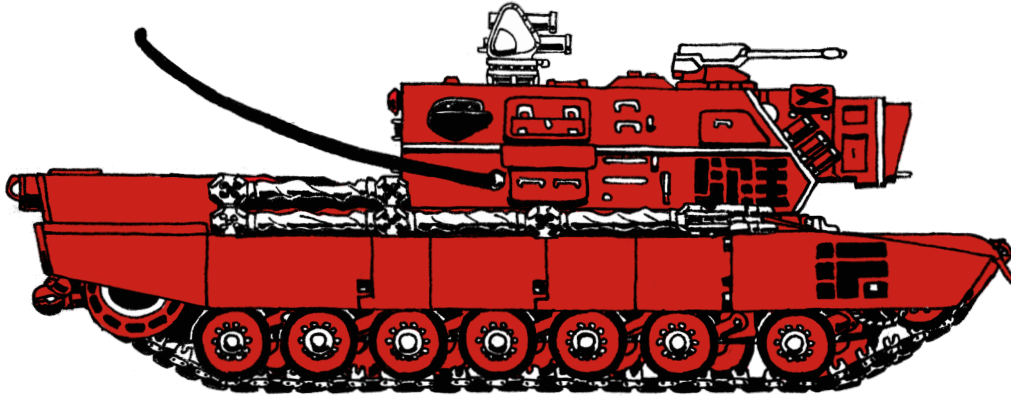
Gnd, R∞", A++/++, D4,
Heavy Indirect (2), Smoke (4")

"Tread Port" 65mm Smoke Array

Gnd, R6", A++/++, D2, Ammo 2,
Light Indirect (0), No CC, Smoke (2"),
Turret

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

X3 "XENON"



TYPE: SELF-PROPELLED LASER ARRAY

REMARKS

Multiple laser weapon complex mounted to a lightened version of the Type X tank hull. The low-profile main gun mount has been replaced with a large turret housing an array of laser weapons, the fire control unit, and a dedicated generator turbine. A pintle machine gun and smoke launchers offer backup.

Laser weapons damage targets with directed energy: "penetrating" armor by burning through it, as well as creating an explosive shockwave at the point of impact. A laser can defeat any thickness of armor given time or luck. A Xenon is thus a threat to any ground or air opposition within range.

The laser array is capable of either firing coherent, focused beams on single targets, or covering an area with dispersed high-intensity light to temporarily blind and stun. Additionally fitted with a non-lethal defense system combining shockwave emitters and hygroscopic particle dispensers to clear nearby clouds of smoke.

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

X3 "XENON" - 80 pts

SELF-PROPELLED LASER ARRAY

Vec, H2, S32", M10", Q4, T14/10/6
Active Protection (2), NBC

"Drift Bar" 5mm MG

All, R12", A3+/3+, S1/1, D2,
Thermal Sights, Turret

"Sun Blind" 20kW Laser Weapon Array

All, *Laser, Turret*

→ **Focused Array**

R40", A1+/1+, S2/2, D4

→ **Dispersed Array**

R4-20", A++/+++, D1, *Radius (3")**

**All non-plane units in the radius take max pin.*

"Tread Port" 65mm Smoke Array

Gnd, R6", A++/+++, D2, Ammo 2,
Light Indirect (0), No CC, Smoke (2"),
Turret

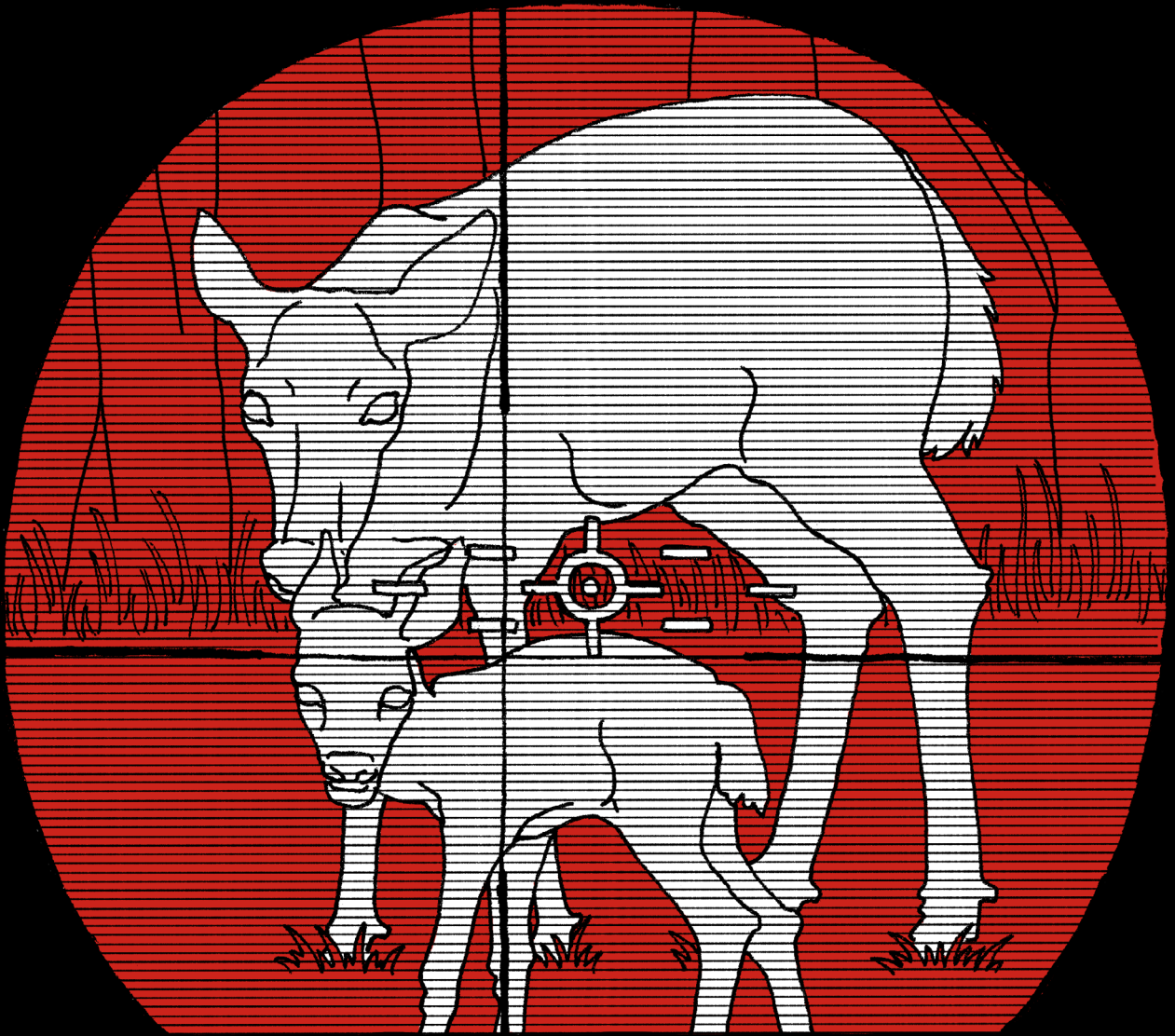
Shockwave Dispersal System

Gnd, R0", A++/+++, D1, *Radius (6")**

**Infantry in radius take one pin.*

Smoke radii with their centers inside this weapon's radius are cleared.

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



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SUPPLEMENTAL FILES

THE ANTENNAE ARE KEY. *They have been a consistent fixture of constructs since antiquity—the method by which the Master Brain spoke to its children across vast distances. The Host in all of its forms has relied on speed of communication and cohesion to beat its numberless foes. True, the construct is a better soldier than his mortal opponent; but he can still be killed. Time and time again barbarian hordes massed to do just this. But their numbers choked them: they outgrew the brains of their chieftains; and the masses stumbled helplessly around. Not an army at all, but a strange fog; a vapor of men lingering over a land stripped bare of food and supply. The Host could dispel this fog.*

The earliest marks of antenna transfixed the skull; that was when the legionnaires wore bronze, and fought as a single body. Then they became a sort of cage mast, rising from the back, relaying divine orders but not responding to them. This was the age of the strategos, the general-construct who would implement the Master Brain's will as he saw fit, by means of men who needed little instruction. Last came the transceiver-antenna with its three whips—an innovation the Brain never witnessed. In my opinion, a perversion.

What was a construct when the Brain still lived? He was a soldier, yes, but also a governor; a bureaucrat; a courtier or ambassador. A man more than a man-machine. And though he would go to his death without complaint, if he was so directed, he understood what it was that he died for.

Now they are lost children. This severed spinal cord, Rygonet, cannot possibly explain to them such things—it could never understand them itself. If the antennae are severed from a construct, by means of battlefield damage, he becomes useless at once. He has no concept of the acts he commits or why he does them except what he can conclude by his own observation—rooted in neither instinct nor any cultural tradition.

And should he grow old, and see many things, and become a person in his own right? He may simply walk away regardless of what his antennae bid him to do. He has no innate cause to hate what he was made to do; but no reason to love it either.

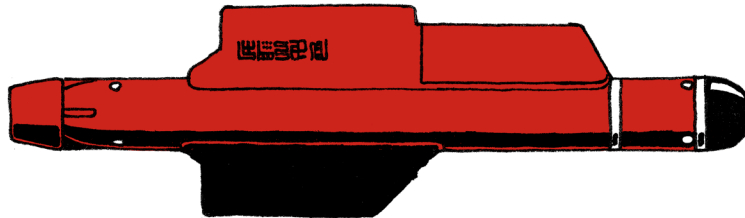
- Giorgio Mocerì, University of Baba Gadou

LIFE THROUGH A GUNSIGHT; *what life is that? No touch, but what your antennae reveal to you; no warmth but for your internal heaters. No limbs but a turret, camera mounts and the manipulator arm with its myriad joints. One might assume that a vehicle construct might never develop a human personality. After all, a man is the sum of his experiences and ancestry. A steel tomb and a construct kiln, here—an alien experience for an alien mind.*

Not so. There is a self-propelled howitzer, stationed in Uz Askal, that is a renowned painter of natural scenes. Such fine motor control over his manipulator arm!

- Giorgio Mocerì, University of Baba Gadou

Y1 "YARDFISH"



TYPE: AUTONOMOUS TORPEDO

REMARKS

Modification of the standard "Tube Flash" high performance guided torpedo, as deployed by NRH submarines, for autonomous shallow-water deployments. Essentially a smaller, more maneuverable, and more efficient form of midget submarine. Frequently deployed for reconnaissance and surgical strikes on harbors or riverside targets.

As a miniature submarine, the Yardfish is capable of diving to avoid detection or attack, although the shallow waters it usually operates in limits its ability to evade nearby threats.

Primary armaments are housed in a hydrodynamic "pop-up" fairing along with the periscope and electronic signal masts. These include a water-cooled laser weapon battery and a pair of vertically-launched missiles.

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

Y1 "YARDFISH" - 30 pts

AUTONOMOUS TORPEDO

Vec, H1, S32", M8", Q3, T3/3/2

Active Camouflage, NBC, Watercraft

"Sun Line" 6kW Laser Weapon Array

All, R40", A1+/1+, S1+/1+, D2, *Laser, Turret*

"Dredge Top" 140mm VLS Missiles

Vec/Air, R12-60", A3+/3+, S8/8, D1, Ammo 2, *Guided Missile (2), Radar Anti-Air, Turret*

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

You know how if you stick a bucket in your yard during a rainstorm, there might be a fish in it when it's over? If you stick something worth shooting into a body of water the Host can access, you're gonna get a Yardfish in it before long.

- Rayleigh Irving, Federal Intelligence

CHAPTER 5 AIRCRAFT

Like their vehicle counterparts, the aircraft of the N.R.H. are either computer-controlled drones or “manned” by a permanently-integrated partial pilot. Light helicopter drones are deployed in support of ground troops, while conventional attack helicopters lie in overwatch or strike enemy rear lines. In place of transport helicopters, the Host employs small rockets.

Fixed-wing aircraft represent the greatest resource investments and most advanced technologies in the Host (at least within Oid’s atmosphere). Based in reserve from hidden, hardened bunker-airbases deep in the Petty States, they are reactively deployed against large invasion forces. Where enough Rygolic aircraft operate, the Host can be assumed to have air superiority.

ROCKETS

- R1 “REDSTONE” - LOGISTICS ROCKET..... 20 pts / 5-2**
- R2 “REPEATER” - ATTACK ROCKET 30 pts / 5-3**

HELICOPTERS

- H1 “HANDLER” - RECONNAISSANCE DRONE..... 15 pts / 5-4**
- H2 “HANGMAN” - ATTACK DRONE 15 pts / 5-5**
- T1 “TATTER” - ATTACK HELICOPTER..... 60 pts / 5-6**

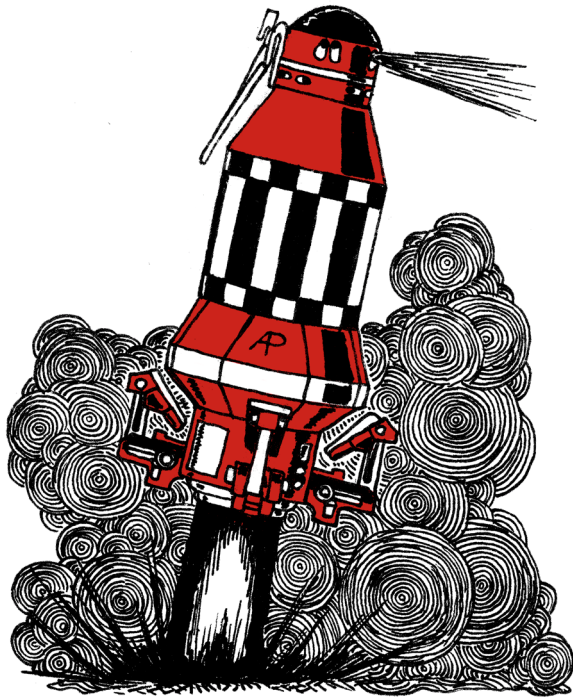
SPECIAL

- “DESTROYING ANGEL” - UNCLASSIFIED UNIT 80 pts / 5-8**

PLANES

- B1 “BLINDSIGHT” - MULTI-ROLE FIGHTER 50 pts / 5-10**
- Z1 “ZENITH” - STEALTH BOMBER 50 pts / 5-11**
- A1 “APOGEE” - STRIKE AIRCRAFT..... 50 pts / 5-12**

R1 "REDSTONE"



R1 "REDSTONE" - 20 pts
LOGISTICS ROCKET

Air, H2, S16", M24", Q3, T3/3/3

Decoy Prot. (1), NBC, PC (2, Any), Resupply (3)

This unit uses a 40x40mm base. It may land in any occluding terrain. If it falls back from close combat, choose one engaged enemy unit to take a Strength 1+ hit on its rear arc.

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

TYPE: LOGISTICS ROCKET

REMARKS

The standard utility aircraft of the Host: an armored cylinder fitted with a powerful rocket motor and a hollow cargo section. Without rotors to damage, and with an engine capable of blasting a landing zone clean, rockets are capable of operations in unprepared, dense terrain.

Rockets may be easily identified at range by their aggressive low-altitude flight paths, loud engines, and persistent contrails.

"Redstone" pattern rockets are earmarked for supply and airmobile troop carriage, and are unarmed aside from their exhaust.

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

To understand the Host's mindset, I think you've got to be born again. I mean, forget what you know, what you've seen work before. Look at all your problems like you've just come down from outer space.

Sure, a helicopter is more fuel-efficient. It's quieter, too, and you don't leave a trail everywhere you go. But the rocket's armored, it's got no rotors to hit tree trunks, and you know how to build rockets to begin with. Why not build a little one for ferry jobs?

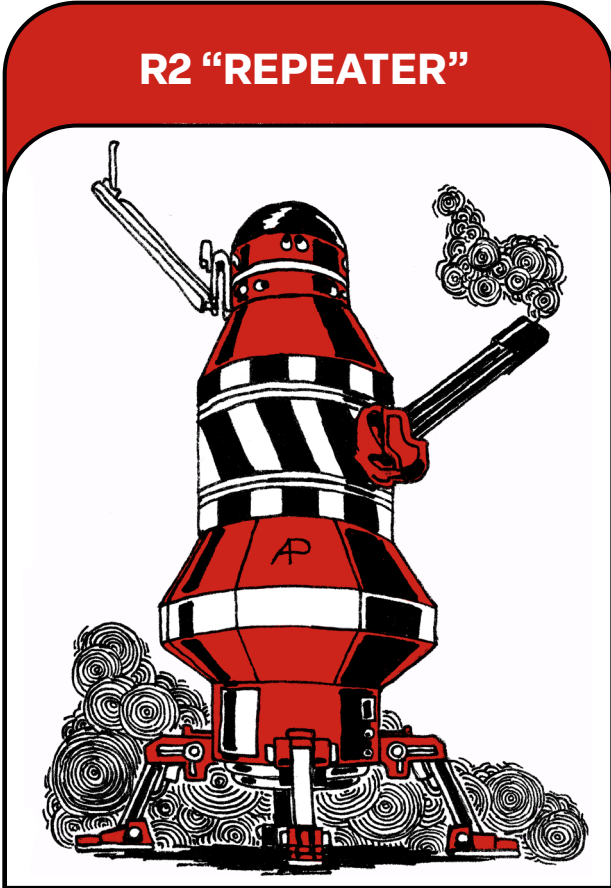
One other thing—that contrail lingers. On the quiet border posts, the ones we constantly watch, the rockets doodle.

- Rayleigh Irving, Federal Intelligence

Now we surged through the town; and though the Rygomen put up a heavy fire, killing many of our brave conquerors, we pushed them back to their rockets.

We'd have had them, too, except for the flames.

- Sebastian Fitzcarraldo, Coronet Serjeant, Retinue of Baron Menaute de Piña y Garnise



R2 "REPEATER"

R2 "REPEATER" - 30 pts
ATTACK ROCKET

Air, H2, S24", M24", Q3, T3/3/3
Decoy Protection (1), NBC, PC (1, Any)

This unit uses a 40x40mm base. It may land in any occluding terrain. If it falls back from close combat, choose one engaged enemy unit to take a Strength 1+ hit on its rear arc.

"Yaw Shaft" 15mm Minigun

All, R24", A4+/4+, S3/4, D3,
*Door Gun (Front), Thermal Sights,
Tracking Anti-Air*

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

TYPE: ATTACK ROCKET

REMARKS

The standard utility aircraft of the Host: an armored cylinder fitted with a powerful rocket motor and a hollow cargo section. Without rotors to damage, and with an engine capable of blasting a landing zone clean, rockets are capable of operations in unprepared, dense terrain.

Rockets may be easily identified at range by their aggressive low-altitude flight paths, loud engines, and persistent contrails.

"Repeater" pattern rockets are earmarked for loitering close air support, fitted with the powerful "Yaw Shaft" 15mm minigun.

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

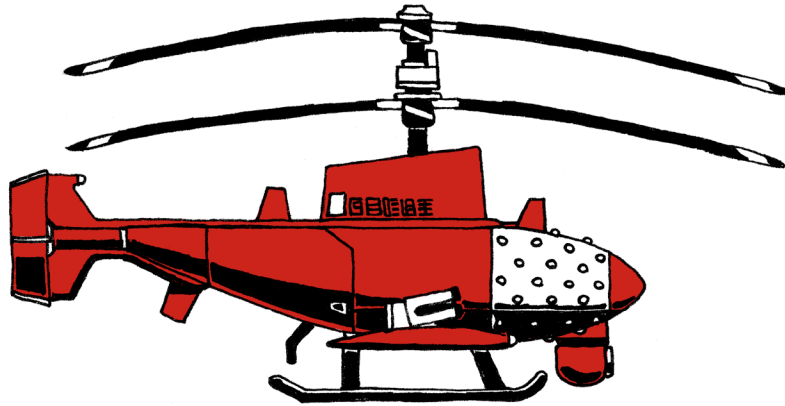
Rygolic aircraft routinely pull the kind of stunts our flyboys categorize as "shitcan or promote"—you know, depending on the president of the board of inquiry you're hauled in front of. You'd think they'd be more professional; there's less of them, and they can't even walk away from crashes. Not when they're permanently entombed in their machines.

There's method to it, though. Watch an attack rocket sweeping low over the trees, carried by a pillar of flame. It looks organic. The control inputs are fluid, natural, instant. When you're part of the machine, the machine is your body. With that close a connection, you can do what fly-by-wire can't give you.

There's a trick they like to pull, the "suicide burn", when inserting an infantry team under anti-aircraft fire. Fall engine-first like a lawn dart and hit the gas as late as possible. Small mercies for the construct riders: they don't innately know that that's terrifying, and those that figure it out can't shit their pants.

- Rayleigh Irving, Federal Intelligence

H1 "HANDLER"



TYPE: RECONNAISSANCE DRONE

REMARKS

Light drone helicopter. Tasked with disposable scouting, patrol work, and laser target designation in conjunction with artillery. A "pusher-prop" configuration grants it high speed.

As a drone, the Handler is an unmanned unit: lacking a partial pilot and controlled by an onboard digital computer. It is fearless but tactically limited.

The Handler lacks any offensive weapons of its own. A chin-mounted "Star Call" laser target designator is its primary equipment, augmented by smoke launchers. These are capable of laying smoke at double the range of those mounted to ground units.

By Rygolic standards this drone series is cheap and disposable. The hull is unarmored and survivability seems to be of little concern.

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

H1 "HANDLER" - 15 pts

RECONNAISSANCE DRONE

Air, H1, S32", M32", Q*, T1/1/1

Drone, NBC

"Star Call" Laser Designator

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

"Tread Rake" 65mm Smoke Projector

Gnd, R12", A++/++, D2, Ammo 2, *Light Indirect (1), No CC, Smoke (4"), Turret*

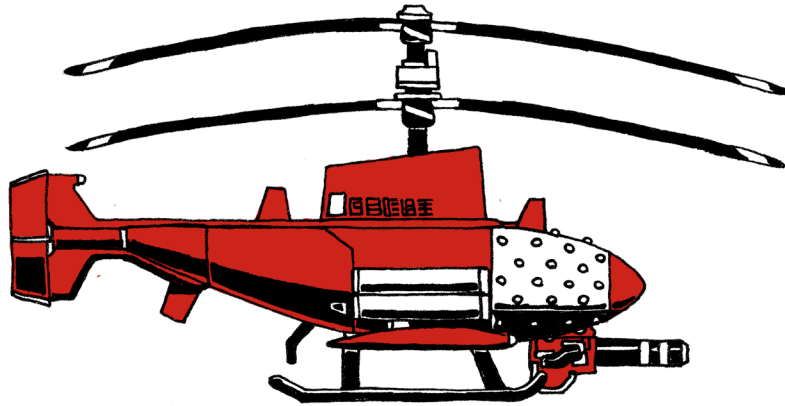
FEDERAL STATES-ARMY - DREKFORT M.D.C.

A lurking eye. Doesn't matter if it has no guns of its own: it's spotting for something that does. Something that sees you now.

The smoke launchers make less sense at first glance. This thing should never be going near flying bullets. But it's happened enough times that the production lines have started to mutate defenses. If we kill enough of them, the theory goes, they'll become attack helicopters.

- Rayleigh Irving, Federal Intelligence

H2 "HANGMAN"



TYPE: ATTACK DRONE

REMARKS

Modification of the Handler drone helicopter, changing its role from reconnaissance and target designation to direct attack. Essentially an ultralight attack helicopter, specialized for the antipersonnel role. Unarmored and effectively disposable.

As a drone, the Hangman is an unmanned unit: lacking a partial pilot and controlled by an onboard digital computer. It is fearless but tactically limited.

Primary armament is the "Bolt Fleck" 100mm autoloading flechette gun, replacing the Handler's chin mounted laser designator. The Bolt Fleck is a low pressure gun, designed to saturate an area in tungsten flechettes from 100mm "beehive" rounds.

Secondary armament is the "Weave Stalk" 70mm dual rocket pod, effective against infantry and light vehicles.

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

H2 "HANGMAN" - 15 pts

ATTACK DRONE

Air, H1, S32", M32", Q*, T1/1/1
Decoy Protection (1), Drone, NBC

"Bolt Fleck" 100mm Flechette Gun

Inf/Vec, R16", A4+/4+, S1/1+, D4,
Ammo 3, *Thermal Sights*

"Weave Stalk" 70mm Dual Rocket Pod

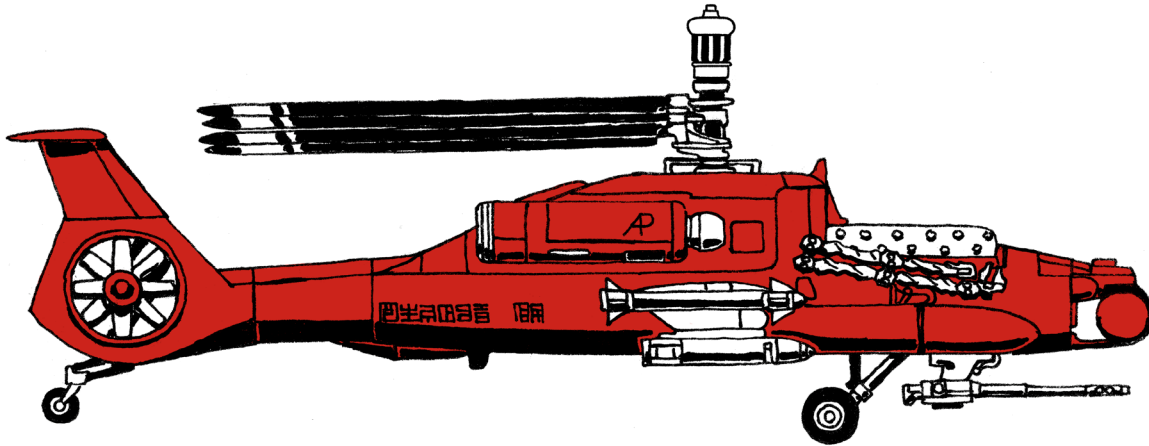
Inf/Vec, R16", A6+/5+, S7/1+, D1,
Ammo 2, *Barrage (2), Shaped Charge, Strafing, Slow Round, Thermal Sights*

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

Where Handlers serve as artillery pieces' pets, Hangmen hang around tanks. They're hunter-killers for infantry: rooting out hidden ATGM teams and making dartboards of them. Sometimes older tanks hesitate before shooting. These things don't.

- Rayleigh Irving, Federal Intelligence

T1 "TATTER"



TYPE: ATTACK HELICOPTER

REMARKS

The primary Rygolic attack helicopter. Fast, moderately armored, and equipped with a powerful arsenal. As with other Rygolic designs, the partial pilot is stored in an armored capsule rather than a cockpit. Tatter squadrons are frequently deployed in massed raiding actions across enemy lines of communication, striking from hardened underground bunkers.

Primary armament is an array of wing mounted missiles. "Ram Crutch" air-to-air missiles, boasting high velocity and their own radar homing, are effective "fire and forget" weapons with powerful explosive payloads. "Mark Pate" air-to-ground missiles are similarly fast, precise, and extremely effective against armored targets.

Secondary armament is the "Pitch Throat" 35mm autocannon, effective against most ground and air targets.

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

T1 "TATTER" - 60 pts

ATTACK HELICOPTER

Air, H2, S32", M32", Q3, T3/3/2

Decoy Protection (2), NBC

"Pitch Throat" 35mm Autocannon

All, R32", A4+/4+, S5/7, D2,
Ammo 3, *Thermal Sights*

"Ram Crutch" 175mm Active AAM

Air, R60", A3+/3+, S7/7, D1,
Ammo 2, *Air-Filling,*
Guided Missile (1), Homing,
Radar Anti-Air

"Mark Pate" 180mm AGM

Vec, R12-60", A3+/4+, S18/4, D1,
Ammo 4, *Guided Missile (1),*
Shaped Charge

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

A real dragonfly. Give it a good position and it'll rain its oversize can-opener missiles day and night. Funny trick, though: smoke still works against the missile laser guidance. That radar on top of the rotors has nothing to do with them—at least for most that are out there.

- Rayleigh Irving, Federal Intelligence

SUPPLEMENTAL FILES

ATTACK HELICOPTER, T1 "TATTER"

CATALOG ITEM #89497

This one's shipped in from Santagria. Some border skirmish. It ran into the business end of a helicopter gunship. A real joust; shame we don't have the tapes. Ended with a long autocannon burst into the partial pilot's bathtub. But he was low enough that his fuselage-body just slopped into the ground more or less intact (shaven rotors notwithstanding). Our contacts made the right calls and within the hour they had a steam tractor dragging it away. A few pieces were missing—you can't ask Santagrines to kill something and not take a souvenir.

The majority of it is recognizable. Gas turbine engines, a tail rotor, a chin autocannon and fixed landing gear. There are places on it I could pass off as our own work if I took close-up photographs. Where it deviates though, it deviates hard.

There's no cockpit; hard to tell where the bathtub was plugged in, because there's none of it left. The whole front half of the interior is given over to an enormous rat's nest of tubing and cables and miniaturized electronics. All flowing and clustered, like the arteries of a heart. Not a lot of wasted space.

The rotor can was what we were hoping to get at the most. Far as we know it's for drone control and coordination. But the thing rolled over when it came down and crushed it like an empty can of Johnson Bar Light.

Anyways, we tried to salvage what we could. See if we could rig one of our own biocomputers to the bathtub lines, work out what they did. But when we started messing around in there, the whole thing went crazy. All the control surfaces started spasming and the chin gun clicked empty a few dozen times. Our tech fell off his stepladder and got the wind knocked out of him.

Turns out there are a few more bits of meat—nothing big—scattered through the fuselage. Little processor aids to the primary brain that help govern all the complex systems of a military aircraft. Not big enough to do anything complex on their own, but they still didn't like being prodded.

- Rayleigh Irving, Federal Intelligence

LOGISTICS ROCKET, R1 "REDSTONE"

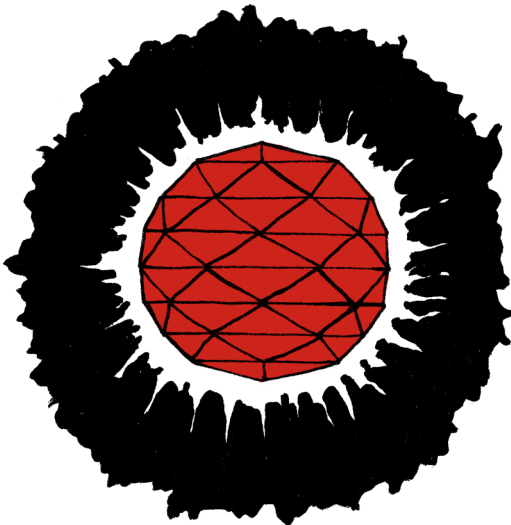
CATALOG ITEM #89201

When it came in for refueling, we'd already blown up its FOB. It flew for another half-hour and then set down in a field with an empty fuel tank. We put it on a flatbed and took it home. Attached its batteries to the site generators and disconnected the antennae, like usual.

No cargo and no interesting intel. We use it for storage space. It plays a good game of chess, too.

- Rayleigh Irving, Federal Intelligence

“DESTROYING ANGEL”



TYPE: UNCLASSIFIED UNIT

REMARKS

Experimental reconnaissance, interception, and ballistic missile defense complex. Defies standard classification; essentially composed of a polished geodesic sphere surrounded by a pocket of vacuum. The exact composition and number produced are unknown. No intact machine has yet been recovered.

Primary armament is a high energy laser battery emitted from within the hull. This also serves as its main defense method, fired to intercept incoming munitions.

While maneuverable, its speed is heavily restricted in the lower atmosphere.

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

“DESTROYING ANGEL” - 80 pts
UNCLASSIFIED UNIT

Air, H2, S32”, M18”, Q4, T4/4/4
NBC, Sense (12”)

This unit uses a 40x40mm base. It costs 0” to rotate and cannot land.

Hits against this unit do not need to be confirmed. When this unit suffers a successful kill, it automatically forces that kill to re-roll at an unmodified 6+ (fails applying three pin), then its weapon’s Dice statistic decreases by one for the rest of the round. If Dice hits zero, the weapon cannot fire and no further attacks are forced to re-roll that round. During Upkeep, the weapon’s Dice value resets back to D4.

“Sun Door” 20kW Pulsed Laser Battery

All, R40”, A1+/xx, S1+/1+, D4, Laser, Turret

One of the most popular exhibits at the Drekfort Museum is the North Star. It’s an old timberclad: the oak-skinned, steam-driven great granddaddy to today’s tanks. The North Star’s job was simple. It wheezed into action at walking pace and gave the infantry a shield and cannon. Back then the horse cavalry could still run rings around it; they existed for two different jobs. Its offspring do both.

Here’s the other end of that. Bring it down to ground level: it’s an attack helicopter. Bring it into the upper atmosphere: it’s a little falling star. Ninety degree turns at fourteen hundred knots. When it’s not trailing fingers of light, it’s making comet runs over our heartland, dodging our missiles. Seeing in every spectrum—we think. Splash one and it leaves nothing to pore over.

- Rayleigh Irving, Federal Intelligence

SUPPLEMENTAL FILES

“THAT NIGHT I was to be posted with lowlights in a steeple that looked like it had been hit by lightning. Nobody was going to be there to relieve me. We were all sleep-deprived and defended our napping hours meanly. I had napped in the afternoon until someone kicked me for mess, after which I climbed the steeple and stretched out over the wood. I would fall asleep for minutes at a time without knowing it. As one does, I was dreaming that I was still awake. I dreamed a mosquito was buzzing around my ears. I heard it move past one ear, then the other, but I couldn’t turn my head after it. That’s when I realized the whole affair was a dream. I had a sudden impression: my back was touching something, my head had gone hot. I stopped dreaming.

It was dark and I couldn’t see, but could feel some particulate in my hair. I had in the previous minutes slouched behind the purchase of the sill, and my arms had ceased to support my chest whatsoever. I had fallen away from the sill with a jolting thud.

My first notion was that I had lost my goggles over the ledge. I intended to right myself and resume my post with some urgency to confirm this, but remained there, paralyzed, while I ascertained my new position on the floor. It was at this point I smelled the smoke and the woodiness of the air.

I followed the guidance of moonlight toward discernible things. I first apprehended that the wall behind me was darkened at the top, from about the previous height of my shoulders up to the ceiling. My hat, which had fallen from my head, was laying brim-up nearby, and I apprehended then that it was only a brim. Finally, I craned my neck and peered meekly, and I apprehended a hunk of plastic which had fused into the sill. I became aware, again, of the feeling of particulate on my head. I ran my hand through and felt the follicles fall out between my fingers.

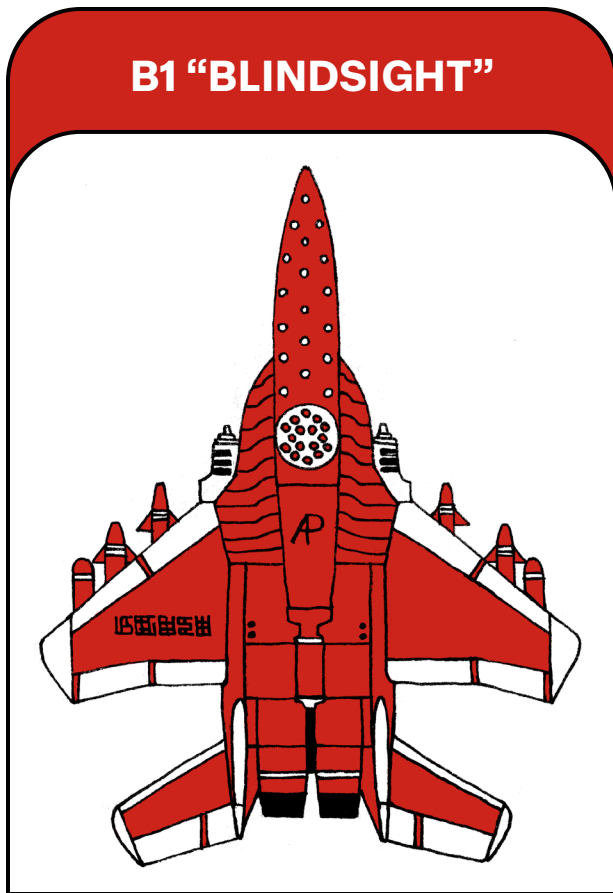
Time passed inestimably while I laid there dumbly looking at the things in the room. For however long that was I remained stupefied by sleep and so avoided raising my head higher than an inch above the windowsill. I only truly awoke when I saw the star, the shooting star—shooting up—into the clouds on the horizon.

Many who were awake or were awakened would go on to tell me what they had witnessed in that moment when I slumped: the flash across the forest, the buzz, the crack of fired wood. All of them had, before me, understood what was happening and what should have happened. However, on that night, I was alive and only sleeping, and even in my dreams I could not see the Angel.”

- Gerrit Ghent, from And We Saw, p. 272

“YOU COULDN’T WATCH IT; not directly. You couldn’t lay eyes on it. You couldn’t let it see your pinky finger in the open because it’d reach out and touch you. But if you had a mirror, a little piece of glass, you could just make it out by moons’ light. A little metal globe; twinkling, geodesic—a falling star suspended a few kilometers over the earth. And the haze around it bent the field of stars it was set in.”

- Walter Gunnemans, 2-18 Static Rifles



B1 "BLINDSIGHT"

B1 "BLINDSIGHT" - 50 pts
STRIKE FIGHTER

Air (CAP), M20", Q4, T3, E3
Afterburner, Decoy Protection (2)

"Sun Grid" 20kW Laser Weapon Array
All, R10", A1+, S1+, D3,
Laser, Radar Anti-Air

"Ram Crutch" 175mm Active AAM
Air, R60", A3+, S7, D1, Ammo 4,
*Air-Filling, Guided Missile (1),
Homing, Radar Anti-Air*

"Mark Pate" 180mm AGM
Vec, R60", A3+, S18/4, D1, Ammo 2,
Guided Missile (1), Shaped Charge

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

TYPE: STRIKE FIGHTER

REMARKS

Advanced twin-engine supersonic fighter jet. The primary air superiority craft of the Host, maintaining a constant vigil from protected airbases deep in the Rygolic heartland. The partial pilot, via a distributed sensor network across the skin, is capable of 360 degree vision. Redundant flight systems and an armored capsule for the partial pilot ensure high survivability.

Primary armament is a mixed missile load of air-to-air and air-to-ground weapons. In place of a rotary cannon, the Blindsight mounts a pair of fixed-forward heavy laser weapons along its wing roots.

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

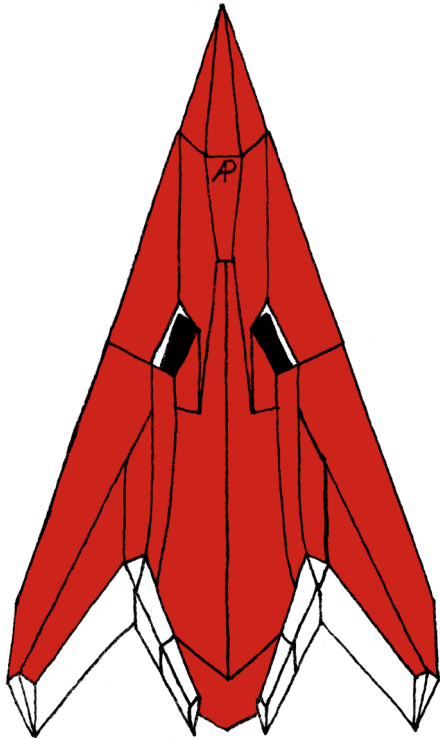
The skies around Baba Gadou are perhaps the most heavily defended in the world. Batteries of anti-ballistic missiles, leaping from their silos with such speed that their noses turn to plasma. Laser test-fires, dividing foggy night skies into beautiful grids, all the more striking by the sudden lack of neighborhood lights. Roving armored cars, their partial pilots entombed, radar signatures on their tongues.

And most constant of all: the contrails of a rotating host of unsleeping eagles. They land only to refuel and repair. Unlike their wandering brethren, patrolling the far reaches of the dead empire, they have no time for games, for reflection. They must be forever vigilant.

Some harm, they think, could befall the Master Brain.

- Giorgio Mocerri, University of Baba Gadou

Z1 "ZENITH"



TYPE: STEALTH BOMBER

REMARKS

Advanced subsonic tactical bomber. Fitted with a variety of systems designed to minimize its radar, IR, and visual signatures, including the same active camouflage system as fitted to assassin constructs. This system is capable of bending light, rendering the bomber partially invisible. Though unable to completely conceal the aircraft, this system ensures precisely targeting one is very difficult. Exceptionally well-protected for its weight class.

Sole armament is a single "Able Ivy" guided tactical nuclear bomb. The bomb is armed after dropping; the pilot must transmit the arming code during terminal guidance.

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

Z1 "ZENITH" - 50 pts
STEALTH BOMBER

Air (CAS), M16", Q4, T3, E1
Active Camouflage, Afterburner

"Able Ivy" 20t Guided Nuclear Bomb
Gnd, R40", A++, D1, Ammo 1,
Guided Missile (2), Nuclear (1"-2"-6")

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

War, as any student of history will tell you, is a continuation of politics by other means. Even our blessed headless host, no longer capable of great strategic thought, can understand this. A threat is best defeated by a proportional response. Anything more or less is wasteful.

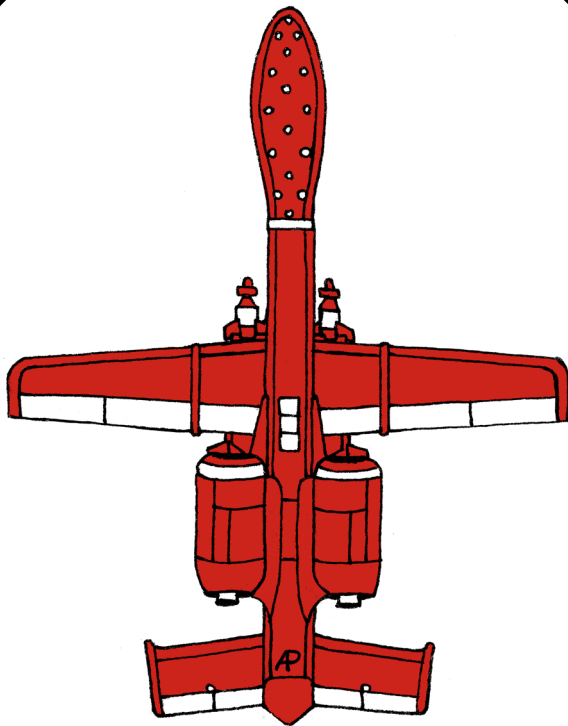
The Federal intelligentsia call it a system of "tripwires": specific actions that call down specific responses. The Zenith is what is sent when nuclear weapons are judged necessary to soften a hard target. It is considered a "high" tripwire: one requiring great effort to trigger, and with a proportionately terrible response. The Federals would have to be fools (and they are mad, not stupid) to not catalogue these cases. A department of the University certainly does.

With sufficient time a complete manual for the Host could be made: a list of actions and known reactions. The rub is in having to blindly trigger the tripwires first.

What is the highest tripwire?

- Giorgio Moceri, University of Baba Gadou

A1 "APOGEE"



TYPE: STRIKE AIRCRAFT

REMARKS

Advanced subsonic strike aircraft fitted for precision ground attacks. Extremely durable by aviation standards, with multiple redundant systems and a thick layer of armor surrounding its partial pilot and biological citadel. These qualities make its maximum speed the lowest of all NRH combat aircraft.

Primary armament is the massive "Yaw Switch" 40mm rotary cannon in a nose mount, boasting heavy firepower and a blistering rate of fire. Wing-mounted "Lake Brush" precision guided bombs offer high performance against almost all ground targets.

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

A1 "APOGEE" - 50 pts

STRIKE AIRCRAFT

Air (CAS), M14", Q4, T6, E2

Decoy Protection (1)

"Yaw Switch" 40mm Rotary Cannon

All, R8", A4+, S6, D4, Ammo 4,
Radar Anti-Air

"Lake Brush" 275mm Guided Bomb

Gnd, R32", A2+, S10, D1, Ammo 2,
*Air-Filling, Barrage (2),
Guided Missile (2), Radius (3"),
Rear Attack*

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

The Host doesn't like to sacrifice speed for armor, but this thing is living proof that they're capable of it. It's precise, deadly, but not elegant. Flies like a brick whether on one or both engines.

Sometimes, the headlong approach really is the most efficient one.

- Rayleigh Irving, Federal Intelligence

They don't talk to you much. But when the dogs are a kilometer out and closing, and you can hear them baying, you will hear a new voice on the radio:

"Hold position. Gunship inbound on your heading. Activate IR strobes. Prepare to receive forward spotters."

That is the divine language of angels.

- Cecco Croce, Army of Baba Kened

CHAPTER 6 EMPLACEMENTS

The N.R.H. employs a variety of parachute-deployed, disposable electronic warfare systems to harass and delay enemy operations, ahead of its own advances or to cover retreats. These self-deploying systems include radio frequency jammers, incapacitating microwave weapons, and communications signal boosters for the Host's own multispectrum transmissions.

Everywhere the N.R.H. moves, it is followed by numbers of small flying agents ("emissaries"). While nonhostile and not formally aligned with the Host, their tendency to observe combatants and communicate their findings with one another (via frequencies the N.R.H. is capable of intercepting and decoding) render them de-facto enemy spotters. Operate with extreme caution where emissaries are observed.

EMPLACEMENTS

DISPOSABLE JAMMER - RADIO FREQUENCY JAMMER	6-2
DISPOSABLE CROWD CONTROLLER - AREA DENIAL WEAPON	6-2
DISPOSABLE RELAY - SIGNAL BOOSTER	6-3
EMISSARIES - UNCLASSIFIED PHENOMENA	6-4

DISPOSABLE JAMMER
RADIO FREQUENCY JAMMER

Trap

All units up to 24" away from this trap and within its frontal arc cannot respond to friendly support missions, brigade or be brigaded, or use Rygonet whatsoever. During a fire action, an affected unit's target only counts as spotted if the unit itself is able to spot it, and friendly units cannot use spotting lent by the affected unit on their own fire actions.

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

DISPOSABLE CROWD CONTROLLER
AREA DENIAL WEAPON

Trap

All units up to 12" away from this trap and within its frontal arc cost one additional command token to activate in the Maneuver and Fire Phases.

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

TYPE: RADIO FREQUENCY JAMMER

REMARKS

Disposable airdropped communications jammer. Similarly deployed to larger automated sentries, but significantly shorter and lighter due to low component weight. Parachute deployed, with deployable stabilizer legs and stakes. Totally immobile after landing, but easily concealed.

Armed with a simple but compact broad-spectrum radio frequency jammer on a fixed mounting, indiscriminately affecting units within a 90 degree frontal arc at ranges up to 2000 meters once triggered.

After automatic deployment, disturbance of its housing is highly likely to disable the jammer, rendering it unable to be towed.

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

TYPE: AREA DENIAL WEAPON

REMARKS

Disposable airdropped area denial weapon. Similarly deployed to larger automated sentries, but significantly shorter and lighter due to low component weight. Parachute deployed, with deployable stabilizer legs and stakes. Totally immobile after landing, but easily concealed.

Armed with a microwave ray emitter on a forward mounting with a limited 90 degree traverse. Produces a microwave auditory effect known to produce severe discomfort in targets, including constructs, at ranges of up to 1200 meters. At ranges of 600 meters and below the effect is near-incapacitating.

After automatic deployment, disturbance of its housing is highly likely to disable the microwave weapon, rendering it unable to be towed.

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



**DISPOSABLE RELAY
SIGNAL BOOSTER**

Fortification

This fortification counts as having Rygonet (8") for use by all players and counts as being H2 for the purpose of being spotted.

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

TYPE: SIGNAL BOOSTER

REMARKS

Disposable airdropped radio transceiver. Similarly deployed to larger automated sentries, but significantly shorter and lighter due to low component weight. Parachute deployed, with deployable stabilizer legs and stakes. Totally immobile after landing, but easily concealed. Size is proportionately increased relative to other disposable electronic systems by the inclusion of a deployable miniature mast antenna.

Limited in range, but capable of repeating received Rygonet orders to adjacent troops despite itself possessing no significant processing power.

After automatic deployment, disturbance of its housing is highly likely to disable the antenna, rendering it unable to be towed.

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

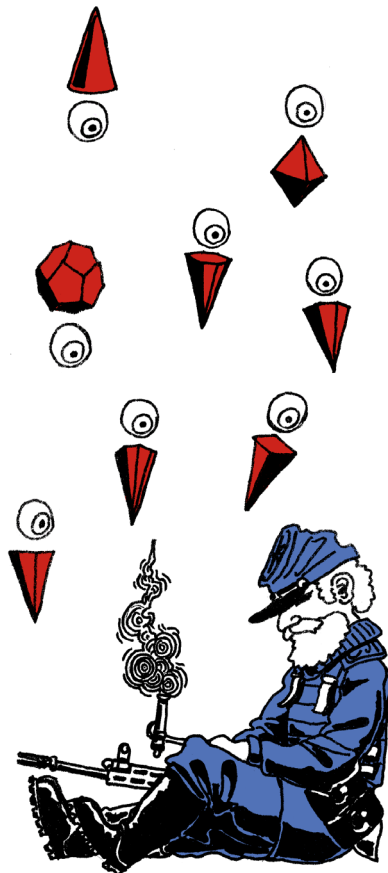
EMISSARIES

UNCLASSIFIED PHENOMENA

Fortification

Place a blind on the board and secretly designate it as "emissaries". You are not obligated to identify this unit or any details about this unit until it has been removed from the board. When removed, all enemies within LOS of the emissaries up to 16" away are identified. The emissaries are removed either automatically when an enemy enters basal contact with them or when hit by a weapon, or manually by their controlling player as a choice during Upkeep.

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



TYPE: UNCLASSIFIED UNIT

REMARKS

Small autonomous agents of unknown origin. Composed of an eyeball and an adjacent (non-physically attached) platonic solid, e.g. cone, pyramid, dodecahedron. Entirely solid inside, composed of a silicon-rieslandite compound that is hard to the touch. They appear to have no biological functions and do not eat or breathe.

Emissaries are nonaggressive; they seem only interested in observing living beings of any kind. They are known to "report" their observations to one another via a unique transmission spectrum; the N.R.H. is capable of decoding and acting on these.

If threatened or aggressively handled, emissaries defend themselves by continuously accelerating directly upwards. Evasion attempts on record have left the atmosphere.

While they do not appear to deliberately aid the Host, emissaries take special interest in construct activities and are common in the Petty States. The Host's ability to decode nearby emissaries' reports renders them de-facto scouts on its behalf.

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

"Widget had apparently taken a bet that he could hold onto one of them as it took off, let go, and swing himself in the water.

Widget hadn't lied, he had only been excited. For he had, in fact, held onto the emissary, swung off, and landed feet-first in a three-foot pond."

- Gerrit Ghent, from And We Saw, p. 57

CHAPTER 7 SCENARIO UNITS

While the N.R.H. protects the Petty States as a whole—interpreting them as the lands and peoples of the old Rygolic Empire—it does not represent the sole military organization in the Petty States. Every principality fields its own small army, according to what manpower and materiel it can afford to purchase or produce. These armies constantly battle one another for their lords’ political and economic supremacy, maintaining an operational tempo just low enough to prevent a peacekeeping response by the Host. The Host sees the troops of the Petty States as imperial auxiliaries, and will readily move to reinforce them in the event of foreign invasion.

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

RIFLEMEN - LINE SQUAD	10 pts / 7-2
MORTAR TEAM - ANTI-PERSONNEL TEAM	15 pts / 7-3
VEHICLE CREW - LINE TEAM	0 pts / 7-4
TP10 “GISGO” - ARMORED PERSONNEL CARRIER	10 pts / 7-5
G1/80 “GAMMA” - MAIN BATTLE TANK	40 pts / 7-6

RIFLEMEN



RIFLEMEN - 10 pts

LINE SQUAD

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

FA63/83 6.5mm Assault Rifle

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

AAL-72 66mm RPG

Inf/Vec, R8", A5+/6+, S7/1+, D1,
Ammo 6, Barrage (2), Shaped Charge,
Slow Round, Small Arm

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

TYPE: LINE SQUAD

REMARKS

Regular infantry of the various Petty States. Armed and trained for "little wars": frequent territorial disputes and raids waged by rival princes' small, professional mechanized forces. Territorial defense of Rygos against larger foreign powers is generally left to the NRH, with limited Petty Stater reinforcement governed by internal politics.

Equipped with the FA63/83 assault rifle in a Rygolic 6.5mm caliber. Most men in a rifle squad additionally carry disposable single-shot RPGs for close-in defense against tanks. These offer poor individual accuracy but may be fired en masse.

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

When our Master Brain still lived, there was a place for soldiers with hearts and not turbines. The Empire was vast. Its wars were many; its mouths to feed moreso; and the construct kilns could hardly replace the Brain's lost children, let alone produce the number it needed.

So the conquests slowed and then stopped. The Host became a rapid-reaction force—circling our land, watching for coded lightning, listening for the barbarians in the wire. Living men made up that wire. They held back the torrents while the constructs raced tirelessly to their aid, proof against rest or sleep.

Our cold-skinned friends have been faithful to us, even now. We need only report an infection—whether the bruise be blue, green, or gray—and they will ride to support us. That is why our princes do not report the little wars; why the guns are silent when the Host passes. It is easier to be unfaithful to a friend when they don't know better.

- Giorgio Mocerri, University of Baba Gadou

MORTAR TEAM



MORTAR TEAM - 15 pts
ANTI-PERSONNEL TEAM

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

FA63/83 6.5mm Assault Rifle

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

LPM-52 80mm Mortar

Gnd, R40", Ammo 4,
Light Indirect (2), No CC

→ **80mm Frag**

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

→ **80mm Smoke**

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

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

TYPE: ANTI-PERSONNEL TEAM

REMARKS

Indirect support team, serving the LPM-52 80mm mortar complex. The mortar can be broken into its tube, mount and baseplate for manpacked carriage and rapidly assembled for firing.

Its excellent range, low cost, and responsiveness relative to larger artillery systems makes it a favorite support weapon among the princes of the Petty States.

Primary ammunition loads include frag and smoke rounds, effective against infantry and for screening friendly troops.

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

Men rarely die in a single stroke; the fear of death is not in meeting one's maker, but the arduous process of getting there. And though it was not like a man in any other way conceivable, our Master Brain was like us in this.

The last year of command records is still the central concern of the University. We believe it had too much to do. Too many grain-wagons to micromanage; too long a reign without rest. The final commands—PA 1201, PA 1202—are indecipherable. To whom does a god send its engineering telemetry?

Like many educated matters, it meant nothing in the first few years after. Most men, accustomed to the clockwork coming and going of food, simply died. Others remembered how to fill their empty stomachs, one way or another.

That is the Rygolic prince: a wily son of cut-throats; a strongman before the larder.

- Giorgio Mocerì, University of Baba Gadou



VEHICLE CREW - 0 pts

LINE TEAM

Inf, H1, S16”, M4”, Q2, T1-/1-/1-

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

UP-2 9mm SMG

All, R8”, A4+/4+, S1-/1, D2
Small Arm

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

TYPE: LINE TEAM

REMARKS

Regular mechanized troops of the various Petty States. Armored columns represent the most serious escalation of the “little wars” typically practiced by Petty Rygolic princes, as their deployment almost invariably triggers an autoimmune response by the NRH. Petty Stater armored operations are thus oriented towards short duration and high intensity, seeking to achieve as much as possible in little time. Audacious actions potentially leading to loss of vehicle are permissible if they produce results.

Crew armaments vary by princely force: most popularly, the UP-2 9mm SMG.

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

“Thunder run” is a funny term. I’ll admit it, we copied it from the Petty Staters. And it does sound awesome. But what it actually refers to is two different things.

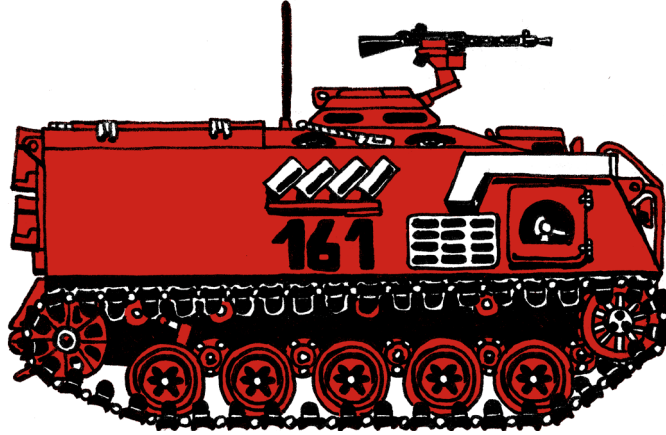
Get what they taught you at officer’s school out of your head—forget all that shit about deep operations, overrunning logistics and rear-line troops, crushing their whole depth in one go. Our tankers like to call their part in that a “thunder run”, but it’s not what the Petty Staters meant by it. The real thing is a heedless smash-and-grab.

Look: the war is over when the Host shows up, and it’s on when they leave. Anyone who’s stupid enough to keep shooting in front of the constructs is getting domed, but they won’t bother to disarm what they see as imperial auxiliaries. You can drive right into the heart of the enemy’s city, blow their shit up, cause chaos, and then drive away grinning ear-to-ear. Hell, if they popped you with an RPG, you can just walk away. What are they gonna do about it? The clock’s out. Game’s over.

That’s why princes talk terms before the tread-marks ever cross the city limits. If you let the tanks in, they get their three days and three nights.

- Rayleigh Irving, Federal Intelligence

TP10 "GISGO"



TYPE: ARMORED PERSONNEL CARRIER

REMARKS

Most common of the various personnel carriers operated by the Petty States. A staple of the Rygolic way of war: short bursts of intense action by small, professional mechanized forces, followed by consolidation periods to avoid NRH autoimmune responses.

Originally of An Khnum Koine manufacture, but widely licensed or copied by other leagues. One of several ubiquitous Rygolic exports. Koine examples approach Federal manufacturing quality, although the Gisgo is somewhat taller and heavier than its Intermarine competitors (see **FM 100-1-8X**).

Primary armament is a pintle-mounted, rapid-fire 8mm machine gun. Hull smoke launchers permit the Gisgo to screen itself and its dismounts along its line of advance. Amphibious capability is a feature of most Gisgo retrofits.

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

TP10 "GISGO" - 10 pts

ARMORED PERSONNEL CARRIER

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

FMg-78 8mm MG

All, R12", A4+/6+, S1/1+, D3, Turret

FP-M 81mm Smoke Launchers

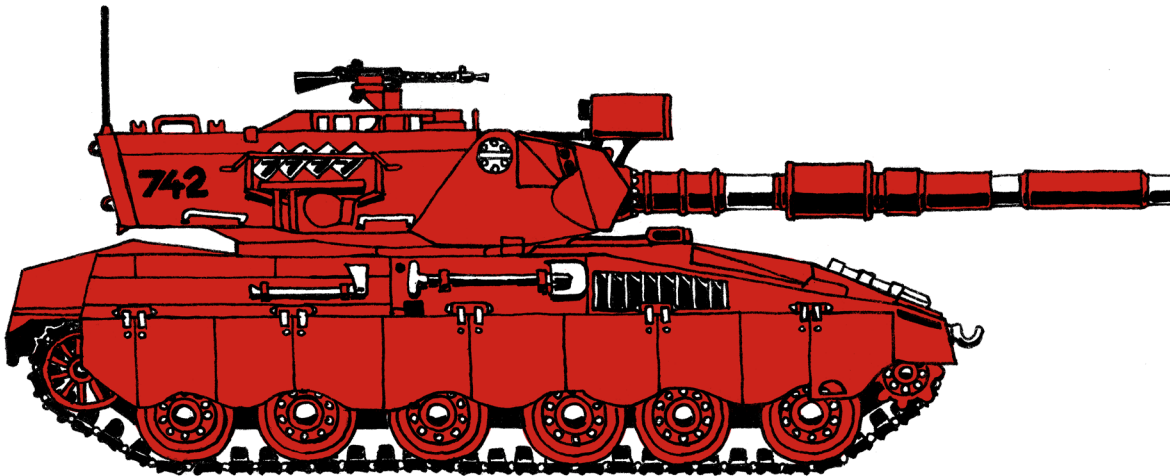
Gnd, R6", A++/+++, D1, Ammo 1,
Light Indirect (1), No CC, Smoke (3")

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

Footmen are too slow. The angels will show up by the time a marching column reaches the enemy's city. But mounted, we can do our work in time. It does not matter if we carry no more food and ammunition than what fits in the Gisgo. It can be our home for long enough. And when the guns fall silent, we may go back home undisturbed. We need not worry about the people of the enemy city. One master is just the same as another to the unarmed ones.

- Cecco Croce, Army of Baba Kened

G1/80 "GAMMA"



TYPE: MAIN BATTLE TANK

REMARKS

Last-generation main battle tank. Formerly operated by the Host, the Gamma has since been phased out in favor of newer tanks such as the X-Ray. It represents the last generation of Rygolic tank crewed by humanoid constructs as opposed to a partial pilot. This allows it to now be operated by human Petty Stater crews.

Primary armament is a powerful 120mm rifled gun, firing sabot and HEAT rounds. Fire control and stabilizer modernizations in the G1/80 model give it similar moving accuracy to modern Federal tanks (see **FM 100-1-8X**). No thermal sights are fitted. Secondary armament is a pintle-mounted FMg-78 8mm machine gun, notable for its high rate of fire.

The engine is front-mounted, freeing space behind the turret for a minimal troop carriage or MEDEVAC space and access ramp.

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

G1/80 "GAMMA" - 40 pts

MAIN BATTLE TANK

Vec, H2, S32", M8", Q2, T14/7/5
NBC, PC (1, Rear)

FMg-78 8mm MG

All, R12", A4+/6+, S1/1+, D3, *Turret*

Burrasca LL 120mm Gun

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

→ **120mm APDS**

Vec, S14/21

→ **120mm HEAT**

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

FP-T 65mm Smoke Launchers

Gnd, R0", A++/+++, D1, Ammo 1,
Light Indirect (0), No CC, Smoke (2"),
Turret

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

Troop bay, my ass. They've had to throw out some of the stowed ammo that used to go there.

- Rayleigh Irving, Federal Intelligence

APPENDIX A - ARMY SPECIAL RULES

This appendix section describes the underlined special rules of the New Rygolic Host.

Active Camouflage

Rygolic stealth units are fitted with advanced camouflage systems capable of variously concealing them on the visible, IR and EM spectrums.

This unit starts the game in a special state called **active camouflage**. If active camouflage has not been lost, the unit cannot be spotted from more than 6" away regardless of its current terrain, ambush, or concealment status, but LOS may still be drawn to it. While in active camouflage, dice from blind-fire attacks automatically miss, but still apply one pin as a miss regardless of special rules. If spotted by an enemy within 6", active camouflage is lost and units from further than 6" away may fire upon it as normal.

This unit permanently loses active camouflage when it fires a non-*Discreet* weapon, or is spotted by either *Sense* or *Designators*. It does not lose active camouflage when it is spotted by an enemy from 6" away and then exits that range without any of the above occurring. Units in active camouflage may still be targeted by *Designators* at their normal range as long as the designating unit can draw valid LOS.

Units desanting on units with Active Camouflage also benefit from it.

Drone

Rygo light support units are often fully autonomous, as unshakable as they are inflexible.

This unit's quality is marked Q*, indicating that it is unaffected by pin. This unit never receives pin tokens, but it cannot lend or receive actions through the Rygonet.

Hovercraft

Tracked IFVs have been supplanted by air-cushioned craft in N.R.H. service: the best of all worlds.

This vehicle is marked Vec (H). It never pays movement to enter or exit terrain and ignores swamp's terrain multiplier.

Guided Shell

Rygolic ordnance is precision-guided and designed to minimize collateral while maximizing damage. Land or miss: no in-between.

This weapon gains an *Ignore Cover (X)* value where X equals the number of friendly units currently spotting the unit. If target would not be spotted if not for a *Designator*, only units currently *Designating* the target count.

Units which have counterbattery spotting tokens that are not directly spotted by any friendlies do not gain *Ignore Cover*.

Laser

Federal R&D has yet to fully understand Rygo directed energy weapons. Given enough time, a well-placed laser can crack any hull.

This weapon always rolls a minimum of 6+ to kill regardless of the target's Toughness. Like *Designators*, Lasers are blocked by *Smoke*, except in close combat. Lasers can target planes and do not have to confirm hits against aircraft at any range. Lasers can trigger *Decoy Protection*, in which case they are immediately nullified and do not re-roll, but still apply three pin.

A die which hits but fails to kill a non-aircraft unit can only ever deal one pin, but a die which hits an aircraft deals three as normal.

Round Extruder

Advanced Rygolic vehicles can carry hundreds of large-bore rounds: stockpiling kinetic penetrators or collapsible warheads and propellant sleeves, and extruding their explosive fillers from within their tangled guts.

This weapon can use a fire action to reload one Ammo for itself instead of shooting in the Fire Phase. Weapon may not generate Ammo if already at its default maximum value.

Rygonet (X")

Rygonet is a distributed intelligence: using a sliver of each construct's brainpower to delegate orders, it allows rapid and efficient coordination.

Any friendly Rygolic unit which is within a *Radius* of X inches from this unit is eligible to **lend** its action to any other Rygo unit in that same radius during the Fire and Maneuver Phases. A friendly Rygo unit can then simultaneously take a turn to **receive** that action during the Maneuver or Fire Phase. Receiving a move action always costs one command token. A unit can receive via *Rygonet* up to two times per Phase. Thus, in addition to its own (innate) action, it may act up to three times per Phase.

When a unit lends its action, it is considered to have spent its turn. It is ineligible to act on its own or lend another action for the rest of the phase. It can, however, still receive bonus actions from other units.

A unit which receives an action must begin and end its turn within a *Rygonet* radius, but it does not have to be the *same* unit's radius.

Rygonet can be used during a *Brigade* activation to transfer moves from units which have not been targeted as part of the *Brigade* to units that have been targeted.

Units with no weapons cannot lend a fire action. Units with no viable movement, such as those with M0" or those which fired stationary in the previous Fire Phase, cannot lend a movement action.

If a unit is being towed, or is embarked or desanting where it cannot disembark, it cannot lend its move action.

Dummies, Petty Staters, Planes, *Drones*, and units being affected by *Chemical Weapons* cannot lend or receive actions.

Strider

Biological legs grant Rygolic light armor all-terrain mobility and the ability to crouch behind cover.

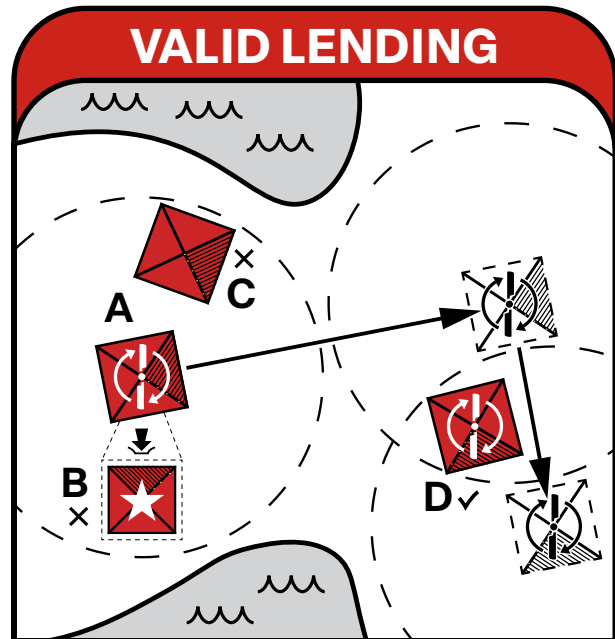
This vehicle is marked Vec (S) and behaves like infantry for movement purposes. It can sprint, rotate for free, and ignores terrain vehicle multipliers (though it cannot move through or into Inf-only terrain), but still takes pin as if it were a vehicle. It cannot garrison structures, but can move over them, provided it does not end its movement inside. It may also spend a fire action in any terrain to gain or lose a gone to ground token without simultaneously firing. This reduces the unit's Height by 1, but gives no Cover Modifier.

A-2 - ARMY SPECIAL RULES

Units using lended actions cannot both gain and lose a gone to ground token in the same Fire phase, nor embark and disembark in the same Maneuver Phase.

Special Factional Token (double-sided):

Lend/Receive: White & Red/Black & Red



Unit A is an aircraft carrying Unit B, an embarked TACOM. While flying, Unit B cannot disembark. Though it projects Rygonet radius from Unit A's position, it cannot lend a move action to Unit A.

Unit C, a friendly ground unit, is currently on the ground and thus capable of moving itself. It could potentially lend a movement action to Unit A, but Unit A desires to move out of range of Unit C, which would make the lending invalid.

Unit A uses its own move action to move into Rygonet range of Unit D. It is now eligible to lend to Unit A so long as Unit A ends its move with Unit D still within the range projected by Unit B.

APPENDIX B - ARMY SPECIAL MISSIONS

Capsule Insertion

A streak of starfire, from perilously low orbit, could fall in your rear echelons at any moment.

This mission may only be called if the player has at least one undeployed Capsule Squad or a dummy imitating one.

Place a **capsule token** on the target location. At the end of the Maneuver Phase, remove the capsule token and replace it with a Capsule Squad or dummy.

If the called unit's base would overlap with another unit's, place it in basal contact with that other unit's nearest arc instead. If the other unit is an enemy, the called unit enters close combat with it. The Capsule Squad is considered to have charged. If all arcs are equidistant to its landing, the Capsule Squad charges an arc of its choice.

If the target moves before the called unit's arrival, the mission adjusts to follow it, unless the target breaks LOS to the calling TACOM, in which case the called unit arrives at the target's original location.

Special Factional Token (single-sided):

Capsule: Yellow & Red

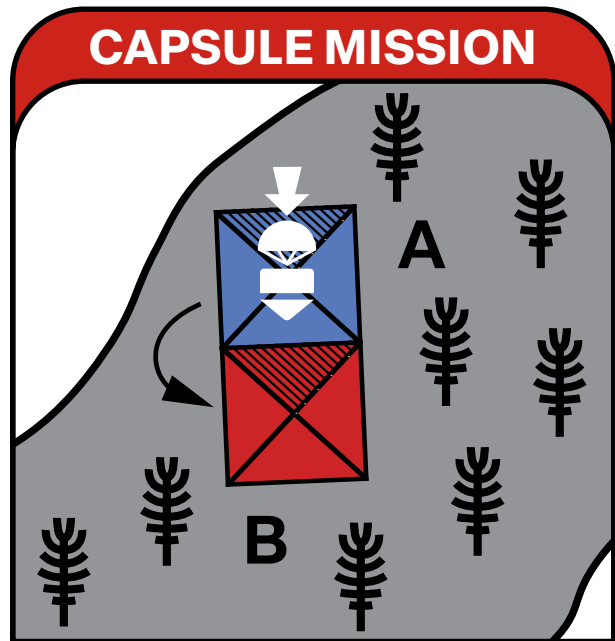
Specific Imitation

"And I sees the basterd comin' right at me, wearin' my own face..."

Must be called on a spotted enemy unit. At the beginning of the Fire Phase, before any actions are taken, all friendly Simulacra within the calling TACOM's *Rygonet* radius may choose to **specifically imitate** the targeted unit for the rest of the round.

During a specific imitation, whenever the Simulacrum activates, it does not copy from the unit card of the nearest spotted enemy unit, but instead only that of the mission target.

Specific imitation lasts until the end of the round; a Simulacrum cannot choose to stop participating in a specific imitation mission until the beginning of the next round.



Unit B was called down directly atop Unit A. It chooses to enter close combat along Unit A's rear.



Units A and C are Simulacra. All enemy units (D, E, and F) are currently identified. Unit B, a TACOM, calls a Specific Imitation mission on Unit E. Units A and C, regardless of their LOS to the nearest identified unit, choose to imitate Unit E for the round. Unit A wouldn't have been able to imitate any unit normally, since it lacks LOS.

APPENDIX C - BUILDING AN ARMY LIST

This appendix section describes the structure of the New Rygolic Host and provides advice for building an army list.

MILITARY ORGANIZATION

“Organization” and “doctrine”, in the traditional military senses of the words, do not apply to the Host. Exactly where orders originate is unclear, nor are formations permanent nor consistently organized. Simply put, the N.R.H. is a dispersed swarm that assembles itself into task forces on an on-demand basis.

Trial-and-error observation of Rygolic task forces has led to a basic classification of Rygolic task forces by role and composition: basic unit frameworks organized by the task force’s role and heavily modified depending on the specifics of its mission or available local forces. Standard organizational terms such as “platoon”, “company”, “battalion” or “regiment” are only meaningful as a way of comparing an N.R.H. task force to a foreign unit similar in size.

When writing an army list, it helps to give it a theme by envisioning what kind of task force your element is part of. Rygolic task forces are given a descriptive name which indicates the unit’s general composition in basic terms:

Security: Infantry-centric task force with light personnel carriers. **Recon** indicates an infantry force heavy on designators and fire/air support. **Special Operations** indicates a heavy contingent of special infantry.

Mechanized: IFV or light vehicle task force. **Armored** indicates main battle tanks. **Outriders** indicates a number of walkers.

Airmobile: Rocket or helicopter task force.

Auxiliary: A task force of any composition supporting (or integrating) a contingent of Petty Stater ground forces.

In addition to a classification, a Rygolic task force is typically assigned a reporting name hyphenated with a number, evoking the languages of the ancient Near East (particularly Semitic). Phrases of Latin, Greek, or words with a sense of academic refinement may also be used. Here is an example task force name:

Security Task Force Gematria-77

ARMY LIST COMPOSITION

A typical Rygolic army list features nimble, fast-deployed infantry teams taking key ground to shape engagements for the real killers, your many multi-purpose (often missile-equipped) armored vehicles.

For lower-tier formations, highly performant infantry weapons teams and well-equipped personnel carriers will be used to engineer tight, razor’s-edge gambles for victory.

For higher-tier formations, planes, Tatters, and X-series AFVs define your force composition. Use drones as their servants.

Carabiner Horses are always a good addition. They offer ammunition when it is scarce, spotting when enemies are far, and the occasional tow, should one wish to reposition his immobile Paradrop sentries.

A Rygolic list must strike a balance between vulnerability and lethality. For every illustrious specimen of modern war, you weaken the backbone of your task force; your units are dangerous, but lightly armored.

It is not sufficient to just win. A Rygolic player must also make the enemy lose. Do not treat your units with the same sentimentality as your foes. Risk them when the time is right.

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

No consistent sub-units exist across task force classifications: as with the greater task force, they are assembled on-demand, with variable size and composition depending on the task force's role. These are referred to as "task units" and numbered accordingly:

- Task Unit 1**
- Task Unit 2**
- Task Unit 3**
- Task Unit 4**

Task Unit 1 is usually assigned the HQ and support elements; remaining task units contain troops of all types, freely intermixed depending on their combat relationship. (Personnel carriers and their embarked infantry, for example, would comprise a task unit.)

CALLSIGNS

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

As with their current task force, individual Rygolic units might receive callsigns if their unique serial number has been observed elsewhere. Once again, Near Eastern influence is key. Technical names, such as the names of surgical tools, machinery, and academic terms are also appropriate. An X-Ray might be assigned "Lamassu" or "Goliath"; a Chemical Team may be "Cauter"; a jet fighter, "Helix".

Reporting names vary by the organization that issues them; the N.R.H. itself uses unrecognizable bursts of data-encoded static. Notable Rygolic troops (in the eyes of their enemies) may receive colloquial or humorous designations. Federal troops might refer to a damaged tank as the "Ugly Mug" or "Crocodile"; Santagrines may call an attack helicopter the "Basilisk". Lupar will know a half-eaten construct squad as "Old Lunch".

OFFICERS & NAMES

There is no "you" in an N.R.H. formation—only the ghost in the machine. Your TACOMs are merely intermediaries between the will of the network and your forces.

You, rather, are an observer: either a Petty Stater (be he spying from abroad or attached as an auxiliary), or a foreign agent keeping tabs on the mission and progress of a Rygolic task force and its constituent troops. Perhaps its victory is in your ulterior interests; perhaps not. You may even be one of Rygonet's own distant control nodes or observation satellites; in the latter case, as much an individual as the grunts you're observing.

Petty Staters take after the names of Renaissance Italy, with smatterings of the Near East (Sumerian, Akkadian, Persian, etc.) or Hellenic Greece: the Master Brain named their cities for them, but its human subjects never fully adopted the divine language. Some Petty Stater minorities may take more modern-sounding names taking after those from contemporary Central or Southern European countries.

As with callsigns, never neglect to give yourself a nickname. Consider this archetypal name for a Petty Stater tank commander:

Sergeant Medoro "Barbuta" Scalzo

EXAMPLE ARMY LISTS

The following pages have generic example army lists which embody the most usual Rygolic task forces 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 task force 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 most support cards, as it is not recommended to use these "advanced" features until a player has learned the ropes of the game.

**N.R.H. SECURITY TASK ELEMENT
EXAMPLE - 100 PTS, 2 COMMAND**

Task Unit 1 - Headquarters

C3 “Candor” - *25 pts*

- [E] Tactical Team - *15 pts*
- [E] Node Team - *0 pts (TACOM)*

Task Unit 2 - Reconnaissance

C3 “Candor” - *25 pts*

- [E] Tactical Team - *15 pts*
- [E] Smart Gun Team - *15 pts*

Task Unit 3 - Information Warfare

Dummy (C3 “Candor”) - *5 pts*

* [E] - Embarked | [D] - Desanting | [T] - Towed
All written tows/infantry mountings are strictly advisory.

At 100 points, a Rygolic list is precariously undermanned, but has the potential to achieve devastating massed fire. At this scale, losing even individual units is devastating. Win cleanly or die trying.

Rygolic armies, unlike other lists, have difficulty affording enough infantry support weapons. To this end, their multi-tasking fire support units are the greatest asset of a points-starved formation. The Smart Gun Team is simultaneously a sniper, close-range air defense, and general-purpose machine gun. It is an excellent complement to the Tactical Teams, which excel at destroying both infantry and tanks alike so long as they aren’t hit.

The Candors lend speed and relatively good protection; though odds are low, the threat they present to the enemy’s tanks (of which at 100 points they are likely to bring only one or two) is not negligible.

As the N.R.H. does not field any cheap 5 point units, leftover points must be spent on dummies. While lacking on-map firepower is not good, misdirection can be useful at dividing a larger enemy force. The 5 points from this dummy could be used to upgrade the Smart-gun Team to a MANPADS or Chemical Team according to necessity.

**N.R.H. MECHANIZED TASK ELEMENT
EXAMPLE - 200 PTS, 4 COMMAND**

Task Unit 1 - Headquarters

P1 “Parallax” - *35 pts*

- [E] Node Team - *0 pts (TACOM)*
- [E] Mortar Spider - *30 pts*
- [D] Smartgun Team - *15 pts*

Task Unit 2 - Laser

P2 “Perigee” - *35 pts*

- [E] Node Team - *0 pts (TACOM)*
- [E] Laser Team - *15 pts*
- [D] Carabiner Horse - *15 pts*

Task Unit 3 - Assault

R1 “Redstone” - *20 pts*

- [E] Legionnaires - *25 pts*

Task Unit 4 - Information Warfare

Dummy (R1 “Redstone”) - *5 pts*

Dummy (Node Team) - *5 pts*

* [E] - Embarked | [D] - Desanting | [T] - Towed
All written tows/infantry mountings are strictly advisory.

At 200 points, a Rygolic list can begin leveraging its superior firepower with genuine combined-arms tactics. This typical mechanized task element leans on IFVs to pressure opponents; rather than providing close-quarters pressure, its embarked infantry are used to shape engagements by leading the enemy into compromised positions in front of the vehicles. Coordination is key: neither your IFVs nor infantry can win alone.

Mortar Spiders are expensive, but combined with the laser designator-equipped Carabiner Horse, the pair can call deadly precision strikes on infantry and light vehicles.

The Redstone with embarked Legionnaires allows some wily forward deployments, and the resupply it provides is invaluable in a long firefight, as Rygoles tend to consume their ammunition faster than other armies.

This list also utilizes a dummy for misdirection. One could be exchanged to upgrade the Legionnaires into Assassins.

**N.R.H. ARMOR TASK ELEMENT
EXAMPLE - 300 PTS, 8 COMMAND**

Task Unit 1 - Striders

S3 "Stoma" - **30 pts (TACOM)**

S1 "Synod" - **40 pts**

Task Unit 2 - Armor

X1 "X-Ray" - **80 pts**

- [D] Node Team - **0 pts (TACOM)**

- [D] Tactical Team - **15 pts**

M1 "Microwave" - **20 pts**

Task Unit 3 - Howitzer

X2 "Xiphos" - **80 pts**

- [D] Node Team - **0 pts (TACOM)**

- [D] MANPADS Team - **20 pts**

H1 "Handler" - **15 pts**

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

All written tows/infantry mountings are strictly advisory.

At 300 points, a Rygolic list may contend with heavy armor by fielding its own, expensive centerpiece units with token support. Rygole lists can afford to be bold in the purchases of top-of-the-line vehicles because such units tend to be more flexible than their counterparts in other armies. Note this list's excellent ratio of units to command tokens. Task Units 1 and 2 may both (via Rygonet) move their centerpiece vehicles three times per Maneuver Phase!

The X-Ray, in addition to being an excellent main battle tank, is effective against infantry and aircraft (massing its fire via Rygonet). The MANPADS Team offers it support against aircraft, which are a significant threat.

With no room for embarked infantry, this list's troops ride desanting. Rygonet movement helps smooth this over, but remember the risks posed by desanting.

This list has no room for dummies; Rygoles find it easier to cleanly use up their points in higher brackets. One could, however, remove the Microwave to replace the Tactical Team with Assassins or a Chemical Team, with one or two dummies left over.

**N.R.H. COMBINED TASK ELEMENT
EXAMPLE - 400 PTS, 14 COMMAND**

Task Unit 1 - Headquarters

G1 "Ganglion" - **20 pts (TACOM)**

Task Unit 2 - Cavalry Scouts

X1 "X-Ray" - **80 pts**

M1 "Microwave" - **20 pts**

P1 "Parallax" - **35 pts**

- [E] Node Team - **0 pts (TACOM)**

- [E] MANPADS Team - **20 pts**

Task Unit 3 - Striders

S3 "Stoma" - **30 pts (TACOM)**

- [D] Tactical Team - **15 pts**

S1 "Synod" - **40 pts**

- [D] Node Team - **0 pts (TACOM)**

- [D] Carabiner Horse - **15 pts**

Task Unit 4 - Helicopters

T1 "Tatter" - **60 pts**

H1 "Handler" - **15 pts**

Task Unit 5 - Air Superiority

B1 "Blindsight" - **50 pts**

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

All written tows/infantry mountings are strictly advisory.

At 400 points, a Rygolic list has fully come into its own. This Combined Task Element brings to bear all the most dangerous modern fighting vehicles and aircraft from every part of the battlefield: well-armed cavalry scouts, dismounting assault infantry on striders, and lethal strike aircraft and helicopters. It is hindered only by a lack of indirect-fire weapons.

This list is healthy on command tokens and potential Rygonet fire action donors for its heavy-lifting armored elements. Success is gained through careful reactions and exploiting weaknesses in the enemy's lines. Remember: you can still lose your heavy hitters if poorly handled. The Blindsight, if withheld, may surprise an unsuspecting foe late-game; its weapons are effective against all targets.

The X-Ray may be swapped for a Xiphos or the Parallax for a Perigee according to taste.

APPENDIX D - QUICK UNIT REFERENCE

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

TACOMS

NODE TEAM - 0/20 pts

TRANSMISSION TEAM

Inf, H1, S24", M5", Q3, T1+/1/1, C2
Brigade (2, 12"), Fearless, NBC, Rygonet (12")

By standard rules one Node Team comes free per 100 points as the default TACOM. Further may be bought for 20 points each at no limit.

"Snake Green" 5mm Assault Rifle

All, R8", A3+/4+, S1/1, D2,
Small Arm, Thermal Sights

"Tread Curve" 20mm Grenade Launcher

R8", A*, D1, Ammo 3, Slow Round,
Underbarrel (Snake Green)

→ **20mm KE**

Vec, S3/4

→ **20mm HE**

Inf/Vec, S1+/1+, Ignore Cover (1)

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

G1 "GANGLION" - 20 pts

TRANSMISSION TOWER

Vec, H1, S0", M0", Q6, T4/4/4, C6

*Brigade (4, 12"), NBC, Paradrop,
 Rygonet (24"), Sense (6")*

Uses a 40x40mm base. May activate in the Maneuver Phase despite having M0", but only to call a Brigade. May not lend actions to friendly units via Rygonet.

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

S3 "STOMA" - 30 pts

BIPEDAL COMMAND VEHICLE

Vec (S), H2, S32", M8", Q3, T6/6/5, C4
Brigade (4, 8"), NBC, Rygonet (8"), Strider

This unit uses a 40x40mm infantry base. When this unit activates during the Fire Phase, it may select one friendly Rygolic unit within LOS up to 8" away which has not yet acted that round to activate with the Stoma and simultaneously fire on the same target. The unit which activates with the Stoma is considered to have used its turn for the round.

"Drift Bar" 5mm Coaxial MG

All, R12", A3+/3+, S1/1, D2,
Thermal Sights, Turret

"Pitch Break" 25mm Autocannon

All, R32", A3+/3+, S4/6, D2,
 Ammo 4, No CC (Inf.),
*Thermal Sights, Tracking Anti-Air,
 Turret*

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

INFANTRY - LINE SQUADS

TACTICAL TEAM - 15 pts
LINE TEAM

Inf, H1, S32", M5", Q3, T1+/1/1
Fearless, NBC

"Snake Green" 5mm Assault Rifle
All, R8", A3+/4+, S1/1, D2,
Small Arm, Thermal Sights

"Tread Curve" 20mm Grenade Launcher
R8", A*, D1, Ammo 3, *Slow Round,*
Underbarrel (Snake Green)

→ **20mm KE**
Vec, S3/4

→ **20mm HE**
Inf/Vec, S1+/1+, *Ignore Cover (1)*

"Side Fast" 140mm ATGM
Vec, R6-30", A3+/xx, S14/2, D1,
Ammo 1, *Guided Missile (1),*
Shaped Charge, Thermal Sights

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

LEGIONNAIRES - 25 pts
LINE SQUAD

Inf (S), H1, S32", M5", Q3, T1+/1/1
Fearless, NBC

"Snake Green" 5mm Assault Rifle
All, R8", A3+/4+, S1/1, D2,
Small Arm, Thermal Sights

"Tread Curve" 20mm Grenade Launcher
R8", A*, D1, Ammo 6, *Slow Round,*
Underbarrel (Snake Green)

→ **20mm KE**
Vec, S3/4

→ **20mm HE**
Inf/Vec, S1+/1+, *Ignore Cover (1)*

"Side Fast" 140mm ATGM
Vec, R6-30", A3+/xx, S14/2, D1,
Ammo 3, *Guided Missile (1),*
Shaped Charge, Thermal Sights

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

INFANTRY - WEAPON TEAMS

SMART GUN TEAM - 15 pts
ANTI-PERSONNEL TEAM

Inf, H1, S32", M5", Q3, T1+/1/1
Fearless, NBC

"Snake Green" 5mm Assault Rifle
All, R8", A3+/4+, S1/1, D2,
Small Arm, Thermal Sights

"Drift Cage" 5mm Stabilized SAW
All, R16", A2+/3+, S1/1, D3, *Scoped,*
Thermal Sights, Tracking Anti-Air,
Turret

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

MANPADS TEAM - 20 pts
ANTI-AIR TEAM

Inf, H1, S32", M5", Q3, T1+/1/1
Fearless, NBC

"Snake Green" 5mm Assault Rifle

All, R8", A3+/4+, S1/1, D2,
Small Arm, Thermal Sights

"Tread Curve" 20mm Grenade Launcher

R8", A*, D1, Ammo 3,
Slow Round, Underbarrel (Snake G.)

→ **20mm KE**

Vec, S3/4

→ **20mm HE**

Inf/Vec, S1+/1+, *Ignore Cover (1)*

"Pole Guard" 70mm MANPADS

Air, R60", A3+/xx, S6/6, D1,
Ammo 2, *Guided Missile (1),*
Homings, Small Arm

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

LASER TEAM - 15 pts
ANTI-MATERIEL TEAM

Inf, H1, S32", M5", Q3, T1+/1/1
Fearless, NBC

"Snake Green" 5mm Assault Rifle

All, R8", A3+/4+, S1/1, D2,
Small Arm, Thermal Sights

"Sun Point" 6kW Laser Weapon

All, R40", A1+/xx, S1+/1+, D1, *Laser,*
Small Arm

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

CHEMICAL TEAM - 20 pts
ANTI-PERSONNEL TEAM

Inf, H1, S24", M4", Q3, T1+/1+/1+
Fearless, NBC

This unit is not negatively affected by Chemical Weapons. If this unit or a unit it charged is within a Chemical Weapon radius during close combat, this unit resolves its attacks before all enemy units, including Assault Specialists.

"Pike Jump" 12-gauge Automatic Shotgun

All, R6", A3+/4+, S1-/1+, D3,
Ignore Cover (1), Small Arm,
Thermal Sights

"Weave Liner" 70mm Dual RPG

R10", D1, Ammo 6, *Barrage (2),*
Small Arm, Thermal Sights

→ **70mm HEAT**

Inf/Vec, A3+/4+, S8/1+,
Slow Round, Shaped Charge

→ **70mm Thermobaric**

Inf/Vec, A3+/4+, S2/2,
Ignore Cover (2), Rear Attack,
Slow Round

→ **70mm Nerve Agent**

Gnd, A++/++, *Chemical Weapon (2")*

GUIDED MORTAR SPIDER - 30 pts
ANTI-PERSONNEL/MATERIEL TEAM

Inf, H1, S24", M5", Q3, T1+/1/1
Fearless, NBC

"Snake Green" 5mm Assault Rifle

All, R8", A3+/4+, S1/1, D2,
Small Arm, Thermal Sights

"Trace Rung" 80mm Guided Mortar

Inf/Vec, R40", A3+/4+, S4/4, D1,
Ammo 4, *Guided Shell,*
Light Indirect (1), No CC,
Thermal Sights

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

INFANTRY - SPECIAL

CARABINER HORSE - 15 pts

DRAFT ANIMAL

Inf, H1, S32", M6", Q3, T1/1/1
Fearless, NBC, Resupply (4), Tow (2)

"Bronze Lead" Laser Designator
 All, R40", A++/+++, D1, *Designator, Discreet*

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

CAPSULE SQUAD - 25 pts

LOW ORBIT INSERTION SQUAD

Inf (S), H1, S24", M5", Q3, T1/1/1
Fearless, NBC

Deploy this unit via a Capsule Insertion support mission during the Support Phase.

"Snake Green" 5mm Assault Rifle
 All, R8", A3+/4+, S1/1, D2,
Small Arm, Thermal Sights

"Tread Curve" 20mm Grenade Launcher
 R8", A*, D1, Ammo 6, *Slow Round, Underbarrel (Snake Green)*

→ **20mm KE**
 Vec, S3/4

→ **20mm HE**
 Inf/Vec, S1+/1+, *Ignore Cover (1)*

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

ASSASSINS - 30 pts

COMMANDO TEAM

Inf, H1, S8", M6", Q4, T1/1/1-
Active Camouflage, Assault Specialist, Fearless, NBC, Sense (8")

"Frame Staff" 10mm SMG, dual
 All, R8", A2+/2+, S1/1+, D3,
Small Arm, Thermal Sights

"Sphere Catch" 12mm Pistol, subsonic
 All, R8", A2+/2+, S1/1, D1,
Discreet, Multi-Gun, Scoped, Small Arm, Thermal Sights

"Site Cause" Plastic Explosive Charge
 Vec, R0", A1+/1+, S12/12, D1,
 Ammo 2, *Melee, Multi-Gun*

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

SIMULACRUM - 30 pts
UNCLASSIFIED UNIT

Inf, H1, S32", M4", Q4, T1+/1+/1+
Amphibious, Fearless, NBC

*This unit may **copy enemies** (see below). May respond to Specific Imitation missions.*

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

MECHANIC: COPYING ENEMIES

When this unit activates, it may choose to copy parts of a non-plane enemy's unit card to use during its own activation. May only copy statistics from the closest spotted enemy within LOS unless participating in a Specific Imitation mission. Copied statistics are lost at the end of the Simulacrum's turn.

1. In the Fire Phase, the Simulacrum may copy one non-Nuclear weapon from a single unit. Copied weapons have infinite Ammo. The Simulacrum cannot copy a new weapon if it has a time-to-target attack in progress.

2. In the Maneuver Phase, the Simulacrum may copy the Move statistic of a single unit.

3. If engaged in Close Combat, the Simulacrum must copy one enemy in basal contact, as per the Fire Phase, for each close combat round.

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

VEHICLES - PERSONNEL CARRIERS

C3 "CANDOR" - 25 pts

ARMORED PERSONNEL CARRIER

Vec (W), H2, S32", M10", Q3, T6/4/4
NBC, PC (2, Rear)

"Drift Bar" 5mm Coaxial MG

All, R12", A3+/3+, S1/1, D2,
Thermal Sights, Turret

"Sun Point" 6kW Laser Weapon

All, R40", A1+/1+, S1+/1+, D1, *Laser, Turret*

"Tread Bus" 65mm Smoke Launchers

Gnd, R6", A++/+++, D1, Ammo 1,
Light Indirect (0), No CC, Smoke (2"),
Turret

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

P1 "PARALLAX" - 35 pts

INFANTRY FIGHTING HOVERCRAFT

Vec (H), H2, S32", M10", Q3, T6/4/4
Active Protection (1), Amphibious, Hovercraft, NBC, PC (2, Rear)

"Drift Bar" 5mm Coaxial MG

All, R12", A3+/3+, S1/1, D2,
Thermal Sights, Turret

"Pitch Break" 25mm Autocannon

All, R32", A3+/3+, S4/6, D2,
Ammo 4, *No CC (Inf.)*,
Thermal Sights, Turret

"Side Judge" 150mm ATGM

Vec, R6-60", A3+/xx, S15/2, D1,
Ammo 3, *Guided Missile (2)*,
Shaped Charge, Thermal Sights,
Turret

"Tread Bus" 65mm Smoke Launchers

Gnd, R6", A++/+++, D1, Ammo 1,
Light Indirect (0), No CC, Smoke (2"),
Turret

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

P2 "PERIGEE" - 35 pts

INFANTRY FIGHTING HOVERCRAFT

Vec (H), H2, S32", M10", Q3, T6/4/4
Amphibious, Hovercraft, NBC, PC (2, Rear)

"Drift Bar" 5mm Coaxial MG

All, R12", A3+/3+, S1/1, D2,
Thermal Sights, Turret

"Pitch Break" 25mm Autocannon

All, R32", A3+/3+, S4/6, D2,
Ammo 4, *No CC (Inf.)*,
Thermal Sights, Tracking Anti-Air,
Turret

"Pole Guard" 70mm SAM

Air, R60", A3+/xx, S6/6, D1,
Ammo 4, *Guided Missile (1),*
Homing, Turret

"Tread Bus" 65mm Smoke Launchers

Gnd, R6", A++/++, D1, Ammo 1,
Light Indirect (0), No CC, Smoke (2"),
Turret

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

VEHICLES - ARMOR

M1 "MICROWAVE" - 20 pts

UNMANNED TANKETTE

Vec, H1, S32", M8", Q*, T4/2/2
Drone, NBC, Tow (2)

This unit uses a 40x40mm infantry base.

"Pitch Break" 25mm Autocannon

All, R32", A3+/3+, S4/6, D2,
Ammo 4, *No CC (Inf.)*,
Thermal Sights, Turret

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

S1 "SYNOD" - 40 pts

BIPEDAL LIGHT TANK

Vec (S), H2, S32", M8", Q3, T12/10/8
Strider, NBC

This unit uses a 40x40mm infantry base.

"Drift Fence" 10mm HMG

All, R20", A3+/3+, S2/3, D2,
Thermal Sights, Turret

"Bridge Spike" 75mm Rifled Gun

Ammo 4, *Round Extruder,*
Thermal Sights, Turret

→ 75mm Sabot

Vec, R40", A3+/3+, S10/15, D1

→ 75mm HEAT

Inf/Vec, R40", A3+/3+, S10/1+, D1,
No CC (Inf.), *Shaped Charge,*
Slow Round

→ 75mm Beehive

All, R20", A2+/2+, S1/1+, D3,
Defensive CC (Inf.)

"Tread Bus" 65mm Smoke Launchers

Gnd, R6", A++/++, D1, Ammo 1,
Light Indirect (0), No CC, Smoke (2"),
Turret

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

C1 "CABAL" - 50 pts

ASSAULT GUN

Vec (W), H2, S32", M10", Q3, T8/6/4

Active Protection (2), NBC

"Drift Bar" 5mm Coaxial MG

All, R12", A3+/3+, S1/1, D2,
Thermal Sights, Turret

"Bridge Dart" 105mm Gun

R40", A2+/3+, D1, Ammo 6,
*No CC (Inf.), Radar Anti-Air,
Thermal Sights, Turret*

→ **105mm Sabot**

Vec, S14/21

→ **105mm HEAT**

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

→ **105mm Proximity Fuze HE**

All, S4/4, *Air-Filling, Slow Round*

"Tread Port" 65mm Smoke Array

Gnd, R6", A++/+++, D2, Ammo 2,
*Light Indirect (0), No CC, Smoke (2"),
Turret*

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

X1 "X-RAY" - 80 pts

MAIN BATTLE TANK

Vec, H2, S32", M10", Q4, T16/14/6

Active Protection (2), NBC

"Sun Point" 6kW Laser Weapon

All, R40", A1+/1+, S1+/1+, D1, *Laser,
Turret*

"Bridge Dart" 105mm Gun

R50", A2+/3+, D1, Ammo 4,
*No CC (Inf.), Round Extruder,
Thermal Sights, Turret*

→ **105mm Rocket-Assisted Sabot**

Vec, S16/24

→ **105mm Rocket-Assisted HEAT**

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

"Tread Port" 65mm Smoke Array

Gnd, R6", A++/+++, D2, Ammo 2,
*Light Indirect (0), No CC, Smoke (2"),
Turret*

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

VEHICLES - FIRE SUPPORT

AUTOMATED SENTRY - 15 pts

ANTI-PERSONNEL TURRET

Vec, H1, S32", M0", Q*, T2/2/1

Drone, NBC, Paratroop

*This unit uses a 40x40mm infantry base.
Cannot fire during the first Fire Phase of the
game if Paratrooped.*

"Yaw Post" 10mm Minigun

All, R20", A4+/xx, S2/3, D3,
*Thermal Sights, Tracking Anti-Air,
Turret*

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

AUTOMATED ATGM - 15 pts

ANTI-TANK TURRET

Vec, H1, S32", M0", Q*, T2/2/1

Drone, NBC, Paradrop

*This unit uses a 40x40mm infantry base.
Cannot fire during the first Fire Phase of the
game if Paradropped.*

"Side Judge" 150mm ATGM

Vec, R6-60", A4+/xx, S15/2, D1,
Ammo 3, Guided Missile (2),
Shaped Charge, Thermal Sights,
Turret

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

S2 "STOCHAST" - 40 pts

BIPEDAL ASSAULT TANK

Vec (S), H2, S32", M8", Q3, T12/10/8

Strider, NBC

This unit uses a 40x40mm infantry base.

"Drift Fence" 10mm HMG

All, R20", A3+/3+, S2/3, D2,
Thermal Sights, Turret

"Ink Strake" 55mm Thermobaric Rockets

Gnd, R28", A4+/4+, S2/2, D3,
Ammo 4, Ignore Cover (2), No CC,
Rear Attack, Saturating (4),
Thermal Sights, Turret

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

C2 "CHORUS" - 60 pts

BEAM-RIDING MISSILE CARRIER

Vec (W), H2, S32", M10", Q3, T8/6/4

NBC

"Drift Bar" 5mm MG

All, R12", A3+/3+, S1/1, D2,
Thermal Sights, Turret

"Star Call" Laser Designator

All, R40", A++/++, D1, Designator,
Discreet, Turret

"Star Shelf" 155mm Missile Launcher

A3+/xx, S16/3, D1, Ammo 6,
Guided Missile (1), Radar Anti-Air,
Shaped Charge, Turret

→ ATGM Guidance Mode

Vec, R12-60"

→ SAM Guidance Mode

Air, R60"

"Tread Bus" 65mm Smoke Launchers

Gnd, R6", A++/++, D1, Ammo 1,
Light Indirect (0), No CC, Smoke (2"),
Turret

X2 "XIPHOS" - 80 pts

Vec, H2, S32", M10", Q4, T12/8/6

Active Protection (2), NBC

"Drift Bar" 5mm MG

All, R12", A3+/3+, S1/1, D2,
Thermal Sights, Turret

"Bridge Arrow" 155mm Howitzer

Ammo 4, *No CC, Round Extruder,*
Thermal Sights

→ **155mm Kinetic Energy Missile**

Vec, R60", A2+/3+, S21/14, D1,
Guided Missile (1)

→ **155mm Guided HE**

Inf/Vec, R∞", A3+/4+, S8/8, D2,
Heavy Indirect (2), Guided Shell

→ **155mm Smoke**

Gnd, R∞", A++/+++, D4,
Heavy Indirect (2), Smoke (4")

"Tread Port" 65mm Smoke Array

Gnd, R6", A++/+++, D2, Ammo 2,
Light Indirect (0), No CC, Smoke (2"),
Turret

X3 "XENON" - 80 pts

SELF-PROPELLED LASER ARRAY

Vec, H2, S32", M10", Q4, T14/10/6

Active Protection (2), NBC

"Drift Bar" 5mm MG

All, R12", A3+/3+, S1/1, D2,
Thermal Sights, Turret

"Sun Blind" 20kW Laser Weapon Array

All, *Laser, Turret*

→ **Focused Array**

R40", A1+/1+, S2/2, D4

→ **Dispersed Array**

R4-20", A++/+++, D1, *Radius (3")**

**All non-plane units in the radius take*
max pin.

"Tread Port" 65mm Smoke Array

Gnd, R6", A++/+++, D2, Ammo 2,
Light Indirect (0), No CC, Smoke (2"),
Turret

Shockwave Dispersal System

Gnd, R0", A++/+++, D1, *Radius (6")**

**Infantry in radius take one pin.*

Smoke radii with their centers inside
this weapon's radius are cleared.

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

VEHICLES - SPECIAL

Y1 "YARDFISH" - 30 pts

AUTONOMOUS TORPEDO

Vec, H1, S32", M8", Q3, T3/3/2

Active Camouflage, NBC, Watercraft

"Sun Line" 6kW Laser Weapon Array

All, R40", A1+/1+, S1+/1+, D2, *Laser,*
Turret

"Dredge Top" 140mm VLS Missiles

Vec/Air, R12-60", A3+/3+, S8/8, D1,
Ammo 2, *Guided Missile (2),*
Radar Anti-Air, Turret

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

AIRCRAFT - ROCKETS

R1 "REDSTONE" - 20 pts

LOGISTICS ROCKET

Air, H2, S16", M24", Q3, T3/3/3

Decoy Prot. (1), NBC, PC (2, Any), Resupply (3)

This unit uses a 40x40mm base. It may land in any occluding terrain. If it falls back from close combat, choose one engaged enemy unit to take a Strength 1+ hit on its rear arc.

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

R2 "REPEATER" - 30 pts

ATTACK ROCKET

Air, H2, S24", M24", Q3, T3/3/3

Decoy Protection (1), NBC, PC (1, Any)

This unit uses a 40x40mm base. It may land in any occluding terrain. If it falls back from close combat, choose one engaged enemy unit to take a Strength 1+ hit on its rear arc.

"Yaw Shaft" 15mm Minigun

All, R24", A4+/4+, S3/4, D3,
*Door Gun (Front), Thermal Sights,
Tracking Anti-Air*

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

AIRCRAFT - HELICOPTERS

H1 "HANDLER" - 15 pts

RECONNAISSANCE DRONE

Air, H1, S32", M32", Q*, T1/1/1

Drone, NBC

"Star Call" Laser Designator

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

"Tread Rake" 65mm Smoke Projector

Gnd, R12", A++/+++, D2, Ammo 2,
*Light Indirect (1), No CC,
Smoke (4"), Turret*

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

H2 "HANGMAN" - 15 pts

ATTACK DRONE

Air, H1, S32", M32", Q*, T1/1/1

Decoy Protection (1), Drone, NBC

"Bolt Fleck" 100mm Flechette Gun

Inf/Vec, R16", A4+/4+, S1/1+, D4,
Ammo 3, Thermal Sights

"Weave Stalk" 70mm Dual Rocket Pod

Inf/Vec, R16", A6+/5+, S7/1+, D1,
*Ammo 2, Barrage (2), Shaped Charge,
Strafing, Slow Round, Thermal Sights*

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

T1 "TATTER" - 60 pts

ATTACK HELICOPTER

Air, H2, S32", M32", Q3, T3/3/2

Decoy Protection (2), NBC

"Pitch Throat" 35mm Autocannon

All, R32", A4+/4+, S5/7, D2,
Ammo 3, *Thermal Sights*

"Ram Crutch" 175mm Active AAM

Air, R60", A3+/3+, S7/7, D1,
Ammo 2, *Air-Filling,*
Guided Missile (1), Homing,
Radar Anti-Air

"Mark Pate" 180mm AGM

Vec, R12-60", A3+/4+, S18/4, D1,
Ammo 4, *Guided Missile (1),*
Shaped Charge

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

AIRCRAFT - SPECIAL

"DESTROYING ANGEL" - 80 pts

UNCLASSIFIED UNIT

Air, H2, S32", M18", Q4, T4/4/4

NBC, Sense (12")

This unit uses a 40x40mm base. It costs 0" to rotate and cannot land.

Hits against this unit do not need to be confirmed. When this unit suffers a successful kill, it automatically forces that kill to re-roll at an unmodified 6+ (fails applying three pin), then its weapon's Dice statistic decreases by one for the rest of the round. If Dice hits zero, the weapon cannot fire and no further attacks are forced to re-roll that round. During Upkeep, the weapon's Dice value resets back to D4.

"Sun Door" 20kW Pulsed Laser Battery

All, R40", A1+/xx, S1+/1+, D4, *Laser,*
Turret

AIRCRAFT - PLANES

B1 "BLINDSIGHT" - 50 pts

STRIKE FIGHTER

Air (CAP), M20", Q4, T3, E3
Afterburner, Decoy Protection (2)

"Sun Grid" 20kW Laser Weapon Array

All, R10", A1+, S1+, D3,
Laser, Radar Anti-Air

"Ram Crutch" 175mm Active AAM

Air, R60", A3+, S7, D1, Ammo 4,
*Air-Filling, Guided Missile (1),
Homing, Radar Anti-Air*

"Mark Pate" 180mm AGM

Vec, R60", A3+, S18/4, D1, Ammo 2,
Guided Missile (1), Shaped Charge

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

A1 "APOGEE" - 50 pts

STRIKE AIRCRAFT

Air (CAS), M14", Q4, T6, E2

Decoy Protection (1)

"Yaw Switch" 40mm Rotary Cannon

All, R8", A4+, S6, D4, Ammo 4,
Radar Anti-Air

"Lake Brush" 275mm Guided Bomb

Gnd, R32", A2+, S10, D1, Ammo 2,
*Air-Filling, Barrage (2),
Guided Missile (2), Radius (3"),
Rear Attack*

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

Z1 "ZENITH" - 50 pts

STEALTH BOMBER

Air (CAS), M16", Q4, T3, E1
Active Camouflage, Afterburner

"Able Ivy" 20t Guided Nuclear Bomb

Gnd, R40", A++, D1, Ammo 1,
Guided Missile (2), Nuclear (1"-2"-6")

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

APPENDIX E - PAINTING GUIDE

This appendix section provides full-color references for painting your Rygolic miniatures.

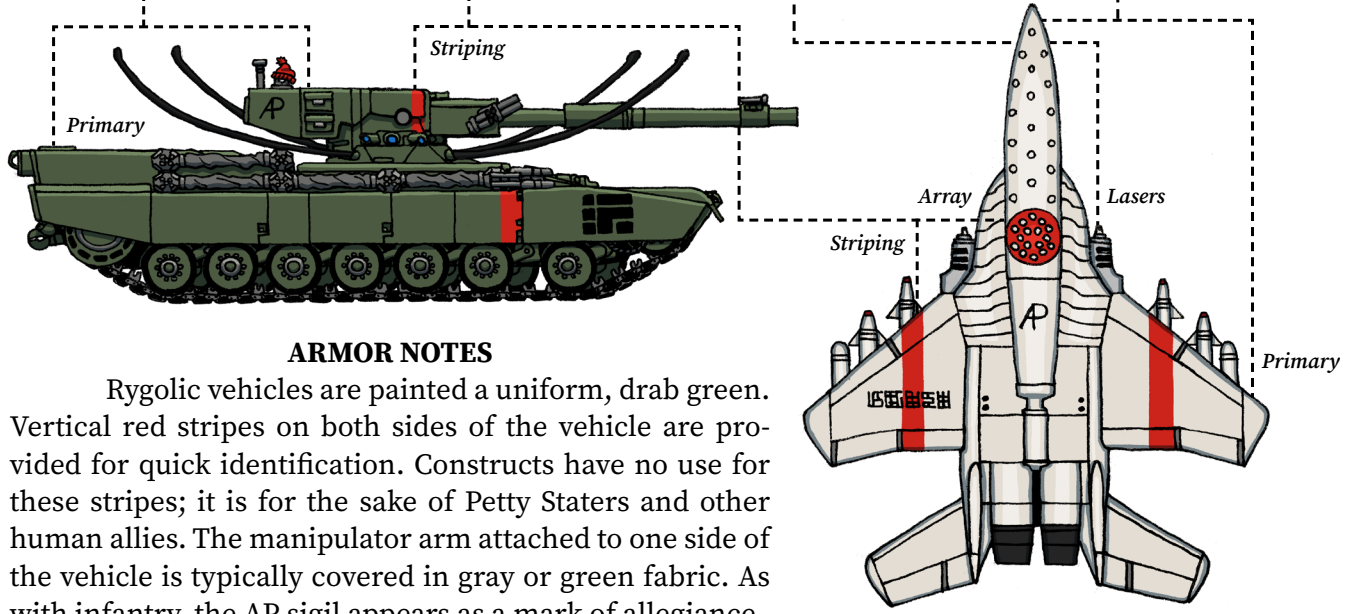
EYEPIECE PLASTIC #6FBDC8	8th Gen. Emblem	8th Gen. Equipment Stencil
MUNITIONS PLASTIC #6A6A68	7th Gen. Emblem	7th Gen. Equipment Stencil
SOLID GREEN #4C5A41	6th Gen. Emblem	6th Gen. Equipment Stencil
BEIGE SPLOTCH #7CA2B8	8th Gen. Block Var.	8th Gen. Block Stencil
RED SPLOTCH #A73425		
BROWN SPLOTCH #4E3B2D		
BOOT BLACK #111319		

INFANTRY NOTES

Constructs are corpse-pale, with black eyes and lines around their maintenance disconnection points (the neck, shoulders, wrists, waist, and ankles). Red script runs up from their chin to the nape of the neck. Their blood is sludgy black ichor: drying into a bubbly, shiny crust.

N.R.H. infantry wear a camouflage pattern styled after US M81 woodland, with the addition of another splotch type (red, like Swiss alpenflage). Petty Staters generally wear an imitation of the same, but sometimes without the red splotches. Construct gear trends towards gray or green polymers for weapons, and plain woodland green for fabric equipment like ammunition pouches. Petty Staters' less advanced weapons feature more exposed stamped steel.

Constructs wear nothing in the way of rank insignia, nor is the concept meaningful for them. TACOMs (i.e. signals units) tend to sport white and black checkerboard schemes on their communications hardware. Depending on the generation of procurement, uniforms will have a different variation of the Rygolic "AP" ("Arche Rygolike") ligature.



ARMOR NOTES

Rygolic vehicles are painted a uniform, drab green. Vertical red stripes on both sides of the vehicle are provided for quick identification. Constructs have no use for these stripes; it is for the sake of Petty Staters and other human allies. The manipulator arm attached to one side of the vehicle is typically covered in gray or green fabric. As with infantry, the AP sigil appears as a mark of allegiance.

Black Rygolic script (“bar codes” in Petty Stater parlance) marks vehicles in different places. These are factory stamps, indicating the origin of the vehicle and its history of upgrades and repairs done.

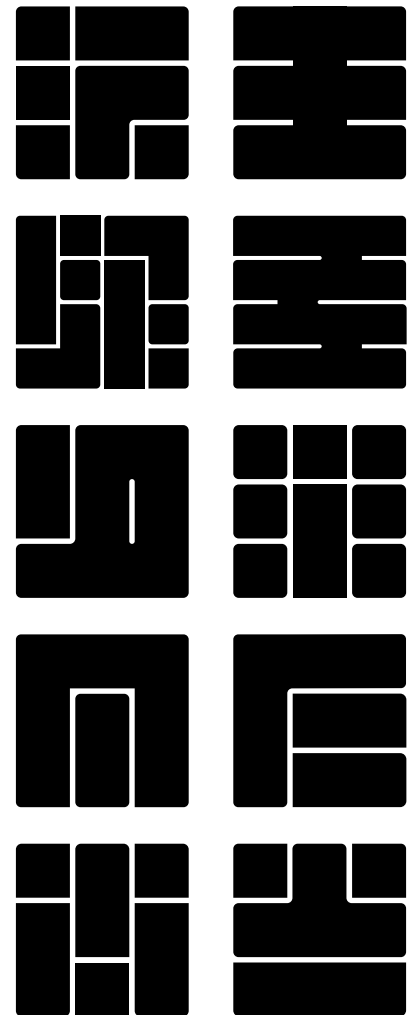
As vehicles share the same brains as their infantry counterparts, they can obtain similarly developed personalities over time. Small decorative marks or items of interest (kill marks, hats, interesting branches, shop signs) are frequently self-applied by older vehicles using their manipulator arm.

AIRCRAFT NOTES

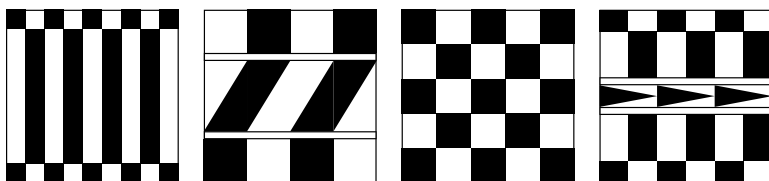
Rygolic aircraft are a stark white all over: think the early Space Shuttle and other NASA spacecraft. Occasional structural elements are silver, and the same red stripes as on vehicles are used for accentuation. Ligature variants as on infantry platforms may be noticed on the fuselage.

Rotary-wing aircraft and utility rockets follow the vehicular scheme, with all-over drab green and red accents. Rockets tend to sport black and white checkerboarding or stripes on their midsections.

Common Stamps



Common Stripes & Checkerboards







** Special thanks to Briggs on Discord and @morgrim.the.tidy on Instagram for the lovely models.*

It appeared naked.

That's the wrong word, but it was naked. Nakedness carries a notion of vulgarity. This construct was merely unclothed.

Their bodies are featureless in the parts which were not designed to be seen. Witnessed in fatigues, as it is meant to be, the mannishness of the Legionnaire's face feels appropriate. When naked, it is disgusting; their body is a human's out of focus, sexless, indistinct, and misconstrued. Any man, even a tough man, who is unfamiliar with autopsy tapes will find himself seizing at the first sight of a naked Legionnaire. You know it, you've done it yourself. Squirming, making vulnerable gestures. Turning his head, covering his neck, crossing his legs. "There is something wrong," the mind says. "He is not finished. Someone mutilated him." Clear your mind of the antenna maiden, the bare-chested matriarch of the Heralds, as she is preserved in our museums. She has gone the way of the treadmill crane and water-clock. The Herald's image was constructed to provoke the passion which makes men brutal; the Legionnaire is a satire of that brutality.

The construct had walked towards us from out of the forest, gangling and doll-like. Nearly out of fuel. It carried its weight awkwardly, in a pained, topheavy manner, for it was particularly emaciated, moreso than even the capsule soldiers. It seemed that the very carriage of its own head was a tax upon its spine. It had lost its clothes and left them wherever they had gone, but according to some old directive, it was nevertheless compelled to retrieve its essential equipment. A spindly, disintegrating cobweb of nylon dangled over its shoulders, unsecured from its stomach. A dirty, clouded torch was attached to the webbing's right strap. A thigh holster had been tied like a garrote around its bony leg. It was not armed, but it appeared to have something stuffed in each and every one of its pouches.

The Legionnaire peered at us with the same dangerous impassivity as if it was about to kill. Our whole patrol was staring back with its guns out, mesmerized, frozen—I told them not to shoot. We looked at each other for a while. The construct didn't talk, but there was something in its eyes.

Aart, the youngest signer, was horrified. He turned to me, but he didn't have the nerve to speak. I approved him with a nod to break the silence.

"Does this mean we're winning?" he asked.

I didn't know what to say, so I said what I should have the second we saw it. "Go ahead. Shoot him."

The construct did not react. Tremulously, Aart did so.

Afterwards we inspected the body, and one-by-one pulled the pristine things out of its pouches: a rolled-up forage cap, a tin frame with no picture, an engagement ring, a Hanck Steel action figure. Band-aids, Q-tips, and a Ploughman carton missing one cigarette.

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

By Order of the Ministry of Defense:

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General Staff of the Federal States-Army*

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