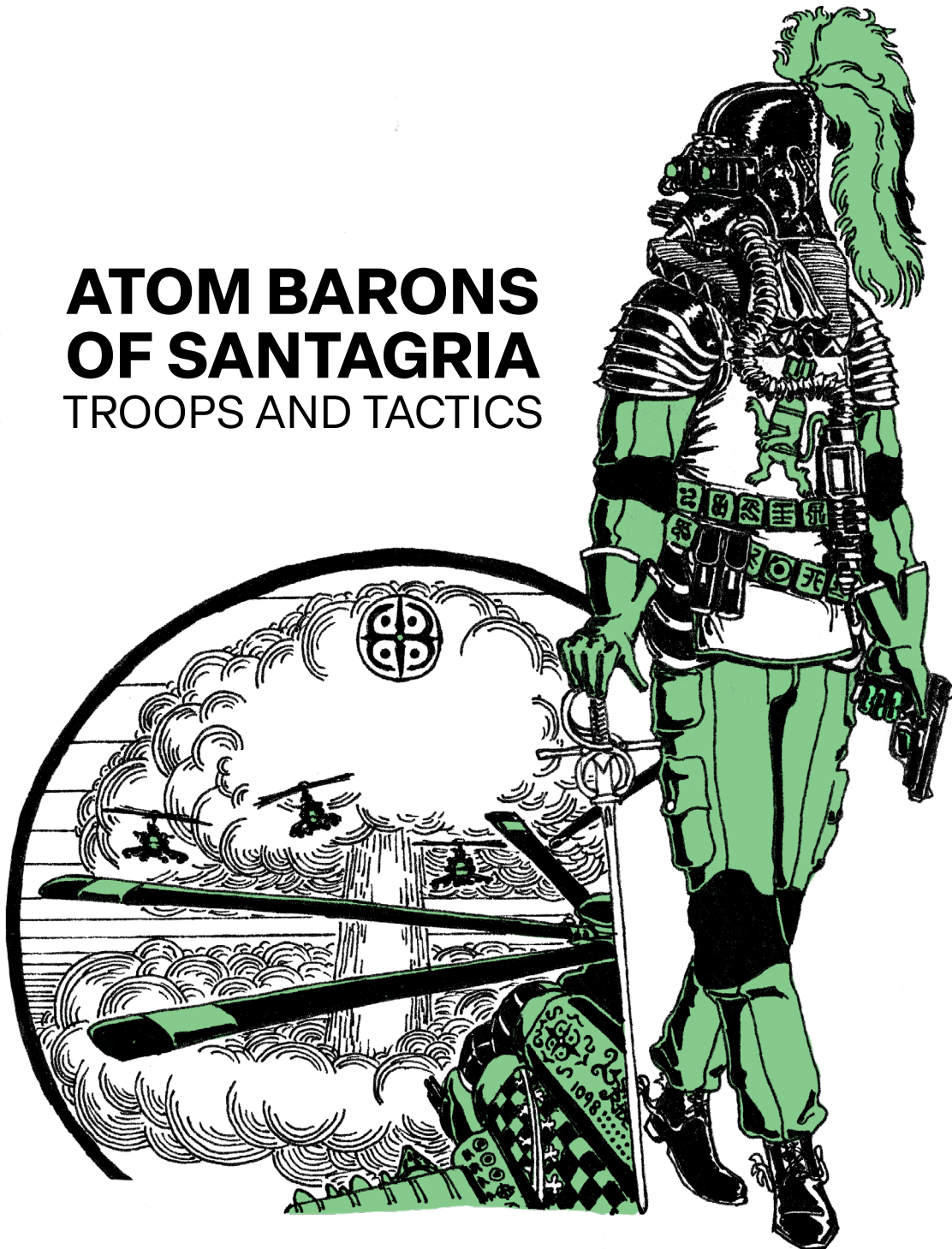
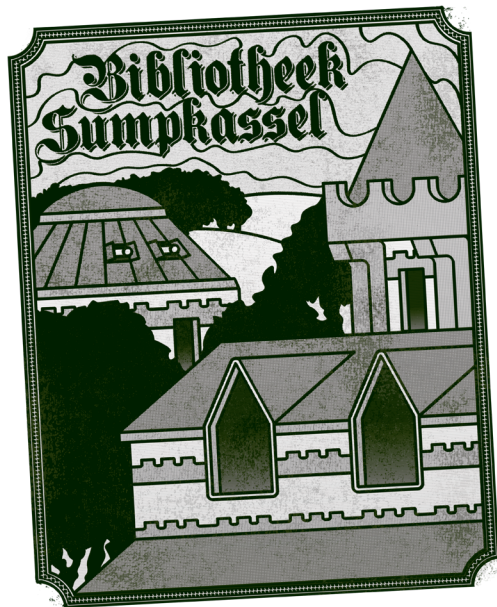


ATOM BARONS OF SANTAGRIA

TROOPS AND TACTICS



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

Atom Barons of Santagria: *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 100-3-8X (The New Rygolic Host: 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 100-4-8X, describes the known elements of the Atom Barons of Santagria. Used together, they form a thorough reference on any challenges 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 Santagrine ground and air forces: their abilities, strengths, weaknesses, and general availability to a commander. The Main Threats Directorate at the Dreafort Military Development Center, Langport, Vansa, updates these manuals periodically to provide the most current unclassified information available.

* This manual supersedes FM 100-4-8X Edition 0.8, 08/24/83.

Contents

CHAPTER	1. Overview	1 -1
	2. TACOMs	2 -1
	3. Infantry	3 -1
	Line Squads	3 -2
	Weapon Teams	3 -5
	Special	3 -11
	4. Vehicles & Towed Guns	4 -1
	Logistics	4 -2
	Personnel Carriers	4 -4
	Armor	4 -6
	Fire Support	4 -14
	Special	4 -20
	5. Aircraft	5 -1
	Helicopters	5 -2
	Planes	5 -11
	6. Emplacements	6 -1
	7. Scenario Units	7 -1
	A. Army Special Rules	A -1
APPENDIX	B. Building an Army List	B -1
	C. Quick Unit Reference	C -1
	D. Painting Guide	D -1

CHAPTER 1 OVERVIEW

The former nation of Santagria, once the seat of a Commonwealth, is now a warzone. Following its dissolution in atomic fire, its landed nobility have abandoned all pretenses of cooperation in favor of individual ambitions. Their politically and topologically disjointed lands occupy southwestern Oid, south of the Rygolic Petty States and far west of the Intermarine Federation.

Armies of the Atom Barons of Santagria (A.B.S.) are what a baron may muster by the strength of his personality; like their arsenals, they are cobbled from available resources according to need rather than any cohesive doctrine. The stratification of post-nuclear Santagrine society is reflected in their forces' compositions. Archaically-armed common levies, drawn from groundling villages, are sharply contrasted by the artful opulence of the airborne nobility.

A wide variety of old veterans, yeoman-professionals, religious cultists and wandering cutthroats situationally bolster these basic elements. No two Santagrine armies are the same in any respect.

Regardless of their station, Santagrines are great lovers of glory and story. Even in the face of comparatively modern enemy forces, baronial troops display a defiant resilience. The warrior-nobility, mounted on heavy attack helicopters and fixed-wing aircraft, prefer to lead their forces "from the saddle" and in person.

Above all else, Santagrines are dangerous because of their unpredictability. Without doctrine or fear for their lives, fighting baronial forces is an exercise in threat assessment. This field manual will only attempt to classify recognized Santagrine troops; be on your guard.

FACTIONAL STRENGTH:

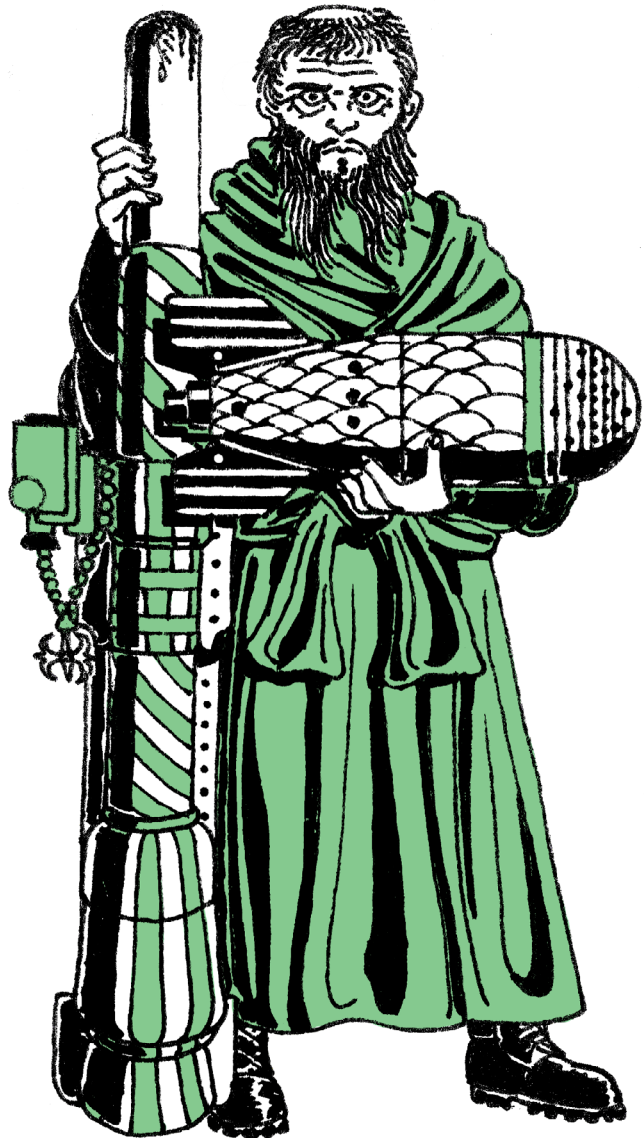
Superb aircraft, durable leviathans and tercios.

FACTIONAL QUIRK:

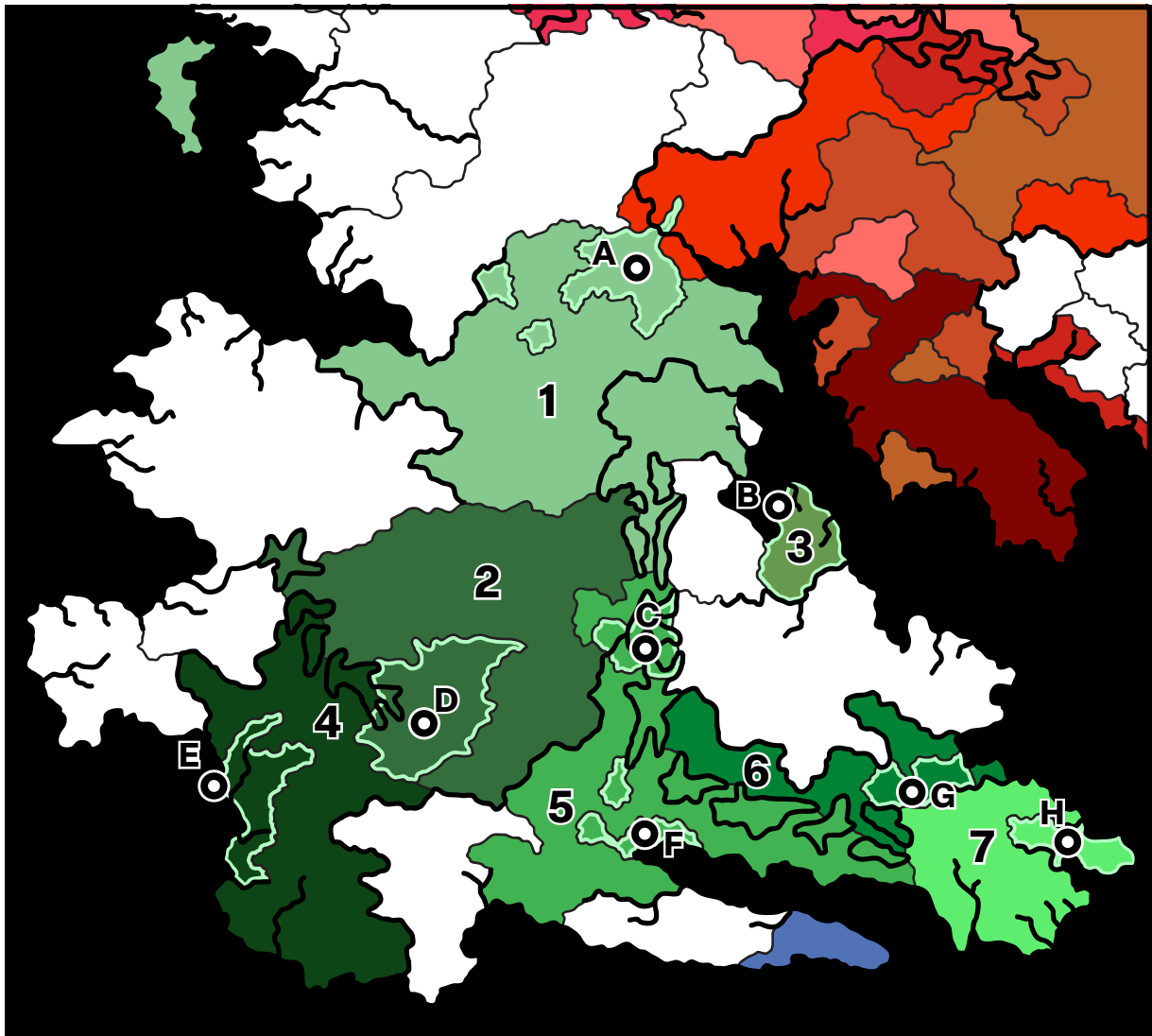
Many specialized or unconventional units.

FACTIONAL WEAKNESS:

Poor command and antiquated ground troops.



GEOPOLITICAL REGIONS AND MAJOR BARONS OF SANTAGRIA



CULTURAL REGIONS:

1 - Tierra Regada
4 - Alzarre
7 - Sovacosta

2 - Los Cortezza
5 - Alqitatia*

3 - Cuerno de Heuchevéjo
6 - Valle de Rio Sangra

MAJOR BARONIES:

A - Zarój
D - Piña y Garnise
G - Burro de Vapoire

B - Gascão
E - Solivistía-en-la-Playa
H - Elchorro

C - Navarro
F - Piedra del Gato

* Colloquially known as the "Great Glass Dunes" following atomic desertification.

CHAPTER 2
TACOMS

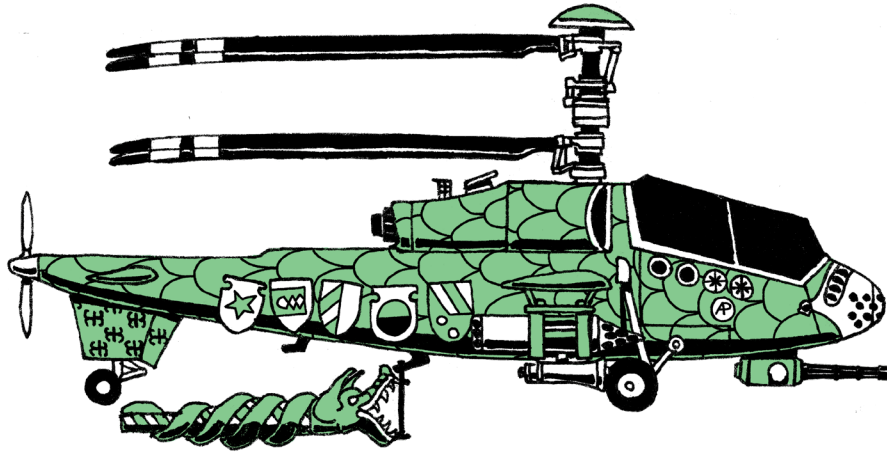
Santagrine commanders, whether in their post by rightful heritage, their lord’s will, or merely their skill at arms, are expected to lead from the front and by example. With a varied and crude communications infrastructure, they are often limited to commanding their varied troops by physically guiding them; this, and family honor, explains the elaborate and striking heraldic liveries painted on noble command helicopters.

As a rule of thumb, barons and their families never fight dismounted unless they have to. Almost all prefer aircraft with which to oversee the battle and identify themselves to friend and foe alike. Exceptions are made for exceptionally well-armored and fashionable tanks, such as the rare, indigenously designed “Castellan” main battle tank; such command vehicles may also be fielded by yeoman officers and certain reputable mercenary captains.

TACOMS

PEG.123-AC “GRAF” - COMMAND HELICOPTER	0 pts / 2-2
UNI.28-AC “DON” - COMMAND GUNSHIP	25 pts / 2-3
VBD.127-AC “CASTELLAN” - COMMAND MAIN BATTLE TANK	40 pts / 2-4

PEG.123-AC "GRAF"



TYPE: COMMAND HELICOPTER

REMARKS

Variation of the PEG.123 series light attack helicopter. The typical personal mount of second sons, lesser family members, and heirs-in-training. Often observed in garrison units or leading raiding parties.

The Graf's "pusher-prop" configuration grants it excellent agility and a high top speed. Its airframe is only armored around its frontal arc.

Primary armament is the standard Lerna 15-lber (55mm) rocket pod and a single SUR-4 air-to-air missile mounted on opposite sides of the fuselage. A .305 (7.76mm) caliber minigun in a flexible chin mount provides effective antipersonnel firepower.

Mounted to the wing hardpoints is a powerful loudspeaker array, audible at long range. This system is used to command and rally troops without radios and to issue challenges to specific enemies.

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

PEG.123-AC "GRAF" - 0 pts

COMMAND HELICOPTER

Air, H1, S32", M36", Q4, T2/1/1, C2
Brigade (4, 16"), Decoy Protection (1), NBC

MhM-76 .305 Minigun

All, R12", A4+/5+, S1/1+, D4, *Turret*

Lerna 15-lbr Rocket Pod

Inf/Vec, R22", A6+/5+, S4/4, D4,
Ammo 1, *Strafing, Slow Round*

SUR-4 127mm Air-to-Air Missile

Air, R60", A3+/3+, S6/6, D1, Ammo 1,
Air-Filling, Guided Missile (1), Homing

120dB Megaphone Array

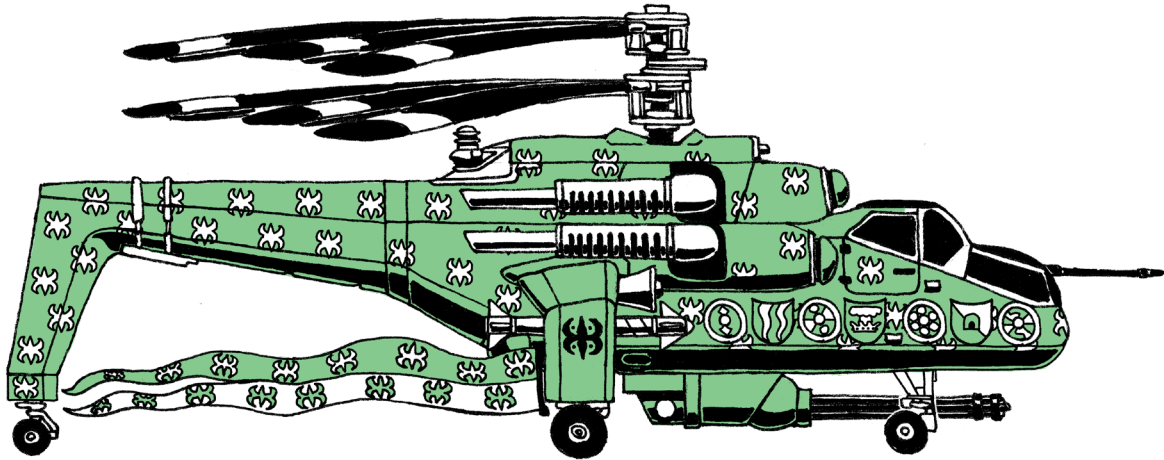
Inf/Vec, R16", A++/++, D1, *Rally, Turret*

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

My lord raised me up, so he is as my second father; but so I'll always be as a second son.

- Don Rinaldo Vélez, Sworn Rotor to Baron Menaute de Piña y Garnise

UNI.28-AC "DON"



TYPE: COMMAND GUNSHIP

REMARKS

Command variant of the renowned UNI.28 heavy attack helicopter. The mount of a noble commander of esteem, and decorated appropriately with family heraldry, national regalia, and towed banners.

Primary armament is the Allant 1.8-lber (25mm) rotary cannon: the "Sword of the New Knight", mounted in an underbelly gun pod. The Allant is effective against ground and air targets alike, although ammo-hungry. Against Santagrine opponents, it is the only acceptable weapon. Against foreigners, wing-mounted 127mm air-to-air missiles provide effective firepower against all forms of flying target.

Mounted to the wing hardpoints is a powerful loudspeaker array, audible at long range. This system is used to command and rally troops without radios and to issue challenges to specific enemies.

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

UNI.28-AC "DON" - 25 pts

COMMAND GUNSHIP

Air, H2, S32", M24", Q4, T4/3/3, C3
Brigade (3, 12"), Leviathan (2), NBC

Allant 1.8-lber Rotary Cannon

All, R32", A4+/4+, S4/6, D3, Ammo 3

SUR-4 127mm Air-to-Air Missile

Air, R60", A3+/3+, S6/6, D1, Ammo 2,
*Air-Filling, Guided Missile (1),
Homing*

120dB Megaphone Array

Inf/Vec, R16", A++/++, D1,
Rally, Turret

*"...He gave his mount full throttle, crying,
'Gentlemen, strike home,
don't falter; death is lighter than a yoke in
foreign drome.
The spoils' glint in double-flash betake the
mighty soul!
His beating steed then wheeled at them apace
the drummer's roll..."*

- Cantar de Rampo Guerrero, Canto II.39-42

SUPPLEMENTAL FILES

I.

“All of this for a woman,” Próspero sighed. His grumbling was unmistakable, even swaddled in the fuzz and feedback of the intercom. He sat ahead in his own canopied compartment, as was typical of a marshal in attendance to an armiger.

Eladio, Son of Álvaro and Esteemed Knight of Baron Basurto and the Order of the Ochre Garland, had heard him but offered no reply. Próspero had said this same thing a dozen times already. Bitching, after all, was one of the four great pastimes of choice for old serjeants. That, meticulous grooming, throaty song, and the smoking of imported tobacco.

Warmth finally crept into the veins and capillaries of their venerable steed. The hydraulics, in their own coy way, suggested their functionality, as did the oil, from one among many brass-housed gauges. The panels seethed scarlet in affirmation, bright enough to sear Eladio’s retinas.

Throttle up. The beast’s reply was positive. The rotor blades above their heads spun - alloy swords whipping stars. The engine bayed, and soon they’d be aloft, where matters would be decided in the Santagrine fashion. La justa y el jaleo.

They were astride a tricky old gunship. It was a family heirloom commissioned by Eladio’s grandfather, festooned with talismanic relics from Eladio’s great-grandfather’s biplane. It was old aluminum bonded to even older brass, gold, canvas, leather, and ivory. It was a classic destrier, a dragon, a carrier of killers and a killer itself. But it was old.

For a long time now, the machine had been second-best, relegated to bending an adolescent Eladio to modern equestrianism. It was now first best, and the second son of Álvaro was now the only son. Bearing these realities often made Eladio grit and grind his teeth until they threatened to shatter.

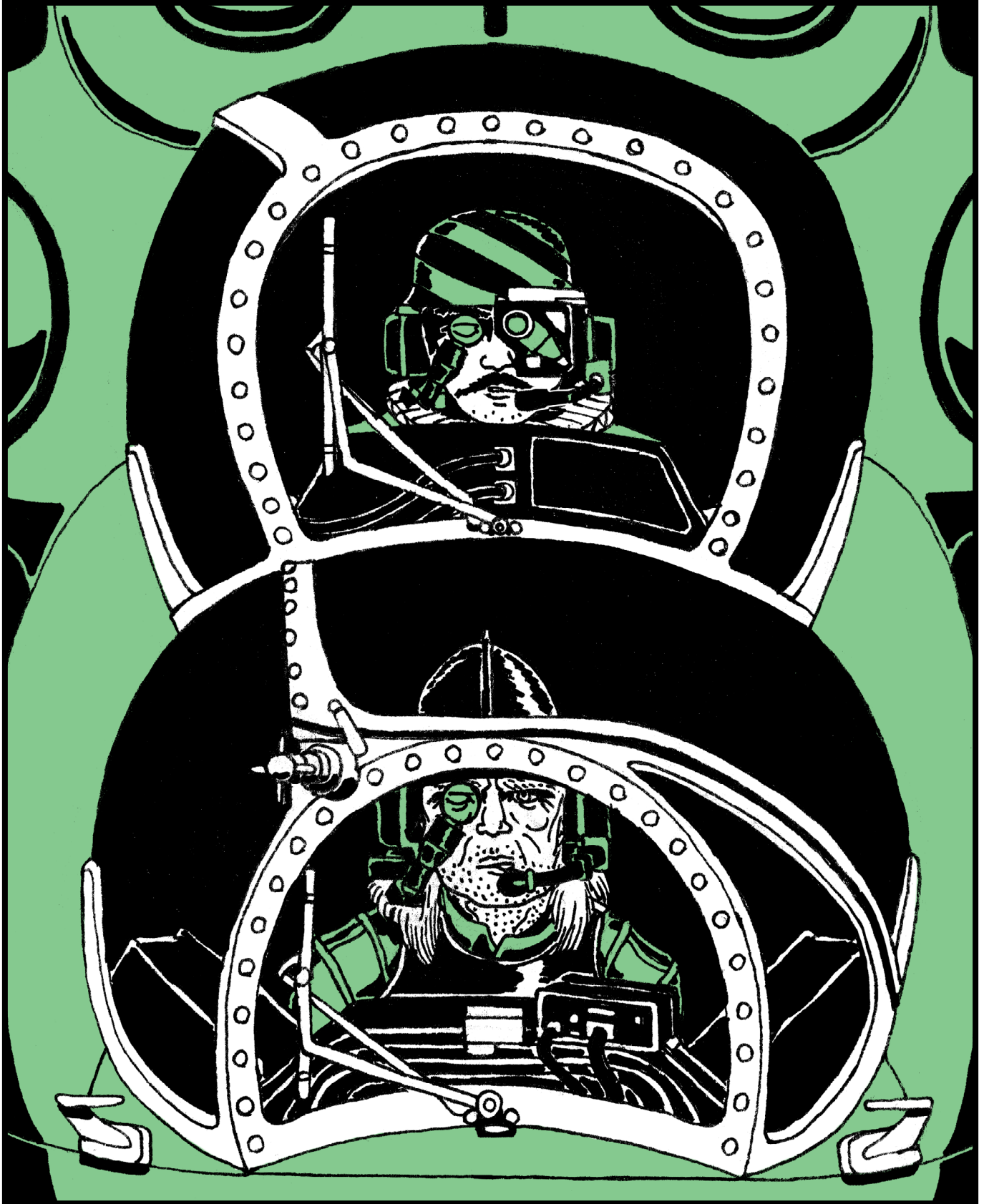
Now, all their household’s fortunes were forced into wager. The young, untested knight and his painted, shuddering nursemaid flirted with disaster, and Próspero was along for the ride.

“When we land, I’m checking to make sure you didn’t piss yourself. I’ll beat your ass if you’ve got wet trousers,” Próspero cackled.

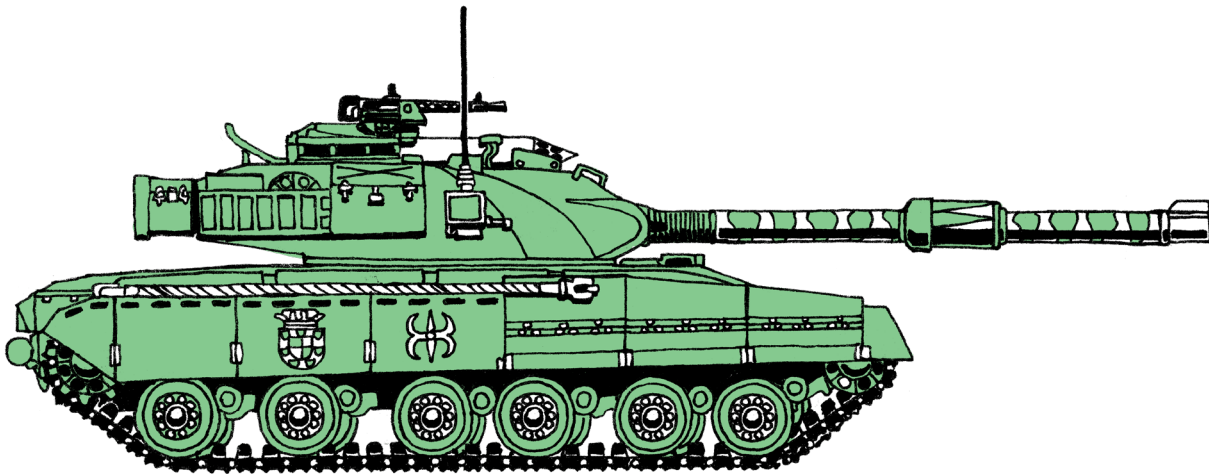
One time. One ungentlemanly indiscretion on Eladio’s part twelve years ago - during a stall recovery, no less - and he’d never be allowed to forget. Not at least until Próspero was dead and buried. The old man was trying to get a rise out of him and he knew it. He wanted to clarify Eladio towards the righteous wrath a gentleman ought to feel as he went into the tilt. Eladio was too busy contending with switches and dials to answer. That empowering fury eluded him.

Another minute passed. Very soon now.

Eladio reached to the gauzy scarf cinched around his left arm. It was brazen orange and sanguine striated against his dun flight suit. The knot was tight.



VBD.127-DB "CASTELLAN"



TYPE: COMMAND MAIN BATTLE TANK

REMARKS

New-production main battle tank. Still only a paper project at the time of the nuclear war, the Castellan was intended to match or exceed Federal main battle tanks. It has since seen very limited production by the guilds of the Free City, becoming a luxury mount for landed nobles, senior yeomen, and senior officers of tanksknecht companies.

Primary armament is the Sb.98 55-lber (120mm) rifled gun, fitted with a modern fire control system and gun stabilizer. Some of its theoretical accuracy is lost by the customary behavior of Santagrine officers: pride and honor is staked on extremely fast, independent gunnery, lasing and firing as soon as the gun is on target.

Secondary armaments consist of a coaxial rifle caliber machine gun and a roof-mounted Lerna 15-lber (55mm) rocket pod.

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

VBD.127-DB "CASTELLAN" - 40 pts

COMMAND MAIN BATTLE TANK

Vec, H2, S32", M8", Q4, T16/7/5, C4
Brigade (2, 8"), NBC

Whenever this unit scores a kill on an enemy vehicle, it may Rally a friendly unit within 8".

MhL-42 .305 MG

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

Sb.98 55-lber Gun

R40", A3+/3+, D1, Ammo 4,
No CC (Inf.), Thermal Sights, Turret

→ 55-lb. APDS

Vec, S14/21

→ 55-lb. HESH

Inf/Vec, S9/4, *Shaped Charge,*
Slow Round

Lerna 15-lber Rocket Pod

Inf/Vec, R22", A4+/5+, S4/4, D4,
Ammo 1, *No CC (Inf.), Slow Round,*
Turret

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

CHAPTER 3 INFANTRY

Santagrine infantry typically consist of levied militiamen (“groundlings”) drawn from the rural population. Armed only with the weapons available to them, and without any formal military training or logistics, they are unlikely to succeed on their own. Groundling militias compensate for their weakness with massed platoon formations romantically termed “tercios”: attacking as one unit, relying on numbers and inertia to roll over the enemy.

The few remaining professional infantry of Santagria are divided between military yeomanry, noble pages, and certain unusual martial orders. These specialists bolster the groundling mass on an irregular basis.

LINE SQUADS

SANTAGRINE MILITIA - MILITIA SQUAD	5 pts / 3-2
MOUNTED SERJEANTS - CAVALRY TROOP	10 pts / 3-3
YEOMAN PARAS - PARATROOPER SQUAD	15 pts / 3-4

WEAPON TEAMS

VOLLEY TEAM - ANTI-PERSONNEL TEAM	5 pts / 3-5
LIGHT GUN TEAM - ANTI-TANK TEAM	5 pts / 3-6
GRENADIER TEAM- SHOCK TEAM	10 pts / 3-7
MACHINE GUN TEAM - ANTI-PERSONNEL TEAM	10 pts / 3-8
BOMBARD TEAM - SUPPRESSION TEAM	15 pts / 3-10

SPECIAL

GROUNDSMEN - SNIPER TEAM	10 pts / 3-11
PAGES - FORWARD AIR CONTROL TEAM	10 pts / 3-12
BLACK FANGS - COMMANDO TEAM	20 pts / 3-13
ATOMIC PILGRIMS - NUCLEAR WEAPONS TEAM	60 pts / 3-14

SANTAGRINE MILITIA



SANTAGRINE MILITIA - 5 pts
MILITIA SQUAD

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

Bolt Action Rifle, various make & caliber
All, R10", A5+/5+, S1/1+, D1,
Small Arm

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

TYPE: MILITIA SQUAD

REMARKS

Common levy infantry drawn from the drome villages dotting the more coherent parts of the surviving countryside. In peace-time they function as law enforcement, hunting parties, and aerodrome guards. Inferior training; equipment is personally owned.

Typical small arms are surplus bolt-action rifles taken from prewar stocks. Support weapons are not intermixed into rifle squads. A ubiquitous pre-war civilian chemical suit, decorated and irregularly up-armored, serves as their only "uniform" once daubed in baronial colors.

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

In the warmth of the first spring after the War, His Highness set aside his military rank and bade farewell to his old commander. Thenceforth, in that first great reflowering of chivalry, he resolved to carry himself as a knight, as was his right by blood.

Before his close friends, His Highness swore a crater oath to restore the coronet of Piña y Garnise, and to crown himself either with gold or lead. With great joy and honor he climbed into the cockpit of his gunship and set off to justly raise a brave and righteous army from the lands of his descendancy.

- Anonymous, "Chronicle of the Ascendancy of the Baron Menaute de Piña y Garnise"

In the year after the grand war I met for the first time my lord the Baron as I stood in my yard. Not since the uprooting of the textile factory had there been sufficient employment for young men as myself; and so when the gunship loomed over, and called for brave men to follow, I put down my bottle and took up a rifle. Thereafter I resolved to serve this noble lord and also to get rich.

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

MOUNTED SERJEANTS



MOUNTED SERJEANTS - 10 pts
CAVALRY TROOP

Inf (S), H2, S24", M8", Q2, T1/1/1-
Fearless, NBC

May not embark or desant.

Cavalry Carbine, local manufacture

All, R8", A5+/5+, S1/1+, D1,
Small Arm

18-oz. Lance Mine

Vec, R0", A1+/1+, S6/1, D1, Ammo 2,
Melee, Shaped Charge

Heirloom Backsword

Inf, R0", A1+/1+, S1/1, D2, *Melee*

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

TYPE: CAVALRY TROOP

REMARKS

Veteran mounted raiders and skirmishers drawn from the nomadic clans of the glass dunes. Typically signed on with baronial forces as "reliable" auxiliaries and scouts. Most are former or moonlighting banditry with an unsavory reputation. Consciously imitating the horsemanship of their chivalric ancestors, they're charge-happy even under fire.

As with drome village militiamen their arms are family heirlooms mixed with military surplus protective equipment. Custom cavalry carbines and backswords are typically worn. The bravest nomads carry couched lunge mines in the fashion of antique lances.

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

My mount's steel-shod hooves thunder over the stony earth. Bullets sing; a machine-gun provides their metronome. Speed—speed—the man on my right, my dear friend, is hit—he's carried into the whirling legs of his horse—have I been shot?

Men in my comic books always thought in clear sentences, even in split-seconds of danger. This is nothing like that. A thousand little motes of panic and glee rattle in my head like it's full of gravel. If I live I'll have time to put them into words. If I live.

A tank erupts into my tunnel-vision. It's so close, death is radiating from its skin. I'm swinging the head of my mount to the left, raising my lance. The shock of the blast is in my ribcage. I am filled with joy at the pain—the shrapnel wounds are just garlands.

- Anonymous

YEOMAN PARAS



YEOMAN PARAS - 15 pts
PARATROOPER SQUAD

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

MhL-48 .455 SMG

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

Hi-25 2.5-lber Spigot Mortar

Inf/Vec, R6", A3+/5+, S7/1+, D1,
Ammo 3, *Light Indirect (0), Shaped Charge, Small Arm, Slow Round*

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

TYPE: PARATROOPER SQUAD

REMARKS

The successors of the pre-war Army of the Commonwealth: hard-nosed, soberly decorated, well-drilled paratroopers permanently retained by baronial estates. Airborne raids between floating islands typically feature yeoman landing operations to seize air defense emplacements, take familial hostages and ransack the area for whatever loot that can be found.

Their standard arm, derived from prewar regulation, is the MhL-48 submachine gun in .455 Short (11.55mm). One "bombardier" per squad carries a 2.5-lber (83mm) spigot mortar capable of either direct or indirect fire at short range.

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

On the floating island of Domingo Apallua, His Highness found the aerodrome from whence he had once flown as a pilot of the Old Army, and marveled at where the end of the runway had split clean from the earth.

Posted in the aerodrome was a company of yeoman soldiers. And though they had not been paid in months, they continued to clean their weapons with care.

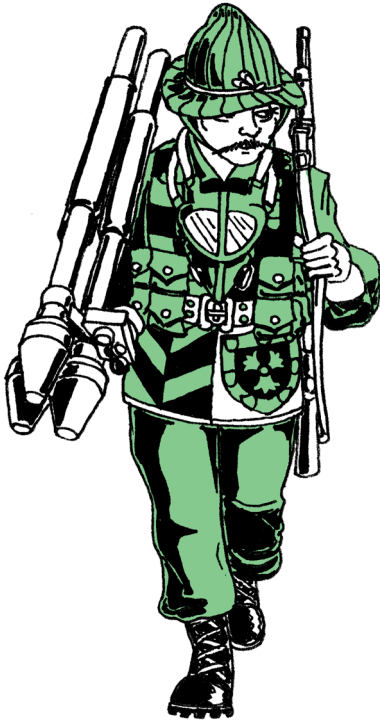
His Highness entreated them, and said: "Will you swear your loyalty to me, and help the coronet of Piña y Garnise return to its rightful brow?"

And the yeomen replied: "No, sir, we won't swear an oath to a Baron. We have already given our loyalty to the Army."

But His Highness smiled, and put on his old major's stars. And the yeomen said: "Now we may be loyal to you."

- Anonymous, "Chronicle of the Ascendancy of the Baron Menaute de Piña y Garnise"

VOLLEY TEAM



TYPE: ANTI-TANK TEAM

REMARKS

One of the few weapons still available from the largely-plundered government armories, the obsolete “Bajante” RPG offers little utility against modern armored targets. A uniquely Santagrine solution is to mount three stripped-down Bajantes into a singular stagger-firing launcher sharing a common trigger group. This configuration is referred to by its levied bearers as the “Tricorne”.

Tricorne volleys, while still low-yield, can punch through light armor or fortifications with successive impacts. Hit probability is also significantly improved, compensating for the individual rounds’ low velocity and suspect accuracy.

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

VOLLEY TEAM - 5 pts

ANTI-TANK TEAM

Inf, H1, S16”, M4”, Q1, T1-/1-/1-

NBC, Tercio

Bolt Action Rifle, various make & caliber

All, R10”, A5+/5+, S1/1+, D1,
Small Arm

“Tricorne” Triple RPG, improvised

Inf/Vec, R8”, A5+/6+, S5/1, D3,
Ammo 2, *Shaped Charge,*
Small Arm, Slow Round

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

*I’m a poor boy of Santagria,
And my mother would sing of the past
When her people lived as a family
And their children were fed to the last.*

*How I miss that old Santagria!
Where the name of my father was known,
Where his steed had flown, Santagria,
All I’ve known, Santagria, my home!*

*Santagria, I dream of your deserts
And their dunes sprung with flowers anew,
When the Saints in their fields are arisen,
I am sure that my dream will come true.*

*How I miss that old Santagria!
Where the girls held their tresses in veils,
Where the flowers grew, Santagria,
When I’m back, Santagria, I’ll hail!*

*From the western range of the martlet
To the dragon’s clutch in the east,
I have marched in the arms of my brothers
Singing songs of the long-coming peace.*

*How I miss that old Santagria!
For the love of your memory, I cry.
I was born to you, Santagria,
And for you, Santagria, I’ll die!*

- Anonymous



LIGHT GUN TEAM

LIGHT GUN TEAM - 5 pts
ANTI-TANK TEAM

Inf, H1, S24", M4", Q1, T1/1-/1-NBC

Rh-49 .305 Self-cycling Rifle

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

Sb.1 1-lber Gun

Inf/Vec, R24", A5+/xx, S14/2, D1,
Ammo 3, Defensive CC,
Shaped Charge, Slow Round

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

TYPE: ANTI-TANK TEAM

REMARKS

Anti-tank weapons team armed with the Sb.1, an antiquated 1-lber (37mm) infantry gun. Essentially a miniature artillery piece, including a recoil mechanism and semi-automatic breech. Readily affordable by levied troops due to its obsolescence.

In modern service, the Sb.1 is loaded with a 21-lber (160mm) overbore HEAT shell. Fired by a blank cartridge, like a rifle grenade, this projectile is further boosted by a rocket motor in its base. Its accuracy is subpar due to the high launch recoil and poor projectile aerodynamics. This is generally offset by weight of fire.

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

Now His Highness flew over the country of his descendancy, and by his gunship's loud-speakers he called up a levy of the poor, who followed the beat of his rotors until night. In the light of the moons they lit a beacon before their camp for his safe landing.

In the morning, His Highness reviewed his men. They wore their civilian respirators and carried the rifles and pistols of their fathers, if any weapon. Seeing that his men were poorly armed, His Highness flew to the scarred armory at Aradiz, and with his wheels near to the ground he blew open its doors with a rocket.

Now the men complained; they said: "My Lord Baron, no-one has plundered this place for good reason; these old cannons are worthless. We would not hang clothes on them."

So said His Highness: "Yesterday you had no cannons; today you have bad ones. Tomorrow you will have tanks."

- Anonymous, "Chronicle of the Ascendancy of the Baron Menaute de Piña y Garnise"

GRENADIER TEAM



TYPE: SHOCK TEAM

REMARKS

The vanguard of a groundling tercio, or “forlorn hope”, is charged with leading the assault and covering the more vulnerable infantry following them. In keeping with chivalric sensibilities, the heavy body armor worn for such tasks is usually either upgraded heirloom cuirasses or modern artisanal reproductions fit to the task.

Typical armament is an Engram machine pistol, carried and fired off the sling, and a pair of single-shot, sawn-off grenade launcher “pistols”, of which the prewar S-5 is the most favored pattern. Explosive and smoke shells are carried to flush out enemies or create cover for allies.

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

GRENADIER TEAM - 10 pts
SHOCK TEAM

Inf, H1, S16”, M4”, Q2, T2/1+/1+
NBC, Tercio

Engram .32 Machine Pistol

All, R2”, A5+/5+, S1-/1-, D2,
Small Arm

S-5 40mm Grenade Pistol, sawn off

R6”, D1, Ammo 4, *Small Arm*

→ **40mm HE**

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

→ **40mm Smoke**

Gnd, A++/++, *No CC, Smoke (2”)*

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

In the campaign against the city of Moncena I fought as a mere footman, as I had yet to demonstrate to my lord the Baron any cause for special recognition. Before the city the Moncenaites had thrown up a great many redoubts upon the mountains and in the defiles; and so attempted to frustrate our advance until they could curry relief from their allies.

Our leading men were then armed with grenades, both ones that burst and made smoke, and wore heavy chests of good armor. With these they manfully stood in the sight of the enemy and rooted out his machine-gunners from their foxholes. At the sight of this, we poor fellow-soldiers were emboldened, and raised up a cheer for our lord and our coin-purses, and seized the redoubts with the stocks of our rifles.

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

MACHINE GUN TEAM



MACHINE GUN TEAM - 10 pts
ANTI-PERSONNEL TEAM

Inf, H1, S16", M4", Q2, T1/1-/1-
NBC, Tercio

Rh-49 .305 Self-cycling Rifle

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

Depredador Cortes .455 MG

All, R14", A4+/xx, S1+/2, D2,
Defensive CC

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

TYPE: ANTI-PERSONNEL TEAM

REMARKS

A staple of static drome village airfield defenses, the powerful "Depredador Cortes" machine gun straddles the line between rifle-caliber support weapons and true heavy machine guns with its long .455 (11.55mm) cartridge. Dismounted from their static nests and pillboxes, they are routinely used for groundling tercios' fire support.

With extreme service life and periods of long storage, most .455 machine guns now in service are questionably refitted by rural armorers. A common solution for missing bipods is a wooden monopod, enabling the weapon to be propped and fired in the style of an archaic heavy musket or wall gun.

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

Now the lobisomem drew very near to our defensive line, and we could see their gold eyes aglow in the dark, and hear their jaws popping over the chatter of their guns. Such things cannot be believed, but only seen. Ramon, who had the machine gun, stopped shooting. And I saw that he had been shot in the top of the head and that the bullet had carried away some of his brain.

I could not mourn him then, for then I would soon have cause to mourn myself. I picked up the machine gun. Just as I had brought it to my hip a wolf rushed out of the night and sought to set his teeth in me. I sawed him almost in half, and then set about doing it to his fellows. I gave them the whole belt, and they were repulsed with great cries of anger and pain. The sun rose, and we lived.

My lord the Baron was first made aware of my value to him from this act. But the thought of reward never crossed my mind that night. I feared that I would die, as did my friend. The machine gun was like a floating plank for a drowning man.

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



BOMBARD TEAM



TYPE: SUPPRESSION TEAM

REMARKS

Levied indirect fire support team, armed with a simple, expediently-manufactured spigot mortar (or “bombard”, in Santagrine parlance). Derived from wartime austerity, the bombard is neither particularly portable nor efficient. Typical munitions are improvised, featuring overbore shells with guncotton fillings.

Of infamous utility as an illumination and psychological round is the plutonium core—a product of the rich, long-mined Santagrine deposits of natural fissile ores of remarkable purity. Its radioactive glow, visible at great distances, often causes terror in even NBC-protected troops.

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

BOMBARD TEAM - 15 pts
SUPPRESSION TEAM

Inf, H1, S24”, M4”, Q2, T1-/1-/1-
 NBC

Rh-49 .305 Self-cycling Rifle

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

Hi-14 Three-Quarters Bombard

Gnd, R24”, D1, Ammo 4,
 Light Indirect (2), No CC

→ 26-lb HE

A4+/xx, S[D6], Air-filling,
 Radius (2”)

→ 14-lb Plutonium Core

A++/xx, Radius (4”)*

*Roll a D6 for each unit in the radius. If the result is above the unit’s Quality, it takes max pin, otherwise it takes one pin.

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

It’s the plutonium ammo that keeps me up. I’m no particle jockey, but I know what to look for. The blue glow, that snap-hum. Like nothing else. These aren’t star shells, nor a lacing job with waste materials. They’re using weapons-grade nuclear fuel.

That’s not to say the yokels that cast these things are doing a good job, or even that they could figure out the rest of the bomb. It’s the flagrant, childish waste that gets to me. The greatest riches of the earth—and they make party tricks out of it.

But I guess I can’t fault them for hating the would-be conquerors that’ve each come and gone. I know, at least, what we’d do with all those fissiles. Nothing I like to think about.

- Rayleigh Irving, Federal Intelligence

GROUNDSMEN



GROUNDSMEN - 10 pts
SNIPER TEAM

Inf, H1, S32", M5", Q3, T1/1-/1-
Fearless, NBC, Paratrooper, Sense (6"), Tercio

SMHH Combination Gun, .276 Barrel
All, R12", A3+/4+, S1/1+, D1, *Scoped, Small Arm*

12-gauge Slug Barrel
Inf/Vec, R6", A*, S1+/2, D1,
Underbarrel (SMHH)

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

TYPE: SNIPER TEAM

REMARKS

Retained huntsmen, game wardens, and groundskeepers of a baronial estate. Drawn from the best marksmen in his yeomanry, and expected to serve as snipers in support of airmobile operations.

Typical armament is the over-under SMHH "combination gun": an accurized bolt-action rifle with an integrated shotgun barrel. Slug loads offer potent close-in defense.

Many groundsman field their bloodhounds alongside them, trained to lie down under fire. Originally a practice intended to catch poachers on their lord's land, it has been extended against enemy troops as well.

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

A parable:

There lives, on the underside of a floating island, a groundsman. He's getting old; he once had the stripes of a corporal when that meant something. Every morning he climbs topside and guards a little preserve with his rifle and his dog. Then he goes back down, and in his house cut out of the suspended earth he sleeps.

The island is enviable; he never has the same master for long. Sometimes the island shakes with the fury of arms raging topside. He just takes the day off and naps. The next baron will still need him. He'll go to work; he'll be paid; he'll eat. Life will go on.

One evening the island is finally battered too much. It splits open. The mystery that kept it afloat goes away, and it becomes a big cloud of dirt, and a castle, and some radar stations—all falling ten thousand feet.

The groundsman wakes up. He fumbles for his parachute. But it's too late to follow the signs now, and the island lands on his head.

- Brother Torres

PAGES



TYPE: FORWARD AIR CONTROL TEAM

REMARKS

Sons and young retainers of noble pilots. Though the process of “earning one's spurs” differs across Santagria, most barons start their aspirants out of the cockpit: on the ground, as forward air controllers directing their masters' ground attack runs.

Common equipment includes manpacked coincidence rangefinders, radiotelephone sets, signal flares, and fine guild-produced small arms. The prewar AFME-42/58 automatic rifle, in the heavy .439 (11.15mm) caliber, is the typical basis for such quality copies. Very few originals exist, and fewer in working order.

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

PAGES - 10 pts

FORWARD AIR CONTROL TEAM

Inf, H1, S32”, M5”, Q2, T1/1-/1-

Fearless, NBC

May activate to call a plane mission during the Support Phase, replacing a friendly TACOM's turn.

AFME-42/58 .439 Automatic Rifle

All, R8”, A4+/6+, S1+/1+, D2, Small Arm

Coincidence Rangefinder, craft-produced

All, R32”, A++/xx, D1, Discreet, Designator

The AFME-42 proper was a failure. The pilots who got it wanted a survival rifle, not a pig.

So why the copies, the second life? The new knights forgot what it was like to use one. They wanted it because it used to hang in cockpits. It had flyboy's spirit.

- Rayleigh Irving, Federal Intelligence

At Colonna our column came under a thick barrage of “coalboxes” (as the men call the Federal shells), and if not for the sunken road we would have been as trimmed flat as the grass. It was here I saw the son of my lord the Baron, standing up with his eyes to his binoculars despite the roar of the falling thunder.

I ran to him and said: “My lord, you must lie down; the shells will leave nothing to bury.”

And he said: “I am afraid, Sebastian, but the men and my father are watching!”

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

BLACK FANGS



BLACK FANGS - 20 pts
COMMANDO TEAM

Inf, H1, S24", M4", Q4, T2/1+/1+
Assault Specialist, Fearless, NBC

LMG, various make & caliber

All, R10", A2+/3+, S1/1+, D2,
Small Arm

Lerna 15-lber Rocket Pod

Inf/Vec, R22", A4+/xx, S4/4, D4,
 Ammo 1, No CC (Inf.), *Slow Round*

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

TYPE: COMMANDO TEAM

REMARKS

Elite luparic commandos: the remnants of a historic order of berserker-janissaries. Once, the hand-raised attack dogs of their master barony; now, masterless drifters serving a variety of post-nuclear scions.

Black Fangs are physically and mentally conditioned from birth, channeling their racial bloodlust into a silent war-trance. Small arms wounds that are not immediately lethal are often simply ignored.

As some of the best ground troops available to a baron's retinue, Black Fangs are armed to the teeth—up to and including helicopter rocket pods, fired from the shoulder.

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

The lineage of these misbegotten "knights" runs long. Their first progenitors were taken from the forest, skinned with armor and given long steel claws, for use as terror-troops in our holdings in the Overseas. Formally, they were (and are) the Order of Saint Roisin; but I doubt even their masters, to whose wall-burnt shadows they now cry out to in the night, ever called them that.

They live in a fantasy, these monsters, hairless, pale brutes sprinkled with fine silver dust. That's fine; a good, fiery delusion is the right of any Santagrine. But it must be his own choice to get lost in it. His impossible dream must be his own.

The Black Fangs have been beaten in mind and body since the day they were whelped. Now they can't help but believe their own mystique—that knighthood is obedience, and that virtue lies in killing savagely on command, stopping suddenly when bidden—losing themselves in their task. Perhaps they would like to forget about themselves. An animated suit scarcely needs introspection, after all.

- Brother Torres

ATOMIC PILGRIMS



TYPE: NUCLEAR WEAPONS TEAM

REMARKS

Rare, special-purpose superheavy weapons team armed with the “Violet Mace” nuclear smoothbore recoilless gun. Although the prewar stockpile of Violet Mace rounds is almost entirely expended, the weapon sees continued use via “handloading”: filling empty training bomb casings with new cores of dubious quality. The Violet Mace’s kill probability against any ground targets inside 150 meters approaches 100%.

Most teams carry only one atomic bomb, and cannot expect resupply from common field logistics. They will stop for nothing to fire their single round at a priority target.

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

ATOMIC PILGRIMS - 60 pts
NUCLEAR WEAPONS TEAM

Inf, H1, S24”, M4”, Q4, T1-/1-/1-
Fearless, NBC

Engram .32 Machine Pistol

Inf, R2”, A5+/5+, S1-/1-, D2,
Small Arm

“Violet Mace” Recoilless Gun, Nuclear

Gnd, R24”, A++/xx, D1, Ammo 1,
Nuclear (1”-2”-6”)

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

There isn’t much truly left of Santagria before the War. Yes; there’s plenty written; and many men who lived then and still live. But the pulse, the living, breathing country—that is dead. Like a heart, interrupted for long enough, it will never restart. You can approximate it, make a good successor; but you’ll never have it back. A man born into the new world will never really know, in his heart, the old.

In those past days we pilgrims didn't wear habits, but uniforms; and we swore oaths not to the Chain Reaction but to king and country. Some people wish to preserve these ashes, or to dig even deeper into the past—to pull up the battered helmets of old horse soldiers and play at jousting. We reject these bone-piles. We maintain the fire: that holy fire, that remaking fire.

A man worships that which has power over everything else. The atom bomb remade Santagria; it is the new god—and so it is worthy of worship. I have seen the double flash up close; and it is beautiful.

- Brother Torres

CHAPTER 4 VEHICLES & TOWED GUNS

Santagrine armor generally consists of those vehicle patterns introduced before the end of the Thirty-Six Years' War: either drawn from surviving stockpiles or newly manufactured with surviving tooling and plans. Their mechanized support is charitably obsolete, but capable of holding its own through unorthodox armaments and a large pool of battle-hardened crews.

LOGISTICS

STEAM TRACTOR - PRIME MOVER	5 pts / 4-2
WAR WAGON - TOWED PERSONNEL CARRIER	5 pts / 4-3

PERSONNEL CARRIERS

CB.76 "MISÉRICORDE" - AIRMOBILE ASSAULT GUN	15 pts / 4-4
"EXTO" - LOGISTICS CRAWLER	25 pts / 4-5

ARMOR

"HEXAMER" - TRACTOR TANK	10 pts / 4-6
VC.2 "VELDJEN" - MEDIUM TANK	20 pts / 4-7
VC.44R "WHIRLWIND" - MAIN BATTLE TANK	35 pts / 4-9
VE.378 "CATAPHRACT" - HEAVY TANK	40 pts / 4-11
"VAUBAN" - LAND FRIGATE	60 pts / 4-12

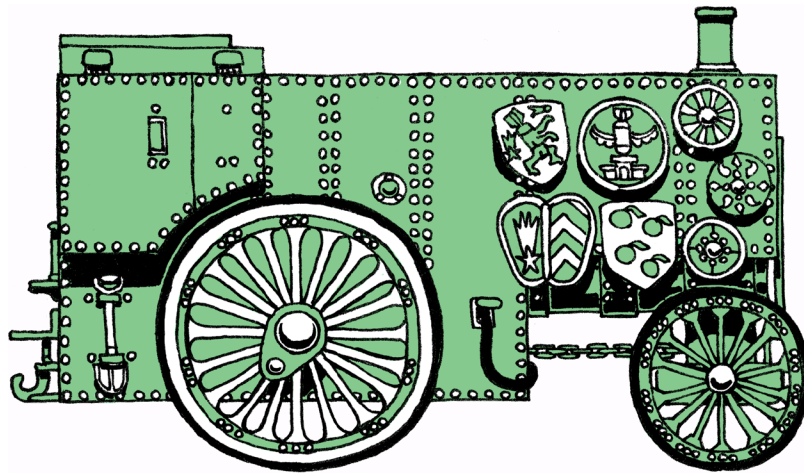
FIRE SUPPORT

FIELD GUN - TOWED ANTI-TANK GUN	10 pts / 4-14
SB.15 1-LBER "POM-POM" - TOWED ANTI-AIR GUN	10 pts / 4-15
CB.61 "GALGO" - AIRMOBILE ARMORED CAR	15 pts / 4-16
SB.18 22-LBER "RETUMBO" - TOWED ANTI-AIR GUN	20 pts / 4-17
OSM "MOGUL" - SELF-PROPELLED SIEGE GUN	40 pts / 4-19

SPECIAL

LDAL "PIETRO" - LANDING CRAFT	10 pts / 4-20
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STEAM TRACTOR



TYPE: PRIME MOVER

REMARKS

Antiquated model of steam-driven road locomotive. This class of traction engine was obsolete for several decades before the atomic war. It now serves its original role in places where nothing more modern can be maintained.

Slow; high torque. Often up-armored with crude plates in reclaimed foundries.

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

Now Ravelino threw up his hands and said, "Sebastian, the tank is hopelessly mired; we can't drag it out of the ditch. We will have to abandon it."

But I shook my head. "Stay with the tank, Ravelino. I'll ask the people here if they can help." And I slung my rifle over my back and walked.

It was time for plowing, and the tough soil of the fields was attacked by many hands. I came across an old man, who was driving an older traction engine. This one was without its armor. And it was beautiful: a snorting black iron horse, enormous, with apple-green trim.

We hooked the engine by Ravelino's towing cable to the ditched tank, and disconnected the final drives. The old man doffed his hat, and the engine's great wheels bit the earth. Like a turtle emerging from a bog, the tank slid out of the hole.

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

STEAM TRACTOR - 5 pts

PRIME MOVER

Vec (W), H2, S16", M6", Q2, T4/4/3

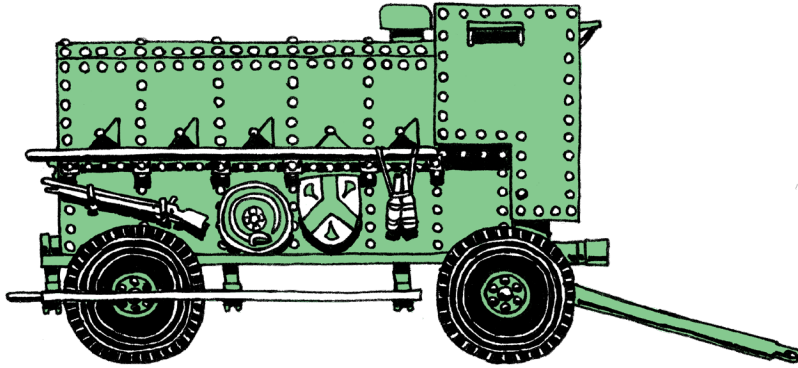
NBC, PC (1, Any), Tow (16)

MhL-42 .305 MG

All, R12", A5+/6+, S1/1+, D2, Turret

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

WAR WAGON



TYPE: TOWED PERSONNEL CARRIER

REMARKS

Various patterns of towed logistics wagon, converted into an ad-hoc personnel carrier. Irregularly up-armored with wrought iron or steel plates. Resistant, but not entirely proof, against rifle rounds.

War wagons are the basic logistics and troop carriage system for baronial armies, paired with a dedicated prime mover or tow-capable combat vehicle.

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

The Santagrines weren't always like this. Go back to old Hendrik van Veldjen's time; to our Secession, "robed in musket's breath", as goes the song. Sure, they loved their symbolism then as they do now. But they had some self-respect.

Back then, with pike and sword in hand, they were the best in the business; and on our old master's pay, they came to kill our forefathers. Hard-nosed, gutsy, mustachioed veterans to a man: they took pride in being a cut above. They called us "beggars".

Now they ride into battle like this.

- Rayleigh Irving, Federal Intelligence

WAR WAGON - 5 pts

TOWED PERSONNEL CARRIER

Vec (C), H2, S8", M0", Q1, T3/3/3
NBC, Tow (∞), PC (4, Any), Resupply (2)

Engram .32 Snub Nose, driver's issue
Inf, R2", A5+/5+, S1-/1-, D1,
Small Arm

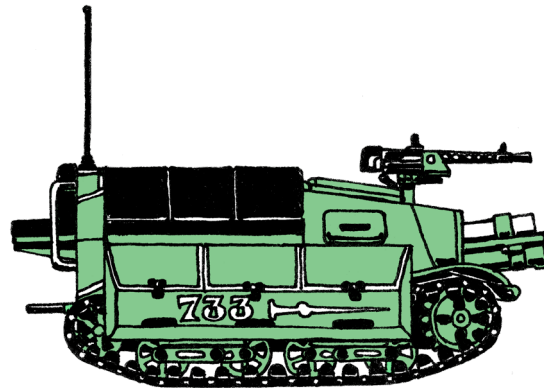
FEDERAL STATES-ARMY - DREKFORT M.D.C.

For one month a father and son had forged the iron plates and riveted them to the wagon. A carpenter made the shields, and an artist from the burnt downtown painted them. It was a wagon that the local levy was proud to man.

In their first engagement, an RPG struck it.

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

CB.76 "MISÉRICORDE"



TYPE: AIRMOBILE ASSAULT GUN

REMARKS

Lightly armored assault gun. Capable of parachute deployment. A post-war product of the wealthy Free City's guilds, marketed to yeoman paratrooper formations across Santagria. Simple, readily maintained, and capable of a wide variety of roles as the situation demands.

Primary armament is a 20-lber (94mm) short-barreled "mountain gun", firing low velocity HESH ammunition. With extremely little space inside the fighting compartment, ammunition is carried in armored "saddles" along the tracks and loaded via an access hatch. A .305 (7.76mm) machine gun is fitted to a pintle mount as backup.

The roof of the Misericorde is covered in exposed troop benches. While originally meant with towed artillery crews in mind, these seats are usually filled in practice by regular infantry.

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

CB.76 "MISÉRICORDE" - 15 pts

AIRMOBILE ASSAULT GUN

Vec, H1, S24", M8", Q3, T5/4/2

NBC, Paradrop, Tow (2)

Uses a 40x40mm infantry base. May fire while carrying desanting infantry. Carries up to PC (3) desants instead of PC (2).

MhL-42 .305 MG

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

Sb.21 20-lber Mountain Gun

R24", D1, Ammo 3, No CC (Inf.)

→ **20-lb. HESH**

Inf/Vec, A4+/6+, S8/3

Shaped Charge, Slow Round

→ **20-lb Smoke**

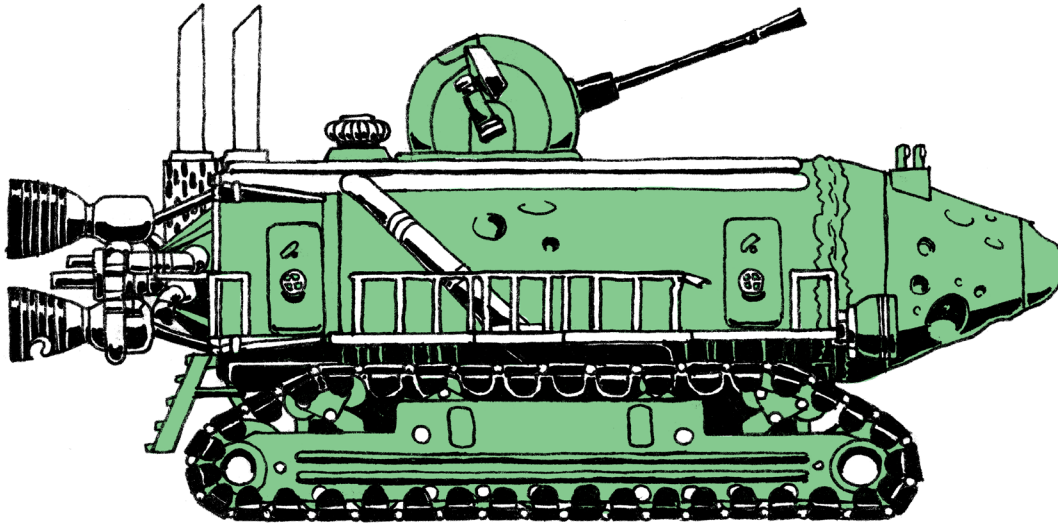
Gnd, A++/++, No CC, Smoke (3")

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

A park bench with a snubnose cannon. Hey, your production lines have to start somewhere.

- Rayleigh Irving, Federal Intelligence

“EXTO”



TYPE: LOGISTICS CRAWLER

REMARKS

Retrofitted remnants of the pre-war space program. As no major space launch infrastructure remains in Santagria, the unused launch vehicles have been left to rust in open-air storage. Various baronial actors have cannibalized these large, sturdy parts for use as heavy logistics vehicles.

Most examples of the “Exto” consist of the lower half of a launch vehicle's first stage: the emptied fuel tank and the (now-useless) engines. The original nosecone has been welded onto the front of the vehicle and converted into a helmsman's space. The entire system rests on large industrial tracks taken from various derelict sources.

While very large and poorly armored, the Exto's sheer volume grants it some survivability as well as a generous personnel capacity. A center-mounted, radar-directed 2-lber (37mm) naval autocannon provides anti-aircraft cover and fire support.

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

“EXTO” - 25 pts

INFANTRY SUPPORT CRAWLER

Vec, H2, S32”, M8”, Q2, T4/4/4
Leviathan (2), NBC, PC (6, Sides), Resupply (4), Tow (3)

Rh-49 .305 Self-cycling Rifle

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

SAE 2-lber AA Gun

All, R36”, A4+/5+, S5/7, D2,
 Ammo 4, No CC (*Inf.*),
Radar Anti-Air, Turret

Turn up your nose at it; show your disgust for such a barbaric waste—our future among the stars, strangled in the crib! I don't care. It was always too little, too late. We were the last to join the scramble for space power; and when the War came, we were not ready to catch what was thrown our way. A waste to bother! This way, the rockets are still good for something. A long night's transit through the glass dunes may as well be through the void.

- Brother Torres

“HEXAMER”



TYPE: TRACTOR TANK

REMARKS

Obsolete tractor tank: an expedient steel shell, mounted over an antique agricultural tractor. Originally a Federal design, vast numbers were stockpiled in a decades-old invasion readiness program. They may be found in any barn in Santagria.

Following the nuclear war, many have been reactivated for levied service. The pattern has even seen new cottage industry production owing to its simple design. It can run on a wide variety of fuels.

Primary armament is the Sb.1 low-velocity gun, mounted in a one-man turret. While useless in the antitank role, it remains modestly potent as an antipersonnel weapon firing 1-lber (37mm) ammunition. Most are also fitted with a light machine gun. Smoke shells—modified from condemned stocks of infantry smoke grenades—offer modest utility in screening advances.

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

“HEXAMER” - 10 pts

TRACTOR TANK

Vec, H2, S16”, M6”, Q2, T4/4/3
NBC, Tow (6)

MhL-42 .305 MG

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

Sb.1 1-lber Gun

R20”, D1, Ammo 4, *Turret*

→ 1-lb. APDS

Vec, A4+/6+, S3/4

→ 1-lb. SAPHE

Inf/Vec, A4+/6+, S1+/2,
*Ignore Cover (1), No CC (Inf.),
Slow Round*

→ 1-lb. Smoke

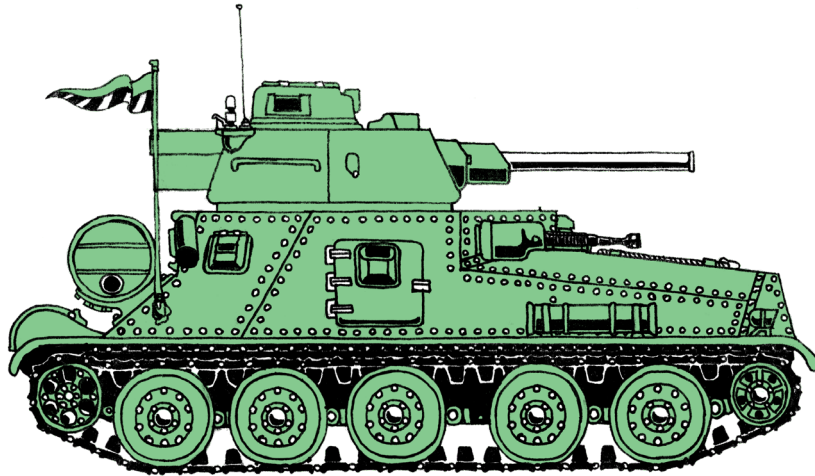
Gnd, A++/++, *No CC, Smoke (2”)*

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

It was rotting in its shed even before I was born. But when my lord called me to arms, its tracks tore free of their rust and turned.

- Anonymous

VC.2 "VELDJEN"



TYPE: MEDIUM TANK

REMARKS

One of the most common patterns of Santa-grine armor in service. Drawn from moth-balled tanks that survived the atomic war, and continuously repaired and maintained by specialist craftsmen across the land. The bread and butter of free tank companies in the glass dunes. Many exhibit early-model design features no longer seen elsewhere.

Primary armament is one of several locally produced patterns of 14-lber (76mm) rifled guns, featuring several minor design improvements over the original Federal guns installed. Along with stock APHE ammunition these are usually supplied with HESH and smoke shells.

Secondary armament varies by each tank commander, but usually consists of a .50 caliber (12.7mm) heavy machine gun, of which the prewar MhL-60 is most common.

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

VC.2 "VELDJEN" - 20 pts

MEDIUM TANK

Vec, H2, S32", M6", Q2, T8/6/5
NBC, Tow (3)

MhL-42 .305 MG

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

MhL-60 .50 HMG

All, R20", A4+/5+, S2/3, D2
Multi-Gun

14-lber Gun, various make

R32", D1, Ammo 6, *Turret*

→ **14-lb. APHE**

Vec, A4+/6+, S8/12, *No CC (Inf.), Slow Round*

→ **14-lb. HESH**

Inf/Vec, A4+/6+, S7/2, *No CC (Inf.), Shaped Charge, Slow Round*

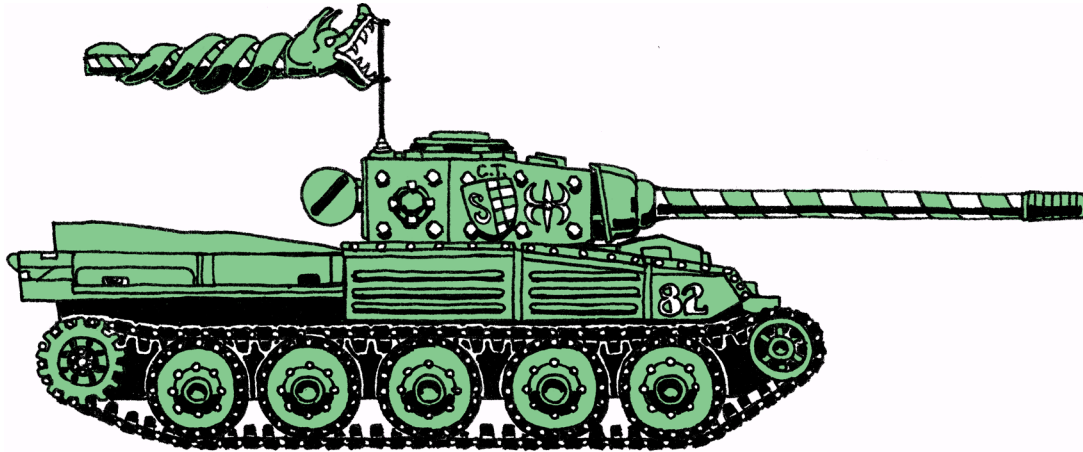
→ **14-lb. Smoke**

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

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



VC.44R "WHIRLWIND"



TYPE: MAIN BATTLE TANK

REMARKS

Indigenous first-generation main battle tank. Originally a contemporary of the Razorback (see **FM 100-1-8X**), the Whirlwind is now mass-produced by guild factories and fitted with a variety of modernization packages. Used by mercenary armor companies and baronial ground forces alike. Inferior armor array by modern standards.

Primary armament consists of various patterns of 24-lber (90mm) rifled gun. These are designed for ammunition compatibility with Commonwealth standard rounds (usually APDS, HESH, and smoke shells). A coaxial machine gun provides backup.

Equipped with a large, powerful gas turbine engine derived from helicopter powerplants, offering a high top speed. A quirk of the drivetrain results in rapid turns to the right (the direction of the engine's massive torque) while left turns are slowed.

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

VC.44R "WHIRLWIND" - 35 pts

MAIN BATTLE TANK

Vec, H2, S32", M10", Q2, T12/6/5
NBC, Tow (5)

This unit ignores up to 90 degrees of rotation to the right, but must pay an additional 1" the first time it rotates to the left in a move.

MhL-42 .305 MG

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

24-lber Gun, local manufacture

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

→ **24-lb. APDS**

Vec, S12/18

→ **24-lb. HESH**

Inf/Vec, S8/3, *Shaped Charge, Slow Round*

→ **24-lb. WP Smoke**

Gnd, S1+/1+, *Ignore Cover (2), Smoke (3")*, *Rear Attack*

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

SUPPLEMENTAL FILES

“YOU’LL ALWAYS know a Whirlwind crewman from across a tavern, just look for a cracked smile and head fixed at a half-cock. After all, the gun’s stabilised, the seats aren’t and I’ve seen the way they take those things over (off) the glass dunes. But they will always be smiling. To them a mouthful of split and chipped teeth isn’t a disfigurement, it’s a badge of pride, a promise of what they are and will ever be. The arrogance is infectious; you might not even notice the wincing, or the way their beer gets a little pinker with each gulp.”

- Sgt Pieter Barnhard (ret.), Making A Killing: Six Years A Sellshot In The Santagrine Baronies

THERE IS a trick that mercenary tankers play on new recruits. They put them behind the reins of the beast and ride with the throttle wide open. For many miles they tear up the old roads, widen the cracks in the asphalt just a little further. The massive gas turbine roars like a dragon. The tank leaps over potholes and hilltops and rattles the teeth from the men in the turret. Then the commander calls for a halt.

The driver is the lowest man. His are the fatigue jobs: fluid checks, greasing, and track maintenance. He is told that the Whirlwind is a wonder of the age, despite its many coats of paint. You see, they say, the track links come with warning lights. See how the connectors are bright red between them. To dismiss the warnings you need to touch the light. Go ahead; ignore the smell. Put your finger on it. Touch the little red dots.

- Brother Torres

MY FIRST BATTLE was to seize Teneceres, a small orange-grower’s village in league with the city of Moncena, and a good staging-point for the supply train of my lord the Baron. Now his attention was turned elsewhere; and knowing that the levy of Teneceres was scant, he bid our small contingent to seize it without the gaze of his gunship’s barrels.

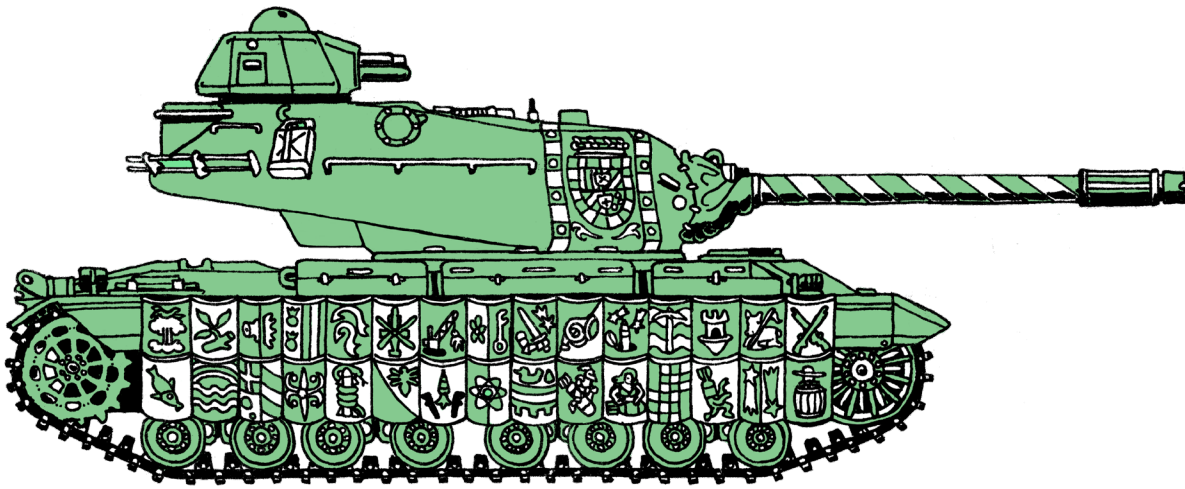
Our tercios assembled at the ready-line, and at first light the signal-flares were fired to set us off. As long as I live I will remember the sight and sound with more detail than the finest painting. The Tenecerites opened fire at six hundred paces with their machine guns; their tracers swept low over the mud and sand like evil spirits. And we, the poor excited fools, among whom I numbered, were pierced three men to each round.

We would have been repulsed in disgrace and disarray were it not for our five tractor tanks, rolling slowly over the land like steel beetles. Crouching behind them we made good the six hundred paces, amidst the crump of their snub-nosed guns and the sound of hurricanes falling upon tin roofing.

Now we drew very near, and the contest was man to man. I saw my first mark and took aim...

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

VE.378 "CATAPHRACT"



TYPE: HEAVY TANK

REMARKS

Old-fashioned heavy tank. The workhorse of free tank companies and baronial retinues. Once extremely tough, improving technology makes its frontal armor array roughly equivalent to that of a modern MBT, though mobility remains deficient. No smoke launchers or shells are provided.

Primary armament is the Sb.92 55-lber (120mm) rifled gun, firing APDS and HESH ammunition with separated warheads and propellant charges. While retrofitted with a new fire control and thermal optics package, its gun stabilizer is too burdened to permit accurate moving fire. HESH shells are notably less accurate than sabot due to faults in its FCS ranging calibration.

The Cataphract features two separate secondary weapon systems. A coaxial heavy machine gun offers excellent antipersonnel firepower. A secondary turret mounts a 1-lber (37mm) low velocity gun operated by the tank commander.

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

VE.378 "CATAPHRACT" - 40 pts

HEAVY TANK

Vec, H2, S32", M6", Q2, T16/10/6

NBC

MhL-60 .50 HMG

All, R20", A4+/6+, S2/3, D2, Turret

Sb.1 1-lber Gun

R20", A4+/6+, D1, Ammo 3,
Multi-Gun, No CC (Inf.), Turret

→ **1-lb. APDS**

Vec, S3/4

→ **1-lb. SAPHE**

Inf/Vec, S1+/2, *Ignore Cover (1),
Slow Round*

Sb.92 55-lber Gun

R40", D1, Ammo 4, *No CC (Inf.),
Thermal Sights, Turret*

→ **55-lb. APDS**

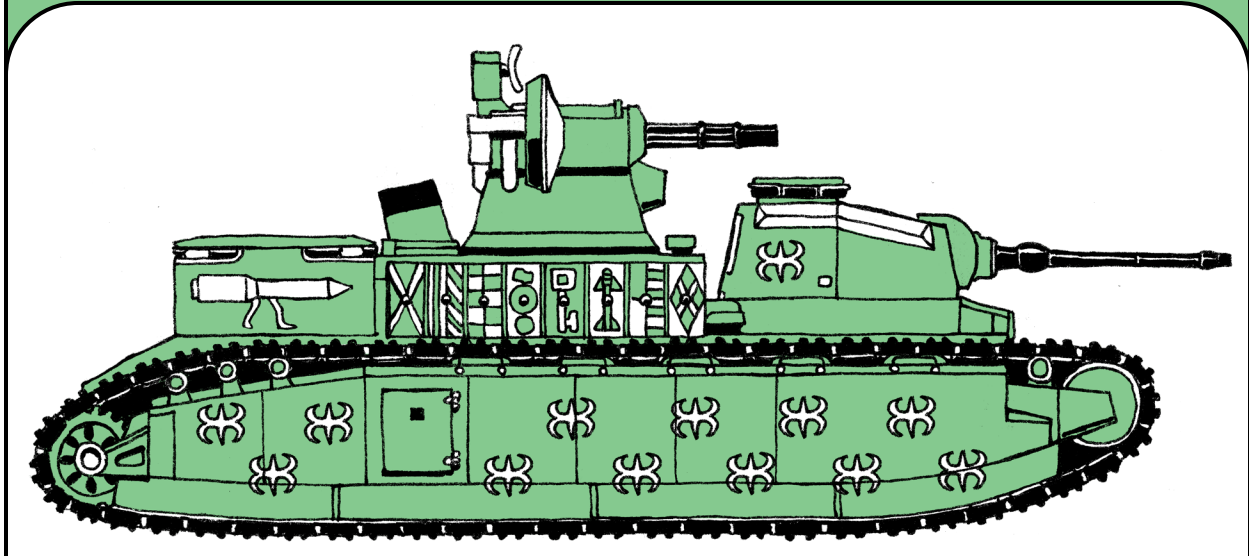
Vec, A2+/5+, S14/21

→ **55-lb. HESH**

Inf/Vec, A3+/5+, S9/4,
Shaped Charge, Slow Round

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

“VAUBAN”



TYPE: LAND FRIGATE

REMARKS

Superheavy tank: a “land frigate”, with an armament imitating that of a small warship. Each Vauban is a unique product of post-war manufacture: massive, heavily-armed, and hideously expensive, they represent rolling displays of wealth for baronial forces.

The typical armament is a trio of naval weapons: a 14-lber (76mm) autocannon capable of engaging ground and air targets, a radar-guided close-in weapon system (CIWS) capable of intercepting incoming missiles, and a battery of its own vertically-launched general-purpose missiles for engaging targets at long range.

Vaubans are typically thinly armored, as they are already heavy enough without it. Their sheer size, large crews, and partitioned interiors permit them to continue fighting even after suffering fatal hits.

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

“VAUBAN” - 60 pts

LAND FRIGATE

Vec, H2, S32”, M6”, Q4, T6/6/4

Leviathan (3), NBC

Takes pin like a Tercio. May desant at PC (4). If the CIWS has not been destroyed, the unit gains Active Protection (∞). This Protection has infinite ammo but only triggers once per round and only against Guided Missiles.

GAP-61 .61 CIWS

All, R24”, A4+/4+, S3/4, D3, Multi-Gun, Radar Anti-Air, Turret

SAP 14-lber Naval Gun

R40”, A4+/4+, D2, Ammo 4, No CC (Inf.), Radar Anti-Air, Slow Round, Turret

→ **14-lb. APHE**

Vec, S8/12

→ **14-lb. Proximity Fuze HE**

All, S3/3, Air-Filling

VIM-4 “Copa” 90-lber VLS Missiles

Vec/Air, R24-60”, A4+/4+, S8/8, D1, Ammo 4, Air-Filling, Guided Missile (2), Radar Anti-Air, Turret

SUPPLEMENTAL FILES

II.

“Sir. Martzol here. New report,” came a tremorous voice on the radio.

The cabin fan wasn’t working. Eladio toggled the switch again. One more time. No luck. He scowled.

“Sir is busy. Speak on and I’ll convey,” Próspero said.

“We’ve lost the first ridge and are falling back through the defilade. In good order.”

“Certainly.”

“But...” Now, he hesitated.

“Serjeant, now’s not the time for you to lose your nerve. Speak on.” Impatience, with a tinge of genuine concern. Martzol was rock solid, this was unlike him.

“We’ve no word from the second and third tercios. Maradona and De La Fuente haven’t reported back. All quiet eastways.”

Próspero was silent. The calculus of battle proceeded in his mind. Eladio assumed, as he gave up on working the fan, that they had drawn the same conclusion. Dead men. Flanking squads of long-striding, ashen marionettes with chattering carbines.

“Continue as our original plan dictates. Redoubt. Tighten up under the big guns. We’ll arrive shortly and set things right,” Próspero finally answered.

Another minute of pensive silence. They were up off the trailer. Headed skywards. Hill country of tawny, dry grass dotted by copses of gnarled trees with waxy leaves stretched out before them. They left their jury-rigged convoy of lumbering freight-haulers below. Peasant vehicle crews, the household flight crew, and that final, largely symbolic defensive picket all gawked as their liege rose and roared off upon his war-beast.

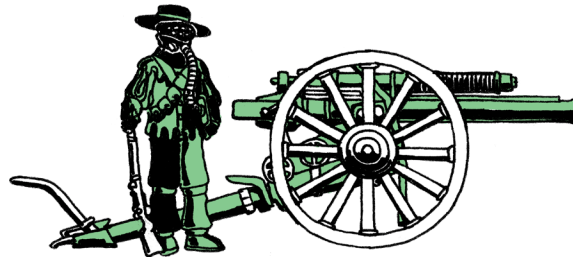
The report gnawed at Eladio as he guided their steed. “They didn’t even get word to him.” His eyes stung, despite himself.

“There’s a reason Martzol tried to insist against flying the standards today, and I with him. They probably put them back up when he wasn’t looking. We offered our asses up. Rygoles are smart. Dolls, smarter than us. No pride in them.” The old marshal spoke with clarity and control.

Eladio couldn’t tell if it was a brave face being put on or if the man was truly back in his element.

He kept them low. A whole forest shuddered below them, becoming a wake of soft green under a sunset patina.

FIELD GUN



TYPE: TOWED ANTI-TANK GUN

REMARKS

Various models of obsolete light field gun operated by groundling militias in fire support and anti-tank roles. One of several antique weapon systems plundered from government armories after the war. Caliber varies by model, but typically falls within 105 to 120mm.

All such field gun types are designed for direct fire over open sights, rather than indirect bombardment. Even with a gun shield they are extremely vulnerable to return fire. Baronial forces typically distribute field guns throughout an armored force rather than in discrete batteries: individual tanks may tow their own gun into action, leaving it in a flanking or fallback position.

Many ammunition factories mill new ammunition for field guns: typically HESH and poison gas rounds of varying composition.

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

FIELD GUN - 10 pts

TOWED ANTI-TANK GUN

Vec (C), H1, S32", M3", Q2, T2/1/1
NBC

This unit uses a 40x40mm base.

Bolt Action Rifle, various make & caliber

All, R10", A5+/5+, S1/1+, D1,
Small Arm

Field Gun, various make & caliber

R40", D1, Ammo 4, No CC

→ **HESH, variable weight**

Inf/Vec, A4+/xx, S9/4,
Shaped Charge, Slow Round

→ **Gas, variable composition & weight**

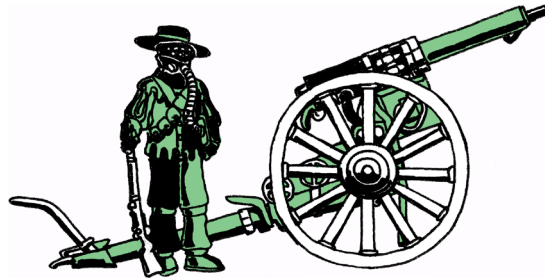
Gnd, A++/xx, Chemical Weapon (4")

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

When our tank left us, we stood quite alone. I listened to the distant diesels and grew terribly aware of the thickness of the gun shield.

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

SB.15 1-LBER "POM-POM"



TYPE: TOWED ANTI-AIR GUN

REMARKS

Obsolete towed autocannon: one of the first such designs. Nicknamed the "pom-pom" owing to its distinctive sound. Between arsenal stockpiled weapons and post-war craft production, enough exist to widely arm groundling militias across Santagria. Often deployed as drome village air defenses, or towed by tank commanders as personal anti-aircraft protection.

The original low explosive ammunition has been replaced with specially milled 1-lber (37mm) ballistic capped high explosive tracer rounds. With low muzzle velocity, armor penetration is substandard for its bore size.

While a wide variety of mounts exist, in typical field use the weapon is fitted to a flexible high-elevation mount on a standard two-wheeled carriage.

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

SB.15 1-LBER "POM-POM" - 10 pts

TOWED ANTI-AIR GUN

Vec (C), H1, S32", M3", Q2, T2/1/1
NBC

This unit uses a 40x40mm base.

Bolt Action Rifle, various make & caliber

All, R10", A5+/5+, S1/1+, D1,
Small Arm

Sb.15 1-lber Autocannon

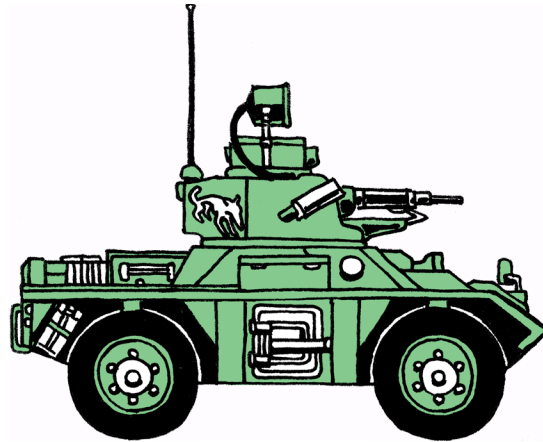
All, R32", A4+/xx, S4/6, D2, Ammo 4,
Tracking Anti-Air, Turret, No CC

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

Alfonso the Brave had eighty victories to his storied name; on his memory wall hangs eighty gunsights. But while diving over the front, in defense of his cousin Bernal, he strayed far too low for too long. And from some unstoried gun on the ground came a shell that burst under his armpit.

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

CB.61 "GALGO"



TYPE: AIRMOBILE ARMORED CAR

REMARKS

Light armored car. Capable of parachute deployment. A post-war model, built with speed and low weight in mind. Produced across Santagria owing to its expedient design. Popular among groundling militias as an affordable patrol and convoy security vehicle, and among yeoman paratroopers for recon and breakthrough exploitation.

Primary armament is a turret-mounted .61 (15.4mm) heavy machine gun offering excellent range and anti-materiel capability.

While smoke launchers partially compensate for its poor armor, the Galgo's survivability lies mainly in its high speed. In head-to-head engagements its limited firepower and durability are serious liabilities. Yeoman crews are trained to avoid such engagements where possible.

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

CB.61 "GALGO" - 15 pts

AIRMOBILE ARMORED CAR

Vec (W), H2, S32", M10", Q3, T4/3/2
NBC, Paradrop

MhL-77 .61 HMG

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

No. 20 4-lb. Smoke Launchers

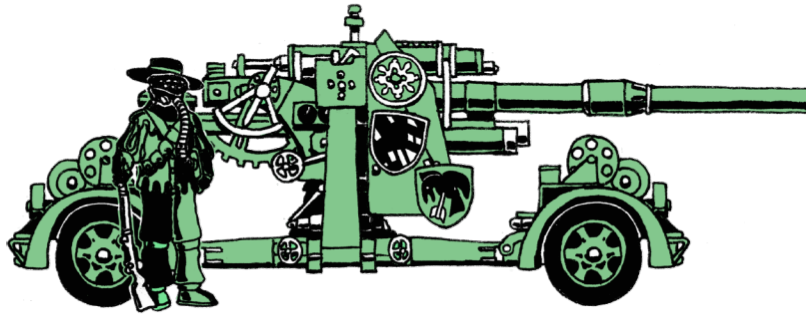
Gnd, R0", A++/+++, D1, Ammo 1,
Light Indirect (0), No CC,
Smoke (2"), Turret

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

Raw speed and power-to-weight ratio. Proof that cars can fly, and I'm not talking about the parachute. Handles like a race car. If you've got an autocannon, it's a do-it-yourself colander. But that's just the lot of a recon vehicle. It's always the yeomanry that get the job. Both their superiors and inferiors balk at the idea of driving forwards until they explode.

- Rayleigh Irving, Federal Intelligence

SB.18 22-LBER "RETUMBO"



TYPE: TOWED ANTI-AIRCRAFT GUN

REMARKS

Emblematic general purpose field gun of the old Army of the Commonwealth, adopted by its baronial successors. Originally designed as an air defense complex to contend with high altitude bombers. While no longer useful in that role against modern aircraft, it has seen continued use against low fliers and for both direct and indirect fire missions against ground targets.

The gun's anti-tank capability is hampered by its simplistic uncapped 22-lber (88mm) AP rounds. HE-frag and timed fuze rounds remain effective against ground and close-in air targets.

Many Retumbos are retrofitted with imported air search radars, permitting each gun to track and fire on low-flying aircraft independently. The gun, still laid by hand-wheels, has difficulty tracking close targets.

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

SB.18 22-LBER "RETUMBO" - 20 pts

TOWED ANTI-AIR GUN

Vec (C), H2, S32", M2", Q2, T2/1/1
NBC

Bolt Action Rifle, various make & caliber

All, R10", A5+/5+, S1/1+, D1,
Small Arm

Sb.18 22-lber Anti-Aircraft Gun

Ammo 4, *No CC, Radar Anti-Air, Turret*

→ **22-lb. AP**

Vec, R40", A3+/xx, S8/12, D1,
Slow Round

→ **22-lb. Timed Fuze HE**

All, R40", A4+/xx, S3/3, D1,
Air-Filling, Slow Round

→ **22-lb. Frag**

Gnd, R∞", A4+/xx, S[D3], D2,
Air-Filling, Heavy Indirect (3), Radius (2")

One round, one plane. You need steady hands and practice. You'll get your practice.

- Rayleigh Irving, Federal Intelligence

SUPPLEMENTAL FILES

THREE KLICKS ahead of us, Baron Vigo was edgy. His men were still out of position in the woods around the cannery, and he was pacing angrily around his Castellan and swearing nonstop into his radio. I was eavesdropping on him with my radioman. Vigo said “mierda” at the end of every order, or “culo”. Set up that field gun, “mierda”. Zero to four hundred, “mierda, culo”. The whole levy, excepting his own petite retinue of badly concealed tanks, were poorfolk, and many were only recently employed at the site of the coming battle. If Vigo lost the property, the peasants stood to lose just as much as the baron.

Minutes passed before my radioman gave me a hard threat confirmation: N.R.H. mechanized element, platoon-strength, doing about eighty on both sides of the highway, and nearly due at Vigo’s position. I had my translator give him the bad news. Right away Vigo shut up and bolted into his hatch. For long minutes, the Santagrines were silent.

Were they soldiers, the ambush would have been beautiful; wary of our blue tanks on the horizon, the constructs tore off the road to assume a covered position at the cannery, right on top of the Baron’s guns. When the cars showed up, the Baron’s first line volleyed, though too early, and hell let loose throughout the parking lot. There resulted a series of unfortunate crossfires on the Baron’s own tercios, a few detruncated Rygomen, and Legionnaires pouring out of a row of smoking Candors. The rear of the element quickly arrived with two Cabals and an X-Ray. It didn’t take long for the militia to realize they weren’t winning. Shots scored the facade of Smoote’s Cannery, the good side you see from the parking lot, where the smile of Smorton Smoote himself gleams from a mural.

Vigo had a last moment to swear before he was forced to engage with his retinue. Just like that, four tanks in candy colors broke concealment and rushed into the open. The Cabals went down in the first barrage, with about half the militia rallying at the sight of it, but the X-Ray was unflappable; in a short time, the Baron’s retinue had been whittled down to just his own Castellan and a detracked Whirlwind. All the while, about a dozen militia were sheltering behind his tank.

Now, I reckon that I must have seen those Legionnaires set up their missile before anyone else, but no sooner than I myself could have said it aloud did the danger announce itself. I could all but hear the unmistakable staccato of a Side Fast motoring toward the side of the Baron’s tank.

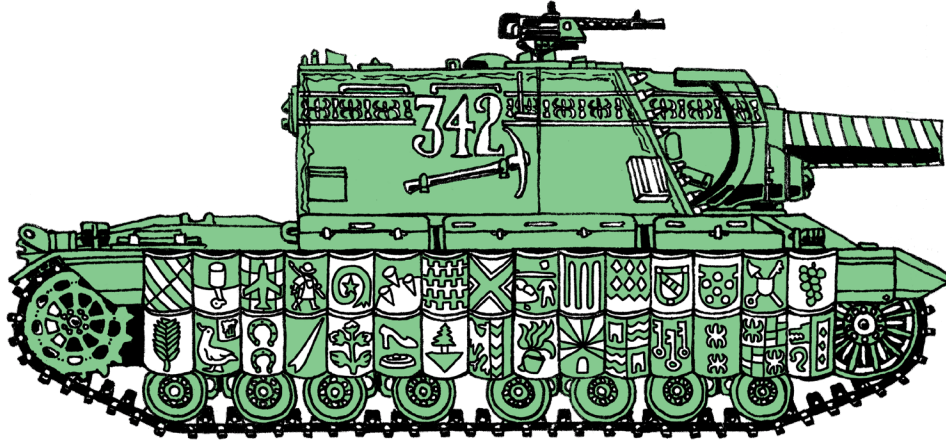
What happened next was fast, fast enough to make me believe he had practiced: Without missing a beat, the Baron bellowed into his microphone. All at once, the Whirlwind spun its turret and the Baron’s driver threw his tank into reverse. In a single, beautiful stroke, the Castellan heaved backward as it was embraced by a grasping cloud of white phosphorus. Mud flecked the cloud as it pillowed over the Castellan. The missile came through one side and out the other.

Militia lighted out from the phosphorus. Those who had not been crushed under the Baron’s treads hit the open ground, red and screaming, as if they had just been ripped from their mothers’ wombs.

Eventually, I’d seen enough. I ordered my men to advance and clean up. The Baron kept his cannery, and the Smoote company formally reached out to thank him, even sending him a bonus.

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

OSM "MOGUL"

**TYPE: SELF-PROPELLED SIEGE GUN**

REMARKS

Superheavy self-propelled siege gun. Designed by OSM, a famous pre-war design bureau, to storm modern fortifications head-on. Although OSM's offices are long since vaporized, its vehicles endure on the nuclear battlefield as the "battering ram" of post-war tanksknecht companies.

Primary armament is the massive S-10 siege howitzer, firing 250-lber (210mm) shells in either indirect or direct fire modes. Gas and white phosphorus shells fired on high arcs are capable of choking and burning men out of entrenchments. Direct-fire HE shells can blast men out of fortifications or blow apart light armored vehicles at the welds. The gun is casemate-mounted, with a limited traverse.

Secondary armament is limited to a pintle mounted rifle-caliber machine gun.

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

OSM "MOGUL" - 40 pts

SELF-PROPELLED SIEGE GUN

Vec, H2, S32", M6", Q2, T18/12/8

NBC, Tow (5)

MhL-42 .305 MG

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

S-10 250-lber Siege Gun

Ammo 3

→ **250-lb. HE**

Inf/Vec, R40", A3+/4+, S8/8, D1,
*Ignore Cover (1), No CC (Inf),
Slow Round*

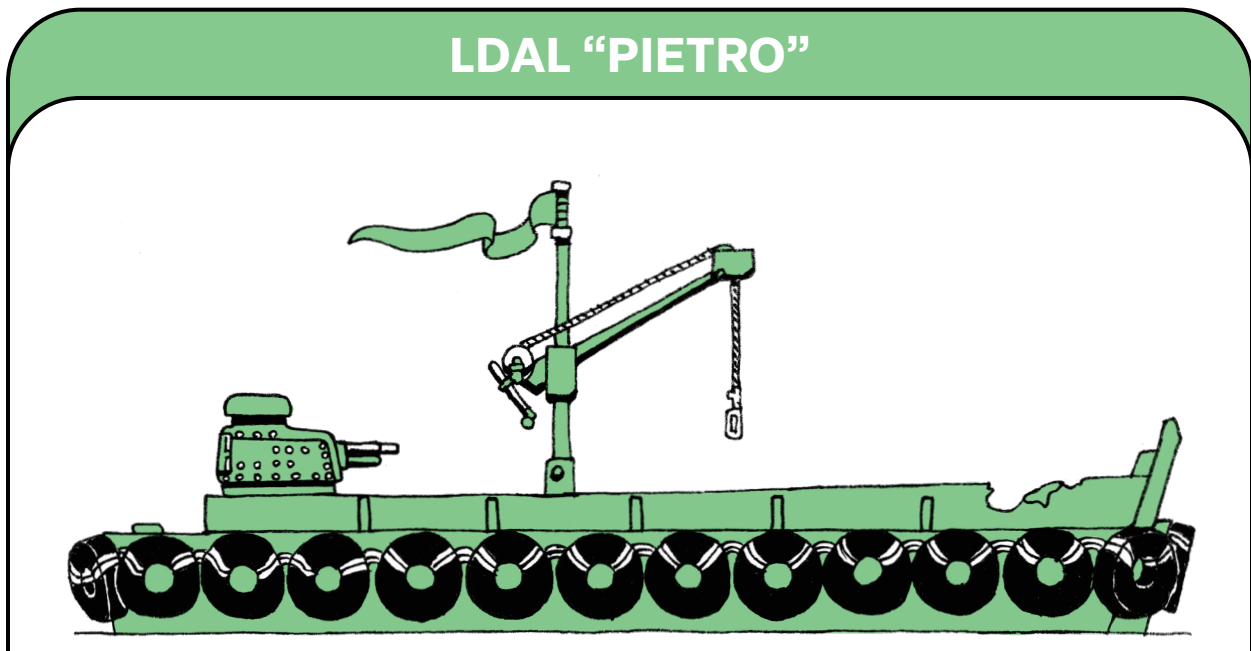
→ **250-lb. Phosgene Gas**

Gnd, R∞", A++/+++, D2,
*Chemical Weapon (4"),
Heavy Indirect (3), No CC*

→ **250-lb. WP Smoke**

Gnd, R∞", A4+/5+, S1+/1+, D2,
*Air-Filling, Heavy Indirect (3),
Ignore Cover (2), No CC, Smoke (4"),
Rear Attack*

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



TYPE: LANDING CRAFT

REMARKS

Armored landing craft, powered by a diesel engine driving a single propeller. Capable of transporting and deploying an infantry platoon from ship to shore. Cheap and durable: effectively a plywood and steel box with a rudder and bow ramp.

After the fall of the Commonwealth Navy, the majority of its small craft were dismantled for scrap or pressed into service by civilians. The majority of Pietros now serve as utility trawlers and fishing boats, operating out of coastal drome villages. When levied by their baronial masters, they temporarily return to their original role.

Primary armament, mainly intended for self-defense against coastal pirates, is a pair of Sb.1 low-velocity 1-lber (37mm) guns, mounted in twin turrets taken from Hexamer tractor-tanks.

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

LDAL "PIETRO" - 10 pts

LANDING CRAFT

Vec, H2, S16", M8", Q1, T5/4/1+
PC (8, Front), NBC, Watercraft

Sb.1 1-lber Dual Guns
R20", D1, Ammo 6, Barrage (2), Turret

→ **1-lb. APDS**
Vec, A4+/6+, S3/4

→ **1-lb. SAPHE**
Inf/Vec, A4+/6+, S1+/2, Ignore Cover (1), No CC (Inf.), Slow Round

→ **1-lb. Smoke**
Gnd, A++/+++, No CC, Smoke (2")

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

Fish, blood, and motor oil. There's a reason they've all got respirators, and it's not because of the phosgene. It's a blessing when the tub finally sinks. At least it gets a good rinsing.

- Rayleigh Irving, Federal Intelligence

CHAPTER 5 AIRCRAFT

Aircraft are the pride and joy of a baronial force: representing the greatest investment in materiel, training, and logistics across the armies of the Atom Barons. A wide variety of airframes are reclaimed, maintained, built, or newly designed in Santagria to reflect the desires and needs of their noble riders. Generally they must pick up the slack when their ground forces fail.

Standard utility and heavy lift helicopters are employed by the airmobile yeomanry in support of their operations. Various grades of heavy attack helicopter are the traditional mount for a knight: fast, powerful, durable, and able to oversee the battlefield. For those who merely wish to fight, and not lead, jet fighters provide the ultimate jousting platforms.

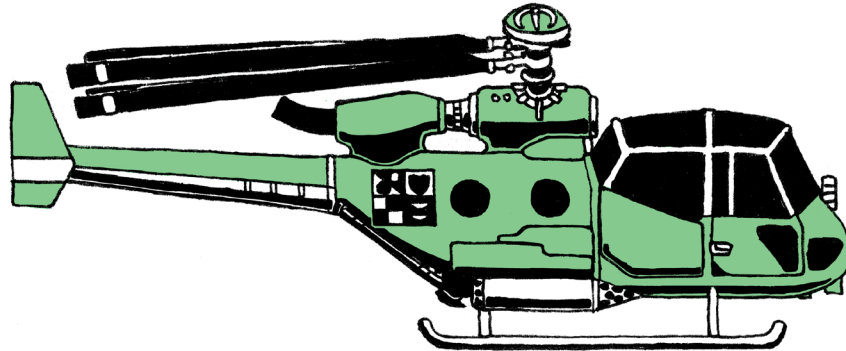
HELICOPTERS

PEG-60.11 “SQUIRE” - UTILITY HELICOPTER	20 pts / 5-2
PEG.80-01A “SAMBUCA” - HEAVY LIFT HELICOPTER	25 pts / 5-3
PEG.123-00 “KNIGHT-ERRANT” - SCOUT ATTACK HELICOPTER	30 pts / 5-6
UNI.28-05 “CONQUISTADOR” - JALOPY GUNSHIP	40 pts / 5-7
UNI.28-03 “MAN-AT-ARMS” - GUNSHIP	50 pts / 5-8
UNI.28-08 “LANCER - ANTI-TANK GUNSHIP	60 pts / 5-9

PLANES

MC.17-86 “SPADA-FRESCO” - FIGHTER-BOMBER	20 pts / 5-11
MC.20-01C “ROCINANTE” - MULTI-ROLE FIGHTER	30 pts / 5-12
DC/B.2K “JONQUIL” - MULTI-ROLE FIGHTER	30 pts / 5-13
DC.4E “BAVIECA” - AIR SUPERIORITY FIGHTER	40 pts / 5-14

PEG.60-11 "SQUIRE"



TYPE: UTILITY HELICOPTER

REMARKS

Light utility helicopter, formerly built in great quantities for the Army of the Commonwealth. Its unglamorous nature relative to larger attack helicopters relegates it to yeoman pilots and mercenaries of middling wealth. Squires fulfill transport, scouting, and light ground attack roles in support of their masters. The airframe is unarmored.

Primary armament is a single Lerna 15-lber (55mm) rocket pod, supported by a .305 (7.62mm) machine gun mounted to fuselage pylons.

The Squire is unusual among utility helicopters owing to its interleaved tandem rotor system. These are canted to each side and are counter-rotating (eliminating the need for a tail rotor). Troop disembarkation is accomplished through a rear ramp underneath the raised tail.

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

PEG.60-11 "SQUIRE" - 20 pts

UTILITY HELICOPTER

Air, H2, S32", M32", Q3, T1+/1+/1+
NBC, PC (2, Rear)

MhL-42 .305 MG

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

Lerna 15-lber Rocket Pod

Inf/Vec, R22", A6+/5+, S4/4, D4,
Ammo 1, *Strafing, Slow Round*

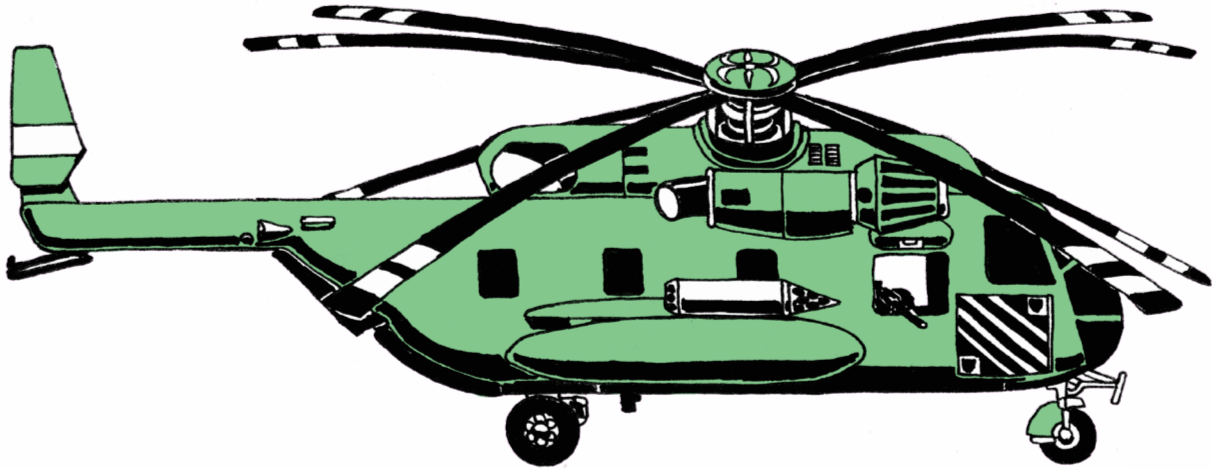
FEDERAL STATES-ARMY - DREKFORT M.D.C.

Turns out that you can put more than a machine gun on a utility bird—someone tell our brass. That said, it's still a light helicopter. It can dish it out, but can't take it.

That's light cavalry for you. Any Squire jockey who isn't dead at age 30 is a blackguard. Somewhere in the speed-blurred land beneath you there's a heavy machine gun you're fated to meet. Don't keep it waiting.

- Rayleigh Irving, Federal Intelligence

PEG.80-01A "SAMBUCA"



TYPE: HEAVY LIFT HELICOPTER

REMARKS

General-purpose heavy lift helicopter. The primary multirole aircraft of the yeomanry: long-ranged, well armed and decently armored, and able to transport slung loads. The Sambuca is ideally suited to the floating island-hopping commando raids associated with yeoman paratroopers.

Primary armanent is a single Lerna 15-lber (55mm) rocket pod. Side window and rear ramp-mounted MhL-60 heavy machine guns are effective for clearing hot landing zones and supporting disembarked troops.

As with its smaller counterpart, the Squire, the Sambuca features interleaved tandem rotors canted to either side. This arrangement restricts troop disembarking to a large rear ramp. Yeomen traditionally leap the last two meters into the landing zone, before the helicopter has touched down.

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

PEG.80-01A "SAMBUCA" - 25 pts
HEAVY LIFT HELICOPTER

Air, H2, S32", M24", Q3, T3/3/3
Decoy Protection (1), NBC, PC (6, Rear), Tow (2)

MhL-60 .50 HMG
All, R20", A4+/5+, S2/3, D2,
Door Gun (Sides, Rear)

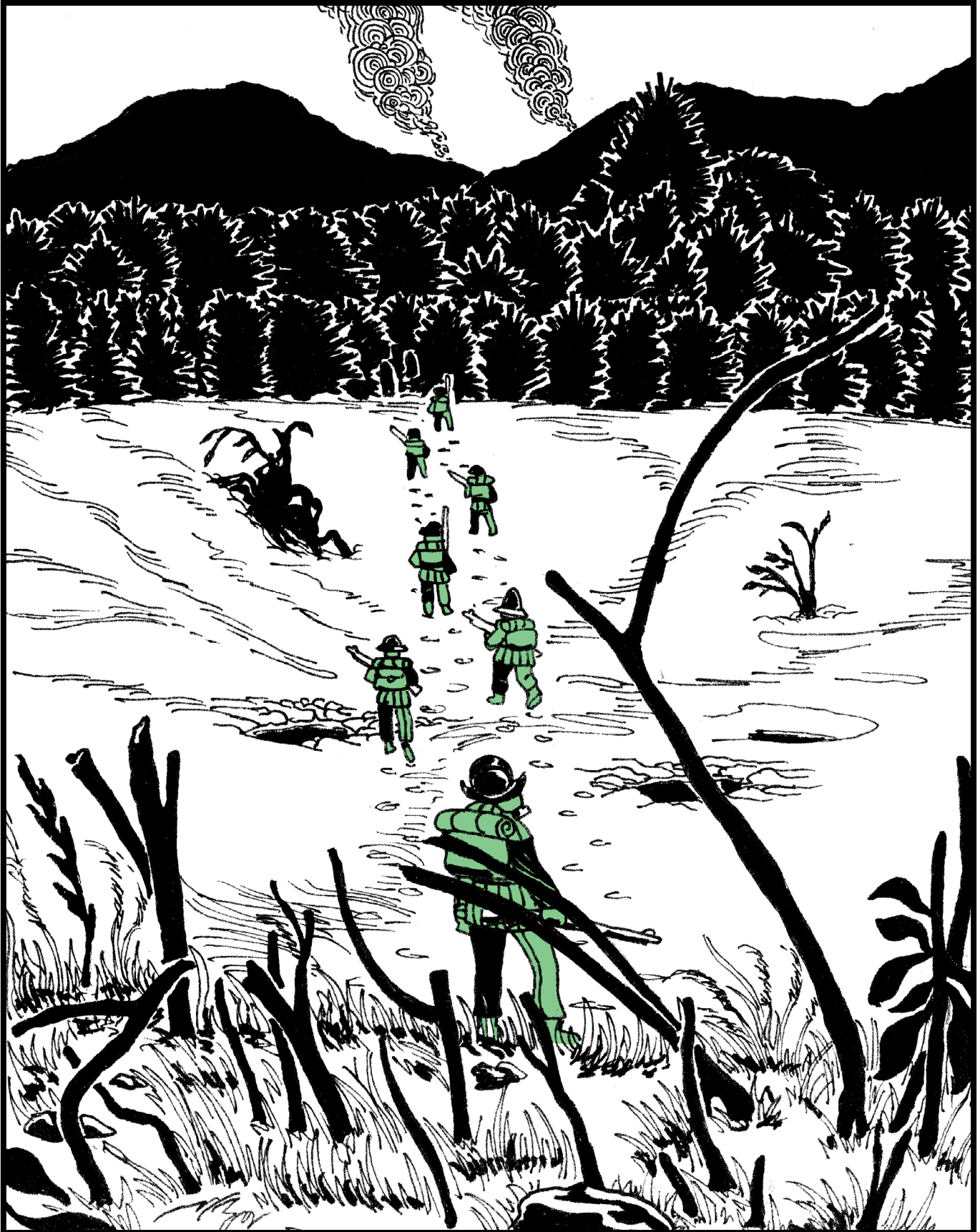
Lerna 15-lber Rocket Pod
Inf/Vec, R22", A6+/5+, S4/4, D4,
Ammo 1, Strafing, Slow Round

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

They might call themselves paratroopers, but half the time the yeomanry aren't jumping from planes. Doesn't hurt their reputation.

Come up from underneath the floating island. Ventilate the guards with depleted uranium dum-dums. Seize your lord's rival's daughter. Toss her in the back of the Sambuca. Get out.

- Rayleigh Irving, Federal Intelligence



SUPPLEMENTAL FILES

III.

“Maradona and De La Fuente are dead, then.”

“I have no doubt. They know exactly where to open the engagement because of all our pageantry. Radiomen first, then the captains, then the weapons teams. What’s a drome-man to do after that?”

“You’ve seen it before.”

“Yes. Before I entered your father’s service I fought on behalf of a vain frontier lord.”

So, Eladio thought, to steal from the dead in Old Rygole was vanity. His eyes still stung.

They rode in silence for another few minutes. Their pace was blistering. The ground swam beneath them. A kaleidoscope, steadily darkening. “Check your gunsight one more time,” Próspero called, “Remember that run over the refinery?”

“Yes.” He did.

Silence. A new anxiety occurred to Eladio.

“The Rygoles will know we’re coming,” he said.

“I wonder if withholding the men would have been better. Closer to the caravan.” He blinked hard. “We’d have lost everything, not just good soldiers.”

Próspero, ever duty-bound, a stalwart who had proven himself with steel and aluminum, horse and helo, betrayed much in his words. He made an effort to do so, letting implication slip past propriety. Good soldiers.

A glow spread in the old serjeant’s cockpit ahead; an orange flare, waxing and then waning, and a tendril of smoke lacquered by instrument light.

“Próspero.”

Silence.

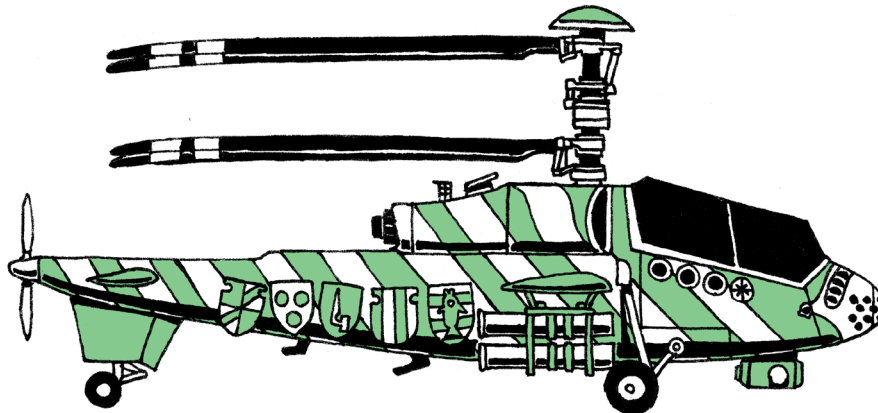
“Próspero, are you fucking smoking?”

“Language, Eladio. Allow an old man a final mouthful of sweet smoke.”

An upwelling of indignant anger, from heart to head, took hold of Eladio. “Put it out!”

“In a moment.”

PEG.123-00 "KNIGHT-ERRANT"



TYPE: SCOUT ATTACK HELICOPTER

REMARKS

Light attack and scout helicopter. While heavy gunships remain the primary steeds of noble pilots, the Knight-Errant fills a support role as a young man's trainer and lesser noble's steed. Its "pusher-prop" configuration grants it excellent agility and a high top speed. The airframe is only armored around its frontal arc.

The sole armament is a battery of Chilon 30-lber (105mm) high velocity guided missiles. These are a hybrid design that inflict most of their damage through kinetic energy, with only a small explosive filler. The chin-mounted guidance laser may be repurposed as a laser target designator when not firing missiles.

The Knight-Errant lacks a gun armament altogether, intended to prevent a young pilot from straying closer to the enemy than his skills permit.

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

PEG.123-00 "KNIGHT-ERRANT" - 30 pts

SCOUT ATTACK HELICOPTER

Air, H1, S32", M36", Q3, T2/1/1
Decoy Protection (2), NBC

SOAA Target Designator

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

Chilon 30-lbr High-Velocity Missile

S8/5, D1, Ammo 4,
Guided Missile (1)

→ **Air-to-Ground Targeting**

Vec, R12-60", A3+/3+

→ **Air-to-Air Targeting**

Air, R60", A4+/4+

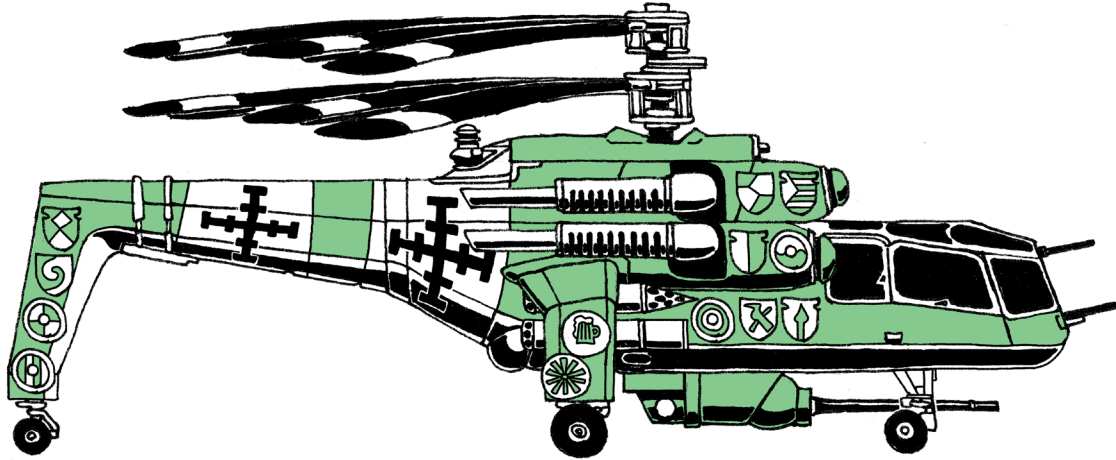
FEDERAL STATES-ARMY - DREKFORT M.D.C.

The idea's simple: if the kid doesn't have a gun he'll keep his distance, loose his missiles. Get used to the basics, instead of chasing riflemen until he ends up over the enemy's air defenses.

Doesn't work. With a hot-rod airspeed like that, nothing gets them to slow down.

- Rayleigh Irving, Federal Intelligence

UNI.28-05 "CONQUISTADOR"



TYPE: JALOPY GUNSHIP

REMARKS

Helicopter gunship based on the UNI.28 hull. A "vagrant heavy"—built out of wrecks salvaged many times over, with increasing compromises in armor thickness and fire-power made to keep the battered frames flightworthy. Frequently flown by ledge knights, entitled to but unable to source proper mounts.

Primary armament is the Sb.38 20mm autocannon; the belly pod can no longer support the stock Allant rotary cannon's recoil. Secondary armament consists of paired Lerna 15-lber (55mm) and Sarvara 46-lber (127mm) rocket pods, offering potent and indiscriminate close range firepower.

While the Conquistador's armor is thinner than its non-salvaged counterparts, its size and redundant turbines give it high survivability. A single hit is unlikely to down it.

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

UNI.28-05 "CONQUISTADOR" - 40 pts

JALOPY GUNSHIP

Air, H2, S32", M24", Q3, T3/3/3

Leviathan (2), NBC

Sb.38 20mm Autocannon

All, R32", A4+/4+, S4/6, D2, Ammo 4

Sarvara 46-lber Dual Rocket Pod

Inf/Vec, R24", A6+/5+, S10/2, D2,
Ammo 2, *Barrage (2), Shaped Charge,
Strafing, Slow Round*

Lerna 15-lber Dual Rocket Pod

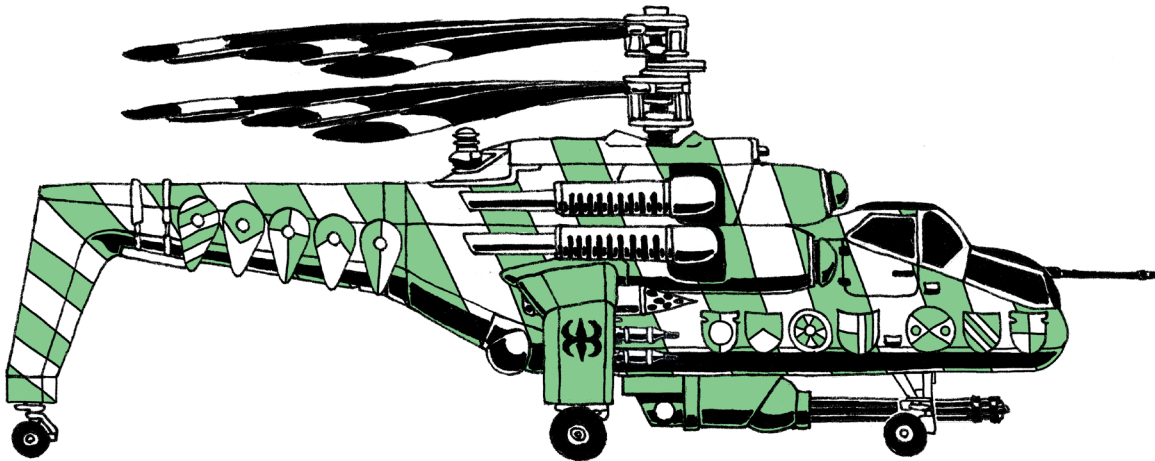
Inf/Vec, R22", A6+/5+, S4/4, D4,
Ammo 2, *Barrage (2), Strafing,
Slow Round*

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

Sit in the pilot's seat; run your fingers over the little bumps and twists in the frame, under the new coat of paint. Five or six desperate men before you didn't find riches and glory in your seat. But you will. You're different.

- *Rayleigh Irving, Federal Intelligence*

UNI.28-03 "MAN-AT-ARMS"



TYPE: ATTACK GUNSHIP

REMARKS

The definitive Santagrine heavy attack helicopter. No lesser mount will do for an established knight. Monstrously heavy, well-armored, and equipped with double or triple redundancy in almost every onboard system, including a duplicate set of turbines. Even a direct hit is unlikely to down a Man-at-Arms without a followup.

Primary armament is the Allant 1.8-lber (25mm) rotary cannon; the "Sword of the New Knight", mounted in an underbelly gun pod. The Allant is effective against ground and air targets alike, although ammo-hungry.

Secondary armaments include the standard Lerna 15-lber (55mm) rocket pods and imported Federal ATGMs. The 9GR1M series features improved guidance and a better warhead compared to the mass-stockpiled 9GR1 series issued to the infantry of the F.S-A. (see **FM 100-1-8X**).

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

UNI.28-03 "MAN-AT-ARMS" - 50 pts

ATTACK GUNSHIP

Air, H2, S32", M24", Q4, T4/3/3
Leviathan (2), NBC

Allant 1.8-lber Rotary Cannon

All, R32", A4+/4+, S4/6, D3, Ammo 3

9GR1M 125mm ATGM

Vec, R6-60", A3+/4+, S16/3, D1,
Ammo 4, *Guided Missile (2),
Shaped Charge*

Lerna 15-lber Dual Rocket Pod

Inf/Vec, R22", A6+/5+, S4/4, D4,
Ammo 2, *Barrage (2), Strafing,
Slow Round*

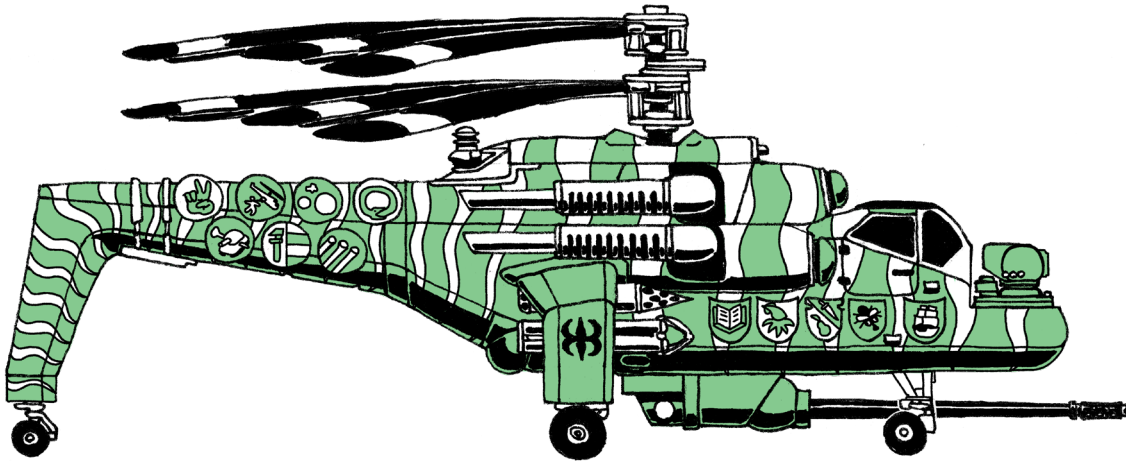
FEDERAL STATES-ARMY - DREKFORT M.D.C.

His Highness sat in the cockpit, with his best friend before him in the gunner's seat. And as the beat of the ten rotors above him grew to a drumroll, he said under his breath:

"Get some."

- Anonymous, "Chronicle of the Ascendancy of the Baron Menaute de Piña y Garnise"

UNI.28-08 "LANCER"



TYPE: ANTI-TANK GUNSHIP

REMARKS

A rare refit of the UNI.28 as a hunter-killer specializing against armored targets. Lancers are prized "joustiers" in a baron's air corps; an elite in and of themselves.

Primary armament is the SDV 6-lber (57mm) squeezebore autocannon. No explosive rounds are carried. The gunner and his cockpit have been replaced with an imported thermal optics pod and fire control unit manufactured in the Rygolic Petty States (see **FM 100-3-8X**).

The increased workload and reduced situational awareness are badges of honor for Lancer pilots: they may claim kills to be purely their own. Feats of marksmanship, such as hitting moving air targets with single rounds, are frequently attempted.

Secondary armament consists of rocket pods, including white phosphorus loads.

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

UNI.28-08 "LANCER" - 60 pts

ANTI-TANK GUNSHIP

Air, H2, S32", M24", Q4, T4/4/3

Leviathan (2), NBC

SDV 6-lber High Velocity Autocannon

Vec/Air, R40", A4+/4+, S12/18, D2, Ammo 3, *Thermal Sights*

Lerna 15-lber Dual Rocket Pod

Inf/Vec, R22", A6+/5+, S4/4, D4, Ammo 2, *Barrage (2), Strafing, Slow Round*

Silene 285-lber Dual WP Rocket Pod

Gnd, R28", A4+/4+, S1+/1+, D1, Ammo 2, *Barrage (2), Ignore Cover (2), Rear Attack, Smoke (4")*

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

Loom and thread.

- Motto of House Gascão

SUPPLEMENTAL FILES

MY FATHER was a man of organization, hundreds labored under his thumb and he made many plans for the future. When I was born his eyes were bleached from the flash, his fingers were gnarled pulling roots and crop from the fouled soil and his feet bled from the glass of the dunes.

Even now, entombed in so much metal, I think of him; his scarred flesh and those silk white eyes.

- Anonymous Tanker's Journal (burnt)

PORTRAIT OF DON-MARQUÉS FADRIQUE CARADOC ESPINOZA

Rinaldo Sfatina

c. 1910

Oil on canvas

Painted as a gift to his patron the Don-Marqués, this portrait by Sfatina is retrospectively considered his masterpiece. Notable not only for its sumptuous detail, the portrait stands out as the earliest example of luminous inlay in Santagrine portraiture.

Traditionally, a suit of baronial armor would be gilded, first by coating the armor in wax, then scratching the desired designs into the wax and applying a mild acid to etch the patterns onto the metal. The etchings would then be finely inlaid with gold, thus combining two individually difficult artistic processes into a singular boast of wealth. Among his many idiosyncrasies, the Don-Marqués possessed a sense of provocative fashion. Not satisfied with gold on his armor (the purchase of which was already in his time considered an eccentricity), the Don-Marqués commissioned a suit etched and inlaid with radium.

Sfatina presents the Don-Marqués as the meeting of two halves: the spirit of chivalry enlivened in the heart of the modern intellectual. Lit only by an unseen gaslamp, the trim of the noble's blackened armor glows ethereally in his darkening study. He is turned toward the viewer in a casual contrapposto. The garniture he wears is incomplete: the helmet and a single gauntlet rest within arm's reach atop a vanity. His bare palm is outstretched to indicate he is listening. His eyes are lidded, and he smiles with foresight.

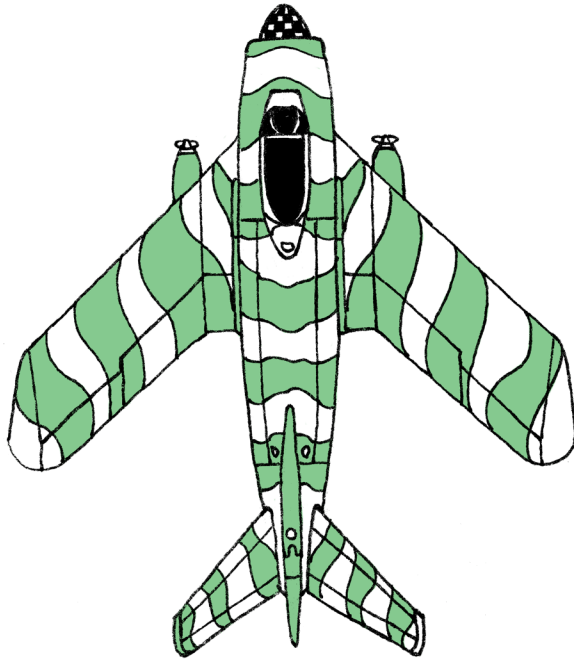
Having gone unnoticed for decades, Sfatina's original was eventually discovered in a private collection after the Thirty-Six Years' War. Within a year, it would go on to become the most indigenously copied painting in Santagrine history.

MOTHER PRODUCED from under the bed a pilots' rifle wrapped in a veil. Pointing to a gold illumination on the receiver, she told me to read aloud and tell me what it means.

Os vi ait linguā universalis. "This mouth speaks the universal language of power."

- Felipe Cirenza, Armiger

MC.17-86 "SPADA-FRESCO"



TYPE: FIGHTER-BOMBER

REMARKS

Light single-engine multirole jet. Designed before the advent of the guided air-to-air missile, the Spada-Fresco is an aging design by modern standards. Baronial air forces with access to better aircraft relegate their Spada-Frescos to ground attack roles. Many nonetheless conduct combat air patrol duty as the steeds of ledge knights and lesser sons, sourced from boneyards and operating from unfinished airstrips.

Primary armament is a paired set of Sb.38 20mm autocannons in a nose mount. Various marks of 500-lb. (227 kg) high explosive bombs are carried on wing mounts.

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

MC.17-86 "SPADA-FRESCO" - 20 pts
FIGHTER-BOMBER

Air (CAP), M16", Q3, T2, E2
Afterburner

Sb.38 20mm Autocannons, dual
All, R8", A3+, S4, D2, Ammo 3,
Radar Anti-Air

500-lber HE Bombs, various models
Gnd, R0", A3+, S6, D1, Ammo 2,
Air-Filling, Barrage (2), Radius (3"),
Rear Attack

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

What's a knight? Whatever feels right.

Yeah, yeah. That answer would get me be-headed in the Land of Saintly Fields. There's a long list of ashen traditions and flash-burnt paintings you've got to pay homage to, and it's never the same between places and days. You want the unifying factor? It's the drive.

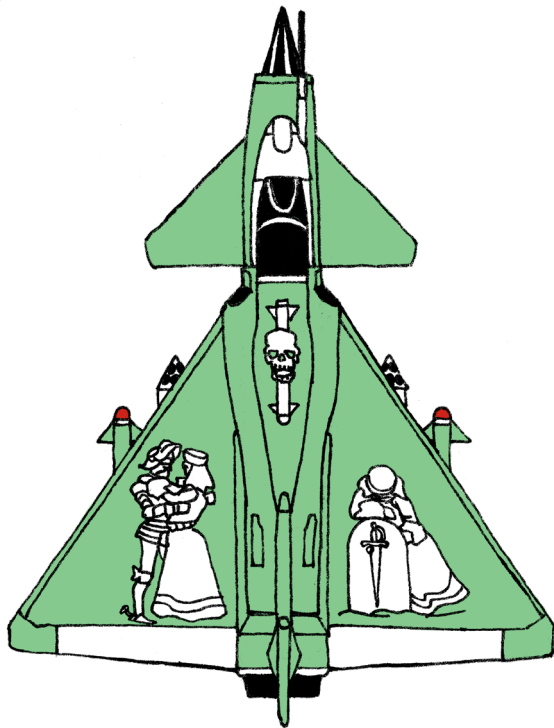
For some young men that's all that's important. Your father's attack helicopter; his holdings, his alliances, his troops; learning to command while skating over the ground, guiding and defending your braves—a load of bullshit. Just motions to go through in between autocannon tilts.

That's what moves these kids to the boneyards in the early mornings. What gets them working on the old corroded jets, with a fistful of old military manuals and a fire in their heart.

Drome village mamas cry when they hear a turbine rise from the grave. Their son isn't coming back. He's a man of the skies now.

- Rayleigh Irving, Federal Intelligence

MC.20-01C "ROCINANTE"



TYPE: MULTI-ROLE FIGHTER

REMARKS

Versatile single-engined fighter. The most common fighter across Santagria, manufactured in large numbers by the old Commonwealth and continually produced and upgraded by guild factories today. Most contemporary Rocinantes feature stronger engines and sturdier airframes than the original MC.20-01 series.

Weapon loads vary by pilot's choice, but the customary loadout (outside of judicial dogfights) consists of the Allant rotary cannon, a pair of SUR-4 air-to-air missiles, and dual Lerna 15-lber (55mm) rocket pods for strikes against ground targets.

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

MC.20-01C "ROCINANTE" - 30 pts
MULTI-ROLE FIGHTER

Air (CAP), M18", Q3, T3, E3
*Afterburner, Decoy Protection (1),
Flower of the Atom*

Allant 1.8-lber Rotary Cannon

All, R8", A3+, S4, D3, Ammo 2,
Radar Anti-Air

Lerna 15-lber Dual Rocket Pods

Inf/Vec, R6", A4+, S4, D4, Ammo 2,
Barrage (2), Slow Round

SUR-4 127mm Infrared AAM

Air, R30", A3+, S6, D1, Ammo 2,
*Air-Filling, Guided Missile (1),
Homing*

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

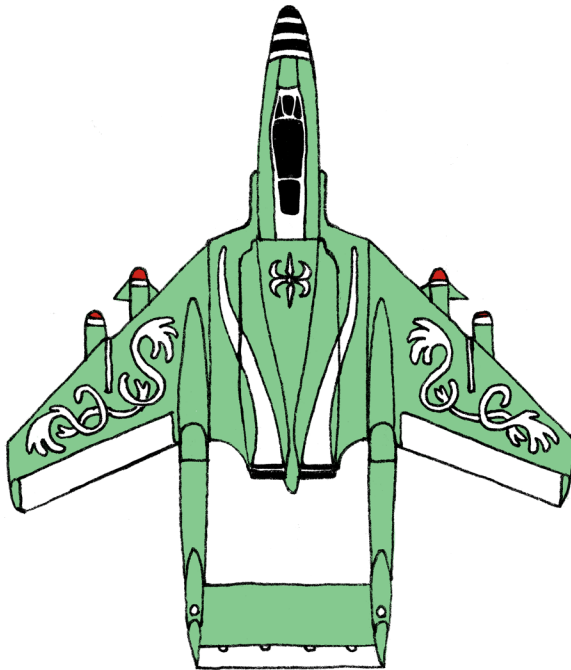
They call him Rodrigo the Ghost. His hair lay ghastly white upon his head, his green eyes bug wildly about his skull. He is forty-two.

The radon water took his jaw by thirty-seven; the rest of his teeth had followed soon thereafter. He seems to live off of brandy and gazpacho, and I doubt much beyond skin lay upon his bones beneath the ruffs of his pressure-suit. He'd said, while he could still talk, that the radon honed his senses, steeled his nerves and his wits.

Fifteen planes, he's taken from his cockpit. With the Pushes-Of-Gee he endures, not even the eldritch craft of the Rygoles can hold on him. Perhaps he speaks truth.

- Juan Cervantes

DC/B.2K "JONQUIL"



TYPE: MULTI-ROLE FIGHTER

REMARKS

Subsonic two-seater with a unique tail-boom arrangement. Designed for close air support, with solid construction and a reduced profile, the Jonquil's increased vulnerability to modern anti-aircraft weapons has seen it relegated to standoff and radar guidance roles.

Primary armament is a set of long-ranged semi-active air-to-air missiles, supported by unguided anti-aircraft rockets in retractable chin pods. Imported Federal 9GR3 air-to-ground missiles, benefitting from the Jonquil's higher speed than their original carriers, are also frequently fielded.

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

DC/B.2K "JONQUIL" - 30 pts
MULTI-ROLE FIGHTER

Air (CAP), M14", Q3, T3, E1
*Afterburner, Decoy Protection (2),
Flower of the Atom*

Rb.12 9-lber Air-to-Air Rockets

All, R6", A4+, S3, D3, Ammo 2,
*Barrage (2), Radar Anti-Air,
Slow Round*

Mf.59 60-lber Semi-Active AAM

Air, R50", A3+, S8, D1, Ammo 4,
Air-Filling, Guided Missile (1), No CC

9GR3 275mm AGM

Vec, R60", A2+, S24/8, D1, Ammo 3,
*Guided Missile (2), MCLOS,
Shaped Charge*

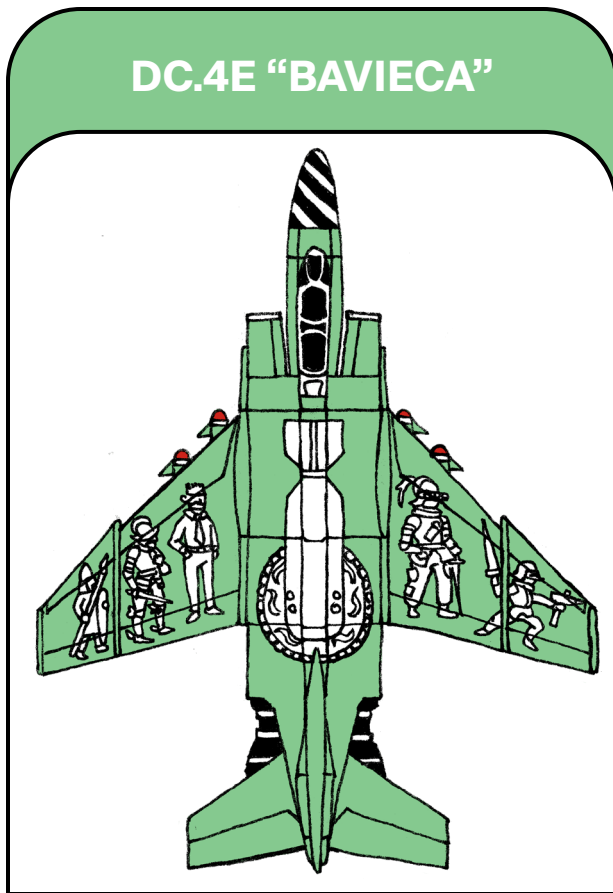
We are fortunate that our enemies, the Federals, are honorable. They build excellent missiles; and, in times of peace, gladly sell them to us. Then, when we wage war, they charge gallantly to their deaths behind their counter-rotating windmills and rocket plumes.

For a brother Santagrine, it is right and proper to rely on one's guns alone, and to respond to his IFF transponder's signal with a record of your name and achievements. A foreign enemy may have what you give him. But an honorable pilot will still let a lone Federal fire his missiles first.

- Brother Torres

A missile boat isn't much of a glamorous or noble posting; you fly a Jonquil because you're stuck with it and it pays well. You'll still get to face the danger you're seeking, though. Your colleagues won't stick around to escort you for long.

- Rayleigh Irving, Federal Intelligence



DC.4E "BAVIECA"

TYPE: AIR SUPERIORITY FIGHTER

REMARKS

High-performance pre-war heavy fighter. Formerly the pride of the Commonwealth Air Force; now, the queens of baronial hangars. Though originally designed as a multirole platform, the Bavieca's speed and maneuverability mean almost all contemporary examples are equipped for pure air superiority.

Armaments include an Allant 1.8-lber (25mm) rotary cannon with its rate of fire increased and a battery of light and heavy air-to-air missiles. The SUR-4 infrared missiles on Baviecas are frequently hand-tuned to permit locking onto ground targets.

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

DC.4E "BAVIECA" - 40 pts

AIR SUPERIORITY FIGHTER

Air (CAP), M20", Q4, T3, E2
*Afterburner, Decoy Protection (2),
 Flower of the Atom*

Allant 1.8-lber Rotary Cannon, modified

All, R8", A3+, S4, D4, Ammo 2,
Radar Anti-Air

Breakspear 60-lber Semi-Active AAM

Air, R60", A3+, S8, D1, Ammo 4,
Air-Filling, Guided Missile (1), No CC

SUR-4 127mm IR AAM, modified

Vec/Air, R36", A3+, S6, D1, Ammo 4,
*Air-Filling, Barrage (2),
 Guided Missile (1), Homing*

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

He was Alfonso the Brave, Knight of the Stratosphere Blue, and his steed was Bavieca. He paid fealty to no lord but his heart, and accepted no pay but fuel and repairs from righteous hands, in whose hangars he would not stay longer than Bavieca required.

His sword was the Allant rotary cannon, and his lance was the mighty Breakspear. He was a killer of men and a breaker of horses; a friend to his ancestors' fields, and a lover of women he would never see again. There was a good knight.

Before the War he was a grocer.

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

CHAPTER 6
EMPLACEMENTS

Various improvised or pre-war traps and field fortifications are used by groundling forces to shore up their defenses. Poison gas mines, anti-tank obstacles, quick-deployed rearming points, and barrage balloon systems to hinder close air support are all commonly employed. While generally outdated, these tools remain useful with clever placement.

EMPLACEMENTS

M.34-32 “ENCÉLADITOS” - ANTI-PERSONNEL MINES	6-2
TOLLBOOTHS - ANTI-AIRCRAFT OBSTACLE	6-2
CABALLOS BÁRBAROS - ANTI-TANK OBSTACLE	6-3
PENNANT - FORWARD ARMING POINT	6-3

M.34-32 “ENCÉLADITOS”
ANTI-PERSONNEL MINES

Trap

This trap’s Radius value is used to determine the range at which a unit can trigger it. When an attack is triggered, the listed 3” Chemical Weapon cloud is placed at the triggering unit’s exact position. Units which trigger this trap immediately gain three pin.

M.34-32 “Encéladito” Phosgene Gas Mine
Inf/Vec, A++, D1, Ammo 6,
Chemical Weapon (3”), Radius (6”)

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

TOLLBOOTHS
ANTI-AIRCRAFT OBSTACLE

Trap

This trap is always identified. Planes which pass through its Radius are not forced to stop short. This trap may be cleared from up to 6” away by any non-plane unit with an Air or All-targeting weapon. If that weapon has an Ammo value, clearing costs one Ammo.

“Tollbooth” Barrage Balloon
Air, A++, S4, D1, Ammo 4,
Radius (6”), Rear Attack

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

TYPE: ANTI-PERSONNEL MINES

REMARKS

A flat “can” mine filled with gas rather than conventional explosives. Common workshop-made continuance of the Commonwealth’s universal landmine system.

The mine is composed of two sections: above, a metal pressure plate attached to a firing pin; below, a small detonating charge surrounded by phosgene gas. The detonating charge blows off the pressure plate and aerosolizes the gas as it spreads.

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

TYPE: ANTI-AIRCRAFT OBSTACLE

REMARKS

“Tollbooth” is a blanket category referring to any variety of tethered aerostat utilizing cabling to function as an anti-aircraft defense system. Materials vary.

Balloons are tethered in a common area and lashed together with steel cables, with excess cables being allowed to dangle, in order to create a “net” which is capable of snagging the wings or rotors of passing aircraft. Some systems utilize contact-detonated explosive charges on the cables to further damage caught aircraft.

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

Meant mostly for lupar. Santis can just hold their breath.

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

Why “tollbooth”? Doesn’t matter what they’re flying with. Someone always thinks they can thread the needle. They end up paying the toll.

- Rayleigh Irving, Federal Intelligence

CABALLOS BÁRBAROS
ANTI-TANK OBSTACLE

Fortification

Designate a 40mm x 40mm square of terrain as “caballos bárbaros”, which is impassable to vehicles. Aircraft cannot land in this terrain. Infantry can pay 2” to move through this terrain, but they cannot end their turn inside of it (like a vehicle husk).

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

PENNANT
FORWARD ARMING POINT

Fortification

Designate a 40mm x 40mm square of terrain as a “pennant”. One vehicle or landed aircraft which is inside of this square during Upkeep may choose to gain 1 Ammo for one weapon of choice and lose one extra pin in Support Phase. Leviathan vehicles also regain a Leviathan point, but do not regain any lost weapons. After the pennant has been used once, it is removed from play.

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

TYPE: ANTI-TANK OBSTACLE

REMARKS

Towable anti-tank barricades traditionally built in a “spiked club” configuration, with a uniform metal body surrounded by perpendicular spikes jutting in four directions. Difficulty in crossing may be aggravated by the digging of adjacent anti-tank ditches.

When laid densely, traversal with vehicles is rendered impossible. Infantry may surmount caballos safely, but with difficulty.

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

TYPE: FORWARD ARMING POINT

REMARKS

A hidden cache of military supplies: ubiquitous across Santagria. Typically identified with a secret sign located nearby, and then with the colors of its noble house inside. In case it must be used mid-battle, a deployable flagpole can mark its position. Includes limited quantities of all manner of provisions, including plastic refueling tanks, additional heavy munitions, field repair tools, and extra applique armor.

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

Old military stockpiles. If there’s anything the Commonwealth built more than these, I’ve yet to see it. They were afraid of us. Afraid of the blue tanks in their unending waves rolling over their broad open plains.

There’s a kind of rural house that uses these as part of its foundation now.

- Rayleigh Irving, Federal Intelligence

“There is no luck without friends.”

- Motto of House de Haro



CHAPTER 7

SCENARIO UNITS

Not all of the Santagrine people fall under the umbrella of the Atom Barons. Across the Sea of Masts, the colonial holdings of the Santagrine Overseas avoided the nuclear bombardment of their homeland. These remnants continue to exist as a rump state of the Commonwealth: maintaining its name, claim of legitimacy, and all of its colonial military equipment and personnel.

Closer to the homeland, the Atom Barons occasionally field non-indigenous equipment and troops: their distaste for dishonorable foreigners overridden by pragmatism when victory is needed. Many field exported Federal Razorbacks (see **FM 100-1-8X**), many of which are crewed by mercenary Federal “tanksknecht” crews.

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

TENANT OFFICER - COMMAND TEAM	0 pts / 7-2
COMMONWEALTH RIFLES - LINE SQUAD	10 pts / 7-3
VEHICLE CREW - LINE TEAM	0 pts / 7-4
VD.35 “LATA” - ARMORED PERSONNEL CARRIER	10 pts / 7-5
VC.4 “JAVELINA” - MAIN BATTLE TANK	30 pts / 7-6

TENANT OFFICER



TYPE: COMMAND TEAM

REMARKS

While all noble or mercenary commanders are mounted as a matter of course, levied groundlings are often left to command themselves in low-level operations such as settlement defense or guerilla fighting. Many low-born commanders take inspiration from their counterparts in the Santagraine Overseas, whose successful “little wars” have earned them some renown on the mainland.

Primary armament is the Hi-10 1.8-lber (60mm) grenade launcher, built from a modified bolt-action rifle and firing light HEAT and smoke rounds.

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

TENANT OFFICER - 0 pts
COMMAND TEAM

Inf, H1, S16”, M4”, Q3, T1-/1-/1-, C3
Brigade (3, 8”)

This unit may be alternatively designated as a “Baronial Tenant”. Baronial Tenants gain NBC and Tercio, but replace their Rh-49 with the weapon listed under the dashed line.

Rh-49 .305 Self-cycling Rifle

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

Hi-10 1.8-lber Grenade Launcher

D1, Ammo 6

→ **1.8-lb. HEAT**

Inf/Vec, R2”, A4+/6+, S7/1+,
Shaped Charge, Slow Round

→ **1.8-lb. Smoke**

Gnd, R14”, A++/+++, No CC,
Smoke (2”)

Bolt Action Rifle, various make & caliber

All, R10”, A5+/5+, S1/1+, D1,
Small Arm

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

Funny name, huh? If it’s an Overseas man, it’s a respectful shortening of “lieutenant”, like “el-tee” or “boss” here. If it’s a mainland-er, it’s a reminder from their lord. Command your little band; win your glory. But pay my rent.

- Rayleigh Irving, Federal Intelligence

COMMONWEALTH RIFLES



COMMONWEALTH RIFLES - 10 pts
LINE SQUAD

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

Rh-49 .305 Self-cycling Rifle

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

MhL-42I .305 MG

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

"Bajante-D" 75mm RPG

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

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

TYPE: LINE SQUAD

REMARKS

The nuclear devastation of the Santagrine Commonwealth resulted in the disbanding of both its central government and standing army on their native soil. However, the colonial holdings in the Santagrine Overseas have variously maintained loyalty to the "old country", as well as sizable stockpiles of its issued equipment.

Lacking the feudal expertise and access to mainland aircraft factories of their baronial counterparts, the remaining "Commonwealth" forces must instead rely on professional infantry: today a rarity in Santagria outside militia levies and the yeomanry.

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

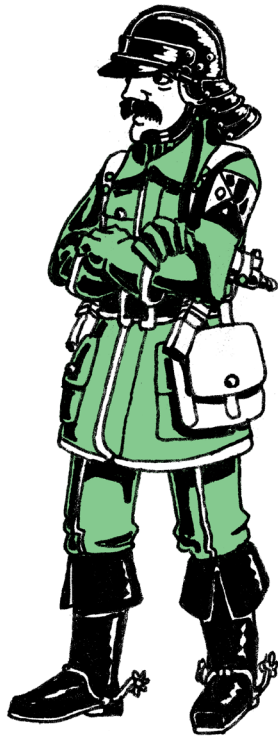
When I turned eighteen, my father sent me from Tovaralba—city of our family's name-sake since the dimmest past; city of white stones—to the Overseas. There I built a radio station, like my father, and made a tidy profit. But my heart stayed in Tovaralba. And when my station had signed off for the night I would sit in the quiet building and listen to the late shows of my faraway home.

My father's station was presenting, at the fateful hour, a recording of the city opera house. I never had an ear for it, nor have I learned the name of the piece. I never even heard its second half. The station went off the air mid-note.

No; my father, my home, they did not survive, though what parts of the city did not walk away have been rebuilt, and many men now inhabit it. They are not my countrymen. We, the beset Overseas, are all who are left.

- Sancho de Tovaralba

VEHICLE CREW



TYPE: LINE TEAM

REMARKS

Horseless Santagrine cavalrymen. Vehicle crewmen vary wildly in equipment, mount, social class and training across Santagria. Their sole unifying feature is their strong unwillingness to dismount: whether facing the loss of a valuable fighting vehicle or the shame and dishonor of defeat. Generally, vehicle crews will only be found quitting a vehicle once it is burnt.

Armament varies across the baronies, but the Engram machine pistol is a popular choice for its low profile and intimidating design, especially when carried in a man-at-arm's underarm crossdraw holsters.

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

VEHICLE CREW - 0 pts

LINE TEAM

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

Fearless, NBC

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

Engram .32 Machine Pistol

All, R2", A5+/5+, S1-/1-, D2
Small Arm

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

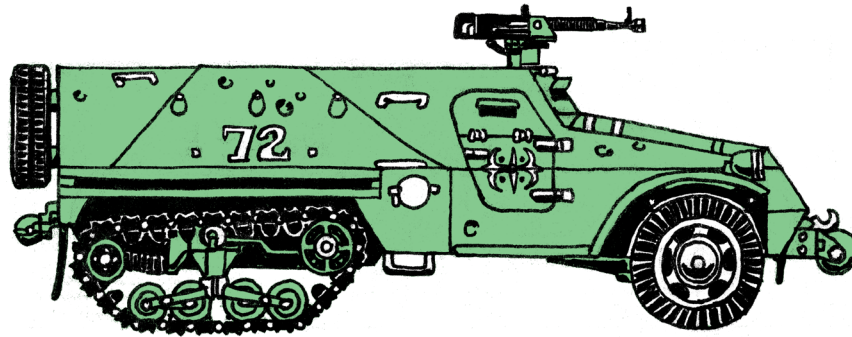
Now we had put some rounds through the Cataphract, and she was "guttering", as is called the wavering flames that precedes the ammunition-fire's jet from the hatches, and surely the beautiful old tank was doomed.

But though the loader and driver leapt off, the gunner was unaccounted for in my binoculars, and the tank commander serenely fought on behind the autocannon he had fitted to his cupola turret. He went on firing until the flames twisted him like burning paper, and I saw him sag down into the open hatch and be consumed.

When the tank had finally burnt out, I sent a man forward to see what could be found inside. And he reported that the husks of the tank commander and his gunner were at their seats, and that the hands of the gunner could not be pried off the handles, but that neither had any valuables that had survived the fire.

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

VD.35 “LATA”



TYPE: ARMORED PERSONNEL CARRIER

REMARKS

After the Santagrine Overseas was cut off from the devastated mainland, its holdout troops were forced to maintain antique equipment for lack of better options. The Lata, one of the Commonwealth’s first forays into mechanizing its infantry, still persists today among its holdouts in the Overseas.

The sole armament is a single MhL-60 .50 (12.7mm) HMG in a pintle mount. The Lata, like other wartime half-tracks, is inferior in mobility and protection to modern APCs; its armor plate is barely rifle-resistant. As an open-topped vehicle, it is highly vulnerable to indirect fire.

The large and empty interior of the Lata provides excellent space for troop and supply carriage. It sees use as a personnel carrier, supply truck, and artillery tractor—often for lack of any other option.

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

VD.35 “LATA” - 10 pts

ARMORED PERSONNEL CARRIER

Vec (W), H2, S16”, M8”, Q2, T2/2/1+ PC (4, Rear), Resupply (2), Tow (2)

This unit cannot road dash.

MhL-60 .50 HMG

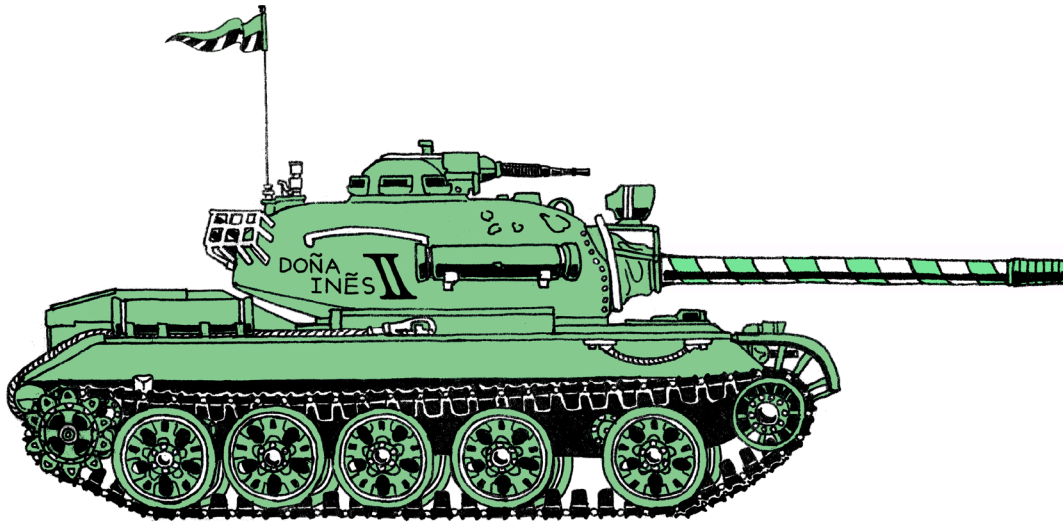
All, R20”, A4+/6+, S2/3, D2, Turret

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

A Lata rattles by—men, sharp-cheeked and dusty, weathered old packs, grease and residue and rust—a scene from the war, twenty-five years past. The son takes his father’s helmet off the gravepost and sweats in the same spot on the Lata’s benches. The Federals believe that men massacred in ambushes drive on at dusk, stamping track-marks across the sky. We may outdo them. We are well-practiced at playing the part of ghosts.

- Sancho de Tovaralba

VC.4 "JAVELINA"



VC.4 "JAVELINA" - 30 pts

MAIN BATTLE TANK

Vec, H2, S32", M8", Q2, T12/6/5

NBC

MhL-42 .305 MG, hull

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

MhL-42 .305 MG

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

24-lber Gun, local manufacture

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

→ 24-lb. APDS

Vec, S12/18

→ 24-lb. HESH

Inf/Vec, S8/3, *Shaped Charge,
Slow Round*

902R 81mm Smoke Launchers

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

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

TYPE: MAIN BATTLE TANK

REMARKS

First generation main battle tank, imported from the Intermarine Federation (see **FM 100-1-8X**). Its reputation as a "foreign" weapon—emblematic of the old Federal enemy—has largely relegated its use to mercenary armored companies ("tracked horse" or "tanksknecht"). Many such mercenaries are of Intermarine birth themselves. Some remain in use in the Overseas.

The "Javelina" (as the Razorback is colloquially referred to as in Santagria) typically fits local-production 24-lber (90mm) guns firing Commonwealth-standard rounds, offering similar anti-tank performance to the original 100mm gun.

Razorback export deals were historically drawn from stockpiled early production tanks. These lack the upgrade packages of those now in Federal service: basic composite armor, thermal sights, and a cupola heavy machine gun are all absent.

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



APPENDIX A - ARMY SPECIAL RULES

This appendix section describes the underlined special rules of the Atom Barons of Santagria.

Leviathan (X)

Whether rolling or flying, this monstrosity takes incredible punishment to kill.

This unit must suffer X number of kills to be destroyed. When it suffers a kill, place a **leviathan token** on it and choose one non-*Small Arm* weapon on its statline to be destroyed. Destroyed weapons cannot be used and no special rule benefits may be derived from them for the rest of the game. Leviathans cannot be towed.

Leviathan helicopters do not force hits against them to confirm beyond 12" away.

Flower of the Atom

Forward air control does not task a knight: it only humbly requests he pursue a specific target.

Instead of moving, a plane with this rule that has not yet fired on or gotten into a dogfight with its mission target may instead choose to lose its current mission target and tilt. A tilt allows the plane to immediately select any spotted enemy on the board as its new mission target.

Draw a new strafing line from the plane's current position through the selected unit and apply one pin to the plane. The plane then immediately moves toward its new target. The plane must attempt to fire upon its target, diving if necessary, before it can leave the board or wave off.

The command token used to activate the TACOM (or Pages) that originally called the mission then returns to the controlling player's command pool to be used during the Maneuver Phase. A TACOM which has had its command token refunded can later call a brigade and move and act normally, i.e. as if it did not activate during the Support phase.

If a plane with Flower of the Atom is the target of an interception by a living plane, it may not change targets until its interceptor is dead.

Tercio

Santagrine levies usually fight in archaic, pre-arranged formations, sacrificing flexibility for mass.

i. Formation

Units with this rule may be deployed in a special **tercio** formation. A tercio consists of three infantry units placed into mutual basal contact. To form a tercio, place all constituent units in the shape of a triangle, with one **leading unit** in front and two **supporting units** in the rear. Tercios can't be formed mid-game.

A tercio may be deliberately disbanded. This is declared during Upkeep in the Support Phase and costs no command tokens. After the former tercio's pin has been divided (detailed below), the constituent units behave as normal and are not affected by the following rules.

ii. Pin & Quality

Tercios can accrue up to *twelve* pin. Rather than losing one inch of movement per one pin accrued, and suffering a -1 Accuracy modifier per two, the tercio loses one inch of movement per *two* and -1 Accuracy per *four*.

A tercio's Quality is the sum of all its living units' Quality. Tercios sprint 1/3 of their Quality stat in inches rather than 1/2.

When a tercio with pin disbands, the pin must be divided equally between the newly disbanded units. Any remainder is assigned at the player's discretion. No single unit can receive more than one pin from the remainder.

If only one unit remains in the tercio, that unit immediately takes the leading unit's position and the tercio disbands. The survivor inherits up to six pin from the former tercio.

iii. Movement

Tercios attack, move, embark, and disembark as a single unit. The Movement statistic of a tercio is equal to that of the *slowest* constituent unit. When moving, only consider the leading unit, then check at the end if there is room for supporting units (i.e. as if towed).

A vehicle must be able to fit the whole tercio to transport it, but the tercio may split between the carrier's PC and desant capacity. While embarked or desanting, a tercio is temporarily disbanded, and its pin is divided as such. The tercio may disembark as a single activation. When a tercio exits its carrier, it exits in the same configuration as when it embarked, adding together its units' pin.

Tercios count as being three units (or two, if one constituent unit has been killed) for the purpose of garrisoning buildings.

When charging with a tercio, the leading unit must make basal contact with its frontal arc to create a valid close combat. A move *cannot* result in basal contact with an enemy if no enemies end up in basal contact with the leading unit's frontal arc. A tercio can charge multiple enemies as long as at least one of them is in the leading unit's frontal arc.

iv. Suffering Hits & Kills

Tercios are targeted as a single unit by non-Radius attacks which can target at least one of its units. Attacks target the arc of the closest unit targetable by the attacker. When struck, the tercio uses the toughness of the leading unit to determine the target number of the kill roll. If the tercio suffers a kill, that kill must be applied to the leading unit.

Tercios targeted by a Radius attack receive an attack for each of its units within the Radius. Each unit in the tercio is struck by individually resolved attacks that use the unit's own Toughness, not that of the leading unit. Hits against desanting members of a Tercio are also resolved individually.

When the leading unit is fully killed (not just depleted), one of the two supporting units must immediately move up and replace it. The other supporting unit enters full basal contact with the rear of the new leading unit, resulting in a straight "column" of two unit bases.

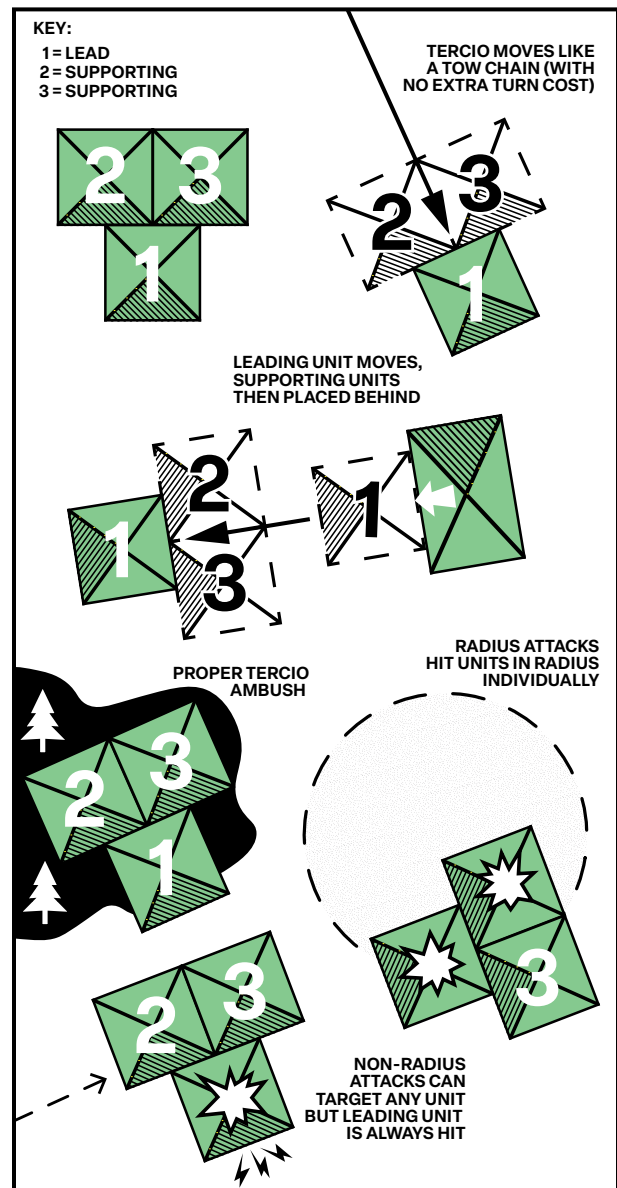
If the tercio suffers multiple kills simultaneously, then kills are assigned to the leading unit until it is fully dead. All overflowing kills must then be assigned to one of the two supporting units (of the defender's choice) *before* the next leading unit is moved forward.

v. Firing & Terrain

A tercio attacks simultaneously, with all units using their weapons within normal facing and range restrictions. Each constituent unit may select a different target and draw LOS out of any other unit's base in the same tercio.

Tercios are spotted and identified as one unit. A tercio is concealed if all of its constituent units are concealed. It is in ambush if the leading unit can enter ambush and the supporting units are in ambush, concealed, or out of LOS from all enemies. The whole tercio uses the leading unit's Cover Modifier.

Constituent units of a tercio benefit from their special rules individually. Parachuting tercios take pin as if disbanded.



APPENDIX B - BUILDING AN ARMY LIST

This appendix section describes the structure of baronial armies and provides advice for building an army list.

MILITARY ORGANIZATION

Outside of certain equipment commonalities and general trends in strategy, the A.B.S. do not field anything resembling a modern conventional army. Armies are chiefly categorized according to social class (thus, grade of equipment) rather than by a national or doctrinal standard. Variable motivations and chaotic politics mean that any combination of social classes may be observed fighting together.

When writing an army list, it helps to give it a theme by envisioning what kind of regiment your platoon or company is part of. (Even with no more national army, Santagrines place great stock in the title “regiment”.) Santagrine regimental names are prefixed with a demonym or place-name of the region the regiment was raised from, followed by a descriptive name which designates its social class. The regiment name is then appended by its specialization. Ultimately it boils down to what you, the lord, find suitable. Some examples are:

Fendible: Groundling regiment. Used only when chiefly groundling-led.

Séquito: Professional regiment of the yeomanry or lower nobility.

Séquito Libre: Mercenaries of mixed wealth and stature; a “free company”.

Señorial: Chiefly nobility, but supported by other troops either bought or levied.

If the regiment specializes in infantry or vehicles, it is specified as **de Pie** or **de Caballo con Tracción**, respectively. Artillery and airmobile units are not called regiments directly, but simply referred to as **Artillería** or **Armada**, respectively.

In addition to a descriptive name, many regiments bear a nickname based on the color or symbol of their standard or a lord’s heraldry. If there must be a number, it is written in Roman numerals. For example:

III. Alghemain Regimiento Señorial de Caballo con Tracción, “Primavera”

In the case of bandits, guerillas, or short-term rural levies, your force may simply be its leader’s “band” or “boys”.

ARMY LIST COMPOSITION

A typical Santagrine army relies on excellence in the air and mass on the ground; most must be designed with aircraft in mind, even if only a light command helicopter. Tercios backed by vehicles and Pages to call close air support is a quintessential formation. Never fear to coup-de-grace with your TACOMs.

For lower-tier formations, cheap infantry can be shored up by various types of towed gun to ward off enemy armor and aircraft. Expensive armored units are always complemented by cheaper things which can fire either offensive or defensive smoke clouds.

For higher-tier formations, gunships and paratroopers allow lightning-quick flanking drives, while heavy tanks apply steady head-on pressure along the frontline.

Generally, Santagrine units are specialists; they do something relatively well and struggle when placed outside their niche. Some exceptions include the versatile Retumbo towed gun and the Exto heavy personnel carrier, at the cost of middling overall efficiency.

It is good practice to begin by buying some key units to form the core of your army list and its strategy. Then, use the remaining points to round out its general capabilities.

SUB-UNIT NAMES

Owing to the lack of any cohesive military regulations or doctrine, the fundamental units of the baronial armies vary. Infantry and vehicles are put into “hemipelotóns”, or half-platoons. Two to four infantry units make up a “pelotón”, or platoon; two to four vehicles make a “tropa”, or troop. Tropas, pelotóns, and hemipelotóns are combined into companies.

Units may be identified either by a folk name or a Roman numeral. Thus:

I. Pelotón or Tropa

I. Hemipelotón

II. Hemipelotón

Formerly, an “escuadrón”, or squadron, was a formation of twelve or more aircraft. With pilot numbers diminished, escuadrón now refers honorarily to any group of at least four aircraft. The command air section is the “Escuadrón Primo” regardless of size. Escuadróns are numbered ordinally in Spanish.

Any formation which is too small to fit into any of the above categories is a “sección”, or section. Thus:

Escuadrón Primo

Escuadrón Segundo

I. Sección

II. Sección

CALLSIGNS

When deploying the units of an army list as blinds, it is useful to give each blind a snappy callsign. While it is easiest to assign callsigns methodically (“Tercio I”, “Tercio II”, “Vehicula I”, etc.), illustrative names are far more entertaining and memorable.

In the wake of the bombs, the Santagrines have adopted a culture of romance and mysticism. Their names should all at once inspire bravery, warm with comfort, and stun with awe. Romantic literary allusions, such as mythical weapons, famous steeds, and places of historic battles are a good start.

A beautifully painted plane may be dubbed “Luminosa”, a reliable one “Bucephalus”; an elderly band of militia could call themselves “Los Inmortales”; tanks with storied kills could be titled “Excalibur”, “Gram”, or “Durendal”.

OFFICERS & NAMES

Choose one TACOM in your army list—that’s you. You were born to rule. Your gunship is your steed; your cannon, your sword. Your language is that of power and virtue.

The names of Santagria are cobbled together from all the dialects of Romance language south of the Pyrenees, sometimes infected slightly with French affectations (especially Basque). Some truly strange and inventive names inspired by people of the South American Hispanidad can be found among the peasants, who have invented or kept to their own local cultures after the Commonwealth.

Nobles of unquestionable pedigree are classically, Peninsularly Spanish, and abide by modern Spanish spellings: a mark of the former society of the Commonwealth.

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

Capitan-Major Rocco “El Cavo” Hidalgo IV

EXAMPLE ARMY LISTS

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

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

**A.B.S. MILITIA ANTI-TANK PLATOON
EXAMPLE - 100 PTS, 2 COMMAND**

Escuadrón Primo - Headquarters
PEG.123-AC "Graf" - *0 pts (TACOM)*

I. Hemipelotón - Fire Support

VC.2 "Veldjen" - *20 pts*
- [T] Sb.18 "Retumbo" - *20 pts*
Hexamer - *10 pts*
- [T] Sb.15 1-lber "Pom-Pom" - *10 pts*

II. Hemipelotón - Infantry

Steam Tractor - *5 pts*
- [T] War Wagon - *5 pts*
- [D/1] Santagrine Militia - *5 pts*
- [E/2] Santagrine Militia - *5 pts*
- [E/3] Volley Team - *5 pts*
- [E] Light Gun Team - *5 pts*
- [T] Field Gun - *10 pts*

* [E] - Embarked | [D] - Desanting | [T] - Towed
[1/2/3] - Position in Tercio
All written tows/infantry mountings are strictly advisory.

At 100 points, a Santagrine list is quite strapped for command. This example fendible list fields several cheap towed weapons in order to create serious dilemmas for an aggressive opponent. Consider the centerpiece weapon: the Retumbo, which both provides heavy indirect fire and offers a redundancy in capability for both the Field Gun and the Pom-Pom.

The cheap tercio in the second hemipelotón is hard to kill and can be quite dangerous if it gets to encircle an enemy vehicle, but it mostly serves as a large, lumbering distraction from the far more valuable towed guns. The infantry are well supported by the Veldjen and Hexamer, which can lay their covering smoke.

The list is flawed because it is slow and relies too much on casualty-trading to gamble for a victory. It lacks the maneuverability of a higher-point list by excluding planes entirely.

Tercios can always be reconfigured to have a different specialty. For example, the Hexamer can be switched to a Steam Tractor to upgrade a Militia unit into a Grenadier Team.

**A.B.S. FREE MECHANIZED PLATOON
EXAMPLE - 200 PTS, 5 COMMAND**

Escuadrón Primo - Headquarters
PEG.123-AC "Graf" - *0 pts (TACOM)*
UNI.28-AC "Don" - *25 pts (TACOM)*
MC.17-86 "Spada-Fresco" - *20 pts*

I. Hemipelotón - Anti-Tank

"Exto" - *25 pts*
- [T] Field Gun - *10 pts*
- [E/1] Grenadier Team - *10 pts*
- [E/2] Machine Gun Team - *10 pts*
- [E/3] Volley Team - *5 pts*
- [D] Light Gun Team - *5 pts*

II. Hemipelotón - Mortar

- [E/1] Grenadier Team - *10 pts*
- [E/2] Machine Gun Team - *10 pts*
- [E/3] Volley Team - *5 pts*
- [D] Bombard Team - *15 pts*

I. Sección - Fire Support

OSM "Mogul" - *40 pts*
- [T] Sb.15 1-lber "Pom-Pom" - *10 pts*

* [E] - Embarked | [D] - Desanting | [T] - Towed
[1/2/3] - Position in Tercio
All written tows/infantry mountings are strictly advisory.

At 200 points, a Santagrine list is able to choose a capability specialization, but still has to widely diversify its units to remain generally effective. This mechanized platoon includes a few expensive, higher-end units in order to secure ideal fighting positions for its leading armored infantry elements.

The infantry pelotón has two tercios which fit entirely inside of one Exto, which serves as an adequate general fire support platform for its disembarking infantry and lends extra ammunition to the indirect fire weapons.

The Mogul is the fulcrum of this list. Use it to suppress enemy guns and conceal your troops in smoke.

Defend your troops from enemy aircraft or ground flankers with the Spada-Fresco.

For the sake of extra anti-tank firepower, the Field Gun and Pom-Pom can be exchanged for a Veldjen or Retumbo.

**A.B.S. YEOMAN ARMOR PLATOON
EXAMPLE - 300 PTS, 10 COMMAND**

Escuadrón Primo - Assault

UNI.28-AC "Don" - **25 pts (TACOM)**
UNI.28-AC "Don" - **25 pts (TACOM)**
PEG.123 "Knight-Errant" - **30 pts**
MC.20-01C "Rocinante" - **30 pts**

I. Hemipelotón - Headquarters

VBD.127-DB "Castellan" - **40 pts (TACOM)**
- [D] Yeoman Paras - **15 pts**

II. Hemipelotón - Armor

VE.378 "Cataphract" - **40 pts**
CB.76 "Misericorde" - **15 pts**
- [D] Yeoman Paras - **15 pts**

III. Hemipelotón - Reconnaissance

VC.44R "Whirlwind" - **35 pts**
CB.61 "Galgo" - **15 pts**
- [D] Yeoman Paras - **15 pts**

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

At 300 points, a Santagrine list has weaned its dependence on towed fire support. Cheaper lists have to spend every point wisely, but this list can afford to "go tall" on several expensive, survivable units.

This force's relatively low unit count complements its relatively high command, a far cry from the 100 point list. This army can fight carefully and reactively.

Note the pivot away from tercios and carriers into elite infantry and tanks. Some of these forces can reach objectives fast enough that deploying desant is no issue. The sluggish Cataphract can afford to show up a little late while the infantry and light vehicles screen.

The command section is made up of hardy gunships which offer near-comprehensive anti-air capability, but they need to coordinate closely with ground forces to stay alive.

The Rocinante can be exchanged with a Jonquil for use against armies especially light on infantry and aircraft.

**A.B.S. NOBLE AIRMOBILE PLATOON
EXAMPLE - 400 PTS, 10 COMMAND**

Escuadrón Primo - Assault

UNI.28-AC "Don" - **25 pts (TACOM)**
UNI.28-AC "Don" - **25 pts (TACOM)**
UNI.28-08 "Lancer" - **60 pts**
UNI.28-03 "Man-at-Arms" - **50 pts**

Escuadrón Segundo - Reconnaissance

PEG.123-AC "Graf" - **0 pts (TACOM)**
PEG.123-AC "Graf" - **0 pts (TACOM)**
PEG.123 "Knight-Errant" - **30 pts**

I. Pelotón - Infantry

CB.76 "Misericorde" - **15 pts**
- [D] Yeoman Paras - **15 pts**
- [D] Groundsmen - **10 pts**
CB.61 "Galgo" - **15 pts**
- [D] Yeoman Paras - **15 pts**
PEG.80-01A "Sambuca" - **25 pts**
- [E] Pages - **10 pts**
- [E] Black Fangs - **20 pts**
- [E] Yeoman Paras - **15 pts**

I. Sección - Air Support

DC.4E "Bavioca" - **40 pts**
DC/B.2K "Jonquil" - **30 pts**

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

At 400 points, a Santagrine list is replete with specialized units. This list is quintessentially Santagrine, sporting multiple fighting helicopters, some support aircraft, and a significant number of paratroopers which make deployment unpredictable. With 70 points dedicated to heavy-hitting planes, mind-games are key.

The infantry's Sambuca deploys an incredible reserve. Pages make directing planes easier, and Black Fangs keep the Pages secure.

Use gunship rocket pod strafes to split enemy forces during decisive engagements.

The infantry section is mostly made up of parachuting units, which allows the Yeomanry and Groundsmen to be deployed with their vehicles as an air-dropped tercio.

APPENDIX C - QUICK UNIT REFERENCE

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

TACOMS

PEG.123-AC "GRAF" - 0 pts

COMMAND HELICOPTER

Air, H1, S32", M36", Q4, T2/1/1, C2
Brigade (4, 16"), Decoy Protection (1), NBC

MhM-76 .305 Minigun

All, R12", A4+/5+, S1/1+, D4, Turret

Lerna 15-lbr Rocket Pod

Inf/Vec, R22", A6+/5+, S4/4, D4,
 Ammo 1, *Strafing, Slow Round*

SUR-4 127mm Air-to-Air Missile

Air, R60", A3+/3+, S6/6, D1, Ammo 1,
Air-Filling, Guided Missile (1), Homing

120dB Megaphone Array

Inf/Vec, R16", A++/+++, D1, *Rally, Turret*

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

UNI.28-AC "DON" - 25 pts

COMMAND GUNSHIP

Air, H2, S32", M24", Q4, T4/3/3, C3
Brigade (3, 12"), Leviathan (2), NBC

Allant 1.8-lber Rotary Cannon

All, R32", A4+/4+, S4/6, D3, Ammo 3

SUR-4 127mm Air-to-Air Missile

Air, R60", A3+/3+, S6/6, D1, Ammo 2,
Air-Filling, Guided Missile (1), Homing

120dB Megaphone Array

Inf/Vec, R16", A++/+++, D1,
Rally, Turret

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

VBD.127-DB "CASTELLAN" - 40 pts

COMMAND MAIN BATTLE TANK

Vec, H2, S32", M8", Q4, T16/7/5, C4
Brigade (2, 8"), NBC

Whenever this unit scores a kill on an enemy vehicle, it may Rally a friendly unit within 8".

MhL-42 .305 MG

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

Sb.98 55-lber Gun

R40", A3+/3+, D1, Ammo 4,
No CC (Inf.), Thermal Sights, Turret

→ 55-lb. APDS

Vec, S14/21

→ 55-lb. HESH

Inf/Vec, S9/4, *Shaped Charge, Slow Round*

Lerna 15-lber Rocket Pod

Inf/Vec, R22", A4+/5+, S4/4, D4,
 Ammo 1, *No CC (Inf.), Slow Round, Turret*

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

INFANTRY - LINE SQUADS

SANTAGRINE MILITIA - 5 pts

MILITIA SQUAD

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

Bolt Action Rifle, various make & caliber

All, R10", A5+/5+, S1/1+, D1,
Small Arm

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

MOUNTED SERJEANTS - 10 pts
CAVALRY TROOP

Inf (S), H2, S24", M8", Q2, T1/1/1-
Fearless, NBC

May not embark or desant.

Cavalry Carbine, local manufacture
All, R8", A5+/5+, S1/1+, D1,
Small Arm

18-oz. Lance Mine
Vec, R0", A1+/1+, S6/1, D1, Ammo 2,
Melee, Shaped Charge

Heirloom Backsword
Inf, R0", A1+/1+, S1/1, D2, *Melee*

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

YEOMAN PARAS - 15 pts
PARATROOPER SQUAD

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

MhL-48 .455 SMG
All, R8", A3+/3+, S1-/1+, D2,
Small Arm

Hi-25 2.5-lber Spigot Mortar
Inf/Vec, R6", A3+/5+, S7/1+, D1,
Ammo 3, *Light Indirect (0),*
Shaped Charge, Small Arm,
Slow Round

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

INFANTRY - WEAPON TEAMS

VOLLEY TEAM - 5 pts
ANTI-TANK TEAM

Inf, H1, S16", M4", Q1, T1-/1-/1-
NBC, Tercio

Bolt Action Rifle, various make & caliber
All, R10", A5+/5+, S1/1+, D1,
Small Arm

"Tricorne" Triple RPG, improvised
Inf/Vec, R8", A5+/6+, S5/1, D3,
Ammo 2, *Shaped Charge,*
Small Arm, Slow Round

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

LIGHT GUN TEAM - 5 pts
ANTI-TANK TEAM

Inf, H1, S24", M4", Q1, T1/1-/1-
NBC

Rh-49 .305 Self-cycling Rifle
All, R8", A4+/4+, S1/1+, D1,
Small Arm

Sb.1 1-lber Gun
Inf/Vec, R24", A5+/xx, S14/2, D1,
Ammo 3, *Defensive CC,*
Shaped Charge, Slow Round

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

GRENADIER TEAM - 10 pts
SHOCK TEAM

Inf, H1, S16", M4", Q2, T2/1+/1+
NBC, Tercio

Engram .32 Machine Pistol
All, R2", A5+/5+, S1-/1-, D2,
Small Arm

S-5 40mm Grenade Pistol, sawn off
R6", D1, Ammo 4, *Small Arm*

→ **40mm HE**
Inf/Vec, A4+/4+, S1+/1+,
Slow Round, Ignore Cover (1)

→ **40mm Smoke**
Gnd, A++/++, *No CC, Smoke (2")*

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

MACHINE GUN TEAM - 10 pts
ANTI-PERSONNEL TEAM

Inf, H1, S16", M4", Q2, T1/1-/1-
NBC, Tercio

Rh-49 .305 Self-cycling Rifle
All, R8", A4+/4+, S1/1+, D1,
Small Arm

Depredador Cortes .455 MG
All, R14", A4+/xx, S1+/2, D2,
Defensive CC

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

BOMBARD TEAM - 15 pts
SUPPRESSION TEAM

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

Rh-49 .305 Self-cycling Rifle
All, R8", A4+/4+, S1/1+, D1,
Small Arm

Hi-14 Three-Quarters Bombard
Gnd, R24", D1, Ammo 4,
Light Indirect (2), No CC

→ **26-lb HE**
A4+/xx, S[D6], *Air-filling,*
Radius (2")

→ **14-lb Plutonium Core**
A++/xx, *Radius (4")**
**Roll a D6 for each unit in the radius.*
If the result is above the unit's
Quality, it takes max pin, otherwise
it takes one pin.

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

INFANTRY - SPECIAL

GROUNDSMEN - 10 pts
SNIPER TEAM

Inf, H1, S32", M5", Q3, T1/1-/1-
Fearless, NBC, Paradrop, Sense (6"), Tercio

SMHH Combination Gun, .276 Barrel
All, R12", A3+/4+, S1/1+, D1, *Scoped,*
Small Arm

12-gauge Slug Barrel
Inf/Vec, R6", A*, S1+/2, D1,
Underbarrel (SMHH)

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

PAGES - 10 pts
FORWARD AIR CONTROL TEAM

Inf, H1, S32", M5", Q2, T1/1-/1-
Fearless, NBC

*May activate to call a plane mission during
the Support Phase, replacing a friendly
TACOM's turn.*

AFME-42/58 .439 Automatic Rifle
All, R8", A4+/6+, S1+/1+, D2,
Small Arm

Coincidence Rangefinder, craft-produced
All, R32", A++/xx, D1, *Discreet,
Designator*

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

BLACK FANGS - 20 pts
COMMANDO TEAM

Inf, H1, S24", M4", Q4, T2/1+/1+
Assault Specialist, Fearless, NBC

LMG, various make & caliber
All, R10", A2+/3+, S1/1+, D2,
Small Arm

Lerna 15-lber Rocket Pod
Inf/Vec, R22", A4+/xx, S4/4, D4,
Ammo 1, *No CC (Inf.), Slow Round*

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

ATOMIC PILGRIMS - 60 pts
NUCLEAR WEAPONS TEAM

Inf, H1, S24", M4", Q4, T1-/1-/1-
Fearless, NBC

Engram .32 Machine Pistol
Inf, R2", A5+/5+, S1-/1-, D2,
Small Arm

"Violet Mace" Recoilless Gun, Nuclear
Gnd, R24", A++/xx, D1, Ammo 1,
Nuclear (1"-2"-6")

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

VEHICLES - LOGISTICS

STEAM TRACTOR - 5 pts
PRIME MOVER

Vec (W), H2, S16", M6", Q2, T4/4/3
NBC, PC (1, Any), Tow (16)

MhL-42 .305 MG
All, R12", A5+/6+, S1/1+, D2, *Turret*

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

WAR WAGON - 5 pts
TOWED PERSONNEL CARRIER

Vec (C), H2, S8", M0", Q1, T3/3/3
NBC, Tow (∞), PC (4, Any), Resupply (2)

Engram .32 Snub Nose, driver's issue
Inf, R2", A5+/5+, S1-/1-, D1,
Small Arm

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

VEHICLES - PERSONNEL CARRIERS

CB.76 "MISÉRICORDE" - 15 pts

AIRMOBILE ASSAULT GUN

Vec, H1, S24", M8", Q3, T5/4/2

NBC, Paradrop, Tow (2)

Uses a 40x40mm infantry base. May fire while carrying desanting infantry. Carries up to PC (3) desants instead of PC (2).

MhL-42 .305 MG

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

Sb.21 20-lber Mountain Gun

R24", D1, Ammo 3, No CC (Inf.)

→ **20-lb. HESH**

Inf/Vec, A4+/6+, S8/3

Shaped Charge, Slow Round

→ **20-lb Smoke**

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

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

VEHICLES - ARMOR

"HEXAMER" - 10 pts

TRACTOR TANK

Vec, H2, S16", M6", Q2, T4/4/3

NBC, Tow (6)

MhL-42 .305 MG

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

Sb.1 1-lber Gun

R20", D1, Ammo 4, Turret

→ **1-lb. APDS**

Vec, A4+/6+, S3/4

→ **1-lb. SAPHE**

Inf/Vec, A4+/6+, S1+/2, Ignore Cover (1), No CC (Inf.), Slow Round

→ **1-lb. Smoke**

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

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

"EXTO" - 25 pts

INFANTRY SUPPORT CRAWLER

Vec, H2, S32", M8", Q2, T4/4/4

Leviathan (2), NBC, PC (6, Sides), Resupply (4), Tow (3)

Rh-49 .305 Self-cycling Rifle

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

SAE 2-lber AA Gun

All, R36", A4+/5+, S5/7, D2, Ammo 4, No CC (Inf.), Radar Anti-Air, Turret

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

VC.2 "VELDJEN" - 20 pts

MEDIUM TANK

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

NBC, Tow (3)

MhL-42 .305 MG

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

MhL-60 .50 HMG

All, R20", A4+/5+, S2/3, D2 Multi-Gun

14-lber Gun, various make

R32", D1, Ammo 6, Turret

→ **14-lb. APHE**

Vec, A4+/6+, S8/12, No CC (Inf.), Slow Round

→ **14-lb. HESH**

Inf/Vec, A4+/6+, S7/2, No CC (Inf.), Shaped Charge, Slow Round

→ **14-lb. Smoke**

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

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

VC.44R "WHIRLWIND" - 35 pts
 MAIN BATTLE TANK

Vec, H2, S32", M10", Q2, T12/6/5
NBC, Tow (5)

This unit ignores up to 90 degrees of rotation to the right, but must pay an additional 1" the first time it rotates to the left in a move.

MhL-42 .305 MG

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

24-lber Gun, local manufacture

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

→ **24-lb. APDS**

Vec, S12/18

→ **24-lb. HESH**

Inf/Vec, S8/3, *Shaped Charge, Slow Round*

→ **24-lb. WP Smoke**

Gnd, S1+/1+, *Ignore Cover (2), Smoke (3")*, Rear Attack

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

VE.378 "CATAPHRACT" - 40 pts
 HEAVY TANK

Vec, H2, S32", M6", Q2, T16/10/6
NBC

MhL-60 .50 HMG

All, R20", A4+/6+, S2/3, D2, Turret

Sb.1 1-lber Gun

R20", A4+/6+, D1, Ammo 3,
Multi-Gun, No CC (Inf), Turret

→ **1-lb. APDS**

Vec, S3/4

→ **1-lb. SAPHE**

Inf/Vec, S1+/2, *Ignore Cover (1), Slow Round*

Sb.92 55-lber Gun

R40", D1, Ammo 4, *No CC (Inf), Thermal Sights, Turret*

→ **55-lb. APDS**

Vec, A2+/5+, S14/21

→ **55-lb. HESH**

Inf/Vec, A3+/5+, S9/4,
Shaped Charge, Slow Round

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

“VAUBAN” - 60 pts

LAND FRIGATE

Vec, H2, S32”, M6”, Q4, T6/6/4

Leviathan (3), NBC

*Takes pin like a Tercio. May desant at PC (4).
If the CIWS has not been destroyed, the unit
gains Active Protection (∞). This Protection
has infinite ammo but only triggers once per
round and only against Guided Missiles.*

GAP-61 .61 CIWS

All, R24”, A4+/4+, S3/4, D3,
Multi-Gun, Radar Anti-Air, Turret

SAP 14-lber Naval Gun

R40”, A4+/4+, D2, Ammo 4,
*No CC (Inf.), Radar Anti-Air,
Slow Round, Turret*

→ **14-lb. APHE**

Vec, S8/12

→ **14-lb. Proximity Fuze HE**

All, S3/3, *Air-Filling*

VIM-4 “Copa” 90-lber VLS Missiles

Vec/Air, R24-60”, A4+/4+, S8/8, D1,
Ammo 4, *Air-Filling,
Guided Missile (2), Radar Anti-Air,
Turret*

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

VEHICLES - FIRE SUPPORT

FIELD GUN - 10 pts

TOWED ANTI-TANK GUN

Vec (C), H1, S32”, M3”, Q2, T2/1/1

NBC

This unit uses a 40x40mm base.

Bolt Action Rifle, various make & caliber

All, R10”, A5+/5+, S1/1+, D1,
Small Arm

Field Gun, various make & caliber

R40”, D1, Ammo 4, *No CC*

→ **HESH, variable weight**

Inf/Vec, A4+/xx, S9/4,
Shaped Charge, Slow Round

→ **Gas, variable composition & weight**

Gnd, A++/xx, *Chemical Weapon (4”)*

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

SB.15 1-LBER “POM-POM” - 10 pts

TOWED ANTI-AIR GUN

Vec (C), H1, S32”, M3”, Q2, T2/1/1

NBC

This unit uses a 40x40mm base.

Bolt Action Rifle, various make & caliber

All, R10”, A5+/5+, S1/1+, D1,
Small Arm

Sb.15 1-lber Autocannon

All, R32”, A4+/xx, S4/6, D2, Ammo 4,
Tracking Anti-Air, Turret, No CC

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

CB.61 "GALGO" - 15 pts
 AIRMOBILE ARMORED CAR

Vec (W), H2, S32", M10", Q3, T4/3/2
NBC, Paratroop

MhL-77 .61 HMG
 All, R24", A4+/5+, S3/4, D2, *Turret*

No. 20 4-lb. Smoke Launchers
 Gnd, R0", A++/+, D1, Ammo 1,
Light Indirect (0), No CC,
Smoke (2"), Turret

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

OSM "MOGUL" - 40 pts
 SELF-PROPELLED SIEGE GUN

Vec, H2, S32", M6", Q2, T18/12/8
NBC, Tow (5)

MhL-42 .305 MG
 All, R12", A4+/5+, S1/1+, D2, *Turret*

S-10 250-lber Siege Gun
 Ammo 3

→ **250-lb. HE**
 Inf/Vec, R40", A3+/4+, S8/8, D1,
Ignore Cover (1), No CC (Inf),
Slow Round

→ **250-lb. Phosgene Gas**
 Gnd, R∞", A++/+, D2,
Chemical Weapon (4"),
Heavy Indirect (3), No CC

→ **250-lb. WP Smoke**
 Gnd, R∞", A4+/5+, S1+/1+, D2,
Air-Filling, Heavy Indirect (3),
Ignore Cover (2), No CC, Smoke (4"),
Rear Attack

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

SB.18 22-LBER "RETUMBO" - 20 pts
 TOWED ANTI-AIR GUN

Vec (C), H2, S32", M2", Q2, T2/1/1
NBC

Bolt Action Rifle, various make & caliber
 All, R10", A5+/5+, S1/1+, D1,
Small Arm

Sb.18 22-lber Anti-Aircraft Gun
 Ammo 4, *No CC, Radar Anti-Air,*
Turret

→ **22-lb. AP**
 Vec, R40", A3+/xx, S8/12, D1,
Slow Round

→ **22-lb. Timed Fuze HE**
 All, R40", A4+/xx, S3/3, D1,
Air-Filling, Slow Round

→ **22-lb. Frag**
 Gnd, R∞", A4+/xx, S[D3], D2,
Air-Filling, Heavy Indirect (3),
Radius (2")

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

VEHICLES - SPECIAL

LDAL "PIETRO" - 10 pts
 LANDING CRAFT

Vec, H2, S16", M8", Q1, T5/4/1+
PC (8, Front), NBC, Watercraft

Sb.1 1-lber Dual Guns
 R20", D1, Ammo 6, *Barrage (2),*
Turret

→ **1-lb. APDS**
 Vec, A4+/6+, S3/4

→ **1-lb. SAPHE**
 Inf/Vec, A4+/6+, S1+/2,
Ignore Cover (1), No CC (Inf),
Slow Round

→ **1-lb. Smoke**
 Gnd, A++/+, *No CC, Smoke (2")*

AIRCRAFT - HELICOPTERS

PEG.60-11 "SQUIRE" - 20 pts
 UTILITY HELICOPTER

Air, H2, S32", M32", Q3, T1+/1+/1+
NBC, PC (2, Rear)

MhL-42 .305 MG
 All, R12", A4+/5+, S1/1+, D2,

Lerna 15-lber Rocket Pod
 Inf/Vec, R22", A6+/5+, S4/4, D4,
 Ammo 1, *Strafing, Slow Round*

PEG.80-01A "SAMBUCA" - 25 pts
 HEAVY LIFT HELICOPTER

Air, H2, S32", M24", Q3, T3/3/3
Decoy Protection (1), NBC, PC (6, Rear), Tow (2)

MhL-60 .50 HMG
 All, R20", A4+/5+, S2/3, D2,
Door Gun (Sides, Rear)

Lerna 15-lber Rocket Pod
 Inf/Vec, R22", A6+/5+, S4/4, D4,
 Ammo 1, *Strafing, Slow Round*

PEG.123-00 "KNIGHT-ERRANT" - 30 pts
 SCOUT ATTACK HELICOPTER

Air, H1, S32", M36", Q3, T2/1/1
Decoy Protection (2), NBC

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

Chilon 30-lbr High-Velocity Missile
 S8/5, D1, Ammo 4,
Guided Missile (1)

→ **Air-to-Ground Targeting**
 Vec, R12-60", A3+/3+

→ **Air-to-Air Targeting**
 Air, R60", A4+/4+

UNI.28-05 "CONQUISTADOR" - 40 pts
 JALOPY GUNSHIP

Air, H2, S32", M24", Q3, T3/3/3
Leviathan (2), NBC

Sb.38 20mm Autocannon
 All, R32", A4+/4+, S4/6, D2, Ammo 4

Sarvara 46-lber Dual Rocket Pod
 Inf/Vec, R24", A6+/5+, S10/2, D2,
 Ammo 2, *Barrage (2), Shaped Charge, Strafing, Slow Round*

Lerna 15-lber Dual Rocket Pod
 Inf/Vec, R22", A6+/5+, S4/4, D4,
 Ammo 2, *Barrage (2), Strafing, Slow Round*

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

UNI.28-03 "MAN-AT-ARMS" - 50 pts
 ATTACK GUNSHIP

Air, H2, S32", M24", Q4, T4/3/3
Leviathan (2), NBC

Allant 1.8-lber Rotary Cannon
 All, R32", A4+/4+, S4/6, D3, Ammo 3

9GR1M 125mm ATGM
 Vec, R6-60", A3+/4+, S16/3, D1,
 Ammo 4, *Guided Missile (2), Shaped Charge*

Lerna 15-lber Dual Rocket Pod
 Inf/Vec, R22", A6+/5+, S4/4, D4,
 Ammo 2, *Barrage (2), Strafing, Slow Round*

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

UNI.28-08 "LANCER" - 60 pts

Air, H2, S32", M24", Q4, T4/4/3
Leviathan (2), NBC

SDV 6-lber High Velocity Autocannon
Vec/Air, R40", A4+/4+, S12/18, D2,
Ammo 3, *Thermal Sights*

Lerna 15-lber Dual Rocket Pod
Inf/Vec, R22", A6+/5+, S4/4, D4,
Ammo 2, *Barrage (2), Strafing,
Slow Round*

Silene 285-lber Dual WP Rocket Pod
Gnd, R28", A4+/4+, S1+/1+, D1,
Ammo 2, *Barrage (2),
Ignore Cover (2), Rear Attack,
Smoke (4")*

AIRCRAFT - PLANES

MC.17-86 "SPADA-FRESCO" - 20 pts

Air (CAP), M16", Q3, T2, E2
Afterburner

Sb.38 20mm Autocannons, dual
All, R8", A3+, S4, D2, Ammo 3,
Radar Anti-Air

500-lber HE Bombs, various models
Gnd, R0", A3+, S6, D1, Ammo 2,
*Air-Filling, Barrage (2), Radius (3"),
Rear Attack*

MC.20-01C "ROCINANTE" - 30 pts

Air (CAP), M18", Q3, T3, E3
*Afterburner, Decoy Protection (1),
Flower of the Atom*

Allant 1.8-lber Rotary Cannon
All, R8", A3+, S4, D3, Ammo 2,
Radar Anti-Air

Lerna 15-lber Dual Rocket Pods
Inf/Vec, R6", A4+, S4, D4, Ammo 2,
Barrage (2), Slow Round

SUR-4 127mm Infrared AAM
Air, R30", A3+, S6, D1, Ammo 2,
*Air-Filling, Guided Missile (1),
Homing*

DC/B.2K "JONQUIL" - 30 pts

MULTI-ROLE FIGHTER

Air (CAP), M14", Q3, T3, E1
*Afterburner, Decoy Protection (2),
Flower of the Atom*

Rb.12 9-lber Air-to-Air Rockets
All, R6", A4+, S3, D3, Ammo 2,
*Barrage (2), Radar Anti-Air,
Slow Round*

Mf.59 60-lber Semi-Active AAM
Air, R50", A3+, S8, D1, Ammo 4,
Air-Filling, Guided Missile (1), No CC

9GR3 275mm AGM
Vec, R60", A2+, S24/8, D1, Ammo 3,
*Guided Missile (2), MCLOS,
Shaped Charge*

DC.4E "BAVIECA" - 40 pts

AIR SUPERIORITY FIGHTER

Air (CAP), M20", Q4, T3, E2
*Afterburner, Decoy Protection (2),
Flower of the Atom*

Allant 1.8-lber Rotary Cannon, modified
All, R8", A3+, S4, D4, Ammo 2,
Radar Anti-Air

Breakspear 60-lber Semi-Active AAM
Air, R60", A3+, S8, D1, Ammo 4,
Air-Filling, Guided Missile (1), No CC

SUR-4 127mm IR AAM, modified
Vec/Air, R36", A3+, S6, D1, Ammo 4,
*Air-Filling, Barrage (2),
Guided Missile (1), Homing*

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

APPENDIX D - PAINTING GUIDE

This appendix section provides full-color references for painting your Atom Baron miniatures.

INFANTRY NOTES

Groundling militiamen wear a loud assortment of colors taken from the traditional tinctures of Santagrine heraldry. Exceptionally poor or recently refitted troops may only be able to afford undyed textiles.

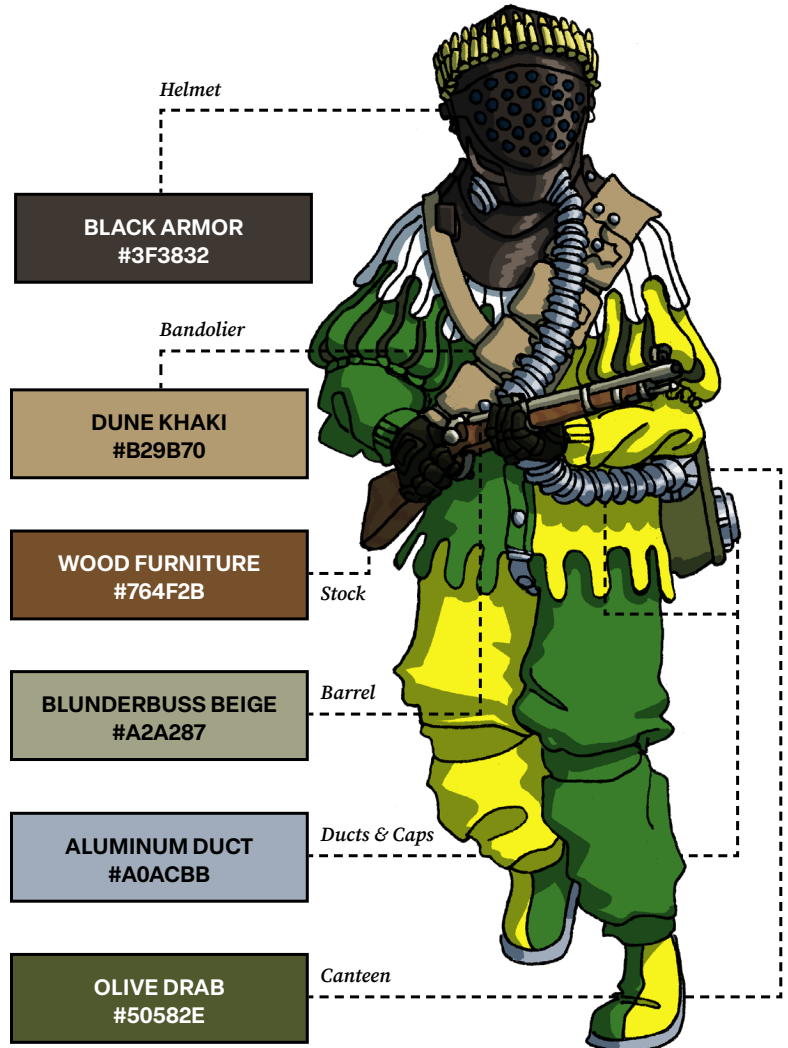
Yeomanry dress practically, in olive drab or jungle green tigerstripe fatigues from the old army: now a mark of their social station.

Noble infantry (pages) have the same sense of fashion as militia, but their costumes are far more sophisticated and expensive: the “real stuff”.

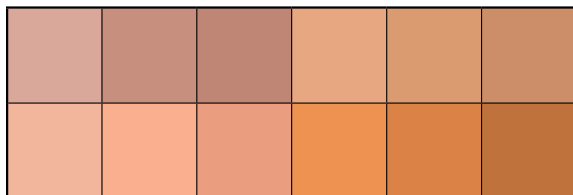
Old military surplus items, such as canteens, bandoliers, chest rigs, and haversacks, are khaki or olive. Heirloom guns tend towards worn blued metal and wooden furniture.

Armor finishes are customarily black, but other colors may be found. Groundling officers may sport blued helmets with gold trim.

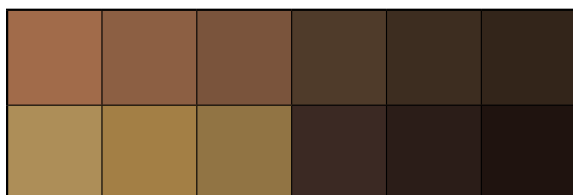
NBC gear of all sorts is utilized by baronial armies, either integrated into helmets or worn separately. Many old army gas masks are white rubber.



Common Flesh Tones

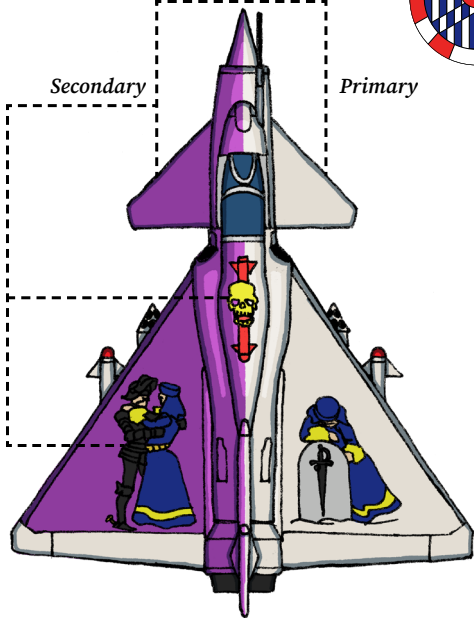
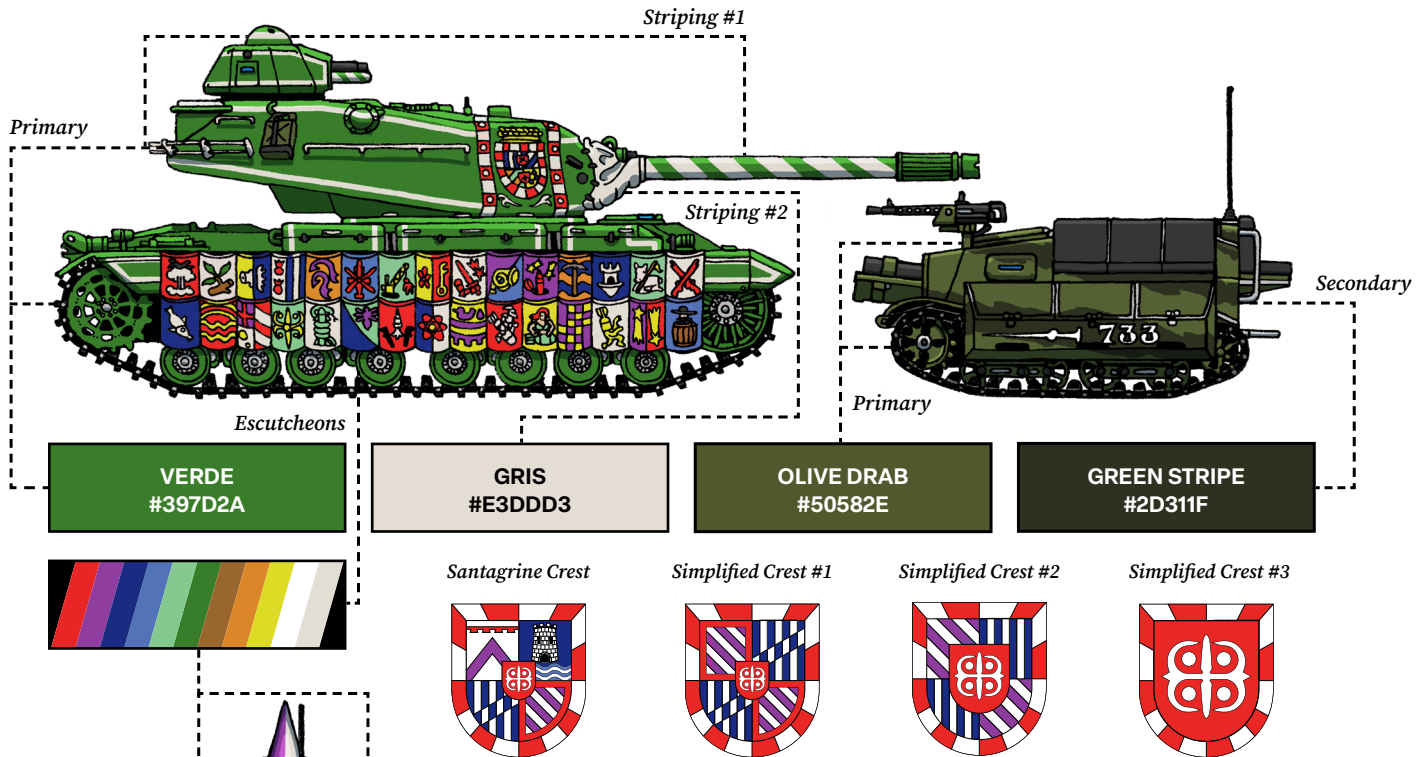


Common Hair Colors



SANTAGRINE HERALDRIC TINCTURES

AZUR #1A2B83	VAO #5172B7
VERMELHO #E92725	AMARELO #DEDB25
VERDE #397D2A	ERVA #85C98F
CARDEO #8E3C9E	CASTANHO #DC8828
PRETO #00000	BRANCO #FFFFFF
LEIRA #98652	GRIS #E3DDD3



AIRCRAFT NOTES

Planes and helicopters are painted like baronial vehicles are, although with far greater care and craftsmanship. Wings are thought of as a space for murals. They are never repainted in green when fighting foreign opponents. Family heraldry is preferred to national crests.

The helicopters of the yeomanry are, as always, tigerstriped.

ARMOR NOTES

Most Santagrine vehicles belong to baronial formations, so they are painted with the same baroque heraldic sensibilities as the war dress of infantry.

Baronial armies fielded against one another are decorated variously, typically using bold, high-contrast colors. However, when Santagrine forces are unified against a foreign opponent, it is traditional to adopt a scheme of solid Verde or Erva (with striping of Branco or Gris) for the sake of friendly identification. Regardless, the colorful personal or familial arms of officers and crewmen are painted on steel escutcheons used as applique armor on fighting vehicles.

Yeomanry paint their vehicles like they dress themselves: practical, sharp jungle tigerstripe.

Vehicles and towed guns which are fielded by poor groundlings may arrive to the battle in a rusted, chipped olive drab: once the standard scheme of the Commonwealth. It is not uncommon to see earthy brown and red drabs among the drome villages of lands rendered semi-barren from radiation.

Jerrycans and other minor accoutrements retain the olive drab of the Commonwealth.

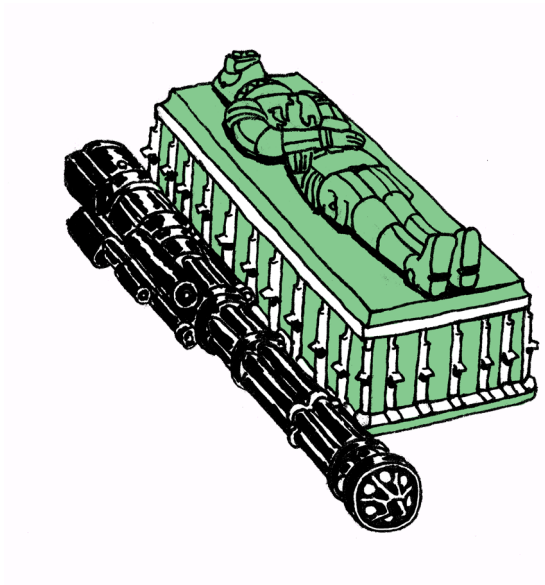
Crests based on dynastic blazons of the old Santagrine Commonwealth are commonly used as status symbols on more expensive military vehicles.





*“...The crash of skins and pulsing hum of rotors
in the night
Drove in the hearts of Rampo’s enemies an
awful fright.
But too late did the retinue detect the mortal
din
before the stroke, for Rampo’s knights had
flanked and fell therein.
The champion’s horde descended as a cloud
upon its foe,
The fast ones cut the rear while the van began
to close.
The host in chase relented and the pallor of
their knights
Was desert-shade or lighter; there was terror
in their flight.
Their lances fired, trailed, dissembled, burst,
and sought, and missed,
Squires fell, band lost meter, heaving pistons
wheezed and hissed,
The blood of yeomen loosened pilots’ levers
from their fists,
And rotors twisted masters and their pages
into grist.
A carnage worse than what a saintly casus
could insist,
So was the slaughter of the enemies in Rampo’s
midst.
The bombs had scourged that land of life about
the site but save
One flowering field to mark the thousand
parachuting graves...”*

- Cantar de Rampo Guerrero, Canto I.43-58



By Order of the Ministry of Defense:

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*General of the Air,
General Staff of the Federal States-Army*

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