

The Pax Arcadian Army Guide

The Pax Arcadian Army:

There is no central combined army for the whole of the Pax Arcadia. The human authorities believe such an organisation would be impossibly unwieldy. Instead, each of the many baronies is responsible for the defence of their own borders and for contributing forces to other human ruled regions on warring fronts in times of need. The forces which comprise the armies of these baronies are many and varied.

Much of the Pax equipment is produced to designs which can be seen rolling out of production facilities across the length and breadth of Human space. However, regional variants in composition are also commonplace and the implementation of human forces varies greatly from one region to another, depending largely on the ways and means of the Barons themselves.

So it is that Pax armies come in many different forms, from the famed air cavalry of Sovremany to the veteran armoured formations and tank riders of Bluvakka. On the whole, however, most Pax forces can be recognised by two things, no matter upon which front you may observe them.

Large formations of heavy armour form the Pax spearhead, supported by batteries of fearsome artillery which rain death upon their foe from great distance. There are few formations within the ranks of the alien armies which can match the sheer wall of armour presented by a Pax armoured column. From the battle tested frames of Mammoth heavy tanks, through to the very latest Rampart variation, the treaded might of the Pax rumbles unstoppably forwards on the battlefield.



A Pax Arcadian Expeditionary Force

The fire control systems of the Thunderstrike artillery batteries allow them to rain numerous armour piercing shells down on a small target zone at exactly the same moment, devastating enemy armour from great range, whilst the huge high explosive rounds launched from the Firemouth batteries keep enemy infantry covering in their defensive positions.

Elite mechanised infantry, or hordes of troops on foot follow up the armoured advance, taking positions and holding ground against counter-attack to great effect. Supported by heavy machine gun platoons and troops wielding the potent Dragon anti-armour missile system, Pax infantry battalions can certainly hold their own.

The reconnaissance companies of most Pax regiments provide the fast support and scouting troops who help direct the attacks of the rest of the army, and bring artillery to bear. Fast buggies harry the flanks of enemy positions and scout out enemy defences for the attention of the larger guns. Alongside them, the more prosperous baronies make use of the latest human developments in skimmer technologies in the form of the Javelin and Lance vehicles, keeping pace with the fastest foes known over the most difficult of terrains, to allow no opponent a moment's rest.

Force Commander

Pax Arcadian commanders vary greatly in their style, aggression and indeed tactical abilities. Much of this depends on which of the Pax Arcadian baronies they hail from. It is very rare that a Baron will himself take to the field of battle. Most of them prefer to deal with ruling their system(s) from the confines of a secure bunker in times of war, letting a trusted military mind take care of business on the front line.

Some barons fill these posts with men who have worked their way up through the ranks of the Pax Arcadian armed forces, who have a great deal of military experience and the respect of the troops they command.

Others prefer instead to put close friends into positions of power and trust, and have them rely on lower ranking military advisors to make the right decisions in the heat of battle.

Either way, the Force Commander is the highest ranking officer on the front line and is ultimately responsible for the success or failure of any given manoeuvres. Being in the thick of the fighting risks leaving an army in dire confusion, should they lose their commander, but the added experience of the command formation, as well as the morale boost to other formations in the area, has seen the balance tip in the Arcadians favour at a critical stage in many a conflict.



A Pax Arcadian Command Unit

Commander									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
15cm	Inf	8	4	3	3	2	5	5	6
Special Abilities: Commander									
Weapon		Range	AI/AV	Notes	TAV				
PAI2 Impulse Rifle		20cm	3/-	AF	7/-				
Assault Weapons		Base	4/5	AW	7/8				

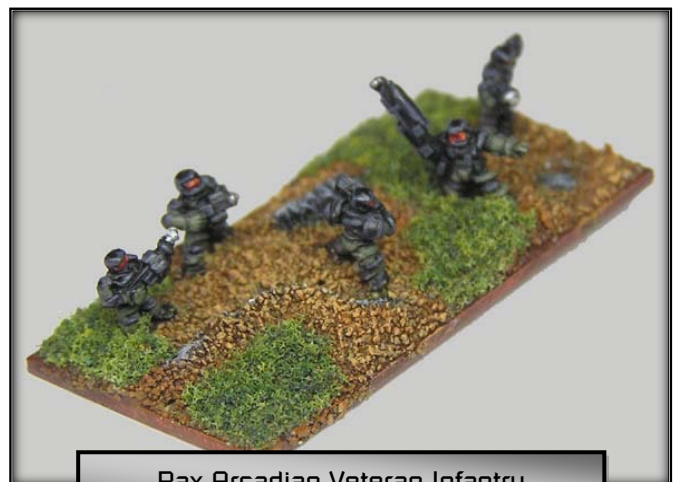
Ardamus looked along his battle lines. Squadron upon squadron of Cruiser light tanks mixed amongst the many varied troop transports of his mechanised infantry battalions. Behind them, the hulking masses of Chasseurs from the armoured contingent revved their engines impatiently as Bastion tank hunters tested their turret mountings in preparation of the coming attack. They were all hungry for war.

Another patrol of Piranha gunships flew low overhead. The air over most of this sector had been under human control for days, leaving the ground ripe for his taking whenever it suited him. Now, it suited him. With a single word to his communications officer, the columns began their unstoppable march forward. There would be much blood spilt in the days to follow, but there would be victory as well, and Ardamus revelled in the prospect of it.

Veteran Shock Troops

It is fair to say that most Shock Troopers complete their tour of duty and are happy for the chance to return to civilian life. Those that remain usually go on to rise up through the ranks or move on to training positions within the armed forces. Occasionally however, a formation is created which will survive experiences on the front line with enough troopers to remain a functioning combat formation.

It may be that the formation is thrown in at the deep end early in its tour of duty and thus becomes battle hardened before its time, but must remain to complete its tour. It is also possible that the formation has formed such strong bonds through some particularly harrowing battlefield experience, that the members simply can't imagine civilian life any longer and opt to remain with their battle brothers and continue to fight for the good of humanity.



Pax Arcadian Veteran Infantry

Whatever their individual reasons, such formations of hardened veteran troops are a commodity highly valued by most commanders. They rarely fit into standard regimental organisation – their former battalions and regiments having disintegrated around them – but the extra punch they can carry in a close situation and their unwavering discipline means they will always find a place to fight.

Veteran Shock Troops									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
15cm	Inf	8	4	3	3	2	5	5	6
Special Abilities: None									
Weapon		Range	AI/RV	Notes	TAV				
PAI2 Impulse Rifle		20cm	3/-	AF	7/-				
Assault Weapons		Base	4/5	AW	7/8				

Shock Troops

The foot sloggers of the Pax Arcadian armies are known by a vast array of names, but the standard Shock Trooper title is recognised across the baronies. Lightly armoured and reasonably armed, the advantage held by the standard Pax trooper fighting against most common alien enemies is in his greater levels of training. Almost all Barons maintain a solid core of infantry and mechanised regiments made up of well disciplined professional soldiers, which are supplemented by a huge number of homeworld guard regiments which are kept in a ready state for times of need.

They may not be able to go one to one with a Kraytonian in close quarters, or match the reaction speed of an Andrayada centurion in a fire fight, but the combined effect of the formations of Shock Troops working in unison has won them many a bitter struggle in the past and will continue to do so for generations to come.



The design and allocation of heavier infantry weaponry also varies across the baronies, but most forces recognise the advantages in having separate formations specialising in ranged support against enemy infantry and heavy firepower to combat enemy armour. The machine guns (MGs) of the Sorenson system set the standard for human fire support generations ago. So much so, if one weapon could be said to be standardised across the Pax Arcadia, it would be the Sorenson MG. The longer ranged heavy machine gun (HMG) followed in its stead and both are now produced in huge quantities in many systems, all to the same standard pattern. They can be found in the hands of fire support infantry and mounted on vehicles all over human held space.

Anti-tank weaponry varies slightly more, but a solid favourite of Heavy Fire Support Teams is the Dragon missile launcher. Easily man-portable and quick to reload, it has the hitting power to take on the toughest targets with a single carefully aimed shot. Fire Support formations are usually smaller than the numbers fielded in a regular shock troop platoon, but they certainly pack a punch nonetheless and can use their added range to engage a foe on their own terms.

Shock Troops									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
15cm	Inf	7	3	2	2	2	4	4	5
Special Abilities: None									
Weapon		Range	AI/RV	Notes	TAV				
PAI2 Impulse Rifle		20cm	3/-	AF	6/-				
Assault Weapons		Base	4/5	AW	6/7				

Medium Fire Support									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
15cm	Inf	7	3	2	2	2	4	4	5
Special Abilities: None									
Weapon		Range	AI/AV	Notes				TAV	
2 x Heavy Sorensen		50cm	4/-	AF				7/-	
Assault Weapons		Base	3/5	AW				5/7	



A Heavy Fire Support Unit



A Medium Fire Support Unit

Heavy Fire Support									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
15cm	Inf	7	3	2	2	2	4	4	5
Special Abilities: None									
Weapon		Range	AI/AV	Notes				TAV	
2 x Dragon ML		50cm	-/6					-/9	
Assault Weapons		Base	3/5	AW				5/7	

Scouts

Generally somber and uncommunicative outside of combat, as befits the isolated nature of their warring lives, scouts are usually outstanding fighters trained to a level above that of the regular regiments.

With good knowledge of cover and infiltration, the Pax scouts form the forward elements of most human armies. They are deployed as reconnaissance troops ahead of the main force. Scout formations are also often responsible for bringing down accurate storms of artillery fire on enemy positions, allowing the larger Pax infantry formations to be brought to bear whilst the enemy shelter from the firepower of carefully directed artillery.



A Pax Arcadian Scout Unit

Scouts									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
15cm	Inf	8	4	3	3	2	5	5	6
Special Abilities: Advanced Deployment, Spotter (40)									
Weapon		Range	AI/AV	Notes				TAV	
PAI2 Impulse Rifle		20cm	3/-	AF				7/-	
Assault Weapons		Base	4/5	AW				7/8	

Snipers

The ability to have a small number of highly trained individuals pin down far greater numbers of opposing forces, slow advances, and interrupt communications is well recognised in all Pax Arcadia regions.

Sniper teams are usually raised from the ranks of the regular regiments of Shock Troops, with officers hand picking the troopers who perform best both in training and in the field. Snipers are masters of concealment and patience, hiding in a place for hours if not days before letting their presence be known. More often than not, the enemy's first indication of the presence of a sniper team doesn't come until the first target falls to their skill.

In the scale of combat seen in this age of the universe, the loss of a single man is rarely of much impact to the conflict which surrounds him. Thus, Pax snipers are trained to maximise disruption to enemy formations. By making themselves a nuisance to the enemy, targeting commanders or communications officers where identifiable, they can slow formations down and force men to ground that would otherwise have a far greater impact elsewhere on the front.



A Carefully Concealed Sniper Team

Sniper									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
15cm	Inf	8	5	1	4	2	6	3	6
Special Abilities: Sniper, Independent Unit, Advanced Deployment									
Weapon		Range	AI/AV	Notes					TAV
Sniper Rifle		45cm	5/-	Pinning Fire					10/-
Knife		Base	4/-	AW					5/-

Valiant

The Valiant is the workhorse of the Pax Arcadian forces. It has been in service for generation upon generation, but it remains an effective infantry fighting vehicle (IFV) and troop transport. Its slab sided design doesn't do much to deflect incoming fire and raises regular questions from Pax politicians. However, its good armour keeps it in the soldiers' favour whilst its speed allows the Valiant to re-deploy quickly, should it find itself in the face of heavy enemy fire.

Many variations of armaments have been fitted to the Valiant chassis during its decades in service, from smoke launchers to medium siege-mortars fired directly out of a modified troop compartment.

However, the current variant popular in most baronies mounts a pair of heavy Sorenson machine guns, giving it the firepower to rake through enemy infantry at good range. The Valiant may then provide good covering fire for the troops it carries whilst they concentrate on their role in combat, be it Shock Troops closing with the enemy to attack at close range, or support formations who will be afforded the time to prepare firing positions before adding their own firepower to that of their transports.



The Valiant IFV

Valiant IFV									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
30cm	ArmVh	7	3	1	2	5	7	6	5
Special Abilities: LT(2)									
Weapon		Range	AI/AV	Notes					TAV
2 x Heavy Sorenson		50cm	4/-	AF					7/-

Hammerjack

The Hammerjack was designed by the Bluvakka armour forges and, like much of the armour to originate from those industrial areas, have made their way into the forces of many baronies across the Pax. It lacks the level of troop carrying capacity found in the Valiant, but mounts a greater array of offensive weaponry to make up for this.

The PaxRat 90 howitzer is a useful tool against enemy mechanized formations, being able to take out enemy infantry at medium range with little more than a glance and certainly give enemy light armour something to think about as well. Backed up by a standard Sorenson machine gun, it's a good all-round unit. It is expensive to manufacture, however, so it's typically employed with the smaller support formations of a Pax army.



The Hammerjack IFV

Hammerjack IFV									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
25cm	ArmVh	7	3	1	2	6	8	7	5
Special Abilities: LT(1)									
Weapon		Range	AI/AV	Notes		TAV			
PaxRat 90 Howitzer		40cm	6/4			9/7			
Sorensen 13		30cm	4/-	AF		7/-			

Ramjack

The Ramjack was originally designed for use with security agencies in the Cramina system, but quickly caught the attention of military commanders for its potential in the armed forces as well. Its solid wheeled design is robust and fast, allowing the occupants to get out of trouble exceptionally quickly for a vehicle which also provides such a level of armoured defence.

The original mounting of a high-pressure water cannon for crowd suppression has been replaced in the standard military configuration with a heavy Sorenson machine gun, giving it a good ranged presence against enemy infantry and an element of covering fire for its occupants.

The unique factor of the Ramjack and that which provides its great appeal to more aggressive commanders, is its offensive capabilities in close assault. A generator slung below the troop deck allows the weapons officer to send a huge electrical surge through the outer skin of the vehicle, stunning and even killing enemy infantry attempting to overpower the Ramjack. The infantry and crew bays are fully insulated; protected from the heat as well as shock effects of the surge and remain unscathed, ready to follow it up with an assault of their own.

The Ramjack has become a favourite of the more aggressive commanders and veteran formations, but holds the place of an omen to fresh troops, who know they are guaranteed to be thrown into the thick of the fighting if ever their formation is issued such vehicles.



The Ramjack IFV

Ramjack									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
35cm	ArmVh	7	3	1	2	5	7	6	5
Special Abilities: LT(2)									
Weapon		Range	AI/AV	Notes		TAV			
Heavy Sorensen		50cm	4/-	AF		7/-			
Electrified Hull		Base	6/-	AW		7/-			

Hunter

The Hunter is one of the oldest serving tanks to be common across a large portion of Human space. Whilst its light tank role has been handed over to the Cruiser in many of the frontline armies, the hunter provides the same role for countless homeworld defence forces and many poorer Baronies still rely on it for critical service as well.

Its speed is its greatest asset, giving it the ability to be re-deployed faster than even the latest tanks. Many say that its main armament of the BP14 (known by crews as the "Blowpipe") is of little use on the modern battlefield, but wise commanders may still put them to good use. If they can avoid confronting heavy enemy units, large hunter formations have the ability to be a great asset in closing down and repelling enemy scouts, observation points and recon units. With the Hunters knocking out these light targets, the heavier armour is left with a clear run to focus their more devastating armaments on the heavier enemy targets without being harassed by forward units.



Hunter									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
35cm	ArmVh	6	2	1	2	3	5	4	5
Special Abilities: None									
Weapon		Range	AI/AV	Notes				TAV	
BP14		30cm	5/4					7/6	
2 x Sorensen 13		30cm	4/-	AF				6/-	

The rumble of the Andrayada walkers could be heard in the distance, even over the whirring of their own engines as they advanced through a sparse forest. They knew they would be no match for the main force, should they miss their targets and get stuck amidst the oncoming waves of metallic infantry and huge walking machines, but they had their orders. They would engage the enemy scouts and pull back before enemy reinforcements arrived. Without warning the lead tank lit up, as its main gun let out a fury of firepower. Contact had been made and within an instant the whole squadron was firing everything they had into the enemy. The tank on the right flank disappeared in a cloud of debris, but the majority of the exchange went in favour of the Pax light tanks. Three Vorace were hit in the legs and collapsed under their own weight, beams of bright light firing wildly into the air as they crashed to the ground. It was all over as quickly as it had begun and, with the remaining enemy falling back from the shock attack, the cruisers pulled back ready to seek out another choice target.

Cruiser

Today, the Cruiser is one of the most common tanks across the whole of the Pax Arcadia. It became the most widely used of the many tanks designed to take on the light attack / heavy reconnaissance role in the wake of the Hunter ceasing production.

Improvements to armour, communications, and a vast increase in the effective firepower of the principal weapon systems, makes the cruiser a very potent tank for its small size. It sacrifices some of the iconic Pax heavy armour in favour of higher mobility, but it is that mobility which allows it to rapidly bring its weapons to bear anywhere within a combat zone. This mobility of firepower has made it a favourite for armoured formations and infantry commanders alike.



Cruiser									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
30cm	ArmVh	7	3	1	2	4	6	5	5
Special Abilities: Highly Manoeuvrable									
Weapon		Range	AI/AV	Notes				TAV	
Moridian Gun		40cm	5/3	RoF(2)				8/6	
Mardier MG		40cm	4/-	AF				7/-	

Tiger

The Tiger is the very latest vehicle to fill the Pax Arcadian's requirement for a light / recon tank and has only recently been making an impact on warfronts across the Pax, as the first battle-ready formations find their way to the front.

To call it a light tank is somewhat misleading, however. Despite its small size, the Tiger is a worthy opponent for all but the largest enemy armoured formations. New advancements in armour design give it survivability unlike anything else of equal size without compromising the agility and speed required for scouting and reconnaissance duties. Add to that its small silhouette and the Tiger denies a reasonable target to all but the most determined gunner.



The weapons load on the Tiger has also been upgraded from the Cruiser. The formidable little Moridian gun remains in place, alongside the continuing trials of the Mardier MG, but with an upgrade to all weapons targeting systems it has seen an increase in accuracy and thus killing power on all fronts.

With the Tiger only recently having started arriving in useable numbers, most regiments currently handpick the crews for their new scouting forces and it is considered a great honour to command one of these impressive little vehicles.

Tiger									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
35cm	ArmVh	8	4	1	3	4	7	5	5
Special Abilities: Highly Manoeuvrable									
Weapon		Range	AI/AV	Notes		TAV			
Morian Gun		40cm	5/3	RoF(2)		9/7			
Mardier MG		40cm	4/-	AF		8/-			

Mammoth

The Mammoth was the mainstay of many baronies' armoured forces for a long time and it remains in service in quite some number with most human forces today. Its simple design makes it easy to manufacture quickly and a favourite with tank crews for ease of servicing in the field.

What its aging design lacks in rate of fire and weapons range, it makes up for in sheer hitting power. In its day, the BV156 cannon could knock out anything brought against it on the field of battle, earning it the title of "Bruiser" from enthusiastic tank crews. There's still little to be found on a standard tank chassis which can match it, but the logistics of such huge solid ammunition have seen the weapon dropped in favour of lighter ordinance systems and energy weapons.



Whilst the main cannon has remained from its initial design, the secondary weaponry has kept pace with standard Pax HMG fittings, now mounting the Sorenson HMG, for maximum range anti-infantry capability.

Mammoth									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	ArmVh	6	2	0	1	7	8	7	5
Special Abilities: None									
Weapon		Range	AI/AV	Notes		TAV			
"Bruiser" BV156		40cm	-/9			-/11			
Heavy Sorenson		50cm	4/-	AF		6/-			

Chasseur

Mainstay of the modern tank regiments, the Chasseur was the next generation of tank to become a standard unit for human forces across the Pax, after the aging Mammoth. Some baronies do still use different main battle tanks for their armoured regiments, depending on specific requirements of certain terrains or particular Baron's preference. However, the mighty Chasseur has proven itself in all fields of combat and is certainly the mainstay of the majority.

It is well armed with a high-power laser pulse gun which can penetrate almost any enemy armour encountered on the field. Like most Pax Arcadian tanks, it's a heavily armoured design, which has also proven to have excellent survivability against all but the heaviest of enemy weaponry. It takes just a couple of formations to go toe to toe against a mighty Andrayada Mega Walker and have a reasonable confidence in the outcome being favorable for them. Where smaller foes are concerned, like all Pax designs, the main weaponry is backed up by a machine gun mounting, housing the ubiquitous Sorenson HMG.



The Chasseur

Chasseur Heavy Tank									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	ArmVh	8	3	1	2	7	9	8	6
Special Abilities: None									
Weapon		Range	AI/AV	Notes					TAV
30G Impulse Cannon		50cm	-7	RoF(2)					-10
Sorensen 13		30cm	4/-	AF					7/-

Rampart

The Rampart represents the next generation of Pax armoured development and some believe it is already set to be the wholesale replacement for the Chasseur in the modern Pax army. Such widespread changes take generations to come to fruition however and, for the moment at least, the Rampart remains the option of only the richest baronies. Even then, limited numbers leave any commander thankful for access to even just a handful of these powerful machines.

Interestingly, the range of the S100 SMC (Solid Munitions Cannon) doesn't quite meet the standard set by the impulse cannon mounted on the Chasseur. However, the sheer amount of firepower the Rampart can deliver onto a target, at what remains a very respectable range, is phenomenal.



The Rampart, Advanced Tank

Even more advances can be found in the defensive design elements of the vehicle. New technologies in ranged defence, first trialled on the Tiger, were quickly incorporated onto the Rampart, providing the tank with greater agility without any loss in armour capability. In fact, with the lightweight properties of the new armour, combined with space saved by not needing to incorporate large power generators for the impulse cannon, the Rampart provides a far harder target than the chasseur, considerably increasing its survivability on the field and making it the bane of enemy armour wherever it is found.

Rampart									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
25cm	ArmVh	8	3	1	3	7	10	8	6
Special Abilities: None									
Weapon		Range	AI/AV	Notes					TAV
S100 SMC		40cm	-7	RoF(3)					-10
Sorensen 13		30cm	4/-	AF					7/-

Bastion

The Bastion is a heavy support tank, specifically designed for taking on enemy heavy armour at long range. Its design was initially commissioned by a consortium of small baronies in the Apnova sector after they found themselves the target of a massive Andrayada push, centred around a large number of Mega Walker formations.

The armourers of the renowned forges in the Moridian system set about adapting the famed Moridian artillery system to be mounted in a turreted vehicle. The end result was to all intents and purposes an entirely new weapon, but a formidable one nonetheless. Dual mounted, forward firing "Heavy Moridian Guns" (as they became known) gave the Bastion an awesome range with a level trajectory, enabling it to engage enemy armour whilst remaining impervious to return fire from their foe.



The Bastion Tank Hunter

These massive guns may be slow firing, but are mounted to work in tandem with each other. One system is firing and recoiling whilst the other is reset. Crews must spend hours training in their turrets, to load one weapon and track targets whilst the second weapon recoils right back into the turret, even with impressive inertial dampers in place to soak up some of the force.

Bastion									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
15cm	ArmVh	7	3	1	2	7	9	8	6
Special Abilities: None									
Weapon		Range	AI/AV	Notes					TAV
2 x Heavy Moridian Gun		65cm	-7						-10
Sorensen 13		30cm	4/-	AF					7/-

Firewall

The Firewall is the epitome of the Pax Arcadian's view on aerial defence systems. They move when they must, but primarily they are formidable stationary defences designed to protect lines of artillery emplacements, which would otherwise be greatly vulnerable to air assault.

The Firewall is a massive machine, viewed by many as a bunker on tracks. Its fearsome weapons load is housed in a unique ball-mounting, affording the gunner maximum traverse in all directions to bring his target into his sight. Once in its sight, any light aircraft may as well give up hope, for they will be peppered with incoming shells within seconds. The "AG Rain" weapons system mounts five fast firing light cannons which fill the air above the target zone with a withering hail of explosive shells, forming what feels like a solid wall of fire for the enemy pilots to attempt to fly through.



The Firewall AA System

Firewall									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	ArmVh	8	4	0	1	8	9	8	6
Special Abilities: Highly Manoeuvrable									
Weapon		Range	AI/AV	Notes					TAV
"AG Rain" turret		45cm	-3	RoF(5) AA only					-7

Petard

In the face of heavier and heavier enemy aircraft designs launching attacks over Pax territories, there has for a long time been the requirement for a more destructive weapons system to take on the foes which the Firewall could not deal with. The Firewall's rate of fire may be unmatched, but its relatively small calibre weapons left the Kraytonian heavy fliers in particular with free reign of the skies.

As such, various missile systems have been employed to counter such threats, of which the Petard is the latest to see widespread use. The Dragonfly missile system can be armed with a variety of target-seeking and mobility systems, dependant on the requirements of the force employing them. The most common self propelled system mounts radar targeting equipment in the vehicles hull, guiding its payload through the skies to send even the largest of targets tumbling to the ground.



The Petard Missile System

Petard									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
30cm	ArmVh	7	3	1	1	6	7	7	5
Special Abilities: Highly Manoeuvrable									
Weapon		Range	AI/AV	Notes					TAV
Dragonfly Missiles		45cm	-/7	AA only					-/10
Sorensen 13		30cm	4/-	AF					7/-

Intruder

A product of the Bluvakka Tank Forges, the Intruder is a self-propelled artillery piece designed for a close support role and can often be found providing covering fire for Pax infantry battalions. Its main weapon, a gas charge heavy mortar, can fire a variety of different rounds and can be used in anti-personnel or anti-armour roles with equal efficiency.

The two trademarks of a Pax armoured vehicle are of course present, with good armour and a Sorensen standard-fit machine gun to see off enemy infantry who get too close. A mainstay of the Bluvakka armoured divisions among many others, it is used by practically all Pax Arcadian armies to some degree.



Intruder SP Mortar

Intruder SP Mortar									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
25cm	ArmVh	7	3	1	2	6	8	7	5
Special Abilities: None									
Weapon		Range	AI/AV	Notes					TAV
Mortar		50cm	5/5	AoE(4), RoF(2), Artillery					8/8
Sorensen 13		30cm	4/-	AF					7/-



Firemouth

The armour of the Pax Arcadian baronies is respected by friend and foe alike. But any being who has been lucky enough to survive the focus of a Pax artillery barrage would tell you that the most terrifying element of a Human army is its artillery. And the Firemouth artillery piece is the cornerstone for the vast majority of artillery regiments across the length and breadth of Pax Arcadia territory.

The Firemouth cannon is most commonly mounted on a self propelled chassis for battlefield manoeuvrability and it is in this form which it has become recognised as one of the most potent tactical artillery pieces in production to date.

Whilst capable of firing a vast array of munitions at great range, the large calibre airburst sub-munitions shell has become a clear favourite with many baronies. The round splinters at low altitude to release a plethora of small explosive and shrapnel munitions, making it ideal for clearing out large areas of enemy infantry or disrupting manoeuvres across a wide front ahead of an infantry assault on enemy armour.



Firemouth SP Artillery

Firemouth									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	ArmVh	7	3	0	1	6	7	6	5
Special Abilities: Pinning Fire (ArmVh)									
Weapon		Range	AI/AV	Notes					TAV
Firemouth Cannon		100cm	5/6	AoE(12), Artillery					8/9

Thunderstrike

While the Firemouth may provide the staple area-suppression artillery piece for the Pax, the Thunderstrike matches its notoriety in the field with equal fame for its capabilities in the area of extremely long range and accurate anti-armour capability.

The Thunder cannon can outgun almost any other weapons system when it comes to sheer range. What's more, even at such great ranges, the targeting systems onboard the Thunderstrike allow it to rain down a number of armour-piercing shells over a very small area simultaneously – decimating enemy light armour in the area with a hail of deadly shells and shrapnel.

Combined artillery battalions of Firemouths with Thunderstrikes have been found to be particularly effective on many fronts. The Thunderstrikes are utilised to pick off enemy armour as the forces close, whilst Firemouths disrupt enemy reconnaissance and scouting attempts. As combat is joined at shorter ranges, the Firemouths switch targets, suppressing whatever remains of enemy armour leaving them open to attack by Pax infantry formations.



Thunderstrike Artillery

Thunderstrike									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	ArmVh	7	3	0	1	5	6	5	5
Special Abilities: None									
Weapon		Range	AI/AV	Notes					TAV
Thunder Cannon		120cm	3/4	AoE(4), RoF(2) Artillery					6/7

Moridian Launcher

The Moridian Launcher is another product of the Moridian sector which has found its way into every corner of Human space. Usually, Moridian Launchers are to be found well behind the Pax front line, providing long-range strategic fire support, launching devastating ballistic missiles from miles behind the front lines, into the very depths of enemy territory. Previously, if a Moridian Launcher was to be found in the thick of the fighting, it could only mean that an artillery position was being overrun.

More recently however, a new missile system has come into use in many baronies and it has seen the Moridian launcher platform head for the front lines in far larger numbers. The "Black Gnat" missile bridges the gap between conventional missile and unmanned aircraft.

Launched by a powerful rocket engine, the module can be anywhere on the battlefield within seconds of a threat being identified. Once over the general target area, the rocket engine is shut down and gliding fins are deployed for a slower traverse of the target. Controlled remotely by a "pilot" housed within the Launcher's hull, the onboard camera systems allow the pilot to quickly seek out the required target and identify the best line of attack. Once on a suitable attack vector, the Black gnat shows its strength as the lower section drops away to reveal a plethora of tiny sub-munitions.

In one final pass, the Black Gnat will release many hundred tiny bomblets, in a mixture of forms. From blunt shrapnel to small incendiaries and explosives, the killing power of any one of them may be laughable, but the combined effect is undeniable. Even the toughest trooper will drop their weapon and dive for cover and even crews housed inside the thick armour of a tank will fear for their lives. The timing of this is critical however, as it is designed purely to give the brave assault troops of the Pax the opportunity to close with their foe uncontested and provide an easier target. If the attack is not followed up with a ground assault, the effects will more than likely be nullified when the enemy regain their senses.



Special Rule: To Fire the Black Gnat Missile:

Activate the Moridian Launcher formation as normal.

Nominate a target for each launcher firing this turn individually, which will be the centre of the strafe template attack.

The Black Gnat is artillery, so does not need line of site to target. Unlike most artillery, the missile is guided during flight, so it never deviates.

Roll a training test (3+). If passed, place the template as you wish with any alignment over the target. If failed, the pilot has misjudged their attack vector. Roll a D10 and use the point of the die to determine the angle of attack in the same manner as you do with deviation. Rotate the strafe template over the nominated target to line up with the point.

Any unit (friend or foe) under the template is then subject to an attack roll as normal, using the Strafe and Pinning Fire special rules.

The Black Gnat is a one-shot weapon and each launcher may only fire once per game. Remove the Launcher figures once they have been fired. They do not count as casualties, but play no further part in the battle.

Moridian Launcher									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
15cm	ArmVh	7	3	0	1	5	6	5	5
Special Abilities: See notes									
Weapon		Range	AI/AV	Notes				TAV	
Black Gnat Missile		150cm	7/7	Artillery, Strafe Only, Pinning Fire, See notes above.				10/10	

Buggies

Seen in many different varieties across human space, scout buggies in some form are a common tool for most Force Commanders. Almost devoid of armour, but maneuverable enough to present a difficult target, the drivers and gunners of Pax Arcadian scout buggy formations are seen as heroes by some, but just plain reckless by others.

First deployed generations ago for patrols in the deserts of Pilar Wys, such vehicles quickly became commonplace across the Pax. Buggy formations are now deployed in a variety of roles, from scouting and portable artillery observation Points (OPs), to speedy reserve forces able to plug any gap in the line at a moment's notice.



Buggies With MPLG (left) And PA56 (right)

The PA56 Gatling gun was originally designed to be a standard issue support weapon for Pax infantry. Despite its awesome firepower, the logistical requirements of such a weapon saw it lose out to the Sorenson HMG. But given the maneuverable platform of a buggy, it can be a fearsome weapon indeed.

Likewise, it is the combination of speed with hitting power which makes the MPLG (originally designated as the "Man Portable Laser Gun") a common choice for the anti-armour buggy formations. Like the Sorenson HMG had done to the PA56, the MPLG has been replaced in infantry formations by a variety of more powerful anti-armour systems, but it has been drafted into service in its thousands for scout patrols in many baronies.

Buggies									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
35cm	SftVh	7	3	2	2	3	5	5	5
Special Abilities: Highly Manoeuvrable, Spotter (40)									
Weapon		Range	AI/AV	Notes					TAV
Crew weapons		Base	3/-	AW					5/-
Unit either carries 2 PA56 Gatling Guns or 2 MPLGs									
2 x PA56 Gatling Gun		30cm	4/2	RoF(2)					7/5
2 x MPLG		45cm	-/5						-/8

Javelin

The Pax Arcadian forces have not long had the technology to deploy large formations of anti-grav vehicles in any form and the Javelin is one of just two vehicles to see regular service in the ranks of Pax armies.

Fast and agile, these vehicles form a strike force for the richer barons who can afford the technology. Dancing a few feet above the ground, they effortlessly traverse terrain which would bog down traditional transports.

Like the Buggy formations of the poorer baronies, they also provide the artillery behind the lines with a highly mobile observer force, scouting the battlefield and calling in the co-ordinates of enemy positions.



A Javelin Hover Scout

Javelin									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
35cm	SftVh	8	2	2	2	3	5	5	5
Special Abilities: Spotter (40), Highly Manoeuvrable, Anti-Grav									
Weapon		Range	AI/AV	Notes					TAV
Dragoon SG		30cm	4/5						6/7

Lance

The much acclaimed Sovremany air fleets quickly became the force behind hoverscout development within the Pax Arcadia. The success of the javelin in giving them an effective ground support vehicle, capable of crossing large areas of the inhospitable Sovremany landscape, pushed them to develop many of their own anti-grav designs. The Lance is the first to see export in great numbers across other regions of the Pax.

With a combination of weaponry, designed to enable it to take on all foes, the Lance is exceptionally well armed for such a fast vehicle. It is also more robust than the Javelin and can withstand light arms fire to a far greater degree than its scouting brother.

The combination of the array of weaponry, speed and defence systems has seen the Lance become a favoured tool among the volcanic archipelago worlds of Sovremany and many other regions where terrain is as much of a foe as any attacker may be.



A Lance Medium Skimmer

Lance									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
35cm	ArmVh	8	3	0	2	4	6	4	5
Special Abilities: Anti-Grav									
Weapon	Range	AI/AV	Notes						TAV
Dual Laser	40cm	-/5							-/8
Sorenson Battery	30cm	4/-	RoF(3), AF						7/-
Rocket Pod	40cm	3/2	AoE(4)						6/5

Piranha

One of the areas of greatest variety within the Pax can be found in the air fleets of the many baronies. Few aircraft have reached the ubiquitous status recognized by more common ground combat machines and infantry weapons.

The little Piranha gunship, however, is one of few to fulfill its role to such a great extent that it is near standard-issue wherever a human army requires helicopter support. Most commonly seen in a two-man configuration, the Piranha has also seen export in a "hawk" pattern, with a third crewman mounted to operate expanded target acquisition and data relay systems, providing the richer baronies with an intelligence platform capable of operating in the most hostile warzones imaginable. But the primary role of the Piranha in any configuration remains the same: to hunt down and destroy high-risk enemy formations anywhere on the battlefield.



A Piranha Gunship

As such, the Piranha holds the title of having the highest number of weapons per unit weight of any Human war machine – an honor which brings a rightful degree of pride to all their pilots. Armed with a fast-firing medium cannon slung under the cockpit and four rocket pods under the fuselage wings, the Piranha is an outstanding fire support platform for heavily engaged ground troops.

Piranha									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
0cm	Fighter	8	2	-	2	3	5	-	6
Special Abilities: VTOL									
Weapon	Range	AI/AV	Notes						TAV
SL15 Cannon	30cm	5/6	RoF(2)						7/8
SLM Pods	30cm	4/7	RoF(2), LFA						6/9

Cavalier Cargo Helicopter

The quick deployment of troops and light arms to any area of the battlefield is the calling card of the Cavalier dropship. The design was spawned from necessity during the evacuation of the Amira islands on Chameleon VI, when one hundred and forty civilian air cranes were converted to carry makeshift cargo pods to evacuate the forces stranded behind a rebel naval encirclement.

The resultant aircraft proved their worth and remained in service after the rebellion was crushed. What's more, the Cavalier, which it became, underwent relatively few changes to become one of the favoured short range air transports in the Pax today.



The Cavalier

The quick release of the pod design enables the Cavalier to remain in the danger zone for the least possible time, delivering its entire cargo to the center of the action without having to wait for them to unload. In addition, the cargo pods in use today are fitted with a wide range of firing ports, enabling the troops onboard to bring their weapons to bear on the enemy from the air and clear a landing zone of threats before deployment.

Cavalier Cargo Helicopter									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
0cm	Fighter	7	2	-	2	4	6	-	5
Special Abilities: Light Transport (4), Firing Ports (2LS, 2RS, 1R), VTOL									
Weapon		Range	AI/AV	Notes					TAV
Sorenson 13		30cm	4/-						6/-

Ravaline Dropship

The Ravaline dropship is one of the strongest assets of the Sovremany air fleets and one of their greatest exports to other baronies. This massive flier often operates in space as a convoy transporter, but is also capable of carrying troops and equipment in atmospheric flight. Heavily armoured, the Ravaline can survive landings in the midst of battle to deploy troops exactly where they're needed, before returning to orbiting craft to load up once again.

The Ravaline also has formidable offensive capabilities in its own right. A large bomb bay allows it to drop smart bombs prior to landing, unleashing a torrent of explosive firepower onto the enemy below.



The Ravaline Dropship

When the surviving foes finally pick themselves back up after the firestorm, they will be confronted by a landed dropship disgorging eighty Pax shock troopers right into their midst. Once unloaded, the Ravaline will return to orbit, but often not before unleashing another hail of bombs as it rises up back to the heavens for re-armament and re-loading.

Ravaline Dropship									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
25cm	Dropship	8	3	-	1	7	8	7	5
Size	1-4 Structure		5-7 Systems			8-10 Weapons			
5	OOO		OO			OO			
	Destroyed = Armour halved		Destroyed = No turning – may only move in a straight line			Destroyed = Ranged weapons gone			
Special Abilities: LT(16), Available turns: 2 x 45°									
Weapon		Range	AI/AV	Notes					TAV
Quake Bomb Payload		30cm	5/6	AoE(12), RoF(2)					8/9

Castellian Exterminator

All across the explored territories of space, human armies are known for their large armoured columns of incredibly powerful tanks. The super-heavy class of vehicle take this well-earned reputation to the next level, and the Castellian Exterminator is just one of these behemoths. It is an enormous machine, designed and built entirely to house a single weapons system.

With the ever increasing frequency of encounters with Andrayada Mega Walkers and other goliath foes, the Pax Arcadian's best minds set about the task of designing a new land-based weapons system with a simple brief: that it should be able to take down anything it meets on the battlefield in a single shot.

The Castellian Exterminator was the result. The Goliath cannon is more frequently seen mounted on the craft of the Pax Arcadian inter-system space fleets. Such is the level of the energy requirement that a massive power plant fills the entire rear of the vehicle, to provide the massive impulse cannon with the power needed to unleash its devastating force against the foe.



The Castellian Exterminator – “Thor”

Even with such a power supply, the Castellian Exterminator needs all the energy it can muster in order to fire. As a result, it is not the most mobile of war engines and is more suited to area denial and point defence than assaulting an enemy who has the chance to avoid its gaze before the Goliath cannon can be charged. Even so, the Castellian exterminator is one of the largest human war engines to see mass production, with over a thousand now in service across Pax Arcadia, having seen action on all fronts and proven its worth against a multitude of foes.

It's not just offensively that this machine is impressive, either. Its armour may be slab sided, but every inch is reinforced with a double-layer construction giving it brilliant survivability along with a sheer mass that can soak up enemy fire before beginning to be impaired by the damage taken.

In the face of a lighter foe, the Castellian also carries a secondary weapons system in the form of a small turret, mounted on an observation tower to afford a good fire arc past the bulk of the vehicle's primary weapon. This mounts a variation of the Moridian gun found on many light tanks, alongside a coaxial mounted Mardier MG. Even so, most commanders don't dare send such a massive asset to the front line without having it closely supported by infantry and lighter armoured units.

Special Rule:

Even with the onboard power plant for charging the Goliath cannon, the Castellian still needs all available power to fire the massive weapon and thus must keep manoeuvres to a minimum. The Castellian Exterminator may only fire its Goliath cannon on Suppression Fire or Reactive Stance. It cannot move and shoot.

Castellian Exterminator									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
15cm	WM	8	3	0	1	9	10	9	6
Size	1-3 Structure		4-7 Systems			8-10 Weapons			
4	OO		OO			OO			
	Destroyed = Armour halved		Destroyed = No movement or melee			Destroyed = Ranged weapons gone			
Special Abilities: None									
Weapon		Range	AI/AV	Notes				TAV	
Moridian Gun		40cm	5/3	RoF(3)				8/6	
Mardier MG		40cm	4/-	AF				7/-	
Goliath Cannon		75cm	-/11	See Special Rule.				-/14	

Trident

The Trident is another of the super-heavy class of vehicle to have become known across the span of human space. It is seen by all who fight alongside them as a powerful asset, and by those who find themselves facing them across the lines as a fearsome foe.

Where the Castellian exterminator was designed for one specific role – the eradication of opposing goliath war engines - the Trident is designed to carry out more rounded combat duties.

The engineers of the Bluvakka forges were commissioned to design a line breaker: something capable of withstanding immense enemy fire but still continuing to advance. At the same time, it was required to be able to take on all-comers and deal with the best all aliens could provide.



The resultant chassis is a four-track design, which can operate at 80% efficiency after the loss of any one track system, allowing for greater survivability in combat. The low chassis and flattened turret provide a limited silhouette for enemy gunners to target, further adding to its defensive capabilities and according to many armoured battalion commanders, making it the equal of the Castellian in this respect.

The turret's main armament comes in the form of a dual-mounted and improved version of the weapon system found on the Chasseur. Named the "40G impulse cannon", the weapon has had its range increased to allow the Trident to go toe to toe with enemy super-heavy units on equal terms. In addition, two Moridian Gun mounts in the same turret provide covering fire against enemy infantry and light armour attacks.

Usually deployed in pairs, the Tridents form a formidable spearhead to a Pax Arcadian army's advance, despite their relatively slow speed. Moving amongst a tide of Chasseurs and Mammoths, the Trident forms a focal point for an attack and woe betide the enemy who decides to stand against them.

Trident									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	WJM	8	3	1	2	8	10	9	6
Size	1-3 Structure		4-7 Systems			8-10 Weapons			
4	OO		OO			OO			
	Destroyed = Armour halved		Destroyed = No movement or melee			Destroyed = Ranged weapons gone			
Special Abilities: None									
Weapon	Range	AI/AV	Notes	TAV					
Dual 40G Impulse Cannon	60cm	-/7	RoF(4)	-/10					
Dual Moridian Gun	40cm	5/3	RoF(4)	8/6					

