

A NEW ARMS RACE...

The sightings of Combined Army "Main Battle Creatures" in the form of the Megalodron has naturally caused both concern and opportunity amongst the factions of the Human Sphere. Each Paradiso combatant has looked at the literally massive threat, and after a change of underwear, has decided they want one too¹. The fact the Megalodron is in very limited numbers, is rather impractical, displays a huge high profile, and that armoured warfare throughout human history has shown the biggest weapons aren't always the best, has not been an argument well heard by those calling for their own version².

Virtually every major nation has managed to produce a prototype design, even the Tohaa forces trapped in the Human Sphere managing to make a large bio-mech. Some are designs once rejected in more peaceful times. Some are brand new. Others are designs finally reaching maturity after years of waiting.

These waves of super-TAGs have actually proven relatively cheap to develop as prototypes for the most part, with only a PanOceanian company, Ferdinand Mechanical, having built any in large numbers with 100 of their Elefant design. Unfortunately for them a rival concept was selected for further testing.³

PANOCEANIA



Behemoth^[TAG] [Character] (PanOceania, Neoterran Capitaline Army)

Mov	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	17	15	17	15	10	9	5	10	1

Equipment: 360° Visor, Advanced ECM, Multispectral Visor L3

Special Skills: G:Remote Presence, Fatality L1, Tactical Awareness, Multiterrain, Heavyweight

Name	BS Weapons	CC Weapons	SWC	Cost
BEHEMOTH	2 Hyper-Rapid Magnetic Cannons, Heavy Grenade Launcher, Nanopulser	EXP CCW	3.5	153

¹ This is in no way a meta commentary

² Okay it was, and so is this. Every mech taller than an Abrams is pretty much awesome but impractical by default.

³ Lol Porsche Tiger



Behemoth Crabbot [REM] [Support Troops]

Mov	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
4-4	12	10	10	10	0	0	1	1	N/A

Equipment:

Special Skills: G:Remote Presence

Name	BS Weapons	CC Weapons	SWC	Cost
B CRABBOT (Remote Pilot)	Flash Pulse	Knife	-	-
B CRABBOT (Repair)	D-Charges	Knife	-	-
B CRABBOT (Signals)	Flash Pulse	MULTI Pistol, Knife	-	-

"Yea verily, though I charge through the valley of the shadow of death, I shall fear no evil, for I am piloting a house-sized mass of 'screw you'." - Anonymous Behemoth Test Pilot.

The Behemoth prototype draws its name from a mythical creature mentioned in biblical texts. This massive war engine carries a small squadron of enhanced crabbot remotes, designed to make the already fearsome capabilities of the design.

The actual design of the Behemoth is not a significant departure from conventional PanOceanian TAGs at first glance, but the Behemoth carries with it a number of advanced systems and experimental approaches. Layers of a classified new armour plating, an advanced electronics suite, enhanced communications systems resistant to interruption, and an arsenal capable of levelling a small city.

YUJING



Mogui [TAG] [Character] (YuJing, Invincible Army)

Mov	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	19	14	17	14	9	9	5	9	1

Equipment: ECM, Multispectral Visor L2

Special Skills: Crewed, V: Courage, Fatality L1, Tactical Awareness, Heavyweight

Name	BS Weapons	CC Weapons	SWC	Cost
MOGUI	2 MULTI HMGs, 2 Heavy Flamethrowers, 2 Light Grenade Launchers	Assault Pistol, EXP CCW	3	140



Mogui Crew [HI] [Support Troops]

Mov	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	11	10	13	3	3	1	2	N/A

Equipment:

Special Skills: CH: Mimetism, V: No Wound Incapacitation, Shock Immunity

Name	BS Weapons	CC Weapons	SWC	Cost
MOGUI CREW (Pilot)	Submachine Gun	Knife	-	-
MOGUI CREW (Gunner)	Submachine Gun	Knife	-	-
MOGUI CREW (Signals)	Submachine Gun	Knife	-	-

"Wèishéme yīqiè dōu wéirào wǒ de pìgu xuánzhuǎn?"⁴ (Shall this design strike fear into the foe?) " - Dr. Àimǐ Huáng⁵, chief designer

"Yīnwèi tā shì rúcǐ zhī dàhé pángdà! (It strikes fear into me, let alone the foe!)" - General Tādebàba Shīzǐzuò⁶

The Mogui is YuJing's experimental Superheavy TAG design, named after a Chinese word for Monster or Demon⁷. Massively sized to accommodate the three power-armoured crew, and carrying an HMG in each hand, with flamethrowers slung under each arm and grenade launchers perched on each shoulder, the Mogui is aptly named.

The quadrupedal design and extended cockpit/crew bay are rumoured to be derived from rejected designs once proposed by Japanese technicians, a rumour the State Empire fiercely denies. A dedicated gunner guides the fire of the lethal arsenal, whilst a specialist communications officer prevents hostile electronic attacks.

ARIADNA



RM100 [TAG] [Character] (Ariadna, Tartary Army Corps)

Mov	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	15	14	18	14	10	9	2	9	1

Equipment: 360° Visor, ECM

Special Skills: Lo-Tech B, Manned, Full Auto L2, Fatality L1, Tactical Awareness, V: Courage, Total Immunity

⁴ Wait...

⁵ Waaaaait...

⁶ Goddamn it, this is just a Futurama reference

⁷ Do not feed after midnight, do not get wet, do not expose to bright light.



RM100 (Battle Damaged) [TAG] [Character]

Mov	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
4-4	15	13	17	14	9	6	2	9	1

Equipment: 360° Visor, ECM

Special Skills: Lo-Tech A, Manned, Full Auto L2, Fatality L1, Tactical Awareness, V: Courage, Total Immunity



RM100 (Battle Ravaged) [TAG] [Character]

Mov	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
4-2	14	12	15	14	8	3	1	9	1

Equipment: ECM, ED: Escape System

Special Skills: Manned, Fatality L1, Tactical Awareness, V: Courage, Total Immunity

Name	BS Weapons	CC Weapons	SWC	Cost
RM100	Portable Autocannon, 2 AP HMGs, Smart Missile Launcher	EXP CCW	3	120



RM-100 Operator [LI] [Support Troops]

Mov	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	11	13	1	0	1	2	N/A

Equipment:

Special Skills: Operator, Specialist Operative

Name	BS Weapons	CC Weapons	SWC	Cost
RM-100 OPERATOR	Rifle	Pistol, Knife	-	-

"Oruzhiye prevzoyti metall shesternya (A fearsome and indestructible weapon⁸)"

-Col. Yevgueni Voronin

The RM-100 is Ariadna's first TAG to be produced indigenously, and has been in development for almost a decade and a half. Long awaited by the Ariadnan troops, long feared by Ariadna's enemies, the RM-100 has finally arrived... And it is nothing short of death on two legs.

⁸ Barely even close to what he actually said, guys.

Layered in Teseum Armour, armed with potent weaponry, and towering over the battlefield, it is operated by a single pilot, in a fully armoured cockpit and reliant on external sensors for "vision". However, the protection and power comes at a price. Ariadna's low experience with the technology of TAGs means that repairing the RM-100 in the field can be complicated if damage is too severe, and if enough damage is sustained to sensors the pilot can find themselves facing blind spots.



M83 Grizzly Light Tank [Vehicle] [Mechanized Troops] (Ariadna, USARF, CHA)

Mov	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	10	13	10	14	7	3	3	11	2

Equipment: 360° Visor, Active Defence System

Special Skills: AFV, Nonhackable, Heavyweight, Tactical Awareness, Fatality L1

Name	BS Weapons	CC Weapons	SWC	Cost
GRIZZLY (Crewed)	Smart Missile Launcher, HMG, Chain Rifle	Active Defence System	2	100
CLAYMORE* (Manned)	T2 HMG, Panzerfaust, Light Flamethrower	Active Defence System	2	95

*M83 Claymore is AVA1 in Caledonian Highlander Army, shares AVA in Ariadna with M83 Grizzly, is not available to USARF. M83 Grizzly is unavailable to CHA.



Grizzly Crew [MI] [Support Troops]

Mov	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	13	11	11	12	3	0	1	2	N/A

Equipment:

Special Skills: Shock Immunity

Name	BS Weapons	CC Weapons	SWC	Cost
GRIZZLY (Pilot)	Rifle	Pistol, Knife	-	-
GRIZZLY (Gunner)	Rifle	Pistol, Knife	-	-



Claymore Driver [LI] [Support Troops]

Mov	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	11	12	3	0	1	2	N/A

Equipment:

Special Skills: Pilot

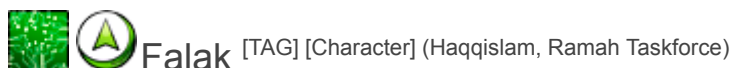
Name	BS Weapons	CC Weapons	SWC	Cost
CLAYMORE (Pilot)	Rifle	Pistol, Knife	-	-

The USARF's stock of light tanks has proven a quick and simple, albeit rather low-tech, alternative to building entirely new means of bringing large and intimidating vehicles to the Paradiso front. The M83 Grizzly Light Tank was largely seen as an anachronism even when it entered service in 2183⁹. Most of the AFV fleet of the Ariadnan Army has remained on Dawn and within the borders of the Ariadnan nations proper, owing to the logistic complexities of deploying even relatively small tanks abroad.

The Grizzly, however, had the advantages of being available and relatively light, being a mere 16 tons. It was also lacking in sensitive electronics, meaning that hacking devices pose little threat to it. Autoloaders and close-in defence systems help reduce the crew complement and allow for a slimmer turret profile whilst maintaining some defence against infantry assault and missile fire. Armed with a short barreled gun/launcher able to fire guided missiles or a close-ranged grapeshot-style round, plus a coaxial HMG, the Grizzly is well equipped to face any threat.

A variant of the Grizzly is used in limited numbers by Caledonian Highlanders, armed with a smaller turret mounting a T2 HMG, flamethrower, and a Panzerfaust type launcher in place of the Grizzly's gun/launcher and only requiring a single crewmember. Known as the Claymore, these vehicles are technically no longer tanks under most current definitions, and are usually referred to as Armoured Reconnaissance Vehicles.

HAQQISLAM



Mov	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	16	14	17	15	10	9	5	11	1

Equipment: 360° Visor, Advanced ECM, Multispectral Visor L2

Special Skills: Manned, V: Courage, Fatality L1, Tactical Awareness, Heavyweight

Name	BS Weapons	CC Weapons	SWC	Cost
FALAK	2 MULTI HMGs, 2 Heavy Flamethrowers, Light Smoke Grenade Launcher, Light Grenade Launcher, Mine Dispenser		3	150

⁹ 2006 in our own time of course... since you gotta subtract 177 now... tee hee.



Falak Pilot ^[LI] [Support Troops]

Mov	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	10	14	0	0	1	2	N/A

Equipment: Medikit

Special Skills: Pilot, Paramedic, Engineer

Name	BS Weapons	CC Weapons	SWC	Cost
FALAK PILOT (Repair)	Light Shotgun, D-Charges	Pistol, Knife	-	-

Artefaktech's XPR-1 and XPR-5s have been staples of the Haqqislamite Armoured Forces, the anvil for the Ghulam Hammer to crush the enemy against. But in the Falak, comes a weapon both Hammer and Anvil. Named for an Arabian mythical creature said to be so strong only the fear of Allah's greater power stops it destroying all of creation, this superheavy TAG is also known variously as the Scorpion King, the Mega Maghriba, the XLPR, and the Great Destroyer.

Essentially following the design philosophies of the XPR line scaled up, the Falak is wider than the XPR series, accommodating an even more impressive arsenal. Twin HMGS and Flamethrowers and an array of grenade and mine dispensers, it is still operated only by one pilot -but one extensively trained in both medical and engineering fields.

NOMADS



Tyrannosaurus ^[TAG] [Character] (Nomads, Bakunin)

Mov	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	16	14	17	14	10	9	5	9	1

Equipment: EVO Hacking Device, ECM

Special Skills: Crewed, Fatality L1, Tactical Awareness, Heavyweight, Total Reaction

Name	BS Weapons	CC Weapons	SWC	Cost
TYRANNOSAURUS	Hyper-Rapid Magnetic Cannon, Heavy Flamethrower, Heavy Grenade Launcher, 2 Pitchers		3	165



Tyrannosaurus Crew ^[LI] [Support Troops]

Mov	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
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4-4	13	11	10	13	0	0	1	2	N/A
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Equipment: Killer Hacking Device, Defensive Hacking Device

Special Skills: Signals

Name	BS Weapons	CC Weapons	SWC	Cost
T. CREW (Pilot)		2 Assault Pistols, Knife	-	-
T. CREW (Repair)		2 Assault Pistols, Knife	-	-

"Come on world - I am the Tyrannosaurus and I'll have you for breakfast!"

"...There's two of us in here and it's afternoon."

The Nomad Response to the arms race of the Superheavy TAG has been delivered by Praxis Labs with the experimental Tyrannosaurus TAG. Named for one of the largest carnivorous dinosaurs to ever roam the Earth, the Tyrant Lizard is a fittingly giant and fearsome beast.

Heavily armed, carrying its own EVO hacking device, and bearing a crew of trained hackers, the Tyrannosaurus is essentially a walking support hub. Able to establish a hacking network with pitchers or simply dominate an area with immense firepower, the Tyrannosaurus is a foe to contend with.

ALEPH



Guru [TAG] [Character] (Aleph, OperationS)

Mov	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	19	15	18	15	10	9	5	10	1

Equipment: 360° Visor, Advanced ECM, AI Beacon, Multispectral Visor L2, Tinbot A, Tinbot E

Special Skills: CH: Mimetism, G:Remote Presence, Fatality L1, Tactical Awareness, Multiterrain, Heavyweight, Immunity: POS

Name	BS Weapons	CC Weapons	SWC	Cost
GURU (NCO)	MULTI HMG, K1 Marksman Rifle, Heavy Flamethrower, 2 Nanopulsers	EXP CCW	3	168
GURU Lieutenant (Strategoos L3)	MULTI HMG, K1 Marksman Rifle, Heavy Flamethrower, 2 Nanopulsers	EXP CCW	3	170



Guru Karkata [REM] [Support Troops]

Mov	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
4-4	12	10	10	10	0	0	1	1	N/A

Equipment:

Special Skills: G:Remote Presence

Name	BS Weapons	CC Weapons	SWC	Cost
G. KARKATA (Remote Pilot)	Flash Pulse	Pistol, Knife	-	-
G. KARKATA (Repair)	Flash Pulse	Pistol, Knife	-	-

"Meree chamakadaar dhaatu kee gaand ko kaato (Ready to serve humanity)¹⁰" - The Guru's Combat Aspect's statement upon first activation.

Named for a Sanskrit term meaning an expert or master of a certain field, the Guru is an advanced and enhanced Marut design, and as closely safeguarded secret as its "little" sibling. Bearing a Combat Aspect as potent as any around, it bears both wisdom and power. As adept at devising a subtle strategy of surgical precision as it is inflicting massive brute force, the Guru is indeed a master - a master of warfare and destruction.



Hoplite [TAG] [Mechanized Troops]

Mov	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	21	15	17	15	7	6	3	7	1

Equipment: 360° Visor, ECM, Aspis

Special Skills: Manned, Martial Arts L1, Fatality L1, Kinematika L2, Hyper-Dynamics L2, Tactical Awareness, Multiterrain, Heavyweight, Religious Troop

Name	BS Weapons	CC Weapons	SWC	Cost
HOPLITE	Spitfire, Nanopulser	Heavy Pistol, AP CCW	2	87
HOPLITE (Full Auto L1)	Heavy Shotgun, Submachine Gun	Heavy Pistol, AP CCW	1	83
HOPLITE Lieutenant	Spitfire, Nanopulser	Heavy Pistol, AP CCW	3	87

¹⁰ No, it's just another badly translated Futurama reference.



Hoplite Hippeis [MI] [Support Troops]

Mov	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	14	12	11	13	3	0	1	2	N/A

Equipment: 360° Visor, Defensive Hacking Device

Special Skills: Religious Troop, Pilot, Signals

Name	BS Weapons	CC Weapons	SWC	Cost
HIPPEIS	Submachine Gun	Pistol, Knife	-	-

"τρώτε ένα πέος! (Molon Labe- come and take them)¹¹"

The Hoplite is the Steel Phalanx response to both a lack of organic TAG support, and the threats of the Superheavy TAGs. Named for the Greek Heavy Infantry, and the Pilot given the title of ancient Greek cavalrymen, the Hoplite is a TAG more lightly armoured than the Marut, but equipped with a mighty Aspis shield to grant itself protection as it charges into the fray.

And into the fray it will charge, for the Hoplite has been designed to be one of the most mobile and nimble TAGs even carrying the massive shield. Blazing away with either a Spitfire or a massive automatic shotgun, it advances on enemy lines without fear. And when in range, it draws the massive Xiphos-style blade on its back to cut down the foe like a scythe through wheat.

Aleph chose to deploy a manned TAG, albeit one crewed by a Lhost pilot, to ensure it could operate more independently of the AI, and to reduce overall construction time for the prototype. In addition, a vehicle crewed by a "Human" operator was deemed more viable for morale and propaganda purposes, especially in contrast to the highly classified Marut. In the Hoplite and their Hippias, Aleph calculates it has another heroic icon of the Steel Phalanx to bolster the morale of humankind.

¹¹ Um... no it isn't. That isn't what it says at all.

COMBINED ARMY

ISC: Megalodron, MBC of the Combined Army
Character



MEGALODRON, MBC of the Combined Army

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	18	15	18	17	9	9	5	9	1

Equipment: 360° Visor · ECM · Multispectral Visor L1
 Special Skills: CH: Mimetism · Fatality L1 · G: Mnemonica · Heavyweight · Immunity: POS · Tactical Awareness · Total Immunity

Name	BS Weapons	CC Weapons	SWC	C
MEGALODRON A1	2 Hyper-Rapid Magnetic Cannon, Heavy Flamethrower, Mine Dispenser	Heavy Pistol, EXP CC Weapon	3.5	156
MEGALODRON A2	2 MULTI HMGs, Heavy Rocket Launcher, Heavy Flamethrower	Heavy Pistol, EXP CC Weapon	3.5	154
MEGALODRON Lieutenant N2	2 Hyper-Rapid Magnetic Cannon, Heavy Flamethrower, Mine Dispenser	Heavy Pistol, EXP CC Weapon	3.5	160

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O-12


Hydra [TAG] [Character] (O-12)

Mov	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	17	15	17	15	10	9	5	10	1

Equipment: 360° Visor, Advanced ECM, Multispectral Visor L3

Special Skills: G:Remote Presence, Fatality L1, Peacekeeper, Climbing Plus, Tactical Awareness, Heavyweight, Immunity: POS

Name	BS Weapons	CC Weapons	SWC	Cost
HYDRA	2 Hyper-Rapid Magnetic Cannons, 2 Heavy Riotstoppers, Smart Missile Launcher	Heavy Pistol, EXP CCW	3	160


Hydrabot Ancillary Remote Unit [REM] [Support Troops]

Mov	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	12	10	10	10	0	0	1	1	N/A

Equipment: Hacking Device, Medikit

Special Skills: G:Remote Presence, Remote Pilot, Signals, Paramedic, Engineer

¹² What did you expect?

Name	BS Weapons	CC Weapons	SWC	Cost
HYDRABOT ARU (Repair)	Riotstopper, Flash Pulse	Stun Pistol, Stun CCW	-	-

O-12 commissioned Project Hydra as their response to the threat of the Megalodron. They sought a weapon with uses beyond merely countering the massive Combined Army threat, but also one able to potentially face human counterparts, foreseeing the inevitable arms race. Naturally, as a bureaucratic-overseen project, the Hydra actually wound up reaching prototype stage almost last amongst all the Human Sphere designs.

Nevertheless, the project has produced a design able to both engage enemies on a conventional battlefield as well as conduct peacekeeping missions - the hydra's hail of fire or adhesive able to stop any threats. Bearing advanced sensors and electronics, and carrying an advanced Ancillary Remote that is itself a prototype design, capable of a vast number of specialist tasks, including self-repair of the TAG.

TOHAA



Kubernetikos (Active Symbiont Armour) [TAG] [Character] (Tohaa)

Mov	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
6-4	19	15	17	15	10	9	4	10	1

Equipment: Symbiont Armour, Advanced ECM,

Special Skills: Tactical Awareness, Heavyweight, Immunity: POS, V:Courage, Regeneration, Sixth Sense L2

Name	BS Weapons	CC Weapons	SWC	Cost
KUBERNETIKOS	2 Missile Launchers, AP Spitfire, Light Rocket Launcher, Pulzar +Chaksa Peripheral X	Viral CCW	3	164



Kubernetikos (Inactive Symbiont Armour) [HI] [Support Troops]

Mov	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	15	12	13	13	3	3	2	5	N/A

Equipment: Symbiont Armour

Special Skills: V:Courage, Sixth Sense L2

Name	BS Weapons	CC Weapons	SWC	Cost
KUBERNETIKOS	Spitfire, Nanopulser + Chaksa Peripheral X	Pistol, Knife	-	-



Chaksa Peripheral X ^[L1] [Support Troops]

Mov	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
6-4	12	11	12	11	1	0	1	2	N/A

Equipment:

Special Skills: G:Synchronised, CH: Mimetism

Name	BS Weapons	CC Weapons	SWC	Cost
CHAKSA PERIPHERAL X	Light Shotgun, Pulzar, Stun Grenades	Pistol, Knife	-	-

Initially misidentified as the Kynara¹³, the Kuberneticos is the Tohaa equivalent to the many superheavy TAGs now in development. It was designed around the resource limitations forced upon the isolated Tohaa forces after the fall of the Daedalus Gate, and as such combines both Tohaa biotechnology and Human technologies

A melding of an enhanced Gorgos style Symbiont Armour to a pilot wearing a suit of hybrid bio-mechanical powered armour, the Kuberneticos is in essence a cybernetic demon. With a potent missile/rocket launcher, a deadly Pulzar, and a death-spitting Spitfire, the Kuberneticos is proof the isolated Tohaa forces in the Human Sphere are not sitting idle and quiet cut off from their homes.

JSA



Komodo ^[TAG] [Character] (JSA)

Mov	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	21	14	18	14	9	9	4	10	1

Equipment: ECM

Special Skills: Kinematika L1, Crewed, Fatality L1, Tactical Awareness, Sixth Sense L1, Heavyweight

Name	BS Weapons	CC Weapons	SWC	Cost
KOMODO	2 AP HMGS + Heavy Flamethrowers, Panzerfaust, CrazyKoalas,	EXP CCW, AP CCW	3	125

¹³ Yes, it's Greek for artichoke



Komodo Crew ^[LI] [Support Troops]

Mov	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	21	11	11	13	0	0	1	2	N/A

Equipment:

Special Skills: Martial Arts L1

Name	BS Weapons	CC Weapons	SWC	Cost
K. CREW (Pilot)	Contender	Pistol	-	-
K. CREW (Kenshi, Martial Arts L2)		Pistol, AP CCW	-	-
K. CREW (Repair, Forward Observer)	Contender	Pistol	-	-

Despite their recovery phase from their war of independence, the Japanese Secessionist Army has also jumped on the bandwagon of the Super-Heavy TAG. And like most others, their solution has been "bigger and more armed". And in the case of Project Komodo Dragon, the "more armed" part has been taken somewhat literally.

In Japanese and other East Asian cultures, the number four is associated with death, due to a similarity in pronunciation. With two arms wielding an HMG each, and two more with fearsomely massive blades, the four armed design indeed means death for anyone unfortunate to find themselves either at range or in close quarters with this monstrous TAG Swordmaster.

A dedicated crew member, an accomplished martial artist with the title of Kenshi (剣士, Swordsman), operates the swords exclusively. Another stands by to repair battle damage as well as possibly dismount to mark targets, and finally, the pilot drives the massive machine into the fray, firing the guns as the Kenshi impatiently awaits his chance to slice apart any fools that get too close...

NA2



Hermelin ^[Vehicle] [Mechanized Troops] (NA2 except JSA, plus Qapu Khalqi and Soldier of Fortune)

Mov	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	10	12	10	12	6	3	3	8	2

Equipment: 360° Visor, Active Defence System, Baggage

Special Skills: Crewed, AFV, Heavyweight, Tactical Awareness, Fatality L1

Name	BS Weapons	CC Weapons	SWC	Cost
HERMELIN	Portable Autocannon, Light Flamethrower, Panzerfaust	Active Defence System	1.5	75
HERMELIN	HMG	Active Defence System	1	75
HERMELIN	Rifle, Heavy Rocket Launcher	Active Defence System	1.5	72
HERMELIN	Red Fury, Heavy Flamethrower	Active Defence System	1	70

NOTE: For hacking vulnerability purposes, treat a Hermelin as a remote. It cannot benefit from any friendly hacking programs.



Hermelin Crew [LI] [Support Troops]

Mov	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	12	11	12	2	3	1	3	N/A

Equipment:

Special Skills:

Name	BS Weapons	CC Weapons	SWC	Cost
HERMELIN (Pilot)	Rifle+Light Shotgun	Pistol, Knife	-	-
HERMELIN (Gunner)	Rifle+Light Shotgun	Pistol, Knife	-	-

The Hermelin Gepanzerter Waffenträger, or Stoat Armoured Weapons Carrier, is an obsolete, but widely available, light AFV that has become popular amongst mercenary forces. With an array of weapons options, it can serve many roles. Descended from the concept of the Tankette, an ultra-small light tank often only armed with machine guns, the concept saw some rebirth in the late 20th and early 21st centuries with German designs like the Wiesel, and then unmanned ground vehicles.

The Hermelin itself was common amongst Earth based armies in the early 22nd Century, a cheap and reliable weapons platform for light fire support in smaller conflicts. Existing as both a UGV and the Manned variant, the increased use of hacking devices and electronic warfare made the UGV remote systems too susceptible to interference and virtually every Hermelin still in existence is a manned version, or was retrofitted to be manned. Even so, despite being tech almost half a century old, there are still extensive electronics aboard that a sneaky hacker can exploit.

Though not quite as potent as even a regular TAG, it is telling that many Mercenary and PMC units have only began to obtain these weapons carriers after the arms race for the superheavy TAGs began. The main supply of Hermelins was from Earth based minor nations, who were happy to sell off a few of the old weapons lying in storage, freeing up space and earning some cash in the bargain. After a few had been sold, word spread, and soon, virtually every free company, private military company, or band of hired guns had at least one Hermelin in their livery.

NEW SKILLS AND EQUIPMENT

CREWED

Crewed is a variation of [Manned](#), but the TAG or Vehicle carries more than one crew. Only one can dismount at any one time unless the TAG/Vehicle is destroyed. If the TAG/Vehicle suffers more wounds on destruction that would normally be passed onto the pilot, the crew marked as pilot takes these wounds first. Any further wounds pass onto other crew if the pilot enters the Dead state.

If the TAG/Vehicle has a crew member dismounted, the TAG/Vehicle loses access to any bonuses granted. The crew marked as a Pilot may not dismount unless the TAG/Vehicle is destroyed.

REPAIR

This crew skill is identical to the [Engineer](#) skill, allowing the crew, while mounted, to repair the TAG/Vehicle by using the Engineer skill as normal.

For the purposes of objectives, the Repair Crew is treated as an Engineer and can perform any objectives that an Engineer can, and benefits from any bonuses for Engineers.

SIGNALS

This crew skill denotes that the crew bearing it is not only actively preventing any hostile takeovers of the TAG's systems, but carries a [Defensive Hacking Device](#). While the Signals crewmember is aboard, the TAG has [Immunity: POS](#). In addition, the crew can use any hacking device(s) they may have while mounted or dismounted

For the purposes of objectives, the Signals Crew is treated as a [Hacker](#) and can perform any objectives that a Hacker can, and benefits from any bonuses for Hackers.

GUNNER

This crew skill denotes the crew bearing it operates the weapons of the vehicle, and with a crewman present the risks of jams from using the autoloader to maximum potential are diminished. As long as this crew member is aboard, the TAG/Vehicle is treated as having [Full Auto L1](#).

KENSHI

This crewmember is dedicated to the use of the close combat weaponry of the TAG. As long as this crew member is aboard, the TAG may use the [Dual Wield](#) skill. In addition, the TAG is also treated as having [Guard L4](#).

LO-TECH B

Lo Tech B adds an additional layer to [Lo Tech](#). If a Lo Tech B user loses all wounds from their full power profile, they enter the Battle Damaged state and gain Lo Tech A. The Battle Damaged state is treated as a Full Power state for the purposes of Lo Tech A.

ACTIVE DEFENCE SYSTEM

Short Skill/ARO, CC Attack

An Active Defence System allows an AFV to make an unmodified special dodge against any BS attacks using the Guided trait.

It also allows the AFV to add +6 to dodge any attacks from any non-CC weapons bearing any one or more of the below, if any firing mode the weapon has access to has any applicable traits, not just the mode being used.

- EXP ammo type
- Adhesive ammo type
- Speculative Fire trait
- Direct Impact Template trait
- Disposable trait

This applies as long as the attack comes from outside the AFVs Zone of Control.

The Active Defence System may also be used in close range and CC proper, where it has the following details:

Requirements

Enemy within ZoC, or Base to Base contact

Effects

-If used as a CC weapon or an ARO against a nearby enemy, it is treated as a Light Shotgun attack using the CC attribute rather than the BS attribute

AFV

An AFV has a -6 to any dodge roll, and may not use the bare-handed attack in CC. An AFV may not move if it succeeds at a dodge. An AFV may not declare a charge or enter base to base contact with any model as part of an order (though other models can enter base to base with it, including friendly engineers).

ASPIS

The Aspis is a large ballistic shield carried by the Hoplite experimental TAG of the Steel Phalanx. It grants the Hoplite a +3 [Partial Cover](#) MOD against any BS attacks from the front arc. The Partial Cover MODs provided by the Aspis cannot be added to any other Partial Cover MOD.

AVAILABILITIES SUMMARY

TAG/VEHICLE	FACTIONS/SECTORIALS
Behemoth	PanOceania, Neoterran Capitaline Army
Mogui	YuJing, Invincible Army
RM100	Ariadna, Tartary Army Corps
M83 Grizzly	Ariadna, USAriadna Ranger Force,
M83 Claymore	Ariadna, Caledonian Highlander Army
Falak	Haqqislam, Ramah Taskforce
Tyrannosaurus	Nomads, Bakunin
Guru	Aleph, Operations Subsection of the S.S.S
Hoplite	Aleph, Steel Phalanx
Megalodron	Combined Army and All Sectorials
Hydra	O-12
Kubernetikos	Tohaa
Komodo	Japanese Secessionist Army
Hermelin	NA2 except JSA, Qapu Khalqi, Soldier of Fortune

SILHOUETTES NOTES

S1: 25x25mm
 S2: 25x40mm
 S3: 40x32mm
 S4: 55x32mm
 S5: 40x45mm
 S6: 40x55mm
 S7: 55x67mm
 S8: 70x70mm
 S9: 110x110mm

All following silhouettes are not official.

S10*: 70x110mm
 S11*: 110x70mm