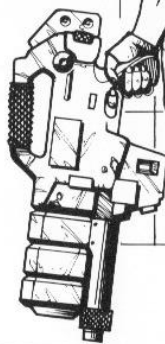




Spindal 89a
Gauss Rifle
(with KARA 20)



Marine Bavesse Ja't

DD07/SM1-C1-S4

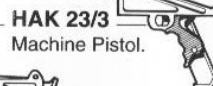
Regular Marine - assigned to the Leviathan Class Dreadnought Shiva in 3487. Duty throughout the Hivestone Incursion Crisis. Awarded the Triangulum Second Class for her part in the assault on the Hivestone. Now training with Shiva Hive Interdiction Special Forces Cention.



Special Forces Respiratory head gear.
CES Helmet - closed enviro-systemic helmet.



Standard Issue Marine head protection:
Iridio Laminated Shell Helmet (ILS Helmet).



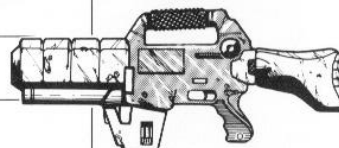
HAK 23/3
Machine Pistol.



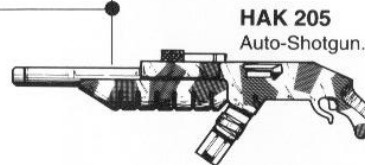
HAK A20
Sub-machine gun.



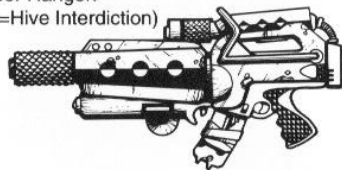
HAK A17
Sub-machine gun.



Spindal 89
Gauss Rifle
(with KARA 20).



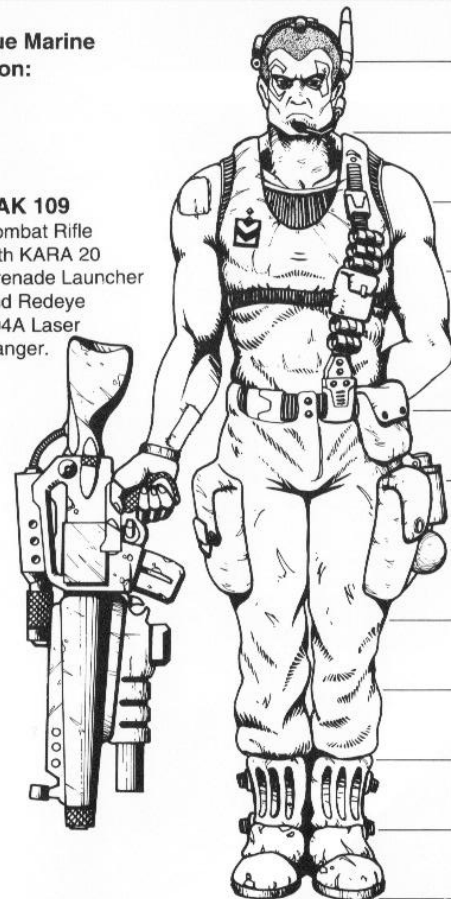
HAK 205
Auto-Shotgun.



Special Forces HAK 109HI
Combat Rifle with Spindal A40 ESG Wire gun and Redeye 104A Laser Ranger.
(HI=Hive Interdiction)



BAT MNP4
Hand Flamer
(Man-Portable Napalm Projector).



Bicenturion Dengatta Bodd

DD02/M3-C3-S16

Veteran marine - survivor of Mankturian' ill fated Jang'ada expedition. Assigned to the 3rd Myriad on the Dreadnought Baal shortly before it was dispatched to the Bargavus System to intercept the Hivestone's Swarmfleet. He was awarded the Triangulum First Class for his heroic defence of the Baal during the battle at Tau-Maktor. He was one of only a handful of survivors of his myriad.

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Input
Media

Nexus Troops

Nexus troops can be broken down into three broad categories:

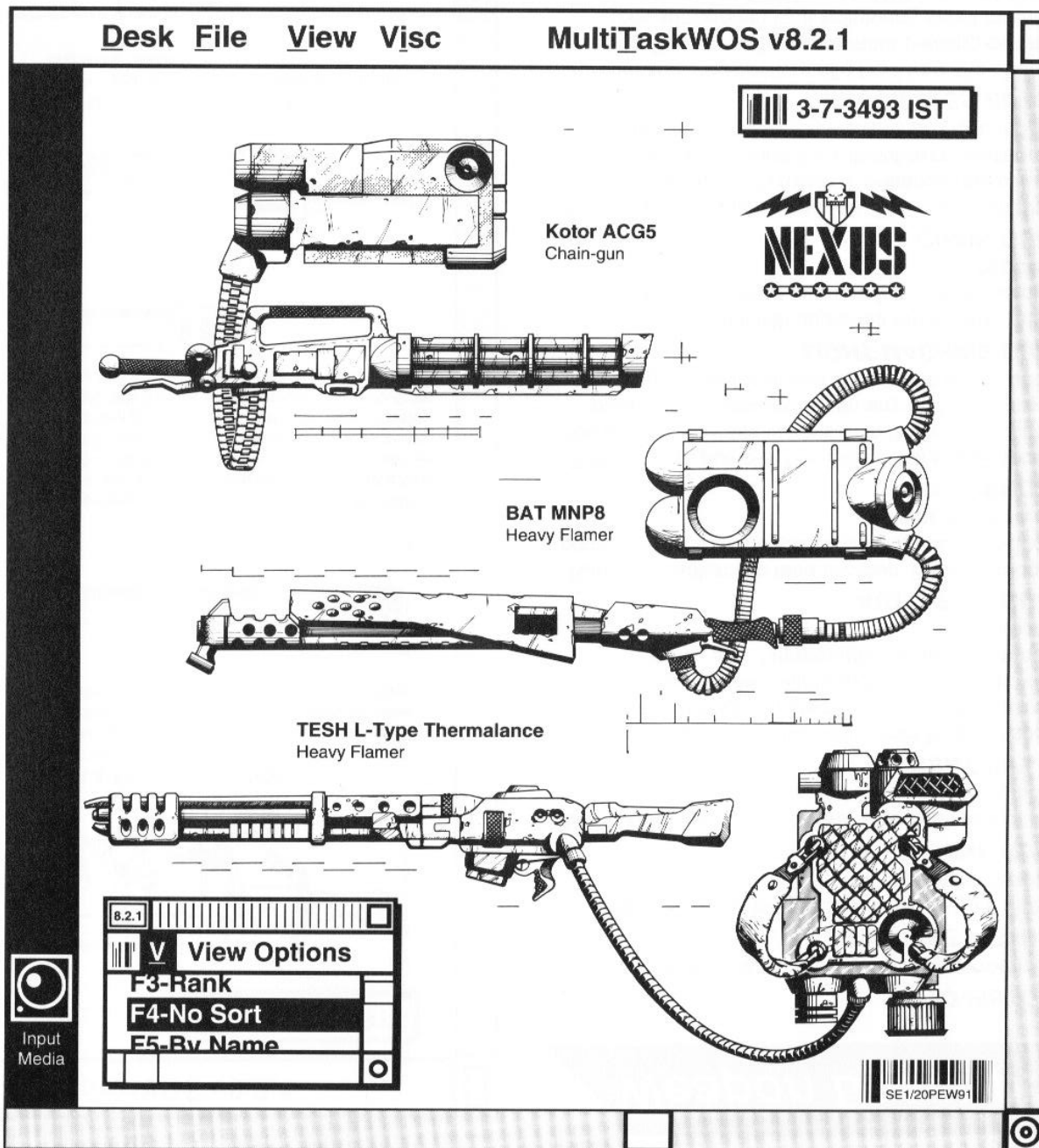
MARINES: the standard, mainstream backbone of all Nexus ground forces. Equipped with a wide range of Nexus personnel weapons and armour, however greens would never be equipped with power-armour.

SHOCK: The Elite units formed from the cream of the standard forces. Supplied with state-of-the-art weaponry and armour.

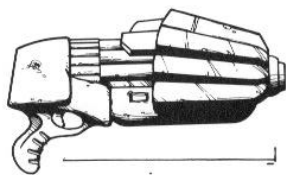
CYCLOS: Convict Special Forces - the cannon-fodder - armed with dangerous but powerful equipment - little protective gear.

EXP Rating	RC	CC	ML
Elite	11	11	16
Veteran	10	10	14
Regular	8	8	12
Green	6	6	10

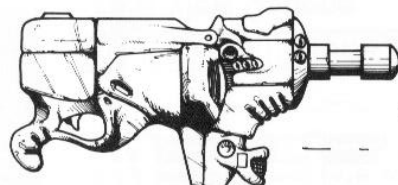
Personnel Armours (Soft)	AC
Unarmoured man	10
Laminated Plasticated Weave	9
Light Battle Suits	8
Battle Suits	7
Power Armour	5
Crystallated Beryllium Bronze	4



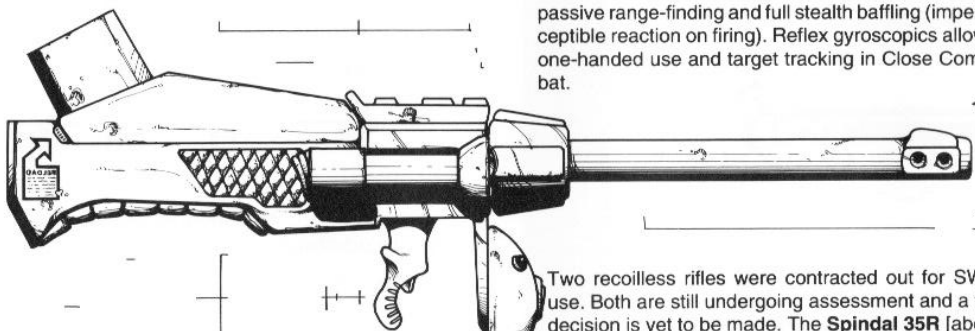
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**Spindal 120**

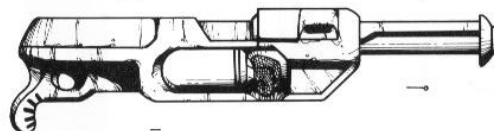
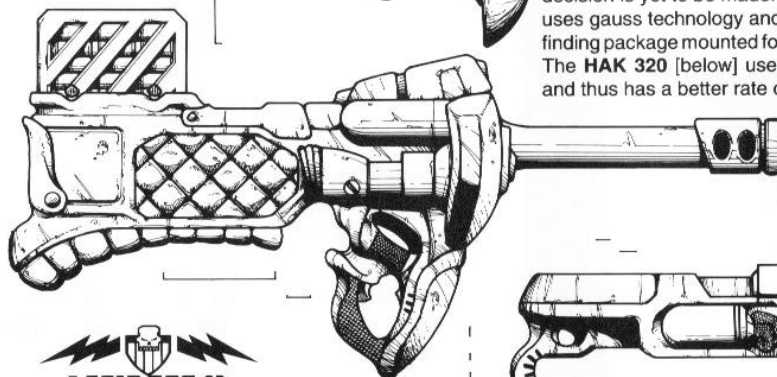
Gauss rifle with inbuilt gyroscopes for one-handed use in Close Combat and heavy electro-mag baffling for stealth operations.

**Hardon & Kluvis Reflex Rifle**

State of the art combat rifle with motion trackers, passive range-finding and full stealth baffling (imperceptible reaction on firing). Reflex gyroscopes allow one-handed use and target tracking in Close Combat.



Two recoilless rifles were contracted out for SWAT use. Both are still undergoing assessment and a final decision is yet to be made. The **Spindal 35R** [above] uses gauss technology and utilises a modular range-finding package mounted forward of the trigger cluster. The **HAK 320** [below] uses conventional propulsion and thus has a better rate of fire and is lighter.



BAT MNP-Special is a modification of the BAT MNP4 used by Regular NTFA forces. It is lighter and more reliable.

Input
Media

Weapon Descriptions

AUTO-PISTOL

Small repeating pistol. Fires 5mm rounds.

MACHINE PISTOL

Small, rapid fire, pistol sized machine gun. Fires 5mm rounds.

SUB MACHINE GUN

Short, rapid fire rifle. Fires 3mm caseless rounds in three round or full auto bursts.

COMBAT RIFLE

Standard automatic rifle. Fires 2mm fin-stabilised, caseless darts in bursts of five. The ammo alternates between "Riprounds" that fragment on impact, and "Hardrounds" for SOFT armour penetration.

AUTO-SHOTGUN

Rapid fire, automatic feed shotgun. Each cartridge contains both mono-crystallic pellets and molecule-filament splinters.

XENOPROD

Telescoping, pump-action Close Combat weapon. The primed cartridge is housed in the far end of the prod and is detonated when any of the pressure triggers at the end of the rod are depressed.

LIGHT MACHINE GUN

A combat rifle with upgraded ammo feed rate, improved range and belt-fed from an ammo hopper.

CHAIN-GUN

Rapid fire, high calibre weapon. The chain-gun has multiple barrels which rotate to enhance rate of fire and prolong sustained fire without over-heating. It fires alternating HI-Explosive and "Riprounds".

RECOILLESS RIFLE

A repeating, large calibre rifle fired from the shoulder. The ammo has an armour piercing central core surrounded by a splintering sabot for efficiency against SOFT and HARD armour types.

GRENADE LAUNCHER

Fires grenades from a repeating magazine.

GAUSS RIFLE

Uses pulsed magnetic fields to accelerate microscopic needles to extremely high velocities. It fires bursts of hundreds of needles in a fraction of a second. The rear section of each needle splinters to form an "umbrella" of molecular-filaments for maximum damage against "organics", while incorporating a dense mono-crystalline head for penetration of SOFT armour types.

HEAVY FLAMER

Muscilated Isoton-napalm dispenser with backpack ammo storage.

LIGHT FLAMER

Rifle sized Muscilated Isoton-napalm dispenser with a pressurised canister.

GYRO-MOUNT

A servo assisted harness that spreads weapon load for greater ease of movement and stabilisation while the firer is moving.

GAUSS CANNON

Heavier version of the Gauss Rifle.

SELF-GUIDED MISSILE

A fire-and-forget smart missile system for specific targetting of large targets.

NAPALM CANNON

Fires a delivery canister containing muscilated isoton-napalm. Each canister has a programmed longevity (automatically downloaded from the range-finding systems) which enables projection of its payload forward of a given point, whether impact has occurred or not. This weapon is either vehicular or modular mounted.

CHAIN CANNON

Higher calibre version of the Chain-Gun. This weapon is either vehicular or modular mounted.

A.V.
surveillance stalk

HAK B17-Y5
Light Machine Gun.

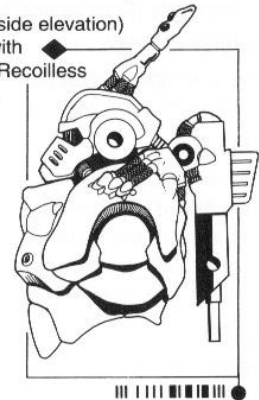
Although designed for Urban conflict, this suit bears the insignia of the Dreadnought Qatar's VacDef Myriad. The Qatar is the first Dreadnought to have such a force after the lessons learnt at Tau-Maktor when the Baal was almost overrun and the Astarte lost to Kryomek boarding actions.

The heavy shoulder padding protects the neck and shoulder areas from the various dismembering manoeuvres common to close combat with Kryomek.

YAG 500 Series (side elevation)
here with
HAK 420-Y5 Recoilless
rifle.



YAG 400 Series Exo-suit.
The basic SWAT suit for battle-field and vacuum use - side elevation.



YAG 450 Series Light Exo-suit. Used specifically for independent mono-personal transportation systems. Note the ribbed impact buffers bonded to the surface.

HAK 209
Bullpup
auto-shotgun.

Slaved
Pneumatic
Sub-frame.
Wire guns;
ESG, Taser
and
grapnel / winch.

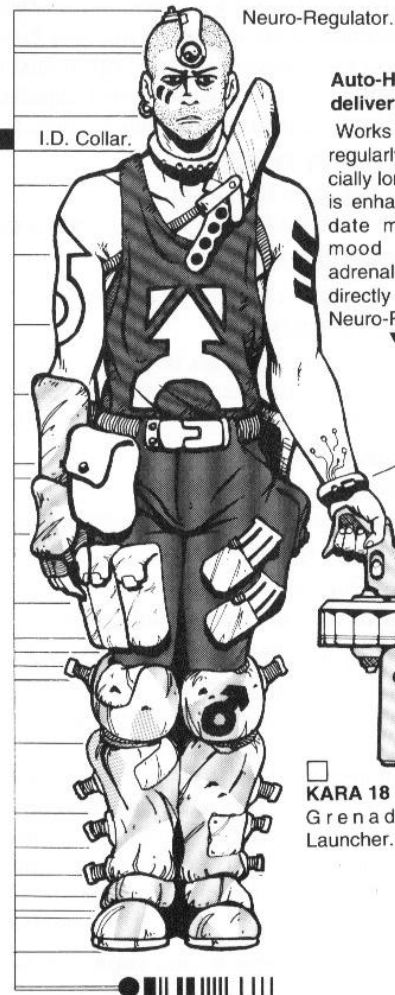
**NEXUS
SWAT**
TEAM

The Slaved Shoulder Mounted ordnance is used when halted and rarely utilised on the move, it provides covering fire within a binary unit (two-man "buddy" unit) used in interdiction operations.

This suit also proved effective in Hive penetration operations.



Input
Media



Neuro-Regulator.

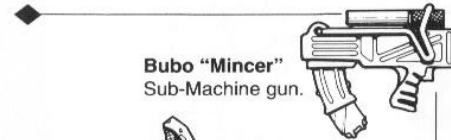
I.D. Collar.

Auto-Hypo - Tantha delivery system

Works with small doses regularly given - for especially long operations this is enhanced to accommodate more tantha. All mood manipulation, adrenalin flow e.t.c. is directly controlled by the Neuro-Regulator.

□ KARA 18
Grenade Launcher.

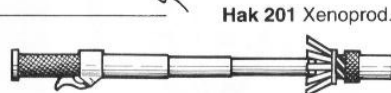
It is Nexus policy that Cyclo weapons are cost effective and only have to have a short reliability lifespan to match the Cyclos themselves. Bubonix Inc., a producer of cheaper weapons, have landed the majority of the Cyclo weaponry contracts.



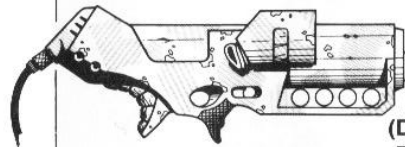
Bubo "Mincer"
Sub-Machine gun.



Bubo "Tenderiser"
Auto-Shotgun

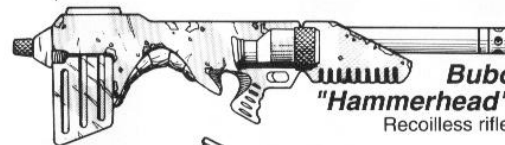


Hak 201 Xenoprod.

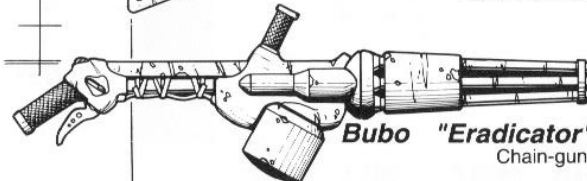


Denning DPPR
(Denning Pulsed
Projectile Rifle).

Heavy duty Gauss rifle - Cheap and cumbersome but reliable.



Bubo
"Hammerhead"
Recoilless rifle.



Bubo "Eradicator"
Chain-gun.

Cyclo Briggs
DD07/X(Yellow)M5-C8-S21.
Deceased Tau-Maktor 3489 I.S.T.

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MACHINE CANNON

Smaller version of the Auto-Cannon. Fires bursts of HI-Explosive or armour piercing shells. This weapon is either vehicular or modular mounted.

CLUSTER MISSILES

Multi-Launch Rocket System. It fires a burst of missiles which splinter and bombard an area with a multitude of anti-personnel and anti-armour ordnance. The launcher is fed by a magazine housed within the vehicle or module.

HOWITZER

Huge calibre, multiple payload, area saturation gun. It fires programmed longevity canisters which splinter and bombard an area with a multitude of anti-personnel and anti-armour ordnance. This weapon is either vehicular or modular mounted.

CANNON

High calibre, single-shot, anti-armour shells. This weapon is either vehicular or modular mounted.

AUTO-CANNON

Ordnance that fires bursts of HI-Explosive anti-armour shells. This weapon is either vehicular or modular mounted.

Armoured Vehicles

Until recently the bulk of battlefield armoured vehicles consisted of traditional designs using conventional transport technologies. Bipedal vehicles have assumed many of these roles and are rapidly proving their greater flexibility on the battlefield.

Standard Armoured Vehicle Chassis & Hulls

There are three basic armoured vehicle chassis types commonly in use. These provide stable weapon platforms and use the commonly available transport technologies: wheeled (KAGA mk XIV-e W-Chassis), tracked (KAGA mk XXII-d T-Chassis) or hover (KAGA mk IX-n H-Chassis). The basic chassis is combined with a number of hull designs each performing a different battlefield function to produce a range of battlefield vehicles.

The manufacturer of these vehicles is KAGA Construction which is now a subsidiary of the Megacorp Hajunka.

There are a number of hull designs:

KAGA mk XII-3s Assault Gun

Mass:	20
Size:	14
Crew:	3
Armour:	80mm iridio-steel (AC 4 - Hard)
Primary Weapon:	1 hull fixed mounted HAK 2000 Howitzer.
Secondary Weapon:	1 hull mounted HAK B17fm Light Machine Gun with a 45° Fire Arc.

KAGA mk IV-4b APC

Mass:	17
Size:	14
Crew:	2
Armour:	20mm iridio-steel (AC 13 - Hard)
Armament:	Small turret twin mounted Kotor ACG5 Chain-Gun. Restricted Arc of Fire (see model).
Extra Crew Capacity:	5

KAGA mk X-2 Battletank

Mass:	19
Size:	14
Crew:	3
Armour:	60mm iridio-steel (AC 7 - Hard)
Primary Weapon:	Turret mounted HAK 1010 Cannon with unrestricted Fire Arc.
Secondary Weapon:	1 hull mounted HAK B17fm Light Machine Gun with a 45° Fire Arc.

KAGA mk VIII-11e Rocket Launcher

Mass:	18
Size:	14
Crew:	2
Armour:	40mm iridio-steel (AC 10 - Hard)
Primary Weapon:	twin turret mounted

Vector 12 "V12" Missile System with unrestricted Fire Arc.

Secondary Weapon: 1 hull mounted HAK B17fm Light Machine Gun with a 45° Fire Arc.

Battlefield Assault Guns

Used as heavy anti-personnel battlefield mobile howitzers.

Ogre 234 Assault Gun

Hull Type:	KAGA mk XII-3s
Chassis Type:	Wheeled KAGA mk XIV-e
Handling Class:	2
Top Speed Band:	Speed Band 2
Max. Speed:	240mm /turn
Acceleration:	1
Deceleration:	2



Darkogre Assault Gun

Hull Type:	KAGA mk XII-3s
Chassis Type:	Tracked KAGA mk XXII-d
Handling Class:	2
Top Speed Band:	Speed Band 2
Max. Speed:	240mm /turn
Acceleration:	1
Deceleration:	2

Cloud-Ogre 2

Hull Type:	KAGA mk XII-3s
Chassis Type:	Hover KAGA mk IX-n
Handling Class:	1
Top Speed Band:	Speed Band 2
Max. Speed:	240mm /turn
Acceleration:	1
Deceleration:	1

**Battlefield Armoured
Personnel Carriers**

Used for rapid squad redeployment
on the battlefield.

Carrier 209

Hull Type:	KAGA mk IV-4b
Chassis Type:	Wheeled KAGA mk XIV-e
Handling Class:	3
Top Speed Band:	Speed Band 3
Max. Speed:	480mm /turn
Acceleration:	1
Deceleration:	2

Sand Carrier 4

Hull Type:	KAGA mk IV-4b
Chassis Type:	Wheeled KAGA mk XXII-d
Handling Class:	3
Top Speed Band:	Speed Band 3
Max. Speed:	400mm /turn
Acceleration:	1
Deceleration:	2

Cloud Carrier 405

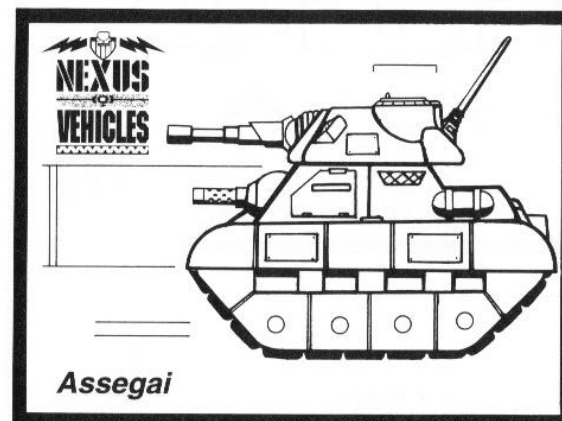
Hull Type:	KAGA mk IV-4b
Chassis Type:	Hover KAGA mk IX-n
Handling Class:	2
Top Speed Band:	Speed Band 3
Max. Speed:	480mm /turn
Acceleration:	1
Deceleration:	1

Battletanks

The general purpose battlefield vehicle.

Nomad V4

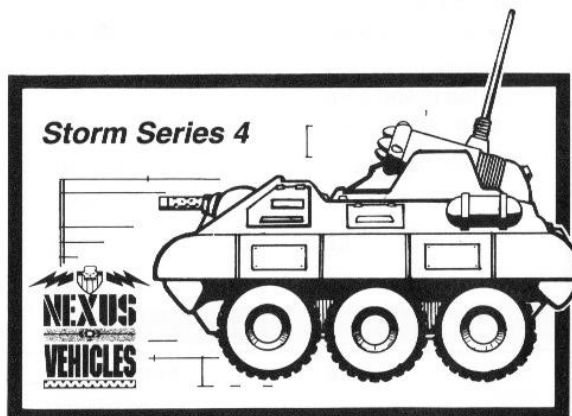
Hull Type:	KAGA mk X-2
Chassis Type:	Wheeled KAGA mk XIV-e
Handling Class:	3
Top Speed Band:	Speed Band 2
Max. Speed:	320mm /turn
Acceleration:	1
Deceleration:	2

**Assegai****Assegai**

Hull Type:	KAGA mk X-2
Chassis Type:	Tracked KAGA mk XXII-d
Handling Class:	1
Top Speed Band:	Speed Band 2
Max. Speed:	240mm /turn
Acceleration:	1
Deceleration:	2

Thundercloud

Hull Type:	KAGA mk X-2
Chassis Type:	Hover KAGA mk IX-n
Handling Class:	1
Top Speed Band:	Speed Band 2
Max. Speed:	320mm /turn
Acceleration:	1
Deceleration:	1



Rocket Launchers

Mobile support with general use firepower.

Storm Series IV

Hull Type:	KAGA mk VIII-11e
Chassis Type:	Wheeled KAGA mk XIV-e
Handling Class:	3
Top Speed Band:	Speed Band 3
Max. Speed:	400mm /turn
Acceleration:	1
Deceleration:	2

Darkstorm Series III

Hull Type:	KAGA mk VIII-11e
Chassis Type:	Tracked KAGA mk XXII-d
Handling Class:	3
Top Speed Band:	Speed Band 2
Max. Speed:	320mm /turn
Acceleration:	1
Deceleration:	2

Cloud-Dart II

Hull Type:	KAGA mk VIII-11e
Chassis Type:	Hover KAGA mk IX-n
Handling Class:	2
Top Speed Band:	Speed Band 3
Max. Speed:	400mm /turn
Acceleration:	1
Deceleration:	1

Striders

Striders have become the masters of the battlefield. They combine rapid movement with heavy armour and weapons to produce a powerful synthesis.

There are only two different families of strider. The first and by far the most prolific is that made by the Hajunka subsidiary MOA - the Storm Strider series.

The other family of machines is that built by the small independent RAVEN Corporation - though its striders also use a MOA bipedal chassis.

Storm Striders

All current Hajunka Storm Striders use the MOA BBC mkII-7 bipedal chassis but have different hulls, armour and armament specifications.

Gladiator

Mass:	16
Size:	13
Crew:	2
Chassis:	MOA BBC mk II-7
Hull:	Swivel Arc of 45° ei- ther side of the direc-

Armour:

tion of movement.

15mm iridio-steel laminated with beryllium bronze (AC 7 - Hard)

Primary Weapon:

twin fixed mounted HAK 1000 Auto-Machine Cannon.

Secondary Weapon:

single hull mounted HAKB17 fm Light Machine Gun with a45° Fire Arc.

Handling Class:

3

Top Speed Band:

Speed Band 3

Max. Speed:

400mm /turn

Acceleration:

1

Deceleration:

2

Goliath

Mass:	17
Size:	13
Crew:	2
Chassis:	MOA BBC mk II-7
Hull:	Swivel Arc of 45° ei- ther side of the direc- tion of movement.
Armour:	20mm iridio-steel laminated with beryllium bronze (AC4 - Hard]
Armament:	twin fixed mounted HAK 1010 Cannons.
Handling Class:	2

Top Speed Band:	Speed Band 3
Max. Speed:	320mm /turn
Acceleration:	1
Deceleration:	2

Fenris

Mass:	15
Size:	13
Crew:	2
Chassis:	MOA BBC mk II-7
Hull:	Swivel Arc of 45° either side of the direction of movement.
Armour:	15mm iridio-steel crystallated with ceramic filaments (AC 10 - Hard)
Primary Weapon:	triple fixed mounted Kotor ACG12 Assault Chain-Cannons.
Handling Class:	3
Top Speed Band:	Speed Band 3
Max. Speed:	480mm /turn
Acceleration:	1
Deceleration:	2

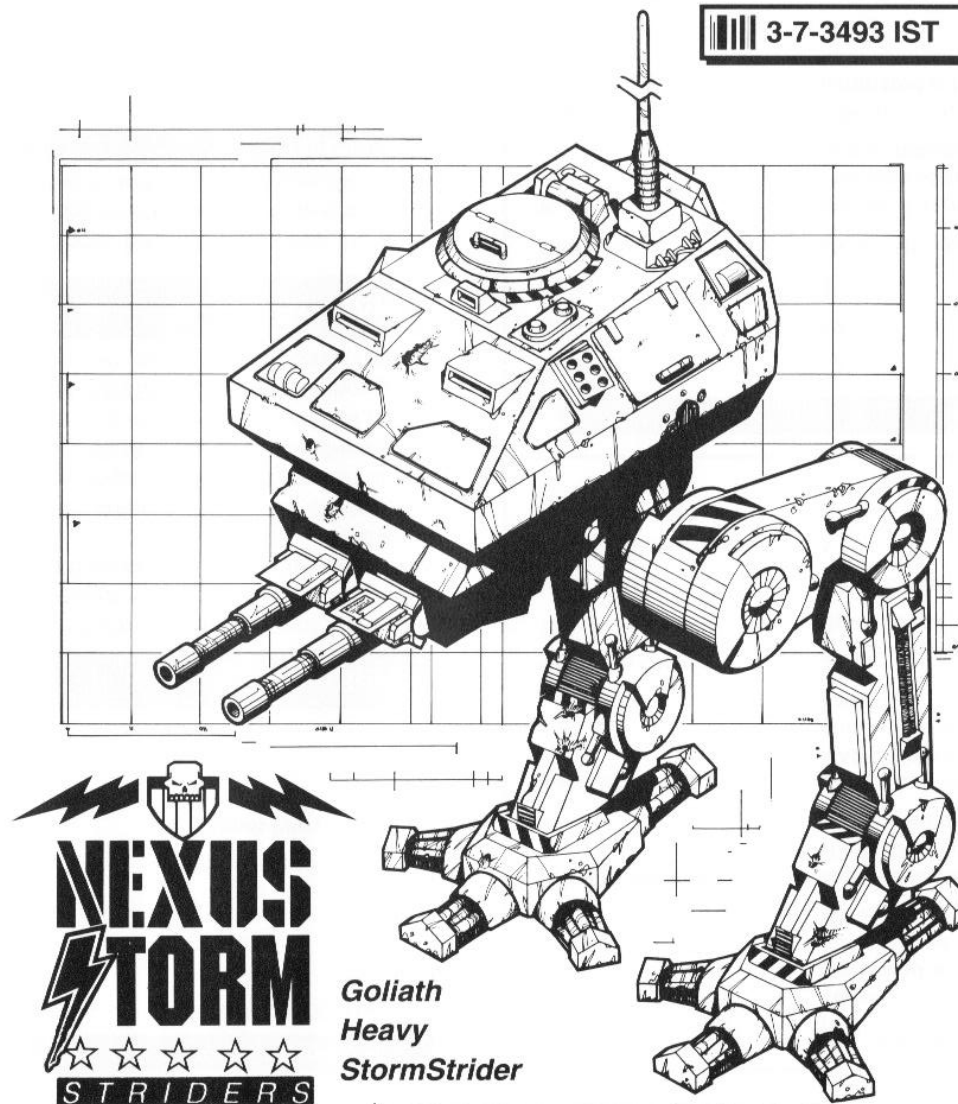
Valkyrie

Mass:	15
Size:	13
Crew:	3
Chassis:	MOA BBC mk II-7
Hull:	Swivel Arc of 45° either side of the direction of movement.
Armour:	15mm iridio-steel crystallated with ceramic filaments.

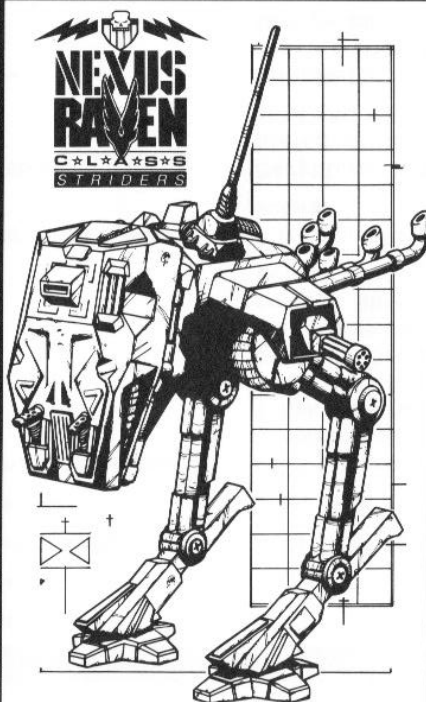
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Input
Media



Raven Scavenger
Aleph 2.1



Input
Media

Armour (cont):	(AC 10 - Hard)
Primary Weapon:	twin fixed mounted Kotor ACG5 Chain-gun.
Secondary Weapon:	two independently hull mounted HAK B17 fm Light Machine Gun with a 45° Fire Arc.
Handling Class:	3

Top Speed Band:	Speed Band 3
Max. Speed:	480mm /turn
Acceleration:	2
Deceleration:	2

Tiamat

Mass:	16
Size:	13
Crew:	2
Chassis:	MOA BBC mk II-7
Hull:	Swivel Arc of 45° either side of the direction of movement.
Armour:	15mm iridio-steel laminated with beryllium bronze (AC 7 - Hard)
Primary Weapon:	twin fixed mounted BAT 23 Napalm Cannons.
Handling Class:	3
Top Speed Band:	Speed Band 3
Max. Speed:	400mm /turn
Acceleration:	1
Deceleration:	2

The Raven Scavenger Series

The Raven Scavenger series was only released in 3480, nine years after Hajunka's Storm Strider series. They were designed to fill a perceived gap in the spectrum of striders supplied by Hajunka. The Scavenger series expresses an idiosyncratic departure from the more stolid Storm Strider design and is an altogether lighter and faster battlefield system.

In spite of the radical new design the Scavenger series still relies on a MOA biped chassis the BBC mk IX - one specially developed for Raven by MOA and a lighter version of the famous BBC mk II.

Raven (Scavenger Aleph 2.1)

Mass:	12
Size:	10
Crew:	1
Chassis:	MOA BBC mk IX-3
Hull:	Swivel Arc of 45° either side of the direction of movement.
Armour:	10mm iridio-steel surface coated with 2mm of iridio-steel laminated with beryllium bronze (AC 13 - Hard)
Primary Weapon:	three independently mounted Kotor ACG 5 Chain-guns with 45° Fire Arcs.
Secondary Weapon:	twin fixed mounted HAK B17 fm Light Machine Guns.
Handling Class:	4
Top Speed Band:	Speed Band 4
Max. Speed:	560mm /turn
Acceleration:	2
Deceleration:	2

Raven II (Raven Scavenger Beta)

Mass:	12
Size:	10
Crew:	1
Chassis:	MOA BBC mk IX-3
Hull:	Swivel Arc of 45° either side of the direction of movement.
Armour:	10mm iridio-steel surface coated with 2mm of iridio-steel laminated with beryllium bronze (AC 13 - Hard)
Primary Weapon:	twin fixed mounted Vector 12 (V12) missile systems.
Secondary Weapon:	twin fixed mounted HAK B17 fm Light Machine Guns.
Handling Class:	4
Top Speed Band:	Speed Band 4
Max. Speed:	560mm /turn
Acceleration:	2
Deceleration:	2

Cybernetic Battlefield Units

Although cybernetics has been a part of military technology for centuries it was only in the 3470s that a fully operational independent cybernetic battlefield system was possible. The key enabling technology was the Agarax Cyberneural Matrix - the ACM X1 which was developed by Cerebex for the Agarax Megacorp in 3472.

Talos CBU

Mass:	1
Size:	3
Control System:	ACM series X5
Chassis:	Talos mk.1
Hand Held Weapons:	GG-14: Gauss Rifle / Grenade Launcher, T-109: Twin Hak-109 Combat Rifles and/or T- 420 / 109: combination Hak-420 Recoilless Rifle / 109 Combat Rifle
Propulsion System:	2 Tokomak Ring Reactors
Armour:	Beryllium bronze plated iridio-steel shell. (AC 4-Soft)
Move :	Normal=150 Impetus=D10x10+10 Charge=200

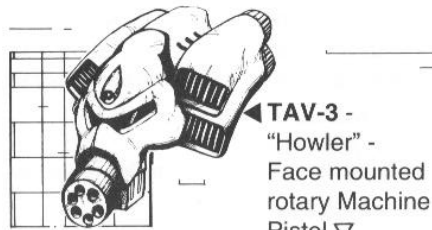


Talos Unit.

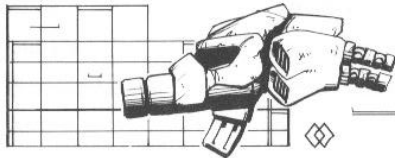
Armed with Ksirius Integrated Cybermount left arm. (This example houses twin mounted HAK B17(gm).) and a Ksirius integrated sidearm (GG-14).



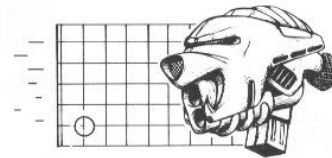
Input
Media



▲ TAV-3 -
"Howler" -
Face mounted
rotary Machine
Pistol. ▽



▲ TAV-4 - "Point-Man" -
Forward Strategic
Observation Array.

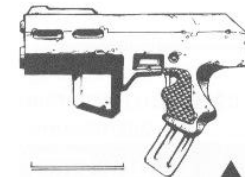


▲ TAV-2 - "Mad Dog" -
Face mounted Twin
Auto-Shotgun.

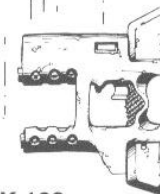


▲ TAV-1 -
Basic
Talos
Mounting.

**Ksirus
Talos Series
A.V. Mountings;**



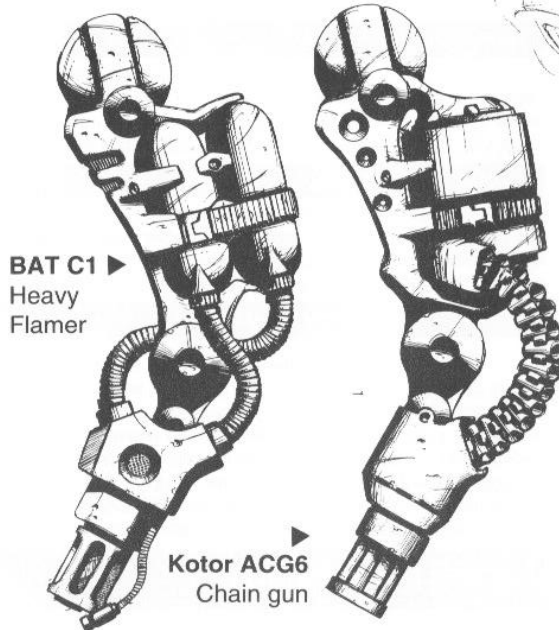
▲ GG-14
Combination Gauss Rifle/
Grenade Launcher



▶ T-109
Twin HAK 109
Combat Rifles



▶ T-420/109
Combination HAK 420
Recoilless Rifle / HAK109
Combat Rifle



BAT C1 ▶
Heavy
Flamer

▶ Kotor ACG6
Chain gun

Ksirus Integrated Cybermounts:

A series of alternative left arm mountings
for heavy weapons.

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Input
Media

The Ksirus Helcat

The first CBU to see active service in the Nexus armed forces was the Helcat series produced by the Agarax subsidiary Ksirus. The Hajunka subsidiary MOA were commissioned to develop BBC mk VIII which was a smaller version of the BBC mk II series biped chassis. The Helcat was actually called the Ks BWP series but early on in tests the screaming of its exhausts as it engaged led the researchers to nickname it the "Hellcat". Ksirus bowed to the inevitable and named the series Helcat instead.

The MOA BBC mk VIII-2

The MOA BBC mk VIII-2 series of bipedal battlefield weapons platforms was produced expressly for Ksirus to experiment with its new ACMs. The experiments were highly successful and the 'Helcat' series cybernetic battlefield unit went into service in 3474.

The Ksirus BWP

The Ksirus standard BWP is built around the MOA BBC mk VIII-2 chassis and includes an armoured turret. It is powered by a single high-yield fusion reactor. The turret carries twin fixed mounted HAK A20 sub-machine guns as standard.

Cerberus

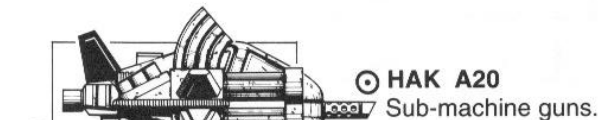
Mass:	1
Size:	3
Control System:	ACM series X2
Chassis:	MOA BBC mk 8-2
Turret:	swivel arc of 45° to either side of the direction of movement.
Primary Weapons:	2 fixed wing-mounted Spindal 100 gauss cannons.
Secondary Weapons:	2 fixed mounted HAK A20 sub-machine guns.
Propulsion System:	Tokomak Ring Reactor
Armour:	Iridio-steel plated Weave-Shell (AC 7-Soft)

Desk File View Visc

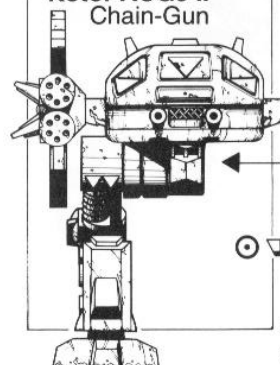
MultiTaskWOS v8.2.1

Move

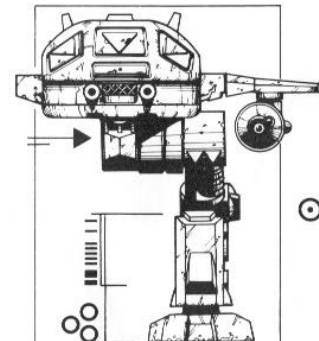
Normal=100
Impetus=D10x10+50
Charge=150



Kotor ACG5 II
Chain-Gun

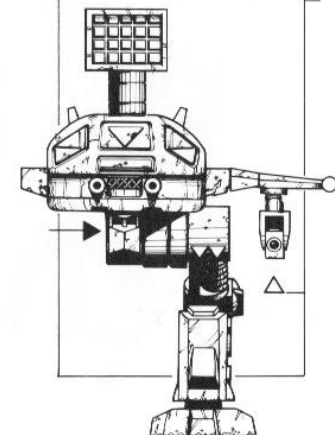
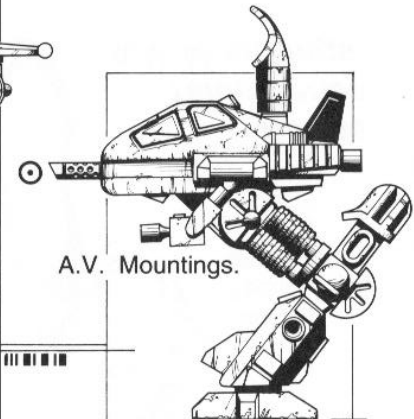


F u r y



Spindal 120
Gauss Cannon

Cerberus



L o k i



Input
Media

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Loki

Mass:	1
Size:	3
Control System:	ACM series X2
Chassis:	MOA BBC mk 8-2
Turret:	swivel arc of 45° to either side of the direction of movement.
Primary Function:	Integrated remote sensing units functional up to Medium Range.
Secondary Weapons:	2 fixed mounted HAK A20 sub-machine guns.
Propulsion System:	Tokomak Ring Reactor
Armour:	Iridio-steel plated Weave-Shell (AC 7-Soft)

Fury

Mass:	1
Size:	3
Control System:	ACM series X2
Chassis:	MOA BBC mk 8-2
Turret:	swivel arc of 45° to either side of the direction of movement.
Primary Weapons:	2 twin wing-mounted Kotor ACG5 Chain-Cannons.
Secondary Weapons:	2 fixed mounted HAK A20 sub-machine guns.

Propulsion System:	Tokomak Ring Reactor
Armour:	Iridio-steel plated Weave-Shell (AC 7-Soft)

Buildings - Descriptions

The Nexus Military have a range of modular battlefield buildings. Some are constructed on site while others are dropped by strato-tugs to form the front line of defence.

Command Bunkers

The nerve centres of any battlefield architecture. Two standard forms A and B.

Mass:	35
Size:	26
Crew:	4
Armour:	1000mm Ceramic Blend (AC 5 - Hard)

Primary Function (A): One Extreme, Long and Medium Range Sensors

Primary Function (B): Turret Mounted HAK 1010 Cannon. Firing Arc restricted (see model)

Secondary Function (A): Sentinel Turret with twin fixed mounted HAK B17 fm Light Machine Guns. Firing Arc restricted (see model)

Secondary Function (B): Turret with Vector 12 Missile System. Firing Arc restricted (see model)

Heavy Gun Bunkers

Fixed Heavy Gun Emplacements. Four standard forms A, B, C & D. All have unrestricted Firing Arcs.

Mass:	34
Size:	24
Crew:	3
Armour:	1000mm Ceramic Blend (AC 5 - Hard)
Primary Function (A):	Turret mounted HAK 2000 Howitzer.
Primary Function (B):	Turret mounted HAK 4000 Auto-Cannon.
Primary Function (C):	Turret mounted Vector 7 "Flamedart" Missile System.
Primary Function (D):	Twin turret mounted Vector 12 (V12) Missile System.
Accessways:	1 environmental locks.
Extra Crew Capacity:	none

Light Gun Bunkers

Fixed Light Gun Emplacements. Two standard forms A & B. Both have restricted Firing Arcs (see model).

Mass:	20
Size:	15
Crew:	2
Armour:	500mm Ceramic Blend (AC 10 - Hard)

Primary Function (A): Two Security Turrets each with twin HAK B17 fm Machine Guns.

Primary Function (B): Two Sentinel Turrets one with twin and the other with single HAK B17 fm Machine Guns.

Accessways: 1 environmental locks.

Extra Crew Capacity: none

Towers

Elevated Platforms for Heavy Gun Sensor installations. Four standard forms A, B, C & D. All have unrestricted Firing Arcs.

Mass: 27

Size: 20

Crew: 1

Armour: 500mm Ceramic Blend (AC 10 - Hard)

Primary Function (A): One each of Extreme, Long and Medium Range Sensors.

Primary Function (B): Turret mounted HAK 4000 Auto-Cannon

Primary Function (C): Turret mounted Vector 7 "Flamedart" Missile System.

Primary Function (D): Twin turret mounted Vector 12 (V12) Missile System.

Accessways: 3 environmental locks.

Extra Crew Capacity: 5

Advance Gun Towers

These towers are dropped to forward positions from Stratospheric Craft. They have a standard stabilizing hydraulic quadropod. Three standard forms A, B & C. All have unrestricted Firing Arcs.

Mass: 19

Size: 14

Crew: 1

Armour: 370mm Ceramic Alloy with Beryllium Bronze (AC 10 - Hard)

Primary Function (A): Turret mounted HAK 1010 Cannon

Primary Function (B): Turret mounted HAK 1000 Auto-Machine Cannon

Primary Function (C): Twin turret mounted Vector 12 (V12) Missile System.

Accessways: Hatch

Extra Crew Capacity: none

Micro Gun Towers

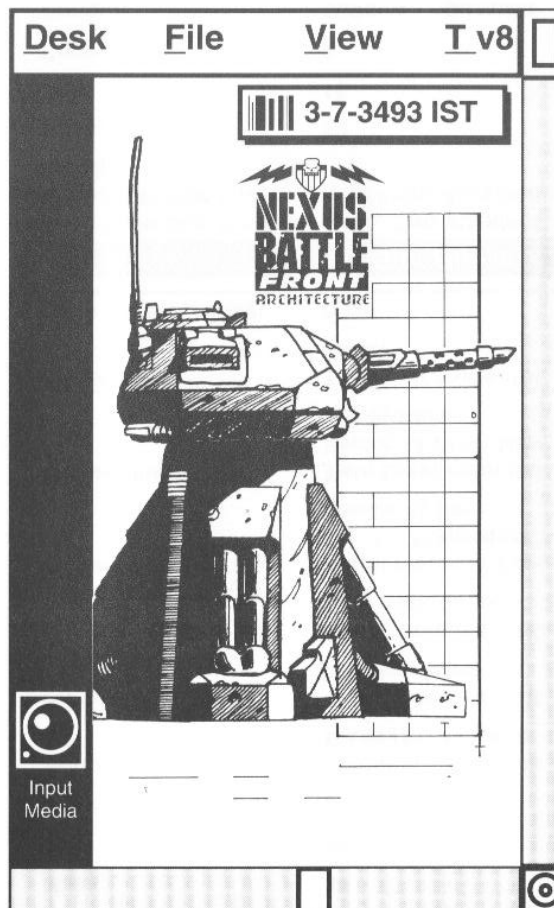
Smaller versions of Advance Gun Towers, however these are fully automated. Two standard forms A & B. All have unrestricted Firing Arcs.

Mass: 11

Size: 8

Crew: 0

Armour: 45mm Ceramic Alloy with Beryllium Bronze (AC 16 - Hard)



Primary Function (A): One Security Turrets with twin HAK B17 fm Machine Guns.

Primary Function (B): One Sentinel Turrets one with twin or single HAK B17 fm Machine Guns.

Accessways: none

Extra Crew Capacity: none

Squad Bunker

Squad refuge in hostile environments. Standard form.

Mass:	27
Size:	20
Crew:	none
Armour:	700mm Ceramic Blend (AC 7 - Hard)
Primary Function:	Sentinel Turret with single mounted HAK B17 fm Light Machine Gun with unrestricted Fire Arc.
Accessways:	2 environmental locks
Extra Crew Capacity:	10

Hospital Dome

Battlefield Emergency Treatment Centre for up to three casualties. Standard form.

Mass:	34
Size:	24
Crew:	3 (medical personnel)
Armour:	500mm Ceramic Blend (AC 10 - Hard)
Primary Function:	Receiving wounded.
Accessways:	3 environmental locks
Extra Crew Capacity:	10

Missile Silos

Used for launching strategic and anti-missile missiles. Two forms A & B.

Mass (A):	25
Mass (B):	12
Size (A):	19
Size (B):	9
Crew:	automated
Armour:	1000mm Ceramic Blend (AC 5 - Hard)
Primary Function (A):	Strategic missiles
Primary Function (B):	anti-missile missiles
Accessways:	hatch
Extra Crew Capacity:	none

Landing Pad

Landing Pad for one man vertical take off stratospheric vehicle. Standard form.

Mass:	27
Size:	20
Crew:	1
Armour:	500mm Ceramic Blend (AC 10 - Hard)
Primary Function:	Landing Pad
Accessways:	1 environmental lock
Extra Crew Capacity:	none

Power Dome

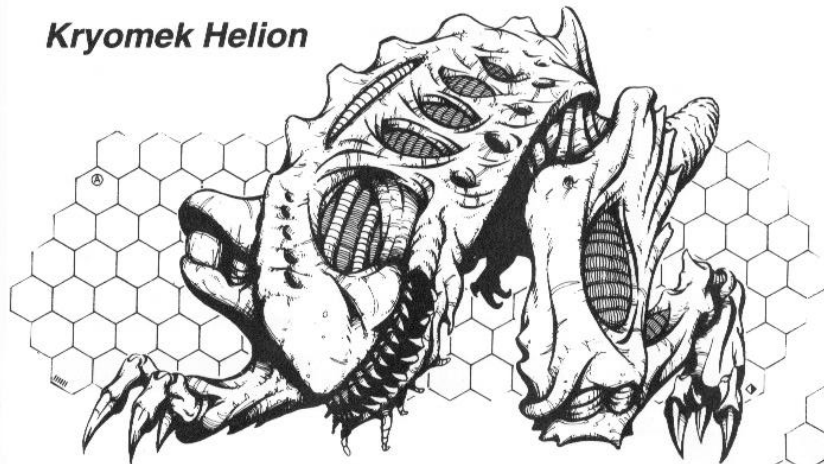
Power Generator for sustaining larger modular complexes. Standard form.

Mass:	21
Size:	16
Crew:	1
Armour:	1000mm Ceramic Blend (AC 5 - Hard)
Primary Function:	Tokomak Double Ring Fusion Reactor
Accessways:	1 environmental lock
Extra Crew Capacity:	none

Linking Corridors

Two forms A & B.

Mass:	12
Size:	9
Crew:	none
Armour:	500mm Ceramic Blend (AC 10 - Hard)
Primary Function (A):	Two way access link
Primary Function (B):	3-way access link
Extra Crew Capacity:	5

Kryomek Helion**HELION**

Size : 3

AC : 8

RC : N/A

CC : 9

CC ATTACKS

STRIKE IMP

1 x ARM 0 +3

Kryomek Warrior
armed with Bioacid
Spray and Single-
Molecule Blade.

WARRIOR

Size : 5

AC : 4

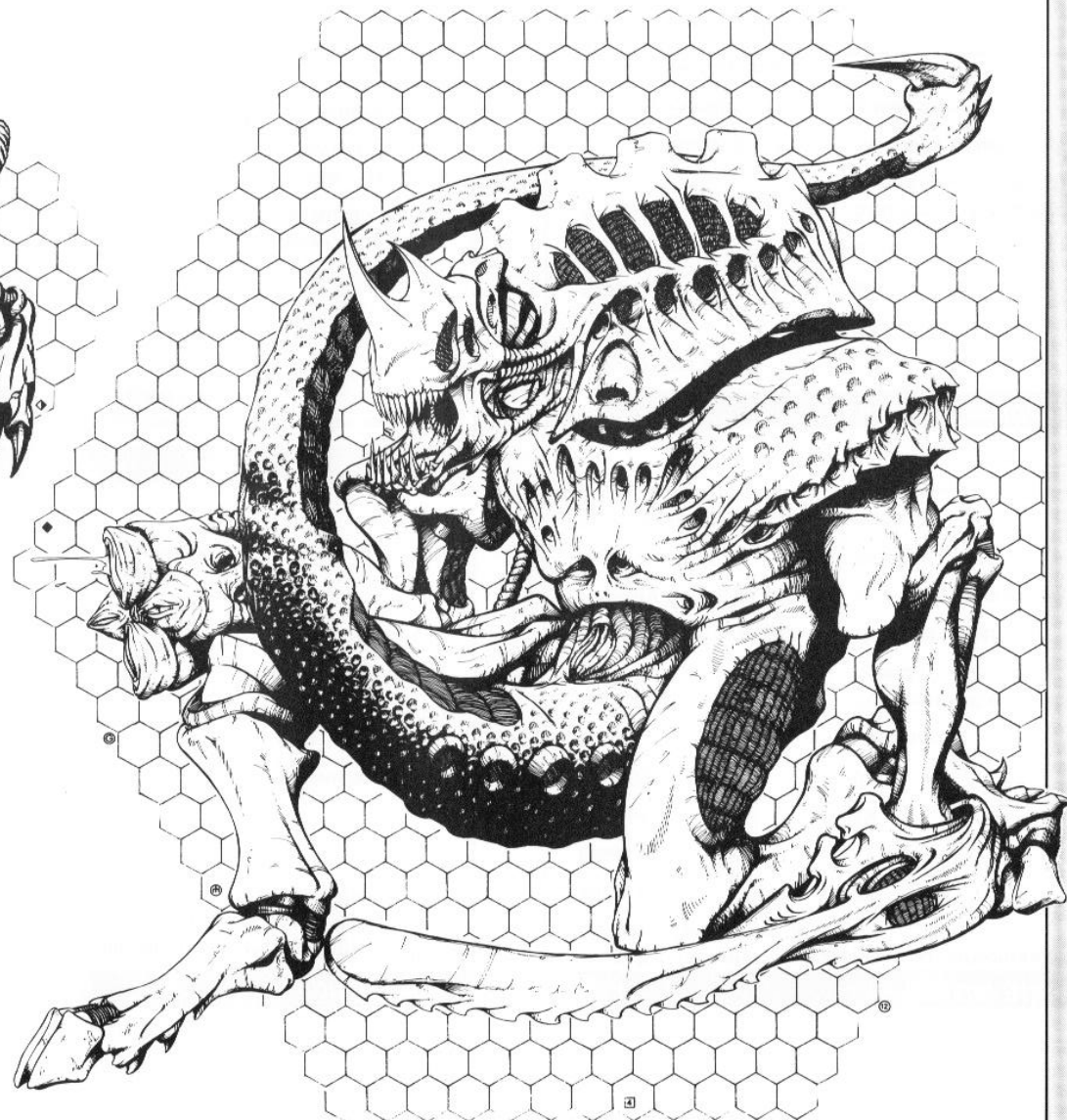
RC : 8

CC : 12

CC ATTACKS

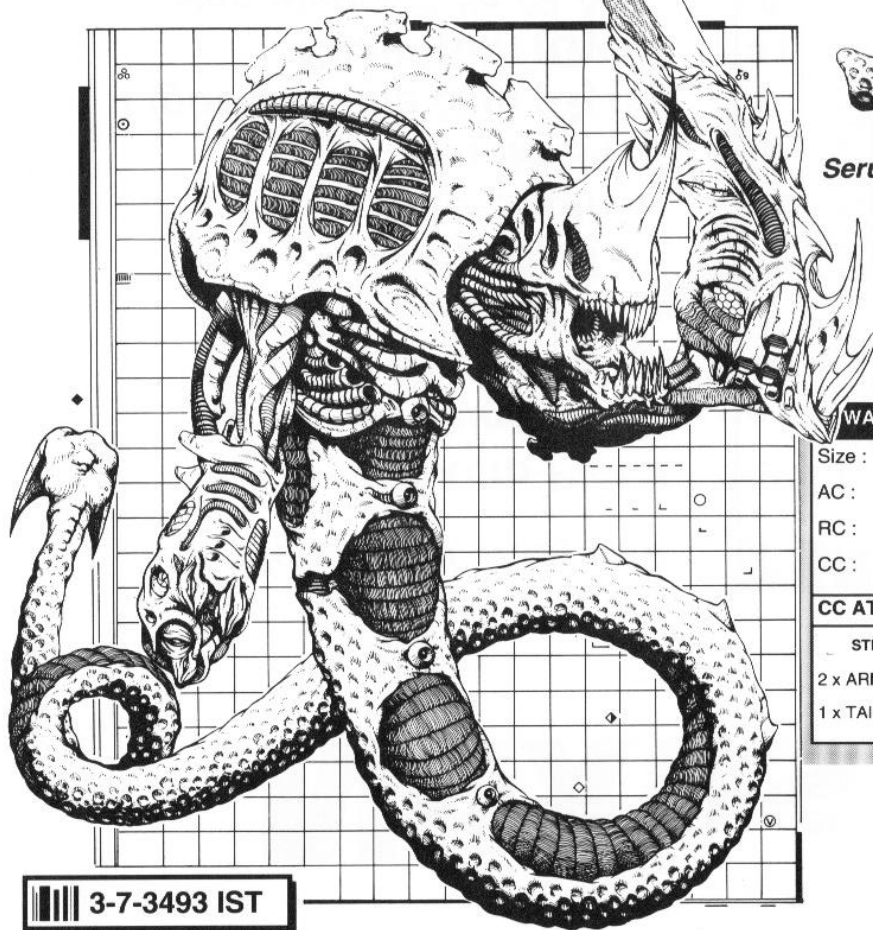
STRIKE IMP

2 x ARM 0 +1

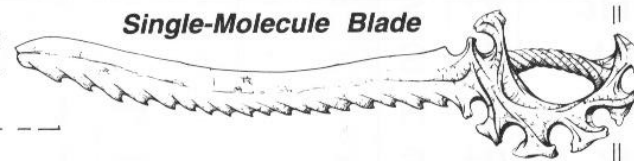
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Kryomek Warmaster

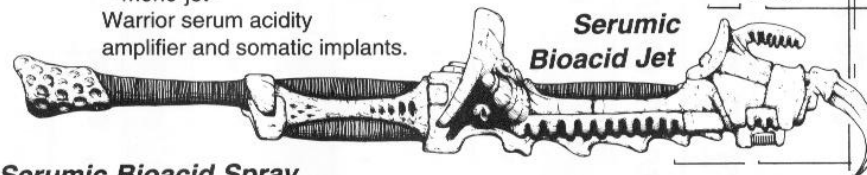
armed with Single-Molecule Cleaver and
Plasmid Cloud Duster.



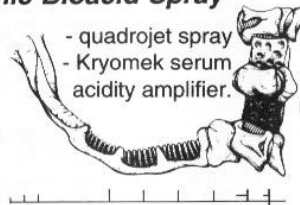
- chitin sub-structure - multiple serration
implanted molecule-chains.

Single-Molecule Blade

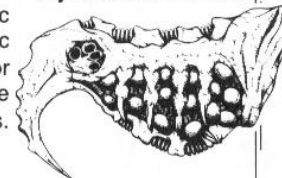
- mono-jet -
Warrior serum acidity
amplifier and somatic implants.

**Serumic
Bioacid Jet****Serumic Bioacid Spray**

- quadrojet spray
- Kryomek serum
acidity amplifier.

**Spore Launcher**

- hyper-metabolic
necrotopic
mycelia spore projector
from regenerative
organocartridges.

**WARMASTER**

Size : 6

AC : 2

RC : 9

CC : 15

CC ATTACKS

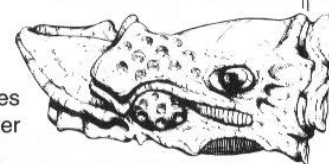
STRIKE IMP

2 x ARM 0 +2

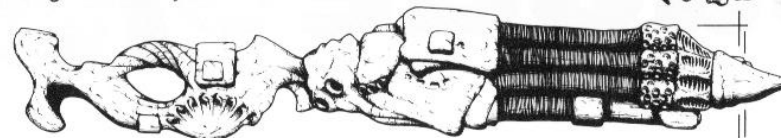
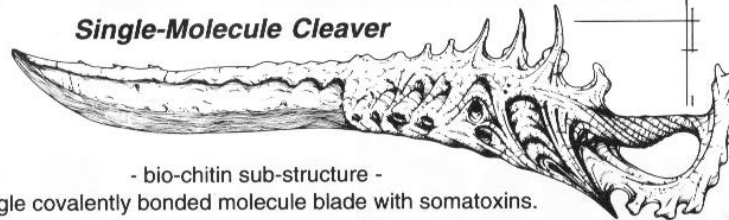
1 x TAIL -2 +3

Plasmid Cloud Duster

- aerosolic jet - projects particles
infected from Warmaster

**Single-Molecule Cleaver**

- bio-chitin sub-structure -
single covalently bonded molecule blade with somatoxins.

**Corroder Lance**

- multi-jet mixing - Warmaster serum acidity and somatic implants - variable corrosive gradient.



Input
Media

3-7-3493 IST