

Free States Alliance

In 2072 when the great nuclear fire began the North American continent suffered more than most. Tens of millions were killed in the blink of an eye, millions more would die from radiation and starvation over the next few months.

Unbeknown to most of the population the central government saw it coming and prepared itself for survival. Dozens of underground miniature cities were constructed across the country, usually in territories with large mountain regions. A total of twenty four were constructed, the last completed only a few weeks before the bombardment began. Twenty of the underground cities were located in the larger western states, with two in the southeast and two in the northeast.

At the time of the attacks the selected populace of each city numbered on average of only 1,500 or so but once the war began the word got out, many believe it was spread by soldiers and government employees trying to save extended family. By the time the cities were sealed four days into the conflict the average population had reached ten thousand. Though the central government had been prepared for the attack, they had however failed miserably in dealing with the aftermath.

World War Three was over in less than a month, the world would take centuries to heal. For nearly five years these “Sub Cities” remained closed to the outside world. During this time many horrible atrocities occurred, some of which helped bring about the creation of Scavenger Clans in North and South America. Though some hardier folk were able to rebuild small village like forts to survive and even flourish amidst the vile raids of the numerous Warlords that emerged. When the cities finally reopened, now controlled by local councils they were astounded to find such groups and gladly allowed most to move their small tribes to a safe area along the perimeter of the underground cities, this cut down on the countless raids that had been perpetrated over the years by the Scavengers.

In 2080 after much deliberating among the twenty two surviving cities (the fate or whereabouts of the other two remain unknown) they decided not to reintegrate as a single nation, communication and travel between the cities was still too difficult. Instead each city became the capital of a centralized state, its territories in most cases made up mainly of the capitol and the surrounding villages. The local populace was called upon to volunteer for militia or police units when trouble arose, in the case of the people who lived outside of the capitol five years of service guaranteed permanent relocation of their family to inside the capitols for life.

By 2095 it was obvious that the States defense forces just weren't up to the task of eliminating the Scavenger threat. A very enterprising military official from the State of New Dallas and WW3 veteran General Nathaniel Frauck found a solution. Thru the use of very dubious chemical enhancements by government scientists they were able to alter select physical specimens into imposing near “super” men, once trained they became known as Urban Enforcers. Hundreds were dispatched to outlying areas with film crews in tow to show off their skills, the film feed

went directly to the other States “leaders” simultaneously. Within an hour two Enforcer platoons found and then quickly wiped out a Scavenger war tribe of over a hundred, the fact that nearly half of the tribe was just women and children was conveniently overlooked by the excited State Leaders.

Since that day General Frauck has supplied Enforcer units to the various State defense forces for a hefty price. The Generals attempt to become the only weapon master for the states has not come to fruition though with the emergence of Edge Corp. now supplying unmanned combat support robots from its home base in the State of Dakota. Secretly Frauck has begun to rent out Enforcer platoons to other nations, a habit that nearly backfired when two of his platoons actually engaged each other in a firefight while fighting in the Consulate/Iron Will conflict.

Slowly the city states of the FSA continue to rebuild their devastated homeland, with every passing month more Scavengers are eliminated and the grass grows a little greener. Who knows someday their place at the top of the Empire food chain may be reborn, for now though they must fight to survive like the rest of the world.

FSA Forcelist

In this time the average FSA combat company that ventures out into the American countryside to battle Scavenger war tribes, Conglomerate Infiltrator Squads or Sosei Tech recon teams is made up of an alliance of Urban Enforcers backed up by UAV's/UGV's and the occasional cavalry platoon. Though smallish in comparison to the larger companies of the European powers and the massive Scavenger hordes they make up for this with awesome physical skills and unique technologies only matched or surpassed by Sosei's Lunar combat teams.

Company Commander

(CO)4

Regional State Captain

Unlike many of the unique platoons and detachments the FSA may field the Company Commanders in charge of these forces are usually homegrown from their specific state of origin. Just because they may have a Urban Enforcer Platoon under their control does not mean the leadership hails from New Dallas as well. Usually the leaders of the local States militia or police forces these officers are present to ensure the State they represent has their agenda enforced against whomever they face not General Frauck's.

(MV): 3/6/9

(CT): 6

(DM): 10

(AL): 20

(RL): 3

Weapons:	(CT) short	(CT) long	Damage
S&W A45	+2	+0	15
	(CT) melee		Damage
Field Knife	+1		10

Special Rules:

Limited Authority (Enforcers), Go to Ground, Barrage, Flash Bomb.

Limited Authority(-)

This is a very specific special rule to some CC's, the rule works exactly like "Absolute Authority" with the exception of any unit listed in the (-) next to the name. These units will not follow the Pull Back rule if given by this officer.

A company commander can have a HQ platoon assigned to him of between 0-6 soldiers total. This consists of soldiers with the basic light infantry stat line of his company. By himself the CC costs 15pts to field.

0-1 LT may be added armed with a S&W A45 pistol and Field Knife for 7pts (note LTs are like CC's in that they are from the host State, their stats will be the same as the CC's but -1 (CT) -1 (DM) and -10 (AL).

0-1 1ST Sgt may be added armed with a BM ACR-2 Rifle and a Combat Blade (they have Urban Enforcer stat lines) for 10pts

0-6 Urban enforcers armed with BM ACR-2 rifles and Combat blades for 8pts each

Lt has +1 to all (CT) short ranges rolls.

1SGT has +1 to all (CT) melee rolls and "Tough SOB" rule.

Availability:

One (1) per company.

Light Infantry Platoon

(CO)3

Urban Enforcers

Originally taken from the finest recruits in New Dallas, now they accept applicants from all of the Free States (except Dakota). Not only are these specimens given the finest training they are put thru a chemical regiment that would put Ivan Drago to shame! Even with all of their “enhancements” they maintain their individual spirit and have shown great moments of courage on the battlefield. Enforcers do not field Lieutenants so SGTs cover any normal Officer duties.

(MV): 3/7/9

(CT): 5

(DM):10

(AL): 20

(RL): 3

Weapons:	(CT) short	(CT) long	Damage
BM ACR-2 Rifle	+1	+2	15

	(CT) melee	Damage
Combat Blade	+1	15

Unit Size: Minimum 4 (1 Sgt/ 3 troopers) 34pts

Add 0-1 Sgt for 10pts

Add 0-4 Troopers for 8pts each

Maximum Unit Size: 8 total

See Unit types section of rules for Sgt special rules.

Additionally 0-2 troopers may replace their BM ACR-2 rifles with one weapon from below.

Weapon:	(CT) short	(CT) long	Damage
M249-A SAW	+2	+1	25
AA-12 Shotgun	+3	-2	25

Special Rules:

Go to ground, Split your Fire, Avalanche of lead (AA-12 only).

Availability:

1-4 platoons per company.

Heavy Infantry Platoons

(CO)3

Brigadier Class UGV

Edge Corp. has only joined the military industrial complex in the last decade but their entrance was a explosive one. Before the Dakota Corporation arrived most in the FSA hierarchy thought advance tech had been lost for the foreseeable future. Not only has this ingenious council of brains helped bring back such tech they have in the process ended General Fraucks stranglehold on military contracts. A fact most States leaders are overjoyed in private about. Their first weapon dispatched to the states is the Brigadier UGV (unmanned ground vehicle). This compact platform is directed from safe positions behind the front lines onto the battlefield where it and its kind move as a group destroying anything in range.

(MV): -/8/-

(CT): 6

(DM):12

(AL): 35

(RL): 2

Weapons:	(CT) short	(CT) long	Damage
XL-50 Cannon	+2	+1	30
Hades Class Flamegun	+4	-2	30

	(CT) melee	Damage
Blunt Trauma	+1	15

Unit Size: 3 UGV's 42pts

May add 0-2 UGV's for 12pts each.

Maximum Unit Size: 5 total

Special Rules:

Avalanche of Lead (XL-50 only), Tough SOB (Entire Unit), Area of Effect(2) (Hades Flamegun only), Hard as Hell (5), It Burns! (Flamegun only),Plodding and Split your fire.

Availability:

0-2 Platoons per Company.

Cavalry platoons**(CO)2****Storm Ranger Platoons**

Unlike most major powers when the FSA fields cavalry they do not use Cycle units, instead taking the drastic step of returning to the age old use of mounts. These are no ordinary animal mounts though, to do that would invite suicide.

General Fraucks scientists have begun to experiment on horses much like they have with men. Thru trial and error they have now developed a large striding specimen with toughened skin capable of withstanding numerous rifle rounds before being crippled beyond repair. To assist even more the powerful beasts are fitted with armored head and neck plating to protect against sensory damage and even the occasional heavy machinegun round.

Unique cavalry soldiers have been created for these units, not trained to be nearly as large of bulky as the Enforcer units. The more lithe cavalymen ride proudly into battle on their loyal mounts, hoping to inspire their comrades in arms much like the great western cavalry of centuries past.

(MV): -/7/12

(CT): 6

(DM):9

(AL): 25

(RL): 3

Weapons:	(CT) short	(CT) long	Damage
S&W A45 x2	+1	+0	15

	(CT) melee		Damage
Cavalry Sword	+2		10

Unit size minimum: 3 troopers 30pts

Add 0-1 Sgt for 11pts

Add 0-2 troopers for 10pts each

Maximum unit size: 5 total

Special rules:

Horseback (counts as Wheeled cavalry), unable to lock.

Availability:

0-1 per company.

FSA allied detachments.

The FSA has few true enemies but also has very few true friends, outside of the Royal Kingdom of course. For local assistance (somewhat) the FSA really only has one outside source it can call on regularly, the Polar Guard.

Based in the somewhere in the Alaskan and northwest remnants of Canada these fur clad mercenaries have come to the aid of numerous FSA scouting parties trying to make the arduous trek between the northern States. Many a Scavenger warlord has been close to victory when the masters of camouflage will arise from the tree line firing away, scattering the barbarians to the wind.

It is unknown if the Guard are an actual nation or just some well organized survivors living off the land, unwilling to rejoin civilization. The FSA does not push the issue, their just glad to have such loyal friends in the great white north.

Light infantry platoon

(CO)2

Polar Guard Militia “Wolfmen”

Nicknamed the “Wolfmen” because of their all white or brown fur attire (usually depends on how cold it is which ones they wear) they are usually clad in from head to toe. Add in the fact they cover their faces with scarves and night vision goggles few know their real appearance, “Are they really men?” has been whispered on more than one occasion by those who witness their assaults.

(MV): 3/6/9

(CT): 5

(DM): 8

(AL): 10

(RL): 3

Weapons:	(CT) short	(CT) long	Damage
MR1 Auto Rifle	+2	+1	15
Tac Hunting Knife	(CT) melee		Damage
	+1		10

Minimum unit size: 5 (4troopers/1 Sgt) 25pts

Add 0-1 Sgt for 7pts

Add 0-5 troopers for 5pts each.

Maximum unit size: 10 total

Normal special rules apply for Sgt's.

Additionally 0-1 troopers may replace their MR1 rifle with the following special weapon for the game.

Weapon:	(CT) short	(CT) long	Damage
Hvy bore .306	+2	+1	20

Special rules:

Go to ground, Long range sight (Hvy Bore .306 only), Perfect Shot! (all Ranged weapons).

Availability:

0-2 platoons per company.