

Genre

Science fiction Heavy Tank Combat

Game Type

Players are created using the Heroic starting points.

Background

Assault Rig takes place on partially terra-formed Mars, where both factions are fighting for control of the Green zones - those regions where terra-forming has been successful. Because of the vulnerability of the objectives, warfare has been restricted to Troops and Heavy Armour. Troops with small arms are used to fight in the Green zones where combat is usually very quick and involves only minor casualties.

Armoured combat is where the crucial turning points of the War occur. Armour is restricted to the Desert, those areas where the natural terrain of Mars has remained untouched. Huge Mountains and deep canyons require special vehicles with special capabilities.

A successful campaign in the Desert can guarantee a successful drop of troops inside the green zone, especially if all the anti-aircraft capability of the defenders is destroyed.

There are two factions fighting on Mars.

Mars Corp.

This Company started the Terra-forming of Mars and gained huge profits from the mining operations on the planet. The Company has the support of some of the Citizens, purely because they made the planet what it is today. Mars Corp was the one to insist on terra-forming, not only to create a safer work environment, but to allow for colonisation and the establishment of Civilian cities so the workers could be close to their families. Although the Company uses worker friendly values and goals as reasoning behind its resolutions, every decision has produced massive cost savings as well.

United Nations

The Mars civilian population and their Government joined the UN as a separate entity, gaining the power and rights of a single country within the UN. In return the UN provided a non-aligned military force to deal with

emergencies such as natural disasters and any potential for conflict. The UN forces are primarily under Mars Government control; however Earth based directives take priority.

UN Rigs

Hover Tank

M: +3 Move: 50/150[Z]yds 10-10-0yds
Def Mod: +6 Hits: 20[5]
HMG R: 150/300yds Dam: 4
Heavy Laser R: 250/500yds Dam: 6H

Hover APC

M: +3 Move: 50/100[Z]yds 10-10-0yds
Def Mod: +6 Hits: 16[4]
HMG R: 150/300yds Dam: 4

Hover AA Tank

M: +3 Move: 50/100[Z]yds 10-10-0yds
Def Mod: +6 Hits: 16[4]
Storm AA R: 1/3 Miles Dam: 5H

The War

The Conflict between these two factions started after the discovery of a Uranium deposit in one of the residential Green zones. The Inhabitants did not want to be relocated, and they definitely did not want their home turned into a mine. The debate went to the UN, where the greed for more fuel balanced the need to do the right thing. With the inability of a decision being made in either direction, Mars Corp proceeded to relocate the inhabitants from the Green zone. This caused the UN to immediately make a decision in favour of the people and demanded a stop to the project.

Mars Corp ignored them, and the UN attacked the Zone and recovered the area. Directives were sent to the Mars Corp office and arrests made. It looked like things would settle down, when a bold raid was made against the UN military force.

Casualties were high and a complete Green zone was destroyed, but the company succeeded in freeing its people. The War had started.

Three green zones were lost before both sides restrained the forces used to attack each other.

Mars Corp know they can win the War if they take the Primary Green zone. This is the location of the Interplanetary Space port and where the UN has its base of operations. The UN can win the war if they control all of the Green zones. The only Company source of AA weaponry is a mobile factory that must operate in a green zone. Without AA weaponry the Company cannot hope to continue the war. There are 16 Green zones left. The UN controls the Primary Green zone and the two nearest Green zones. The rest are controlled by Mars Corp.

Characters

Characters should all be Rig Pilots for one faction only.

Mars Corp Rigs

SC-10 Cargo Loader (Walker)

M: +2 Move: 50/100[Z]yds
Def Mod: +5 Hits 20[4]
Hilti Laser Drill R: 200/450yds Dam: 6H

SC-10 Cargo Loader (Walker)

M: +2 Move: 50/100[Z]yds
Def Mod: +5 Hits 20[4]
Storm AA R: 1/3 Miles Dam: 5H

HDV-9 Demolition Vehicle

M: +3 Move: 50/100[10]yds
Def Mod: +7 Hits: 15[5]
Heavy Laser R: 75/150yds Dam: 8H

PT-7 Security Gunship (Hovercopter)

M: +3 Move: 100/200[Z]yds 50-50-0yds
Def Mod: +4 Hits: 12[4]
HMG R: 150/300yds Dam: 4

PT-43 Dropship (Hovercopter)

M: +3 Move: 100/200[Z]yds 50-50-0yds
Def Mod: +4 Hits: 12[4]
HMG R: 150/300yds Dam: 4

Typical Mars Corp Pilot

Body: 6 Mind: 7 Spirit: 5 Hits: 6

Typical UN Pilot

Body: 7 Mind: 6 Spirit: 5 Hits: 6

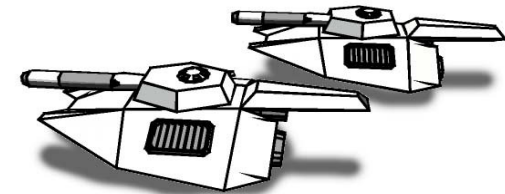
Scenario ideas

Desert Raid - Intelligence has reported a large enemy contingent advancing towards our zone. Your Group has been sent to harass the enemy. Use cover effectively and do as much damage as possible without getting hit yourself.

Zone Defence - The Enemy have reached our Zone. Your Group will be one of many holding off the attack. Be prepared to move at anytime to reinforce any break in the line.

Zone Drop - The Enemy have all but been destroyed in the neighbouring zone. Your group must get a squad of Troops into the Green zone for deployment. Check for Ambushes and hidden enemy. Remember our transports are vulnerable.

Rescue Party - The enemy have ambushed one of our scout forces. The Ferocity of the battle suggests the Scouts may have detected something worthwhile. Your Group must rescue the Scouts at all cost.



Space Port (Mars Corp) - The Enemy have miscalculated and the Space port is vulnerable. Your group get a squad of Troops into The Space port and keep the supply lines open.

Space Port (UN) - A miscalculation has left the Space port vulnerable to attack. Your group must defend it at any cost, until reinforcements arrive.

AA Factory (Mars Corp) - The Enemy has discovered the location of our Storm AA factory. Your group must act as rearguard, while we move it to another Green zone. It is imperative we protect the factory.

AA Factory (UN) - An offcourse Transport Shuttle has accidentally discovered the location of the Enemy's AA Factory. Your group is responsible for its destruction before they have a chance to move it.

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