CYBERIA
Struggle amongst the stars
A campaign setting for FAD4
Version 0.3

Introduction and goals:

Cyberia is a set of army lists with limited background information, aimed at providing "native" armies to the 4th edition of the Fast And Dirty gaming system. While FAD4 will always remain a generic system, we feel it would be beneficial to have a unique setting that is tailored to the game rules. It also helps provide an additional "ready to play" option, which new players can use as a guideline for developing and building their forces.

Throughout this supplement, we will be aiming at providing unit data, with background information ("Fluff") to provide a narrative, however, the aim is mainly at the gameplay. As such, you will be unlikely to find an extensive treatise on the socio-political situation, for example. The goal is to enable play without taking away the players freedom.

The initial focus will be on conflicts between human forces. Along the way, alien creatures may make an appearance. All force lists will be developed principally with existing 15mm miniatures ranges in mind. However, this should be taken to mean that other models cannot be used. We will never dictate how you play the game.

With that in mind, another fact is important to point out. Nothing in Cyberia is "hidden" behind the numbers. All weapons, traits and options will come from the main rules themselves. All points costs will be developed using the available formula. Thus, there will be no issue using Cyberia material alongside your own creations.

The lay of the land:

Cyberia is a central hub for many factions. The planet is large, with a mixed climate. The central continents are temperate, with large areas covered in forest. As you move to the poles, the terrain gets

rocky and barren before vanishing into frozen tundra.

Throughout its history, Cyberia has been home to a multitude of civilizations, often fighting amongst themselves, but largely at peace thanks to the efforts of the Council; A multi-ethnic and racial forum for disputes and resolution.

In recent years however, tensions have increased as energy supplies have fallen dramatically. This is the scene of the current wars and struggles.

The scope of a typical military action tends to be a series of swift, decisive battles, conducted with small task forces of troops. Large scale armoured operations are rare, due to the limited supplies of energy crystals available.

Factions are still adhering to the fundamental rules laid down by the Council, limiting attacks against civilian centers, and avoiding weapons of mass devastation. However, the gears of war have already begun to turn and wary eyes are observing the situation, as Council peacekeepers are trying to avoid an escalation.

The factions at war:

Northern Corline

After the civil war, the northern people of Corline have strictly maintained the hierachy of aristocracy that was the cornerstone of old Corline. After the war, they have taken a turn towards militarism and patriotic fervour, taking great pride in their great skills at engineering. Their principal rivals are the southern rebels, however, their need to acquire energy crystals have led them into conflict with other factions as well. NC forces are renowned for being relentless combatants, but always conduct themselves in a manner that is in accordance with Council rules for treatment of prisoners and civilians.

Southern Corline

The rebels established themselves in the rural regions of the former Corline Domain. They have broad support, however, the civil war saw them lose control over much of the Corline industrial base. Bordering factions are watching them warily, as their message of reform and individual liberty are stirring their citizens as well.

SC forces tend to be well motivated, but equipment is rarely state of the art.

Due to these shortcomings, they have found themselves needing to fight in a more ruthless and aggressive fashion.

The Flame of Kor

Guided by the words of the prophet Kor and his enclave of wise ones, the Flame has spread rapidly, preaching hope to the masses. Seen as a threat to the established domains, followers of Kor have seen legal and social sanctions, and have resorted to armed conflict to further their aims. Their initial victories have seized arms factories in the west, and enabled them to establish a theocratic domain, from which to launch further wars of conversion.

Council peacekeepers

Any man or woman recruited to the Peacekeepers have sworn loyalty and fealty to the Council itself, and are required to renounce any former allegiance. This sees a wide variety of ethnicities and occasionally races fight under the Council banners. While their task is to ensure correct conduct of combatant factions, they have engaged in an increasing number of "stabilizing operations", seeking to weaken a faction that is becoming ascendant, or subtly influence the fortunes of war. It is a question of time before this is pushed too far, but nobody wishes to risk united the other factions against them.

Tech-Kon Federation

The TKF began as a corporation producing cybernetic implants. Always watched closely by the Council Affairs of Humanity, as Council efforts have been stretched thin, the corporation managed to expand its influence massively, setting itself up as the defacto ruler of a significant domain. They have little interest in subjugation of rivals, their motive is purely and plainly profit, with whatever means and measures this can be best attained.

Kremorian Coalition

The Kremorian species has always existed in a state of high tech barbarism. They maintain a tribal structure where success is largely indicated by the size of your domain. Individual Kremorians are tough and resilient, but tend to slightly less intelligent than a human. As an interesting trait, a Kremor

will never cease to grow in size, skill and competency, although many have their development cycle cut short by their harsh lifestyle.

The Unity

A faction controlled by a grouping of bio-mechanical AI's, the Unity has set its digital gaze on unifying the warring factions under its benevolent rule. Its forces consist mainly of various machines and droids, however, the basic troopers are fallen opponents, reanimated and "chipped" with control units to permit them to be recycled in the ranks of Unity command.

Army lists:

The following army lists provide ready to play units. The goal is to provide the same type of unit for each faction, so a balance is maintained. Thus, if a main battle tank is designed for one faction, counterparts will be developed for each of the other factions. All unit data is intended as a snap-shot of a typical unit. You may vary these as you see fit, and calculate new points values.

We have deliberately avoided including rules for how to organize your forces, though recommendations are given below. The scenario being played should always be the governing factor. If playing a pick-up game or a guide to collecting your forces are desired, each army list will give specifics on how it is managed. These organizational details are a bit more vague than we'd expect for a 20th century earth force. This is intentional, and takes into account both ease of collection and gaming, as well as emphasize that we are not dealing with armies on our own planet.

The "Mercenary and Militia" list is included to cover various generic forces that could be utilized by any faction. They may be used to reflect armed citizens, hastily raised militia, various mercenary outfits, reserve troops and so forth. Their inclusion in the non-human factions is left to player ingenuity, but money speaks louder than genetics.

Variations:

Troops in combat invariably end up rather different than when they left the barracks. Players should

feel encouraged to modify units as they see fit, although you will have to recalculate the points totals. This should prove no difficulty as no "hidden" factors have been used. All units are calculated using the formulas and values given in FAD4.

SAW's, grenade launchers and flamethrowers can be interchanged as these have identical points costs. Rifle grenades and assault shotguns can likewise be considered interchangeable.

An easy variation for vehicles is to change the mobility type, as this has no impact on points values. Likewise, traits could be swapped for another trait with the same cost multiplier at no impact

Each faction will have certain unit types available:

Grunts:

These are conventional infantry squads, and should make up the majority of a force. Grunt squads are primarily concerned with fighting opposing infantry and capturing objectives.

Scouts:

Scout units tend to be lightly armed and equipped, and are useful for moving ahead of the main force, securing important positions until heavier troops can move into position.

Transport:

Light vehicles primarily intended for mobilizing infantry units. While some are armed in the manner of light tanks, others are purely for transportation.

Mercenary and militia forces:

These forces can be organized in a variety of formations. If they are representing reserve or militia elements of a factional army, they would generally be organized along similar lines. Mercenary forces will be assembled based on whatever is at hand.

Conscript squad   31 points   Grunts
10 men, led by a corporal (inexperienced)
8 assault rifles, 1 SAW, 1 rifle grenade

Light armour

Quality: Conscript

Resolve: Uncertain

Traits: None

Inspired militia group   *30 points*   *Grunts*

12 men, led by a veteran (experienced)

12 low-tech rifles

Unarmoured

Quality: Rabble

Resolve: Steady

Traits: Agile

Armed rabble   *8 points*   *Grunts*

12 men, led by a boss (inexperienced)

12 low-tech rifles

Unarmoured

Quality: Rabble

Resolve: Reluctant

Traits: Agile

Hardened merc squad   *51 points*   *Grunts*

8 men, led by a sergeant (Veteran)

6 assault rifles, 1 SAW, 1 grenade launcher

Light armour

Quality: Regular

Resolve: Uncertain

Traits: Hardened

Northern Corline forces:

The standard Northern infantry platoon consists of 3 infantry sections, with an attached recon section.

For dedicated scout missions, a recon platoon may be deployed, typically consisting of 3 recon sections, with a regular infantry section for support.

Mechanized forces will have a Python for every section. Pythons may also be attached on an individual basis to provide close range fire support.

NC Infantry section:　　　　*53 points*　　*Grunt*

8 men, led by a Corporal (Inexperienced)

6 High-tech rifles, 1 plasma rifle, 1 SAW

Improved armour

Quality: Conscript

Resolve: Steady

Traits: Hardened

Recon section:　　　　　　*37 points*　　*Scout*

5 men, led by a Corporal (Inexperienced)

4 High-tech rifles, 1 SAW

Light armour

Quality: Regular

Resolve: Uncertain

Traits: Recon, Agile

Python Carrier　　　　　　*90 points*　　*Transport*

Tracked

Armour: 5/4/3

Light autocannon. GPMG

3 crew

Transport capacity: 8

Quality: Conscript

Resolve: Steady

Abilities: Medevac

Southern Corline forces:

The normal platoon has 3 infantry or scout teams, in any combination. While few platoons are fully mechanized, Eagle carriers may be present to mobilize a platoon.

It would not be unusual to encounter captured Python carriers. Due to unfamiliarity of equipment, these follow the NC Quality ratings and thus have the normal points cost.

SC Infantry team: 37 points Grunt

6 men, led by a Corporal (Inexperienced)

5 high-tech rifles, 1 SAW

Light armour

Quality: Regular

Resolve: Steady

Traits: None

Scout team: 31 points Scout

4 men, led by a Corporal (Inexperienced)

4 high-tech rifles

Light armour

Quality: Regular

Resolve: Uncertain

Traits: Recon, Elusive

Eagle personnel carrier: 106 points Transport

Tracked

Armour: 5/4/3

HMG. GPMG

3 crew

Transport capacity: 6

Quality: Regular

Resolve: Steady

Abilities: Amphibious

Flame of Kor forces:

Main Force Kor platoons consist of 3 follower squads. Militia platoons are usually formed around a cadre of 1 or 2 follower squads, with up to 4 squads of converts.

Mechanized platoons consist of 2 follower squads, mounted in Faithfull IFV's. Converts are very rarely mobilized due to the limited number of vehicles available.

Follower squad: *56 points*   *Grunt*

10 men, led by a Believer (Experienced)

8 assault rifles, 1 SAW, 1 rifle grenade

Light armour

Quality: Conscript

Resolve: Steady

Traits: Grizzled

Convert squad: *55 points*   *Scout*

8 men, led by a Believer (Experienced)

6 low-tech rifles, 2 rifle grenades

Light armour

Quality: Conscript

Resolve: Steady

Traits: Agile, Infiltration

Faithfull IFV: *102 points*   *Transport*

Tracked

Armour: 6/5/4

Light autocannon. 2xGPMG

4 crew

Transport capacity: 10

Quality: Conscript

Resolve: Steady

Abilities: None

Council peacekeeper forces:

A Council platoon is comprised of 4 units in any combination. While all Council units are mobilized in vehicles, these may not be present in the battle zone. Thus anywhere from 0 to 4 carriers may be present.

Ground control unit: 41 points   *Grunt*

6 men, led by a Sergeant (Experienced)

5 assault carbines, 1 SAW

Heavy armour

Quality: Regular

Resolve: Uncertain

Traits: None

Forward observation unit: 56 points   *Scout*

6 men, led by a Sergeant (Experienced)

5 assault carbines, 1 SAW

Improved armour

Quality: Regular

Resolve: Reluctant

Traits: Recon, Elusive, Stealth

Mark II Carrier   67 points   *Transport*

Wheeled

Armour: 4/3/2

Light chaingun

2 crew

Transport capacity: 6

Quality: Regular

Resolve: Uncertain

Abilities: Smoke

Tech-Kon Federation forces:

The standard Tech-Kon formation is the Maniple, consisting of 2 cadres of enhanced volunteers, and 2 stealth cadres. 2 Topaz carriers are present to mobilize the volunteers. Stealth cadres are normally on foot, infiltrating forward prior to the engagement.

Enhanced volunteer cadre: *28 points*   *Grunt*

10 men, led by a Supervisor (Inexperienced)

8 assault rifles, 2 SAW

Light armour

Quality: Conscript

Resolve: Uncertain

Traits: Self-repairing. Slow

Stealth cadre: *38 points*   *Scout*

6 men, led by a Supervisor (Inexperienced)

5 assault carbines, 1 plasma rifle

Light armour

Quality: Regular

Resolve: Uncertain

Traits: Stealth, Infiltration

Topaz Carrier: *107 points*   *Transport*

Hover

Armour: 5/4/3

Light beam. Light chaingun

3 crew

Transport capacity: 10

Quality: Conscript

Resolve: Steady

Abilities: Advanced Targeting System

Kremorian Coaltion forces:

There's few rules when it comes to Kremorian formations. 5-6 units of any type make up a warband. Transports are typically used for smaller warbands of 3-4 units, but it is not unheard of for individual Warfronts to be attached to a warband as a machine gun carrier.

Brave unit: *68 points*   *Grunt*

12 Kremor, led by a Hrug (Experienced)

9 assault carbines. 2 assault shotgun. 1 grenade launcher

Light armour

Quality: Rabble

Resolve: Steady

Traits: Shock troops, Aggressive, Brave

Young brave unit: *41 points*   *Scout*

8 Kremor, led by a Zhug (Experienced)

7 assault carbines, 1 assault shotgun

Light armour

Quality: Rabble

Resolve: Determined

Traits: Agile, Aggressive

Warfront transport: *63 points*   *Transport*

Wheeled

Armour: 4/3/2

2xHMG

3 crew

Transport capacity: 12

Quality: Rabble

Resolve: Steady

Abilities: Supercharged

Unity forces:

Core infantry is deployed in platoons of 4 squads. Forward deployment squads operate in fighting teams of 1-3 squads, depending on the situation. Transports are available as needed.

Core infantry squad: *34 points*   *Grunt*

10 infantry. Leaderless

8 assault rifles, 2 plasma rifles

Light armour

Quality: Conscript

Resolve: Steady

Traits: Zombie

Forward deployment squad: *29 points*   *Scout*

7 infantry. Leaderless

6 assault rifles, 1 plasma rifle

Light armour

Quality: Conscript

Resolve: Steady

Traits: Zombie. Infiltration

IIX Transport: *86 points*   *Transport*

Grav

Armour: 6/5/4

Medium cannon

3 crew

Transport capacity: 10

Quality: Conscript

Resolve: Steady

Abilities: Under-powered