

METACAMPAIGN 2014

A STEEL BATTALION SCENARIO

PLAYER'S MANUAL

v1.7

THE CAMPAIGN

INTRODUCTION

The Pacific Rim Forces have invaded the Hai Shi Dao! Whether you side with the authoritarian crusaders or the communist breakaway republic, the fate of the island relies on a small group of elite Vertical Tank pilots. If you think you have what it takes, recruiters are standing by!

Metacampaign 2014 is a reimplementation of Capcom's long-dead Steel Battalion: Line of Contact campaign mode. From event open to event close, pilots will be battling for control of Hai Shi Dao Island on a persistent map with a full supply tracking system. Do well, and your faction will score Campaign Points. Do poorly, and you'll quickly find yourself backed into a corner. Forget to eject, and it's all over.

This isn't PAX. There is no training, no certification, and no lines. Every minute of every day is dedicated to one thing – winning the war.

THE SCHEDULE

Metacampaign 2014 is separated into 8 Turns, each representing an abstract period of time in the war. Between Turns, new hardware is introduced on one or both sides. Be warned - the nature of the Vertical Tanks available strongly influences the tactics necessary for each side to win on the ground. Pay close attention to the Supply Schedule (see Appendix) to know what hardware drops when!

The following times will be adhered to as closely as possible:

Friday

4:00pm – 8:00pm	Turn 1
8:00pm – 9:00pm	Pilot Maintenance
9:00pm – 1:00am	Turn 2
1:00am – 2:00am	Turn 3

Saturday

9:00am – 12:00pm	Turn 3
12:00pm – 1:00pm	Pilot Maintenance
1:00pm – 5:00pm	Turn 4
5:00pm – 6:00pm	Pilot Maintenance
6:00pm – 10:00pm	Turn 5
10:00pm – 2:00am	Turn 6

Sunday

9:00am – 1:00pm	Turn 7
1:00pm – 2:00pm	Pilot Maintenance
2:00pm – 6:00pm	Turn 8

THE CAMPAIGN MAP

The Campaign Map consists of a number of individual battlefields assembled into an ongoing tug-of-war between the factions. Players pick up the story with both factions

firmly entrenched on the island and on even footing.

Battles take place on one of four footings: Meeting Engagement, Advance, Assault, and Rout.

On **Meeting Engagement** maps, both sides are equally positioned and attempting to secure the same neutral objective. **Advance** and **Assault** maps present progressively more complicated or difficult objectives to the attacker. **Rout** maps are high-risk indoor operations where the attacker can press their advantage for an all-or-nothing decisive victory.

FLOW OF BATTLE

The flow of battle is best described visually (see the full map in the Appendix), but is detailed here for reference:

- Combat begins on Turn 1, Map 1 – Meeting Engagement (green entry arrow).
- Victory in a Meeting Engagement pushes the next battle to an Advance for the victor's faction (blue or red arrow).
- When the attackers win an Advance, they score one Campaign Point and the battle flows to the appropriate Assault.
- When the defenders win an Advance, the battle reverts to the next Meeting Engagement.
- When the attackers win an Assault, they have the option of scoring two Campaign Points and resetting the flow to a Meeting Engagement, or taking no points and pushing on to a Rout.
- When the defenders win an Assault, the flow returns to an Advance. The last Assault battle on the Campaign map is an exception – when the defenders win this

map, the flow is reset to a Meeting Engagement (green arrow).

- When the attackers win a Rout, they score four Campaign Points and the flow is reset to a Meeting Engagement.
- When the defenders win a Rout, the flow is reset to a Meeting Engagement.

Pilots that wish to learn more about individual maps can visit LINEOFCONTACT.NET for a complete tactical analysis of every map used in the Metacampaign.

SCORING SUMMARY

- Winning an Advance map as the attacking team: **1 point**
- Winning an Assault map as the attacking team and choosing to halt: **2 points**
- Winning an Assault map as the attacking team and choosing to press on: **0 points**
- Winning a Rout map as the attacking team: **4 points**

The final score will be tallied at the end of Turn 8, and a victor declared!

FIGHTING A BATTLE

Each faction is left to its own discretion as to how to choose pilots for a given match – within reason. Your Faction Commander will emphasize a thorough rotation of pilots to ensure everyone that wants to play is equally serviced. As long as everyone is in agreement, however, the teams are free to use pilots as they see fit, holding more experienced pilots for critical battles.

THE CAMPAIGN NPCS

A dedicated campaign staff is on hand full-time to help you through the messy business of war. They will make sure you are kept in supply, given a slot in matches, and assist you in briefings and strategy.

HSD/PRF Commander – your factional commanders serve as your command authority for the duration of the war. They will provide you with pre-match briefings, strategy tips, and help keep your faction's pilots rotating smoothly through the battles. Though they are staff, neither of them are neutral, and if you ask a question, you'll get the HSD/PRF answer.

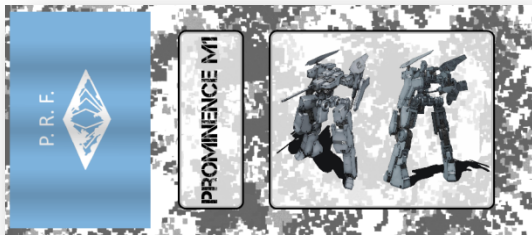
HSD/PRF Minder – these two gentlemen run the combat room and set up your matches. They will take your VTs from you and return the surviving units on the completion of the match. If you have business with the Quartermaster, they will also run cards and questions for you.

Quartermaster – you'll be seeing him a lot. Every time you need new VTs, in fact. The Quartermaster issues you your pre-mission hardware and handles recycling your old gear. If you need unbiased fitting advice, this is where you want to go.

THE SUPPLY SYSTEM

OVERVIEW

In the original Steel Battalion: Line of Contact campaign, Capcom maintained a large database of every pilot and unit in the field, right down to every individually numbered Vertical Tank. A considerable amount of game depth stemmed from what was available to requisition at different points in the campaign. During the first campaign turn, for instance, the Hai Shi Dao is caught off guard and can only field limited first-generation hardware, making that week (“Hell Week”) a desperate fight against superior Pacific Rim forces. Later on, the tide turns as the HSD master precision distance combat and artillery.



Towards the end of the campaign, staggeringly effective hardware becomes available in extremely limited quantities for both sides. The Metacampaign Supply System simulates the original depth without having to keep track of points or detailed supply math.

YOUR VERTICAL TANKS

Every single VT in the game is represented by a card. If you have three Decider cards, you have three Deciders in your personal hangar. You can't pilot what you don't own.



GETTING SUPPLIED

At the beginning of every combat mission, you will have the opportunity to visit the Quartermaster. After verifying your pilot credentials, he will issue you a draw from the Supply Deck. The Deck contains a mix of all currently available VTs in the appropriate ratios for the current Turn. Additionally, the Deck is weighted such that any given group of pilots will likely receive a viable force mix for any given mission, though this is hardly guaranteed – war is hell on supply lines! You will need to trade with your teammates to ensure everyone has a functional set of hardware.

A complete table of the Supply Deck's composition for any given Turn is available in the Appendix.

USING SUPPLIES

When your mission is about to begin, the room minder will collect your chosen VTs and configure your station with the appropriate hardware. If you have four Blade cards, you may turn them all in to have four Blades available for the mission. You may not pilot a VT you do not have a physical card for. You are not obligated to commit any minimum quantity, but you may want to hold off on using rare hardware until you have a reasonable quantity available – no one likes sitting out 25 minutes of a 30 minute mission.

When the mission is over, ***stay on the results screen!*** Your room minder will return any undestroyed hardware to you for use on future missions. If you skip through the results screen, you will not receive any of your VTs back.

Your VTs are yours to keep, use, and trade as you see fit. Pilot cautiously, and you will start to assemble a flexible hangar of VTs appropriate for many situations.

AVAILABILITY AND RARITY

There are many VTs available to both factions, though not all at once. As the conflict progresses over 8 Turns, VT availability will shift based on what is currently in mass production. Every VT will enter the Supply Deck on the Turn listed in its database entry (see Appendix), but not necessarily in large quantities. In general, both factions will always have a front-line VT available in mass quantities. The Hai Shi Dao will always have at least one dedicated artillery platform available, and the Pacific Rim Forces will always have a Fast Attack VT. Specialty hardware shows up less frequently, and high-end command models might not appear for

hours at a time. Considerable effort has gone into mirroring the original campaign availability and rarity of any particular VT. Some extremely rare models have been boosted so that in the 30-60 matches of the campaign, they show up at all.

VT RECYCLING

Your supply situation will reflect your skill and playstyle as a pilot. Pilot effectively and/or cautiously and you'll start to acquire surplus hardware. However, this hardware will grow outdated as the campaign continues and both sides introduce fresh designs. Additionally, if you spend much time away from the campaign doing other things, you'll find that the conflict has left your hangar behind. Older hardware is by no means useless! But, if you must have the latest and greatest, come by the Quartermaster's desk. He'll allow you to recycle VTs at a fixed ratio and receive new draws from the current Supply Deck. You may not get what you want, but it will be current hardware and immediately tradable to your teammates.

TRADING

Your VTs are yours to do with as you see fit. However, in order to generate useable sets of VTs, you might need to trade. This is especially true for rare hardware. Who you trade with and what you trade is left to every pilot's discretion. You may even trade with the enemy if you like. However, be careful about giving away your faction's strategic advantages! Providing the PRF with mobile artillery capability early in the campaign would be devastating to the HSD's defense of the island. Similarly, giving an HSD pilot a railgun-equipped VT might get you tarred and feathered. When

in doubt, ask your NPC Faction Commander for advice on getting the most for your hardware, or the Quartermaster for an unbiased evaluation of any particular trade.

ADDITIONAL NOTES

Exactly how many VTs do I get per draw?

Three.

That number will change over the course of the campaign based on a number of factors, not least of which is “how aggressive are the players being?”. The Campaign Team will modify the global draw rate to keep pilots fighting intelligently while preventing accumulation of vast stockpiles of hardware. A large part of the original campaign flavor was the often agonizing decision over what to risk on the front-line. We like that flavor, and will work to maintain it.

What is the VT recycle rate?

Three-to-one, subject to change. See above.

R.B. AND JAR

Q. *Where are the Right Brothers?*

A. Line of Contact veterans may wonder where the Right Brothers are. In the interest of our limited 35 hours of campaign play time, the conflict has been simplified into a two-sided war. Don't worry, their highly unique VTs are still available. Starting in Turn 3, limited quantities of captured RB hardware will show up randomly in the Quartermaster's supply draw for both sides. Additionally, the venue might be able to give you a few ideas on how to acquire specialty hardware by performing useful tasks.

Q. *Where are the Jaralaccs?*

A. Like the Right Brothers, the Jaralaccs have been abstracted out of the system in the interest of simplicity. Their VTs are still available, however. Starting in Turn 5, limited quantities of captured JAR hardware will show up randomly in the Quartermaster's supply draw for both sides. Additionally, pilots will be given access to an alternative supply mechanic in the form of **Jaralaccs Audition Combat**.

A pilot may elect to forgo his or her supply draw before a battle to **Audition** with the Jaralaccs. The fee for this privilege is 3 VT supply cards, which are immediately collected and forfeited. The pilot will then be loaned an unlimited allocation of Jaralaccs-issue m-Vitzh units to fight with in the upcoming battle. Should the pilot's side win the match, the pilot will immediately receive a full draw directly from the current Jaralaccs supply deck and receive a

supplemental Pilot ID Card – congratulations, you're in the club.

Jaralaccs pilots still fight for their original side and are considered to be PRF or HSD for all applicable game purposes. Henceforth, when recycling VTs with the Quartermaster, a JAR pilot may elect to receive the new card from the current JAR deck instead of the pilot's original faction deck.

Additionally, a Jaralaccs pilot that has successfully cleared an Audition is said to have achieved the rank of **Professional**, and is entitled, but not obligated, to replace one of his card draws from any standard supply allocation with a card draw from the current Jaralaccs deck.

A pilot that has successfully cleared a second Audition is said to have achieved the rank of **Virtuoso**, and is entitled to replace two of his card draws from any standard supply allocation with two card draws from the current Jaralaccs deck.

A pilot that has successfully cleared a third Audition is said to have achieved the rank of **Prodigy**, and is entitled to replace all future supply draws with an equivalent number of draws from the current Jaralaccs deck.

A pilot that continues to Audition past the rank of Prodigy earns no benefit other than the fear and pity of his so-called peers; forever haunted by the smells of blood and gunsmoke, he will die on the battlefield alone.

FACTION STRATEGY

	Pacific Rim Forces	Hai Shi Dao
Turn 1	You've caught the commies flatfooted. Use your superior mobility, firepower, and durability to strike hard and fast, inflicting as much attrition as you can along the way. Your direct-fire weaponry is unmatched at any range, and your Deciders carry a potent melee weapon. Points you score now will have them scrambling for the rest of the war.	Welcome to Hell Week. You're outgunned, out-armored, and you can't catch them on open ground. You do, however, have the only viable artillery platform for many a battle, and your VTs can climb mountains like goats. Plan your defense around the map and make them pay for every victory. Vitzh ninjas born here will become unstoppable forces of nature later on.
Turn 2	The artillery gap is closed as someone in R&D figures out how to mount a howitzer on a stripped-down Decider. VT for VT, it's inferior to the HSD Vortex, but you're still winning the firepower war at close range anyway. Keep pushing, and watch the tree line for long barrels – the HSD have a new toy.	With the introduction of the Scareface, you now have a machine that can go toe-to-toe with a Decider. Train dedicated snipers early and keep them in 320-SR capable machines. Hold the high ground for as long as possible and shred incoming VTs with combined long-range rifle fire and indirect support. Your Vitzhs can now retire to a more comfortable role – inexpensive spotting and harassment.
Turn 3	The supply of new hardware stalls as your supply lines get long – you're going to have to make do with what you have from the last Turn. A Decider with a 315-TR mounted is still the undisputed king of the knife fight, but now you're going to have to work to get close enough to use it. Your Falchions can no longer come and go as they please – the HSD has figured out how to catch them.	Stripping the majority of the armor off of a Scareface makes for a viable light strike VT. What's more, each one can be equipped with a target painter, making your artillery units positively deadly. You're now in the best position you'll be in for the rest of the war. Move fast, mark from cover, and they'll never know what hit them. Use unlocked firing and ambush mode to ensure the pigdogs don't get a chance to return fire.
Turn 4	Second Generation combat hardware comes to both sides. Get used to the Prominence M1, as you'll be sitting in one quite frequently from here on out. Fortunately, it's an excellent machine, with guided missile support, forecast shooting, and a reactor override system. Your Falchions are phased out for the Blade, a more deadly, if somewhat temperamental, strike platform. The sides are now as even as they're going to get.	Your new gear is here, and there's a lot to be happy about. The Scareface II is everything its predecessor is, plus a bigger main rifle and guided missiles to boot. Your snipers now have a platform they can use throughout the rest of the war without feeling outclassed. You don't have a good answer to the Blade yet, but you're still the only side with intrinsic marking capability. It's an even fight now, so your pilots' skill will be deciding the future of the war.

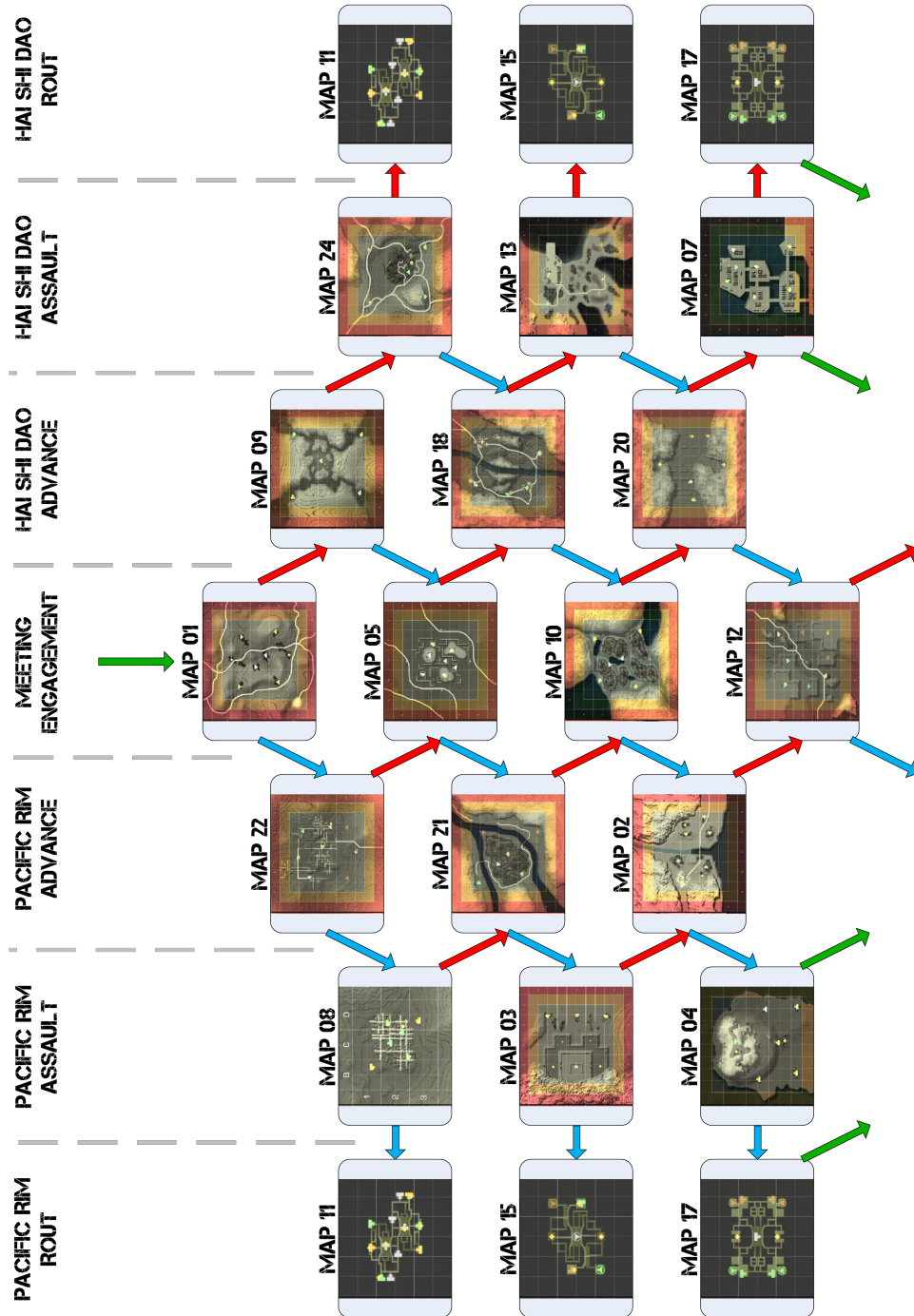
	Pacific Rim Forces	Hai Shi Dao
Turn 5	Railguns come to the PRF. Unfortunately, they come in the form of a pregnant truck. The Prominence M2 signals your now-permanent dominance in direct-fire weaponry, but don't let anyone get behind you – it takes 40 seconds to turn in place. Fortunately, all that extra armor conceals a battery of fire-and-forget missiles. The Rapier, a true virtuoso's machine, is now the fastest (and most unforgiving) ride on the battlefield. Good luck getting enough of them in one place.	If you haven't learned how to effectively dodge incoming fire by now, you're about to get a shocking refresher. The PRF have an electromagnetic launcher, and though it's rare, you're still probably going to see one on every battlefield. In compensation, however, you now have two new support platforms. The Maelstrom is a shiny new Vortex, and the Behemoth can put more explosives further down range than any other machine in the campaign. Try not to waste them, as you'll need their distance advantage from here on.
Turn 6	The kinks have been worked out of the Prominence line. The M3 is everything the M2 was in a svelte, nimble package. While still not exactly a fast attack platform, at least passing Vitzhs won't ride you like a horse. You should now have enough hardware to field two railguns in every mission, and these pilots should work as a team, systematically disassembling anyone that breaks cover long enough to lock.	Enter the Garpike. The HSD gets their first melee weapon, and it's long overdue. Now when faced with plasma torch at point blank range, you have a number of options other than "fall over go boom". Use your linebacker speed and durability to get in close and let your needles do the talking while the enemy's worried about finding the howitzers. Railguns will mess you up in the open – rely on the range advantage of your support units and sniper systems.
Turn 7	The Quasar arrives, marking the beginning of the Third Generation of VT hardware. It's a Prom M3 on speed, and its rail is even nastier than before. Though you have immense tactical flexibility in your loadouts, your strategy from here on out is simple – charge to medium range, apply railgun directly to the forehead, and avoid artillery fire as much as possible.	The HSD scramble to introduce Third Generation hardware, and it hurts. The two new Regal Dress models you have access to are fast and nimble, but the N doesn't have the stamina to be a front-line fighter and the A doesn't carry a primary weapon worth mentioning. It's going to take some serious piloting to hold back the PRF, who are now as good as they're ever going to get. Hold on!
Turn 8	Production on the Quasar has ramped up, but you're still not going to see very many of them before the war is over. You also have a new problem to contend with – your Quasar was built on stolen plans, and the VT it's based on has just arrived on the other side.	The Juggernaut is the most flexible ranged platform in the game, and you've just been issued the first batch of them. Depending on how you've been holding out, it may be too little, too late, but that shouldn't stop you from ruling the battlefield in the twilight of the conflict. What could possibly be better than a Third Generation railgun? Two of them.

3P STRATEGY

	Right Brothers	Jaralaccs
Turn 1	<i>No VTs available.</i>	<i>No VTs available.</i>
Turn 2	<i>No VTs available.</i>	<i>No VTs available.</i>
Turn 3	Welcome to the Right Brothers. The Colt and Colt Executive VTs you bring to the table would be nothing more than Vitzh knock-offs if not for a critical differentiator – each carries a marker launcher. Try to bring at least one marker VT to each match and use it to enhance the situational awareness of the adults with the big toys.	<i>No VTs available.</i>
Turn 4	Though not as strong in a stand-up fight as the Prominence M1, and not as deadly from a distance as the Scareface II, the Yellowjacket is still a highly agile and effective 2 nd generation fighting platform. Mark larger targets for your friends and use your speed to hunt and kill the smaller fish.	<i>No VTs available.</i>
Turn 5	This is the turn where everything changes. The Sheepdog, an unparalleled electronic warfare platform, is available in extremely limited quantities. Faster than bad news and thinner than tissue paper, this VT knows and sees all – if you can keep it intact long enough to tell anyone.	Welcome to the Jaralaccs. While the m-Vitzh is identical to the HSD variant (if 2 turns too late), the bespoke Jaralaccs N and C models are thick-skinned bruisers with a wide arsenal of specialty weapons. Use the N as an unparalleled missile boat, and the C as a delivery vehicle for the world's most powerful melee weapon.
Turn 6	The introduction of the Siegezug brings a powerful assault VT to the table. With the Shield Binder deployed, a 'zug is virtually impervious to a variety of weaponry . . . but only from the front.	Pilots that liked the Jaralaccs C are encouraged to familiarize themselves with the Jaralaccs NSR, which is a significant improvement in every aspect except cost.
Turns 7,8	Enter the Earthshaker. The most powerful VT ever constructed is also the rarest VT to see combat. The Earthshaker has several unique capabilities, and should you find yourself in possession of one of these beasts, it would be best to consult the Quartermaster on how to best utilize it.	The Jaralaccs get their railgun. A 2 nd generation VT in name only, the Jaralaccs Macabre is stuffed full of stolen 3 rd generation technology and is a match for anything on the battlefield in the hands of an equally capable pilot. That it looks good in the process is merely an added benefit.

APPENDIX: CAMPAIGN MAP

METACAMPAIGN 2014 CAMPAIGN MAP



APPENDIX: VERTICAL TANKS

STEEL BATTALION VERTICAL TANKS

Name	Type	Generation	Max Speed	Durability	Balancer	Veering	Torque	Fuel Load	STD Weight	MAX Weight	Sortie Points	Turn	Availability
Vortex	Medium, Support	1	11.5	2.2	8	8	15.5	8	14	16	10	1	Mass Production
Vitzh	Light, Standard	1	11.5	2.5	20	8	3.5	6	10	12	10	1	Mass Production
Scare Face	Medium, Standard	1	13	3	10	12.5	4.5	8	15	17	20	2	Mass Production
m-Vitzh	Light, Standard	1	12.5	3	17	8	4	7	10	14	10	3	Limited Production
Scare Face A1	Light, Standard	1	15.5	2.5	5	13.5	5	6.5	12	13	20	3	Limited Production
Scare Face II	Medium, Standard	2	14.5	5.5	15.5	10.5	6	12	20	24	40	4	Mass Production
Maelstrom	Medium, Support	2	13.5	4	9.5	9	20	6.5	19	22	40	5	Limited Production
Behemoth	Heavy, Support	2	11.5	16	17	7	14.5	14.5	26	29	65	5	Rare
Garpike	Medium, Assault	2	16.5	7	12.5	12.5	14.5	9	15	18	55	6	Rare
Regal Dress A	Medium, Support	3	16.5	7	12.5	14	16.5	13	24	28	70	7	Rare
Regal Dress N	Medium, Standard	3	16.5	8	12.5	14	16.5	13	24	26	70	7	Rare
Juggernaut	Medium, Standard	3	17.5	10	14	17	7.5	19	38	40	90	8	Rare
Decider	Medium, Standard	1	13.5	3.5	12.5	12.5	4	7.5	14	16	20	1	Mass Production
Falchion	Light, Standard	1	16.5	2	7	16	1.5	6	10	12	20	1	Limited Production
Decider Volcanic	Medium, Support	1	11.5	3	5	8	3	8	12	16	15	2	Limited Production
Prominence M1	Medium, Standard	2	14.5	5	17	10.5	6	12	22	24	40	4	Mass Production
Blade	Light, Standard	2	16.5	3	8	17.5	1.5	7	12	15	35	4	Limited Production
Rapier	Light, Standard	2	20	3	8	18	2	9	15	18	45	5	Rare
Prominence M2	Medium, Standard	2	13	5	8	7	4.5	6	8	12	60	5	Limited Production
Prominence M3	Medium, Standard	2	16.5	6	18	11.5	5.5	7	12	14	65	6	Rare
Quasar	Medium, Standard	3	18.5	9	11	18	7	17.5	32	36	85	7	Rare
Colt	Medium, Standard	1	12.5	3	16	7	10	7	12	15	14	3	Mass Production
Colt Executive	Medium, Standard	1	13.5	3	12.5	9	10	8	13	16	16	3	Mass Production
Yellow Jacket	Medium, Standard	2	13.5	4	18	10.5	11.5	9.5	16	20	30	4	Mass Production
Sheepdog	Light, Scout	2	19.5	2	8.5	20	16	5	8	10	45	5	Rare
Siegeszug	Medium, Assault	2	15.5	7	14	10.5	12.5	10.5	20	22	60	6	Rare
Earthshaker	Heavy, Standard	3	17.5	20	12.5	16.5	15.5	12.5	34	37	100	7	Rare
Jaralaccs C	Heavy, Assault	2	16	6.5	11	11.5	13.5	9	16	18	50	5	Mass Production
Jaralaccs N	Heavy, Standard	2	15	5.5	11	11.5	12.5	12	22	24	45	5	Mass Production
Jaralaccs NS-R	Heavy, Standard	2	16	8	12.5	14	14.5	12.5	22	26	60	6	Rare
Jaralaccs Macabre	Heavy, Assault	2	17	10	12.5	16.5	15.5	14.5	26	30	70	7	Rare

APPENDIX: SUPPLY SCHEDULE

Pacific Rim Forces	Per 25	Hai Shi Dao	Per 25	Right Brothers	Per 25	Jaralaccs	Per 25
Turn 1							
Decider	18	Vitzh	15				
Falchion	7	Vortex	10				
Turn 2							
Decider	13	Vitzh	9				
Falchion	6	Vortex	7				
Decider Volcanic	6	Scareface	9				
Turn 3							
Decider	13	Vortex	7	Colt	8		
Falchion	6	Scareface	10	Colt Executive	6		
Decider Volcanic	6	m-Vitzh	4				
		Scare Face A1	4				
Turn 4							
Decider Volcanic	6	Vortex	6	Yellow Jacket	5		
Prominence M1	13	m-Vitzh	5				
Blade	6	Scare Face A1	4				
		Scare Face II	10				
Turn 5							
Decider Volcanic	4	m-Vitzh	4	Sheepdog	2	m-Vitzh	9
Prominence M1	10	Scare Face A1	4			Jaralaccs C	8
Blade	5	Scare Face II	10			Jaralaccs N	8
Rapier	2	Maelstrom	5				
Prominence M2	4	Behemoth	2				
Turn 6							
Prominence M1	11	Scare Face A1	4	Siegezug	3	m-Vitzh	8
Blade	5	Scare Face II	10			Jaralaccs C	7
Rapier	2	Maelstrom	5			Jaralaccs N	7
Prominence M2	5	Behemoth	3			Jaralaccs NS-R	3
Prominence M3	2	Garpike	3				
Turn 7							
Prominence M1	10	Scare Face II	10	Earthshaker	1	m-Vitzh	6
Blade	5	Behemoth	4			Jaralaccs C	7
Rapier	2	Garpike	4			Jaralaccs N	7
Prominence M2	5	Regal Dress A	3			Jaralaccs NS-R	4
Prominence M3	2	Regal Dress N	4			Jaralaccs Macabre	1
Quasar	1						
Turn 8							
Prominence M1	8	Scare Face II	5			m-Vitzh	6
Blade	5	Behemoth	4			Jaralaccs C	7
Rapier	2	Garpike	4			Jaralaccs N	7
Prominence M2	5	Regal Dress A	5			Jaralaccs NS-R	4
Prominence M3	3	Regal Dress N	5			Jaralaccs Macabre	1
Quasar	2	Juggernaut	2				

COMBAT CONCEPTS #1

1

LEARN AND USE THE
OBLIQUE PASS

2

YOUR FIRE IS TRUE;
OPPONENT MUST LEAD

3

YOU HAVE 4 DODGES;
OPPONENT HAS 2.








1

2

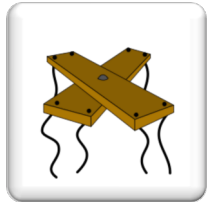


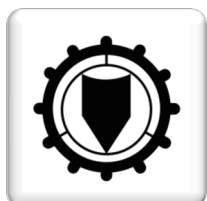

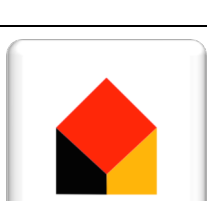

3






ACHIEVEMENT MANIFEST

Icon	Name	Slot	Acquisition
Veteran's Affairs			
	Veteran	Front	Participation in PAX: Steel Battalion East, Metacampaign Beta, or Metacampaign Prime 2010
	Fast Attack Qualification	Front	Completion of Qualifier oral exam or practicum. May be exchanged for one-time VT draw
	Melee Qualification	Front	Completion of Qualifier oral exam or practicum. May be exchanged for one-time VT draw
	Artillery Qualification	Front	Completion of Qualifier oral exam or practicum. May be exchanged for one-time VT draw
	Sniper Qualification	Front	Completion of Qualifier oral exam or practicum. May be exchanged for one-time VT draw
Jaralaccas Achievements			
	Jaralaccs Professional	Back	Victorious completion of first Jaralaccs Audition

	Jaralaccs Virtuoso	Back	Victorious completion of second Jaralaccs Audition
	Jaralaccs Prodigy	Back	Victorious completion of third Jaralaccs Audition
On the Nature of Mortality			
	Probably Immortal	Back	Survive Metacampaign 2014 with no pilot KIA
	Not Actually Immortal	Back	KIA
Combat Achievements			
	Hat Trick	Back	Destroy 3 enemy VTs in a single combat
	Slayer	Back	Destroy 5 enemy VTs in a single combat
	Lord of War	Back	Destroy 7 enemy VTs in a single combat

Nothing to Be Proud of			
	Autoerotic	Back	Suffocation KIA
	All Out of Love	Back	Be forced out of a combat round due to attrition
	Pacifist	Back	Win a combat round with zero VT kills
	Coward	Back	Lose a combat round with zero VT losses
Logistika			
	Combat Soup Kitchen	Back	Prepare a meal for the armies of the PRF/HSD
	Combat Wet Bar	Back	Bring the Quartermaster a drink
	Combat Hygienist	Back	Sanitize a bank of controllers during maintenance

	Combat Facilitator	Back	Pull a minder shift for a turn
Hardware Fetishist			
	Komatsu Curator	Back	Turn in one of each Komatsu manufactured VT: Decider, Decider Volcanic, Prominence M1, Prominence M2, Prominence M3
	Goodman Curator	Back	Turn in one of each Goodman manufactured VT: Vortex, Scareface, Scareface A1, Scareface II, Maelstrom, Garpik
	Lycoming Curator	Back	Turn in one each of each Lycoming manufactured VT: Vitzh, m-Vitzh, Behemoth, Regal Dress A, Regal Dress N, Quasar, Juggernaut
	WM Curator	Back	Turn in one of each WM manufactured VT: Falchoin, Blade, Rapier, Jaralaccs C, Jaralaccs N, Jaralaccs NS-R, Jaralaccs Macabre
	Oktaeder Curator	Back	Turn in one of each Oktaeder manufactured VT: Siegezug, Earthshaker
	Right Brothers Curator	Back	Turn in one of each Right Brothers manufactured VT: Colt, Colt Executive, Yellow Jacket, Sheepdog

Miscellany			
	Green Rush	Back	Field an entire squad of Right Brothers hardware
	Black Orchestra	Back	Field and entire squad of Jaralaccs hardware
	Sheep in Wolf's Clothing	Back	Survive a Sheepdog round with hardware intact
	Acuminious	Back	Field the Alphapike
Victory			
	Victory 2014	Back	Win it all

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