

Rhylos / Canton / Karlor Flashpoints.

Although there is no actual war between any of the three superpowers at present (year 1199), there are a number of flashpoints where violence may erupt. Two such flashpoints are at Pingying City and the New Desert Estates.

Pingying City

Pingying city (population 3.5 million) is the largest city along the Pingying River. The Pingying River defines the border between Rhylos and Canton from Pingying City down to the coast.

Currently Pingying City is part of Canton, however most of the population is Rhylorian. Pingying City was taken off Rhylos by force during the last major war. The Rhylorian government has a long term desire to ~~reacquire~~ ^{reacquire} this city. Pingying City and its immediate hinterland is important because the occupation of this area ~~is vital in~~ ^{is vital in} the control of the middle reaches of the Pingying River. Canton may use this area as the launching point offensive against Rhylos.

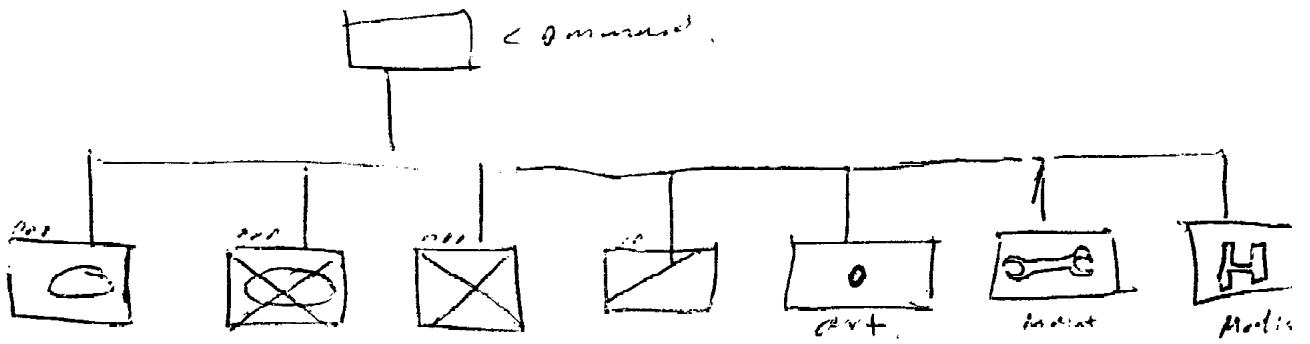
The New Desert Estates

In the middle of the Great Northern Desert the Rhylo. Government has embarked on a major desert rehabilitation programme that intends to turn hostile wasteland desert into fertile new land. Meltwater from the North Polar Icecap is sent along the Juno Canal to Newstate (principle city of this project area - population 1.5 million) where it is then distributed.

A large nuclear powerplant at Newstate powers the scheme. The Karlor government feels that this scheme may start to impinge on their territory and wants any further development stopped. Some elements within Karlor have also expressed reservations about environmental effects.

Notes: These notes form the background to two role-playing scenarios on the planet Sektur.

- (1) The Bootleg - Bootstrap Scenario where players have to detect locate and defeat a T8 auto rifle smuggling ring.
- (2) The New Desert Estates - a party of "trouble-shooters" are hired to investigate threats of sabotage to the operation.



Armoured Company
3x Platoons each of
4 x Heavy tanks

Command
2 x Heavy tanks



Mechanised Infantry Coy.
3 Platoons
each with:

- 4 x APC
- 1 x command
- 4 x 4 mm Rifles, LAW
- 1 x Light mortar
- 2 x LMG
- 1 x ATGW light

- Command
- 2 x APC
 - 1 x command
 - ~~1 x 4 mm Rifles, LAW~~
 - 2 x Mortars (8cm)
 - ~~2 x A~~ 1 x AOP



Motorised Inf Coy.
3 Platoons
each of 3 Trucks

- 6 x 4 mm Rifles + LAW
- 2 x LMG
- 1 x command

- Command
- 2 x Trucks
 - 1 x command
 - 2 x mortars
 - 1 x AOP
 - 2 x ATGW + Recoils
 - AOP



Art

- 3 x Batteries of
- 2 x Heavy Art 6 / Battery
- 1 S.P., 1 towed.
- 1 Battery of 6 x Light Arty (SP)
- 6 x Rifles, 3 x LMG 3 x Trucks ? Tractors.

Command

- 2 x APC
- command
- Vehicle

Support

Field Kitchens
Hospital.
Maintenance. ect.

Maintenance Coy

- 5 x mobile workshops
- 2 x AAV
- 5 x Heavy transporters
- 80 x Mechanics.
- 5 x Replacement parts trailers + 5 heavy trucks.

Medical Coy

1 Field Hospital
about 20 Medics

1 medic / 100 non medics.
1 / platoon.
2 / Armored Coy.

Catering Corps

- Attached to each Company
- 2 Field Kitchens - Armored Coy
- 3 Field Kitchens / company - rest.

Weapon Characteristics :

TL 7 70 mm / L 40 gun.

	ROF	Conc. Burst	Damage Value	Pen. Value	Damage Spikes	Short Range	Ammo	
						Range	Price	Weight
HEAP	1		5C	49C	-	251	40	6
WP	1		2C	-	-	251	420	6
ILLUM	1	441 m.	-	-	-	251	60	6

TL7 7mm MMG

ROF	Pen. Value	Pen. Rating	Magazine	SS/Burst	Short Range	Ammo	
			100 B			Price	Weight (Batt)