

RESISTANCE CONFIDENTIAL

E Y E S O N L Y

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CONFIDENTIAL



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ALL BASE PERSONNEL are hereby ordered to completely read and thoroughly familiarize themselves with all enclosed material.

— Stephon Ely, Colonel, commanding

BASE S. O. P.

The first thing to remember is that your own life, and the success of our mission, is entirely in your hands. There are spots where this base is literally only centimeters away from discovery by the WEC. Our only hope for survival and success rests with everybody on the base keeping security foremost on their minds every moment of every day. There can be, and there will be, no tolerance whatsoever for any compromise or carelessness when it comes to questions of base security.

Avoid loud noises at all times. Excessive noise is grounds for disciplinary action. General cleanliness and sanitation is not just a matter of good discipline and good health, but a security concern as well. An infestation of vermin, or even an unusual odor, could draw the attention of the WEC to this facility. This applies equally to pleasant and unpleasant odors, therefore cooking is strictly prohibited except in designated kitchen areas. If an area is marked as a "light security area," bright lights are strictly forbidden in that area, and whenever possible it should be left with no artificial light whatsoever.

No personnel are to leave the base at any time for any reason except on official missions. There are no passes, and all time off must be spent on base. Command recognizes that this enforced isolation poses unique problems of morale and readiness. However you have all been chosen for your discipline and mental toughness, and you are expected to bear up under these pressures and not let them interfere with your duties.

All breeches of base security protocols will be reported directly to the CO, or to an officer directly appointed by the CO to receive such reports. Such breeches will be punished based on their nature and the degree of danger they represent to the installation.

DISCIPLINE AND MILITARY JUSTICE

This unit is considered to be under battlefield conditions at all times. This means that the NCOs and officers have broad discretion in matters of discipline and military justice, including the powers to restrict privileges and impose extra duty.

The base commander has, in addition, the power to order summary execution. Remember, there are no dishonorable discharges in the Resistance. Any personnel found to represent an incorrigible risk to the security or mission of this unit or the Resistance at large will be shot! Capital crimes include murder, rape, assault with intent to harm or kill, and all counter-revolutionary activities, including espionage, profiteering, looting, desertion and sabotage.

It is the duty of any Resistance soldier on this Installation, regard-

less of rank or position, to arrest and detain any officer or enlisted personnel whom he has probable cause to suspect of counter-revolutionary activity, or any activity that presents a hazard to base security. (Note, however, that any spurious exercise of this authority is itself cause for disciplinary action.) Officers and enlisted personnel under arrest may be restrained or held at gun-point until command personnel can be summoned, but should otherwise continue to be treated with all military courtesy normally due their rank, until their case has been decided.

RECREATION AND COMMERCE

Because of the highly dangerous and isolated nature of duty at this Installation, the Resistance provides recreational facilities on-base. These areas exist for your benefit, and it is up to you to treat them with respect and maintain them in good order. As previously noted, excessive noise or mess is not only a detriment to morale and discipline, but a direct threat to base security, and will be treated as such. Any deliberate vandalism of recreational facilities will be grounds for corporal punishment.

Recreational gambling among base personnel is permitted, but officers and NCOs are authorized to curtail any such activity which they believe may present a threat to morale or discipline. Any cheating will be regarded as theft, and treated accordingly.

Any attempt to construct a device for the production of distilled spirits is strictly forbidden. Such devices represent a hazard to health, discipline and base security through fumes, explosions and poisoned or intoxicated personnel. Any attempt to construct such a device will be grounds for corporal punishment.

Provisions and equipment for this base are provided by civilians sympathetic to the Resistance, who provide such services at great personal risk. Whenever possible these provisions include luxury items for the benefit of morale, such as recreational equipment, games and reading material, special foodstuffs and beverages. These items are available because somebody is risking their life to provide them — base personnel are expected not to complain if the beverage dispenser sits empty for a couple of days, or the latest issue of their favorite magazine doesn't show up.

In addition, the Resistance sometimes allows base provisioners to offer certain items (including non-standard munitions and luxury items) directly to the troops in return for financial considerations. These items are to be offered for fair market value, plus a reasonable profit and consideration for the risk involved in obtaining the product. Any suspected incidents of price-gouging on the part of independent suppliers should be reported to the chain of command.

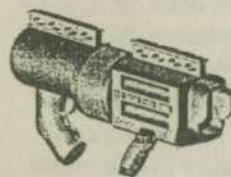


PA-31 "Adjudicator" Laser Rifle

Weight: 2.22 kilos

Effective Range: 50 meters

At least one trooper in every WEC infantry squad is designated the "lightning rod," and carries this weapon. In addition, the WEC maintains special-forces "lightning teams" where all the troops carry PA-31s as their standard arm. These "lightning teams" are used for anti-armor, attacks on armored emplacements, and special missions. This weapon is particularly effective against robots and ambulatory weapons platforms. Its beam is identical to that of the PA-21, but its improved action allows it to be fired approximately five times for every three shots from a PA-21.



PL-1 "Unifier" Plasma Rifle

Weight: 3.7 kilos

Effective Range: 40 meters

The PL-1 is the WEC's only plasma-based rifle. It fires a pulse of superheated plasma along a condensed magnetic field. A direct hit from a PL-1 is capable of literally disintegrating a non-shielded human target, leaving behind only a small scattering of carbonized residue. Its incendiary capabilities also make it extremely effective against vehicles and servomechs. This fully-automatic weapon is capable of firing up to six bursts per second. It is normally used for military commando operations and police SWAT teams.

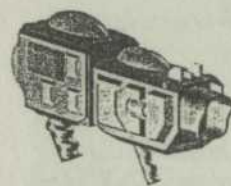


EM-4 "Vortex" Electromagnetic Pulse Rifle

Loaded Weight: 4.4 Kilos

Effective Range: 150 meters

Designed as an anti-servomech weapon, the EM-4 fires does only limited damage against human soldiers. It fires a concentrated electromagnetic pulse, which interferes with the guidance mechanisms of all standard servomechs, temporarily nullifying their offensive capability. Against humans, the electromagnetic charge does limited damage by inflicting low-grade burns. EM-4s are kept stockpiled for use in the event that they become necessary for anti-servomech operations.



UV-9 "Pulsar" Ultraviolet Rifle

Weight: 5.7 kilos

Effective Range: 50 meters

Still in development, the UV-9 is the single most destructive non-mounted, single-user firearm ever developed by humanity. It generates and fires a pulse of concentrated ultraviolet energy. This charge has an extreme incendiary effect on any substance it impacts, and is capable of literally burning all the flesh and organs from an unarmored human target. At present, the UV-9 is not standard issue for any regular WEC forces, although field trials have been conducted by experimental heavy-weapons units.

Demolition

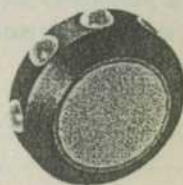
Detpac

The standard-issue WEC military satchel charge, the detpac is a two-piece unit consisting of the actual explosive and a hand-held radio remote control detonator. The range of a detpac is quite limited—it must be detonated from no more than 50 meters away in open terrain, considerably nearer than that in doors or in rough or heavily-forested areas. It weighs slightly less than 1 kilo.



Limpet Mine

A limpet mine can be affixed (via electrostatic charge) to any reasonably flat, firm surface. Once placed and activated it will detonate when any moving object approaches within about 1/2 meter (there is a built-in three second delay after activation to allow the placer to get out of range). Limpet mines are used for territory denial in areas where it is not practical to place larger mines, or when time does not permit the use of more permanent mines. Extremely small and light (less than 0.3 kilos) a single soldier can carry several limpet mines, even on a light patrol.



Spider Bomb

This ambulatory munition can be released by a soldier from concealment, and literally walks on mechanical legs to the point of detonation, guided by a hand-held joystick unit.

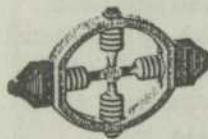


Other Equipment

Shields and other energy defenses must, like energy weapons, run off of an external battery.

Ionic Shield

This personal shield generator surrounds the wearer in a protective sphere of highly energized electrons capable of absorbing the kinetic energy of ballistic projectiles, greatly reducing their lethality. The ionic shield is often used by police and riot-control units. It weighs 1.2 kilos and can be belt or shoulder mounted.



Plasma Shield

This shield surrounds the user in a sphere of plasma, which reduces the energy of ballistic projectiles more efficiently than the ionic shield, and also provides an effective reduction of the destructive potential of energy weapons. The plasma shield weighs 3.3 kilos and is either worn in a web-harness or built into a rigid armor suit.





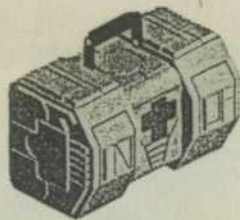
Graviton Shield

The highly experimental graviton shield surrounds the wearer in what is, essentially, a localized space-time distortion. No known kinetic or electromagnetic force short of the megaton range can penetrate this field. Unfortunately, the expense and extreme power drain of this shield makes it impractical for general issue at this time. It is only used for VIP protection and special missions. It weighs 5 kilos and is built into a special vest (which can be worn beneath normal business clothes) or into rigid armor.



EMP Inhibitor

This defensive weapon is capable of emitting a tuned, high-powered electro-magnetic pulse which will temporarily cause all standard-model servomechs to cease to function. Due to its extreme power requirements, use of this defense must normally be strictly regulated under battlefield conditions. It's usually used for infiltration, sabotage and other commando-style operations. It weighs 0.7 kilos.



Medikit

The medikit is a one-use, electronic field dressing. Upon application it seals wounds and injects anesthetics, stimulants, antibiotics and anti-shock medications, and is also effective at countering the effects of several common respiratory and contact toxins. Its effect is not so much to heal the user, as to keep him alert and functioning until he can accomplish his mission and get medical attention. Because of the radical nature of Medikit treatment, there is the potential for long-term side effects or delayed reactions. Therefore, use of the medikit is recommended only in hazardous conditions, when under imminent threat of loss of life or consciousness. It weighs 0.4 kilos and can be carried in a belt pouch. Each Medikit carries its own internal power cell, and it does not need to be linked to an external power supply.

Chemical

Fission



Fusion

Batteries and Power Cells

A battery or other personal power supply is necessary to run shields and energy weapons. There are three types of portable, rechargeable battery currently available, the chemical, fission (about twice the capacity of a chemical battery) and fusion (about twice the capacity of the fission battery). Multiple devices (i.e., a shield, an inhibitor and an energy weapon, for example) can all be run off the same battery. Most batteries weigh about one kilo.



Power cells are disposable, non-rechargeable energy storage units. Equipment cannot run directly off a power cell, but they can be used to recharge a battery when its reserves are starting to get low. Power cells initiate a catalytic reaction in a battery that will cause any given battery type to recharge about 1/3 of its total storage capacity.

OPFOR PERSONNEL



Not all WEC troops are created equal. This chart shows some typical WEC armed personnel, with notes about their armament and general capabilities.

Guard. This is a civilian armed guard. He's probably poorly-trained and even less motivated. He typically carries a BA-40 pistol, or sometimes a BA-41.



Soldier. The average WEC soldier on guard duty is issued a BA-41 or sometimes a PA-21 laser. He's not incredibly well trained, but will usually defend his position according to SOP.



Special Forces. The WEC employs several distinct varieties of special forces unit. He's probably carrying an AR-7 or a PA-21, but some elite units will deploy with PA-31s or even PL-1s as their standard arms. In addition, his combat uniform includes built-in nuclear-biological-chemical protection. Special forces troops are highly trained and motivated.



Enforcer. The cream of the WEC's conventional forces. He's often encountered using a PL-1 or even an AC-88, and always wears a plasma shield and NBC gear. Extremely deadly alone or in a group, in any environment.



Silencer. Definitely not conventional forces — a killing machine trained to be the ultimate soldier. Silencers are given complete freedom to choose their own weapons and equipment, but can always be recognized by their unique uniform of rigid plastic-armor plates.



Solo Operations

By Sgt. Shannon Brooks

When most people think about military operations they think of tanks rolling down the road, bombs bursting in air, cavalry charges and all that other iffie crap. Well I'm here to tell you that that's not how we do things in my Resistance.

I'm writing this so you new recruits have some idea what it's like in the field, and so you Consortium defectors get some idea of the difference between what you're used to and guerrilla-style operations. Of course, there's no way you'll ever really know what it's like until you actually hear a WEC bullet whistle past your ear, but before that happens, it's a good idea to get acquainted with some general principles. That's what this manual is for.

This is a commando unit using guerrilla tactics. Any soldier needs to be an effective part of a team, but a guerrilla also has to be able to function effectively solo. The secret to survival on a solo mission is to think globally — you have to be alert in 360 degrees and three dimensions, because nobody's watching your back. Battlefields are noisy places by nature, but that just means you have to make even more of an effort to

sort out the noises that come from outside of your line of sight. Watch for shadows that don't belong — I've caught more than one would-be sniper or ambusher who hid his body but forgot about his shadow. Use all your senses — a stray whiff of powder or ozone can tip you off to a concealed enemy.

Guerrillas don't engage the enemy on an open field. Traditionally, we crawl across the open field on our belly until we get behind the enemy lines, then we engage him in his own trenches, camp or base. Today, our methods of getting behind the enemy are usually more sophisticated than the good old-fashioned low crawl, but the same basic principle applies. We're not interested in "fair fights." We want the enemy dead before he even knows we're there. If you see an enemy between you and your mission objective, take him out as quickly, quietly and thoroughly as possible.

When you enter a room, always take out the cameras first. It takes the cameras a couple of seconds to lock on to you, and if you get it before it spots you, it won't have time to set off an alarm or even take your picture. Also keep moving when you enter a room with cameras (it takes longer for the camera to lock on a moving target). A lot of Consortium electronic security gizmos are actually pretty stupid if you know what to do. Electric eyes are a good example—they're small, but easy to spot once you learn what to look for. Wall guns are dangerous, but not smart. I've been able to take out a pursuing enemy by tripping an electric trigger at the right time and place for the wall guns to target him and not me. This is a dangerous tactic, and not recommended when other options are available, but it can be done.

Once a room is secure, always look for an active data monitor. Lots of people leave themselves logged into a terminal all the time, and once they're out of the way it's easy to use their access to get useful information like door pass codes and valuable intelligence.

Always focus on your mission objectives. You want to get in, do the job and get out with the minimum possible wasted effort. If the enemy isn't in your way, don't waste time taking him out just because you don't like the Consortium — corpses attract attention. You want to be as close as possible to your final objective before you initiate hostilities — and if initiating hostilities is not itself part of the objective, you don't want to open fire at all unless you have to. If your mission is to download a file from a data terminal or rescue a prisoner, then that's what you want to accomplish — you don't need to worry about blowing up the building or killing all the guards, unless you have to in order to complete your real mission.

On a commando mission, there are no lines of supply. What you have in your hands when you go in has to be enough to accomplish your mission, then get you back out again. Making sure this is the case is called RESOURCE MANAGEMENT, and it's the most important thing a guerrilla has to know. Don't waste precious ammo blasting through a door that you can get through some other way. Not only is that a waste of ammo, but you never can tell who you're alerting to your presence on the other side. On the other hand, sometimes time is more precious than ammo, and if blasting the door is the quickest way to the other side, that's what you need to do. Knowing which response is appropriate is the difference between the two kinds of guerrilla — the fighting kind, and the dead kind.

But even if you can't get resupplied by your own unit, you can still get resupplied by the enemy, if you keep your eyes open. We use WEC weapons just like our enemy does. If you're getting low on ammo, check to see if an enemy casualty can give you what you need. Look for weapons lockers or research labs where they might store weapons better than the stuff they hand out to the grunts. The other side of this is don't get greedy — don't grab so many battlefield goodies that you start weigh-

ing yourself down or the equipment gets in your way. When you're scavenging, don't let it distract you from the approach of new enemies, or delay you from completing your mission objective. The purpose of battlefield scavenging is to get you to your objective and out, not to create a nest-egg for the future.

Shields are wonderful things, but in high-tech environments they can bite back. Some high-power equipment can trigger a power-spike when it comes into contact with a shield that will leave your shield (or you) fried. That's why you might want to think twice before poking around in a room with industrial equipment when your shield's on.

I have a sign hanging over my bunk. It says, "There are very few problems that can't be solved by an appropriate application of high explosives." If you can't take a fire team in with you for back-up, the next best thing is a good supply of demolition equipment. It's always a good idea to carry a detpac or two, for those times when you need to get through a door real fast. They also make good instant ambushes (drop a 'pac by the door, duck around a corner, wait until the enemy comes through and hit it. Limpet mines are handy any time, but my favorite place for them is right next to a teleport pad that might be bringing in some enemy reinforcements (just make sure it's not a pad you might need to extract yourself (that could become an embarrassing situation). Spider mines are great for ambushing ambushers. If you spot a bunch of enemy waiting for you around the corner, and they don't spot you, send Citizen Spidy over to say "Hi."

Don't ever pass up a chance to bring an Inhibitor along when you might be going up against servomechs. But if you are carrying an Inhibitor make sure you've got a nice heavy projectile weapon on you. Inhibitors burn up so much battery juice that you might find yourself with no charge left to zap the servomech you just scrambled. Personally, I always like to

watch what a Reaper does to a confused servomech.

The fundamental difference between a commando and a regular soldier is that the soldier carries a weapon and fights with it. The commando takes his whole environment and turns it into a weapon. You have to be aware of your environment not just because it can be dangerous to you, but also because you're looking for ways to make it dangerous for the enemy. Suppose you detect an enemy booby-trap. Do you really want to disarm or destroy it? Maybe you do, if you have buddies behind you, or if it's a hazard to your escape route, or if that's the only way to get past it. On the other hand, maybe there's some way to quickly and effectively modify the trap so that it's now a threat to the enemy rather than to you. Or suppose you're being pinned down by two enemies concealed behind chemical storage drums. Ask yourself what's in those drums. Is it something that would go up if you shot it or dropped a grenade next to it? (Of course, you also want to consider whether you're far enough from the blast to avoid getting caught yourself.) If you're pinned down in an industrial or lab area, look around for valves, panels or switches. Maybe they do something that will take the enemy by surprise and return the advantage to you. I was once pinned down by three enforcers with assault weapons and all I had was an empty handgun. I twisted a little valve near my head and when I looked up the bad-guys were boiled like lobsters from the super-heated steam I'd zapped them with.

We're engaged in a tough, dirty war with an enemy that can outgun us, outnumber us, and outspend us. That enemy doesn't just want to beat us, it wants to exterminate us. The only advantage we have is our wits, allowing us to turn the very strengths of the enemy against him. Learning to make the best use of that secret weapon — your brain — is the only way we have any hope of surviving and winning this war, as an individual, as a unit, or as a movement.



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