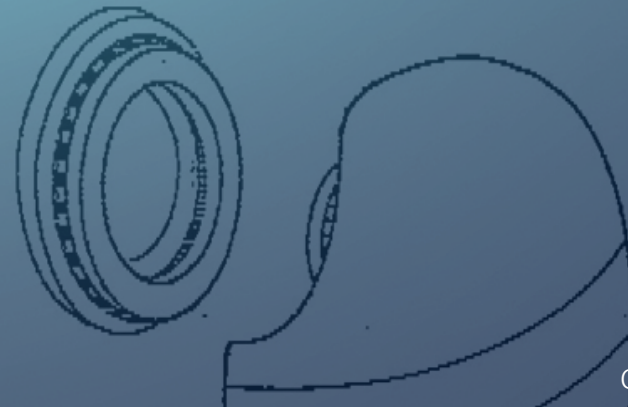
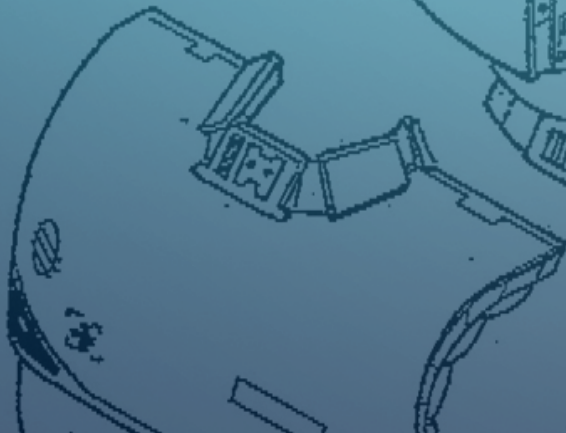
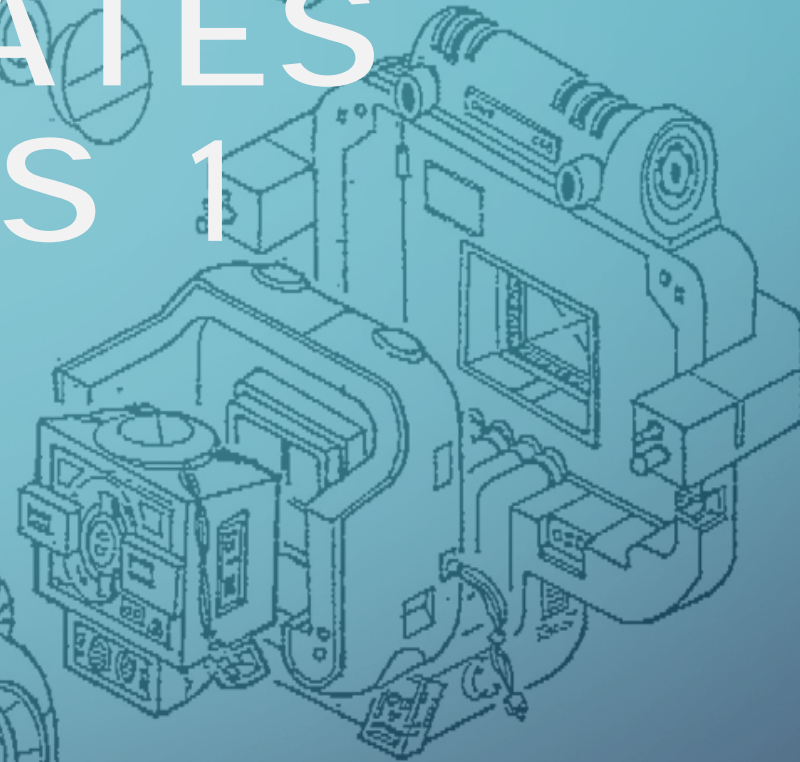
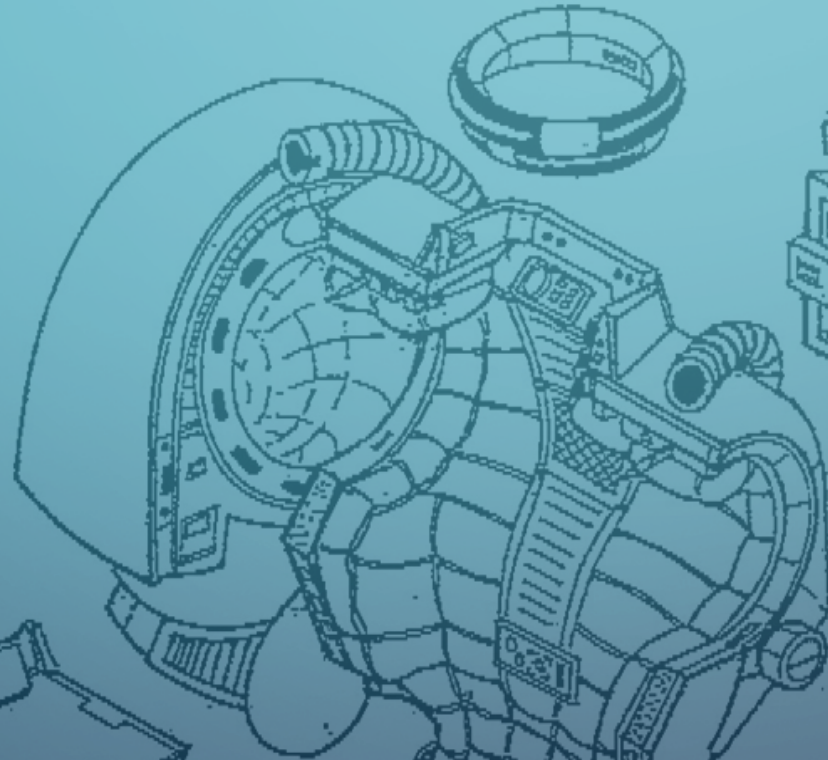


PAINT SCHEME TEMPLATES SERIES 1



GI NIGHTMARES

GI Nightmare - Charlie class Overlord Sector 297, Jewel Invasion Force.

This GI was part of a sapper squad which destroyed an Infranite defense bunker during Operation Cedar Falls. Its image was recorded by the helmet cam of a fallen Paache trooper. As no wreckage matching this Nightmare's camouflage was found, the Ridgerunners assume it escaped after killing her. Thus, it has been declared a Blood Enemy of the Beda tribe. It is highly unlikely that they will be able to find this specific Nightmare again, and its continued existence will be a stain upon their honor for quite some time.

GI Nightmare Designation 011296 Papa class Overlord sector 426

A standard corrosion-resistant chrome alloy plating typical of semi-autonomous and Papa class Overlords, this finish can be found the length and breadth of the LOS. The reflective chrome skeleton's image was used to horrify and frighten Earth into forming the UNE and to personify the threat to all sentient life. This GI Nightmare was destroyed by Kadin Marines in 2095; the chassis was carefully restored and put on tour with the LOA delegation that contacted Earth. Later it was used for familiarization training with UNE forces. '96 is currently on display at the UNE Museum in Perth, Australia.



GIB Nightmare- Bloodlord GX54 Blue Planet Garrison, New Hamburger Hill.

The bone and blood colour scheme became all too well known to the men and women of the 1st (Provisional) Planetstorm Army during the bitter fighting of the Siege of Blue Planet. 2nd Naval Infantry Regt. suffered under the constant attention of the Thumpers, WASPs and Blitzers of the 3rd Factory First Legion, the Machine force tasked in dislodge them from their positions. Entrenched on a prominent series of ridges overlooking the approaches to the main factory, the UNE ' only cover were the foxholes they were able to scrape out of the rocky ground. Hiding in abandoned mine tunnels, or behind slag heaps and tailing piles, the Machines had excellent positions from which to rain grenades down upon the heads of the humans.

A bloody stalemate ensued. Capt Malcolm Brown managed to keep his troops from breaking under the constant strain and rallied them time and time again. Over 60% casualties were sustained by the 2nd Bn. and HQ Coy, with disruptor weapons claiming many lives. The Bloodlord's forces, unable to dislodge 2nd BN, were able to cut them off. Tragically, even as elements of 1st UNE Hussars Commando Company destroyed the Overlord's main processor on the planet, Capt. Brown succumbed to a disruptor grenade.

The depicted Nightmare was a member of one of the hordes which attempted the final assault wave on the UNE's positions after the Overlord's control was removed. Perhaps shocked by the absence of the GX54's presence, the hordes emerged from their cover advanced in formation up the ridge. This Nightmare was destroyed 3 meters from the top. Less than one out of the three companies which had begun the battle remained by the time this GIB was destroyed. Its head is mounted in Delta Coy's messroom.

GIA Nightmare - Hattin class Overlord Hattin Quadrant in the Black Empire Sphere

Recovered after the First Battle of Cacophony, this was one of thousands of GIA's that overran Tisiphane Dome. Presumably, it was destroyed when the Arosaltine rearguard blew the main reactor and the dome imploded.

MARK 1A1 ASSAULT FIEND

Mark 1A1, Papa class Overlord
Cherkassy System.

One of the leaders from the force that proved "Earth-dogs die hard," this Assault Fiend broke into the bunker that Trooper Travis McAuliffe and his platoon had heroically held. Its' final fate is unknown, but its' infamy is assured. Recently, several Fiends have been sighted wearing the lazy eight symbol: apparently the Cherkassy campaign holds significance for the Machines as well.



G3 PREDATOR

G3 Predator, Hattin class Overlord
somewhere near Zalakhin Jump Point.

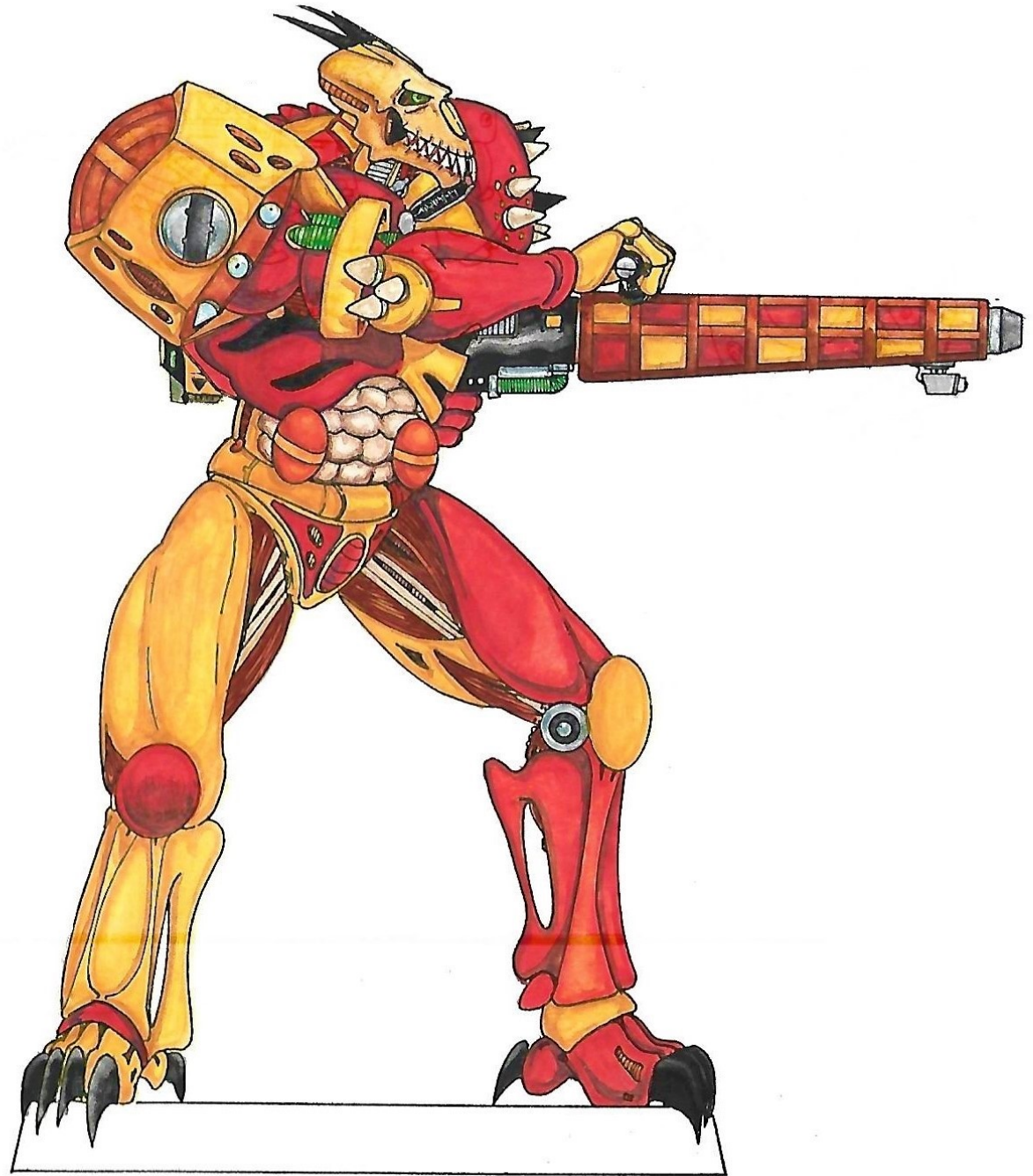
While on an anti-piracy sweep, a Fantasian fighter patrol came across an alarming discovery: three shattered privateer craft hung silently near the jump point. A fourth derelict, in slightly better condition, was found about one light hour closer to an asteroid belt deeper in system.

The wrecks of the first three ships had been completely stripped. After checking to see that this was not the result of a classified security operation (or to prove that it was), the patrol was ordered to board the fourth ship. If the Privateers had a falling out, important information might be on board.

The fourth ship, identified as a modified freighter of the notorious Neyov clan, emitted no life signs, minimal power levels, and didn't respond to any signals. The wary boarding party ventured inside.

This Predator, along with a G3A and three Gremlins (all disabled), were discovered within. The stormtroopers had to break into the barricaded bridge, where they discovered five dead Privateers. The ship's log indicated that the four ships, operating as a small convoy, had been surprised by Machine raiders. While the first three ships were looted, the crew of this one had managed to destroy part of the boarding party and ran for the cover of the asteroid belt. Unfortunately, they had missed a fourth Gremlin that managed to sabotage the life support and power feeds from the engines. The ship's log and depicted Predator were taken back to Zalakhin Port for analysis. The ship, its crew and, presumably, the fourth Gremlin were vaporized.

Based upon the colour scheme and later encounters with raiders, it was determined that this Predator probably originated from a hitherto unknown Hattin Overlord operating somewhere in the cluttered space of the Fantasian/Infranite Disputed Zone. This G3 and the log were sent to the Cardinal Council as justification for the massive military buildup on that frontier "for the security of the freedom loving peoples of Fantasia."



CI SUCCUBOT

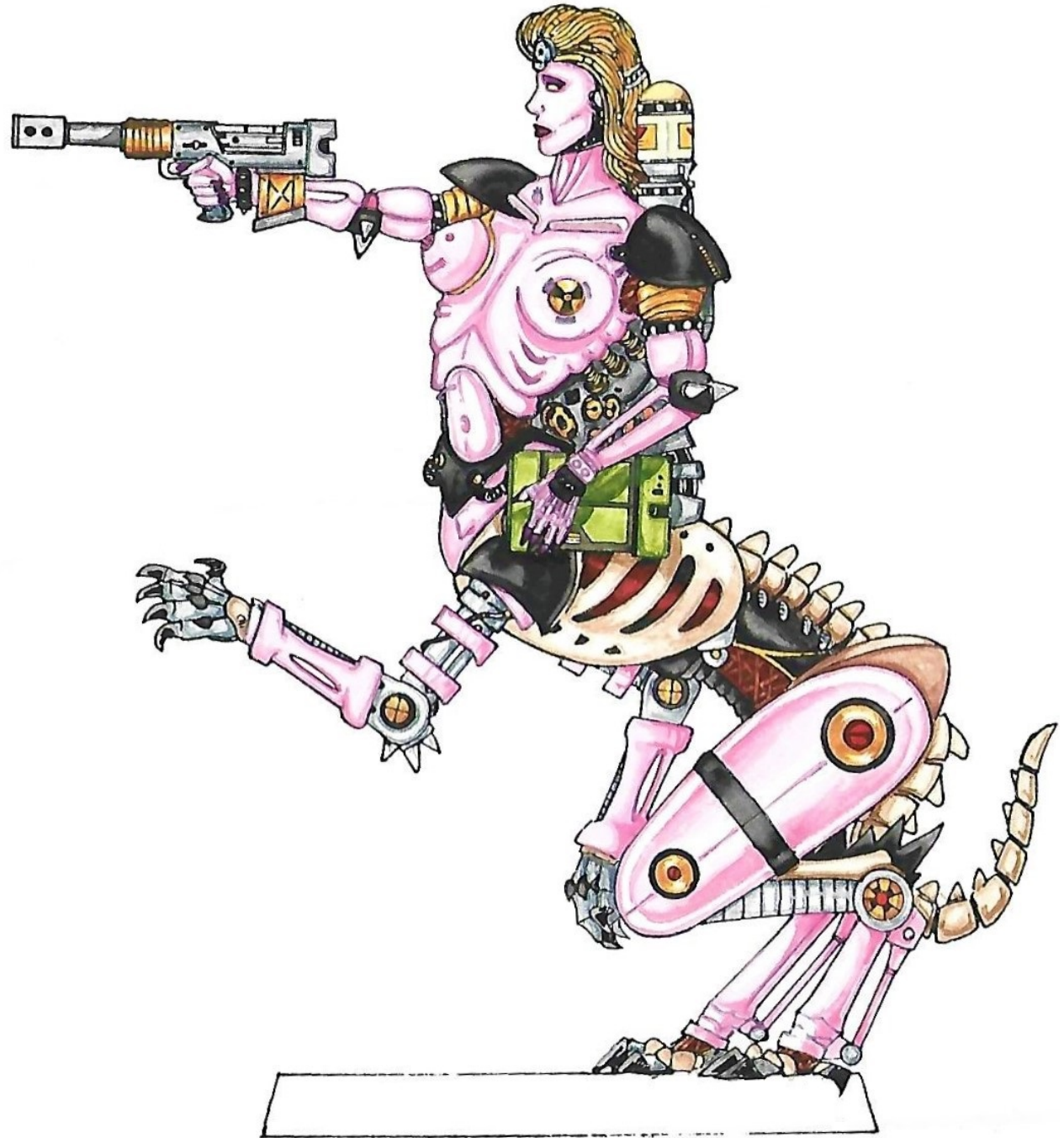
CI Succubot, unknown Overlord type.

This Succubot was burnt out by a Fantasian gauss grenade near the Kolski Border. It was leading the escort group of a small factory seeding party in the asteroid belt there. The force was destroyed easily enough by State forces, but it contained Machines with camo schemes, metal finishes, and the characteristic "monster" poly-chroming favored by Bloodlords.

The circumstances presented Grand Marshall Korshev's staff with the question of whether this was their old foe Charlie Deuce up to its old tricks or was it indicative of a Bloodlord setting up shop near these resource-rich areas.

Not wanting to draw unwanted League attention to their own activities, the Grand Marshall was very subtle in his investigations. LOA, Machines and State Security alike would take utmost advantage from the slightest misstep.

The burnt-out chassis of the CI, nick-named "Suka" by the stormtrooper squad which recovered her, has had its head and torso carefully restored. Suka now presides over every illicit gathering of "Das Aklahr," where she is a very popular dance partner.



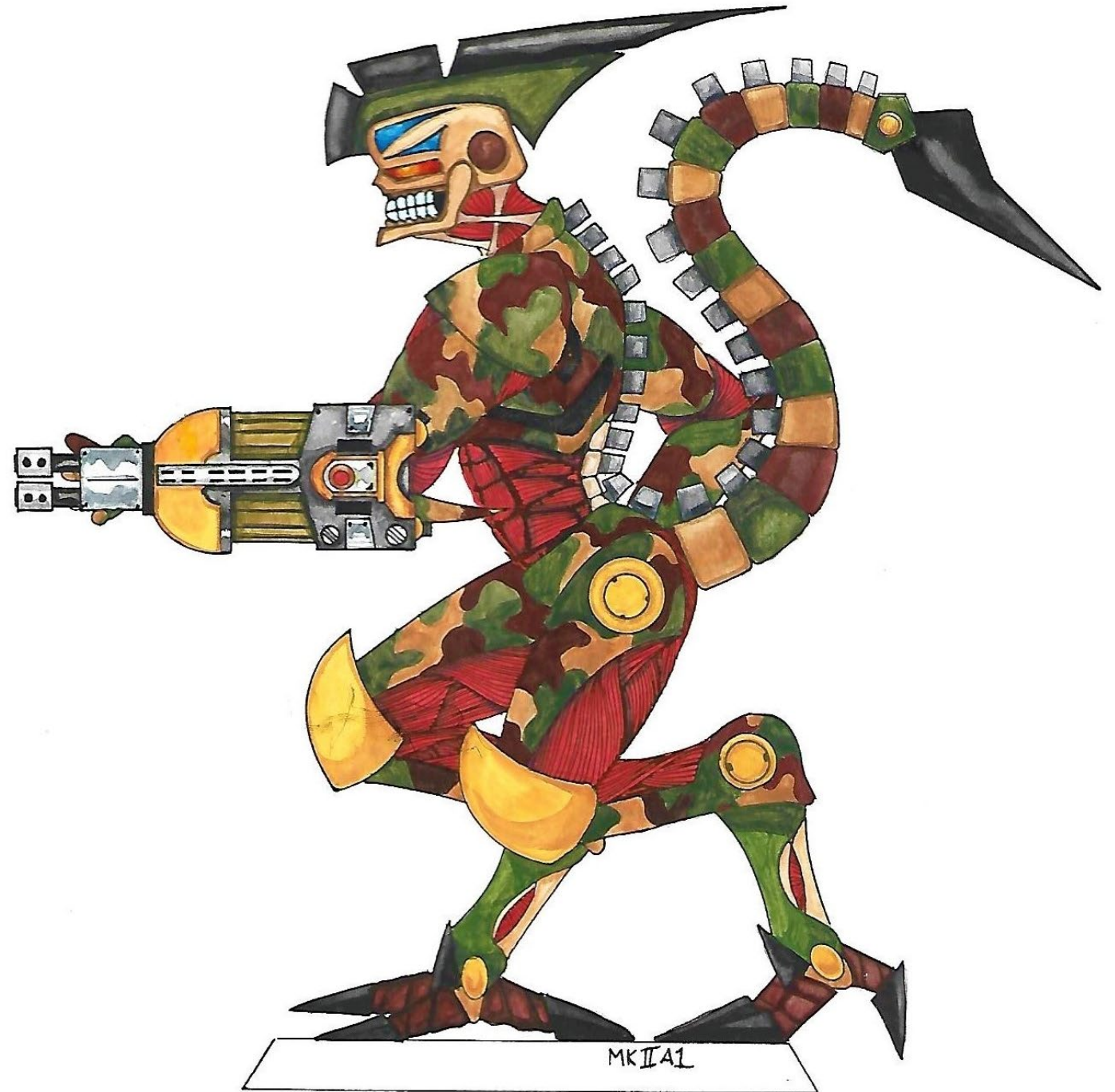
MARK IIAI ASSAULT FIEND

Mark IIAI, Charlie class Overlord
Rim Territories.

This specimen was recorded by a Kraf Sanafire deep recon team as it led a vicious ambush against them. Fortunately for the Sarraith Drakkar in charge, an over-eager Arraith tripped the trap early, before the entire flight was in the sack.

The point woman was killed almost instantly, but the remainder of the patrol was able to escape and report that a Charlie Class was operating in the area.

Judging by the frightening speed with which it moved, this MK IIAI was probably augmented: only a Reece Angel could have escaped its clutches.



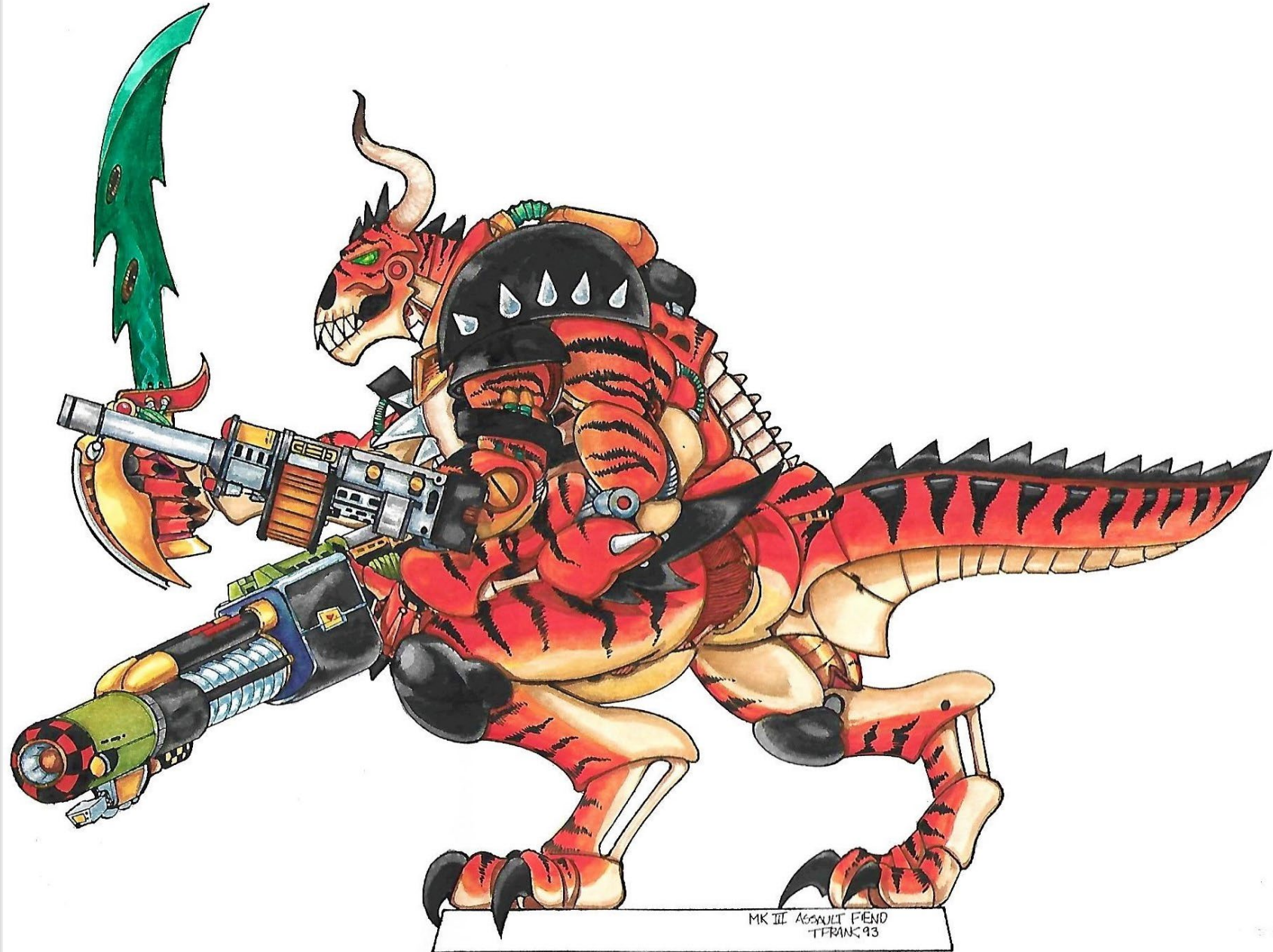
MARK III ASSAULT FIEND

Mark III Omega Fiend - Bloodlord class Overlord
Junction Point region

The "Terrible Tyger" has led attacks against both Black Empire and LDA forces. This Omega Fiend combines brute ferocity with a canny intellect. It is fond of quoting the works of William Blake as it hacks its foes apart. Tyger is, unsurprisingly, very aggressive and arrogant. It has accepted challenges of single combat from three Sarraith Drakkar and a Tozai, as well as two Infranite war leaders, several Oths, two Macoute and a valiant but over-optimistic Slorin. In all cases it has been victorious, and the heads of its victims are prominently displayed whenever it enters battle. "Tyger" has broadcast repeated invitations to Fantasia to send a Kommissar to add to its collection but has as yet not had any reply.

The "Terrible Tyger" was not present at the Junction Point Incident; it (or, rather, he, as it regards itself as male) has stated that things would have gone quite differently had it been in charge instead of its archrival: the Omega Centurion Janus.

A considerable bounty has been placed upon the Tyger's head by the Free Traders Association of the LDA, at least three Privateer clans, and it has been declared Blood enemy by Kraf's Tatharis, Stormbird, Arrat and Slorin, all five Primal tribes, and has been convicted of war crimes against the freedom loving peoples of the Fantasian State. Several Galactic Hunters have expressed interest in bringing in the Tyger as well.



UNITED NATIONS OF EARTH PAINT SCHEMES

The various states that levy troops to the U.N.E. to form its armies are heir to countless proud military traditions. This is reflected in the diversity and sheer number of different colour schemes and cammo patterns displayed by U.N.E. troopers. Patterns are drawn from uniforms, vehicles (land, air and naval), and sometimes from nature itself. Additionally they come from all time periods of Earth's recorded history as befits an elite multinational force.

Powered infantry are generally considered to be the elite of the Stormfleet (though fighter pilots and panzerjocks are also in contention) and the commandos and assault troopers are the best of the best. Such highly motivated and often high-strung individuals are allowed a great latitude in what they inscribe on their armour. Strict guidelines are left in the rear areas, for parades and publicity tours. Combat footage (indeed all media access) is strictly controlled by both the L.D.A. and the U.N.E. itself, so any politically incorrect colour schemes, sayings and "nose art" can be cleaned up by the censors prior to public distribution.

The U.N.E. does, however, provide guidelines which must be followed on all uniforms. The rank system is that used by British and Commonwealth derived armies, as it was the most familiar to most of the troopers and no bias to any one of the remaining superpowers was inferred. Rank, if displayed on the armour, is placed on the top of the helmet, over the left breast and, for NCO's replaces the buzz number on the left shoulder. Traditionally, numbers 5 and 6 are reserved for the corporal and sergeant respectively and 7 and 8 are the heavy weapon troopers. The sections are split into "evens" and "odds" when they break into assault groups. The three-digit buzz number is read as follows: platoon # (usually 1-3 but sometimes 1-9), section # (0-4), individual # (1-8). The platoon number varies as standard practice is to number each platoon within a company 1st, 2nd and 3rd for each company. Some companies in certain regiments number the line platoons consecutively (i.e. alpha company has 1-3, Bravo 4-6, etc.).

Companies receive letter designations based on the international phonetic alphabet: 1st company is Alpha, followed by Bravo, Charlie, Delta, Echo, Foxtrot (often shortened to Fox). Battalion headquarters is referred to simply as HQ Company. Section number "0" indicates platoon HQ section. The Lieutenant is assigned individual #1 and the Warrant Officer #2. Thus 201 on the shoulder buzz number indicates: 2nd Platoon, HQ Section, Lieutenant. Standard powered infantry platoons have one HQ section and three-line sections, but a special task force may have four.

Approximately 70% of U.N.E. powered infantry and vehicular units use this designation system. All the fully integrated multinational forces so beloved of network news teams do. Some units comprised of predominantly one nationality will use the designation system with which they are most familiar. Finally, all powered troops have, on the right shoulder pad one of two U.N.E. logos. The first is a powder blue circle with a white cross and the second is the stylized powder blue and green earth globe surrounded by a white wreath. The globe is taken by those troopers who resign their national commissions entirely and opt to serve the U.N.E. exclusively for the rest of their careers while the blue circle indicates an individual with a shorter hitch and who will return to his or her national army with a wealth of new experience. Under the globe or circle is the officer's rank indicator if applicable and under this, or in place of it, is a nameplate bearing the individual's last name.

In a type of armour configuration which does not permit the mandatory insignia (e.g. the Pioneer), powder blue ear covers on the helmet, knee pads or shoulder pads bearing the white letters "U.N.E." is an acceptable substitute. All members of an assault group must have the same base camouflage but, other than that, U.N.E. regulations are pretty wide open.

BEHEMOTH RXS

Heavy Assault Trooper in Behemoth RXS, 2nd Co.,
3rd Independent Assault Bn.

The Independent Assault Bn.'s are part of the corps assets, allocated to subordinate Divisions or Battlegroups as the situation requires. Because they are always in demand, the Independent Assault Bn.'s rarely fight as complete units. Instead, they are broken up, usually into companies, with each company assigned to stiffen a Bn. for an offensive or are rushed to reinforce a defensive position threatening to crumble.

1st, 2nd, and 3rd I.A. Bn. Were organized before Fairchild Republic got their second production line operational. Their techs fought a never-ending battle for supplies and spare parts. At one point, as a stopgap measure, a freighter load of converted Volcano BAPs were sent to replace casualties incurred on Blue Planet and its moons. These RXS' were placed into 3rd and 6th companies. The Henschel conversion kits were well-designed and re-training was not difficult. The roomy "H-BAPs" were popular with pilots, though not with service crews who now found their supply problems doubled.

The few that survived the final assault on Red Planet's fifth moon (Easy) were given over to 2nd Independent Assault BN. 3rd Independent Assault BN. was re-equipped with a mixture of Behemoths and ASPs.

This Behemoth, "Woolly Bully", survived the entire Planetstorm campaign, racking up an impressive number of kills. After a brief promotional tour of Earth it was assigned to the Advanced Power Infantry Training School on New Meaford (also known as "New Mudford"), where its original pilot, Lieut. Col. B. Woolever was C.O.



IRONSIDE PBA

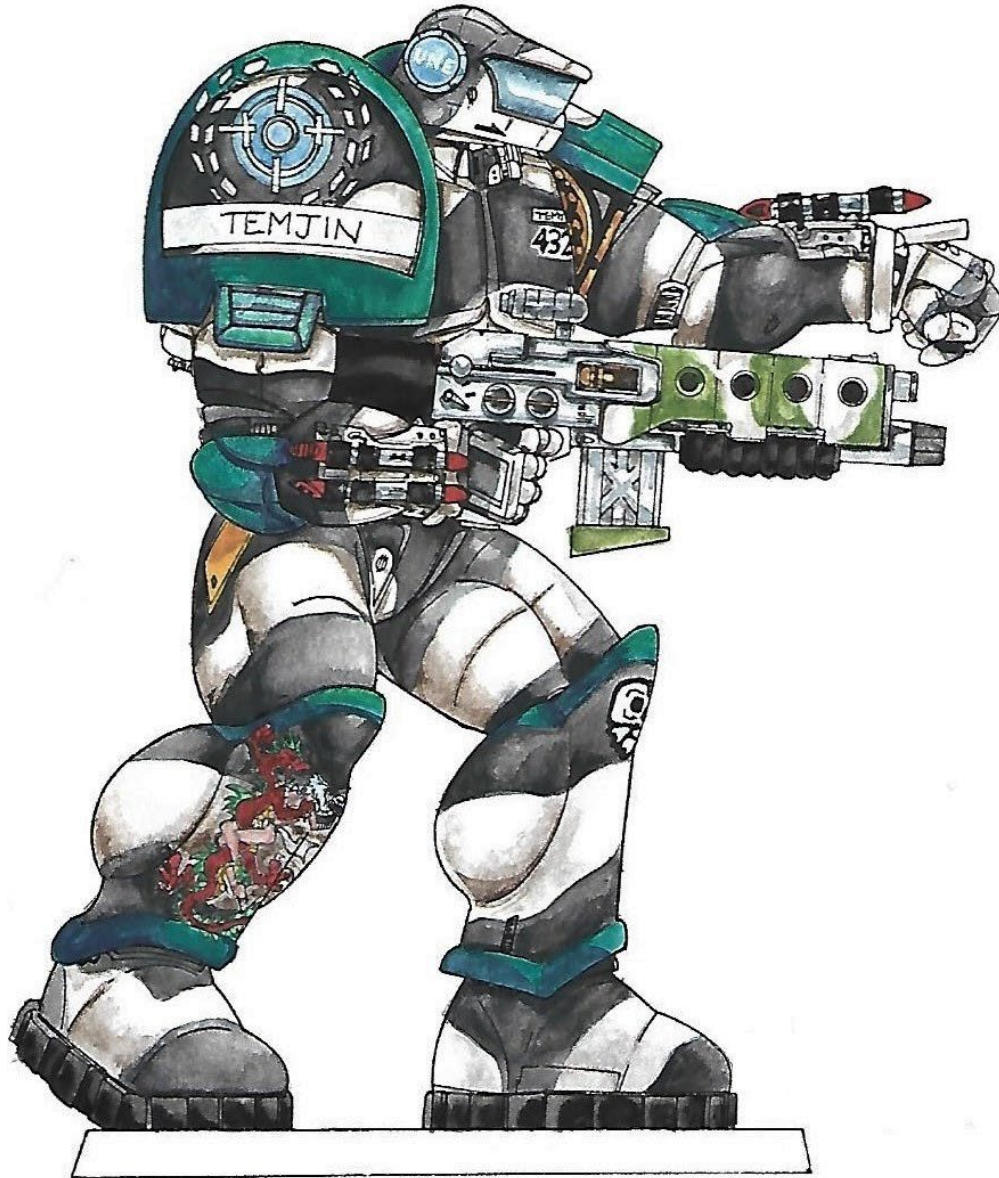
Assault Trooper in Ironside PBA,
Hotel Co., Second Battalion, 1st UNE Redhibitory Regiment.

The resources required to train Powered Infantry (or any other kind of specialized M.D.S.) are quite extensive. Even with advanced medical treatment, casualty rates in the wars against the Machines are high. Other factors include the lack of prisoner return, constant exposure to hostile environments, and the length of time required to break in new troops.

One solution that went a long way to help this was the "uni-national" formation system where member countries turned over complete units to the UNE. Since many of these units were initially trained to UNE standards and doctrine in the first place, training time was considerably lessened. Also, language and cultural difficulties within a unit were minimized.

In return, after a three-year tour with the UNE, the personnel could be rotated back to their national army with a wealth of experience available nowhere else. Of course, every UNE service person has the option of remaining with the UNEAF

Understandably, the UNE is loath to part with experienced troops for any reason, including disciplinary or behavioral problems that would normally get a discharge. These people are quietly transferred to the Rehabilitation Regiment or to the Drop Corps. This is kept out of the press as much as possible; when mentioned at all, the rehab regiments are portrayed as a "Dirty Dozen" type elite unit that does all the UNE wet work, no questions asked.

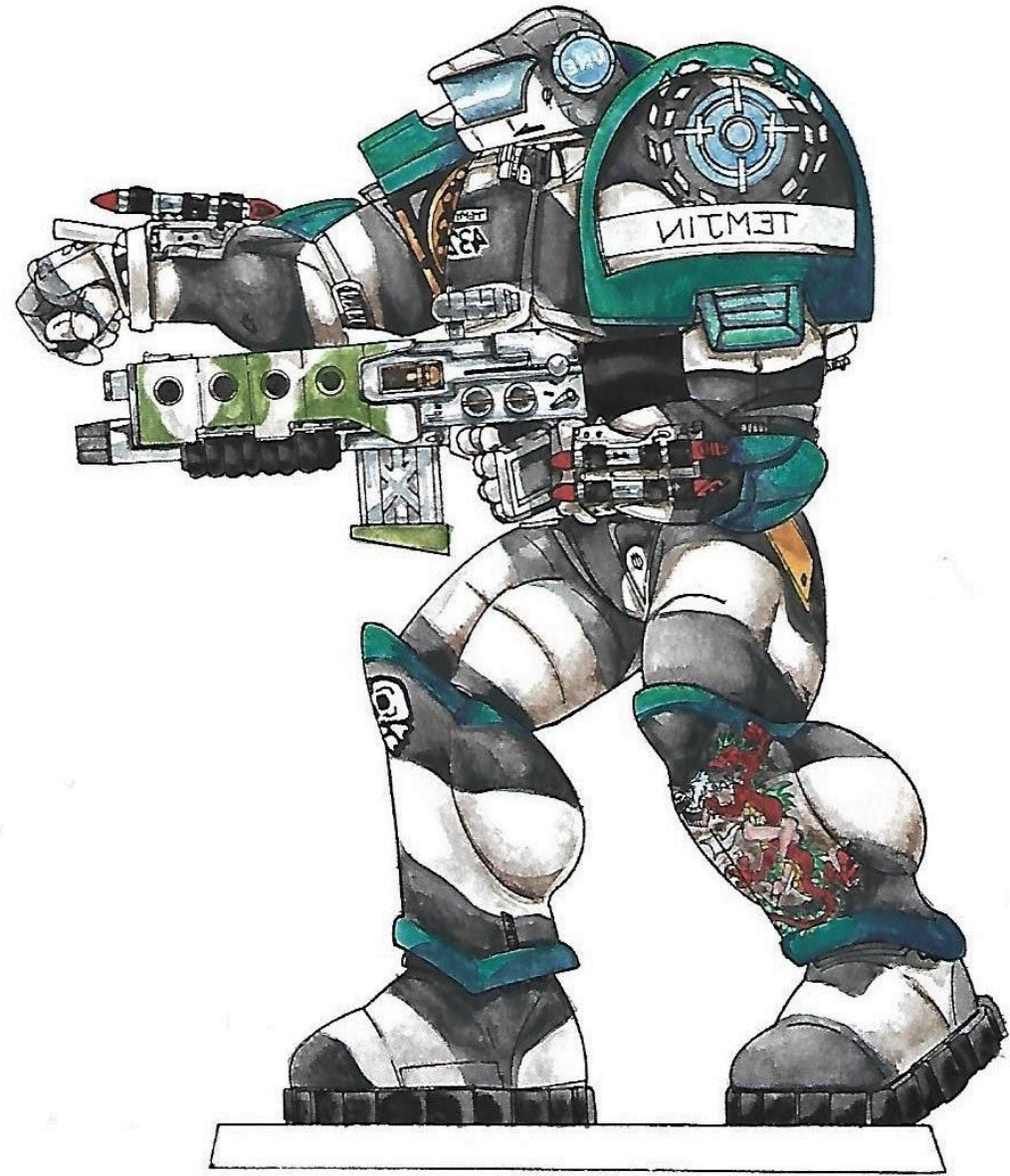


IRONSIDE PBA

The Rehab Regiment is used to lead assaults or perform rear-guard actions. It is a penal regiment in all but name, performing the dangerous, high casualty assignments. There is nothing romantic about it: discipline is fierce, troops have no personal rights, and the life expectancy is low. Once a trooper has 'worked off' his or her transgressions, they are re-assigned back to their parent unit.

During the Vologorod campaign against the Fantasians, a company of the first Shenyang Power Infantry Regiment was accused of massacring 32 Fantasian non-combatants, including females and children. Rather than lose face if the affair were to be made public, UNECOM and the Chinese government agreed that Alpha Company should be transferred to the Rehab Regt. for an indefinite time.

The colour plate is one of these individuals. He still wears the Vologorod campaign badge, the Totenkopf, on his left kneepad. The dragon is a personal marking re-applied to celebrate five years of survival. The trooper is also a tattoo artist, contributing to the rest of the regiments' "habit." The more skin-work a trooper has, the longer he or she has been in the unit. All Rehab troops wear the temporary service UNE badge. Upon returning to the parent unit, they may, if eligible, wear the "lifer globe" once again.



UNE PIONEER

Pioneer in Paladin PBAIE, Regimental HQ Company
18th Powered Infantry Regiment.

Any trooper faced with the daunting task of assaulting a heavily fortified position or fortifying a thinly defended one in the path of a determined Machine advance is extremely happy to see Pioneer troopers coming their way.

Grizzled veterans tell newbies that when the Pioneers show up, its not a question of if things are going to be bad, but just how bad they will be. For the troopers of the 7th Powered Infantry Regiment's Lima Company, the arrival of the Pioneers proved to be very bad indeed.

Machine forces had taken three planets of the Goodwood system and wasted no time in digging in. UNE forces returned, determined to take back their own. Landings on the outer planets of Marrakesh and Carpiquet initially went well, but soon bogged down. UNE approach lanes were very restricted by an asteroid belt. The Humans had a substantial numerical superiority, but traffic problems meant that they couldn't get it to the mud where it belonged.

Regardless, the attack had to press on with the troops already in place. Lima Company was one such unit which was not exactly thrilled with the prospect of leading an assault, short-handed. Wise to the ways of the army, they weren't actually expecting Pioneer support, but when a four-man detachment showed up they were quickly put to work. The Pioneers toiled like men possessed; positioning Smart-mines to cover the flanks of the assault, clearing advance lanes through a suspected minefield, and standing by with demo charges; ready to take out the bunkers that were the main objective.



PIONEER (PALADIN VARIANT)
ENGINEERING SUIT

UNE PIONEER

The advance began as scheduled, troops doing a bounding advance through the minefield. Then the Machine mortars opened up with surgical precision, the advance faltered. Three ESH' s made a determined counter-attack, and the advance stalled. Suddenly Smart mines opened fire, ripping into the backs of the beleaguered humans, along with well aimed blaster fire. This proved too much for Lima Company. They began to break and sections pulled out of position, heading for the rear. As they were cut down, the company commander realized that the Pioneers were wolves in sheep's clothing-Machine infiltrators using jacked human PBA's. This didn't save him or his command, who were wiped out to the last man, but at least he was able to transmit warning about the new tactic and images of the "traitors".

One such traitor was sapper Eric Jacobson, lost during the aftermath of the Vologorod campaign. It was thought that the transport he and his comrades were on had been victim to a Fantasian raider.

The suit's markings had been left alone; it bears the Vologorod 'totenkopf' and several personal inscriptions. Three of the 'jacked Pioneer PBA's were destroyed in the battle, but Jacobson's armour was never recovered. Except for a control module in the helmet, a heat source and synthesizers to simulate a Human occupant, the suits were empty.



ENGINEERING SUIT (PBA VARIANT)
T. FRANK '03

PATHFINDER PBA

Reece Trooper in Pathfinder PBA2B, Fox Company,
3rd Battalion, 90th Light Powered Infantry Brigade,
1st JEF

In the hunt for the Overlord Charlie Deuce, excellent reconnaissance was necessary to find the elusive foe and detect booby-traps and ambushes. General Cheneault had good recon forces, she just didn't have enough. The constant demand for their services resulted in decreased efficiency and increased casualty rates among the "Rocket Rangers".

Once the eyes of the I JEF had been sufficiently blinded, the wily Overlord was able to surprise the Humans and Infranites. When the smoke had cleared, only two Reece troopers were able to board the transport under their own power. Fox Company was offered up as a scapegoat when blame for Operation Cedar Falls was portioned out, but those who were there remember Captain Duchovney's troopers warning them of potentially lethal surprises time and time again. They know that blame must be laid at the feet of somebody further up the chain of command ...

Trooper M. Wen was one of the two who walked out that day. Her current fate is unknown.



PALADIN PBA

UNE POWERED INFANTRY TROOPER IN PALADIN PBA,
BRAVO CO., 1ST BATTALION, 2ND NAVAL INFANTRY REGIMENT.

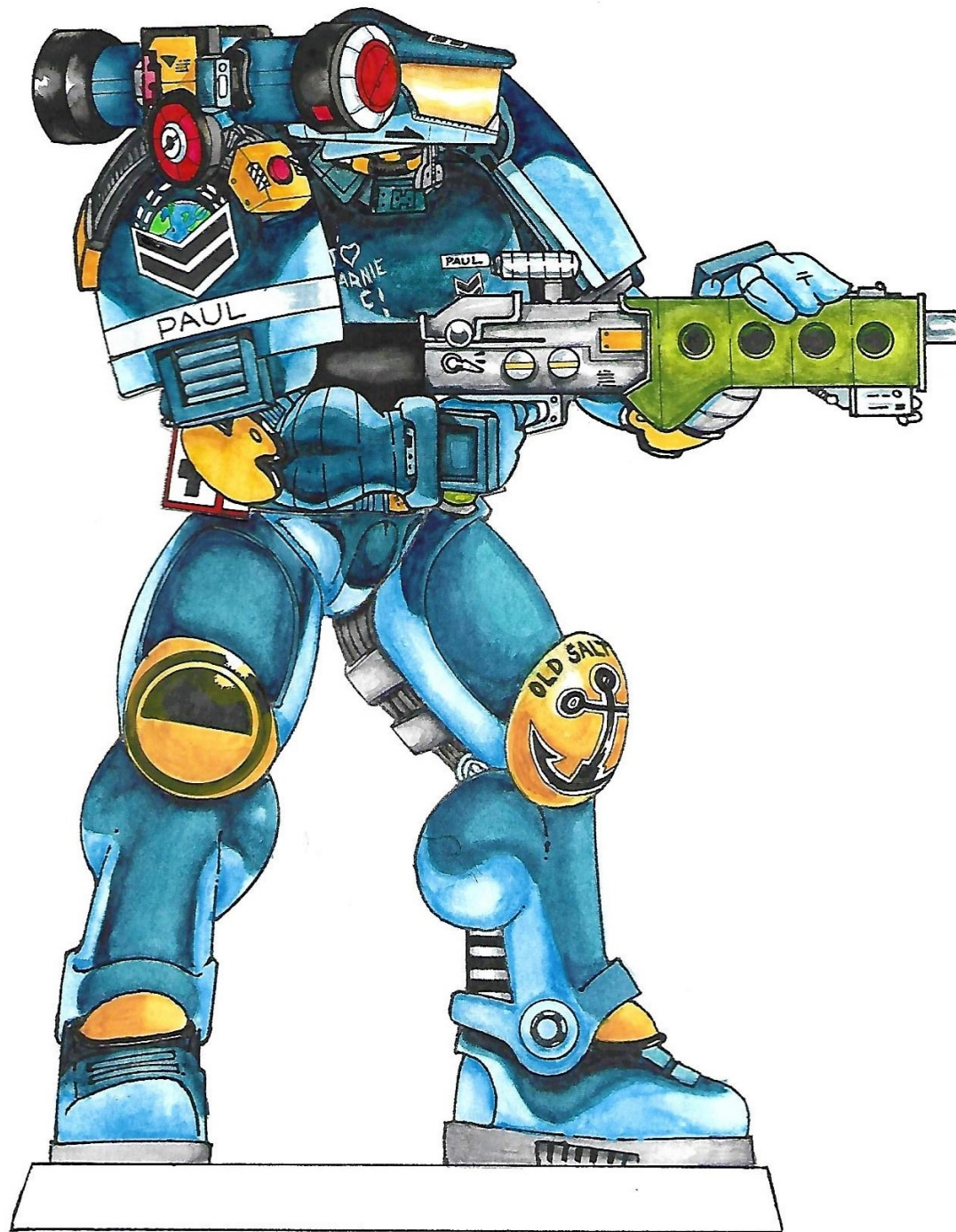
2nd Naval is one of the UNE's flagship multi-national units. As part of 1st (Provisional) Planetstorm Division, along with 1st Earth Mobile Infantry and 1st UNE Hussars, this unit shares the distinction of being the UNE's oldest fighting unit. 2nd Naval Infantry Regiment was first blooded during the Cherkassy campaign against the LOS. It was here that they became the original "Earth Dogs".

All three regiments of I(Prov) Planetstorm Army are prestigious assignments and competition for these slots is intense. Other units note with some derision that a suspicious number of "celebrity" appointments are made to them; one such case is the trooper depicted. Corporal Stephanie Paul, celebrated Olympic gold medal swimmer, pentathlete, and media darling may have bypassed the lengthy assignment process after graduating Powered Infantry school, but she still had to meet the stringent entry requirements. Once in, she found, as all newbies do, that no one would cut her any slack because of what she was before her military career.

1st (Prov) Planetstorm Army has been used in virtually every major campaign that Earth has taken part in and continues to be deployed wherever the Machine threat is highest. Trooper Paul earned her stripes the hard way, on New Malibu, where Human treachery and Bator greed nearly cost the UNE a colony and major jump point.

The "Old Salt" inscription on her left kneepad is a non-regulation, but traditional graffiti placed there when Cpl. Paul completed her first tour of duty. The anchor is a standard regimental symbol.

The "Jaime Arnie C." painted on the right breast was a personal marking referring to her then current flame, who she thought was waiting loyally for her back home. It was later removed after the all too common "Dear Joan" letter.



PALADIN PBA

UNE Grenadier in Paladin PBAID

Charlie Company, 3rd Battalion, 3rd Commonwealth Hussars.

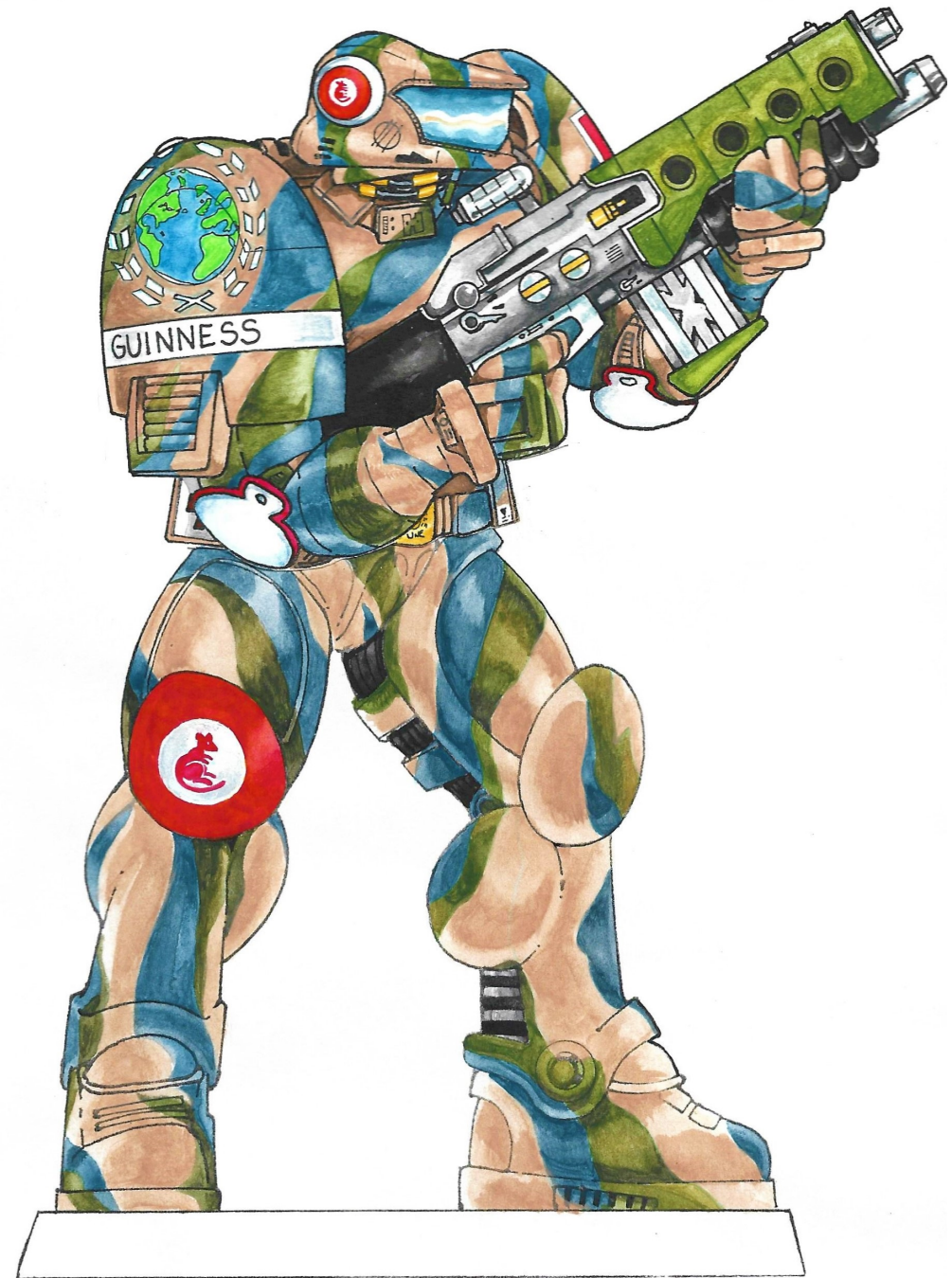
Combined arms doctrine has never been more important than on the modern battlefield. Aerospace, Armoured, Infantry and Support must mesh smoothly to complement each other's strengths and cover each other's weaknesses. One can be certain that the enemies' forces are doing this.

3rd Commonwealth Hussars is an attempt to meet requirements by providing a mixed force at the regimental level. The Hussars are an armour heavy force with two tank battalions, and a motorized infantry battalion. The regimental transport UNE's Tobruk always has six Mosquito heavy strike fighter/bombers on call.

Personnel are drawn from many former Commonwealth armed forces, including the UK, Scotland, Australia, New Zealand, India, Canada, Chad, South Africa, and others. This has created a force somewhere between the completely multinational and the national forces that make up the bulk of the UNEAF.

3rd Commonwealth Hussars are a relatively new UNE unit comprised of parts of ancient units with proud battle honours; as such they feel less respect for some of the older UNE formations than these may feel they deserve. The Hussars can point to the honour rolls of the 8th Army, the ANZACs, Ghurkas, Coldstream Guards, among others, and feel a tremendous pride and responsibility to live up to these high standards.

They have done this during the Planetstorm campaign, at Vologorod, in the Goodwood colonies, as part of the 2nd JEF against the Black Empire on Xanxing and in the great tank battles on Kamhub.



INSIGNIA

Insignia from various campaigns and factions including the United Nations of Earth, Fantasians, Infranites and Black Empire.

