

GEAR UP

THE OFFICIAL DREAM POD 9 MAGAZINE

UTOPIAN DRONES PRIMER
HEAVY GEAR BLITZ!

UTOPIAN CHARACTERS
2ND EDITION RPG MATERIAL

GAMBIT GEAR

1000TV TOURNAMENT READY
UTOPIAN BLITZ! ARMIES

DOOMSDAY COUNTDOWN
TERRA NOVA GAMBIT

STARTER ARMIES



DP9-9067 North Starter Army - \$110.00
Locked & Loaded Rulebook (b&w), 12 minis: GP & Fire Support Squads, measuring tape)



DP9-9068 South Starter Army - \$110.00
Locked & Loaded Rulebook (b&w), 11 minis: GP & Fire Support Cadres, measuring tape)



DP9-9083 Peace River Starter Army - \$110.00
Locked & Loaded Rulebook (b&w), 10 minis: GP & Fire Support Squads, measuring tape)



DP9-9188 Earth PAK/CEF Starter Army - \$115.00
Locked & Loaded Rulebook (b&w), 47 minis: 2x LHT-67, 2x LHT-71, & GREL Infantry Platoon, measuring tape)

MEET THE POD

Robert Dubois - President & Senior Editor

Forum Name: **rdubois**

One of Dream Pod 9's founding members and now its President, Robert has been a gamer since high school and enjoys attending conventions when he can find the time between projects. Plus, he really likes his "Pod God" title on the forum and being CEO of Paxton Arms in Heavy Gear.



Jason Dickerson - Line Developer

Forum Name: **Autel**

Line Editor for Heavy Gear and the Asp Aficionado, Jason has been an active member of the Dream Pod community for years. In 1999, he was involved in the creation of the Hermes 72 fan site and forums. He has written material in APA Gear and Aurora Magazine. Jason lives in Middle Tennessee and works with the local Pod Squad members in coordinating demo events at game stores and conventions.

Greg Perkins - Artwork & Miniatures Painting

Forum Name: **Mason**

Greg Perkins is trained as an architect and so is always moving back and forth from traditional and digital media. On a given day you might find him 3D modelling new Heavy Gear units, designing regiment logos, painting miniatures, or doing post-production work on illustrations and photos. When not working on Pod productions, he can be found working on his collection of Grizzly variants.



Mariko Kuwahara - Artwork

After graduating in visual communication design, Mariko moved to a suburb of Saitama with her cat where she enjoys playing video games and reading manga between creating masterpieces for Heavy Gear.



Daniel Hinds-Bond - Layout

Forum Name: **007design**

A graphic designer, programmer, gamer, and just general geek-of-all-trades, Daniel lives near Philadelphia with his very understanding wife, Jessica.



John Nguyen - Pod Squad Coordinator

Forum Name: **jnguyen**

John Nguyen is an attorney by trade and works full time at Dream Pod 9. He served briefly in the Canadian Forces. He is Dream Pod 9's Pod Squad Coordinator (Pod Colonel).



Brad Bellows - Gambit Gear

Forum Name: **Gambit**

A former nuclear engineer who now works with sewage; Brad lives in Ottawa, Ontario, Canada with his wife, three kids, mortgage and car loan. A fan of Heavy Gear and Jovian Chronicles since the days of Mekton and Mecha Press, he currently spends his spare time playtesting new tactics and building new and improved army lists for Heavy Gear Blitz!

GEAR UP : ISSUE 1

SPRING 2010

Welcome to the inaugural issue of the new Gear UP, Dream Pod 9's Official Magazine! Inside these pages, you'll find an assortment of official materials for the Heavy Gear Universe, as well as previews for upcoming products, tournament support, and optional rules for field testing.

The original Gear UP magazine was the fan club magazine put out by the company shortly after the release of Heavy Gear. The first of the issues was released in April of 1996 and featured articles on leagues as well as information on regiments affiliated with the North and South.

The new magazine features similar traits, but expands on the original idea. Inside each quarterly issue you will find some of these elements:

- ◆ Heavy Gear Foundation: Heavy Gear 2nd Edition RPG support material.
- ◆ Terra Nova Odyssey: An ongoing comic exploring stories relating to the Heavy Gear Universe and History.
- ◆ Skunkwerks Field Testing: Official Optional Rules for Heavy Gear Locked & Loaded
- ◆ Terra Nova War Stories: League Announcements, Support, Rankings, and Battle Reports.
- ◆ Developer's Notes: Articles featuring new products
- ◆ Official Errata
- ◆ Gambit Gear: Brad Bellows' 1000TV tournament-ready armies.
- ◆ Intelligence Briefing: New Combat Groups or Vehicles to add to existing armies.

Enjoy exploring the pages!

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In the first days of the Second Invasion, Terra Nova was gripped in desperate fighting on multiple fronts; however, nowhere were the battles fiercer than in the Barrington Basin. Terra Nova Gambit - The War for Terra Nova Book 2 includes:

- Background Information on the CEF's Utopian Colonial Corp Allies.
- Utopian Uniforms, Ranks, Insignia, and Equipment
- Technical Data on the Armiger Auto Control Suit and the N-KIDU Autos
- Technical Data on the refitted HC-3 Command and Reconnaissance Vehicle
- Rules for fielding Utopian Colonial Corp Armies and the new CEF HC-3A.
- New Regiments of Note for the CEF, Utopia, and Black Talon
- Advanced League and Campaign rules.
- Campaign Scenarios for the Barrington, Space, and the Badlands Fronts
- Discover the fate of Colonel Arthur and the Port Arthur Korps
- Datacards for each of the vehicles presented in the books.



**AVAILABLE NOW
AT STORE.DP9.COM**



The image is a collage of various pages from the Heavy Gear: Utopia Sourcebook. It includes:

- UTOPIA**: A map of the Utopia system showing the Earth and several orbital stations.
- N-KIDU DRONES**: A section on the N-Kidu Drone Data, featuring a red and white N-Kidu drone model and a diagram of an N-Kidu Reconnaissance Drone.
- EQUIPMENT**: A detailed illustration of a character in a tan jumpsuit with various equipment items numbered 1 through 13, including a personal interface device, a utility belt, a water condenser, a shotgun, and a survival pack.
- CHARACTERS**: A section on Lance Commander Morgan Wilden, including her stats and a portrait of her in a cockpit.
- OPTIONAL RULE: USING CHARACTERS IN BLITZ**: Rules for using characters in the Blitz mode.
- BLITZ RULES**: Rules for the Blitz mode, including TV Cost and Blitz Rules.
- HC-3 COMMAND AND RECON CAR**: A section on the HC-3 Command and Recon Car, featuring a diagram of the vehicle and its components.



LANCE COMMANDER MORGAN WILDEN

Born in the Independent Deep City of Ankara on Utopia nearly a year after the conquest of the planet by CEF forces, Morgan was raised by her mercenary father and CEF mother, both of whom worked with a variety of groups throughout Utopia. When the CEF allied with Steelgate forces and invaded the planet, Morgan's father was working in Olympia, Steelgate's capital. Throughout the nine month campaign, he fought alongside the CEF units in his APES suit performing the role of scout.

With the campaign finished, Jace Wilden married the CEF officer he had been working with during the war. Due to official CEF policies regarding fraternization with Utopians, Captain Mira Pollance was discharged from service. Morgan was born shortly after the marriage and the precocious and odd little girl found herself growing up in a diverse household. Her father taught her his family business as soon as she could reach the controls of his APES suit, and her mother taught her CEF tactical doctrines and the Siberian language.

By adulthood, Morgan had mastered the art of piloting the APES, but she was equally talented in drone operation and programming. When the call went out for the Colonial Corps, Morgan applied immediately and was placed in the Armiger branch. Her aptitude for controlling N-KIDU automatons was considered unusually high and within four years of joining, Morgan had been promoted to 2nd Lancer.

With the invasion of Terra Nova, the need for multi-linguistic officers was greater than ever. Morgan's skills in drone control and CEF tactics, combined with fluency in Siberian put her in the leadership position that she currently holds.



PROFESSION

As an Armiger Pilot and a Platoon commander, Morgan has to excel at her chosen professions. Her platoon is currently engaged in commando operations in the Barrington Front on Terra Nova, and Morgan is discovering that the CEF's tactics are increasingly becoming troubling. The FLAIL units disturb her to no end and her sensitivities to Drones and artificial intelligences tell her that the FLAILS are not what they seem.

ATTITUDES

Morgan has trouble interacting with other people. Her conversations border on the bizarre and inappropriate when it comes to everyday banter, leading some under her to wonder if she's entirely sane. While she values the men and women under her command, she prefers the company of her drones, each of which she has programmed with customized personalities, and when she is found inside of her Armiger suit, Morgan finds interactions with the other pilots much easier as she just considers them extensions of her NAI matrices.

COMBAT REACTIONS

Morgan's formative years have been spent in training of one sort or another. If attacked, she would assess her chances of winning and fight to win. Inside of her Armiger suit, she is a terror on the battlefield. Her drone mastery skills allow her to coordinate more units than are possible by the specs of her Armiger suit and baffles even experienced pilots.

CONTACTS

Jace Wilden (Age 25 UY, Specialties: Scouting and APES piloting)
Father and mercenary pilot

Mira Pollance (Age 22 UY, Specialties: Tactics)
Morgan's Terran Mother and former CEF officer

Tate Wilden (Age 9 UY, Specialties: Engineering, Computers)
Morgan's younger brother.

*UY - Utopian Years



SKILL: NAI DRONE WRANGLING

Related Stat: Creativity

Complex: Y

Specializations: N-KIDUs, Bug Series, Gilgamesh Class NAIs

This skill is utilized by Utopian Armiger, APES, HC-3A, and Gilgamesh Drone Tank pilots and operators to manage large swarms of Near Artificial Intelligence Drones and Automatons. This skill is also used to maintain NAI Matrices and minor programming upgrades and wipes of an NAI's memory bank.

ARMIGER PILOT SUIT

Mass: 2 kilograms

Cost: 3,000 Krons

Armor: 25

Encumberance: 0

Concealable: Somewhat

Note: The Pilot Suit has a RSF Protection Rating of 5/rads per hour.

With the helmet in place, the suit has an enclosed environmental system capable of supporting the wearer in a vacuum or in toxic locations for up to ten hours. Most pilots carry replacement cartridges for their helmets. Each cartridge is rated for an additional 10 hours of added protection. In addition, the wave dye material adds a degree of camouflage (+1 to Camouflage).

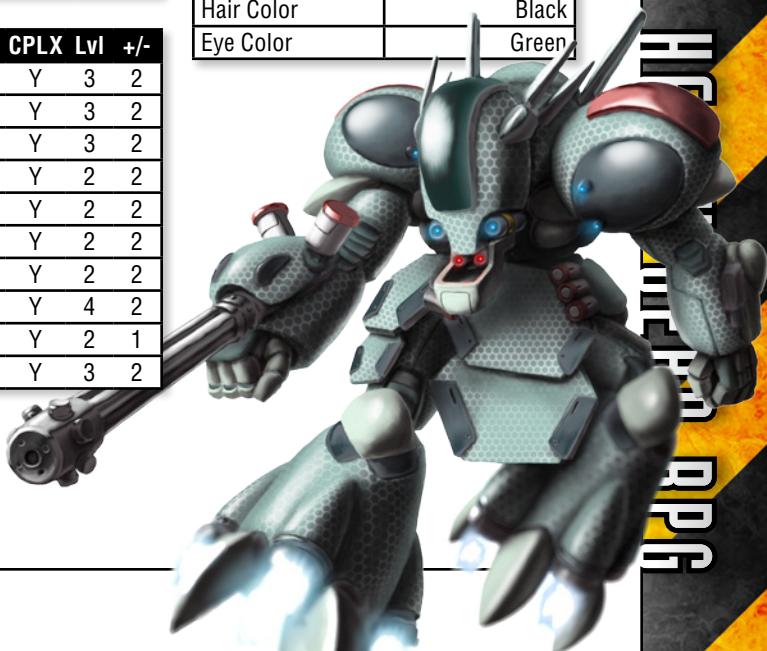
Attributes

AGI	1	APP	0	BLD	-1	CRE	2	FIT	0
INF	0	KNO	2	PER	1	PSY	-1	WIL	0
STR	0	HEA	0	STA	20	UD	3	AD	4

Vital Statistics

Age	12 Utopian Years
Height	1.72 meters
Weight	63 kilograms
Hair Color	Black
Eye Color	Green

Skill	CPLX	Lvl	+/−	Skill	CPLX	Lvl	+/−
Mechanics	3	2		Communications	Y	3	2
Tactics	3	2		Computer	Y	3	2
Notice	2	1		Electronic Warfare	Y	3	2
Combat Sense	2	1		Electronics	Y	2	2
Leadership	2	0		Electronic Design	Y	2	2
Survival	2	2		Mechanical Design	Y	2	2
Camouflage	2	2		Navigation	Y	2	2
Small Arms	2	1		Armiger Pilot	Y	4	2
Parachuting	2	1		Armiger Gunnery	Y	2	1
Melee	2	1		NAI Drone Wrangling	Y	3	2
Heavy Weapons	2	1					
First Aid	1	2					
Throwing	1	1					
Hand-to-Hand	1	1					
Dodge	1	1					



CAPTAIN VASSILY GREGOV

Vassily Gregov was born in the wintery wastelands in a small domed town near New Moscow on Earth. His parents were party members who served throughout the global conflict that brought the New Earth Commonwealth to power, and were influential in setting up the local garrisons. Vassily's father was a well respected officer in the NECAF (New Earth Commonwealth Armed Forces) and an avid outdoorsman. In his youth, Vassily would follow his dad on exploring the snow swept tundras in Siberia or the harsh mountains and deserts in Central Asia. When the CEF was formed to conquer the colonies, the young Vassily desperately wanted to join to see the new worlds, but his young age prevented him. His life changed a few years later with the news of the fleet's exploits.

After the disastrous campaign waged by the 8th fleet on Terra Nova, the need to rearm and enlist new blood gave Vassily the opportunity to join the CEF. At the time, Vassily had been a member of NECAF and a patrol leader in the North American wastelands, but once he received his transfer, the young officer was sent to the colony of Caprice where he made his mark. His scout platoon was responsible for twenty two Liberati cells being found and destroyed in the two years on the inhospitable planet. The rogue elements of Caprice placed a tremendous bounty on his head and CEF command deemed it appropriate to transfer the talented officer to test out the refitted HC-3 vehicles on Utopia.

His insight on scouting provided the developers with optimal loadouts and improvements to the HC-3 as well as the inclusion of the NAI Matrices. As a result of his participation in the testing, Vassily's combat group was the first to receive the new HC-3's.



PROFESSION

Vassily is a company level officer in charge of a mix of Grels and human personnel, but he is also a member of the Party. He is on the surface a consummate example of what a proper CEF officer should be; however, Vassily has two terrible secrets that could mar his perfect image and get him discharged from his command. His Kassandra class Grell partner in his HC-3 who has followed him from post to post since his days in the NECAF is secretly his lover. He has kept her from undergoing repeated hypnotraining proscribed for Grels by manipulating the rotation. His second secret and one that would likely get him executed if discovered is the fact that he passed on information of the FLAIL program to Utopian rebels after discovering the program's source for upgrades.

ATTITUDES

Outwardly, Vassily is a hard man with little patience for incompetence and laziness. He admires the Grels' work ethic and efficiency over his human subordinates and makes a regular point of comparing the two to motivate the human members under his command. Under the gruff exterior is a man passionate about exploration. He joined the CEF to see new worlds and discover what the galaxy could offer him. Vassily loves being in the scouts since he has a greater deal of autonomy in the field.

COMBAT REACTIONS

Vassily is a trained soldier and is rarely found outside of his command. If attacked he would quickly take the fight to the aggressor and call for reinforcements. If retreat is needed he would reluctantly make the choice and fall back to a location where help could be waiting. Vassily is known to bears grudges for long periods of time and would likely hunt down anybody that would attack him or his men even after they escaped.

CONTACTS

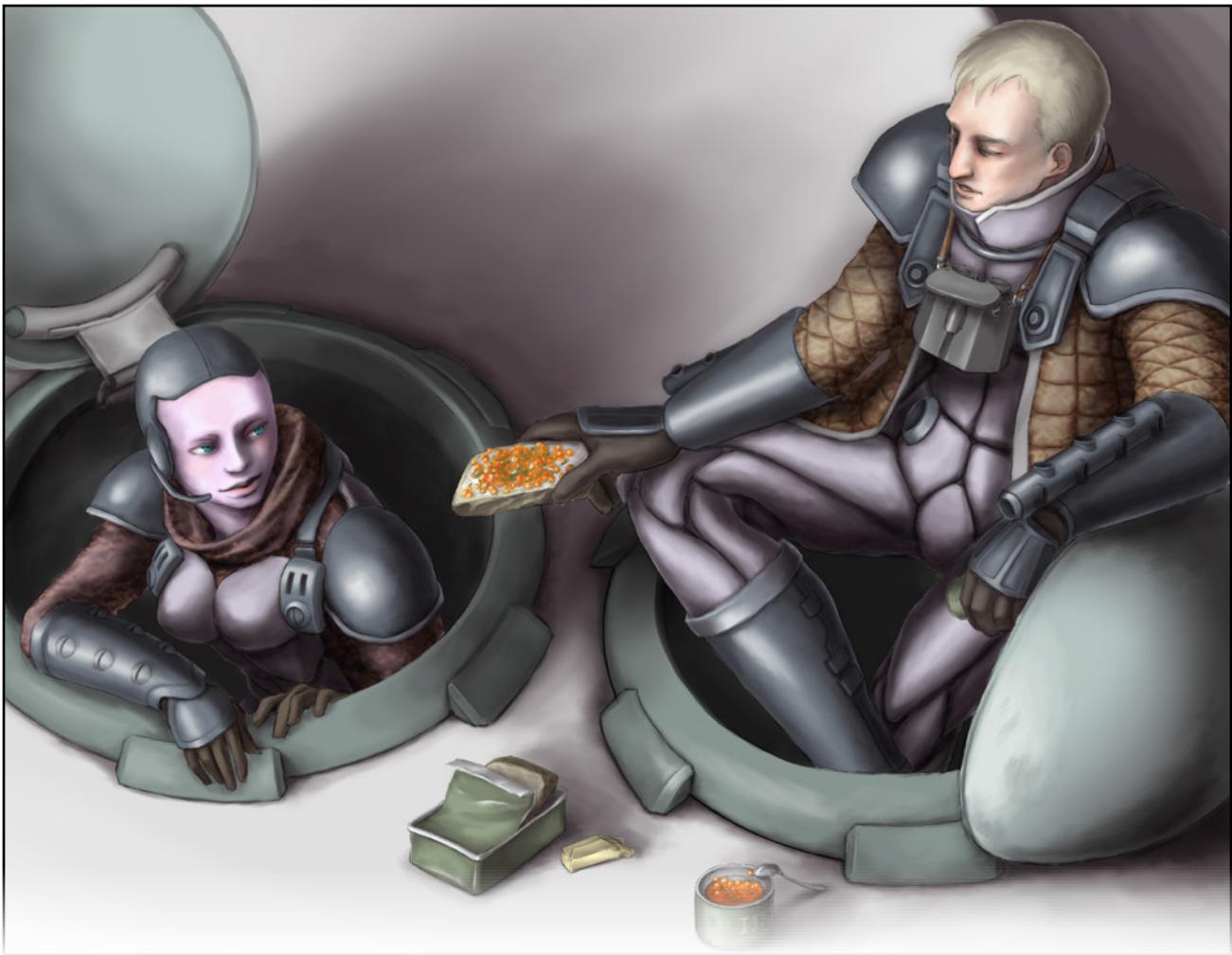
Mikhail Gregov (Age: 63 TY, Specialties: Tactics and Scouting), Vassily's father and former NECAF Colonel

Kassandra Kathi-8896 (Age: 10 TY, Specialties: Communications and Electronic Warfare) Vassily's Grell lover

Coleen Gephardt (Age: 22 TY, Specialties: Espionage and Guerrilla Warfare) Utopian rebel contact

Colonel Anya Volkov (Age: 46 TY, Specialties: Command and Tactics) Commander of the 878th HT Battlegroup and Vassily's commander.

•TY - Terran Years



Attributes

AGI	1	APP	0	BLD	0	CRE	2	FIT	1
INF	1	KNO	0	PER	1	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	4	AD	5

Vital Statistics

Age	32 Terran Years
Height	1.88 meters
Weight	82 kilograms
Hair Color	Blond
Eye Color	Grey

Skill	CPLX	Lvl	+/-	Skill	CPLX	Lvl	+/-
Combat Sense	3	1		Electronic Warfare	Y	3	2
Leadership	3	1		Gunnery (Ground)	Y	3	1
Tactics	3	2		Communications	Y	2	0
Survival	3	2		Human Perception	Y	2	0
Camouflage	3	2		Stealth	Y	2	1
Small Arms	3	1		NAI Drone Wrangling	Y	2	2
Notice	2	1					
First Aid	2	0					
Streetwise	2	1					
Swimming	2	1					
Athletics	2	1					
Parachuting	2	1					
Melee	2	1					
Drive	2	1					
Dodge	2	1					
Intimidate	1	0					
Throwing	1	1					
Hand-to-Hand	1	1					



OPERATION: DROP BEARS DIVE



An Exclusive eBook for the 08th Drop Bears Regiment
AVAILABLE SOON ON DRIVETHRURPG.COM

Barrington Gates. Baja. Red Cliffs. Battles that the 08th had paid for in blood against the CEF over thirty cycles ago and now the enemy had returned. Corporal Vandenbosche gripped the control sticks on either side of him in the dark cockpit of his Koala. Anger welled up inside of him as he thought of the loss of his family in the orbital bombardments dropped so casually on his home town.

Today, he would repay the invaders. His regiment would drop from the skies and rain hell down upon the enemy. Looking through his Gear's omni-camera, Vandenbosche saw the green light and his squadron commander readying himself to jump from their Orca transport. As Sergeant Mason engaged his Gear's SMS and leaped out of the open bay door, he called over the radio, "Boys, I'll meet ya on the ground. Give 'em hell!"

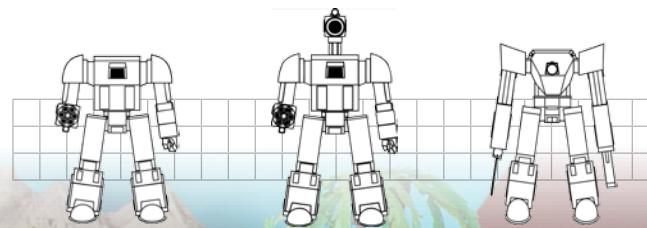
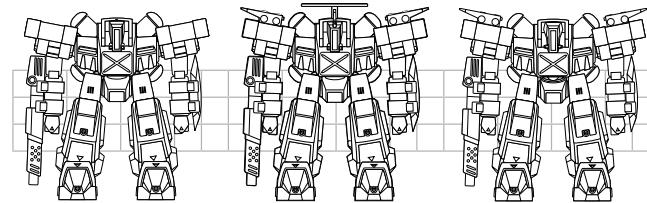
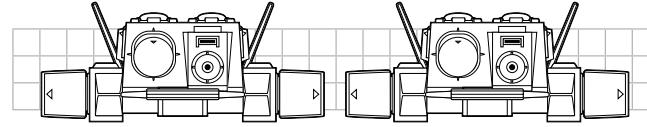
Vandenbosche grinned at his sergeant's order and moved to position himself on the launch track. The clear blue skies seemed incredibly inappropriate for the bloody work in store for the Crazy Eights.

The WFPA 08th Airborne Regiment is one of the oldest regiments in the Western Frontier Protectorate. As a distinguished regiment, the unit is instrumental in many of the key battles the league has waged and represents among the best examples of the WFPA's soldiers and traditions.

Operation Drop Bears Dive explores this unique regiment's history and the developments they introduced to the battlefield. In this book you will find:

- ◆ Unit History and Traditions
- ◆ WFPA Ranks, Insignia, and Uniforms
- ◆ 10 New Campaign Scenarios
- ◆ War of the Alliance Rules for Northern Leagues and the CEF
- ◆ HACS-01 HG Para/AST Koala Development History, Technical Data, and Variants
- ◆ Five Special Characters with RPG information and Blitz! rules for fielding them.
- ◆ A Bonus Southern City Militia Army List.





CEF HOVER RECON GROUP

1000 TV, Priority Level 3
4 Combat Groups, 5 Command Points

Rapid Recon & Patrol Squad (Specialist, 120 Base TV)

Veteran

Lead HC-3A is Army Commander

2 HC-3A

Options:

Add +1 to Ld of lead HC-3A (+10)

Add +1 to Def and Ld of lead HC-3A (+20)

150 TV Total

Light Hovertank Squad (Core, 220 Base TV)

2 LHT-71

Options:

Swap all LPA for HGLC (+10)

230 TV Total

Interdiction Frame Squad (Auxillary, 205 Base TV)

CF6-16

2 BF2-21

Options:

Add MMP to 2 BF2-21 (+10)

Add DMP to CF6-16 and F6-16 (+30)

245 TV Total

FLAIL Infantry Platoon (Specialist, 205 Base TV)

4 FLAIL Infantry Squads

Options:

Add 2 Light Mortar (+30)

Add 2 Rocket Launcher (+20)

300 TV Total

TV Available for additional options

75 TV

TACTICS:

Use your speed and hover units to your advantage. Keep the RR&P and Frame squads at a distance to snipe and provide EW. Use your FLAIL-equipped units for close assault against enemies and objectives. Bring Earth's wayward children back into the fold!

Purchases required to build this army:

1 x CEF HC-3 Two-Pack

2 x CEF/PAK LHT-71 Hovertank

1 x CEF Interdiction Frame Squad Box

1 x FLAIL Platoon Pack



COLONIAL CORPS COMBAT PLATOON

1000 TV, Priority Level 3

4 Combat Groups, 5 Command Points

Armiger Automation Control Recce Troupe

(Auxiliary, 260 Base TV) *Veteran*

Lead RE-101 is Army Commander

2 Armiger ACU RE-101

4 N-KIDU [R]

Options:

Swap 2 N-KIDU [R] ECM(2) for ECM(3) (+10)

Swap 2 N-KIDU [R] ECM(2) for TD(3) (+10)

Add Stealth (2) to TD3 N-KIDU [R]s (+10)

Add Stealth (4) to both RE-101s (+20)

Add Satellite Uplink to Lead RE-101 (+5)

Add +1 to Leadership of lead RE-101 (+10)

Army Commander Upgrade: +1 to Ld (+10)

325 TV Total

Armiger Automation Control Support Troupe

(Auxiliary, 240 Base TV) *Veteran*

2 Armiger ACU FS-101

4 N-KIDU [F]

Options:

Swap 1 N-KIDU [F] MRP/9 for AGM (+10)

Add +1 Leadership to Lead FS-101 (+10)

260 TV Total

Armiger Automation Control Commando Troupe

(Auxiliary, 250 Base TV)

2 Armiger ACU CO-101

4 N-KIDU [C]

Options:

Swap Lead CO-101 HGLC for LGL (+0)

250 TV Total

Augmented Armored Infantry Troupe

(Auxiliary, 55 Base TV)

1 Marshall Golem

3 Constable Golems

Options:

Swap 1 Constable VLAC for LGL (+10)

Swap 1 Constable VLAC for MFL (+0)

65 TV Total

TV Available for additional options:

90 TV

TACTICS:

Your troupes are hard-hitting, but the drones are fragile. Avoid getting hit, if possible. Use the stealth Recce Troupe to snipe from a distance and designate targets for the Support Troupe's HGMs and AGMs. The Commando Troupe can rapidly speed over the terrain to exploit defensive weaknesses. The Armored Infantry can be airdropped from reserve to seize objectives or cause major disruptions to enemy battle plans. Conquering Terra Nova is the key to the salvation of your own planet.

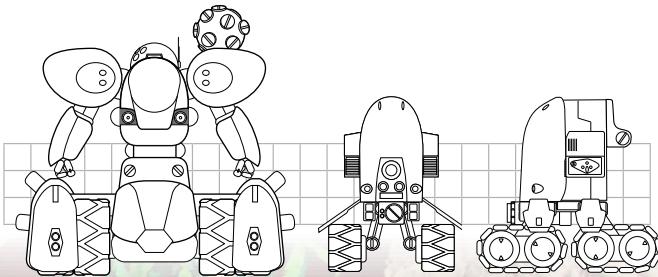
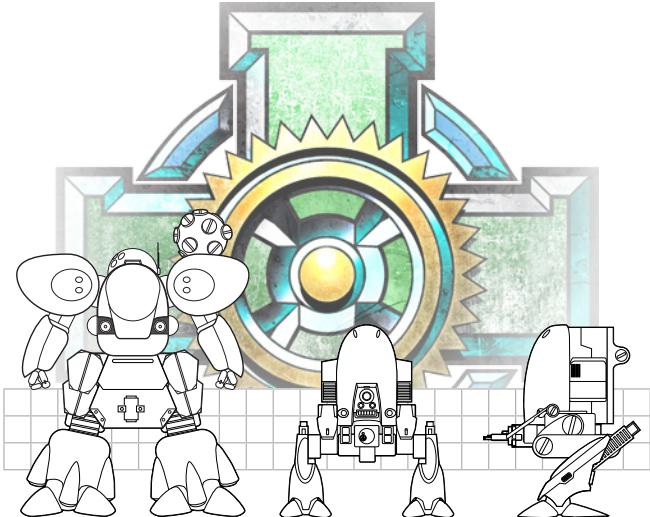
Purchases required to build this army:

1 x CO-101 Two-Pack 1 x N-KIDU [C] Four-Pack

1 x FS-101 Two-Pack 1 x N-KIDU [F] Four-Pack

1 x RE-101 Two-Pack 1 x N-KIDU [R] Four-Pack

1 x Alpha Squad



PRIMARY SOLUTIONS - PART 1

HEAR MY STORY BROTHERS AND SISTERS. I WILL TELL YOU SOMETHING FROM THE MISTS OF TIME. THERE HAVE ALWAYS BEEN WARRIOR THAT HAVE DOMINATED THEIR ERAS.



SPARTANS

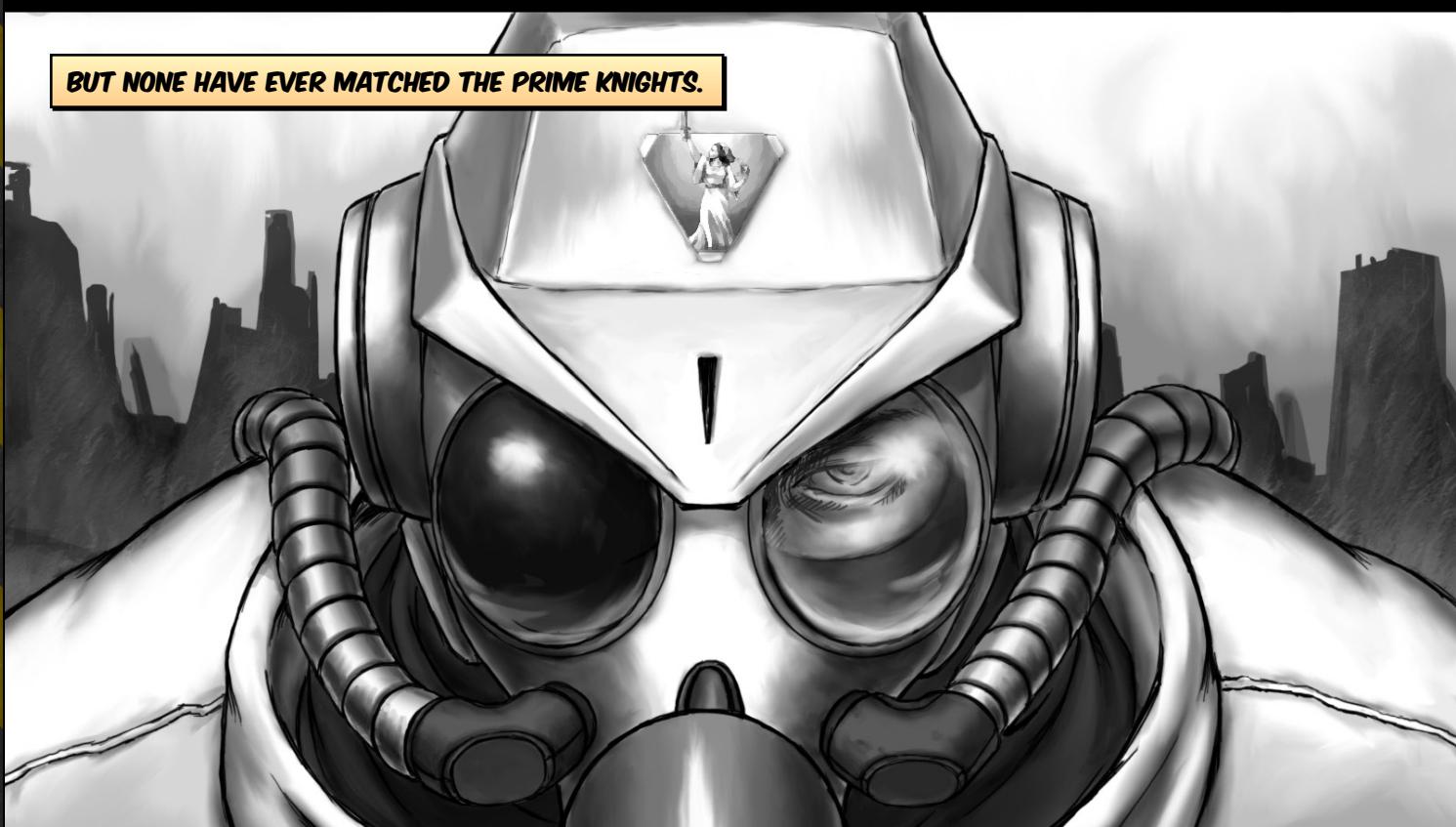


SAMURAI

VIKINGS

MONGOLS

BUT NONE HAVE EVER MATCHED THE PRIME KNIGHTS.



PRIME KNIGHT EQUIPMENT



1. Volgograd Gate (Volgate) Crest	6. Armory Industries Series IV Nanite Housing Chamber
2. Shelter Quarter/Camouflage Poncho	7. Identification Badge
3. Caliburn Systems MKIII Combat Knife	8. Celestial Harmonics Combat Wave Communications System
4. Integrated Composites Battle Pack System	9. Armory Industries Series II Nanite Induction and Rebreather System with Combat HUD.
5. Integrated Composites Combat Harness (A. Complete; B. bare)	

UTOPIAN SPECIAL RULES PRIMER

With the release of Terra Nova Gambit, a new army was introduced for players to utilize in the first major invasion front of the new CEF plans of conquest. Unlike the conquered Edenite forces, the Utopians enjoy a position akin to a lesser partnership to the CEF forces. The Utopians primarily serve as flanking or forward reconnaissance units to the Earther's Korps, and on the table top battlefields, the Utopians forces serve nicely in position as well, though they can easily be fielded as a full army on their own as well.

Central to the Utopian forces is the N-KIDU Automatons supported by manned Armigers and APES infantry. The N-KIDUs bring new abilities to the field with their unique NAI (Near Artificial Intelligence) systems as well as their ability to perform Pin Point Barrages. As a result of their limited artificial intelligence, N-KIDU's are completely different from Terra Novan drones. They are capable of operating as individual units with their own actions and skills, but are governed by a few new rules.

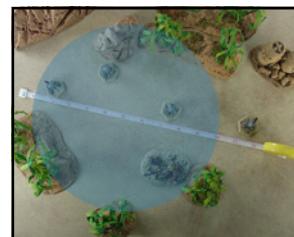
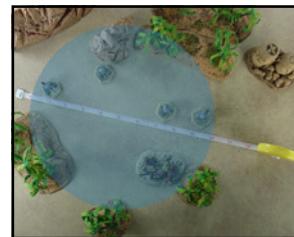
N-KIDU systems have flexible skills derived from two sources in the game. This represents either a pool of shared processing power from a Shared Intelligence Network (SIN) when four or more N-KIDUs are near each other or when they are under the influence of the NAI Matrix devices installed on various manned vehicles, the foremost of these are the Armiger ACUs, which were designed specifically with this task. Under normal circumstances a lone N-KIDU will only have basic skills (Attack, Defense, and EW at skill level 1), but while being boosted through their SIN or NAI Matrix the skill levels are boosted temporarily (Attack, Defense, and EW to skill level 2). In addition to skill boosts, the N-KIDUs generate basic abilities of command while in a SIN cluster (LD 1), or while under the influence of a NAI Matrix, the N-KIDUs benefit from the leadership of the controlling unit.

To determine which N-KIDUs gain the skill boost, at the beginning of the combat turn check to see if they are within 10 inches from any friendly unit equipped with an NAI Matrices or if four drones are within 10 inches of each other. Any N-KIDU units that meet these guidelines is considered to be at the boosted skill for the duration of the turn. If a N-KIDU is out of range at the end of a turn, their skills revert back to the basic skill level.

N-KIDUs

Neural Kinetic Drone Interceptor Unit or more frequently just called N-KIDUs (pronounced in-kee-do) are Near Artificial Intelligence Automatons developed for the Utopian Colonial Corps. These NAI's are housed in white plastic shells with small hover thrusters integrated into their systems. The NAI's act as the pilot of the N-KIDUs and in the event of catastrophic malfunction or damage they are capable of ejection. If using the new Survivor Upgrades in Terra Nova Gambit, the N-KIDUs are eligible for the skills and the optional ejection rules.

SIN CLUSTER EXAMPLE

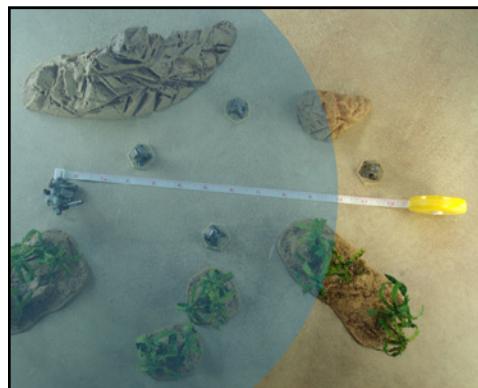


At the start of Combat Turn 2, Greg checks to see which of his N-KIDU's will be at the boosted range. He quickly measures using either the template provided in this issue or his measuring tape. He has carefully set up a net of Armigers and Golems to cover most of his N-KIDUs, but four of the N-KIDU's have fallen outside of the range of the Armigers. He checks to see if these N-KIDU's are within 10 inches of each other. He breathes a sigh of relief when he sees that they do. Since there are four N-KIDUs, they are able to benefit from a SIN skill boost for this turn.

The following Combat Turn, Greg checks his N-KIDUs again and notices that some of them have fallen outside of NAI Matrix influence. This time only three N-KIDUS are within each other's influence. None of these drones will benefit from any skill boost this turn.

NAI MATRIX SKILL BOOST EXAMPLE

Greg's Utopian forces have a number of units that have NAI Matrices either native to their system, such as the Armigers, or Golems that he has upgraded with the option. Unlike a SIN, an N-KIDU only needs to be within 10 inches of a unit equipped with a Matrix to get the benefits of the skill boost. Like the SIN Cluster, this measurement is done at the beginning of the Combat Turn.



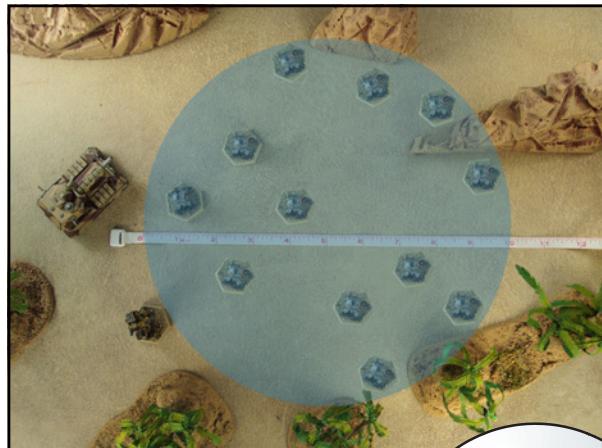
As seen in the photo, the N-KIDU Fs are in range of the Armiger FS, but the N-KIDU Ts have fallen behind. The N-KIDU Ts will not benefit from the Armiger's NAI Matrix. Greg looks to see if any other units equipped with a matrix are nearby. He notices that one of his Golems is near some of the N-KIDU Ts and measures to find that two of those units will fall in the influence zone and will benefit from a skill boost.

In addition to variable skills, the N-KIDUs have a unique capability to make a simultaneous attack on a target by initiating a Pin Point Barrage. The benefits from this action is a temporary increase in the initiating drone's attack skill as well as giving the weapon system used in the attack the equivalent of a weapon link. This maneuver is particularly attractive to use against highly armored or high value targets. The downside to this action is the vulnerable situation the N-KIDUs are left in after firing the barrage. Since participating units need to be within 10" of the initiating N-KIDU, this cluster is wide open to retaliatory strikes by area of effect (AE) weaponry.

STEP-BY-STEP PIN-POINT BARRAGE EXAMPLE

John is fielding his N-KIDU SIN Clusters against a tank heavy Northern Guard force played by Robert. John has maneuvered his clusters to take out the Northern Guard's Army Commander, who is in an Aller Tank and on John's list as an objective target. Seeing an opportunity to engage in a Pin Point Barrage, John goes through the steps of initiating fire. His SIN Cluster is filled with 12 F type N-KIDUs equipped with MRP/9s.

1. The initiating N-KIDU F gets a lock on an Aller, and chooses to fire a direct shot at the Aller using the PPB rule.
2. John can check to see if there are any other N-KIDU Fs within 10" of each other and have an action available to it.
3. Next, John needs to see if all of the N-KIDU Fs are in range of the Aller and able to acquire a Lock.
4. Robert knows that this is a communications event and can be blocked with ECM so attempts to block the Pin Point Barrage with ECM from his Cheetah.
5. In this case, the N-KIDUs manage to overcome the ECM and since there are no interruptions, John calculates the temporary attack bonus for the initiating drone as well as any bonuses or penalties from the initiating drone's weapons, movement, etc.
6. For every 3 N-KIDUs participating in the barrage they increase their skill and link by +1. John then rolls the initiating drone's attack (For this example he'll use full ROF towards increasing damage). Given the above example of a full twelve N-KIDU barrage, the MRP/9's would have the equivalent of a four weapon link. The initiating drone rolls his attack skill dice, which is currently a total of 6 (2 for base + 4 for the temporary PPB bonus) and does reasonably well scoring a total of 6 after all of the modifiers.
7. The Aller at this point has to make four defense rolls against the 6 that the initiating N-KIDU rolled. It's likely that it will take damage from this roll.
8. At this point, all twelve N-KIDUs have expended their actions for the round and are likely in a formation that will seriously put them in harms way from enemy AE weaponry.



UTOPIAN ARMIES

The final feature of N-KIDUs is the N-KIDU Durability ability. There are a number of benefits from Durability. First, the N-KIDUs are immune from any penalties incurred from stun markers. Secondly, since the N-KIDUs are immune to stun effects, but can take a voluntarily take a stun token, they can perform a crash stop as detailed on Locked & Loaded pg. 19. This benefit allows a N-KIDU at combat speed to crash stop to stationary and fire without the stun penalty. The downside to this tactic is that the drone is left at stationary with related defense penalties.

In addition to unique drones, the Utopians also have their Armigers, APES, and HC-3A's equipped with NAI matrices allowing them to seize control of the N-KIDUs attached to their unit and to offer a larger passive area for any N-KIDUs to utilize greater processing power for upgraded skills.

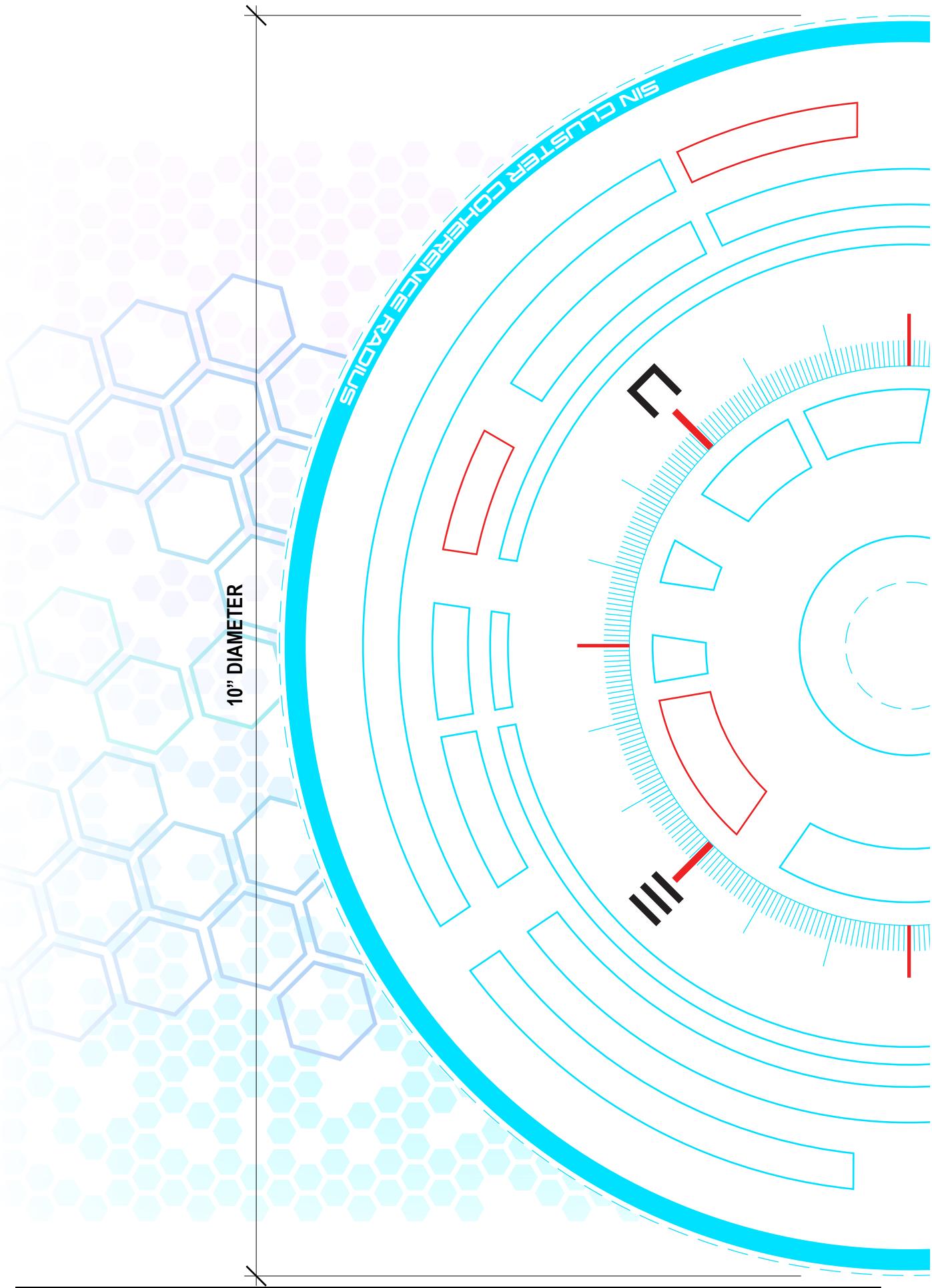
The Command and Control ability that NAI Matrix equipped units can initiate takes an action to perform and is considered a communications event. This ability allows any single N-KIDU under the direct command of the control unit to utilize the Armiger skills for the rest of the combat turn. This ability is particularly useful for low number Pin Point Barrages or crucial attacks by N-KIDU [C] that might be out of range of any clusters or NAI influence. This ability is enabled when the control unit activates.

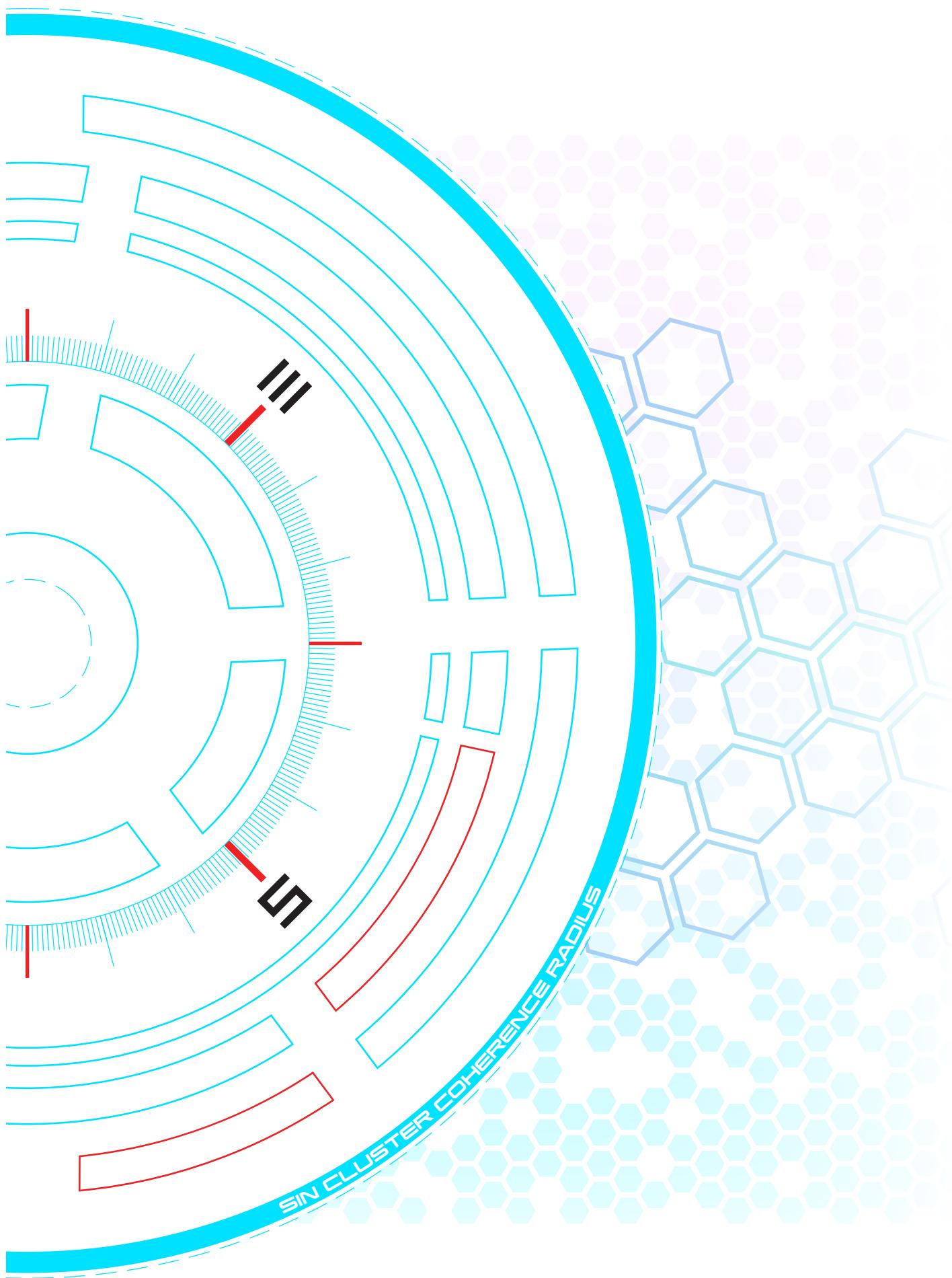
That wraps it up for this primer. I hope you enjoy playing the Utopians as they aid the CEF in the conquest of Terra Nova. Keep an eye out for the next issue for more Utopian information and a super secret best friend of the N-KIDU.

WAVE DYE

Developed in the last four years in the state of Kogland, this durable material has embedded reactive chemicals and nano-tube architecture that allow the wearer to program the material to mimic local camouflage needs. A second generation wave dye was introduced to some Pathfinder APES units prior to Terra Nova's invasion. This material utilizes optical imaging to project the surroundings onto the wave dye creating a nearly perfect illusion of invisibility over most of the armor skin.

WITTOPA SIN CLUSTER TEMPLATE





FIELD TESTING

As part of a brand new series of articles look for new field testing optional rules. Forthcoming issues will feature more and more of these optional rules for you to try out with your games, and we welcome any feedback from your games on our forums at www.DP9forum.com.

Optional Defense Modifiers: Tired of having your Mammoth blow up so quickly? Think Cheetahs and HC-3As are too hard kill? Try these rules. Instead of basing defensive scores on speed and maneuverability, take the speed modifiers out of the equation and base the modifiers on the 2nd Edition maneuver values only. If a unit is Stationary, it will incur a -1 penalty to its maneuver score in Walker Mode or a -2 penalty when in Ground or Hover Mode. If at Combat Speed, the unit uses its maneuver value. Finally at Top Speed, the unit applies a +1 to its maneuver score. For your convenience we have made all of the adjustments below along with some notes on every unit that has oddities associated with it. Some units can benefit from removing certain decreased maneuverability issues by paying an increased TV cost.

GENERIC UNITS

Model	Maneuver	Primary Movement				Secondary Movement				Notes
		Type	Stop	Cbt	Top	Type	Stop	Cbt	Top	
Bricklayer	0	W	-1	0	1					
Field Gun	-1					G	-2	-2	-1	
Infantry Squad	None	W	1	1	1					No Change from Blitz
ATV Infantry Squad	None					G	1	1	1	No Change from Blitz
ORV Infantry Squad	None					G	0	0	1	No Change from Blitz
Sniper Squad	None	W	1	1	1	G	1	1	1	
Stonemason	0	W	-1	0	1					

NORTHERN UNITS

Model	Maneuver	Primary Movement				Secondary Movement				Notes
		Type	Stop	Cbt	Top	Type	Stop	Cbt	Top	
Aller	-2					G	-4	-2	-1	
Badger APC	-3					G	-5	-3	-2	Increase Maneuver to -1 for +10 TV
Bandit Hunter Klemm	-1					G	-3	-1	0	
Bear	-1	W	-2	-1	0	G	-3	-1	0	
Black Cat	2	W	1	2	3	G	0	2	3	
Bobcat	1	W	0	1	2	G	-1	1	2	
Cheetah	2	W	1	2	3	G	0	2	3	
Cheetah Paratrooper	2	W	1	2	3	G	0	2	3	
Command Mammoth	-2	W	-3	-2	-1					
Den Mother	-1	W	-2	-1	0	G	-3	-1	0	
Ferret	1	W	-2	-1	0	G	-1	1	2	Maneuver was decreased to -1 in Walker Mode
Ferret MkII	1	W	-2	-1	0	G	-1	1	2	Maneuver was decreased to -1 in Walker Mode
Grizzly	-1	W	-2	-1	0	G	-3	-1	0	
Hardy Aller	-2					G	-4	-2	-1	
Hunter	0	W	-1	0	1	G	-2	0	1	
Hunter Commando	0	W	-1	0	1	G	-2	0	1	
Hunter Paratrooper	0	W	-1	0	1	G	-2	0	1	
Jaguar	1	W	0	1	2	G	-1	1	2	
Jaxon	-1					G	-3	-1	0	
Klemm	-1					G	-3	-1	0	
Kodiak	-1	W	-2	-1	0	G	-3	-1	1	
Mad Dog R	-1	W	-2	-1	0	G	-3	-1	0	
Mammoth	-2	W	-3	-2	-1					
Mauler Bear	-1	W	-2	-1	0	G	-3	-1	1	
Naval Support Aller	-2					G	-4	-2	-1	
Panther	1	W	0	1	2	G	-1	1	2	
Peacemaker Razorback	-1	W	-2	-1	0	G	-3	-1	0	
Rabid Grizzly	-1	W	-2	-1	0	G	-3	-1	0	
Razorback	-1	W	-2	-1	0	G	-3	-1	0	
Strike Cheetah	2	W	1	2	3	G	0	2	3	
Stripped Down Hunter	0	W	-1	0	1	G	-2	0	1	
Thunder Grizzly	-1	W	-2	-1	0	G	-3	-1	0	
Thunderhammer	-2	W	-3	-2	-1					
Tiger	0	W	-1	0	1	G	-2	0	1	
Tybur	-2					G	-4	-2	-1	
Weasel	0	W	-1	0	1	G	-2	0	1	
White Cat	1	W	-1	1	2	G	0	1	2	
Wild Ferret	1	W	-2	-1	0	G	-1	1	2	Maneuver was decreased to -1 in Walker Mode

SOUTHERN UNITS

Model	Maneuver	Primary Movement				Secondary Movement				Notes
		Type	Stop	Cbt	Top	Type	Stop	Cbt	Top	
Anolis R	1	W	0	1	2	G	-1	1	2	
Asp	0	W	-1	0	1	G	-2	0	1	
Basilisk	0	W	-1	0	1	G	-2	0	1	
Black Adder	0	W	-1	0	1	G	-2	0	1	
Black Mamba	1	W	0	1	2	G	-1	1	2	
Black Mamba MP	1	W	0	1	2	G	-1	1	2	
Caiman APC	-3					G	-5	-3	-2	Increase Maneuver to -1 for +10 TV
Chameleon	1	W	0	1	2	G	-1	1	2	
Cobra MP	-1	W	-2	-1	0	G	-3	-1	0	
DartJager	0	W	-1	0	1	G	-2	0	1	
Desert Viper	0	W	-1	0	1	G	-2	0	1	
Fire Dragon	-2	W	-3	-2	-1	G	-4	-2	-1	
Green Mamba	1	W	0	1	2	G	-1	1	2	
Hetairoi	-2					H	-4	-2	-1	Increase Maneuver to -1 for +5 TV
Hittite	-1					G	-3	-1	0	
Hun	-1					G	-3	-1	0	
Iguana	1	W	0	1	2	G	-1	1	2	
Iguana Commando	1	W	0	1	2	G	-1	1	2	
Iguana MP	1	W	0	1	2	G	-1	1	2	
Iguana Paratrooper	1	W	0	1	2	G	-1	1	2	
Jager	0	W	-1	0	1	G	-2	0	1	
Jager Paratrooper	0	W	-1	0	1	G	-2	0	1	
King Cobra	-1	W	-2	-1	0	G	-3	-1	0	
Naga	-2	W	-3	-2	-1	G	-4	-2	-1	
Python	-1	W	-2	-1	0	G	-3	-1	0	
Rattlesnake	0	W	-1	0	1	G	-2	0	1	
Recon Hun	-1					G	-3	-1	0	
Sagittarius	-2	W	-3	-2	-1					
Sidewinder	0	W	-1	0	1	G	-2	0	1	
Silverscale	0	W	-1	0	1	G	-2	0	1	
Snakeeye Black Mamba	1	W	0	1	2	G	-1	1	2	
Spitting Cobra	-1	W	-2	-1	0	G	-3	-1	0	
Stripped Down Jager	0	W	-1	0	1	G	-2	0	1	
Visigoth	-2					G	-4	-2	-1	

PEACE RIVER UNITS

Model	Maneuver	Primary Movement				Secondary Movement				Notes
		Type	Stop	Cbt	Top	Type	Stop	Cbt	Top	
Cataphract	-1	W	-2	-1	0	G	-3	-1	0	
Crusader MkIV	-1	W	-2	-1	0	G	-3	-1	0	
Coyote	0	W	-1	0	1	G	-3	-1	0	Maneuver was decreased to -1 in Ground Mode
Heavy Weapons Squad	None	W	1	1	1					No Change from Blitz
Hoplite APC	-3					G	-5	-3	-2	Increase Maneuver to -1 for +10 TV
Pit Bull	1	W	0	1	2	G	-2	0	1	Maneuver was decreased to -1 in Ground Mode
Red Bull MkII	-2	W	-3	-2	-1	G	-4	-2	-1	
Shinobi	1	W	0	1	2	G	-1	1	2	
Skirmisher	1	W	0	1	2	G	-1	1	2	
Spotter Squad	None	W	1	1	1					No Change from Blitz
Warrior	0	W	-1	0	1	G	-2	0	1	
Warrior MkIV	0	W	-1	0	1	G	-2	0	1	

PAH UNITS

Model	Maneuver	Primary Movement				Secondary Movement				Notes
		Type	Stop	Cbt	Top	Type	Stop	Cbt	Top	
Badlands Python	-1	W	-2	-1	0	G	-3	-1	1	
GREL Infantry Squad	None	W	1	1	1					No Change from Blitz
GREL Morgana Squad	None	W	1	1	1					No Change from Blitz
HPC-64	-2					H	-4	-2	-1	Increase Maneuver to 0 for +10 TV
HC-3A	0					H	-2	0	1	Increase Maneuver to +1 for +5TV
HT-68	-2					H	-4	-2	-1	Increase Maneuver to -1 for +5 TV
HT-72	-2					H	-4	-2	-1	Increase Maneuver to -1 for +5 TV
LHT-67	-1					H	-3	-1	0	Increase Maneuver to 0 for +5 TV
LHT-71	-1					H	-3	-1	0	Increase Maneuver to 0 for +5 TV

CEF UNITS

Model	Maneuver	Primary Movement				Secondary Movement				Notes
		Type	Stop	Cbt	Top	Type	Stop	Cbt	Top	
BF2-19 Battle Frame	0	W	-1	0	1	H	-2	-1	0	Maneuver was decreased to -1 in Hover Mode but can return to 0 for +5TV
BF2-21 Battle Frame	0	W	-1	0	1	H	-2	-1	0	Maneuver was decreased to -1 in Hover Mode but can return to 0 for +5TV
BF6-16 Battle Frame	0	W	-1	0	1	H	-2	-1	0	Maneuver was decreased to -1 in Hover Mode but can return to 0 for +5TV
BF2-25 Battle Frame	0	W	-1	0	1	H	-2	-1	0	Maneuver was decreased to -1 in Hover Mode but can return to 0 for +5TV
FLAIL Infantry Squad	None	W	1	1	1	H	1	1	1	No Change from Blitz
FLAIL Morgana Squad	None	W	1	1	1					No Change from Blitz
GREL Infantry Squad	None	W	1	1	1					No Change from Blitz
GREL Morgana Squad	None	W	1	1	1					No Change from Blitz
HPC-64	-2					H	-4	-2	-1	Increase Maneuver to 0 for +10 TV
HC-3A	0					H	-2	0	1	Increase Maneuver to +1 For +5TV
HT-68	-2					H	-4	-2	-1	Increase Maneuver to -1 for +5 TV
HT-72	-2					H	-4	-2	-1	Increase Maneuver to -1 for +5 TV
LHT-67	-1					H	-3	-1	0	Increase Maneuver to 0 for +5 TV
LHT-71	-1					H	-3	-1	0	Increase Maneuver to 0 for +5 TV

CAPRICE UNITS

Model	Maneuver	Primary Movement				Secondary Movement				Notes
		Type	Stop	Cbt	Top	Type	Stop	Cbt	Top	
Ammon Mount	-1	W	-2	-1	0					
Aphek Mount	0	W	-1	0	1					
Bashan Mount	1	W	0	1	2					
Hamath APC	-2	W	-3	-2	-1					Increase Maneuver to 0 for +10TV
Kadesh Mount	0	W	-1	0	1					
Megiddo Mount	0	W	-1	0	1					
Moab Mount	-1	W	-2	-1	0					

BLACK TALON UNITS

Model	Maneuver	Primary Movement				Secondary Movement				Notes
		Type	Stop	Cbt	Top	Type	Stop	Cbt	Top	
Dark Cheetah	2	W	1	2	3	G	0	2	3	
Dark Cobra	0	W	-1	0	1	G	-2	0	1	
Dark Coyote	0	W	-1	0	1	G	-3	-1	0	Maneuver was decreased to -1 in Ground Mode
Dark Hoplite	-3					G	-5	-3	-2	Increase Maneuver to -1 for +10 TV
Dark Jaguar	1	W	0	1	2	G	-1	1	2	
Dark Kodiak	0	W	-1	0	1	G	-2	0	1	
Dark Mamba	1	W	0	1	2	G	-1	1	2	
Dark Naga	0	W	-1	0	1	G	-3	-1	0	Maneuver was decreased to -1 in Ground Mode
Dark Skirmisher	1	W	0	1	2	G	-1	1	2	
Eagle Trooper	1	W	0	1	2	G	-1	1	2	
Owl C3	1	W	0	1	2	G	-1	1	2	
Raptor Commando	1	W	0	1	2	G	-1	1	2	
Raven Scout	2	W	1	2	3	G	0	2	3	
Vulture	0	W	-1	0	1	G	-2	0	1	

EDEN & UTOPIAN UNITS

Model	Maneuver	Primary Movement				Secondary Movement				Notes
		Type	Stop	Cbt	Top	Type	Stop	Cbt	Top	
Constable	0	W	-1	0	1					
Marshal	0	W	-1	0	1					
Man at Arms	0	W	-1	0	1					
Armiger CO-101	0	W	-1	0	1	H	-2	-1	0	Maneuver was decreased to -1 in Hover Mode but can return to 0 for +5TV
Armiger RE-101	0	W	-1	0	1	H	-2	-1	0	Maneuver was decreased to -1 in Hover Mode but can return to 0 for +5TV
Armiger FS-101	0	G	-2	0	1					
N-KIDU [F]	0	G	-2	0	1					
N-KIDU [C]	0	H	-2	-1	0					Maneuver was decreased to -1 in Hover Mode but can return to 0 for +5TV
N-KIDU [R]	0	W	-1	0	1					
N-KIDU [T]	0	W	-1	0	1					
Constable	0	W	-1	0	1					
Marshal	0	W	-1	0	1					
Man at Arms	0	W	-1	0	1					
HC-3A	0					H	-2	0	1	Increase Maneuver to +1 for +5TV

LOCKED & LOADED

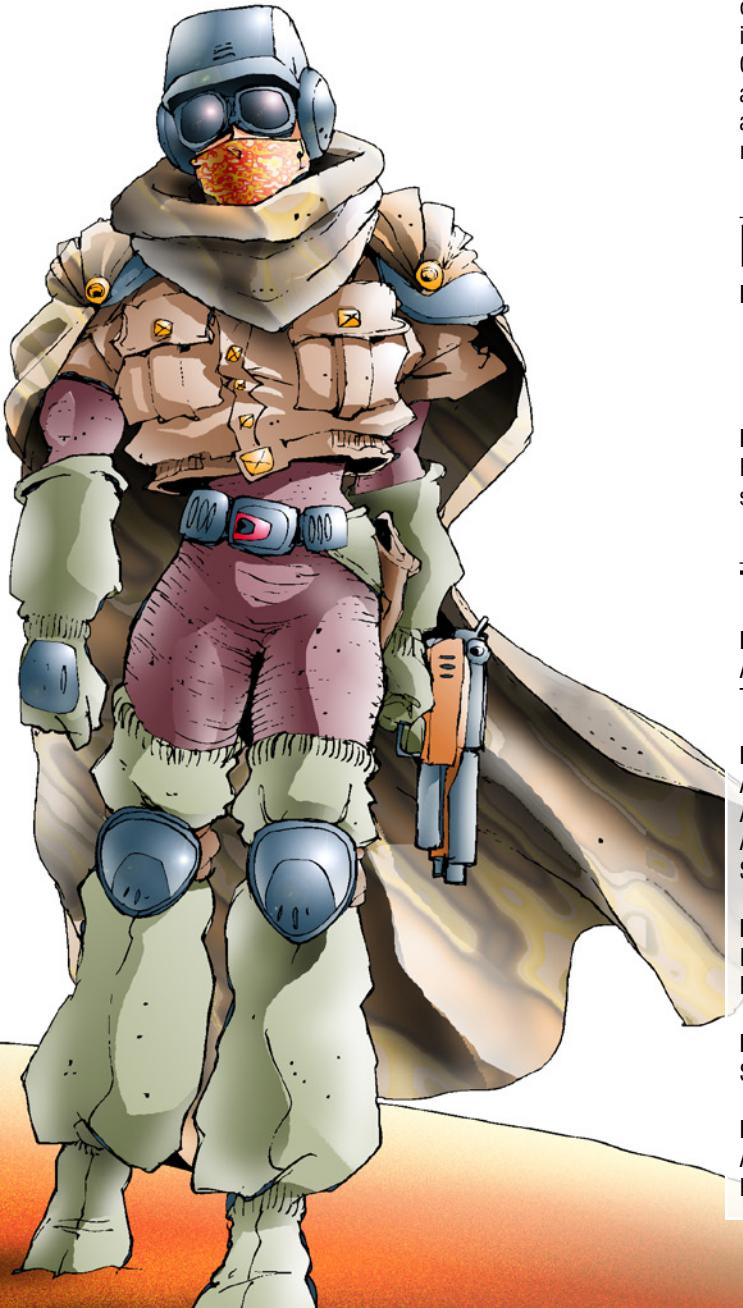
Page 28:

Ramming Addendum: If the Ram is successful and the models are within 4 size categories of each other, both Models will drop one speed band and gain a Stun counter. If the models exceed four sizes of each other, the speed and stun penalties are not applied. Note that Stationary Models will remain Stationary. Rams are considered to have the Armor Crushing Trait.

Page 71:

WFPA Exchanges: While the downgrade swaps are mandatory in non-veteran combat groups, the downgrade swaps are optional for veteran swaps. Veteran upgrade options are available to swapped models if they qualify for the swap.

Downgraded units for the WFP do not qualify for any swaps that the original unit had access to it, except in specific instances that it's mentioned (Bear/Grizzly; and on field armor Mad Dog/Jaguar). They do qualify for any weapon swaps that say "Any gear equipped with xx weapon may swap it for xx weapon for xx TV. For example, the Autocannon to LGL swap in the vet Dragoon squads. The downgraded units could qualify for that if they meet the standards.



Page 108:

High Technology - The arcs and characteristics of the Hetairoi HPLC swap should be the same as for the Fire Dragon (T, no reloads, AA), not as listed, which is for the Sagittarius LPLC (FF, no Reloads).

Page 152:

Booby Traps: Infantry units may take the HG (Limited Ammo 3) option for +5TV per squad

Page 154:

Under Troopers Add: Dartjager 35TV (S)
Under Troopers Add: Asp 15TV (S)

Page 181:

The TD of the Recon Drone should be a rating (2).

Page 183:

The stealth rules in Locked and Loaded 1.1 revision are the correct rules and reprinted below for convenience:

(AUX) Stealth (X): The Model is designed to absorb sensors or otherwise be very effective at hiding. At Night or when there is existing Concealment, the rating of this Perk is added to the Concealment Total. For Models with Large Sensor Profile, each trait applies only when stated in the perk or flaw description. If both apply, subtract the Large Sensor Profile rating from the Stealth rating to obtain the total Concealment Modifier.

RETURN TO CAT'S EYE

Page 39:

1. Caprician Infantry Platoon contains the climbing equipment option twice (second and last options).
2. The Hamath APC may not take ORVs.

Page 55:

Black Talons general options as a veteran option, from 3 to 4 should read from 2 to 3.

TERRA NOVA GAMBIT

Page 19:

Airdroppable for N-KIDU [T] & [R] is a Veteran option on Recce Troupes.

Page 21:

Airdroppable for N-KIDU [T] & [R] is a non-veteran option on Augmented Armored Infantry Troupes.
Add under non-veteran options: Any Golem may upgrade their EV Skill to 2 for +5TV.

Page 23:

RR&P Satellite Uplink should cost +10TV.
HC-3A - Remove Vulnerable to Haywire.

Page 33:

Stand and Deliver should read 1" instead of x inches.

Datacards:

Armiger FS-101: Physical Attack should be x6
HC-3A: Remove Vulnerable to Haywire.

ERRATA

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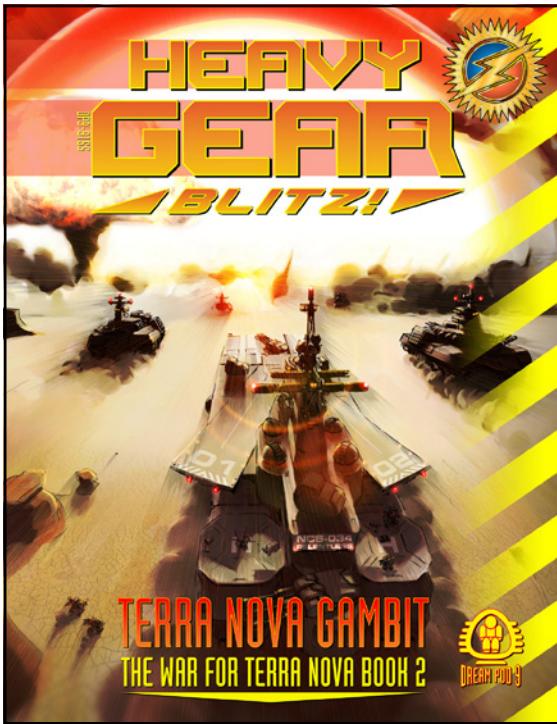


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DP9-9184 Earth Recce Drones Eight Pack - \$22.95
(8 Recce Drones, weapons & datacards - Utopia Force)



DP9-9183 Earth Support Armiger Two Pack - \$29.95
(2 Support Armigers, weapons & datacards - Utopia Force)



DP9-9184 Earth Support Drones Eight Pack - \$22.95
(8 Support Drones, weapons & datacards - Utopia Force)

HEAVY GEAR
BLITZ!
PRODUCTS

FEATURED PRODUCTS



DP9-9189 Eden & Utopia Decals Pack - \$5.95



DP9-9174 North Koala Two Pack - \$29.95
(2 Koalas & datacards)



DP9-9176 Earth HC-3 Command & Recon Hovercar Two Pack - \$22.95
(2 Hovercards & datacards)



DP9-9140 South Naga Strider Two Pack - \$38.95
(1 mini plus parts to make Long Fang, Command or Dark Naga, plus extra weapons & datacard)



DP9-9180 North Dingo Two Pack - \$29.95
(2 Dingos & datacards)



DP9-9177 South Silverscale Two Pack - \$18.95
(2 Silverscales, datacards)



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CODE	ITEM	SRP (USD)
DP9-9996s	Heavy Gear Blitz! Locked & Loaded - Rulebook Rev 1.1 (Softcover) 204 pages, Black & White	\$35.00
DP9-9996c	Heavy Gear Blitz! Locked & Loaded - Rulebook Rev 1.1 (Softcover) 204 pages, Full Color	\$70.00
DP9-9034	Black Talon - Return to Cat's Eye (Softcover) 124 pages, Black & White	\$25.00
DP9-9034c	Black Talon - Return to Cat's Eye (Softcover) 124 pages, Full Color	\$45.00
DP9-9097c	Shattered Peace - The War for Terra Nova Book 1 (Softcover) 54 pages, Full Color	\$30.00
DP9-9155c	Terra Nova Gambit - The War for Terra Nova Book 2 (Softcover) 54 pages, Full Color	\$30.00

HEAVY GEAR BLITZ! NORTHERN MINIATURES

CODE	ITEM	SRP (USD)
DP9-9067	North Starter Army (Locked & Loaded Rulebook b&w ver. 12 minis: G.P. & Fire Support Squads, tape)	\$110.00
DP9-9021	North G.P. Squad (box set, 5 minis, datacards)	\$39.95
DP9-9024	North Strike Squad (box set, 5 minis, datacards)	\$40.95
DP9-9027	North Fire Support Squad (box set, 5 minis, datacards)	\$49.95
DP9-9045	North Recon Squad (box set, 5 minis, datacards)	\$39.95
DP9-9065	North Weapons and Bits Pack (weapons and customization parts)	\$19.95
DP9-9038	North Hunter Two Pack (2 random Hunters, headhunter head, guns, datacards)	\$17.95
DP9-9104	North Hunter Paratrooper Two Pack (2 Hunter Paratroopers, datacards)	\$17.95
DP9-9111	North Hunter Commando Two Pack (2 Hunter Commandos, datacards)	\$18.95
DP9-9116	North Stripped Down Hunter Two Pack (2 Stripped Down Hunters, datacards)	\$17.95
DP9-9041	North Jaguar Two Pack (2 random Jaguars, guns, datacards)	\$18.95
DP9-9047	North Grizzly Pack (1 random Grizzly, guns, datacard)	\$18.95
DP9-9050	North Cheetah Two Pack (2 random Cheetahs, guns, datacards)	\$17.95
DP9-9113	North Cheetah Paratrooper Two Pack (2 Cheetah Paratroopers, datacards)	\$17.95
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DP9-9062	North Kodiak Pack (1 mini, datacard)	\$19.95
DP9-9098	North Tiger Two Pack (2 Tigers, guns, datacards)	\$18.95
DP9-9106	North Bobcat Two Pack (2 Bobcats, datacards)	\$18.95
DP9-9108	North Razorback Two Pack (2 Razorbacks, datacards)	\$23.95
DP9-9117	North Weasel Two Pack (2 Weasels, datacards)	\$17.95
DP9-9118	North Panther Two Pack (2 Panthers, datacards)	\$19.95
DP9-9096	North Black Cat Two Pack (2 Black Cats, datacards)	\$18.95
DP9-9126	North Bear/Den Mother/Mad Dog R Two Pack (2 Bears or 2 Mad Dogs or 1 Den Mother & 1 other, datacards)	\$29.95
DP9-9174	North Koala Two Pack (2 Koalas, datacards)	\$29.95
DP9-9180	North Dingo Two Pack (2 Dingo, datacards)	\$29.95
DP9-9147	North Mammoth Strider Custom Pack (1 resin mini with customization parts, 2 datacards)	\$49.95
DP9-9148	North Mammoth Strider Upgrade Pack (Resin parts to upgrade upto 3 Mammoths)	\$14.95
DP9-9054	North Thunderhammer Strider (1 mini, datacard) - Resin Miniature	\$44.95
DP9-9161	North Aller Main Battle Tank Custom Pack (1 Resin Mini with customization upgrade parts, datacard)	\$40.95
DP9-9060	North Klemm Light Tank Two Pack (2 minis, datacards)	\$34.95
DP9-9120	North Aller Upgrade Two Pack (Resin parts to upgrade upto 4 Allers)	\$24.95
DP9-9122	North Klemm Upgrade Two Pack (Resin parts to upgrade upto 8 Klemms)	\$24.95
DP9-9035	North Infantry Platoon (40 Infantry, 12 hex bases and platoon datacard)	\$21.95
DP9-9069	North Infantry on ATVs Platoon (12 Wallaby ATVs, 12 hex bases and platoon datacard)	\$21.95
DP9-9159	North Antelope Jeep Squad Pack (3 Antelope Jeeps and 3 hex bases)	\$21.95
DP9-9071	North Badger APC Pack (1 mini, datacard)	\$18.95
DP9-9081	North Field Gun Two Pack (2 guns, 2 infantry and 2 round bases, datacard)	\$19.95

HEAVY GEAR BLITZ! SOUTHERN MINIATURES

CODE	ITEM	SRP (USD)
DP9-9068	South Starter Army (Locked & Loaded Rulebook b&w ver. 11 minis: G.P. & Fire Support Cadres, tape)	\$110.00
DP9-9022	South G.P. Cadre (box set, 5 minis, datacards)	\$39.95
DP9-9025	South Strike Cadre (box set, 5 minis, datacards)	\$40.95
DP9-9028	South Fire Support Cadre (box set, 4 minis, datacards)	\$49.95
DP9-9046	South Recon Cadre (box set, 5 minis, datacards)	\$39.95
DP9-9066	South Weapons and Bits Pack (weapons and customization parts)	\$19.95
DP9-9039	South Jager Two Pack (2 random Jagers, Command Jager head, guns, datacards)	\$17.95
DP9-9043	South Stripped Down Jager Two Pack (2 Stripped Down Jagers, guns, datacards)	\$17.95
DP9-9105	South Jager Paratrooper Two Pack (2 Jager Paratroopers, datacards)	\$17.95
DP9-9042	South Black Mamba Two Pack (2 random Black Mambas, guns, datacards)	\$18.95
DP9-9048	South Spitting Cobra Pack (1 random Spitting Cobra, guns, datacard)	\$18.95
DP9-9049	South Iguana Two Pack (2 random Iguanas, guns, datacards)	\$17.95
DP9-9114	South Iguana Paratrooper Two Pack (2 Iguana Paratroopers, datacards)	\$17.95
DP9-9063	South King Cobra Pack (1 mini, datacard)	\$19.95
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DP9-9107	South Basilisk Two Pack (2 Basilisks, datacards)	\$18.95
DP9-9109	South Anolis Two Pack (2 Anolis, datacards)	\$18.95
DP9-9110	South Black Adder Two Pack (2 Black Adders, datacards)	\$19.95
DP9-9112	South Desert Viper Two Pack (2 Desert Vipers, datacards)	\$18.95
DP9-9119	South Snakeye Black Mamba Two Pack (2 Snakeye BMs & parts to convert to Green Mambas, datacards)	\$19.95
DP9-9091	South Python Two Pack (2 Pythons, datacards)	\$29.95
DP9-9124	South Cameleon Two Pack (2 Cameleons, datacards)	\$18.95
DP9-9145	South Dart Jager Two Pack (2 Dart Jagers, datacards)	\$18.95
DP9-9146	South Asp Two Pack (2 Asps, datacards)	\$17.95
DP9-9177	South Silverscale Two Pack (2 Silverscales, datacards)	\$18.95
DP9-9140	South Naga Strider Custom Pack (1 mini, conversion parts to make Long Fang, Command or Dark Naga, plus extra weapons, datacard)	\$38.95
DP9-9055	South Sagittarius Strider (1 mini with extra weapons, datacard) - Resin Miniature	\$24.95
DP9-9162	South Visigoth Main Battle Tank Custom (1 Resin Mini with customization upgrade parts, dcard)	\$40.95
DP9-9061	South Hun Light Tank Two Pack (2 minis, datacards)	\$34.95
DP9-9121	South Visigoth Upgrade Two Pack (Resin parts to upgrade upto 6 Visigoths)	\$24.95
DP9-9123	South Hun Upgrade Two Pack (Resin parts to upgrade upto 6 Huns)	\$24.95
DP9-9163	South Hetairoi Hovertank (Resin Mini, extra weapon and extra parts, datacard)	\$34.95
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DP9-9070	South Infantry on ATVs Platoon (12 Jackrabbit Bikes, 12 hex bases and platoon datacard)	\$21.95
DP9-9160	South Elan Jeep Squad Pack (3 Elan Jeeps and 3 hex bases)	\$21.95
DP9-9072	South Caiman APC Two Pack (2 minis, datacards)	\$22.95
DP9-9082	South Field Gun Two Pack (2 guns, 2 infantry and 2 round bases, datacard)	\$19.95
DP9-9100	South Fire Dragon Strider (1 mini, datacard) - Resin Miniature	\$44.95
DP9-9164	South M.P. Shield Five Pack (5 part sprus with M.P. Shield, Fragcannon and Police Lights)	\$10.95



HEAVY GEAR BLITZ! PEACE RIVER AND BADLANDS MINIATURES

CODE	ITEM	SRP (USD)
DP9-9083	Peace River Starter Army (Locked & Loaded Rulebook b&w ver. 10 minis: G.P. & Fire Support Squads, tape)	\$110.00
DP9-9020	Peace River G.P. Squad (box set, 5 minis, datacards)	\$39.95
DP9-9023	Peace River Strike Squad (box set, 5 minis, datacards)	\$40.95
DP9-9026	Peace River Fire Support Squad (box set, 5 minis, datacards)	\$49.95
DP9-9044	Peace River Patrol Squad (box set, 5 minis, datacards)	\$39.95
DP9-9037	Peace River Warrior Two Pack (2 random Warriors, Cheiftain head, guns, datacards)	\$17.95
DP9-9040	Peace River Warrior IV Two Pack (2 random Warriors IV, Cheiftain IV head, guns, datacards)	\$17.95
DP9-9064	Peace River Crusader Pack (1 mini, guns, datacard)	\$18.95
DP9-9084	Peace River Skirmisher Two Pack (2 minis, guns, datacards)	\$18.95
DP9-9085	Peace River Pit Bull Two Pack (2 minis, guns, datacards)	\$18.95
DP9-9086	Peace River Cataphract Pack (1 mini, guns, datacard) - Resin Miniature	\$29.95
DP9-9030	Peace River: Red Bull MKII Strider (1 mini, datacard) - Resin Miniature	\$49.95
DP9-9087	Peace River Infantry Platoon (40 Infantry, 12 hex bases and platoon datacard)	\$21.95
DP9-9088	Peace River Hoplite APC Two Pack (2 minis, datacards)	\$23.95
DP9-9103	Peace River Coyote Strider (1 mini, datacard) - Resin Miniature	\$29.95
DP9-9125	Peace River Shinobi Two Pack (2 Shinobi, datacards)	\$18.95

HEAVY GEAR BLITZ! EARTH CEF / PAK MINIATURES

CODE	ITEM	SRP (USD)
DP9-9188	Earth PAK/CEF Starter Army (L&L Rulebook b&w ver. 47 minis: 2xLHT-67, 2xLHT-71 & Grel Inf. Platoon, tape)	\$115.00
DP9-9168	Earth Interdiction Frame Squad (boxset, 4 minis, datacards)	\$55.95
DP9-9170	Earth Heavy Frame Squad (boxset, 4 minis, datacards)	\$59.95
DP9-9172	Earth Kommando Frame Squad (boxset, 4 minis, datacards)	\$49.95
DP9-9089	Earth HT-68 Hovertank (1 New Larger Mini, extra parts, datacard)	\$34.95
DP9-9090	Earth HT-72 Hovertank (1 New Larger Mini, datacard)	\$34.95
DP9-9093	Earth LHT-67 Light Hovertank (1 of the old HT-68 minis, datacard)	\$17.95
DP9-9094	Earth LHT-71 Light Hovertank (1 of the old HT-72 minis, datacard)	\$17.95
DP9-9095	Earth HPC-64 Hover APC/Command (1 of the old HPC-64 minis, extra command part, datacard)	\$19.95
DP9-9176	Earth HC-3 Command & Recon Hovercar Two Pack (2 Hovercars, datacards)	\$22.95
DP9-9132	Earth Type F6-16 Frame Two Pack (2 minis, extra parts, datacards)	\$29.95
DP9-9133	Earth Type F2-21 Frame Two Pack (2 minis, extra parts, datacards)	\$29.95
DP9-9134	Earth Type F2-19 Frame Pack (1 mini, extra parts, datacard)	\$20.95
DP9-9165	Earth Type F2-25 Frame Two Pack (2 mini, extra parts, datacards)	\$24.95
DP9-9092	Earth Grel Infantry Platoon (43 Grels, 13 hex bases, 2 platoon datacards)	\$22.95
DP9-9154	Earth Grel Infantry on Hoverbikes Platoon (12 Hoverbikes, 12 hex bases)	\$21.95
DP9-9142	Earth Flail Platoon Pack (12 Mordred & 1 Morgana Flails, 13 hex bases & platoon datacard)	\$24.95

HEAVY GEAR BLITZ! EDEN & UTOPIA MINIATURES

CODE	ITEM	SRP (USD)
DP9-9181	Earth Commando Armiger Two Pack (2 Commando Armigers, weapons & datacards - Utopia Force) ●■	\$20.95
DP9-9182	Earth Recce Armiger Two Pack (2 Recce Armigers, weapons & datacards - Utopia Force) ●■	\$20.95
DP9-9183	Earth Support Armiger Two Pack (2 Fire Support Armigers, weapons & datacards - Utopia Force) ●■	\$29.95
DP9-9184	Earth Commando Drones Eight Pack (8 Commando N-KIDU Drones, weapons & datacards - Utopia Force) ●■	\$22.95
DP9-9185	Earth Recce/Trooper Drones Eight Pack (8 Recce/Trooper N-KIDU Drones, weapons & datacards - Utopia Force) ●■	\$22.95
DP9-9186	Earth Support Drones Eight Pack (8 Fire Support N-KIDU Drones, weapons & datacards - Utopia Force) ●■	\$22.95
DP9-9166	Earth Alpha Squad Pack (4 Constable & 1 Marshall Golem, weapons & datacards - Conquered Eden Force) ●■	\$20.95
DP9-9167	Earth Beta Squad Pack (3 Man-at-Arms & 1 Marshall Golem, weapons & datacards - Conquered Eden Force) ●■	\$22.95

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CODE	ITEM	SRP (USD)
DP9-9127	Caprice Moab Mount Pack (1 mini, extra weapon parts, datacard) - Resin Miniature	\$29.95
DP9-9129	Caprice Bashan Mount Two Pack (2 minis, extra parts, datacards)	\$23.95
DP9-9130	Caprice Kadesh Mount Pack (1 mini, extra parts, datacard)	\$21.95
DP9-9152	Caprice Aphek Mount Pack (1 mini, extra parts, datacard)	\$19.95
DP9-9153	Caprice Megiddo Mount Pack (1 mini, extra parts, datacard)	\$25.95
DP9-9131	Caprice Ammon Mount Pack (1 mini, extra parts, datacard) - Main Body in Resin, other parts in metal.	\$29.95
DP9-9141	Caprice Hamath APC Pack (1 Hamath APC, datacard) - Resin Miniature	\$19.95
DP9-9158	Caprice Infantry Platoon (40 Infantry, 12 hex bases and platoon datacard)	\$21.95

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CODE	ITEM	SRP (USD)
DP9-998	Heavy Gear Blitz Counter Pack (5 sets)	\$11.95
DP9-9029	Blitz Weapons Pack (includes guns to upgrade older minis)	\$19.95
DP9-9115	Blitz Air Strike Counter Pack (3 North, 3 South, 3 PR and 3 Earth aircraft plus 12 flight bases)	\$19.95
DP9-9056	Drones Pack (9 minis)	\$10.95
DP9-9053	Stone Heads Two Pack (2 Stone Head Terrain Features) - Resin Miniature	\$10.95
DP9-9007	4 Stone Heads Pack (4 Stone Head Terrain Features) - Resin Miniature	\$24.95
DP9-9008	Destroyed Hunter Diorama - Resin Miniature	\$11.95
DP9-9014	Destroyed Jager Diorama - Resin Miniature	\$11.95
DP9-9101	Defense Turret Two Pack - Resin Bases and Metal Parts	\$21.95
DP9-9102	Camel Truck Two Pack - Resin Miniature	\$19.95
DP9-9151	Bricklayer & Stone Mason Engineering Gears Pack	\$18.95
DP9-9076	North Decals Pack (decals for 10 minis)	\$5.95
DP9-9077	South Decals Pack (decals for 10 minis)	\$5.95
DP9-9078	Peace River Decals Pack (decals for 10 minis)	\$5.95
DP9-9143	Peace River Logo 2 Decals Pack (decals for 10 minis)	\$5.95
DP9-9144	Earth / PAK Decals Pack (decals for 10 minis)	\$5.95
DP9-9178	Caprice Decals Pack (decals for 10 minis)	\$5.95
DP9-9179	Black Talon & Terra Nova Factions Decals Pack	\$5.95
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● Available to Black Talon Armies

■ Available to CEF Armies

CATALOG UPDATED: APRIL 2010

Produced & Published by:



Dream Pod 9, Inc.
 5000 Iberville, Suite 328
 Montréal, Québec, H2H 2S6
 CANADA
 Phone: (514) 523-1350

**VISIT US ON THE WEB AT WWW.DP9.COM
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**Ordering Contact: Robert Dubois
 Email: rdubois@dp9.com**