

ISSUE 2 : SUMMER 2010

GEAR UP

THE OFFICIAL DREAM POD 9 MAGAZINE



HEAVY GEAR ARENA PREVIEW

EXCLUSIVE DEVELOPERS NOTES

UTOPIAN TECHNOLOGY

ARMIGER AND N-KIDU IN DETAIL

DP9 PAINTING CONTEST RESULTS

800 TV ARMIES AND COMMANDERS

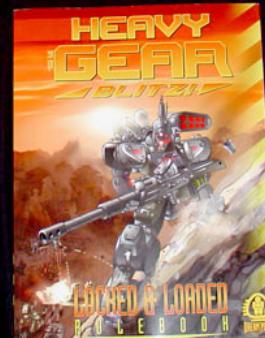
CRAZY EIGHTS DIGGERS

GET DIRTY WITH COMPANY D

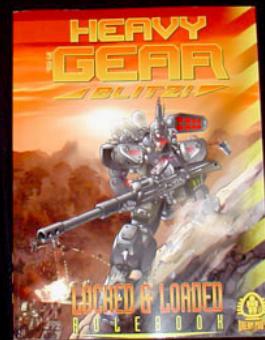
1,000 TV DEATH FROM ABOVE

DROP BEARS AND SKYHAWKS LISTS

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 Shimamoto - 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

Daniel will soon be relocating to Chicago where his wife will get getting her PhD! So any players out that way, look me up.



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!



Sean Callaway

Forum Name: Paradox_01

Sean is a Medic in the US Army currently stationed in Germany. Operation: Drop Bears Dive! was his first published work and since then he's been bitten by the writing bug (again, actually... only much harder this time). When he's not writing, Sean spends his free time building and converting Heavy Gear minis. If he ever put brush to metal, he'd be a force to be reckoned with.



GEAR UP : ISSUE 2

SUMMER 2010

Gear UP's first issue was a tremendous success! So for this issue we decided to nearly double the content and give the fans more stuff. This issue we've introduced a few more Post TN1940 options for the North, South, and PRDF. Continuing with the Drop Bears theme this issue, we've highlighted Company D of Crazy Eights Regiment, the Digger Company, in complete detail including a few surprises to go with it.

The painting contest entries are showcased this issue. Great entries and our congratulations go to our winners: Best Painted Army 1st Place Henri Harkonen, Army 2nd Place Tim Commo, Best Painted Army Commander 1st Place Leif Raiha and Army Commander 2nd Place Corey Perez.

Gambit Gear features two Airborne army lists, one for the Crazy Eights and the other for their Southern counterparts, the 99th Skyhawks.

Mariko continues to show us a glimpse into the farthest reaches of the Heavy Gear universe's history to give us a peek at an important, but unrecorded event that effects Terra Nova's future. Secrets of the past are being shown for the first time in the second installment of Terra Nova Odyssey: Primary Solutions .

Sean Callaway contributes more Drop Bears fiction with Operation False Sun. The short story follows a section of Digger Company as they fly into action and explores the human qualities of the soldiers as face their fears. Its a fantastic read!

Of course the biggest news for this issue is the Heavy Gear Arena preview! The front cover says it all. Tricked out Gears with corporate sponsorship and fast paced combat. Check out the article to see how the game is coming along and what sort of things to expect from it.

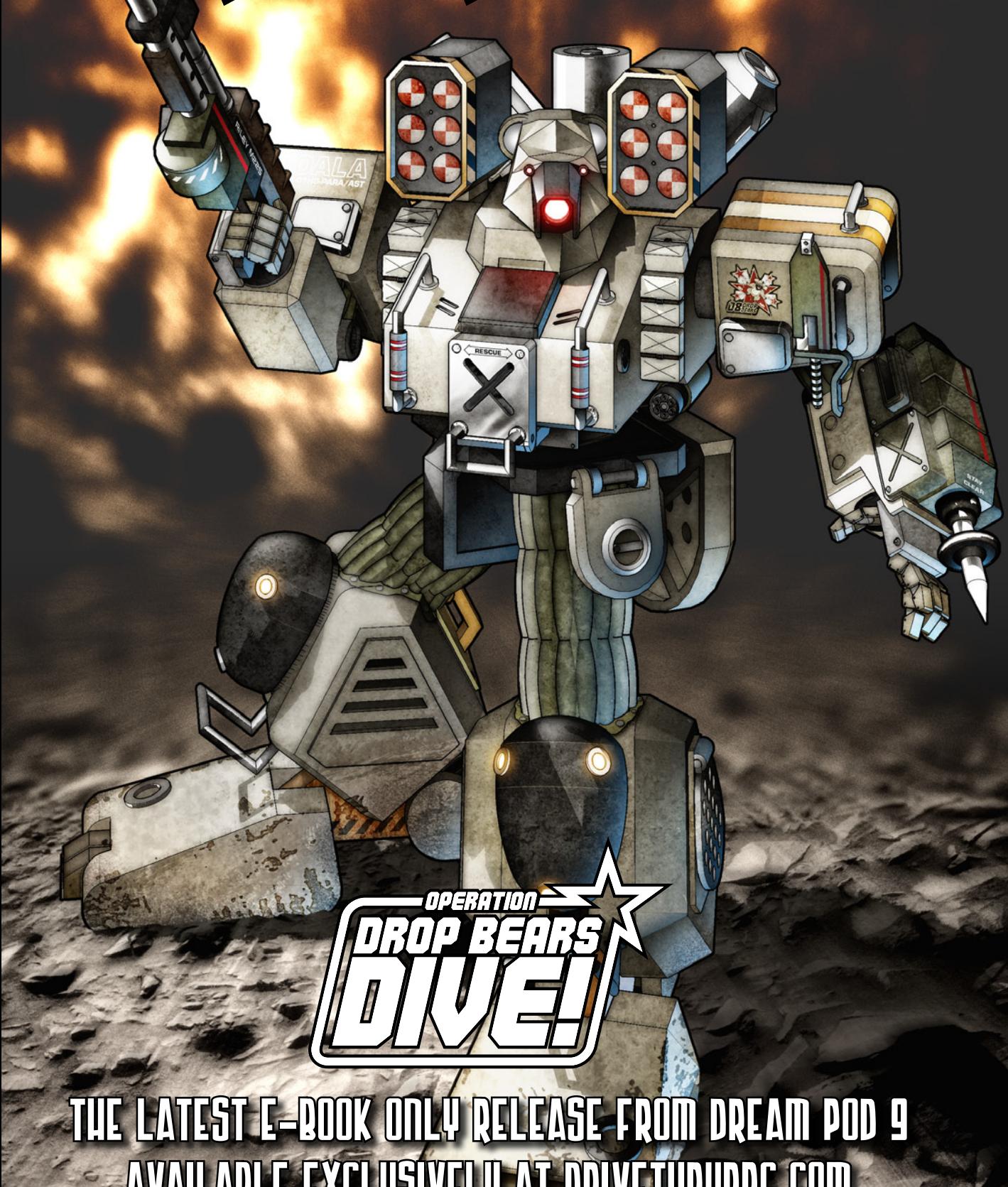
Last but not least is the preview for our fantastic new sculpt of the Badger APC. Michael Lovejoy did an incredible job of enhancing and detailing the Northern troop carrier for Blitz.

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OPERATION • DROP BEARS DIVE!

THE DROP BEARS HAVE LANDED!



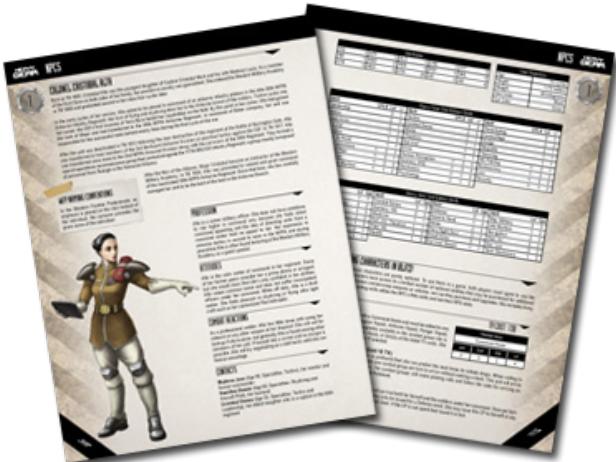
THE LATEST E-BOOK ONLY RELEASE FROM DREAM POD 9
AVAILABLE EXCLUSIVELY AT DRIVETHURPC.COM
DOWNLOAD YOUR COPY TODAY!



TONS OF NEW ARTWORK AND SHORT FICTION



EXTENSIVE BACKGROUND INFORMATION ON THE CRAZY EIGHTS AIRBORNE SQUADRON



SPECIAL CHARACTERS WITH STATS FULLY PLAYABLE IN BLITZ! AND RPG

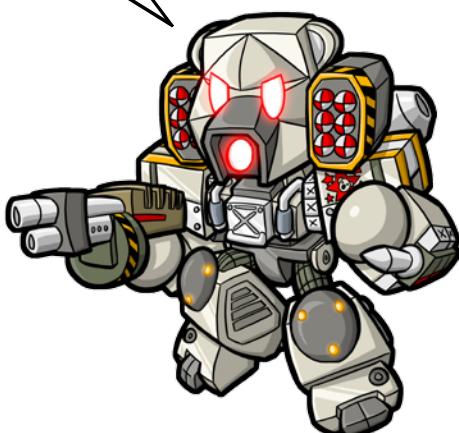


FULL TECHNICAL SPECS FOR THE KOALA SERIES AND DINGO GEARS INCLUDING RPG STATS



One-inch hex-base shown for size comparison

LIMITED EDITION CRAZY EIGHTS EMBROIDERED PATCHES!
GET YOURS WHILE THEY LAST
AT DP9.COM/DROPBEARSDIVE



OPERATION: DINGO REARS DIVIDE

BEST PAINTED ARMY : 1ST PLACE

HENRI HARKONEN

Northern Guard Army & Commander



TIM COMMO
Southern Army & Commander



BEST PAINTED ARMY : 2ND PLACE

LOVE THE ACTION IN THE ARMY PICTURE!
WOULDN'T WANT TO FACE THAT ON THE BATTLEFIELD.



MINIATURES PAINTING CONTEST

BEST PAINTED ARMY COMMANDER : 1ST PLACE

LEIF RAIKA
Rabid Grizzly



CAN'T GO WRONG WITH A
GRIZZLY! EXCELLENT DETAIL.



COREY PEREZ
Chieftain IV

BEST PAINTED ARMY COMMANDER : 2ND PLACE



CHECK OUT COREY'S CUSTOM
PRDF ARMY. NICE WORK!



MINIATURES PAINTING CONTEST

CESAR MATEO GONZALEZ
Southern Army & Commander



JASON NG
PAK Army Commander



MIKE WEBB
SRA Army & Commander



REALLY LOVED THE PAINT SCHEME
AND GLOWING GREEN SENSOR.



MIKE WEBB

WFPA Army & Commander



ASP POD APPROVED!



KEVIN HEIDE

Northern Army & Commander



PAUL WORHOFF
Peace River Defense Force



MIKE ABBOTT
Caprice Army &
Commander



GREAT COLOR SCHEME!
ONE OF MY FAVORITES.



HEAVY GEAR ARENA

GEARS, GUNS, & THE GLORY OF THE GAME

WHAT IS HEAVY GEAR ARENA?

Heavy Gear Arena is a giant robot gladiatorial combat game in which you field teams of human piloted Heavy Gears, two to three storey tall bipedal battle vehicles, on the Earth-colonized planet of Terra Nova. It builds on the fast-paced rule mechanics of Heavy Gear Blitz and takes the degree of unit and weapon customization to an all new level. Not only are there new mêlée weapons and upgrades, but you can train your pilots in a wide variety of fighting techniques, stringing them together for devastating combo attacks. Build and manage your team through seasons to secure fame and fortune to dominate the Arena.

While the game mechanics of Heavy Gear Arena are similar and the miniatures are interchangeable with Heavy Gear Blitz!, there are several key components that make Arena's gameplay unique.

TEAM SUPPORT AND SPONSORSHIP

In the arena, your team fights for glory and prize money, and team building is key to league play, and as the team manager, you hire the pilots and support personnel, buy equipment, and secure corporate sponsorships to fund your tour of the duelling circuit. As the manager, you not only hire the pilots, but have to deal with behind-the-scenes drama when outside the arena to keep your team's popularity high. As their reputation increases, you unlock new equipment and skills, customizing your Heavy Gears into deadly fighting machines.

SPECIAL ATTACKS AND COMBOS

Your duelists are among the best pilots on Terra Nova and their skills in the cockpit correlate to Heavy Gear Arena's combo system. As your pilots gain experience and fame, they can unlock new skills and special attacks that can be chained together with their combo skills to give them a critical edge in combat. It's up to you to find the best combinations for the fighting style of your team of duelists.

GEARS, GUNS, AND THE GLORY OF THE GAME

Ladies and Gentleman!" the polished voice of the announcer boomed over the stadium's speakers, dragging out each syllable to drive up the crowds excitement. "Welcome to tonight's showdown between two epic rivals.

At the southern gate, hailing from Lance Point, Cad's Crushers! Fourteen wins and two defeats. This near perfect run has only been broken by tonight's competition. Team Captain Derk Ballick is chomping at the bit to retake his team's honor as he hopes to throw down his nemesis, Gale Cheevers."

Three Gears careened through the wide gate of concrete and steel. Each duellist pumped of arms of their multi-ton Heavy Gear robot into the air as they throttled around the arena. The nimble Cheetah Heavy Gear piloted by Ballick danced to shock rock music being pumped into the stadium over countless amplifiers. The crowd roared in a approval.

At the northern gate, undefeated this season, and three-time-champions. This team takes no prisoners and makes it look easy. Ashanti's own, Gale Force!! The announcer could barely be heard as the stadium's speakers were drowned out by the spectators' adulation for their home team.



GEAR
ISSUE



Original Artwork



Mariko's Artwork

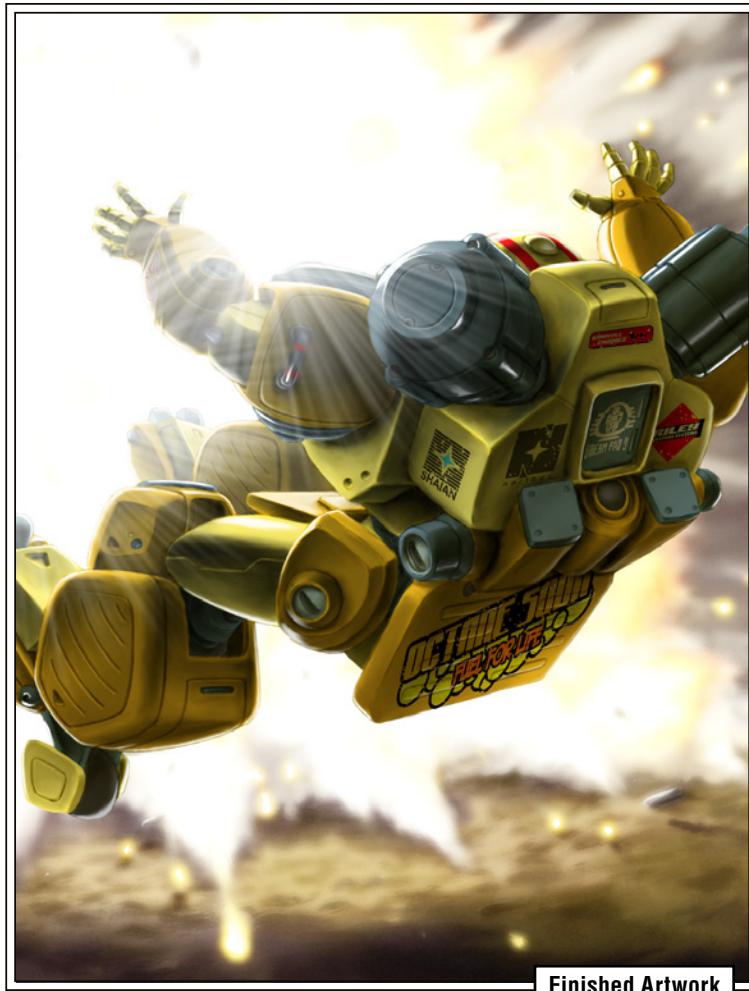
HEAVY GEAR ARENA ARTWORK EVOLUTION

Over the years Dream Pod 9's artwork has had a strong, identifiable quality to it that defined their books. Artist like Ghislain Barbe, Alexandre Racine, and others helped develop the distinctly anime style that gave games like Heavy Gear and Jovian Chronicles a rich visual tapestry for players to enjoy and identify the worlds with.

Heavy Gear Arena draws on those artistic roots to add new flavor to the setting through the talents of Mariko Shimamoto and Greg Perkins. The front cover of this issue is the visual re-imagining of a classic drawing from the first edition rulebook published in 1995.

You can see in the example above how the original artwork looked in the styles used in the mid-nineties. Mariko took the original concept and utilizing her techniques brought this classic piece to life. Greg Perkins took Mariko's work and refined additional elements such as logo placement and lighting effects from the explosion to produce the final version.

In addition to giving classics a new look, Mariko is also giving old character's a new look in her own art style. On the opposite page, Maena and Danghen Jarak's artwork for Heavy Gear Arena is shown next to artwork of the twins found in the original edition of the Duelist's Handbook. As seen, the Jarak twins have made it into the latest duelist inspired game. If you enjoy what you see here, check out more of Mariko and Greg's work in the upcoming Heavy Gear Arena game.



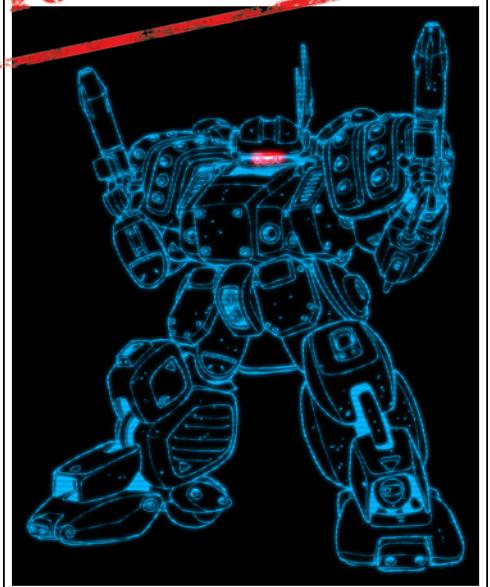
Finished Artwork



Original Danghen and Maena Jarak

Mariko's new version of the twins!

TOP SECRET



NEW DUELIST MINIATURES! GLADIATOR MINIATURE PREVIEW



GEAR III
ISSUE 2

UTOPIAN ARMIGER RE-101 OVERVIEW

Developed in the years after the CEF's defeat on Terra Nova, the Armiger project began in the state of Kogland, but through espionage the brainchild of the Daimar Development was seized by the Haldyne Group in the militant Republic of Steelgate. The Commonwealth Integrity Directorate, Earth's intelligence branch, saw value in having the primary industrial bases on Utopia directly competing to succeed in finding a solution to the Gear problem. Kogland's initiative had resulted in the overall design of the Armigers, and at the time of the information being passed onto Steelgate, the basic hover system and walker systems were already finished.

There were a few gaps in the system's design that the Haldyne Group improvised, but there was little they could do to improve upon the advanced sensor suite and hover system that Daimar's engineers had developed. Faced with the new technology from their rivals and the pressure from CID to produce better results, the company concentrated on improving the walker systems to coordinate with their recon N-KIDU project. The result of two years of development produced a well designed walker unit with the secondary mobility of the thrust vector system. Additional improvements taken from the N-KIDU project augmented the sensor suite of the stolen Armiger design with the Haldyne electronic warfare package.

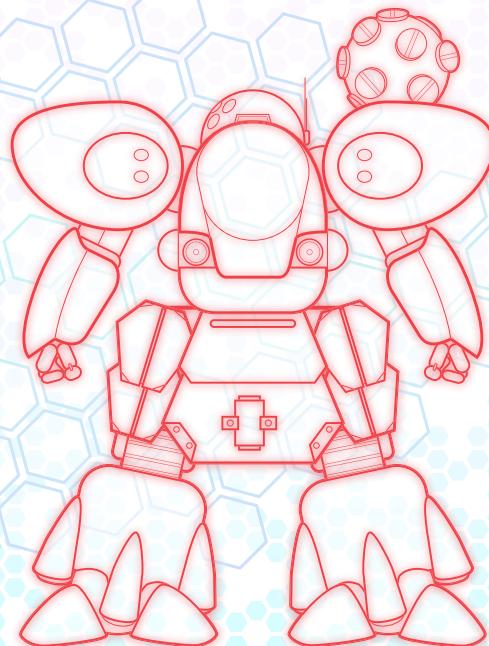
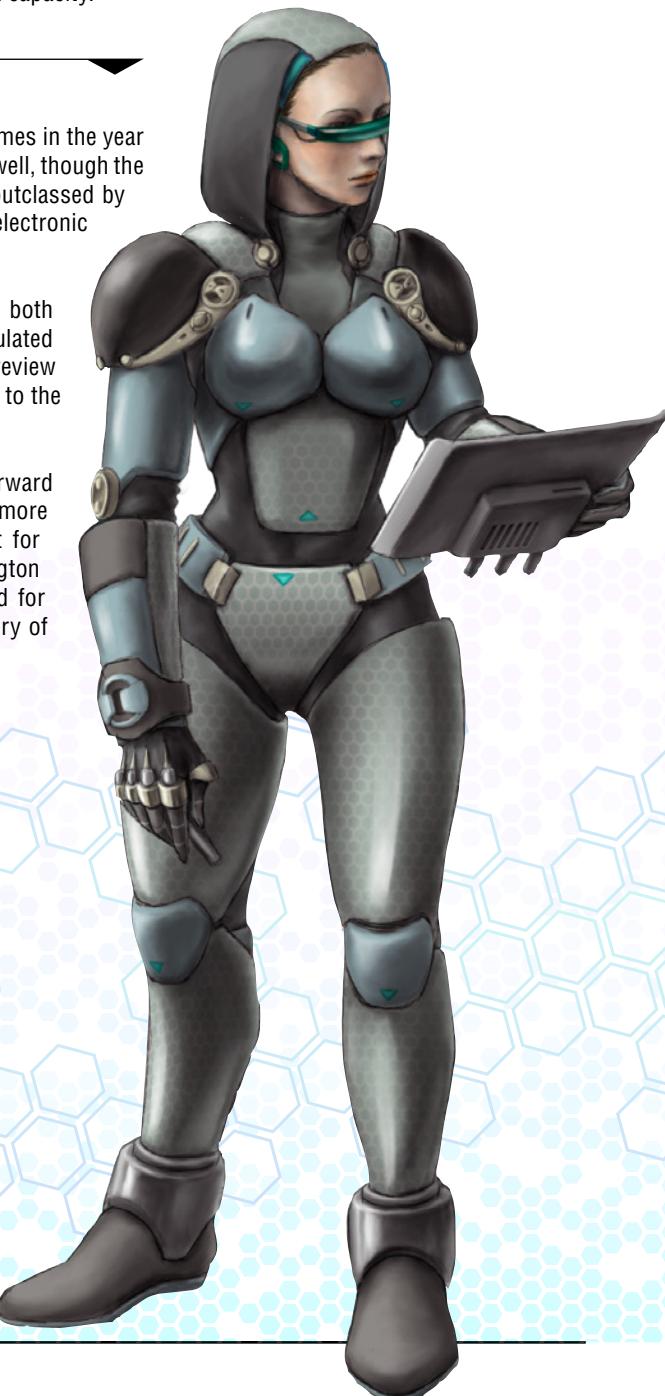
Weapons systems for the RE-101 came from Haldyne's work with Kadellie Systems' HC-3A refit. With the advanced energy weapon technology on hand, engineers utilized the laser cannon from the hover car as the primary weapon for the RE-101 model. A secondary barrel was installed on the weapon system to give the laser rifle added longevity in the field. The grenade launcher from the APES (Augmented Power Environment Suit) units was converted to utilize the same type of hard point used by the laser system, and due to the increased size the launcher also benefited from additional ammunition capacity.

OPERATIONAL HISTORY

The Armiger RE-101 was employed in joint Utopian Colonial Corps wargames in the year prior to the second CEF invasion phase. The RE-101 performed extremely well, though the development team at Haldyne was surprised to find that their unit was outclassed by Daimar's CO-101 mobility, but were pleased by the success of their unit's electronic warfare package in disrupting drone operations.

The CEF was pleased with the results and ordered the production of both units. After the wargames, Utopian Colonial Corps and CEF officers formulated strategies emphasizing the strengths of the new machines. Independent review found weaknesses in each unit's capabilities which would eventually lead to the arms race to develop the third Armiger unit.

On Terra Nova, the RE-101 is utilized extensively in its intended role as forward reconnaissance, but some units like the 72nd Wayfarer Regiment find more aggressive roles for the unit. The 72nd has found the RE-101 perfect for targeted assassinations and harassment in their operations in the Barrington Basin region. 1st Lancer Bailey Logun of the regiment holds the record for enemy officer kills. His combination of N-KIDU usage and tactical mastery of terrain keeps him at the top of his game.



UTOPIAN ARMIGER RE-101



General Stats

Threat Value:	659
Offensive Value:	890
Defensive Value:	298
Miscellaneous Value:	789
Size:	6
Original Default Size:	9
Indv. Lemon Dice:	3
Crew:	1
Bonus Actions:	0

Movement

Primary Move Mode:	Walker
Combat Speed:	4
Top Speed:	8
Secondary Move Mode:	Hover
Combat Speed:	7
Top Speed:	14
Maneuver:	0

Armor

Light Damage:	14
Heavy Damage:	28
Overkill:	42

Electronics

Sensors:	+1
Communications:	+2
Fire Control:	0

Vehicle Specifications

Production Type:	Mass Produced	Vehicle Type:	Walker
Manufacturer:	Haldyne Group	Cost:	494,250.00 Kron
Height:	4.3 meters	Use:	Recon
Length:	meters	Primary Move Mode:	Walker (48 kph)
Width:	3.3 meters	Secondary Move Mode:	Hover (84 kph)
Avg. Armor Thickness:		Deployment Range:	500 km
Armor Material:	Composites	Sensor Range:	3 km
Standard Op. Weight:	5985 kg	Communication Range:	20 km
Powerplant:	Fuel Cell	Engine Output:	500hp

Perks

Perks	Rating	Game Effects	AUX
Backup Sensors		Absorbs first "Sensors" hit	
ECM	3	Offensive Electronic Warfare equipment	AUX
ECCM	3	Defensive Electronic Warfare equipment	AUX
NAI Matrix		Boosts N-KIDU processing power	AUX
Manipulator Arm x2	6	Can punch	
Full Life Support		Full reclamation of all life support functions.	
HEP: Desert	-		

Vehicle Availability

Availability Threshold:	3
Max Number on Field:	6

Flaws

Flaws	Game Effects
Exposed Auxilliary Systems	"Aux" hits are one step worse
Sensor Dependent	Must rely on sensors in combat

Qty	Name	Code	Arc	ACC	Dam	Range	ROF	Ammo	Special
1	Sniper Laser Cannon	SLC	F	+1	x12	5 / 10 / 20 / 40		12	DpRB-1
1	Medium Rocket Pack/9	MRP/9	F	-1	x18	2 / 4 / 8 / 16	+1	9	IF
1	Anti-Personnel Grenade Launcher	APGL	F	-1	x3	1 / 2 / 4 / 8		6	AEO, AI, IF
1	Heavy Grenade	HHG	F	-1	x25	0 / 0 / 0 / 0		0	Dis
1	Vibroblade	VB	F	0	x8	0 / 0 / 0 / 0		0	

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UTOPIAN N-KIDU T / R OVERVIEW

Prior to the CEF's conquest of Utopia, Kogland, Steelgate, and Greenway were involved in a fierce competition in advancing their drone technology. Kogland lead the countries in developing the state of the art Near Artificial Intelligence Matrices, but Steelgate increasingly found an edge in walker technology. The older bug class drone NAIs were housed in larger units, but Steelgate's industries had problems with the older NAIs being unable to cope with the newer robotics.

The solution to Steelgate's problems came out of their alliance with the CEF. After the joint operations against Kogland, Steelgate's industrial base was given access to the conquered Kogland deep city's housed NAI technology. Steelgate Foundries, a military owned weapons manufacturer, was the first to incorporate the newly acquired technology into their N-KIDU drones. The trooper walker drones rolled off Steelgate's deep city factories at a rapid pace enabling the rapid conquest of the remaining Kogland and Greenway forces. The heavier drone annihilated the older model units with their better cognitive responses and heavier weapon loadouts. The new units had better swarming capabilities and engaged in long term operations in their SIN Clusters without having human controllers.

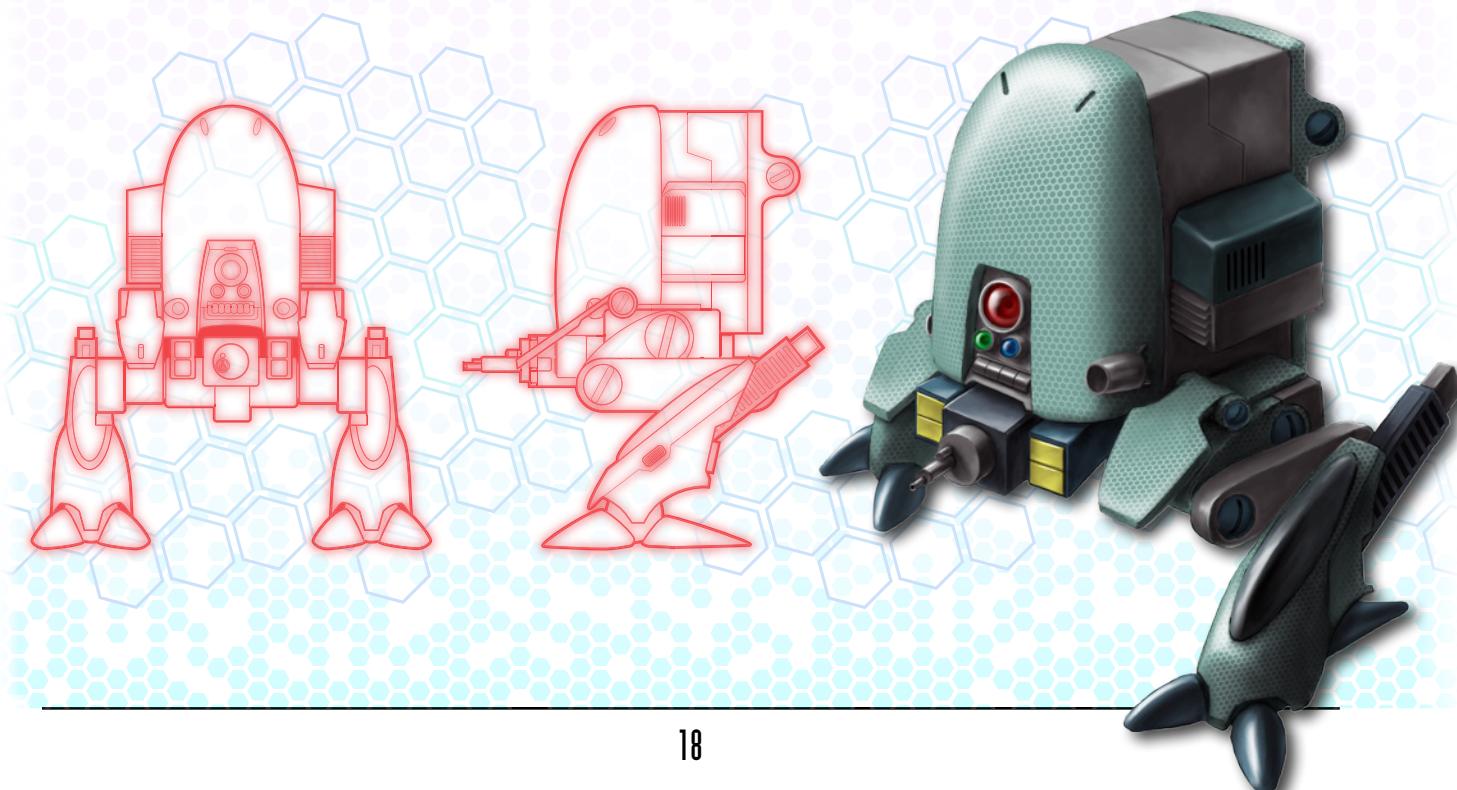
After the conquest of the planet, the N-KIDU T had additional electronic warfare technology integrated into the system to compliment their Armiger RE-101 suit's development. The N-KIDU R added to the versatility of the Steelgate SIN Cluster units by giving them the much needed protection of electronic warfare suites. During the conquest period, Steelgate found the greatest weakness the SIN Clusters faced was a concentrated attack by human operators in ECM dedicated vehicles, such as the Nimrod Drone Command Tank, or the Hellfire APES systems. While the electronic suites found on the N-KIDU Rs are no match against the dedicated ECM units on board those machines, the sheer bulk of N-KIDU Rs in a SIN Cluster overwhelms the typical human operator in a Nimrod or Hellfire APES system.

The weapon systems found on the trooper and recce variants of the N-KIDU are specifically tied into profiles that they were designed for. The autocannons and rocket pods originally designated were tied into the trooper model's role of drone and the occasional augmented infantry hunting. After the Utopian Colonial Corp was assembled, additional weapon options were added to the drone's arsenal. Heavier autocannons and a more accurate rifle in the same caliber rounded out the lighter weapon options.

OPERATIONAL HISTORY

The N-KIDU T has been in operation for years as a successful anti-drone unit, but its successes on the Terra Nova front has been relatively abysmal up to this point. The original configuration has been largely abandoned for the heavier assault configuration. Most of the Utopian forces on Terra Nova have begun converting their N-KIDU T units over to the more versatile N-KIDU R, but the complex electronics in the recce variant have been difficult to produce in the field automated factories.

The N-KIDU R has been a tremendous success in the field, but not for particularly for its combat capabilities. While the standard load-out for the recce drone is similar to general purpose Gears on Terra Nova, the recce unit shines as a swarming electronics warfare platform. The confusion that the recce drones cause by cutting of vital communication lines and disrupting firing coordinates is much more valuable to a skilled Armiger pilot than the weapons carried by the recce drone.





Vehicle Specifications

Vehicle Type:	Walker
Production Type:	Mass Produced
Cost:	178,500.00 Kron
Manufacturer:	Steelgate Central Foundries
Use:	Recon
Height:	3.2 meters
Length:	meters
Width:	2.2 meters
Avg. Armor Thickness:	
Armor Material:	Composites
Standard Op. Weight:	2350 kg
Primary Move Mode:	Walker (66 kph)
Secondary Move Mode:	(kph)
Deployment Range:	500 km
Sensor Range:	5 km
Communication Range:	15 km
Powerplant:	Fuel Cell
Engine Output:	325hp

General Stats	
Threat Value:	238
Offensive Value:	125
Defensive Value:	69
Miscellaneous Value:	520
Size:	4
Original Default Size:	6
Indv. Lemon Dice:	3
Crew:	1
Bonus Actions:	0

Movement	
Primary Move Mode:	Walker
Combat Speed:	6
Top Speed:	11
Maneuver:	0

Electronics	
Sensors:	+1
Communications:	+1
Fire Control:	0

Armor	
Light Damage:	8
Heavy Damage:	16
Overkill:	24

Vehicle Availability	
Availability Threshold:	1
Max on Field:	Unlimited

Flaws		Game Effects		AUX
Vulnerable to Haywire		Haywire gets 3 rolls on damage tables		
Perks	Rating	Game Effects		
Reinforced Armor	1	F Arc; add to base armor		
NAI Processor	1	Acts as 1 crew		
Improved Off-Road		-1 MP cost, minimum 1MP		
ECM	2	Offensive Electronic Warfare equipment	AUX	
ECCM	2	Defensive Electronic Warfare equipment	AUX	
HEP: Desert		-		

Qty	Name	Code	Arc	ACC	Dam	Range	ROF	Ammo	Special
1	Light Rifle	LRF	F	0	x8	3 / 6 / 12 / 24		8	
1	Anti-Personnel Grenade Launcher	APGL	F	-1	x3	1 / 2 / 4 / 8		6	AE0, AI, IF

Vehicle Specifications

Vehicle Type:	Walker
Production Type:	Mass Produced
Cost:	201,750.00 Kron
Manufacturer:	Steelgate Central Foundries
Use:	Trooper
Height:	3.2 meters
Length:	meters
Width:	2.2 meters
Avg. Armor Thickness:	
Armor Material:	Composites
Standard Op. Weight:	2375 kg
Primary Move Mode:	Walker (66 kph)
Secondary Move Mode:	(kph)
Deployment Range:	500 km
Sensor Range:	5 km
Communication Range:	15 km
Powerplant:	Fuel Cell
Engine Output:	325hp

General Stats	
Threat Value:	269
Offensive Value:	175
Defensive Value:	69
Miscellaneous Value:	561
Size:	4
Original Default Size:	6
Indv. Lemon Dice:	3
Crew:	1
Bonus Actions:	0

Movement	
Primary Move Mode:	Same as [R]
Combat Speed:	
Top Speed:	
Maneuver:	

Electronics	
Sensors:	Same as [R]
Communications:	Same as [R]
Fire Control:	Same as [R]

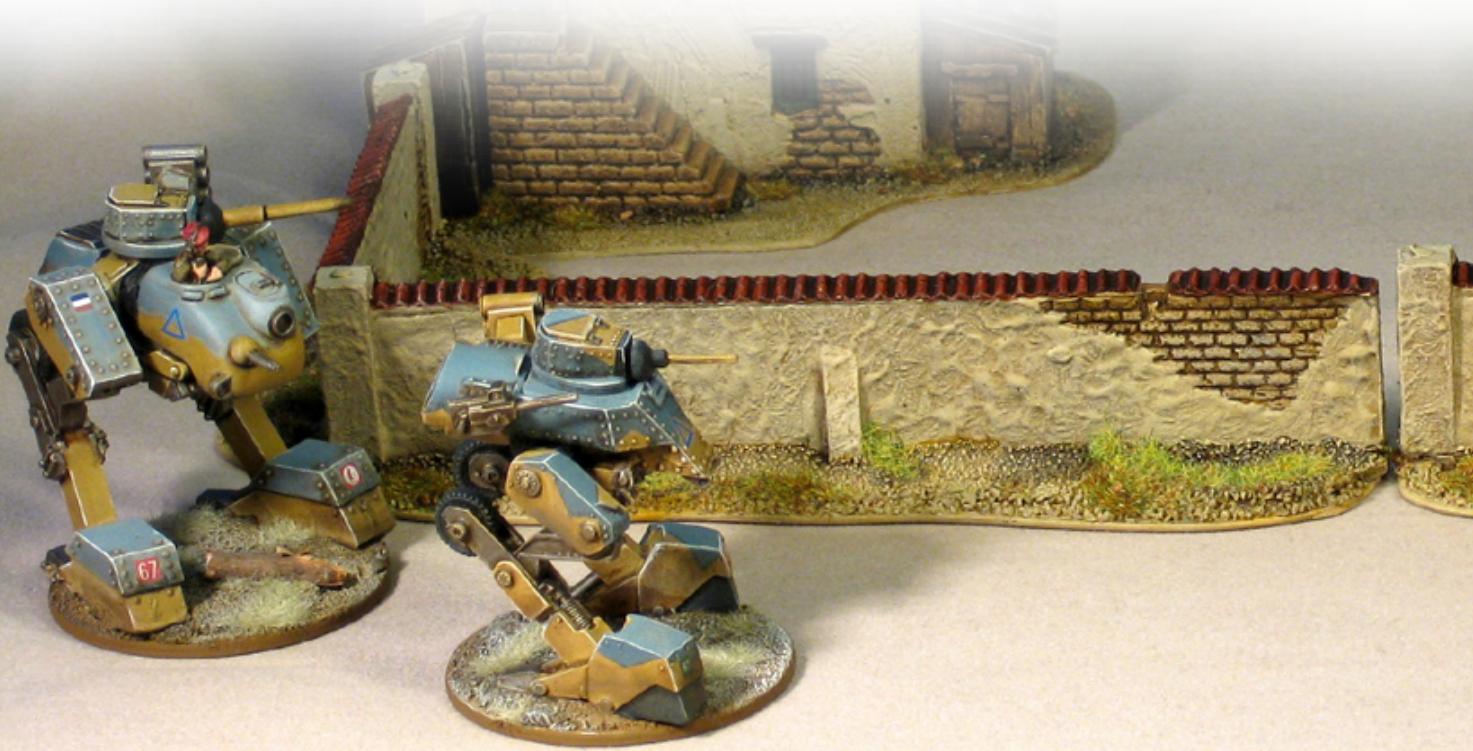
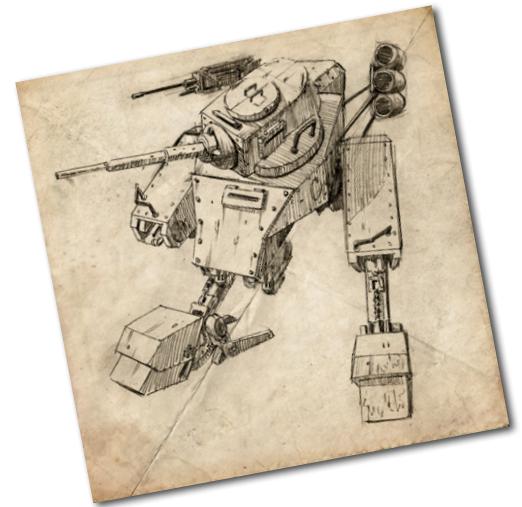
Armor	
Light Damage:	Same as [R]
Heavy Damage:	Same as [R]
Overkill:	Same as [R]

Vehicle Availability	
Availability Threshold:	Same as [R]

Qty	Name	Code	Arc	ACC	Dam	Range	ROF	Ammo	Special
1	Anti-Personnel Grenade Launcher	APGL	F	-1	x3	1 / 2 / 4 / 8		6	AE0, AI, IF
2	Very Light Autocannon	VLAC	F	0	x6	2 / 4 / 8 / 16	+2	20	



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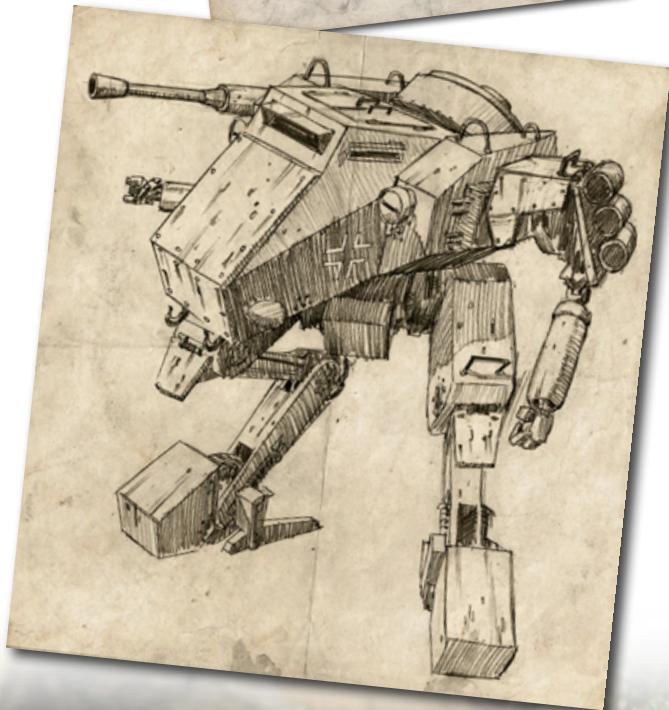
TWO-FISTED PULP SUPERSCIENCE!

World at War: Gear Krieg is your comprehensive guide to using Two-fisted Pulp Superscience Armoured Fighting Vehicles and Infantry in Battlefield Evolution: World at War. This book covers all the unit descriptions, pictures and stats for all the Gear Krieg models that are currently produced by Dream Pod 9. From German Rockettroops, Zombies, Panzerkämpfer, British and US combat walker, the US aerial Infantry to Soviet Superheavy tanks - everything is in this book.

The book also provides an introduction to the Gear Krieg Universe, new or modified traits necessary to play with the units of this book, modified Advanced Rules to enhance your games even further, an AFV force list and an in depth view on playing World at War in different scales. With this book you can play everything from 6mm upwards, even rules to use multibased infantry miniatures are provided.

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NEW BADGER MODEL!



Standard Badger Loadout



Rabid Badger Loadout



Cavalry Badger Loadout



Medevac Badger Loadout

Lumbering out of the factories of Shaian in the Northern Lights Confederacy, the new model Badger APC is here to protect the Prophet's soldiers. The new model sculpted by Michael Lovejoy features the Rabid, Cavalry, Medevac, and standard model Badgers. In addition to the robust increase in size, the new miniature has some great new features such as a recessed entrance into the troop compartment and rear hatch door that can be left open or closed. All of the weapon variants have added detail, and the Medevac variant includes a raised roof piece.

To celebrate the new, updated model and the incredible detail, the Medical Support Section option is being added to the Northern Army.



DP9-9194 North Badger APC Custom Pack - \$24.95
(1 Resin Mini with customization parts & datacard)

*Infantry not included



New Badger sculpt next to the old miniature

**AVAILABLE IN AUGUST
AT WWW.DPG.COM**

MEDICAL SUPPORT SECTION

INFANTRY SECTION

SQUAD 1



x1

Weapons
 7MM Assault Rifles

Perks / Flaws
 Infantry

Skill 2

Armor 8

SQUAD 2



x1

Weapons
 7MM Assault Rifles

Perks / Flaws
 Infantry

Skill 2

Armor 8

SEC  +1
 Upgrade Armor to Medium (+1)
 Per Squad +5 TV

SEC  +2
 Upgrade Armor to Heavy (+2)
 Per Squad +10 TV

SO 
 Add Light Machine Guns
 Per Squad +5 TV

SO 
 Add Chainguns
 Per Squad +5 TV

SO 
 Add Anti-Gear Rifles
 Per Squad +5 TV

SO 
 Add Rocket Launchers
 Per Squad +5 TV

SO 
 Add Grenade Rifles
 Per Squad +10 TV

Add one Heavy Weapon. All weapons have the Stabilizer Trait.

Infantry Squads (x2)	15 TV each
Medevac Badgers (x2)	45 TV each
Threat Value	120 TV

OVERVIEW

Infantry Section consists of two squads, and each squad consists of three bases and has one action.

SO Squad Option

SEC Section Option

VET Veteran Option

SPECIAL SKILLS

SO	Medic!
VET	Medics or Medevac Badgers can recover wounded infantry and pilots from destroyed vehicles. The squad or vehicle must be in base to base contact with the destroyed unit and spend an action to recover personnel. Once recovered, the squad or medical vehicle may attempt to save the personnel by rolling their infantry or defense skill against a threshold of 4. If the roll is successful, then the squad or pilot has survived the battle. If the pilot or squad was the target of an enemy objective, the enemy receives only half the victory points, unless they can destroy the vehicle or squad that recovered the target.
	Per Medevac Badger +0 TV
	Per Squad +5 TV

GEAR UP ISSUE 2

WILLEM'S FLYING BADGER

In the last batch of tests for his project Willem found himself sitting across the cute perky, pink bereted recruit that had convinced him to personally perform the jump with his invention. That was a dangerous smile, the engineer from Shaian thought to himself. The Crazy Eights members were saying if the test went off the way it was supposed to then it would change what the Diggers could do in the field.

Of course the road to this flight had been a tough one. Willem Vance's boss had definitely not made the job easy for him. Nearly a cycle had gone by since the junior vice president of mobile vehicle engineering had taken him out of his seasonal staff meeting and told him to move out to Fort Henry in the Western Frontier Protectorate and work out of their weapons testing range engineers. The job wasn't one that Willem had considered a privilege, or an opportunity like his boss had said it would be. Going from the fast life in Kenema to head out to the vast, barely habitable plains of Hickville wasn't what Willem categorized as a step up, but the time with the personnel at the base had changed most of Willem's perceptions of the place.

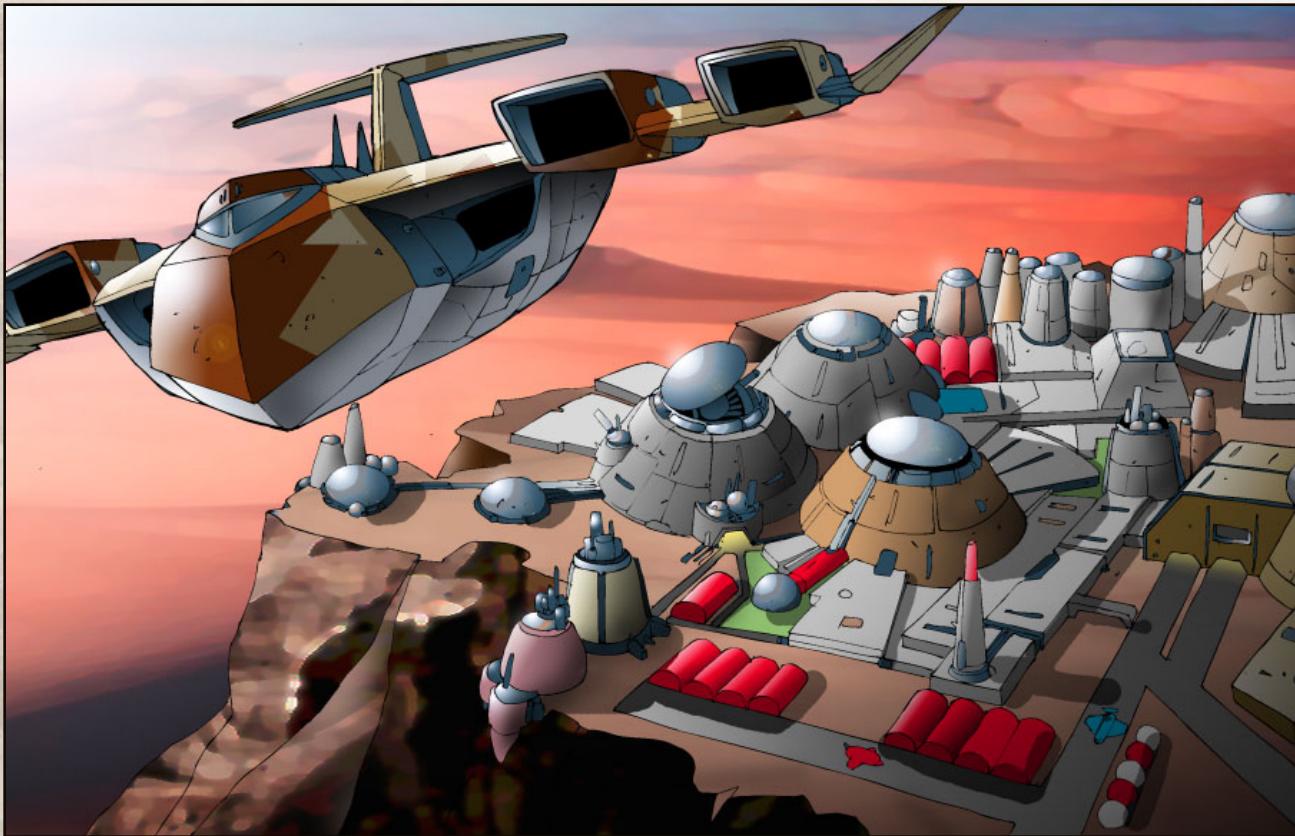
While it was true, that Fort Henry didn't have all of the amenities that he had been used to in Kenema, Willem found that he enjoyed going out to the vast open areas around Aquila Heights and just sit for hours watching the Orca's and Goliath's fly into the base. The surly engineer found that he didn't miss his seasonal meetings, or the pressures from his boss looking over his shoulder either. The design team from the Stockwell Group had given him the space to work out the design problems for making a multi-ton armored personnel carrier like the Badger capable of air drops.

Willem received some insights from the Crazy Eight's resident engineering genius, Chief Massimiliano, but even the designer of the successful Koala Gear found himself stumped on how to make the odd shaped infantry carrying vehicle ready for action as

soon as it hit the ground. Drop skids had been used for unmanned aerial deployments, but the airborne regiments weren't fond of the logistics or the practicality of that solution. The fact that this regiment had developed two airdroppable Gears off of older, heavier models was hailed as a minor miracle in the engineering circles at NorthCo and Shaian. The pressure for the Northern Lights' company to produce an equally impressive vehicle was daunting.

Two seasons of work amounted to very little progress, and the infantrymen in the platoon that he had been working with had started calling his pet project the Flying Badger, just another mythical beast like their beloved Drop Bears. Though the soldiers joked that unlike the vicious Drop Bears, none of them had ever heard of a Flying Badger.

It had been the fifteenth attempt to deploy the unmanned Badger. Fifteen tries and fifteen failures. All of the crash dummies in the harnesses showed severe internal damage. Even if the soldiers inside survived the airdrop, none of them would be combat capable. Willem had leaned back in his favorite beat up old seat and sat the half full glass of whiskey on his forehead. The ice felt soothing to his headache, but didn't help with all of derisive laughter on the other side of the hangar. Adding to the misery, Willem saw his competition from NorthCo talking with a worried looking Chief Massimiliano and a young infantrywoman wearing the pink beret of a new recruit. Willem could only guess what the three of them were talking about. Probably the lack of ingenuity at Shaian and the whole of the Northern Lights, the engineer had thought to himself. Closing his eyes and thinking of what could have possibly gone wrong, Willem swore that if he didn't get the next test right he was going to quit his job with Shaian and hang up his dataglove. Maybe live life as a rancher or a farmer. The thought seemed pleasant at the time.



"So mom says the problem isn't your calculations, but something about the distribution." A cheery voice noted next to him. Willem looked over to see who was talking to him. The voice didn't seem familiar, and Willem was pleasantly surprised to see the young trainee that had been talking to Wallace Jane and Chief Massimiliano smiling down at him. The engineer's heart skipped a beat as he noticed how cute the paratrooper in training was. Then he noticed the name tape on the girl's jump suit read Wallace as well.

"Your mom?" Willem said as he sat back up and put the glass on top of a nearby crate. "I guess she would know more than anybody about the problems of dropping a multi ton vehicle out of a perfectly good plane."

"Yeah, she does. I'm Cammy by the way." The girl said as she sat on the crate next to Willem. She picked up the glass he had put their earlier and flashed her smile at Willem again. "You wouldn't mind if I finish this up would you? They don't let us morados drink till we get done with jump school, and I haven't had a good stiff..." She took a sniff of the glass, and concluded, "Fort James Best? This is some good stuff. I guess Shaian pays really well huh?"

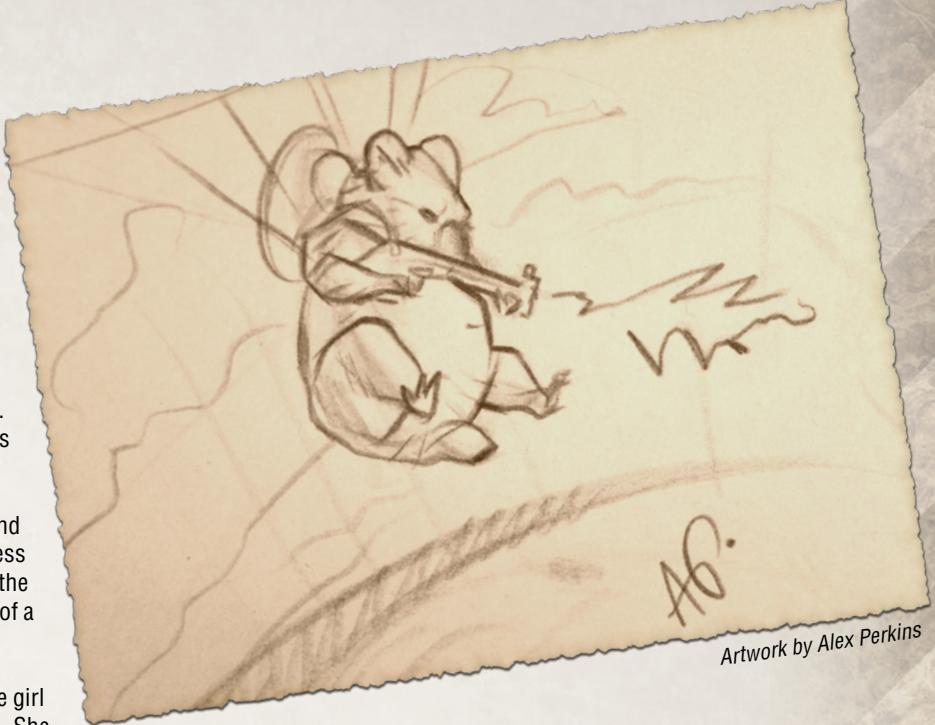
Willem just smiled back at the talkative young woman as she helped herself to his prized whiskey. As she finished the glass and sat it back down on the crate, Willem pulled the bottle out and put it on top of the crate. "Shaian pays its senior engineers well enough, but at this rate, I don't think I'll be able to keep calling myself that. I don't think they'll want to keep paying so much money to someone that isn't producing the results that they're looking for."

Cammy looked at the bottle and poured another glass, but handed the filled glass to Willem instead of drinking it herself. "I think mom could help you out if you want her to. I could ask her for you if you want, but I have one condition."

Willem took the glass from Cammy and raised an eyebrow at the potential of tapping into the knowledge that the NorthCo engineer had on his problem. The problem of course was she was his competition and there was no way either one of their companies would want them sharing information. "Why would your mother want to help me out?" he asked.

"Well that's easy enough. She wants to make sure that I get the best protection out there in the field. That, and Chief Massimiliano wants this to work, but he isn't going to let you clear this thing for live tests till it's foolproof." Cammy answered back.

"So.. what is it that you want from me?" Willem asked. This sounded like the only way his project was ever going to work, and the engineer found himself wanting to agree to anything Cammy wanted.



Artwork by Alex Perkins

Cammy flashed her pretty smile at the engineer and pointed at the Badger in the hangar, "I want to be the first to ride that thing down, but I want you to ride it down with me. The paratroopers aren't going to respect you or your vehicle after all these blunders.. unless you show them that you have a bigger pair than they do."

Willem found the pit in his stomach twist at the suggestion. The idea of dropping out of the sky was bad enough, but doing it in an armored vehicle scared him to his core. Looking over at Cammy, Willem suddenly understood why the paratroopers had been making fun of him and his Badger. "All right. I'll do it."

And that was how Willem found himself strapped into the seat across from Cammy. "I can't believe you talked me into this." The engineer said half joking. "I can't promise you won't see my breakfast in a minute."

Cammy laughed then looked over at the trideo screen connected to the central reinforcement post inside of the Badger's troop compartment. "I tell you what if you can keep it down, I'll let you ask me out for my graduation."

As the jump master called back to let the testing team know the drop was about to happen, Willem braced himself and wondered if he'd be able to keep the contents of his stomach down. This was Cammy's last qualification jump, which meant he'd finally get to ask her out. Willem liked the odds as the Badger slid out of the Orca's bay. "You've got a deal!"

THE DROP BEAR DIGGERS: COMPANY D OF THE 08TH WFPA AIRBORNE REGIMENT

Ever since the founding of the 08th, the proud tradition of airborne infantry has carried on the regiment's Company D. Originally the regiment was entirely composed of infantry, but with the introduction of the Hunter Commando, the regiment was converted into Heavy Gear Airborne Regiment. Company D was retained as an infantry company due to perennial equipment shortages in the Western Frontier Protectorate Army, and the inability to outfit the unit properly.

As operations mounted, the regiment found that it had a decided advantage by retaining the infantry within its structure. Company D shined as the support arm for the three Gear companies, Alpha, Baker, and Charlie. During the War of the Alliance, the surviving members of company were rolled into a combat engineering role with other members of their shattered regiment. Their expertise in creating rapid trench works and field defenses behind enemy lines saved hundreds of lives, including their Southern allies from Raleigh, who gave them the nickname Diggers.

In the post War of the Alliance cycles, the regiment's reorganization included Company D, and the veterans of the war were instrumental as instructors for both the Gear pilots and infantry. With cycles of practical combat experience, the jump school at Aquila Heights is primarily staffed with members of the 08th Digger Company, and a few members from Baker Company. As part of the training regimen, the former combat engineers teach the new recruits quick methods of creating entrenchments and blinds. In addition to training, the company is also involved in testing experimental vehicles for the WFPA at the Fort Henry Weapons Testing Facility.

Currently, the company is testing out air deployment of the Badger APC and some of its variants. After the success of the Koala in TN1935, the Northern Guard decided to enlist the aid of the 08th in further tests in the field of airborne deployment. The arrangement has benefited the usually cash- and equipment-strapped WFPA.

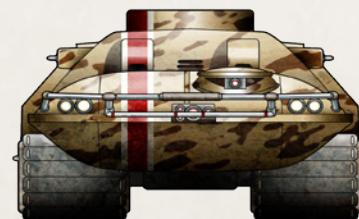
With the Stockwell Group's aviation experts and the technical expertise of the 08th, Shaian Mechanics has developed the means to drop the standard Badger as well as the Medevac Badger. Due to the delicate nature of the rockets and missiles in the Cavalry and Rabid variants, those two weapons systems have not seen field testing.

DIGGER COMPANY FORCE COMPOSITION

The following rules represent the actual TO&E of the Digger Company in the cycles during the Interpolar War. If you are using Survivor Upgrades from Terra Nova Gambit, the platoons can take up the optional skills listed on the bottom of the platoon write ups. If fielding the platoons of Digger Company, the options listed are the only options available to the platoon. The total cost represents the starting point for each platoon prior to any further upgrades. The base cost demonstrates the components that went into the total cost.



Be sure to take note of the revised Airdrop rules in the Errata section on page 43.



FIRST PLATOON : COMPANY HQ PLATOON (VETERAN CHOICE)



PLATOON COMPOSITION

COMMAND SECTION

PLATOON LEADER : LIEUTENANT GUTIERREZ PAUL

SQUAD 1

Weapons
7MM Assault Rifles
Anti-Gear Rifles

Perks / Flaws
Airdroppable
Infantry

SQUAD 2

Weapons
7MM Assault Rifles
Anti-Gear Rifles

Perks / Flaws
Airdroppable
Infantry

SQ Swap Anti-Gear Rifles for Grenade Rifles
Per Squad +5 TV

SEC Add Airdroppable Command Badger
Per Section +45 TV

Base Threat Value	60 TV
Skill 3	+40 TV
Mortars	+30 TV
Airdroppable	+20 TV
Anti-Gear Rifles x2	+10 TV
Standard Loadout Threat Value	160 TV

OVERVIEW

While the 08th follows the Northern Guard doctrine for their Gear Companies, Digger Company has a slightly unorthodox composition as an infantry unit. 1st Platoon is the Headquarter Platoon. This platoon is staffed with a heavy weapons section, and all of the company's essential staff including the Supply, Intelligence, and Communications NCOs. With the experimental Badgers in use by the company, two of the Badgers have been assigned to carry the HQ Platoon. One of the Badgers used by the platoon is a Command Badger.

HEAVY WEAPONS SECTION

PLATOON SERGEANT : SENIOR RANGER MARTIN JULIA

SQUAD 1

Weapons
7MM Assault Rifles
Infantry Mortar

Perks / Flaws
Airdroppable
Infantry

SQUAD 2

Weapons
7MM Assault Rifles
Infantry Mortar

Perks / Flaws
Airdroppable
Infantry

SQ Upgrade Armor to Medium (+1)
Per Squad +10 TV

SEC Add Airdroppable Badger
Per Section +40 TV

OPTIONS AVAILABLE TO ENTIRE PLATOON

SQ **Veracity**
Once per turn, squad may re-roll DEF. Second result stands even if it is worse.
Per Squad +10 TV

SQ Squad Option **SEC** Section Option **VET** Veteran Option



SECOND PLATOON : RECON (VETERAN CHOICE)

Base Threat Value	60 TV
Skill 3	+40 TV
Rocket Launchers	+20 TV
Recon Drones x2	+20 TV
Airdroppable	+20 TV
Standard Loadout Threat Value	160 TV

OVERVIEW

Second Platoon is known for their reconnaissance and forward observation skills. When working with their fellow soldiers in the Gear Companies, these soldiers are often out ahead of the rest of the units utilizing their expertise in the field to identify targets for the mobile artillery brought in by the Koalas and Dingos.

PLATOON COMPOSITION

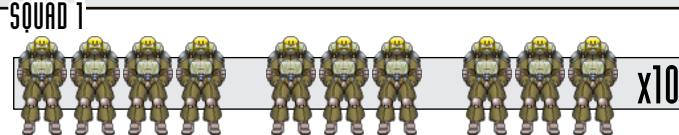
COMMAND SECTION

PLATOON LEADER : LIEUTENANT PARTRIDGE DIANE

SQUAD 1



SQUAD 1



x10

WEAPONS

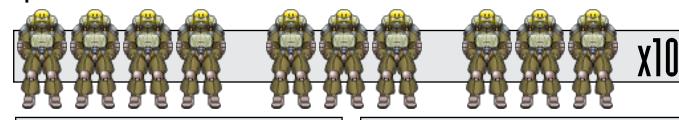
Skill **3**
Armor **8**
7MM Assault Rifles
Recon Drone

Perks / Flaws
Airdroppable
Infantry

SQUAD 2



SQUAD 2



x10

WEAPONS

Skill **3**
Armor **8**
7MM Assault Rifles
Recon Drone

Perks / Flaws
Airdroppable
Infantry



SO Add Rocket Launchers
Per Squad +10 TV

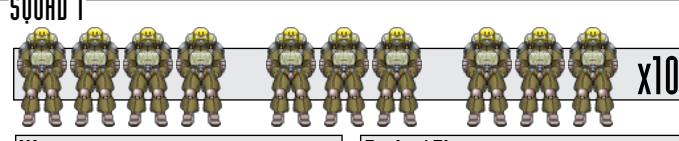


SEC Add ATVs or ORVs
Per Section +20 TV

HEAVY WEAPONS SECTION

PLATOON SERGEANT : SENIOR RANGER WALKER CHARLES

SQUAD 1



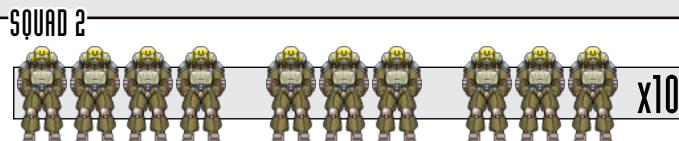
x10

WEAPONS

Skill **3**
Armor **8**
7MM Assault Rifles
Rocket Launchers

Perks / Flaws
Airdroppable
Infantry

SQUAD 2



x10

WEAPONS

Skill **3**
Armor **8**
7MM Assault Rifles
Rocket Launchers

Perks / Flaws
Airdroppable
Infantry



SO Upgrade Armor to Medium (+1)
Per Squad +10 TV



SO Add Anti-Gear Missiles (3)
Per Squad +10 TV



SEC Add ATVs or ORVs
Per Section +20 TV

OPTIONS AVAILABLE TO ENTIRE PLATOON



FO Specialists



The squad knows how to be the perfect observer. Reduce cover of a FO'd unit by 1.

Per Squad

+10 TV



Squad Option



Section Option



Veteran Option

THIRD PLATOON : COMBAT ENGINEER (VETERAN CHOICE)



PLATOON COMPOSITION

COMMAND SECTION

SQUAD 1



PLATOON LEADER : LIEUTENANT CASEY ROSS

SQUAD 2



Skill 3
Armor 8

SQUAD 1

SQUAD 2



Swap Anti-Gear Rifles for Grenade Rifles
Per Squad +5 TV



Add ATVs or ORVs
Per Section +20 TV

Base Threat Value

60 TV

Skill 3

+40 TV

Mortars

+30 TV

Airdroppable

+20 TV

Anti-Gear Rifles x2

+10 TV

Standard Loadout Threat Value

160 TV

OVERVIEW

Third Platoon's members are known for their combat engineering expertise. When sent into a new combat zone, Third Platoon is often sent along with Second Platoon to secure the area for the rest of the regiment. This is especially true when the combat operations involve prolonged durations in the field.

HEAVY WEAPONS SECTION

PLATOON SERGEANT : SENIOR RANGER WALKER CHARLES

SQUAD 1

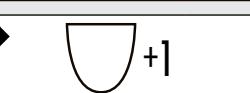


Skill 3
Armor 8

SQUAD 2



Skill 3
Armor 8



Upgrade Armor to Medium (+1)
Per Squad +10 TV



Add Airdroppable Badger
Per Section +40 TV

OPTIONS AVAILABLE TO ENTIRE PLATOON



Combat Engineers

Free Heavy Bunker or Blind within your deployment zone.

Per Platoon : Limit 1 per Army +20 TV



Squad Option



Section Option



Veteran Option



FOURTH PLATOON [VETERAN]

Base Threat Value	60 TV
Skill 3	+40 TV
Mortars x4	+60 TV
Airdroppable	+20 TV
Standard Loadout Threat Value	180 TV

OVERVIEW

Fourth Platoon is now currently testing out the mechanized airborne infantry tactics utilizing the experimental Badgers. The majority of the unit's members are known for their daring exploits and willingness to engage the enemy with overwhelming firepower.

PLATOON COMPOSITION

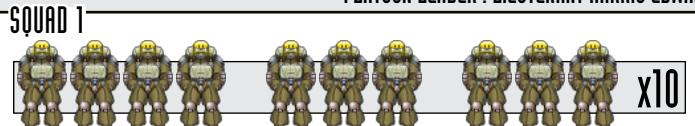
COMMAND SECTION

PLATOON LEADER : LIEUTENANT HARRIS EDWIN

SQUAD 1



SQUAD 1



x10

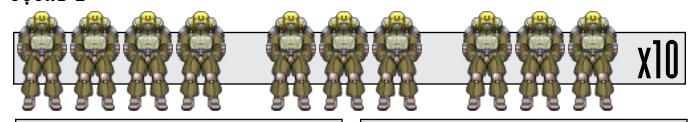
Weapons

7MM Assault Rifles
Infantry Mortars

Perks / Flaws

Airdroppable
Infantry

SQUAD 2



x10

Weapons

7MM Assault Rifles
Infantry Mortars

Perks / Flaws

Airdroppable
Infantry

+1

Upgrade Armor to Medium (+1)
Per Squad +10 TVAdd Airdroppable Badger
Per Section +40 TVAdd ATVs or ORVs
Per Section +20 TV

HEAVY WEAPONS SECTION

PLATOON SERGEANT : SENIOR RANGER MILES JOSHUA

SQUAD 1



x10

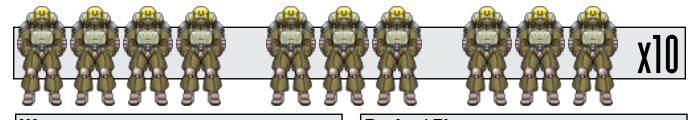
Weapons

7MM Assault Rifles
Infantry Mortars

Perks / Flaws

Airdroppable
Infantry

SQUAD 2



x10

Weapons

7MM Assault Rifles
Infantry Mortars

Perks / Flaws

Airdroppable
Infantry

+1

Upgrade Armor to Medium (+1)
Per Squad +10 TVAdd Airdroppable Badger
Per Section +40 TV

OPTIONS AVAILABLE TO ENTIRE PLATOON



Stand And Deliver



The Squad is experienced with accurately aiming Indirect Fire weapons. Stationary Units get an additional +1 for any indirect attack. If the roll misses, then the scatter distance is reduced by 1".

Per Squad

+10 TV



Squad Option



Section Option



Veteran Option

DIGGER COMPANY SUPPORT SECTION: MEDICS



PLATOON COMPOSITION

COMMAND SECTION

SQUAD 1		PHYSICIAN'S ASSISTANT : LIEUTENANT MIHALINIS BRIAN	
Skill 3		Airdroppable Medevac Badger APC	
Armor 8		x1	
Weapons		ATT 2 DEF 2 EW 1 LD 0	
7MM Assault Rifles			
Perks / Flaws			
Airdroppable, Infantry			
SQUAD 2		SENIOR MEDIC : SENIOR RANGER CALLAWAY "THE STASCHE" CHRISTIAN	
Skill 3		Airdroppable Medevac Badger APC	
Armor 8		x1	
Weapons		ATT 2 DEF 2 EW 1 LD 0	
7MM Assault Rifles			
Perks / Flaws			
Airdroppable, Infantry			
+2			
Upgrade Armor to Heavy (+2)		Per Squad +10 TV	
Add Anti-Gear Rifles		Per Squad +5 TV	

Infantry Squads (x2)	+15 TV
Medevac Badgers (x2)	+55 TV
Airdroppable	+10 TV
Threat Value	150 TV

OVERVIEW

Attached to the Company D via the regiment's support company is the company medic section. There are two combat squads attached to the medical personnel that operate the two Medevac Badgers. Generally speaking these combat squads are not to engage in combat, but are usually used to provide suppressive fire or protection to the medics as they recover wounded soldiers.

OPTIONS AVAILABLE TO ENTIRE PLATOON



Medic!

VET Medics or Medevac Badgers can recover wounded infantry and pilots from destroyed vehicles. The squad or vehicle must be in base to base contact with the destroyed unit and spend an action to recover personnel. Once recovered, the squad or medical vehicle may attempt to save the personnel by rolling their infantry or defense skill against a threshold of 4. If the roll is successful, then the squad or pilot has survived the battle. If the pilot or squad was the target of an enemy objective, the enemy receives only half the victory points, unless they can destroy the vehicle or squad that recovered the target.

Per Squad

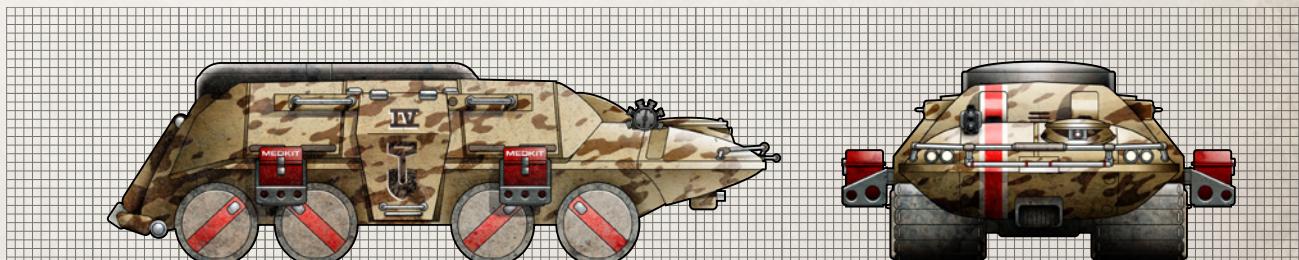
+5 TV

Per Medevac Badger

+0 TV

MEDEVAC BADGER

MM-121



Squad Option

Section Option

Veteran Option

OPERATION FALSE SUN

A feeling of two parts excitement and one part dread filled the Orca's vehicle bay. Fourth Platoon, Digger Company, 08th WFPA Airborne Regiment was about to make a combat drop into CEF territory, only the third such drop since the war started. So far the airdroppable Badgers had held up, but a paratrooper lived with the expectation that any jump could be the one where his 'chute failed him.

The platoon's mortars and ammunition had already been stored on board their two Badgers and every trooper had been briefed on the battle to come. They were just waiting for the signal to board their APCs and drop, so they spent the downtime like soldiers had for centuries – hiding their apprehension by playing cards, swapping stories about battles past, and lying to the new guys.

Corporal Smythe sat against a bulkhead sharpening his combat blade surrounded by the rest of the troopers of 3rd Squad. He had tuned out the chatter of the rest of the group but when he looked up at the seat across from his, he happened to see the squad's new guy looking around him in bewilderment. His head moved in small, quick jerks like a wombat wondering which dingo was going to take the first bite. Smythe decided to throw the kid a bone and start making him feel like one of the guys.

"Hey Joey."

The new Private turned to look at him so quickly Smythe could have sworn he heard the kid's vertebrae crack even over the sound of the Orca's engines.

"Relax, kid. You're makin' me nervous."

"S-sorry, Corporal," the Private replied.

"What's your name?" asked Smythe.

"V-valdez, Corporal. Private Valdez."

Smythe put away his knife and whet stone then motioned for Valdez to lean closer. "What's got your garters all inna bunch, hey? You must have made plenty of drops before in training."

"It's not that, Corporal," came the nervous reply. "It's the Wombats. I've never dropped in one before."

The trooper seated next to Valdez has been listening and decided to chime in. "Figjam, Joey, they're safe as safe can be! We've made a ton of drops in 'em before and we're still here to tell the tellin'!"

"Well," said another trooper on the other side of the new recruit, "except for Corporal Mervin."

Other squad members had started listening to the conversation as well by now and they all nodded their heads sadly and added a soft chorus of oh yeahs.

Valdez looked around with a worried frown and asked, "Wait, what about Corporal Mervin?"

"Used to be in the squad," replied Smythe. "He was picked to be in the early Wombat trials. Got himself killed when his Wombat's 'chute candle-sticked."

"Yeah," added the first Private. "The APC pancacked. Bounced a couple times, too, if I recall. The Wombat was in pretty good shape considering, but the guys inside, well... they looked like a buncha legs with helmets sitting on the waists."

"Spines compressed like accordions," added another.

"Alright, that's enough," declared Smythe. The Joey looked like he was about to throw up. "That won't happen to us, kid, trust me. Don't listen to these guys; they're just having you on."

"So Corporal Mervin didn't really..."

"Oh no, he's dead," Smythe replied with a tiny smile. "Wombat burned in an' killed the whole crew. But that was quite a few cycles ago. Don't worry about it is all I'm sayin'. If it's your time, it's your time." Smythe sat back and looked away.

A few minutes later, after a few nervous gulps and some deep breathing exercises, Valdez looked around and noticed something. Words were painted by hand on the bulkhead separating the crew compartment from the cargo bay. He leaned forward in his restraints and squinted in an effort make out the whole message. When he couldn't, he hesitantly tapped the Corporal on his knee.

"Hey Corporal, what's that say?"

Corporal Smythe looked to where the Private was pointing and said, "Oh, the El-Tee's a military history buff. It says, 'Hard pressed on my right. My center is yielding. Impossible to maneuver. Situation excellent. I attack.' It's a centuries-old quote from an army general back on Earth named Ferdinand Foch."

"Yeah?" asked one of the other Privates. "How many combat jumps did he make?"

As the Private's squad mates biffed her upside the head and regaled her with insults, the lights in the bay went out and red lights came on in their place. Senior Ranger Miles, 4th Platoon's senior NCO, stood up and walked to where both sections could see him.

"Listen up!" he yelled. "Two minutes to drop! Remember, we take out this CEF supply depot and we put a huge dent in XVIII Korps' ability to wage war in this area! Do it by the numbers, and we all go home heroes!"

Miles waited until the cheers died down. "Alright, 1st Section with the Lieutenant in the second Wombat, 2nd Section with me! Mount up!"

At the Platoon Sergeant's command, each section stood up and shuffled towards the loading ramp of their respective APC. Miles stood by the ramp of his Badger counting 2nd Section's troopers as they filed into the vehicle while Lieutenant Harris did the same for 1st Section. Once everyone was on board, Miles boarded the Badger and closed the ramp. Troopers were securing their assault rifles in the specially designed racks mounted between each seat. Squad leaders were the last to sit down after they ensured each of their soldiers was seated and their crash harnesses were securely fastened. Ranger Willem, the Section Leader, checked his squad leaders and then took his own seat. Senior Ranger Miles shuffled forward in a crouch to his seat closer to the driver's compartment.

The driver was already buttoned up and running system checks on the Badger, its parachutes and the braking rocket system. The vehicle's gunner was last to board, raising the ramp and climbing into his turret basket.

Once Miles got word that everyone was ready, he called Lieutenant Harris and reported his vehicle's status.

"Digger Four-Six, Digger Four-Seven, we are RedCon One."

"Roger that, Seven," Harris replied. Then he switched from the platoon frequency to one reserved for communicating with the Orca crew.

"Fruit Bat Five, Digger Four ready for drop." The odd sense of humor displayed by air crews never ceased to amaze the Lieutenant.

"Roger that, Digger Four, we are four five seconds from drop point, ramp opening now. Have a safe flight, Digger Four!" The willingness of paratroopers to jump out of a perfectly good aircraft, and in this case strapped inside an APC of all things, never ceased to amaze the pilot.

The lights in the bay went out as the ramp slowly opened. The Orca's loadmaster stood by the rear of the aircraft and looked out to see nothing but inky blackness. There were very few stars out and the moon gave off a dim glow, almost completely hidden by the cloud cover. If the loadmaster squinted, he could just make out the vague shapes of the three Orcas travelling in a staggered formation behind his. The pilot's voice sounded clear in his helmet even over the sudden whistling of the wind.

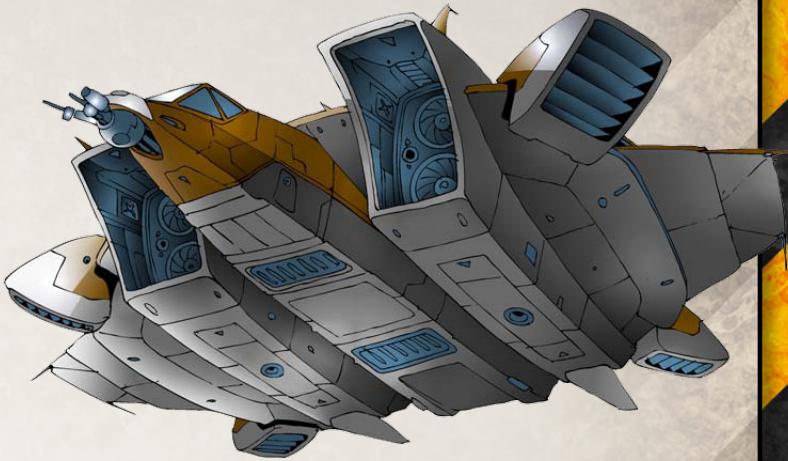
"In five...four...three...two...one...drop!"

The loadmaster pulled on a small lever mounted on the bulkhead and released the brakes keeping the two Badgers in place. The first APC started rolling backwards towards the opening. Just as the rear wheels hit the ramp, a drag 'chute deployed from a compartment mounted on the bottom of the vehicle's ramp. The troopers of 2nd Section felt a sudden jerk as their Badger was yanked out of the rear of the aircraft. As soon as the vehicle cleared the Orca's cargo bay, the drag chute was released and the primary 'chute mounted on the roof deployed.

Corporal Smythe let out a wild "Yeah!" of excitement as the Badger was suddenly pulled out of the bay. He couldn't stop laughing for the next minute or two. No matter how many times he did this, he never got over the rush. A couple of 2nd Section's troopers vomited loudly, which only made him laugh louder.

Senior Ranger Miles listened to his radio then nodded. "Roger." Looking up at the rest of his men, he said, "1st Section deployed, we're green. Enjoy the ride, boys 'n girls."

After a couple minutes of silence, Corporal Smythe started humming a tune. The troopers to either side of him picked it up, and then someone started singing. After the first line, the whole section joined in. The song was an old one, about a paratrooper who didn't make it out of his aircraft before it crashed. The Drop Bears had adopted it as one of their many regimental songs.



*Oh, the bold paratrooper was dying
And as 'neath the wreckage he lay, he lay
To the sobbing mechanics about him
These last parting words he did say
"Take the cylinders out of my kidneys,
And the connecting rod out of my brain,
From out of my arse take the crankshaft,
And assemble the engine again.
Two valve springs you'll find in my stomach,
Three spark plugs are safe in my lung, my lung,
The prop is in splinters inside me,
To my fingers the crash bar has clung.
Take the propeller boss out of my liver,
Take the aileron out of my thigh, my thigh,
From the seat of my pants take the piston,
Then see if the old crate will fly!"*

Two thousand feet below, an astute observer, if he was so inclined, could look up to the sky and seen the stars blotted out by dozens of parachutes. And if he knew what was coming, the observer would find himself shaking with trepidation and not a little fear.

The Drop Bears were on their way, and hell was coming with them.

Operation False Sun had just begun.



WFPA CRAZY EIGHTS AIRBORNE GEAR SECTION

1000 TV, PRIORITY LEVEL 3

3 COMBAT GROUPS, 4 COMMAND POINTS

Ranger Squad (Specialist, 345 Base TV)

Veteran

3 Jaguar

2 Cheetah

Options:

Make 2 Cheetah Airdroppable (+10)

Swap 2 Cheetah DPG/LRP/TD for Sniped MRF (-10)

345 TV Total

Airborne Dragoon Squad (Auxillary, 335 Base TV)

Veteran

Jaguar

Killer Koala

2 Dingo

Hunter Paratrooper

Options:

Swap Command Koala for Jaguar (-20)

Swap Hunter Paratrooper for Koala (+20)

Swap 2 Koalas for Dingos (-20)

Swap 1 Dingo Weapons for Dogfire Package (-5)

Swap 1 Dingo HAC/LGL for VHAC (-5)

Swap 1 Koala for Killer Koala (-5)

300 TV Total

Airborne Squad (Core, 295 Base TV)

Veteran

2 Jaguar

2 Hunter Commando

Hunter Paratrooper

Options:

Swap Hunter Paratrooper for Jaguar (+10)

Swap 2 Hunter Paratroopers for Hunter Commandos (+20)

325 TV Total

TV AVAILABLE FOR ADDITIONAL OPTIONS

30 TV



TACTICS:

Watch out for Drop Bears! Make use of your army's reserve flexibility. Use the Ranger Squad for long-range sniping and either of the other squads to keep the enemy away from the Rangers, depending on opposition. The Airborne Dragoon Squad have the most flexible weapon loadout while the Airborne Squad can stun an opponent with LGLs, then saturate with MRPs. Use the remaining squad to drop in from reserves and seize objectives. You also have the added flexibility to choose any of your CGLs as the Army Commander, since they all have Level 2 Leadership.

Purchases required to build this army:

- 3 x North Jaguar 2-Pack
- 1 x North Cheetah 2-Pack
- 1 x North Dingo 2-Pack
- 1 x North Koala 2-Pack
- 1 x North Hunter Commando 2-Pack
- 1 x North Hunter Paratrooper 2-Pack
- 1 x North Weapons and Bits Pack



SRA SKYHAWKS PARATROOPER SECTION

1000 TV, PRIORITY LEVEL 3

3 COMBAT GROUPS, 5 COMMAND POINTS

Strike Cadre (Specialist, 240 Base TV)

Veteran

Lead Black Mamba is Army Commander

5 Black Mamba

Options:

- Add Jäger (+45)
- Swap 3 Jäger for Black Mamba (+75)
- Swap 2 Black Mamba MAC/LRP for HGLC (-10)
- Add Field Armor to both HGLC Black Mambas (+20)
- Swap 2 Black Mamba's LRP for VLRP/32 (-10)
- Swap 2 Black Mamba MAC for HGL (+30)
- Add Assault Troops Option (+0)
- Add +1 Att, Def, EW, Ld to Lead Black Mamba (+40)

390 TV Total

Tank Cadre (Auxiliary, 180 Base TV)

Veteran

2 Hun

Black Mamba

Options:

- Add 1 Hun (+90)
- Swap Hun for Black Mamba (-25)
- Make 2 Hun Airdroppable (+20)

265 TV Total

Paratroop Cadre (Core, 245 Base TV)

Veteran

Black Mamba

Iguana Paratrooper

Iguana Commando

2 Jäger Paratrooper

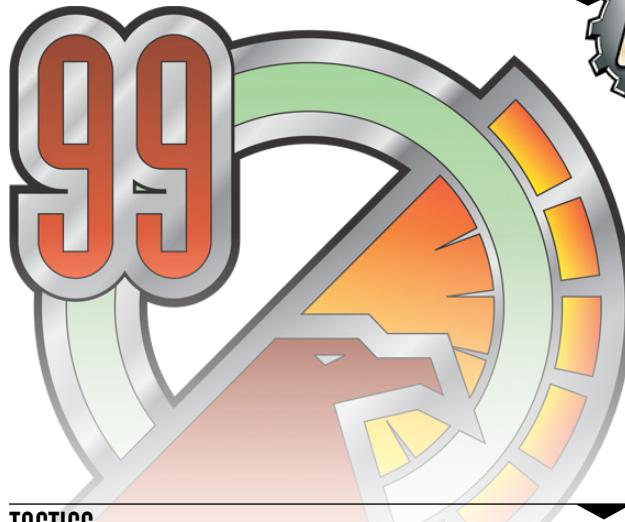
Options:

- Swap 2 Jäger Paratroopers for Iguana Paratroopers (+10)
- Swap Iguana Paratrooper for Iguana Commando (+0)
- Swap Iguana Paratrooper LAC/LGL for MAC (-5)
- Swap 2 Jäger Paratroopers LAC/LGL for Sniped LRF (-10)
- Swap 2 Jäger Paratroopers APGL for LGM (+20)

315 TV Total

TV AVAILABLE FOR ADDITIONAL OPTIONS:

30 TV



TACTICS:

Here come those Crazy Flying Bastards! Bring in the combat group from reserve that best meets the requirements of your objectives. Use the Paratrooper Cadre as your long-range skirmishers, with the Iguana Commando popping smoke for cover as required. Use the Strike Cadre in the Assault role by stunning your opponents with HGLs, then chopping them into bits with your HGLCs. Your tanks are a nasty surprise if your opponent isn't prepared for them and provide a good mix of direct and indirect fire options.

Purchases required to build this army:

- 4 x South Black Mamba 2-Pack
- 1 x South Jäger Paratrooper 2-Pack
- 1 x South Iguana Paratrooper 2-Pack
- 1 x South Hun Custom Two-Pack
- 2 x South Black Mamba Armored Torso
- 1 x Black Talon Upgrade Pack (for HGLCs)



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.



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A collage of Heavy Gear Alpha game components. It includes a 'UTOPIA' rulebook page with a map of Earth and a 'N-KIUD DRONES' page with a diagram of a drone. A central page shows 'EQUIPMENT' with a character in a futuristic suit and various gear. Another page is for the 'HC-3 COMMAND AND RECON CAR' with a diagram of the vehicle. A 'CHARACTERS' page features 'LANCE COMMANDER MORGAN WILDEN' with a bio and stats. A 'TERRA' page shows a character in a cockpit. A 'BLITZ RULES' section is also visible.



PRIMARY SOLUTIONS - PART 2

AUGUST 18, 3323 C.E.
FORMER BORDER OF AMARNA,
GREATER SAMARKAND.

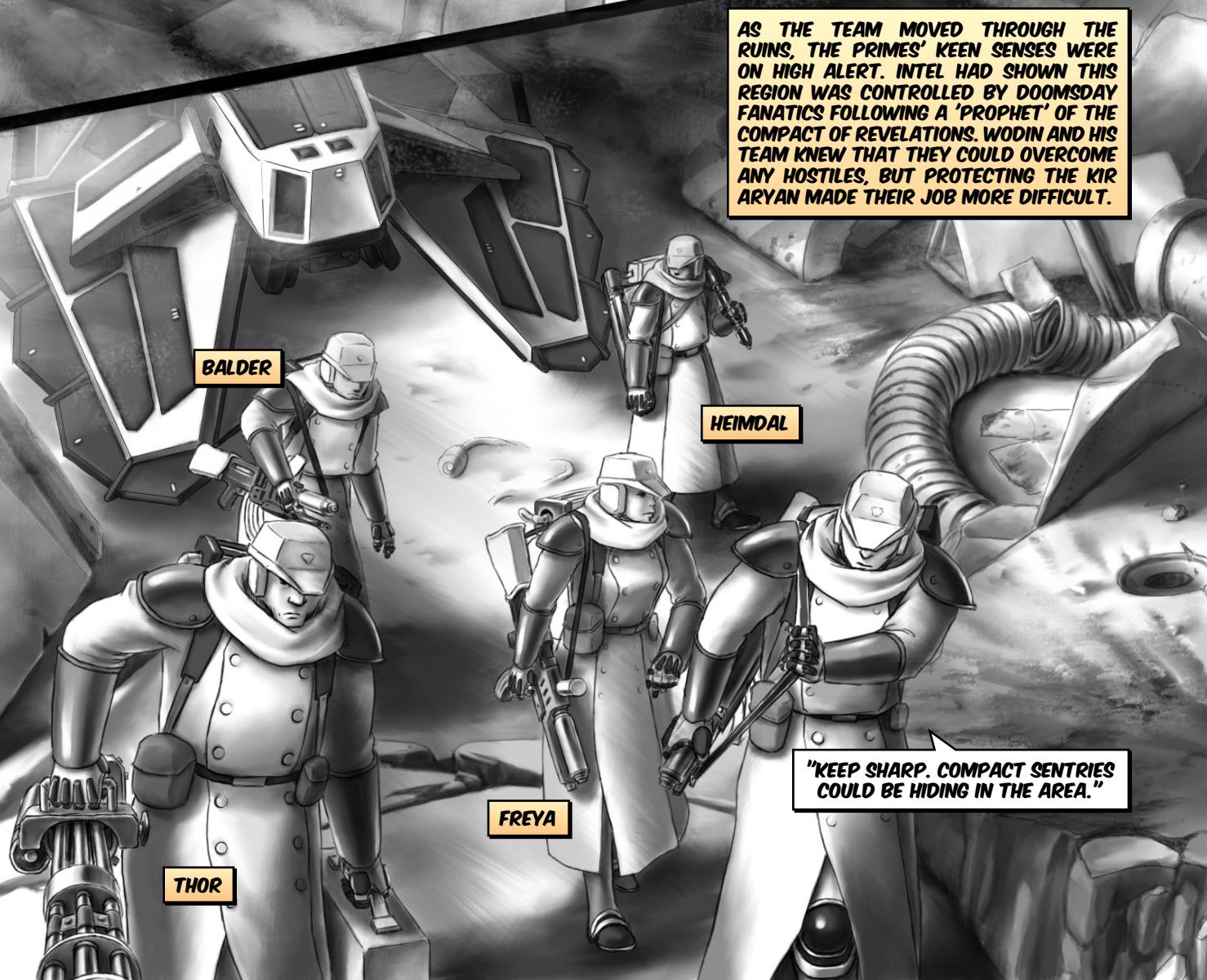
THE ELEMENTS OF THE 1ST VOLGATE KNIGHTS UNDER THE COMMAND OF KIR ARYAN ARCHEOLOGIST, SALEEM AL NASIR, RUSH TO SECURE CRUCIAL DATA CORES FROM CITY'S RUINS. THEIR PROGRESS HAS BEEN HAMPERED BY NEAR CONSTANT ATTACKS FROM COUNCIL TEMPLARS THAT HAVE CHASED THEM SINCE MAKING LAND FALL TEN DAYS AGO.

"SIR, LET ME TAKE A FIRE TEAM INTO THE CITY AND SECURE THE LOCATION BEFORE YOU AND THE RESEARCH TEAM MOVE IN."



"NEGATIVE, COMMANDER WODIN. TIME ISN'T ON OUR SIDE. I NEED YOUR PEOPLE TO SECURE AS WE MOVE."

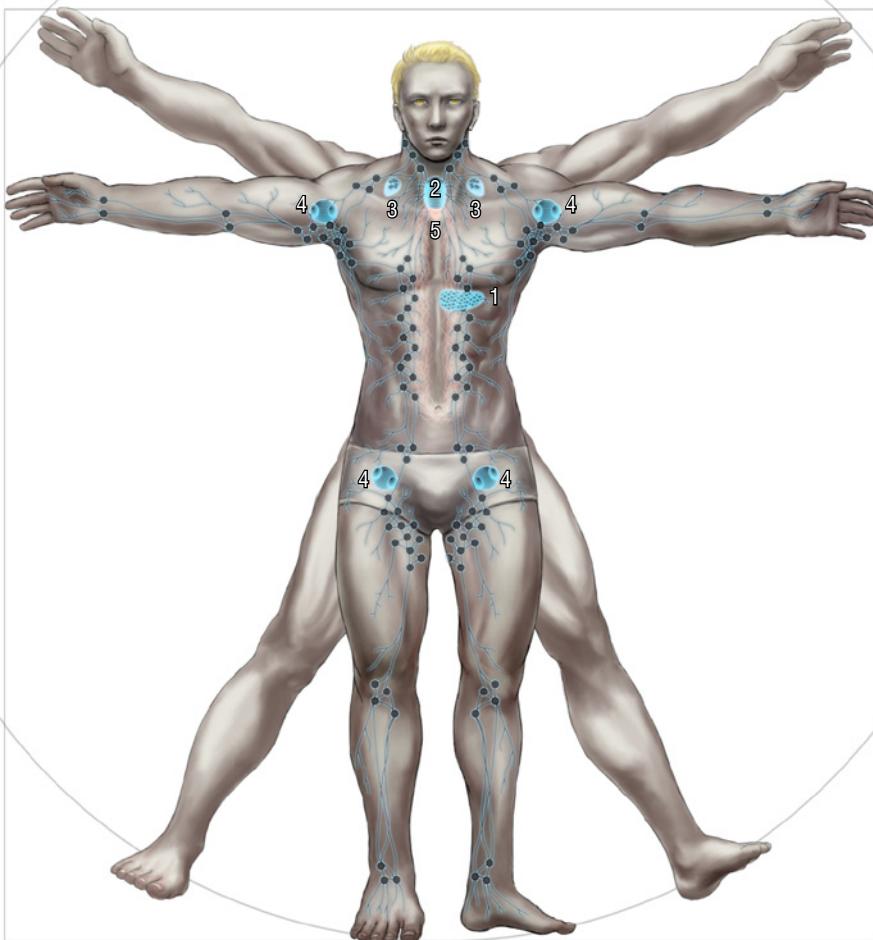
AS THE TEAM MOVED THROUGH THE RUINS, THE PRIMES' KEEN SENSES WERE ON HIGH ALERT. INTEL HAD SHOWN THIS REGION WAS CONTROLLED BY DOOMSDAY FANATICS FOLLOWING A 'PROPHET' OF THE COMPACT OF REVELATIONS. WODIN AND HIS TEAM KNEW THAT THEY COULD OVERCOME ANY HOSTILES, BUT PROTECTING THE KIR ARYAN MADE THEIR JOB MORE DIFFICULT.



THOR

FREYA

"KEEP SHARP. COMPACT SENTRYS COULD BE HIDING IN THE AREA."



Preliminary Results

Nanogenetic Infusion and Manipulation of the volunteer has progressed well. The modifications to the normal human anatomy have worked with the subject and all scans show normal levels of reaction. Until the second generation Primes are grown, human volunteers appear to be ideal for converting over to the Prime enhancement process. Engram imprintation and loyalty matrices have rooted well into the subject's psyche, but VPK-001-10 seems to retain the adaptability from his military training from his time prior to being entered into the Prime program.

Pin Point Observations:

Lymphatic System: New glands have been grown throughout the body to aid the soldier's performance in the field.

1. Cartiod Dilution Node: Excretes an anti-coagulant into the blood stream if the repair nanites require it.

2. Helix Archive: Less of a node and more of a storage vessel found on the Lymphatic system, the Helix Archive creates a DNA encoded helix with personal information of relating to the Prime including memories, training, and mission information. This helix cycles into the back pack mounted storage canister's armored interior every twenty minutes.

3. Adrenal Activators: A node designed to activate heightened senses and superior physical capabilities. The node can also regulate the body to keep it from panic states.

4. Endorphin Activators: Small nodes found throughout the body that generate additional endorphins to help the body function with massive amounts of damage.

5. Stasis Encoding: Another artificial node used by the Primes to suspend their life functions to minimum states. If the body is severely damaged or the Prime needs to enter into a state of suspended animation, the node slows the body down to absolute minimum function.

Optical Nerve Contact Reinforcements: Nanogenetically altered dermal layers on the eye help filter a prime's exposure to harsh elements. The iris of the eye has taken on a golden pigment as a side effect of the polarizing of the internal lens as well as the eye structures nanite reinforcements.

Reinforced Bone Structure: Nanite enhanced bones help absorb tremendous amounts of concussive and blunt impacts. The bones remain flexible, but reactive to the needs of the Prime; an outer ablative shell envelopes the length of the bone, but leaves the joints free, allowing for high flexibility and the dispersion of concussive impacts across the nanite-constructed shell instead of the bone itself.

Increased Musculature: Internal nanites work to grow and repair the Prime's muscles. Muscle fibers are also denser than typical human anatomy giving an additional layer of protection to the Prime. Though the muscles are larger than normal humans, the Prime does not lose agility or manual dexterity. The reaction times of the Prime are superhuman allowing them to pilot the massive Paladin walker system.

Adaptive Epidermal Layer: The gray skin of the Prime is a nano-reactive layer that helps absorb small arms and concussive impacts. In addition to the protection from weaponry, the skin provides a layer of environmental adaptation and resistance in harsh environments such as the glacial regions.

REAR ISSUE

REVISED RANGE BANDS

A NOTE ON FIELD TESTING

Field Testing articles are optional rules that have been playtested by our Alpha and Beta playtesters and are now released for public feedback before making any of them official. 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.

Want a deadlier, quicker game? These new field testing rules are designed to satisfy your cravings. The new rules push the game away from having to rush towards the center of the battlefield and engage in point blank range as well as increasing the utility of standard model units like the Jager, Hunter, and Warriors. Used in conjunction with last issue's defense rules, these range band rules make Heavy Gear Blitz! incredibly lethal and much more tactical oriented. Terrain will be much more important to win the day.

The new range bands compact the old range bands into two major categories and two minor categories that are static. The new Combat Optimal Range represents the old point blank ranges to the medium ranges of main rule book. All attacks made in Combat Optimal are fired at a 0 range modifier. Sub-Optimal Range encompasses the ranges formerly known as long and extreme. All shots fired in Sub-Optimal are fired with a -1 range modifier.

Two other ranges are used under these new rules. Melee Range is statically held at 3" for all models. Any weapons that do not have the Melee trait have a -1 range penalty. Some of the ranged weapons, such as the Deployable Pack Gun, Machine Guns, and Flamers, have had the Melee trait added to it for use in melee range and combat. Finally, some weapons have Extreme Range. Extreme Range

under these rules are indicated in the last range column by either an ∞ or --. Weapons that have the ∞ can fire past their Sub-Optimal range out to the edges of the game board with a -2 range penalty. Weapons that have -- do not have a Extreme Range and are limited to Combat Optimal and Sub-Optimal. Thrown weapons are still limited to two range bands and follow the normal rules listed in Locked & Loaded.

In addition to the new range rules, some of the traits on weapons and on the units have to be modified to accommodate the new rules. These traits have the following changes applied to them.

NEW STEALTH RULES

Models with the Stealth perk must chose to use either the concealment of any terrain, smoke, or night effects or they can opt to use their stealth rating. A unit's current cover bonus can add to their stealth rating for purposes of detection see the table below for additional modifiers.

Cover	Stealth Modifier
In the Open (no cover at all)	No Stealth
Some Cover (less than half)	-1
Partial Cover (more than half)	0
Full Cover (all but limb or weapon)	+1 if Stealth allowed

Speed Band	Stealth Modifier
Stationary	+1
Combat Speed	0
Top Speed	-1

NEW MINIMUM RANGE BAND RULE

Weapons with the MR trait cannot fire within 5" and attacks at Combat Optimal Range suffer a -1 Penalty. Sub-Optimal Range is treated as having a 0 range penalty. Extreme Range still suffers from a -2 range penalty.

NEW SNIPER RULE

Weapons with the Sniper trait reduce the Extreme Range Penalty to -1 instead of the usual -2.

MINUS DAMAGE REDUCTION BY RANGE BAND TRAIT

Weapons with this trait reduce their damage ratings starting at Sub-Optimal Range.

STATIONARY FIRING MODIFIER

Reduce the Stationary Bonus for firing by 1.

INDIRECT FIRE

Indirect Fire does not generate an attack from above defense penalty.

CANNONS AND RECOILESS WEAPONS

Weapon Name	Code	Acc	Optimal	Sub-Optimal	Extreme	Damage	RoF	Notes
Very Light Machine Gun	VLMG	0	6	24	--	X2	3	AI, M
Light Machine Gun	LMG	0	6	24	--	X3	4	AI, M
Heavy Machine Gun	HMG	0	6	24	--	X4	3	AI, M
Frag Cannon	FGC	+1	6	24	--	X7	2	AI, M
Very Light Rifle	VLR	0	12	48	∞	X6	0	
Light Rifle	LRF	0	18	72	∞	X8	0	
Medium Rifle	MRF	0	24	96	∞	X10	0	
Heavy Rifle	HRF	0	24	96	∞	X12	0	
Deployable Pack Gun	DPG	-1	12	48	∞	X8	2	M
Light Anti Air Cannon	LAAC	0	12	48	∞	X8	6	AA
Medium Anti Air Cannon	MAAC	0	18	72	∞	X10	4	AA
Heavy Anti Air Cannon	HAAC	0	18	72	∞	X12	3	AA
Very Light Autocannon	VLAC	0	12	48	∞	X6	2	
Light Autocannon	LAC	0	12	48	∞	X8	2	
Medium Autocannon	MAC	0	18	72	∞	X10	1	
Heavy Autocannon	HAC	0	18	72	∞	X12	1	
Very Heavy Autocannon	VHAC	0	18	72	∞	X15	1	
Very Light Field Gun	VLFG	-1	30	120	∞	X20	0	IF
Light Field Gun	LFG	0	30	120	∞	X22	0	IF, AE1
Heavy Field Gun	HFG	0	48	192	∞	X28	0	IF, AE1
Very Heavy Field Gun	VHFG	0	60	240	∞	X33	0	IF, AE2
Snub Cannon	SC	-1	6	24	∞	X28	0	
Light Panzerfaust	LPZF	-1	6	24	--	X10	0	M
Medium Panzerfaust	MPZF	-1	6	24	--	X15	0	M
Heavy Panzerfaust	HPZF	-1	12	48	--	X20	0	M
Rapid Fire Bazooka	RFB	0	6	24	∞	X14	2	
Light Bazooka	LBZK	0	12	48	∞	X15	0	
Medium Bazooka	MBZK	0	12	48	∞	X20	0	
Heavy Bazooka	HBZK	0	12	48	∞	X25	0	

ROCKETS AND MISSILES

Weapon Name	Code	Acc	Optimal	Sub-Optimal	Extreme	Damage	RoF	Notes
Very Light Rocket Pod	VLRP	-1	6	24	∞	X8	3-6	IF
Light Rocket Pod	LRP	-1	6	24	∞	X12	1-4	IF
Medium Rocket Pod	MRP	-1	12	48	∞	X18	1-4	IF
Heavy Rocket Pod	HRP	-1	18	72	∞	X20	3-4	IF
Incendiary Rocket Pod	IRP	-1	6	24	∞	X13	1-3	IF, SB
Heavy Incendiary Rocket Pod	HIRP	-1	18	72	∞	X16	3-4	IF, SB
Anti-Aircraft Missile	AAM	+1	48	192	∞	X10	0	AA, IF, MR, G
Air Burst Missile	ABM	0	18	72	∞	X10	0	IF, Blast (2)
Anti-Gear Missile	AGM	+1	18	72	∞	X15	0	IF, G
Anti-Tank Missile	ATM	+1	18	72	∞	X25	0	IF, G
Heavy Anti-Tank Missile	HATM	+1	30	120	∞	X30	0	IF, G

SUPPORT WEAPONS

Weapon Name	Code	Acc	Optimal	Sub-Optimal	Extreme	Damage	RoF	Notes
Light Flamer	LFL	+1	3	12	--	X5	0	IF, SB, M
Medium Flamer	MFL	+1	4	16	--	X7	1	AE1, IF, SB, M
Heavy Flamer	HFL	+1	6	24	--	X9	2	AE2, IF, SB, M
Anti-personnel Mortar	APM	0	12	48	∞	X4	0	IF, AI, AE4, MR
Light Guided Mortar	LGM	-1	18	72	∞	X15	0	IF, MR, AE1
Heavy Guided Mortar	HGM	-1	30	120	∞	X20	0	IF, MR, AE2
Light Field Mortar	LFM	-1	24	96	∞	X15	0	IF, MR, AE3
Medium Field Mortar	MFM	-1	30	120	∞	X20	0	IF, MR, AE3
Heavy Field Mortar	HFM	-1	36	144	∞	X25	0	IF, MR, AE4
Anti-personnel Grenade Launcher	APGL	-1	6	24	--	X4	0	IF, AI, AE3, M
Light Grenade Launcher	LGL	-1	6	24	∞	X15	2	IF, AE2
Heavy Grenade Launcher	HGL	-1	12	48	∞	X20	1	IF, AE2
Heavy Bazooka	HBZK	0	12	48	∞	X25	0	

ADVANCED WEAPONS

Weapon Name	Code	Acc	Optimal	Sub-Optimal	Extreme	Damage	RoF	Notes
Light Particle Accelerator	LPA	+1	12	48	∞	10	0	MB1, H
Heavy Particle Accelerator	HPA	+1	18	72	∞	15	0	MB1, H
Light Railgun	LRG	0	30	120	∞	14	2	
Heavy Railgun	HRG	0	60	240	∞	35	0	
Sniper Laser Cannon	SLC	+1	30	120	∞	12	0	MB1
Heavy Gatling Laser Cannon	HGLC	+1	12	48	∞	16	1	MB3
Light Laser Cannon	LLC	+1	30	120	∞	16	0	MB2
Heavy Laser Cannon	HLC	+1	30	120	∞	20	0	MB3
Light Pulse Laser Cannon	LPLC	+1	18	72	∞	20	0	MB3
Heavy Pulse Laser Cannon	HPLC	+1	18	72	∞	24	0	MB4

INFANTRY WEAPONS

Weapon Name	Code	Acc	Optimal	Sub-Optimal	Extreme	Damage	RoF	Notes
Anti-Gear Rifle		+1	18	72	∞	X7	0	
Assault Rifle		0	6	24	--	X2	1	AI
Chain Gun		0	6	24	--	X3	4	AI
Grenade Rifle		0	6	24	--	X8	0	AI, IF, AE2
Heavy Rifle		0	6	24	--	X3	0	AI
Light Machinegun		0	12	48	--	X3	2	AI
Light Mortar		-1	18	72	∞	X12	0	AI, MR, IF, AE3
Rifle		0	6	24	--	X2	0	AI
Rocket Launcher		0	6	24	--	X14	0	AE1
Sniper Laser Rifle		+1	24	96	∞	X4	0	AI
Sniper Rifle		+1	12	48	∞	X4	0	AI

LOCKED & LOADED ERRATA

Datacards

Add a 3rd Action to all CEF and PAK Hover Tanks (HT-68 & HT-72). The current TV values for these two vehicles included a third action, but had not been included on the datacard. The costs for all non-GREL skills except Leadership are increased to 15TV per skill. GREL HT crew upgrades should cost +45 TV for CEF and +40 TV for PAK (due to instability).

Page 135 PRDF Growing Pains (Skirmishers):

Any Skirmisher may be swapped for a Cheetah for +20 TV, a Ferret for -10TV or an Iguana for +15 TV per Model. One Ferret per CG may be upgraded to a Wild Ferret for -5 TV per Model. This is increased to two Ferrets per CG in a Veteran CG. Any Ferrets in a Veteran CG may be upgraded to Ferret MK IIs for +5 TV per Model.

Any Model with a Pack Gun may upgrade it to a LAC (F, Reloads) for +5 TV per Model. No further weapon swaps or upgrades may be taken.



Page 43 Airdrops and Reserves

Airdrops and off board reserves are called in using the Army Commander's Leadership rating or in the event of their destruction the model with the next highest LD rating. This takes the place of the prior rule of using reserve die. In addition when deploying by airdrop, the landing zone is an 8" radius from the designated spot instead of the usual 4".

(New Support Point Option)

Guaranteed Reserve and Airdrop Deployment

Players may spend two support points per combat group placed into reserve and have those units arrive in a turn of their choosing which is written on a sheet prior to the game's start. The information on the sheet does not get disclosed to the opponent till the miscellaneous phase of the turn that the units will arrive, or if the player wants to attempt to bring the combat group in earlier than what is written on the sheet. The combat groups will arrive at the designated miscellaneous phase using normal reserve deployment arrival rules.

If the player wants to call in the reinforcements earlier than what was written, normal reserve rules for calling in the combat group apply; however, the combat group will always arrive on the designated turn if the rolls to call the combat group do not succeed.

New Post TN 1940 Options : PRDF Wartime Economy

Remove ECM (1) from any Warrior or Chieftain for -5TV.

Crusader V Upgrade

In an effort to quickly upgrade the venerable Crusader IV to be more effective against invading CEF forces, the PRDF asked Paxton engineers to fix the vulnerability to Earth's advanced weaponry. Paxton engineers found the vulnerability to haywire was traced to the weapon link system of the rocket pods. To address the problem, the units weapon link system was removed and a medium field mortar replaced the light field mortar to compensate the loss of fire power.

In a veteran squad, up to two Crusader IVs may be upgraded to Crusader Vs for 5 TV. This upgrade removes Vulnerable to Haywire and the MRP weapon links. Replace both MRP/18s for a single MRP/36 (F, RoF4, No Reloads). The LFM is also exchanged for a MFM (F, No Reloads).

Cataphract Juggernaut Upgrade

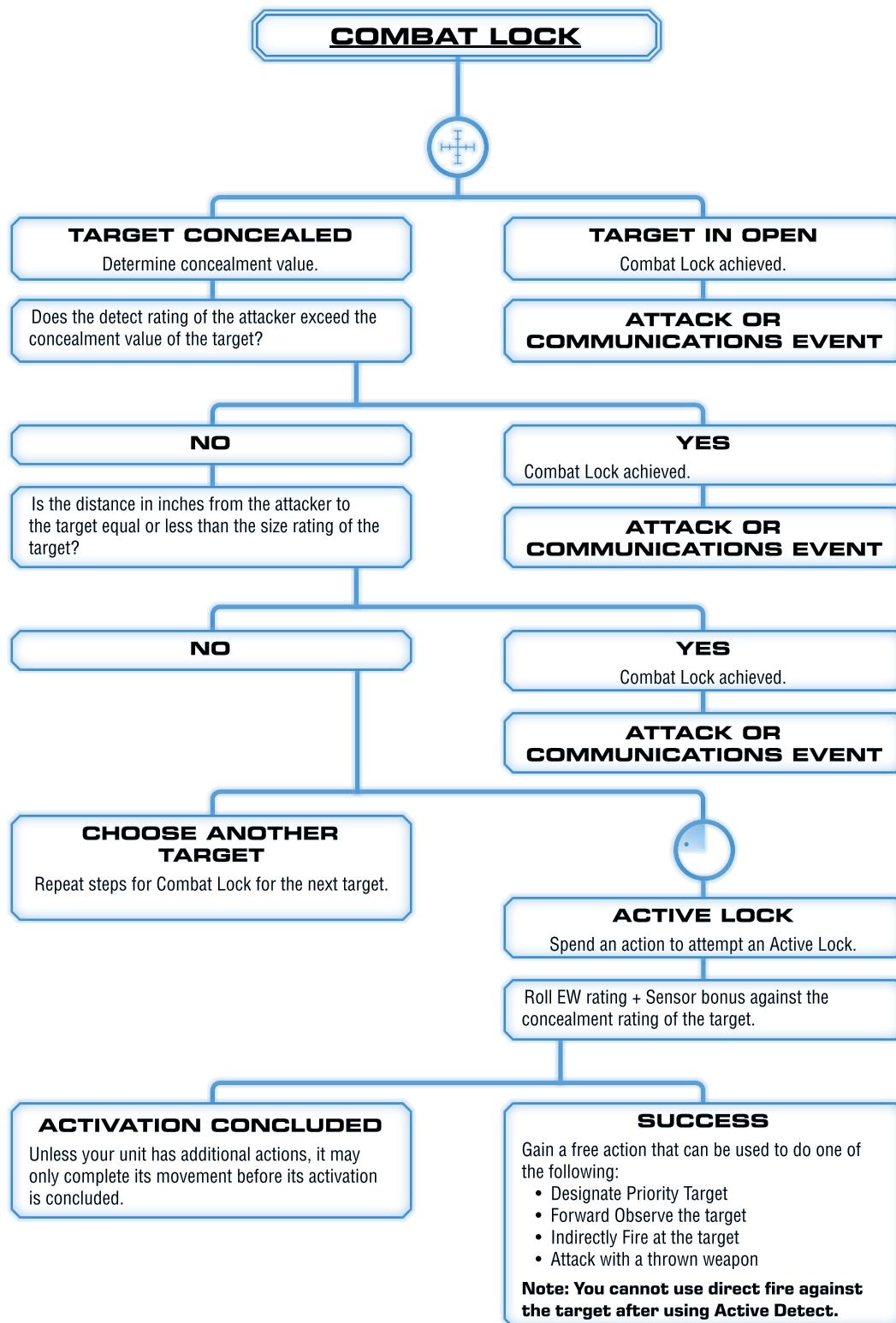
With access to advanced Black Talon technology, Paxton made improvements on their control system inside of their new premier Gear unit, the Cataphract. Cataphracts and Cataphract Lords may add an additional action for +20TV. If this option is taken, all skill upgrades except Leadership found in the combat group listing are doubled in TV cost.

King of the Field Upgrade

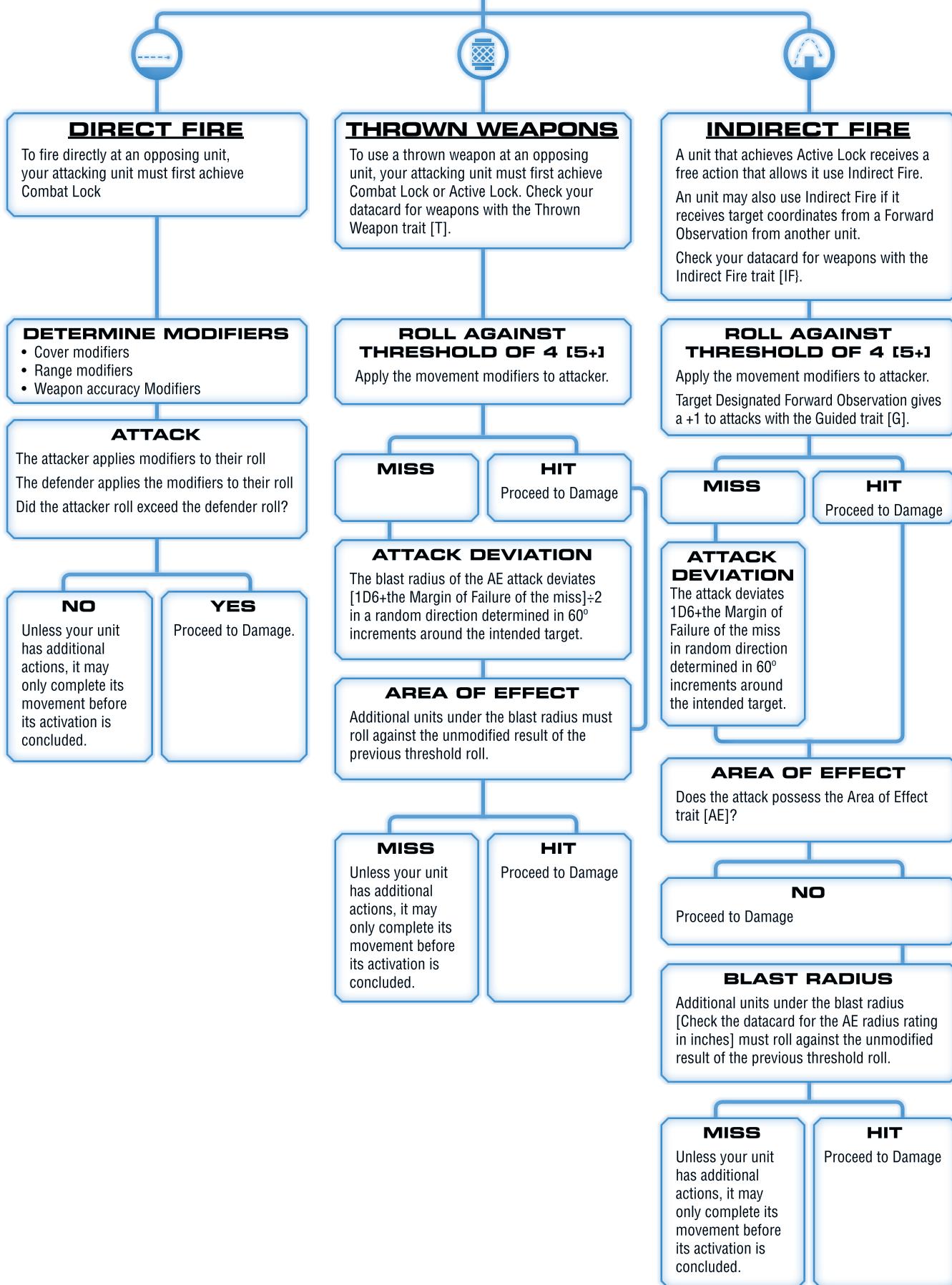
In an attempt to better the King Cobra's capabilities on the field, the Allied Southern Territories and the Southern Republic have incorporated advanced controls in their premier unit. SRA and MILICIA armies may upgrade any King Cobra's actions to 2 for +25TV. ESE with SRA ties may also upgrade the King Cobra's actions for the listed TV. If this option is taken, all skill upgrades except Leadership found in the combat group listing are doubled in TV cost.

Kodiak Conqueror Upgrade

With an eye on expanding sales of their Kodiak machines to the UMFA and Northern Guard, NorthCo introduced an advanced cockpit module upgrade with added automation to Kodiaks coming off the production line. UMFA and Northern Guard armies may upgrade any Kodiak's actions to 2 and add a sturdy box for +30TV. WFPA and Norlight armies may upgrade a single Kodiak for every 1000TV in their army. If this option is taken, all skill upgrades except Leadership found in the combat group listing are doubled in TV cost.



PROJECTILE ATTACKS



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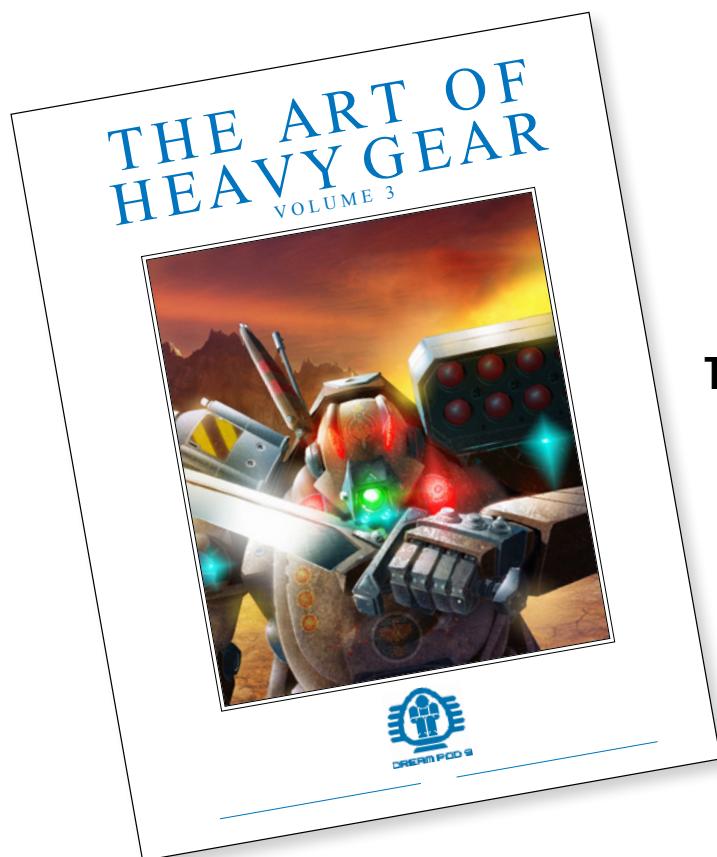


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