

The background of the cover is a dark, textured landscape, possibly a battlefield or a desolate planet. In the foreground, a large, heavily armored HHT-90 Overlord Hovertank is shown from a low angle, its main gun barrel pointing towards the right. The tank is silver with some weathering and has the number '10-005' on its side. Behind the tank, several smaller figures in futuristic combat gear are scattered across the terrain. In the upper right corner, a massive, dark, blocky structure, possibly a building or a vehicle, is visible. The overall atmosphere is gritty and futuristic.

ISSUE 3

GEARUP

THE OFFICIAL DREAM POD 9 MAGAZINE

HHT-90 OVERLORD HOVERTANK

EXCLUSIVE SCULPTOR INTERVIEW

GET YOUR SNEAK ON

SPECIAL BLACK OPS RULES

POD SQUAD FIELD OPERATIONS

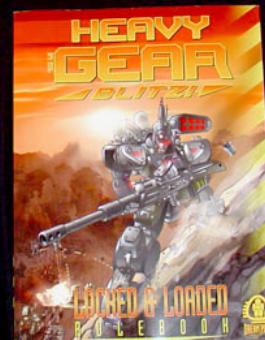
800 TV ARMIES AND COMMANDERS

COMBAT MEDICS

MEDICAL SECTIONS IN BLITZ!

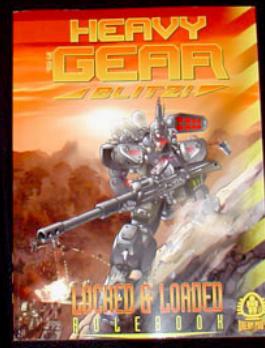
TERRA NOVA TERRAFORMER

HEAVY GEAR ARENA TERRAIN TUTORIAL



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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.



John Nguyen - Marketing Director

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 Marketing Director and Pod Squad Colonel.



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.



Saleem Rasul Abdul Aziz - Assistant Designer

Forum Name: Saleem

Saleem is one of our new Assistant Game Designers. He helps coordinate playtests, does some writing, and helps generate new rules and ideas for the company. All while being halfway across the globe.



Daniel Hinds-Bond - Layout

Forum Name: 007design

Daniel is a Cross-Media Developer living in Chicago. He recently lost a very dear friend. Please give to your local Humane Society, animal hospital or no-kill shelter.



Paul Workoff - Terra Nova Terraformer

Forum Name: Evil Monkey

Resident terrain artist for Dream Pod 9, Paul spends most of his free time coordinating the efforts of the Pod Squad Texas section as CNCO. Paul has been playing miniature games and constructing terrain since before he can remember. With the Arena terrain finished, he has started work on several projects for upcoming Blitz! releases that seem to monopolize his free time and he couldn't be happier.



Sean Callaway - Contributing Writer

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 3

Wow, its been a busy few months. Writing and producing Heavy Gear Arena along with all of the new miniatures, including the incredible HHT-90 Overlord and Boa, has really kept the staff focused on laboring through to the end. Heavy Gear Arena has been a labor of love and frustration, but the end product looks incredible. As usual, Mariko Shimamoto, Greg Perkins, and Daniel have done a phenomenal job on producing another great looking book. Added to that list of names is our new terrain guru, Paul Workoff, and our new technical designer, Avelardo Paredes. Both of them really added to the look of the book. Paul will be a regular contributor in Gear UP starting this month in the Terra Nova Terraformer section. This issue his article covers how to make some of that fantastic terrain found in Arena.

Of course, you're probably wanting to really know more about the gorgeous HHT-90 on the front cover. The kit was sculpted by the incredibly talented Luca Zampriolo, owner of Kallamity, who is also sculpting a few more surprises for us due out early next year. Part of our Fieldtest section this issue covers the rules to field the HHT-90 in a CEF combat group. These rules include new Multi-Component Vehicle rules.

In addition to the HHT-90 rules, we've introduced a few more medical sections for the core armies in the Locked & Loaded book, along with a detailed section on running games with Terra Novan Black Ops.

We have a couple of new contributors this issue. Nigel Wong wrote the excellent OpSec article, and Saleem Rasul Abdul Aziz contributed the Medical Section and CTF articles. Sean Callaway returns this issue with his medic fiction.

Rounding out the book, we've included a second Fieldtesting section covering new Overkill rules and a couple of important errata dealing with Stuns and a couple of units getting a well deserved Sturdy box.

Finally, the latest installment of Primary Solutions and the Prime Knight Arsenal is revealed.

Hope you enjoy this monstrous issue!

Jason Dickerson
DP9 Line Developer



PLAYTESTING OPEN CALL!

Ever wondered what it would be like to work at a gaming company? Here's your chance to actually be a part of the development team. We are looking for playtesters for our upcoming product lines. If you're interested in helping shape our games with your feedback, follow the link and fill out the online survey and application. We are interested in all levels of game play experience.

Benefits of Playtesting

- ◆ Playtesters get access to material months ahead of time.
- ◆ Active playtesters get credited in books that they playtest.
- ◆ Receive free stuff for active playtesting!
- ◆ And best of all, your opinions and feedback will help us make the best possible game for you to enjoy!

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SHOW ME YOUR COLORS!

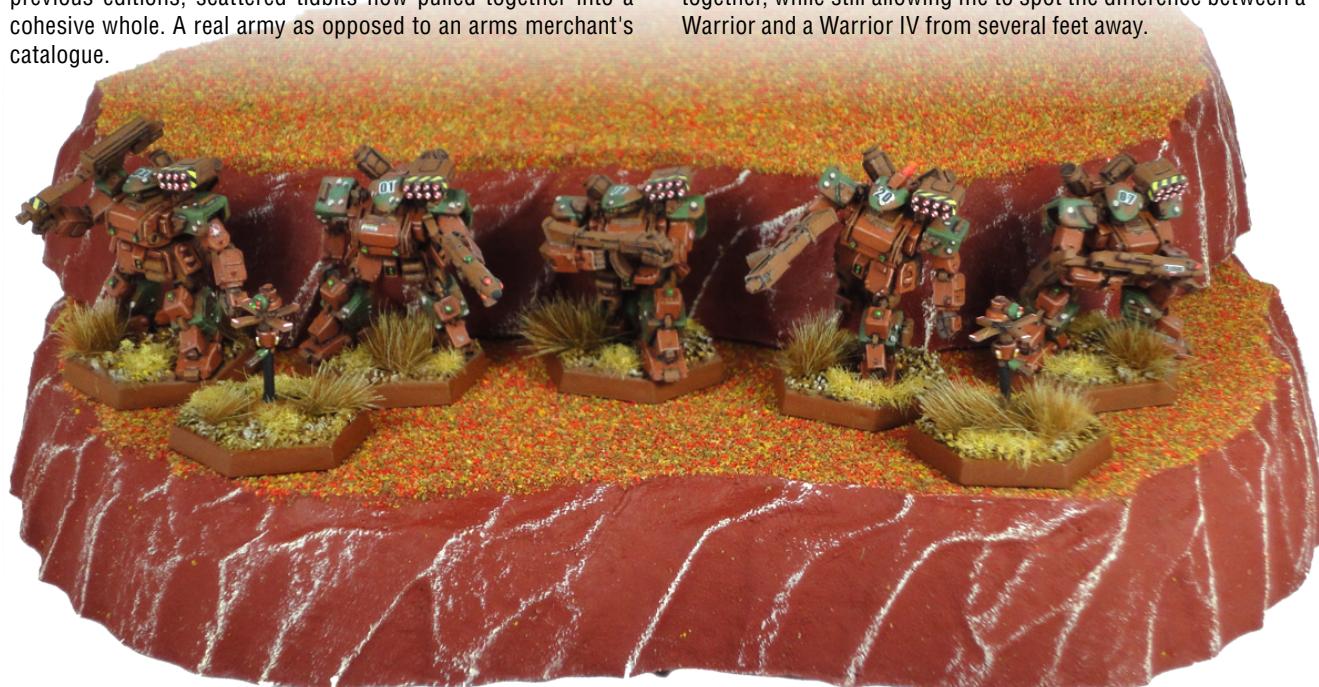
Got a fully painted army to show off? Dying for some bragging rights for those beautiful Gears you just spent hours painting? Each issue of Gear UP will no showcase the best painted army submitted to us between issues. If your army is picked for the spotlight, you'll get to show it off in the official Dream Pod 9 magazine. To qualify for print, you should have at least three combat groups for Blitz! Or a complete six Gear Team for Arena. If you have an army you'd like to submit, email us at rules@dp9.com.

Kicking off this new section this issue, John Prins is showcasing his incredible PRDF army. The unified camouflage and color scheme really presents an awesome sight on the field. Check out John's army pics and learn how he knocked out such a beautiful army.



When I decided to put together an army for Heavy Gear Blitz, I was immediately attracted to Peace River. I always liked the design of the Warrior and Warrior IV, but it wasn't until Heavy Gear Blitz that this Badlands superpower got the respect it deserved – recon and fire support units, gearstriders and tankstriders, stealth units and advanced elite gears – all things that has appeared in various previous editions, scattered tidbits now pulled together into a cohesive whole. A real army as opposed to an arms merchant's catalogue.

I decided to adapt the basic color scheme of the Paladins regiment, exchanging desert tan for a rich clay color and reducing the number of colors involved. Camoflauge can make a machine look military, but can also make identifying similar units difficult on the table, so each class of gear would get its own variation on the same palette of colors. This would tie the whole army together, while still allowing me to spot the difference between a Warrior and a Warrior IV from several feet away.





I used a mixture of Citadel and P3 paints for this army. A mix of Woodland Scenics talus was glued to the base before undercoating. I started with a Chaos Black undercoat, followed by a Calthan Brown overcoat on the whole model. The main areas of the models were blocked out with Vermin Brown and Knarloc Green, leaving some areas of the overcoat exposed, mostly on the upper legs, joints, engines and weapons. Then the entire model is given a wash of Devlan Mud. Washes are very useful in speeding along a paint job – they provide instant shading and often obscure small errors where two paints border one another, and bring out relief in models like Heavy Gears that makes painting detail much easier. I already knew that the wash worked well with these two colors; it pays to test these things out on surplus miniatures before committing to a final paint job.

Once the wash was fully dried, the Vermin Brown was reapplied so that it would be a smooth, even color, as washes can cause some mottling. That would be fine for the green, as I could cover up any mottling with camouflage elements, but I wanted the clay color of the gear to be uniform. Small amounts of the washed Vermin Brown were left in cracks and around bolts, simulating natural shadows and relief. Raised edges of the clay were highlighted with Tallarn Flesh.

Random patches of Calthan Brown were applied to the green areas, avoiding cracks and panel edges where possible. Small dots of Scorched Brown were scattered over the areas, followed by slightly offset dots of Dheneb Stone. Guns and engines were repainted in Calthan Brown, avoiding cracks, then highlighted with Snakebite Leather. Sensors were painted with Snot Green and highlighted with Scorpion Green, or painted with Khador Red Base and Khador Red Highlight. Missile pods were done in Khador Base Red, followed by Skull White to make checker marks – the hardest part of this paint job. When painting checkers, I start in the center and paint towards the edge, using the smallest brush possible, thinned paints, and only a little paint on the brush. Bases were painted in Snakebite Leather, followed by a drybrush of Iyanden Darksun and Dheneb Stone. Edges of the bases were painted in Bestial Brown.

Once painting was finished, decals were added for hazard stripes, unit numbers, army symbols and a few warning signs and random symbols. Decals are a huge time saver and easier to use than most people think. Once everything was good and dry, models were given a gloss varnish for protection (Citadel 'ardcoat) followed by a matte varnish (Army Painter Anti-Shine) to dull the gloss. Bases then had static grass and tuft elements added as finishing touches.

Infantry were done slightly differently, due to the sheer numbers and tiny size. They were undercoated and overcoated as regular, then given a drybrush of Dheneb Stone, followed by a wash of Devlan Mud. This raised the detail nicely, and Vermin Brown was painted on the trooper's armor plates, followed by another wash to give the armor some shading. Then highlights were added and Iyanden Darksun was painted on the visors, with a touch of Skull White on the tips.



HEAVY GEAR AREA

GEARS, GUNS, & THE GLORY OF THE GAME

SLICE AND DICE

Roland looked at his HUD inside of the cockpit of his brand new Jaguar. Sweat poured from his forehead and with the helmet covering his face, he couldn't reach up and wipe away the stinging in his eyes. The sensors showed him another red blip. The new comer had taken out another one of his teammates. This was supposed to have been a predator prey match. His team was supposed to have been the predators hunting the single opponent in the arena. Instead, one by one the six man team was getting picked off by the green and red Cobra with the twin katanas.

Every time Roland's team had caught up with the 'prey' it had turned the tables on them. Kaouri's Black Mamba had been cut through the waist sending the cockpit flying into the crowded spectator stands. The steel reinforced net had slowed the cockpit enough for the crowd to disperse, but that move had been as brutal as anything Roland had seen Alex Torvas, an infamous Southerner dueling in Spider's arenas, performing on hapless pilots.

Roland scanned the concrete corridors ahead of him. With fifteen cycles of experience under his belt, Roland wasn't going to let this upstart unknown take him down. Especially not after spending his earning in the last season buying a top of the line Jaguar from the team's corporate sponsor, Northco. Roland was confident he could handle the lumbering Spitting Cobra with his more nimble advanced Jaguar. The problem was now he was alone. The blip on his sensors a few moments earlier had been his on team rival, Colfax. The duelist from the UMF had been piloting a Jaguar too. Roland wasn't even sure how Colfax had been taken down by the sword wielding Gear.

A sense of paranoia was gripping at the experienced pilot as he rounded the corner. Would the green and red Cobra be waiting for him? The open central area was clear as far as his sensors and cameras indicated. Roland sighed in relief as he brought his Jaguar into a slower walking trot rather than the faster SMS mode.

As he walked out in the open, the sixth sense Roland had developed over the cycles told him to turn around. Quickly spinning the Jaguar on its heels, the duelist's eyes gazed on the massive form of the green and red Cobra coming directly at him from above. With both katanas pointed down to pin the Jaguar into the ground, the Cobra was looking to finish the battle quickly. Roland's quick reflexes and advanced machinery saved him from the lethal attack, but the pilot had little time to celebrate. The Cobra's pilot was pressing him back into the open. Roland grinned. He would have the advantage in the open.

The Cobra's shoulder mounted machinegun roared into life and missed hitting the Jaguar. Roland laughed at the desperate measure. The anti-infantry weapon was rarely seen in the arena since the weapon usually couldn't penetrate a Gear's heavy armor. Roland also understood why the Cobra pilot relied on the katanas. The pilot was a lousy shot.... Or so Roland thought. Too late to react, the Jaguar's sensors screamed that an explosion had occurred behind it as the machinegun fire had ripped into one of the arena's many explosive barrels.

Roland screamed into his helmet's receiver as his brand new Jaguar was thrown directly at rushing Cobra and its two wicked blades.

"Ladies and Gentlemen! We have a new winner! The prey has turned out to have a wicked set of claws. All of the predators have been defeated! Astounding!"

Inside of the Cobra's cockpit, the pilot's normally austere face cracked a slight grin. She had accomplished her mission for her masters. Musashi's blades had sang in the arena once again, and no one could stop her now.



HEAVY GEAR ARENA

Crowds pumping their arms and yelling your name out at the top of their lungs, wads of cash in my pocket, and just the bragging rights for kicking your opponents into the dirt. What else is there worth living for?

Malcolm Jenner, three time Barrington circuit champion, on why he returned to the arena after four cycles of retirement.

Heavy Gear Arena is all about playing to crowds and destroying your opponents in the field, but unlike our other line, Heavy Gear Blitz!, Arena's battlefield is the competitive sports field. In the 62nd century setting, giant robots piloted by elite Duelists engage in fast paced combat to the thrill of the crowds in the stadium. In Arena, you take on the role of the Team Manager, building up your team to earn money, rep, and the best equipment. To do this you'll have to win the crowd's support in order to woo lucrative sponsorship contracts from corporations.

Heavy Gear has had a number of incarnations of competitive Gear Dueling over the years, but Heavy Gear Arena is the first all inclusive campaign oriented game in our line. On the heels of our successful Heavy Gear Blitz! system, Heavy Gear Arena blends the tactical simplicity of Blitz! while still showing ties to its earlier roots in the Heavy Gear RPG. In campaign play, players take on the role of a team manager or owner. The player recruits duelists and fosters their growth over the course of the campaign. Duelists and Team Managers earn experience by gaining Rep through aggressively catering to the fans. For Team Managers and Duelists experience translates into improved skills and powerful talents.

On top of talents and skills, Duelists can develop and learn combos, which give them powerful moves in the arena. Each combo has a family associated with a particular fighting style. The Pugilist Family encourages fighting with a Gear's fists in fashion similar to boxing. Sword and Staff Families allow specializations in either bladed or crushing weapons. Some Duelists excel in combos that emphasize defense or speed. These families aid the Duelist in piloting their Gears to the fullest and achieving new levels of performance which exceed any engineer's expectations for the machine.

Gears in the game are highly customizable with options to put weapons and components into slots. Each Gear chassis has a particular number of slots located in a variety of locations. Players can customize their weapon load outs and performance enhancing components as they see fit as long as their Gear's chassis can accommodate the upgrades and weapons. Of course have the right ties to get the equipment and the money on hand is important too. With the construction system, players can have unorthodox weapons options available to them. Want to have a hand held rocket pack? You can do that. Just assign the rocket pack to a manipulator i.e. Gear's hand. This opens up the option to buy reloads for the rocket pack!

Arena also features all of the popular Gear UP fieldtest rules as well as new rules playtested specifically for Heavy Gear Arena. New movement options in hover, arcs of fire, and cover have been tweaked to accommodate the new game. The most significant change from Blitz! to Arena for the rules is the armor and overkill rules. The number of boxes are tied to the overkill value of a unit in the game (for a preview of how this works check out this issue's field testing rules).



With the introduction of Arena, we have also tapped into the roots of the game's historical Gears to introduce never produced or statted units such as the Boa, Copperhead, and Wildcat. Early next year, the Engineering Cobra and Grizzly will be released along with more action oriented sculpts of popular current Gears. Each issue of Gear UP next year as well as future supplements will feature additional new Hired Guns to accompany the resculpted current Gears. Hired Guns are special characters that teams may hire to bolster their team's capabilities on a per game basis, but the new models are easily usable for the team's own members or even as a special commander or duelist model for a Blitz! army.

For new players to the game, the Heavy Gear Arena Introductory set is a fantastic way to hop into the game with a minimum of cost and hassle. The boxed set includes four Hired Gun miniatures (Maena's Grizzly, Danghen's Hunter XMG, Yang's Black Mamba, and Emili's Dartjager), four six-sided dice, a measuring tape, and best of all the complete Heavy Gear Arena Core Rules in a new small form factor, black & white book. Using the premade Hired Guns, two players can jump right into the game and try out the rules without having to go through the process of building a team. Once a few games have been played with the miniatures in the boxed set, players can see what sort of army would fit their playing style.

The full color rulebook is by far one the most visually stunning books put out by Dream Pod 9. With new artwork from Mariko Shimamoto and our new technical designer, Avelardo Paredes, readers are presented with a fresh look at the Heavy Gear Universe.

BOA [OACS-15H/FS]

ORIGIN

Designed as the super heavy fire support Gear in the Constrictor series produced in the early 19th century, the Boa never made it to the field as a general use Gear during its initial development. When Mandeers designed the Boa, they wanted to make it the most well protected Gear on the market at the time; however, the added armor weight of the unit caused the Boa to be useless as a fire support Gear since it could not carry heavy weaponry needed to fulfill the intended role. After the dismal performance of the prototypes, the Southern Republic Army declined purchasing the vehicle for use in the military. Efforts to market it to other Southern militaries also proved disastrous for Mandeers.

For decades, the Boa design languished in the design vaults of the company, and with crippling debt mounting at Mandeers military systems division, the company decided to sell off the useless Constrictor designs to Neal Motorworks, a manufacturing company in NuCoal, for a premium price. As part of the deal, Neal Motorworks acquired the mothballed Python production facilities located in Atsi, Mekong Dominion. The facilities were shipped to Fort Neal in parts officially as scrap in order to skirt legal issues related to the sale. The small NuCoal company, invigorated by expatriate Humanist preceptors, found a solution for the Boa's weight problem by increasing the power to the unit via a revolutionary quad engine design. The engine design would later be incorporated into the NuCoal SDF's own advanced fire support unit, the Hussar, also produced by Neal Motorworks. Neal Motorworks's wide scale production and sale of the Boa to the Badlands communities as well the reconstituted Humanist Alliance Protectorate Forces and Port Arthur Korp shocked intelligence and military forces in the South.

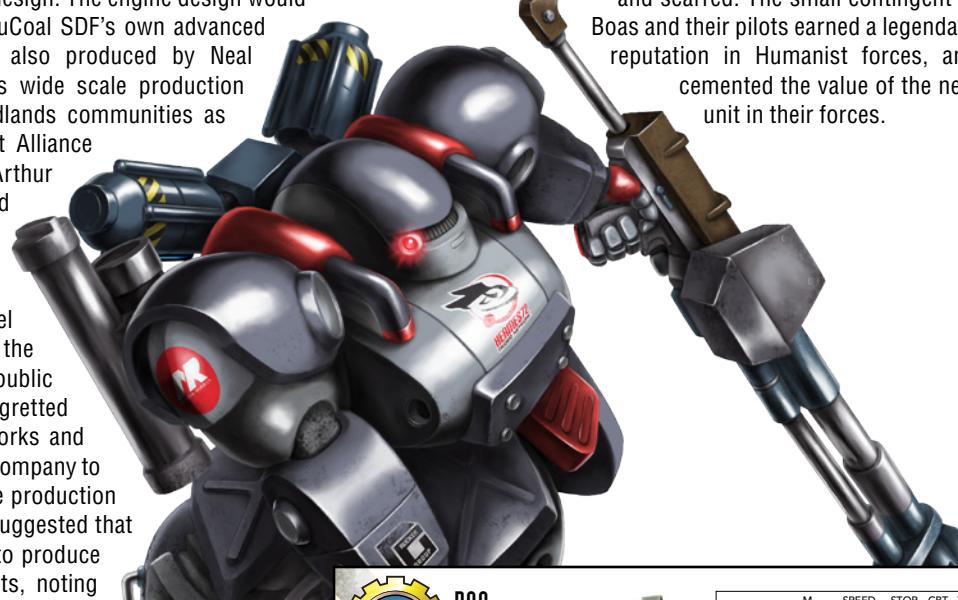
Seeing the potential of the Boa in the field and the new level of scrutiny leveled against the company from the Southern Republic government, Mandeers regretted selling the unit to Neal Motorworks and threatened a lawsuit against the company to recover the design as well as the production facilities, but Neal Motorworks suggested that Mandeers just license the right to produce the unit in the Southern markets, noting that the MILICIA forces in the Mekong were cash rich and looking for sources of new equipment. The remaining manufacturing facilities in Atsi were a perfect location to manufacture the Boa and to sell to the Mekong based MILICIA units. Neal Motorworks added the engine design technology as part of the deal. As a result, the two companies came to an arrangement, which included the licensing of the Copperhead design, which had recently won back from Territorial Arms in a bitter decades long lawsuit. Since production has begun in Atsi, Mandeers has found clients in both the MILICIA and Peacekeeper units stationed in the league. The successful sale of the Boa to these units has caused Mandeers to re-evaluate their traditional marketing to the SRA and instead concentrate their sales to secondary clients.

SERVICE RECORD

The Boa went into production in the Neal Motorworks plants in TN1939, and in TN1940 for the retooled Mandeers facility in Atsi. The largest number of Boas are seen in PAK and HAPF forces located in the Barrington Basin, though the Mekong Based MILICIA and Peacekeeper forces are seeing an upsurge in equipping its forces with the Boa. The extra protection afforded to the pilot makes the unit popular with soldiers, but the limited selection of weapons on the Gear keeps the unit from being utilized in the intended fire support roles. Most regiments utilize the Boa as a mid ranged fire support Gear with some assault capability.

The most famous use of the Boas in the field occurred during border skirmish between the SRA 66th Gear Regiment and the 7th HAPF Penkosion. A sustained battle between forces in the Illuvian Valley north of the Humanist League lasted for thirty seven hours and ended only after both force commanders were ordered to stand down by their commanders. The SRA forces attacking the gorge leading into the valley were met with fierce opposition from a Dekarion of Boa equipped pilots. The ruggedly designed Boa supported the troops while repairs and resupply could be

made in the rear. The wall of steel Boas survived though they were battered and scarred. The small contingent of Boas and their pilots earned a legendary reputation in Humanist forces, and cemented the value of the new unit in their forces.



HEAVY GEAR BLITZ		NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS		
HAC	F	0	5	/ 9	/ 18 / 36 / 72	X12	ROF 1, R			
MRP/36	F	-1	3	/ 6	/ 12 / 24 / 48	X18	ROF 4, IF			
LGM	F	-1	5	/ 9	/ 18 / 36 / 72	X15	IF, G, AE1, MR			
HMG	FF	0	2	/ 3	/ 6 / 12 / 24	X4	ROF 3, AI			
HGLC	F	+1	3	/ 6	/ 12 / 24 / 48	X16	ROF 1, MB3			
MBZK	F	0	3	/ 6	/ 12 / 24 / 48	X20				
MFM	F	-1	8	/ 15	/ 30 / 60 / 120	X20	IF, AE3, MR			
HG	F	-1	THROWN			X15	T, AI, AE2			
VA	F	-1				S+4	M			
PHYSICAL ATTACK (PUNCH/KICK/RAM)						S	M			
DEFENSE		W	3/5	-4	-2	-1				
DEFENSE		G	5/10	-4	-1	+1				
ATTACK				+2	0	-3				
DETECT		2	ARMOR		22	SIZE		7		
SENSORS		0	DAMAGE							
COMM		0	S		S	L		H C		
AUTO COMM		3								
ARMOR PERKS: REINFORCED FRONT ARMOR (1)										
PERKS/FLAWS: RUGGED MOVEMENT, DEFECTIVE ACTIVE SENSORS (1), LSP (1)										
AUX SYSTEMS:										

GENERAL STATS

Threat Value	690
Offensive Threat Value	1,289
Defensive Threat Value	357
Miscellaneous Threat Value	423
Size	7
Original Default Size	9
Individual Lemon Dice	3
Crew	1
Bonus Actions	0

VEHICLE SPECIFICATIONS

Name	Boa
Production Code	OACS-15H/FS
Production Type	Mass Produced
Cost	443,571.43
Manufacturer	Mandeers Heavy Industries / Neal Motor Works
Use	Fire Support
Height	4.9 meters
Width	3.9 meters
Avg. Armor Thickness	92 mm
Armor Material	Armorplast
Standard Op. Weight	10,050 kg
Primary Movement Mode	Walker (36 kph)
Secondary Movement Mode	Ground (60 kph)
Deployment Range	400 km
Sensor Range	3 km
Communication Range	10 km
Powerplant	NM-790-Quad V-Engine
Engine Output	1150 hp

ARMOR

Light Damage	22
Heavy Damage	44
Overkill	66

ELECTRONICS

Sensors	0
Communications	0
Fire Control	0

MOVEMENT

Primary Movement Mode	Walker
Combat Speed	3
Top Speed	5
Secondary Movement Mode	Ground
Combat Speed	5
Top Speed	10
Maneuver	-1

PERKS

Name	Rating	Game Effects	Aux
Ammo/Fuel Containment	-2	from hit rolls for Ammo/Fuel Hit results	
HEP: Desert			
Reinforced Armor	1	F Arc; add to base armor	
Manipulator Arm x2	7	Can punch	
Rugged Movement		Absorbs first "Movement" hit	
Reinforced Crew Compartment		Absorbs first "Crew" hit	

FLAWS

Name	Rating	Game Effects
Large Sensor Profile	1	Subtract rating from Concealment
Annoyance		Difficult to enter cockpit
Defective Active Sensors	1	Die roll against rating, subtract result from active sensor rolls if failed

WEAPONS

Qty	Name	Code	Arc	Acc	Dam	Range	ROF	Ammo	Special
1	Heavy Autocannon	HAC	F	0	x12	3 / 6 / 12 / 24	+1	30	
1	Heavy Machine Gun	HMG	F	0	x4	1 / 2 / 4 / 8	+3	200	AI
1	Medium Rocket Pack/36	MRP/36	F	-1	x18	2 / 4 / 8 / 16	+1	36	IF
1	Light Guided Mortar	LGM	F	-1	x15	3 / 6 / 12 / 24	15	MR3, G, IF	
1	Vibroaxe	VA	F	-1	x10	0 / 0 / 0 / 0	0	AC	
6	Hand Grenade	HG	F	-1	x15	0 / 0 / 0 / 0	0	AI, Dis	

BLITZ! RULES (POST TN1940)

PAK: Swap Any Tiger for a Boa for 5TV. In a Veteran squad, the Boa may swap its HAC for a HGLC (F, RoF1, Reloads) or 5TV. Also as a Veteran option, the Boa may swap its LGM and MRP/36 for a MFM (F, No Reloads) for 20TV.

HAPF: Swap any Spitting Cobra for a Boa for -15TV. The Boa May swap its HAC for a MBZK (F, No Reloads) for 10TV. As a Veteran option, the Boa may swap its LGM and MRP/36 for a MFM (F, No Reloads) for 5TV. Also as a Veteran option, the Boa may swap its HAC for a HGLC (F, RoF1, Reloads) for 5TV.

MILICIA/Peacekeepers: Swap any Spitting Cobra for a Boa for -15TV. The Boa may swap its HAC for a MBZK (F, No Reloads) for 10TV. As a Veteran option, the Boa may swap its LGM and MRP/36 for a MFM (F, No Reloads) for 5TV.

Leagueless: Boas are a Support Option (S) at 65TV

GLADIATOR [PA-09/R]

ORIGIN

The Gladiator was originally designed for the duelist market in TN1862 and since that time it has undergone a number of minor upgrades to keep its performance capabilities on par with more advanced dueling dedicated machines produced by Territorial Arms and NorthCo. The rugged Gladiator design is popular with most underground dueling teams, but the unit was almost never seen in a military capacity due to the highly inefficient engine.

The PRDF looked at the design shortly after the institution was formed after the War of the Alliance, but decided against integrating the unit into their forces after discovering the Gladiator couldn't be reasonably sustained in the field due to the same fuel issues. The engineers at Paxton worked on the problem for decades, but the breakthrough they were looking for didn't arrive till they had access to prototype materials, which had been acquired through espionage from a Southern Republic design firm in TN1937. The newer metals and ceramic compounds developed in the South had higher heat dispersal and durability compared to most of the materials produced at Paxton.

With the new compounds in hand, the company applied it to their Gladiator's engine and actuator systems to create the high performance they had been looking for in the Gear. The new unit was scheduled to go into full production in TN1939 at the Gladiator's production plant at Peace River, but the detonation of an anti-matter device in the city state killed thousands of its inhabitants and annihilated a significant amount of Paxton's manufacturing, including the Gladiator line.

While Paxton and Peace River would slowly recover over the next few cycles, the rebuilding process meant that resources would have to be prioritized and dispersed in order of necessity. The Gladiator project was placed well below the necessity line. By TN1945, Paxton was once again in a place to look at restarting the Gladiator line, but by this point, the materials generated from the stolen materials nearly a decade before had been used to produce the Talonwerks Gears and Striders. A new generation of Paxton Gears were being planned that eclipsed the Gladiator's performance. Nevertheless the demand in the private market for the unit was still strong and the POC expressed a desire to have a high performance Gear to accompany their Pit Bulls on anti-rover patrols.

Adrienne Bils, a member of the POC, had popularized the Gladiator as a member of the POC team on demonstrations at a variety of dueling circuits. Paxton knew it could capitalize on the marketing opportunities and reestablish itself as a premier arms manufacturer with the visibility. As a result the Gladiator was put into full production and sold openly to communities, dueling teams, and private security and mercenary outfits that could afford the high-end unit. As part of this public relations blitz, Paxton supplied the POC units with Gladiators. A limited number of Gladiators also made their way into the PRDF, but proved to be a less popular option for the military.

After cycles of investment and hardship, Paxton easily recouped their investment in the retooled Gladiator, and the improved design gave the company the re-polished image it needed to re-capture market shares lost in the '39 disaster.

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
MAC	F	0	5 / 9 / 18 / 36 / 72	X10	ROF 1	
MBZK	F	0	3 / 6 / 12 / 24	X20		
RFB	F	0	2 / 3 / 6 / 12 / 24	X14	ROF 2, R	
APGL	F	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	
HG	F	-1	THROWN	X15	T, AI, AE2	
SKG	F	-1		X12	M	OOOOOO
VA	F	-1		S+4	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)						S

GENERAL STATS

Threat Value	626
Offensive Threat Value	664
Defensive Threat Value	495
Miscellaneous Threat Value	718
Size	6
Original Default Size	8
Individual Lemon Dice	3
Crew	1
Bonus Actions	0

VEHICLE SPECIFICATIONS

Name	Gladiator
Production Code	PA-09/R
Production Type	Mass Produced
Cost	396,666.67
Manufacturer	Paxton Arms
Use	Heavy Police Gear
Height	4.3 meters
Width	2.5 meters
Avg. Armor Thickness	45mm
Armor Material	Armorplast
Standard Op. Weight	6,541 kg
Primary Movement Mode	Walker (54 kph)
Secondary Movement Mode	Ground (72 kph)
Deployment Range	500 km
Sensor Range	2 km
Communication Range	10 km
Powerplant	PMW-V760 V-Engine
Engine Output	530 hp

ARMOR

Light Damage	15
Heavy Damage	30
Overkill	45

ELECTRONICS

Sensors	0
Communications	0
Fire Control	+1

MOVEMENT

Primary Movement Mode	Walker
Combat Speed	5
Top Speed	9
Secondary Movement Mode	Ground
Combat Speed	6
Top Speed	12
Maneuver	+1

Name	Rating	Game Effects	Aux
HEP: Desert			
Manipulator Arm x2	7	Can punch	
Ram Plate		Reinforced F Arc, 1/2 Damage for collisions	
Reinforced Chassis		Absorbs first "Structural" hit	
Reinforced Location Armor	2	Increase bas armor by 2 at Crew	
Shields	5	L Arc	

PERKS

Name	Rating	Game Effects	Aux
Annoyance		Difficult to enter cockpit	
Poor Towing Capability		Can tow half its own weight	

WEAPONS

Qty	Name	Code	Arc	Acc	Dam	Range	ROF	Ammo	Special
1	Chassis Reinforcement	CR	F	0	x0	0 / 0 / 0 / 0		0	
1	Medium Autocannon	MAC	F	0	x10	3 / 6 / 12 / 24	+1	0	
1	Ammo Clip	CLIP		0	x0	0 / 0 / 0 / 0		0	
1	AP Grenade Launcher	APGL	F	-1	x4	3 / 6 / 12 / 24		0	IF, AI AE3
1	Vibroaxe	VA	F	-1	x10	0 / 0 / 0 / 0		0	AC
6	Hand Grenade	HG	F	-1	x15	0 / 0 / 0 / 0		0	AI, Dis
1	Spike Gun	SKG	F	-1	x12	0 / 0 / 0 / 0		6	

BLITZ! RULES (POST TN1940)

PRDF/POC Per Combat Group: Swap up to two Pit Bulls for a Gladiator for 35TV each. In Veteran Squads, up to two Warriors may be swapped for a Gladiator at 20TV. The Gladiator may swap its MAC for a RFB (F, No Reloads) for 5TV. One Gladiator may swap their MAC for a MBZK (F, No Reloads) for 10TV.

Leagueless: Gladiators are Elite (P) options at 65TV.

TERRA NOVA TERRAFORMER

Heavy Gear Arena is a contest between teams of gears fighting it out in an arena filled with obstacles and hazards. You can recreate those arenas for your tabletop with a little know-how and a bit of imagination. This tutorial will teach you to make two of the most important pieces for your arena, Ramps and Wall sections. I'll begin by running through a list of the tools and materials you will need to construct the ramps and wall sections. After that I will run through the construction of the pieces, step by step. A word of warning, the tools listed are designed for cutting through wood and will cut through flesh with equal ease so please use caution. Without further delay, let's begin filling your arena.

TOOLS

All of which can be found at your local Home Improvement store

- ◆ Miter Box
- ◆ Pull Saw (These are designed to cut on the pull stroke and cut small pieces of wood easily)
- ◆ Ruler
- ◆ Sharp pencil
- ◆ 150 grit sandpaper
- ◆ Painters tape
- ◆ Self-healing cutting mat
- ◆ Band-aids (accidents happen)

MATERIALS

Most of these can be found at your local hobby/craft store but for some things you may need to go to a Home Improvement store. Wood was chosen for its ease of use and abundance.

- ◆ 1/4" Masonite or MDF – You can get small pieces usually 2' x 4' called Project Panels. Most stores will cut it for you if you ask them. You will want it cut into 2 1/2" wide strips to make your job easier. You will need two strips that are 2 1/2" wide by 48" long which will make about 12 straight and corner wall sections.
- ◆ 3/32" x 3" x 24" Basswood – This will be used to make your ramps and can be found at most Hobby/Craft stores. Basswood is chosen because it is light-weight and cheaper than plywood. One piece will make two ramps.
- ◆ 3/16" x 1/4" x 24" Basswood – This is used to create the base of the walls. You will need about 8 to do all the walls and give you a little extra.
- ◆ 1/8" x 1/8" x 24" Basswood – This is for reinforcing your ramp and you will only need one piece.
- ◆ Wood Glue
- ◆ Wood filler
- ◆ Can of spray primer
- ◆ Rust-oleum Multicolor Textured Spray paint – Aged Iron looks like asphalt and can be dry brushed with white to look like concrete.
- ◆ Yellow paint – cheap craft acrylic paint works very well



CONSTRUCTING THE WALLS

Beginning with the straight walls, cut one of the strips into 6" lengths. Next take 4 pieces of the 3/32" x 3" x 24" and cut those into 6" lengths as well.

Take one of the Masonite pieces and glue two of the cut basswood strips onto either side of the Masonite with a little wood glue as shown. Less is more with wood glue as once it dries it is permanent and will not come off without taking a large chunk of wood with it. Repeat these two steps for the remaining wall sections.

To construct the corner walls you are going to need the miter box to create the angles required. Begin by cutting the second strip of Masonite into 8" lengths.

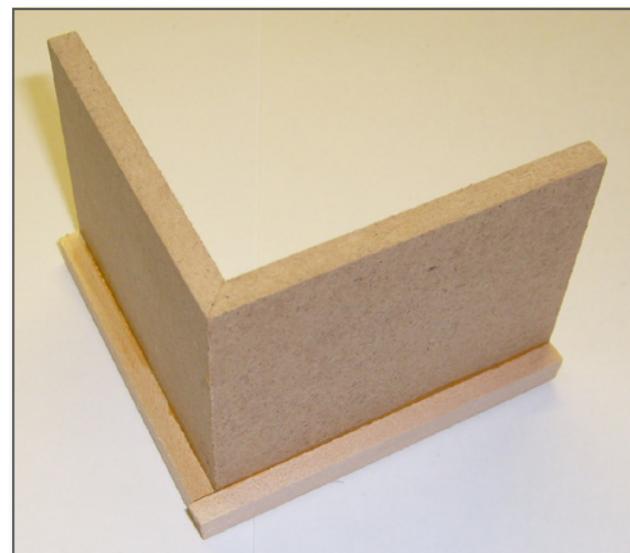
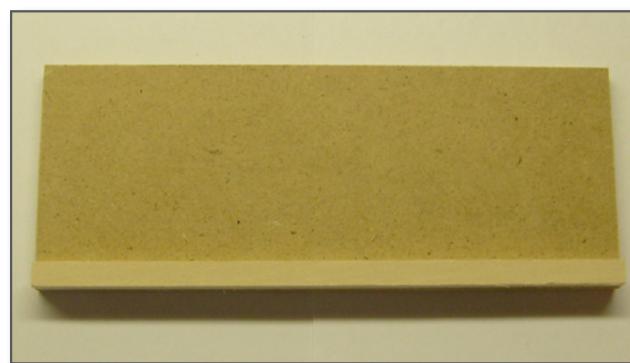
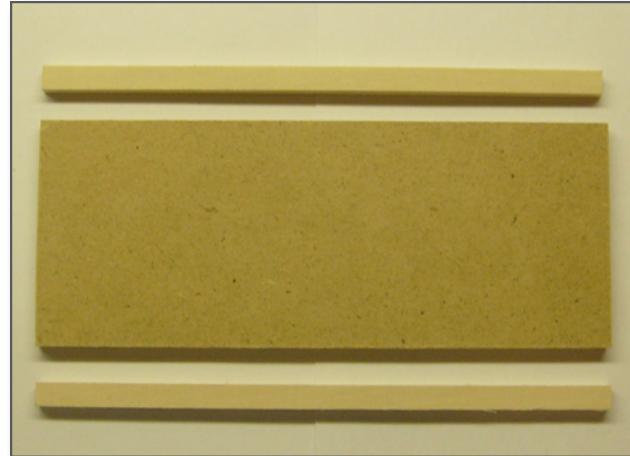
Now draw a line bisecting the Masonite in half as shown.

Place the Masonite in the miter box with the line in-between the 45 degree angle and cut the Masonite on that angle in half.

With the length now cut at an angle, glue those two 45 degree angles together to form a 90 degree angle. Again follow the less is more philosophy with the wood glue.

Now that you have the corner wall put together you will need to attach the base as you did with the straight sections. Because of the angle you will need to cut each piece for the base individually. Start by cutting a piece the length of one of the outer sides and attach it. Cut another piece the length of the other outer side including the newly attached base piece and attach it with wood glue. Follow these steps with the inside.

With the wall sections complete, fill any gaps with wood filler and sand them smooth once dry.



PAINTING THE WALLS

Prime the walls with the primer using one light coat. The purpose is to help the textured paint adhere and to ensure an even color once the textured paint is applied. Allow primer to dry completely before moving on.

Spray the walls with the textured paint and use caution as it tends to clump. When spraying the walls, do not start or stop spraying on the wall sections, using a fluid motion, begin spraying off one side of the wall and stop off the opposite end. One coat should cover the walls but a second coat can be applied if desired as long as the first coat is completely dry.

At this point you can stop or you can drybrush the dry walls to achieve different effects.

White will produce a concrete look

A silvery metallic layered with a little red and brown will produce a rusty wall look.

Try using different colors of textured paints and experiment to achieve different effects.



CONSTRUCTING THE RAMPS

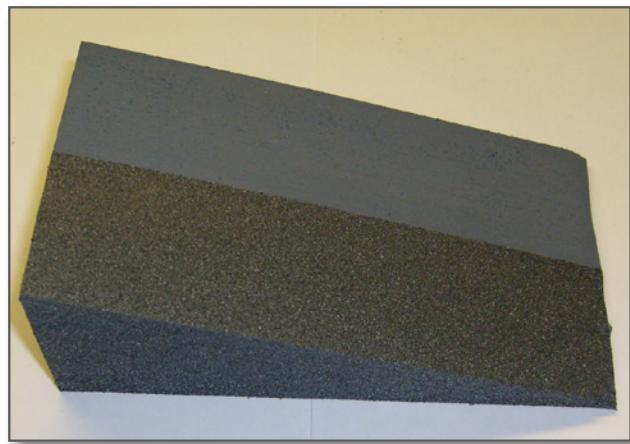
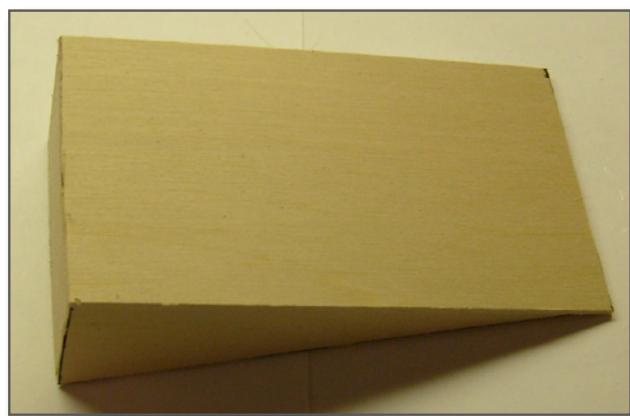
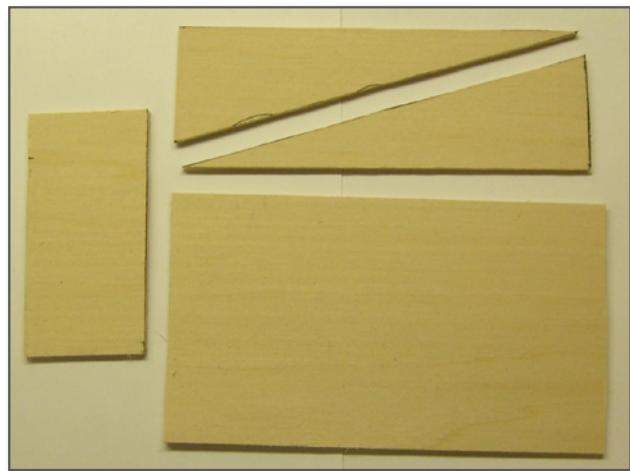
To begin constructing the ramp you will be cutting out all the pieces used to build the ramp. Take the 3/32" x 3" x 24" basswood and cut out two 3" x 5 1/4" lengths, two 1 1/2" x 5" lengths, and two 2 13/16" x 1 1/2" lengths. Take the 2 13/16" x 1 1/2" lengths and bevel the wide side.

Getting the correct angle for your ramp is very simple, take one of the 1 1/2" x 5" lengths and draw a line from one corner to the opposite angle. Carefully cut along that line and repeat the process for the other piece. You now have the angle pieces for your ramps.

To assemble your ramps, take one 3" x 5 1/4" length, one pair of angles, and one 2 7/16" x 1 1/2" length and assemble them in the following order. Take the angles and the short length and assemble a ramp shape using wood glue. Place the remaining length on the top and attach with wood glue. To prevent gaps from forming or warping, use painters tape to secure the ramp while it dries.

Once the glue has dried remove the tape and take the 1/8" x 1" x 24" basswood and cut several 2 7/16" lengths. Attaching with wood glue, place several lengths evenly on the inside of the ramp. This will reinforce the ramp and prevent warping once the paint is applied.

Once the glue has dried fill any gaps with wood filler and allow it to dry completely. Sand the ramp removing any excess wood filler and any uneven edges. You will also want to bevel the low edge so models can go up the ramp or be placed on the edge without becoming unbalanced.

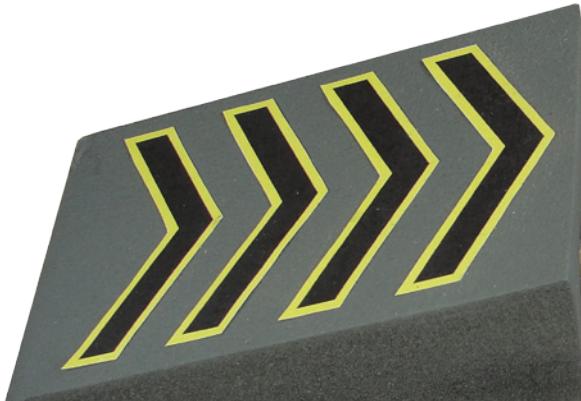


PAINTING THE RAMP

The process for painting the ramp is very similar to the walls. Paint your ramps to match your walls but leave the top of the ramp the color of the textured paint.

To paint the yellow arrows, you can either freehand paint them or for more exact arrows use a stencil from your local hobby or craft store. Whichever method you use you will want to space the arrows so that there is a 3/4" gap between them.

These ramps and walls can be used as the basis for your own arena creations. Make lower walls so your gears have hard cover or make them wider so gears can move along the top. This goes for the ramps as well, make thinner ramps or even try different angles. The only limit to your arena is your own imagination! Try different things and above all have fun with your projects.



In Heavy Gear Arena the arena itself can be just as dangerous as your opponent. In this Tutorial I will cover oils slick templates as well as fire tokens. These are placed when certain actions are taken against barrels. This tutorial can be used as a template to create your own hazards. The oil slicks can be made with different colored paint to create radioactive or industrial waste. Fire tokens can even be used in your games of Heavy Gear Blitz! to mark destroyed units. The possibilities are endless so let us get started

TOOLS

- ◆ Hobby Knife
- ◆ Permanent marker

MATERIALS

- ◆ White Glue
- ◆ Clean water
- ◆ Selection of craft paints (black, brown, red, orange, and yellow)
- ◆ Plastic card
- ◆ Several Dream Pod 9 Hex bases
- ◆ Empty clamshell blister
- ◆ Coffee stir stick

MAKING THE OIL SLICKS

To begin making the oil slicks take the clam shell blister and carefully cut the back off of the front. You now have a mixing container and a smooth nonstick surface to pour your oil slick. Taking the flat part of the blister, draw a circle that is 2" in diameter on the side without a lip. The circle does not have to be perfectly round but you do want it as close to 2" as possible.

Using a ratio of three parts white glue and one part water, mix them together in the well on the other side of the blister. You will want to mix enough that it comes up at least $\frac{1}{4}$ " up the side of the well. Once mixed thoroughly add in a couple of drops of black paint and mix it till it is a solid black color. Pour this mixture into the lipped side of the blister side you prepped earlier. Spread this out so that it covers your circle completely but not too much further. This should be spread in a roughly organic shape as oil slicks do not form perfect circles. Add a few drops of brown paint to the oil slick and swirl randomly. This gives it a more natural look and gets any large air bubbles out. Small air bubbles are fine as they make the slick look very natural. Allow to dry overnight.

Once completely dry it is now time to remove the finished oil slick from the blister. Very gently peel the oil slick from the blister taking care not to tear it. Once removed it may curl slightly, this can be fixed by placing it under a heavy flat object for an hour or so.

You now have a completed oil slick but you may need to make several to supply all your needs in your games of Heavy Gear Arena. Experiment with other colors to get different types of slicks and remember to store them flat as to prevent curling.

**DOWNLOAD SPONSOR LOGOS, CROWD IMAGES
AND MORE GOODIES TO ADORN YOUR ARENA
AT DP9.COM/HEAVYGEARARENA**

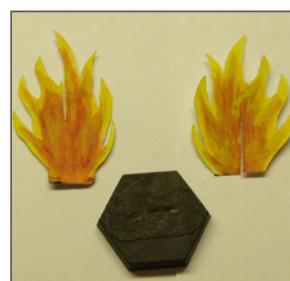
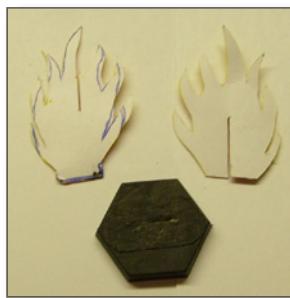
MAKING THE FLAME TEMPLATES

Begin by drawing two identical flame shapes on your piece of plastic card. One of the pieces should have a small tab at the bottom as shown. These should be no bigger than 1 $\frac{1}{2}$ " tall by 1 $\frac{1}{2}$ " wide. Carefully cut the shapes out with your hobby knife. Once cut out, you will need to cut slits in the top of one and the bottom of the other as shown making the slits just wide enough for the pieces to fit together. At this time take one of your bases and cover the slot with masking tape.

Once all the cuts have been made it is time to paint. How you paint them is up to you but you want them to look like flames. You will also want to paint your base as well at this time leaving it black. Shown here is one I have painted using the suggested paints. Allow these to dry completely.

Once dry it is time to assemble the flame tokens. Begin by gently putting the flame markers together mating the slits as shown. Once you have checked the fit, glue them together with super glue. Cut a small slit in the masking tape cover the slot just big enough for the tab. Glue into place. Once dry you have a completed flame token to indicate a flaming oil slick or a destroyed gear.

The flame template is a great model for making your own markers. Use this as a guide for creating smoke or FO markers of your own design. Have fun designing your own templates for various effects.



ARTIST INTERVIEW 02: LUCA ZAMPRIOL



Meet Luca Zampriolo of studio Kallamity and sculptor of the HHT-90 Overlord Hovertank. Since 2001 Luca Zampriolo has been an independent artist, modeller, and sculptor who specializes in original and highly imaginative mecha designs. His extraordinary work has been featured in publications such as Paolo Parente's DUST Modelling, Vol. 1 and the Italian edition of WIRED magazine. He holds a degree from the Bologna Academy of Arts and his studio, Kallamity, is located in Mantova, Italy.



Greg: Hi Luca, it's been great working with you, I've been an admirer of your work ever since I stumbled upon Michael Fichtenmeyer's diorama of your Briegel model kit. I really love the HHT-90 Hovertank, the extra detail like the turret mount, the belly of the tank, and the very organic looking turret sensor array are clearly your personal touches and they really bring it to life. But before we get too far, please tell our readers a bit about your influences as a scifi artist, modeller, and sculptor.

Luca: Hello Greg. Above all let me say It's been great working for you and Dream Pod 9. It's a great experience to work for a mecha design milestone like Heavy Gear, I've always liked the designs very much.

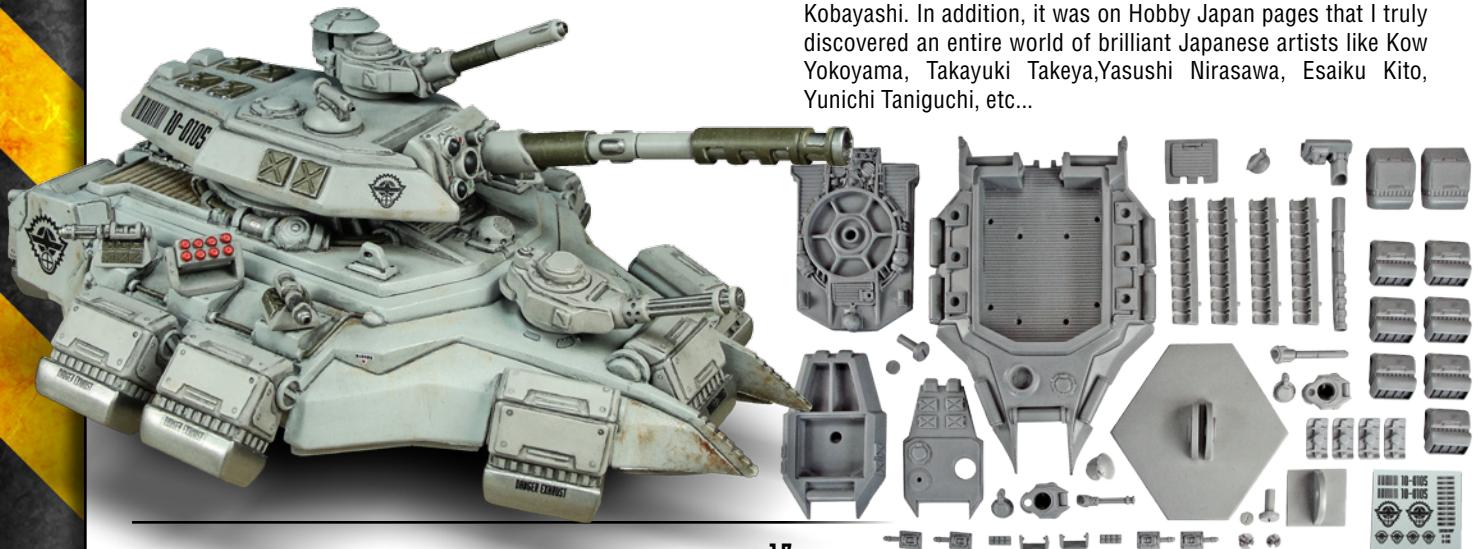
My influences come from my childhood; my father Giorgio has always been a scifi admirer. He brought me to the cinema when I was a very, very young child to see the premieres of Blade Runner, Star Wars, and Dune, in addition I grew up with his fantastic comic collection of *Humanoïdes Associés*. In the pages of magazines like Metal Hurlant and Pilot and Totem, I discovered the "worlds" of Moebius, Philippe Druillet, Bilal, Caza, Gimenez, etc...Those are all artists I still love.

Unfortunately, the Italian comic and Illustration scene did not have a strong fanbase in science fiction, but I still learned a lot from the style of masters like Sergio Toppi, Lorenzo Mattotti and Alberto Breccia (even if he was Argentinian hehe). Also, like most of children of the '80s, I was a mecha animé addict. When I was a child there were a great quantity of cartoons on TV, half of those were focused on "robot" series: Gundam, Macross, Star Blazers, etc...



As a child, I always tried to reproduce robots, starships and fighters with plasticine before and after my years with Lego. When I grew up, I discovered many other artists that influenced me, like H.R.Giger, Zdzislaw Beksinsky, Syd Mead, Scott Robertson, Mamoru Nagano (The Five Star Stories), Katsuhiro Otomo and the list still grows because every year I live, I can add a dozen more favourite artists. I also remember that the most important thing that my robot toys did not have when I was a child were properly articulated joints. I've always been sad about that, so my builds will always be focused on studying correct joint architecture on mecha (also Lego ones). When I was 12, I started practicing skateboarding and I stopped thinking about mecha for several years. My interest was renewed when I found a Gundam F-90 plastic kit at my local comic shop. Suddenly, I started to feel that sensation again and it hasn't left me since. After building some Gundam injection plastic kits I started to modify them without any training or guidance, inventing techniques of my own, making a lot of mistakes, and recycling materials like CD jewel cases that I used as a crude substitute for plasticard (styrene) sheets and parts I found in everyday life. It will always amuse me to see people's reactions when they ask, "Luca, what will you make with???" "ehm.....nothing....".

Another important development in my list of influences has been the internet and the knowledge I gained thanks to this technological revolution. So, after Gundam, I deepened my reading of "mecha-culture" pioneering scifi model websites and I finally had the ability to directly access the knowledge of the artists I loved. Two of the most important of them were the stylish Mamoru Nagano and the more hard scifi Makoto Kobayashi. In addition, it was on Hobby Japan pages that I truly discovered an entire world of brilliant Japanese artists like Kow Yokoyama, Takayuki Takeya, Yasushi Nirasawa, Esaiku Kito, Yunichi Taniguchi, etc...





In the meantime, I was constantly looking for Mortar Headd resin kits (very rare at that time), spending my pay from waiting tables on them. Then I discovered Milliput epoxy putty and I think this fact marked a turning point in my creative development.

I started to modify all the resin/plastic/soft vinyl/metal kits I was building with this fantastic material, sometimes because the illustrations were better than model version (above all at that time), otherwise it was just because the proportions weren't right or some details were different from the published design and I wanted to reproduce them carefully. After building the bigger FSS model, the 1:100 Work Shop Cast Jagd Mirage kit I understood it was enough and I began to think about an entirely scratchbuilt model. So came to life the Bamyasi, SchnabelGun, Buchner, Briegel, Bower, Garbaldy, etc...

Sorry for this long list, but I really can't speak about my influences without mentioning all of them. I think my style is a crossover between many different influences and artists, new and old.



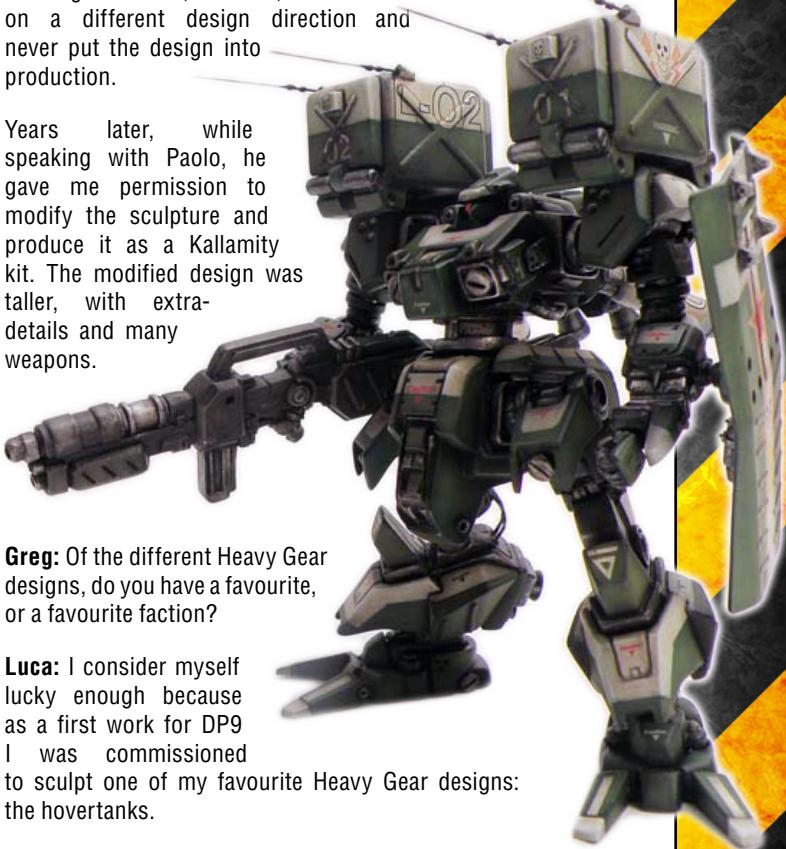
Greg: When did you first learn about Dream Pod 9 and Heavy Gear? Your Bower model has always struck me as sharing a similar design aesthetic and lineage to Heavy Gear, although at a much different scale.

Luca: Many years ago, I saw a huge resin kit of the Kodiak and I wanted to buy it, but unfortunately it was already out of stock everywhere. Then I discovered a lot of fantastic illustrations and model kits, like the famous Hover tanks.

Unfortunately, Heavy Gear (even if I know many friends are very fond of it here) was not very popularly distributed in Italy, so I learned a lot more about it only when I bought my first PC with an internet connection.

The Bower has a funny story, I was contacted by my friend Paolo Parente, who was at that time the art director of the defunct Rackham, to sculpt a design for a new game at the time, called AT-43. They were designing the new factions and asked me to design a mecha, however, Rackham decided on a different design direction and never put the design into production.

Years later, while speaking with Paolo, he gave me permission to modify the sculpture and produce it as a Kallamity kit. The modified design was taller, with extra details and many weapons.



Greg: Of the different Heavy Gear designs, do you have a favourite, or a favourite faction?

Luca: I consider myself lucky enough because as a first work for DP9 I was commissioned to sculpt one of my favourite Heavy Gear designs: the hover tanks.

I think HHT-90 and, my favourite, the HT-72 are great designs. Out of the selection of Heavy Gear designs I love the Kodiak and Black Mamba, in all their variants.

I'm also very excited to see the new Heavy Gear Arena book, I already know it is amazing.



Greg: On the HHT-90, which details were your favourites to work on, and which were the greatest challenge?

Luca: On the HHT-90, the greatest challenge was to find an easy and practical solution to mount nine engines with articulation around the perimeter of the Hovertank with as few parts as possible.

My favourite part was the main turret and the funniest was the mechanical detail under it.

reg: Will we have the fortune of seeing a custom HHT-90 Overlord Hovertank painted by Luca Zampriolo in the future, and if so, what colour scheme and modifications do you have in mind?

Luca: Top Secret!! Just kidding — I'd love to paint one and, I must confess, I really can't wait for my copy to arrive. I don't know if I'll do modifications, but I have a couple of ideas for the camo. One could be green/white color scheme I've applied on the Bower as well, this will be dedicated to you, because I know you're a fan of this scheme!

The other solution is more military, but I'm not sure if it will fit yet, because I just have to test it on the model itself to understand if it will look right or not.





HTT-90 OVERLORD HOVERTANK
AVAILABLE NOW EXCLUSIVELY ON THE
DREAM POD 9 ONLINE STORE
DP9-9211 — \$100.00

Greg: Is there anything you'd like to share with our readers?

Luca: Since I've mentioned it, I'd like to show the Bower's paint scheme [left] and some images of the mecha I created under the Kallamity name.

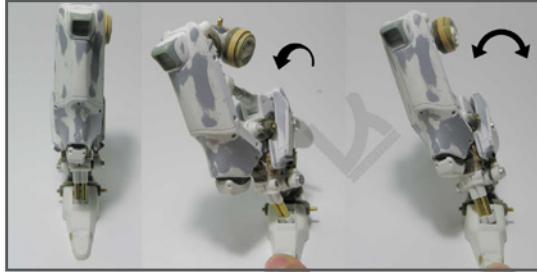
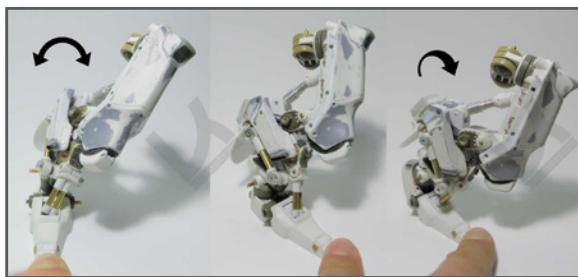
Above all, the Briegel, my favourite one. This model is in 1:35 scale, 25 cm tall and composed of 200 parts.

I hope you enjoy the following preview. I've decided to resculpt the briegel at 1:72 scale, here are a few images of the progress I've made so far. [below] It will have full articulation and a good selection of weapons.

I hope to finish it soon, even if the time I have to work on it has been consistently decreasing.

Greg: Thank you very much, Luca, and I hope to see more of your fantastic sculpts very soon.

Luca: I hope so too, Greg! It has been a very good experience working with you and DP9 — and thanks to everyone who managed to read this interview all the way to the end.



HHT-90 OVERLORD

ORIGINS

After the defeat of the 8th CEF Fleet during the War of the Alliance, the New Earth Commonwealth performed an extensive re-evaluation of their military capabilities. While the Terra Novan's landship fleets proved to be a minor strategic element in the war, the CEF noted that without the element of surprise, the Terra Novan's would be capable of utilizing the mobility and fire power of their landship fleets. In order to combat this problem, the NEC ordered a mobile weapons platform capable of immobilizing Terra Novan landship fleets. Two corporations competed for the contract: Kadelie Weapon Systems and Moscow Heavy Industries. Moscow Heavy Industries had experienced a surge of contracts with their successes in the Frame markets, and as the primary manufacturers of the HT-72 and HT-68, MHI appeared to be the likely candidate to produce the heavy weapon's platform. Kadelie had struggled to produce new enhancements for the CEF. Their HC-3A was a successful refit of their older command car, but their entries into the frame market. They did have one massive advantage over Moscow Heavy Industries though, Kadelie had expertise in weapons manufacturing.

On October of 6133, Kadelie demonstrated a frontline prototype to the NECAF on their Mars facility. Moscow Heavy Industries had struggled to find a weapons system powerful enough to penetrate the level of armor required by NECAF and had been forced to redesign their experimental vehicle. Kadelie had successfully micronized one of their system ship weapons into an enlarged hovertank structure. The macro acceleration cannon's demonstration to NECAF attendees proved to the armed forces the exact weapon system needed to fulfill the anti-landship role. The oversized hull allowed additional weapon systems as well as significant troop contingency to protect the newly dubbed Overlord. With the success of the demonstration, Kadelie was given the contract to manufacture the vehicle.

SERVICE RECORD

The HHT-90's that were originally commissioned by NECAF were produced in components at Kadelie's Martian facility, but the hulls of the HHT were constructed at Kadelie's proving facilities on Utopia. New Minerva, Maxwell, and Isaac GRELs were vat-grown at Elite Genome's facility for use in the HHT-90. A few of the HHT's were constructed with incorporated FLAIL systems to fieldtest, but the proven reliability of GRELs meant that the majority of the HHT-90's deployed have the Minerva, Maxwell, and Isaac class GRELs piloting the HHT. The HHT-90 command variants contain an additional Kassandra class GREL along with a predominantly human staff.

On Terra Nova, the CEF is utilizing the HHT-90's primarily in their reserves, but on the Barrington Basin front, the HHT-90's fielded in their combat groups managed to engage and effectively cripple the reactivated WFPA landships. The macro acceleration cannon crippled the older landships and breached the out-hulls allowing FLAIL strike teams into finish up the capture process. CEF forces, however, were not prepared for the suicide missions the WFPA fleet committed themselves in order to deny CEF forces entry into the Protectorate.

HEAVY GEAR BLITZ



HHT-90 OVERLORD (HULL)



M	SPEED	STOP	CBT	TOP
DEFENSE	H	7/15	-7	-3
ATT				
DEF				
EW				
LD				
ACTIONS	4			

DETECT	2	ARMOR	60	SIZE	25
SENSORS	0	DAMAGE			
COMM	0		S	L	H
AUTO COMM	3		C		

ARMOR PERKS: SENSOR DEP, EXP. MOVEMENT, RAM PLATE, WEAK FACING (UNDERBELLY)
PERKS/FLAWS: LARGE DOORS, IMP. REAR DEFENSE, RAM PLATE, TRANSPORT (4), REINFORCED F. ARM (5)
AUX SYSTEMS: AMS, WEAPON LINKS (ALL MAACs LEFT AND ALL MAACs RIGHT)

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
HRP	L	-1	5 / 9 / 18 / 36 / 72	X20	IF, ROF 4	
HRP	R	-1	5 / 9 / 18 / 36 / 72	X20	IF, ROF 4	
HGLC	F	+1	3 / 6 / 12 / 24 / 48	X16	ROF 1, AA, MB 3	
2X APGL	R	-1	2 / 3 / 6 / 12 / 24	X3	IF, AE3, AI	
2X APGL	L	-1	2 / 3 / 6 / 12 / 24	X3	IF, AE3, AI	
2X MAAC	R	0	5 / 9 / 18 / 36 / 72	X10	ROF 4, AA	
2X MAAC	L	0	5 / 9 / 18 / 36 / 72	X10	ROF 4, AA	

HEAVY GEAR BLITZ



HHT-90 OVERLORD (TURRET)



M	SPEED	STOP	CBT	TOP
DEFENSE	H	7/15	-7	-3
ATT				
DEF				
EW				
LD				
ACTIONS	3			

DETECT	8	ARMOR	45	SIZE	16
SENSORS	+2	DAMAGE			
COMM	+2		S	S	L
AUTO COMM	5		C		

ARMOR PERKS: SENSOR DEPENDENT, LSP (4)
PERKS/FLAWS: IMPROVED REAR DEFENSE
AUX SYSTEMS: ECM (2), ECCM (4), SAT. UPLINK CBS, AMS

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
MACCC	FF	0	15 / 30 / 60 / 120 / 240	X36	SNIPER, HAYWIRE, AP	
HPA	T	+1	5 / 9 / 18 / 36 / 72	X15	HAYWIRE, MB 1	
LLC	T	+1	8 / 15 / 30 / 60 / 120	X20	AA, MB 2	
ATM	T	+1	5 / 9 / 18 / 36 / 72	X25	IF, G	
ABM	T	+1	5 / 9 / 18 / 36 / 72	X10	IF, G, BLAST (2)	



OPTIONS HULL

- ◆ Swap the APGLs for AP Charges for +0TV
- ◆ Upgrade all four of the MAAC to HAAC (R or L, RoF3, AA, R) for +5TV. Links carry over to the HAAC.
- ◆ The HHT-90 Hull may upgrade its crew to a GREL tank crew for +45 TV. GREL crews have Attack 3, Defense 3, and EW 2.
- ◆ The HHT-90 Hull may upgrade its crew to a FLAIL tank crew for +60 TV. FLAIL crews have Attack 3, Defense 3, and EW 2 and ANN to the Hull.
- ◆ Attach a GREL infantry platoon to the HHT (See page. xx).
- ◆ If the crew is Human, add a 2iC (LD 1) to the Hull for +10TV
- ◆ Add up to 4 NAI Matrices for +5TV each. Each NAI Matrix allows up to two N-KIDU drones to be attached to the HHT-90 from the list below:
 - ◆ N-KIDU [C] drones for +30TV each.
 - ◆ N-KIDU [F] drones for +30TV each.
 - ◆ N-KIDU [R] drones for +30TV each.
- ◆ Any N-KIDU [C] or [R] drone may add a VLRP/32 (No Reloads, FF) +5TV

BASIC UNITS + SKILLS

HHT-90 Turret

Attack 2
Defense 2
EW 1
Ld 1

HHT-90 Hull

Attack 2
Defense 2
EW 1

VETERAN OPTIONS

- ◆ Increase Human Crews Attack and Defense skills to 3 for 40TV
- ◆ Increase Human Crews EW skill to 2 for 20TV
- ◆ Increase Human 2iCs LD to 2 for 10TV

OPTIONS TURRET

- ◆ The HHT-90 Hull may upgrade its crew to a GREL tank crew for +60TV. GREL crews have Attack 3, Defense 3, and EW 2.
- ◆ The HHT-90 Hull may upgrade its crew to a FLAIL tank crew for +80 TV. FLAIL crews have Attack 3, Defense 3, and EW 2 and ANN to the Hull.
- ◆ Increase Human Crew EW Skill to 2 +15TV.
- ◆ Increase the Human LD to 2 for +10TV.
- ◆ Upgrade any ABM to ATM (T, No Reloads) for +105 TV
- ◆ Upgrade any ATM to HATM (T, No Reloads) for +75TV.
- ◆ Swap the HPA for a HGLC (T, Reloads, AA) for -20TV.
- ◆ Upgrade the LLC to a HLC (T, Reloads, AA) for +10TV.

VETERAN OPTIONS

- ◆ Increase Human Crew's Attack and Defense skills to 3 for +30TV.
- ◆ Increase Human Crew's EW skill to 2 for +15TV.
- ◆ Increase Human Crew's LD to 3 for +10TV.

FIELD TESTING: HHT-90 MULTI COMPONENT VEHICLE RULES

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.

In the Heavy Gear Universe, some of the massive vehicles seen on the battlefield are capable of wreaking havoc on a general game; however, some of these large vehicles are effective for the scope of a Blitz battlefield. Unlike Gears, tanks, and infantry, these vehicles are constructed with durability and redundancy in mind, and as such some of the components could be destroyed in combat and while others still remain effective. These rules apply to all multi component vehicles including the HHT-90 fielded by the CEF.

MCV DURABILITY

Each component system in an MCV is treated as an independent unit in determining overkill and damage. As such, if one component is destroyed, the remaining components can continue to function with any systems listed on their datacard.

MCV STATIC DEFENSE OPTION

Since most MCV's are massive lumbering vehicles with incredible amounts of armor, the Model may opt not to use the movement defense values and declare the use of Static Defense. If this option is chosen, it must be declared at the start of the MCV's activation. Otherwise the unit is considered to be utilizing the defense modifiers associated with the unit's current movement. During the deployment phase, a player must declare if the MCV is using Static Defense. If it is not declared assume that the vehicle is using movement based defense modifiers. Static Defense gives the MCV a static defense similar to emplacements. The value is different for each MCV and is noted on the datacard as SD.

GO AHEAD, MAKE MY DAY



MCV MOTIVE SYSTEMS

MCVs will generally have at least one component that houses the motive system for the vehicle. While this component is functioning, the vehicle utilizes its current movement speed for its defense penalties or bonuses. If the motive system is destroyed, the remaining components become static emplacements and must use the Static Defense Option. In addition, since MCV components have separate actions, only the motive system components can contribute actions to the We're in Trouble rule. But all Components of the MCV will get the bonus. If the motive system component accelerates to Top Speed, only the motive system component is required to spend an action.

MCV WEAPONS, ARMOR, PERKS, FLAWS, AUXILIARY, AND CREW

Each component of a MCV has their own crew, weapons, perks, flaws, auxiliary systems, and armor. The component is treated as its own unit within the combat group and if destroyed all of the benefits from the system are lost to the combat group, including the combat group leader if they are in the destroyed component. When attacking a specific component within a MCV, utilize the component's armor that is being attacked to determine damage.

COMBAT AND ACTIVE LOADING COMPONENTS

Enemy units that are forward observing or trying to get a lock on the vehicle must declare the component they are trying to lock on. Each component is treated as a separate unit. In the case of Solid Cover, only components not covered by solid cover are detectable with Combat Lock.

AREA OF EFFECT AND MCVS

If a MCV unit is attacked with a weapon with an AE trait, measure the distance from the attacking unit to the nearest edge of the component being targeted. If other components fall under the AE of the attacker's weapon they must make defense rolls as well.

SUPPORT OPTIONS FOR MCVS

An MCV can get any support options as any other unit, with the exception of Infiltration. A MCV is really too big to move unnoticed.

MCV SOLIDITY

Even the smallest MCVs are nothing less than a huge mass of metal and weapons. To determine the concealment of units covered by the MCV components treat the MCV as Solid and not as Heavy as normal for vehicles. But this only counts to determine the Concealment of Vehicles and not of Components on a MCV. If you want to determine the concealment of Components treat the MCV and its components as a normal vehicle i.e. Heavy.

FIELD TESTING: NEW OVERKILL RULES

What's the point of spending 10TV on sturdy boxes when your unit doesn't benefit from it if its Overkilled? The following rules address the durability of units with multiple damage boxes and their ability to shrug off damage over time. The following rules are optional rules designed to provide players with more bang for their TV value especially on high cost striders and fire support Gears.

Under the new Overkill rules, the overkill value of a Model is determined by multiplying the number of damage boxes by the base armor value. Models still remove boxes of damage based on the base armor value being exceeded. So if an attack generates two times the base armor value two boxes are still removed. If an attack generates three times the base armor in damage three boxes are removed and so forth.

Reinforced Location armor values do provide added protection and are factored into the base armor before multiplying for Overkill value, but only in the arc specified.

EXAMPLE

A stock Hunter has a base armor of 15 and has four damage boxes (Sturdy, Light, Heavy, & Critical). The new Overkill value for the Hunter is 60. Under the standard rules, the Overkill value was 45. If a player adds another Sturdy Box to this Hunter then the Overkill value increases to 75.

If a stock Hunter (Overkill Value 60) takes 45 damage in a single hit (three times its base armor) the player marks off three boxes of damage which leaves just the Critical box. If the Hunter takes two more boxes of damage it will be destroyed, but the Model will remain on the board as terrain.

If a stock Hunter (Overkill Value 60) takes 60 or more points of damage in a single hit, the Hunter is considered Overkilled and is removed from the board.

FIELD TESTING REVISION

The following Perks have been re-evaluated based on feedback in conjunction with the new range rules found in Gear UP issue 2.

Sniper: Any weapon with the Sniper trait is always considered to be at Sub Optimal Range.

Minimum Range: Minimum Range Weapons cannot fire within 5" of the Model. Beyond the 5" mark, the weapon uses normal range penalties.

Indirect Fire: The Fire From Above Defense penalty is reinstated for all Indirect Fire.

ERRATA

Mighty Northern Armor: Kodiak and Grizzly Gears remove the x8 Kick damage from their datacards, but gain a sturdy box in return. There is no increase in TV for this change.

Stun (Official Change): A Model removes Stun Counters at the beginning of their activation or at any time by spending an Action. A Model may only ever have one Stun Counter at any time and they do not compound. Once removed, the Model may once again be given a Stun Counter.



MEDIC IN THE FIELD

The explosion throws me to the right and I feel something snap under my body armor.

"Merde! What the hell was that?!"

"Guided missile from the left, Sargent!" replies my driver.

My breath comes and goes in short gasps as I turn the machine gun mounted in front of me to the left and hose down the upper levels of the nearest housing apartments. The recoil sends bursts of pain from my shoulder into my chest but I don't let up.

"Full speed, we need to get out of this alley!"

"Moving, Sargent!"

My Caiman lurches forward with a burst of speed, taking us out of the immediate ambush site. We burst out of the kill zone into an open area surrounded on all sides by the apartment complex. Once upon a time, it was a town square complete with a fountain. The statue in the center has been reduced to a burbling puddle and nondescript pile of rubble. Very little glass still fills windows of the housing units around us, having been shattered during repeated shelling and ground to dust beneath the tread of tank, Gear and enemy Frame alike.

The detritus of a displaced populace fills the streets. Abandoned luggage, personal belongings and children's bicycles litter the square. A half-blind and three-legged dog bears silent witness to our passing.

The Compagnie net suddenly attracts my attention.

"Any Lion Noir element, Rouge Deux, we need extraction at the following coordinates..."

The coordinates Rouge Deux sends me are close by, and I'm giving my driver directions before I call the Compagnie Commander to ask for permission.

"Driver, hard right! Follow Blanc Quatre! Noir Six, Traumatisme Sept Sept diverting east to make pick up on Rouge Deux element."

"Negative, Traumatisme, stay with the Compagnie! Do not divert!"

My driver barely hesitates, to his credit. "Sargent, do we keep going?"

"You're damn right! Haul ass!" I reply.

"Sorry, Noir Six," I send, "we're close. We're gonna make pickup."

I set the LMG to auto-track and lower my seat down into the hull of the vehicle as my driver follows the APCs ahead of us. Bringing up a sat uplink view, I take a look at the terrain surrounding the icons that show the disposition of Rouge Deux and his Infantry cadre.

After a few seconds, I drag my finger across the screen and tap it a couple times. The overlaying route is displayed onto my driver's screen.

"Sending a route to you, Marc. Got it?"

"Got it, Sargent."

"Good. Rouge Deux, Traumatisme Sept Sept, we're on our way."

I bounce around in my seat as my driver hauls around the corners, the sides of our Caiman barely missing the civilian vehicles parked on the narrow streets. The Compagnie Commander bleats his orders. Raising my commander's seat, I take manual control of the LMG as the wind whips past my head. The weapon isn't exactly standard issue on a medevac vehicle, but this is a war.

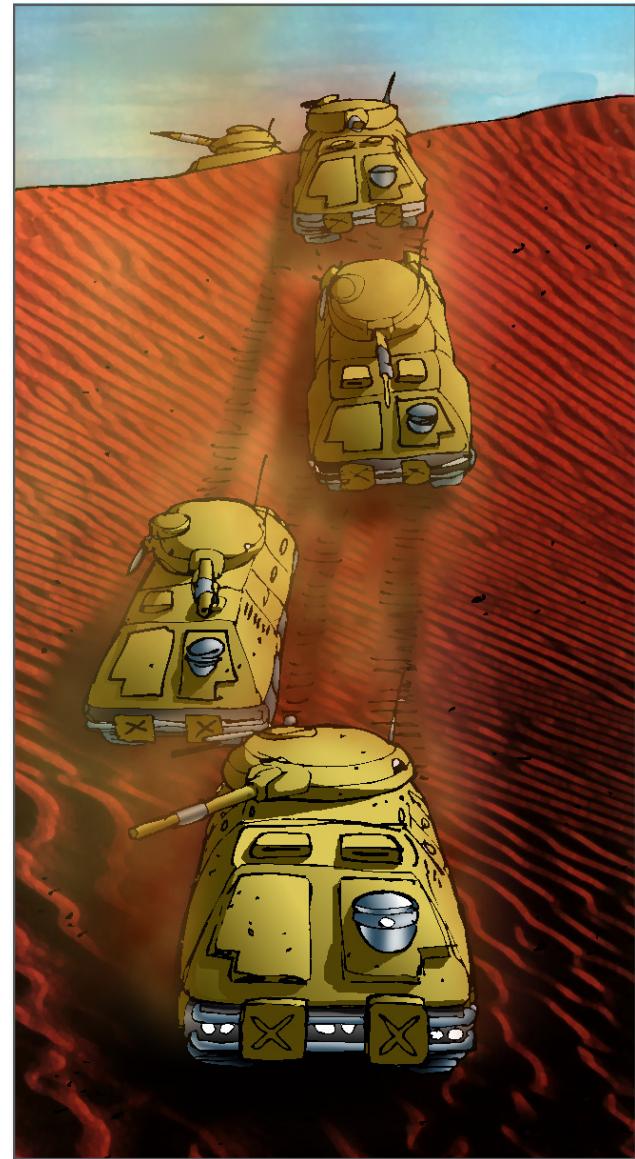
Two minutes later, I tell my driver to stop.

Looking at the overhead satellite view, I've noticed a weakness.

"Reverse, hard right."

My Caiman reverses and cuts a hard right, backing through the wall, the tracks tossing us around until the vehicle settles and drops its ramp into the courtyard. I wince as what I am sure are ends of broken rib grate against each other.

I'm dropping into the inside of the vehicle as we break through the wall. "Let's go!"



The Infantry cadre that was fighting a withdrawal spills out of the apartment complex towards my Caiman, two of them dragging a body. They set up a quick security perimeter while I hunch over and help them heave the body onto the litter set up on the right side of the vehicle.

"He's set! Everyone in!"

The rest of the cadre pile into the Caiman under the cover of the courtyard walls as I waddle back towards my hatch and wiggle my upper body up behind the LMG.

"Raise ramp. Forward and hard right," I tell my driver.

"Roger, Sargent."

Bursting back out of the courtyard wall, we lurch towards the rest of the unit, shoulder-launched rockets bouncing off our armor. I keep my finger on the trigger of the LMG and spray the rooftops in an attempt to keep the enemy's head down if nothing else. Once we're clear of the immediate danger, I drop back down into the bowels of the vehicle.

"Someone replace me, I gotta take a look at the patient."

One of the Infantrymen squeezes past me in the tight confines of the patient compartment to take my place while I look over the injured Soldat.

He's bloody. Head to toe, he's soaked in blood. One of his fellow Soldats, a Caporal judging by his rank tabs, is kneeling by his litter and shoving his hand down on the worst injury in an attempt to stem the flow. I whip out a tourniquet and manage to slip it onto the Soldat's upper right arm, tightening it until the worst of the bleeding stops.

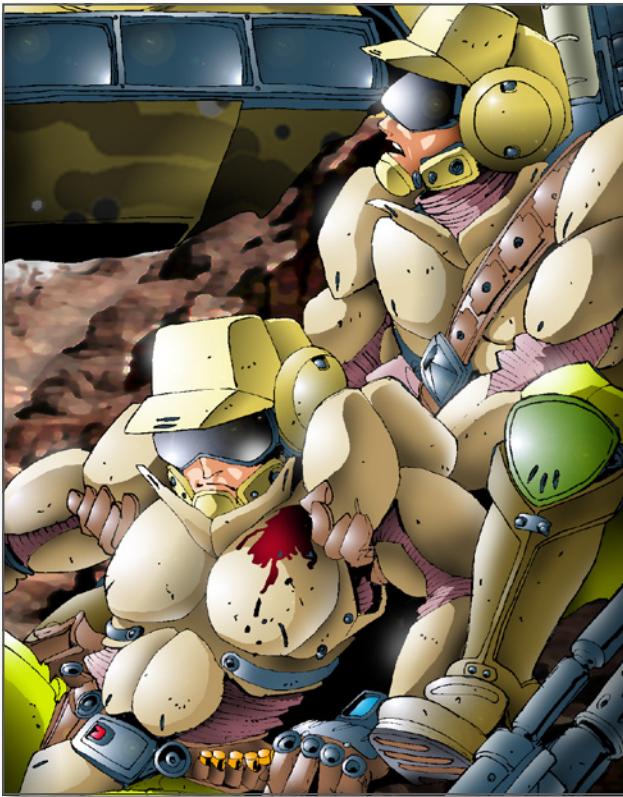
"Luc," I say looking at the worried-looking Caporal's name tape. "I've got the bleed. I need you to keep talking to your buddy. He's going to be fine, but I need you to get out of my way."

The Caporal looks me in the eye and I pause for a second. He looks to me like I'm the second coming, but I don't have time for this. The compartment is cramped, we're bouncing around due to the rough terrain, and I have an entire cadre looking to me to help their friend.

That, and the gun shot wound in the right arm is the least of the injured Soldat's problems. He's also got what looks like a gun shot wound in the chest and one in the stomach. Pink, frothy bubbles around his mouth confirm the first injury. Cracking open his body armor, I see a hole almost three centimeters in diameter. I slap my left hand over the hole as I dig an occlusive dressing out of my kit with my right, then quickly swap hands. The dressing's self-adhesive and will keep more air from entering the Soldat's chest cavity.

For the stomach wound, I reach for a small can of special foam. The foam's a hemostatic agent; it accelerates the body's ability to create clots and gets into hard-to-reach areas like open abdominal wounds. Turning the can upside down, I push the nozzle into the wound and squeeze the trigger, holding it in place until the foam starts to expand and flow out of the wound.

By the time I get an IV started and inject ten milligrams of morphine into the line followed by a gram of cephtriaxone into the saline bag, my driver's calling me over the intercom.



"Sargent, we're coming up to the base, ETA two minutes."

"Go ahead and get the hospital on the horn, give them a run down of what we've got. Multiple gun shot wounds, including a sucking chest wound, ten mils morphine and a gram of antibiotics via IV."

"You got it."

Caporal Luc grabs my shoulder. "How is he? Is he going to make it?"

"He'll make it," I reply. The Caporal gives me an odd look, like I should sound more excited by the prospect. There was a time when I would have sounded excited. I still vaguely remember the first time I saved someone's life. I was walking on clouds for a week afterwards. Since the war started, though, it's pretty rare that I get to a patient in time, or the wounds are so severe all I can do is give them enough pain killers so they don't suffer. Sometimes, the wound isn't bad at all, and I treat it knowing the injured will just go right back out and get killed later on. Maybe not the very next mission, or the one after that, but soon enough.

Not much to celebrate about, lately.

Confident I've got the patient stabilized, I pause to look around the cramped compartment as I wipe my bloody hands off on my trousers. I see six faces looking back at me, the oldest of which can't be a day over twenty five. They all look weary, tired to the bone. They've seen more horror than a civilian three times their age and it shows in their eyes. They are the walking dead, and they know it.

I wonder what I look like to them.



SOUTHERN MEDICAL SUPPORT SECTION

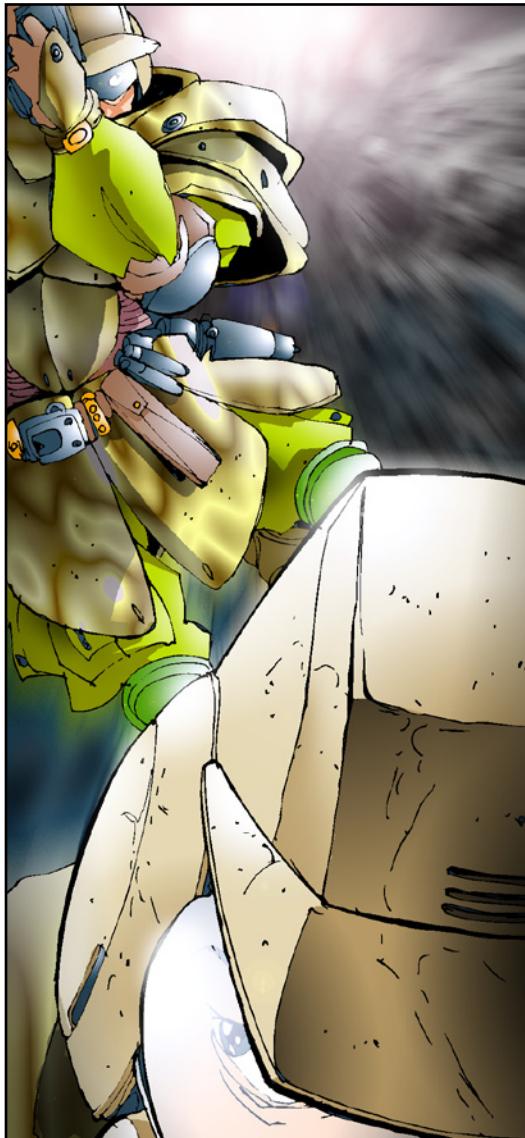
Infantry Squads (x2)	+15 TV
Caimans (x2)	+20 TV
Medevac Caimans (x2)	+35 TV
Threat Value	140 TV

SPECIAL RULES

Medic!

Medics or Medevac Caimans 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 Caiman +0 TV



OVERVIEW

While the South does have a dedicated medical field vehicle in the Nightingale, the Medevac Caiman is used to recover injured troops under hostile conditions. Usually deployed in armored infantry regiments, the Medical section is considered a support section in each company. Two Medevac Caiman's are issued to each section, which are supported by two additional standard Caiman's that offer added protection as well as a way for the medics to secure wounded under fire.

COMPOSITION

ESCOUADE 1

Skill 2
Armor 8



x10

Weapons

7MM Assault Rifles

Perks / Flaws

Infantry

ATT 2
DEF 2
EW 1
LD 0



Caiman APC

ATT 2
DEF 2
EW 1
LD 0



Caiman Medevac

No Transport Capacity

ESCOUADE 2

Skill 2
Armor 8



x10

Weapons

7MM Assault Rifles

Perks / Flaws

Infantry

ATT 2
DEF 2
EW 1
LD 0



Caiman APC

ATT 2
DEF 2
EW 1
LD 0



Caiman Medevac

No Transport Capacity

SEC +1

Medium Armor (+1)

Per Section +5 TV

SEC +2

Heavy Armor (+2)

Per Section +10 TV

SEC

Add LMGs
Per Section +10 TV

SO
Add Chaingun
Per Squad +5 TV

SO
Add Grenade Rifle
Per Squad +10 TV

SO
Add Anti-Gear Rifle
Per Squad +10 TV

SO
Add Rocket Launcher
Per Squad +10 TV

SO
Add One Heavy Weapon (All have Stabilizer Trait)
Per Squad +10 TV

SO
Add Stealth (2)
Per Squad +5 TV

VET
Both Caimans Att & Def to 3
Per Squad +20 TV

VET
Both Caimans Att & Def to 3
Per Squad +20 TV

SO Squad Option

SEC Section Option

VET Veteran Option

PRDF MEDICAL SECTION

OVERVIEW

Peace River forces have to rely on limited personnel and each member of a force is an invaluable resource. Medevac Hoplites also known as Caduceus Transports are a regular feature on the battlefields. Medical sections operate with infantry and Gear companies and are clearly marked with a white circle with a red caduceus to indicate their medical corp affiliation. While the Caduceus Transports do have weapons, they generally use them against rovers, who generally disregard any military rules of war.

COMPOSITION

CGL SPECIALIST SQUAD	
Skill	2
Armor	9
X10	
	
ATT	2
DEF	2
EW	1
LD	0
X1	
	
Hoplite Medevac Transport (1 Squad)	
Weapons 7MM Assault Rifles Light Machine Guns	
Perks / Flaws Infantry	
 SO Heavy Armor (+1) Per Section +5 TV	
 SO VET Upgrade Skill to 3 Per Squad +10 TV	
 SO VET Hoplite Att & Def to 3 Per Squad +20 TV	
 SO Add Anti-Gear Rifle (Stabilizer Trait) Per Section +0 TV	
 SO VET Add Stealth (2) Per Squad +5 TV	
 SO VET Swap AGR for RL Per Squad +5 TV	

 Squad Option

 Section Option

 Veteran Option

Infantry Squad	+15 TV
Hoplite Medevac	+45 TV
Threat Value	60 TV



SPECIAL RULES

Medic!

Medics or Medevac Hoplites 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 Hoplite +0 TV



PAK MEDICAL SECTION



AUXILIARY

Infantry Squads (x2)	+15 TV
HPC-64 (x2)	+45 TV
HPC-65 Medevac (x2)	+50 TV
Threat Value	220 TV

SPECIAL RULES

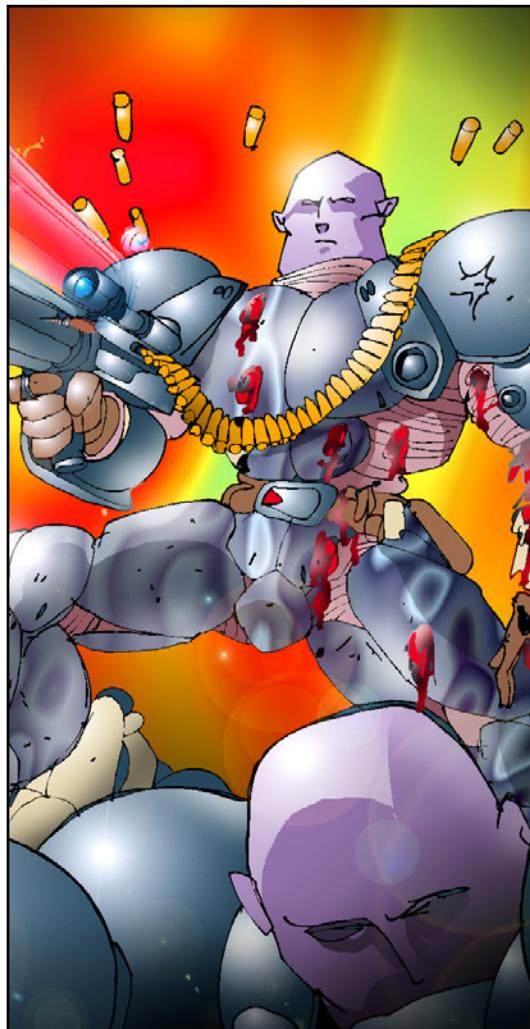
Medic!

Medics or Medevac HPC-64's 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 HPC-64 +0 TV

Isabella Instability - Gotta Save This One!

Any time a Grel unit rolls instability on a Medic! check, it must forfeit its movement on the next turn. The Isabella Grel is so determined to save its patient, that it refuses to administer the Shining-X neurotoxin in triage.



OVERVIEW

Port Arthur Korp's separation from the CEF after the War of the Alliance left the stranded Earth forces with limited resources. They could no longer afford to send their GRELS into suicidal attacks with no regard to their survival. Colonel Arthur ordered a change in doctrine for PAK shortly after taking control of the CEF forces, which lead to a structured medical corp within PAK. Medical Sections are attached at company levels. There is a proportional mix of human sections composed of Terra Novan volunteers or GREL crewed units distributed between the different regiments that PAK fields.

COMPOSITION

SQUAD 1

Skill 2
Armor 8



Weapons

7MM Assault Rifles

HPC-65 Hover APC

ATT 2
DEF 2
EW 1
LD 0



Perks / Flaws

Infantry

HPC-65 Hover Medevac

ATT 2
DEF 2
EW 1
LD 0



x10

x1

No Transport Capacity

SQUAD 2

Skill 2
Armor 8



Weapons

7MM Assault Rifles

Perks / Flaws

Infantry

HPC-64 Hover Medevac

ATT 2
DEF 2
EW 1
LD 0



ATT 2
DEF 2
EW 1
LD 0



x10

x1

No Transport Capacity

SO

+1

Medium Armor (+1)

Per Squad

+5 TV

OR

+2

Heavy Armor (+2)

Per Squad

+10 TV

SO

Add LMGs

Per Section

+5 TV

SO

Add Chaingun

Per Squad

+5 TV

SO

Add Grenade Rifle

Per Squad

+10 TV

SO

Add Anti-Gear Rifle

Per Squad

+10 TV

SO

Add Rocket Launcher

Per Squad

+10 TV

SO

Add Stealth (2)

Per Squad

+5 TV

SO

Upgrade Skill to 3

Per Squad

+10 TV

SO

Upgrade squad to GREL squad. Skill 3, Armor 14, remove Stabilizer except at Top Speed.

Per Squad

+5 TV

SO

Hover APC Att & Def to 3

Per Squad

+20 TV

SO

Hover Medevac to GREL crew. ATT 3 DEF 3 EW 2 LD 2

Per Squad

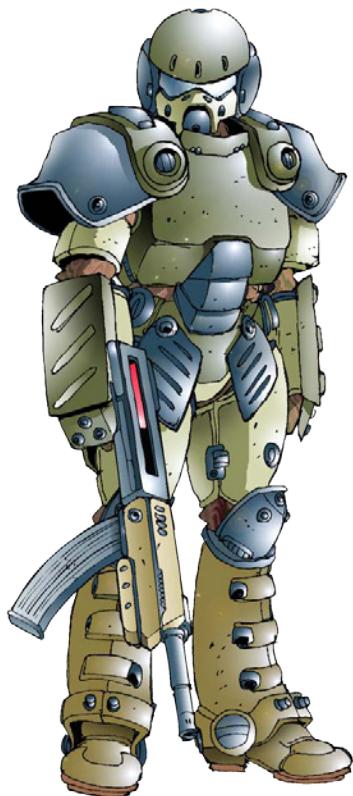
+25 TV

SO Squad Option

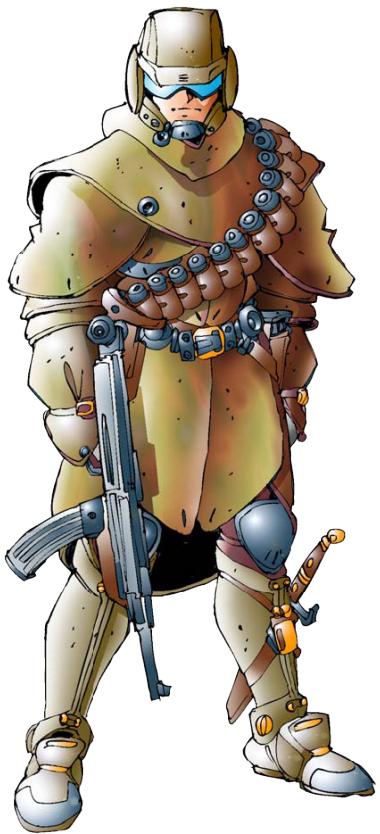
SE Section Option

VE Veteran Option

NEW INFANTRY MINIATURES



NORTH INFANTRY PLATOON DP9-9212



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\$24.95 USD EACH - INCLUDES 40 INFANTRY FIGURES AND HEX BASES.

TRANSPORT YOUR TROOPS IN STYLE!

COMING SOON FROM DREAM POD 9
AND BATTLEFORM





Front Pocket



Custom Cutout Trays AND Pluck-Foam Trays
(Photos of prototype. Foam load-out subject to change.)



Hand Side Pockets



Front of bag is fuzzy for attaching patches with velcro.
(Patches Sold and / or Won Separately)



PRIMARY SOLUTIONS - PART 3

AUGUST 18, 3323 C.E.

THE VOLGATE KNIGHTS HAVE ENTERED THE CITY OF AMARNA, UNDER THE CONTROL OF FORCES OF THE COMPACT OF REVELATIONS, TO SECURE DATA FROM THE OLD SAMARKAND RESEARCH FACILITIES LOCATED DEEP IN ENEMY TERRITORY. KIR ARYAN SCIENTIST SALEEM AL NASIR DIRECTS THE PRIME KNIGHTS UNDER HIS COMMAND FIGHTING OFF A HORDE OF COMPACT FANATICS IN BRUTAL URBAN COMBAT...

"COMMANDER WODIN THERE'S MORE FORCES INBOUND! THE ARK CAN'T TAKE MUCH MORE OF THESE SUSTAINED ATTACKS!"

"UNDERSTOOD, SIR! THE AREA IS NEARLY SECURE. WE'LL HAVE YOUR INTEL SOURCE SOON. FREYA IS SECURING IT, NOW."

"WE NEED MORE HELP! THEY'VE ALREADY WIPE OUT OUR HOST! HURRY THE HELL UP!!"

THREAT NEUTRALIZED.
ASSET IS IN MY POSSESSION.

PRIME KNIGHT WEAPONS LOCKER



1. Aegis Enhanced Exo-armor Suit
2. Caliburn Systems A-90 Combat Revolver
3. HE-Redundant "Shredder" Grenade
4. Thermal Magnetic Grenade
5. Concussive Grenade
6. Armory Industries Combat Systems Type IV Sub-Machine Gun
7. Armory Industries Combat Systems Type IV Battle Rifle and Flamethrower

<i>Armory Industries Combat Systems Type IV Battle Rifle Attachments</i>
8. Shotgun
9. Rocket Launcher
10. Flamethrower Fuel Canisters with optional extended Canister
11. Caliburn Systems RL-55 Rocket Launcher
12. Caliburn Systems CG-05 20mm Chain Gun
13. Albion Crest

GENCON 2010

One of the biggest show we attend every year is GenCon, located in Indianapolis, IN. This year, Pod Squad members and Gear Heads came from all over the world to join us at our booth. For instance, Pod Senior Sergeant Paul Workoff drove nearly 1200 miles from Texas to be with us! Not to mention our resident artist, Mariko Shinamoto, flew in from her native Japan!

The entire Dream Pod 9 Senior Staff was present for the first time ever in one place. Robert Dubois, our President, Jason Dickerson, Line Developer, Greg Perkins, Art Director, Mariko Shinamoto, our main artist, Daniel Hinds-Bond, our Graphics Designer, Brett Dixon, our IT specialist and last but not least, John Nguyen, Marketing Director and Pod Squad Coordinator.



Hugh Browne, our Pod Regimental Sergeant Major ran our annual main event, the Heavy Gear Blitz! GenCon American Championship, which was by all reports a great success.

GenCon attendees also had a chance to preview our upcoming new game: Heavy Gear Arena. Jason Dickerson ran demonstrations of this exciting new product throughout the convention to an eagerly awaiting audience as well as to curious on-lookers.

Next year's GenCon promises to be an even bigger event. Be sure to reserve your spot!



WARSTORE WEEKEND 2010

Dream Pod 9 is proud to have supported the Warstore during its first ever Warstore Weekend in Secaucus, NJ. We came down to run Heavy Gear events and to help promote their convention and brought along members from two Pod Squad Sections, namely Pod Squad New-England and Pod Squad Mid-Atlantic.



Again, our Pod Regimental Sergeant Major, Hugh Browne was on hand with Pod Senior Sergeant Mike Onsrud to run the Heavy Gear Blitz! Battle in the Meadowlands Tournament as well as the Beginner's Lightning Tournament the following day.



We also unveiled an advanced Arena demonstration on an in-scale duelling arena complete with cheering (and jeering) crowds, insane jump ramps and giant mecha gladiators!

Along with these events, Dream Pod 9 staff and the Pod Squad ran demonstrations of Heavy Gear Blitz! Locked and Loaded all weekend long to great number of attendees.

FEATURED POD SQUAD ACTIVITIES

In this section, we will feature a bit of what our Pod Squad members are doing the world over.



Pod Specialist Tom Crandall (Pod Squad Texas) running games at the Dragon's Lair.

Dragon's Lair Austin

6111 Burnet Road
Austin, TX 78757



Pod Senior Specialist John Israel running his league at Brother's Grimm.

Brothers Grimm Games and Collectibles
1244 Middle Country Rd.
Selden, NY 11784

PACIFICON WAS RUN BY

Psspc Ross Nelson
Held on September 3rd at
San Francisco Airport Marriott Hotel
1800 Old Bayshore Hwy
Burlingame, CA 93010

BULLSHOT DEMOED AT

Games Connection
6727 Knightdale Boulevard
Knightdale, NC 27545
Psspc Dale Sisson

EVIL MONKEY DEMOED AT

Specialist Games
2011 Knickerbocker Rd San Angelo, TX 76904
Every Wednesday night starting at 5PM
PSSgt Paul Workoff and Pspc Ian Baker

BLACK OPS UNITS ON THE TERRA NOVAN BATTLEFRONTS

With the second CEF invasion of Terra Nova in full swing, the polar forces not only have their regular military forces involved in the desperate conflict to save their planet from domination by Earth, the armies of the planet are engaged in covert operations in order to gather intelligence, sabotage the enemy, or in some cases attempt to assassinate leaders. While most of these conflicts are never revealed to the general public, the jobs these organizations engage in are just as vital as any line regiment defending their positions on the field or battle groups assaulting fortified positions.

The following articles cover the some of the various black ops organizations employed by the forces involved in the Terra Novan conflict. In the South, the notorious OpSec units have always been the hidden knife for the Southern Republic's military. When the heavy hand of the Legion Noire is too much or if some objective requires the absolute best, OpSec units are sent in to the field to overcome their opponents through guile, brutality, and sheer determination. When OpSec is engaged nothing will keep them from finishing their assigned task.

To the North, the Northern Guard Intelligence Service plays the part of intelligence gathering and covert operations for the mutual benefit of the leagues of the CNCS, but just as the South has OpSec forces, the NGIS is equally capable of removing threats and completing tasks deemed necessary for the greater good.

While Peace River's military is relatively young and inexperienced compared to their polar cousins, the joint operations Combined Task Force regiments engage in similar operations to the NGIS or OpSec, but are also responsible for the public relations and high visibility the PRDF in the defense zone set up by Peace River. While the individual members are hidden from public view, the CTF is well known for their public operations. Behind the cover of these public operations, the CTF is just as ruthless in engaging sabotage, assassinations, and intelligence gathering as their polar counterparts.

Finally with the arrival of the CEF, new technologies and strategies face the Terra Novans, but behind the scenes a newly revealed threat is beginning to make its presence known to the intelligence operations on the planet. From the nebulous bureaucracies on Earth, the Department of Internal Security is engaged in operations which the main invasion forces are not even privy. The legendary Valkyrie troops and members of the IC forces strike at a variety of seemingly unimportant sites on Terra Nova. What sinister purpose do these operations mean for the planet?

BLACK OPS GAMING

Playing games with Black Ops forces can be rewarding especially when opposing forces are both playing Black Ops units. If players want to try playing a different game play style, the following rules are available for use.

When playing with Black Ops rules, both players agree not to reveal their objectives at the beginning of the game. Players write down their objectives on a piece of paper along with their army commander, who also remains anonymous. In Black Op games, any combat group leader may issue command points, but the number of combat points issued per turn by a combat group leader is limited by their Leadership skill. A combat group leader may issue a single command point per turn equal to their LD skill rating.

DAY OF RECKONING

Coming in 2011, Day of Reckoning will showcase in more depth the black ops units, rules, and reveal more information on the Hidden War. In addition to the black ops units, the book will cover the Terra Nova Defense Initiative (10D) and Black Talons Defense Forces.

Black Ops Support Options: Black Ops Support Options are only available to PL3 or PL4 armies and the army must include at least one Black Ops combat group in their forces. Black Op Combat Groups are classified as the following OpSec (South), Ranger (North), Special Forces (Peace River), Kommando (CEF), Commando (Utopia). Black Talon Armies automatically qualify for Black Ops Support Options. Black Ops Support Options are chosen before game play and revealed during the set up phase. It is possible for support options to cancel each other out.

BLACK OPERATIONS SUPPORT OPTIONS

Night Operations (3 SP): The player can choose to have the board be affected by Night conditions (Page 38 L&L). If both players are playing Black Ops armies, Night Operations is automatically in play and the players do not have to spend Support Points.

Enemy Intel (1 SP): The player can pay one support point to force the reveal of one of his opponent's objectives. The opponent chooses which objective to reveal.

Counter Intelligence (1 SP): If a player is forced to reveal an objective he may pay one support point to keep from having to reveal the objective.

Know your Enemy (1 SP): A player may spend one Support Point to reveal an opponent's Army Commander.

Decoy (2 SP): If a player is forced to reveal their army commander, they can declare a different model as the army commander. The decoy model must be a combat group leader. The Decoy Support option must be written down on the objective/army commander sheet before the game, but is not revealed until the end of the game.

Sabotage (1 SP): A player may choose one enemy model to have sabotaged. A sabotaged model begins play with a single box of damage. This Support Option may only be taken once.

NORTHERN GUARD: NORTHERN GUARD INTELLIGENCE SERVICE

By no means a secret organization, the Northern Guard Intelligence Service (NGIS) does have its dark secrets. On the one hand, the average Northern citizen will have knowledge of the existence of the NGIS also known as Special Forces or Rangers, and view them as the best trained and equipped troops that the Guard has to offer. On the other, they would have no idea about the kind of missions they undertake or even of the existence of their black ops wing colloquially known to the intelligence community as the Studies and Observation Group (NGIS-SOG).

This dichotomy adds to the legend of this organization and allows for a flood of misinformation to mask the truth behind their activities. It is common to see in popular culture stylized trideo movies and mini-series of hard core ranger gear pilots being dropped deep into Southern territories, dispatching legions of troops and escaping relatively unscathed.

The truth for NGIS operatives may not be so glamourous, but certainly as exciting.

ORIGIN

The NGIS can trace its origins back to the formation of the Confederated Northern City-States (CNCS) in TN 1694. The ancestors to the modern day Northern Guard (NG), the Northern Alliance Guard (NAG), was mandated to be first and foremost a defensive force in the event of Southern aggression. This organization only had token forces at its command and had to rely on units handed over to them by Member-League militaries during times of war. This arrangement did not sit well with NAG commanders.

In order to fill its mandate properly, the Northern Alliance Guard saw a need to create a battalion sized unconventional force to fill raiding, long-range patrol and reconnaissance roles behind enemy lines that did not have to rely on the caprices of League handouts. With meagre resources, the Northern Alliance pasted together the Northern Alliance Guard, 10th Special Forces (NAG-SF10), answerable only to the NAG General Staff. The number ten was an intelligence ploy to make Southern Intelligence believe there were nine other such forces.

During the St-Vincent War, the Special Forces Battalion came into its own. They were one of the first Gear equipped units to mount pin-point sniping weapons on their machines. On more than one occasion, their presence on the battlefield had had a force multiplying effect, allowing unlikely victories for beleaguered Northern forces.

It was in the aftermath of this war that the NAG-SF10 became what we all know today as the NGIS. Political intrigue throughout the TN 19th century and the rise of various Badlands and domestic terror cells saw the NGIS's allocation of funds and powers increased substantially. Their role was no longer limited to long-range border patrols and raiding, but expanded into a full-fledge black ops outfit feared today by Southern, Earth and even other Northern Intelligence services who have crossed their path.

COMPOSITION AND ROLE

The NGIS is commanded by a secretive General Staff and is outside the normal chain of command of the Northern Guard. They have at their command, the more media friendly Special Operations Regiments of the NGIS (NGIS-SOR) and the unknown and secretive Studies and Observation Groups (NGIS-SOG), each with units for each of the different districts of the planet.

Both branch of the service serve very different roles but both are often called upon to support each other during missions.

The Special Operations Regiments is tasked with conducting special raids on strategically important targets such as C&C nodes, Supply depots or capturing or liberating high priority personnel. They are also tasked with gathering on-the-ground military intelligence (Mil-Int), all of which are usually conducted far behind enemy lines or deep in the Badlands.

They are the first forces to arrive at a given Theatre of Operations and lay the ground work for any initial air or landship bombardment strikes. Effectively kicking down the enemy's door before more conventional troops arrive.

Although classified, most of the missions conducted by the Special Operations Regiments are eventually declassified under various League Freedom of Information acts and become public knowledge decades later all by it with sensitive details blacked out.

The Studies and Observation Group has a much more unsavory mandate and has access to way more resources than can be expected possible. Their duties include the elimination of problematic individuals (such was the case with the botched assassination attempt of Adrianna Xing), planting and retrieving intelligence, and infiltrating foreign communities to either act as human intelligence (Hum-Int) or train and equip insurgents (such is the case in the Eastern Sun Emirates). Usually, missions assigned to SOG teams are blatantly illegal and contravene to a number of Inter-League conventions.

SOG teams are pulled when needed from various Special Operations Regiments or even from other branches of the NG or League militaries and are ferreted into highly sensitive compounds. Along the way, team members wear face masks covering their entire face (similar to ancient Earth's ski masks) and during their entire stay at the compound. They are blindfolded en route as well, so that individual members will never know the compound's location.

Upon arrival at the briefing compound, they are given a new identification and some superficial (and reversible) plastic surgery. Members are also implanted with cyanide capsules hidden in their superior molars, in case of capture.

In this way, team members never know the true identity of their fellow SOG team mates. As for SOG members who were recruited outside of the NGIS, false documentation will attest for their absence, usually extended leave, medical leave, special training assignments or other similar paperwork.

Unlike the missions of the Special Operations Regiments, SOG missions don't officially exist and reports are usually entirely blacked out if they even existed at all.

TRAINING

Each potential member of the NGIS must have served with the Northern Guard for at least 3 years before applying. Every candidate is hand picked from graduates of the infamous Lion's Badge course. This means that the NGIS candidates are already consummate infantrymen and gear pilots, having passed a course with a 90% fail rate.

The next criteria for selection is a high intelligence and cognitive score. Potential candidates are put through a rigorous mental tasks under sever stress and duress before progressing any further in the selection process.

All members of the NGIS have a broad spectrum of unrelated skills. No skill is overlooked by the recruiters, be it knitting, gear V-engine repair or cooking. Also, all members speak several different languages fluidly if not more and are cultural experts, able to blend seamlessly into a foreign community and live there for as long as necessary without ever raising suspicions.

Once the ideal candidates are selected, they undergo yet another course to teach them the intricacies of being amongst the best of the best. Of note on the curriculum is cross-training with technical and mechanical skills, advanced medical skills, language and cultural sensitivity courses, qualification on all types of small arms from bolt-action rifle to anti-gear missile launchers as well as qualification on foreign Gear designs.

EQUIPMENT

One advantage that members of the NGIS enjoys is the freedom to select their weapons and equipment. NGIS teams also have the advantage and power to requisition whatever they need for their missions. In fact, tales and rumours abound about logistical officers being court-martialed for refusing requisitions from NGIS corporals.

NGIS infantry units tend to choose reliable, but above all, light weapons seeing they have to march for extended periods in the field. This meant that they normally choose stripped-down machine guns, carbines and light flak armour if any at all. They will always carry the preferred weapon of whatever community they are sent to operate in out of ammunition and for operational stealth purposes. These units bear no markings or badges and will often operate wearing civilian clothing or old military surplus fatigues.

The corner stone of SOR regiments has always been ranger gear squads. Often equipped with the dreaded Panther SpecOps Gear or the top secret Black Cat, ranger units are always supported by other gear squads or some form of air or artillery support.

These machines are always painted in Radar Absorbent Materials (RAM) which gives them a mat black or navy blue look, ideal for night time fighting. They never carry unit markings, but may have numbers or letters that are changed regularly to confuse enemy intelligence.

Naturally, the NGIS only deploys this kind of equipment on the most sensitive missions, usually an assassination or other "wet" missions and are equipped with self-destruct charges should they be compromised.

On more routine patrol or reconnaissance missions, the SOR will field modified standard military gears such as stealthed Jaguars, paratrooper Cheetahs or Commando Hunters. Depending on the mission profile, SOR units will be issued gears that are more commonly available to civilians security firms and private military corporations such as the Warrior series and other Paxton Arms Gears for deniability. Other times, SOR units will be piloting Southern designs, particularly when operating near the borders of the Allied Southern Territories.

Deployed SOG teams are equipped like the locals that they are trying to infiltrate and are given large sums of local currency, diamonds or other valuables to trade and deal with potential contacts and disgruntle inhabitants. Once inserted, their main concern is to contact their liaison that have already been groomed by another intelligence agency.

Once contact has been established, they begin recruiting and training locals into an effective fighting guerrilla force. This is where their extensive knowledge of culture and languages come into play.

These troops will cause havoc in the area and destabilize local government forces in preparation for larger scale invasions or operations. A prime example of this was the wide spread revolts in the Eastern Sun Emirates. While the media in the South paints these brush wars as local peasants egged on by malcontent Emirs, the truth is that SOG teams have been amongst the populace for years backing these Emirs and agitating the locals.



SOUTHERN REPUBLIC ARMY: MILITARY INTELLIGENCE OPSEC

Figures of mystery and dread even within the SRA's special forces community, not much is publicly known about OPSEC Cadres, who appear on the battlefield in their high-technology stealth Gears, accomplish their objective, then leave with nary a word exchanged between them and their "allies". Although most sightings of OPSEC Cadres have been in the presence of the Legion Noire, no definite links have been made between the Legion and those enigmatic operatives. They show no unit or rank badges, operate in drab or camouflage-colored vehicles and equipment, and generally keep a distance from other friendlies.

Rumours, on the other hand, are far more verbose, telling of OPSEC cadres infiltrating Northern strongholds at dusk and leaving every man inside dead by dawn, of cadres parachuting into the middle of a rebel warlord's encampment to destroy a company-level force with less than half a dozen Gears, or the stories of how, after working with regular forces to accomplish an objective, OPSEC cadres turned around to execute the allies they had just fought alongside, all in the name of preserving operational security. (Exactly how the storyteller survives to relate the account or to ascertain the OPSEC Cadre's motives is rarely elaborated upon).

Regardless of the veracity of these accounts, such stories only add to their legend while obscuring the truth behind them, and if it is true that people fear what they do not understand, then OPSEC cadres must certainly be one of the most feared groups on Terra Nova.

ORIGIN

The concept of OPSEC cadres was born during the period of forced cooperation between the Ministries of External Affairs and Defense during the early years of the Republic. SRID agents provided information and identified objectives, while the Legion Noire supplied man- and firepower for operations necessitating the use of force. However, friction soon arose between the two. SRID complained that the Legionnaires were thugs who compromised more operations than they completed, while the Legion Noire insisted that the SRID men were out of touch with the realities of the battlefield. From this, the School of Operational Security (SOS) was born, to educate selected Legionnaires in the methods and practice of intelligence, counter-intelligence and various covert operation methods. The graduates of this school were organized into Operational Security Cadres, or OPSEC cadres, and used as a middle ground / buffer between SRID and the Legion Noire, serving both as the action arm of SRID and as intelligence advisors to senior Legion Noire officers. These teams usually had contacts in the SRID and Les Temoins, as well as the influence and authority to request men and equipment for temporary use from the Legion.

As the Ministry of Defense and the SRID solidified their respective power bases, the rivalry between the two branches grew, while the cooperation between them shrank and eventually collapsed. While the SRID, on their part, set up their own black ops teams, the Ministry of Defense formed the Military Intelligence Branch, which claimed the SOS for themselves, along with the training and command of the OPSEC cadres. The Legion Noire still supplied the majority of potential trainees for the SOS and many senior officers in the Legion did their terms of service in OPSEC cadres before being groomed for command, which also explains the frequent sighting of Legionnaires and OPSEC cadres on combined operations.

COMPOSITION

As OPSEC cadres are intended to be combat units, potential trainees are usually drawn from the ranks of the Legion Noire, which tends to produce troopers trained in a wide variety of combat skills, all of which are useful to a cadre. However, recruitment is not exclusively from the Legion; any sufficiently talented and/or noteworthy man or woman can be offered enrolment into the SOS. What matters is that the prospective recruit is not only competent (being able to contribute effectively to the team), but loyal. This is a relic from the days of SOS under the SRID, which taught that "beyond strength, wisdom and quickness, the most important quality a man can possess is loyalty, for without loyalty, all his virtues serve his enemies." Considering OPSEC cadres generally take on missions of the utmost secrecy and sensitivity, being utterly reliable is a key attribute for any member being considered for candidacy.

OPSEC cadres usually contain 4- dedicated combat personnel. Small numbers of fighting men and women are not generally considered a drawback for the kinds of missions OPSEC cadres are typically given. The use of greater force is generally the province of other special forces such as the Legion Noire or the PIMs, and out of their job scope. On the rare occasions where they must move against superior enemy forces, OPSEC Cadres may requisition forces from other organizations to bolster them in combat. Some missions, however, are so sensitive and/or difficult that the option of using allied forces is out of the question. Those, the cadre must accomplish on its own.

In addition to the dedicated combat personnel, OPSEC cadres usually have at least twice that amount in support personnel, ranging from technicians to comms operators and intelligence specialists. Once again, they can co-opt regular forces and facilities to assist them, but the practice is generally not used in excess, given that it risks exposure of classified objectives and operational procedures, and because due to the long-range nature of certain operations, certain forms of aid become impossible. Thus, as much as possible, every OPSEC cadre is self sufficient with regards to skills and competencies.

TRAINING

Most recruits to the SOS are combat personnel who must be taught the finer points of espionage and associated tradecraft. This training is not intended to allow them to fully supplant intelligence specialists, but to allow them to function at a basic level when deployed on operations. The SOS teaches observation techniques, cold-reading, urban movement and various other skills which are crucial to survival on the intelligence battlefield. In addition, the concept of ruthlessness and dedication to the goal are inculcated into the potential trainees. OPSEC cadres are deployed when there is no other alternative and nobody else can be trusted to perform the duties asked of them; there must be no question about their willingness or their ability to perform as required. This is what distinguishes OPSEC troopers from intelligence cross-trained Legionnaires; OPSEC cadres will accomplish any task assigned to them by any means necessary.

Support personnel also receive a similar training regimen, but their course also includes supplemental combat training intended to increase their survivability in an environment where enemy black ops may be deployed against them. Avoidance is still the better part of self-defence, and so the emphasis for them is to avoid combat until there is no other choice.

ROLES / DUTIES

OPSEC cadres officially fill the function of intelligence and counter-intelligence operatives when seconded to regular military forces, working with the unit's own forces to accomplish their objectives. They may be deployed as advanced reconnaissance or as operational support during combat actions, but in general they are separate from the unit's own fighting strength.

Unofficially, OPSEC cadres are typically assigned the blackest of operations and duties in the SRA; tasks which the Legion Noire will not dirty its hands with, and which cannot be left to the Auxiliary's less-skilled hands. Assassination, for instance, is one of their primary tasks; snipers also have a secondary role of scouts, so little suspicion is aroused when the OPSEC cadre deploys in their stealth gears to conduct an "armed reconnaissance" of the surrounding terrain. Nor are they questioned when they come back with several rifle or autocannon shells missing or depleted charge on their sniper laser cannon, nor are the mysterious deaths of dissident forces or leaders (when they make it to the media) ever linked to them.

Sabotage is also another task that they are suited for. OPSEC cadres are deployed via air, sea or land routes to destroy stockpiles of materiel or motor pools. Deployed in this fashion and operating from secret bases in the Badlands, OPSEC cadres have disrupted many Norguard military operations which would have otherwise been able to reach Southern territory. This ruthlessness is not reserved for the North, however. The secret Humanist Alliance anti-artillery program known as Project Clipeus was significantly delayed because of the mere threat of OPSEC cadres being mobilized to destroy any centralized research facilities built in secrecy, forcing the work to be done beneath the watchful eye of SRID plants throughout their scientific and defense community.

Terror operations are also a specialty of OPSEC cadres and also some of the most dangerous missions they can be assigned. The typical terror mission usually involves killing or kidnapping undesirables or people close to them, in order to demonstrate the power of the state and their unlimited ability to shatter the illusion of safety they hold dear to them. Other terror missions can involve setting off destructive devices in large concentrations of civilians and demoralizing enemy forces with sudden surprise attacks; but most terror missions are typically restricted to one person and limited, if not by the moral fiber of the cadre, by the willingness of their commander to order such measures.

OPSEC cadres are also used as "tiger teams" to test friendly base defences. Penetration is not solely on a military level – disguised and hidden operatives are also used to infiltrate bases, and pictures of the personnel in supposedly secure locations are usually taken as proof of penetration. The security of personnel is also evaluated during these periods; many an officer dressed in his full colonel's uniform and stuck in a traffic jam has had a bullet-hole sticker pasted on his windscreen by a disguised operative, complete with the pithy "you are already dead" stencilled on it.

Reports on weaknesses uncovered in these exercises are fed back to Military Intelligence Branch, and many OPSEC troopers are disappointed at how easy this portion of their jobs can be at times. Sometimes, these operations are used to recover/plant manufactured information or recover/execute sensitive personnel from the base as required.

Investigative operations are the premiere "downtime" activity in OPSEC teams; their support personnel labor endlessly to collect and analyze data and information fed to them from all their contacts in the Republic's intelligence organs, in the hope that one of the endless reports they file and collect will contain information which will be vital to the success of some future operation. Dismounted

combat personnel usually assist them in this task. For example, an OPSEC gear pilot might overwatch a meeting place with a sniper rifle, or he could be a hidden bodyguard for a support team member in a hazardous location.

Finally, it falls on OPSEC cadres to provide operational security during their missions. The rumours surrounding them in this respect are true; OPSEC cadres can be ordered to eliminate any witnesses for covert operations... including those of their allies who are qualified to participate in these operations but who are too great a security risk to be allowed to survive the mission. While the usual procedure for this is a stealthily planted fragmentation explosive in the cockpit, triggered remotely, there have been times when this is not possible, and OPSEC cadres have had to shoot their erstwhile allies down like dogs. This grim aspect of their duties also extends to the units they are attached to. Their mission is to feed back information on the perceived loyalties of the command staff, and to eliminate traitorous commanders before they can mutiny and bring shame to them and their men.



EQUIPMENT

In general, OPSEC Cadres enjoy near-total freedom in their selection and use of vehicles and personal gear, although the stealth variants of the Black Mamba and the Iguana are quite popular with them for military operations. When directly seconded to an existing unit, they are also permitted to requisition whatever gear they deem necessary to complete their objectives.

In some situations, such as when the cadre is operating independently and/or covertly, it is not convenient or feasible to draw upon the finest resources of the Republican Army. Stores and ammunition for such vehicles and weapons might be difficult to come by, especially on long-range operations, or the vehicles and weapons are impractical or impossible to ship in. In situations like these, the policy is to "procure on site", which also aids in maintaining the cadre's anonymity. OPSEC commanders are typically issued large sums of hard currency and/or given access to various "black" accounts for this purpose. Considering the wide variety of services and goods available at commercial loci such as the Bangaweleu Bazaar and the markets of Hsi Tsang, the funds provided can go a long way indeed.

The cadre's support personnel also typically include a few highly-qualified technicians (and some team members have cross-trained in technical skills) to maintain the complex gear used by the cadre in the field without necessitating returns to bases, which could be tracked by enemy operatives.

Virtually every form of personal weapon is represented within OPSEC armories, although sidearms such as silenced / automatic pistols are favored for their ease of use and concealability. Dismounted operations requiring more firepower generally lead to the use of silenced sub-machineguns, and high-powered sniper rifles have always been issued for long range precision support fire. High explosives are also commonly employed on sabotage missions. Heavy support weapons such as machine guns, mortars and rocket launchers are rarer, but all OPSEC operatives are trained in their use nevertheless; sometimes, they even come in useful.

All OPSEC troopers are skilled in close combat; this is complemented by their use of various small and easily-hidden blades, some of which even have vibro-generators for even more lethality. While there is no standard issue close combat weapon in OPSEC armories, the Territorial Arms CC-7 Gladius folding combat knife (with optional vibro-generator) has very wide acceptance among the Legion Noire, and that preference often carries over to OPSEC teams using them.

Vehicle-equipped OPSEC cadres generally favour high-end stealth Gears, like the Snakeye Black Mamba, the Green Mamba and the Chameleon. The combination of walker and wheeled movement as well as stealth coatings and designs permit them to outmaneuver the enemy and fight battles on their own terms. Their light but accurate weaponry also matches profiles of the targets they will be required to engage, such as humans, gears, and other small, lightly armoured and agile targets.

OPSEC cadres sometimes make use of Naga striders. This is because Nagas are the fastest and lowest-profile of the various Southern strider models in common use, and because the Naga is a highly versatile platform, with various pre-existing variant packages that can be rapidly altered in response to changing battlefield conditions. For example, the standard Naga is ideal for engaging light tanks or fire support Gear models, the Sniper Naga is suitable for long-range elimination of targets, the Tusked Naga is used to blow apart fortifications or very resilient targets, and the Command Naga variant is generally used to coordinate communications and manage electronic warfare from a hidden location. The Long Fang Naga configuration is not typically used,

given that light artillery support is the province of other units. Still, the firepower of the twin 88mm field guns is considerable, and has been used successfully against hidden opponents with the aid of forward observation from other vehicles or by remote drones.

All OPSEC vehicles also make use of drones; Gears typically favour Fire Egg demolition drones to destroy large structures quickly, while striders favour recon drones to monitor the battlefield and transmit/receive battle data without leaving them in the line of sight to potential enemy targeting radars. Hunter-killer drones are rarely employed, but they can be useful if the objective is to slay large quantities of infantry in short order; the vehicles used by OPSEC cadres are generally not well-equipped for this task.

The cadre will also make use of dedicated transport vehicles for insertion and extraction; typically this is a large airdrop-capable transport plane in order to insert Mamba variants into distant combat zones, but assault hovercraft designed to rapidly move vehicles through swamps have been employed in the past, especially for operations in the Okavango region. Long-range Gear-hauler trucks have also been used to conserve fuel and reduce wear and tear on the cadre's vehicles while moving them across great distances.

Finally, OPSEC cadres have also been known to engage the services of mercenaries during strike operations on heavily fortified enemy positions and columns, when the requisition of conventional military forces or the Legion Noire is difficult or impossible. Experienced mercenaries are usually at least as good as regular military forces, and the high price tag for their involvement is rendered moot by the funds available to the cadre. Of course, dealing with mercenaries can be a tricky business in and of itself... but then again, cadres usually have a dedicated fixer who will take care of such business for them.

Allied mercenaries typically serve as distractions, cannon fodder, or strike elements (while the OPSEC vehicles provide support fire). The heavy firepower available to some of these mercenaries is often appreciated by cadres bereft of proper fire support. As a final advantage, given that mercenaries are usually seen as expendable by the cadres, it is much easier to eliminate them if they see something they should not have. Of course, if one frequently employs mercenaries, it might be best to have a reliable band of them on retainer for deployment on important missions.

NOTABLE UNITS

The 369th OPSEC has just been recalled from a four-cycle-long deployment in the Mekong Dominion. Its overall mission was to track down the elusive individual known as the Scruffy Man, capturing him if possible and eliminating him if not. Their task was complicated by the need to operate around PRDF and MILICIA forces on their own hunt for him, while keeping their own identities a secret. It is not known whether they managed to locate him in the end, but they were stood down and replaced by another cadre, the 225th, which was given the same mission. The present status of the 369th is currently unknown, but it is believed that they have been assigned to a Black Talon team...

The 45th OPSEC currently serves with the 454th MILICIA Borderlands Security Regiment, masquerading as a strike cadre on loan from the Legion Noire Auxiliary. The 454th's deployment in the Badlands affords them an advantageous forward position allowing them to conduct operations against Peace River, Northern and unaffiliated targets, as well as the ability to (anonymously) draw on the 454th's support and vehicle assets during missions. The 45th is mainly known for their assault on Fort Henry to destroy the Koala paratrooper gears being tested there, but they have not had the chance to strike at such a valuable target since.

PEACE RIVER DEFENSE FORCE: COMBINED TASK FORCE

C.T.F. THE IRON CLAWS OF PEACE

We were planning a raid of the town of Tenom, a dusty little town miles from any PRDF garrison. The only thing standing between us and the main vaults was an aging marshal who was blind on one side and deaf on the other. Damnit! It should have been a cake-walk but it wasn't. I...I... don't know who they were or where they came from, bloody hell they didn't even register on the sensors. All I can tell you is that when the s#! hit the fan they took us apart without even trying. Jorge, Shan, even old Pete, they all died where they stood – they didn't even get a chance to defend themselves. [Subject breaks down in tears, incentive applied to encourage him to keep talking] I would've bought some real-estate myself if it wasn't for Jorge's Boa going nova and knocking my Gear backwards. Not that it did me any good, damn blast fried every circuit in my rig and left me a sitting duck when you guys came along.*

Interrogation except from subject 223 612
RE Tenom Interdiction Incident

If the Judas Syndrome was to teach the inhabitants of Terra Nova anything, it was that information is worth its weight in gold and much-much more. No one knows this better than the PaxSec spymasters of Peace River. For years they have been waging a war against subversive, anarchistic elements from within the badlands intent on destroying the city state and all it stands for. However there are times when control of information, assassination and misdirection are not enough and words must make way for action. It is during these times that a hammer must be brought down on one's foes to shatter them asunder, and that hammer is known as Peace River's Combined Task Forces.

CTF regiments are unique in the sense that unlike their Polar counter parts, their existence is common knowledge to the average Badlander who lives within the protectorate. They are lauded as heroes and saviors, protectors against the vile scum of humanity who would prey on decent, honest, hard working folk. However the praise they sing is for an ideal, one that is in stark contrast to reality. To them CTF bears the meaning Counter Terrorist Force, a misnomer that PaxSec executives have exploited and allowed to propagate in order to gain a foothold and win over the hearts and minds of those who reside within in the protectorate. Though the duties of the various CTF regiments do include the detection and neutralization of terrorist elements within their zone of operation, it is only tip of the iceberg. It is a tip that conceals a very large hidden truth.

ORIGIN

The first CTF regiments were founded after the expansion of the PRDF Security Zone in 1925 by President/CEO Gerald Simosa as a means to supplement and bolster existing PRDF and PaxSec forces in the field. The increased area of the Security Zone created major headaches for PRDF commanders as the area proved difficult to patrol and secure effectively with their existing levels of manpower. Though the policy of long patrols had already been in place since before the establishment of the various CTF regiments, it provided less than stellar results. More often than not supporting elements were too far away to be able to effectively provide assistance, PRDF and PaxSec patrols were often faced with the daunting task

of engaging a numerically superior force with the limited options available to them and insufficient intelligence with regards to the opposition. The intense rivalry between the three main branches of Peace River's security forces served only to further hamper security efforts as it precluded the sharing of critical assets and information needed for a successful op. Despite attempts at intervention by CEO Simosa himself and the executive council there seemed to be no end in sight to the petty squabbling between the three main military branches of Peace River.

Seeing no other route available to him CEO Simosa issued an Executive Order in which the bulk of the PRDF's special-forces regiments would be dissolved and reformed under the CTF program. Each CTF regiment would draw upon the best and brightest from every branch of service acquiring what vital pieces of equipment and support personnel that were deemed necessary. Though initially an unpopular decision, the CEO Simosa was vindicated when successful interdiction of rover gangs within rose to 80% within the first quarter of implementation. As a result of this seemingly overnight success the CTF program was awarded increased funding and research priority in order to further assist the PRDF and PaxSec in tackling security issues within the protectorate.

COMPOSITION

Though CTF regiments have been known to work together with other PRDF units and PaxSec agents they are in fact an independent hierarchy answerable only to the CEO and Executive Council of Paxton Arms. It is not uncommon for CTF regiments to only assist in the achieving specific mission objectives rather than participating in the overall campaign. Despite having access to the best equipment Paxton Arms can produce the actual tactical assets available to them are exceedingly limited, this is a byproduct of the extreme isolation each regiment must endure while on active duty. Each CTF regiment is expected to operate independently without the benefit of regular re-supply from PRDF command, further to this they are also routinely stationed deep within the Karaq Wastes and Western Desert isolated from most of civilization. The open desert breeds hardy warriors and keeps them safe from the prying eyes of Polar information gatherers, however it also wrecks havoc on mechanical systems as white sand deposits seem determined to breach even the most reliable environmental systems. As a result each CTF regiment has at its disposal at most only two Gear companies in addition to their infantry, naval and aerospace assets; it is an arrangement that breeds a high degree of familiarity amongst personnel allowing them to act in support of each other on an almost instinctive level.

TRAINING

Every member on a CTF roster is expected to be proficient at multiple forms of vehicular combat, be it in piloting Gears, hoppers, or other vehicle types. Infantry close-quarters combat techniques, sniper training and other specialized martial forms are also required as CTF personnel are known to spend as much time out of their Gears as they do in them. In addition to combat training, all personnel must also spend time learning advanced intelligence methodology in order to prepare them for the inevitable black-ops mission. Such missions include the infiltration of high threat rover gangs, the elimination of threats either through the use of assassination or sabotage and occasionally an odd round of industrial espionage.

ROLES/DUTIES

The main role of a CTF regiment is the detection and elimination of high threat rover gangs that operate within the Badlands and prior to the destruction of Peace River by CEF agents in 1939 the main focus of these operations were the Badlands Revolutionary Force headed by Ernest Jaxon. Many cycles had been spent infiltrating the BRF in an attempt to eradicate it once and for all, however each time CTF personnel came within striking distance of the rogue group they would seemingly vanish indicating that they were receiving assistance from a third party with access to ample resources.

For most part CTF regiments serve as a rapid response unit, ready to deploy to any location within range at a moments notice. If multiple squads are available to the regiment one will always be on standby ready for drop. To facilitate this, each regiment has access to the fastest stealth transports available to Paxton Arms. Upon receipt/interception of an emergency broadcast or call for reinforcements it takes approximately 45 minutes for a combat squad to be airdropped to the furthest point within the area of operations. Briefings are provided enroute and tactical updates are provided in real-time via Paxton's array of stealth satellites as well as access to on the ground feeds from any PRDF or PaxSec vehicle in the area.

Non combat personnel are deployed into Badland communities and are often disguised as merchants or caravan owners. They act as information gatherers and assess the surrounding area in preparation for potential combat activity, if a hostile presence is detected it is at the discretion these individuals to determine whether or not they pose a clear and present danger to the interests of Paxton Arms. In an ironic twist it is not uncommon for deep cover operatives to offer their services and supply rover gangs as a means to deflect their marauding appetites. Often such gangs are manipulated to actively engage polar forces that on occasion penetrate the Security Zone, literally killing two birds with one stone. Such raids provide the CTF the opportunity to strike simultaneously, further crippling the trespassing party while laying the responsibility squarely at the feet of the rover gang in question. So effective has been this tactic that polar forces are reluctant to seek passage through the security zone, as it is considered to not be worth the risk to equipment and personnel.

EQUIPMENT

CTF regiments are always on the move; their exact location is known only to the regiment commanders themselves and Paxton executives with the highest security clearance, the secretive nature of this serves to provide the PRDF with a contingency in the event of open hostilities against the city-state. To facilitate their mobile nature, each regiment is stationed around a few Excalibur class Micro-Landship, which serves not only as their base of operations but also as their home for the duration of their tour of duty. Each vessel is equipped a sophisticated array of communications gear which is used to monitor the local airwaves in an attempt to determine potential threats to Peace River itself and other outlying communities. It is in this manner that a CTF regiment may respond to any emergency broadcast or call for reinforcements in a timely manner. Unlike their polar counterparts these vessels are lightly armed and armored sporting only basic point defense weaponry in order to make room for the regiment's compliment of Gears, aircraft and other vehicles as well as providing room for personnel living areas and electronic warfare sensor suites. They role that they serve more as a mobile base or motor pool in comparison to the land battleships found in polar leagues.

All CTF combat units are equipped with standard stealth technology which is sufficient for their needs versus rover threats. However in the event that covert action is required against a polar force, then the more specialized and exclusive Shinobi stealth Gear will be deployed to ensure anonymity. Based primarily off the Skirmisher light recon Gear, the Shinobi is capable of being armed with most manipulator based weapons. Despite this though, as per standard PRDF procedure CTF Gears tend to be armed with weapons where a steady supply of ammunition is either readily available or salvageable. In order to compensate for this, the Shinobi is equipped with an advanced targeting system that extends the effective range of standard weapons allowing for engagements over longer ranges. When coupled with the gear's stealth systems this usually means targets are effectively dispatched even before they even are aware of the approaching threat.

For missions which preclude the use of Gears or other vehicular assets, CTF personnel have access to a wide variety of personal and infantry support weapons available to them. Though sniper weaponry does have its uses, the fact that insurgency groups tend to have a decentralized command hierarchy limits its overall effectiveness in the scope of things. CTF regiments tend to utilize their infantry assets in a very public display of force versus targets that have been thoroughly compromised before hand. This practice is unique to Paxton CTF's as most black ops units tend to shy away from the spotlight. These very public displays however serve to further bolster the image of the CTF as a "Counter Terrorist Force" within the public eye thus cementing the good will and potentially valuable assistance from Badland communities. This is not to say however that the infantry assets are any less well trained or capable than their mechanized counterparts.

Apart from their aerial transport capability, CTF regiments also make extensive use of air support especially when forced to attack hardened targets. Blackwind Stealth Hopperjets are utilized in a variety of roles ranging from air to air interception to close air support of ground assets to the occasional bombing run. Each Excalibur Micro-Landship has the capacity for 2 of these in addition to its singular transport craft, their VTOL nature allows for them to be deployed without the need for an airstrip and facilitates short recovery times.

NOTABLE UNITS

On paper they are only ever 3 CTF regiments at any one time, though this may be true the reality is that personnel assigned to each is rotated out every two cycles. This provides the crews of each regiment the chance to renormalize after an extended period of isolation within the desert, additionally it also provides them opportunity to impart additional knowledge and skill sets to be included within the PRDF Advanced Small Unit Tactics training program thereby further increasing the quality of troops overall. Despite the regular rotation, each regiment retains its original designation and for the purposes of morale these three regiments have been given the monikers "The Night Tempest," "The Storm Riders" and "The Black Dawn". These names are widely known within the Badlands to be synonymous with the regiments and have spawned an interesting popular culture phenomenon. Local entertainment and media have even gone as far to create Tri-Video shows depicting fictitious adventures of these forces, the result of which has only further cemented their role as local folk heroes. This "exposure" has actually gone a long way to obscure the actual role these regiments play within the Badlands and in some ways has even protected Paxton Arms from reprisal attacks by polar forces.

COLONIAL EXPEDITIONARY FORCE/PORT ARTHUR HOP: INTERNAL SECURITY

When the New Earth Commonwealth made the decision to reclaim the colonies lost during the Concordat era, the government was also dealing with consolidating their power on Earth and destroying any semblance of resistance on the planet. While the NEC had a tremendous capability in military power, the government's intelligence gathering and strategic operations was woefully underequipped to handle insurgencies. The Department of Internal Security was created to manage these problems. The bulk of DIS is composed of their Internal Security Forces, which handles policing on Earth, but the special operations division of DIS, the Intelligence Command, are the real power behind the scenes.

ORIGIN

DIS is a separate governmental entity from New Earth Commonwealth Armed Forces (NECAF) and the Colonial Expeditionary Force. These three organizations comprise the three largest components of New Earth Commonwealth's government. Remarkably the DIS has rapidly achieved ascendancy in the last decades after securing the peace on Earth by eliminating the problems of insurgency and terrorist activities. With the CEF's inability to deal with the problems posed by Black Talon units and the fact that the CEF's fleets have failed to achieve complete conquest of the former colonies, has resulted in DIS's absorption of the Commonwealth Integrity Directorate, a civilian branch of government used to oversee the smooth transition of colonies back into the fold of the NEC.

The CID had mixed successes much like the CEF. Utopia and Home were hallmarks of the CID's capabilities in the conquest, but Caprice has been an increasingly problematic symptom of the department's incapability of handling actions the CEF has deemed as terroristic. The NEC authorized Central Planning Docket 87-899 surrendering the power of the CID to the Department of Internal Security. Many suspected that DIS had blackmailed, kidnapped, or even assassinated the hardliner members of the opposition in the government in order to gain access to the colonies. Performing all of these covert operations at the behest of the DIS is the highly secretive organization, Intelligence Command.

Intelligence Command's origins are clouded in layers of subterfuge, but the general consensus is that the organization's roots can be found in NECAF, though there are other hints that IC was founded by members of the Martian Olympus Mons Institute. The truth of the organization's origins lie closer to the middle of the two rumors. During the early consolidation of the NEC as the legitimate government, the Olympus Mons Institute offered technical expertise to the fledgling government. The technical expertise encompassed a whole range of aids such as the refitting of the old Concordat era ships, terra forming technologies, and limited access to their satellite technologies. The DIS was formed at the insistence of the Martian government when insurgents destroyed the Salvador arcology in 6105 AD. The tremendous pressure exerted by the Martians on the NEC to fix their internal conflicts resulted in DIS. The NEC received their fleets and the technologies needed to arm the CEF, and a new branch of government was born to ostensibly maintain the peace of the solar system.

Though technically an Earth based group, the Intelligence Command is heavily infused with influences from Mars. All of the covert operations training is performed on Mars and the proportion of NECAF officers and operatives drawn to service in IC command have some sort of ties with the planet is noticeably high. Dissenters in the NEC have repeatedly warned against the influence, but the results provided by DIS and the occasional subtle threat has maintained the status quo.

With the expansion into the Colonies, the Intelligence Command has taken on the task of eliminating the Black Talon threat and to crush any native insurgencies, but there are hints that IC is being tasked for hidden missions beyond what they are chartered to perform. Even though the colony of Terra Nova has not yet been re-conquered, rumors abound that IC forces are on the ground searching out something important to the organization. Significantly, the legendary Valkyrie units have been deployed in operations in the Barrington Basin in coordination with IC after a CEF operation near the Godswell resulted in total annihilation of Earth's forces near the Badland's valley.

COMPOSITION

Ties to various corporations on both Earth and Mars give the organization access to materials normally allotted to the NECAF or the CEF. In recent times, the IC has gained access to technology more advanced than available to their rivals in the NEC. The largest concentration of stealth and electronic warfare technology is concentrated in the covert operations units fielded by Intelligence Command.

When deployed in a warzone, Intelligence Command forces operate at a company level while nominally being attached to a CEF or NECAF brigade. These IC companies never engage targets at the company level, but are broken down into smaller forces called Operations Cells.

A typical IC Operation Cell performing missions in the field is commanded by a human officer, who leads a platoon level force composed of Morgana GREL commando sections supported by Kommando Frame squads. These teams coordinate their attacks in the field by deploying in squads. Smaller sniper and infiltration teams are possible, and IC Operation Cells make good use of Morgana's trained in these operations.

While larger formations are possible, IC forces are designed for rapid insertion and subtlety. With the increased role of DIS within the CEF, Intelligence Command commanders are allowed to co-op in active CEF forces to perform missions. In situations such as this, the IC forces typically use a larger CEF for to attack a target as a diversionary tactic, while commando forces use the havoc to cover their insertion into an area. Losses among the allied CEF forces are considered necessary and weighed against the results of the mission. CEF officers have loudly complained to their commanders about losing materials and personnel, but higher command has silenced these officers with transfers, demotions, or simple warnings. DIS personnel are usually present to record these complaints.

TRAINING

Human operatives working in Intelligence Command are usually drawn from the best officers and NCOs in NECAF, though occasionally specialists are recruited from various universities and colleges. All of the human personnel are trained at the Olympus Mons Institute, where they undergo a variety of simulated missions to hone their native skills. There are rumors that while at the institute that the recruits are subjected to minor genetic modifications and cybernetic augmentation. Whether this is true or not remains to be seen, but human field officers are easily capable of matching a GREL's performance in the field, but are not hindered by the limits of hypnotraining.

All GRELS engaged in service to the IC, are specially vat grown by Elite Genome Labs under close supervision at the institute. Once hypnotraining is finished on a series, the GRELS are directly assigned to their human commanders, and undergo further training in simulations alongside regular humans. Through this additional training, the IC teams get a better feel for their operational capabilities.

ROLES/DUTIES

Operation Cells have three primary tasks in the field. Securing intelligence for the fleets. Exterminating insurgencies and terrorist operations (i.e. Black Talon), and to perform deniable operations as needed. Intelligence gathering has always been a difficult proposition for the CEF. Colonial nuances in language and culture had changed significantly since the time the Concordat had abandoned the planets. When dealing with infiltration these small differences proved to be fatal for operatives.

IC teams are trained with linguistics and anthropology experts to recognize and synthesize information in the field. At the company level, Intelligence Command gathers reports from the field to disseminate the information to the battle groups they are attached to as well as Fleet command.

In addition to cultural studies, IC groups are also used to identify potential targets and critical control points for CEF forces once a territory is captured. Usually IC groups will infiltrate a territory weeks or even months before military operations will begin in order to gather the information needed by analysts.

EQUIPMENT

IC forces generally utilize equipment similar to the CEF, but they have a higher than normal access to CEF stealth and communications equipment. Kommando Cadres employed by the CEF are also used by IC forces. With the capture of Utopia, the technology captured and developed from the colony has found its way into Intelligence Command combat groups.

Rumors of IC groups utilizing captured equipment regularly are true. In the current invasion of Terra Nova, at least two IC combat groups are operating as rovers in the Karaq Wastes. Utilizing contacts from operatives placed on the planet cycles before, IC combat groups touched down covertly in the Karaq Wastes during the initial hours of landings. After landing, the IC groups connected with their operatives and Terra Novan collaborators to equip themselves Terra Novan Gears and light tanks. Similar operations are rumored to be in progress in the Mekong Basin in the South and near Sorrento in the North. Their objectives and numbers are unknown to even the CEF ground forces, but rumors of ulterior operations by the IC have permeated different levels of the CEF command for years.

NOTABLE UNITS

The 777th Valkyries are attached to the Terra Novan invasion and operate independent of any battle group. Currently they have been deployed to the Great White Desert to track down and eliminate the threat to Godswell. No one has seen any of the Valkyries out of their customized armored suits, and their advanced weaponry is unlike anything else the CEF or NECAF forces use in their forces.

The 87th IC company attached to the Barrington Basin front was one of the few units to have escaped the Terra Novan onslaught in the region and is currently working towards connecting to CEF battle groups in Sorrento. The company fought a desperate running battle with Port Arthur Morgana kill squads. So far the IC company has managed to break through enemy lines and find refuge in trade caravans, by blending in with the natives.

The 993rd IC company is a notorious IC group that had been attached to the Port Arthur Korp early in the invasion. Bukharin was assisted by the IC group in order to purge the ranks of the Korp of Arthurian loyalists. After the capture of Port Arthur, NuCoal and Colonel Arthur's unit made a concerted effort to exterminate the 993rd. A significant portion of the intelligence operatives in the company managed to escape the city state by sacrificing the GRELS attached to their command. The location of these intelligence operatives is currently unknown.



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DP9-9057	North Ferret Two Pack (2 random Ferrets, guns, datacards)	\$17.95
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
DP9-9189	North Klemm Light Tank Custom Two Pack (2 Resin Minis with 1 set of customization upgrade parts, dcards)	\$41.95
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
DP9-9212	New North Infantry Platoon (40 Infantry, 12 hex bases)	\$24.95
DP9-9035	North Infantry Platoon (40 Infantry, 12 hex bases and platoon datacard)	\$21.00
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
DP9-9194	North Badger APC Custom Pack (1 Larger Resin Mini with customization upgrade parts, datacard)	\$24.95
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)
DP9-9022	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
DP9-9099	South Sidewinder Two Pack (2 Sidewinders, guns, datacards)	\$18.95
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

Southern Miniatures cont.

CODE	ITEM	SRP (USD)
DP9-9140	South Naga Strider Custom Pack (1 mini plus 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
DP9-9190	South Hun Light Tank Custom Two Pack (2 Resin Minis with 1 set of customization upgrade parts, datacards)	\$41.95
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
DP9-9213	New South Infantry Platoon (40 Infantry, 12 hex bases)	\$24.95
DP9-9036	South Infantry Platoon (40 Infantry, 12 hex bases and platoon datacard)	\$21.95
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
DP9-9195	South Caiman APC Custom Two Pack (2 Larger Resin Minis with customization upgrade parts, datacard)	\$29.95
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 & THE BADLANDS MINIATURES

CODE	ITEM	SRP (USD)
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
DP9-9206	Badlands: Sandrider Infantry Platoon (40 Infantry, 12 hex bases and platoon datacard)	\$24.95
DP9-9207	Badlands: Barnaby and Sandrider Squad Pack (3 Barnaby riding beasts & Sandrider Infantry in Resin and 3 hex bases)	\$24.95

HEAVY GEAR BLITZ! PEACE RIVER & THE BADLANDS MINIATURES

CODE	ITEM	SRP (USD)
DP9-9169	Black Talon Primary Insertion Team (boxset, 4 minis, datacards)	\$46.95
DP9-9171	Black Talon Operational Assistance Team (boxset, 4 minis, datacards)	\$55.95
DP9-9173	Black Talon Forward Observation & Recon Team (boxset, 4 minis, datacards)	\$39.95
DP9-9128	Black Talon Dark Series Upgrade Pack (Weapons and Bits to upgrade minis to the Dark Series Gears)	\$19.95
DP9-9149	Black Talon Dark Kodiak (1 mini, datacard)	\$21.95
DP9-9150	Black Talon Dark Cobra (1 mini, datacard)	\$21.95
DP9-9136	Black Talon Eagle Trooper Two Pack (2 Eagles, datacards)	\$24.95
DP9-9138	Black Talon Raptor Commando Two Pack (2 Raptors, datacards)	\$29.95
DP9-9139	Black Talon Vulture Heavy Two Pack (2 Vultures, datacards)	\$29.95
DP9-9135	Black Talon Raven Scout Two Pack (2 Ravens, datacards)	\$18.95
DP9-9137	Black Talon Owl C3 Officer Two Pack (2 Owl C3s, datacards)	\$24.95

HEAVY GEAR BLITZ! EARTH CEF / PAH MINIATURES

CODE	ITEM	SRP (USD)
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
DP9-9214	New Earth LHT-67 Light HoverTank (1 mini, extra weapons)	TBA
DP9-9093	Earth LHT-67 Light HoverTank (1 of the old HT-68 minis, datacard)	\$17.95
DP9-9215	New Earth LHT-71 Light HoverTank (1 mini, extra weapons)	TBA
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
DP9-9166	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
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
DP9-9092	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! EARTH CEF / PAH MINIATURES

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

HEAVY GEAR BLITZ! MISCELLANEOUS PRODUCTS [COUNTERS, DECAL PACKS, ETC.]

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

Miscellaneous products continued on next page

Miscellaneous products cont.

CODE	ITEM	SRP (USD)
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
DP9-9192	Eden & Utopia Decals Pack	\$5.95
DP9-9073	Slotted Hex Bases (x25)	\$11.95
DP9-9074	40mm Round Bases (x15)	\$11.95
DP9-9075	Flight Bases (x15)	\$11.95

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