

GEAR UP

THE OFFICIAL DREAM POD 9 MAGAZINE



ARMY SPOTLIGHT

MILICIA

THE BEAST IN THE WILDERNESS

HHT-90 AFTER ACTION REPORT

FIELD TESTING

HEAVY HOVERTANK SQUADS

ENGINEERING SQUADS

SHAPING THE BATTLEFIELD

NEW ARENA HIRED GUNS

TORVAS, CORNICE, & MUSASHI

TERRA NOVA TERRAFORMER

BADLANDS OASIS TOWERS



FIRST ANNUAL

GOLDEN GEAR

DREAM POD 9 PAINTING CONTEST

THE CATEGORIES

BEST DUELIST

Best Heavy Gear Arena miniature, single model.

BEST MASCOT/CLOWN

Best Heavy Gear Arena team-mascot or arena-clown miniature or conversion, single model.

BEST ARMY COMMANDER

Best Heavy Gear Blitz Army Commander, single model.

BEST ARMY

Best Heavy Gear Blitz Army, minimum eight models.

THE RULES

MINIATURES

All Heavy Gear Arena and Heavy Gear Blitz miniatures can be entered into the Golden Gear Painting Contest. Conversions and decals are allowed and encouraged. Custom bases and plinths are allowed, hex-bases are not required.

SUBMISSION

Email up to five photos per entry to GoldenGear@dp9.com, please include your full name. By submitting your photos to GoldenGear@dp9.com you grant Dream Pod 9 Inc. the right to publish the submitted photos. Entrants may submit to every category, however, an entry may not be submitted to multiple categories. Current Dream Pod 9 employees are excluded from the competition.

DEADLINE:

The entry deadline is November 15th, 2011, at midnight (Eastern Standard Time).

THE PRIZES

GOLD-PLATED GOLDEN GEAR TROPHIES

...and Dream Pod 9 online store vouchers:

Best Duelist: \$50[CAD]

Best Mascot/Clown: \$50[CAD]

Best Army Commander: \$50[CAD]

Best Army: \$100[CAD]

THE REAPER PRIZE

MSP MSP
MASTER SERIES PAINT



HEAVY GEAR BLITZ MASTER SERIES PAINT SET

In addition to the prizes provided by Dream Pod 9, we are proud to announce that Reaper Miniatures will be awarding one of the winners the official Heavy Gear Blitz Master Series Paint Set as well as one other entrant drawn at random.



ARTWORK SUBJECT TO CHANGE

The Heavy Gear Blitz Master Series Paint Set includes 36 paints, 33 custom colours, 8 of which are HD paints (High Density) formulated for the main eight factions of the Heavy Gear universe, all in a durable carrying case.



DREAM POD 9
WWW.DPS.COM

HEAVY GEAR ARENA

GEARS, GUNS, & THE GLORY OF THE GAME

TWO-PLAYER STARTER KIT



\$65.00 [CAD]
DP9-9210

Gears, guns, & the glory of the game!

Heavy Gear Arena is a fast paced, highly customizable tactical battle game set in the award winning Heavy Gear setting. For centuries, Terra Nova's best pilots have taken their Gears, advanced robotic fighting machines, and pitted them against each other in the world of sports dueling. Only the best stay in the games and earn their legendary reputations. Of course, reputations only get you so far. Winning equals' money for upgrading your team and its equipment, the support of your adoring fans brings fame and more importantly the corporate sponsors, or just the thrills, pilots come from all over to find the thing they're desperate for in Khayr ad-Din.

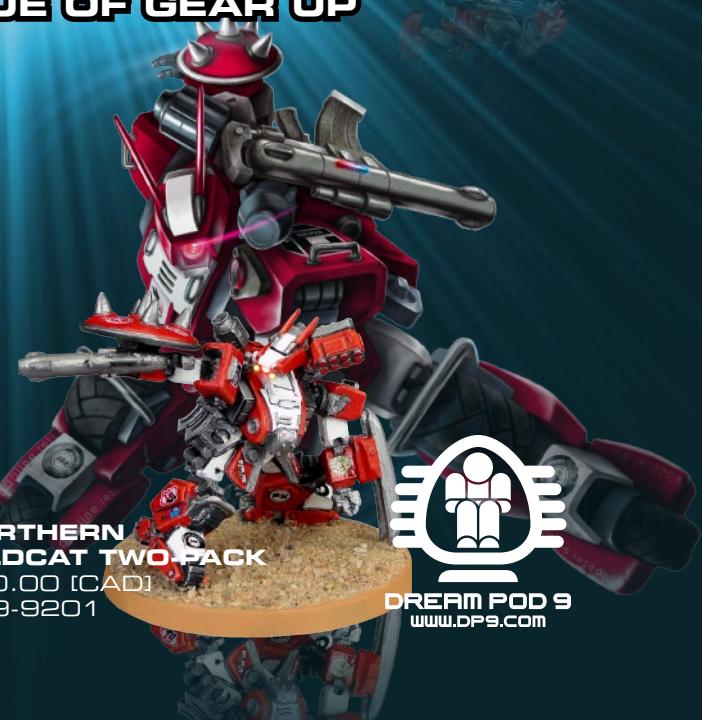
- ◊ Full-content small-format rulebook
- ◊ 4x "Hired Gun" duelist miniatures
- ◊ Additional Dueling Weapons
- ◊ Tape measure
- ◊ 4x six-sided dice



NEW RPG RESOURCES FOR THE COPPERHEAD AND WILDCAT IN THIS ISSUE OF GEAR UP



SOUTHERN COPPERHEAD TWO-PACK
\$20.00 [CAD]
DP9-9199



NORTHERN WILDCAT TWO-PACK
\$20.00 [CAD]
DP9-9201



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. 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 - Art Director

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, working on book layouts, designing regiment logos, painting miniatures, drawing concept sketches, or doing post-production work on illustrations and photos.



Saleem Rasul Abdul Aziz - Assistant Designer

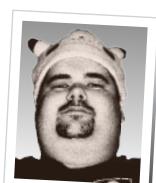
Forum Name: Saleem

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.



Mariko Shimamoto - Artist

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.



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.



Avelardo Paredes - Artist

Forum Name: Cerberus_02

Avelardo is the current lead mechanical designer for Heavy Gear. First and foremost, he is a fan, and claims the highest postcount of any dp9forum member.



Sean Callaway - Contributing Writer

Forum Name: Paradox_01

Sean is a Medic in the US Army currently stationed at Ft Bliss, Texas. Operation: Drop Bears Dive! was his first published work and since then he's been a regular contributing writer for Dream Pod 9. 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.



John Bell - Artist

John is a comic book artist and has been working in the gaming industry for the past decade. He also tries his hand at sculpting, scratch-building, animation, card model design and computer games. Since 2007, he has been drawing stories for Aurora, mainly the Gear Krieg comic "Alfie's Tanners".



James Paquette - Assistant Layout

James is a video game developer/ designer by trade and works full time for Dream Pod 9. He served in the Canadian Forces. He has recently joined the Dream Pod team.

GEAR UP : ISSUE 4

Gear UP 4 is upon us! The first issue of the year has a ton of goodies for the our Heavy Gear fans. With the release of the new Field Manual, most of the Field Testing Rules have become official. In addition to the new Field Manual, we have some big news on the new starter armies being released at the beginning of June.

This issue has three new Heavy Gear Arena Hired Guns as well as a FAQ for Arena. The Copperhead and Wildcat get official 2ed RPG stats and Blitz! rules. Also with the release of the Engineering Cobra, Engineering Grizzly, and the Valence, rules for fielding Engineering Squads and sections are presented in this issue's Field Test section.

We also have some hidden gems in this issue. If you look through the issue hard enough you'll see a preview of the new light hover tank models for PAK/CEF. I'll give you a hint: Check out the after action reports. That's right! For the first time in Gear UP, we have not one, but three after action reports. Craig Engle and Dale Sisson, both have excellent reports with the monster HHT-90. Dale also has an excellent Heavy Gear Arena report as well.

For the next two issues, the MILICIA will be getting some well deserved love. The underdogs of the South are in for a treat. Gerrit Kitts excellent article on the MILICIA will be featured in the next two issues since it was too big for just one issue. Brad Bellows has two new MILICIA lists in Gambit Garage, and Mariko's done a spectacular MILICIA Equipment layout as well.

In addition to the MILICIA material, Mariko is interviewed by the Gear UP staff and provides us with an insight to what happened to her during the Tohoku disaster.

Finally, Paul has a fantastic step by step on making your own oasis towers. All this plus, new Primary Solutions and Pod Squad reports!

Hope you enjoy this issue!

Jason Dickerson
DP9 Line Developer

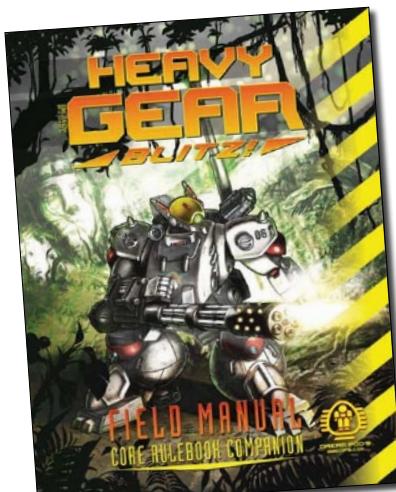
NEW FEATURE: GEAR UP MAIL CALL

Attention all Gear UP readers!

Do you have questions about game play? Have you ever wondered what happened to your favorite characters? Got comments about past issues of Gear UP? Wondering where the heck the next edition of the HG RPG is? Then look no further. Starting in Gear UP issue 5, the Pod Crew are here to answer your questions. Send in any questions you have to GearUpMailBag@dp9.com. We'll answer as many questions as we can cram into the new section each issue!

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HEAVY GEAR BLITZ! FIELD MANUAL

HGB FIELD MANUAL:
CORE RULEBOOK
COMPANION (B&W)
(D9-9997)
\$15.00

HGB FIELD MANUAL:
CORE RULEBOOK
COMPANION (COLOR)
(D9-9997C)
\$30.00

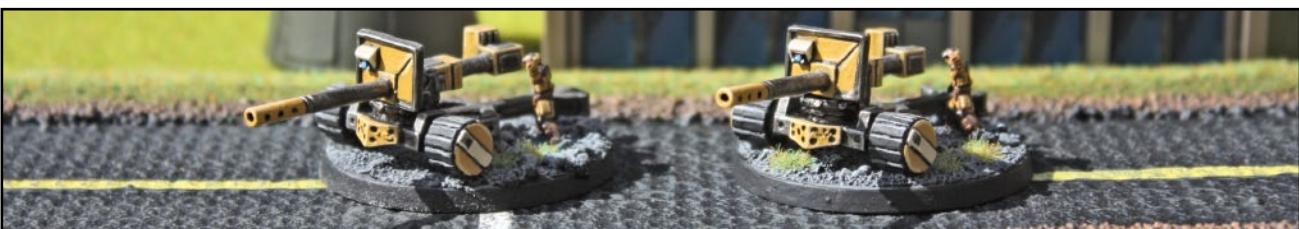
SHOW ME YOUR COLORS - BY MYLES BUCK



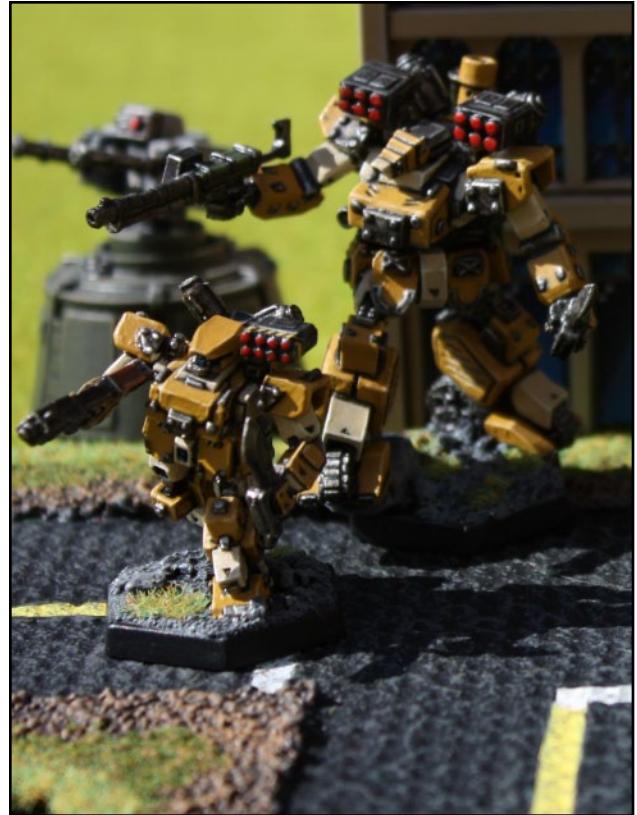
My involvement with Heavy Gear goes back to the nineties, when I discovered the video game of the same name. While there are no “good guys” on Terra Nova, I’ve always thought the Northern forces were as close as you would get to being champions of all things right and just. When I discovered Heavy Gear Blitz, I knew there would be no other choice but to side with the Prophet and defend all that is good on Terra Nova from the hedonistic tendencies of the South.

I really loved the studio colour scheme that DP9 had gone with for their Northern units, the off-yellows and white keeping a desert aesthetic while still being able to “pop” on the tabletop. These colors also looked great when contrasting against the metallic’s I used, breaking up the various parts of the model and causing your eye to look it all over to fully appreciate the detail that has gone into the sculpting.

I used a variety of paints on my Northern forces. Citadel, P3, Tamiya, Testor’s and Vallejo products have all been used at one point or another to bring my models to life. The bases are covered with your basic Citadel modelling sand. I find a 50:50 combination of white glue and water on top of it will make sure it never raises’ off the base. I undercoat with a cheap matte primer from everybody’s favourite Canadian DIY store. The main areas of the Gears are block-painted in Citadel Bubonic Brown and Bleached Bone. After this I head straight to finishing the metal sections of the gears. I base coated all of the metal areas with a coat of P3 Thamar Black and then laid Citadel Boltgun Metal over top. After this, I wash with Citadel Badab Black and Paint all the raised areas in layers of Boltgun Metal, Chain mail and Mithril Silver. Once this is dry I dab on Tamiya Smoke. This creates a lacquered sheen to the model, but will disappear when sprayed with Testor’s Dullcote, leaving a well-oiled look to the model’s metal parts.



Once the metal has been taken care of I clean it up again with Bubonic Brown and Bleached Bone. Contrast is added by washing the areas where parts touch one another, and then cleaned up again. Finally, I edge highlight by increasingly adding Skull White to both the Bubonic Brown and Bleached Bone. For this part I use Vallejo's Model Colour equivalents, which are Plague Brown and Bonewhite, since it's easier to make finer paint mixes due to the dropper bottles they come in. Like John Prins' said in his spotlight, DP9's decals are a great time saver. But this can also be one of the trickiest parts of the process, as the decals themselves can leave a sheen on top of your paint where they are placed. I get rid of the sheen by using Tamiya Mark Fit. I place a layer of Mark Fit down, apply the decal, and then let it dry a bit before applying another layer of Mark Fit.



All the models are then based by dry brushing Vallejo Game Colour Cold Grey and Stonewall Grey over Thamar Black. GW or Army Painter static grass is added, and finally the whole model is given a layer of Testor's Dullcote.



SHOW ME YOUR COLORS

HEAVY GEAR

BLITZ!

TWO PLAYER STARTER KIT



\$65.00 [CAD]
DP9-9220

Everything you need to play in one box!

The Two Player Starter Kit contains everything you need to play, both the core Heavy Gear Blitz Locked & Loaded rulebook and the Field Manual core rulebook companion—over 250 pages of material—as well as six Heavy Gear miniatures with a variety of weapon upgrade options.

Enjoy classic Blitz play and the rich history of the Heavy Gear universe in the Locked & Loaded rulebook. It includes complete army lists for four of the core factions in the game as well as rules for running campaign and objective based games.

The Field Manual core rulebook companion adds an even more streamlined way to play Heavy Gear Blitz by introducing an updated suite of tactical options and a more aggressive game style.

- ◆ 3x Hunter [Includes Headhunter]
- ◆ 3x Jäger [Includes Command Jäger]
- ◆ Optional Weapons
- ◆ 4x 6-Sided Dice
- ◆ 1x Measuring Tape
- ◆ 1x Core Rulebook (5.5" x 8.5" B&W)
- ◆ 1x Field Manual (5.5" x 8.5" B&W)

62ND CENTURY MECHA COMBAT

**NEW RULES IN THIS ISSUE OF GEAR UP FOR
ENGINEERING CLASS HEAVY GEARS**



**NORTHERN
ENGINEERING GRIZZLY**
\$20.00 [CAD]
DP9-9217



**SOUTHERN
ENGINEERING COBRA**
\$20.00 [CAD]
DP9-9218



DREAM POD 9
www.dps.com

POD SQUAD FIELD OPERATIONS

AVATAR COMICS AND GAME'S MARCH TOURNAMENT

Tournament hosted by: Pod Sergeant Mark Perre

Hosted at:

Avatar Comics and Games
881 South Rainbow Boulevard
Las Vegas, NV
89145
USA

First Place: Barry Reiswerg (left)

Best Sportsman: Mike Verchick (right)



AVATAR COMICS AND GAMES

THE GAME CONNECTION

Arena Battles hosted by: Pod Senior Sergeant Dale Sisson

Hosted at:

The Game Connections
6727B Knightdale Blvd
Knightdale, NC
27545
USA



THE GAME CONNECTION

DEX CON: JULY 6TH-10TH

Lightning Tournament hosted by: Pod Sergeant Joe Johnson

Hosted at:

DexCon 14
Morristown Hyatt
Morristown, NJ
USA



DEX CON 2011

TEMPLECON 2011: FEBRUARY 4TH-6TH

Butt-wheel 500 Event hosted by:

Pod Senior Sergeant Michael Onsrud and
Regimental Sergeant Major Hugh Browne

Hosted at:

Crowne Plaza Hotel
Warwick, RI
USA



TEMPLECON 2011

POD SQUAD FIELD OPERATIONS

HHT-90 AFTER ACTION REPORT - BY CRAIG ENGLE

THE BEAST IN THE WILDERNESS

The smoke rose from the battered city of Port Arthur, but the rightful master of the city was in firm control over his demesne. Looking over the city, Colonel Arthur assessed the damage the fighting between his Falcon Brigade and the remnant CEF forces had inflicted. While the majority of the CEF forces had been caught unaware by the subterfuge, Arthur knew that a few resourceful members of the CEF had managed to break through city and were heading towards their allies in the north. Arthur had no intention of letting the CEF forces get any sort of reinforcement.

Looking down at the satellite feed on his datapad, Colonel Arthur made adjustments to free up kill teams mop up any escaping forces. Glancing at the intelligence that officers still loyal to him had secured, Arthur's eyes caught a name of an officer he had served with during the original invasion. Illya Potivich had managed to escape from Terra Nova when the fleet had withdrawn. Arthur had joined NECAF at the same time Illya had, and the two men had served in the same units. Their careers had always been an example of parallel growth. Both men had been destined to command, but Terra Nova had changed their paths. Two men who had been comrades, now found themselves on opposite sides of the latest conflict.

Colonel Arthur's eyes hardened as he put the datapad down on a nearby table. Looking over at a young Terra Novan member of his Port Arthur Korp, the colonel issued his orders, "I've set aside kill teams for you to eliminate elements escaping from the Barrington region. I need you to eliminate them. We can't let them rejoin their forces in the north. The CNCS leagues can't afford any more incursions. Hasegawa of the WFPA is going to provide us screening protection with his landship fleet, but they aren't in any condition to handle these landship hunters. We need strike at immobilize or destroy every HHT-90 we can find. Load up your kill teams onto transports. You'll deploy ahead of these CEF elements and cut them off. Do not let any of them escape. Do you understand?"

Captain Collins nodded and affirmative. Being around the imposing Colonel Arthur had been a dream of his since joining the Korp fifteen cycles ago, but now he was getting direct orders from the man. He was going to be hunting elite CEF forces and testing his mettle against the best. Collins had little doubt he'd succeed. His father had served with a makeshift Badlander's unit during the War of the Alliance and had survived. Today he'd prove his mettle against the same forces. "None of them will escape, sir!"

Colonel Arthur smiled at the young officer's enthusiasm, but knowing that Illya was out there in command of these forces troubled him. "Be careful, the man that's in command of these forces won't make it easy for you. He will go for your throat."

After the meeting, Collins assembled the forces that had been assigned to him. He had his best crew following him into battle as well. The sleek profiles of hovertanks and hover-APCs howled as they boarded the transports one at a time. The beast in the wilderness would be eliminated and Collins would return a hero.



PAK HILL TEAM

Colin brings three combat groups composed of all hovercraft vehicles. At the core of his army is the Veteran Heavy Hovertank Squad. The HT-72 is the army commander. The other two units in the Hovertank Squad are two HT-68's. The heavy hover tank squad will be used for their heavy fire power. Assisting the heavy hover tank squad is a light hover tank squad and a cavalry squad. Both of these units bring a mix of firepower and forward observation capabilities.

PAK OBJECTIVES

WIPEOUT:

The HHT-90 must be completely wiped out.

ASSASSINATION:

The HHT-90's turret must be destroyed.

WIPEOUT:

Interdiction Squad must be eliminated.

ASSASSINATION:

The CF6-16 in the Heavy Frame Squad must be destroyed.

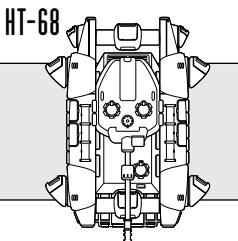
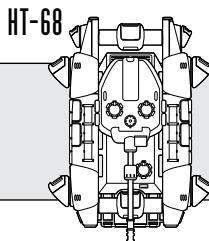
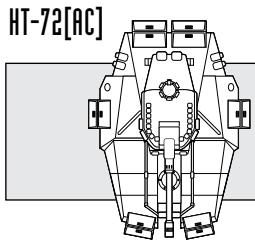
PORT ARTHUR KORPS 1500 TV PL 3

1460 TV, PL 3, 6 SPs, 6 CPs

VETERAN HEAVY HOVERTANK SQUAD (SPECIALIST) 835TV

COMMAND GROUP

ARMY COMMANDER : CAPTAIN COLLINS



Attack 3 **EW** 2

Defense 3 **Ld** 3

Weapons

Very Heavy Autocannon
Anti-Tank Missiles
Light Guided Mortar
Air-Burst Missiles

Attack 3 **EW** 2

Defense 3 **Ld** 0

Weapons

Very Heavy Autocannon
Light Guided Mortar

Attack 3 **EW** 2

Defense 3 **Ld** 0

Weapons

Very Heavy Autocannon
Anti-Gear Missiles

Perks / Flaws

GREL Crew

Perks / Flaws

GREL Crew

RULESET:

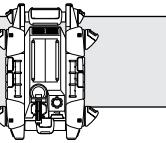
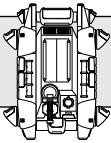
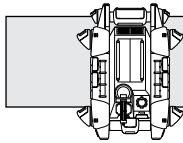
Post 1940 armies - All published rules, Extensions: Gear Up 1 Defense modifiers, Gear Up 2 Weapon ranges, Gear Up 3 Overkill values

VETERAN CAVALRY PATROL (CORE) 175TV

HPC-64[CGL]

HPC-64

HPC-64



Attack 2 **EW** 2

Defense 2 **Ld** 1

Weapons

Medium Autocannon

Attack 2 **EW** 2

Defense 2 **Ld** 0

Weapons

Medium Autocannon

Attack 2 **EW** 2

Defense 2 **Ld** 0

Weapons

Medium Autocannon

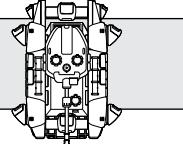
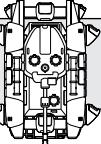
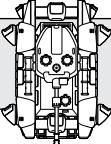
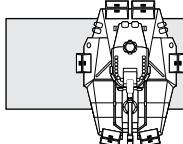
VETERAN LIGHT HOVERTANK SQUAD (AUXILIARY) 450TV

LHT-71[CGL]

LHT-67

LHT-67

LHT-67



Attack 3 **EW** 2

Defense 3 **Ld** 2

Weapons

Medium Rocket Pack/18
Light Particle Accelerator

Attack 3 **EW** 2

Defense 3 **Ld** 0

Weapons

Medium Rocket Pack/9
Light Particle Accelerator

Attack 3 **EW** 2

Defense 3 **Ld** 0

Weapons

Medium Rocket Pack/9
Heavy Autocannon

Attack 3 **EW** 2

Defense 3 **Ld** 0

Weapons

Medium Rocket Pack/9
Heavy Autocannon

Perks / Flaws

GREL Crew

Perks / Flaws

GREL Crew

HHT-900 AR - THE REAST IN THE WILDERNESS

THE MOST DANGEROUS GAME

Colonel Illya Potivich cursed the heat of the desert planet. Nothing had been going well for him since he had come back to this god forsaken place. Illya looked at the ragged condition his forces had been left after the utterly devastating attack his old friend, Arthur, had inflicted on the CEF forces arrayed at Port Arthur. Port Arthur, Illya laughed to himself. The man really was filled with hubris if he was naming cities after himself. Then again, Illya wondered if he would have done the same had he been left behind rather than Arthur. It could have easily happened.

Illya surveyed the landscape with his binoculars and wondered when Arthur's forces would finally come for him. He had no doubt that his old friend would let them escape. Arthur's actions in the city proved his intentions clearly to the old warrior. Illya knew that for Colonel Arthur this was absolute war. No quarter would be given and every last one of Illya's forces would be eliminated, but Illya wasn't going to just lie down and let his old friend kill him.

Climbing back into the command center located in the turret of the HHT-90, Illya noted that his satellite feed had been disrupted. It was only a matter of time now. Luckily for Illya, the CEF forces north of his location had confirmed that he would have air cover during the attempted break out.

Illya looked over at the silently efficient GREL crew. They had always unsettled the old veteran. Soulless bodies programmed to do his bidding. How could the CEF win without the passion. Illya had witnessed the terror of the original invasion. The CEF had every advantage. Better equipment, better soldiers, and the will to conquer what was once theirs. Instead, the brutal engagement dragged the CEF forces into an extended war that they could not win. The tenacity of these Terra Novan's had won the day for them. While thinking back to those days, Illya took little comfort in being in the most sophisticated vehicle produced by the CEF. His stomach soured when he saw the blips on the sensors.

"All forces prepare for battle!" Illya wondered if Arthur would be there himself. The old command codes were coming from the HAPC combat group at the center of the formation, and Arthur had always preferred to lead from the front. "Target this cluster and push through."

Illya gripped the arm rests on his seat tightly as the enemy formations moved up with the precision his old friend was known for. Illya wondered if today would be the day he'd test his mettle against Arthur. He wondered if either one of them would live to brag about it.



ILLYA'S CEF SURVIVORS

Craig's CEF forces include Illya's HHT-90 at its core. The massive model brings a tremendous amount of fire power as well as the actions necessary to use that fire power. As a veteran unit, Craig has increased the skills on the turret and made the hull GREL crewed. Supporting the HHT-90 are two Frame Squads. The Interdiction Squad is designed around reconnaissance and forward observation. The array of weaponry on the Interdiction Squad gives it the fire power necessary to take down the lighter opponents such as the HAPC. The Heavy Frame Squad has an array of powerful weapons and the mobility used to generate the damage needed to take down their targets.

CEF OBJECTIVES

ESCAPE!

The HHT-90 must escape by reaching the PAK deployment zone.

WIPEOUT!

The HAPC Cavalry Combat Group must be wiped out.

ASSASSINATION:

The HT-72 must be destroyed.

COLONIAL EXPEDITIONARY FORCE:

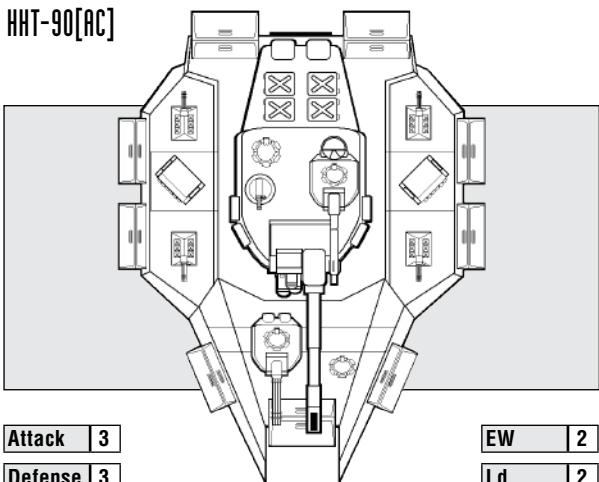
1500tv PL4 HHT, 1465 TV, PL 4, 7 SPs, 6 CPs

VETERAN HHT-90 COMBAT GROUP (ELITE) 830TV

COMMAND GROUP

ARMY COMMANDER : COLONEL ILYA POTIVICH

HHT-90[AC]



Attack 3

Defense 3

EW 2

Ld 2

Weapons [Hull]

2x Heavy Rocket Pack/48
Heavy Gatling Laser Cannon
4x Medium Anti-Aircraft Cannon
4x Anti-Personnel Grenade Launcher

Weapons [Turret]

Macro Accelerator Cannon
Light Laser Cannon
Anti-Tank Missiles
Airburst Missiles
Heavy Gatling Laser Cannon

RULESET:

Post 1940 armies - All published rules, Gear Up 1 Defense modifiers, Gear Up 2 Weapon ranges, Gear Up 3 Overkill values

HHT-90 WAR - THE EAST IN THE WILDERNESS

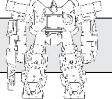
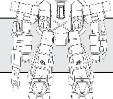
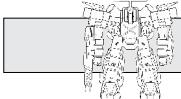
VETERAN INTERDICTION FRAME SQUAD (AUXILIARY) 260TV

CF6-16[CGL]

F6-16

BF2-21

BF2-21



Attack 3

Defense 3

EW 2

Ld 2

Attack 2

Defense 2

EW 1

Ld 0

Attack 3

Defense 3

EW 2

Ld 0

Attack 3

Defense 3

EW 2

Ld 0

Weapons

Heavy Gatling Laser Cannon

Weapons

Sniper Laser Cannon

Weapons

Heavy Gatling Laser Cannon

Perks / Flaws

Recce Mission Pack

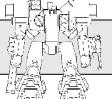
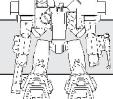
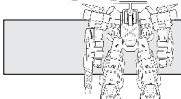
VETERAN INTERDICTION FRAME SQUAD (SPECIALIST) 375TV

CF6-16[CGL]

BF2-19

BF2-19

BF2-19



Attack 3

Defense 3

EW 2

Ld 2

Attack 3

Defense 3

EW 2

Ld 0

Attack 3

Defense 3

EW 2

Ld 0

Attack 3

Defense 3

EW 2

Ld 0

Weapons

Sniper Laser Cannon

Weapons

Sniper Laser Cannon

Weapons

Light Laser Cannon

Perks / Flaws

Anti-Gear Missiles

Perks / Flaws

Mobility Mission Pack

Perks / Flaws

Anti-Gear Missiles

Perks / Flaws

Medium Rocket Pack/18

Perks / Flaws

Mobility Mission Pack

Mobility Mission Pack



TURN 1: ENTERING THE FRAY

Colin's PAK wins Initiative and makes Craig activate first.

Craig's CEF Interdiction Frames move up into cover at top speed. Combat Group Leader Frame stays back in solid cover.

Colin's PAK HPCs set HRP's on standby as they wait for any prey to come into their range.

CEF Heavy Frames move up into firing positions at top speed. Craig decides to keep his Heavy Frame's combat group leader back in solid cover.

Colin plays it cautiously hoping to draw in Craig's CEF forces into a kill zone. Colin puts his PAK Heavy Hover Tank squad's ATMs to standby.

Craig plays aggressively hoping to make use of the HHT-90's terrifying array of weaponry and multiple actions. The CEF HHT moves up at top speed next to large central rock formation, but is unable to make contact with the enemy.

Colin springs his trap as the PAK LHTs activate. One LHT68 zooms in front of HHT. Reaction fire misses, but the LHT Target Designates the HHT turret. A combination of Standby fire and additional attacks with Command Points launch 4 ATMs at the HHT turret destroying it. The HHT fire its own ATM at the first hovertank, by using the Counter Battery System but misses.

A second LHT Target Designates an Interdiction Frame. The two HPCs with Heavy Rocket Packs open fire and overkill the frame. Colin's plan appears to be working at the end of the first turn as one of the objectives for PAK has been achieved. The HHT-90's turret has been obliterated.

As Illya's HHT-90 lumbered forward, the old commander cursed at the narrow confines of the canyon they had entered. Illya had been using the cover to protect him and his group from aerial bombardment till air superiority could be achieved, but now the cramped fighting quarters were proving to be difficult to navigate. Illya wondered why Arthur's combat group was speeding directly towards him without any regard to personal safety. A creeping dread seized the old vet's heart as he realized his initial estimation had been wrong. Arthur wasn't in the HPC-64's, but likely in the HT-72 lingering towards the back. He wouldn't let Arthur command the field so easily. Trusting in the capabilities of the advanced HHT-90, Illya gave the command. "Press ahead and annihilate any opposition. Target the HT-72 and the two HT-68s. If we defeat them our way will be clear." The GREL's in the command center went to work ignoring the wavering tone of their commander's voice, but the human officers under Illya's command looked at each other nervously.

Captain Collin's had seen that the beast was rumbling directly towards the well executed trap. He had studied Colonel Arthur's battle plans and strategies even before joining the officer's school at Port Arthur. Collin's was confident that Illya would bite on the idea that his rival would be out to duel him personally. The young captain grinned as the HHT-90 entered into his coordinated kill zone. "CB-23 move up and engage. My group coordinate on CB-23's designation. CB-45 engage the vanguard units and coordinate with CB-12."

As the LHT agilely zoomed past the HHT-90's hull firing its designator at the beast, Collin's tanks fired a barrage of high explosive guided missiles using the laser designation from the LHT. Each shot ploughed into the heavily armored turret rending the composite armor and killing the crew inside with concussive force and shrapnel.

Illya's last moments were marked with a calm reflection of his life. Everything he had lived for had lead him to this grave. He hated this god forsaken planet...

At the rear of the CEF's column, Captain Helena watched as the plume of smoke and fire erupted from the HHT-90. Her Heavy Frame Squad hadn't engaged the traitorous PAK forces, but with Colonel Potivich's unit crippled, command fell to her. She wondered why the old man had sped up to engage the attacking force, but she wouldn't make the same mistake. She would sacrifice as many GRELs as she needed to break through. Human lives were at stake.



TURN 2

Craig's CEF wins initiative and decides to activate first. The last turn had been a crushing round for his CEF, but there was still a chance to recoup his losses and win.

Craig activates his CEF Interdiction Frames fire at targets, but none of the shots hit their mark. The effective lack of damage from this unit looks like a grim turn events for Craig's CEF.

Colin decides that the previous tactic of worked well for him and decides to put his PAK Hover Tanks' ATMs on standby. His Army Commander calls in Bomber airstrike successfully.

CEF HHT, now just a hull, moves forward at combat speed, and holds actions for reaction Anti-Air fire.

Colin maintains his strategy with by putting PAK HPCs' HRPs on standby. The Combat Group Leader in the Command HPC refreshes Command Points by using the Satellite Uplink on the vehicle.

Craig continues to move his CEF Heavy Frames forward and finds targets to attack, but all of the fire at targets miss. The Combat Group Leader of the Heavy Frames, now the new Army Commander, calls in the Fighter-Bomber successfully.

PAK LHTs move up and Target Designate the HHT-90's hull as well as two of the Heavy Frames, which had moved into range. Colin activates his Hover Tanks' ATMs and manages to damage the HHT Hull. Using the designation by the LHT's, the HPC HRPs overkill a Heavy Frame and heavily damages another Heavy Frame as well as an Interdiction Frame, which was caught in the area of effect generated from the rate of fire barrage.

At the end of the turn the airstrikes arrive. Craig's CEF Fighter-Bomber AGMs an HPC obliterating the HPC, and follows this shot up by inflicting heavy damage to one of the LHT. Colin continues to target the HHT-90 and sends his PAK Bomber to finish off the beast. After ATM fire, the HHT is brought to Critical, but has managed to survive.

Confident of his tactics, Collins ordered his LHT's to continue designating for his HPC's and his hover tanks. The transatmospheric fighters Colonel Arthur had promised were in range to strike out and Captain Collins was going to make sure they made an effective run against the crippled HHT-90. The young Terra Novan PAK officer noticed that the frames that had been providing flanking protection for the HHT-90 had finally decided to make their move, but he noticed that the command frames had opted to remain behind. It really didn't surprise Collins that the Earther officers would let their GRELs fight their battles. He saw that as one of the CEF's weaknesses. Even Colonel Arthur till recently looked down on the genetically engineered soldiers, but Collin wouldn't needlessly sacrifice any person under his command, and as far as he was concerned the GRELs were his charge as much as any other person.

Captain Helena cursed as her sensor noted the inbound PAK fighters. Her HUD indicated allied CEF aerial support was on its way, but would it be enough to turn the tide. None of her frames had hit their mark and she cursed as the PAK forces continued to assault her crumbling combat groups. At this rate she wouldn't be able to get out of the canyon.



TURN 3

PAK wins Initiative and Colin seizes the opportunity to activate his Heavy Hovertank combat group.

PAK Hoveranks fire their ATMs at the HHT-90 killing the vehicle and completing two of PAK's objectives in the process.

Craig's CEF Heavy Frames damage an LHT, while the Army Commander uses its Satellite Uplink to generate a Command Point.

Colin takes advantage of momentum and pushes his PAK HPC to attack. He direct fires HRP's at the interdiction frame damaged from the last turn, which overkills it. The Command HPC gets additional Command Points by using its Satellite Uplink.

Not to be outdone and desperate for any of his objectives to be accomplished, Craig's CEF Interdiction frame overkills an HPC with HGLC fire.

Colin pushes forward and has his PAK LHTs kill the damaged Heavy Frame. One LHT kills last Interdiction Frame with MRPs fire from behind the target.

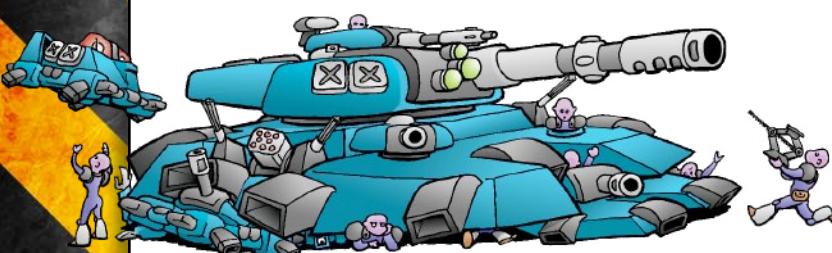
END Of Turn 3 & the CEF concedes.

CEF Has 1 VP and only 3 frames left.

PAK has 4 VP and has most of its forces left.

As the smoke cleared from the battlefield, Captain Collin's sat on the turret of his HT-72 surveying the damage. His forces had annihilated most of the CEF's escaping with minimal losses for Port Arthur. The science division of NuCoal was busy trying to figure out a way to recover the remnants of the massive HHT-90, and Colonel Arthur authorized terms of surrender for the last stragglers that had attempted to turn around and find another way out of the region. Captain Collin wondered if they'd accept the terms. Even if they didn't, Hasegawa's fleet would be there to intercept the CEF forces.

Captain Helena had ordered a fighting retreat once it became evident that there wasn't going to be a break out. As her forces pushed their way back south, her options were diminishing by the hour. An airlift recovery was out of the question. The landship fleet to their north and Arthur's own air coverage to the south made it impossible for any such recovery, and with the small number of combat groups remaining to her, command wouldn't waste the resources to extract them. They had become expendable assets...



HEAVY GEAR

BLITZ!

HHT-90 OVERLORD HOVERTANK



THE BEAST!

Stalking the deserts of Terra Nova, the Colonial Expeditionary Force's HHT-90 Overlord Class Heavy Hovertank was specifically designed to eliminate the polar leagues' massive dry-navy landships. Tasked with that objective, the heavy hovertanks have been deployed in every battle group sent to Terra Nova during the second invasion and have dealt heavy losses to the Terra Novan forces.

Inside this kit is the massive Overlord Class Heavy Hovertank, complete with decals and a custom display base. The hull is encrusted with turrets ranging from energy weapons to conventional rounds, including the devastating Macro Accelerator Cannon giving the HHT-90 unparalleled firepower and options to suit every battlefield engagement.

- ◆ 1x Colonial Expeditionary Force HHT-90 Overlord Class Heavy Hovertank
- ◆ 1x Custom Display Base
- ◆ 1x Decal Sheet
- ◆ 1x Assembly Guide

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DP9-9211

62ND CENTURY MECHA COMBAT



DREAM POD 9
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HUNT FOR THE OVERLORD: BY DALE SISSON

It all started with Gear Up! issue 3. I took one look at the cover art and instantly I knew I had to have an HHT-90 Overlord model and put it on the table!! Once the model arrived and I got it painted up, I had to get it into a game. My local group is still growing and I had some Shattered Peace patches left so I thought this would be a good draw for a Shattered Peace event and have some fun for all.

The call went out for each person interested to bring a 500 point and a 1000 point list with them and I would have loaner forces as needed as well as plenty of CEF forces to push around. Sining Wang and Mike Tyson came out for the challenge commanding Southern forces while I took on the role as commander of the Overlord. The game ended up being played at 1000 points.

The scenario was simple, an Overlord was moving to a new theatre of battle to reinforce CEF lines. Southern intel placed the Overlord moving with a relatively light escort. This was a pristine time to strike and deal a heavy blow to the CEF.

The game set up went with the Overlord and 2 LHT-71's being deployed on the table. To simulate the ambush theory, Southern forces could be placed anywhere on the table at least 12" from the Overlord and the Southern forces took the initiative the first turn. The Overlord's goal was to move off the far side of the table and deal as much damage as possible to attacking force to prevent them from following.

In the first rounds of the game, there were a lot of shots hitting and bouncing off the Overlord as shots were fired at the hull and at the turret. The Overlord merely lumbered forward and fired back in force. Each sounding of the MACCC resulted in the satisfying crunch and evaporation of a gear. The LLC and HPA answered in turn and dealt heavy damage to the attackers. The port side HRP's fired for effect with the linked MAAC's and found themselves running dry on ammo. The attackers noted the weakness and moved to that side, making the starboard weapons come up without targets.

After the second round, the attackers caught on to the fact that the turret was far easier to take down and was far deadlier than the hull. They began to close the gap and unloaded with LRP and MRP shots into the turret until the turret was a smoking ruin. The LHT's tried their best to provide covering fire but the HGLC's they had were not able to dish out the damage fast enough to prevent the turret from going down.

As the attackers didn't have to contend with the MACCC any more, they got braver and brought more models to the fray in an effort to toss hand grenades under the hull. At this point, the Overlord kicked up into full speed and made a run for it. The LHT's circled back and tried to provide cover for the retreating Overlord. They

managed to draw enough attention away from the Overlord that it made its escape, but not before its turret was completely demolished and the hull heavily damaged. The LHT's took relatively little damage, but at the same time they were small fish swimming with a shark.

Even though the Overlord did manage to escape, I deemed it a win for the Southern forces. The Overlord was badly damaged, but the attackers paid a heavy toll for it.



TEMPLECON 2011: BY HUGH BROWNE JR.

With New England in the grips of one of the snowiest winters on record, Pod Squad New England scrambled to get everything ready for year 6 of TempleCon and the 2nd year of Heavy Gear at TempleCon. Senior Sergeant GrayHart and I had started planning the events for this year's TempleCon two weeks after last year's TempleCon when we debuted Heavy Gear to a rousing success.

For this year, we decided to create an interesting main event that would run on Saturday and be the centerpiece of the three days of non-stop Heavy Gear at TempleCon. Further, we paid homage to old school Heavy Gear with our "Big Guns" scenario table and our second special scenario table called "Over the Top". First up, however was the debut of the much talked about, rumored about and generally hyped by myself and Senior Sgt. GrayHart the Butt-Wheel 500 or BW5C for short.

The BW5C is a mixture of NASCAR meets Heavy Gear set on Terra Nova. Senior Sgt. GrayHart and I came up with the idea in late 2009 but we didn't have the time to get it ready for TempleCon 2010. So we worked on it, wrote the rules, play tested, teased folks on the forums about it (to cries of fear the Butt-Wheel). On day one of TempleCon we set the track up with the six ferrets painted by Senior Sgt. GrayHart. Needless to say, the BW5C was the hit of TempleCon this year. Everyone who played had a great time while we watched and took notes and asked for feedback from the players about what they liked, didn't like, would like to see added or changed.

It should also be noted that much razzing was dished out Saturday night when during the second running of the BW5C when a total newbie to the Heavy Gear universe, piloting the pink ferret, completed and won the race while the more seasoned vets of Heavy Gear decided it would be more fun to shoot each other. The winner was the girlfriend of one of the players. The biggest complement we got all weekend was when the player came back Sunday and told us that his girlfriend wanted him to build her a track and get the rules for the BW5C, which was a sentiment echoed by everyone who played the BW5C. Senior Sgt GrayHart and I hope to get the rules for the BW5C into a future issue of Gear Up so BW5C fans can enjoy the game.



TEMPLECON 2011 + BUTTWHEEL 500



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AKIKO "MUSASHI" ODA

Akiko Oda is the latest arrival on the Khayr ad-Din dueling circuit, however, the legendary Musashi is already well known throughout the underworld circuits of the south—For nearly four decades, the enigmatic Musashi has dominated the illegal dueling world. Many observers believe that Musashi is a member of the Miyazaki Yakuza's personal stable of pilots and that Musashi might not even be a single pilot. In truth, Akiko is the second pilot to bear the title of Musashi. Her father, Tetsuo Oda, was the first to hold the title, and managed to keep his identity secret during his three decades as the infamous pilot. When

Tetsuo was assassinated by rivals inside of the Miyazaki clan, Akiko took her father's Gear and fled to Khayr ad-Din where she became a personal bodyguard for the kingpin of Khayr ad-Din, Spider, in TN1939. The shrewd crime lord recognized the unique Spitting Cobra immediately and signed her to his retinue, but in a few short cycles, Akiko rose to prominence. As a trusted lieutenant in Spider's organization, Akiko commands the contingent of underworld toughs in the Khayr ad-Din Army [KADA].

When Spider sees the need for teaching an upstart team a lesson, he will occasionally loan the infamous Musashi to an opposing team. He will also use Musashi to drive interest in a particular game. The ratings bonanza that Musashi generates is significant enough for her to see combat at least twice a season. Akiko, for her part, sees her duties in KADA and the arena as stepping stones for her real goal. Eventually, Akiko sees herself claiming Spider's domain as her own. She sees the aging gangster's hold on Khayr ad-Din as tenuous at best, and realizes that his hold on power is directly tied to key areas. With her carefully cultivated ties with KADA and the arena circuit, Akiko is amassing a significant amount of favors and influence. Akiko knows her own position in Spider's organization is in constant jeopardy, though not from within. Her father's rivals in the Miyazaki clan have noted her father's signature Gear in the Hermes 72 broadcasts, and have sent members of the yakuza to track her down. So far, Akiko has managed to capture and kill all of the gangsters sent after her, but she realizes that unless she has enough clout amassed within Khayr ad-Din, she will be in serious trouble when her father's rivals hunt her in full-force.

TALENTS

Spitting Cobra Mastery: While piloting a Spitting Cobra, Akiko receives a +2 modifier to all Defense and Dueling Rolls.

Katana Mastery: Akiko is extremely adept at using Vibro Katanas. When using a Vibro Katana add a +2 modifier to the Attack Rolls.

Twin Blades: Akiko's Vibro Katanas are considered to have a weapon link.

Impossible Acrobatics: Akiko may use her combos repeatedly without giving her opponents a bonus to their defense rolls.

Hard to Kill: Akiko has been known to evade the worst situations with an uncanny sense of survival. Akiko may re-roll her defense roll once per turn. Even if the result is worse than her initial roll, Akiko is stuck with the second roll.

HIRING RESTRICTIONS

Musashi will only work for Underworld managers.

SKILLS	Gunnery	4
	Piloting	4
	Dueling	4
	Rally	3
Age	39 Cycles	
Sex	Female	
Hiring Rate	50K	
Threshold	4	
Affiliation	Underworld	

Team Name _____

Player Name _____

Duelist Name: Akiko Oda

Class: Hired Guns

Gunnery	4
Piloting	4
Dueling	4
Rally	3

Title: Musashi

Duelist Level: 4

Base Pay: 50

Salary Cap: 1,273K

Duelist Rep: _____ Unspent: _____

TALENTS [PAGE 30-32]

Level 1 Spitting Cobra Mastery

Katana Mastery

Level 2 Twin Blades

Impossible Acrobatics

Level 3 Hard to Kill

Level 4 _____

Standard Combos [Page 67]

TH 3 - Jabbing Punch, Kick, Disruptive Fire, Jump

TH 4 - Parry, Grapple

TH 5 - Eject

TH 6 - Suppressive Fire

COMBO MOVES [PAGE 68-76]

Combo Family	
Level 1	Sword Form
Level 1	Offensive Movement
Level 2	Sword Form
Level 2	Offensive Movement
Level 3	Sword Form
Level 3	Offensive Movement
Level 4	Sword Form
Level 4	Offensive Movement

WEAPONS

Name	Arc	Acc	Range	Dam	Notes	RoF	Slot	Rarity
VK	F	+1	Melee	x12	Melee, AC	0	2	R
VK	F	+1	Melee	x12	Melee, AC	0	2	R
LMG	F	0	6 / 24 / --	x3	Melee, AI	4	1	C
Rep	1	2	3	4	5	6	7	8
	9	10	11	12	13	14	15	16
	17	18	19	20	21	22	23	24
	25	26	27	28	29	30	31	32
	33	34	35	36	37	38	39	40

Gear Model: Spitting Cobra

Movement	Armor	21 / 84	Action
Walker 5 / 8			3
Ground 7 / 12			7
Maneuver +2			Market 190K
	Class Assault		Rarity R
Def Mods	W G		
Top +1 +1			
Cbt Maneuver			
Stop -1 -2			

PERKS Arms, Reinforced Cockpit

FLAWS Large Sensor Profile (1)

COST Gear Weapons & Components Total
190K + 420K = 610K**SLOTS AVAILABLE**

#	Component/Effect	Cost/NA
1	Advanced Controls	100K
2	LMG	13K
3	Advanced Actuators	95K
4		
5		
6		
7		
8		

TYPE 1	TYPE 2	TYPE 3	TYPE 4	Cost
1	1	1	1	22K
2	2	2	2	

TYPE 1	TYPE 2	TYPE 3	TYPE 4	Cost
1	1	1	1	95K
2	2	2	2	

TYPE 1	TYPE 2	TYPE 3	TYPE 4	Cost
1	1	1	1	95K
2	2	2	2	

MANIPULATOR	Class	Arc	Component	Cost
	F	Vibrokatana		6K
	F	Vibrokatana		6K



DAFNAE "FAST CAT" CORNICE

Dafnae Cornice, once a duelist from 39th Northern Guard Heavy Gear Regiment, left the service and joined Danghen in Khayr ad-Din in TN1940. Before she had left the service Dafnae had been regarded as one of the best duelists in the Northern Guard. Her service record was impeccable and her personal honor was unimpeachable, but the cloud of her father's supposed crimes during the War of the Alliance hounded her and her mother in the decades she had lived in the North.

Her father, Colonel Cornice Jyan of the WFPA, had been accused of being a CEF collaborator during the War of the Alliance, and in the clan structured society of the Western Frontier Protectorate, this accusation left Jyan's family as pariah's in that society. The young Dafnae spent most of her life trying to prove her father's innocence by living as a paragon of virtue and honor. Her entry into the Northern Guard's 39th Heavy Gear Regiment gave her hope that she would have a chance to vindicate her family's name and after cycles of service, Dafnae was elected as the regiment's duelist. During her service in the Badland's in the late TN1920's Dafnae met a fellow Northern duelist serving in a rival regiment. Danghen Jarak represented many of the honorable ideals that Dafnae had imagined her father had possessed, and after a few weeks, Dafnae had committed herself to a relationship with her rival duelist. While relationships with other duelists isn't unheard of, the two regiments were surprised by the pairing and much of the rivalry between the two regiments died down as a result of the pairing. After the regiments departed, Danghen made a promise to Dafnae that he'd always be a part of her life. Weeks later, the Jarak twins would go AWOL. Suspicions that Dafnae would follow her lover into the Badland's made Dafnae's life excruciatingly difficult. She saw her cycles of accomplishment slipping away from her, but she trusted that Danghen and his sister had left the service for a good reason.

Contrary to her detractor's accusations, Dafnae remained in service throughout the Interpolar War, but when her tour was finished she resigned from the Northern Guard in TN1940, with her honor intact. Leaving for Khayr ad-Din, Dafnae rejoined her lover and joined KADA. News of a lead on her father's involvement with the CEF surfaced during Danghen's service in KADA during the Interpolar War. Former CEF officers serving alongside NuCoal forces had given information to the Jarak twins about Colonel Cornice. For the last nine cycles, Dafnae has used this lead to hunt down any other leads. Rumors that former military pilots now involved in the dueling circuit knew the truth, forced Dafnae into the professional dueling world. Of course not everything in the last nine cycles has revolved around hunting down her father's story, in TN1945, Dafnae and Danghen were married in a simple ceremony attended by a few friends from KADA and former friends from their days in the Northern Guard. Rumors that Treasurer Stamens attending in secret were likely true.

TALENTS

Cheetah Specialization: Dafnae is adept at piloting all Cheetahs and Strike Cheetahs. Add a +1 modifier to all Dueling and Defense rolls that Dafnae makes while in these vehicles. .

MAC Specialization: Dafnae is an expert with all forms of autocannons. Add a +1 modifier to all attacks with Autocannons.

Hard to Kill: Dafnae has been known to evade the worst situations with an uncanny sense of survival. Dafnae may re-roll her defense roll once per turn. Even if the result is worse than her initial roll, Dafnae is stuck with the second roll.

Close Quarters Gun Fighter: Dafnae does not suffer from Melee penalties for shooting her ranged weapons while in Melee range.

HIRING RESTRICTIONS

Dafnae Cornice will not work for any Northern Affiliated Military Managers. In addition, she is still hunting down her father's traitor in Khayr ad-Din. Roll 1d6 at the beginning of the game to determine if a person with information on her brother is present in the battle. On a roll of 1-4, nobody is involved. On a roll of 5-6, someone involved is present and Dafnae will spend the game hunting that pilot down before engaging in any other attack action. To determine which pilot is involved, roll 1d6 to determine which team the pilot is on. 1-3 the pilot is on the opposing team. 4-6 the pilot is on her hiring team. Randomly choose one member of the team to determine her target. Hired guns are excluded from these rolls. If she manages to take down her target and she survives the battle, Dafnae's Rep points will automatically go to the team.

SKILLS	Gunnery	3
	Piloting	4
	Dueling	4
	Rally	3
Age	44 Cycles	
Sex	Female	
Hiring Rate	50K	
Threshold	4	
Affiliation	Shaian	

Team Name Player Name Duelist Name: Dafnae CorniceClass: Hired Guns

Gunnery	3
Piloting	4
Dueling	4
Rally	3

Title: Fast CatDuelist Level: 4Base Pay: 50 Salary Cap: 1,210KDuelist Rep: Unspent: **TALENTS [PAGE 30-32]**

Level 1	MAC Specialization
	Cheetah Specialization
Level 2	Close Quarters Gun Fighter
	Hard to Kill
Level 3	
Level 4	

Standard Combos [Page 67]

TH 3 - Jabbing Punch, Kick, Disruptive Fire, Jump

TH 4 - Parry, Grapple

TH 5 - Eject

TH 6 - Suppressive Fire

COMBO MOVES [PAGE 68-76]

Combo Family	
Level 1	Ranged Offense
	Offensive Movement
Level 2	Ranged Offense
	Offensive Movement
Level 3	Ranged Offense
	Offensive Movement
Level 4	Ranged Offense
	Offensive Movement

WEAPONS

Name	Arc	Acc	Range	Dam	Notes	RoF	Slot	Rarity																																
MAC	F	0	18/72/∞	x10	Reloads	1	2	C																																
VR	F	+1	Melee	x6	Melee, AP		1	R																																
Rep	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40

Gear Model: Strike Cheetah

Movement	12 / 84	Action	3
Walker	6 / 11	Damage	
Ground	8 / 15	S S L H C	
Maneuver	+2	Class	Light
Def Mods	W G	Perks	Arms
Top	+1 +1	Flaws	
Cbt	Maneuver	Cost	Gear Weapons & Components Total
Stop	-1 -2	340K + 110K = 450K	

PERKS	Arms
FLAWS	
COST	Gear Weapons & Components Total
	340K + 110K = 450K

SLOTS AVAILABLE

#	Component/Effect	Cost/NA		
1	Advanced Controls	100K		
2	Extra Ammo	10K		
3				
4				
5				
6				
7				
8				
TYPE 1	TYPE 2	TYPE 3		
1				
2				
TYPE 4	TYPE 3	TYPE 2		
1				
2				
MANIPULATOR	Class	Arc	Component	Cost
	F	F	Medium Autocannon	26K
	F	F	Vibro Rapier	4K



ALEIZANDER TORVAS

Aleizander Torvas is known as the most bloodthirsty duelist on the Khayr ad-Din circuit, though in recent cycles, his temperament has somewhat abated due to his semi-respectable position in KADA. Katryn Sanz, commander of KADA, has taken great care to keep the sociopath's energies properly focused. While the arrangement isn't perfect, Aleizander craves the respect and camaraderie he once had serving alongside the Legion Noire.

Torvas's history extends back to before the War of the Alliance. Once known for his superb physical prowess, his performance at the Marabou Iron Man competition brought the attention of the elite Legion Noire. He was recruited by the unit and served by their side throughout the War of the Alliance. Once the war had been concluded and still craving the carnage of the battlefield, Torvas transferred to MILICIA's 11th HG regiment, a Legion Noire Auxiliary unit. At the time of his enlistment with the 11th, the Rapiers were working on curtailing the riots in the ESE city state of Basal. Torvas reveled in the harsh measures used to put down the local population. He indulged in every impulse that suited his purpose, until one of his actions brought the wrong sort of attention. His rape of Victorya Hiro, a childhood friend of Nigel Shirow, resulted in Torvas's arrest and incarceration. Publicly shamed and awaiting execution, Torvas had resigned himself to dying, but his former Legion Noire teammates had decided that Torvas didn't deserve his fate. Aiding in his escape and providing Aleizander with his signature Black Adder, the Legion Noire lived up to their reputation of looking after their own.

Torvas's time in the Khayr ad-Din circuit has been one marked with regular frustration. His string of victories meant very little to the former Legion Noire member. Seeing very little 'honor' in combat for other people's sport, Torvas makes a regular point of deriding his fellow professional duelists. The only people he has marginal respect for are his fellow KADA duelists, but this respect doesn't translate into any sort of mercy in the arena. While he has a grudging respect for Danghen Jarak and Yang Jownz, he makes a point that he's every bit their equal in the battlefield, and as a result Aleizander leaps at any chance to meet them in the circuit. So far, he has been soundly defeated by the two every single time.

SKILLS	
Gunnery	4
Piloting	4
Dueling	4
Rally	2
Age	68 Cycles
Sex	Male
Hiring Rate	50K
Threshold	3
Affiliation	Southern Military

TALENTS

Black Adder Mastery: While piloting a Black Adder, Torvas receives a +2 modifier to all Defense and Dueling Rolls.

Tough as Hell: Torvas can ignore the first stun counter he receives. In addition, he can shake off the effects of any further stuns by making a Dueling skill check against a threshold of 3.

Hard to Kill: Torvas has been known to evade the worst situations with an uncanny sense of survival. Torvas may re-roll his defense roll once per turn. Even if the result is worse than his initial roll, Torvas is stuck with the second roll.

Axe Mastery: Torvas is extremely adept at using Vibro Axes. When using a Vibro Axe add a +2 modifier to the Attack Rolls.

HIRING RESTRICTIONS

Torvas has a reputation for cruelty and rash decisions. He has a particularly bad reputation with technicians. If his team loses or his Gear is destroyed, the hiring team will lose some technicians. Roll 1d6. If the result is 1-3, the team loses 1 technician. If the result is 4-6, the team loses 2 technicians. If the team does not have any technicians or not enough technicians, then Torvas will target a randomly chosen support personnel. If none of them are available, he will target a pilot. Nobody really knows what happens to the personnel that Torvas targets, but they're never heard from again...

Team Name _____

Player Name _____

Duelist Name: Aleizander Torvas

Class: Hired Guns

Gunnery	4
Piloting	4
Dueling	4
Rally	2

Title: Torvas

Duelist Level: 4

Base Pay: 50 Salary Cap: 1,629K

Duelist Rep: _____ Unspent: _____

TALENTS [PAGE 30-32]

Level 1	Black Adder Mastery
	Vibro Axe Mastery
Level 2	Tough as Hell
	Hard to Kill
Level 3	
Level 4	

Standard Combos [Page 67]

TH 3 - Jabbing Punch, Kick, Disruptive Fire, Jump

TH 4 - Parry, Grapple

TH 5 - Eject

TH 6 - Suppressive Fire

COMBO MOVES [PAGE 68-76]

Combo Family	
Level 1	Sword Form
	Kickboxer Form
Level 2	Sword Form
	Kickboxer Form
Level 3	Sword Form
	Kickboxer Form
Level 4	Sword Form
	Kickboxer Form

WEAPONS

Name	Arc	Acc	Range	Dam	Notes	RoF	Slot	Rarity																																
SC	F	-1	6 / 24 / ∞	x28	EA		3	R																																
MRP/36	F	-1	12 / 48 / ∞	x18		4	3	C																																
VA	F	-1	Melee	12	AC, Melee		1	U																																
Rep	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40

Gear Model: Black Adder

Movement	Armor	16 / 80	Action
Walker 4 / 7			3
Ground 6 / 12			Size 7
			Market 154K
Maneuver +1			Rarity R
Def Mods	W G		
Top +1 +1			
Cbt Maneuver			
Stop -1 -2			

PERKS Reinforced Cockpit, Emergency Medical, Arms

FLAWS Sensor Dependent

COST Gear Weapons & Components Total
154K + 190K = 344K**SLOTS AVAILABLE**

#	Component/Effect		Cost/NA	
1	Advanced Controls		100K	
2	Additional Ammo (SC)		3	
3	Additional Ammo (SC)		3	
4				
5				
6				
7				
8				
TYPE 1	TYPE 2	TYPE 3	TYPE 4	
1				
2				
MANIPULATOR	Class	Arc	Component	Cost
	F		Snub Cannon	108K
	F		Vibro Axe	5K

WILDCAT HACS-12LG-SCT

In the cycles following the development of the Hunter, UMFA commanders requested additional Gear designs to compliment their new combat walker. Their objective was a reconnaissance vehicle and in TN1690 the Bobcat was developed by NorthCo to fulfill this role. The Bobcat's revolutionary, unique SMS system gave the vehicle relatively stable off-road capability. In the early stages of the Bobcat design, Gerom Keimuri had been a part of the engineering team. The engineer would later leave NorthCo to start his own company, Keimuri Gear. Over the centuries, the working relationship between NorthCo and Gerom's company has gone from cutthroat to relatively amicable. Keimuri's bankruptcy after the War of the Alliance, lead Gerom's daughter to resurrect the company through aggressive corporate tactics, positioning Keimuri's component manufacturing as an invaluable part of national security. It was in this highly competitive atmosphere that a unique situation occurred.

After decades of service, the UMFA was looking to replace the Bobcat, and the military commissioned NorthCo to design a new recon Gear. NorthCo approached Keimuri as lead consultant on the design, and Liayna Keimuri gladly accepted the project. Using the Bobcat Gear as the point of departure, the Keimuri engineers proposed a hybrid model utilizing the best elements of the Hunter as well as the Bobcat. The initial design was called the Fennec, and NorthCo loved it since it could easily be produced using existing production techniques. Unfortunately for NorthCo, the UMFA rejected the design as a reconnaissance Gear, and Keimuri put their own in-house design, the Ferret, up for review.

The small company had trumped the giant manufacturer by winning the contract, and in the process Keimuri reaped the financial windfall of both the UMFA contract as well as the engineering contract for the Fennec. The business relationship between the companies soured so severely that within four decades, Keimuri would be fighting for its life against a retaliatory campaign waged by NorthCo, ultimately bankrupting Keimuri.



After the Fennec debacle, NorthCo engineers were tasked with stripping the Keimuri high performance parts out of the vehicle and making it a cheap, light trooper. The Wildcat design was accepted by NorthCo in TN1744, and the first model was introduced to the UMFA three cycles later. The Wildcat performed relatively well with the Bobcat in the field, and for the most part the Wildcat was utilized to protect the more expensive reconnaissance Gear. The Wildcat saw service throughout the next two centuries as a solidly built, general purpose, light trooper, but never gained wide the popular adoption that NorthCo had hoped. The old model Wildcats were retired after the War of the Alliance with most of the units being sold to secondary markets like the WFPA and Badland's communities, but in the post Inter-Polar War refit era, many of the mothballed Gears were brought back into service with low cost upgrades. The refit kits were mostly produced in Kenema, by the revived Keimuri Gear corporation, and the refit kits reflected the design performance of the original Fennec. The Wildcat proved popular as an inexpensive alternative with the new upgrades and Keimuri Gear corporation bought the manufacturing rights from NorthCo and began producing the Gear out of their Fort Henry factory. Neal Motorwerks also entered into an agreement with Keimuri to manufacture Wildcat components for sale in the Badlands.

SERVICE RECORD:

With over two centuries of active service, the Wildcat has been involved in every major Northern conflict since St. Vincent's War. While the unit was decommissioned by the Interpolar War, many of the Badland's satellite states allied to the CNCS utilized the older unit in defense of their territories. With the Wilcat back in production and the refit kits proliferating through the market, the Gear has seen a significant resurgence in recent cycles, particularly in the WFPA and Badlands.



WILDCAT

HEAVY GEAR

BLITZK

ATT	DET	3		
DEF	SENSORS	0		
EW	COMM	0		
LD	AUTOCOMM	3		
SPD		STOP	CBT	TOP
W	4 / 7	-1	0	1
G	7 / 13	-2	0	1
ATTACK		1	0	-1
ARMOR	14	OVERKILL	42	
ACTIONS	1	SIZE	6	
DAMAGE	L	H	C	

PERKS Improved Off-road, Arms

FLAWS Exposed Movement

AUX

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
LAC	F	0	12 / 48 / ∞	x8	2	R	
LRP/24	F	-1	6 / 24 / ∞	x12	3	IF	
APGL	FF	-1	6 / 24 / --	x4		IF, AI, AE3, M	OOOOOO
HG	F	-1	THROWN	x15		T, AI, AE2	OOO
VB	F	0		S+2		M	
				S		M	
						PHYSICAL	

GENERAL STATS

Threat Value	266
Offensive Threat Value	411
Defensive Threat Value	276
Miscellaneous Threat Value	109
Size	6
Original Default Size	6
Individual Lemon Dice	3
Crew	1
Bonus Actions	0

ARMOR

Light Damage	14
Heavy Damage	28
Overkill	42

ELECTRONICS

Sensors	0
Communications	-1
Fire Control	0

MOVEMENT

Primary Movement Mode	Walker
Combat Speed	4
Top Speed	7
Secondary Movement Mode	Ground
Combat Speed	7
Top Speed	13
Maneuver	0

VEHICLE SPECIFICATIONS

Name	Wildcat
Production Code	HACS-12LG-SCT
Production Type	Mass Produced
Cost	133,000.00 Mark
Manufacturer	Keimuri
Use	Light Trooper
Height	4.4 meters
Width	2.9 meters
Avg. Armor Thickness	35mm
Armor Material	Durasheet with Alloy
Standard Op. Weight	5,866 kg
Primary Movement Mode	Walker (42 kph)
Secondary Movement Mode	Ground (78 kph)
Deployment Range	500 km
Sensor Range	3 km
Communication Range	15 km
Powerplant	S-V482A V-Engine
Engine Output	395 hp

PERKS

Name	Rating	Game Effects	Aux
HEP: Desert			
Improved Off-Road		1 MP cost, minimum 1MP	

FLAWS

Name	Rating	Game Effects
Annoyance		Difficult to enter cockpit
Annoyance		Improved Off-road only in Ground
Exposed Movement System		"Movement" hits are one step worse

WEAPONS

Qty	Name	Code	Arc	Acc	Dam	Range	ROF	Ammo	Special
1	Light Autocannon	LAC	F	0	x8	2 / 4 / 8 / 16	+2	60	
1	Light Rocket Pack/24	LRP/24	F	-1	x12	1 / 2 / 4 / 8	+3	24	IF
3	Hand Grenade	HG	F	-1	x15	0 / 0 / 0 / 0	0		AI, Dis
1	Anti-Personnel Grenade Launcher	APGL	F	-1	x3	1 / 2 / 4 / 8	6		AEO, AI, IF
1	Vibroblade	VB	F	0	x8	0 / 0 / 0 / 0	0		

BLITZ! RULES (POST TN1940)

WFPA per Combat Group: Swap any Hunter for a Wildcat for -10TV each. Wildcats may take any options available to a Hunter in the Combat Group at the listed TV cost.

Northern Guard (Post 1940) per Combat Group: Swap up to two Hunters for a Wildcat for -10TV each. Wildcats may take any options available to a Hunter in the Combat Group at the listed TV cost.

NAF (Post 1940) per Combat Group: Swap up to four Hunters for a Wildcat for -10TV each. Wildcats may take any options available to a Hunter in the Combat Group at the listed TV cost.

PAK per Combat Group: Swap any Hunter or Jager for -10TV each. Wildcats may take any options available to a Hunter or Jager in the Combat Group at the listed TV costs.

Leagueless: Wildcats are a Trooper Option (N) at 30TV.

COPPERHEAD OACS-07M/SU

Originally produced by Territorial Arms, the Copperhead was designed in a joint venture with current rival, Mandeers Heavy Industry. The Copperhead Gear was engineered to replace the aging Rattlesnake's role on the battlefield, and as a result of identifying some of the Rattlesnake's design flaws, the engineering teams integrate a number of safety advancements which would lead to the late 19th Century's Vehicle Modernization Program (VModProg) renaissance in the South. Some of the design team members on the Copperhead would eventually leave Mandeers and Territorial arms to work with Dynamic Systems, and these engineers were key to the development of the Sidewinder and subsequently the Black Adder.

After fifty cycles of continuous service, the Copperhead was retired from general service and the Gear was sold off to Badlands communities, minor emirs in the ESE, and Mekong Dominion Peacekeepers as surplus hardware. In some city states throughout the South, the aging Gear can still be found in service as a second line unit. The generally reliable unit has enjoyed a recent resurgence in the MILICIA after Mandeers Heavy Industries won the rights to the design after it sued Territorial Arms in TN1924. The landmark case, was Territorial Arms first major loss against its rival. Many of the corporations noted how Mandeers had brought the suit to court in the Mekong Dominion rather than the Southern Republic and when the court was appealed, Mandeers influence with key members of the AST Curia and subsequently the Estates General produced a favorable result for the company. While the old design was of little use to Territorial Arms, the loss marked a significant public diminishment of their vaunted hold on the military market in the South.

After the lawsuit, Mandeers realized there was little value in producing the design for the SRA or the MILICIA, but the company did see advantage in licensing the design to Neal Motorworks and Dominion Motors to produce refit kits and upgraded electronics packages for the aging Gear design. Due to the popularity of the refit kits in the secondary markets, Mandeers retooled one of their civilian Gear factory lines to manufacture a second generation Copperhead in TN1938 as replacement Gears for units lost during the Interpolar War. The Copperhead has proven popular in the MILICIA, ESE retinues, and the Peacekeeper regiments, but less successful in the SRA and the Humanist Alliance. Badland's communities enjoy the cheap cost of the refit kits and readily available parts from Neal Motorworks.

SERVICE RECORD:

The Copperhead has had a long history of service in the Southern hemisphere. During the Sandstorm Strikes and the War of the Alliance, the Gear had largely been regulated to a second line unit within the Southern Republic Army, but the MILICIA and other AST forces had large numbers of the aging Gear in their ranks. The enhanced safety features were noted favorably by pilots during both wars, and many veterans look fondly on the Copperhead. With the recent refit and updated model, the Copperhead has seen a resurgence in popularity. The post-Interpolar War rearmament put considerable strains on the South's ability to produce vehicles for its militaries, and Territorial Arms in particular was faced with a crippling demands. Mandeer's shrewd adjustment into the secondary markets provided the manufacturer with the key opportunity to supply the MILICIA, Peacekeepers, and the ESE with Gears.



COPPERHEAD							
HEAVY GEAR							
BLITZ							
ATT	DETECT						
DEF	SENSORS						
EW	COMM						
LD	AUTOCOMM						
SPD	STOP	CBT	TOP				
W	5 / 9	-1	0	1			
G	6 / 12	-2	0	1			
ATTACK	1	0	-1				
ARMOR	13	OVERKILL	52				
ACTIONS	1	SIZE	6				
DAMAGE	S	L	H	C			
PERKS							
Arms							
FLAWS							
Defective Active Sensors (1)							
AUX							
NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
LAC	F	0	12 / 48 / ∞	x8	2	R	
LRP/24	F	-1	6 / 24 / ∞	x12	3	IF	
APGL	FF	-1	6 / 24 / --	x4		IF, AI, AE3, M	OOOOOO
HG	F	-1	THROWN	x15		T, AI, AE2	OOO
VB	F	0		S+2		M	
PHYSICAL				S		M	

GENERAL STATS

Threat Value	301
Offensive Threat Value	429
Defensive Threat Value	274
Miscellaneous Threat Value	200
Size	6
Original Default Size	7
Individual Lemon Dice	3
Crew	1
Bonus Actions	0

VEHICLE SPECIFICATIONS

Name	Copperhead
Production Code	OACS-07M/SU
Production Type	
Cost	175,583.33 Dinar
Manufacturer	Mandeers
Use	Light Trooper
Height	4.4 meters
Width	3.0 meters
Avg. Armor Thickness	42mm
Armor Material	Armorplast with Alloy
Standard Op. Weight	6,590 kg
Primary Movement Mode	Walker (42 kph)
Secondary Movement Mode	Ground (72 kph)
Deployment Range	500 km
Sensor Range	2 km
Communication Range	10 km
Powerplant	WV-940C V-Engine
Engine Output	450 hp

ARMOR

Light Damage	13
Heavy Damage	26
Overkill	39

ELECTRONICS

Sensors	0
Communications	0
Fire Control	0

MOVEMENT

Primary Movement Mode	Walker
Combat Speed	4
Top Speed	7
Secondary Movement Mode	Ground
Combat Speed	6
Top Speed	12
Maneuver	0

PERKS

Name	Rating	Game Effects	Aux
HEP: Desert			
Manipulator Arm x2	6	Can Punch	
Reinforced Crew Compartment		Absorbs first "Crew" hit	

FLAWS

Name	Rating	Game Effects
Inefficient Combat Computer		-1 to attack roll for all weapon fired over 1
Annoyance		Cramped Headspace
Defective Active Sensors	1	roll against rating, if failed subtract rating from active sensor rolls

WEAPONS

Qty	Name	Code	Arc	Acc	Dam	Range	ROF	Ammo	Special
1	Light Autocannon	LAC	F	0	x8	2 / 4 / 8 / 16	+2	60	
1	Light Rocket Pack/24	LRP/24	F	-1	x12	1 / 2 / 4 / 8	+3	24	IF
3	Hand Grenade	HG	F	-1	x15	0 / 0 / 0 / 0		0	AI, Dis
1	Anti-Personnel Grenade Launcher	APGL	F	-1	x3	1 / 2 / 4 / 8		6	AEO, AI, IF
1	Vibroblade	VB	F	0	x8	0 / 0 / 0 / 0		0	

BLITZ! RULES (POST TN1940)

MILICIA/Peacekeeper per Combat Group: Swap any Jager for a Copperhead for -5TV each. Copperheads may take any options available to a Jager in the Combat Group at the listed TV costs.

Southern City Militia Forces per Combat Group: Swap any Jager for a Copperhead for -5TV each. Copperheads may take any options available to a Jager in the Combat Group at the listed TV cost.

Leagueless: Copperheads are a Trooper Option (S) at 35TV.

HEAVY GEAR FOUNDATIONS

HEAVY GEAR ARENA: FAQ



Since the release of Heavy Gear Arena there have been some questions asked with regularity on the forums. Some of these Q&A's will be included as part of the attached Errata. This section covers some of the more frequently asked questions.

Q: How many actions do Duelists start with?

A: All Duelists start with 1 action. Additional actions can be purchased with a General Talent called Second Action, or by purchasing the Advanced Controls Component for the Gear they are piloting. The maximum number of actions available to a maxed out Duelist is three.

Q: Do General Talents count towards maximum Talents allowed for a Duelist per level?

A: No. General Talents can be picked up at anytime as long as the level restriction is met. These talents do not count towards class talent maximums.

Q: Can I purchase Class Talents that I didn't pick up in an earlier level?

A: Yes. You can pick up Talents from prior levels, but remember that you are limited to a maximum of one Class Talent per level.

Q: Do punch/kicks count as having F/L or F/R arcs?

A: Yes.

Q: Can I get Black List Gears if I don't have the right type of sponsor?

A: Black List Gears are exclusive to their Sponsors. If you do not have the sponsor, you cannot get Black Listed Gears.

Q: Do Military Managers get access to all of the sponsors listed in their faction choice?

A: Yes. For example if you pick a Northern Military Manager, you get access to NorthCo, Shaian, Keimuri, and Riley Weapon Systems. They may only use Gears and Components from available to these manufacturers and may never use any other manufacturer's Gears or Components. So no Boas and Asps for the Northern Military Manager, but plenty of Ferrets, Cheetahs, and Bobcats.

Q: What's the arcs of the weapons? Its not listed in the weapon chart.

A: When you add a weapon to a Gear you determine which arc you want it to face. You can have that shoulder mounted LRP facing the Rear Arc if you want, but it has to be recorded at the time of installation.

Q: So I can have a hand held Rocket Pack?

A: Yes. You can mount any weapon in a manipulator if you meet the size requirements.

Q: What does the class of the manipulator mean?

A: It's the maximum weapon slot size that single manipulator can hold. Remember a weapon held by two manipulators can go up one slot size, but loses the ability to fire to the Left or Right Arc.

Q: Can I switch between my manipulator held ranged weapons and my close combat melee weapons?

A: Yes. Your manipulator held weapons are interchanged between use. This is done freely and does not cost an action. You do not drop the hand held weapon to use the melee weapon.

Q: What happens to weapons, when I buy a new weapon to install on a Gear?

A: These weapons go into your Team's pool. Weapons can be dismounted and reused. Most components cannot be removed once installed. The exception to this rule is the Stabilizer, Extra Clips, and Pistol Grips. These are attached to a weapon system and go with the weapon when it is removed.

Q: Can I switch my Duelists between Gears?

A: Yes. In fact it's not a bad idea to have back up Gears and Duelists. Generally speaking if you are playing a campaign, a savvy manager will invest in some Gears with the Easy to Repair perk. These Gears are inexpensive to repair and can be upgraded to be as good as many of the basic load-outs of premium Gears. Having back-up Duelists also allows you to field a full team even if one of your Duelists is put out of commission due to injury.

Q: Are Technicians tied to a Gear?

A: No, Technicians are tied to a Duelist. If you switch the Duelist into a different Gear his Technicians go with him. If you have an Engineer, they can move Technicians around as needed.

Q: Why do Shields suck so bad and cost so much?

A: An important rule was left off of the Shields and Bucklers. When making a defense check with a Shield, the Shield receives a +2 to piloting. Bucklers receive a +1 to all defense rolls. When making attacks with the shield and buckler they utilize their normal accuracy modifiers.

Q: Can I sell Gears or Components if I'm in a pinch?

A: Yes. You can always sell undamaged Gears or components for Market Cost.

Q: I just played my first game and I got totally wiped out. How the heck do I get back into the game without going bankrupt?

A: There's a couple of things that can be done at the beginning of the game. First, don't rush towards the most expensive top of the line Gears at the beginning of the game. Have a good mix of low end Gears that are cheap to repair. Second, at the beginning of the campaign both players should probably look at playing non-lethal games to build up cash. If you want to play more aggressively you can use the following rule.

Corporate Kickbacks

Corporations don't like to see the teams they sponsor wiped out for the remainder of the season. If over half your team is wiped out in a game, your team manager may tap one of their sponsors to pay for the repair costs of their Gears. If the team manager uses this option they may not draw on any of the corporation's perks for the turn.

Q: Are the Flamer weapon sizes incorrect?

A: Those should be LFL (Size 2), MFL (Size 2), HFL (Size 3)

Q: Which weapons qualify for Pugilist Form?

A: The Arms Perk, Mauler Fist, Buzz Saw, Vibro Claw, Chassis Reinforcement, Spike Gun, and Heavy Spike Gun.

Q: Which weapons qualify for Sword Form?

A: Vibro Blade, Vibro Rapier, Vibro Sword, Heavy Vibro Sword, Vibro Katana, Vibro Axe, Chain Sword, Heavy Chain Saw, and Vibro Halberd.

Q: Which weapons qualify for Staff Form?

A: Mace, Staff, Shield, Buckler, Hammer, Vibro Axe, Heavy Vibro Sword, Heavy Chain Saw, Lance, Vibro Halberd, and Haywire Lance.

Q: Some of the Duelists begin with Rep. Do these Rep points go to the Team Pool?

A: These points go to the running total for the team, but they are considered spent for the Team.

Q: Some of the Duelists begin with Rep. Do these Rep points go to the Team Pool?

A: These points go to the running total for the team, but they are considered spent for the Team.

Q: Engineers get 100K to equip their three starting Gears. Is that per Gear or for the whole team?

A: The Engineer gets 100K per Gear.

Q: Is it possible to lose a Corporate Sponsor?

A: The only way to lose a Sponsor is by a very rare occurrence involving one of your Duelists and one of their Ego Trips (Cat Scratch Fever). Beyond that, you cannot lose a Sponsor.

Q: Engineers and Independent Manager types have access to their Corporate Sponsors abilities at Level 1, but do Gangsters and Military Officers have access to their special sponsorship abilities?

A: Gangsters and Military Officers have access to Uncommon Gears and Equipment at level one, but they must follow the restrictions of their talents. Gangsters still have to pay 20 percent above Market Costs, and Military Officers are limited to choosing only faction related Gears and Equipment.

Q: When dealing with Corporate Perks, do I lose access to lower level benefits once I reach a higher level?

A: No. You can still use all of the perks from levels below as long as you paid the Rep cost.

Q: Do I have to keep paying the Rep Cost to access Corporate Perks?

A: No. Once you have paid the Rep Cost and made your manager's Organization Skill check, you can access the Perk once per turn. The only exception is Rep for Cash. Rep for Cash costs Rep every single time.

Q: What do I use to determine my repair costs on my Gear?

A: The base chassis's market cost. So if I'm repairing a Grizzly, I'm only looking at the 200K Market Cost. Weapons, components, etc do not get calculated into the repair costs.

Q: When I repair my Gears does everything get repaired included damaged armor lost to Armor Crushing?

A: Yes. The Gears get completely repaired.

Q: Can I pick up two Minor Sponsors instead of a Major or Minor Sponsor?

A: Unless specifically specified, no. For example, Mandeers and Dynamic Systems are both Minor Sponsors, but can be taken in lieu of a Major Sponsor.

Q: Test pilots have access to 'In Tune with the Machine' talent at Level 2, however that has as a prerequisite Running Defense, which they don't have access to until Level 3. Is that correct?

A: Running Defense should be Level 2 and In Tune with the Machine should be Level 3.

Q: The Military Officer Manager's Career Officer Tree has access to the talent Patron of the Little People, but not the prerequisite of Headhunt Specialist.

A: They can pick it up without having the prerequisite.

Q: The Underworld Manager tree Networking gets the 'Meet and Mingle' talent, which requires People Person as a prerequisite, but at no point does the Underworld Manager get People Person.

A: They can pick it up without having the prerequisite.

HEAVY GEAR ARENA 1.0 ERRATA

Page 4 - Skills:

"Attack measures the ability of the crew to strike against opponents with both ranged and melee attacks.

Defense measures the crew's capability at defending their unit from damage."

Should read:

"Gunnery is used for ranged attacks, while Piloting is used for Melee attacks and all Defense rolls."

Page 7 - Actions:

Level 1 Duelists have 1 action

Page 12 - Melee Flowchart:

Melee range is Dueling Skill + Reach in inches
not Dueling Skill + 1 inch + any reach

Page 16 - Tournament Play and Quick Rules: Step 5: Get Playing:

There are Three tournament catagories, not Four

Grand Champion

Most Valuable Franchise

Most Valuable Player

Page 20 - Engineer:Starting Bonus:

"The player starts with three Uncommon Gear chassis with 100K in weaponry for each Gear."

Page 28 - Test Pilot Talents:

Gear Connection should be Level 3
Running Defense should be Level 2

Page 32 - Flash and Flavor :

Prerequisite:

Fist in the Air

Page 33 - Technician:

Technicians are attached to Pilots and may only repair their Pilot's Gear unless the team has an Engineer. For each technician working on a Gear, one level of damage may be repaired per turn.

Page 37 - Razorback:

Size: 7

Page 67 - Disruptive Fire:

Should read:

Duelists using disruptive fire against an opponent trying a Ranged combo add to the thresholds needed for the opponent to succeed in their current Combo Skill Check. The Margin of Success against the Disruptive fire check is added to the combo threshold of the opponent's combo threshold rating for that Combo Skill Check. Disruptive fire requires a combat lock on the opponent to initiate. When using the Disruptive fire, check for an Out of Ammo result using the combo check's roll.

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Page 69 - Throw:

The duelist counters an attack by throwing the attacking Gear onto the ground or into a wall within Melee range.

Page 71 - Hook Kick:

Distance thrown is the Duelist's Melee range.

Page 76 - Double Pierce:

Two duelists within each other's melee range and with the same bladed weapon can make a coordinated attack against a target within their melee range. If the threshold is met by the initiating Duelist, then both units can make an attack against the target and apply the armor piercing quality to their attacks. Gears already equipped with Armor Piercing weapons do not get the armor piercing benefit, but they can reroll one of their attacks. The second roll's results replace the initial roll regardless of the results.

Page 96:

Heavy Guided Mortar (HGM) should have the Guided (G) trait

Light Flamer (LFL) should be Slot 2

Medium Flamer (MFL) should be Slot 2

Heavy Flamer (HFL) should be Slot 3

Page 97:

Shields add +2 and Bucklers +1 to all defense rolls

Page 99 - Anti-Infantry (AI):

A weapon with the AI trait grants +2 to attack rolls vs units with the Infantry(Inf) trait.

Climbing Gear (CG): A Gear equipped with a weapon having the CG trait is treated as having the Climbing Equipment Gear Perk (pg 100).

Sniper [Snp]: The weapon listed as being Sniped has a 0 Attack Modifier at Medium Range and a -1 at Long, rather than the normal Range Modifiers.

Page 101:

Reinforced Cockpit should be Reinforced Crew Compartment



COMBAT ENGINEERING COMPANY



Throughout the history of military conquest, armies have had a need for personnel to supply critical services to the combat arm of their militaries. In some cases, these personnel are drawn directly from the combat branches, but the truly successful militaries have access to the best trained support personnel. Support personnel include quartermasters, transportation, medical services, administration, food services, vehicle maintenance, and engineers just to name a few critical jobs performed behind the scenes in order to facilitate the combatant's effectiveness on the field. In some cases, these support personnel will find themselves as active participants on the battlefield.

Medics are generally found in combat platoons as members of the fighting unit. Chaplains are often seen out on the battlefield providing last rites, or comforting the fallen. Then there are the combat engineers. Combat engineers cover a whole host of specializations, but they are primarily used with the army as an instrument in shaping the battlefield to the commander's needs.

While the ancient Romans were not the first to employ combat engineers, they were among the first to actively use the science of engineering actively on the battlefield. At the battle of Masada, Roman siege engineers constructed a massive siege ramp in order to breach the previously impenetrable defenses. They built the siege ramp under constant attack, but after months of construction, the siege ramp was able to reach the walls of Masada, forcing an end to the fight. Mastery of the environment is key to the success of any theatre of war, shaping the battlefield to the needs of the commander are the men and women found in the combat engineering branches.

Even on the battlefields of the 62nd century, combat engineering plays a crucial role. At the Battle of Baja during the War of the Alliance, combat engineers saw casualty rates exceeding 75%, while they fortified the beleaguered city. Their sacrifices enabled the combat branches of the WFPA and the SRA's Legion Noire to effectively mount a crushing blow to the invading CEF forces.

Combat Engineer Squads and Sections in Heavy Gear Blitz! represent these support personnel for play in North, South, and Paxton armies. Generally combat engineers are not deployed in force against enemies, but they do find themselves in battlefield conditions occasionally. Combat Engineering Battalions are attached to individual divisions or legions, but with the more mobile nature of warfare in the 62nd century, many regiments will have the equivalent of a platoon of combat engineers attached to them. This platoon is usually composed of a section of Gears and a section of pioneer infantry.

When using Combat engineers, specialized equipment can be purchased for the squad. While there are a number of types of specialized pieces of equipment, only one piece of equipment can be activated by a Vehicle, Gear or Squad per turn. Activating a piece of equipment requires the expenditure of an action. Only one piece of equipment can be given to a Gear, Pioneer squad, or vehicle.

MINEFIELD [COST: 10TV PER INFANTRY SQUAD OR GEAR]:

Minefields are zones designed slow, redirect, or inflict indiscriminate casualties on the enemy. Minefields are represented by a 6"x2" strip that, when crossed, forces a defense check against a threshold of 4. If unsuccessful damage is taken equivalent to MoF x DM15 (AE 2; AI).

MINE PLOUGH [COST: 5TV]:

Mine Ploughs can be attached to any Hun, Klemm, Aller, Visigoth. Using this piece of equipment, the model can remove any Minefield by moving at Combat Speed through it. Only areas that have been physically crossed by the model are removed. Any part of the Minefield untouched by the model remains.

MINE CLEARING EQUIPMENT [COST: 5TV]:

Mine clearing equipment includes specialized detection equipment, explosive cannons, and trained personnel. With Mine-Clearing Equipment, the model or infantry squad can remove a 3"x 2" section of a minefield per turn.

DITCH [COST: 5TV]:

Steep ditches can be quickly created with explosive strips. When implemented, they create a ditch that is 6" x 2" zone that has a steep elevation drop of 2".

TRENCHES [COST: 5TV]:

Trenches can be quickly constructed, and can be hastily created by infantry using the same explosive technology as ditches. Engineers can create a trench line that is 6" x 2" long. Infantry models in a trench are considered to be in an observation bunker (see support options on page 31 of the Field Manual).

REVESTMENTS [COST: 5TV]:

Engineers can hastily construct a prepared position for vehicles and Gears to take shelter. Using an action, engineers can create a Blind (see support options on page 31 of the Field Manual)

FASCINE [COST: 5TV]:

Any Vehicle or Gear can carry a single fascine. Fascines are used to bridge ditches and are usually constructed by rolling light weight materials into a bale. A vehicle or Gear can place a single fascine and may not place another. Fascines can bridge a 3" x 2" section of ditch.

STRUCTURAL REINFORCEMENT [COST: 10TV]:

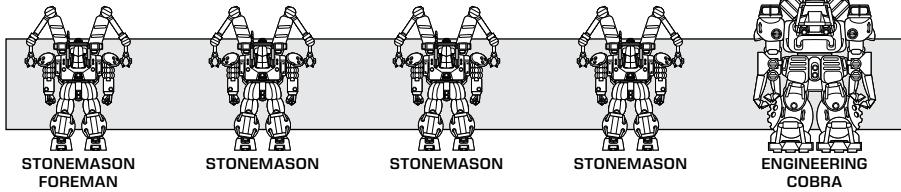
Pioneer Squads can use materials to increase the durability of any structure they enter. Each turn this equipment is used in a structure, the durability of the structure's concealment and cover increases by 1 level. A structure may never exceed Solid & Full cover.

ZONE CLEARANCE [COST: 10TV]:

Combat Engineering Gears or Pioneer Squads can reduce the concealment value of a 6"x 2" section of terrain by 1 level each turn. If a piece of terrain has been reduced to No Concealment, the terrain will no longer provide Cover.

SOUTHERN COMBAT ENGINEERING CADRE

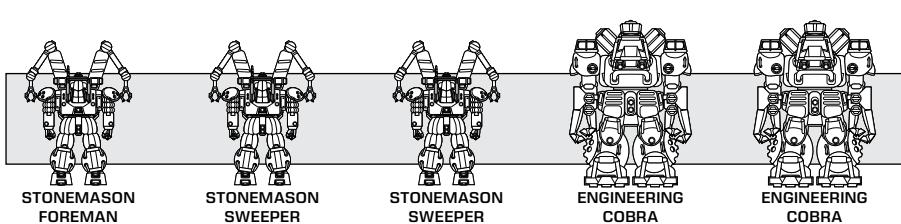
COMBAT ENGINEERING CADRE-100TV



STONEMASON FOREMAN [CGL]

ATTACK: 2	DEFENSE: 2
SENSORS: 0	COMMS: 0
EW: 0	LD: 1
LAC + APGL	

URBAN FORTIFICATION CADRE-140TV



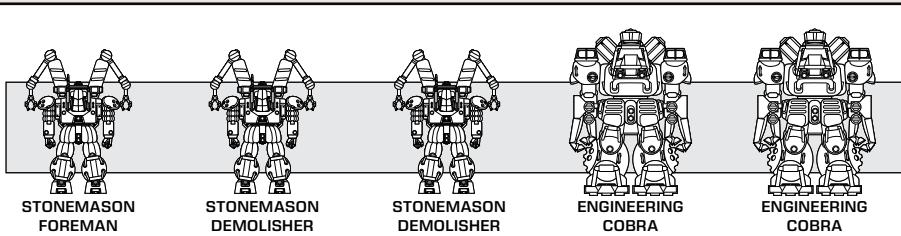
STONEMASON

LAC + APGL

STONEMASON SWEEPER

REMOVE LAC
FGC W/RELOADS
3X HHG

SIEGE CADRE-130TV



STONEMASON DEMOLISHER

REMOVE LAC
SC [LIMITED AMMO 3]

ENGINEERING COBRA

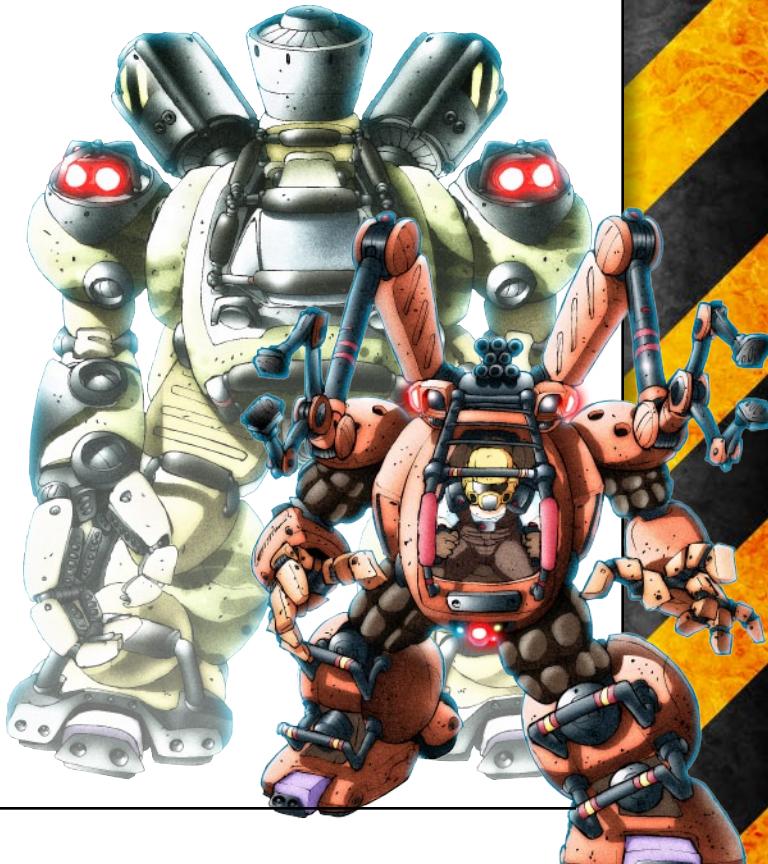
HAC, LFM, APGL, HG, CS

OPTIONS

- ◆ Swap any Stonemason or Stonemason Foreman for a Stonemason Logger (Add 2x CS (F, Linked) +5 each.)
- ◆ Add a Sturdy box to any Model for +10TV each.

VETERAN OPTIONS

- ◆ Upgrade any squad members Att and Def to 3 for +10TV each.
- ◆ Upgrade Combat Group Leader's LD score to 2 for +10TV
- ◆ Swap any Stonemason with an Engineering Cobra for +20TV each.





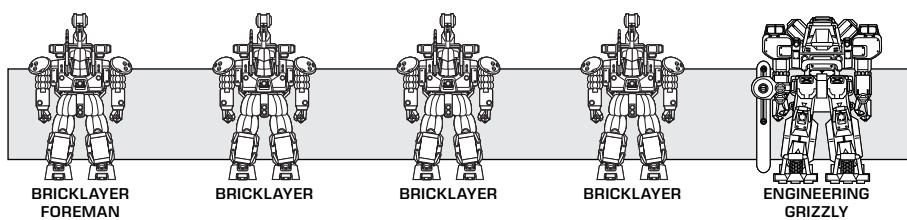
NORTHERN COMBAT ENGINEERING SQUAD

AUXILIARY
AUXILIARY
AUXILIARY
AUXILIARY

BRICKLAYER FOREMAN [CGL]

ATTACK: 2	DEFENSE: 2
SENSORS: 0	COMMS: 0
EW: 0	LD: 1
LAC + APGL	

COMBAT ENGINEERING CADRE-100TV



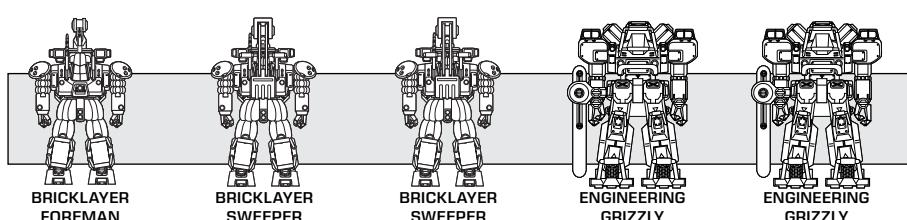
BRICKLAYER

LAC + APGL

BRICKLAYER SWEEPER

REMOVE LAC
FGC W/RELOADS
3X HHG

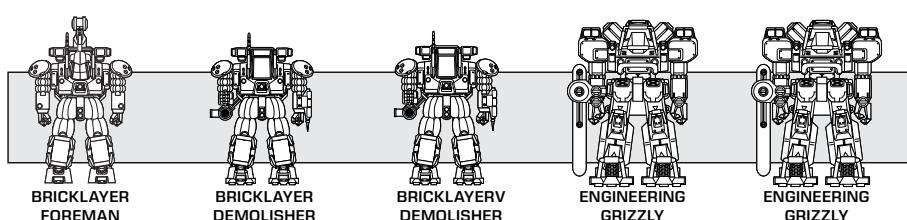
URBAN FORTIFICATION CADRE-140TV



BRICKLAYER DEMOLISHER

REMOVE LAC
SC [LIMITED AMMO 3]

SIEGE CADRE-130TV



ENGINEERING GRIZZLY

HAC, LFM, APGL, HG, CS



OPTIONS

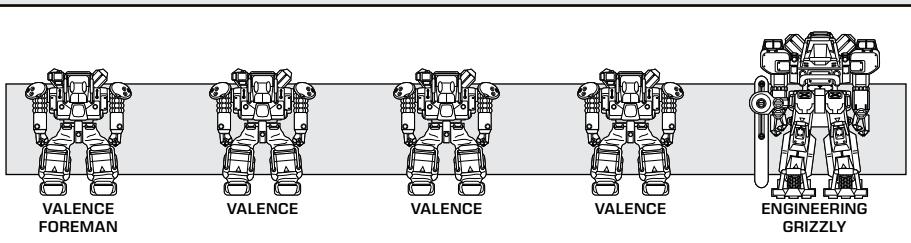
- ◆ Upgrade any Bricklayer to a Bricklayer Demolisher for +5TV
- ◆ Add a Sturdy to any Model for +10TV each.

VETERAN OPTIONS

- ◆ Upgrade any squad members Att and Def to 3 for +10TV each.
- ◆ Upgrade Combat Group Leader's LD score to 2 for +10TV
- ◆ Up to 2 Bricklayers may upgrade their SC with Dedicated Tank Hunter Upgrade (Acc to 0; Sniper Trait) for +10TV each.

PAXTON COMBAT ENGINEER SQUAD

COMBAT ENGINEERING CADRE-100TV

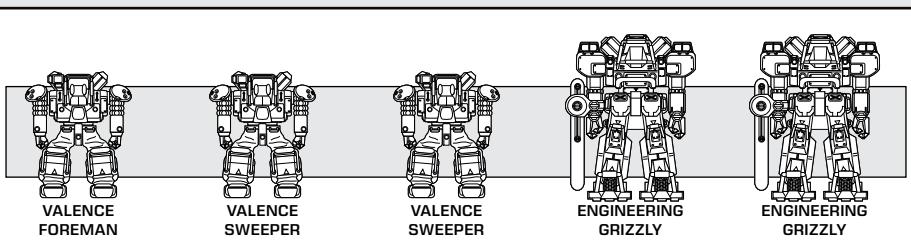


VALENCE FOREMAN [CGL]

ATTACK: 2	DEFENSE: 2
SENSORS: 0	COMMS: 0
EW: 0	LD: 1
LAC + APGL	



URBAN FORTIFICATION CADRE-140TV



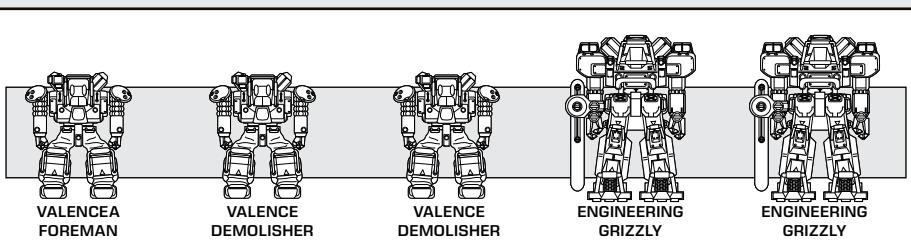
VALENCE

LAC + APGL

VALENCE SWEEPER

REMOVE LAC
FGC W/RELOADS
3X HHG

SIEGE CADRE-130TV



VALENCE DEMOLISHER

REMOVE LAC
SC [LIMITED AMMO 3]

ENGINEERING GRIZZLY

HAC, LFM, APGL, HG, CS

OPTIONS

- ◆ Swap any Valence or Valence Foreman for a Valence Clearcutter
(Add a CS and a SKG (Limited Ammo 6) +5 each.)
- ◆ Swap any Engineering Grizzly for a
Engineering Cobra for +5TV each.
- ◆ Add a Sturdy to any Model for +10TV each.

VETERAN OPTIONS

- ◆ Upgrade any squad members Att and Def to 3 for +10TV each.
- ◆ Upgrade Combat Group Leader's LD score to 2 for +10TV
- ◆ Swap any Stonemason with an Engineering Cobra for +20TV each.





SOUTHERN PIONEER SECTIONS

BASE INFANTRY

SKILL: 2

ARMOR: 8

AUXILIARY

AUXILIARY

AUXILIARY

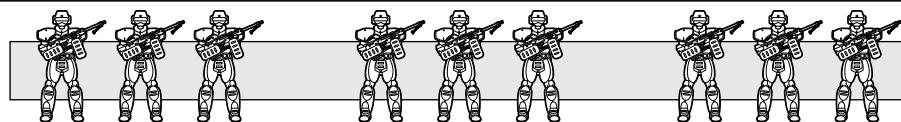
AUXILIARY

AUXILIARY

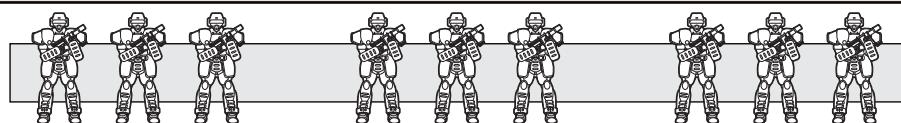
PIONEER FOOT INFANTRY SECTION

Build an infantry section with two of the squads listed below, adding their TV. Optionally, add a Pioneer truck per squad for +10TV per squad. Squad compositions are 1 Heavy Weapons base and 2 Assault rifle bases.

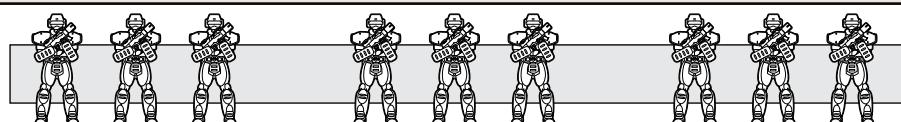
LINE INFANTRY SQUAD 20TV



GRENADIER SQUAD 25TV



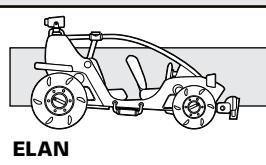
ROCKET LAUNCHER SQUAD 25TV



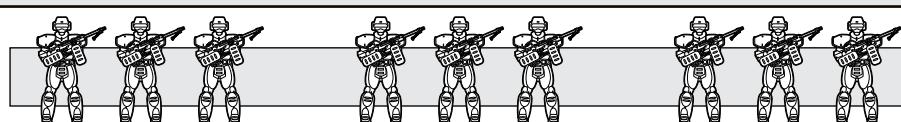
MECHANIZED INFANTRY SECTION

Mechanized Infantry are mounted on ORV's or ATV's. Build an infantry section with two of the squads listed below, adding their TV. Optionally, add a Pioneer truck per squad for +10TV per squad. Squad compositions are 1 Heavy Weapons base and 2 Assault rifle bases.

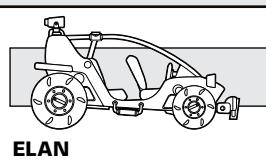
OFF-ROAD VEHICLES



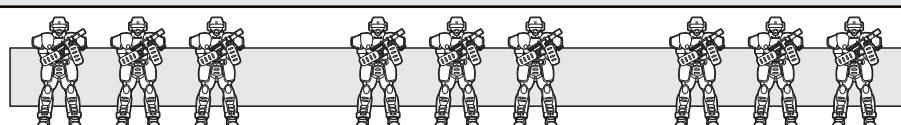
LINE INFANTRY ORV/ATV SQUAD 30TV



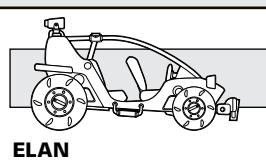
OFF-ROAD VEHICLES



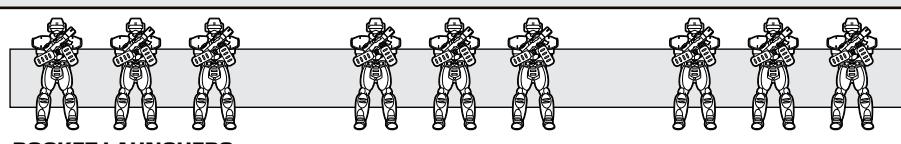
GRENADIER ORV/ATV SQUAD 35TV



OFF-ROAD VEHICLES



ROCKET LAUNCHER ORV/ATV SQUAD 35TV



SOUTHERN ARMORED PIONEER INFANTRY SECTIONS

ARMORED INFANTRY SECTION

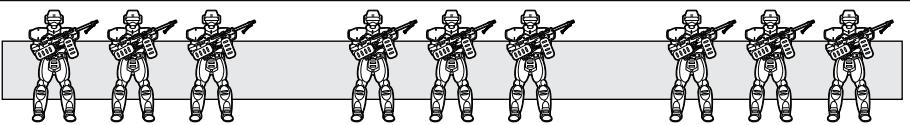
Armored Infantry Squads are mounted in Caiman APCs. Build an armored infantry section with two of the squads listed below. Optionally add a single Pioneer Caiman per section for +30TV per section. Squad compositions are 1 Heavy Weapons base and 2 Assault rifle bases.

BASE INFANTRY

SKILL: 2

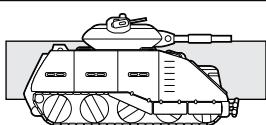
ARMOR: 8

MOUNTED LINE INFANTRY SQUAD 50TV [APC INCLUDED]



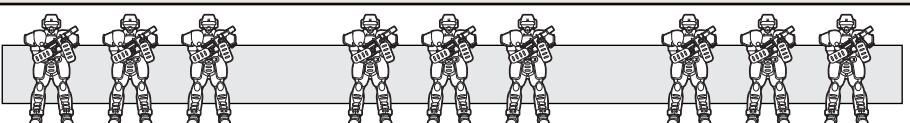
LIGHT MACHINE GUNS

APC



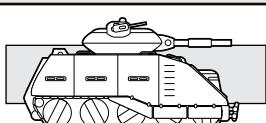
CAIMAN

MOUNTED GRENADIER SQUAD 55TV [APC INCLUDED]



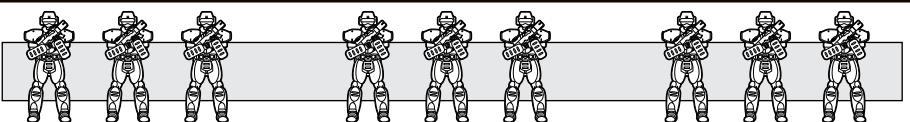
GRENADE RIFLES

APC



CAIMAN

MOUNTED ROCKET LAUNCHER SQUAD 55TV [APC INCLUDED]



ROCKET LAUNCHERS

PIONEER CAIMAN

Pioneer Caiman uses the standard Caiman Datacard, but has the option to add Engineering Equipment as an Auxiliary perk.

OPTION VEHICLES:

- ◆ Swap any Caiman with an Alligator (Add Amphibious Perk and Reduce Ground Speed to 6/12) for +5TV.
- ◆ Swap one Caiman for a Hittite for +30 TV

GENERAL OPTIONS (PER INFANTRY SQUAD)

- ◆ Increase Armor to Heavy (Armor 9) +5TV
- ◆ Add Demolition Drone +5TV
- ◆ Add Recon Drone +10 TV
- ◆ Add Hunter Killer Drone +5TV

GENERAL VETERAN OPTIONS

- ◆ Increase Infantry Skill of a Squad to 3 for +10TV.
- ◆ Any infantry squad may be given the amphibious perk for +5TV each.

VET OPTION VEHICLES:

- ◆ Increase the Att and Def of the vehicle Crews to 3 for 20TV
- ◆ Swap one additional Caiman for a Hittite for +30 TV





NORTHERN PIONEER SECTIONS

PIONEER FOOT INFANTRY SECTION

BASE INFANTRY

SKILL: 2

ARMOR: 8

AUXILIARY



AUXILIARY



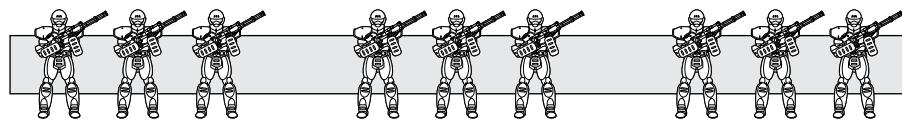
AUXILIARY



AUXILIARY

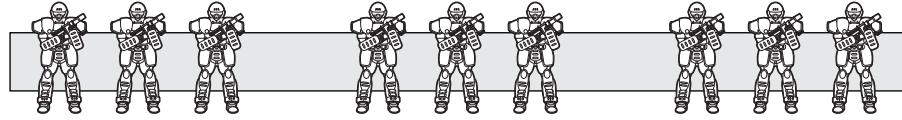


LINE INFANTRY SQUAD 20TV



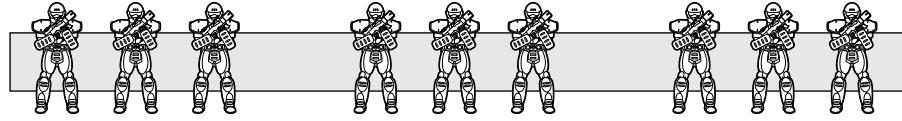
LIGHT MACHINE GUNS

GRENADEIER SQUAD 25TV



GRENADE RIFLES

ROCKET LAUNCHER SQUAD 25TV

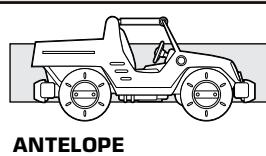


ROCKET LAUNCHERS

MECHANIZED INFANTRY SECTION

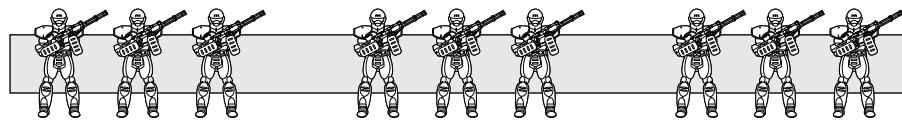
Mechanized Infantry are mounted on ORV's or ATV's. Build an infantry section with two of the squads listed below, adding their TV. Optionally, add a Pioneer truck per squad for +10TV per squad. Squad compositions are 1 Heavy Weapons base and 2 Assault rifle bases.

OFF-ROAD VEHICLES



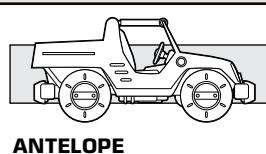
ANTELOPE

LINE INFANTRY ORV/ATV SQUAD 30TV



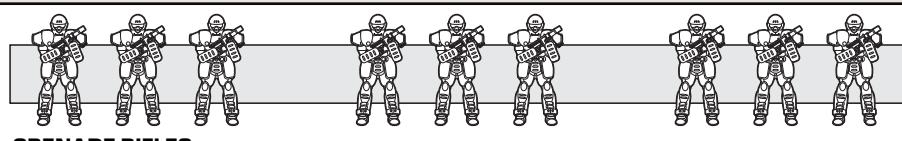
LIGHT MACHINE GUNS

OFF-ROAD VEHICLES



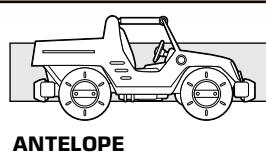
ANTELOPE

GRENADEIER ORV/ATV SQUAD 35TV



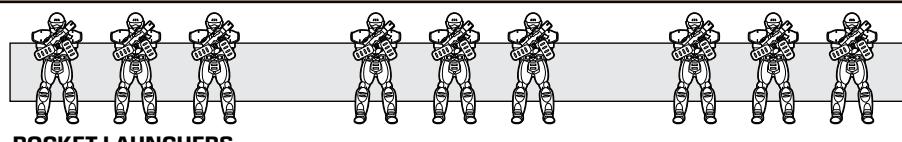
GRENADE RIFLES

OFF-ROAD VEHICLES



ANTELOPE

ROCKET LAUNCHER ORV/ATV SQUAD 35TV



ROCKET LAUNCHERS



NORTHERN ARMORED PIONEER INFANTRY SECTIONS

ARMORED INFANTRY SECTION

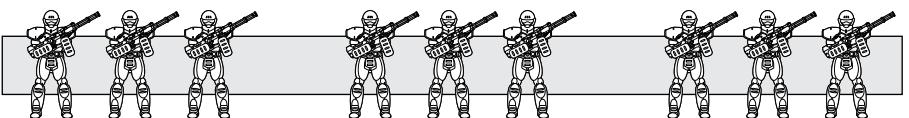
Armored Infantry Sections are mounted on in a Badger APC. Build an armored infantry section with two of the squads listed below and a Badger APC(+35 TV), adding their TV. Optionally, add a single Pioneer Badger for +40TV. Squad compositions are 1 Heavy Weapons base and 2 Assault rifle bases.

BASE INFANTRY

SKILL: 2

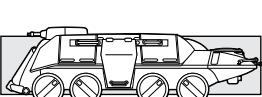
ARMOR: 8

MOUNTED LINE INFANTRY SQUAD 30TV



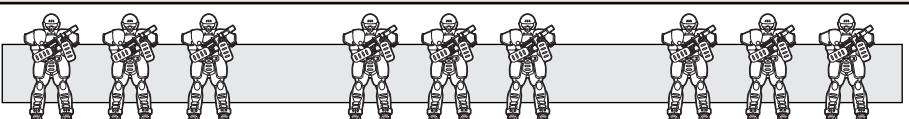
LIGHT MACHINE GUNS

APC-35TV



BADGER

MOUNTED GRENADIER SQUAD 35TV

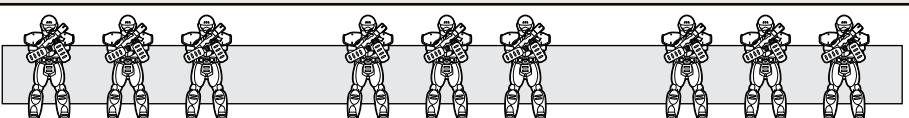


GRENADE RIFLES

PIONEER BADGER

Pioneer Badger uses the standard Badger Datacard, but has the option to add Engineering Equipment as an Auxiliary perk.

MOUNTED ROCKET LAUNCHER SQUAD 35TV



ROCKET LAUNCHERS

OPTION VEHICLES:

- ◆ Swap the Badger APC for a Cavalry Badger (+80 TV)

GENERAL OPTIONS (PER INFANTRY SQUAD)

- ◆ Increase Armor to Heavy (Armor 9) +5TV
- ◆ Add Demolition Drone +5TV
- ◆ Add Recon Drone +10 TV
- ◆ Add Hunter Killer Drone +5TV

GENERAL VETERAN OPTIONS

- ◆ Increase Infantry Skill of a Squad to 3 for +10TV.

VET OPTION VEHICLES:

- ◆ Increase the Att and Def of the vehicle Crews to 3 for 20TV
- ◆ Swap Badger APC for a Rabid Badger (Swap LACs for AGM (T, No Reloads) for +40 TV.

COMBAT ENGINEERING

-
- AUXILIARY
-
- AUXILIARY
-
- AUXILIARY
-
- AUXILIARY



PAXTON PIONEER SECTIONS

BASE INFANTRY

SKILL: 2

ARMOR: 8

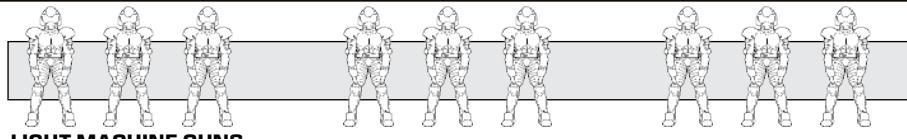
AUXILIARY

AUXILIARY

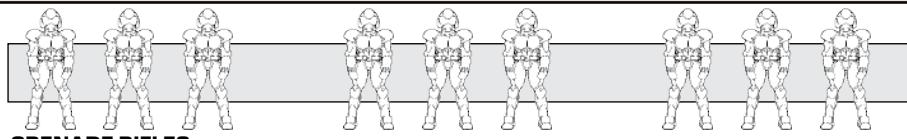
PIONEER FOOT INFANTRY SECTION

Build an infantry section with two of the squads listed below, adding their TV. Optionally, add a Pioneer truck per squad for +10TV per squad. Squad compositions are 1 Heavy Weapons base and 2 Assault rifle bases.

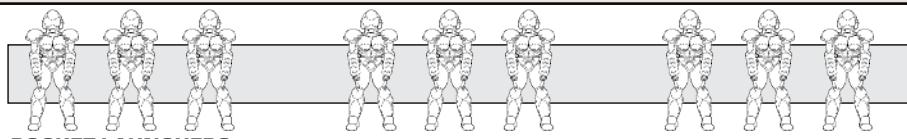
LINE INFANTRY SQUAD 20TV



GRENADEIER SQUAD 25TV



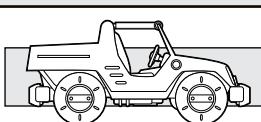
ROCKET LAUNCHER SQUAD 25TV



MECHANIZED INFANTRY SECTION

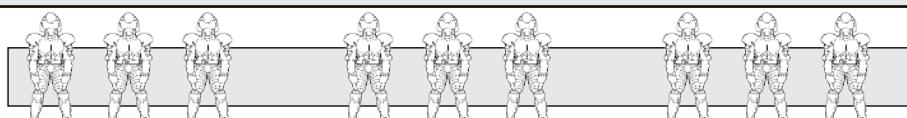
Mechanized Infantry are mounted on ORV's or ATV's. Build an infantry section with two of the squads listed below, adding their TV. Optionally, add a Pioneer truck per squad for +10TV per squad. Squad compositions are 1 Heavy Weapons base and 2 Assault rifle bases.

OFF-ROAD VEHICLES

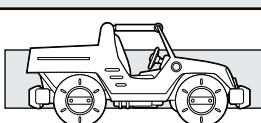


ANTELOPE

LINE INFANTRY ORV/ATV SQUAD 30TV

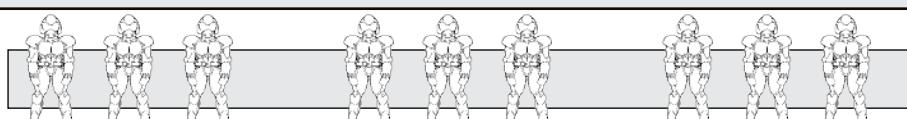


OFF-ROAD VEHICLES

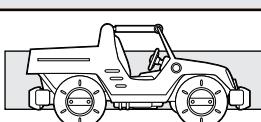


ANTELOPE

GRENADEIER ORV/ATV SQUAD 35TV

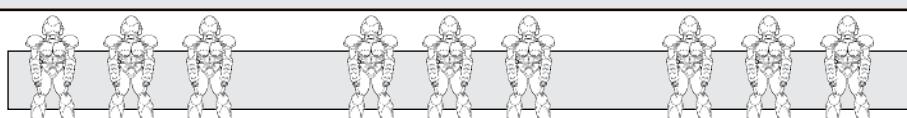


OFF-ROAD VEHICLES



ANTELOPE

ROCKET LAUNCHER ORV/ATV SQUAD 35TV





AUXILIARY

AUXILIARY

ARMORED INFANTRY SECTION

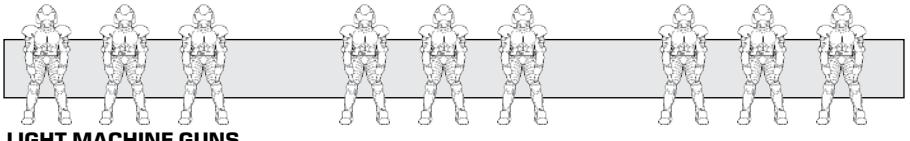
Armored Infantry Sections are mounted in a Hoplite APC. Build an armored infantry section with two of the squads listed below and a hoplite APC(+40 TV), adding their TV. Optionally, add a single Pioneer Hoplite for +40TV. Squad compositions are 1 Heavy Weapons base and 2 Assault rifle bases.

BASE INFANTRY

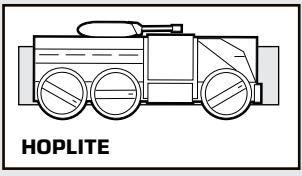
SKILL: 2

ARMOR: 8

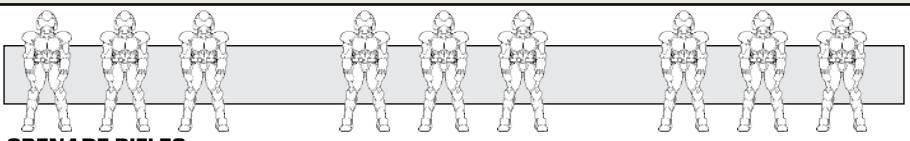
MOUNTED LINE INFANTRY SQUAD 20TV



APC 40TV



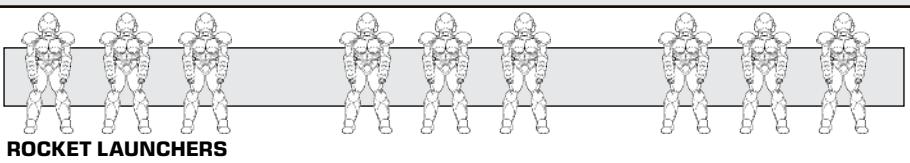
MOUNTED GRENADIER SQUAD 25TV



PIONEER HOPLITE

Pioneer Hoplite uses the standard Hoplite Datacard, but has the option to add Engineering Equipment as an Auxiliary perk.

MOUNTED ROCKET LAUNCHER SQUAD 25TV



GENERAL OPTIONS (PER INFANTRY SQUAD)

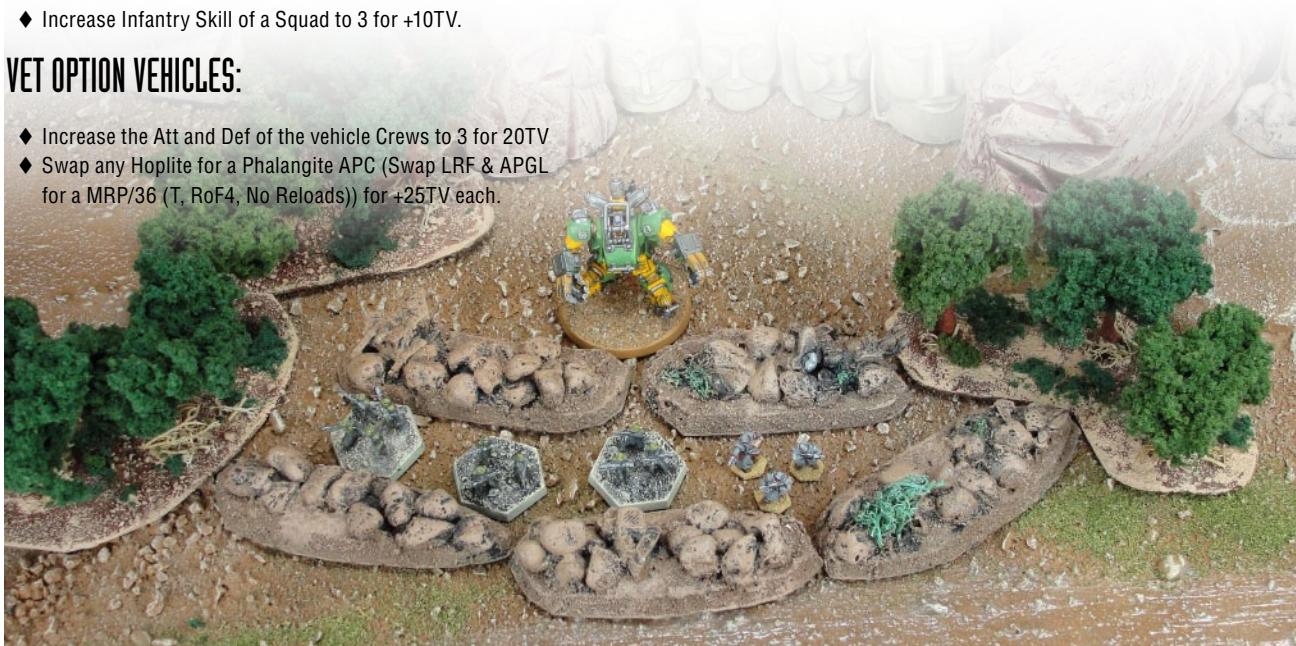
- ◆ Increase Armor to Turtleshell (Armor 10) +5TV
- ◆ Add Demolition Drone +5TV
- ◆ Add Recon Drone +10 TV
- ◆ Add Hunter Killer Drone +5TV

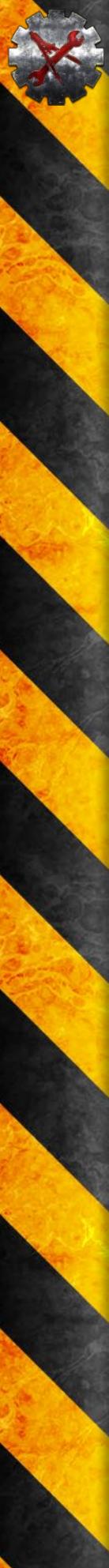
GENERAL VETERAN OPTIONS

- ◆ Increase Infantry Skill of a Squad to 3 for +10TV.

VET OPTION VEHICLES:

- ◆ Increase the Att and Def of the vehicle Crews to 3 for 20TV
- ◆ Swap any Hoplite for a Phalangite APC (Swap LRF & APGL for a MRP/36 (T, RoF4, No Reloads)) for +25TV each.





TOWED ARTILLERY RULES [NORTH + SOUTH]

In both Northern and Southern Polar Forces, the simple field artillery gun is found supporting troops in the field. While it would seem odd that in a futuristic battlefield that uses highly mobile and well armed anthropomorphic robotic combat machines would utilize such old technology, both armies have found that the simplicity and cost effectiveness of traditional field guns is often all that is needed to secure a defensive position or to provide long range support to units engaged in assaulting a position. Unfortunately field artillery lacks the mobility that a dedicated support Gear brings to the battlefield, which leaves field gun crews in an unenviable position of being highly exposed.

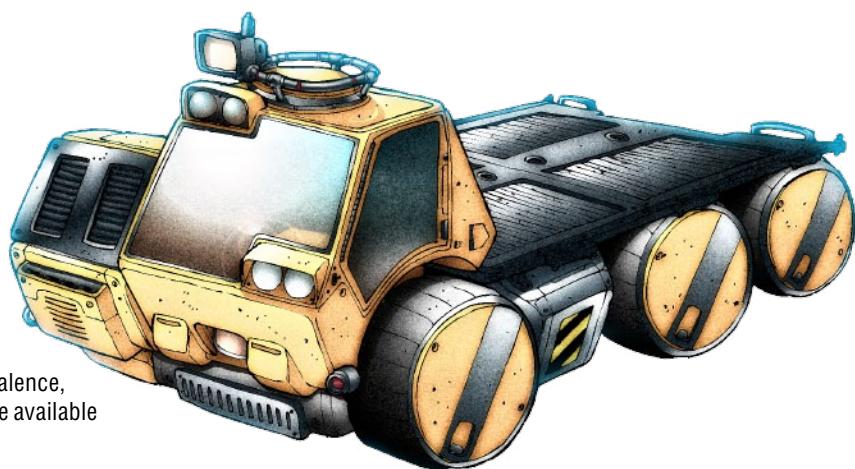
While most field gun sections are assigned a weapons carrier vehicle to tow their field guns, most battles in Heavy Gear Blitz occur in a space of time that those vehicles do not come into play; however, some units are trained to utilize their weapon's carriers to aggressively control the battlefield by repositioning their artillery pieces rapidly. The following rules are designed to represent these aggressive Field Gun sections.

NEW RULE:

Field Artillery Sections may add a Weapon Carrier Camel for +10TV. While in base to base contact with a field gun, the WC Camel provides the reload trait to the field gun.

CAMEL WEAPONS CARRIER [10TV]			
MOVEMENT	STATIONARY	COMBAT	TOP
SPEED [GROUND ONLY]	7	13	
DEFENSE	-2	0	+1
ATTACK	0	-1	-2
DAMAGE	L H C		
ARMOR			8
OVERKILL			24
SYSTEMS			
SIZE	4		
DETECT	2		
SENSORS	-1		
AUTO COMMUNICATIONS	1		
COMMUNICATIONS	-1		
WEAPON	LMG [T]		
PERKS/FLAWS:	TRANSPORT [FIELD GUN, SMOKE LAUNCHERS]		

PIONEER CAMEL TRUCK [10TV]			
MOVEMENT	STATIONARY	COMBAT	TOP
SPEED [GROUND ONLY]	7	13	
DEFENSE	-2	0	+1
ATTACK	0	-1	-2
DAMAGE	L H C		
ARMOR			8
OVERKILL			24
SYSTEMS			
SIZE	4		
DETECT	2		
SENSORS	-1		
AUTO COMMUNICATIONS	1		
COMMUNICATIONS	-1		
WEAPON	LMG [T]		
PERKS/FLAWS:	ENGINEERING EQUIPMENT [AUX], SMOKE LAUNCHERS		



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ARTIST INTERVIEW: MARIKO SHIMAMOTO



GU: What is your background in art?

MS: I think manga and videogame accounts for most of it. Also When I was a child, sometimes I posted some pics to sunday edition of a newspaper. One day my piece received an honorable mention and I got some book token as prize. I was shy about that because I'd been contributing pics to the newspaper secretly.

GU: What are some of your favorite manga and videogames?

MS: Apocalypse Meow by Motofumi Kobayashi, Bambi by Atsushi Kaneko, Biomega by Tsutomu Nihei are fabulous manga, and I like

action games such as Megaman, Silent Hill, Street Fighters, and Guilty Gear.

GU: How has your experience been with working in the gaming industry?

MS: I have only made a few 3D models for an arcade game as a trainee.

GU: Where do you get your inspiration for your styles?

MS: Catalogues such as fashion magazines and Osprey books.

GU: What sources do you draw on for the realism in your artwork?

MS: Images from internet and sometimes I ask my friend to pose.

GU: What are your favorite subjects to work on?

MS: Comic, videogame, figures, and accessories.

GU: What is your ideal project?

MS: I like projects that depicts various cultural areas and cool artifacts, and can arouse the subscribers' sympathy to the subject.

GU: How have you enjoyed working on Operation Drop Bears Dive?

MS: I loved the work very much and am really lucky to have this opportunity.

GU: Which piece is your favorite and why?

MS: I think Junior Officer will be, because I like scenes of people having a meal.

GU: Really? Where does that come from?

MS: From a view that meals can show one's life style and personality.

GU: What do you like about the world of Heavy Gear?

MS: I can find everything I like: weapons, expressive characters, drama and more.

GU: What is your favorite tool for creating your artwork, brushes, pens, ink, paint, digital, etc.?

MS: I usually doodle with pencil. When a good draft comes out, I paint it with Photoshop or watercolor.

GU: Would you walk us through the steps you go through to create a piece of artwork?

MS:

- ◆ Draw with pencil on paper
- ◆ Scan into Photoshop and refine lines
- ◆ Do coloring and shading on different layers
- ◆ Make highlight and sometimes go back to 3. 4.

GU: What is your personal favorite piece out of the HG pieces you have done so far?

MS: Sadie from Arena, I enjoyed drawing her accessories very much.

GU: What is your dream piece to work on?

MS: I want to make original manga sometime.

GU: Have you painted any miniatures yet?

MS: Not yet. but I want to paint some of minis this summer.

GU: What's your favorite Heavy Gear miniature?

MS: Hunter and Jaguar

GU: Overall, which faction is your favorite?

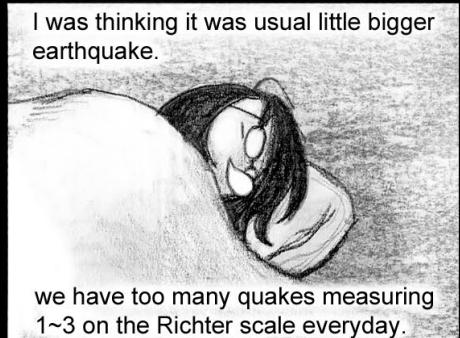
MS: I like clustered Armiger series. because they're tiny and cute

GU: Thank you for the interview.



WAKING TO TOHOKU: BY MARIKO SHIMAMOTO

2011/03/11 SAITAMA

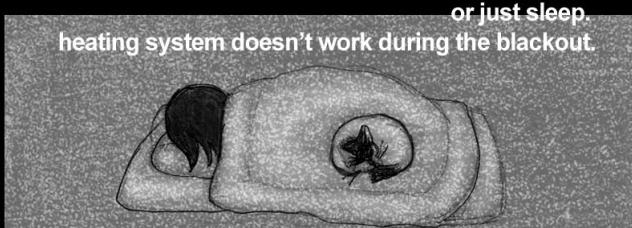
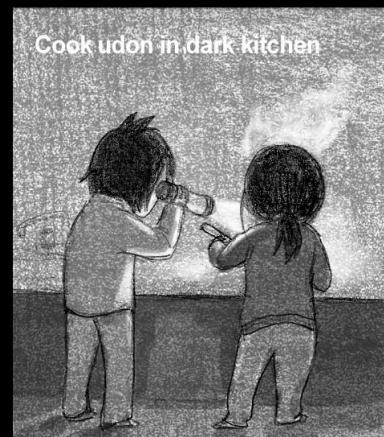
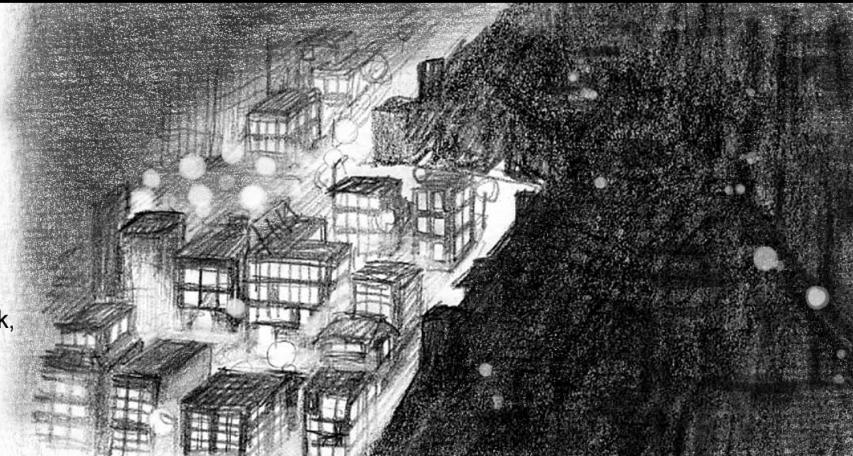


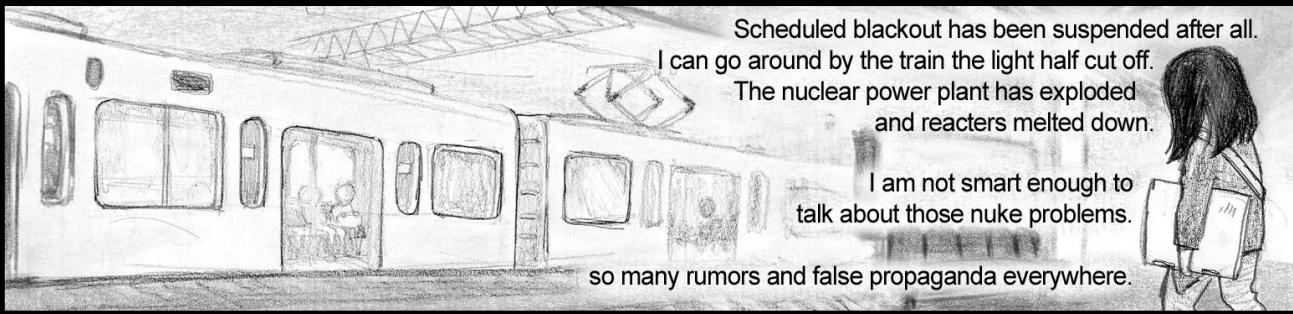
Then this is what I saw on TV after a nap



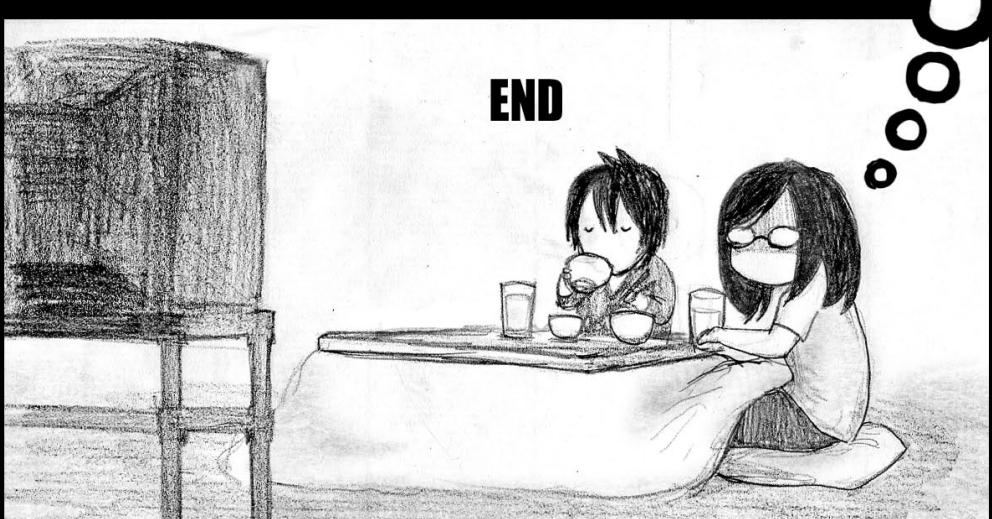
A WEEK LATER

There're few damages in my town. scheduled blackout has started. the town is separated to 2 or 3 and cut off the power in turn. Water supply'd be stopped at the same time. so we needed to store some water in a bathtub and pans so that we can wash hands and drink, and cook. Of course we could walk to the area where the power is supplied and have something nice for meal.





and have no ideas how the situation is going to be as well....



ARMY SPOTLIGHT: MILICIA

BY GERRIT HITS



MILITARY INTERVENTION AND COUNTER-INSURGENCY ARMY

Faction: The South (HGB: Locked & Loaded pg. 107)

The Military Intervention and Counter Insurgency Army (MILICIA) are a checkered collection of the worst wash-outs, political offenders and criminals from the allied armies of the southern hemisphere of Terra Nova. These dregs are liberally intermixed with disfavored heroes and aces pilots who couldn't keep their mouths shut, lending the MILICIA an eclectic and varied spectrum of individuals. You can field an elite force equipped with the latest advances, representing a commander (and his soldiers) that chose the wrong side in a political war of brinkmanship. Or you can field an force of MPs, marching convicted criminals into minefields to clear them the old-fashioned way. Everything between both extremes are available within the big tent of the MILICIA, the numerically largest military force on the face of Terra Nova.

Wargamers will love the flexibility that MILICIA provides, allowing you to use pretty much every model in the Southern range without restriction. They have a distinct edge when army building, coupling plentiful TV saving choices with a vast array of weapon options that lets them squeeze more heavy weapons into armies than any other faction. In addition few armies are better positioned to do a horde list than the MILICIA, who can field raw recruits and condemned criminals side by side with the most elite of the elite. These attributes, combined with flexible army commander placement and no real gaps in the army list makes the MILICIA a force to be reckoned with.

WHY SHOULD YOU PLAY THE MILICIA?

MILICIA armies often feature a bizarre mix of the most cutting edge equipment fielded alongside decrepit machines that any self-respecting Badlander would be ashamed to be caught dead in. As such, depending on the models you favor - or even the style of play you prefer - MILICIA armies will vary wildly in tenor and composition. This is an exciting prospect for anyone who enjoys experimenting with different ways of playing - you can easily shift the entire character of your army by

shuffling around models within a unit. In addition MILICIA armies have access to older models of gears which can be a draw for fans of the Rattlesnake, Dartjäger or the recently released Boa.

In short, if you want all the flavors of the Southern armies in one convenient place - play MILICIA.

WHY SHOULDN'T YOU PLAY THE MILICIA?

The MILICIA's flexibility gives them few disadvantages in a straight up fight, as they can blend powerful upgrades with plenty of ways to shave TV. Their restrictions are all self-imposed and thus are rarely an impediment to fielding an army in the way you choose. These two considerations aside, MILICIA forces gravitate towards 'cheap' - some armies can do elite or technologically sophisticated a bit better (SRA or HAPF), depending on your purposes (especially at very low TV values). Yet most MILICIA players quickly come to the conclusion that there are few drawbacks to playing the 'underdogs'.

However, if your gaming group does play with the 'Morale' optional rule - MILICIA can be a very difficult prospect. With generally low breakpoints and the potential to go even lower, coupled with cheap units that die frequently, MILICIA armies can often find themselves run off the board before they can close to range. My group does not use morale, so I can't speak directly to it's effects, but it's a well known idiom that a MILICIA army suffers drastically from using morale. If your gaming group uses these rules, please keep them in mind when reading the rest of this article - your opinion after a few games will likely be drastically different from mine!

ARMY SPECIAL RULES

Variable Morale: Being an optional rule, Morale is rarely seen in play. Whether that's good or bad depends on your point of view, but the MILICIA suffers more from it on balance than they gain, due to small combat group sizes and average leadership on many of the cadres. This particular army-wide rule offers the risk of a particular squad being even easier to break, alongside the possibility of a squad being more resilient than normal. If you play with this optional rule, hope that you roll high - and keep those that fail this roll towards the rear of your engagement line.

Southern Convicts (Return to Cats Eye, pg. 66 or L&L Errata): The revision to the convicts rule substantially changes the utility of both convict infantry platoons and convict GP cadres, shifting them from 'gimmies' to an option best used for flavor. The restrictions for both

Combat Group Leader (CGL) proximity and lack of being able to use CPs present serious issues for convicts that should not be taken lightly. Players with only Locked and Loaded are advised to review the errata document for these changes, as they substantially alter how convicts play in game.

Convict infantry platoons suffer three serious penalties that are hardly compensated by their price discount. First is that you gain only a single activation for the entire platoon, rather than the four activations you would normally receive. This undercuts a cornerstone of infantry's tactical usefulness - you no longer can use them to swap an opponent's activation count. With only a single action to respond to (rather than four), your opponent can more easily predict what you're doing with the infantry and where they will react. While not a crippling penalty, this is a flaw that should be in the back of your mind while you're playing.

Secondly you lose access to any weapon upgrades, leaving you with the basic infantry rifle as your sole weapon option. This weapon isn't necessarily useless - with 11 squads contributing fire you have a RoF of 11, which can make for some odd situations (you can hit as hard as a HAC, or cover a massive area with spray) - but those rifles have poor range in general. With the Field Testing rules you can mitigate this liability to some extent, and allow the infantry platoon to fire at troops across the board - but you're rolling the rock uphill, so to speak.

The final limitation is that the entirety of the squad must be within autocomm distance of the CGL, making them horribly vulnerable to AE weapons. Remember that autocomm for infantry is equivalent to their skill rating, which will often leave you needing to pack 11 convict infantry models within a 2" radius around the CGL, which makes you a very dense target - a single HG throw can take out the entire platoon, rather than just a squad! This can

be a crippling requirement against armies full of gears, who come with the tools necessary to take down infantry squads en masse. You very likely will want to drop convict infantry into a building to maximize their survival, as in the open they will quickly be shredded by combined fire. Convict GP Cadres are different story to infantry. Unless playing with Morale there is no immediate TV discount; it's all bound into the gears you choose to field. The entirety of your GP Cadre must be downgraded to either the SD Jäger or the Asp, both of which feature poor armaments - the strongest weapon either has is likely their hand grenade (HG). Additionally you lose access to any weapon swaps, which further hinders your firepower. The good news however is that the extremely low TV cost of either model means you are going to be fielding an entire squad for less than 100 TV easily. Both gear variants can also perform forward observations just fine for their cost, so while on paper they appear outclassed canny tactics can make them quite viable. You just have to keep in mind they are best used as infantry hunters or to swamp ECM activations, and don't expect too much from them.

FRESH MEAT:

Another trick in the MILICIA's bag designed to save TV, Fresh Meat can be very potent when used sparingly. By downgrading a non-veteran Gear by -5 TV, you lose -1D6 DEF and -1D6 EW, which can be substantial penalties. The cadre loses the ability to be made Veterans, but you don't lose any points from their ATK skill or any non-veteran options.

This downgrade encourages you to use targeted models as 'glass cannons', units that are fragile when exposed to fire but can still attack effectively. When combined with 'Limited Resources' you can be fielding LBZK toting SD Jägers for 20 TV, which is exceptionally low. Sure they fall over in a stiff breeze - but you do get what you pay for, after all.

Fresh Meat infantry suffer a harsher restriction, with the loss of any veteran upgrades and the paratrooper option, along with a penalty of -1D to their Infantry Skill for Leadership tests. In addition they swap their base weapons for a weaker version - which only really concerns Convict Fresh Meat infantry. Normal Fresh Meat Infantry can be just fine hidden in a city, especially with the Field Test rules, using their Light Mortars to support units much further afield. Though this is a bit of a risk - you can always roll poorly against an attack - it's not quite as crippling as the Convict penalties. If you need between 5 and 20 TV from somewhere, it might be worth it drop your support infantry to Fresh Meat status and keep them hidden out of sight.

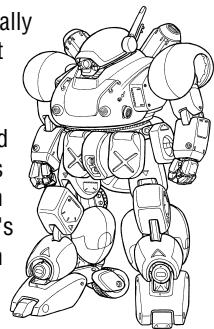
LIMITED RESOURCES:

Perhaps the 'signature' trait of a MILICIA army.

Limited Resources allows you to downgrade models in any combat group. The downgrade tends to be just that - a downgrade - though in most places you will find the disadvantages easy to accept when compared to the TV savings. Properly learning where and how to save TV is one of the keys to success with the MILICIA, and savvy players will quickly embrace the 'ragged underdogs' motif.

JÄGER:

The Jäger is your basic Gear, with practically nothing 'exciting' about it. It carries a light armament and has average speed, though it is a bit more resilient than some other designs. It's typically a model that's defined more by the weapon it carries than by its own traits, and for that reason it is often the target of a Limited Resources swap. It's worth noting that if you are playing with the GU3 Overkill changes, you may want to reconsider swapping away from the humble Jäger; that sturdy box buys you some solid protection against overkills that the following swaps won't have.



SD JÄGER:

For a princely -15 TV you lose a sturdy box and the LRP/32, as well as access to field armor. In return you can take any upgrades marked for "Jägers" and you gain an additional point of G speed. Under base rules, that additional point of speed gives you a +1 DEF at Combat-Ground over the stock Jäger, which is worth its weight in gold. In many ways this upgrade is a no-brainer if you're not playing with the Field Testing rules, as you lose a marginally useful LRP/32, gain DEF and are cheaper to boot. Be wary of abusing this option however; too many SD Jägers and your opponent might think a little less of you.

However, under the Field Testing rules the balance swings much closer between the two models. The Overkill changes in GU3 greatly benefit the Jäger, while the DEF modifier changes in GU1 remove the advantage at Combat-Ground speed. This leaves the SD Jäger as a loss of a sturdy box and LRP/32, along with the loss of access to field armor, in return for 15 TV and 1" more of speed. You can give the SD Jäger a LBZK and ATK and DEF 3 upgrades for the same price as a base Jäger, so on the balance it would seem to favor the SD Jäger. A Jäger with Field Armor and LBZK is a little over the price as a second SD Jäger bare (40 TV base, +10 TV for field armor, +5 TV for a LBZK = 55 TV, versus 50 TV for two SD Jägers), but will last significantly longer (with an overkill rating of 75).

Under base rules, you should probably consider the SD Jäger a typical swap, and exercise it as much as your good judgement will allow. If you're using the Field Testing rules, you should think more carefully about the benefit those 15 TV bring you, and decide if the relative fragility of the SD Jäger is worth the cost.

DARTJÄGER:

A more nuanced option is the Dartjäger, which loses 3 points of armor (down to armor 12) and 2 points of RoF on the LRP (from RoF 4 to RoF 2) in exchange for a bit extra movement and the Improved Off-Road perk and Exposed Movement flaw. You again get a +1 DEF modifier at Combat-Ground, which still makes the trade favorable despite the lack of any TV discount for the Dartjäger (as it's a +0 TV swap). You still count as a Jäger for the purposes of upgrades and options, which does allow the Dartjäger to carry some bigger guns that the stock weapons it comes with.

Under base rules, the Dartjäger generally holds an edge over the Jäger, due to the +1 DEF modifier at combat speed. This offsets the lower armor value of 12 somewhat well, though a solid hit will more quickly overkill the Dartjäger (at overkill 36) than the Jäger (at overkill 45). However at any speed other than Combat-Ground the Jäger's higher armor will likely serve it better against most of the weapons carried by gears, if only slightly. The speed boost you get is marginal at best, and situational; over the course of a five turn game you're getting at best an extra 10" (if you do nothing but try to escape) and more likely a mere 5". Personally I'd consider swapping any weapon carriers to the Dartjäger over the Jäger if possible, and let the Jäger serve as a 'moving wall' for it's smaller cousin.

Field Testing rules again change the balance of power in this situation. Without the benefit of the DEF modifier (from the GU1 rules), the lower armor quickly becomes an issue, and the ability to field an additional sturdy on the Jäger (from the GU3 changes) makes it the superior platform by far. The additional speed simply isn't worth the downsides, especially with everything else stacked against it. If you're playing Field Testing rules, you may be better off leaving the Dartjäger in the Arena pits and fielding the Jäger.

RATTLESNAKE:

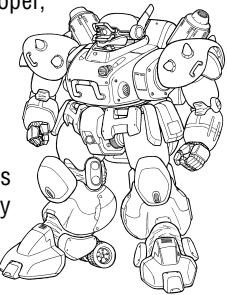
Ah, the Rattlesnake. A crippled platform by most definitions, it loses a sturdy box and two points of armor (down to armor 13), along with a -1 modifier to its Sensors and Comm ratings. It also loses its HGs and swaps the LRP/32 for a MRP/9, which has better hitting power but low RoF (and thus no saturation ability). The final blow comes from the Defective Fire Control flaw, which gives it a -1D6 to its ATK skill. Most sane people would agree this is not worth the -10 TV discount, and on the surface I'm inclined to agree with them. You can't take field armor, but you can take normal upgrades - if you're willing to risk that LBZK upgrade on such a shoddy platform.

The Rattlesnake does have two potentially redeeming qualities, though they require... sacrifices to be apparent. First, it does have the MRP/9 stock, which has better range and hitting power against solitary targets than most of the upgrades available in GP Cadres and other 'low-end' combat groups. You can sprinkle a few Rattlesnakes through your squads to bolster your raw firepower beyond what options the squads give you, especially in non-veteran squads. Though horribly unreliable, and worse than a SD Jäger with a big gun, this still gives them a very tiny niche. Just keep in mind their -1 Sensors applies to their scatter roll in IF and hope you roll really well.

Secondly, the main drawback (the -1D6 ATK from the Defective Fire Control flaw) can be somewhat circumvented by using the Veteran upgrades to give them +1D6 ATK and +1D6 DEF, making them ATK:2 and DEF: 3 in most cases. The cost for the skill upgrades comes straight from the chassis swap cost, letting you get a MRP/9 instead of other weapons if you so choose. This can be useful if you're somehow in a situation where you have more Veterans than you know what to do with, or you don't have enough points to field a Jäger with a LGL or LBZK. You're still only average with your placement rolls though, so don't expect great things from this particular 'trick' - you likely will try it once and decide it's a flop!

IGUANA:

A highly effective recon unit and light trooper, the Iguana has earned its place in most Southern Cadres by being the best in those roles. The various downgrades tend to stress one side of the Iguana's role over the others, which isn't a bad thing if you have all of your tactical bases covered. Exercise this option sparingly to save TV where you can without weakening your overall flexibility and you may find them a great way to save a few TV.



ANOLIS R:

The Anolis R is a light scout model that drops 3 points of armor (down to armor 11), one point each from Auto Comm and Comm and the TD rating and one inch of movement at Ground Mode Top Speed. It loses both the Backup Sensors and ECM perk and gains the Defective Active Sensors flaw in exchange, which weakens the Anolis R's ability to perform Active Detection checks. The Anolis R does have slightly better long-range weaponry, featuring a VLAC and a single HG instead of the Iguana's DPG, though it does have a LRP/16 instead of the Iguana's LRP/24. All of these drawbacks are offset by a -20 TV cost saving, which is a fair chunk of the Iguana's 60 TV.

Because of the combination of these traits, the Anolis R is well suited for recon duties in light or no concealment, and the downgrade cost can often allow it to be fielded with a recon drone, further extending its use as a spotter. The Defective Active Sensors flaw prevents it from dealing with heavy concealment however, making it vastly less useful in the jungle or during night operations. Further, the very light armor of the Anolis R can be a serious disadvantage in firefights, especially when using the GU1 DEF modifiers. The Anolis R can make a perfectly fine forward observer, but has severe limitations in other roles - keep this in mind and field them sparingly.

SILVERSCALE:

The Silverscale is a veteran only swap that attempts to keep the balance of the Iguana, with a few downgrades that make it only a bit less useful, while still giving a -15 TV cost savings for the bargain. First, the Silverscale is a touch slower than the Iguana, with the greatest difference being a full 1 MP difference in Walker mode. It also has worse DEF modifiers in both modes, making it more fragile than the Iguana if you're not using the GU1 DEF modifiers. The Silverscale has one point greater of Detect, but loses a point each from Auto Comm and Comm rating. In exchange it carries a LAC and four HGs instead of the DPG, making it a bit more potent in a firefight. And most importantly the Silverscale has a Sensor Boom perk, which allows it to effectively hide behind hard cover.

Unfortunately the restriction that disallows the Silverscale from using upgrades greatly limits its operational role. It's a very capable scout, and can still engage in electronic warfare operations as readily as the Iguana, at a nice discount. Its HGs allow it to engage infantry reliably and the LAC can tackle light gears, but the Silverscale isn't a warrior - it's a scout. If you like the model, this is certainly a solid addition to any veteran cadre, and an excellent way to shave some TV in the process.

SD JÄGER:

Unlike the Anolis R or the Silverscale, the SD Jäger is more a front-line trooper than a scout unit. A downgrade in most shapes and form, the SD Jäger loses speed, DEF, Detect, Sensors, Auto Comm, Comm, the ECM and TD perks. On the bright side, it gains a point of armor and has heavier weapons in the form of the LAC and HGs it carries, which allows it to make use of most of the weapon options available. While this isn't a terrific benefit in a Recon cadre, this ability can be a godsend in a Strike cadre or similar.

At this point you might be wondering if the -35 TV downgrade is worth the cost. Despite all of its drawbacks, the SD Jäger can still perform Forward Observations that either have to be blocked or dealt with. It's entirely feasible to eschew the traditional ideas of recon support units, and instead try to swamp your opponent's ECM ability with sheer numbers. This is rarely something you can do piecemeal; too few SD Jäger and you'll not put enough pressure on your opponent to do any good. Too many and you likely have neutered your ability to do traditional recon in the process. It's a good trick - but easily countered, so make sure you cover all your bases if you choose to use the SD Jäger in this fashion.

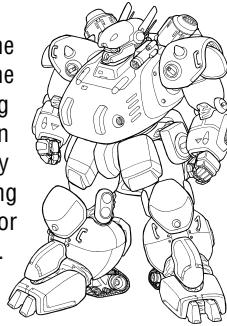
BASILISK:

The Basilisk shares more in common with the SD Jäger than with the Iguana, as it lacks either the ECM or TD perks, pushing it towards the trooper role. Compared to the Iguana, the Basilisk drops one point of DEF at all speeds, but gains a point of armor. It loses one point each from Detect and Auto Comm, and two points from Sensors and Comm. Finally the Basilisk is more heavily armed than either the SD Jäger or the Iguana with a LAC, LRP and HGs. The Basilisk ends up being a mediocre scout unit that has some teeth - which makes it a good deal for the discount of -30 TV.

Like the Anolis R, the Basilisk is unlikely to make many Active Detect checks, due to its -1 Sensors, which hurts it as a dedicated scout unit. With better Detect than the SD Jäger - and heavier base weapons - on the surface it's a better choice, even with the 5 TV difference. However the catch comes from the restriction that you can't use any weapon swaps on the Basilisk, which puts it at a definitive disadvantage in certain squads. Like the SD Jäger this is situational - so choose between the Basilisk and the SD Jäger based upon what upgrades you are trying to take advantage of.

SPITTING COBRA:

A heavily armed and armored unit, the Spitting Cobra is well known for the fearsome HRP/48 that it carries, along with a plethora of similar area saturation weapons. With good armor and a sturdy box, but a poor DEF modifier, the Spitting Cobra's roles vary based upon whether or not you're using the Field Testing rules. If you are using those optional rules, the 'Spit' can be an effective in both an assault and fire support role. Without those rules, the combination of a low DEF modifier and moderate Overkill value of 63 makes assaulting with the Spitting Cobra a decidedly poor choice. Unlike the SRA, who gains access to the Brahmin upgrade, the MILICIA must be content using the 'Spit' as a fire support unit under base rules.



PYTHON:

A downgrade in every sense of the word, the Python saves gives you -10 TV over the base Spitting Cobra, but in my opinion you lose far more than you gain. Just at first glance, you lose both two points of armor as well as a sturdy box, and lose one point of RoF from the HRP, as well as the HGs on the Spit. You also gain the Defective Active Sensors flaw, which is more or less pointless on a Fire Support unit.

The addition of the Boa in GU3 complicated the Python's utility. The Python still carries the HRP, which under all rules is a dangerous weapon. Losing a single point of RoF doesn't make for a significant change in the utility of the weapon, allowing the Python to fulfill the same fire support role of the Spitting Cobra. In a non-veteran squad, the Python is more potent than the Boa by a long shot, with a HRP as it's primary weapon instead of a MRP. However, in a Veteran squad the Boa gains the option of a MFM, which is arguably a better choice than the HRP, with no RoF to worry about and solid damage and range.

Yet the Python is a poor choice for an assault role. As it can't take any upgrades it has to rely upon it's HRP for damage, and with less armor and no sturdy it's significantly more fragile than a Spitting Cobra or Boa. For all of the above reasons, you probably should consider the Python as a replacement for a Spitting Cobra if you want it for fire support - otherwise, field the Boa. Or better yet, keep the Spitting Cobra.

BOA (GU3, PG. 10):

You may swap any Spitting Cobra for a Boa, which on the surface is a terrific trade. You drop -15 TV to gain 2 points of armor in the front and additional sturdy box at the cost of a bit of walking speed and the loss of the HRP/48. If you aren't using the Field Testing rules, the low DEF modifier on the Boa - like the Spitting Cobra - can render it a liability in a standup fight, forcing it into a mid-range support role with it's MRPs. The veteran option to swap the LGM and MRP/36 for a MFM can make the Boa an effective long to mid-range fire support unit, working especially well if hidden behind solid cover.

If you are using the Field Testing rules, you gain a bit of flexibility with the Boa. The low DEF is less painful under the GU1 DEF modifiers rules, allowing you to make better use of the unlimited MBZK upgrade. You could field a Fire Support unit consisting of

nothing but bazooka toting Boas at a discount to a normal Fire Support squad, though you may have a hard time getting them across the field due to their slow speed. All in all this model is a solid option for the TV conscious player, but best used sparingly.

POLITICAL OFFICER:

For +20 TV, this upgrade allows you to make one re-roll each turn on any model within 10" of the Political Officer. This is both expensive and situational, but it comes with a 'hidden' benefit of allowing you to get two re-rolls on a single model per turn, as the Political Officer can be combined with Command Points. For most players the cost will rarely outweigh the benefits (20 TV is equivalent to two models getting upgraded to 3 ATK and DEF), but if you want to try to maximize one particular squad this isn't a bad choice. Keep in mind this upgrade makes the Political Officer a high priority target; especially once their re-roll undermines a well-executed plan of attack.

ARMY COMMANDER:

Like the SRA, the MILICIA army commander imposes some requirements on the army that can make placing them an exercise in frustration. First, you have to spend a whopping 40 TV to get a +1 to all of their skills, which is steep compared to the army commander requirements in other forces. Below 750 TV this upgrade is optional, but above 750 TV the combination of the two rules may require that you make concessions elsewhere in your army. It's difficult to say authoritatively if you should plan on spending the 40 TV or not below 750 TV - that comes down to play-style. But keep in mind that Leadership is often critical for an effective force, and if you don't spend it here you may find yourself under-represented in Command Points.

Secondly, if there are any Black Mambas, Iguanas or Command Nagas in the army, the AC must be placed in one of these models. If none of those models are present in the force, you can allocate the Army Commander as you see fit. This provision makes taking these models in a front-line combat group significantly more dangerous, as you will be required to expose your AC to fire at some point. Unfortunately those front-line combat groups typically have the best Leadership upgrade options as well, so you're going to have to make tough choices when composing your army. But look on the bright side - at least this rule's not as cumbersome as the SRA!

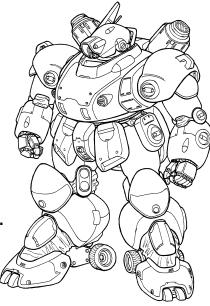
INFANTRY BACKUP:

(Return to Cats Eye, pg. 67 or Errata document) The Asp is a cheap Gear that can be swapped for one base in a non-convict Infantry Platoon (Escouade) for a mere +10 TV. The Asp acts as a completely different model for activation and crossfire purposes, which extends your tactical reach a bit by ensuring you have plenty of activations to drown your opponent in. An Infantry Platoon with Caimans and Asps has 12 activations (4 from the squads, 4 from the squad Caimans and 4 from the Asps) which can easily swamp ECM or reaction fire from your opponent. And if you've chosen to field the infantry as a light fire support unit, the Asps can serve as spotters and crossfire generators in the field. Further in a Veteran squad the Asp gains access to MPZFs, which give it a decent anti-gear punch, complementing it's HG nicely. All of these traits make the Asps a solid choices if you're looking to spend a few extra TV in your infantry squad. Post-1940 Rules (Available in Return to Cats Eye pg. 69 or Errata document)

BLACK MAMBA:

WEAK FACING UPGRADE:

The Black Mamba is a fearsome tool of war with a severe weakness; attacks that originate from its rear arc gain the AP trait. This makes even weak weapons dangerous threats that are hard to ignore. By spending +5 TV per Black Mamba you can remove the 'Weak Facing' flaw, eliminating this vulnerability and letting the Black Mamba shine in a close assault role. This upgrade should be considered a requirement for any Army Commander in a Black Mamba, and is generally a good way to drop a few extra TV that you don't necessarily know what to do with.



DEDICATED TANKHUNTERS INITIATIVE:

This upgrade makes the SC a terrifying weapon against gears and tanks alike. The combination of the improved ACC for the weapon, plus the Sniper trait, gives the SC range across the board with a massive punch. This upgrade is expensive, costing almost as much as a cheap gear; but in the right situations it can more than pay for itself.

ADDITIONAL BLACK MAMBAS:

Any squad that can swap Jägers for a Black Mamba gains the ability to swap one additional model to a Black Mamba. And who wouldn't like to field even more of the most fearsome weapon in the Southern arsenal?

CGL RAZOR FANG BLACK MAMBA:

The Razor Fang upgrade for a Black Mamba has a complex value. Generally it's better to spend your CGL's action on something other than generating a CP; there are other units out there that are cheaper that can generate CPs for you. The 'coordinate attack' action or calling artillery are important roles for a CGL, but the Razor Fang upgrade gives you the temptation to ignore those actions in favor of generating more Command Points. Especially on such an TV expensive model as the Black Mamba, you're paying heavily for the benefit.

However, there will be times when you really need this ability; when some other element needs the CP more than the CGL needs to do a 'coordinated attack' action. Try to balance the cost of the Razor Fang Black Mamba against the benefit you get from another model using this action when composing your army. I'm generally not an advocate of this upgrade, as it feels like a 'too many eggs in one basket' approach, but others have had success with it.

GEAR UP! ISSUE 2

King of the Field Upgrade (GU2, pg. 43): The King Cobra is a deadly machine of war, but suffers from having too many weapons to use and not enough actions to use them. Commonly referred to as 'Too Many Weapons Syndrome' or TMWS, the King of the Field upgrade allows you to add a second action to the King Cobra, letting it use more of its firepower. Especially when coupled with the LLC, the King will put out a terrifying volume of fire with this upgrade.

This utility comes with a price, however. The King Cobra is already a very expensive model, TV wise - and adding +25 TV to get the second action doesn't help matters any. Taking this upgrade is pretty much dropping a huge bullseye on your King, so be prepared for it to take a massive amount of fire. I would highly suggest that you use the Field Testing rules if you choose to field the King Cobra, especially the Overkill changes in GU3, as it will increase the survivability of the King by a significant amount.

GEAR UP! ISSUE 3

Swap Spitting Cobra to Boa (GU3, pg. 10): Please see Limited Resources, above.

New Overkill Rules (GU3, pg. 24): The South benefits mightily from the changes to Overkill in GU3, as several of their Gears feature one or more Sturdy Boxes, making them extremely resilient. The Black Adder's two Sturdy boxes make it nearly indestructible, while the Spitting Cobra's sturdy box makes it very difficult to kill. And with easy access to MP units, which can get two sturdy boxes, the South is well positioned to make excellent use of this new optional rule.

Southern Medical Support Section (GU3, pg. 27): Please see the Southern Medical Support Section definition under Aux Combat Groups, below, for details on this squad.

ARMY SPOTLIGHT: MILICIA CONCLUDES NEXT ISSUE . . .



LIFE IN THE MILICIA: BY SEAN CALLAWAY

"Compagnie...Atten-shun!"

The crash of over a hundred pairs of booted soles slamming together echoed across the compound. Harsh, actinic camp lights did more to illuminate the assembled soldiers than did the waning sun. The men and women of 3rd Compagnie, 45th MILICIA Gear Regiment waited in respectful silence as their Sous-Adjudant called three names.

"Sous-Caporal Boyle, Soldat Richelieu, Soldat Timms...front and center!"

The Gear pilots each walked quickly to a spot in front of the unit as their names were called, forming up in a row facing the compagnie. Once they were in place, the Sous-Adjudant did an about face and the compagnie commander came forward, faced the senior NCO and returned his salute.

"The Compagnie is assembled, Lieutenant."

"Take your place, Sous-Adjudant."

Lieutenant Brailo waited until the Sous-Adjudant took his place at the officer's left then addressed the unit, his voice and visage stern, his back ramrod straight.

"Men, we're assembled here tonight to honor three of our own. These three pilots standing in front of you now exemplify all that the Republic stands for; Honor, Courage and Duty. Earlier today, you all charged straight into the gates of hell and emerged victorious. In doing so, these three earned the first kills of their careers, the first, I'm sure, of many more to come."

A Sergent holding a cloth-covered tray stepped forward to stand at the Lieutenant's side. The latter picked up a medal from the tray and held it aloft for his unit to see.

"The Order of Charon, 1st Degree. Awarded for a soldat's first kill in honorable combat. Tonight, we induct three new members into the Order."

The Lieutenant turned to his senior NCO and nodded. "Publish the orders, Sous-Adjudant," he said as he and the Sergent stepped in front of Sous-Caporal Boyle and started pinning the medal to each of the three soldats' uniform jackets.

In a loud and clear voice, the Sous-Adjudant read from a piece of paper in his hands. "For meritorious service and earning their first kills in honorable combat against the forces of the Colonial Earth Forces, Sous-Caporal Bethany Boyle, Soldat Mark Richelieu, and Soldat Laurence Tims are hereby inducted into the Order of Charon. Their actions greatly contributed to the success of the Regiment in defeating a numerically superior



and dedicated foe. Their contributions are in keeping with the finest traditions of military service and reflect great credit upon themselves, 3rd Compagnie, the 45th MILICIA Gear Regiment, and the Allied Southern Territories. Signed on 16 Summer 1950, Lieutenant Stephan Brailo, Heavy Gear, Commanding."

Once the Lieutenant finished pinning on the medals, he stepped back and addressed the three awardees.

"Tonight, you three join a brotherhood that transcends rank, gender, unit affiliation, and socioeconomical boundaries. A brotherhood that instills camaraderie and esprit de corp. A brotherhood with a long and distinguished history. You serve as an inspiration to us all."

The Lieutenant's somber frown suddenly melted as his face broke out into a huge grin as he hollered, "Now let's get drunk!"

The men and women who had been standing at attention suddenly erupted, their loud and boisterous cheers carrying across the compound to other units bivouacked nearby. As a single, seething mass, they rushed forward and lifted the laughing awardees into the air and carried them on their shoulders into the mess tent where large drums of home-brewed alcohol awaited them.

Sous-Adjudant Marquis couldn't help but chuckle as he and the Lieutenant strolled toward the tent after their men. "You really outdid yourself this time, Sir. 'A brotherhood that instills camaraderie and esprit de corp,'" he said in a mockingly stern voice. "And those orders! Merde! I didn't think I was gonna be able to keep a straight face!"

Lieutenant Brailo laughed and slapped the Sous-Adjudant on his back. "I know," he said. "I almost lost it myself. Now let's go see if we can get our hands on some of that hooch before our darling boys and girls drink it all, eh?"

"I only hope the cooks have managed to refine their recipe. That last batch...whooh! I couldn't see out of my left eye for two days."

"Yeah," the Lieutenant replied as he and the Sous-Adjudant pushed through the tent flaps, "we should induct the cooks into the Order of Charon. I'm gonna feel like the walking dead tomorrow."

The two men walked into bedlam, the inductees already seated in raised, makeshift thrones, tin mugs in their hands filled with the clear grain alcohol mixed with fruit juice. Music blared from someone's personal audio player while many of the pilots sang along. Others laughed as they recreated the day's

battle with wildly gesticulated hand and arm movements. The Sous-Adjudant and Lieutenant each grabbed a mug of alcohol from a nearby table and began mingling with the other pilots.

One hour and four mugs later, Brailo stepped outside and lit a cigar, the small flame illuminating his face and alerting two passers-by to his presence. He looked up as two officers, a male and a female, stifled gasps of surprise. He recognized them by their insignia as belonging to the 121st Supply Battalion. The female was a looker, at least as far as he could tell in the dark. As the other officers turned to walk toward him, he recognized Lieutenant Theodore Raulson, the supply battalion's Executive Officer. He didn't know the female, but he did recognize the rank tabs at her collar.

Sous-Commandant, he thought. Must be Theo's new boss. And she is a looker!

"Theo! Come on in, pal, have a drink." Brailo held up the mug in his left hand. "This wouldn't be possible if weren't for you, after all. Thanks again for the extra potato rations."

Raulson was about to reply when the Sous-Commandant interrupted.

"What's the meaning of all this, Lieutenant? Why is music being played in the dining tent? Do you realize what time it is?"

"What time..." replied Brailo with a slightly puzzled look on his face. "Look, we're just celebrating the induction of three new soldats into the Order of Charon. Why don't you guys come on in and join us? Plenty hooch left..." Brailo said grinning, wagging the half-full mug in his hand.

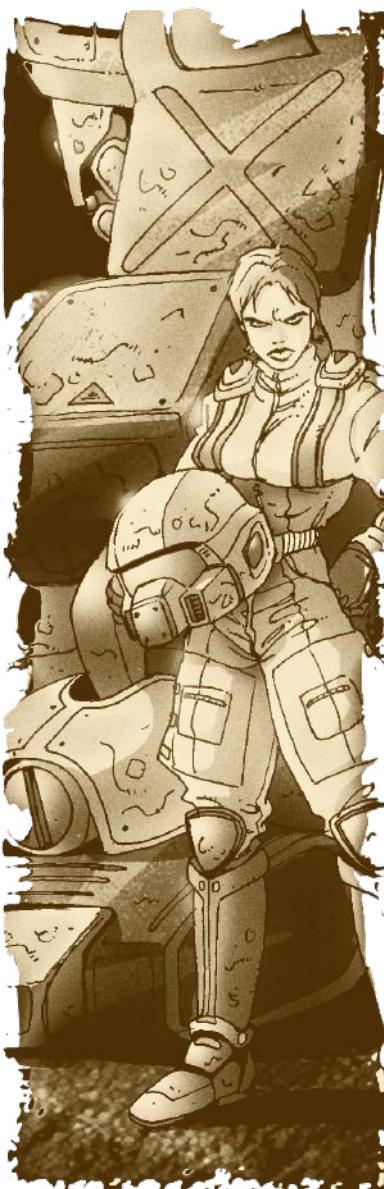
The Sous-Commandant's eyes went from narrowed in consternation to wide with shock. "Lieutenant, are you drunk?"

Raulson hid a smile behind his hand as Brailo responded. "Drunk? Well, not yet. Buzzed, maybe, but not drunk."

"Lieutenant, you've been staring at my chest now for over a minute."

Brailo's eyes snapped up to meet the Sous-Commandant's. "Oh, I was, uh, reading your name tag."

"It says 'Brun'. Drunk on duty is a gross dereliction of duty, Lieutenant," said the



Sous-Commandant. "And the glorification of the taking of a life is downright despicable. The fact that you choose to celebrate such acts is baffling! And look at your uniform! Not a single crease where it should be and your jacket is unbuttoned. You're a disgrace, Lieutenant, and if it were up to me, you'd be drummed out of the military."

Brailo listened to the Sous-Commandant's rant with a blank look on his face. Once she finished talking, he sighed. "Listen, toots, my boys & girls have been at the sharp end since day one with no fire support, broken-down and obsolete Gears, and no replacement pilots. No reason to celebrate, really, so we take it where we can get it."

Brailo paused to take another swig of booze, but continued before Brun could frame a reply.

"You know, lady, you're what we in the combat arms call a 'WOOG'. You really are a piece of work, you know that? Any other time I would have invited you back to my tent for a drink or two and possibly a roll on the cot, but you've really turned me off."

The Lieutenant paused again to drink from his mug but it was empty. He looked at it suspiciously.

"Now if you'll excuse me, I need to go find a new cup, mine's apparently sprung a leak."

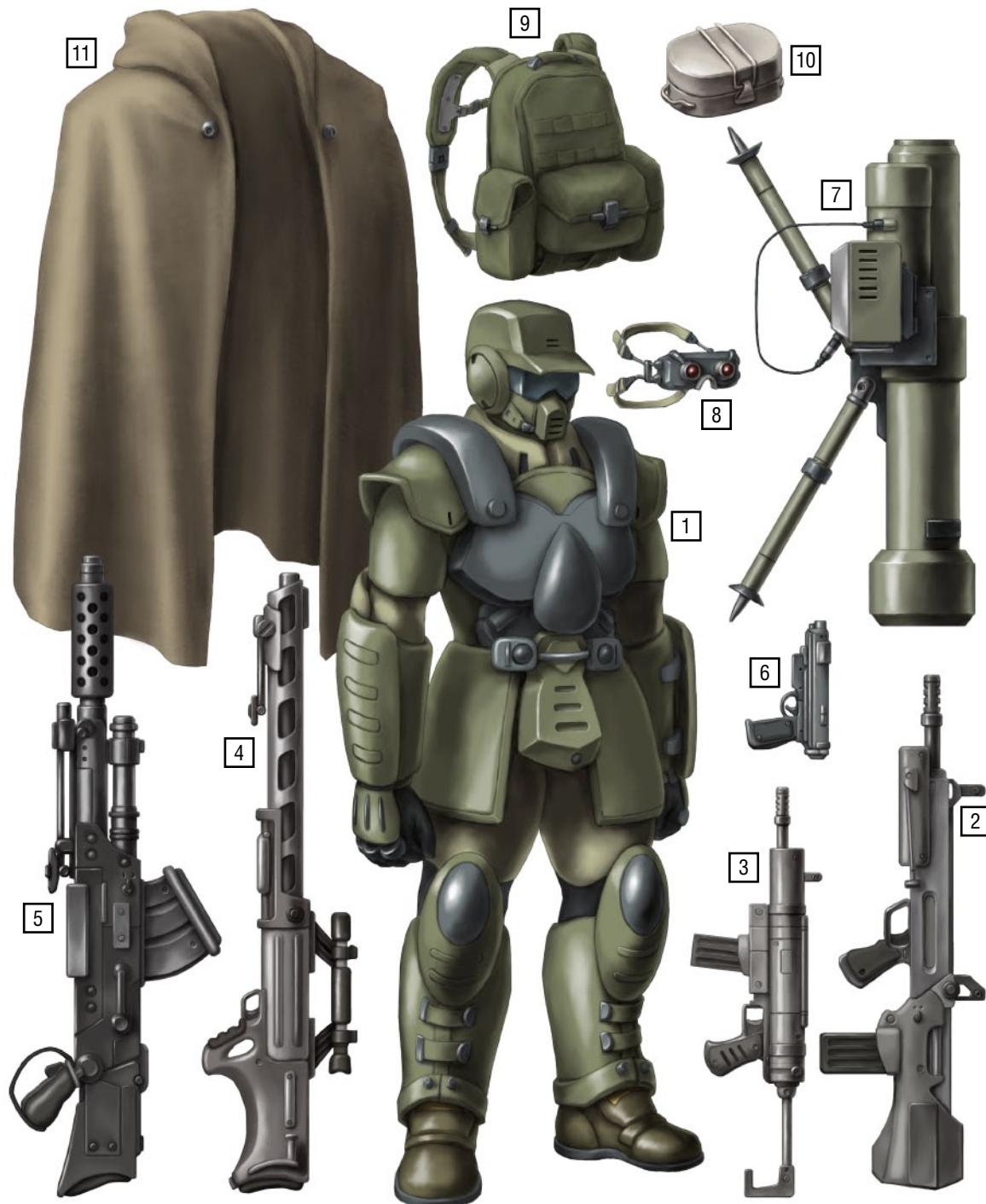
Sous-Commandant Brun looked at Lieutenant Raulson with a look of utter shock and dismay as Brailo turned and walked back inside the tent, checking the front of his uniform for a nonexistent stain.

"How the hell did such a degenerate, disgraceful, wreck of a man ever manage to rise to the rank of Lieutenant?"

Raulson smirked as he walked away from his commanding officer.

"He was conscripted."

MILICIA EQUIPMENT LOCKER



1. SPMF [Système de Protection Modulaire de Fantassin] Turtleshell Armor	7. Republican Heavy Industries Man Portable AGM Launcher
2. Dartand 7mm Assault Rifle	8. Kypher Model III VR Rig
3. Dartand 9mm Submachine Gun	9. M-1909 Modular Carrying Pack
4. Norelle 9mm N-38 Machine Gun	10. M-1885 Mess Kit
5. Sepeca FAC 8 Anti-Gear Rifle	11. Personal Desert Cloak and Shelter Half System
6. Sepeca 9mm Pistol	

PRIMARY SOLUTIONS

PAGE 4

AUGUST 18, 3223 C.E.
INTERIOR OF AMARNA, GREATER SAMARKAND. AS THE PRIME KNIGHTS PENETRATED AMARNA'S INTERIOR, THEY HAVE ENCOUNTERED FIERCE RESISTANCE, BUT HAVE MANAGED TO CAPTURE A COMPACT OFFICER. THEIR ACTIONS, HOWEVER, HAVE STIRRED THE BULK OF THE CITY'S REMAINING COMPACT FANATICS.

COMMANDER THE TARGET CLAIMS TO KNOW THE LOCATION OF THE OLD UNIVERSITY, BUT SHE ALSO CLAIMS REINFORCEMENTS ARE ON THE WAY.

WE NEED TO GET YOU MOVING SIR! I'M READING A COMPANY OF INFANTRY AND TECHNICALS MOVING IN OUR DIRECTION.

I'LL STAY AND HOLD THEM OFF.
GET THE COMMANDER OUT OF HERE!

WILL A SINGLE PRIME KNIGHT BE ABLE TO HOLD OFF THE INBOUND HORDES?

RRRRRRRT!

PRIMARY
SOLUTIONS



Ah, the MILICIA. The poor step-cousins of the glorious SRA usually have to make do with cast-off equipment and personnel. This can leave the army in a desperate situation indeed. However, enterprising quartermasters can still make effective armies through judicious horse-trading and creative acquisitions. Listed below are two forces you could build on a modest budget.

MILICIA: 750 TV, PRIORITY LEVEL 2

SECTION DE RECONNAISSANCE (RENFORCÉ)

4 Combat Groups, 5 Command Points

VETERAN STRIDER CADRE (SPECIALIST, 180 BASE TV)

- ◆ Swap Naga for Command Naga (-40)
- ◆ Add Level 3 Leadership to Command Naga (+10)
- ◆ Add Brahmin Naga Refit (+10)
- ◆ Make Naga Army Commander (+40)
- ◆ 1 Command Naga

.....200 TV Total

VETERAN RECON CADRE (AUXILIARY, 260 BASE TV)

- ◆ Swap 4 Iguana for Basilisk (-120)
- ◆ Swap 2 Basilisk for Silverscale (+30)
- ◆ Add Level 2 Leadership to Lead Silverscale (+10)
- ◆ 2 Silverscale, 2 Basilisk

.....180 TV Total

GP CADRE 1 (CORE, 160 BASE TV)

- ◆ Swap 2 Jäger for DartJäger (+0)
- ◆ Swap Lead Jäger for Iguana for Anolis R (+0)
- ◆ Swap Jäger for Sidewinder (+5)
- ◆ Swap 2 DartJäger LAC for LBZK (+10)
- ◆ Anolis R, Sidewinder, 2 DartJäger

.....175 TV Total



GP CADRE 2 (CORE, 160 BASE TV)

- ◆ Swap 2 Jäger for Copperhead (-10)
- ◆ Swap Lead Jäger for Iguana for Anolis R (+0)
- ◆ Swap Jäger for Sidewinder (+5)
- ◆ Swap Copperhead LAC for Paratrooper Rifle (+10)
- ◆ Swap Copperhead LAC for MAC (+5)
- ◆ Anolis R, Sidewinder, 2 Copperhead

.....170 TV Total

TV Available for additional options 25 TV

TACTICS:

The Company Commander decided to join your Section on patrol today. Use your Anolis' and Silverscales' superior detection and TDs to provide guidance to his ATMs to smash hard targets. Use the speed and mobility of GP Cadre 1 to dart in and out of range to harass the enemy with their LBZKs. Keep GP Cadre 2 in the midfield to provide a supporting fire with its MACs, LGL and MRP. You should be able to more than hold your own.

PURCHASES REQUIRED TO BUILD THIS ARMY:

- ◆ 1 x South Naga Custom Pack
- ◆ 1 x South DartJäger 2-Pack
- ◆ 1 x South Anolis 2-Pack
- ◆ 1 x South Silverscale 2-Pack
- ◆ 1 x South Basilisk 2-Pack
- ◆ 1 x South Copperhead 2-Pack



MILICIA: 750 TV, PRIORITY LEVEL 1

SECTION DE BAGNARD (RENFORCÉ)

4 Combat Groups, 5 Command Points

VETERAN MP CADRE (AUXILIARY, 205 BASE TV)

- ◆ Add Iguana MP (+40)
- ◆ Swap 2 Iguana MP FGC for LAC/HHG (+0)
- ◆ Add Level 3 Att/Def to all (+50)
- ◆ Add Level 3 Leadership to Black Mamba MP (+10)
- ◆ Black Mamba MP is Army Commander
- ◆ Black Mamba MP, 4 Iguana MP

.....305 TV Total



CONVICT GP CADRE (CORE, 160 BASE TV)

- ◆ Convict Cadre (+0)
- ◆ Add Jäger (+40)
- ◆ Swap 3 Jäger for Stripped Down Jäger (-45)
- ◆ Swap 2 Jäger for Asp (-50)
- ◆ 3 Stripped Down Jäger, 2 Asp

.....105 TV Total

CONVICT INFANTRY PLATOON (CORE, 60 BASE TV)

- ◆ Convict Cadre (-10)
- ◆ Add Medium Armour to all (+10)
- ◆ 4 Escouades

.....60 TV Total

FIRE SUPPORT CADRE (AUXILIARY, 280 BASE TV)

- ◆ Swap Jäger for Stripped Down Jäger (-15)
- ◆ Swap 2 Spitting Cobra for Python (-20)
- ◆ Swap Spitting Cobra for Boa (-15)
- ◆ Swap Boa HAC for MBZK (+10)
- ◆ Stripped Down Jäger, Boa, 2 Python

.....240 TV Total

TV Available for additional options 40 TV

TACTICS:

You have better things to do with your life than forever frog-marching these scum back and forth across creation. At least your CO attached a heavy support unit to provide cover if the plan goes awry. Use your convicts as sacrifices to achieve objectives and shield your MP Cadre as it bores in for close assault. Improve your chances of getting promoted back to a real regiment.

PURCHASES REQUIRED TO BUILD THIS ARMY:

- ◆ 1 x South Recon Cadre Box
- ◆ 1 x South MP Shield 5-Pack
- ◆ 2 x South Stripped Down Jäger 2-Pack
- ◆ 1 x South Asp 2-Pack
- ◆ 1 x South Python 2-Pack
- ◆ 1 x South Boa Pack
- ◆ 1 x South Heavy Infantry Platoon



GAMER GEAR

TERRA NOVAN TERRAFORMER

Welcome to another edition of Terra Novan Terraformer. In this article I will be going over one of the most iconic parts of the Badlands landscape, Oasis Towers. Oasis Towers serve as waypoints for those traveling the Badlands as well as Polar forces deployed in the area. More than one conflict has been fought in and around Oasis Towers so it seems only fitting that your tables have one of these iconic structures as well. So let us begin constructing your new Oasis Tower.

MATERIALS

- ◆ 4" PVC pipe endcap
- ◆ 1" blue or pink insulation foam
- ◆ 3/16" Foamboard
- ◆ Thick plasticard or cardboard
- ◆ DryDex* Spackling
- ◆ White glue
- ◆ Grey primer
- ◆ Textured spraypaint (the rougher the better)
- ◆ Metallic paint (P3 Pig Iron, Citadel Boltgun Metal, or Vallejo Gunnmetal all work)
- ◆ A selection of paints to match your table
- ◆ Powdered pigment if desired

TOOLS:

- ◆ Hobby Knife
- ◆ Extendable snap-off knife or serrated foam knife
- ◆ Replacement blades
- ◆ Metal ruler
- ◆ Fine grain sandpaper
- ◆ Low temperature glue gun with glue sticks

01 BASICS

To begin constructing your Oasis Tower, cut a circle 9" diameter circle out of cardboard or thick plasticard as well as two 9" circles out of the insulation foam.



02 ASSEMBLY

Glue together the two insulation foam circles with white glue, scoring the joining sides so as to ensure a tight bond once dry. Once the two circles are dry cut out a circle in the center with a diameter equal to the diameter of the PVC endcap. Glueing the insulation foam together before cutting out the center circle makes this step easier.

Before glueing the Endcap into the center of the insulation foam, sand off any logos or imperfections from the top of the endcap. Glue the endcap into the center of the insulation foam with the hot glue gun, taking care not to leave any unsightly excess glue or go beyond the foam with the bottom of the endcap. If you do end up with patches of excess glue, carefully cut it flush with your hobby knife so as not to pull out chunks of foam. Once the glue is dry, attach the base of cardboard to the bottom of the foam and endcap. The top of the endcap and the insulation foam will not be flush, this is deliberate as Oasis Towers have a gap between the dome and side walls representing vents.



03 SHAPING

Once the glue is set, it is time to cut the slopes in the side walls. The easiest way to do this is to use a serrated foam knife and use the edge of the cardboard and dome as a guide. It will not cut off in one piece and you do not want it to either. It is easier and safer to cut it in stages until you get the slopes finished.

Once the slopes are finished, sand the walls with very fine sandpaper to smooth out the cuts. You do not need to be perfect with this step as the walls are going to be coated in the spackle in a later step.



04 TEXTURE & SURFACE DETAIL

Now you will need to cut the entrance to the Oasis Tower and this is where you have a choice when building your own. I used a Southern ORV and a Peace River infantry model as a guide to cut out my entrance. It is a good idea to cut your entrance about an extra 1/2" larger to accomodate the foamboard supports. Cut the foamboard to give you two sides and a top that extend an extra 1/4" past the sides of the Oasis Tower. Glue these in as shown with hot glue again taking care to avoid excess glue.

Once all is dry it is time to coat all the foam in spackle. Work carefully so as to prevent cutting into the foam giving you extra work to do. Apply a thin coat to all exposed foam leaving no raw foam exposed. This does not have to obscure the foam completely, just cover it to prevent the primer from dissolving the foam. The spackle also serves another important roll and that is filling in any gouges or uneven areas in the foam. Once dry check the piece to ensure there is no exposed foam on the miniature. Sand any rough patches or tool marks as even with the textured paint they will show up. Once that step is complete is it time for paint.



05 PRIMING

Begin by priming the entire model with grey spray primer, this will allow the texture to have adhesion and prevent paint chipping from the PVC parts. Allow the primer to dry completely before moving on to the next step.



Once the primer is dry it is time to apply the texture. Cover the PVC endcap with newspaper and masking tape to prevent texture from being applied to the dome. Shake the can of textured spray paint vigorously to ensure an even mix and shake often during spraying.

06 TEXTURED SPRAY PAINTING

From about 10" away begin spraying the Oasis Tower in smooth, even motions to prevent clumping. Apply a light coat, allowing it to dry before applying a second coat if needed. Once completely dry, remove the tape and newspaper carefully, cutting if necessary to prevent damage. At this point you will need to decide what colors you will use to match your tabletop, however regardless of the colors chosen the steps are the same.



07 PAINTING

Choosing your base color, water it down with about a 2 to 1 ratio of paint to water and apply over all the textured areas. Allow to dry before lightly drybrushing the textured areas with your highlight color followed by a final highlight if desired. Once the textured areas are complete, paint the dome area with the metallic of your choice taking care to keep it as smooth as possible. Once it is dry you can further give your Oasis Tower some character by lightly applying the pigment, which should match your table, to the dome to simulate weathering and dust. This is done by lightly brushing the pigment over the dome taking care not to overwork an area.



Once painting is finished you now have a completed basic Oasis Tower. At this point you can finish it by sealing with matte varnish or add detail of your own. Oasis Towers sometimes have antenna or even small weapon turrets dotting the outside which can be applied now before sealing. Numerous parts from several Heavy Gear Blitz! miniatures can be used to add flavor to your Oasis Tower. EW parts and rocket packs can add weapons turrets or the look of sensors to the outside of your Oasis Tower. The sky is the limit, so look through your extra parts for things you can use for your own Oasis Tower. For more information and inspiration for your own Oasis Tower, check out Into the Badlands from the 2nd Edition Heavy Gear RPG or the Art of Heavy Gear ebooks. Oasis Towers are numerous and varied so feel free to experiment with your own Oasis Tower. This has been another edition of Terra Novan Terraformer, look out for the next issue of Gear-Up for even bigger projects in the future.

NORTHERN HEAVY INFANTRY PLATOON



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HEAVY GEAR

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The Northern Army Starter Kit contains everything you need to play: a Strike squad and Fire Support squad, the core Heavy Gear Blitz Locked & Loaded rulebook, and its companion, the Field Manual—for over 250 pages of content.

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- ◆ 4x Jaguar
- ◆ 4x Hunter
- ◆ 2x Grizzly
- ◆ Optional Weapons
- ◆ 4x 6-sided dice
- ◆ 1x Measuring Tape



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BUILDINGS FEATURED ON NORTHERN ARMY STARTER KIT
AVAILABLE FROM OLD CROW MODELS



FIELD TEST RULES: HOVER, INDIRECT/DIRECT FIRE

FIELD MANUAL UPDATES

With the release of the Heavy Gear Field Manual, most of the field testing rules presented in issues Gear UP 1-3 have become official. In addition to the rules released in those volumes the following rules were added or finalized in the Field Manual.

HOVER

Hovercrafts ride on cushions of air, allowing them to skim over the ground. Units equipped with Hover systems treat Soft, Rough, Very Rough, and all Water types as Open. Dense and Very Dense Terrain is treated as Impassable.

Hover vehicles may make up to 3 turns while Stationary, 1 turn per 2 inches of forward or reverse movement while at Combat Speed and 1 turn per 4 inches of forward movement at Top Speed.

TRAITS:

SNIPER [SNP]:

Weapons with this Trait are more accurate over long ranges. This weapon has a +0 penalty at Sub-optimal range and a -1 penalty at Extreme range.

[AUX] COUNTER-BATTERY SENSORS [CBS]:

The Model has specialized sensors used to detect long-range attacks.

If any Ranged Attack hits a spot or target anywhere within the Model's Auto Comm rating in Inches, it immediately gains an Active Lock to the Attacking Model, but does not receive the free action from the Active Detection. Only Indirect Fire Attacks or Ranged Attacks from Sub-Optimal or Extreme Range generate an Active Lock. The Model may immediately take a single Action using this Active Lock if it has an Action to spend. Attacks made with CBS treat the Target Model as having a 0 modifier for Cover regardless of the actual Cover.

[AUX] JUMP JETS [RATING] [JJ[RATING]]:

A Model with Jump Jets can use this perk once per Activation to move forward, to clear obstacles, climb elevation levels or increase its speed in with a short burst. The total forward and upward movement may be up to the rating listed in inches.

Using Jump Jets pushes the Model's current speed band up by one level (Stationary becomes Combat. Combat becomes Top. Top remains the same). The new speed band does affect Attack and Defense Modifiers. Note that if the speed band is pushed to Top Speed, the Model must spend an action before engaging the Jump Jets to maintain control. Jump jets movement count as movement for all purposes.

CROSSFIRE

A Target Model that is subjected to multiple ranged Attacks may experience Crossfire, and suffer a -1 penalty to its Defense roll. Attacking Models (beyond the first) that make ranged Attacks along a line that is more than 90 degrees distant from prior Attacks generate the Crossfire penalty. Only ranged Attacks made from within Sub Optimal range or less count towards Crossfire. Indirect Fire and Thrown weapons count toward Crossfire, while Melee Attacks and Placed weapons do not. A weapon whose DM is less than one-third the Target's Armor does not count toward Crossfire.

If a Target Model moved between Attacks, use the current positions of the Attacking Models to determine if Crossfire applies. Thus, a Command Point may allow a Targeted Model to escape Crossfire if it moves a sufficient amount.



OFFICIAL RULES: NEW HEAVY HOVER TANK COMBAT GROUPS

PAK HEAVY HOVER TANK SQUAD

Base TV: 230TV [Basic Units + Skills]
ALL STANDARD LOADOUT

COMBAT GROUP LEADER

- ◆ 1x HT-68
- ◆ Attack 2
- ◆ Defense 2
- ◆ Electronic Warfare 1
- ◆ Leadership 1

OPTIONS

- ◆ Add up to 3 additional HT-68s for +230 TV each.
- ◆ Upgrade one PAK HT-68 to a PAK HT-72 for +65 TV.
- ◆ Upgrade any member to a GREL crew for +25 TV. GREL pilots have Attack 3, Defense 3, and Electronic Warfare 2. If the Combat Group Leader is upgraded to GREL crew, its Leadership is increased to 2.
- ◆ If the Combat Group Leader doesn't have a GREL crew, increase the Leadership of the Squad Leader to level 2 for +10 TV.
- ◆ One HT-68 or HT-72 may upgrade its VHAC to an LLC (T, no Reloads, Sniped) for +10 TV.
- ◆ Up to two HT-68s or HT-72s may swap their AGMs for a LGM (FF, no Reloads) for -20 TV.
- ◆ Up to two HT-68s or HT-72s may take a Recon Drone for +10 TV or a Hunter-Killer Drone for +5 TV per. (Max one drone per tank).

SPECIAL RULES

Each Heavy Hovertank Squad must have three Hovertanks before an additional Heavy Hovertank Squad can be purchased.

VETERAN OPTIONS

- ◆ A non-GREL crew may upgrade any of their Attack, Defense, and Electronic Warfare Skills by one level (to a maximum of 3 for Att/Def and 2 for EW) for +10 TV per skill.
- ◆ Up to two HT-68s or HT-72s may upgrade their VHAC to an HPA (T, no Reloads, Sniped) for +20 TV.
- ◆ One additional HT-68 or HT-72 may upgrade its VHAC to an LLC (T, no Reloads, Sniped) for +10 TV.
- ◆ Upgrade one additional HT-68 to a HT-72 for +65 TV (max of two).

CEF HEAVY HOVER TANK SQUAD

Base TV: 315TV [Basic Units + Skills]
ALL STANDARD LOADOUT

COMBAT GROUP LEADER

- ◆ 1x HT-72
- ◆ Attack 2
- ◆ Defense 2
- ◆ EW 1
- ◆ Ld 1

OPTIONS

- ◆ Add up to 3 additional CEF HT-72s for +315 TV each.
- ◆ If the Priority Level of the Force is 1 or 2, you may downgrade any number of CEF HT-72s to CEF HT-68s for -65 TV each.
- ◆ Any Hovertank may upgrade its crew to a GREL tank crew for +30 TV. GREL crews have Attack 3, Defense 3, and EW 2. If the Squad Leader tank is upgraded to GREL crew, its Leadership is increased to 2.
- ◆ If the Squad leader tank doesn't have a GREL crew, increase the Leadership of the Squad Leader by 1 (to Level 2) for +10 TV.
- ◆ Any Hovertank may swap its HPA to a LLC (T, no Reloads, Sniper, AA) for -10 TV.
- ◆ Any Hovertank may add AP Charges for +5 TV.

SPECIAL RULES

A Heavy Hovertank Squad must have 3 Hovertanks before an additional Heavy Hovertank Squad can be purchased. If the Squad consists of 3 or more HT-72s you may upgrade the Crew to FLAILS for +40 TV per tank. You may not downgrade any Tanks to HT-68s. FLAILS have the same skills as a GREL crew above, but give the tank the Advanced Neural Net Perk. If the Squad Leader tank is upgraded as well, its Leadership is increased to 2. The Squad now counts as an Elite Squad and may be upgraded to Veteran status as normal.

VETERAN OPTIONS

- ◆ A human crew may update their Attack, Defense, and Electronic Warfare by one level (to a maximum of 3) for +15 TV per skill.
- ◆ Any number of Hovertanks may swap their HPA for a HLC (T, no Reloads, Sniper, AA) for +0 TV.



HT-68 HEAVY HOVERTANK

HEAVY GEAR ARENA

(All HGA minis are fully compatible with HGB & include their standard loadout Blitz weapons.)

CODE	ITEM	SRP (CAD)
DP9-9187c	Heavy Gear Arena Core Rules (Softcover) 112 pages, Full Color	\$45.00
DP9-9210	Heavy Gear Arena - Two Player Starter Kit (Box including Small 5.5x8.5 B&W Version of the HG Arena Core Rules: 112 pages softcover, 4 Hired Guns Duelist Miniatures plus extra weapons, 4 six sided dice and a measuring tape)	\$65.00
DP9-9193	Heavy Gear Arena Sponsors Decals Pack	\$6.50
DP9-9205	Heavy Gear Arena Logo Patch (8" wide with velcro backing)	\$12.00
DP9-9196	HG Arena: Duelist Weapons Upgrade Pack (weapons and customization parts)	\$20.00
DP9-9197	HG Arena: Gladiator Two Pack (2 minis, extra weapons)	\$20.00
DP9-9198	HG Arena: Boa Pack (1 mini, extra weapons)	\$20.00
DP9-9202	HG Arena: Hired Guns Grizzly & Hunter XMG Pack (Jarak Twins, 2 minis, extra weapons)	\$30.00
DP9-9203	HG Arena: Hired Guns Black Mamba & DartJager Pack (Yang Jownz & Emili Royal, 2 minis, extra weapons)	\$20.00
DP9-9199	HG Arena: Copperhead Two Pack (2 minis, extra weapons)	\$20.00
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DP9-9204	HG Arena: Hired Guns Black Adder & Hunter Commando Pack (Torvas & Bowser, 2 minis, extra weapons)	\$20.00
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DP9-9217	HG Arena: Engineering Grizzly Pack (1 mini, extra weapons)	\$20.00
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DP9-9231	HG Arena: Bricklayer Engineering Gear Two Pack (2 minis, extra weapons)	\$20.00
DP9-9232	HG Arena: Stone Mason Engineering Gear Two Pack (2 minis, extra weapons)	\$20.00

HEAVY GEAR BLITZ! BOOKS

CODE	ITEM	SRP (CAD)
DP9-9996s	Heavy Gear Blitz! Locked & Loaded - Rulebook Rev 1.1 (Softcover) 204 pages, Black & White	\$35.00
DP9-9996c	Heavy Gear Blitz! Locked & Loaded - Rulebook Rev 1.1 (Softcover) 204 pages, Full Color	\$70.00
DP9-9997	Heavy Gear Blitz! Field Manual - Core Rulebook Companion (Softcover) 60 pages, Black & White	\$15.00
DP9-9997c	Heavy Gear Blitz! Field Manual - Core Rulebook Companion (Softcover) 60 pages, Full Color	\$30.00
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DP9-9223	Southern Starter Army (Small L&L Rulebook & Field Manual books, Strike & Fire Support Cadres (9 minis), 4 dice & tape)	\$111.00
DP9-9224	P.R.D.F. Starter Army (Small L&L Rulebook & Field Manual books, Strike & Fire Support Squads (10 minis), 4 dice & tape)	\$111.00
DP9-9225	P.A.K. Starter Army (Small L&L Rules & Field Manual books, GREL Platoon, 2xLHT-67, 1xLHT-71 (46 minis), 4 dice & tape)	\$111.00
DP9-9226	Black Talon Starter Army (Small Black Talon & Field Manual books, 1xOwl, 1xRaptor, 2xVulture, 1xDark Naga (5 minis), 4 dice & tape)	\$111.00

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DP9-9027	North Fire Support Squad (box set, 5 minis)	\$52.00
DP9-9045	North Recon Squad (box set, 5 minis)	\$42.00
DP9-9065	North Weapons and Bits Pack (weapons and customization parts)	\$21.00
DP9-9038	North Hunter Two Pack (2 random Hunters, headhunter head, guns)	\$19.00
DP9-9104	North Hunter Paratrooper Two Pack (2 Hunter Paratroopers)	\$19.00
DP9-9111	North Hunter Commando Two Pack (2 Hunter Commandos)	\$20.00

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DP9-9041	North Jaguar Two Pack (2 random Jaguars, extra weapons)	\$20.00
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DP9-9050	North Cheetah Two Pack (2 random Cheetahs, extra weapons)	\$19.00
DP9-9113	North Cheetah Paratrooper Two Pack (2 Cheetah Paratroopers)	\$19.00
DP9-9057	North Ferret Two Pack (2 random Ferrets)	\$19.00
DP9-9062	North Kodiak Pack (1 mini)	\$21.00
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DP9-9096	North Black Cat Two Pack (2 Black Cats)	\$20.00
DP9-9126	North Bear/Den Mother/Mad Dog R Two Pack (2 Bears or 2 Mad Dogs or 1 Den Mother & 1 other)	\$33.00
DP9-9174	North Koala Two Pack (2 Koalas, extra weapons)	\$32.00
DP9-9180	North Dingo Two Pack (2 Dingo, extra weapons)	\$32.00
DP9-9147	North Mammoth Strider Custom Pack (1 resin mini with customization parts)	\$50.00
DP9-9148	North Mammoth Strider Upgrade Pack (Resin parts to upgrade upto 3 Mammoths)	\$16.00
DP9-9054	North Thunderhammer Strider (1 mini) - Resin Miniature	\$45.00
DP9-9161	North Aller Main Battle Tank Custom Pack (1 Resin Mini with customization upgrade parts)	\$42.00
DP9-9189	North Klemm Light Tank Custom Two Pack (2 Resin Minis with 1 set of customization upgrade parts)	\$42.00
DP9-9120	North Aller Upgrade Two Pack (Resin parts to upgrade upto 4 Allers)	\$26.00
DP9-9122	North Klemm Upgrade Two Pack (Resin parts to upgrade upto 8 Klemms)	\$26.00
DP9-9212	North Heavy Infantry Platoon (40 Heavy Infantry, 12 hex bases)	\$25.00
DP9-9035	North Infantry Platoon (40 Infantry, 12 hex bases)	\$22.00
DP9-9069	North Infantry on ATVs Platoon (12 Wallaby ATVs, 12 hex bases)	\$22.00
DP9-9159	North Antelope Jeep Squad Pack (3 Antelope Jeeps and 3 hex bases)	\$22.00
DP9-9194	North Badger APC Custom Pack (1 Larger Resin Mini with customization upgrade parts)	\$26.00
DP9-9081	North Field Gun Two Pack (2 guns, 2 infantry and 2 round bases)	\$20.00

HEAVY GEAR BLITZ! SOUTHERN MINIATURES

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DP9-9025	South Strike Cadre (box set, 5 minis)	\$43.00
DP9-9028	South Fire Support Cadre (box set, 4 minis)	\$52.00
DP9-9046	South Recon Cadre (box set, 5 minis)	\$42.00
DP9-9066	South Weapons and Bits Pack (weapons and customization parts)	\$21.00
DP9-9039	South Jager Two Pack (2 random Jagers, Command Jager head, extra weapons)	\$19.00
DP9-9043	South Stripped Down Jager Two Pack (2 Stripped Down Jagers)	\$19.00
DP9-9105	South Jager Paratrooper Two Pack (2 Jager Paratroopers)	\$19.00
DP9-9042	South Black Mamba Two Pack (2 random Black Mambas, extra weapons)	\$20.00
DP9-9048	South Spitting Cobra Pack (1 random Spitting Cobra, extra weapons)	\$21.00
DP9-9049	South Iguana Two Pack (2 random Iguanas)	\$19.00
DP9-9114	South Iguana Paratrooper Two Pack (2 Iguana Paratroopers)	\$19.00
DP9-9063	South King Cobra Pack (1 mini)	\$21.00
DP9-9099	South Sidewinder Two Pack (2 Sidewinders)	\$20.00
DP9-9107	South Basilisk Two Pack (2 Basilisks)	\$20.00
DP9-9109	South Anolis Two Pack (2 Anolis)	\$20.00
DP9-9110	South Black Adder Two Pack (2 Black Adders)	\$20.00
DP9-9112	South Desert Viper Two Pack (2 Desert Vipers)	\$20.00
DP9-9119	South Snakeye Black Mamba Two Pack (2 Snakeye BMs & parts to convert to Green Mambas)	\$21.00

(HGA & HGB miniatures are 1/144 scale, cast in lead free pewter or high quality resin. Assembly & painting required, decals not included.)

CODE	ITEM	SRP (CAD)
DP9-9091	South Python Two Pack (2 Pythons)	\$32.00
DP9-9124	South Cameleon Two Pack (2 Cameleons)	\$20.00
DP9-9145	South Dart Jager Two Pack (2 Dart Jagers)	\$20.00
DP9-9146	South Asp Two Pack (2 Asps)	\$19.00
DP9-9177	South Silverscale Two Pack (2 Silverscales)	\$20.00
DP9-9140	Southern Naga Strider Custom Pack (1 Naga + conversion parts to make Dark Naga, Long Fang or Command) - Resin Miniature	\$39.00
DP9-9055	South Sagittarius Strider (1 mini with extra weapons) - Resin Miniature	\$30.00
DP9-9162	South Visigoth Main Battle Tank Custom (1 Resin Mini with customization upgrade parts)	\$42.00
DP9-9190	South Hun Light Tank Custom Two Pack (2 Resin Minis with 1 set of customization upgrade parts)	\$42.00
DP9-9121	South Visigoth Upgrade Two Pack (Resin parts to upgrade upto 6 Visigoths)	\$26.00
DP9-9123	South Hun Upgrade Two Pack (Resin parts to upgrade upto 6 Huns)	\$26.00
DP9-9163	South Hetairoi Hovertank (Resin Mini, extra weapon and extra parts)	\$36.00
DP9-9213	South Heavy Infantry Platoon (40 Heavy Infantry, 12 hex bases)	\$25.00
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DP9-9070	South Infantry on ATVs Platoon (12 Jackrabbit Bikes, 12 hex bases)	\$22.00
DP9-9160	South Elan Jeep Squad Pack (3 Elan Jeeps and 3 hex bases)	\$22.00
DP9-9195	South Caiman APC Custom Two Pack (2 Larger Resin Minis with customization upgrade parts)	\$30.00
DP9-9082	South Field Gun Two Pack (2 guns, 2 infantry and 2 round bases)	\$20.00
DP9-9100	South Fire Dragon Strider (1 mini) - Resin Miniature	\$45.00
DP9-9164	South M.P. Shield Five Pack (5 part sprus with M.P. Shield, Fragcannon and Police Lights)	\$11.00

HEAVY GEAR BLITZ! PEACE RIVER DEFENSE FORCE & BADLANDS [NUCOR] MINIATURES

CODE	ITEM	SRP (CAD)
DP9-9020	Peace River G.P. Squad (box set, 5 minis)	\$42.00
DP9-9023	Peace River Strike Squad (box set, 5 minis)	\$43.00
DP9-9026	Peace River Fire Support Squad (box set, 5 minis)	\$52.00
DP9-9044	Peace River Patrol Squad (box set, 5 minis, datacards)	\$42.00
DP9-9037	Peace River Warrior Two Pack (2 random Warriors, Cheiftain head, extra weapons)	\$19.00
DP9-9040	Peace River Warrior IV Two Pack (2 random Warriors IV, Cheiftain IV head, extra weapons)	\$19.00
DP9-9064	Peace River Crusader Pack (1 mini, extra weapons)	\$20.00
DP9-9084	Peace River Skirmisher Two Pack (2 minis)	\$20.00
DP9-9085	Peace River Pit Bull Two Pack (2 minis)	\$20.00
DP9-9086	Peace River Cataphract Pack (1 mini, extra weapons) - Resin Miniature	\$33.00
DP9-9030	Peace River: Red Bull MkII Strider (1 mini) - Resin Miniature	\$50.00
DP9-9087	Peace River Infantry Platoon (40 Infantry, 12 hex bases)	\$22.00
DP9-9088	Peace River Hoplite APC Two Pack (2 minis)	\$26.00
DP9-9103	Peace River Coyote Strider (1 mini) - Resin Miniature	\$33.00
DP9-9125	Peace River Shinobi Two Pack (2 minis)	\$20.00
DP9-9206	Badlands: Sandrider Infantry Platoon (40 Infantry, 12 hex bases)	\$25.00
DP9-9207	Badlands: Barnaby and Sandrider Squad Pack (3 Barnaby riding beasts & Sandrider Infantry in Resin and 3 hex bases)	\$25.00
DP9-9219	Badlands: Chasseur Two Pack (2 minis, extra weapons) SUMMER 2011 RELEASE	\$20.00
DP9-9221	Badlands: Jerboa Two Pack (2 minis, extra weapons) SUMMER 2011 RELEASE	\$20.00

HEAVY GEAR BLITZ! BLACK TALON MINIATURES

CODE	ITEM	SRP (CAD)
DP9-9169	Black Talon Primary Insertion Team (boxset, 4 minis)	\$49.00
DP9-9171	Black Talon Operational Assistance Team (boxset, 4 minis)	\$58.00
DP9-9173	Black Talon Forward Observation & Recon Team (boxset, 4 minis)	\$42.00
DP9-9128	Black Talon Dark Series Upgrade Pack (Weapons and Bits to upgrade minis to the Dark Series Gears)	\$21.00
DP9-9149	Black Talon Dark Kodiak (1 mini, extra weapons)	\$22.00
DP9-9150	Black Talon Dark Cobra (1 mini, extra weapons)	\$22.00

Black Talon Miniatures cont.

CODE	ITEM	SRP (CAD)
DP9-9136	Black Talon Eagle Trooper Two Pack (2 Eagles, extra weapons)	\$26.00
DP9-9138	Black Talon Raptor Commando Two Pack (2 Raptors, extra weapons)	\$32.00
DP9-9139	Black Talon Vulture Heavy Two Pack (2 Vultures, extra weapons)	\$32.00
DP9-9135	Black Talon Raven Scout Two Pack (2 Ravens, extra weapons)	\$20.00
DP9-9137	Black Talon Owl C3 Officer Two Pack (2 Owl C3s, extra weapons)	\$26.00

HEAVY GEAR BLITZ! P.A.H. AND EARTH CEF / EDEN / UTOPIA MINIATURES

CODE	ITEM	SRP (CAD)
DP9-9211	CEF HHT-90 Overlord Hovertank (1 large resin miniature, base and decals)	\$125.00
DP9-9168	CEF Interdiction Frame Squad (boxset, 4 minis)	\$58.00
DP9-9170	CEF Heavy Frame Squad (boxset, 4 minis)	\$63.00
DP9-9172	CEF Kommando Frame Squad (boxset, 4 minis)	\$52.00
DP9-9089	PAK/CEF HT-68 Hovertank (1 New Larger Mini, extra parts)	\$36.00
DP9-9090	PAK/CEF HT-72 Hovertank (1 New Larger Mini)	\$36.00
DP9-9214	PAK/CEF LHT-67 Light Hovertank (1 mini, extra weapons) ***NEW SCULPT***	\$22.00
DP9-9215	PAK/CEF LHT-71 Light Hovertank (1 mini, extra weapons) ***NEW SCULPT***	\$22.00
DP9-9095	PAK/CEF HPC-64 Hover APC/Command (1 of the old HPC-64 minis, extra command part)	\$21.00
DP9-9176	CEF HC-3 Command & Recon Hovercar Two Pack (2 Hovercars)	\$24.00
DP9-9132	CEF Type F6-16 Frame Two Pack (2 minis, extra parts)	\$32.00
DP9-9133	CEF Type F2-21 Frame Two Pack (2 minis, extra parts)	\$32.00
DP9-9134	CEF Type F2-19 Frame Pack (1 mini, extra parts)	\$22.00
DP9-9165	CEF Type F2-25 Frame Two Pack (2 mini, extra parts)	\$25.00
DP9-9092	PAK/CEF GREL Infantry Platoon (43 Grels, 13 hex bases)	\$24.00
DP9-9154	PAK/CEF GREL Infantry on Hoverbikes Platoon (12 Hoverbikes, 12 hex bases)	\$22.00
DP9-9142	CEF Flail Platoon Pack (12 Mordred & 1 Morgana Flails, 13 hex bases)	\$25.00
DP9-9166	Eden Alpha Squad Pack (4 Constable & 1 Marshall Golem, extra weapons)	\$22.00
DP9-9167	Eden Beta Squad Pack (3 Man-at-Arms & 1 Marshall Golem, extra weapons)	\$24.00
DP9-9181	Utopia Commando Armiger Two Pack (2 Commando Armigers, extra weapons)	\$22.00
DP9-9182	Utopia Recce Armiger Two Pack (2 Recce Armigers, extra weapons)	\$22.00
DP9-9183	Utopia Support Armiger Two Pack (2 Fire Support Armigers, extra weapons)	\$32.00
DP9-9184	Utopia Commando Drones Eight Pack (8 Commando N-KIDU Drones)	\$24.00
DP9-9185	Utopia Recce/Trooper Drones Eight Pack (8 Recce/Trooper N-KIDU Drones)	\$24.00
DP9-9186	Utopia Support Drones Eight Pack (8 Fire Support N-KIDU Drones)	\$24.00

HEAVY GEAR BLITZ! CAPRICE / EARTH CEF MINIATURES

CODE	ITEM	SRP (CAD)
DP9-9127	Caprice Moab Mount Pack (1 mini, extra weapon parts) - Resin Miniature	\$32.00
DP9-9129	Caprice Bashan Mount Two Pack (2 minis, extra parts)	\$25.00
DP9-9130	Caprice Kadesh Mount Pack (1 mini, extra parts)	\$22.00
DP9-9152	Caprice Aphek Mount Pack (1 mini, extra parts)	\$20.00
DP9-9153	Caprice Megiddo Mount Pack (1 mini, extra parts)	\$26.00
DP9-9131	Caprice Ammon Mount Pack (1 mini, extra parts) - Main Body in Resin, other parts in metal.	\$32.00
DP9-9141	Caprice Hamath APC Pack (1 Hamath APC) - Resin Miniature	\$22.00
DP9-9158	Caprice Infantry Platoon (40 Infantry, 12 hex bases)	\$22.00

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

CODE	ITEM	SRP (CAD)
DP9-998	Heavy Gear Blitz Counter Pack (5 sets)	\$12.50
DP9-9029	Blitz Weapons Pack (includes guns to upgrade older minis)	\$21.00
DP9-9115	Blitz Air Strike Counter Pack (3 North, 3 South, 3 PR and 3 Earth aircraft plus 12 flight bases)	\$21.00
DP9-9056	Drones Pack (9 minis)	\$11.00
DP9-9053	Stone Heads Two Pack (2 Stone Head Terrain Features) - Resin Miniature	\$12.00

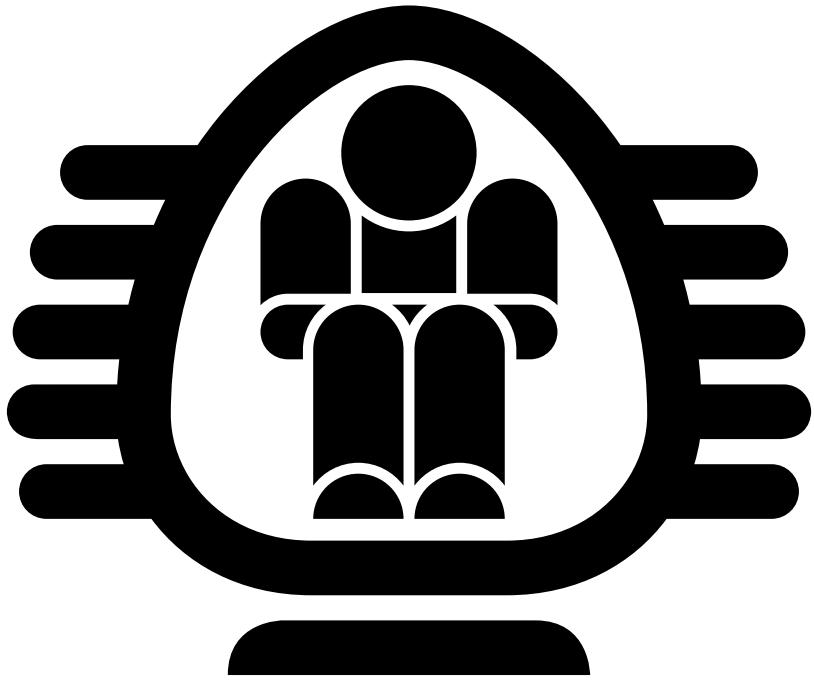
Miscellaneous products continued on next page

Miscellaneous products cont.

CODE	ITEM	SRP (CAD)
DP9-9007	4 Stone Heads Pack (4 Stone Head Terrain Features) - Resin Miniature	\$26.00
DP9-9008	Destroyed Hunter Diorama - Resin Miniature	\$13.00
DP9-9014	Destroyed Jager Diorama - Resin Miniature	\$13.00
DP9-9101	Defense Turret Two Pack - Resin Bases and Metal Parts	\$23.00
DP9-9102	Camel Truck Two Pack - Resin Miniature	\$24.00
DP9-9151	Bricklayer & Stone Mason Engineering Gears Pack	\$20.00
DP9-9076	North Decals Pack (decals for 10 minis)	\$6.50
DP9-9077	South Decals Pack (decals for 10 minis)	\$6.50
DP9-9078	Peace River Decals Pack (decals for 10 minis)	\$6.50
DP9-9143	Peace River Logo 2 Decals Pack (decals for 10 minis)	\$6.50
DP9-9144	Earth / PAK Decals Pack (decals for 10 minis)	\$6.50
DP9-9178	Caprice Decals Pack (decals for 10 minis)	\$6.50
DP9-9179	Black Talon & Terra Nova Factions Decals Pack	\$6.50
DP9-9192	Eden & Utopia Decals Pack	\$6.50
DP9-9073	Slotted Hex Bases (x25)	\$13.00
DP9-9074	40mm Round Bases (x15)	\$13.00
DP9-9075	Flight Bases (x15)	\$13.00

CHECK OUT THESE GREAT SITES FOR REVIEWS OF DP9 PRODUCTS AND OTHER GREAT STUFF!





DREAM POD 9

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