

ISSUE 5

# GEAR UP

THE OFFICIAL DREAM POD 9 MAGAZINE



## GOLDEN GEAR 2011

PAINTING CONTEST GALLERY

## ARMY SPOTLIGHT

MILICIA PART 2

## FIELD TESTING

FIELD GUIDE THREAT VALUES (BETA)

## MASTERCLASS

PAINTING THE CHASSEUR MKII

## NUCOAL IN THE ARENA

NUCOAL IN HEAVY GEAR ARENA

## TERRANOVA TERRAFORMER

BATTLE-DAMAGED STONEHEADS

# HEAVY GEAR

## BLITZKRIEG

TERRANOVAN  
BADLANDS  
TERRAIN



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## MEET THE POD



### Robert Dubois - President

#### Forum Name: rdubois

One of Dream Pod 9's founding members turned President, Robert has been a gamer since high school and enjoys attending conventions between projects. He is the "Pod God" on the forum and his likeness is used for the 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.



### Greg Perkins - Art Director

#### Forum Name: Mason

On a given day you might find Greg 3D modelling new Heavy Gears, working on book layouts, designing regiment logos, painting miniatures, drawing concept sketches, or doing post-production work on illustrations and photos.



### Philippe Ferrier Le Clerc - Chief Sculptor

#### Forum Name: xactoboy

Phil is easily the weirdest member of the pod. He can build very tiny things using ridiculously large tools.



### 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.



### 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.



### 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.



### Paul Workoff - Terranovan Terraformer

#### Forum Name: Evil Monkey

Scale terrain artist for Dream Pod 9, Paul spends most of his free time coordinating the efforts of the Pod Squad Texas section as CNCO.



### John Bell - Artist

#### Forum Name: Jakar Nilson

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.



### Sean Callaway - Contributing Writer

#### Forum Name: Paradox\_01

Sean is a Medic in the US Army and is a regular contributing writer for Dream Pod 9. When he's not writing, Sean spends his free time building and converting Heavy Gear minis.



### 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.



# GEAR UP

ISSUE 5

Gear UP 5 is here, and so is a monster issue of miniature hobby related articles, from the Golden Gear entries, to Show Me Your Colors, to Terra Nova Terraformer, and introducing Dream Pod 9 Studio Masterclass. These are just some of the new developments on the hobby side of Heavy Gear Blitz.

We've also got an artist interview with designer and 3D modeller David Tauzia, who contributed to the cover of Perfect Storm and modelled the Lancier, Chargeur, and Hussar, and there's yet another installment of Prime Solutions by Jason Dickerson and drawn by Mariko Shimamoto.

Gerrit Kitts' MILICIA spotlight article continues in this issue with suggested squad layouts, some stories on life in the AST by Sean Callaway, and some MILICIA uniform studies.

We know Arena players are dying to be able to field NuCoal units in their games, so we've also included rules in this issue. But we know what you've really been waiting for since the release of the Perfect Storm NuCoal Field Guide, is the BETA of the revised Field Guide Threat Values for the North, South, PRDF, Leagueless, Black Talon, Caprice, CEF, Utopia, and Eden.

We hope you enjoy this issue!

Jason Dickerson  
Line Developer

Greg Perkins  
Art Director

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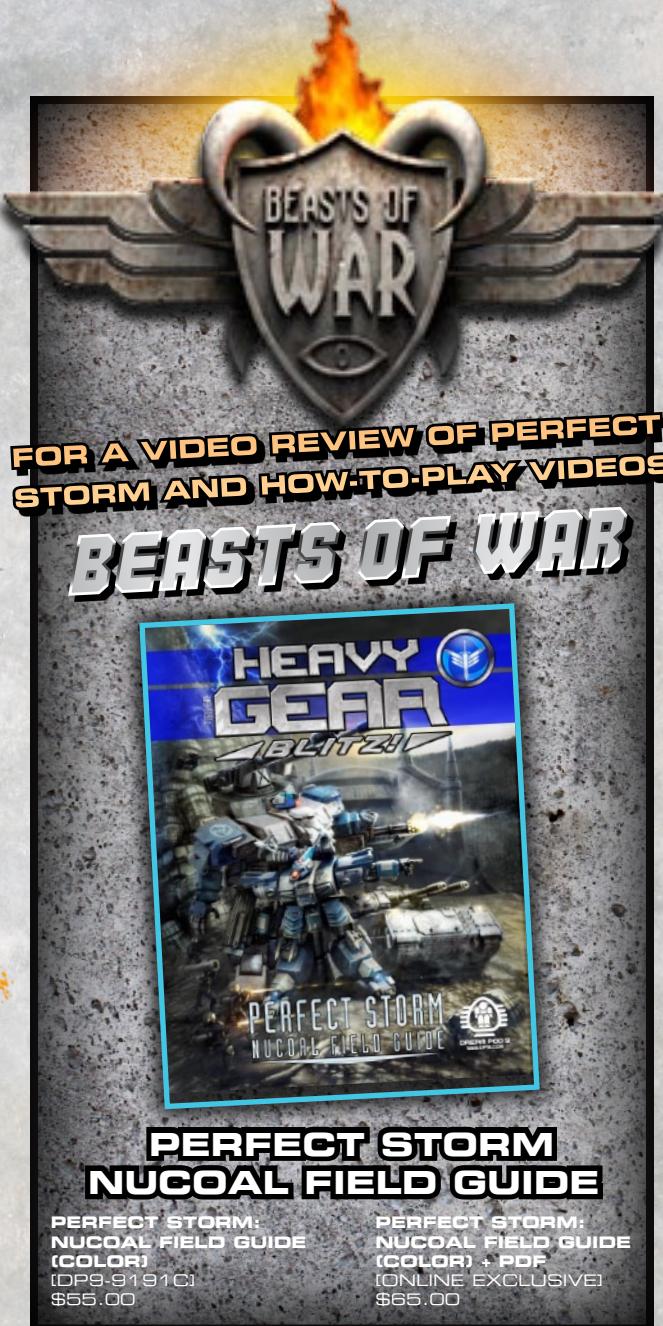
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**BEASTS OF WAR**

FOR A VIDEO REVIEW OF PERFECT STORM AND HOW-TO-PLAY VIDEOS

**BEASTS OF WAR**

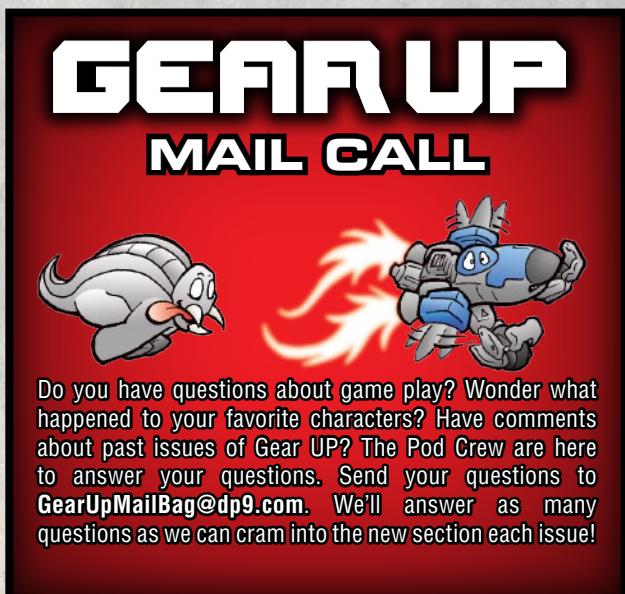


**HEAVY GEAR BLITZ!**

**PERFECT STORM NUCOAL FIELD GUIDE**

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## GEAR UP MAIL CALL



Do you have questions about game play? Wonder what happened to your favorite characters? Have comments about past issues of Gear UP? The Pod Crew are here to answer your questions. Send your questions to [GearUpMailBag@dp9.com](mailto:GearUpMailBag@dp9.com). We'll answer as many questions as we can cram into the new section each issue!

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# GOLDEN GEAR

## DREAM POD 9 PAINTING CONTEST ENTRY GALLERY

**JONATHAN BICONESSE**

Jäger Paratrooper Army Commander



**MICHAEL HUGHES**

Command Jäger Army Commander



**DENNIS DUSZYNSKI**

Chameleon Légion Noire Army Commander



**JIM COLEMAN**

HT-68 Army Commander





*This piece has great movement, color, and balance. The weathering is very well-done and the blending on the armor gives the impression of harsh light beating down on an alien world! There's a great sense of motion and I can just imagine him getting ready to hurtle into battle. Can't wait to see what you'll do with the expanded color options in the upcoming Reaper Heavy Gear Blitz Colors!*

Anne Foerster  
Reaper Prize Judge  
Multiple Golden Demon Winner  
Master Painter at Reaper Miniatures

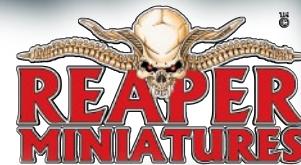
## BEST ARMY COMMANDER

LEIF RAIKA  
Cataphract Lord



## REAPER PRIZE

**MSP** **MSP**  
MASTER SERIES PAINT **HD**



**JORDAN LOUIS**

Humanist Alliance Protection Force



**JOFFREY KING**

Northern Guard Army



**FRANCIS CHARLAND**  
C.E.F. Army with Capician Allies



**BRIAN MARTIN**  
Southern Republican Army



**MARK CORNIELS**

Eastern Sun Emirates Army

with Peace River Defense Force Ties



**JACK FALLS**

"1st Irgostadt Armored Cavalry" CEF Army



# BEST ARMY [8 MODELS]

DMITRIY PAKHOMOV  
Southern Republican Army



## BEST ARENA DUELIST

BRYAN STEELE  
NuCoal Duelist Boa



BRYAN STEELE  
NuCoal Duelist Wildcat



JEREMY OLSEN  
Duelist Engineering Cobra "THE WRECKER"



DALE SISSON  
Duelist Bricklayer "THE FLAMING DUCK"



## BEST ARENA CLOWN

JEREMY OLSEN

Arena Clown Hunter "THE KEGERATOR"



## FIGHTING PIRANNAH GRAPHICS PRIZE



## THE FIRST OF MANY

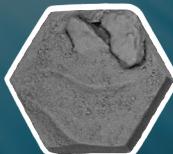
The Golden Gear 2011 entries are just amazing, the caliber of conversions and customizations is top notch and is a testament to the technical and creative strength of the Dream Pod 9 modelling and painting community. Congratulations to the winners and to all the participants for such a great showing. We would also like to thank **Reaper Miniatures** and **Fighting Piranha Graphics** for providing some really excellent prize support. Which brings us to our next item, **THE RANDOM DRAW for a HEAVY GEAR BLITZ MASTER SERIES PAINT SET**. This was open to all participants in the Golden Gear Painting Contest and the winner is:



JORDAN LOUIS

Golden Gear 2012 is going to be even more exciting because the Heavy Gear Blitz Master Series Paint Set by Reaper Miniatures is right around the corner, the Heavy Gear Blitz scenic bases and terrain kits are barely cool from the resin pressure pots, and there are plenty of awesome FPG decal packs planned for the coming year. The modelling and painting aspect of Heavy Gear Blitz is just going to get better and better.

Keep your eyes on DP9FORUM.com, DP9.com, and our Facebook page for the details to surface on a new category for Golden Gear 2012, and keep painting those amazing miniatures.



# TERRANOVAN TERRAFORMER



Paul Workoff

Howdy Folks, and welcome to another installment of Terranovan Terraformer, your source for Heavy Gear wargame terrain tutorials

Terra Nova is a world that has seen numerous conflicts and those conflicts have scarred the landscape of the planet. This issue covers the results of the various conflicts on those iconic fixtures of the landscape, stone heads. Before you begin it is important to remember that you will be using sharp blades to simulate battle damage so use extreme caution when using said tools. Without further delay, let's inflict some damage on some stone heads.

## MATERIALS

- ◆ DP9-9007 stone heads Four Pack
- ◆ ½" Foamboard
- ◆ Vinyl Spackle
- ◆ White Glue
- ◆ Fine Ballast Or Sand
- ◆ Clump Foliage
- ◆ Spray Primer
- ◆ Acrylic Paint

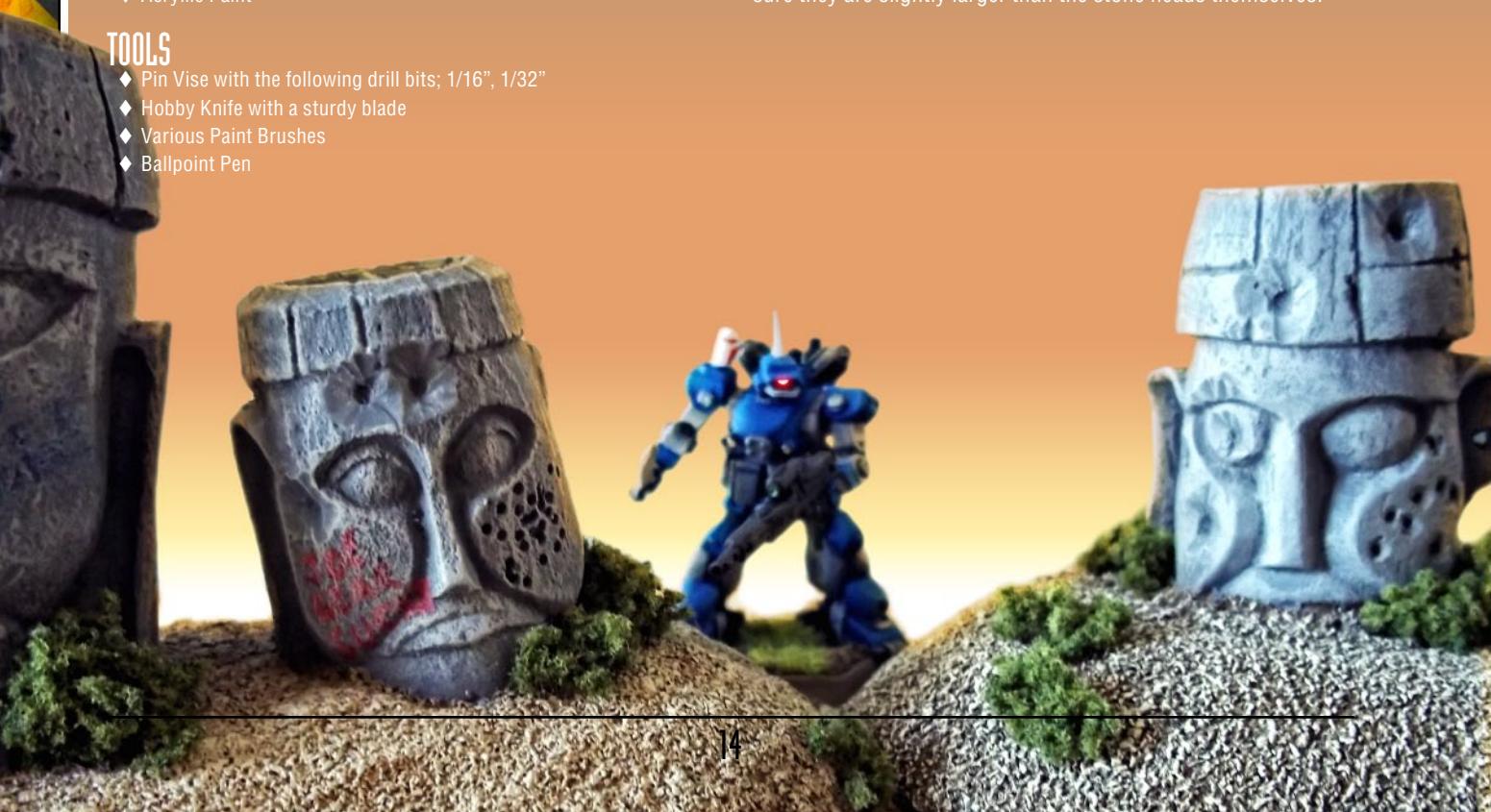
## TOOLS

- ◆ Pin Vise with the following drill bits; 1/16", 1/32"
- ◆ Hobby Knife with a sturdy blade
- ◆ Various Paint Brushes
- ◆ Ballpoint Pen

Before you start damaging your stone heads it is important to remove any mold lines and wash them to remove any release agent. Before cutting into your stone heads it is important to decide how big you want your terrain feature to be and how much damage you want to apply. I recommend that you don't make the bases for the stone heads larger than 6" by 6" or they may warp. Once you have completed designing the piece it is time to prepare your base.



Begin by marking the shape of the base as well as the position of the stone heads with the ballpoint pen. Once you are finished, cut the base out of the foamboard and bevel the edges to allow models to stand on the edge without falling off. It is important to consider the final position of the stone heads before you begin cutting the spaces for the stone heads. For a more realistic look, consider having the stone heads be at different levels as well as at slight angles. Once you have made your decision on the final positions, cut out the depressions for the stone heads but make sure they are slightly larger than the stone heads themselves.



Once the base is finished you are ready to begin scarring your stone heads. Since the location and density of the battle damage is up to you, I will just be covering how to simulate the various types of damage seen on stone heads. To simulate shots from a Frag Cannon you will need your pin vise fitted with the 1/32" drill bit. Drill several shallow holes in a cluster similar to a shotgun blast. It is important to have some of the holes overlap for a more realistic look. Simulating autocannon impacts is slightly more complicated than Frag Cannon damage but is still quite easy to simulate. Using the pin vise fitted with the 1/16" drill bit, drill some shallow holes in a line pattern to simulate walking autocannon fire. I recommend not drilling deeper than 3/16". With your hobby knife insert the blade into the hole and begin cutting around the hole at a 45 degree angle, taking care not to cut too wide of a depression. Repeat this for the rest of the holes drilled allowing some of the depressions to overlap slightly. These depressions and holes represent the chipping of the stone associated with high velocity rounds hitting the Stone Head. Finally to simulate damage from a rocket or missile you will be using the same technique as with the autocannon damage with some slight modifications. Drill the hole shallower this time and when cutting the depression, cut out enough material so the hole drilled is no longer noticeable. As for other forms of damage, use your imagination and go to town. Cutting chunks of resin off of the stone heads or making random grooves can represent damage caused from age or battle.

A word of warning, do not use a hot knife or hot wire cutter on the stone heads! The risk of toxic fumes from melting resin is high and the results of the melting do not look very realistic, trust me I have tried it with negative results. Simulating laser, flame, or particle weapons can be easily achieved with powdered pigments so avoid melting the resin to simulate those effects!

Once you have finished applying the damage to your stone heads go ahead and prime them with your choice of spray primer. Allow to dry completely before moving on to the next step. Take your base and begin coating it in spackle until all the foam is covered. Place some spackle in the holes for the stone heads and place your primed stone heads into the holes taking care to fill any gaps with spackle. Allow the spackle to dry before moving on. Apply a layer of slightly watered down white glue to the areas covered by the spackle, taking care to avoid the stone heads themselves. Cover with the fine ballast and allow the glue to dry completely. Paint the ballast to match your table, again taking care to not get any paint on your stone heads. Carefully paint your stone heads and try to avoid getting paint on the finished base. Once everything is dry, take some undiluted white glue and attach some clump foliage to add some realism to your Stone Head base.

To increase realism further to your battle damaged stone heads, you can add a little graffiti to them. To add realistic graffiti, roughly paint your phrase of choice onto a section of one of your stone heads. Take care not to get any paint into any holes or damaged areas. Wait until the paint is almost dry and drybrush your final Stone Head color over the slightly wet graffiti. This will blur the graffiti slightly and also give a weathered appearance. Less is more when it comes to graffiti, some phrases you could use include "Joe Gear Sucks", "The Blue Crescent Lies", and "They Will Awake". Feel free to come up with your own graffiti phrases.

With these techniques and tips you are well on your way to designing your own battle damaged terrain pieces. These techniques can also be used on the new Badlands Outpost (dp9-bot) as well as other resin terrain pieces. Now try experimenting with your own forms of battle damage, be imaginative.



# SHOW ME YOUR COLORS: DESERT ROCKS?

## SRA FORCES (BY DIMKA)

Name	Dmitriy Andreevich Pakhomov
Forum Name	Dimka
Location	Russia
Born	1982
Interests	Mecha fan, veteran miniature sculptor/painter/hobbyist, wargamer and RPG GM with at least a decade of experience in all of this stuff
Hobby Specialty	Conversions
Profession	Masseur and occasional sculptor/painter



Hi, all!

Here is my ten minutes of glory with my little Southern Republican Army which I was able to make. It is based on the Fire Support and Strike Cadre boxed sets, which are included into the new Southern Army Starter Kit. But I didn't use the new Southern Starter alone. In order to make such forces as I have, you will need at least one more Spitting Cobra and one more Black Mamba. Also you'll need some additional bits, found in "Blitz Extras" section of online-store, namely two Black Mamba Armor Jacket Torsos, as well as some additional VHACs. Also, components of Southern Weapons and Bits blister were proved to be very useful. All Gears were converted mainly with these bits, with some bits from other manufacturers, found in my huge bits box, and with some two-component epoxy putty. I also used official Southern and Factional decals, as well as decals from other kits I have. Here are my upgraded Southern Starter forces:



I was a mecha fan since my childhood and a Heavy Gear fan since the first video game. But I did not know at that time, that Heavy Gear is also an RPG and a wargame, so I lost any tracks of it until I accidentally found an official DP9 site in the net about two years ago. In time I found it I was already a wargamer and RPG player/GM for eight years, so it was natural for me to try HGB out. The first thing I like in it is highly detailed miniatures of Gears. The second one is setting of the Heavy Gear universe itself - it's very good, solid and realistic science-fiction. Much like Jules Verne's novels, with the same feeling, that right now you touching the far future itself with your own hand! And Heavy Gear universe is much more cheerful, than those dark grim universes I played before. My choice of army to collect and play is based on Southern Gears' main design theme (yes, all that curves!), and on SRA style of play (topics of Iceraptor were very helpful!). So I decided to build my army around all-four-Spitting-Cobras FS Cadre because of unique abilities which SRA army list gives to them, and because I consider Spitting Cobra to be one of the most impressive-looking Gears. You know, if you imagine its legs as a tank's hull/tracks, and its torso with hands and weapons as an armed turret, you'll see how well balanced it is, by all means. So, in my eyes it is a kind of mobile bipedal tank.

## WHY CONVERT YOUR MINIATURES?

Why to make all those conversions? – I wanted to make my forces WYSIWYG more or less. And here comes a trouble – how to make “Brahmin” upgrade? I had no idea. Forum also gave me no direct answer, but inspiration instead (thank you, John!). To show this upgrade on my Spits, their ankles were reinforced (to show better suspension/maneuverability), and some armor added on the arms (to show better overall defense value and to balance out a visual mass of VHACs somehow). “Field armor” upgrade, which is also present, was represented as a custom armor jacket, made of epoxy putty, on each of Spitting Cobras. As about weapons, some details were reworked and/or corrected slightly - VHACs gained huge ammo boxes (from turrets’ rotary HACs) and re-drilled gun barrels. MBZK was also customized to look like a gift from one of ESE Emirs - I have to follow a background I wrote for my little army.

## S.R.A. SUPPORT CADRE CONVERSIONS

When it came to mounting LGM to the shoulder of a Spit, I decided that I want to see the prominent HRP clearly, as it is a good solid-looking weapon by itself, and more tubes of LGM will break that good look, so I was in need to think something. Using the rule of cool, I translated “LGM” as “Light Guided Missiles” (instead of “Mortar”), but with all the same profile, and converted MRP slightly to represent LGM (I painted warheads later in different color to represent a Guided perk). All Spitting Cobras were reposed to handle their weapons better, to have unique poses, and for more massive-but-agile look. Also they were set to 40 mm round bases instead of 25 mm hex ones, to avoid so called “feet overhanging”. HRP of leading Spit was magnetized to change it to full ECM suit, so this Cobra can be an AC for PL1 (ESE-SRA) or PL2 forces based on GP Cadres. Most of the time I tried to keep a balance between three auxiliary masses – of arm with VHAC block, arm shield & LGM block and V-engine & HRP block – around the main mass of the torso, and to build Gear poses out of the position of their pelvises. I have to tell, that Spitting Cobra is an excellent miniature, and it was a huge pleasure to build four of them!

## S.R.A. STRIKE CADRE CONVERSION

As about Strike Cadre – I tried to make it in much the same style, as FS Cadre. Armor jackets on Black Mambas are made as a variety of design of armor jackets of my Spits, and to represent “Field armor” upgrade (well, I simply forgot to buy official armored Black Mamba torsos, actually). I made reposed Black Mamba’s legs out of running ones, as I don’t like the same-looking miniatures too much. It’s easy – you have to saw off an armor skirt plate and a hard point plate with a fretsaw, file the leg joint a little to repose the leg, put something under the foot so leg can stand on that something, and then use some epoxy putty and a super-glue to recreate a ballistic cloak and to re-attach those sawed off parts again. HGL is the other story – I made it just because I was able to do so (and do not clearly understand how official one works). There is my tutorial on forum how to do that. One of HGLCs is made out of spare VHAC. V-engines of Black Mambas are reworked to show “Remove weak facing” upgrade. Have to say that lenses of all four Black Mambas were poorly casted, but this can be easily fixed, really. All the bases for Black Mambas made by me, out of PVC sheet and some epoxy putty, as I found that Black Mambas are looking better with some more space around.



I do not aim to make a tutorial here, but to help you a little, here is some converting wisdom: 1. Remember, a good paintjob is always based on a prepared surface (as well as a good painting skill), so remove all mold lines and other casting defects by using files and sandpapers. Wash your miniature with soap before painting. And start to practice! 2. Be ready to spend some time for that, as well as some money for spare bits and necessary tools/materials. 3. Make some raw sketches even if you not very good in that. Wright down your thoughts about necessary bits, painting schemes, etc. Remember, that pencil is your friend, and that to plan ahead is a half of a win! 4. Try to imagine how this Gear/weapon/detail works or moves, or what its function is, and what texture it has. 5. Try to keep mass-volume balance of a miniature. It must not fall on its back, so imagine some critical/connecting points as scales, and try to keep them in balance! With Spits, most of the time I tried to keep a balance between three auxiliary masses – the arm-with-VHAC block, the arm-shield & LGM block and the V-engine & HRP block – around the main mass of the torso, and a frontal pocket on armor jacket was also helpful in that. Black Mambas are balanced in much the same way, but they are more “flat”. 6. Don't be too shy (and be ready) to change any one detail, or even all of them, on your model to make it look better. Rule of cool is a cool thing, you know! 7. Be sure that your new design is still fit into rules (i.e. playable), and that it is, more or less, still in the same style the basic design is. 7. Don't be shy to change the plan or step out of original plan, it is necessary sometimes! 8. Drill out gun barrels, exhaust pipes, etc. Make it a rule for yourself! 9. If you are not sure that any one detail fits well enough – try to fit it or change it. And see, if a new one fits better. If you don't like something – try to think something! 10. If you are not sure of will that detail hold with glue or not – set it on a pin! It can be made of paperclips.

11. Try to give an active, realistic pose to your miniature! To build Gear's pose, it's a good idea to start out of the position of its pelvis, with a torso to continue its move, and then arms should follow the movement of torso. Head must be posed last, after all the limbs, weapons, etc.

Here some tutorials of how to pose comic-book characters will be a good source of wisdom (miniatures are much the same, actually!). If you in doubt – try to stand in that pose by yourself. Are you feeling comfortable? No? Now you understand your model better!

In addition to these basics of mine, you can always read some tutorials of how to do those things exactly, or to gain some inspirational ideas on dp9forum.com in “Miniatures Painting, Conversions and Terrain” section, and there are many of them. You can read many questions answered there already, ask your own questions, or even give some of your wisdom to the others. So, welcome!

In terms of painting my forces up, to keep this article short, I will tell you only about my inspiration here, not a total painting guide. Yes, first things first – I wanted my SRA to look different from that you can see on DP9 site, as I was really tired of monotone grey color schemes (one of my main armies has grey heraldic color already, as well as a red shoulder feature). Also, “SRA” means “Elite professional soldiers of South”, so there will be no funny pink bunnies on the hulls, and no cheerful insignia (all that stuff is left for MILICIA guys). I wanted a more warm-looking army, then those I already have, and I wanted it to be tied to Terra Nova somehow. So I decided to make realistic forces, operating somewhere in Badlands. And as it was a good idea to stick close to natural sand/earth colors, I selected a desert camo pattern, but didn't know, which exactly. Have to say that reality is the best source of inspiration. Planes, tanks, ships – there are countless numbers of different military vehicles of past and present with different camo patterns, so there is no need to invent a wheel by yourself. I was always considering airborne vehicles as the most inspiring ones, and I am a huge fan of Mi-24 Hind helicopter design. Many of these flying vehicles were put onto military service here in Russia, as well as in some countries of Africa and Asia. And it is natural that its camouflage pattern was used as an inspiration to create a color scheme for my SRA forces. It is a variation of standard Mi-24's two-tone camouflage pattern for deserted and mountainous regions, as it was in old Soviet times. One more thing - flaying, round shape of camo patches complements curved shape of Sothern Gears perfectly! Couple of initial tests on a piece of cardboard was a fail, actually, but after playing with colors little bit more I was able to make a sample that satisfied me. I have to say that an armor jacket design was inspired by military tactical load-carrying vests, and together with Mi-24-inspired camo my SRA forces turned out to have much of an Afghan-War-themed look, suddenly. That was a huge (and pleasant) surprise for me, as that wasn't planned!

Decals. Real vehicles always have some markings on them, but it's pretty troublesome to paint them sharp and steady enough. Also, realistic camo looks pretty boring, even if other details are standing out. And the easiest way to fix that is to apply some decals. Besides, they add some really sharp details to your miniature! Official ones can fulfill most needs of HGB players, so be sure to buy some. One tip about applying decals to Black Mamba – if you planning to put a factional badge onto front of their torso, onto a hatch of a cockpit (and it's a really good position for it!), you better remove those four rivet heads completely BEFORE you start to paint your Black Mamba, or a badge (even a small one) will not fit there by its size. Such rivets (or other similar attachments) can be re-built next to the left/right side of the hatch with easy. It's a pity that I found that too late (torsos were painted in that time already), so I was in need to stick those triangles there instead. Don't repeat my mistakes! My next Black Mambas will be different too, I'm sure.

And that is all for now! Be good and wise! Cheers!



# SOUTHERN REPUBLICAN ARMY STRIKE SQUAD

GOLDEN  
GEAR  
WINNER



SHOW ME YOUR COLOURS

# DREAM POD 9 STUDIO MASTERCLASS

MASTERCLASS



Greg Perkins

Welcome to Dream Pod 9 Studio Masterclass where you'll receive full disclosure of the color palettes we're using for our studio painted miniatures. Thanks to our agreement with Reaper Miniatures, we'll soon be bringing you a custom Heavy Gear Blitz Master Series Paint Set, but for now we'll provide you with custom colour mixes that you can build from the Reaper's Master Series Paint (MSP) line of Core Colours.

The chart on the opposite page illustrates the graduated highlighting and shading applied to the different parts of the miniature, which is NuCoal's Captain Alston Ash-Dreyes, a Chasseur MKII special character with Medium Anti-Aircraft Cannon, found on page 29 of this issue of Gear Up.

The color groupings in the chart represent the basic ratios of colours blended from base or shade to top highlight in left to right order. The semi-transparent Chestnut Gold and Brilliant Blue swatches represent diluted paint washes applied overtop of a fully shaded and highlighted surface.



The model was painted with the same techniques described in the Heavy Gear Blitz Locked & Loaded painting guide.

If you're curious about how the scenic dune base was constructed, it is a standard round 40mm base, available from Dream Pod 9, with roles of green stuff two-part epoxy putty pressed and smoothed into place and allowed to cure. Once the green stuff had hardened, it was painted with white glue and dusted with scale model snow to provide a soft, but slightly textured sand look. Once the white glue was dry, the base was painted with slightly diluted Chestnut Gold (consistency of milk), highlighted with a mix of Chestnut Gold and Pure White, and shaded with a mix of Chestnut Gold and Deep Ocean.

**Tip:** when painting dunes, be sure to shade and highlight the sides of the dunes, not the crest and trench.

Fighting Piranha's awesome NuCoal decals were set with Microscale's Micro Set and Micro Sol in order to minimize any silvering or warping. Then, where appropriate, they were then washed with a very thin layer of Chestnut Gold or Cyan Blue in order to reduce the natural sheen of the decals to match the very nice matte finish of Reaper's Master Series Paint.



### GUNMETAL NMM

9037 Pure Black	9076 Deep Ocean	9037 Pure Black	9076 Deep Ocean	9039 Pure White	9037 Pure Black	9076 Deep Ocean	9039 Pure White	9039 Pure White	9076 Deep Ocean	9039 Pure White	9039 Pure White
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### MILITARY GREEN

9176 Military Green	9177 Camouflage Green	9177 Camouflage Green	9061 Linen White	9061 Linen White
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### CERAMIC COWLING

9144 Ceramic Grey	9061 Linen White	9039 Pure White
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### MAIN ARMOR

9116 Brilliant Blue	9117 Cyan Blue	9117 Cyan Blue	9117 Cyan Blue	9039 Pure White	9117 Cyan Blue	9039 Pure White	9039 Pure White	9073 Chestnut Gold
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### JUMP JET ARMOR

9115 Ritterlich Blue	9116 Brilliant Blue	9116 Brilliant Blue	9039 Pure White	9116 Brilliant Blue
----------------------------	---------------------------	---------------------------	-----------------------	---------------------------

### ARMOR 1

9088 Stormy Grey	9089 Cloudy Grey	9038 Rainy Grey	9090 Misty Grey	9039 Pure White
------------------------	------------------------	-----------------------	-----------------------	-----------------------

### ARMOR 2

9021 Snow Shadow	9021 Snow Shadow	9063 Ghost White	9063 Ghost White	9039 Pure White
------------------------	------------------------	------------------------	------------------------	-----------------------

### HOVER CUSHION

9076 Deep Ocean	9077 Marine Teal	9078 Surf Aqua	9078 Surf Aqua	9078 Surf Aqua	9039 Pure White
-----------------------	------------------------	----------------------	----------------------	----------------------	-----------------------

### COATED ARMOR

9088 Stormy Grey	9076 Deep Ocean	9088 Stormy Grey	9076 Deep Ocean	9039 Pure White	9088 Stormy Grey	9076 Deep Ocean	9039 Pure White	9073 Chestnut Gold
------------------------	-----------------------	------------------------	-----------------------	-----------------------	------------------------	-----------------------	-----------------------	--------------------------

### PAINT CHIPS

9137 Blackened Brown	9073 Chestnut Gold
----------------------------	--------------------------

### THRUSTERS

9037 Pure Black	9137 Blackened Brown	9073 Chestnut Gold	9088 Stormy Grey	9090 Misty Grey
-----------------------	----------------------------	--------------------------	------------------------	-----------------------

### SENSORS

9001 Red Brick	9135 Carnage Red	09217 Magma Red	09217 Magma Red	9039 Pure White
----------------------	------------------------	-----------------------	-----------------------	-----------------------

### DUNE BASE

9073 Chestnut Gold	9076 Deep Ocean	9073 Chestnut Gold	9073 Chestnut Gold	9039 Pure White
--------------------------	-----------------------	--------------------------	--------------------------	-----------------------



MASTERCLASS

## ARTIST INTERVIEW: DAVID TAUZIA



My name is David Tauzia, I'm 27 and I'm from Bordeaux, France.

I've worked in the video game industry for several years as a 3D Graphic Artist. I was responsible for making characters and scenery objects for a MMOG for teenagers. I was also a technical artist for a local company, in Bordeaux.

I've been a passionate model-maker and wargamer since 1995, which was when I made a very good friend who had a big brother who introduced us into miniature painting. Since then, I haven't stopped collecting miniatures and also convert and design new models from scratch.

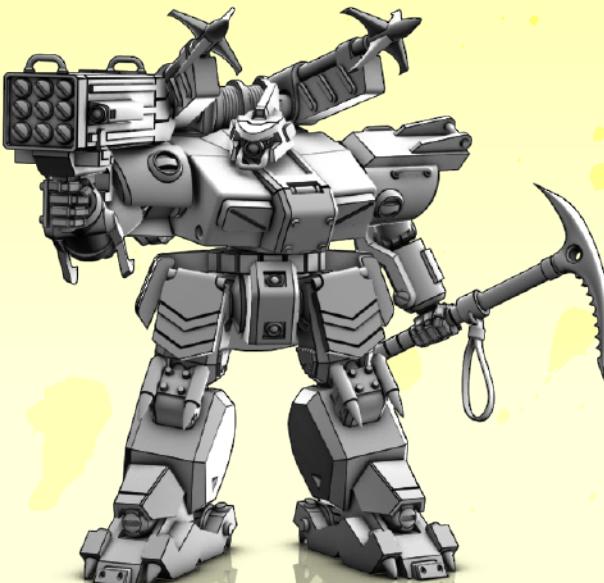
Customization is the part of the miniature wargame hobby that I like most, I love to personalize my minis, my friends have a nickname for me, The Butcher! They don't understand my interest in cutting my soldiers and vehicles into small pieces, they prefer to play as soon as possible rather than spend much time painting. I must admit that I am a poor player in comparison to them, but over time, they've almost all lost interest in miniatures but I'm still here!

When I was a student at computer graphics school, I spent a lot of time making 3D models of my favourite miniatures, and in 2007 I had the fortune to intern at the now defunct Rackham miniature wargame company (Confrontation, AT-43). I was responsible for vehicle modeling and creating alternative camo patterns for the Rackham studio painters.

Simultaneously, I discovered 3D printing and I was able to unite my passion for miniatures with my 3D modelling skills. Now I make 3D models that are printed by machine and mastered into actual miniatures.

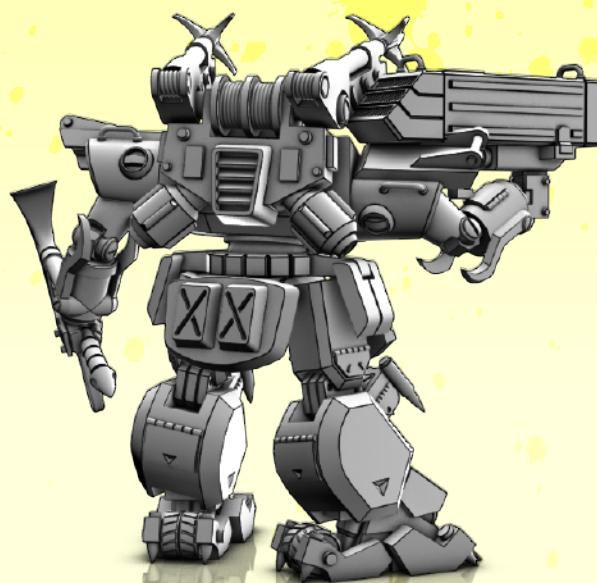
I'm currently working as a freelance 3D modeler for a few companies but especially for DP9!

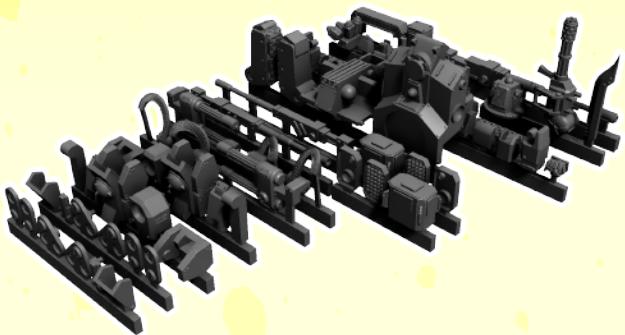
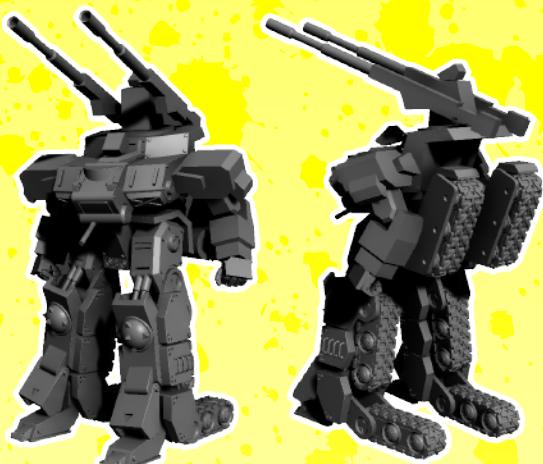
It's a real pleasure to work with this talented creative team.



**GU:** Thanks David, it's also a great pleasure to work with someone so like-minded, from our design meetings our ideas are usually in sync, which is really amazing when collaborating. You clearly bring your own unique style to Heavy Gear, but you also have a deep understanding of the Heavy Gear aesthetic, tell us about when you first discovered Heavy Gear.

DT: I saw my first Heavy Gear miniatures in the 2nd issue of the French wargaming magazine "Ravage". There was a picture of a Mammoth and a few Northern hunters. I fell in love with those tiny mechs. I also believe that the mammoth is still one of my favorite miniatures in the Heavy Gear range. Some years later, I decided to build a Northern army... and a Caprician one... and a CEF one. I love hard science fiction, mecha and desert landscapes. Sometimes I think Heavy Gear was designed for me.





**GU:** I know what you mean, there is something fascinating about the blend of engineering ideas like the V-engine, more realistic scale of the Gears, and the adaptation of current military designs into bipedal walkers with the dynamic way in which their movement is portrayed. I know you're a big fan of Phil Leclerc's sculptures, what are your views on how 3D modelling is going to integrate into the wargaming industry?

**DT:** 3D modeling, or CAD, is not really new in the world of wargaming. But the price is going to be cheaper and the quality continues to improve. Nowadays there are many companies offering to print any 3D model. Everything is dependent on choosing the right one, as the surface finish is critical to achieve a good master if you're going to recast it in metal or resin. But the modeling itself requires knowledge of some specific techniques to make a good 3D file for print.

It's also possible for a wargame company to maximize its resources by using the 3D model for illustrations purposes as well. Indeed, the artist who modeled the object can also shoot his 3D object like a real photography. It is also possible to print the same file on different scales, no need for multiple 3D objects.

**GU:** How would you describe your design process?

**DT:** I usually start by carefully analyzing the 2D concept and collect all references into a single image that I import in my 3D modeling software.

Then I build a rough block mesh of the entire model to check the proportions and shapes to fit them and validate the overall silhouette with the artistic director.

I begin the real modeling by adding up all the details necessary to reach the final stage.

During the modeling process, I regularly send pictures of the progress of the project to the Artistic Director for approval.

I made a few renders of the model once it is finished.

Finally I cut out all the parts and put them on sprues to create the file that will be used in 3D printing.



MASTERCLASS

**GU: What are your favourite Heavy Gear armies?**

DT: My favorite HG army is now the CEF. I love the Hard Edge and efficient design of this army in general. I really love the North too. This is my first army, and the Kodiak is awesome.

**GU: Which are your favourite Heavy Gear miniatures?**

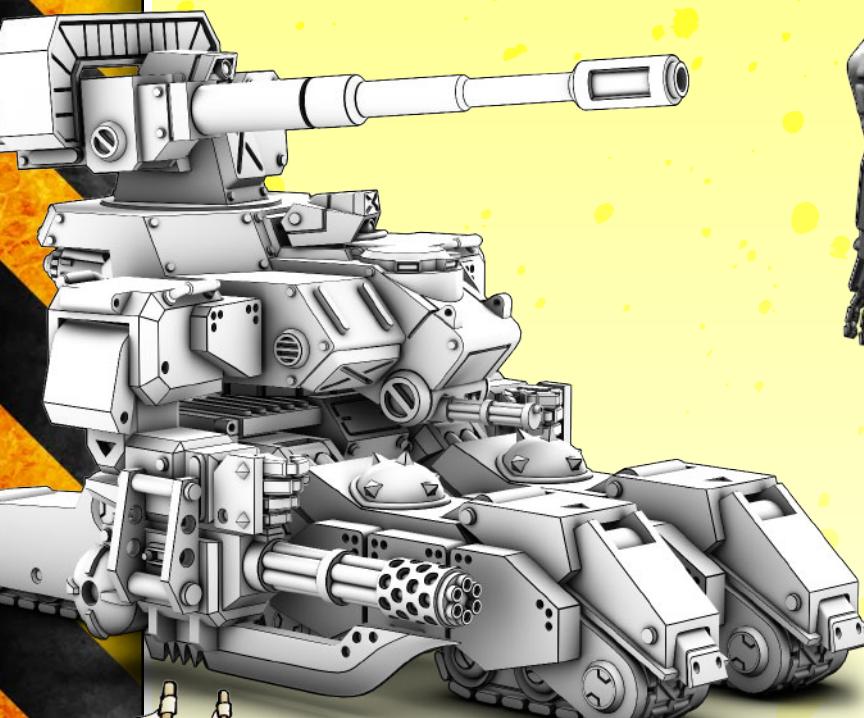
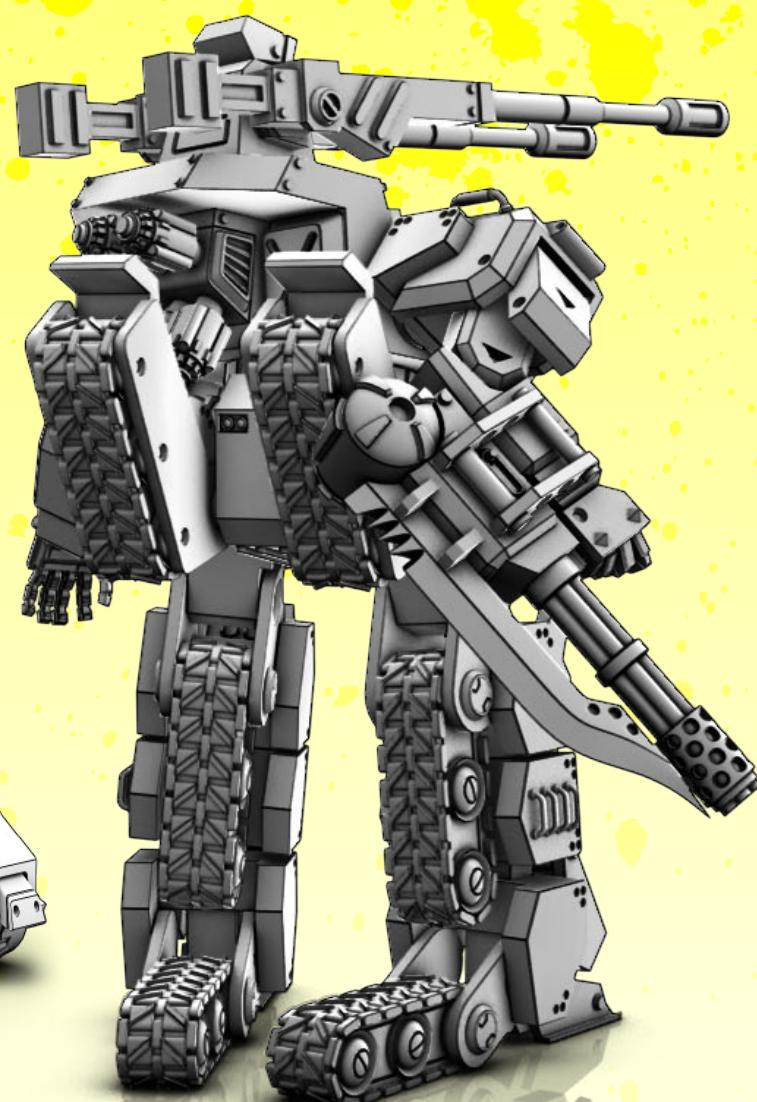
DT: My favorite miniatures are the Type F2-xx and F6-16 Battle Frame and the HT-72 Hovertank. The Nucoal Models are awesome too, I can't wait to get them all!

**GU: What would your ideal project be?**

- DT: My ideal project is to work 3D model of a huge Gear/Tankstrider and some scenery pieces too. I think that 3D print works great with this kind of stuff.

I really want to design and model a space Mech with a lot of hard edges and sharp silhouettes and model some 32 mm scaled pilots too.

**GU: That would be really cool. Thanks so much for the interview.**



# HEAVY GEAR

## BLITZ!

### NUCOAL SUPER BUNDLE



- NuCoal Field Guide, Full Color
- NuCoal Field Guide PDF
- Hussar in Walker Mode
- Hussar in Tank Mode
- NuCoal Decal Pack



- NuCoal G.P. Squad
- NuCoal Strike Squad
- NuCoal Recon Squad
- NuCoal Fire Support Squad
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# CRITICAL MASS

BY SEAN CALLAWAY

The echoes of the explosion were still fading when the two men turned to each other, their brows furrowed in anger and frustration.

"Merde, that is the third prototype we have lost this month!"

"Well, what do you expect when all we're given to work with is a few minutes of scratchy battle-cam footage to work with? This isn't even reverse engineering, more like... bassackwards engineering!"

"Well obviously it is an engineering problem, because there is nothing wrong with my design."

"Hey, a sculptor is only as good as the clay he's given! Your design is garbage! The ammunition gang fired in the storage bin just like I said it would! I told Command from the beginning that a seven and a half meter tall, fifteen ton Gear is overkill! And you know what they said?"

"Perfect'?"

"'Perfect'! Exactly! Like they know anything about power-to-weight ratios, or care about pilot safety..."

A third man walked up to the pair from a small reviewing stand nearby and coughed quietly into his hand. He wore the rank tabs of a Lieutenant. Behind him, a modified Iguana walked up to a group of military officials that had been observing the trials while a group of medics and technicians rushed toward the damaged vehicle and swarmed over it like ants on a carcass.

"Excuse me, gentlemen, I thought you'd like to know that the test pilot is going to live."

"Yeah, great," the engineer replied before continuing as if he'd never been interrupted. "...all the General said was to build him the biggest, baddest Gear Strider Terra Nova's ever seen, and he didn't care how it was done. And 'Project: Gojira'? What the hell kind of project name is that?"

The two men turned away from the testing grounds and started walking towards a large hangar that had been camouflaged so as to be invisible from the air. The Allied Southern Territories had enemies everywhere.

"I believe his exact words to me were, 'Design something that looks like a Cataphract, Hussar and a Naga had a three-way and made a baby,'" replied the technical designer. "The very idea is ludicrous, of course, but his intent was clear enough."

"What I want to know is, where the hell did you get the idea to give it such a huge artillery piece in the first place? And hand-held at that? That MAGISTER II damn-near ripped the arms off the first time it fired! But you artists don't care about effectiveness as long as it looks cool, right?"

The sounds of emergency crews rushing the test pilot to the field hospital faded away and were replaced by the sounds coming from the hangar. Arc welders, pneumatic ratchets, electronic winches, and shouted curses filled the hangar with a cacophony only the mechanically-inclined could find comfort in. The two men had to raise their voices in order to be heard over the din.

"Oui, I admit the field gun needs some work, but if you had incorporated the recoil compensators in the shoulder actuators like I had suggested, we would not have had that problem!"

At this, the engineer stopped walking and whirled to face his erstwhile partner. The look on his face was more anger than frustration this time.

"Dammit I told you, if I had done that the arms wouldn't have been strong enough to pick the gun up in the first place! We should go with lasers instead! Less weight and no risky ammunition storage problems!"

"You want to give my creation a...a *treur de pois*?" the other man responded. "A pea shooter? How is that intimidating?" The designer looked up in exasperation.

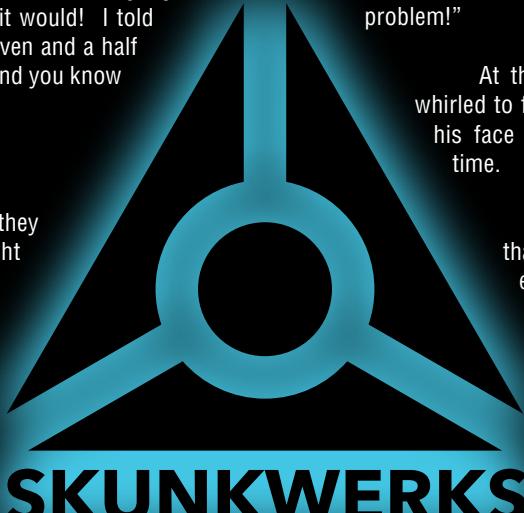
*"Engineers! Bon sang! Quelle Bande de mauviettes!"* He looked the engineer in the eye before continuing. *"No imagination, no... no, sans boules!"* he spat.

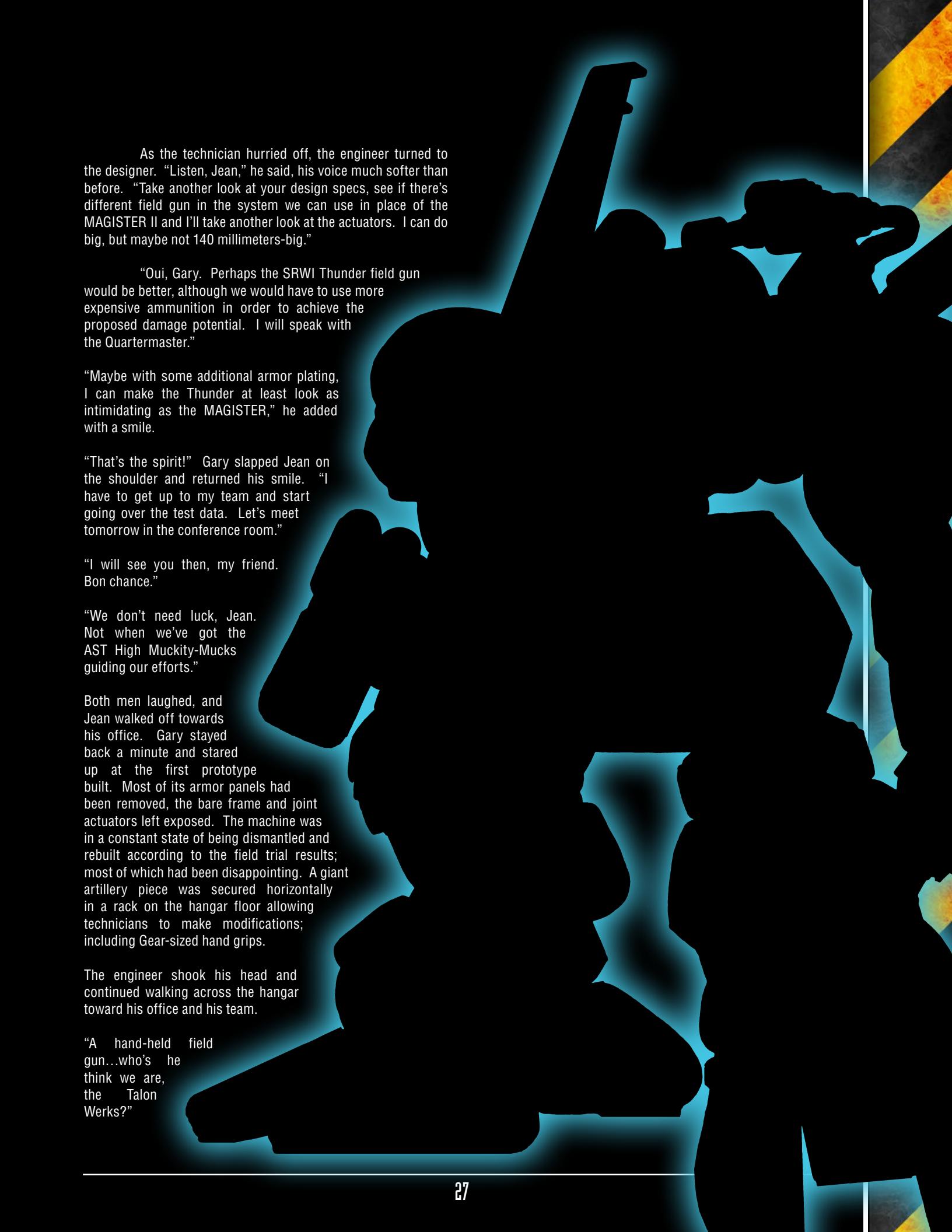
The engineer pointed his finger in the other man's face and yelled, "Hey! I have no freaking idea what you just said a second ago, but I understood that last part! I'll take your 'boules' and shove 'em up your..."

"Sir!" A senior technician from the engineer's team ran up to the two men and interrupted the argument. "Sergeant Allard is coming in with the trial footage as well as the prototype's CPU."

The engineer exhaled slowly and lowered his hand before answering the technician.

"Alright, tell him to park his Iguana and get that data up to me pronto. I'll be in my office. And assemble the rest of the team there as well; we need to find out what went wrong this time."





As the technician hurried off, the engineer turned to the designer. "Listen, Jean," he said, his voice much softer than before. "Take another look at your design specs, see if there's different field gun in the system we can use in place of the MAGISTER II and I'll take another look at the actuators. I can do big, but maybe not 140 millimeters-big."

"Oui, Gary. Perhaps the SRWI Thunder field gun would be better, although we would have to use more expensive ammunition in order to achieve the proposed damage potential. I will speak with the Quartermaster."

"Maybe with some additional armor plating, I can make the Thunder at least look as intimidating as the MAGISTER," he added with a smile.

"That's the spirit!" Gary slapped Jean on the shoulder and returned his smile. "I have to get up to my team and start going over the test data. Let's meet tomorrow in the conference room."

"I will see you then, my friend. Bon chance."

"We don't need luck, Jean. Not when we've got the AST High Muckity-Mucks guiding our efforts."

Both men laughed, and Jean walked off towards his office. Gary stayed back a minute and stared up at the first prototype built. Most of its armor panels had been removed, the bare frame and joint actuators left exposed. The machine was in a constant state of being dismantled and rebuilt according to the field trial results; most of which had been disappointing. A giant artillery piece was secured horizontally in a rack on the hangar floor allowing technicians to make modifications; including Gear-sized hand grips.

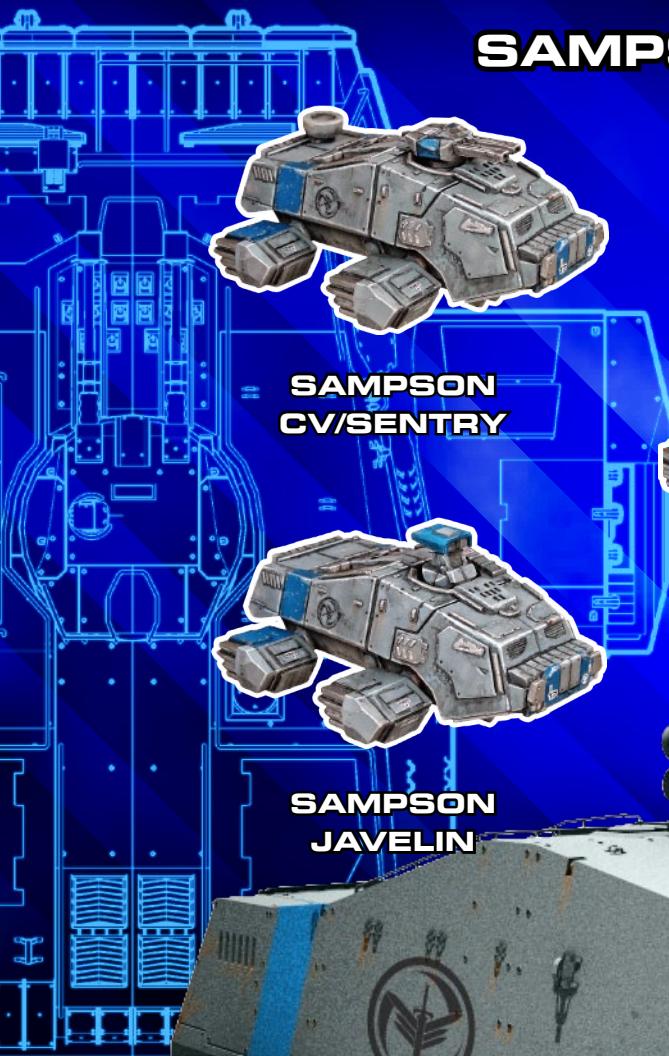
The engineer shook his head and continued walking across the hangar toward his office and his team.

"A hand-held field gun...who's he think we are, the Talon Werks?"

# HEAVY GEAR

## BLITZ!

### NUCOAL SAMPSON HOVER APC



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CV/SENTRY



SAMPSON  
SPEAR



SAMPSON  
STANDARD



SAMPSON  
JAVELIN



SAMPSON  
MEDEVAC



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# ALSTON ASH-DREYES, REGIMENTAL DUELIST FOR THE FOUR PILLARS NSDF REGIMENT

## Vital Statistics

Age: 42 Cycles

Height: 1.72 Meters

Weight: 79 Kg

Hair Color: Blonde

Eye Color: Blue



Rumored to be the bastard son of Prince Hans William Ash IV, Alston grew up in a privileged environment in the courts of Ashington in the UMF. While he was never formally recognized, the popular stories about Ashton's birth were well-known even during the early cycles of his life. The Dreyes family was a minor noble house in the city that had always served the Ash family in the capacity of castellans, but they never amassed the respect or fortune that many of the other families had over the centuries. Alston's mother, Karmilla, was confidant of Prince Hans William's mother, and during one of the many bitter disputes between Hans and his wife, Karmilla provided the young prince a place to vent and lose himself. Karmilla was kept in the Sun Palace and after Alston's birth, the courtiers quietly whispered that the boy was the Prince's own.

Unfortunately for Alston, life as the unofficial bastard made his existence difficult. Raised by his uncles, Alston was groomed to usurp the throne once Hans William expired or abdicated. Part of his grooming included service in Ashington's own royal regiment as a Gear pilot. Seeing the danger of having a bastard son potentially come into conflict with his own legitimate daughter, Hans William exiled Alston from the city-state in TN1938 after Alston made spectacle at the Ashington Royal Ball. The cocky Alston insulted his half-sister, Hannah, questioning her ability to command the 2nd Ashington Royals Regiment. This public insult was further compounded when the Citadel Enquirer, a favorite tabloid in the UMF, ran a feature article on Alston's questionable heritage.

After the debacle at the royal ball, Alston famously left Ashington by saying, "All of you in Ashington can go to hell, I'm going to NuCoal!" The bad boy of Ashington made his way to Prince Gable, where talent agents recruited him for a reality show about his life. For five cycles, his show "Royal Rampage" was one of the highest rated shows on the Hermes 72 network. Each week, camera crews would showcase the exploits of infamous expatriate. Alston amassed a small personal fortune before his show was canceled due to a series of threats out of Ashington. When the show's director and his wife died under mysterious circumstances, the producers of the show shut down production and Alston was left to fend for himself. Not one to sit idly by, Alston worked up a public relations coup for the emerging NuCoal Self Defense Forces. Alston agreed to join Prince Gable's NSDF regiment and letting cameras follow him as he went through basic training and service. Alston finished his contract with the production company in TN1944, but discovered that he enjoyed serving in the military and chose to sign up for an extended service. His skills in the cockpit of Medraut, his personalized Chasseur MKII, are unmatched, and Alston's reputation as a company commander is highly regarded. His personal charisma and skills earned him the coveted position of regimental duelist in TN1947, a position he still retains.

## BLITZ RULES: [TV COST: 140]

Alston Ash-Dreyes is fielded as the Army Commander for a Prince Gable NSDF regiment. Alston must be fielded with the equipment listed and cannot take any further skill upgrades. The TV cost includes his skills and Gear, but any further special abilities listed below must be paid for separately.

## SKILLS

Attack: 4

Defense: 4

EW: 3

LD: 4

Piloted Vehicle: Chasseur MKII Lance (Medraut)

♦ Replace LAC with MAAC (F, Reloads)

♦ Replace VB with VR

## SPECIAL ABILITIES:

### Master Duelist (Cost: 10 TV):

Ashton generates a single CP per turn that may be used only for himself. If he does not utilize the CP before the end of the turn, the free CP is lost. In addition to re-rolling attack or defense rolls, the CP can be used to push his Gear's performance. If he pushes the Gear's performance for one turn he may gain an additional 4 movement points and add an additional +1 to the top speed defense bonus.

### Hot Dawger (Cost: 15TV)

Ashton can push the performance of his Chasseur to the extreme without any of his combat skills suffering. Ashton does not have to expend an action for going to top speed.



### Charismatic Leader (Cost: 15TV)

Ashton knows how to rally his troops and seize the initiative. During the initiative phase, Ashton may reroll his initiative roll and choose the better of the two results.

### Improved Jump Jets (Cost: 5TV)

Increase the Jump Jet Rating on Medraut to 6.

GEAR FOUNDATIONS

# HEAVY GEAR

## BLITZ!

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ESPION HEAVY GEARS



ESPION  
STANDARD



ESPION CV



ESPION  
GRENADIER



ESPION  
FIRESTORM



ESPION  
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RRRRRRRT!

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IN HIS WAKE.

**PRIMARY  
SOLUTIONS**

PAGE 5

PRIMARY SOLUTIONS

GENCON 2012 EVENTS: AUGUST 16<sup>TH</sup>-19<sup>TH</sup>

# HEAVY GEAR BLITZ!

## HEAVY GEAR BLITZ USA MASTERS CHAMPIONSHIPS

SATURDAY

- ◆ First Place: Trophy, Certificate, and Dream Pod 9 Store Credit
- ◆ Second Place: Trophy, Certificate, and Dream Pod 9 Store Credit
- ◆ Best Sportsman: Certificate, and Dream Pod 9 Store Credit

24 spaces available



## LIGHTNING TOURNAMENTS FOR NEW PLAYERS

FRIDAY AND SUNDAY

- ◆ Prize: Certificate and Dream Pod 9 Store Credit

8 spaces on Friday and 12 spaces on Sunday



## HEAVY GEAR ARENA MINI-SEASON

THURSDAY

- ◆ Prizes: Trophy, Certificate, and Dream Pod 9 Store Credit

8 spaces available



## HEAVY GEAR OPEN GAMING TABLES

THURSDAY, FRIDAY, AND SATURDAY

Varied Scenarios and free tables to play



## HEAVY GEAR GENCON PAINTING CONTEST

SEE GENCON 2012 SCHEDULE

- ◆ Prize: Trophy and Heavy Gear Blitz Paint Set

## RAFFLE DRAW

UNTIL NOON ON SUNDAY

- ◆ Take a demo, play in an event or buy an item and be entered into a random draw for prizes on Sunday! (must be present to win)



# INDY

# GEN CON

## THE BEST FOUR DAYS IN GAMING!

Dream Pod 9 attends GenCon every year. Located in Indianapolis, Indiana, it's one of the biggest gaming conventions around and attracts all the big stars of the industry along with legions of enthusiastic and dedicated gamers.

Every gaming company comes to GenCon to show off their latest and greatest new products and run grandiose events and tournaments. We were no exception as we unveiled the New Coalition, a whole new, never-before-seen faction, complete with a whole line of miniatures. We were eagerly awaiting the reaction to the new miniatures and were thrilled by the great reception. The New Coalition was a total hit at GenCon!

Last GenCon has also seen Dream Pod 9 partnering up with Scotty's Brewhouse, an excellent local pub, and the 3 Wisemen Breweries. Our partnership yielded nothing less than Long Fang Abbey Ale, a beer that was specifically brewed for the event and featuring a Long Fang Ale Cobra that seems to come straight out of Arena.

We also ran a whole menagerie of events such as our Heavy Gear American Championship.

Our congratulations go out to Craig Engle, 2011 Heavy Gear American Champion, Jason Cabral, 2011 Heavy Gear American Champion runner-up and John Andreasson, 2011 Heavy Gear American Championship's Most Sportsman Player. GenCon 2012's Heavy Gear Blitz USA Masters Championship will be even better with inventive scenarios to challenge veteran players. Make no mistake, it will be hard! After all, you're gunning for American Champion.

Along with continuous demos, we also ran our lightning tournament for beginners and held a raffle where all those who tried a demo or played in our events had a chance of winning prizes.

Amongst some of the improvements to our 2012 line-up will be a continuous open-gaming area for Heavy Gear where anyone can walk in and play. Personally, I'm excited about this!

**John Nguyen**  
Marketing Director



# TempleCon

PROVIDENCE, RHODE ISLAND, USA  
FEBRUARY 3<sup>RD</sup> - 5<sup>TH</sup>, 2012



# NEONCON

LAS VEGAS, NEVADA, USA  
NOVEMBER 3<sup>RD</sup> - 6<sup>TH</sup>, 2011

photos by: Mark Perre



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# HEAVY GEAR

## BLITZ!



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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.

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# game SUMMIT

OTTAWA, ONTRRIO, CANADA  
FEBRUARY 17TH - 19TH, 2012

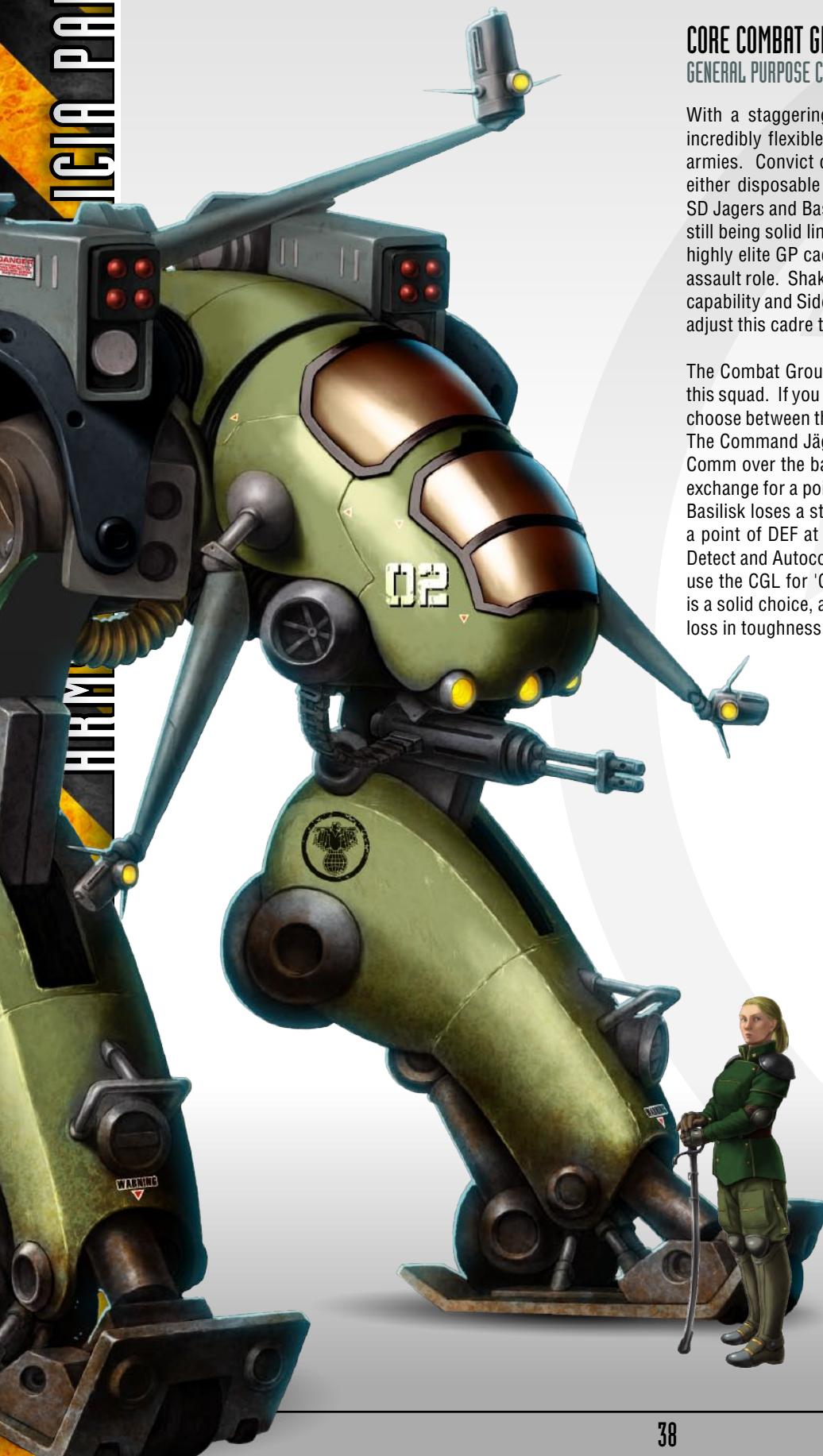
photos by: Bryan Rombough



GAME SUMMIT 2012

## ARMY SPOTLIGHT: MILICIA, PART II

BY GERRIT KITTS



Note: This article was written prior to the publication of the Heavy Gear Blitz field manual and so refers to Gear Up Field Testing articles that may have been superseded in the Field Manual.

## CORE COMBAT GROUPS

## GENERAL PURPOSE CADRE [LOCKED &amp; LOADED PG. 111]

With a staggering array of options, the MILICIA GP Cadre is incredibly flexible and well suited to inclusion in most MILICIA armies. Convict cadres of Asps can be fielded on the cheap as either disposable forward observers or infantry hunters, while SD Jagers and Basilisks allow you to save badly needed TV while still being solid line troops. Nothing prevents you from fielding a highly elite GP cadre either, letting the Black Mamba shine in an assault role. Shake vigorously with Silverscales for limited recon capability and Sidewinders for medium range punch, and you can adjust this cadre to fit pretty much any tactical need.

The Combat Group Leader has a bewildering array of choices in this squad. If you want to keep with a basic 'trooper' idea you can choose between the Jäger, Command Jäger, SD Jäger or Basilisk. The Command Jäger provides one extra point of Autocomm and Comm over the base Jäger, while the SD Jäger loses a sturdy in exchange for a point of DEF (base rules) and a TV reduction. The Basilisk loses a sturdy and one point of Sensors in exchange for a point of DEF at Combat-Ground (base rules) and one point of Detect and Autocomm, also for a minor discount. If you prefer to use the CGL for 'Coordinated Attack' actions, then the SD Jäger is a solid choice, as is the Basilisk; you probably won't notice the loss in toughness to begin with.

You also have several model choices for your CGL to fulfill a 'recon' role - the Iguana, Anolis R, DartJager and Silverscale (veteran squads only). Of the four choices, the Iguana is the best all around, but also comes at the highest price. The DartJager is reasonably tough for a scout unit, though it's not much better than the Jäger chassis it's based upon - you might be better sticking with the SD Jäger in that case. On the cheaper side of things, the Anolis R has the same DEF modifiers as the Iguana, but less armor; you probably don't want to expose it to too much fire. This is flipped for the Silverscale, which has equal armor to the Iguana, but one point less DEF - and requires a precious veteran slot. Both the Anolis R and Silverscale are solid choices if you want some 'recon' capability but don't want to break the bank - between them, I'd tend to err slightly on the side of the Anolis R because I personally prefer DEF to armor.

Finally your CGL can be fielded in either a Black Mamba or Sidewinder. Both are choices that tend to imply that you want your CGL to be more combat oriented rather than a support element for the remainder of the squad (or that you simply want the flexibility to do both). The Sidewinder is an excellent upgrade to the Jäger due to much harder hitting MRP/36 and better ratings for Sensors, Comm and Armor, all for the very low price of +5 TV. If you have TV to spare however the Black Mamba has a +1 to both DEF and ATK, making it very lethal with weapon upgrades. When playing MILICIA I'm inclined to keep the CGLs as inexpensive as possible; both for thematic and practical reasons (you can spend the savings elsewhere). Keeping that similar line of thought, I tend to keep the Black Mamba only for those cases where I'm trying to make the entire squad into a 'Strike Cadre Lite'.

The remainder of the squad faces similar dilemmas when choosing what to upgrade - and where. In a regular cadre, you have the choice of swapping your Jagers to SD Jagers, Dartjagers or Rattlesnakes. If you aren't playing with the Field Test rules, the SD Jager upgrade is usually the winner hands down, as you get +1 DEF at Combat-Ground for no real loss in durability, and you save 15 TV in the process. The Dartjager is also a viable choice

for the same reason, though you are still going to be paying more for less armor; the sturdy box doesn't add much toughness. The Rattlesnake is generally overlooked because of it's Defective Fire Control, though you can get around it by giving the Rattlesnake the ATK:3 DEF:3 upgrade in a Veteran squad. This is a hard way to pickup a MRP/9 though, and you probably have better places to spend your Veteran slot.

Things change if you are using the Field Test rules, especially the GU3 Overkill rules. The Dartjager and SD Jäger share an equivalent DEF modifier under GU2, but the Dartjager's sturdy box compensates better for it's armor 12 (needing 48 damage to overkill versus the SD Jäger's 45). The Dartjager becomes the 'better' choice from a defensive perspective, though the SD Jäger is still cheaper. But since neither can use the Field Armor upgrade, you might want to consider fielding basic Jägers in Veteran squads, to take advantage of their relatively high overkill rating of 75.

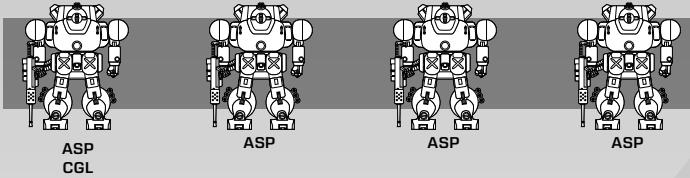
You may also swap a single Jäger to a Sidewinder (keep in mind that this upgrade is one per cadre, however), which is usually a good idea. The rare cases where you wouldn't want to take advantage of this arguably under-priced option would be when you're trying to keep your cadre to the minimum possible TV cost, or if you're fielding the squad as convicts. Otherwise, the addition of the MRP/36 provides significant area saturation and heavy punch in a squad whose options are typically limited to LBZKs and LGLs.

Speaking of Convicts, if you choose this option for the cadre, your model options are restricted to SD Jäger or Asps. Neither can take any weapon upgrades or field armor, and it's usually a poor choice to take the LD upgrade in this squad (as you can't spend CPs on them unless there's a MP cadre within 10"). Because of all of these choices, I consider it best to keep the squad as cheap as possible and rely upon their HGs for the bulk of the damage they will do. Don't waste skill upgrades on them and use them for cheap Forward Observations.



## EXAMPLE GP CADRES

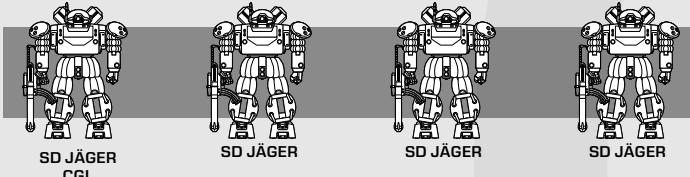
### [60 TV] CONVICT GP CADRE 1 "DREGS OF SOCIETY"



[CGL] Asp w/ LD:2; 3x Asp - NOTE: Changed from 4x Asp to 3x Asp

Built from the dregs of the MILICIA and armed with little more than their HGs, this cadre of convicts is a perhaps the cheapest way to fill a core requirement. Even infantry will end up more expensive than this cadre once you outfit them appropriately! But this cadre drops everything in the pursuit of lower cost, leaving them with limited utility on the battlefield. They are an excellent way to flood an opponent's ECM units with cheap Forward Observations, and their HGs are capable of being good stun generators and infantry killers in the base rules. Keep them in front of your more valuable assault units as mobile cover and don't worry when they are destroyed - you can always get more!

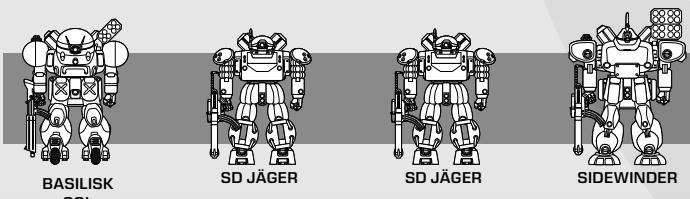
### [100 TV] GP CADRE 2 "PAUPER SOLDIERS"



[CGL] SD Jäger w/ LD:2; 2x SD Jäger w/ LBZK; 1x SD Jäger

Though they may look as if they came straight from a scrapyard, this cadre is an effective anti-gear force that can perform light assault duties or hold ground as necessary. With only light armaments they are best sent against similar troops, like opposing Hunters or Warriors, though in a pinch they might be useful against medium tanks and light striders. Just don't expect them to survive a head-on confrontation with a HT-72!

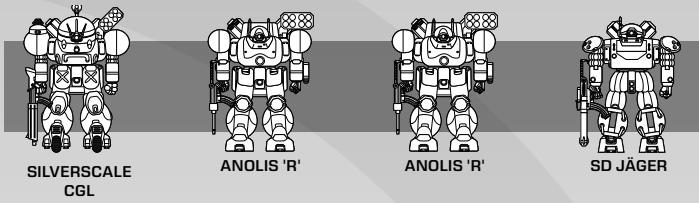
### [145 TV] GP CADRE 3 "SUPPRESSION FIRE ON THE CHEAP"



[CGL] Basilisk w/ LD:2; 2x SD Jäger w/ Paratrooper Rifle; 1x Sidewinder

Armed with stunning and area saturation weapons, this squad is probably best used to prepare the way for a more heavily armed assault force - or incoming fire from distant fire support elements. The paratrooper rifles provide decent anti-trooper firepower, while the Sidewinder's MRP can do serious damage to most targets. The Basilisk has reasonable Detect to spot opponents through light concealment, allowing it to forward observe for its squad from the front lines.

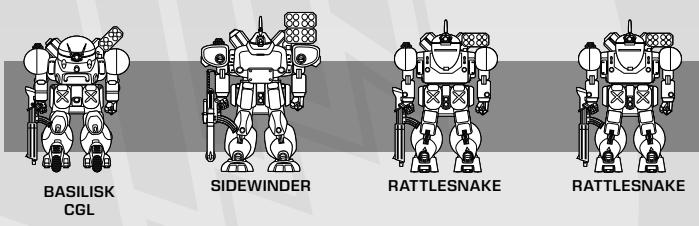
## [155 TV] GP CADRE 4 "RECON BEGGARS" <VETERAN>



[CGL] Silverscale w/ LD:2; 2x Anolis R w/ Paratrooper Rifle; 1x SD Jäger w/ LBZK

Using a Veteran slot unlocks the Silverscale, which is a good recon unit for the CGL. Taking this idea and running with it allows you to field a poor-man's recon squad, which makes up for the lack of EW skill and recon drones with a low, low TV cost. You don't have to sacrifice everything though; and outfitted with some reasonable weapons this cadre can choose to either perform stand-off recon or mix it up with some measure of success. An solid addition when you don't want to spring for a full-blown recon cadre but still want some dedicated recon units (albeit fragile ones) in your army!

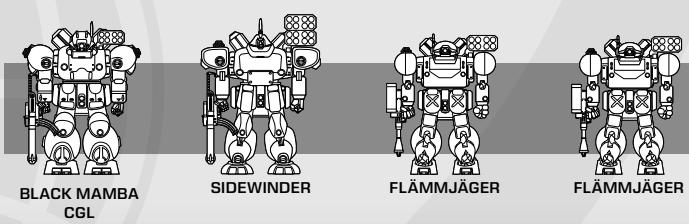
## [175 TV] GP CADRE 5 "THE ROCKETS GO WHERE NOW?" <VETERAN>



[CGL] Basilisk w/ LD:2; 1x Sidewinder; 2x Rattlesnake w/ ATK:3, DEF:3

Sitting somewhere between a joke and one-trick pony, this squad tries to spin gold out of mud by using the Rattlesnakes and Sidewinder to form a short to medium range 'fire support' unit. Though capable of putting out a decent quantity of MRP shots, and clocking in below most other GP Squads, this squad lacks staying power and will crumple under a frontal assault. Because the MILICIA has plenty of other ways to shave TV from support units, I can't recommend this - unless you've been drinking heavily. Then, have at!

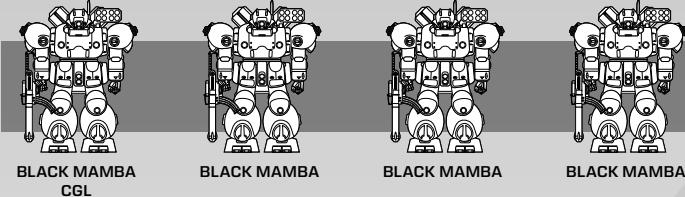
## [220 TV] GP CADRE 6 "PROFESSIONAL FLAMERS" <VETERAN>



[CGL] Black Mamba w/ LD:2, LBZK; 1x Sidewinder; 2x Jäger w/ MFL, IRP

The South isn't above using flamers to roast its opponents in their gears, and the MFL makes a good showing for that purpose. Combining an excellent fighting CGL with the Sidewinder gives you solid anti-gear firepower, letting the Jägers with MFL target either recon gears or infantry. If you aren't using the Field Testing rules the limited range of the MFL makes this squad a bit hampered, so be forewarned.

## [310 TV] GP CADRE 7 "RISING STARS" <VETERAN>



[CGL] Black Mamba w/ LD:2, Remove Weak Facing; 2x Black Mamba w/ LBZK, Remove Weak Facing; 1x Black Mamba w/ Paratrooper Rifle, Remove Weak Facing

Sometimes, important people end up busted down to the MILICIA from the SRA. Often, they bring whatever connections they can salvage with them, granting them access to advanced equipment and weapons. This is such a case, where you go for broke and break the toys out - there is little this squad lacks in the punch department, except for skill upgrades. Depending on the remainder of the army this cadre may end up needing to do either heavy lifting or still be a pale reflection of how real warriors are equipped - but all they same they will likely kill whatever you want dead.

### INFANTRY PLATOON

[LOCHED & LOADED PG. 120]

MILICIA infantry follow the basic idioms for infantry platoons fielded by the Terra Novans, with a wide range of tactical roles depending on how they are equipped. However, one critical difference with the MILICIA is that infantry are not necessarily the kings of low cost. Like most other armies MILICIA Infantry can fill Core slots cheaply - and there are ways to make MILICIA infantry dirt cheap. Yet there are Gear units that can approach infantry TV values for entire cadres, making the choice between Gears and infantry one of personal aesthetics and playstyle rather than effective army building.

Generally speaking, infantry's tactical role on the Blitz! battlefield is most directly influenced by their movement modes. Infantry without any movement upgrade are restricted to a Walker move of 2/4, making them primarily useful in a support role where they can hunker down safely. Commonly outfitted with Light Mortars or Anti-Gear rifles for long range support, they also can be equipped with Demo drones and shorter range weapons in urban areas to protect defend objectives. They can even be marginally useful when they lack any upgrades to contest objectives near your deployment zone, though most gears will be able to eventually winnow them down.

ATVs or Riding Beasts allow the platoon to cross the board, which exposes them to risk - but also expands their options a bit. Demo and Recon drones are common attachments to this squads, as they can be deployed and used at Combat speeds - unlike most weapons. Coupling the Amphibious upgrade in Veteran squads with the Riding Beasts upgrade in particular allows you to go through most swamp terrain unimpeded, which can be useful to attack an opponent's flank. But note that most weapon upgrades go against the grain of the movement upgrade, as you still have the Stabilizer flaw associated with them - and having to sit still to fire can put you in a very dangerous situation.

Upgrading infantry to be ORVs tends to push each escouade into a role that's similar to Gears, as they lose the Stabilizer perk on their weapons. This simple change allows the shorter ranged

infantry weapons to shine, such as the Rocket Launcher and Grenade Rifle. ORVs also make much better use of TDs than ATVs do, as you can move and Forward Observe, keeping you at arms length of your opponent. However the price of this upgrade is that you are trading armor for DEF, which tends to make you a bit weaker all around. Keep this sacrifice in mind when you're fielding the ORVs, and try to minimize their exposure to incoming fire.

MILICIA infantry also have the option to add three different 'attachments' to their units, with a choice between Caimans, Hitties and Asps. Caimans are a typical APC, being very fragile and carrying only a MAC in their default configuration, which suffers from a -1 ATK modifier. They can carry a single escouade as a transport, but the combination of low armor and DEF modifier makes them practically a moving coffin. In their base configuration however they can serve as usable Forward Observers due to their two actions each. A full squad of infantry with Light Mortars will rarely find better friends than four Caimans for spotters.

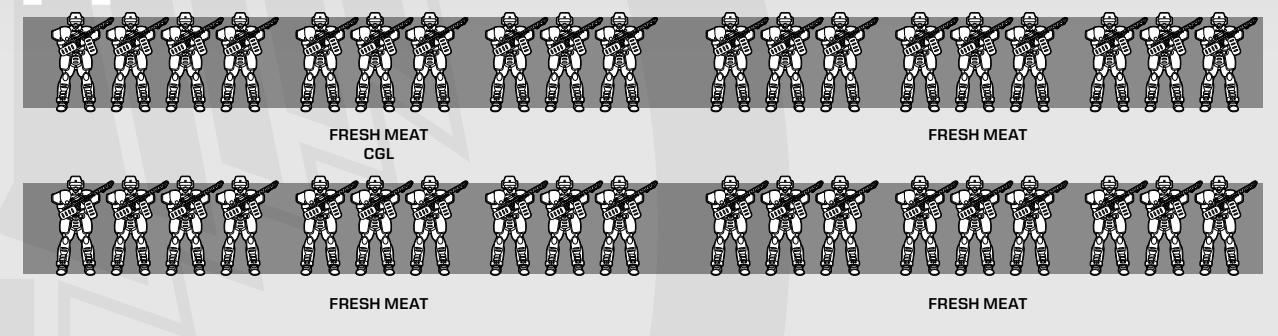
Additionally the Caimans can trade their transport capability for a HRP/48, allowing them to hide safely behind cover and decimate a target with saturation fire. Remember that you can use their second action to add +1D ATK to their MRP/48 shot, which keeps you from needing to give them skill upgrades to offset their -2 ATK modifier (-1 from the HRP, -1 from the Caiman).

If you choose to use an Infantry Platoon to house your Army Commander, the Caiman has a Command upgrade that gives your commander ECCM(2) and Comm +1. It also unlocks a LD upgrade, letting you get up to Leadership 3 - which gives you plenty of CPs to throw around each turn. However keep the extreme fragility of the Army Commander in mind - a single airstrike or artillery hit on a stopped Caiman is likely an overkill. Try to combine this with the Stealth upgrade to increase the survivability of this very critical model.

Hitties are a specialized version of the Hun, with a HFL and MGs along with solid armor and DEF modifiers, as well as Transport capability. It doesn't sacrifice speed either, making it a pretty good APC to use when crossing the table; combine this with infantry and Demo drones for a very nasty surprise. The HFL gains a massive boost under the Field Testing rules, letting the Hittite engage even gears with a decent chance of success. And with three potential actions (two base and autopilot) the Hittite can also serve as a poor-man's recon unit if necessary - though you're probably better staying with the Caiman for that role.

Finally, you can choose to swap a single stand from an escouade with an Asp, which nets you an additional activation and HGs in lieu of some damage soaking capability for an individual escouade. This addition can be very useful especially when coupled with ORV infantry, allowing you to hunt in a large 'wolf pack' for light to medium Gears or opposing infantry. One impressive combination of these rules allows you to field twelve activations in a single combat group, which will force your opponents hand at reaction fire and ECM actions. Don't miss the MPZF upgrade, which gives the Asp much better striking power against Gears - it's well worth the +5 TV cost.

### [30 TV] CONVICT INFANTRY PLATOON 1 "DEAD MEN MARCHING"



[CGL] Infantry Escouade w/ Fresh Meat; 3x Infantry Escouade w/ Fresh Meat

A full twelve bases marching as a single whole towards their eventual destruction, the only claim to fame this platoon has is that it's cheap. Cheap enough to be worth it - well, that's debatable. Their strength comes mostly from intimidation, though their +11 RoF can be intimidating in its own right. Make sure you play with GU2 Field Testing rules; otherwise you're going to be out of range more often than not.

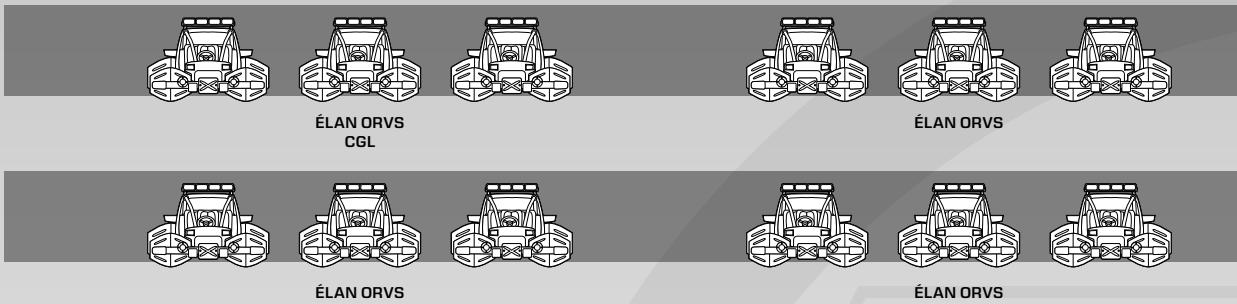
### [110 TV] CONVICT INFANTRY PLATOON 2 "MOTOCROSS MADNESS"



[CGL] Infantry Escouade w/ ATV, Demo Drone; 3x Infantry Escouade w/ ATV, Demo Drone

A humble collection of frothing at the mouth berserkers, who's only hope is to drive close enough to something important and drop a demo drone underneath it. After their one claim to fame they take their zoloft and head to the hills, functioning as spotters. But in that one glorious instant, they might even bag their own white whale - a HHT-90!

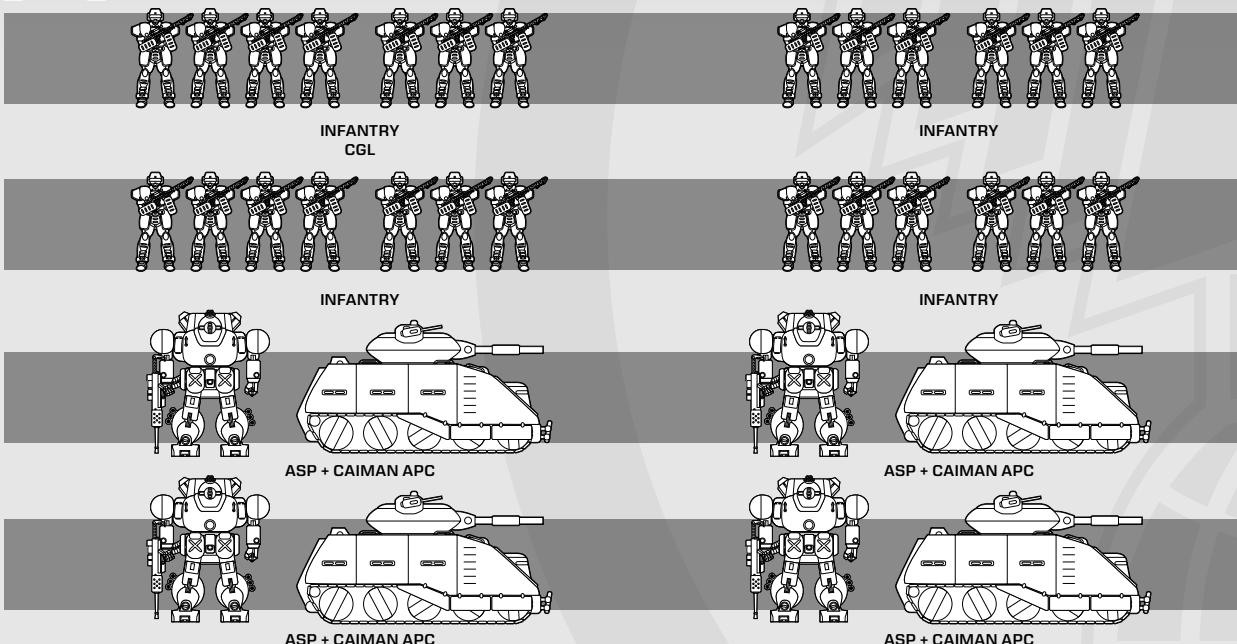
[145TV] INFANTRY PLATOON 3 "PIRANHAS OF THE DESERT"



[CGL] Infantry Escouade w/ ORV, AGR, Demo Drone; 1x Infantry Escouade w/ ORV, AGR, Demo Drone; 2x Infantry Escouade w/ ORV, GL

With AGRs and Demo drones, this squad is well suited to flanking attacks against Gears or medium tanks in a pinch. You have to use their maneuverability to keep them out of the crosshairs of most of the army, as they can quickly fall to a single mortar round or rocket pack. Strike your opponent hard and fade away into a harasser role, and you might make this platoon worth it's points.

[280 TV] INFANTRY PLATOON 4 "TAILGATING, MILICIA STYLE" <VETERAN>



[CGL] Infantry Escouade w/ Light Mortar, Fresh Meat; 3x Infantry Escouade w/ Light Mortar, Fresh Meat; 4x Caiman w/ HRP/48; 4x Asp w/ MPZF

Primarily designed to sit deep in cover and rain fiery death upon their opponents, the addition of the Asps gives this Platoon built-in spotters - or bodyguards for when things go pear shaped. The Light Mortars are well suited to stunning gears or damaging light targets, while the HRPs are solid all-arounders that can go against pretty much any targets short of main battle tanks. You're committing a pretty significant amount of TV to a fragile, slow cadre - so make sure the rest of your army has plenty of maneuver elements to counter this weakness.

## INFANTRY SPECIAL TEAMS

### INFANTRY SNIPER ESCOADE [LOCKED & LOADED PG. 121]

The Sniper Escouade is typically fielded as a dedicated recon upgrade to an Infantry platoon. It's rare for an army to need dedicated anti-infantry firepower; typically Gears can cover that tactical necessity nicely. As such you should always take the free swap of sniper rifle to AGR (RtCE or L&L Errata), which gives you the ability to generate some damage against Gears and light

vehicles. Combine this with the default Stealth 2 and Skill 3 that this escouade features, and they are well-equipped to hunker down in cover and let their targets come to them. Note that the Recon drone is usually a reasonable addition to this squad, but the ATV or ORV is generally less so, as you can't make as good of use of their Stealth while you are moving. However, there are times when you'll want them to keep up with the rest of your army - and then don't be afraid to give them some wheels.

### [25 TV] INFANTRY SNIPER ESCOADE 1 "UP PERISCOPE!"



Infantry Sniper Escouade w/ AGR, Recon Drone

With EW 3 and a Recon Drone, this squad can be a reliable threat against any target they see. Their downside is their price, as 25 TV will net you a SD Jager, which is generally more tactically useful due to their mobility. An all-around solid choice as long as you keep their limitations - and what they are costing you elsewhere - in mind.

### [25 TV] INFANTRY SNIPER ESCOADE 2 "STEALTHED TECHNICALS?"



Infantry Sniper Escouade w/ ORV, AGR

If you're a fan of the Dukes of Hazzard, this might be more up your alley than the previous offering. With a respectable Infantry Skill of 3 and ATVs, this escouade can keep up with more mobile elements of your army and still pose a credible threat to light or medium gears. Just don't let them get too close, or you'll quickly see how dangerous Gear propelled hand-grenades can be!

## AUXILIARY COMBAT GROUPS

### RECON CADRE [LOCKED & LOADED PG. 111]

When the rest of your army is configured for firepower or to hold a position, you sometimes have to make sacrifices in the electronic warfare department. A single recon cadre can bring the balance of power in that department back into your hands, but it's putting quite a few eggs in a single basket - normally. Thanks to the greedy budget masters in the MILICIA, there are plenty of TV saving measures available that can cut down the total cost of this cadre, and allow you to fit it in with less guilt.

The CGL starts in an Iguana, and has the option to upgrade to a Black Mamba in the squad options; but due to Limited Resources they also have the option of an Anolis R, Silverscale, SD Jäger or Basilisk. A CGL that's intended to be an Army Commander probably wants to retain the Iguana, if for nothing else the swap of the TD and LRP/24 for ECM(3) and ECCM(3). The latter can be invaluable to ensure Command Points are never blocked; at +5 on your EW roll, it will take a high-end Gear to shut down their Comm events. But temper this bonus with the limited Leadership available in the squad; with only an option to have LD:2 from the squad, you are making a sacrifice to give the Army Commander this bonus.

If the Iguana isn't to your liking, the remainder of the options can be useful in certain situations; but keep in mind that your CGL doesn't benefit much from using the 'coordinated attack' action that frequently. You'll likely only use that extensively if you outfit the squad as snipers; so you probably want your CGL to be used for recon like the remainder of the squad. This makes the Black Mamba, SD Jäger and Basilisk options for the CGL sub-par in this particular squad, in my opinion; they are more oriented towards combat and that's not the reason you picked this squad. However, if you're going for 'quantity over quality', then it might be worthwhile to put your CGL in one, just to save the TV.

That leaves both the Anolis R and the Silverscale, if you have the Veteran slot open for the latter. Both are solid contenders, with the Anolis R having better DEF and the Silverscale having better armor and ECCM, which is (again) always a plus for a commander. The Anolis R suffers from weaker armor and less sensors, but doesn't need the Veteran slot - which can be the most valuable resource you have. The Silverscale is better equipped for electronic warfare, but has worse DEF - and is more costly in TV. In general, choose the Anolis if you need to save the TV, and choose the Silverscale if you can keep it out of the immediate line of fire.

The remainder of the squad has the choice between the Iguana, Anolis R, Silverscale, Basilisk and SD Jäger. Unlike the CGL, each of these options can be quite useful in certain situations, and what you need the squad to accomplish determines when you'll want the different variants. The squad's role will often be to generate non-guided forward observations for fire support units further in the rear, in which case the simple SD Jäger can be just as effective as the more advanced Iguana - assuming you have a clear line of sight to your target.

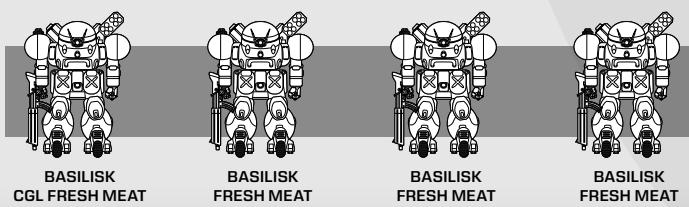
Both the Basilisk and the Anolis R are also low-cost options, with the Anolis R incorporating a TD and having better Sensors. The three models have Detect ratings in simple order; 2 on the SD Jäger, 3 on the Basilisk and 4 on the Anolis R, which gives you a good metric for choosing which one you need. On a battlefield cluttered with concealment, the higher Detect rating will let you find your target more often. However, keep in mind that unless you're commonly fighting in sandstorms or during night, concealment is going to be exist alongside a high enough cover rating to make your forward observation a less than desirably shot. The common way to negating this - the recon drone - works nearly as well for the SD Jäger as the Anolis R, which complicates your decision. You get more flexibility out of the better scout gear, but if you're playing in badlands terrain (lots of solid concealment) a SD Jäger with a Recon drone to peek around corners will work just as well.

if you want the squad to be able to shut down Comm events, you'll be limited to the Iguana or the Silverscale (again, only in a Veteran squad). The Iguana works better with Recon Drones, but the Silverscale incorporates a Sensor Boom which can duplicate the Recon Drone's ability to peek around corners, at a TV savings. The Iguana is generally harder to kill, with a better DEF modifier and the ability to use Field Armor, while the Silverscale has better Detect rating. The differences between the units thus boil down to playstyle and veteran availability more than anything else; I personally think the Silverscale has a rocking model and thus it's my preference - when I can afford it.

Finally, if you want to field the cadre as a low-end sniper or assault unit, you're going to be stuck with the Iguanas; only they come with the DPG necessary to unlock the LRF and LRP/32 swaps. If you're using the Field Testing rules, they are also the only models that can make use of the Field Armor, which improves their availability under the GU3 Overkill modifications. This combination can be a useful, if niche unit that you probably will mostly field as a whim or a surprise for an opponent; just don't send them up against a proper Strike squad.

Because there are no real upgrades for them in the squad, I suggest leaving the Black Mambas out of this squad. The upgrades in the Strike or GP squad put these to shame and are a better use of the Black Mamba's strengths than here.

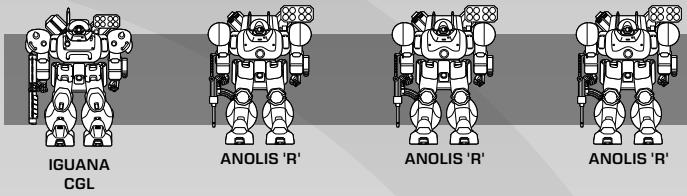
### [120 TV] RECON CADRE 1 "JUST HOPE THEY GET THE COORDINATES CORRECT"



[CGL] Basilisk w/ Fresh Meat; 3x Basilisk w/ Fresh Meat

Cheapness is a virtue in the MILICIA, and this squad tries to balance that virtue with a bit better Detect rating, and some 'heavier' weapons - at least for scouts. But to get that, you've traded away basically everything - Fresh Meat drops their EW back to 1, which prevents you from making full use of standby actions. Not to mention that it kills your chances to get through ECM - but a Basilisk doesn't expect to do that anyways.

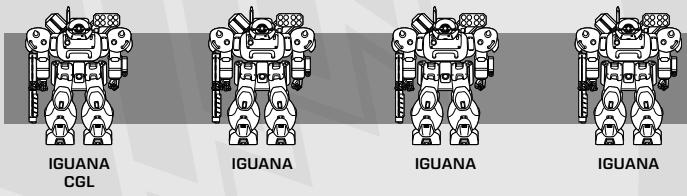
## [195 TV] RECON CADRE 2 "LIAR, LIAR, SENSORS ON FIRE"



[CGL] Iguana w/ LRP/32, LD:2; 3x Anolis R

Going with scout gears instead of recon drones lets you capitalize on their speed, while you have plenty of TDs to provide designated targets for your Nagas. You're lightly armored and have no ECM to speak of, so you might want to invest in a few Silverscales elsewhere in the army to compensate. But it's hard to beat the price; and on the right board they will make back their points easily.

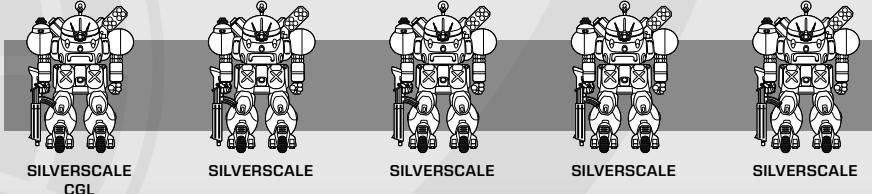
## [230 TV] RECON CADRE 3 "NOT SO SILENT... OR DEADLY"



[CGL] Iguana w/ LRP/32, Sat. Uplink, LD:2; 3x Iguana w/ LRF, LRP/32

A squad that tries to walk the line between being snipers and getting close enough to mix it up, you're in danger of trying to have them do too much and get basically nothing out of them in return. They can mix it up at point blank range if they have to, using the LRP/32 against the rear of heavier Gears to score kills, or try to stand off and fire with the LRF. The lack of any ECM can hurt you though, as you find them in the perfect place to shutdown an artillery strike - and don't have a model that can do anything about it.

## [250 TV] RECON CADRE 4 "LAST GENERATION'S TOP OF THE LINE" <VETERAN>



[CGL] Silverscale; 4x Silverscale

Silverscales are very capable recon units, with both TDs and ECM; this squad tries to be a reasonably costed, all in one place electronic warfare squad. With five models you can probably minimize the need for other recon models elsewhere in the army; so in many ways you're putting your eggs in one basket, but the cost won't break the bank. Just don't try to have these guys engage in any assault duties; they are better off fleeing rather than fighting.

## FIRE SUPPORT CADRE

[LOCKED & LOADED PG. 113]

This cadre lives up to its name, providing heavy firepower from afar - preferably from deep behind solid cover. Being underpaid, underfed and typically ignored by command, the MILICIA has a fondness for this cadre - and MILICIA players will quickly come to love the plethora of rocket packs in this cadre.

The Combat Group Leader in this cadre has more options than they quite literally know what to do with. In a regular cadre, they have the option of a Jäger, Command Jäger, SD Jäger, Dartjager, Rattlesnake, Sidewinder, Basilisk, Iguana or Anolis R. In a veteran squad they can choose between a Silverscale, Black Mamba, Spitting Cobra, Razor Fang Spitting Cobra, Python, Boa or King Cobra. This literal plethora of choices provides a dizzying array of possibilities, depending on what you want to accomplish with the cadre and how resources you have available.

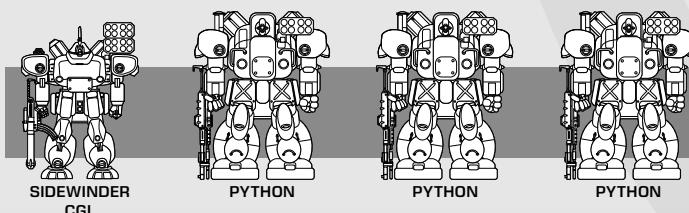
In a non-veteran cadre, the choices break down along three general roles; general command duties, reconnaissance or firepower. The Sidewinder grants significant punch with its MRP, while the Iguana and Anolis R provide solid recon capability. Either can enhance the main role of the squad significantly, allowing the rest of their cadre-members to shine. The remainder of the choices basically come down to personal preference and how much you're willing to sacrifice to save TV. The SD Jäger and Rattlesnake are the cheapest options, though you make your CGL extremely vulnerable in the process; if all you need for him to do is make 'coordinated attack' actions though, the savings can be worth it. The Dartjager is likely too fragile to be useful, but the Basilisk is just as useful as the stock Jäger while saving TV. The Command Jäger is typically a poor choice sadly; the addition of the Comm bonuses doesn't add much to the squad's utility.

Veteran cadres shake up the mixture a bit; the Silverscale is another recon model, and follows in the vein of the Iguana and Anolis R. The Black Mamba is a more elite CGL unit, that can be a nasty striker unit with some of the upgrades. The King Cobra upgrade provides serious firepower, especially with the King of the Field upgrade, at a steep cost in TV. But the biggest change comes from the Spitting Cobra, which grants an even greater firepower boost than the Sidewinder. With a plethora of TV saving options on the base Spitting Cobra, along with choices of the Python and Boa, you can use the CGL as yet another indirect attacker to really crank your cadre's firepower up to 11. Unfortunately, the Razor Fang Spitting Cobra upgrade sadly may not be quite worth the cost, as the very high total unit cost to transfer the CGL's action via the Satellite Uplink is overshadowed by cheaper units elsewhere.

The remainder of the cadre offers a similar level of flexibility, but as the majority of the cadre starts in Spitting Cobras the choice basically revolves around that model, the Python and Boa. The Python is generally a poor choice unless you like the aesthetics of the model; everything it can do the Spitting Cobra can do better thanks to the many downgrade options available in the cadre. The Boa on the other hand can be exceptionally tough to kill, and features a MFM that is rare in the Southern list; but again, the Spitting Cobra has enough options to go toe to toe with an equivalent Boa, with less wasted TV. However, if you're using the Field Testing rules, don't rule out a Boa with Field Armor; with an overkill of 132 (!) it's pretty hard to wipe out in a single hit.

Don't overlook a Black Mamba with dual MRP/36s in this squad; combined with the HRP/48 from the Spitting Cobras, you can saturate a very large area with rockets from medium to long range. If you prefer a more precision solution, a Basilisk with MRF or a SD Jager with HAC can also complement a squad of ATM wielding Spitting Cobras. Throw in a King Cobra with the King of the Field Upgrade and an LLC for even more fireworks; at least until they are hunted down at close range.

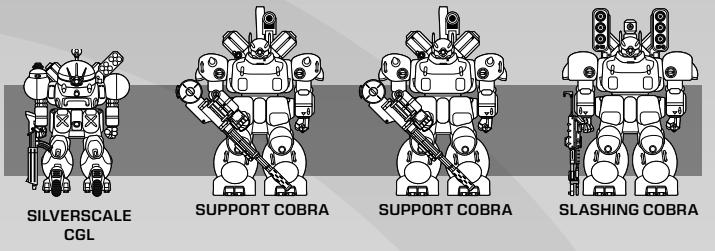
### [255 TV] FIRE SUPPORT CADRE 1 "FAR FROM OPTIMAL"



[CGL] Sidewinder w/ LD:2; 3x Python

I've included this cadre out of a perverse sense of malice towards you, gentle reader. I say this because for a mere -10 TV, you trade away quite a bit to pickup the Python. Specifically, two points of armor, a sturdy box and a drop in the HRP size. This armor loss is particularly nasty as you cross the armor 20 threshold, which is very common among the higher DAM weapons. And guess what? If you'd kept the Spitting Cobra, you could have swapped the useless MRP/18 and a HAC for a VHAC - obviously, hardly a downgrade. So sadly, the only reason you'd want to field this cadre is if you are going for a 'cheap' aesthetic in a MILICIA force - how much are you willing to trade for authenticity?

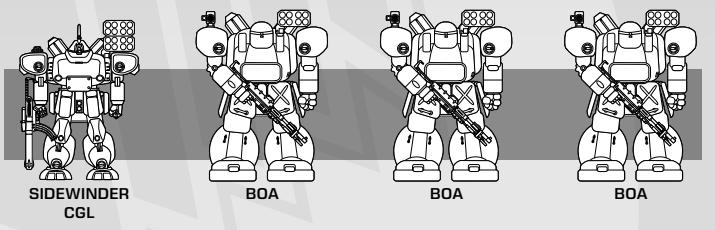
## [225 TV] FIRE SUPPORT CADRE 2 "THE MONGOOSE RARELY WINS ON TERRA NOVA" <VETERAN>



[CGL] Silverscale; 2x Spitting Cobra w/ VLFG, VHAC; 1x Spitting Cobra w/ ATM

A bit more like what you'd see in the wild, this squad is configured for anti-armor firepower at the expense of area saturation. The Silverscale can provide a designated forward observation target for the ATM Cobra, while the VLFG Cobras can fire from long ranges either directly or through a more conventional forward observation. Their low cost is something of a blessing as you probably want this unit alongside a more conventional fire support cadre to handle both types of duties; against horde armies this cadre will have a hard time.

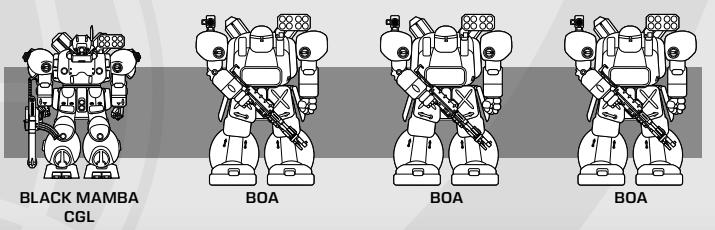
## [310 TV] FIRE SUPPORT CADRE 3 "INCOMING!" <VETERAN>



[CGL] Sidewinder w/ LD:2; 3x Boa w/ MFM

GearUp! Issue 3 revitalized the Fire Support cadre by providing the Boa a MFM option in a Veteran squad. Previously the South was known for more for area saturation through rockets rather than AE weapons, which always ran the risk of going Out of Ammo. The MFM's rather significant AE allows this cadre to punish any opposing squads that get too close together, while the Sidewinder contributes to the signature Southern flair in a fire support cadre.

## [350 TV] FIRE SUPPORT CADRE 4 "DEATH BEFORE 72KPH" <VETERAN>



[CGL] Black Mamba w/ LD:2, 2x MRP/36 (linked), Remove Weak Facing, Field Armor; 3x Boa w/ Field Armor, MBZK

Yet another odd-ball unit, this cadre tries to be an assault force rather than a fire support unit. The Boas are dammedly difficult to kill with their excessive overkill value under the Field Testing rules, while the Black Mamba's dual MRP/36 are well known and feared for their destructive potential. Still, the Boas are slow and won't be crossing the board in any typical game, but these guys can be deadly in a defensive role. I'm not sure this cadre is a good idea, but I'm paid the big bucks to try to figure out odd combinations; and this is as odd as it comes.

**MP CADRE****[LOCKED & LOADED PG. 114]**

When half of your soldiers are starving convicts, and the other half are bloodthirsty sycophants you need someone who's willing to crack a few skulls and ensure loyalty - or at least fear. The disciplined, sinister warriors who fulfill this task in the MILICIA are the Military Police Cadres, who work tirelessly to ensure the guns of their 'fellows' are pointed towards the foe and not towards hated commanding officers. Armed with brutal short-ranged weapons and armored with riot shields and field armor, the MP Cadres can be a difficult, tenacious foe for any who would try to stall the march of a MILICIA army.

The MP Cadre serves an important role as part of a MILICIA army - having a member of the Cadre within 10" of a convict cadre allows the convicts to make use of CPs. Though generally convict cadres won't make the best use of CPs, it can occasionally prove useful, and having the flexibility is useful. Large, dispersed groups of convicts will make this a losing strategy however, as the individual members of this cadre will need to be too far apart to support each other.

Unlike most of the Gear cadres in the MILICIA army, the Combat Group Leader in this cadre only may be fielded in a Black Mamba MP. Though you do gain the option of a Razor Fang Black Mamba MP in a Veteran squad, the difference is only the addition of the Satellite Uplink - and while a useful benefit, it hardly changes the role for the unit. With the addition of up to two sturdy boxes over the base Black Mamba, along with a reasonable Leadership score this model can be an excellent candidate for your Army Commander - especially if you are using the Field Testing Overkill rules.

The basic Iguana MP comes equipped with the chassis' signature DEF and a sturdy box, but trades its weapons and electronic equipment for a mere FGC. This gives you little in the way of offensive power, especially under the base rules, but in the Field Testing rules you wind up with some decent short-ranged power. Upgrading an Iguana to a Black Mamba MP loses you a point of DEF, but gains you MPZFs and a point of ATK, which more than offsets the minor loss of speed and EW capability. If you can spare the TV, it's well worth taking this upgrade as it nets you a good increase in hitting power, and couples well with the various weapon options in the squad.

Of the remaining model swaps, the Spitting Cobra MP is most in keeping with the general theme of the MP Cadre, albeit much slower and harder hitting. The default HPZFs can be extremely damaging at short range, and the Cobra MP works well with the LAAC upgrade as a stand-off fighter. Keep in mind that under the base rules you'll want to be very careful about exposing the Cobra to fire, as the poor DEF modifier more than offsets its high armor and sturdy boxes. Unfortunately you can't use the Brahmin upgrade to offset this weakness; but the GearUp! 3 Overkill Field Testing rules do restore a great measure of toughness to the Cobra MP. Just make sure to equip them with Field Armor in a Veteran squad, which will put their overkill value at a very respectable 105.

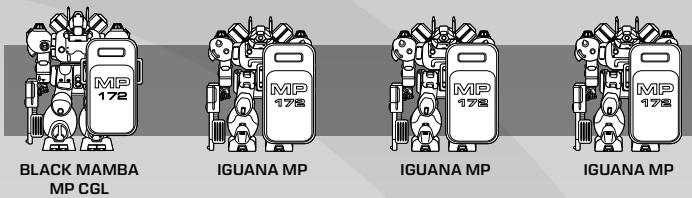
Conversely, the Black Adder and Desert Viper swaps alter the dynamics of the combat group in different ways. The Black Adder lacks the linked MRP upgrades present in the Strike Cadre, which pushes it towards an anti-armor role more than a support role; especially when combined with the Dedicated Tankhunter upgrade from Return to Cat's Eye. Under base rules this combination can be a risky, expensive gambit - with only average DEF modifiers all of those sturdy boxes won't help much against a solid AGM or HGLC shot. However, under the Field Testing rules the Black Adder's overkill of 80 makes it resilient against one shot hits, letting you get more mileage out of its shorter ranged weapons.

The Desert Viper alternatively packs more of a support role, with the HGL and MRP/18 preferring Gears and light armor for their targets. The stunning capability of the HGL complements the FGC carried on the MP gears, weakening highly agile targets before letting the remainder of the squad deliver the killing blow. The drawback is the lack of any Ground speed on the Desert Viper, along with only an average DEF modifier and the lack of any sturdy boxes. Under both the base and Field Testing rules, this combination is difficult to properly wield. You need to be careful to bring your targets close enough to hurt with the HGL without exposing yourself to too much return fire, as the lack of any sturdy boxes prevents you from taking advantage of the GU3 Overkill rules.

The cadre has two main weapon upgrades, with the choice to swap the FGC to a LAC and HHGs, or to a LAAC in a Veteran squad. The HHGs provide heavy punch at a very short range, although they are a bit unreliable against anything with a positive DEF modifier. Still, mixing a few of them into a squad never hurts, as normally the MP Cadre is restricted to lighter weapons. The LAAC is also a light weapon, although it has an exceptionally high RoF which can be useful to saturate an area with fire. This high RoF also allows it to get a reasonable DAM against single targets, though without Reloads this can be a gamble.

The LMG and APM weapon swaps are generally typically poor choices, as anti-infantry firepower is already readily covered by the FGCs and adding more is generally wasteful. The APM's long range can however be useful against GRELs and FLAILs at long ranges, especially when using the Field Testing rules. If you commonly face those opponents, it might be a worthwhile swap on an Iguana or Black Mamba, if you're willing to live with their increased fragility.

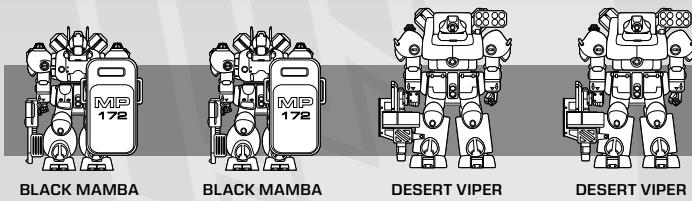
## [210 TV] MP CADRE 1 "KEEPING ORDER, CRACKING HEADS"



[CGL] Black Mamba MP w/ Remove Weak Facing; 2x Iguana MP w/ LAC, HHG; 1x Iguana MP

Your bog-standard MP cadre, with only the barest minimum of upgrades to give some light anti-armor punch. The Iguanas can serve as reasonable forward observers if necessary, and their HHGs can allow them to engage medium armor as well. They will be best used against lighter targets and infantry, where their FGCs can be put to the best use.

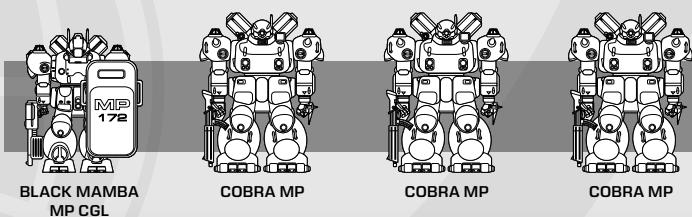
## [210 TV] MP CADRE 2 "RECON DEFECTOR DETECTORS"



[CGL] Black Mamba MP w/ LAC, HHG, Remove Weak Facing; 1x Black Mamba MP w/ LAC, HHG, Remove Weak Facing; 2x Desert Viper

Trading the Iguanas for Black Mambas and Desert Vipers pushes this cadre towards a more assault role, though in general they still remain a bit light for that role. The slow speed of the Vipers will prevent them from keeping pace with the Black Mambas; but this isn't much of a disadvantage if you plan on keeping this cadre in a defensive role. Especially coupled with some convict infantry dug into a bunker they can be a force to be reckoned with.

## [220 TV] MP CADRE 3 "GO BIG OR GO HOME" <VETERAN>

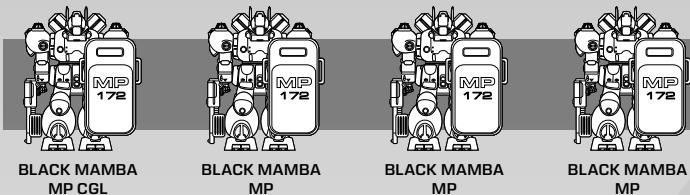


[220 TV] MP Cadre 3 "Go Big or Go Home" <Veteran>

[CGL] Black Mamba MP w/ LAAC, LD:3, Remove Weak Facing, Field Armor; 3x Cobra MP w/ Field Armor

Even more defensive in nature than the prior cadre, the Cobra MPs are carrying very nasty HPZFs and are difficult to wipe out, especially under the Field Testing rules. They can serve as impressive bodyguards, as their larger base should completely cover the CGL's Black Mamba MP - and with LD:3 the CGL can serve as a very solid Army Commander. In a pinch these models can be used for assaulting a hard point, though with their limited range expect to take some casualties on the way in.

## [330TV] MP CADRE 4 "MILLIONARE FLATFOOTS" <VETERAN>



[CGL] Black Mamba MP w/ LAC, HHG, LD:3, Remove Weak Facing, Field Armor; 1x Black Mamba MP w/ LAC, HHG, Remove Weak Facing, Field Armor; 2x Black Mamba MP w/ LAAC, Remove Weak Facing, Field Armor

It's a mystery how MPs managed to score an entire cadre of Mambas, along with the latest upgrades available in the form of the Remove Weak Facing trait. Field Armor pushes the overkill rating of the Black Mamba MPs up to 85 when using the Field Testing rules, making them difficult - to outright impossible - to kill. Though their weapons are still on the light side, and their price is a bit on the high side - in the right place, at the right time, they can be worth their weight in gold. Still, they won't find a place in every army out there - you need to ensure you have enough heavy firepower elsewhere in the army to compensate for this squad's light loadout.

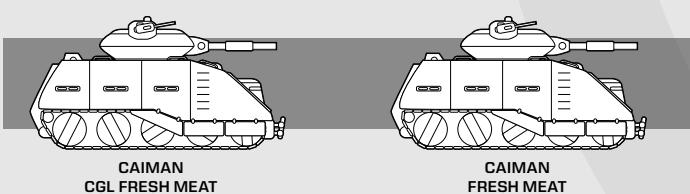
## CAVALRY PATROL

[LOCKED & LOADED PG. 119]

Typically populated exclusively by the fragile Caiman, Cavalry patrols are often fielded as a way to shore up a flank or a throw-away unit to contest objectives. These units take something of a deft hand to use properly, and their poor armament often makes this squad be considered a general poor choice. However when made suitably cheap through the addition of the Fresh Meat rule, you can field them as a poor-man's recon unit, thanks to the dual actions on each Caiman. There are probably better units for that purpose (Asps or SD Jägers), but if you prefer the look of the Caiman or need an amphibious solution, this can be it.

Contrasted with the generally poor nature of the Caimans is the Recon Hun, which is basically a LLC with armor. A terribly fearsome weapon under any ruleset, the LLC can smite Gears and aircraft reliably from long distances and is something that will tempt most Southern players at one time or another. Remember to keep the Recon Hun as the secondary unit in the combat group, letting the CGL Caiman call 'coordinated attack' actions against it's target, and it can quickly rack up an impressive kill total. Just be careful of horde armies (like other MILICIA players) who can swamp your ability to respond in force.

## [30 TV] CAVALRY PATROL 1 "STAKEOUT - SANS DOUGHNUTS"

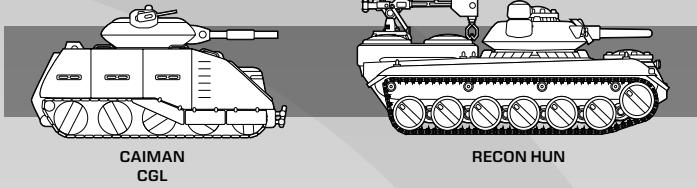


[CGL] Caiman w/ Fresh Meat; Caiman w/ Fresh Meat

The MILICIA are the undisputed masters of 'quantity over quality', and this is an example of a squad that exemplifies that axiom. Without much in the way of hitting power, and armor that's favorably compared to tissue paper, these Caimans probably aren't going to accomplish much for you offensively. But with four actions to use for forward observations, and decent speed, this cadre gives you some tactical flexibility on the cheap. Park them in woods and let them spot, or use them as screens for a rush across the board during an Escape! objective. At 30TV and one Aux choice they easily fit into PL1 and PL2 armies, and are an excellent way to unlock Core choices at PL3.

Finally, as much as I'm loathe to bring it up, this squad is always a solid contender as purely ramming fodder as well. At 15 TV per model, size 8 (greater than most Gears), solid speed and no real weapons to speak of, these guys can shoot across the board and perform a Ram against most Gears with a good chance of success. Use this to good effect against smaller, hard to hit gears, like Cheetahs and Iguanas, by dropping them to an easier to hit speed band - which will ruin their day. You may want to drop the Fresh Meat from the Caimans if that's your plan - as you roll Rams against Defense, not attack. Just don't blame me if your opponent thinks you have Limburger dripping from every pore.

## [95 TV] CAVALRY PATROL 2 "LASER LIGHT SHOW" <VETERAN>



[CGL] Caiman; Recon Hun

This cadre is useful if you want to add a little extra bit of anti-gear firepower to your main list, without spending a TV premium. With the Caiman to perform 'coordinated attack' and crossfire actions, and the Recon Hun to make the killing shot, you can reliably be engaging elite gears at long ranges. When the Caiman dies - and it will - you probably want to start playing a bit more defensively, as the Hun as only the single weapon and can be swamped easily. Still, this is a nasty little shock for players who don't expect to have to deal with armor - especially in 500 TV games or less.

### FIELD GUN SECTION

[LOCKED & LOADED PG. 121]

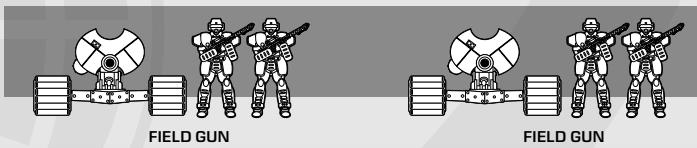
Basically a poorly armored turret that you buy with TV instead of SP, Field Guns work the same way in pretty much every army. You find them a nice little hiding spot full of terrain - preferably solid - that lets them shell things throughout the game without needing a line of sight to anybody in particular. Their DEF modifiers ensure that return fire from pretty much anywhere will silence them permanently, so being somewhere in the rear is pretty much standard operating protocol for this cadre. Just be aware of any airdropping units, which might decide to take the opportunity to scrap this cadre in one fell blow, if it won't disrupt their plans too much.

If you choose to field multiple Field Guns in this cadre, keep in mind that there are no coherency restrictions on them in Heavy Gear: Blitz!, and their CGL is unlikely to be using 'coordinated attack' actions, as it's too dangerous to expose them enough

to use it. You're best off deploying this squad as far apart as possible to prevent one successful flanking maneuver from destroying the entire squad's firepower. Note that you shouldn't waste any actions to go Hull Down with them, as your very low armor (10) won't let you survive hits even if you count as rolling a 2 or 3. But using the Hiding action on the first turn can be useful, allowing you to get an additional point of concealment at stationary, even if you are firing (you lose one point for firing each turn, but gain two from being hidden at stationary, for a net gain of one point).

Finally remember that this squad is a very poor choice for a Veteran upgrade; the only reason would be that you either want the unblockable CP from the LD:2 upgrade, or you have both spare TV and a spare Veteran slot to give them 3D6 Attack. Either condition should be relatively rare, and probably your last resort - there are other combat groups that can make much better use of the upgrades than this squad.

## [105 TV] FIELD GUN SECTION 1 "AT LEAST MAINTENANCE IS EASY"



[CGL] Field Gun; 2x Field Gun

A fully equipped Field Gun Section provides you three LFGs, which are solid indirect firepower useful in most armies. You should spread these models out as much as possible, preferably behind solid terrain, and let them spend the rest of the game stationary. Beware of fast moving gears, airstrikes and artillery, all of which can easily destroy any single field gun, or multiples if you bunched them up too closely. A single LRP/32 strike can ruin your day if you're within a 8" radius of each other.

Something to consider is you might want to put this cadre on standby at the very beginning of the turn. This forces your opponent to move another of their squads first, as well as putting them under the gun when it comes to countering your ECM. Normally you run the risk with standby of not getting enough Forward Observations that you lose the actions spent on standby tokens, but as MILICIA you should have enough cheap forward observers to swamp any possible EW. This is a nice bit of synergy that only the MILICIA brings to the table, and you should take advantage of it.

## SOUTHERN MEDICAL SUPPORT SECTION

[GU3, PG. 27]

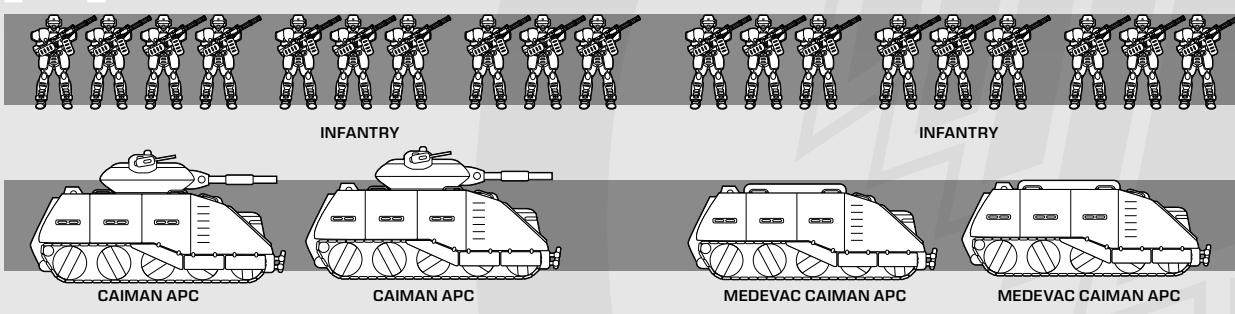
A unique new option presented in GearUP! Issue 3, the Southern Medical Support Section provides a MILICIA army with the medics it needs to treat all of their drug addictions, alcohol withdrawl and general malnutrition. And occassionally, to save them when a shot was a bit too unlucky, leaving man and machine a bleeding wreck on the battlefield.

While fertile fodder for RPG sessions, their use on the Blitz battlefield is somewhat limited, being essentially an half-strength Infantry Platoon equipped with Caimans. The Medevac Caiman

has no transport capability, but offers the ability to 'save' a model destroyed during the battle - which only matters if you're playing in a campaign. However you do get multiple Caimans for each Escouade, which can be used for forward observations or similar.

In short, many armies may not have much of an in-game use for the the Medical Support sections, but they do look very slick. If you're playing in a campaign, it's probably worth it to have at least one of these painted up to ensure models with a survivor upgrade can make it through to wage war another day.

### [140 TV] SOUTHERN MEDICAL SUPPORT SECTION 1 "THE MILICIA VERSION OF ST. BERNARDS"



[CGL] Infantry Escouade w/ Chaingun; 1x Infantry Escouade w/ Chaingun; 2x Caimans; 2x Medevac Caimans

A vanilla Medical Support section without any bells and whistles to detract from their role - aiding the wounded and policing the dead wherever they can be found on the battlefield. In a pinch this squad can engage enemy infantry that wanders too close to comfort with their chainguns - or provide forward observations if there are no sick or dead to be dealt with. Try to keep them out of the line of sight as they are relatively fragile, and probably have big crosshairs painted right on their side!

## IN CLOSING

That brings to an end our review of the MILICIA for GearUp! Issues 4 and 5. I hope you've found this article an interesting read and found one or two small nuggets you may have overlooked while flipping through the rulebooks. The MILICIA has plenty of character, and coupled a diverse selection of models this army is an excellent one for beginners to cut their teeth with. With a few games under your belt, you'll rapidly learn just how much blood you can squeeze from the MILICIA stone, and what cost-saving measures will work best for your particular play style.





# HEAVY GEAR

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# YOU CAN'T ALWAYS GET WHAT YOU WANT

BY SEAN CALLAWAY

"Good morning, Sergeant, what can I do for you today?"

"Need to draw some additional kit for me and my men, Lieutenant. We're headed out on a LRRP\*. Heard you just got a new shipment in."

The officer licked his lips and looked nervously between the Sergeant and the ten Soldiers filling up his small supply office.

"Um, yes, well, there was a mix-up at Regiment..."

"What's new?" asked a Corporal with a raised eyebrow.

"...and it seems that a couple orders got mixed up," finished the Lieutenant. "We received spare Visigoth parts, and the 245th got things like extra rifles and body armor."

"What the hell?!" exclaimed the Sergeant. "We're an Infantry outfit, what in the world are we going to do with tank parts?!"

"I'm sorry, Sergeant, I can't help you, all I've got are office supplies and some odds and ends."

"We need water purifiers, extra ammo bandoleers, sun screen... paper clips and trash bags aren't gonna cut it, Lieutenant!"

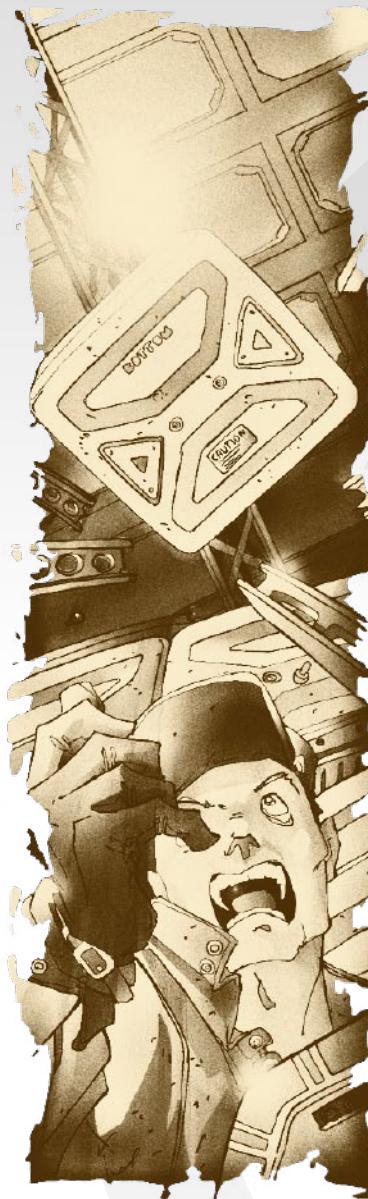
"I'm sorry, Sergeant, I can't help you," said the Lieutenant. His eyes darted from face to face, his nervousness growing with the rising anger on the other side of the counter.

"Like hell you can't!" The Sergeant snapped his fingers, pointed over the counter to the storage area beyond and said, "Help yourselves, boys!"

With a loud whoop, the soldiers leapt over the counter and rushed past the startled supply officer, his weak pleas falling on deaf ears. "No, stop! Please! I'm accountable for everything in here!" The Sergeant stood with his hands on his hips and stared at the hapless officer, an evil smile on his face. The smile slowly disappeared after a minute, however, as the sounds of ten frustrated soldiers rampaging through storage shelves began to grow quieter. The expected shouts of triumph never came.

"Well?" yelled the Sergeant. "You guys find anything?"

A Soldier slowly walked out into the open from between the aisles, his steps high and exaggerated. He carried a long, metal rod in his hand and wore flippers over his boots.



"So I found some SCUBA fins and this barnaby prod. I'm thinking yes to the prod, no to the flippers. I'm pretty sure barnabies don't swim."

Four curious heads poked out from behind shelves and piles of tank engine parts. "Of course they swim, you nitwit, how do you think they bathe themselves?"

"I'm pretty sure Davis meant 'in the ocean'. Why would you use flippers in a river?"

More Soldiers strolled over to join in the discussion.

"I've used fins in a river."

"You have not!"

"Have too!"

The Lieutenant was watching the growing argument, his back to the Sergeant now and a baffled look on his face. The debate suddenly ceased when the soldiers heard a strange gurgling sound coming from behind the supply officer. The Lieutenant heard it as well, and slowly turned around to face the Sergeant.

"Oy, what's with the Sergeant's face?" one of the Soldiers asked. "Why's it that weird purple color?"

"What's he saying?" another asked. "It looks like his lips are moving, but all that's coming out is gibberish."

The Lieutenant started to back away from the Sergeant but only managed to take a single step before the other man leapt over the counter, wrapped his hands around his throat and proceeded to choke him. The Corporal sauntered up carrying a box of ice cleats and watched the spectacle with the rest of the men. One of them turned to him and asked, "Um, Cap...shouldn't we stop him before he kills the Lieutenant?"

The Corporal sighed and said, "Yeah, guess we better. It's best if we don't get too close, though; help me find something to pry him off."

"I've got this barnaby prod, Cap," offered Davis.

"I said 'pry', not 'fry', you idiot."

\*Long Range Reconnaissance and Patrol

# MILICIA UNIFORM STUDY



MILICIA Gear Pilot Uniform

MILICIA Infantry Uniform

MILICIA Dress Uniform

PRIMARY SOLUTIONS

# HEAVY GEAR

BLITZ!

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# HEAVY GEAR ARENA

GEARS, GUNS, & THE GLORY OF THE GAME

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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.

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- ◊ Tape measure
- ◊ 4x six-sided dice



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# HEAVY GEAR ARENA

GEARS, GUNS, & THE GLORY OF THE GAME

## NUCOAL IN THE ARENA

### NEIL MOTOR WORKS

[MAJOR GEAR MANUFACTURER]

Neil Motor Works is one of the largest corporations in the Badlands and prides itself on being the public face of NuCoal's economic might. In the last ten cycles, NMW has aggressively placed itself in a position to compete against Paxton Arms, and in the area of Gear manufacturing the formerly small company has gained tremendous ground, largely due to the influx of technical expertise provided to the company via its association with Port Arthur and the Humanist expatriates.



As part of the publicity blitz, NMW will often sponsor up-and-coming dueling teams, especially teams composed largely of Badlanders. Neil Motor Works offers these teams access to a mix of older Gears such as the Boa and the Wildcat, but also offers teams direct access to some of their new Gallic series Gears.

### SPONSOR RESTRICTIONS

Neil Motor Works will not associate with any team that is sponsored by Paxton (Gear or Weapons), nor will they allow teams to use Paxton manufactured Gears on their roster.

BENEFITS	LEVEL 1	Threshold: 4	Rep Cost: 30
	<b>Cash:</b> 50K	<b>Goods:</b> Uncommon Gears and Components	
	LEVEL 2	Threshold: 5	Rep Cost: 50
	<b>Cash:</b> 75K	<b>Goods:</b> Rare Components/Technicians	
	LEVEL 3	Threshold: 6	Rep Cost: 75
	<b>Cash:</b> 125K	<b>Goods:</b> Rare Gears	
	LEVEL 4	Threshold: 7	Rep Cost: 100
	<b>Cash:</b> 200K	<b>Goods:</b> Black Listed/Hussar (Limit 1)	

Recruitment Threshold **5** Rep Cost **80**

### PORT ARTHUR DEFENSE INDUSTRIES

[MINOR GEAR MANUFACTURER]



Port Arthur Defense Industries manufactures the majority of Port Arthur's military vehicles and Gears, and while PA-DI is considerably larger than Neil Motor Works, the company has a very minor presence in the public sector. They produce only one civilian vehicle, the Cossack Jeep, which is largely considered an inferior vehicle compared to NMW's Elan. The lack of presence in the public market means that attracting PA-DI sponsorship is incredibly difficult and the corporation is known to keep the best equipment out of the hands of its teams.

### SPONSORSHIP RESTRICTIONS

Rep problems (GREL Association): Teams with PA-DI sponsorship start each game in a Team Rep deficit. Teams start with -5 Team Rep. Teams without cheerleaders and promoters start the game in negative Rep territory.

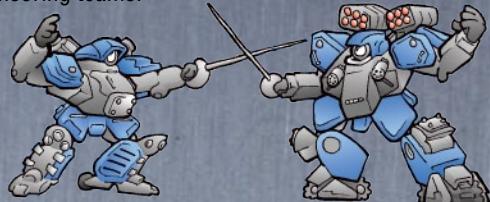
BENEFITS	LEVEL 1	Threshold: 4	Rep Cost: 80
	<b>Cash:</b> 50K	<b>Goods:</b> Rare Weaponry or Technician	
	LEVEL 2	Threshold: 5	Rep Cost: 100
	<b>Cash:</b> 75K	<b>Goods:</b> Secondary Engineer or Uncommon Gears	
	LEVEL 3	Threshold: 7	Rep Cost: 125
	<b>Cash:</b> 125K	<b>Goods:</b> Black Listed Weaponry	
	LEVEL 4	Threshold: 8	Rep Cost: 150
	<b>Cash:</b> 200K	<b>Goods:</b> Tertiary Engineer or Rare Gears	

Recruitment Threshold **7** Rep Cost **100**



# NUCOAL CORPORATIONS

NuCoal has a number of active corporations that are involved in the Gear manufacturing process. Some, like Verton Tech and Neil Motor Works, are publically known companies that are active in public relations, but others like Port Arthur Defense Industries and Javelin Systems are insular organizations with little interest in sponsoring teams.



## VERTON TECH [MINOR GEAR MANUFACTURER]

Verton Tech was founded by an unlikely pair. Eddie Verton, a Mekong expat, and Isaac Verton, a Jannite GREL that Eddie 'adopted' as a brother. The two men built Verton from a small shop specializing in customized ATV and Ferret components to opening a full manufacturing facility to supply the NSDF with its premier recon Gear, the Jerboa. A civilian version of the Jerboa is gaining popularity throughout the polar leagues and the Badlands, and the Verton brothers are masters of self promotion. When the Jerboa was banned from Deathtrack 1000, Eddie simply started his own racing circuit, which allowed all types of vehicles, and raked in a fortune from high ratings bonanza. Since that time, the Vertons have expanded to sponsoring promising dueling teams.



## SPONSORSHIP RESTRICTIONS

Bad blood between Verton and Shaian over the Deathtrack 1000 ban prevents any team that uses Verton from taking Shaian as a sponsor. The Team can have Shaian Gears, but only if they equip Verton components on the unit. Eddie likes to show off his line of upgrade parts, especially when it makes his competition look bad.

LEVEL 1		
Threshold: 4		
Rep Cost: 30		
<b>BENEFITS</b>		
<b>Cash:</b> 50K		
<b>Goods:</b> Uncommon Components/Technician		
LEVEL 2		
Threshold: 5		
Rep Cost: 100		
<b>Cash:</b> 75K		
<b>Goods:</b> Secondary Engineer/Jerboa/Ferret		
LEVEL 3		
Threshold: 7		
Rep Cost: 125		
<b>Cash:</b> 125K		
<b>Goods:</b> Rare Components		
LEVEL 4		
Threshold: 8		
Rep Cost: 150		
<b>Cash:</b> 200K		
<b>Goods:</b> Tertiary Engineer/Black Listed Comps.		
<b>Recruitment Threshold</b>	5	<b>Rep Cost</b>
		100

## GEAR AVAILABILITY

Some of the NuCoal manufacturers have access to licensed or knock-off versions of older Gears manufactured by polar companies. These are listed below.

Neil Motor Works	Verton Tech	Port Arthur Defense
Wildcat	Ferret	Desert Viper
Boa		Sidewinder
Sidewinder		Tiger
Bear		Bear
Python		

## JAVELIN SYSTEMS [MINOR GEAR & WEAPON MANUFACTURER]



Javelin Systems is the in-house Gear and weapon manufacturer for the Humanist Alliance. JS was built as part of Operation Long Night, a Humanist plot to free themselves from Southern Republic domination. The company is based out of the Port Arthur Defense Zone and manufactures military hardware officially only for the NuCoal Self Defense Forces, but in reality the company ships nearly eighty percent of their output to Raleigh in the Humanist Alliance. The remaining twenty percent supplies local HAPF and NSDF forces. As a highly secretive corporation, the only teams seen using JS Gears and equipment are teams that have engineers that are directly tied to their corporation.

## SPONSORSHIP RESTRICTIONS

Players must begin with JS as their choice. Only Engineers or Independent team managers are eligible to choose Javelin Systems.

LEVEL 1		
Threshold: 4		
Rep Cost: 80		
<b>BENEFITS</b>		
<b>Cash:</b> 50K		
<b>Goods:</b> Uncommon Gears or Weaponry		
LEVEL 2		
Threshold: 5		
Rep Cost: 100		
<b>Cash:</b> 75K		
<b>Goods:</b> Secondary Engineer or Rare Weaponry		
LEVEL 3		
Threshold: 7		
Rep Cost: 125		
<b>Cash:</b> 125K		
<b>Goods:</b> Black Listed Weapons/Uncommon Comp.		
LEVEL 4		
Threshold: 8		
Rep Cost: 150		
<b>Cash:</b> 200K		
<b>Goods:</b> Rare Gears or Hussar (Limit 1)		
<b>Recruitment Threshold</b>	NA	<b>Rep Cost</b>
		NA

## CHASSEUR MKI

RARITY	MARKET COST		CORPORATION			
Uncommon	155K		Neil Motor Works, Port Arthur Defense, Javelin Systems			
DETECT	SENSORS		COMMUNICATION	AUTOCOMM	FIRE CONTROL	SIZE
2	0	0	3	0	6	
MOVEMENT	STATIONARY DEFENSE		MANEUVERABILITY	COMBAT SPEED		TOP SPEED
Walker	-1	0	4		7	
Hover	-2	0	8		16	
BASE ARMOR	OVERKILL ARMOR	STURDY	STURDY	LIGHT	HEAVY	CRITICAL
14	42			X	X	X
PERKS			FLAWS			
Arms, Reinforced Front Armor (1), Rugged Movement						
SLOT TIER	QUANTITY	NOTES				
Tier I	6					
Tier II	2	Shoulder Mounts				
Tier III						
Tier IV						
Manipulator	2	Tier II Class				

## CHASSEUR MKII

RARITY	MARKET COST		CORPORATION			
Rare	205K		Neil Motor Works, Port Arthur Defense, Javelin Systems			
DETECT	SENSORS		COMMUNICATION	AUTOCOMM	FIRE CONTROL	SIZE
2	0	0	3	+1	6	
MOVEMENT	STATIONARY DEFENSE		MANEUVERABILITY	COMBAT SPEED		TOP SPEED
Walker	-1	0	5		9	
Hover	-2	0	9		18	
BASE ARMOR	OVERKILL ARMOR	STURDY	STURDY	LIGHT	HEAVY	CRITICAL
15	60		X	X	X	X
PERKS			FLAWS			
Arms, Reinforced Front Armor (1), Jump Jets (3), Emergency Medical			Exposed Movement			
SLOT TIER	QUANTITY	NOTES				
Tier I	6					
Tier II	2					
Tier III						
Tier IV						
Manipulator	2	Tier II Class				

# CHEVALIER

RARITY	MARKET COST		CORPORATION										
Rare	269K		Neil Motor Works, Port Arthur Defense, Javelin Systems										
Detect	Sensors		Communication		Autocomm		Fire Control	Size					
2	0		0		3		0	7					
MOVEMENT		STATIONARY DEFENSE		MANEUVERABILITY		COMBAT SPEED		TOP SPEED					
Walker	-2		-1		3		6						
Ground	-3		-1		6		10						
BASE ARMOR	OVERKILL ARMOR	STURDY	STURDY		LIGHT	HEAVY	CRITICAL						
20	80		X		X	X	X						
PERKS				FLAWS									
Arms, Reinforced Cockpit, Emergency Medical				Large Sensor Profile (1)									
SLOT TIER	QUANTITY	NOTES											
Tier I	8												
Tier II													
Tier III	2												
Tier IV	2												
Manipulator	2	Tier III Class											

# CUIRASSIER

RARITY	MARKET COST		CORPORATION										
Blacklisted	272K		Neil Motor Works, Port Arthur Defense, Javelin Systems										
Detect	Sensors		Communication		Autocomm		Fire Control	Size					
3	1		0		3		+1	6					
MOVEMENT		STATIONARY DEFENSE		MANEUVERABILITY		COMBAT SPEED		TOP SPEED					
Walker	0		1		5		9						
Ground	-1		1		7		14						
BASE ARMOR	OVERKILL ARMOR	STURDY	STURDY		LIGHT	HEAVY	CRITICAL						
16	48				X	X	X						
PERKS				FLAWS									
Arms													
SLOT TIER	QUANTITY	NOTES											
Tier I	6												
Tier II													
Tier III	2												
Tier IV													
Manipulator	2	Tier III Class											

HEAVY GEAR ARENA NUCLEAR GEARS

**JERBOA**

RARITY	MARKET COST		CORPORATION			
Uncommon	154K		Verton Tech			
DETECT	SENSORS		COMMUNICATION	AUTOCOMM	FIRE CONTROL	SIZE
5	2		1	4	0	6
MOVEMENT	STATIONARY DEFENSE		MANEUVERABILITY	COMBAT SPEED	TOP SPEED	
Walker	-1		0	3	5	
Ground	-1		1	8	16	
BASE ARMOR	OVERKILL ARMOR	STURDY	STURDY	LIGHT	HEAVY	CRITICAL
12	48			X	X	X
PERKS	FLAWS					
Arms, Jump Jets (3)						
SLOT TIER	QUANTITY	NOTES				
Tier I	6					
Tier II	1					
Tier III						
Tier IV						
Manipulator	2	Tier II Class				

**HUSSAR**

RARITY	MARKET COST		CORPORATION							
Blacklisted	484K		Neil Motor Workss, Port Arthur Defense, Javelin Systems							
DETECT	SENSORS		COMMUNICATION	AUTOCOMM	FIRE CONTROL	SIZE				
3	0		0	3	0	8				
MOVEMENT	STATIONARY DEFENSE		MANEUVERABILITY	COMBAT SPEED	TOP SPEED					
Walker	-2		-1	3	6					
Ground	-3		-1	6	12					
BASE ARMOR	OVERKILL ARMOR	STURDY	STURDY	LIGHT	HEAVY	CRITICAL				
22	88			X	X	X				
PERKS	FLAWS									
Arms, Advanced Controls, Reinforced Front Armor (2), Improved Rear Defense, Emergency Medical			Large Sensor Profile (1)							
SLOT TIER	QUANTITY	NOTES								
Tier I	7									
Tier II										
Tier III										
Tier IV	1	Turret								
Tier V	1	Turret								
Manipulator	2	Tier IV Class								

# LANCIER

RARITY	MARKET COST	CORPORATION				
Rare	295K	Neil Motor Workss, Port Arthur Defense, Javelin Systems				
DETECT	SENSORS	COMMUNICATION	AUTOCOMM	FIRE CONTROL	SIZE	
2	0	0	3	0	6	
MOVEMENT	STATIONARY DEFENSE	MANEUVERABILITY	COMBAT SPEED	TOP SPEED		
Walker	0	1	4	7		
Ground	-1	1	7	13		
BASE ARMOR	OVERKILL ARMOR	STURDY	STURDY	LIGHT	HEAVY	CRITICAL
15	45			X	X	X
PERKS	FLAWS					
Improved Off-Road						
SLOT TIER	QUANTITY	NOTES				
Tier I	8					
Tier II						
Tier III	2					
Tier IV	2					
Manipulator	2	Tier III Class				

# CHARGEUR

RARITY	MARKET COST	CORPORATION				
Common	112K	Neil Motor Workss, Port Arthur Defense, Javelin Systems				
DETECT	SENSORS	COMMUNICATION	AUTOCOMM	FIRE CONTROL	SIZE	
2	-1	-2	3	0	6	
MOVEMENT	STATIONARY DEFENSE	MANEUVERABILITY	COMBAT SPEED	TOP SPEED		
Walker	-1	0	3	6		
Ground	-2	0	6	12		
BASE ARMOR	OVERKILL ARMOR	STURDY	STURDY	LIGHT	HEAVY	CRITICAL
8	24		X	X	X	X
PERKS	FLAWS					
Arms, Spotlight F (25")						
SLOT TIER	QUANTITY	NOTES				
Tier I	6					
Tier II						
Tier III						
Tier IV						
Manipulator	4	Tier II Class				

HEAVY GEAR ARENA NUCLEAR GEARS

# SAPEUR

RARITY	MARKET COST	CORPORATION				
Common	107K	Neil Motor Workss, Port Arthur Defense, Javelin Systems				
DETECT	SENSORS	COMMUNICATION	AUTOCOMM	FIRE CONTROL	SIZE	
2	-2	-2	3	0	7	
MOVEMENT	STATIONARY DEFENSE		MANEUVERABILITY	COMBAT SPEED		TOP SPEED
Walker	-2		-1	3		6
Ground	-3		-1	6		11
BASE ARMOR	OVERKILL ARMOR	STURDY	STURDY	LIGHT	HEAVY	CRITICAL
16	64		X	X	X	X
PERKS	FLAWS					
Arms, Spotlight F (30")	Large Sensor Profile					
SLOT TIER	QUANTITY	NOTES				
Tier I	6					
Tier II						
Tier III						
Tier IV						
Manipulator	4	Tier III Class				

# HARDHAT

RARITY	MARKET COST	CORPORATION				
Common	82K	Neil Motor Workss, Port Arthur Defense, Javelin Systems				
DETECT	SENSORS	COMMUNICATION	AUTOCOMM	FIRE CONTROL	SIZE	
2	-1	-1	3	0	6	
MOVEMENT	STATIONARY DEFENSE	MANEUVERABILITY	COMBAT SPEED	TOP SPEED		
Walker	-1	0	3	3		
Ground						
BASE ARMOR	OVERKILL ARMOR	STURDY	STURDY	LIGHT	HEAVY	CRITICAL
8	24		X	X	X	
PERKS	FLAWS					
Arms, Spotlight F (25")	Exposed Crew Compartment, Exposed Movement, Large Sensor Profile (1)					
SLOT TIER	QUANTITY	NOTES				
Tier I	6					
Tier II						
Tier III						
Tier IV						
Manipulator	2	Tier II Class				

# PRAIRIE DOG

RARITY	MARKET COST	CORPORATION								
Common	82K	Neil Motor Workss, Port Arthur Defense, Javelin Systems								
DETECT	SENSORS	COMMUNICATION		AUTOCOMM	FIRE CONTROL	SIZE				
2	-1	-2		3	0	6				
MOVEMENT	STATIONARY DEFENSE		MANEUVERABILITY	COMBAT SPEED		TOP SPEED				
Walker	-1		0	3		6				
Ground	-2		0	6		12				
BASE ARMOR	OVERKILL ARMOR	STURDY	STURDY	LIGHT	HEAVY	CRITICAL				
8	24		X	X	X					
PERKS	FLAWS									
Arms, Spotlight F (25")			Exposed Crew Compartment, Exposed Movement, Large Sensor Profile (1)							
SLOT TIER	QUANTITY	NOTES								
Tier I	6									
Tier II										
Tier III										
Tier IV										
Manipulator	2	Tier II Class								

# GROUNDHOG

RARITY	MARKET COST	CORPORATION								
Common	82K	Neil Motor Workss, Port Arthur Defense, Javelin Systems								
DETECT	SENSORS	COMMUNICATION		AUTOCOMM	FIRE CONTROL	SIZE				
2	-1	-2		3	0	6				
MOVEMENT	STATIONARY DEFENSE		MANEUVERABILITY	COMBAT SPEED		TOP SPEED				
Walker	-1		0	3		6				
Ground										
BASE ARMOR	OVERKILL ARMOR	STURDY	STURDY	LIGHT	HEAVY	CRITICAL				
8	24		X	X	X					
PERKS	FLAWS									
Arms, Spotlight F (25")			Large Sensor Profile (1)							
SLOT TIER	QUANTITY	NOTES								
Tier I	6									
Tier II										
Tier III										
Tier IV										
Manipulator	2	Tier II Class								

HEAVY GEAR ARENA NUCLEAR GEARS

## FIELD TESTING: CHANGES TO COMBAT GROUP TV COSTS

These Threat Values (TV) are currently in playtesting and are presented here as working threat values. These Threat Values are subject to change before final release of their respective field guides. We value your input on any playtesting and encourage you to join our playtesters and give us your feedback. Check out our playtesting open call and details on how you can join at [WWW.DP9FORUM.COM](http://WWW.DP9FORUM.COM).

### NORTHERN SQUADS

#### NAF SPECIAL RULES

##### Northern Rivalries:

Swap Thunder Jaguar for Sabertooth for ..... +0 TV

#### UMFA SPECIAL RULES

##### Local Manufacturing:

Swap Hunters for Tigers for ..... +15 TV

Swap Headhunters for Sabertooths for ..... +25 TV

#### WFPA SPECIAL RULES

##### Western Alienation:

Swap Cheetah for Stripped Down Hunter for ..... -35 TV

Swap Hunter for Stripped Down Hunter for ..... -10 TV

Swap Kodiaks for Razorbacks for ..... -50 TV

Swap Razorbacks for Peacemaker Razorbacks for ..... +0 TV

Swap Jaguars for Mad Dog Rs for ..... -5 TV

Swap Grizzlies for Bears for ..... -20 TV

Swap Thunder Grizzlies for Den Mothers for ..... -30 TV

GP Squad ..... 170 TV

Recon Squad ..... 310 TV

Strike Squad ..... 245 TV

Fire Support Squad ..... 240 TV

Dragoon Squad ..... 255 TV

Ranger Squad ..... 305 TV

Swap Cheetah for Black Cat for ..... +25 TV

Swap Jaguar for Panther for ..... +30 TV

Airborne Squad ..... 285 TV

Strider Squad ..... 160 TV

Add additional Mammoth ..... +150 TV

Swap Mammoth for Thunderhammer for ..... +20 TV

Heavy Tank Squad ..... 195 TV

Swap Aller for Hardy Aller for ..... +15 TV

Swap Aller for Naval Support Aller for ..... +140 TV

Light Tank Squad ..... 125 TV

Swap Klemm for Bandit Hunter Klemm for ..... -40 TV

Swap Klemm for Jaxon for ..... -25 TV

Swap Klemm for Tyburr for ..... -40 TV

Swap Tyburr for Stormhammer Tyburr for ..... -15 TV

Cavalry Squad ..... 40 TV

Field Gun Section ..... 40 TV

Infantry Platoon ..... 40 TV

Add Medium Armor to Platoon for ..... +5 TV

Add Heavy Armor to Platoon for ..... +10 TV

Add ATVs or ORVs to a squad for ..... +5 TV each

Make Platoon Paratroopers (Including Attached Teams/

Squads) for ..... +5 TV

Add Badger to a section for ..... +20 TV

Infantry Sniper Squad ..... 15 TV

Airborne Dragoon Squad ..... 335 TV

Gold Dawn: Dirty Ones Platoon ..... 80 TV

Nova Redriders: HMA Squad ..... 295 TV

Blue Angels: Honor Guard ..... 255 TV

Thunderbolts: Klemm for Klemm Chasers for ..... -65 TV

#### POST TN-1940 UPGRADES

Replace Headhunter for Cheetah for ..... +25 TV

Replace Jaguar for Cheetah for ..... +10 TV

Swap Hunters to Jaguars for ..... +15 TV

Swap Jaguars to Hunters for ..... -15 TV

#### FIELD MANUAL UPGRADES

Add Sturdy Box and extra action to Kodiak for ..... +20 TV

Swap Hunter for WildCat for ..... -5 TV



## BECOME A PLAYTESTER TODAY CLICK HERE

### SOUTHERN CADRES

#### MILICIA SPECIAL RULES

##### Limited Resources:

Swap Jäger for Stripped Down Jäger for.....	-10 TV
Swap Jäger for Rattlesnake for.....	-5 TV
Swap Iguana for Stripped Down Jäger for.....	-25 TV
Swap Iguana for Basilisk for .....	-20 TV
Swap Iguana for Anolis R for.....	-15 TV
Swap Spitting Cobra for Python for.....	-15 TV

#### ESE SPECIAL RULES

##### Local Manufacturing:

Swap Iguana for Basilisk for .....	-20 TV
Swap Basilisk for Silverscale for.....	+15 TV

GP Cadre .....	140 TV
Swap Jäger for Sidewinder for.....	+10 TV

Recon Cadre.....	220 TV
------------------	--------

Strike Cadre .....	215 TV
--------------------	--------

Swap Jäger for Sidewinder for.....	+10 TV
------------------------------------	--------

Fire Support Cadre .....	240 TV
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Swap Jäger for Sidewinder for.....	+10 TV
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MP Cadre .....	195 TV
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Airborne Cadre .....	235 TV
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OpSec Cadre .....	300 TV
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Strider Cadre.....	140 TV
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Add additional Naga .....	+130 TV
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Swap Naga for Sagittarius for .....	-60 TV
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Swap Naga for Fire Dragon for .....	-20 TV
-------------------------------------	--------

Tank Cadre.....	180 TV
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Swap Hun for Visigoth for .....	+100 TV
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Cavalry Cadre.....	55 TV
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Field Gun Section .....	40 TV
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Infantry Platoon ..... 40 TV

Add Medium Armor to Platoon for..... +5 TV

Add Heavy Armor to Platoon for ..... +10 TV

Add ATVs or ORVs to a squad for ..... +5 TV each

Make Platoon Paratroopers (Including Attached Teams/Squads) for ..... +5 TV

Infantry Sniper Escouade ..... 20 TV

The Apes: May attach up to two Jägers for..... +35 TV each

#### POST TN-1940 UPGRADES

No changes

#### FIELD MANUAL UPGRADES

Add Sturdy Box to Hetairoi for ..... +15 TV

Add +1 to all Naga Defense Modifiers for ..... +5 TV

Add extra action to King Cobra for ..... +10 TV

Swap Spitting Cobra for Boa for ..... -5 TV

Swap Jäger for Copperhead for ..... +0 TV



# PAXTON SQUADS

## PRDF SPECIAL RULES

Growing Pains: Swap Crusader IV for Grizzly for.....	+0 TV
Swap Crusader IV for Spiting Cobra for .....	-5 TV
Swap Skirmisher for Cheetah for.....	+15 TV
Swap Skirmisher for Iguana for .....	+10 TV
Swap Skirmisher for Ferret for .....	-20 TV
 GP Squad .....	205 TV
Swap Chieftain for Chieftain IV.....	+25 TV
Swap Chieftain for Skirmisher.....	0 TV
Swap Warrior for Warrior IV .....	+25 TV
 Anti-Rover Squad .....	145 TV
Swap CGL Pitt Bull for Skirmisher .....	+10 TV
Additional Pitt Bulls .....	+30 TV
Swap Pitt Bull for Warriors .....	+5 TV
 Patrol Squad .....	240 TV
Swap CGL Skirmisher for Chieftain IV.....	+25 TV
 Strike Squad .....	325 TV
Swap Warrior IV for Crusader IV .....	+10 TV
Swap Warrior IV for Warrior for .....	-25 TV
Swap Warrior IV for Skirmisher for .....	-20 TV
Swap Crusader IV for Cataphract for .....	+30 TV
Swap Chieftain IV for Cataphract Lord for .....	+40 TV
 Fire Support Squad .....	275 TV
Swap Chieftain for Chieftain IV for.....	+25 TV
Swap Warrior for Warrior IV for .....	+25 TV
Swap Warrior IV for Crusader IV for .....	+10 TV
Swap Crusader IV for Cataphract for .....	+30 TV
Swap Chieftain for Cataphract Lord for .....	+60 TV
 Special Forces Squad .....	315 TV
Swap Warrior IV for Shinobi .....	0 TV
Swap Skirmisher for Warrior IV for .....	+20 TV
Swap Warrior IV for Shinobi for .....	-5 TV
 Light Tankstrider Squad.....	75 TV
Additional Coyotes.....	+65 TV
Swap CGL Coyote for Wild Coyote .....	+15 TV
Swap CGL Coyote for Alpha Dog.....	+30 TV
Additional Warriors.....	+40 TV
Add an additional Coyote for .....	+65 TV
Swap Coyote for Wild Coyote for .....	+10 TV
Swap Wild Coyote for Alpha Dog for .....	+15 TV
 Support Tankstrider Squad .....	160 TV
Add additional Red Bull .....	+150 TV
Swap Warrior for Cataphract for .....	+65 TV
 Cavalry Squad .....	75 TV
Add additional Hoplite for .....	+25 TV
Swap Hoplite for Hippeis for .....	+5 TV
Swap LRF/APGL for MRP/36 for .....	+15 TV
 Infantry Section .....	35 TV
Add Heavy Armor to Section & all attached Teams... .....	+5 TV
Add ATVs or ORVs to a squad for .....	+5 TV

Add Hoplite to a section for .....

Upgrade Hoplite to a Command Hoplite for .....

Heavy Weapons Team .....

Sniper Team .....

Spotter Team .....

## Post TN-1940 Upgrades

Swap Cataphract LRG for VHAC (F) for .....

Swap Coyote LRG for VHAC (T) for.....

## FIELD MANUAL UPGRADES

Swap Crusader IV for Crusader V for .....

Swap Pit Bull for Gladiator for .....

Swap Warrior for Gladiator for .....



# LEAGUELESS SQUADS

## Trooper:

Hunter	35 TV
HeadHunter	40 TV
Jager	35 TV
Command Jager	40 TV
Warrior	40 TV
Chieftain	45 TV
Tiger	50 TV
Sabertooth	60 TV
Infantry Section	20 TV
AGR, CG, LMG, GR, TD(2) cost	+5TV each

Copperhead	35 TV
Wildcat	35 TV

## Scout:

Basilisk for Silverscale for	+15 TV
Pit Bull	35 TV
Ferret	35 TV
Anolis R	40 TV
Bobcat	45 TV

## Support:

Black Adder	60 TV
Caiman	30 TV
Razorback	50 TV
Peacemaker Razorback	50 TV
Bear	55 TV
Swap Bear for Mauler Bear for	+0 TV
Swap Veteran Bear for Den Mother for	+5 TV

Python	55 TV
Badlands Python	45 TV
Boa	65 TV
Field Gun	40 TV

## Heavy:

Badger	20 TV
Bandit Hunter Klemm	85 TV
Tybur	85 TV
Mammoth	130 TV

## Elite:

Ferret MkII	40 TV
Wild Ferret	30 TV
Jaguar	55 TV
Iguana	50 TV
Warrior IV	60 TV
Chieftain IV	65 TV
Cheetah	60 TV
Black Mamba	60 TV
Spitting Cobra	70 TV
Grizzly	65 TV
Gladiator	60 TV

## Unique:

Kodiak	100 TV
King Cobra	110 TV

NOTE: Leagueless Gears have a cost premium associated with them due to the high customization of the squads.



## BLACK TALON SQUADS

(Note had extra LD1 cost 5TV each per non-CGL Model)

Forward Observation and Reconnaissance Team .....	305 TV
Add Dark Skirmisher for .....	+75 TV
Swap Dark Skirmisher for Dark Cheetah for .....	+40 TV
Swap Dark Skirmisher for Owl C3 for.....	+50 TV
Swap Dark Cheetah for Raven Scout for .....	+30 TV
Primary Insertion Team .....	220 TV
Add Dark Jaguar for.....	+70 TV
Swap Dark Jaguar for Dark Skirmisher for .....	+0 TV
Swap Dark Skirmisher for Owl C3 for.....	+45 TV
Swap Dark Jaguar for Eagle Trooper for .....	+40 TV
Tactical Insertion Team .....	270 TV
Add Dark Jaguar for.....	+70 TV
Swap Dark Jaguar for Dark Mamba for.....	+25 TV
Swap CGL Dark Jaguar for Owl C3 for .....	+50 TV
Swap second Dark Jaguar for Owl C3 for .....	+45 TV
Swap Dark Jaguar for Eagle Trooper for .....	+40 TV
Swap Dark Mamba for Raptor Commando for .....	+5 TV
Operational Assistance Team.....	265 TV
Add Dark Mamba for.....	+95 TV
Swap Dark Jaguar for Dark Mamba for.....	+25 TV
Swap Dark Mamba for Dark Cobra for .....	-5 TV
Swap Dark Jaguar for Owl C3 for .....	+50 TV
Swap Dark Cobra for Vulture Heavy for .....	+90 TV
Swap Dark Mamba for Raptor Commando for .....	+5 TV
Tactical Assault Team .....	315 TV
Add Dark Cobra for.....	+95 TV
Swap Dark Cobra for Dark Kodiak for.....	+25 TV
Swap Dark Jaguar for Owl C3 for .....	+50 TV
Swap Dark Kodiak for Vulture Heavy for .....	+65 TV
Swap Dark Mamba for Raptor Commando for .....	+5 TV
Mobile Ordnance Element .....	145 TV
Add Dark Naga for.....	+140 TV
Swap Dark Naga for Dark Coyote for .....	-10 TV
Infantry Section .....	55 TV
Add Heavy Armor to Section & all attached Teams ...	+5 TV
Add ATVs or ORVs to a squad for .....	+5TV
Make Section Paratroopers (Including Attached Teams/	
Squads) for .....	+5TV
Add Dark Hoplite to a section for .....	+55TV
Heavy Weapons Team.....	30 TV
Sniper/Spotter Team.....	20 TV



## CEF SQUADS:

### MISSION PACKS

Command (CMP) .....	+15TV
Defensive (DMP) .....	+20TV
Fire Support (FSMP) .....	+10TV
Recon (RMP) .....	+15TV

Light Hovertank Squad ..... 225 TV

Add an additional LHT-71 for..... +115 TV

Swap LHT-71 for LHT-67 for ..... -15 TV

Heavy Hovertank Squad ..... 385 TV  
(Cost of new single HT Squad is 195 TV, as per Gear UP 4)

Add an additional LHT-72 for..... +195 TV

Swap LHT-72 for LHT-68 for ..... -20 TV

Interdiction Frame Squad..... 180 TV

Heavy Frame Squad ..... 210 TV

GREL Infantry Platoon..... 100 TV

Morgana Commando Squad..... 25 TV

FLAIL Infantry Platoon ..... 130 TV

Morgana Class FLAILS ..... 30 TV

Commando Squad..... 215 TV

Rapid Reconnaissance and Patrol Squad ..... 110 TV

HHT-90 Combat Group ..... 550 TV (From GU3)

FIELD TESTING. THREAT VALUES RETA



**CAPRICE SQUADS:**

Caprician Infantry Platoon .....	40 TV
Add Medium Armor to Platoon for.....	+5 TV
Add Heavy Armor to Platoon for.....	+10 TV
Add ATVs or ORVs to a squad for.....	+5TV
Add a Hammath to a squad for.....	+55TV
Infantry Sniper Squad .....	15 TV
Patrol Squad .....	165 TV
Support Squad .....	195 TV
Heavy Mount .....	105 TV
Add Moab for.....	+95 TV
Swap Moab for Ammon for .....	+10 TV

**UTOPIA TROUPES**

Armiger Commando Troupe .....	275 TV
Armiger Recce Troupe.....	250 TV
Armiger Support Troupe .....	220 TV
Augmented Armoured Infantry Troupe .....	70 TV
SIN Cluster .....	95 TV

**EDEN SQUADS**

Alpha Squad.....	75 TV
Beta Squad .....	110 TV



# HEAVY GEAR

## BLITZ!



MESSAGE INTERCEPTED...

### INCOMING FIELD GUIDES:

- DP9-9266 SOUTHERN FIELD GUIDE
- DP9-9267 NORTHERN FIELD GUIDE
- DP9-9268 P.R.D.F. FIELD GUIDE
- DP9-9269 C.E.F. FIELD GUIDE
- DP9-9270 BLACK TALON FIELD GUIDE

## 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 B&W Version of the HG Arena Core Rules, 6 minis, 4 dice & 1 tape)	\$67.00
DP9-9193	Heavy Gear Arena Sponsors Decals Pack	\$6.75
DP9-9205	Heavy Gear Arena Logo Patch (8" wide with velcro backing)	\$12.50
DP9-9196	HG Arena: Duelist Weapons Upgrade Pack (weapons and customization parts)	\$20.75
DP9-9197	HG Arena: Gladiator Two Pack (2 minis, extra weapons)	\$20.75
DP9-9198	HG Arena: Boa Pack (1 mini, extra weapons)	\$20.75
DP9-9202	HG Arena: Hired Guns Grizzly & Hunter XMG Pack (Jarak Twins, 2 minis, extra weapons)	\$31.00
DP9-9203	HG Arena: Hired Guns Black Mamba & DartJager Pack (Yang Jownz & Emili Royal, 2 minis, extra weapons)	\$20.75
DP9-9199	HG Arena: Copperhead Two Pack (2 minis, extra weapons)	\$20.75
DP9-9201	HG Arena: Wildcat Two Pack (2 minis, extra weapons)	\$20.75
DP9-9204	HG Arena: Hired Guns Black Adder & Hunter Commando Pack (Torvas & Bowser, 2 minis, extra weapons)	\$20.75
DP9-9208	HG Arena: Hired Guns Spitting Cobra & Strike Cheetah Pack (Musashi & Cornice, 2 minis, extra weapons)	\$31.00
DP9-9216	HG Arena: Valence Two Pack (2 minis, extra weapons)	\$20.75
DP9-9217	HG Arena: Engineering Grizzly Pack (1 mini, extra weapons)	\$20.75
DP9-9218	HG Arena: Engineering Cobra Pack (1 mini, extra weapons)	\$20.75
DP9-9231	HG Arena: Bricklayer Engineering Gear Two Pack (2 minis, extra weapons)	\$20.75
DP9-9232	HG Arena: Stone Mason Engineering Gear Two Pack (2 minis, extra weapons)	\$20.75

## HEAVY GEAR BLITZ! BOOKS

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
DP9-9034	Black Talon - Return to Cat's Eye (Softcover) 124 pages, Black & White	\$25.00
DP9-9034c	Black Talon - Return to Cat's Eye (Softcover) 124 pages, Full Color	\$45.00
DP9-9097c	Shattered Peace - The War for Terra Nova Book 1 (Softcover) 54 pages, Full Color	\$30.00
DP9-9155c	Terra Nova Gambit - The War for Terra Nova Book 2 (Softcover) 54 pages, Full Color	\$30.00
DP9-9191c	Perfect Storm: NuCoal Field Guide (Softcover) 136 pages, Full Color	\$55.00

## HEAVY GEAR BLITZ! STARTER PACKAGES (INCLUDES RULEBOOKS & MINIATURES)

DP9-9220	Heavy Gear Blitz - Two Player Starter Kit (Small b&w L&L Rulebook & Field Manual books, 6 minis, 4 dice & 1 tape)	\$67.00
DP9-9222	Northern Starter Army (Small L&L Rulebook & Field Manual books, Strike & Fire Support Squads (10 minis), 4 dice & tape)	\$115.00
DP9-9223	Southern Starter Army (Small L&L Rulebook & Field Manual books, Strike & Fire Support Cadres (9 minis), 4 dice & tape)	\$115.00
DP9-9224	P.R.D.F. Starter Army (Small L&L Rulebook & Field Manual books, Strike & Fire Support Squads (10 minis), 4 dice & tape)	\$115.00
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)	\$115.00
DP9-9226	Black Talon Starter Army (Small Field Manual & Black Talon books, 1xOwl, 1xRaptor, 2xVulture, 1xDark Naga (5 minis), 4dice & tape)	\$115.00
DP9-9227	C.E.F. Starter Army (Small Field Manual & Black Talon books, FLAIL Platoon, 2x LHT-71, & 2x HC3 (17 minis), 4 dice & tape)	\$115.00
DP9-9229	Utopian Starter Army (Small Field Manual & Black Talon books, 1x Support Troupe & 1x Recce Troupe (20 minis), 4 dice & tape)	\$125.00

## HEAVY GEAR BLITZ! NORTHERN MINIATURES

DP9-9021	Northern G.P. Squad (box set, 5 minis)	\$43.50
DP9-9024	Northern Strike Squad (box set, 5 minis)	\$44.50
DP9-9027	Northern Fire Support Squad (box set, 5 minis)	\$53.75
DP9-9045	Northern Recon Squad (box set, 5 minis)	\$43.50
DP9-9065	Northern Weapons and Bits Pack (weapons and customization parts)	\$21.75
DP9-9038	Northern Hunter Two Pack (2 random Hunters, headhunter head, extra weapons)	\$19.75
DP9-9104	Northern Hunter Paratrooper Two Pack (2 Hunter Paratroopers)	\$19.75
DP9-9111	Northern Hunter Commando Two Pack (2 Hunter Commandos)	\$20.75
DP9-9116	Northern Stripped Down Hunter Two Pack (2 Stripped Down Hunters)	\$19.75
CODE	ITEM	SRP (CAD)

*Northern Miniatures cont.*

DP9-9041	Northern Jaguar Two Pack (2 random Jaguars, extra weapons)	\$20.75
DP9-9047	Northern Grizzly Pack (1 random Grizzly, extra weapons)	\$21.75
DP9-9050	Northern Cheetah Two Pack (2 random Cheetahs, extra weapons)	\$19.75
DP9-9113	Northern Cheetah Paratrooper Two Pack (2 Cheetah Paratroopers)	\$19.75
DP9-9057	Northern Ferret Two Pack (2 random Ferrets)	\$19.75
DP9-9062	Northern Kodiak Pack (1 mini)	\$21.75
DP9-9098	Northern Tiger Two Pack (2 Tigers, extra weapons)	\$20.75
DP9-9106	Northern Bobcat Two Pack (2 Bobcats)	\$20.75
DP9-9108	Northern Razorback Two Pack (2 Razorbacks)	\$26.00
DP9-9117	Northern Weasel Two Pack (2 Weasels)	\$19.75
DP9-9118	Northern Panther Two Pack (2 Panthers)	\$21.75
DP9-9096	Northern Black Cat Two Pack (2 Black Cats)	\$20.75
DP9-9126	Northern Bear/Den Mother/Mad Dog R Two Pack (2 Bears or 2 Mad Dogs or 1 Den Mother & 1 other)	\$34.00
DP9-9174	Northern Koala Two Pack (2 Koalas)	\$33.00
DP9-9180	Northern Dingo Two Pack (2 Dingo)	\$33.00
DP9-9147	Northern Mammoth Strider Custom Pack (1 resin mini with customization parts)	\$51.75
DP9-9148	Northern Mammoth Strider Upgrade Pack (Resin parts to upgrade upto 3 Mammoths)	\$16.50
DP9-9054	Northern Thunderhammer Strider (1 mini)	\$46.50
DP9-9161	Northern Aller Main Battle Tank Custom Pack (1 Resin Mini with customization upgrade parts)	\$43.50
DP9-9189	Northern Klemm Light Tank Custom Two Pack (2 Resin Minis with 1 set of customization upgrade parts)	\$43.50
DP9-9120	Northern Aller Upgrade Two Pack (Resin parts to upgrade upto 4 Allers)	\$27.00
DP9-9122	Northern Klemm Upgrade Two Pack (Resin parts to upgrade upto 8 Klemms)	\$27.00
DP9-9212	Northern Heavy Infantry Platoon (40 Heavy Infantry, 12 hex bases)	\$26.00
DP9-9035	Northern Infantry Platoon (40 Infantry, 12 hex bases)	\$23.00
DP9-9069	Northern Infantry on ATVs Platoon (12 Wallaby ATVs, 12 hex bases)	\$23.00
DP9-9159	Northern Antelope Jeep Squad Pack (3 Antelope Jeeps and 3 hex bases)	\$23.00
DP9-9194	Northern Badger APC Custom Pack (1 Larger Resin Mini with customization upgrade parts)	\$27.00
DP9-9081	Northern Field Gun Two Pack (2 guns, 2 infantry and 2 round bases)	\$20.75

## HEAVY GEAR BLITZ! SOUTHERN MINIATURES

DP9-9022	Southern G.P. Cadre (box set, 5 minis)	\$43.50
DP9-9025	Southern Strike Cadre (box set, 5 minis)	\$44.50
DP9-9028	Southern Fire Support Cadre (box set, 4 minis)	\$53.75
DP9-9046	Southern Recon Cadre (box set, 5 minis)	\$43.50
DP9-9066	Southern Weapons and Bits Pack (weapons and customization parts)	\$21.75
DP9-9039	Southern Jager Two Pack (2 random Jagers, Command Jager head, extra weapons)	\$19.75
DP9-9043	Southern Stripped Down Jager Two Pack (2 Stripped Down Jagers, extra weapons)	\$19.75
DP9-9105	Southern Jager Paratrooper Two Pack (2 Jager Paratroopers)	\$19.75
DP9-9042	Southern Black Mamba Two Pack (2 random Black Mambas, extra weapons)	\$20.75
DP9-9048	Southern Spitting Cobra Pack (1 random Spitting Cobra, extra weapons)	\$21.75
DP9-9049	Southern Iguana Two Pack (2 random Iguanas)	\$19.75
DP9-9114	Southern Iguana Paratrooper Two Pack (2 Iguana Paratroopers)	\$19.75
DP9-9063	Southern King Cobra Pack (1 mini)	\$21.75
DP9-9099	Southern Sidewinder Two Pack (2 Sidewinders, extra weapons)	\$20.75
DP9-9107	Southern Basilisk Two Pack (2 Basilisks)	\$20.75
DP9-9109	Southern Anolis Two Pack (2 Anolis)	\$20.75
DP9-9110	Southern Black Adder Two Pack (2 Black Adders)	\$20.75
DP9-9112	Southern Desert Viper Two Pack (2 Desert Vipers)	\$20.75
DP9-9119	Southern Snakeye Black Mamba Two Pack (2 Snakeye BMs & parts to convert to Green Mambas)	\$21.75
DP9-9091	Southern Python Two Pack (2 Pythons)	\$33.00
DP9-9124	Southern Cameleon Two Pack (2 Cameleons)	\$20.75

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

*Southern Miniatures continued on next page*

DP9-9145	Southern Dart Jager Two Pack (2 Dart Jagers)	\$20.75
DP9-9146	Southern Asp Two Pack (2 Asps)	\$19.75
DP9-9177	Southern Silverscale Two Pack (2 Silverscales)	\$20.75
DP9-9140	Southern Naga Strider Custom Pack (1 Resin mini plus conversion parts for Long Fang, Command or Dark Naga, plus extra weapons)	\$40.00
DP9-9055	Southern Sagittarius Strider (1 mini with extra weapons)	\$31.00
DP9-9162	Southern Visigoth Main Battle Tank Custom (1 Resin Mini with customization upgrade parts)	\$43.50
DP9-9190	Southern Hun Light Tank Custom Two Pack (2 Resin Minis with 1 set of customization upgrade parts)	\$43.50
DP9-9121	Southern Visigoth Upgrade Two Pack (Resin parts to upgrade upto 6 Visigoths)	\$27.00
DP9-9123	Southern Hun Upgrade Two Pack (Resin parts to upgrade upto 6 Huns)	\$27.00
DP9-9163	Southern Hetairoi Hovertank (Resin Mini, extra weapon and extra parts)	\$37.00
DP9-9213	Southern Heavy Infantry Platoon (40 Heavy Infantry, 12 hex bases)	\$26.00
DP9-9036	Southern Infantry Platoon (40 Infantry, 12 hex bases)	\$23.00
DP9-9070	Southern Infantry on ATVs Platoon (12 Jackrabbit Bikes, 12 hex bases)	\$23.00
DP9-9160	Southern Elan Jeep Squad Pack (3 Elan Jeeps and 3 hex bases)	\$23.00
DP9-9195	Southern Caiman APC Custom Two Pack (2 Larger Resin Minis with customization upgrade parts)	\$31.00
DP9-9082	Southern Field Gun Two Pack (2 guns, 2 infantry and 2 round bases)	\$20.75
DP9-9100	Southern Fire Dragon Strider (1 mini)	\$46.50
DP9-9164	Southern M.P. Shield Five Pack (5 part sprus with M.P. Shield, Fragcannon and Police Lights)	\$11.50

### HEAVY GEAR BLITZ! PEACE RIVER DEFENSE FORCE MINIATURES

DP9-9020	P.R.D.F. G.P. Squad (box set, 5 minis)	\$43.50
DP9-9023	P.R.D.F. Strike Squad (box set, 5 minis)	\$44.50
DP9-9026	P.R.D.F. Fire Support Squad (box set, 5 minis)	\$53.75
DP9-9044	P.R.D.F. Patrol Squad (box set, 5 minis)	\$43.50
DP9-9037	P.R.D.F. Warrior Two Pack (2 random Warriors, Chieftain head, extra weapons)	\$19.75
DP9-9040	P.R.D.F. Warrior IV Two Pack (2 random Warriors IV, Chieftain IV head, extra weapons)	\$19.75
DP9-9064	P.R.D.F. Crusader Pack (1 mini, extra weapons)	\$20.75
DP9-9084	P.R.D.F. Skirmisher Two Pack (2 minis)	\$20.75
DP9-9085	P.R.D.F. Pit Bull Two Pack (2 minis)	\$20.75
DP9-9086	P.R.D.F. Cataphract Pack (1 mini, extra weapons)	\$34.00
DP9-9030	P.R.D.F. Red Bull MkII Strider (1 mini)	\$51.50
DP9-9087	P.R.D.F. Infantry Platoon (40 Infantry, 12 hex bases)	\$23.00
DP9-9088	P.R.D.F. Hoplite APC Two Pack (2 minis)	\$27.00
DP9-9103	P.R.D.F. Coyote Strider (1 mini)	\$34.00
DP9-9125	P.R.D.F. Shinobi Two Pack (2 Shinobi)	\$20.75

### HEAVY GEAR BLITZ! NUCOAL MINIATURES

DP9-9237	NuCoal G.P. Squad (box set, 5 minis)	\$43.50
DP9-9238	NuCoal Strike Squad (box set, 5 minis)	\$44.50
DP9-9239	NuCoal Fire Support Squad (box set, 5 minis)	\$53.75
DP9-9240	NuCoal Recon Squad (box set, 5 minis)	\$43.50
DP9-9219	NuCoal Chasseur Two Pack (2 Chasseurs, extra weapons)	\$20.75
DP9-9221	NuCoal Jerboa Two Pack (2 Jerboas, extra weapons)	\$20.75
DP9-9251	NuCoal Cuirassier Two Pack (2 Cuirassiers, extra weapons)	\$21.75
DP9-9252	NuCoal Chevalier Pack (1 Chevalier, extra weapons)	\$20.75
DP9-9253	NuCoal Hussar Walker (1 Hussar in walker mode, extra weapons) - Resin Miniature	\$43.50
DP9-9254	NuCoal Chasseur Mk II Two Pack (2 Chasseur MkIIs, extra weapons)	\$23.00
DP9-9255	NuCoal Lancier Two Pack (2 Lanciers, extra weapons)	\$23.00
DP9-9256	NuCoal Hussar Tank (1 Hussar in tank mode, extra weapons) - Resin Miniature	\$43.50
DP9-9258	NuCoal Infantry Platoon (40 Infantry and 12 hex bases)	\$24.00
DP9-9259	NuCoal Sampson Hover APC Pack (1 Sampson Hover APC) - Resin Miniature	\$27.00

CODE	ITEM	SRP (CAD)
DP9-9206	NuCoal Sandrider Infantry Platoon (40 Infantry, 12 hex bases)	\$26.00
DP9-9207	NuCoal Barnaby and Sandrider Squad Pack (3 Barnaby riding beasts & Sandrider Infantry and 3 hex bases)	\$26.00
DP9-9257	NuCoal Espion Two Pack (2 Espions, extra weapons) - FEBRUARY 2012 RELEASE	\$20.75
DP9-9260	NuCoal Armadillo Beast with Rider Squad Pack (3 Armadillo Beasts with 3 Riders and 3 round bases) - FEBRUARY 2012 RELEASE	\$30.00
DP9-9261	NuCoal Chasseur Paratrooper Two Pack (2 Chasseur Paratroopers, extra weapons) - MARCH 2012 RELEASE	\$20.75
DP9-9262	NuCoal Jerboa Paratrooper Two Pack (2 Jerboa Paratroopers, extra weapons) - MARCH 2012 RELEASE	\$20.75

## HEAVY GEAR BLITZ! BLACK TALON MINIATURES

DP9-9169	Black Talon Primary Insertion Team (boxset, 4 minis)	\$50.75
DP9-9171	Black Talon Operational Assistance Team (boxset, 4 minis)	\$60.00
DP9-9173	Black Talon Forward Observation & Recon Team (boxset, 4 minis)	\$43.50
DP9-9128	Black Talon Dark Series Upgrade Pack (Weapons and Bits to upgrade minis to the Dark Series Gears)	\$21.75
DP9-9149	Black Talon Dark Kodiak (1 mini)	\$22.75
DP9-9150	Black Talon Dark Cobra (1 mini)	\$22.75
DP9-9136	Black Talon Eagle Trooper Two Pack (2 Eagles)	\$27.00
DP9-9138	Black Talon Raptor Commando Two Pack (2 Raptors)	\$33.00
DP9-9139	Black Talon Vulture Heavy Two Pack (2 Vultures)	\$33.00
DP9-9135	Black Talon Raven Scout Two Pack (2 Ravens)	\$20.75
DP9-9137	Black Talon Owl C3 Officer Two Pack (2 Owl C3s)	\$27.00

## HEAVY GEAR BLITZ! P.A.H. / C.E.F. MINIATURES

DP9-9211	C.E.F. HHT-90 Overlord Hovertank (1 HHT-90, base and decals)	\$129.50
DP9-9168	C.E.F. Interdiction Frame Squad (boxset, 4 minis)	\$60.00
DP9-9170	C.E.F. Heavy Frame Squad (boxset, 4 minis)	\$65.00
DP9-9172	C.E.F. Kommando Frame Squad (boxset, 4 minis)	\$54.00
DP9-9089	P.A.K./C.E.F. HT-68 Hovertank (1 HT-68, extra weapons)	\$37.00
DP9-9090	P.A.K./C.E.F. HT-72 Hovertank (1 HT-72, extra weapons)	\$37.00
DP9-9214	P.A.K./C.E.F. LHT-67 Light Hovertank (1 New Sculpt LHT-67, extra weapons)	\$22.75
DP9-9215	P.A.K./C.E.F. LHT-71 Light Hovertank (1 New Sculpt LHT-71, extra weapons)	\$22.75
DP9-9095	P.A.K./C.E.F. HPC-64 Hover APC/Command (1 HPC-64, extra command part)	\$21.75
DP9-9176	C.E.F. HC-3 Command & Recon Hovercar Two Pack (2 HC-3 Hovercars)	\$25.00
DP9-9132	C.E.F. Type F6-16 Frame Two Pack (2 F6-16 Frames, extra weapons and parts)	\$33.00
DP9-9133	C.E.F. Type F2-21 Frame Two Pack (2 F2-21 Frames, extra weapons and parts)	\$33.00
DP9-9134	C.E.F. Type F2-19 Frame Pack (1 F2-19 Frame, extra weapons and parts)	\$22.75
DP9-9165	C.E.F. Type F2-25 Frame Two Pack (2 F2-25 Frames, extra weapons and parts)	\$26.00
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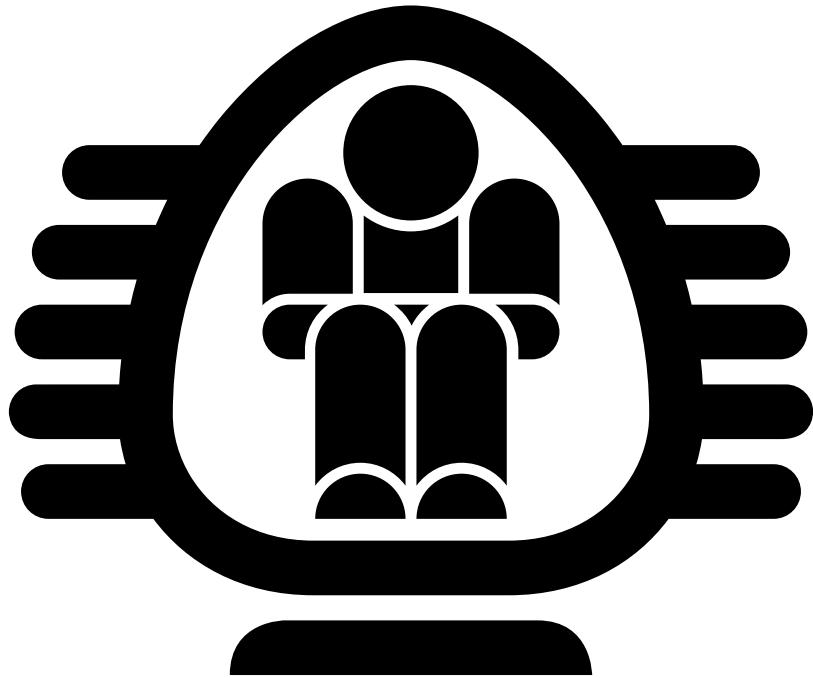
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