

ISSUE 6

GEAR UP

THE OFFICIAL

MAGAZINE

GOLDEN GEAR 2012

PAINTING CONTEST GALLERY

MASTERCLASS

MAMMOTH FORCES

FORGED IN FIRE

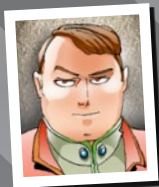
SPOTLIGHT

**HEAVY
GEAR[®]
ASSAULT**

NEW HEAVY GEAR VIDEO GAME

PREVIEW & INTERVIEWS

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.



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.



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.



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



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.



Greg Perkins - Art Director

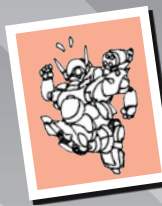
Forum Name: Mason

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.



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.



Avelardo Paredes - Artist

Forum Name: Cerberus_02

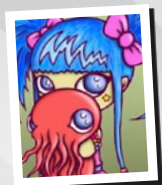
Avelardo is the current lead mechanical designer for Heavy Gear. First and foremost, he is a fan, and claims the highest postcount of any dp9forum member.



John Bell - Artist

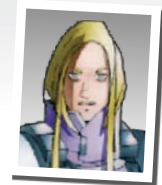
Forum Name: Jakar Nilson

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.



Jacinthe Boisvert-Gauthier - Assistant Layout

Jacinthe is a junior graphic designer and illustrator. She works as an intern for Dream Pod 9. She enjoys drawing, playing video games and drinking tea.



Nara Cormier - Master Caster

Nara the Pod's resident master resin and metal caster. She enjoys playing PAK and creating terrain in her spare time. She contributes to Terranovan Terraformer.



Dave McCleod - Caster

Dave is the Pod's metal casting guru. When he isn't busy spinning up new miniatures and making new molds, Dave fields his HAPF forces against opponents and kitbashes interesting models in original ways.

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. We'll answer as many questions as we can cram into the new section each issue!

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GEAR UP

ISSUE 6

While more time has passed between issues of Gear UP than we'd like, great things have been going on behind the scenes. The biggest news is undoubtedly the return of Dream Pod 9's Heavy Gear franchise to the PC. Stompy Bot Productions have announced a brand new video game called Heavy Gear Assault. The game is going full steam ahead and we'll be showing you some of the conceptual material for the game as well as an interview with the team working on the game.

The latest field guide, Forged in Fire, which details the rules and background for the southern leagues has been released. Forged in Fire covers the Southern Republic, Allied Southern Territories, Mekong Dominion, Humanist Alliance, and Eastern Sun Emirates, as well as rules for fielding Mercenary Guild and AST Border Protectorate forces. Loaded with excellent artwork and extensive background, the book delivers updated army lists in style. We're already hard at work on the next two field guides, Blood Debt the Peace River Field Guide and Prophet's Wrath the Northern Field Guide.

In other news, John Ngyuen, a long time member of Dream Pod 9, left the company in December to pursue new career options. We wish him luck in his new career. Taking over many of his duties is our newest team member, Griff Briggs, Dream Pod 9 Media Coordinator. Griff is working on developing the new Heavy Gear Youtube Channel as well as managing other media related jobs. We're looking forward to seeing him grow with the company. If you haven't already, go to our webpage (www.dp9.com) and check out his weekly pod blog.

We hope you enjoy this issue!

Jason Dickerson
Line Developer

Greg Perkins
Art Director

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HEAVY GEAR ASSAULT

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After more than a decade since the Heavy Gear franchise's last offering to the PC gaming market, Stompy Bot Productions has now licensed the rights for a new game from Dream Pod 9: Heavy Gear Assault. Since signing the deal, Stompy Bot Productions has brought MekTek Studios on as developers for this highly anticipated game. The MekTek team, who are veterans in indie development after years of working within the MechWarrior community, are thrilled to be working with the Heavy Gear franchise. To further ensure the latest installment meets the high expectations set by Heavy Gear fans, MekTek Studios has acquired some heavy-hitting talent, including Jack Mamais, who is known for his work as the director and lead designer for games such as Heavy Gear 2, Crysis, Far Cry, and MechWarrior II: Mercenaries.

Heavy Gear Assault marks the return of Heavy Gear to the gaming world. Heavy Gear and Heavy Gear 2, published and developed by Activision, were state-of-the-art, pushing the envelope in terms of what was possible in the late nineties. Both games paid tribute to the acclaimed and award-winning science-fiction Heavy Gear universe, created by Dream Pod 9. The original Heavy Gear PC games left a lasting impression on a whole generation of gamers through action-packed game play, cutting-edge graphics, and rich backstory. Heavy Gear Assault has even higher ambitions than its predecessors; built with tomorrow's technology, Heavy Gear Assault will be nothing less than amazing.



In Heavy Gear Assault, the player takes on the role of a duelist in a pro-dueling circuit. As pilots, players will be able to buy Gears while working their way up the ranks to earn their place among the greats — pulling in sponsorships, cash, and glory at the same time. This quest for wealth and fame is only one aspect of the game, however. Another key component is extensive customization, as players will discover while building unique weapons loadouts and looks for their Gears within their Gear bay. The Gear bay is the heart of a pilot's dueling career. Here, the pilot is able to repair and customize, access the market (and even a not-so-legal market) to make purchases, bet on matches, and view their illustrious career within the circuit.

As players gain experience, money, and fame, their options for purchasing new equipment and Gears expands. Each Gear in Heavy Gear Assault is a purpose-built war machine with its own unique set of perks and flaws, and, combined with the array of upgrade parts and weapons available, players will be able to tailor their Gears to suit their play style. For added prestige, players will be able to purchase or win unique cosmetic upgrades that enhance the look of their Gears.

Heavy Gear Assault will combine a number of genres — such as Gear simulation, extreme sports, and fighting — to give players a never-before-seen, in-your-face giant-robot experience. While staying a true mecha simulator game with loads of firepower, Heavy Gear Assault will allow players to engage in desperate melee combat and unleash devastating combos to defeat their opponents and thrill the crowd. Combined with a dynamic destruction engine, this will allow for detailed simulation and a whole new level of mecha combat. Hits on Gears will produce visible damage with corresponding effects on performance, and the environment can likewise be leveled. Showmanship is important: gaining the crowd's adoration is necessary to land the perks that come with good matches, so whether you want to decimate your foes with withering firepower or cut them down with a precision VibroKatana strike, be sure to do it with style. After all, that's what the fans paid to see.

And the simulation doesn't even stop there. If the player wants to take a break from dueling, they can also experience Heavy Gear Assault from the grandstands and sponsor other player's matches. The outcome of the match will have direct consequences on the spectator's sponsorship, leading to a real-life fan following of the best players.

In order to fully realize this game and expand it with additional content, MekTek Studios launched a crowd-funding campaign on February 15th, 2013. Their goal and ours is to release the best Heavy Gear game possible — the potential for this development is massive in scale — and fans can help make it a reality. In today's world of multi-million-dollar game budgets, dominated by big publishing and development studios, the costs of attracting talent, retaining that talent, and developing the very best game can be overwhelming. While many development groups have large backers, MekTek is of a different breed. They are a team of players and gaming enthusiasts who hope to deliver the game to fans faster, with plenty of quality content, and to continue doing so.

As more funding goals are met, fans can expect to see more content open up for the game. A few examples are the addition of e-sports functionality with tournaments, in-game social media aspects (think of your own ESPN-type landing page to show your skill and glory), faction-specific armories, and the greatest of all: a single player military campaign.

Check out HEAVYGEAR.COM and pledge today! Your contribution to the project pushes Heavy Gear further toward the greatness that it and its fans deserve!

BACK TO GROUND ZERO

Since Heavy Gear's inception, dueling culture has always been an integral part of its setting. In fact, the very first product made for the Heavy Gear universe was Heavy Gear Fighter, a card-based game that simulated duelists duking it out in Gear-to-Gear combat. Later, in the first and second edition of the role-playing and tactical game, the Duelists' Handbook and Tactical Dueling brought the popular yet hidden world of military dueling to the forefront. After the launch of Heavy Gear Blitz, its companion game, Heavy Gear Arena, brought the sporting side of the game back to the tabletop.



The first product in the Heavy Gear franchise, Heavy Gear Fighter, debuted as a card-based fighting game in 1994.

HEAVY GEAR ASSAULT

STOMPY BOT

STOMPY BOT + MEKTEK INTERVIEW

On August 1st, 2012, Dream Pod 9 and Stompy Bot Productions announced the licensing of a new Heavy Gear video game. With the signing, the Stompy Bot Productions is ready to bring Heavy Gear to the gaming masses in the upcoming game. The Gear UP staff were able to sit down and have some time to interview some of the key members of the Stompy Bot Production & Mekttek Studios staff and get some insight on the upcoming game for the fans of the Heavy Gear franchise.



Jack Mamais
Game Designer and Producer



James Taylor
President of Stompy Bot Productions

AVY RIP FULT

INTERVIEW WITH STOMPY BOT PRODUCTIONS & MEKJEK

Gear UP: Stompy Bot Productions is a new name in the video game market. What makes it stand out from the competition?



(Jack) We're looking to create a sports experience set in an amazing science fiction setting, our key goals are to introduce playing as the pilot, unprecedented destruction, and realistic gladiatorial mechanized combat.

Gear UP: Unprecedented destruction sounds like fun. What sort of destruction can the players expect in the game?



(Jack) We are currently working with the latest technology to really advance the state of destruction in games by making sure the destruction has real gameplay significance. In other words, not only will you have fun blowing up your opponent's Gears visually, every shot will affect how effectively opponents are able to pilot their machines.



Gear UP: Gladiatorial Gear combat has always been part of the Heavy Gear setting and Dream Pod 9 even has a number of supplements dealing with just that subject. How do you think this game will convey the sports aspect of the game?



(James) The core elements of our game design are drawn directly from the Core Arena Ruleset and the Duelists Handbooks. By nature, Heavy Gear Assault is all about competitive play. Our main goal is to totally immerse the player in the sporting world of Heavy Gear dueling. This means not only competing for fame and fortune but also encompasses the glitz and glamour of the the professional circuit as well as the dark underbelly of the underground circuits. It means corporate sponsorships, managing resources, and high-stakes battles. Though possibly most important, it's about showmanship, you can build your skill but it means nothing if you can't please the crowd.

Gear UP: What are some of your key members and what role do they play in producing Heavy Gear?



(James) We have worked hard to put the right people in the right places to get this game done right. We found the most talented people we could get our hands on from around the world to expand on MekTek Studio's in-house team. Two names which stand out are Jack Mamais and Matthew Steinke, both of their experience in the industry have been paramount in bringing Heavy Gear Assault to life.

Gear UP: What drew Stompy Bot Productions to Heavy Gear?



(James) I was a huge fan of the first two PC titles but my favorite part of the Heavy Gear universe has probably always been the rich and diverse story of Terra Nova. Not to mention.... the large stompy robots.

Gear UP: What is your favorite Gear?



(Jack) My favorite Gear is the Southern Spitting Cobra, it's fast and powerful. I prefer treads to wheels in my mechanized weapon platforms.



(James) I've always been more drawn to the Northern designs. The Tiger currently has my attention, it's fast enough to get you into trouble and tough enough to keep you there!

Gear UP: Speaking of tread based platforms, does the team expect to include Gear-Striders such as the Cataphract, Hussar, and Drake in the game?



(Jack) It's too early to tell at this point, we're still focusing our efforts on making the regular Gears work, I personally am a huge fan of Striders, the bigger the better!



Gear UP: Can you tell the readers, what type of game is the Heavy Gear video game going to be?



(Jack) Heavy Gear Assault will be a fast paced and brutal depiction of the Heavy Gear Universe where split second decisions by pilots will be the difference between a glorious victory and crushing defeat. We're working hard to bring this awesome Universe to life with the a very talented team of developers. HGA is also going to stand out from similar games by letting players experience the world as the pilot, rather than as the machine itself. Our key focus for this game will be unprecedented immersive play with great destruction, and skill based competitive play.

Gear UP: What platforms will it be on?



(James)PC

Gear UP: In todays games, multiplayer and customization seem to be huge. What sort of choices will players have in the game?



(James) What a huge question! We believe in letting the players choose to play how they want to play. There will be a variety of game types and circuits for players to choose from, each with its own focus and style of play. Also, though it is still a little early to go into detail, we will be taking Gear customization to a new level. Players will be able to change out their Gear's weapon and electronic systems as well as tweak the very performance of their Gear to maximize their style of play.

Gear UP: The setting of Heavy Gear is massive. Is the game going to take place in any particular place?



(Jack) Heavy Gear will take place on the planet Terra Nova. We are still exploring all of the regions we plan to feature but you will see some definite classic environments straight from the Dream Pod 9 source books.

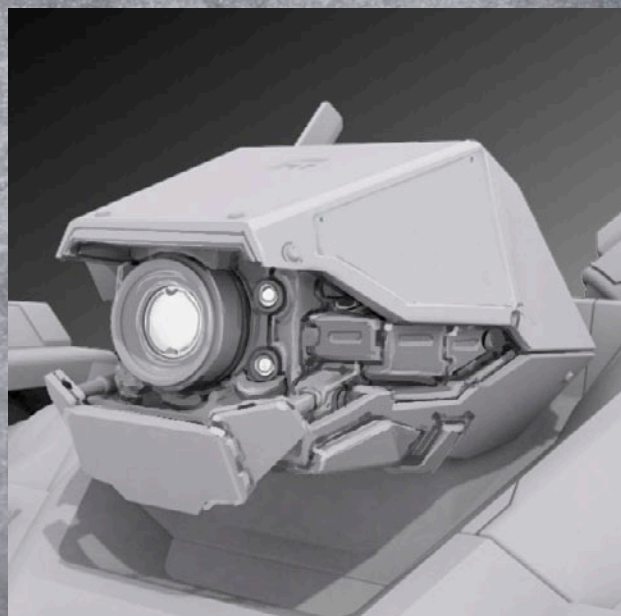
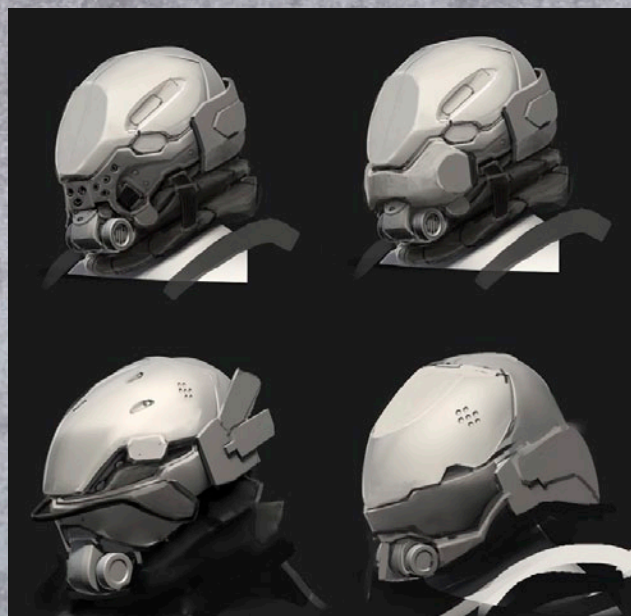
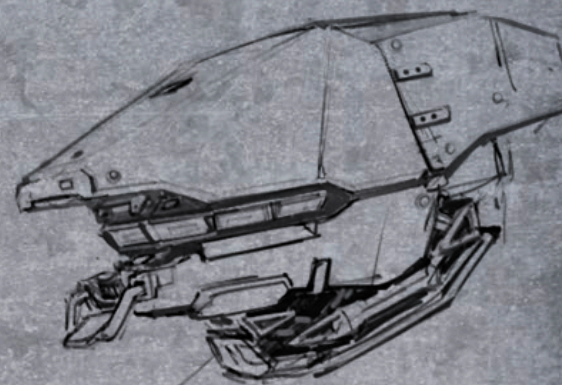
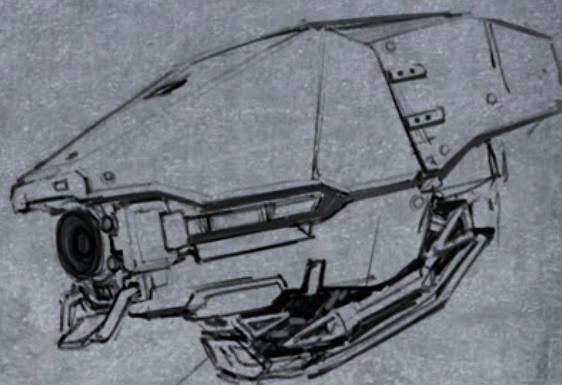
Gear UP: There are a number of new robot based games out there right now such as Mechwarrior Online and Hawken. What are some things that make this game stand out from the competition?



(Jack)The ability to play as a pilot, gladiatorial style combat, fast paced, agile anime style robot battles, are all parts of our next generation experience.



(James) None of those other games feature the Heavy Gear universe!



THE CHOP SHOP ARENA

The MekTek Studios and Dream Pod 9 design teams worked together to develop one of the arenas that will be featured in the game: The Chop Shop Arena. As one of the arenas in Khayr ad-Din, the Chop Shop Arena has a seedier reputation than the well-respected Web Arena in the Core of the city-state, but the arena venue still attracts up-and-coming duelists — as well as the down-on-their-luck types.

Khayr ad-Din is well known for its pro-dueling circuit, but it wasn't always like that. Prior to Saddick "the Spider" Jahmoon's rise to power, the city-state was known more for its nickname Trash City. As the dumping ground for Terra Nova Trans Rail's Waste Disposal Division since the mid-1500s, Khayr ad-Din has taken on hectares upon hectares of trash from places like Ft. James, Marabou, and Port Oasis. The economy that developed as people started inhabiting the area again was principally based on recovering and recycling useable materials from the trash that ringed community. While the lifestyle was a relatively bleak one, the lawless nature of the town offered refuge to people needing a place to hide, and even with the harsh living conditions, some people thrived in the environment.

Growing up in the Heaps, Hanna struggled to survive like other abandoned children living among the mountains of trash, but unlike most children, Hanna had a drive to succeed that went well beyond day-to-day survival. Charismatic and intelligent, Hanna was quick to organize groups of children into small work gangs. Together, they would salvage specific types of trash based on Hanna's recommendations, and she in turn would negotiate larger returns with recycling operations in the Core. By the time she reached adulthood, Hanna had control of the largest salvage operation in the Heaps and the nickname "Trasher Queen," all earned through blood and sweat. Her work crews were adept at finding vehicle components and frames, which they would rebuild and sell to locals for a premium. When Spider opened his Web Arena in the Core, Hanna's Chop Shop became the go-to place for repairs and parts for duelists. Hanna had a knack for finding hard to get parts, her goods and services were priced competitively, and her staff of mechanics was top notch.

Hanna's position in the dueling world of Khayr ad-Din gave her a unique influence in the community, and she enjoys a close business relationship with the de facto ruler of Khayr ad-Din for the most part, though recent incursions by Simon & Barfeldt,



Criminals were one class of people that did well, but occasionally, enterprising individuals emerged out of the Heaps. Hanna Dominic was one of the enterprising Trashers to have emerged as a dominant force in the outlying Heaps region of the city-state.

a recycling firm out of Ft. Neil, has put a strain on the business relationship. The rival recycling firm put pressure on Hanna's operation, and as a result, the Trasher Queen started looking for alternative sources of income. Early in TN1945, Hanna found such a source in Gabrielle Montaine, a Southern expatriate and star duelist who fled the Southern Republic after being accused of subversion. The two met by chance that year, as Gabrielle traveled between her home in Prince Gable and Khayr ad-Din regularly for her work as a sports commentator for Terra Nova Sports News Network (TN-SNN), a popular global sports channel broadcast on the Hermes 72 network. Gabrielle suggested that Hanna throw together a feeder circuit for Spider's Web Arena.

Intrigued by the idea, Hanna used her connections to local duelists to organize her first matches right in the back lot of her shop.

Within a few seasons, Hanna's league earned a reputation for brutal fights, which attracted crowds looking for something to do between games at the Web Arena. Later, in TN1947, Hanna invested in building a full arena after pitching her plan to Spider. She signed a contract to do pay-to-view broadcasts for TN-SNN with the help of Gabrielle, who also invested in the arena, and regularly covers events held at the Chop Shop Arena. Chop Shop Arena matches have a strong following among hardcore dueling fans, who watch it for its lethality and anything-goes style. The program has been banned in the Northern Lights Confederacy and Southern Republic by public officials who decry it as "amoral" and "corrupting," though most people think it's banned in the Southern Republic more for Gabrielle Montaine's expatriate status than anything else.

The arena has a reputation as a dangerous venue for spectators as well, even though there are some protective measures in place to protect the crowd. But the series of fatalities in the stands doesn't seem to be keeping people from filling up the stadium, and if anything, the added level of danger seems to draw the crowds in more.

The Chop Shop Arena is built around a working smelter that pours molten metal into open-air canals, which feed into the recycling plant attached to the arena. Particularly vicious pilots are known to make use of these canals during duels, and since anything goes in the arena, the tactic is a perfectly legitimate one. Hanna also makes no effort to curb these horrific canal deaths, which may have something to do with the rumors that she uses them to enact punishment against those who cross her.

In addition to the smelter, the arena has a number of large concrete and metal ramps constructed from materials harvested in the Heaps, but jumps in the arena are particularly risky due to the smelting canals, and it is not unheard of for pilots to miscalculate and land in molten metal.

While it seems like the Chop Shop Arena would be avoided by sane duelists, it is a feeder venue for Spider's Web Arena. Up-and-coming pro-duelists and eager amateurs regularly sign up to participate in these competitions because of the relatively generous prize money and occasional high-end components that Hanna offers her competitors. Generally, Hanna also offers free or reduced-cost repairs for Gears damaged in the games, depending on the reputation of the duelist.



CHOP SHOP ARENA



KHAYR AD-DIN
HAL ROOKARD INJURED

TNSN
TERRA NOVA SPORTS NEWS NETWORK

CHOP SHOP SUEY

Pulling the curtains back on her makeshift hovel, Lexi Munro looked out at the seemingly endless piles of trash and the people swarming through them. They were searching for hidden gems to sell to the salvage operations or in the bazaar in the core of the city-state. Lexi had no interest in doing that sort of mundane work. She was a Gear pilot, after all — and not just any pilot, but a duelist. A three-time semi-finalist dueling champ in the Web Arena, to be precise.

“How the hell is it cheating if they still kick your ass?” Lexi mumbled to herself and moved from the curtains to refrigerator. Its lonely contents included condiments and some leftover Weird but Tasty, delivered the night before. She grabbed the box of Weird but Tasty and sat down in her chair to eat while she watched tri-deo, a daily routine since her disgraceful exit from her sport. Her last sponsor, Riley Weapons, dropped her after she was caught allegedly bribing a competitor’s technicians to sabotage their Gears. She wondered if she’d ever be able to get back into game, especially while her reflexes were still sharp.

“Today on Terra Nova Sports News Network, Hal Rookard’s stunning defeat and injury at last night’s Web Arena playoffs. Will he be able to start for Krellen Food’s team, or are his injuries going to put him out of the game for good? Also today, Kyle Vasser on the preliminary qualification matches in the Marabou Cup...” The sportscaster droned on in the background. Lexi was in mid-slurp when she heard the extent of Rookard’s injuries. The guy was a good pilot, but not on her skill level. She wondered if Krellen had secured a replacement

yet. Even a temporary gig would help her out. If she could get back in the arena, she stood a chance at attracting a team to hire her back.

Grabbing her phone off the table, Lexi scrolled through her contacts to find her agent’s number. After making a few obviously ignored calls that went straight to voicemail, Lexi opted to go on a texting rampage. A few minutes later, he finally returned her call, but with an edge of frustration in his voice. “What do you want, Munro? I’m busy signing on some new talent.”

“Yeah, yeah. They can wait. I need a favor. Is Krellen looking to hire a temp duelist for the matches later this week?” Lexi asked with satisfaction that the barrage of texts had accomplished their work.

“From what I hear they’re scouting over at the Chop Shop later today. If you want to get hired on, you’ll have to talk to the Trasher Queen, and get her to let you in.”

Lexi shuddered at the thought of going back to the Chop Shop. She owed the Trasher Queen money for parts and repairs on her Gear, and the Queen was notorious for putting her debtors in the worst possible matches in her personal arena. According to Lexi’s agent, it was a ratings bonanza when they ran lopsided matches. The worst were the Lone Wolf matches. In her last run as the lone wolf, outnumbered and having to fight off wave after wave of wannabe duelists, she barely won — even skilled pilots can fall to a few lucky hits from amateurs. Still, even a Lone Wolf match would be better than nothing.



She dressed in her pilot suit, grabbed her helmet and lucky fuzzy dice, and rushed to the Trasher Queen's arena. The walk took a half an hour, and Lexi could feel the sun pouring into every corner of the Heaps. By the time she arrived at the arena, her suit was stained with sweat, and she was starting feel nauseated from something.

In Khayr ad-Din, the Heaps represented the character of the city-state. Every city-state could point to some sort of monument or grand piece of architecture to represent the spirit of the people that lived there. In Khayr ad-Din, it was the seemingly endless mountains of trash. Tucked away in these mounds were the various hovels that the trashers called home, and the self styled Trasher Queen made her home in the largest hovel of all: The Chop Shop. Although calling it a hovel wasn't quite right either. Towering nearly seventy-five meters, Lexi imagined that the structure had been cobbled together over the decades from the castaway parts and metal that the polar leagues dumped in Khayr ad-Din. There was a rumour that the core structure buried under the various odds and ends was an ancient escort class landship that had been lost in the region, possibly as far back as St. Vincent's War. With the Trasher Queen's reputation for finding odd treasures, Lexi believed it was possible.

Making her way past the throngs of spectators and into the hangar through the network of claustrophobic tunnels used by the pilots and maintenance staff, Lexi breathed a little easier in the clean, open space of the Gear bay. The Trasher Queen was a stickler for maintaining a clean hangar. Pilots who brought their own staff in with them had to abide by her strict regulations on cleanliness and keeping their station tidy. Lexi didn't bother with her own staff, she couldn't afford them and it was just easier to rent the Trasher Queen's staff to do the work.

After signing in for the opening matches, Lexi made her way over to her rented hangar bay to check up on Sweet Smiling Jane, her venerable Hunter and close partner for cycles. Basic maintenance checks and a look at the recommended repair log made her cringe at the thought of how much it was going to cost her. She needed to get a couple of wins today, just to cover the bills. Looking at the recommended log, nothing stood out as something that would prevent her from taking Sweets out to play.

Lexi climbed into her Gear's cockpit and started it up while she waited for the control room to call her with directions. When she was sure no one was looking, Lexi hung her lucky fuzzy dice on the loop under the head assembly. This pregame ritual was one she had performed in every match, but every time someone saw her hanging the dice, she had lost. The motions of starting up and hanging the dice brought with them a sudden wave of nausea, and she leaned back in her seat. What was in that Snakeghetti this morning? Whatever it was, it was more weird than tasty.

Lawson, the control room operator, came through on the radio and interrupted her thoughts. "Munro, you're up. We've got you on a Lone Wolf match. You survive ten rounds, there's a contract with Krellen's Weird but Tasty team waiting for you at the end. Oh, and Ms. Dominic says your bills will be cleared for the season."

Lexi groaned as her stomach cramped, unsure if it was her breakfast again or the words "lone wolf." Of course it had to be a Lone Wolf match. "Copy that. Did I piss the Trasher Queen off or something?"



Another voice came over her radio, one that Lexi was familiar with. "Yeah, you did. I had good money running on you last season. Get your ass out there and earn some of it back for me, or at least put on a good show so my Prince Gable partners cut me a decent check for the match." Hanna Dominic, owner of the Chop Shop and stylized Trasher Queen, was irritated, and Lexi swallowed her retort, knowing nothing good would come out of it.

"Fine, fine. I'll do my best, but you're paying for the damages on my Sweets," Lexi radioed back.

"Deal. Now get out there give me a good ten rounds."

Lexi fired up Sweet Smiling Jane's V-engine and eased the Hunter out of the hangar bay, making sure to grab her shield and autocannon off the weapons rack before heading out into the makeshift arena Dominic had built over the last few cycles. Scanning the battlefield, Lexi saw a few choice locations where she could either start the match or catch her breath during the drawn-out battle. Dominating the center of the arena was the massive smelting furnace it had been built around. Lexi hated the smelter with a passion. While it provided her with a good deal of cover, the old machine was rigged to pour molten metal into troughs throughout the arena, supposedly to add excitement. She figured it was more likely to add a sense of terror in the pilots. She had seen a few Gears knocked into the troughs, though most of the time the pilots managed to scramble out of the cockpit. Most of the time....

Lexi eased her Gear into position as she waited on the countdown for the first team of hunters to arrive. The stands were filled with people today, which was surprising, as midday matches rarely attracted more than half an arena. Probably a bunch of people wanting to see how she handled herself. As the counter on the tri-deo display hit zero, Lexi put her Gear into motion and headed toward a ramp that would launch her Gear into the air and give her the element of surprise.

Two Gears emerged from the opposite entrance just after Lexi gained some altitude. An old Basilisk equipped with a junglemower cannon was quick to notice her mid-air and began to fire an extended burst from its massive gun. Lexi swung her shield in front of her deflecting the shots as she fired a burst into the Basilisk's partner, a gaudily painted red and orange Bear. Landing next to the Bear, Lexi smashed her shield directly its head and kicked into its torso, knocking it to floor of the arena. Crouching briefly to build momentum for a jump and to use her falling opponent as cover, Lexi launched her Gear over the Bear and at the Basilisk, which was struggling to centre the oversized junglemower cannon on the her. She smashed her Gear's foot into the top of the massive domed head of the Basilisk, knocking it into the wall and stunning its pilot.

As Lexi brought Sweets around, she put her Gear into reverse and eased back into cover, waiting for the second round to begin. When the Gear stopped, Lexi felt the food in her stomach start to rise up her throat, and she swallowed hard to keep it down as the next batch of Gears came into the arena. Beads of sweat poured down Lexi's face as waves of nausea begin attacking her body. She needed to wrap up these matches fast and hit the restrooms.

Bringing her autocannon up at the Asp that emerged around the corner of a barricade, Lexi effectively knocked the Gear out with a controlled burst. The Asp's partner attempted to attack Lexi from behind, but ended up getting countered by Lexi, who threw the green and blue Bear into the furnace's wall. Lexi followed up the throw with shield smash to the Bear's head and a burst of fire into the engine block. Lexi could hear the crowd roar in approval over her comms. Normally, the crowd reaction would make Lexi's day, but sound affected her concentration, which was already taxed by her physical condition.

The third and fourth matches went by quickly. Lexi pushed Sweets hard and performed a couple of her famous wall-walking moves, skating quickly along the tops of the blast walls while shooting down her opponents. By the fifth round, Lexi didn't feel like she was going to make it to the restroom, and she removed the air filter mask from her helmet to breathe easier.

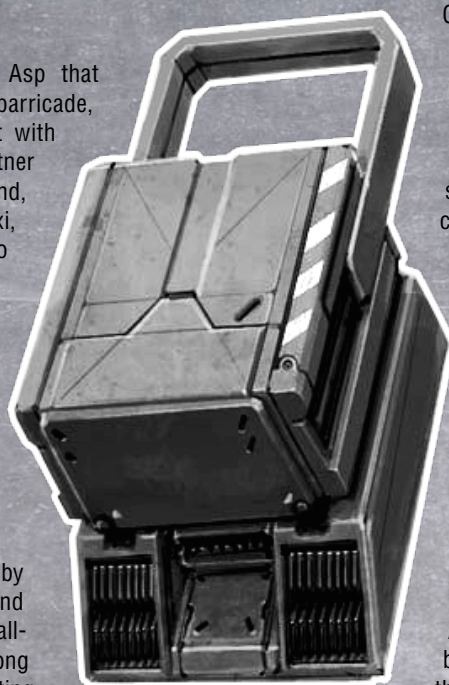
Two rounds later, Sweet's frame was paying the price for her nausea. A few lucky shots from another Hunter had destroyed one of her Gear's shoulder armor segments, leaving the actuator and joint exposed. Worse yet, several rounds of autocannon fire from a Spitting Cobra had pitted the armor on her torso and knocked her around in the cockpit. Lexi paid the Cobra back by knocking it into one of the troughs of molten metal. She was half-tempted to shoot the pilot that scrambled out, but chose to take his partner out with a concentrated burst of fire into the Hunter's head.

By the last round, Lexi had exhausted her autocannon ammunition and her shield, now a useless hunk metal full of holes, was on the arena floor. Sweets had sustained further damage from an indirect concussive blast from a panzerfaust fired by a Ferret in

the ninth round, which seemed to be affecting her leg actuators. Jumping was out of the question. Lexi wondered what the Trasher Queen had in store for her in the last round.

Out of the entrance, a single Black Mamba emerged sporting the Weird but Tasty logo on its chest. Great. Why was a high-end Gear like a Black Mamba coming out at the end? It even had a sponsor, which meant the pilot was likely a pro, not like the amateurs she had been facing in the last ten rounds.

Lexi eased Sweets down by a fallen competitor's Gear to pick up its ammo. Reloading her autocannon, Lexi waited for the Mamba to make the first move. She quickly discovered that the Mamba pilot was an expert at long-range combat. Short, controlled bursts from the 30mm autocannon it wielded pinned her down to a walled-off section near one of the dangerous troughs. Lexi counter-fired to open up an avenue of escape but couldn't dislodge herself from her position. Cursing at her rival pilot, Lexi assessed her options. She looked at the wall and at her opponent and saw that there was one option open to her, but with the damage to her Gear's legs, Lexi wasn't sure if she could pull it off.



Crouching down to build momentum for a jump, Lexi launched Sweets into the air while firing a burst at the Mamba. Her Hunter landed hard on top of the wall, but the legs didn't buckle, and Lexi was able to push her Gear along the wall with its secondary movement. The Mamba, sensing danger approaching, bolted out of its cover and was exposing briefly. Lexi aimed with her autocannon, but the gun registered a jam. Screaming in frustration, she opted for a physical attack and jumped at her opponent. Her Gear's legs connected with the Mamba, smashing it into the retaining wall near one of the troughs at the edge of the arena. Lexi could feel the satisfying crunch of the Mamba's armor shattering under the force of the impact, and the fans in the stand went wild as some spectators were knocked out of their seats, some even sent flying. She knew her opponent was done. She had won.

As her Hunter landed on the ground, sensors blared at Lexi, warning of catastrophic failure in the Gear's foot and leg actuators. The unbalanced Gear teetered toward one of molten troughs as Lexi screamed. "No, no, no, no, no!"

She scrambled out of her harness and reached under her seat to pull the CPU out of its housing, only then popping the cockpit hatch and getting to safety. Jumping out of the cockpit onto the arena floor with Sweet Smiling Jane in her hands, she looked back at the Hunter as it sank into the molten metal. At least her CPU was salvaged.

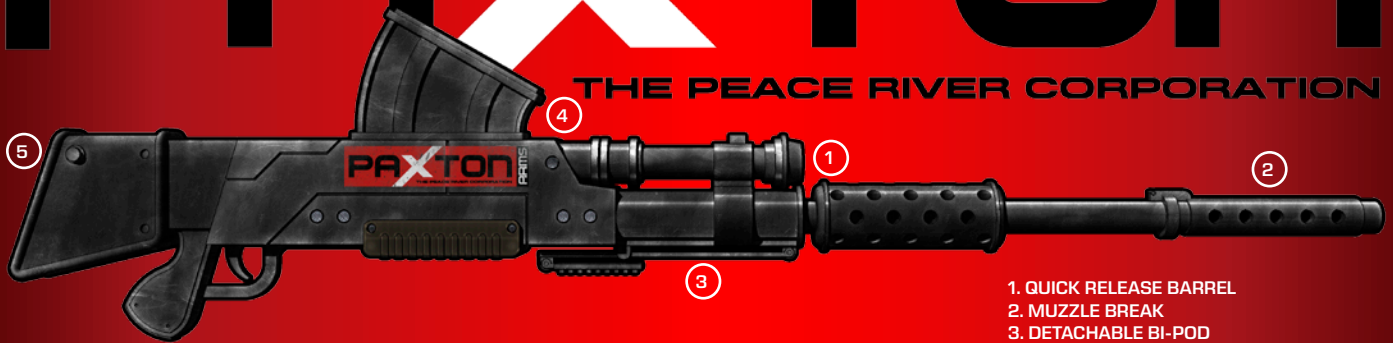
"What a spectacular finish by Lexi Munro and her Gear, Sweet Smiling Jane! If you want to see her in action again, she'll be performing with the Weird but Tasty team later this week at the Web Arena. We hope to see you there!"

Lexi forced herself to smile and waved at the crowd before lurching over and emptying the Weird but Tasty in her stomach onto the dirt floor.



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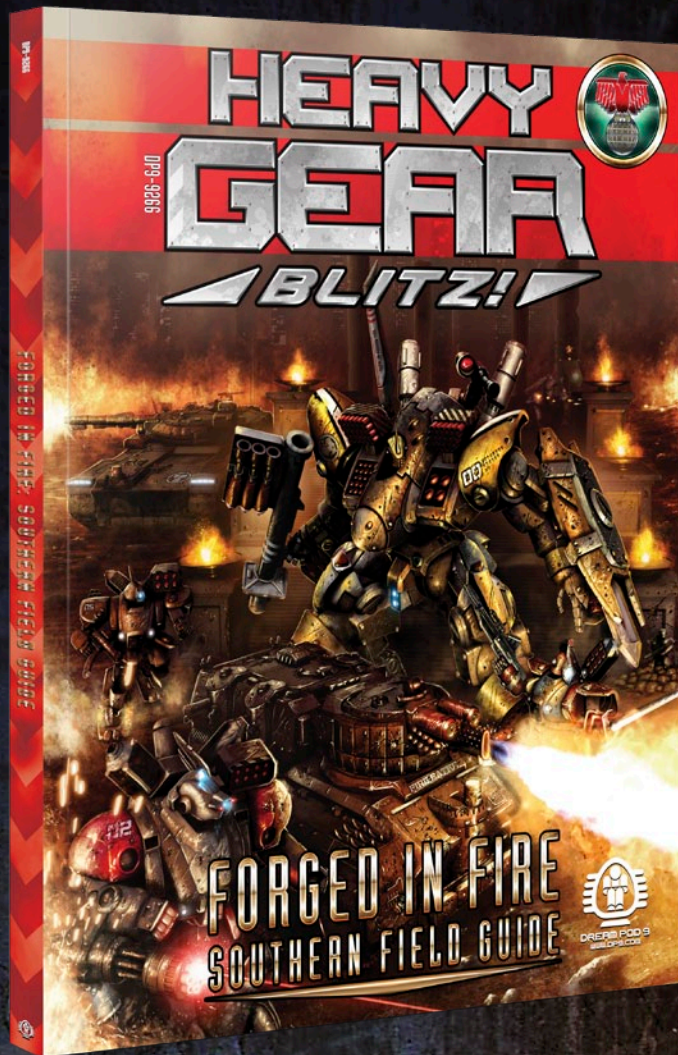


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PEACE OFFICE CORPS EQUIPMENT

SPOTLIGHT: FORGED IN FIRE



FORGED
SOUTHERN F



IN FIRE FIELD GUIDE



With the 2011 release of *Perfect Storm*, the new field guide format was introduced. All new easier to use army-building, and extensive background on the factions make the field guides a must have for a player. The latest book, *Forged in Fire: Southern Field Guide*, extensively covers the four Southern Leagues, the Allied Southern Territories, Mercenary Guild, and AST Protectorate forces and introduces an array of new Gears, vehicles, and infantry options. Following the format in *Perfect Storm*, *Forged in Fire* has a sizeable section devoted to the history of the Southern leagues from the early days of colonization through the currently ongoing War for Terra Nova. In addition to league histories, the first chapter covers the military organization, uniforms, and medals. Also of significance are the updates to the various theaters in the current War for Terra Nova timeline.

Chapter 2 is a full vehicle compendium with every single southern Gear, vehicle, Strider, and Gear Strider detailed with history and information on their variants. A number of new Gears and a single Gear Strider and Strider are introduced to the southern armies, including the Drake Gear Strider and new Gears such as the Fer de Lance, Diamondback, and Salamander. Older vehicle designs have been updated to match the styles found in the NuCoal field guide, and new variants of the vehicles have been included as well.

In chapter 3, the book covers the army construction rules, combat groups, special characters, and league specific rules and combat groups. In *Forged in Fire*, a number of new combat groups have been introduced for southern players. The City Militia Cadre is a civil defense combat group composed of a mix of civilian Gears tooled for military service. The Southern Republic Honor Guard Cadre introduces the fearsome Fer de Lance and Gila into the arsenal for Southern Republic Army players. Also introduced are the new pack lizard mounted infantry. Southern players can enjoy sending leaping, deadly giant lizards into battle to maul their enemy. Many new options are presented to existing combat groups, like the addition of the Drake Gear Strider and the Diamondback Gear, which can be switched out in a number of combat groups. League specific cadres show off flavorful variations for play.

As with *Perfect Storm*, *Forged in Fire* also showcases a critical battle in the War for Terra Nova. The Battle of Port Oasis details the brutal full scale fighting that represented a major turning point for the War for Terra Nova. Whole Legions and Korps were thrown into a battle that took place over the course of weeks of harsh urban fighting within the city-state. Heroes are born and lives are lost in the fires of war.

SPOTLIGHT: FORGED IN FIRE



HEAVY GEAR

BLITZ!

FORGED IN FIRE



Welcome to the Southern Republic

Forged in Fire Southern Field Guide contains the complete army lists for the Southern Republic Army, MILICIA, Humanist Alliance Protectorate Force, Mekong Peacekeepers, Eastern Sun Emirate Retinues, as well as rules for fielding Mekong Mercenary Guild and AST Protectorate forces. Forged in Fire continues the story of the War for Terra Nova and updates the timeline for the South to TN1951.

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HEAVY GEAR

BLITZ!

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BLACK OPS

Stealth Gears

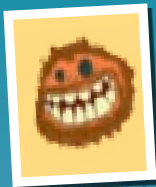
Included in this boxed set are two Green Mambas stealth Gears, two Chameleon stealth Gears, and one Snake Eye Black Mamba stealth Gear, with optional weapons and parts to configure the Gears into different variants.

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ARTIST INTERVIEW: THOMAS SCHOSSLEITNER



Since 2011, Thomas Schossleitner has become the preeminent armor and vehicle designer for the Heavy Gear universe. In *Perfect Storm: NuCoal Fieldguide*, Thomas designed entirely new vehicles like the Sampson HAPC, the Voltigeur, and the Fusilier bringing an updated look to the universe's

vehicle design. In the *Southern Field Guide*, *Forged in Fire*, Thomas had a very different project: reimagining the existing armor and vehicle designs of the Southern Republic. Thomas executed the project by bringing even more detail and realism to venerable designs like the Visigoth MBT, Caiman APC, Hun light tank, and a major facelift to Hetaroi hovertank. Thomas has conceptualized and executed these designs in 3D and he's taken the time to give us insights into his inspirations and design process.

Hi Thomas, when I first saw your work the remarkable sense of scale and military engineering really struck me. Have you always been interested in military vehicles?



I guess so. Can't deny it.

Your work is also very much set in the worlds of science fiction. I see hints of Masamune Shirow, Mamoru Oshii, and Yutaka Izubuchi in your creations—Who are your greatest influences in sci-fi?



Some of the most influential sci-fi designs were definitely Masamune Shirow, though it all started with Katsuhiro Otomo I guess. I really love the functionality of both their works. The mecha looked and felt as though they could actually work. Yutaka Izubuchis and the other Patlabour designs were also quite influential, as well as Izumo Jyuki with his drone designs and I especially love the works of Kow Yokoyama. His work is amazing! Much Gundam material has also had quite an impact on my design sense. I especially like the vehicle and ship designs of the Gundam universe.

Other non-anime media which has had a strong influence on me is Games Workshop art and much of Battletech art, although there I am particularly fond of Matt Plogs works, as he gave the Mechs a far more serious look, far beyond the line drawings that had existed to that point. Ultimately there is Heavy Gear.

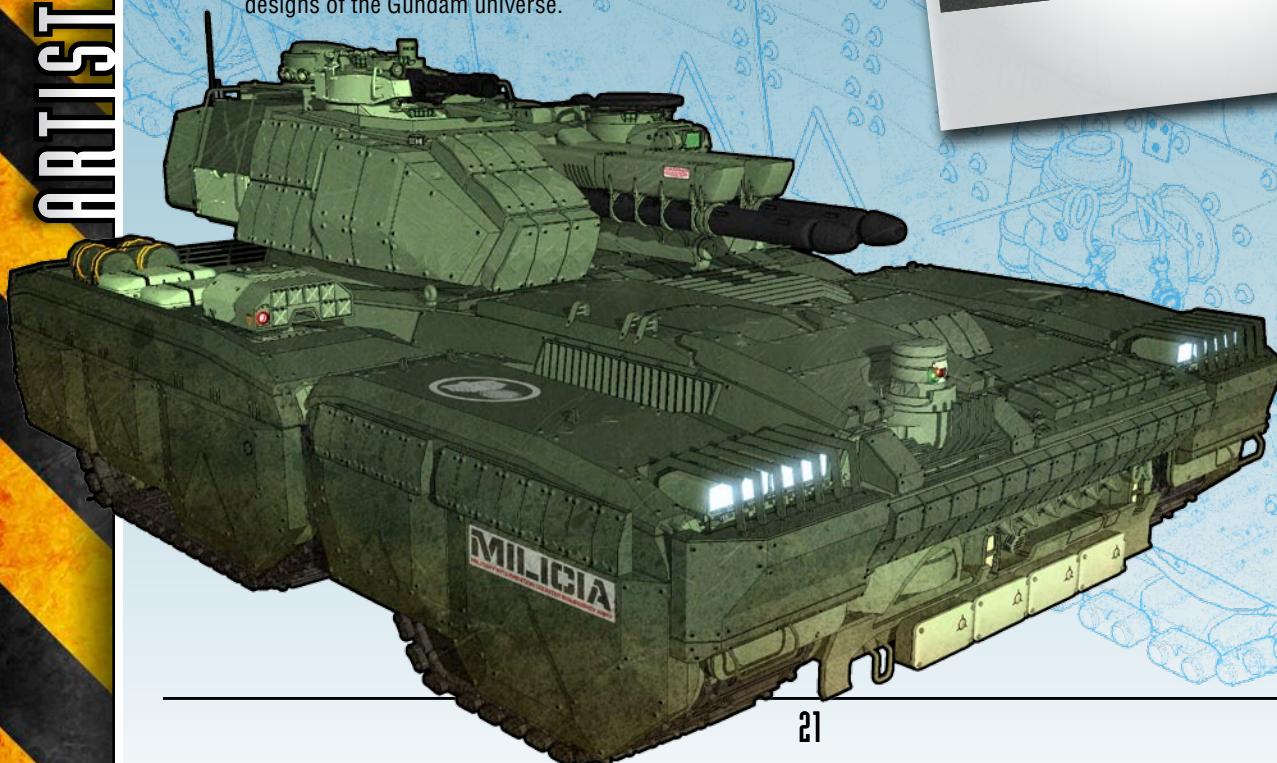
Heavy Gear presented some of the first mecha design that seemed well grounded in hard science fiction. That, and the self-contained style of the Heavy Gear Universe, are things I really like.

More recent influences come from people like Kai Lim, Aaron Beck, Alex Iglesias, Theo Stylianides or the designs done for the Killzone series.

You use sketchup for your 3D modelling but you use it in ways I've seen few people achieve, are you self-taught?



Yes, all self-taught, but I have to say studying other peoples projects really broadened my horizons. So a big thanks to all the other sketchup users seems absolutely appropriate.



I think your style and design sense fits perfectly in the Heavy Gear Universe, but so far you've only worked on armored vehicle designs, do you see yourself eventually wanting to design Gears or Striders in the future. If so, which faction is your favourite?



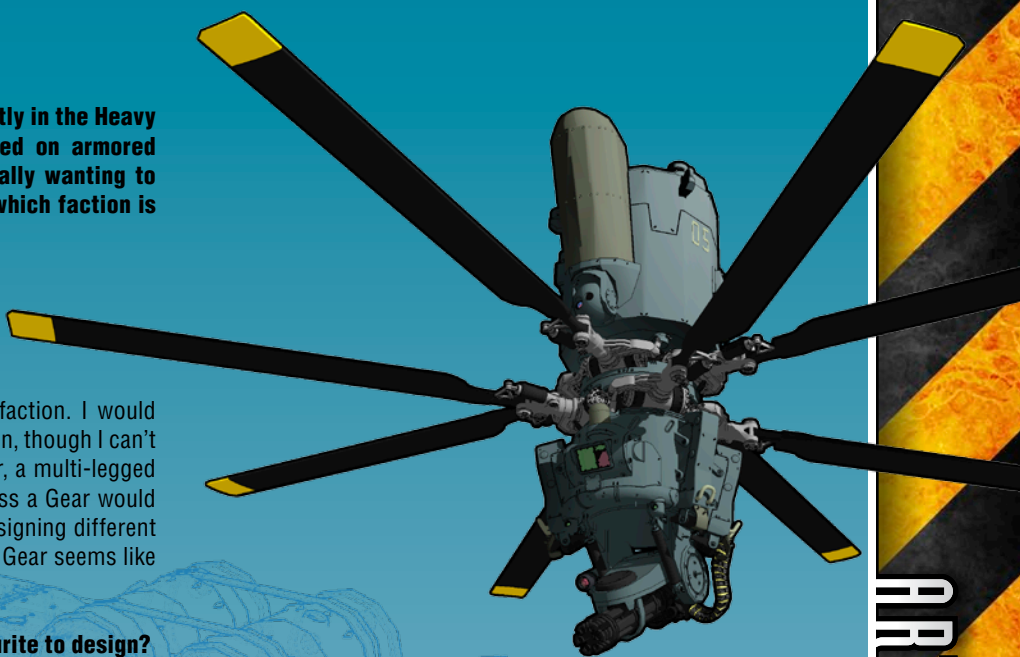
I am especially fond of the the Gears and Striders of the Southern Army. I really like the slightly retro feeling of the all the designs of the Southern Army, so yeah, that is definitely my favorite faction. I would really love to design a Gear for this faction, though I can't decide If I would rather design a Strider, a multi-legged walker like the Dragon, or a Gear. I guess a Gear would be great, because I am quite fond of designing different variants of the same base vehicle and a Gear seems like the perfect thing for that.

Which Heavy Gear vehicle has been your favourite to design?

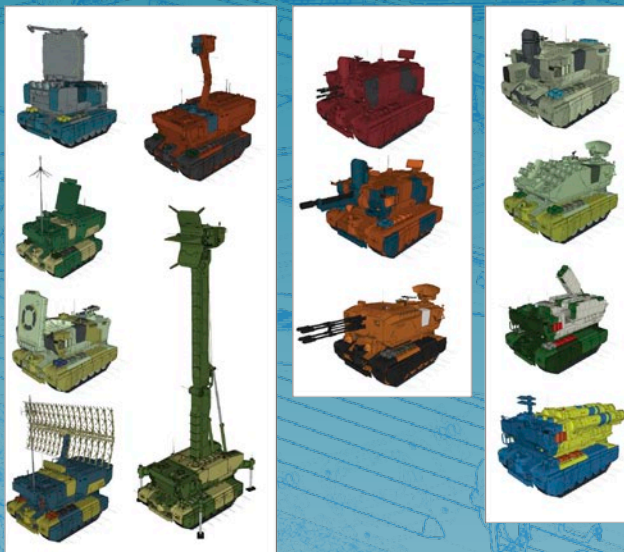


Now that is kinda hard to give a short answer. There are quite a few vehicles I really like. So where to start? When it comes to Gears or Striders, my personal favorites are by far the Damocles, Chasseur, King Cobra, and at the top of the list is the Groundhog. Although it's not a 'typical' gear I really love the functionality of the design, it's absolutely convincing in my opinion. I still remember when I first saw it, the design really struck me.

But then again I quite like the vehicle designs of the Heavy Gear Universe as well, the Orca Transport, Scorpion Gunship, and the Drone designs like the Fire Egg, Ovn, and the Wasp--Beautiful designs I think.



ARTIST INTERVIEW: VINCE MCMULLIN



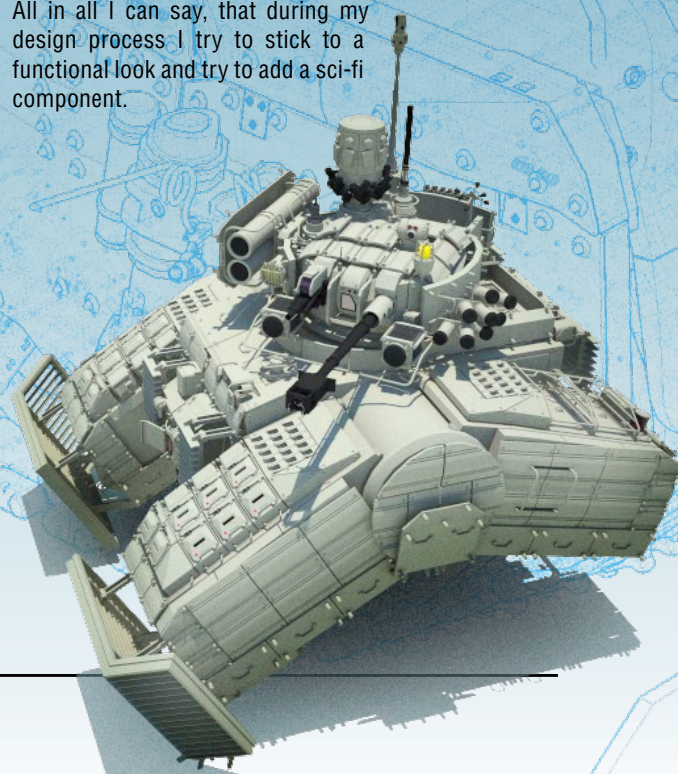
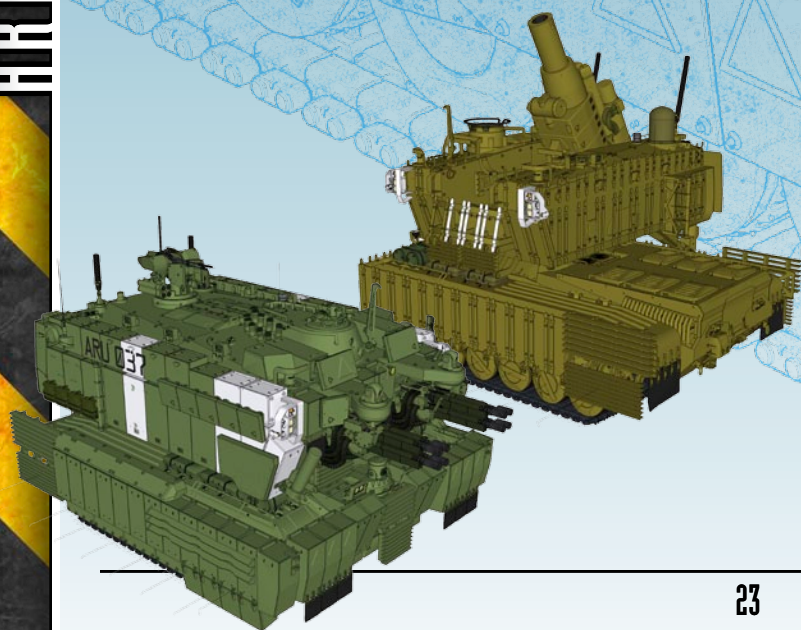
I've seen you generate numerous variations of a design in a very short period of time but they always have a strong direction. Can you tell our readers a bit about your design process?



My design process? Hmmm... I guess it's really pretty chaotic/non-directional. I never really considered that. All in all, my process starts with a rough idea which I normally can't actually pin down on paper, so I work around the basic shapes of the vehicle. Most of the time there is one piece, like the gun, a turret or the wheels, that I am sure of and I design around this idea. I start to work around it and add details here and there. There are two things I really learned and which I believe are very important, first form follows functionality. In vehicle design I think all or at least almost all things on the vehicle should actually have a function, or in sci-fi at least aspire to have a function. Of course in sci-fi there is the assumption of advanced technology so you always come to a point where there is some sort of black box which you can't be fully explained, but these pieces of future technology still follow the same rules of physics. That means you need the contemporary components, a motor or power source, hydraulics, access hatches, fuel, ammo storage and whatnot, so at least you have to leave provisional space for these essential elements of the vehicle. This adds a much more believable and 'realistic' quality to the design, so I try to stick to that one. From that point we come to the second most important thing I have learned--to constantly examine real machines and vehicles, to see how they work and how they are produced. I have learned so much from looking at cranes, ships, trucks, etc.

When it comes to variants of one vehicle a modular design is the obvious choice. In a modern world with mass production and all what comes with it is seem like the natural solution. It's cost effective, faster to produce, facilitates field repairs and it helps to give each faction a specific distinguishable look. And I can copy paste some stuff, which is kinda handy for me.

All in all I can say, that during my design process I try to stick to a functional look and try to add a sci-fi component.





HEAVY GEAR BLITZ!



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62ND CENTURY MECHA COMBAT

Pack Lizard Infantry Platoon



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Southern Infantry Platoon



Encased in turtleshell and wielding a variety of small arms, Southern Infantry play an important role in securing territories for the South. The Southern Infantry Platoon includes forty infantry miniatures and twelve bases.

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LIEUTENANT COLONEL MIKHAELA MOORE,
REGIMENTAL COMMANDER OF THE TEMPLE HEIGHTS NSDF REGIONAL COMMANDER

Vital Statistics
Age: 50 Cycles
Height: 1.72 Meters
Weight: 62 Kg
Hair Color: Black
Eye Color: Hazel



Temple Heights has always been a strategically unimportant location when compared to the other NuCoal city-states. While the city-state produces agricultural goods for the region, the county systems produce most of the food used by NuCoal's citizenry. Temple Heights is significant as a place of worship, archeological research, and tourism, however from a strategic perspective the city-state has always been held the lowest priority in the overall NuCoal Self Defense Force's city-state rating. All that changed after the events at the end of TN1950 and leading into TN1951, when the city-state became the central focus for the CEF. The multi-national coalition stood fast and beat overwhelming odds in a place largely regarded as indefensible.

Commanding the regional forces since TN1943, Lt. Colonel Moore, a native of Temple Heights, is the youngest regular regiment commander in the NSDF. Following her father into service, Moore enlisted in the local militia at 20 cycles, and served as a Gear pilot in the local defense force. Most of the cycle, the militia was held in reserve and the members held regular jobs. For Mikhaela, her grandparent's construction firm kept her occupied and employed. From her grandmother, Moore learned surveying and construction techniques, and from her grandfather, Moore developed her mountaineering skills. The Moore clan was well known for building in extreme locations and many of their contracts involved building mining towers in remote, high altitude sites.

By TN1928, Mikhaela had outgrown Temple Heights. Restless and rebellious, the young woman left to find adventure and excitement. She ended up in Prince Gable later that cycle penniless and desperate. Mikhaela settled into a job as a construction Gear operator for a local firm, and quickly grew tired of the job. Moore was going to head to Port Arthur to try her hand at farming in one of the local counties, but a chance encounter with the local garrison commander, Alec Mansoor, changed her life. Mansoor had been looking for qualified candidates to enlist into Port Arthur's military academy in order to create strong core of officers from the Barrington region. Mansoor had filled all but one spot. While he had secured candidates from Fort Neil, Prince Gable, and local counties, he hadn't found a candidate from Temple Heights. While Moore displayed the restlessness of youth, she also impressed Mansoor. None of the candidates had such a strong background in civil engineering. Moore accepted the offer and was formally inducted into the new military academy. Formally trained in combat engineering, strategy, and leadership, the grizzled PAK veterans reshaped Moore into a driven officer.

Moore spent a cycle in the Port Arthur Korps setting up fire bases and working alongside regional county militias setting up local defensive positions and fortifications. In TN1934, Moore returned to Prince Gable to serve in Mansoor's staff. Within a few cycles, Mikhaela rose to become an indispensable component of Mansoor's command. After the establishment of the NSDF, Mansoor personally assigned Mikhaela to develop Temple

Height's defenses. Her efforts would pay off during the siege of Temple Heights. After battle, Mikhaela would go onto the North with her amalgamated regiments and play a crucial roles in the defense of the Western Frontier Protectorate and in the battle of Sorrento.

BLITZ RULES: [TV COST: +80TV TO COMBAT GROUP]

Moore is fielded as the army commander for a NSDF Gear or Infantry Regiment. She can be attached to a Montagnard Squad. She replaces the combat group leader for the squad she is attached. She may not take any further skill or equipment upgrades. All special abilities below can be taken by paying the additional TV cost listed with the skill.

SKILLS
Attack: 4 Defense: 4 EW: 4 LD: 4
Piloted Vehicle: Lancer CV Spear <ul style="list-style-type: none"> ◆ Add ECCM 2 ◆ Increase Comm to 1 & AutoComm to 4 ◆ Swap MAC for MRP/36 (F, Reloads).

SPECIAL ABILITIES:

Tenacious Commander (10TV):

Moore generates a free CP per turn. The CP is generated at the beginning of the turn and if it is not used by the end of the same turn, the CP is lost.

Prepared Positions (20TV):

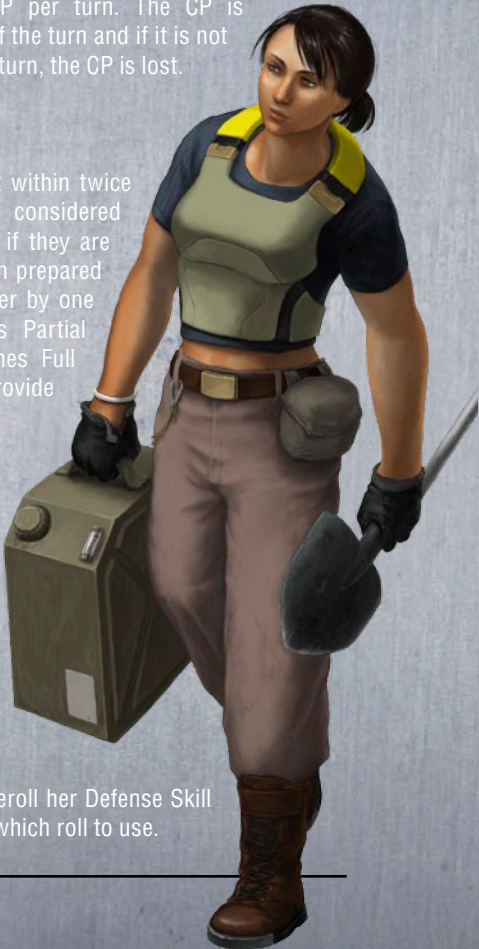
Moore and any friendly unit within twice her AutoComm range are considered to be in prepared positions if they are touching any terrain. Units in prepared positions increase their cover by one step. Some Cover becomes Partial Cover. Partial Cover becomes Full Cover. Full Cover does not provide any further benefit.

Combat Engineer (10TV):

If a player spends Support Points on Defensive Assets, they receive 2 Observation Bunkers for 1 SP, 2 Heavy Bunkers for 3 SP, and 2 Blinds for 3 SP.

Nine Lives (10TV):

Once per turn, Moore may reroll her Defense Skill roll. The player may choose which roll to use.



CONSTABLE SERGEANT HEIKO HISHIKAWA, 2ND MEKONG PEACEKEEPER GEAR REGIMENT GEAR STRIDER ACE

Vital Statistics
Age: 32 Cycles
Height: 1.62 Meters
Weight: 50 Kg
Hair Color: Black
Eye Color: Brown



When the Drake Gear Strider was initially manufactured, the lions share of them went to the Southern Republic Army and in particular to the Legion Republic. Within a few cycles though, the Gear Strider was diffused out to the MILICIA, Mekong Peacekeepers, and certain loyal emirate retinues within the ESE. When the unit found its way into the Peacekeepers, most Gear pilots balked at piloting the massive machine. Veterans looked at it as a fire magnet and didn't see any functional value to it beyond propaganda. MDP high command struggled to find qualified pilots from existing regiments and as a result high command looked to the recently graduated Peacekeeper pilots to fill in the roles. As a result, nearly all of the Drake's pilots during the War for Terra Nova are under forty cycles in age.

In this group of young pilots, Keiko Hishikawa of the 3rd Gear Regiment stands out as an ace among even her fellow Gear Strider operators. Born in the immediate aftermath of the War of the Alliance in Atsi, Keiko came from a strict upbringing at a Zentai Buddhist commune. Her father, Keiji Hishikawa, had been a Gear pilot in the Peacekeepers during the war, and had died in the final days of the conflict. Her mother, Mei Hishikawa, spent nearly four cycles in a refugee camp near the Enryaku-Ji Temple before passing away due to the horrific conditions. Keiko was taken by the temple's groundskeeper and raised as his daughter till she reached her twentieth birthday. Following in her father's footsteps, Keiko enlisted in the Peacekeepers and trained in Mekong City. She spent the early cycles of her time as a law enforcement officer in the rural regions surrounding Mekong City before being accepted into Gear pilot training in TN1946.

Two seasons after entering her advanced training, Keiko was certified as a pilot and transferred from law enforcement to the 3rd Gear Regiment as one of the first Drake pilots in the regiment. Keiko had very few opportunities to prove her capabilities till the early weeks of the War for Terra Nova. Her cadre has seen a tremendous amount of fighting in the Loyang region and in the last cycle, Keiko has accrued over fifty two kills with her Drake, *Ryūjin*. While humble outside of her Gear Strider, Keiko is an absolute terror within the cockpit of her Drake. By the end of the war, she would amass an addition forty eight kills, earning her the nickname, the Hundred Man Slayer, and becoming one of the top Gear Strider aces of all time.

BLITZ RULES: [TV COST: +135TV TO COMBAT GROUP]

Keiko is fielded as an upgrade to a Strike Cadre in a Mekong Dominion Peacekeeper army and maybe fielded in a Gear Regiment. She replaces the combat group leader for the squad she is attached. She may not take any further skill or equipment upgrades. All special abilities below can be taken by paying the additional TV cost listed with the skill.

SKILLS

Attack: 4 Defense: 4 EW: 4 LD: 2

Piloted Vehicle: Command Drake Type E

- ◆ Add ECCM 2, Anti-Missile System, Satellite Uplink, Exposed Auxiliary.
- ◆ Increase LSP to 3,
- ◆ Detect & AutoComm to 5
- ◆ Comm to 2

SPECIAL ABILITIES:

Oni's Hammer (15TV):

All of Keiko's weapons gain the melee trait.

Dragon's Defense (10TV):

Once per turn, Keiko may reroll her Defense Skill roll. The player may choose which roll to use.

Merciful Strike (10TV):

Once per turn, Keiko may reroll her Attack Skill roll. The player may choose which roll to use.

A Hundred Deaths (10TV):

Keiko's HVS gains the AP trait.



CONSTABLE SERGEANT KEIKO HISHIKAWA

DREAM POD 9 STUDIO MASTERCLASS



Greg Perkins

Welcome to another installment of Dream Pod 9 Studio Masterclass. In this issue will be exploring that true Gearhead obsession: **MAGNETIZATION!**

MAMMOTH FORCES, PART I:

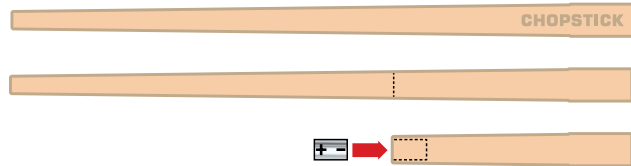
Magnetizing your Heavy Gear models can be a lot of fun, particularly be with Striders. When your model is magnetized your local gaming group will always be second-guessing what weapons loadout you're going to bring to your next game because you have to freedom to swap them on a whim.

In order to magnetize your model you'll need some common modelling tools and some rare earth magnets. Rare earth magnets are available from several online hobby retailers like K&J Magnetics and are available in many form factors. For the purpose of magnetizing models I like to use round magnets. This is largely due to the fact that you can buy them to correspond with simliarily sized drill bits.

For this project I used three different sized magnets and drill bits:

- ◆ 1/16" (fine details like the torso-mounted HMGs)
- ◆ 1/8" (Fireball Launcher faceplates and MAC or LAC)
- ◆ 3/16" (elbow, shoulder, and waist joints)

Tip: Make a polar-correctness tool with a chopstick, a magnet and some CA glue to ensure that your magnets are glued to the body-side of you models with the same polarization at every socket. This way you can always swap any accessories you want. Note, do not use this tool for the weapon side magnets.



Two of the greatest benefits afforded by magnetization after customizability are posability, and the ability to break a large model down into smaller pieces for safe transportation.

CLEANING AND DRILLING

You'll want to remove any flashing or mould lines with your hobby knife and they set up your drill points. You should be able to cut off the existing projecting shoulder connections and replace them with surface glued 3/16" disk magnets. The corresponding body -side sockets can simply be drilled a bit deeper and now you can insert a 3/16" magnet with your polar-correctness tool. Do this for all future part and dry fit all the magnet prior to gluing them in, you have to make sure that they fall at the correct depths. It's best not to drill far enough than to drill too far and then have to back fill the hole.

The Fireball II ATM Launchers/Frag Cannon arms require two 1/8" disc magnets per face in order to keep the swappable faceplates from rotating. You'll need to be very precise in your measuring and drilling to have all four magnets align correctly. Be sure to sketch out your center points before drilling and tap them with a smaller drill bit so that the larger, less precise drill bit will have a guide bore hole to follow.

When you star gluing your magnets use the polar-correctness tool to lift them into place after applying some CA glue to their back face. Always glue the magnets to the body before gluing the magnets to the accessory parts. This will help prevent you for setting a magnet with the wrong polarity for its joint.

One detail that I haven't documented in my photos is that I drilled out and replaced the sensor on the canopy with a 1/16" cylinder magnet in order to make the Command Variant swap possible. This process takes care and I would only recommend trying it after you've had plenty of practice on the other parts of the model.

When everything is glued in place, prime your model.

Dream Pod 9 will be updating the custom mammoth "shark mouth" decal pack through Fighting Pirannha Graphics later this year. This article will be continued in Gear Up, issue 7.



1. Pin vice	9. Cyanoacrylate (CA) glue
2. Model masking tape	10. 3/16" drill bit
3. 20 piece mini drill set	11. 1/8" drill bit
4. Brush set: sizes 1, 0, 00	12. 1/16" drill bit
5. Hobby Knife	13. 1/16" disc rare earth magnet
6. Brass wire	14. 1/8" disc rare earth magnet
7. Decal prepping solution	15. 3/16" disc rare earth magnet
8. Decal setting solution	

TERRANOVAN TERRAFORMER



BUILDING A PORTABLE DEMO BOARD



Nara Cormier

Hi everyone, welcome to a new article of Terra Nova Terraformer. This time around we will focus on one of the need of our Pod Squad and any one who enjoy doing demo, or really small game, we will be making a portable demo table. An easy way to carry around gorgeous looking terrain without risking ruining it every time you hit the road.

MATERIAL NEEDED:

- ◆ A plastic container of big enough dimensions
- ◆ A base for your board, MDF, Massonite, Basswood or Plywood
- ◆ Some foam for doing rock formation
- ◆ Any terrain or element you want to use

TOOLS NEEDED:

- ◆ Jigsaw (if you are cutting the board yourself)
- ◆ Sandpaper
- ◆ Solvent Free Glue
- ◆ Paint
- ◆ Textured Stone Spay Paint
- ◆ Your Imagination ^^

Ok, first step is to find a ready made container big enough so that we can make a cut out of and build our demo board on, so that we can easily store it for transit. Once you got your container and your cut out board, make sure to sand down the edge, no one would want to get splinter trying out the game. The one I made was 23" X 16", which is big enough in my opinion. We have to keep in mind that the 2 player starter kit, come with 3 hunter and 3 jäger, that they move either 6 or 12 inch in a turn and you want the demo to last about 3 turn, this will be important in the next step.

Step two, is really making out the map, or really designing your own battlefield. This is an important part, since you are placing your cover element, creating the various way of attack for both sides. As a rule of thumb, I try to have most piece of cover within 6" and a few that are 12" apart, the reason for this is simple, you want to teach people to move, but also to stay in cover, if you aren't careful where you put cover you might end up with frequently having player not really moving up since it doesn't feel safe. You can also use wide array of cover type depending on how you explain de rule and the difference between soft and solid cover. This is also a good time to figure out if you plan on having elevation or cover element where gear can climb and get some bonus. Also, be conscious of having multiple paths each player can take, so that you can easily cover crossfire and such.



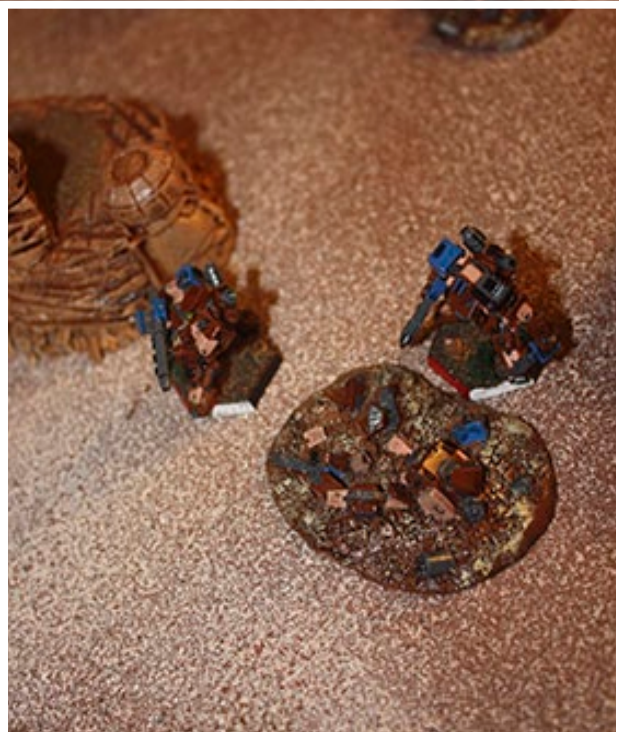


Step three, the actual construction, paint the board with a base coat, in my case I went with brown and then used stone effect spray paint to give it more of a sand texture without gluing and painting over actual sand, which could be done but would take longer. Having taken care of not painting the spot where the various cover elements would go, I secure them to the table with the Solvent Free Glue. Personally I painted those elements prior to fixing them permanently to the board. For the rock formation I used some blue construction foam that I cut and then sculpted with a hot cutter and some sandpaper, I use acrylic paint and floor varnish as anything spray will melt the foam and both you and your lungs don't want that.

Step four, adding details. Try to give some sense of scale, either by having infantry or other such kind of marker on the board, ATV and ORV can work great to that effect. Also you can go crazy on the details like tire track, dirt road and other elements that you would normally not have on a gaming table, in my case I used the pre production Barnaby as a center piece as where were about to release the model at the time. I decided to make an ambush type scenario, with bullet hole on the side of the north player, also damaged the wheels and put some infantry, the crew of the transport, by the side trying to fix it before the battle is over. I also did the track mark the Barnaby would have left on the sand coming in and then trying to veer off the attack, Also having destroyed model in the colors of both team really make an impact on player and onlooker alike. Even the token stone head, landmark of the heavy gear universe is present on the board.

Step five, let your imagination roam free. Try to make a story out of it, it's an experience, it as context and meaning, it could be set in the swamp of the south, inside a badland town, along one of the maglev station, the wreck of the St-Vincent, the possibility are endless. You have the power to create much more than a simple board, you can make this your own story, and much, much more compelling than a random 3 vs 3.

Until next time, have fun and build terrain, because awesome minis need awesome terrain.



BRAND NEW DAY

BY JASON DICKERSON

Elli Parsens wiped the sweat off of her forehead as she threw the shovel into the back of her beat up Elan jeep. Two days of searching through the ruins of a Badland's community that didn't even show up on any of her maps had produced very few leads on the whereabouts of her target. The POC marshal's hunt for the fugitives was proving fruitless. Elli had been traveling with the POC's demonstration team in the Western Deserts in order to provide the duelists and technicians a measure of security. In reality, the demonstration team provided the marshals a cover to track down fugitives that had escaped into region. The Western Deserts were nominally unaligned, but with Khayr ad-Din joining NuCoal, the legalities and diplomatic nightmares of securing fugitives in the region became murkier overnight. At least with the demonstration team, Elli and her team had a valid reason for being in Khayr ad-Din.

Her target was a group of radical labor activists who had stolen sensitive research and development designs from the ruins of Peace River and were looking to sell the information to fund terrorist activities. Officially all of the crucial secrets were long removed from the former city-state, but the sheer level of destruction meant that occasional data or parts would be discovered by illegal scavengers. Elli was on a team that tracked down the scavengers when they sold the items or data on the black market. Khayr ad-Din was an active place for these scavengers. Usually the POC would offer to just buy the items at a fair market price. The idea behind the buy backs was that it would be cheaper than having active teams searching everywhere for the more sensitive goods. As much as it pained high command, the ruins of Peace River couldn't be guarded with enough soldiers to prevent looting. There were too many other pressing needs for the PRDF and POC to stand guard over a tomb.

For most scavengers, the arrangement worked and Peace River paid a small price for the return of its items, but the Golden Revolutionaries, a break away faction of the Badlands Revolutionary Front, were too dangerous to fund. The POC had put a bounty on their heads, and Elli was leading the efforts to eliminate or capture them. Rumors that three of the members had taken refuge in one of the ruined community's storm bunkers had



proven false. Elli didn't see any signs of life in the town. Prying open the few closed doors with her shovel had left the POC marshal exhausted and miserable.

Leaning into her Elan, Elli pulled out her portable satellite uplink, and dialed back to the demonstration team leader to report her lackluster results. As the portable unit crackled on, the screen projected its tri-deo display. Elli keyed in the password to the unit and waited for a response. The familiar face of the team leader's adopted daughter, Sadie, popped onto the screen.

"Whoa... Hello?" Sadie tapped the screen. "Elli? Is that you? You look.. uhm exhausted. Where've you been, huh?"

Elli sighed and shook her head as she wondered where the communications officer was. "Sadie, I'm out looking for some troublemakers. Where's the Comm-O?"

Sadie leaned back on the crate she was sitting on and stuffed her hands in her overalls as she shrugged. "Beats me. He's been gone for the last twenty minutes. Dude asked me to watch the rig while he ran a quick errand. I'm a little ticked off at, Kit. You'd think he'd know better than to leave a young girl in charge of something like this. See you need him and he's nowhere to be found. You should totally kick his ass when you get back." Sadie said with mischievous smile on her face.

Elli smirked and replied, "I'll be sure to do that. In the meantime, I need to talk to your mom. Is she around?"

"Yeah, I think so. She was busy with the tech-heads fine tuning her Gear after the shellacking that she got from Jownz last week. That was an epic match. I so wanted to be in on that." Sadie answered. "You want me to go check and see if she's around?"

Elli wondered what part of her saying that she needed to talk to Sadie's mom didn't register. "Yeah. If you don't mind. As much as I want to sit and chat about the games, I don't want to run the batteries down on this unit."

Sadie hopped up and ran off screen, but Elli could hear the youth yelling down to the bay. "Hey mom! Elli's on the radio! Says she needs to talk to you!"

The marshal cringed at the volume of the shouting, and waited for someone to come back to the screen. A few minutes passed and Adrienne Bills, the Demonstration Team leader and fellow POC officer, appeared on the screen. "Parsens. Sorry about that. We're a little short handed here in the bay. I sent Morris off to run backup for Yonna's team. Any luck with your leads?"

Elli shook her head. "No, ma'am. I've got my team setting up a net in the region, but so far we're coming up empty handed. I looked into the settlement rumors, but it doesn't look like anybody has been here in awhile. I just wanted to let you know if I don't find anything in the next thirty-six hours I'm pulling out of here and returning."

Bills looked concerned by the lack of results. "It doesn't make any sense to go out any further. You're only going to leave yourself exposed to attack. If we get lucky today, Yonna's team might get us the lead we need."

Elli nodded in agreement. It was part of a marshal's job to operate for long periods of time alone and without any backup, but exhaustion and dwindling supplies could spell disaster for them if they were caught by the very people they were tracking. "I'll call tomorrow to update you. Good luck on your rematch, by the way. I'm sorry I missed you last match. Sadie said it was 'epic'."

Bills shook her head. "All you missed was me getting my tail handed to me. I plan on making it up to Jownz. Stay safe."

Elli turned off the unit and sat in the driver's seat of her Elan as she took out her canteen on the floor board. Taking a few sips of water, the marshal looked out at the ruins and noticed how quiet the area was. The brief communication between Sadie and Adrienne was the only contact she had in the last two days. It would be good to get back to civilization for awhile. Tomorrow would be a brand new day and she'd have something to look forward to.

Starting the engine of her Elan up, Elli eased the vehicle into one of the gutted buildings she had seen earlier in the day, and set up a tarp over the Elan to protect it from the elements. The marshal took her gear out of the back of the vehicle and made her way into one of the few intact structures in the ruins. Setting up another tarp on the floor and throwing her backpack on top of it, Elli settled up against the wall and decided to close her eyes for a few minutes to recover her strength. Exhaustion overtook her quickly, and the marshal was fast asleep.

As night arrived, a caravan of vehicles poured into the ruins and a group of people disembarked from their various trucks and jeeps. Roused from her sleep by the noise, Elli quickly reached for her compact battle rifle and leaned next to the window. Her heart raced as she counted the number of people and vehicles. Elli recognized a few of the faces in the group as her targets, but didn't recognize the second group, who were dressed as desert

raiders. Something told the marshal that the desert raiders weren't quite normal. Most of them towered over the terrorists.

The leader of the desert raiders walked over to the leader of the Golden Revolutionaries. "Why did you contact us? We told you that our business with you is concluded."

"Yeah, and look where it got us. Hunted and our group is in shambles. Our leader is AWOL and we're having to reinvent ourselves to stay under Paxton's radar." The Golden Revolutionary leader replied back.

"That is of no concern to us. You played your part and you got what you wanted." The desert raider said in a strangely unemotional display.

Elli leaned back away from the window and pulled out an audio amplifier to connect to her dataglove. Placing the small unit on the window sill, the marshal started recording the conversation. Elli's mind raced as she wondered if she could escape. If she couldn't at least she could leave behind evidence of who was responsible.

"You're probably right, but we've got information your bosses might want." The terrorist leader said pulling out a chip from his desert suit's breast pocket. "We know those off world teams are giving you guys hell, and we might be able to point you to their suppliers."

The desert raider moved towards the terrorist as he drew back his desert suit's mask revealing the hairless purple skin tone of a GREL. Elli cursed her luck. This was more than a simple R&D sale, or the Golden Revolutionaries were playing a risky game with the disguised Earthers.

"Oh? So you think you know what we want? Let's say we do want what you have. What do you want in return?" the GREL asked.

"Sanctuary. My people need a place for protection. They tell me that you've got allies in Port Arthur. We want you to set us up there and keep Paxton's dawgs off of us." The terrorist replied.

Elli's blood ran cold. What was going on here? Quietly grabbing her pack, the marshal started heading out of the room. Under the cover of darkness, she might stand a chance at slipping out undetected and take refuge in the desert long enough for her team to rendezvous with her, but she needed to make it past keen senses of the half a dozen or so GRELS and nearly twice that number in Golden Revolutionaries. Leaving her amplifier behind to continue recording, Elli stealthily slid out of the room and headed towards the outskirts of the town. She silently prayed that the group would be too caught up in negotiations to notice her covered Elan in the ruined building across from her. As she approached edge of the town, the rumble of engines spreading out told her that her luck had run out. Dashing out into the desert, Elli wondered if she would make it out to see another day.

Continued in Gear UP 7

POD SQUAD HIGHLIGHTS: VEGAS



Mark Perre

This week on the Pod Chatter I sat down with Mark Perre from Pod Squad Las Vegas in our new segment, The Pod Squad Spotlight! The Heavy Gear gaming community in Las Vegas is huge! At any one time they can have up to 60 people playing Heavy Gear! Wow is all I can say. Mark really knows how to bring out the best in the Las Vegas Heavy Gear community. Here is the full interview with Mark Perre:

Q: WHAT IS YOUR NAME AND WHERE ARE YOU FROM?

Mark Anthony Perre, Las Vegas, NV

Q: HOW LONG HAVE YOU BEEN PLAYING DREAM POD 9 GAMES AND WHAT GAME DID YOU START WITH?

Oddly enough I saw my first post on this subject on Avatar Forums, I started with Heavy Gear Blitz April 3, 2010. I purchased a Kodiak model and it was so cool I had to build on the army.

Q: HOW LONG HAVE YOU BEEN WITH THE POD SQUAD AND WHAT ELSE HAVE YOU OR DO YOU DO FOR DP9?

I joined the Pod Squad in August of 2010, Oddly enough Greg Perkins told me it would be a good fit for me to join since I was so into the game.

I don't know if this is really helping but I helped in the development of Forged in Fire and Perfect Storm books in the form of play testing the new models and load outs.

I do my best to promote the game the best way I can tons of demos and losing bad ;-)

Also I did demos at NeonCon 2010, 2011 with a tournament as well. It was my first ever gaming conventions until GenCon of 2012 made those conventions look so tiny.

I also helped Robert at the Last two Gama Trade shows here in Las Vegas 2011,2012.

Q: WHAT FACTIONS DO YOU PLAY AND WHAT IS YOUR FAVORITE AND WHY?

I started out with North and just played them all until I read the WFPa fluff. I made them my primary army of over 6,500TV at last check well over 100 minis for North alone not counting striders, tanks or infantry.

I have the normal south and north G.P. Squads when we did demos with full 5 man squads.

I have a 4/5 man 800/1000TV Black Talons army just so I can teach those that don't play nice a lesson. Also they are some of the coolest gears DP9 make.

I also have a Cef Force which is just the HHT-90 Overlord and some Grels. The HHT-90 is really one awesome model.

GenCon2012 I picked up the Southern Task force, and Badlands outpost. Both very impressive kits in which I was holding back on building the Southern Army until Forged in Fire book was complete. Right at Christmas every Heavy Gear fan got a treat

and was able to download that pdf on RPGDriveThru.com and now that army is getting built.

If I had to pick a favorite I would have to say WFPa just because the access to so many of the "older" gears in the fluff and although they tend to die easy, It makes it a fun challenge to win those games against the more powerful army. I love the Drop Bears from Operation Drop Bears Dive PDF that you can down load thru RPGDrivethru.com in my personal opinion the best book to date.

Q: WHAT IS YOUR FAVORITE HEAVY GEAR BLITZ GAME MEMORY?

I actually have several!

Opening my first blister and putting together my first model.

My first win had to be one. Another was when I had a Bobcat scout gear kill an all stopped Black Mamba from behind with a DPG.

However to answer my favorite was meeting a ton of the staff and working with DP9 at GenCon2012, I have meet and hung out with Robert Dubios and John Nguyen before and they are amazing. Though those times were cool I got to meet in no particular order forgive me for not remembering everyones last name : Jason Dickerson, Greg Perkins, Hugh Browne Jr, Griff Briggs, Jennifer Briggs, Paul Workoff, Brett, Dave, Shawn, Garrett, and Av aka Cerb.

Q: WHAT STORES IN YOUR AREA DO YOU CURRENTLY DEMO/PLAY AT AND WHERE CAN PEOPLE PURCHASE HEAVY GEAR PRODUCTS IN YOUR AREA?

My main store is Avatar Comics and Games by far the best tables and largest supporter of DP9 and heavy gear products this shop is where I demo the most and hold all of my tournaments. Little Shop of Magic is another store that carries Heavy Gear Products, no tournaments here but the owner is always happy to see someone demoing or playing the game.

Q: HOW LARGE DO YOU ESTIMATE YOUR GAMING GROUP?

It changes from day to day as this is also a military town and some move in and out of the Vegas area. I know on any good day if everyone comes together we have a solid 20 people with very large armies. But up to I would say 60 people if you count all the people that have a Lightning Blitz sized army.

Q: TELL US ABOUT SOME OF THE ARMIES THAT PEOPLE PLAY?

Well myself I typically stick to My WFPa roots unless I need to teach a "Power Gamer" a lesson; than I play my Black Talons. My Black Talons and a large portion of my North WFPa are painted wonderfully by Paul Workoff aka Evil Monkey. The remaining forces I have are painted by Mikel Dubios aka Lord_Crazy_Mike on the forums and Julian Huey.

Walter Childs-"My Partner in Crime" He has a massive Southern Force that just got way bigger with the FiF pre-order bundle. His paint jobs are simply amazing! Not only does this man have South, But a very large PRDF army that is wonderfully painted, His NuCoal is in the beginning stages of greatness as well. His Black Talon army is no joke either. This man makes playing HG really wonderful.

Cory Coltrain- His army fluctuates with what the day brings. He has a very sizable Northern army as well as in my opinion very nice Black Talons list that has no rival.

Tony Sandoval- You name an Army he has something it seems. Started out as a heavy north player turned to Port Arthur for his second army with NuCoal ties. His South army is mainly very old classic HG models that just look wonderful on the table! He also has a very nice Leagueless army.

Vern Harlow- Jack of all trades and a Master of none is how I like to refer to his wonderful Leagueless/Badlands army. A great player and just all around fun guy to play with.

Dan Liswood-Has a massive army CEF HHT-90 army he was the 1st in Vegas to get one. MP Heavy Army very well done in the old school Police Car style of painting. Port Arthur Army with tons of Tanks and Command Cars controlling the Battle Field.

Nate-Has a nice CEF Force which includes everything! His is an HTT-90 owner as well. He plays a very solid tank list but isn't afraid of fielding a bunch of grels or Flails for that matter. Nate also has massive North and Southern armies but his speedy tanks are where he is at home.

Shai- Probably one of the Best Painted Armies in Vegas is Shai's Caprice. He also has North and southern Armies but he prefers his Caprice.

Brad Hutchinson- I will say by far the most beautiful army I have ever seen! Blue Table painting did a wonderful job on his NuCoal army. Magnets galore and just jaw dropping when you see on the table.

Nick Brando- A very impulse player, this guy can filter through an army book and find the most powerful tools using the smallest amount of points and crush you in a heart beat. After 1 demo this guy got the NuCoal super bundle and quickly learned how to table any opponent that he chooses. I couldn't believe how quick and how much skill he put into painting his NuCoal army.

Joe Nehr- Black Talons is there anything else that needs to be said? With that said I have lost to this guy on multiple occasions and had so much fun doing so.

Paul-One of the best conversion guys ever! Has a very awesome PRDF force and did great work with modeling putty for his north army.

Barry Reiswerg-By far the largest southern army, This guy and I have no problems fielding 5000TV battles against each other and battling for hours on end.

Kinney-PRDF soldier, Although not 100% Built or painted he learns fast and is quick to dish out some damage.

Brant- He has 3 Armies the Black Talon, North and South, He hasn't found which army to play with the most but I see expansion in his future. His North and south are painted wonderfully by Paul Workoff aka Evil Monkey on the forums.

Julian Huey- A sure delight to play this soft spoken guy has an army that will curb stomp you into the ground, Southern with Black Talon ties this guy's army plays as good as it looks in action. BTW he did a great job painting most the armor in my army.

Q: TELL US ABOUT YOUR UPCOMING EVENTS AND DEMOS?

Well I can be found at Avatar Comics and Games with a massive Battle Foam Back with tons of minis. I Demo by request or am beating someone down or getting curb stomped myself. I'm not one who cares if I win or lose just as long as I'm having fun is all that matters to me.

March 8&9th I will be running some Tournaments at Avatar Comics and Games.

Friday March 8th 6PM-Close will be a Lightning Tournament a PL1 285TV one Squad battle for Bragging rights. \$5.00 Buy in.

Saturday March 9th noon-Finished I will be doing an IronGear/Ironman style Tournament. Any PL level and 1000TV Command Points and Support Points will be very important since you now have to decide when to actually use them as they do not refresh at the end of games and starts of a new round. Buy in is \$10

Q: WHAT PRODUCT ARE YOU MOST EXCITED TO SEE IN 2013?

Well let's pray Gear-Up 6 with some TV and Defensive and Offensive modifiers for my Northern Guys who right now don't stand a chance against NuCoal or FiF South :-)

Other than that I'm really looking forward to the future releases and growth of Dream Pod 9 as a company that has 2nd to none customer service! I will say the Republic Honor Guard Cadre box and Hydra Strider are two models I look forward to fielding.

New Players and just seeing a child's eyes light up when you give them a demo and have them crush you into the ground and how excited they are to play and beat an adult.

But honestly most of all I look forward the most to hanging out with the DP9 family and getting some games in with them at GenCon 2013.

Q: HOW CAN PEOPLE CONTACT YOU IF THEY ARE INTERESTED IN PLAYING OR LEARNING ABOUT HEAVY GEAR BLITZ?

Easy way PM me on the forums and then I exchange my Cell number and go from there. I field crazy questions all the time and at crazy hours of the day. I get up 6AM and typically don't go to bed until after midnight.

As you can see Mark Perre is a hardworking man and loves Heavy Gear Blitz!

AFTER INTERROGATING THEIR PRISONER, THE PRIME KNIGHTS HAVE DISCOVERED THE LOCATION OF THE SAMARKAND TECHNOLOGY INSTITUTE'S RUINS. UNFORTUNATELY THE LOCATION IS ALSO THE HEADQUARTERS FOR THEIR ENEMY.

WHAT WE ARE LOOKING FOR IS STILL HIDDEN. DR. AUGUSTUS'S SIGNAL WAS ACTIVATED LAST WEEK.

DOCTOR NASIR, WHAT IS IT THAT YOU HOPE TO FIND HERE? I'M SURE THE PLACE HAS BEEN PICKED CLEAN BY LOOTERS OVER THE DECADES.

PRIMARY SOLUTIONS

HIS RESEARCH FACILITY WAS NEVER PUBLIC KNOWLEDGE AND WELL HIDDEN. THE FACT THAT HIS SIGNAL WAS REACTIVATED PROVIDES ME WITH HOPE THAT THE LOCATION IS STILL UNKNOWN.

WE WILL GET YOU TO THE LAB, SIR. I DOUBT THE COMPACT FORCES WILL BE ABLE TO PUT UP MUCH OF A FIGHT.

LOCATED IN THE BOWELS OF THE OLD BUILDING, THE COMPACT FORCES HAD BEEN FORTIFYING AND PROVISIONING THE STRUCTURE AS THEIR HEADQUARTERS. THEIR LEADER, TARIZ MANSOOR, A CHARISMATIC RAIDER FROM CENTRAL ASIA, HAD SEIZED POWER IN ARMANA FROM A RIVAL COMPACT LEADER FOUR MONTHS PRIOR. HIS FORCE OF A THOUSAND SOLDIERS WERE CONVERGING ON THE HEADQUARTERS AFTER THE DISASTROUS LOSS OF A COMPANY NEAR THE DOWNTOWN REGION.

I.. I THINK IT WAS A SINGLE SOLDIER, BUT HE MOVED WITH INHUMAN SPEED. THE COMPANY'S BEEN WIPED OUT, SIR..

WHAT DO YOU MEAN YOU DON'T KNOW WHAT IT WAS?!

WHOEVER THEY ARE THEY WILL PAY DEARLY FOR THIS... ASSEMBLE THE HOST.



HEAVY GEAR



BLITZ! NUCOAL ARMY SET



Everything you need to play in one box!

The NuCoal Army Box contains everything you need to field a NuCoal Army. Combining the surgical hitting power of a Strike Squad and the sheer firepower weight of a Fire Support Squad, you have a compact and deadly force capable of dealing with any threat to win the day. Ward off your enemies, and crush them under your ferocious counter-attacks! In addition to the Strike and Fire Support Squad, this box set contains the Heavy Gear Blitz Core Rules and a code redeemable for a free copy of Perfect Storm: NuCoal Field Guide eBook via Drive Thru RPG!



- ◆ NuCoal Strike Squad
- ◆ NuCoal Fire Support Squad
- ◆ Heavy Gear Blitz Field Manual Core Rules
- ◆ Perfect Storm: NuCoal Field Guide PDF Redemption Code

\$99.95 [CAD]
DP9-9277

62ND CENTURY MECHA COMBAT



MONTAGNARD SQUAD

All-Terrain

Included in this boxed set are five Lancier mountaineering Gears, with optional weapons and parts to configure the Gears into different variants.

\$49.95 [CAD]
DP9-9279



HEAVY GEAR ARENA

GEARS, GUNS, & THE GLORY OF THE GAME

NEW SOUTHERN GEARS

With the release of Forged in Fire, a number of new Gears and one new Gear Strider was introduced for play in Heavy Gear Blitz. Some of these can be found in dueling circuits in the South, or in the case of the more common Street Viper and Salamander nearly any place that dueling or racing is popular. The more advanced units such as the Drake and Gila are rarely seen and only in the hands of extremely trusted teams or ones that work directly for the military. Mandeers and Dynamic Systems partnership has been a tremendous boon for both companies and their aggressive marketing of the Diamondback means that a number of them have made their way onto the dueling circuits, and while the cost is high, the Gear is a popular choice among the more affluent teams. Hope you enjoy using them in your Arena matches!



DRAKE GEAR STRIDER

RARITY	MARKET COST	CORPORATION				
Black List Exclusive	765K	Special: Southern Military Manager Only				
DETECT	SENSORS	COMMUNICATION	AUTOCOMM	FIRE CONTROL	SIZE	
4	1	1	4	0	8	
MOVEMENT	STATIONARY DEFENSE	MANEUVERABILITY	COMBAT SPEED	TOP SPEED		
Walker	-1	0	3	6		
Ground	-2	0	6	11		
BASE ARMOR	OVERKILL ARMOR	STURDY	STURDY	LIGHT	HEAVY	CRITICAL
24	120	x	x	X	x	x
PERKS			FLAWS			
Arms, Advanced Controls, Improved Rear Defense, Shielded Weapons, Emergency Medical, Reinforced Cockpit			Large Sensor Profile (2)			
SLOT TIER	QUANTITY	NOTES				
Tier I	8					
Tier II	2	Forearm				
Tier III	4	Internal				
Tier IV	4					
Manipulator	2	Tier V Class				



DIAMONDBACK

RARITY	MARKET COST	CORPORATION				
Rare	289K	Mandeers or Dynamic System				
DETECT	SENSORS	COMMUNICATION	AUTOCOMM	FIRE CONTROL	SIZE	
3	1	1	4	0	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
15	45		x	x	x	x
PERKS			FLAWS			
Arms, Emergency Medical, Reinforced Cockpit, Autopilot			Sensor Dependent			
SLOT TIER	QUANTITY	NOTES				
Tier I	6					
Tier II						
Tier III	3	Shoulder and V-Engine				
Tier IV						
Manipulator	2	Tier III Class				

GILA

RARITY	MARKET COST	CORPORATION				
Black List Exclusive	228K	Special: Territorial Arms				
DETECT	SENSORS	COMMUNICATION	AUTOCOMM	FIRE CONTROL	SIZE	
4	1	1	4	+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
15	45		x	x	x	
PERKS			FLAWS			
Arms, Shielded Weapons, Reinforced Cockpit, Reinforced Front Armor (2)			Large Sensor Profile (1)			
Slot Tier	Quantity	Notes				
Tier I	6					
Tier II	3	Chest; Shoulders				
Tier III						
Tier IV						
Manipulator	2	Tier II Class				

HEAVY GEAR ARENA: NEW SOUTHERN GEARS

SALAMANDER



RARITY		MARKET COST		CORPORATION									
Uncommon		344K		Mandeers									
DETECT		SENSORS		COMMUNICATION		AUTOCOMM	FIRE CONTROL		SIZE				
2		1		0		4		0		6			
MOVEMENT		STATIONARY DEFENSE		MANEUVERABILITY		COMBAT SPEED		TOP SPEED					
Walker		-1		0		4		7					
Ground		-2		0		7		13					
BASE ARMOR		OVERKILL ARMOR		STURDY		STURDY		LIGHT		HEAVY		CRITICAL	
14		42						x		x		x	
PERKS						FLAWS							
Arms, Flame Resistant, Improved Offroad (Ground Only), Climbing Gear, Reinforced Front Armor (2), Back Up Sensors													
SLOT TIER		QUANTITY		NOTES									
Tier I		6											
Tier II		2		Shoulder									
Tier III													
Tier IV													
Manipulator		2		Tier II Class									

STREETVIPER

RARITY	MARKET COST	CORPORATION				
Common	147K	Mandeers				
DETECT	SENSORS	COMMUNICATION	AUTOCOMM	FIRE CONTROL	SIZE	
2	0	1	3	0	6	
MOVEMENT	STATIONARY DEFENSE	MANEUVERABILITY	COMBAT SPEED	TOP SPEED		
Walker	0	+1	4	8		
Ground	-1	+1	8	15		
BASE ARMOR	OVERKILL ARMOR	STURDY	STURDY	LIGHT	HEAVY	CRITICAL
13	39			X	x	x
PERKS			FLAWS			
Arms, Improved Offroad (Ground Only), Ram Plate						
SLOT TIER	QUANTITY	NOTES				
Tier I	8					
Tier II	2					
Tier III						
Tier IV						
Manipulator	2	Tier II Class				



HEAVY GEAR

BLITZ!

CADRE BOXED SETS



**PARATROOPER
CADRE**

Death from Above

Included in this boxed set are three Iguana Paratroopers and two Jager Paratroopers with optional weapons and parts to configure the Gears into different variants.

\$49.95 [CAD]
DP9-9283



M.P. CADRE

Military Police

Included in this boxed set are two Black Mamba MPs, 2 Iguana MPs, and one Cobra MP with optional weapons and parts to configure the Gears into different variants.

\$49.95 [CAD]
DP9-9286



M.P. Decal Pack

Make your MP Gears stand out with stylish decals designed to fit on the new MP Cadre or any other Gears or vehicles of your choosing.

\$6.75 [CAD]
DP9-9289



DREAM POD 9
WWW.DP9.COM

FIELD MANUAL CORE RULES ERRATA

SKILL CAP:

- ◆ The maximum skills any model other than special characters and duelists can have is 4.

PG 19

- ◆ Coordinated Attacks Clarification: Coordinated Attacks apply to Melee Attacks as well.

PG 22

Command Points

- ◆ Third Bullet: Change the last sentence "This may be used to fire a weapon with the (LA) trait which has already been fired this round."

Command Point Clarification

- ◆ This change affects all weapons except Melee and Limited Ammo weapons. Weapons without those traits cannot be fired multiple times with command points.

PG 39

- ◆ Change Minimum Range to the following "Weapons with the Minimum Range (MR) trait cannot fire against targets that are within half its Combat Optimal Range."

PG 41

- ◆ Melee: Increase all Melee weapons with an accuracy of -1 to 0.

MANDATORY STAT UPDATE

- ◆ Change the defensive modifiers for the following models to W -1/0/+1, G -2/0/+1 for +5TV.
 - ◆ Bear
 - ◆ Den Mother
 - ◆ Engineering Grizzly
 - ◆ Mad Dog R
 - ◆ Razorback
 - ◆ Crusader IV
 - ◆ Crusader V
 - ◆ Ammon
 - ◆ Moab
- ◆ Change the defensive modifiers of the Red Bull to W-2/-1/0, G -4/-1/0.
- ◆ Change the defensive modifiers of the Cataphract and Kodiak to W-1/0/+1, G -2/0/+1, Cataphract Juggernaut and Kodiak Conqueror upgrades must be taken.
- ◆ The Mastadon upgrade for the Mammoth is now a general option that must be taken.

Northern Specific Mandatory upgrade:

- ◆ All CNCS subfactions must take the Roaring Grizzly upgrade for any Grizzlies fielded (not including the Engineering Grizzly) as found in Black Talons: Return To Cats Eye Pg 68.

PERFECT STORM ERRATA

MANDATORY STAT UPDATE

- ◆ Change the defensive modifiers for the Chevalier and all its variants, Bear and Boa to W -1/0/+1, G -2/0/+1.
- ◆ Change the defensive modifiers for the Hussar and all its variants to W -1/0/+1, G -3/-1/0.

PG 87-91

Clarification of the number of bases receiving a heavy weapon:

- ◆ Each Squad is composed of three bases equipped with Assault Rifles. One of these bases includes a heavy weapon choice listed in the section description.
- ◆ Line Infantry, Grenadier, & Mortar Sections reduce cost by -10TV.
- ◆ Assault Sections reduce cost by -5TV
- ◆ Sniper Team increase cost by +5TV.

PG 87

Change the base TV costs to the following:

- ◆ Line Infantry, Grenadier, & Mortar Sections reduce cost by -10TV.
- ◆ Assault Sections reduce cost by -5TV
- ◆ Sniper Team increase cost by +5TV.

General Options:

- ◆ Strike the second bullet point.

PG 88 & 89

Change the base TV costs to the following:

- ◆ Line Infantry, Mortar and Grenadier Sections & Sniper Teams increase cost by +5TV
- ◆ Anti Gear Section increase cost by +15TV

General Options:

- ◆ Change the third bullet to "PAK Upgrade: Each Sampson HAPC must be swapped for 2 HPC-64 Pacifiers for +65TV"
- ◆ Strike the fifth bullet point.

Veteran Options:

- ◆ Change the first bullet to "Add Stealth 2 to all Infantry Squads for +20TV"

PG 90

Change the base TV costs to the following:

- ◆ Line Infantry, Grenadier, Assault and Mortar Sections & Sniper Team increase by +5TV
- ◆ Anti-Gear Section increase by +15TV

PG 91

Change the base TV costs to the following:

- ◆ Line Infantry, Grenadier and Anti-Gear Sections reduce cost by -10TV.
- ◆ Assault Section decrease cost by -5TV

FORGED IN FIRE ERRATA

DATACARDS

- ◆ Salamander, Sidewinder, Command Sidewinder, Silverscale, Elint Silverscale Top Ground Speed should be +1.
- ◆ Command Naga Top Speed Attack should be -1.

UTOPIAN FIELD TESTING

UPDATED BETA TV

- ◆ Armiger Commando Troupe235 TV
- ◆ Armiger Recce Troupe210 TV
- ◆ Armiger Support Troupe180 TV
- ◆ SIN Cluster60 TV

ADDITIONAL N-KIDU COSTS:

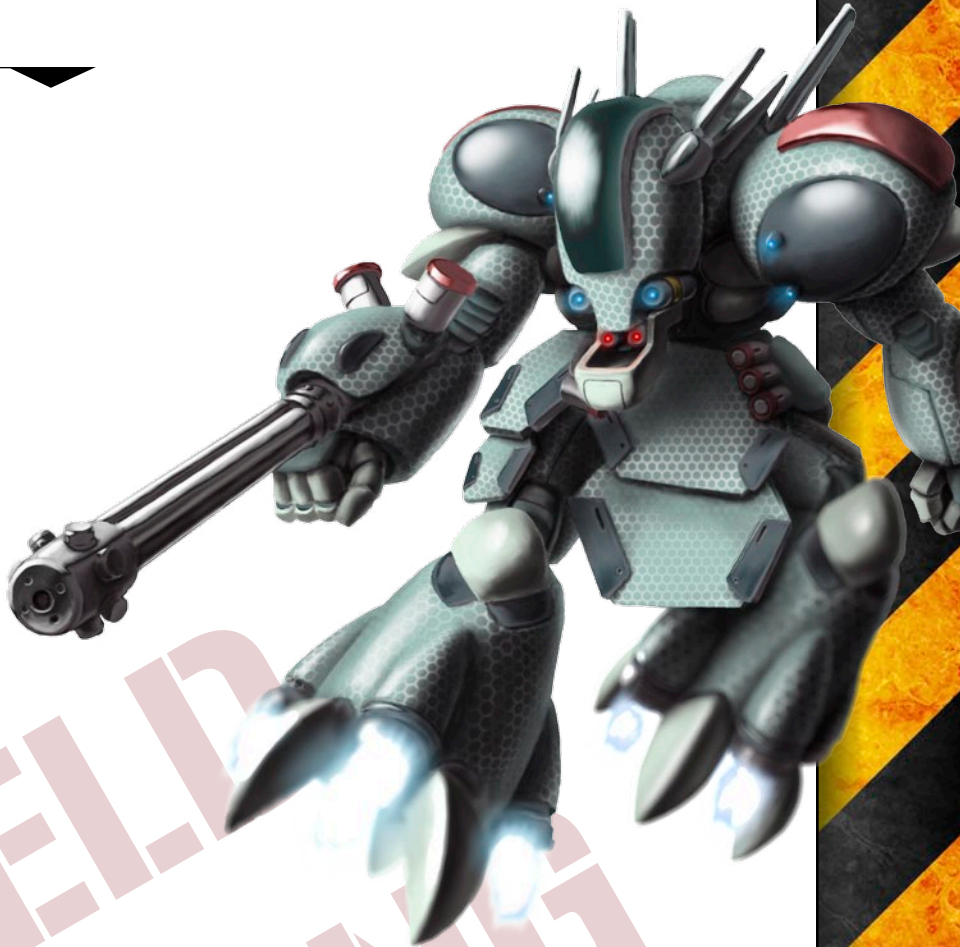
- ◆ N-KIDU T 15TV
- ◆ N-KIDU R 20TV
- ◆ N-KIDU C 20TV
- ◆ N-KIDU F 20TV

ARMIGER DEFENSE UPGRADES:

- ◆ Add a +1 modifier to Defense to the Armiger ACU CO-101 and Armiger ACU RE-101.

ARMIGER C&C UPGRADE

- ◆ Autopilot may be added to any Armiger for +5TV each.



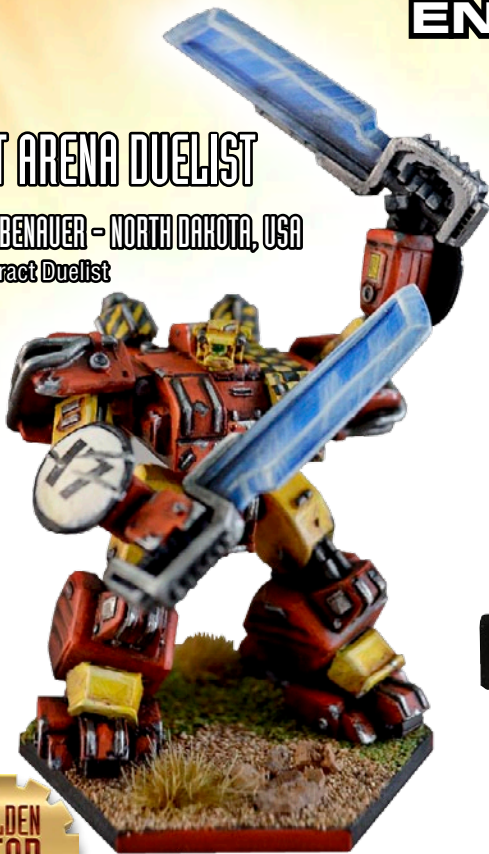
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GOLDEN GEAR

DREAM POD 9 PAINTING CONTEST ENTRY GALLERY

BEST ARENA DUELIST

CHAD OBENAUER - NORTH DAKOTA, USA
Cataphract Duelist



BEST ARMY COMMANDER

MATT LARLHAM - MICHIGAN, USA
Razorfang Black Mamba



JEREMY OLSEN
Mad Dog R



ABRAHAM GARCIA
Custom Lancer Duelist



JEREMY OLSEN
Custom Bear



JORDAN LOUIS
Custom Frame

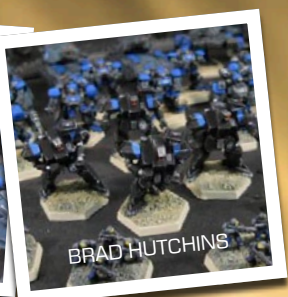


BEST ARMY

FRANCIS CHARLAND - MONTREAL, CANADA
Utopian Army



BRAD HUTCHINS



BRAD HUTCHINS



GORY COLTRAIN



DAN LINSWOOD



CHAD CHAPMAN



JULIAN HUEYS



MARK PERRE



NATE KORNOFF



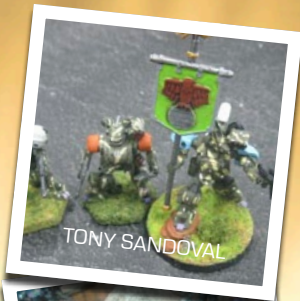
WALTER CHILDS

JIMMY KWOK
Black Talon Force



ERIK LAHN
Southern GP Squad





TONY SANDOVAL



VERN HARLOW



TONY SANDOVAL



SOMPOCH SUMANUS



SOMPOCH SUMANUS



SOMPOCH SUMANUS



SOMPOCH SUMANUS

FIGHTING PIRANNA GRAPHICS PRIZE

This year, Fighting Piranha Graphics is generously donating a pack of M.P. decals to everyone who entered Golden Gear 2012.



Fighting Piranha Graphics

TATSUYA MORIHARA
NuCoal Fire Support Squad



MATT LARHAM
Southern Army



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)	\$66.95
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
DP9-9245	HG Arena: Chargeur Engineering Gear Two Pack (2 Chargeur NuCoal Engineering Gears, extra weapons)	\$20.75
DP9-9246	HG Arena: Sapeur Heavy Engineering Gear Pack (1 Sapeur NuCoal Heavy Engineering Gear, extra weapons)	\$20.75
DP9-9285	HG Arena: Diamondback Two Pack (2 Diamondback Southern Gears, 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
DP9-9266c	Forged in Fire - Southern Field Guide (Softcover) 176 pages, Full Color	\$59.95

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)	\$66.95
DP9-9222	Northern Starter Army (Small L&L Rulebook & Field Manual books, Strike & Fire Support Squads (10 minis), 4 dice & tape)	\$114.95
DP9-9276	Southern Army (Strike & New Fire Support Cadres (10 minis), Digest size Field Manual, & Code to download Forged in Fire e-book)	\$99.95
DP9-9224	P.R.D.F. Starter Army (Small L&L Rulebook & Field Manual books, Strike & Fire Support Squads (10 minis), 4 dice & tape)	\$114.95
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)	\$114.95
DP9-9226	Black Talon Starter Army (Small Field Manual & Black Talon books, 1xOwl, 1xRaptor, 2xVulture, 1xDark Naga (5 minis), 4dice & tape)	\$114.95
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)	\$114.95
DP9-9229	Utopian Starter Army (Small Field Manual & Black Talon books, 1x Support Troupe & 1x Recce Troupe (20 minis), 4 dice & tape)	\$124.95
DP9-9277	NuCoal Army (Strike & Fire Support Squads (10 minis), Digest size Field Manual, & Code to download Perfect Storm e-book)	\$99.95

HEAVY GEAR BLITZ! NORTHERN MINIATURES

DP9-9021	Northern G.P. Squad (box set, 5 minis)	\$49.95
DP9-9024	Northern Strike Squad (box set, 5 minis)	\$49.95
DP9-9027	Northern Fire Support Squad (box set, 5 minis)	\$59.95
DP9-9045	Northern Recon Squad (box set, 5 minis)	\$49.95
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

CODE	ITEM	SRP (CAD)
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
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)	\$49.95
DP9-9054	Northern Thunderhammer Strider (1 mini)	\$49.95
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
DP9-9212	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)	\$49.95
DP9-9025	Southern Strike Cadre (box set, 5 minis)	\$49.95
DP9-9272	Southern Fire Support Cadre (box set, 5 minis) 2 Spitting Cobras, 2 Jagers & 1 Black Adder, plus extra weapons	\$59.95
DP9-9275	Southern Recon Cadre (box set, 5 minis) plus extra parts	\$49.95
DP9-9278	Southern City Militia Cadre (box set, 5 minis) 2 Asps, 2 Salamanders & 1 Street Viper Gear, plus extra weapons	\$49.95
DP9-9280	Southern Black Ops Cadre (box set, 5 minis) 2 Chameleons & 3 Green Mambas, plus 2 Snakeye upgrade part sets & weapons	\$49.95
DP9-9283	Southern Paratrooper Cadre (box set, 5 minis) 3 Iguana Paratroopers & 2 Jager Paratrooper Gears, extra weapons April 2013 Release	\$49.95
DP9-9286	Southern M.P. Cadre (box set, 5 minis) 2 Black Mamba MPs, 2 Iguana MPs & 1 Cobra MP Gear, extra weapons May 2013 Release	\$49.95
DP9-9290	Southern Honor Guard Cadre (box set, 5 minis) 2 Gilas & 3 Fer de Lance Gears, plus extra weapons	\$49.95
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) Removing from sale with New Release	\$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) Removing from sale with New Release	\$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

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

Southern Miniatures cont.

CODE	ITEM	SRP (CAD)
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
DP9-9145	Southern Dart Jager Two Pack (2 Dart Jagers)	\$20.75
DP9-9177	Southern Silverscale Two Pack (2 Silverscales)	\$20.75
DP9-9273	Southern Drake Gear Strider Pack (1 Drake resin and metal model, optional parts and weapons) - New Sculpt -	\$49.95
DP9-9282	Southern Hydra Gear Strider Pack (1 Hydra resin and metal model) - New Sculpt -	\$34.95
DP9-9140	Southern Naga Strider Custom Pack (1 Resin mini plus conversion parts for Long Fang, Command or Dark Naga, plus extra weapons)	\$39.95
DP9-9055	Southern Sagittarius Strider (1 mini with extra weapons)	\$34.95
DP9-9100	Southern Fire Dragon Strider (1 mini)	\$49.95
DP9-9291	Southern Hun Light Tank (1 Hun with standard weapons loadout) - New Sculpt -	\$22.95
DP9-9292	Southern Visigoth Main Battle Tank (1 Visigoth with standard weapons loadout) - New Sculpt - May 2013 Release	\$29.95
DP9-9293	Southern Hetairoi Hovortank (1 Hetairoi with standard weapons loadout) - New Sculpt - June 2013 Release	\$29.95
DP9-9162	Southern Visigoth Main Battle Tank Custom (1 Resin Mini with customization upgrade parts) Removing from sale with New Release	\$43.50
DP9-9163	Southern Hetairoi Hovortank (Resin Mini, extra weapon and extra parts) Removing from sale with New Release	\$37.00
DP9-9274	Southern Infantry Platoon (40 Infantry, 12 hex bases) - All New Infantry Sculpt -	\$24.00
DP9-9287	Southern Pack Lizards Infantry Platoon (12 Pack Lizards with Riders, 12 hex bases) - New Sculpt -	\$24.00
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
DP9-9164	Southern M.P. Shield Five Pack (5 part sprus with M.P. Shield, Fraggcannon 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)	\$49.95
DP9-9023	P.R.D.F. Strike Squad (box set, 5 minis)	\$49.95
DP9-9026	P.R.D.F. Fire Support Squad (box set, 5 minis)	\$59.95
DP9-9044	P.R.D.F. Patrol Squad (box set, 5 minis)	\$49.95
DP9-9037	P.R.D.F. Warrior Two Pack (2 random Warriors, Cheiftain head, extra weapons)	\$19.75
DP9-9040	P.R.D.F. Warrior IV Two Pack (2 random Warriors IV, Cheiftain 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! NUCCAL MINIATURES

DP9-9237	NuCoal G.P. Squad (box set, 5 minis)	\$49.95
DP9-9238	NuCoal Strike Squad (box set, 5 minis)	\$49.95
DP9-9239	NuCoal Fire Support Squad (box set, 5 minis)	\$59.95
DP9-9240	NuCoal Recon Squad (box set, 5 minis)	\$49.95
DP9-9279	NuCoal Montagnard Squad (box set, 5 minis) 5 Lancier Gears, plus extra weapons	\$49.95
DP9-9281	NuCoal Commando Squad (box set, 5 minis) 5 Espion Gears, plus extra weapons	\$49.95
DP9-9284	NuCoal Airborne Squad (box set, 5 minis) 3 Chasseur Paratrooper & 2 Jerboa Paratrooper Gears, extraweapons April 2013 Release	\$49.95
DP9-9219	NuCoal Chasseur Two Pack (2 Chasseurs, extra weapons)	\$20.75

CATALOG UPDATED: MARCH 2013

CODE	ITEM	SRP (CAD)
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 and Metal Miniature	\$44.95
DP9-9256	NuCoal Hussar Tank (1 Hussar in tank mode, extra weapons) - Resin and Metal Miniature	\$44.95
DP9-9254	NuCoal Chasseur Mk II Two Pack (2 Chasseur MkIIs, extra weapons)	\$23.00
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
DP9-9263	NuCoal Voltigeur Main Battle Tank (1 Voltigeur tank) - resin and metal parts	\$30.00
DP9-9264	NuCoal Fusilier Hovertank (1 Fusilier Hovertank) - resin and metal parts	\$21.00
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
DP9-9260	NuCoal Armadillo Beast with Rider Squad Pack (3 Armadillo Beasts with 3 Riders and 3 round bases)	\$30.00
DP9-9261	NuCoal Chasseur Paratrooper Two Pack (2 Chasseur Paratroopers, extra weapons) Removing from sale with New Release	\$20.75
DP9-9262	NuCoal Jerboa Paratrooper Two Pack (2 Jerboa Paratroopers, extra weapons) Removing from sale with New 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.K. / 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
DP9-9092	P.A.K./C.E.F. GREL Infantry Platoon (43 GREs, 13 hex bases)	\$25.00
DP9-9154	P.A.K./C.E.F. GREL Infantry on Hoverbikes Platoon (12 Hoverbikes, 12 hex bases)	\$22.75
DP9-9142	C.E.F. FLAIL Platoon Pack (12 Mordred & 1 Morgana FLAILS, 13 hex bases)	\$26.00

HEAVY GEAR BLITZ! UTOPIAN / EDEN MINIATURES

DP9-9234	Utopian Commando Troupe (box set of 2 Armigers and 8 Drones for a total of 10 minis)	\$49.95
DP9-9235	Utopian Recce Troupe (box set of 2 Armigers and 8 Drones for a total of 10 minis)	\$49.95
DP9-9236	Utopian Support Troupe (box set of 2 Armigers and 8 Drones for a total of 10 minis)	\$59.95

Utopian/Eden Miniatures cont.

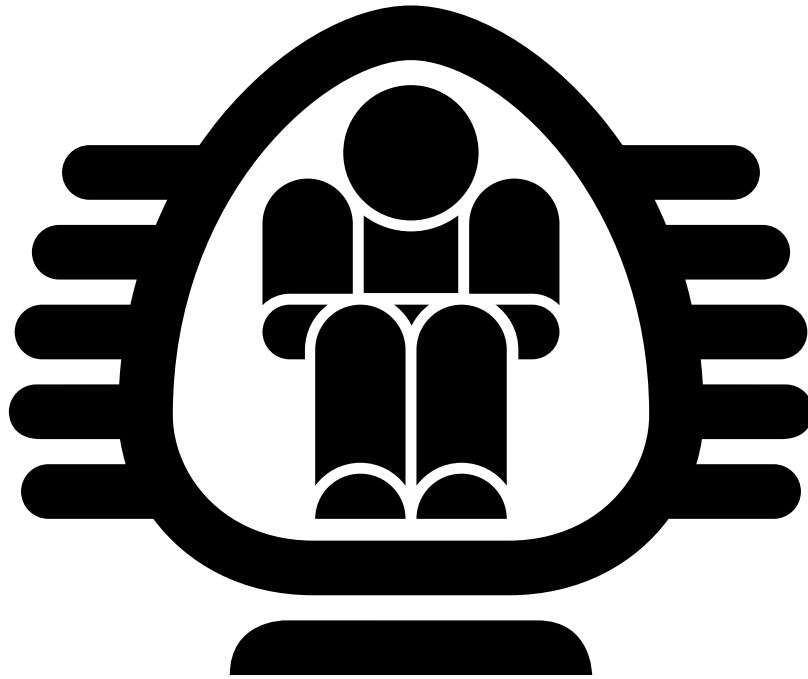
CODE	ITEM	SRP (CAD)
DP9-9181	Utopian Commando Armiger Two Pack (2 Commando Armigers, extra weapons)	\$22.75
DP9-9182	Utopian Recce Armiger Two Pack (2 Recce Armigers, extra weapons)	\$22.75
DP9-9183	Utopian Support Armiger Two Pack (2 Fire Support Armigers, extra weapons)	\$33.00
DP9-9184	Utopian Commando Drones Eight Pack (8 Commando N-KIDU Drones, extra weapons)	\$25.00
DP9-9185	Utopian Recce/Trooper Drones Eight Pack (8 Recce/Trooper N-KIDU Drones, extra weapons)	\$25.00
DP9-9186	Utopian Support Drones Eight Pack (8 Fire Support N-KIDU Drones, extra weapons)	\$25.00
DP9-9166	Utopian/Eden Alpha Squad Pack (4 Constable & 1 Marshall Golem, extra weapons)	\$22.75
DP9-9167	Utopian/Eden Beta Squad Pack (3 Man-at-Arms & 1 Marshall Golem, extra weapons)	\$24.75

HEAVY GEAR BLITZ! CAPRICE MINIATURES

DP9-9127	Caprice Moab Mount Pack (1 Moab, extra weapons)	\$33.00
DP9-9129	Caprice Bashan Mount Two Pack (2 Bashans, extra weapons)	\$26.00
DP9-9130	Caprice Kadesh Mount Pack (1 Kadesh, extra weapons)	\$22.75
DP9-9152	Caprice Aphek Mount Pack (1 Aphek, extra weapons)	\$20.75
DP9-9153	Caprice Meggido Mount Pack (1 Meggido, extra weapons)	\$27.00
DP9-9131	Caprice Ammon Mount Pack (1 Ammon, extra weapons)	\$33.00
DP9-9158	Caprice Infantry Platoon (40 Infantry, 12 hex bases)	\$23.00
DP9-9141	Caprice Hamath APC Pack (1 Hamath APC)	\$23.00

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

DP9-9271	Heavy Gear Blitz Badlands Outpost Terrain Set (Includes 7 terrain pieces in resin)	\$99.95
DP9-998	Heavy Gear Blitz Counter Pack (5 sets)	\$13.00
DP9-9029	Blitz Weapons Pack (includes extra weapons to upgrade older minis)	\$21.75
DP9-9115	Blitz Air Strike Counter Pack (3 Northern, 3 Southern, 3 P.R.D.F. and 3 Earth aircraft plus 12 flight bases)	\$21.75
DP9-9056	Drones Pack (9 minis)	\$11.25
DP9-9053	Stone Heads Two Pack (2 Stone Head Terrain Features)	\$12.25
DP9-9007	4 Stone Heads Pack (4 Stone Head Terrain Features)	\$26.75
DP9-9008	Destroyed Hunter Diorama	\$13.50
DP9-9014	Destroyed Jager Diorama	\$13.50
DP9-9101	Defense Turret Two Pack - Resin Bases and Metal Parts	\$23.75
DP9-9102	Camel Truck Two Pack (2 Camels)	\$24.75
DP9-9076	Northern Decals Pack (decals for 10 minis)	\$6.75
DP9-9077	Southern Decals Pack (decals for 10 minis)	\$6.75
DP9-9078	Peace River Decals Pack (decals for 10 minis)	\$6.75
DP9-9143	Peace River Logo 2 Decals Pack (P.R.D.F. decals for 10 minis)	\$6.75
DP9-9144	Earth P.A.K./CEF Decals Pack (decals for 10 minis)	\$6.75
DP9-9178	Caprice Decals Pack (decals for 10 minis)	\$6.75
DP9-9179	Black Talon & Terra Nova Factions Decals Pack	\$6.75
DP9-9192	Eden & Utopia Decals Pack	\$6.75
DP9-9265	NuCoal Decals Pack	\$6.75
DP9-9288	AST Decals Pack	\$6.75
DP9-9289	M.P. Decals Pack May 2013 Release	\$6.75
DP9-9073	Slotted Hex Bases (x25)	\$13.50
DP9-9074	40mm Round Bases (x15)	\$13.50
DP9-9075	Flight Bases (x15)	\$13.50



DREAM POD 9

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