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Special Thanks

Thanks to the many play testers and readers who helped grind away the rough edges through their passion, especially Ashley R. Pollard, Kilian Landersman, James 'Corvus' Ho, Francis Charland, Louis Tetrault, Samuli Aura, Brian Robert, Jordan Louis, Carl Tchoryk, Brian Harris, Sam Harris, vf-xx & Flak Ducker, Frank Washburn, and the team over at Late Night Wargames, Adam & Jon!

Dedication

The Rooster: I dedicate this supplement to our benevolent overlord, Robert Dubois. Without him, none of us would be here. Thank you, Robert, for ensuring Heavy Gear stayed in the game.

DREAM POD 9
www.DP9.com

Contents

Hetairoi

Heavy Gear Blitz 3.1 Companion

Welcome to Heavy Gear Blitz 3.1 Companion.

This document has a handful of goals:

▷ Discussing strategies for new players

▷ Varying the tabletop with optional rules to enhance your game

▷ Optional rules as a section

▷ League rules to try (or modify)

▷ Alpha and beta rules we may be testing

▷ New models

▷ Example forces

▷ FAQs and Errata

This document will be living, which means we are planning to update it periodically. For example, as new models become available, we'll add them here. We'll also update pictures as we get painters commissioned to paint new miniatures. More optional rules may be added. More frequently asked questions may be added.

So don't print this unless you don't mind printing it again later. If you are using a binder, we'll try to keep it so you will only need to replace or add pages as needed.

New models will also be made available in Gear Grinder as they are released.

The beginning of this document will be focused towards new players. They're still good reads for old salt. But if you just must skip to the new model section or something, we won't be offended. Use this document as you would like and feel free to make requests on the DP9 forums about additional material you would like to see.

How often this gets updated depends on what comes out, how many questions need official answers, or many other reasons. Time will ultimately tell us how often this document needs to be updated and rereleased. It could be quarterly, semi-annually or annually.

This document will also give players a heads up on what will be coming in the future and rules we are currently looking at closer. The more we work on this document, the more we're also prepping the next revision. And you all get to see things in the works. The forums are a great place to comment on anything in particular, found in the link below. Don't hesitate to start a new post.

The players and the developers communicating with each other have already resulted in some pretty amazing things. Not everything about Blitz comes from the Rooster. You all have a lot of good ideas and good input.

None of the alpha or beta rules, or new models are intended to be tournament legal from the get-go. Some will be more stable than others. That said, if a league, campaign or tournament organizer feels something in particular would be a superb addition for their location, then we would feel comfortable with them making the call. If there's a doubt about anything in particular, feel free to always say, no. There will probably be things in this document that are not exactly balanced from the start. The Optional Rules section is rather solid. They are also intended to be modifiable, and organizers can do just that.

https://dp9forum.com/index.php?forum/90-heavy-gear-blitz-3rd-edition-rules-discussion/

New Player Section

The depth of the Heavy Gear universe is both a blessing and a reason for analysis paralysis. Which faction should I start with? Which variants should I choose? What models are the best? We always smile when we hear these questions because it means our community is growing. And we have seen the community answer these questions quite well. Many have said things we would not have even thought of, such as leaving the weapons off the first time you play. We'll talk about such things, and also talk about how to break the rules down into smaller bites, so you improve as a player faster.

Random Nature

This is something we want to touch on to embolden the initial decisions for new players. There is a deliberate nature to Heavy Gear Blitz to include some randomness. One aspect of this feature is it allows anyone to win, regardless of experience level. "Allows" being the operative word here. Old hands do have an advantage over new players, no doubt. However, while someone who has been playing for years would undoubtedly hold a certain advantage over a brand-new player, new players can, and do, still win. And that's also an important aspect for old hands to understand too. You can have all the right things and make all the right moves, but sometimes the dice gods spite you or something unexpected happens and you lose anyways. All the right things may not have been the right things for the table used, or your opponent's force. All the right moves could have just simply not played out well. Nothing is guaranteed in Heavy Gear Blitz until it has already happened. A Jager can overkill a Jaguar with a light autocannon. A Ferret can dodge lots of incoming fire and succeed in ECM attacking a veteran HC-3A with the GREL crew upgrade. A trooper gear with a snub cannon may end up being your all-star MVP. While these examples are not the most common outcomes for every game, uncommon things tend to happen with every game. They are not soon forgotten, and they may have not been such a bad bet to get behind in the first place. There are reasons for this…

The big takeaway about this is, you don't have to obsess over how optimized your force is, or if you've selected the wrong weapons. There are certainly some things to be said about what goes with what, and best practices. And we always enjoy those conversations. But such topics are deeper than most would expect. In fact, we would argue it's so deep, you can also do whatever you think feels cool, and end up finding an extremely optimized force. How you play those models is the more important aspect to consider. Practice is your best tool.

This also goes into meta. The term "meta" is more of a community-made term. It's not a DP9-made term. The logic of it is important. How your local gaming group strategizes against each other leads to a meta. Meta is like a most commonly used list of models your group uses. Or, most common factions, sub-lists, tactic, etc.

What you and your gaming group does may be completely different than what another group does. Others' local meta may be different from yours. It should also be noted, the most popular meta on the internet does not reflect the most common meta. It only reflects the meta as presented by the players on the internet. And for most gaming communities, even outside of Heavy Gear Blitz, this represents less than one percent of the people playing. Not that you shouldn't listen to the discussions on the internet. There are a lot of good conversations happening. Just, don't always assume everything you read on the internet. It may be based on completely different meta than what you are personally seeing.

The reason this happens is because Heavy Gear Blitz has many threat vectors. For example, CEF tanks could be called one vector. Strike gears could be considered another. Drones, VTOLs, airstrikes, etc., etc. As players encounter one vector, they adapt to it and develop ways to overcome those challenges. However, their opponent is doing the same thing. This is where the term meta starts to come in. When we follow local metas, for research, we are following how those players are evolving over time, verse each other. Their forces will often slowly change over time, depending on what other players frequently bring to the table, or what their local terrain is typically like, or even things they have learned to appreciate. Sometimes they even come back to things they used before.

We've noticed some circular patterns in the metas.

And the game is set up to support this. For example, the starter sets come with a good core group of models. The Peace River set, like others, comes with general purpose gears, strike gears, recon gears and fire support gears. Those are very core tenets / threat vectors of Heavy Gear.

What if you want to add to it? What do you choose next?

You could go with more of those same types of models, or vehicles instead, or special forces, or infantry, or VTOLs, or striders, or you could lean into allies, mercenaries, or universal models, or etc., etc. It's kind of endless really.

There's so much to explore. You can evaluate how to optimize the dice in the force construction process, or you can put a force together based on something from the lore, such as a Northern Lights Confederacy platoon with Chaplains and Monks. Neither is a wrong answer. Both are capable of winning and losing.

So, let it be known, you can totally grab a starter set, or any group of models, and just have a go with what you think would be good, according to your definition of good. Even if it's not a highly optimized force, according to any evolving meta, you may find it wins regardless. Or you may even find you are the reason the meta continues to evolve. You may be able to do something with your force nobody was ready for.

As you explore, you'll start to find things you want to do, with weapons, variants and upgrades you prefer. And the more you practice with those things, the better you will be at using them.

Ferret

The First Game(s)

Below we'll go through some ideas on how to play your first series of games, so you improve as a player, faster.

You 'can' start with a 200 Threat Value (TV) force because you are very familiar with miniature wargames in general and assume that 'snapping in' will happen faster by bringing more elements into play at once. But we would not recommend this to anyone, no matter how experienced or intelligent they are. There is a shed ton of nuance within everything. Even a light autocannon has a certain potential which is good to evaluate on a more intimate level. Starting off with smaller, 50-ish TV games will allow you to look much closer at each model, each weapon, each action, and analyze it more thoroughly. With this, you can also run four 50 TV games in about the same amount of time as you would run one 200 TV game.

By parsing it, and isolating the different elements a bit, you will have a better chance of not missing a lot of important nuances. We have seen many players take on large games right from the start. And we have seen many players take on smaller games from the start. Both types of players will learn. However, the ones who initially break it down into smaller chunks learn the ropes faster and become truly competitive sooner. This is because they are usually able to analyze each thing in more detail because they parsed it all out and evaluated individual weapons and actions with less associated noise.

If you are demo-ing the game to new players, here are some ideas for you:

▷ Only use one order; the Try Again order

▷ Use ECMs for ECM Defense only

▷ Do not perform forward observations

▷ Do not use airstrikes.

▷ Do not use special deployments.

▷ Do not use optional, or beta rules.

▷ Buildings and terrain are not destructible.

▷ No special deployments.

▷ No dangerous terrain or minefields.

▷ No sub-lists.

This allows everyone to build the most-used core rules into habit first (moving and shooting). Once those habits are built, adding on to them is less tedious. There are many variations to this, and you are free to modify any of these recommendations. The main key is, keep initial games focused on the basics of maneuvering and using the weapons in more conventional ways. Let new players see the differences between things like autocannons and rocket packs. Once they've done so, evaluating other weapons becomes easier. Then they start to build a deeper sense for what they really want to do to customize their own forces.

Much of this is about more than one simple thing. For example, if you know special deployments by heart, and you see a new player is specifically very interested in this aspect, feel free to do what you think is the most appropriate. In this situation, we may show off the special deployments for this player too, even though it's not recommended. But we generally do **not** do this, while also showing off every other possible feature. Use additional smaller games to add more.

You may use any combination of the listed elements, or add your own. It's really just about parsing things out into smaller bites.

This also helps foster good sportsmanship. Somebody must ultimately lose in order for someone else to win. Players will enjoy the game more if they are being beaten by their opponent working within the rules they have at least practiced, as opposed to being beaten with their own unfamiliarity with the rules. One thing to remember, it's hard to value being the winner if nobody wants to play you again. And you'll value your own win much more if you were both on somewhat of an equal footing. Setting examples of good sportsmanship will always be a positive thing to do, especially from the start.

And this absolutely applies if you are a new player, learning with other new players. Try to agree on the things you both want to try before you play or even agree to meet. If you treat your opponent as someone who will also help you learn, you will both typically become more universally competitive, much faster.

Consider allowing players to use their models without weapons glued on. This is very helpful if a player would like to just try out different weapons first before they commit to anything. For example, they could show up with some Chasseurs without weapons glued on, and then state which variants they want to try. This can add some tedium because you should help them remember what has what. Keep the games small for you own sanity.

One good mental approach is to teach them how to beat you. Yes, sometimes you will find someone where it went to their head a little too much. But let them smile and enjoy their moment, regardless. They'll learn all the things they don't know soon enough.

Competitive tabletop wargaming is also about personal growth. As we compete, we grow as competitors. And this doesn't stop once you're the pro. Sometimes the most experienced players are the ones who need to be the most patient.

Think back to your first win from your first competitive tabletop game you ever played. How have you grown as a competitor since then?

Individual Model Activations

This is an alternate approach to allow a little bit more back and forth with smaller TV games. It can also just be a fun way to play, so it's not exclusive to new players.

The main idea is, players take turns activating each model, instead of a combat group. For smaller, 50-ish TV games, this is very useful in keeping the game from being too swingy towards whoever wins the initiative. You could also expand this into something else. For example, it could be four duelists vs four duelists at 100 TV.

With this, certain rules will need to be modified in order to accommodate such a process. The activation phase in particular will need some adjustments.

▷ Limit orders to the Try Again order.

▷ Or you can apply other orders during one model's activation, or all the models in one combat group, for the whole round. Adjust as needed.

Ultimately, as long as you're both using the same rule(s) concerning orders, it will balance itself.

Black Mamba MP

Cobra MP

Iguana MP

Wildcat

HEAVY GEAR BLITZ!

Spicing the Game Up

This section is dedicated to altering the game. This becomes more important the more you play. There are many ways to do this. There are house rules, optional rules, leagues, campaigns, tournaments, and many things in between.

Ultimately, one message we would like to relay is, change the game up so it does not always play out in similar ways over and over.

This can be done rather simply. For example, certain models will excel more on a 4' x 4' table, while other models excel on a 4' x 6' or 6' x 6'. You can look at it in some very common-sense ways. For example, models which excel at melee will hold more value on a 4' x 4' table. Models which excel at long range attacks will hold more value on a 6' x 6' table. Just by changing some simple aspects, such as tablesize, you will reduce a decent amount of repetition.

Change what edge you start on in respect to 4' x 6' tables or other rectangle-shaped tables. You can deploy from the long edge, or you can deploy from the short edge. Each option does something specifically different.

Use a die roll or a coin flip if you want some added randomness.

Do not hesitate to use what you have. If you only have a 3' x 5' table, then don't sweat it. A lot of the recommended table sizes in the rulebook are just that, recommendations. If you want to try a 2' x 6' table just because, go for it. If you want to play a 50 TV game on a 6' x 6', give it a shot.

Shifting to corner deployments, or other deployment options, as we'll note later, also has a significant effect.

Another method is to change the terrain. If you frequently use city environments, try games with Badland environments. You could also try a city with the streets going diagonally across the table, instead of in-line with the table edges. This offers more unconventional fire lanes. Fire lanes can be a little too good sometimes. By changing their angles, it shakes them up. If you've never used water features, minefields and dangerous ground, try them. Always using the same terrain tends to make players only build forces which are good at exploiting that terrain. Changing up the terrain helps the players think creatively with every force they make.

One thing to note is how Line Of Sight (LOS) is an important aspect to all tables. If one force can attain a clear view of the majority of the opponent's force from round one, the game tends to play out a little predictable because it usually revolves heavily around who gets to hit whom with their biggest guns first. So, terrain should not only cover at least 60% of the table (or more), it should also be set up in a way which minimizes who can see who on the very first round. Having a large center-piece terrain feature in the middle of the table, with many smaller terrain features around it, is usually a good thing because it helps allow good tactical deployment choices for both players. You don't have to do this exactly. There are many other solutions.

One thing to know is, having a big open space in the middle of the table usually prompts players to not cross this area and stay on their own side of the table. If the game defaults into long range plinking shots from both players, it can specifically be less enjoyable.

Large open spaces are often not beneficial to a good game. They can easily just be areas nobody wants to cross. Or they can be a bit of a trap for new players. Look to minimize these types of areas unless both players are deliberately planning for open areas and have agreed they want to do it. For example, maybe you want to test out heavy tanks vs heavy tanks, and you both want to simulate a big open desert. Maybe the loser has to buy the pizza. Choose your tanks wisely.

Try not to set up funnels. Funnels are more of an RPG, or story-driven element than a competitive tabletop element. They almost always prop one side up for an easy win. However, do feel free to come up with a one-sided story driven game if you both want to try it. Maybe you want to see if 100 TV of Peace River can stop 150 TV of the MILICIA as they come barreling through a narrow corridor. Could be a lot of fun.

The big take away is Heavy Gear is tuned to support competitive games within 100 TV to 150 TV on tables ranging from 4' x 4' to 6' x 6'. It 'can' be stressed to go lower or higher in TV and still play well. However, don't underestimate what manipulating simple things, such as tables and terrain, will do. Because making the forces bigger may only sound better than you would expect.

You, the player, are free to come up with whatever idea you would like to try. The next section has other areas we have explored over the years to either be used in their entirety or modified for your local group. Most of these were developed over time by the players themselves.

Greater than 150 TV

This is more of a note than anything. By increasing the TV above 150, you are increasing the cognitive load and the time it will take to complete a game, which may be a lot to ask of your opponent. It's not so bad if there are conventions put in place such as, "one combat group must be all striders," and/or, "only one combat group may have infantry." These types of conventions will keep swarmy forces from taking two hours just to maneuver during a single round.

It's not that players should never go above 150 TV. If both players want to play a game of 600 TV vs 600 TV and they both have the whole day available (or the whole weekend), then have at it. However, a more universally-appreciated approach may be more down the lines of something like the Free-for-All Objectives (shown a little later). If it's simply about increasing the intensity of the competitive elements, then that, or other things may be a little more of what you both want.

It should also be known, going outside of 100-150 TV does result in certain combinations gaining advantages they would not normally have. Going down to 50 TV, or up to 200 TV is not so bad. Going above 200 TV starts to result in decent exploits not normally available. Albeit, they can still be fun if your opponent is willing.

Depending on everyone's available time, running a league may also be more digestable than running one giant game. And there are many ways to set this up as we'll discuss later.

Optional Rules

This section will add some variety to your games. None of these rules are mandatory and all players should agree to use them. Players may also build onto these ideas or come up with their own for house rules. We cannot emphasize enough how much you are encouraged to tweak things for you and your own group's enjoyment. For example, one of our favorite things to do is randomize as much as possible, to include random tables, random forces and random objectives. Sometimes we end up with a situation where we are disadvantaged from the start, but there's always a reason to enjoy the game even if we have to go down in a blaze of glory. And Prophet help you if you win anyways. That's bragging rights!

Casualties per Turn

Cancel all other objectives (optional). Check the casualty objective at the end of each round instead of using them as a tiebreaker. At the end of each round count the total TV points of destroyed models for each force. The force that destroyed the most TV points of enemy models will win that round. A force will gain 1 Victory Point (VP) for each round it wins the casualty objective. The force with the most VPs at the end of the game wins. You may need to play an odd number of rounds in order to declare a victor. So, don't hesitate to play three rounds, or even add a fifth round.

King of the Hill

Remove all objectives and place one Camel Truck or Control Marker in the center of the table. Use the rules for the hold objectives. This is the only objective available that all players will compete for.

Running Camel Option: You will need a Camel Truck or similar vehicle. At the beginning of each round, the Camel Truck can move with its MR of G:7. The player who won the initiative will assign a number to the table edges (1 through 4) and then roll a die. Use the following results:

  ▷ On a result of 1 through 4 the Camel Truck will make one move directly towards that edge. It will use all of its MR for its Move until it reaches the table edge. It stops at the table edge and does not leave the table. If it is already at the table edge and the same result is rolled again on a subsequent round, then this roll is disregarded, and the Camel Truck stays where it is.

  ▷ On a result of 5 it does not move.

  ▷ On a result of 6 it will select top speed and the die will be rolled again to determine which table edge it moves towards. Reroll the second roll if a 1 through 4 is not rolled. It will use all of its MR for its Moves until it reaches the table edge. It stops at the table edge and does not leave the table. If it is already at the table edge and the same result is rolled again on a subsequent round, then this roll is disregarded.

Notes:

  ▷ Capture markers are indestructible, so the Camel Truck is considered indestructible. It is also not affected by effects such as immobilized or haywired.

  ▷ If the Camel Truck has to go around terrain, then it will always take the path which will get it to the edge faster.

Protect the Camels

If a player has a few Camel Trucks (or other suitable substitute) for their force and also chooses the Hold Objective, then they may use Camel Trucks as Hold Objectives, instead of using Hold Markers.

They:

  ▷ Shall be deployed as it's own combat group.

  ▷ Take damage, take actions, etc. as normal.

The player's objective will be to keep them alive until the end of the game. Keep one from being destroyed for 1 VP. Keep two from being destroyed for 2 TV.

Regimental Duels

Do not use objectives. The only objective is a duel between each player's duelist(s).

Players will first agree on a TV of 10 to 50. They will then build duelists to this Threat Value.

Orders and sub-lists cannot be used.

The game will start and play in the typical manner, except there will be 3 rounds total.

There can be multiple games to the effect of best 2 out of 3, or best 3 out of 5. Between games, players can switch out models or upgrades as long as they stay within the original TV agreed upon. It could also be tiered. Example, first game is 10 TV, second is 20 TV, third is 30 TV.

VPs may be scored per each damage point achieved. So, if your model has H/S: 3/3 then destroying it would allow 6 VPs for the opponent.

More or Fewer Objectives

The players may decide to have more or fewer objectives as long as they all agree. More objectives may lead to a more intense or competitive game. Fewer objectives are useful for casual games or when players are learning the game for the first time.

Free-For-All Objectives

One of each objective is chosen for both forces.

This can lead to a highly competitive force construction process. You will need to make a multitalented force in order to score the maximum number of points possible during a game. Half the competition is in the build.

The Dilemma

Warning: This is not fair and balanced.

4 players / 2 teams (2 players vs 2 players)

All players bring a force composed of an equal amount of TV (50 - 75 TV each is a reasonable start).

Player's setup and play as normal, with each team working together to achieve victory.

Until…

Starting on round 2, at the beginning of the round, before initiative has been rolled, one player from each team is required to make a decision. Who on each team is required to make the decision will be decided by some random process, such as a coin flip or a die roll.

These two players (one from each team) have a choice to make. They will choose from **Altruism** or **Betrayal**.

▷ If a player chooses Altruism, they are pledging continued support to their teammate.

▷ If a player chooses Betrayal, they are choosing to betray their teammate.

However, nothing happens until the results of both players' decisions are accounted for.

This decision will initially be secret. The process will require these two players to write their decision down on paper (so that nobody else can see it). After they have both had the opportunity to write it down, and they are content with their decision, the two players will hand the note to their current teammate (at the same time). Their teammates will then read the decision out loud and allow all players to see what is written.

There are three possible outcomes from these two players making their decisions.

If both chose Altruism:

▷ Each of those two players will gain one orbital strike action to use at the end of the round. No further steps are needed for now. Proceed to rolling initiative for the round.

If one player choses Altruism, while the other choses Betrayal:

▷ The altruistic player gains nothing, while the betraying player gains three orbital strike actions to use at the end of the round. No further steps are needed for now. Proceed to rolling initiative for the round.

If both players chose Betrayal:

▷ Both betraying players gain two orbital strike actions to use at the end of the round.

▷ Also, if this condition is met, then both betrayers will also immediately switch teams. Note: Players only switch teams if both decisions made were to betray.

▷ Now that each player has a new teammate, roll initiative for the round.

Pair 1 / Pair 2	Altruism	Betrayal
Altruism	One orbital strike for both of the two players making the decision.	Three orbital strikes for the betrayer. Nothing for the altruistic.
Betrayal	Three orbital strikes for the betrayer. Nothing for the altruistic.	Two orbital strikes for each player making the decision, and these players also switch teams.

The Orbital Strikes:

Orbital strikes will take place after all activations and after any airstrikes, but before the cleanup phase. The players who made the decisions will be the players controlling their team's orbital strikes. If multiple players have orbital strikes available, then roll initiative to determine who goes first.

To perform an orbital strike:

Select any point of the battlefield and use the following weapon profile to resolve the attack.

Weapon Name	Damage	Associated Traits
Orbital Strike	8	AP:2, AOE:3, Demo:2

This will be considered a direct attack. However, the specific dice modifiers are below.

The strike will require an opposed roll. The attacker will use 2D6 against the primary target and 1D6 against any secondary targets. The attack will use a GU skill of 4+ to resolve the attack. The defending player uses the defending model's PI skill and 2D6 for the opposed roll.

No bonuses or modifiers apply, to include the Agile and Field Armor traits. Just the PI skill, and the armor rating. No rerolls are allowed.

After the orbital strike actions have all been completed, the cleanup phase will start. The next round, and the rest of the game will continue to play out normally.

Note: Many things can be modified. For example, the orbital strikes could be modified to be a long-range artillery strikes or even airstrikes. They could certainly have a heavier effect if things such as AOE and damage are increased. However, I would suggest using this 'as is' the first time you do it.

Sapeur

Weather

Weather effects may be represented in many ways on a gaming table and players should feel free to experiment and modify these rules. As long as all players agree to something then the only limitation is your imagination. We have specifically presented weather effects which pertain only to the first round, so that they have a minimized impact on a competitive game. Please feel free keep them active throughout an entire game if you would like.

Roll 1D6 and use the below table to apply the results.

1D6	Weather Effect
1	Sandstorm: During the first round, reduce all GU skills by 1 to a minimum of 6+.
2	White Sandstorm: Each model rolls 1D6 when deployed. When a 1 is rolled, mark the model with a corrosion maker.
3	Squall: During the first round, reduce LOS to sensor range.
4	Thunderstorm: During the first round, reduce all EW skills by 1 to a minimum of 6+.
5	EM Storm: Each model rolls 1D6 when deployed. When a 1 is rolled, mark the model with a haywire token.
6	Extreme Temperatures: During the first round, reduce all PI skills by 1 to a minimum of 6+.

Randomized Game Length

A four round game is standard, but players should feel free to change this as long as all players agree. One option is to roll a D6 to determine the number of rounds the game will be played.

1D6	Game Length
1-2	Three rounds
3-4	Four rounds
5	Five rounds
6	Six Rounds

Randomized Forces

This requires a degree of pre-work. Each player could make five forces, for a total of ten (or more). Then, when you have met your opponent to play, devise a random way to select a force to use for the game. This also requires you to have a fair number of miniatures which you are maybe also willing to allow other players to use. Your mileage may vary on this one if you and your opponent have just gotten into the game and both have starter sets. However, you could reduce the TV and the number of forces to accommodate this as well. Maybe the forces are only 50 or 100 TV each and there are only six total. This can also be a good way to learn other factions or other models you may not normally use. Doing so will offer insight on how to play against them.

Randomized Deployment

Deployment may be randomized by rolling 1D6 and using the below options.

1D6	Deployments Zones
1-2	Narrow Edge: Players may deploy up to one quarter of the way onto the battlefield, measured from the narrow edge on opposite sides of the battlefield.
3-4	Long Edge: Players may deploy up to one quarter of the way onto the battlefield, measured from the long edge on opposite sides of the battlefield.
5	Corner: Divide the battlefield into nine equal zones (three lengthwise and three widthwise). One player may deploy in one corner ninth plus one adjoining ninth. The opponent deploys in a mirrored deployment zone on the other side of the battlefield (opposite corner and adjacent ninth).
6	Divided Forces: Divide the battlefield into nine equal zones (three lengthwise and three widthwise). One player chooses two opposite corner ninths to deploy in. The opponent deploys in the remaining corner ninths.

Randomized Objectives

Random selection processes may be less competitive during play because it may result in something unfair. One player's force may receive objectives which are easy for their selected force to achieve, while another player's force receives objectives which they are not built to achieve. This can however be an interesting competition in another way. If both players know ahead of time the objectives will be random, then part of the competition revolves around their ability to construct a force which can accept any challenge. Another alternative would be to roll for random objectives and then build the forces for the game, based off of those predetermined objectives.

▷ Random Mirrored: Roll randomly on the list of 3.1 objectives with 1D10; each player has the same objectives.

▷ Random Individual: Each player rolls randomly on the list of 3.1 objectives with 1D10.

One objective can only be selected once. So, players will need to reroll if one objective comes up a second time.

Note: If you use 2D6 instead of 1D10, then always decrease the result by one and reroll 12s. Be aware, certain numbers are more likely as results with 2D6.
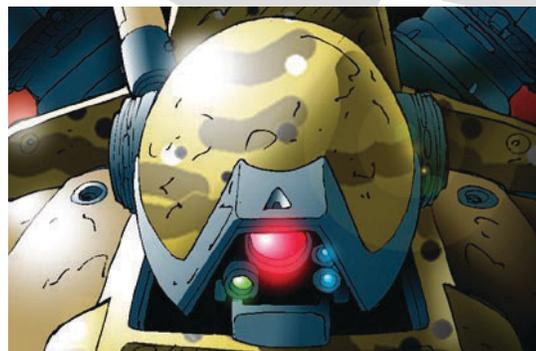
Weapon Swapping

Warning: While we are offering guide rails for swapping weapons past the variant convention currently in use, it will ultimately be up to the players to keep this lore friendly and balanced. This is not something to use without considering your opponent's ability to enjoy the game.

▷ You should be prepared to negotiate with your opponents before you set a time and place for a game. It's up to you and your gaming group to decide how intricate you would like to take this. You can use this for minor swaps only, in order to capture old variants not found in the current rules, or you can do something more extreme.

▷ This is generally better to do with people you already know and have played games with. Doing this the first time you play a new opponent may be less appreciated. Doing this with new players is not highly recommended.

What is this?

This is a way to further customize your models during the force construction process via hand-held weapons and some mounted weapons.

This is for those players who ask, "Why can't I get a Blitz Jager with a MAC instead of a LAC?"

This is all based on the ideas that:

▷ Gears can simply change out their hand-held weapons by putting one weapon down and picking a different weapon up.

▷ Some mounted weapons are easily exchangeable for others. Others are more technical.

▷ All the lore combined passively suggests much more customization than what is currently available in Blitz. For example, Blitz Jagers used to have MACs. At some point this changed to LACs. So, technically there are two versions of Blitz Jagers floating around the community. Maybe you bought one of the Blitz Jagers that came with a MAC instead of LAC and would like a way to use it in the current rules without snapping the MAC off of your already built and painted miniature. Or maybe you just accidentally glued an LRP onto your Assault Hunter and would appreciate a way to still use it.

For many cases, it will not break anything to perform these swaps. For example, a gear swapping a LAC for a MAC and paying 1 TV for doing so is rather benign from a balance and lore perspective. Many variants already do this. For more uncommon swaps, you and your opponent may need to talk about it more.

Maru

Zikru

Cheetah

Side Effects?

▷ This soft-cancels some variants and the variant naming convention currently in use within Blitz. For example, the Assault Hunter is going to feel a little miffed with you after you tell him he could have kept his LRP after all. And what would you name an Assault Hunter with an LRP, as a variant name? It's technically no longer an Assault Hunter if it has an LRP. And what would you call a Blitz Jager with a MAC in order to differentiate it from a Blitz Jager with a LAC? A Blitz Gunner Jager? A Glitz Jager? Who knows?

▷ It adds some tedium believe it or not.

▷ It can cause everyone to enjoy the game less if it's not done right.

Why would we do it?

More pew-pew customization options of course. It's for immersing yourself into the lore and considering how some of this would be expected. As mentioned above, it also helps capture one-off variants from the old lore that are not in the current Blitz rules, and it helps if you just made certain whoopsies when building a model.

There are immersion aspects this prompts. For example, if my Hunter downed a Jager which was carrying a MAC, what's stopping my Hunter from claiming the MAC as a trophy? My sergeant? What if my sergeant is the one in the Hunter? My captain? What if my captain was the… you get the idea.

Why not?

Speaking abstractly, there are many camps of players. Some players **do not** want this (and there is nothing wrong with them), which may be confusing to the ones who do want it. Just know, there are more than a few reasons to dislike this. Make sure your gaming group is okay with using this before going ham with it. And if they are okay with it, how extreme they are willing to take it may be a good question. Some players like the idea of a Jaguar with two heavy rotary cannons, one in each hand, and will look for ways to argue doing such a thing. Some do not and frown at such suggestions. If a happy medium cannot be reached, maybe don't do this.

The Dangers

This probably won't be anything to use for official games anytime soon unless an event coordinator would like to use it for the sake of something in particular. While it could easily be applied to a narrative game with a deliberate imbalance, working this into a regular competitive game will possibly result in some contention. If your group is already a little… belligerently competitive… with each other, then we don't recommend using this at all.

Definitely don't build a bunch of Jaguars with Linked HRCs and then expect them to be tournament legal. This will probably never happen.

Controls

There are two core elements to work within.

▷ **Lore**: I.e., a Hunter carrying an Apex HAC is just not very believable.

▷ **Balance**: I.e., Asp-HAC swarms challenge notions of balance.

So, there needs to be a mix of believability and balance at play in order for this to work. For example, there are no light snub cannons on Terra Nova. So, it's less believable it would exist, albeit, not completely impossible. Meanwhile, putting a heavy tank gun on a Hunter is just… not as logical in any way.

One good question is: Does something similar currently exist in the universe? If not, you're probably swimming in mirky water. Doesn't mean it's off the table. It may just need better validation points to argue with your group.

We're not exclusively using rulebook terms with all of this, even though it includes some terms and similar language. When we say, "hand-held," we're talking about weapons which are held in a gear's hand, or something very similar in nature. We're not referring to a specific rule in the book. Consider the plain language and feel free to jump on the forums to ask any questions.

Enough pontificating. Let's get to the how.

Basic Concept

There are two main categories.

▷ **Hand-Held Weapons**, which can be swapped out in seconds.

▷ **Mounted Weapons**, which take more time and require at least some technical skills.

Validating Factors

There will be requirements. We will coin requirements instigated by lore and balance as validating factors.

You will use validating factors to argue a swap. If the argument is sensible, it should be allowed (ultimately up to your gaming group). A validating factor could be anything.

You and your group's 'allowed' swaps will develop and combine until everyone is able to make a force using what everyone has agreed to. It should be equal. If you have lobbied to allow HRCs on Ferrets, you probably shouldn't complain if your opponent shows up with an HRC on a Jerboa.

As an example, a HAC's validating factor may relate to the size of the gear holding it. Who would you expect to carry a HAC? A Lynx or an Arbalestier? The Arbalestier has like-models which already carry HACs. That's a decent validating factor. The Lynx's weapons are not even close to the same size and there are no like-models who carry HACs. Pretty hard to argue Lynxes would be issued HACs in the Northern Guard.

Another example would be an Apex Heavy Tank Gun. Who would get such a thing? It's not a gear. It's possibly not even a strider. At least, there's nothing like this currently in the universe. At this point, we're almost certainly talking about something more narrative and unbalanced, such as Paxton testing some new experimental strider or something. If your opponent even agrees to something like this, it's more likely to be found in limited numbers.

HRF

MRF

HAC

Arbalestier

LRF

MAC

Lynx

LGL

LAC

MFC

MGL

MSC

The validating factor could be that they already have a weapon available at a similar tech-level, size, and so forth. For example, a Cataphract has an LRG. Can it swap it for an HLC? It may not be very likely. You'll even have to find a suitable weapon-part to use as an HLC because Dream Pod 9 does not currently sell hand-held HLCs for the Cataphract or any other Terra Novan strider. But if you know the universe well enough, then you know it's somewhat possible even if it's very rare. Paxton does field test lasers after all.

These validating factors need to be agreed upon by all the players. This provides agency to the whole gaming group and it matriculates over time. The catch is everyone has to discuss it and agree.

You can probably see how this may turn into a bit of horse trading within your gaming group.

A lighter, less complicated version of this would be to only allow the weapons highlighted in green (on the next page) to be swapped and ignore all other colors. This is also a more balance-safe and lore-safe option. The weapons highlighted in green are easier to argue, such as a Striking Mamba swapping its LBZ for an MBZ. Many would ask why this is not already an option. So, many would probably agree to it, especially if it means they can do something similar with one of their own models.

Hand-Held Weapons

Swapping hand-held weapons is as simple as you would expect when you consider how a gear can drop something from one of its hands and pick something else up. Since we're in the force construction phase, we could even use field modifications to argue mounting a CEF LLC to a Jaguar's forearm. After all, it's all ultimately regulated by your group.

Important note: Using this to get lots of discounts is not recommended. For example, I should not swap a lot of MACs for LACs to stack many -1 TV discounts. There are specific problems with offering many discounts in this way. It may ultimately be exploited against the spirit of competitive gaming and could cause people to unfriend you on social media.

However, if you want to give your Longbow Jager an LRF instead of an MRF, and then give it a -1 TV discount, this is okay (even if it's not the most expected or popular thing to do). The reason is because this swap is not a key to getting a much better secondary weapon to be available at a cheaper cost. It sounds more like a simple way to work in a certain style. And if it's only one or two discounts across the entire force, it will not unbalance anything by itself, especially if the other player has the same options available to them.

And yes, you can also use this to swap a Longbow Jager's MRF for an HRF instead.

SMGs and pistols should not be used to reduce the cost of anything. Avoid this. Adding SMGs and pistols are already universal upgrade options.

The table on the next page breaks down these weapon swaps into cost and frequency.

Each weapon falls into a column. Moving right on the columns costs TV. For example, swapping a LAC for a MAC costs 1 TV. Swapping an LP for an HFC costs 2 TV because the HFC is two columns right from the LP.

The colors define the frequency such swaps would occur. You may have as many green swaps as you want. You may have one yellow swap and one orange swap per combat group. You may only have one red swap per force.

Yellow, orange and red also require an increasing amount of validating factors. Yellow signifies something likely to be seen in the universe eventually. It only requires one validating factor and is limited to one per combat group. Orange is also less common while being harder to argue (two validating factors). Red signifies things more experimental or costly and therefor is the rarest (one per the entire force).

Hand-Held Weapon Swapping Table								
	Column A	Column B	Column C	Column D	Column E	Column F	Column G	Column H
Pistols	LP	MP	HP	Apex				
Submachine Guns	LSMG	MSMG	HSMG	Apex				
Fragmentation Cannons (Shotguns)	LFC	MFC	HFC	Apex				
Flamers (Flame Throwers)	LFL	MFL	HFL	Apex				
Autocannons (Assault Rifles)		LAC	MAC	HAC	Apex			
Rifles		LRF	MRF	HRF	Apex			
Bazookas		LBZ	MBZ	HBZ	Apex			
Snub Cannons (specialty weapon)		LSC	MSC	HSC	Apex			
Rotary Cannons		LRC	MRC	HRC	Apex			
Rocket Packs (some are hand-held)		LRP	MRP	HRP	Apex			
Anti-'People' Rockets		LAPR	MAPR	HAPR	Apex			
Grenade Launchers			LGL	MGL	HGL	Apex		
Laser Cannons				LLC	MLC	HLC	Apex	
Pulse Lasers				LPL	MPL	HPL	Apex	
Particle Accelerators				LPA	MPA	HPA	Apex	
Rotary Lasers				LRL	MRL	HRL	Apex	
Rail Guns				LRG	MRG	HRG	Apex	
Field Guns				LFG	MFG	HFG	Apex	
Tank Guns					LTG	MTG	HTG	Apex
It costs +1 TV for every column you move to the right.								

Likely. No restrictions.

Less Likely. Needs one validating factor and it is restricted to one per combat group.

Unlikely. Needs two validating factors and is restricted to one per combat group.

Rare. Needs two validating factors and it is restricted to one per force.

As an example, swapping a LAC for a MAC is very common within the lore, so you may do it as much as you want by paying 1 TV for each swap. On the table, it is highlighted in green. Remember, anything highlighted in green is unrestricted.

On the other hand, how common are hand-held HFCs on Terra Nova? How many models can you name off of the top of your head that even carry an HFC?

It's understandable to consider a hand-held HFC being available somewhere on Terra Nova, despite its apparent absence in the lore. The technology is rather low tech by comparison to things such as particle accelerators, and you can find all kinds of manufacturing competency in the Heavy Gear Universe. Maybe Neil Motorworks in NuCoal is testing them out. Or maybe a Cobra defeated a Xiphos Animus and took its HFC. There is a decent amount of believability here which could be used as one of the validating factors needed to argue swapping a gear's hand-held weapon for an HFC.

While the MAC is highlighted in green, and is unlimited, the HFC is highlighted in yellow, which allows it to be chosen as a swap once per combat group. If you wanted to replace LACs with HFCs, you would pay 1 TV for each swap and be able to do it once per combat group. And all you would need for a validating factor is maybe the lower tech-level required to make a gear-sized shotgun, or a cool story about how your Cobra took down an Animus.

Keep in mind, players may develop their own opinions about much of this and they are allowed to disagree with us. The above is only an example.

You can probably see how this requires a certain lore friendly logic and IS something you want to discuss with any opponents. According to the table I could pay 6 TV to place an Apex-heavy-tank-gun in a stock Hunter's hands. However, it's just not as logical, and is possibly something many opponents would not agree to (unless they want to horse trade something equally extreme just for fun).

Mounted Weapons

Depending on the weapon, this can be more challenging for a tech team than just mounting a rocket pack on a shoulder. It's still rather doable in universe.

For example, in the universe, how easy is it to swap a turreted tank gun for turreted artillery missiles? How often would you expect northern forces to do this to an Aller? Many would consider this to be very unlikely to happen no matter how you argue it. Why would they even bother converting a main battle tank into an artillery support vehicle to begin with? They already have Verders (which is already a modified Aller).

Commando Armiger

Mounted Weapon Swapping Table					
	Column A	Column B	Column C	Column D	Column E
Rocket Packs	LRP	MRP	HRP	Apex	
Anti-People Rockets	LAPR	MAPR	HAPR	Apex	
Artillery Rockets		LAR	MAR	HAR	Apex
Anti-Tank Missiles		LATM (LA:2)	MATM (LA:2)	HATM (LA:2)	
Remove LA:X Trait	+1 TV				
Link Trait for RP or APR	+1 TV				
It costs +1 TV for every column you move to the right.					
Likely. No restrictions.					
Less Likely. Needs one validating factor and it is restricted to one per combat group.					
Unlikely. Needs two validating factors and is restricted to one per combat group.					
Rare. Needs two validating factors and it is restricted to one per force.					

Other Believability Challenges

There are more than a few reasons something will not make sense and those reasons vary from model to model. And there are hundreds of models. It's impossible to cover all the deviations from this one document.

For example, a fully loaded skirmisher doesn't have an extra mounting point available. So, it doesn't make sense to give it linked LRPs.

▷ If you can't model it without doing something odd, it probably shouldn't be.

▷ If you're not sure about a certain item because there's some problem not covered here, it also probably shouldn't be.

Iguana

Closing Thoughts

If you surprise someone with an Asp-HAC swarm in a Blitz game, they may personally be nice to your face. But they may never play you again and may not even tell you why (just being honest). This is something to talk about, specifically before the two of you even set a time and place to play. Do not blind-side them with an Asp-HAC swarm and a smile. Blitz is intended to be competitive. Even this simple weapon swapping approach evokes a certain pre-game competition. If you want to use this, we recommend not being deceptive during the pre-game especially.

If you bring an Asp with a HAC to an RPG game, your dinner is on me because I know you came to party. I don't know what's going to happen with your Asp, but I suspect it will be fun regardless.

We play games to get away from life and have fun. If any of this sparks contention amongst your gaming group, take a hard pass and use a different optional/house rule if needed.

Raptor

Both Tables shown together for your review.

Hand-held Weapon Swapping Table								
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Rifles		LRF	MRF	HRF	Apex			
Bazookas		LBZ	MBZ	HBZ	Apex			
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Laser Cannons				LLC	MLC	HLC	Apex	
Pulse Lasers				LPL	MPL	HPL	Apex	
Particle Accelerators				LPA	MPA	HPA	Apex	
Rotary Lasers				LRL	MRL	HRL	Apex	
Rail Guns				LRG	MRG	HRG	Apex	
Field Guns				LFG	MFG	HFG	Apex	
Tank Guns					LTG	MTG	HTG	Apex
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Mounted Weapon Swapping Table				
	Column A	Column B	Column C	Column D	Column E
Rocket Packs	LRP	MRP	HRP	Apex	
Anti-People Rockets	LAPR	MAPR	HAPR	Apex	
Artillery Rockets		LAR	MAR	HAR	Apex
Anti-Tank Missiles		LATM (LA:2)	MATM (LA:2)	HATM (LA:2)	
Remove LA:X Trait	+1 TV				
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HEAVY GEAR BLITZ!

Battlefield Pickups

So far we have discussed swapping weapons in relation to force construction. What about picking up **hand-held** weapons from the battlefield during a game?

Below is a question.

Preface: You and five fellow Asps fight tooth and nail to take down two Grizzlies. It was a tough fight. Your cadre took 50% casualties. Three of your friends are dead. I don't even know how you beat the Grizzlies to begin with. You should have all been dust to dust.

The question: Can your Asp pick up one of the downed Grizzly's HACs and use it on the Hunter who just walked around the corner?

Darn-skippy it can! It more than earned this right.

Picking up weapons from downed units.

The rule is simple:

After something has been destroyed (not overkilled), you may walk up to the downed model (base contact), spend an action, and roll 1D6.

▷ On a result of 1, something is wrong. The weapon is too damaged, or the ammo is expended. The energy connection points are warped. Who knows? It just isn't working, Commander.

▷ On a result of 2 through 6, your model picks up the hand-held weapon and is able to use it with its next Action/Reaction.

Only add further restrictions and penalties for specific reasons. For example, if your gaming group wants to marginalize advanced weapons in general, in order to simulate an earlier time period within the lore, then do so for that reason. Otherwise, you are already using an all-important-Action to pick the weapon up, which can be punishing in itself. There are not many additional reasons to add any further pain to this.

There still needs to be a sanity check. No Asps picking up HTGs, por favor. If you feel the need to add further restrictions to define this more explicitly for your gaming group, then please do.

What about energy weapons?

What about them? Use an action to pick them up and roll 1D6. On a result of 1, something is wrong with the weapon, and it doesn't work.

But it's sooo strong….

Is it? Or… Why, yes, it is. And that's why you deserve to pick it up. You just killed something which was trying to kill you with said weapon. There's a little just-dessert hiding in there.

Can a Hunter pick up a CEF LLC?

No. The Hunter doesn't have a CEF-made mounting point for it. This would be more in line with doing a weapon swap during force construction because you'd have to account for the modifications done to the Hunter in order to mount a CEF LLC to its forearm.

Can a CEF frame pick up an autocannon. Why, yes. Yes, it can. CEF = slightly smarter than some would think. They can pick up and use Terra Novan hand-held weapons, but the Terra Novans can't use their weapons so simply. Interesting, right?

Can a CEF frame use a Utopian MRL? It's a slight stretch to say yes. But, why not, right? The CEF and Utopia are tighter with each other than the whole of ESE is with itself. It could be considered good planning. The CEF is not a Saturday morning cartoon villain with a pencil thin mustache and an evil laugh. They are rather capable of thinking in the tactical and the technical and can even streamline logistical demands across all their fleets.

You can see where we're going with this. If used, there needs to be good, solid reasons to say 'no' to picking things up from the ground.

Picking hand-held weapons up from the ground also needs less technical review and more of a general common-sense approach. Does it fit in their hand or not? A Command Mammoth trying to pick up a light pistol sounds pretty impossible. And if you look at the Command Mammoth's hand and compare it to a light pistol, it should be obvious why.

And remember, this is an optional rule which everyone should agree upon using first, before applied. Once everyone knows what they are getting into from the start, it's already starting to regulate itself.

This could make some interesting campaign rules if everything destroyed has salvageable weapons. It could even be combined with weapon swapping rules during force construction…

What about linked weapons? Good question. There is an important crunch point hiding within this.

When a model picks up a second weapon, it becomes Linked automatically if it is the same as the weapon in the other hand. Example, a Hunter picking up a second LAC would facilitate their LAC to acquire the Link trait. It will go from being a LAC, to being a LAC (Link).

However, as a rule, you must be a veteran to benefit from suddenly holding a newly acquired linked hand-held weapon.

So, for example, if your Hunter with a LAC shoots and kills a Jager with a LAC, the Hunter cannot gain the Link trait from picking up the extra LAC unless it is a veteran. Or, we can say it tries to, but it's -1D6 because they are not yet skilled enough. It ends up canceling the link bonus either way. However you want to say it is up to you. But it simply cannot be allowed outright.

Does this include melee weapons too? Yes. Only veterans may benefit from picking up an extra vibro-knife, and thus gaining the Link trait. If it is not a veteran, it just becomes a second vibro-knife (which means nothing in game terms).

Other restrictions are more common sensible and happen naturally. There shouldn't be any hand-held Apex heavy tank guns lying around a battlefield for a Hunter to pick up (at least, not without an extreme, barely believable narrative others would have a hard time saying 'yes' to, and some well practiced hobby skills too).

Otherwise, this is more for fun. I mean, raise your hand if you want to see a 2-25 use a downed Cobra's HAC against a Jager? It sounds brutally fun, even if it is not the most optimized thing to do in the moment.

And please feel welcome to modify these optional rules and incorporate them into your house rules in anyway you see fit. For example, maybe you want to allow the Link trait to apply to non-vets too.

It's your game just as much as it is ours. Your group should do what makes your group smile.

Alpha/Beta Section

This section is to discuss possible tweaks to rules for the next revision. While a new revision may be a year or more away, discussing the evolution of the rules never truly stops.

Snipers

Sniper rifles vs rifles

There is a difference noted in the lore between models which are issued a rifle and models which are specifically intended to be snipers. This leads to a question of how models which are intended to be snipers could gain a benefit over models that were simply issued a rifle.

For example, a northern Sniper Cat (Black Cat variant) is obviously a type of sniper. And one could assume these gear pilots more than likely went through training to become a sniper, which is different than just learning how to shoot a rifle well. Meanwhile, a Street Viper is a mass-produced, general-purpose gear which was issued a rifle. And, when you look at the Sniper Cat's heavy rifle, you'll note the larger, more advanced scope, which the Street Viper does not have. On the other hand, would a trained sniper never be found in a Street Viper…? If I were to say, no, there are plenty of Badland militias, and other things, just waiting to prove me wrong.

It will be up to you to decide who gets the following traits when you are putting your force together. You may add them as desired via the upgrades below. It's completely up to you. You may decide you want a pilot trained as sniper in an Espion. It's a very possible outcome within Heavy Gear's lore.

New Trait

Precise+

Ranged weapons with the Precise+ trait add +1 to the result rolled (+1 R) when in optimal range, and out to its maximum range.

Multiple sources of Precise+ are not cumulative. The benefits of Precise and Precise+ do not stack with each other.

As a Standard Upgrade

Precise+

Upgrade the Precise trait on one pistol, autocannon or rifle, to Precise+ for 1 TV.

As a Veteran Upgrade

The duelist upgrade option named, Precise, can be moved to the veteran upgrade options and renamed, Veteran Precise. It would look like so;

Veteran Precise

▷ Add the Precise trait to one weapon for 1 TV.

▷ Or upgrade one weapon's Precise trait to Precise+ for 1 TV.

If this is a combination weapon, this upgrade only applies to one of the component weapons.

As a Faction Upgrade

The Hammers of the North upgrade option may allow Precise+, instead of just Precise.

The North

All Northern **forces** have the following rules:

▷ **Hammers of the North**: Snub cannons may be given the Precise+ trait for +1 TV each.

The South could use a similar upgrade for bazookas, as a counter point to the North's Hammers of the North upgrade. After all, no self-respecting southerner is going to let a northerner outdo them.

The South

All Southern **forces** have the following rules:

▷ **Lion Hunters**: Bazookas may be given the Precise+ trait for +1 TV each.

Sniper Cat

Street Viper

Espion

Drones and Special Deployments

Universal drones are blocked from most special deployment options by default. This is not so much because using them in this way is bad. They were blocked as a transportable element by gears and the like because they do not enter and exit a gear like infantry would an APC. And in gaming terms, there are a few things about this which are not great to exploit. Meanwhile, if they are simply deployed with a combat group which uses one of the special deployment options, that's a different story.

This is a very simple suggestion.

Drones may be able to use the airdrop, recon or special forces deployment if the rest of the non-drone models in the combat group have the option to do so.

After all, how hard would it be to rig a small parachute to a drone? The Hunter-Killer drones may not even need one.

Veteran Combat Groups

Right now, we have the below rule for the veteran combat group of a force.

"Any number of models within one combat group of your force, may purchase the Vet trait for 2 TV each. These models gain 1 Skill Point (SP) and the ability to purchase upgrades from the veteran upgrade options."

With the above rule, we've noticed this gets leaned on frequently for commanders and duelists, but players are having a hard time justifying it for anything else. So, how about the below as an addition?

▷ Alternatively, the entire combat group may be given the Vet trait for 6 TV.

Drones and Veteran Forces

Universal drones are not allowed to be taken in a veteran force by default.

This was done to reduce confusion concerning models with the Conscript trait.

Universal drones are something we can simply allow in veteran forces. It doesn't break anything to do so.

So, feel free to use universal drones in veteran forces.

After all if you're a Black Talon operative and you want something like a drone or a group of drones for an upcoming mission, who's going to tell you no?

Flex-Actions

Flex-Actions is the term we are using for a flexible action system to provide you with more tactical options on the table. As a quick example; this is a way to get your simple Hunter to make three attacks during one round, instead of being limited to just one.

This is inspired by the obvious. Gears carry multiple weapons and have rather smart computers. Of course a common gear can fire an autocannon and a rocket pack at the same time. They did just that in previous editions of Heavy Gear.

When you get done reading this, you'll probably wonder why we didn't just add Actions to every model. The short answer is; it would bog the game down too much.

In Blitz, a platoon's worth of Actions vs another platoon's worth of Actions can easily take a few hours to play, even now. If we want a Hunter to do up to four Actions per round, then the games will suddenly need eight hours or more to play, because of the number of Actions that would need to be resolved across the board. And, eight-hour games should probably not become the standard way of playing.

This Flex-Action idea is getting outstanding reviews in initial Alpha testing, even though some aspects may seem counter-intuitive. In fact, almost every person looks at it sideways, at first. But then they try it, and the response has been unanimously positive. It's adding a lot of tactical diversity, without adding bog. It's providing models with a more dynamic feel on the table that fits their weapon loadouts and setup.

It also helps the games run a little faster too.

Flex-Actions

Flex-Actions will be broken down into three different sub-rules.

▷ **Save-Action**

▷ **Pull-Action**

▷ **Mo-Actions**

Each of these will do something different. All of them can be used at the same time.

None of them are required for another Flex-Action sub-rule to work. You can even parse them out and use only one or two instead of using all three. Up to you.

Save-Action

Save-Action is simple. **You may save one Action for use during the next Round.** If you do so, you will have one extra Action on the next Round. To save an Action, you would simply not use it during the current Round.

One Action can be saved (per model / per Round).

This is useful for the first few rounds especially.

Initial attacks are often performed because you would normally lose the Action if it's not used during the Round. This is a side effect of the current system which results in a lot of pot-shots. Pot-shots themselves are not necessarily a bad thing. But if you had a different choice besides taking those low chance shots, you'd maybe appreciate it (and even plan around it).

We'll use a humble Assault Hunter as an example. Many times, it's not even within range to fire its snub cannon during the first round. And when it is, it's usually an attack involving one die vs many dice. And you're possibly taking this shot because you will just lose the Action either way, whether you use it or not. It's as if the system itself promotes you to overextend for those low accuracy shots (it doesn't truly, but the nuance is deceptive).

With this Save-Action ability, the simple Assault Hunter now has another option more aligned with destroying the enemy by fire and *maneuver*. We're emphasizing the maneuver part because the Assault Hunter itself was never a suicide-run-only-tool. You can certainly used them in that way, if you want. And there's nothing wrong with doing so, of course. But now the simple Assault Hunter has tactical options on the field and strategic value to consider in new contexts.

For example, instead of putting the Assault Hunter's head down, running straight at the enemy, and hoping for the best, the Assault Hunter can now focus on maneuvering during the First Round and save its Action to use on the Second Round. You can Focus the snub cannon's shot on Round Two for +1D6 on the attack. This would be in addition to adding more maneuvering time to gain a more advantageous firing position to begin with.

You could also use this to perform two separate attacks on the next Round instead of Focusing a single attack. Completely up to you.

Important note: Saving Actions for use during the next Round will typically be more useful to you during the first few Rounds. However, you can use it during any Round.

Pull-Action

Pull-Action is essentially the opposite of Save-Action. With this, **you may use an Action from the next Round. However, that Action will not be available during the next Round.**

One Action can be pulled (per model / per Round).

We'll use a stock Jager as an example this time as it comes with a good spread of weapons compared to the Assault Hunter. It has an autocannon, a rocket pack, a knife, etc.

Let's say it's Round Three and the Jager is in the middle of a sporty gunfight with two Hunters.

The Jager would not normally be able to attack both Hunters. At least, not without relying on the Split trait on its autocannon or another option. But what about when those options are not available (or maybe you just feel they are not the most optimal thing to do for the situation unfolding on the battlefield in front of you)?

With the Pull-Action ability, the stock Jager may use the Action from Round Four, during Round Three instead. With this rule, it will be able to fire its rocket pack at one Hunter while firing its autocannon at the other.

Note: this means it will have no Action available to use on Round Four.

Another note: You cannot 'pull' an Action from a Round that does not exist. So, if there is no Round Five, then the Jager from our example will simply not have an Action available to it during the Fourth Round (because it used the Fourth Round's Action during the Third Round).

Interestingly enough, what we're seeing in testing is that not having an Action on the Last Round is not exactly a loss. Many models will not survive to the Last Round to begin with. So, it's a benefit to be able to get your models' shots out before they have a chance to be destroyed. The Last Round is commonly where players will make a beeline for Capture or Hold Objectives (or do something similar).

Simply put, the Actions being more available during the most intense Rounds is usually preferred.

And if you see situations that would prompt you to disagree with that last statement, please use Save-Actions or something else instead. The entirety of the Flex-Action rules are developed to provide you with enhanced tactical and strategic flexibility so that you may destroy by fire and maneuver, in the way you see fit.

Mo-Actions

Mo-Actions will allow you to take one Action and divide it into two (lesser) Actions. However, both Actions will be at a 6+ skill level.

We'll use a stock Chasseur for this example. It's similar to a Jager with a good spread of weaponry.

Let's say it's Round Two and you have one Action available to your Chasseur. And you didn't use a Save-Action during Round One. And you don't want to use Pull-Action because you have plans for your Chasseur on Round Three.

You could use the Mo-Actions ability to fire at two separate enemies. For example, you could fire the autocannon at one enemy and the rocket pack at another (similar to what we did in the example for Pull-Action). However, both attacks will be rolled with a GU Skill of 6+ instead of 4+.

Less accurate, yes. However, you can use it to dial up the amount of munitions and laser bolts you are slinging into the air. Volume of fire is sometimes an important metric.

Note: If the Chasseur had saved an Action from the previous Round, it could use Mo-Actions twice (once for each available Action), resulting in up to four lesser attacks at a GU Skill of 6+ instead of 4+. And if you add the Pull-Action ability, you could get up to three Actions for the Chasseur, which could then be split into six attacks attacks via Mo-Actions. Now, can you do six things with a Chasseur in one Round? It's less likely you'll do this exactly. But this is noted here for those times when you can (it also highlights the exceptional flexibility).

Exploits: Mo-Actions could be over-exploited in a few different ways. To keep this from happening, we've added a rule.

  ▷ **If the Action does not require a roll, then it cannot be split into two separate Actions using Mo-Actions.**

So, you cannot use it to perform an ECM Attack and also set up an ECM Defense Bubble. This is because ECM Defense does not require a roll. However, you can use the Save-Action and/or Pull-Action abilities to do just that, instead (with no Skill penalty even).

You may notice how Mo-Actions provides a more pronounced benefit to models with lower Skill than models with higher Skill. With that said, your operational considerations will vary greatly from game to game. You'll need to decide for yourself how to employ your Actions.

Summary of Flex-Actions

  ▷ **Save-Action** allows you to **save an Action for use during the next Round**.

  ▷ **Pull-Action** allows you to **spend an Action from your model's next Round**, now.

  ▷ **Mo-Actions** allows you to put lots of lead in the air via **splitting individual Actions into two lesser Actions**. It's a little more niche in its application, but we're certain you'll find reasons to use it.

All of this combined will improve your models' flexibility whether they have one Action or six Actions.

Note: None of these Flex-Action rules let you attack with a single ranged weapon more than once during one Round. You'll still need the Split/AOE traits, a melee weapon, or an ECM (for ECM Attacks, if you will), in order to make two or more attacks using one weapon. Otherwise, all ranged weapons can still only be used once per Round.

Defrag: The Mo-Action ability could be confused with the Split ability found on autocannons and other weapons. Or, it may seem confusing to contemplate using both of them at the same time. Keep in mind, they are separate abilities. You may use an autocannon's Split ability in conjunction with Mo-Actions. The Split-Attacks would just be rolled with a GU Skill of 6+ instead of the model's regular GU Skill, in addition to the -1D6 modifier from the Split trait rule.

Leagues

Leagues are groups of players who are organized to play games at regular intervals. Leagues may have as few as two players or as many as 20 or more.

These specific league rules are designed with the idea of people playing regularly in order to practice for upcoming tournaments or other major events. They may be modified as needed by the league's organizer.

Campaigns are a series of games. These league rules are built around a campaign of six games per player. When all players have completed six games, the campaign is considered to be completed and a new campaign may be started. The number of games may be adjusted to fit the needs of your leagues.

An **organizer** is anyone who is running the league. The organizer may be a player. There may be more than one organizer, which can be helpful to distribute responsibilities such as maintaining rosters of players, scheduling, locations, and even coordinating materials such as terrain and other needed items.

Forces are semi-persistent. This means you will start with one force and build onto it after each game. Players start with a 50 TV force and will build up to a 150 TV force as the campaign progresses.

Periodicity

Games may be played during a one or a two-week period. All the players within the league are not required to meet on the same day. Members may instead meet up during the given period of time to play. If everyone regularly meets on a specific day each week, then that is very helpful. However, not everybody's schedule will support this, so allowing players to play on an alternate day and remain in the league is very useful. As the league grows, then quarterly tournaments or other major events will likely have more competitors.

Modifying Forces Between Battles

After every two games players will increase the TV total of their force.

Below is the TV total for each game:

Games one and two: 50 TV

Games three and four: 100 TV

Games five and six: 150 TV

Also, after each game, one combat group may be replaced entirely, or in part. All other combat groups must remain. Remaining models may receive upgrades.

Late entries may pick up in the middle of a campaign by adjusting their entry force as needed. For example, if everyone has already played two games, then a new player will need to start with 100 TV force instead of a 50 TV force.

The winner is normally the player who won the most games. However, an alternate method may be chosen if there is a tie.

Pairings should be done with players who have played an equal number of games. At first, everyone is considered to have zero games. However, due to many reasons, players may come across situations where pairing players with an equal number of games is not possible.

If it is not possible to always pair players equally, then one player may be called upon by an organizer to play a game with no benefit to them so that another player has a chance to rank up within the league.

Survivors are models that are not destroyed during a battle. Players may select one survivor after each game to gain 1 TV. This TV may only be used by this model for upgrades. Note: If a player enters the campaign in the middle of its progression, then they will not have accrued any survivor TV.

Chasseur MK2

Hyena II
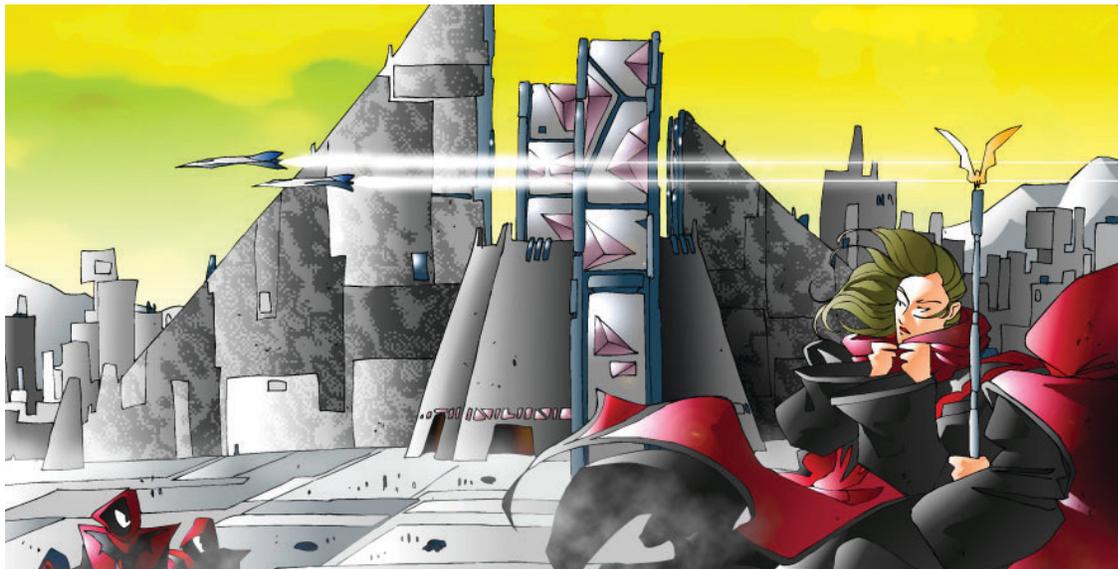
Styles of Leagues

Leagues may be fashioned in many ways. There are classic Heavy Gear Sourcebooks such as Operation Jungle Drums, Battle of Two Towers, and many others which can be used and adapted as desired.

Below is one theme which does not require additional sourcebooks and uses ranks found in the Heavy Gear Universe. It is loosely considered more casual because all players benefit as they continue to play, regardless of whether they win or lose. This is useful for an initial run for a new league. This could be modified to create a more competitive environment by requiring that only winning results allow promotions and additional unique upgrades.

Rank	Requirement	Upgrades (Optional)
-	Play 6 games	Winner is determined
Major	Play 5 games	+1 CP for the Force Commander
Captain	Play 4 games	+1 Unique Upgrade
Lieutenant	Play 3 games	+1 Unique Upgrade
Sergeant Major	Play 2 games	+1 Unique Upgrade
Sergeant	Play 1 games	+1 Unique Upgrade
Lance Corporal	None	+1 Unique Upgrade

Note: Feel free to customize your league's style and upgrades based on their needs and resources.

Copperhead

Unique Upgrades

As players rank up, they may select unique upgrades. Once selected, these upgrades cannot be exchanged for other upgrades and are maintained until the league's current campaign has completed.

All players select one before their first game.

Each unique upgrade may only be used once during a single game. You may declare the use of these upgrades at any time during any one model's activation. If for some reason you cannot use it before the end of the model's activation, then it is considered lost for the remainder of the game.

Available Unique Upgrades:

Hurry Up: One model may add +1 to their MR.

Designated Marksman: One model may increase their gunnery skill by 1.

Stick and Move: One model may increase their piloting skill by 1.

Nerds: One model may increase their EW skill by 1.

Try Again: One model may reroll any one roll once.

Reach Out: One model may increase the optimal range of one ranged weapon by 10.

Kensei: One model may increase the damage of one melee attack by 1.

Rook: One model may decrease the damage it takes from one ranged attack by 1.

Saved: Double the amount restored by one heal or repair action.

Swag: One model may add 1 to the amount of ammo for a weapon that has the limited ammo trait (LA:X).

Concentrate: One model may add one die to any one roll.

Objectives

Objectives should include regular objectives from the rulebook. There are optional objectives within this document which may be used as well. There are also several ways to change how objectives are selected or assigned.

One option is to add one unique objective for each game. This would be in addition to the objectives normally used. This adds optional ways to score Victory Points (VP) and additional levels of interactions between players. They may be selected by an organizer or randomly applied to each game.

Additional Unique Objectives	
Annihilation	Hold the Line
Assassinate+	Incursion
Data Mine	Own It
Escort Duties	Supply Raid
Espionage	Two Towers

Organizers may modify the rules in these league rules as needed to adapt them to their available resources and the needs of their league.

Annihilation

Players will score one VP if they destroy at least half of their opponent's total number of models.

Assassinate+

Players will attempt to assassinate their opponent's leaders. The player who destroys the highest number of commanders scores one VP.

Data Mine

Players compete to scan three markers placed in the middle of the table. The player who scans more of these markers scores one VP.

Use standard deployment zones from the rules.

Place three markers on the centerline between the players' deployment zones. One will be in the very center of the table. The other two will be placed equidistant between the center supply marker and the edge of the table.

Players may use a 'scan,' or detailed scan action, to attempt to remove the marker from the table. The scan marker is considered to have an EW skill of 5+ and will use two dice for the **opposed roll**.

Escort Duties

Each player receives a Camel Truck or similar vehicle to add to their force. They will be treated as a Control Marker. Players receive one VP if they control the other player's Camel Truck at the end of the game.

Players can move their own Camel Truck, but they cannot use them to attack, take actions or issue orders. They are indestructible but are affected by status effects such as haywire and immobilized.

Each round, during the activation phase, players will activate and move these vehicles first, before any of their other combat groups, in initiative order.

Own It

Players compete to control four zones in the middle of the table. Whoever controls the majority of these zones scores one VP.

Use standard deployment zones from the rules.

The area between the deployment zones is divided up into four equal zones. Whoever has more models within a zone at the end of a game controls it.

Supply Raid

Players compete to grab three supplies placed in the middle of the table. Whoever has the most supply markers at the end of the game scores one VP.

A model that picks up a supply marker must stay alive until the end of the game in order to be counted.

Use standard deployment zones from the rules.

Place three markers on the centerline between the players' deployment zones. One will be in the very center of the table. The other two will be placed equidistant between the center supply marker and the edge of the table.

Players may use models to grab these supply markers. To do so, one model will need to come into base contact with the marker and spend an action to pick it up. Once this is done, the marker is removed from the table and that model is considered to be carrying the supply marker.

Two Towers

Players will attempt to destroy the other player's "tower." Players will score one VP for destroying the other player's tower.

Use standard deployment zones from the rules.

Each player will receive a fortification to place at the edge of their deployment zone closest to their opponent. These will be placed before deployment. The players control these towers and use their actions and weapons if available.

Of note, the Outpost from DP9 is an excellent choice for this. Other models can be substituted instead.

Espionage

Each player receives a unique token, terrain piece or similar item. Players will compete to 'scan,' or detailed scan, this object. Whoever succeeds in scanning the other player's object first scores one VP.

Use standard deployment zones from the rules.

The object will be placed before deployment. It is placed at the edge of each player's deployment zone closest to their opponent.

This object is considered to have an EW skill of 3+ with the ECCM trait (3 dice for **opposed rolls**). They are considered indestructible but are affected by status effects such as haywire.

Of note, the Sensor Array from DP9 is an excellent choice for this. Other models can be used as well.

Hold the Line

Players will compete to control the three center zones of the battlefield. The player who controls the majority of these zones scores one VP.

Use standard deployment zones from the rules.

Divide the middle of the battlefield, between the deployment zones, into three equal zones, parallel with the deployment zones. At the end of the game, a player controls a zone if they have more models in that zone.

Incursion

Players will attempt to control the other players deployment zone. If a player succeeds in controlling the other player's deployment zone, they will score one VP.

A player controls another player's deployment zone if they have more models within the zone at the end of the game.

Tracking

Organizers will need to keep track of the players and their forces. Below is a simple tracking tool which can be used. Organizers may use this or create their own. Progress can be posted on bulleting boards or electronic media for all players to follow.

League:_____

Player's name	Games	Wins	Rank	Notes

Organizers will also need a process for tracking each player's force. The Gear Grinder website can be useful for this. Players may save forces, share them and print them off for convenience.

http://hgbtools.infohell.net/

New Model Section

This section is dedicated to new model production. We'll add them to this Companion Doc as we develop them. Some will use 3D art assets until we can replace them with painted miniatures. So, this section will be updated somewhat regularly as new stuff comes out. Everything presented here is okay to use in 3.1.

The North

It's one of our guilty pleasures. And what's not to like? Parachuting cowboys, corporate nemeses and devoted monks all vying for their slice.

This is also our opportunity to showcase **Tony Baltera**. He enjoys looking back into some of the oldest books and finding machines which may just interest you. The 3D Rock Beetle, Murdock and Seeker were all him. And for Tony, this is in addition to the many designs he's done for DP9 over the years. We're very fortunate at DP9 to have such talented artists working with us.

Rock Beetle

Some of you may be familiar with a transport helicopter called the Rock Beetle. It was built with the ability to lift medium to heavy loads.

For the Heavy Gear Blitz tabletop, it would be better to give it some utility past just picking things up and putting them down. And it's not unreasonable to add some weapons for providing covering fire while the troops embark and disembark. This is common with many modern transport helicopters which land in hot LZs today.

We worked to keep the TV cost down so it's more useful for delivering infantry squads. This way it maintains a good niche and isn't trying to compete directly with things like Scorpions. This also means you can pair Rock Beetles with Scorpions for some serious chopper assaults.

Is Flight of the Valkyries playing in your head yet?

SKYCORP LTD.

Rock Beetle

Manufacturer:	Skycorp Ltd.
Unit Type:	Medium Lift Helicopter
Height:	3.5 meters / 11.5 ft
Weight:	20,000 kg / 44,092.5 lb

The Rock Beetle was developed by Skycorp Ltd., a well-known United Mercantile Federation helicopter manufacturer. The helicopter's engines are geared for torque, not speed, which allows the Rock Beetle to carry an incredible amount of material. More recent configurations have included limited ground attack weapons.

Stock Rock Beetle

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Rock Beetle	13	FS	H:8	8	5/3	2	4+	4+	6+	MMG (L), MMG (R)	2 x LRP	Agile, VTOL, Transport: 2 Squads	Vehicle	2"
Medical Beetle	13	FS	H:8	8	5/3	2	4+	4+	6+	-	-	Agile, VTOL, Medic Transport: 2 Squads	Vehicle	2"

Alain Gadbois put this beautiful paintjob on the Beetle. **Tony Baltera** put the passion in 3D. Classic northern look!

Murdock and Seeker

The Murdock and Seeker are two more models from earlier Heavy Gear books, back when it was more on the RPG side of things than a tabletop wargame. Many of these original designs filled a role in the RPG, similar to the needs of modern Blitz. For example, we have heard players express a desire for more types of command vehicles in the North. The original RPG also had tactical tabletop needs, depending on how you played.

While the needs were slightly different back then, generations of writers asked questions which are still relevant today. Example: Where would a field commander most likely reside? They took actions to answer those question resulting in models such as the Murdock. Their effective approach resulted in something which was useful then and is still useful now.

For the Murdock, who wouldn't want a vehicle task-built for a commander to issue orders? This package goes well past the basics of just passing communications within the electronic warfare game. It's loaded with all the right traits to assist any commander and comes with a very effective EW skill. If you enjoy upgrading your top combat group leader into an XO, CO or TFC, then you may be interested in this vehicle.

The Seeker is a slight spin off from the Murdock. It's a stealthy radar with its own special bells and whistles. This thing can park somewhere behind cover and use its radar to pick up targets at range for ECM attacks or even Fire Missions.

Murdock

Manufacturer: Hansen's Electronics
Unit Type: Command Vehicle
Height: 4.81 meters / 15.8 ft
Weight: 1,670 kg / 3,681.7 lb

The Murdock is designed as a mobile field HQ and C3 (Command, Control and Communication). It was commissioned in TN 1898 by General Jenke Murdock, a famous figure during the Sandstorm Strikes (TN 1896-1905). The vehicle rests on a sturdy six-wheeled chassis, each wheel having its own independent suspension.

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Murdock	7	GP, SK, FS	G:7	6	3/3	1	5+	4+	3+	HIGL (AI)	-	Comms, SatUp (Aux), SP:+1, ECCM, Sensors:36 (Aux), Offroad	Vehicle	1.5"

Credit to **Tony Baltera** for the 3D art and the painting. This is a really good example of a no-fuss paint job. It looks great, fits the North well, and lends to speed painting techniques so you can get the models on the table sooner. There's a lot of wisdom in this.

Seeker

Manufacturer: Hansen's Electronics
Unit Type: Recon Vehicle
Height: 4.81 meters / 15.8 ft
Weight: 1,670 kg / 3,681.7 lb

The Seeker has a large sensor array, stealth system and electronic warfare assets to listen in or even interfere with enemy transmissions. Two technicians operate the equipment from workstations placed in a roomy compartment in the back. The vehicle has a roof-mounted machine gun and rocket pack for defense.

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Seeker	7	GP, RC, FS	G:7	6	3/3	1	5+	4+	3+	MMG	LRP	Offroad, Comms, ECM+, ECCM, Sensors:36 (Aux), Stealth (Aux)	Vehicle	1.5"

The Behemoth

The Behemoth is the North's equivalent to the southern Barnaby Gear Transport. It features a different arrangement for doors. Otherwise it is very similar to the Barnaby. The Barnaby and Behemoth may seem a little hard to justify as combat models to use during a game. After all, they do not come with giant rail guns, missiles or much offensive potential to really boast about. However, there are more than a few ways to consider using the Behemoth, and by default the Barnaby as well. They can assist in getting models pushed up the table a little farther after deployment for a relatively low TV cost. They come with the Supply and Repair traits. They do not have to be considered for your force. Both make great terrain features. They can also be used as some type of objective to fight over. They will serve the RPG well because they can be used as a gaming group's mobile home-base. So, there are more than a few ways to make use of a Behemoth.

Behemoth

Manufacturer: Northco
Unit Type: Transport
Height: 9.1 meters / 29.9 ft
Weight: 52,745 kg / 116,282.8 lb

The Behemoth gear transport was designed in TN 1706 by Northco. Gear transports were already being used to transport engineering and construction gears to and from work sites. Taking the basic frame of one design, named the Hunchback, and modifying it for military use was seamlessly accomplished by the Northco engineers.

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Behemoth Transport	7	GP+, SK, FS	G:7	8	3/5	1	5+	6+	6+	MMG (T)	-	Transport: 5 Gears, Lumbering, Repair, Supply	Vehicle	3"
These models are only available to North, South, Peace River, NuCoal, Leagueless and Black Talon.														

We would like to again credit the 3D artist. This time it was **Michael Ayre**. The Behemoth is his first submission to Dream Pod 9.

Helluva first submission! We are absolutely in love with the design and Michael's attention to detail.

Close-Up view next to a pewter Hunter

Credit to **Michael Ayre** for the painting and pictures as well. As you can see, he is an experienced hobbyist and painter as well as a talented 3D artist. Impressive work from start to finish!

The Klemms

These well-known light tanks are named after Major Enric Klemm, a tactical genius in the early years of the Norlight Confederacy. Many of the training procedures across all of Terra Nova are still based off of his evidence-based strategies and tactics. His style of leadership emphasized non-commissioned officer empowerment, demanding first line leaders take the initiative as they saw fit. This matches the northerners' habit of not waiting for permission, which is normally a benefit in wartime. Albeit has sometimes proven a curse for the North in peacetime.

The Klemm light tanks are a hugely successful design which have stood the test of time. Crewed by two, the driver doubles as the communications specialist while the commander doubles as the gunner. The crews generally appreciate the tank's mobility and ruggedness. Most light tanks on Terra Nova carry weapons capable of taking down any gear, any day of the cycle. The Klemms are no exception, with the Snake Eater Klemm even sporting a rail gun.

Klemm

Manufacturer: Norlight Industries
Unit Type: Light Tank
Height: 2.5 meters / 8.2 ft
Weight: 25,650 kg / 34,502 lb

The Klemm is a light tank that is armed with a bank of six anti-tank missiles that allows it to punch above its weight against heavier enemy armor or provide fire support for spotter units equipped with target designators. The chassis is very modular for a tank and has been used as a basis for many variants.

Stock Klemm

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Klemm	13	SK, FS	G:6	8	5/3	1	4+	5+	6+	MAC (T, Auto)	MATM (T), MAPGL	Offroad, Smoke	Vehicle	1"
Bandit Hunter Klemm	13	SK, FS	G:6	8	5/3	1	4+	5+	6+	HRF (T, Auto), HMG (Auto)	MRP (T), MAPGL	Offroad, Smoke	Vehicle	1"
Tyburr	13	SK, FS	G:6	8	5/3	1	4+	5+	6+	HMG (Auto)	MFG (T), MAPGL	Offroad, Smoke	Vehicle	1"
Jaxon	13	SK, FS	G:6	8	5/3	1	4+	5+	6+	-	HAR (T, Link), MAPGL	Offroad, Smoke	Vehicle	1.5"
Stormhammer	13	SK, FS	G:6	8	5/3	1	4+	5+	6+	HMG (Auto)	HFM (T, Demo:2), MAPGL	Offroad, Smoke	Vehicle	1.5"
Snake Eater	**12**	**SK, FS**	**G:6**	**8**	**5/3**	**1**	**4+**	**5+**	**6+**	**LRL (Auto)**	**LRG (T), MATM (T), MAPGL**	**Offroad, Smoke**	**Vehicle**	**1"**

All of the Klemms have received new 3D artwork from the talented **Joe Whitlock**. They were then painted by **Alain Gadbois**, in the vein of modern northern desert and urban camouflages. As the 3D work was being refreshed, this gave us the opportunity to add the Snake Eater Klemm and a little known engineering variant, the Baxter. Enjoy!

INDUSTRIES

Baxter with HMG Upgrade

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Baxter	10	GP, SK, FS	G:6	8	5/3	1	4+	5+	6+	-	-	Offroad, Smoke, Repair	Vehicle	1"
HMG Upgrade	+1	-	-	-	-	-	-	-	-	+ HMG (Auto)	-	-	-	-
These models are only available to North, South, Peace River, NuCoal, Leagueless and Black Talon.														

◇INDUSTRIES◇

Stormhammer

Bandit Hunter Klemm

A true confederate says, "Klemms fo' life!"

Tyburr

Snake Eater Klemm

Jaxon

The Allers

The Aller is the pride and joy of the armies of the Norlight Confederation. A hulking main battle tank equipped with one of the largest railguns to mount on a vehicle, the Aller has served the Confederation and its allies faithfully for more than 50 cycles. The layout of the vehicle is traditional, with the driver in the forward portion of the main hull and the weapons officer and the commander riding in the main turret. The Aller's twin gas turbines are placed on either side of the driver's compartment with armored air intakes and exhausts placed around the glacis. Cargo-carrying plates with spring-mounted latches are found above the treads and can accept a variety of storage boxes. The Aller carries all its offensive punch in a large blocky turret mounted at the rear of the chassis. A pintle mount placed beside the commander's hatch can also accept a variety of light support weapons, most often a 7-mm machine gun or a 9-mm chain gun.

Aller

Manufacturer:	Brok Enterprises
Unit Type:	Heavy Tank
Height:	3.5 meters / 11.5 ft
Weight:	67,880 kg / 149,650 lb

The Aller is an advanced main battle tank designed to excel at combat with other armored units. All variants of the Aller carry heavy weaponry and are used to dominate open battlefields. The Naval Support Aller adds a battery of heavy anti-tank missiles and the Hardy Aller replaces the rail gun with a more reliable tank gun.

Stock Aller

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Aller	34	FS	G:4	12	5/3	3	4+	6+	6+	LPL (T, AA), MAC (T), MMG (R, Auto), MMG (L, Auto), LMG (T, Auto)	HRG (T), HAPGL	Offroad, Smoke, Field Armor	Vehicle	1"
Naval Support Aller	35	FS	G:4	12	5/3	3	4+	6+	6+	MRC (T, AA), MAC (T), LMG (T, Auto)	HRG (T), HATM (T, Aux), HAPGL	Offroad, Smoke, Field Armor	Vehicle	1"
Hardy Aller	34	FS	G:4	12	5/3	3	4+	6+	6+	MRC (T, AA), MAC (T), MMG (R, Auto), MMG (L, Auto), LMG (T, Auto)	HTG (T, Precise), HAPGL	Offroad, Smoke, Field Armor	Vehicle	1"
Command Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+Comms, +SatUp	-	-

The Allers have been made new with 3D artwork, again from **Joe Whitlock**. These beasts were then painted by **Alain Gadbois**.

As soon as they went into development, we took the opportunity to add a part to represent a command upgrade. This may appear to be a very minor detail to many. But to a northerner, this is an important key to developing their combat groups. Now, an Aller can take charge of other Allers, without requiring another model to act as a radio (relay) for them, or without struggling to pass every order when their relay is not handy.

For clarity, all vehicles and gears are considered to have radios, whether it's stated on their profile or not. The Comms trait represents an advanced communication suite above the level of common radios normally found in vehicles. The SatUp represents another layer of communications security for the commander's use.

Small details. Important impact.
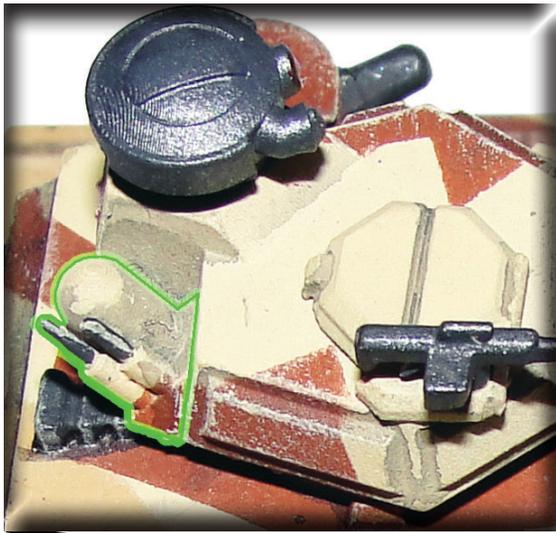
The part for the command upgrade should be placed at the back of the second turret. It is highlighted in green above.

Aller

Naval Support Aller

And if all that is not enough, we also took a moment to update the Verder, below. The Verder is based off of the Aller's chassis.

It is also a beast of a tank to go up against.

BROK ENTERPRISES

Verder

GP-03 Wolf

The GP-03 Wolf Heavy Gear was first mentioned in the 1996 Northern Vehicles Compendium One, next to the GP-02 Mad Dog. The Mad Dog was included in that book, but the Wolf's profile was mysteriously missing. The only thing we can surmise is there was a plan to make it, but it just never happened. We suspect it was planned for a book which was still in development at the time.

Later, in 2010, we were teased again with 2D pictures and a storied writeup of the Wolf in the Aurora Magazine (Volume 4, Issue 6). The 2D art has parts as developed and inspired by Ghislain Barbe. The team that worked on the Aurora publication included Mark Perre, Sar and Kanon Bene. Sar's art for it is exceptional.

And after all these years, Dream Pod 9 presents you with the Wolf miniature.

One of the things we appreciate about the Wolf is it provides the WFP with more climbing emphasis. There is a funny thing in the lore where the South actually ended up with a larger selection of climbing gears than the WFP. And the WFP is the one with the mountainous local terrain, which includes the notorious Westridge and Serpentine Ranges.

Not that the WFP wouldn't just buy more climbing gears than any southern league. But the WFP's needs would likely lead to multiple designs for their appreciation. And this is true of the North in general. While the WFP is known for mountainous regions (and plains), the North itself has plenty of reasons to use climbing gears.

The new Wolf has been brought to us by **Tony Baltera**. This one started because we were discussing the old GP-03 Wolf.

Wolf

Manufacturer: Western Armories
Classification: Trooper Gear
Height: 4.3 meters / 14.1 ft
Weight: 5,872 kg / 12,946 lb

The lesser-known Wolf began as a contemporary trooper gear in competition with the Hunter. Mismanagement saw its production collapse. However, Western Armories purchased the rights from M-Corp to meet local demands for climbing gears, and gears which just cost less than Hunters.

Mountain Wolf

Recon Wolf

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Wolf	7	GP, SK, FS	W/G:7	5	4/2	1	4+	4+	6+	MAC, LCW (Link)	LRP, LAPGL	Hands, Agile	Gear	1.5"
Werewolf	7	GP, SK, FS	W/G:7	5	4/2	1	4+	4+	6+	LAC, LCW (Link)	LRP (Link), LAPGL	Hands, Agile	Gear	1.5"
Mountain Wolf	8	GP, SK, FS	W/G:7	5	4/2	1	4+	4+	6+	LGL, LCW (Link)	LSG (Link), LAPGL	Hands, Agile, Climber	Gear	1.5"
Arrow Wolf	8	GP, SK, FS	W/G:7	5	4/2	1	4+	4+	6+	MFC, LCW (Link)	LATM (LA:2), LAPGL	Hands, Agile	Gear	1.5"
Recon Wolf	8	GP, SK, FS	W/G:7	5	4/2	1	4+	4+	6+	MRF, LCW (Link)	LAPGL	Hands, Agile, Sensors:24	Gear	1.5"
Howler Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+Comms	-	-
Flak Jacket Upgrade	+1	-	-	-	-	-	-	-	-	-	-	+Field Armor	-	-

Panda

Back in the annals of the Northern Vehicle Compendium from 1996, we come across a hard to forget fire support gear, the Panda.

The Panda is essentially a more advanced Grizzly. It's interesting because players have requested it for some time, despite the Lion's inclusion around 2010. The Lion is also a more advanced Grizzly. So, the Panda and the Lion spiritually compete for the same space if that makes sense.

The Panda was always a hard-to-justify model because of how the in-house mould-maintenance costs go on to reduce the number of canonized rubber moulds you can maintain at any one time. But the same was true when the Lion was made, and we are no longer reliant on replacing the moulds as often. The Panda is not pewter.

So, we can get away with more than we used to. Dream Pod 9 is advancing with the times. Cheers!
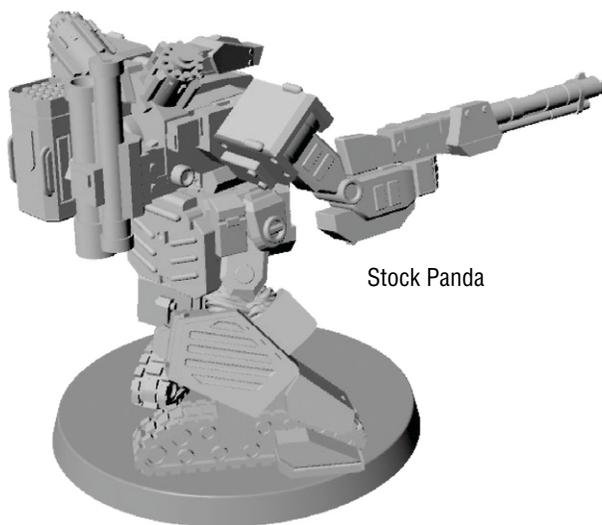
Stock Panda
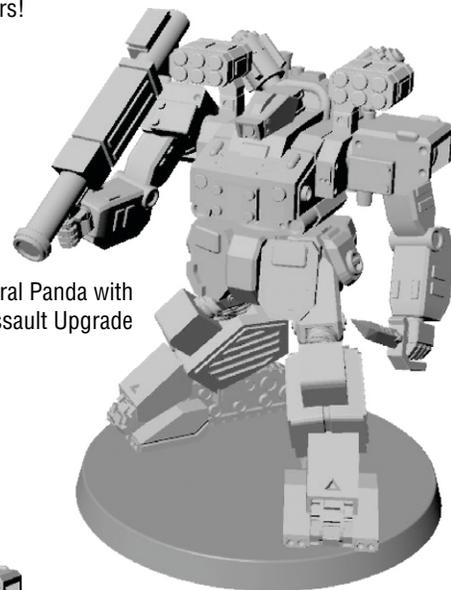
Feral Panda with Assault Upgrade
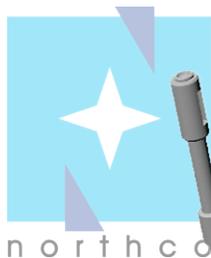
Rabid Panda with Vibro-Axe Upgrade

Panda

Manufacturer:	Northco / Shaian
Unit Type:	Fire Support Gear
Height:	5.1 meters / 16.7 ft
Weight:	9,215 kg / 20,316 lb

Northern Guard High Command commissioned Northco and Shaian to join up for an assault gears based on the Grizzly they had already done. They asked for a faster-stronger-better Grizzly, all of which made the engineers frown. However, what they did do is considered by many to be superior to the Grizzly.

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Panda	12	SK, FS	W/G:6	8	4/2	1	4+	4+	6+	HAC, LVB	LFC (Link), MFM, LAR	Hands, React+, Sensors:24, Vuln:H	Gear	2"
Feral Panda	11	SK, FS	W/G:6	8	4/2	1	4+	4+	6+	HBZ, LVB	LFC (Link), LGM (Link)	Hands, React+, Sensors:24, Vuln:H	Gear	2"
Rabid Panda	12	SK, FS	W/G:6	8	4/2	1	4+	4+	6+	HRC, LVB	LFC (Link), LFG	Hands, React+, Sensors:24, Vuln:H	Gear	2"
Mauler Panda	12	SK, FS	W/G:6	8	4/2	1	4+	4+	6+	HAC, LVB	LFC (Link), MAR	Hands, React+, Sensors:24, Vuln:H	Gear	2"
Assault Upgrade	+1	-	-	-	-	-	-	-	-	-	+MRP (Link)	-	-	-
Vibro-Axe Upgrade	+1	-	-	-	-	-	-	-	-	+MVB	-	+Brawl:2	-	-

Tony Baltera had a few pickles to work out with the Panda's 3D design. One of the features which differentiates the Panda from the Grizzly is the Panda places weapons on the back where the Grizzly uses more of its shoulder-space. But with this, things have evolved within the Heavy Gear universe in certain ways since then. I.e., what if the players want to use the Pandas' shoulder-space for weaponry? So, we provided it with a few ways to kit it out. You can keep it sleek and only put weapons on the back, as the original Panda did. Or you can load-it-for-bear. No pun intended.

Oh, My Camels!

Camel Trucks represent the origins of Heavy Gear in more than a few ways. It starts as a simple flatbed truck. Then it communicates Heavy Gear from the features just as much as Hunters. The angular northern vibes. The Terra Novan ruggedness and dependability over fancy tech.

It is the equivalent of our 5-to-7-ton trucks in modern militaries.

But of course, we couldn't just leave it at that. You wouldn't. So, neither should we. Please enjoy the added features for the Camel, including new weapon options to turn the Camel Truck into a combat support vehicle and not just a simple logistician. Or, if you just need doo-dads for your Camel-logistician, we got you covered there too.

Camel Truck

Camel truck

Manufacturer: Various
Unit Type: Tactical Truck
Height: 2.9 meters / 9.5 ft
Weight: 3,276 kg / 7,222 lb

The Camel is a large and sturdy transport truck frequently used by military, paramilitary and even civilian groups. Large numbers have been sold all over the Terra Nova. They are commonly seen in caravans as supply vehicles. Some variants come armed with strategically important weapons.
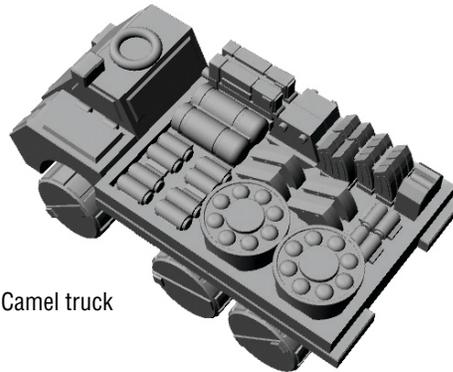
Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Camel Truck	4	GP+, SK, FS	G:7	5	3/3	1	4+	4+	6+	LMG (T)	-	Supply	Vehicle	1"
Camel Carrier*	3	GP, SK, FS	G:7	5	3/3	1	4+	4+	6+	LMG (T)	-	Transport: 1 Squad	Vehicle	1"
Camel Defender	7	GP, SK, FS	G:7	5	3/3	1	4+	4+	6+	LMG (T)	MRC (T, AA)	-	Vehicle	1"
Stinger Camel	7	GP, SK, FS	G:7	5	3/3	1	4+	4+	6+	LMG (T)	MABM (T)	-	Vehicle	1"
Feral Camel	7	GP, SK, FS	G:7	5	3/3	1	4+	4+	6+	LMG (T)	MAR (T)	-	Vehicle	1"
Recovery Camel	4	GP, SK, FS	G:7	5	3/3	1	4+	4+	6+	LMG (T)	-	Repair	Vehicle	1"
Petrol Camel**	3	GP, SK, FS	G:7	5	3/3	1	4+	4+	6+	LMG (T)	-	-	Vehicle	1"

*The Camel Carrier is not an enclosed APC. Models being transported can interact with the battlefield normally from their position on the back of the truck.

While being transported:
▶ These models are considered to be on the back of the model. (You may set the infantry models off to the side if desired, as you would for other APCs.)
▶ They may attack and may be attacked. Use their location on the back of the model to determine LOS and range.
▶ They are considered to have partial cover while being transported.
▶ They are always considered to be at combat speed unless the Camel Truck is specifically braced.

** If the Petrol Camel is successfully attacked with an MOS:0 or better, roll 1D6. On a 4 or higher, the Petrol Camel explodes.
▶ Treat an exploding Petrol Camel as an MBB with the Fire:3 trait.
▶ Use the Petrol Camel's GU to resolve the explosion as an attack with the MBB (Fire:3) against all models within 4 inches (freind and foe alike).
▶ All models within 4 inches of the Petrol Camel (and not behind Full Medium-or-Heavy Cover) will be treated as secondary targets.
▶ Always remove the Petrol Camel as if it had been Overkilled when it explodes in this manner.
▶ If the Petrol Camel is ever Overkilled, it explodes automatically without requiring a 1D6-roll.

Note: You cannot attack your own Petrol Camel even as a secondary target (explicitly not allowed). And Petrol Camels are not classified as a self-detonating bomb for combat's sake. Petrol Camels only explode when they are specifically attacked. Because of this, Petrol Camels are better used for narrative games or as neutral terrain pieces all players should be weary of (which also would not cost either player any TV). Otherwise, sending Petrol Camels into a fight next to your combat units is not a good idea because they are a bit volatile to say the least.

▷ These models are only available to the North, South, Peace River, NuCoal, Leagueless and Black Talon.
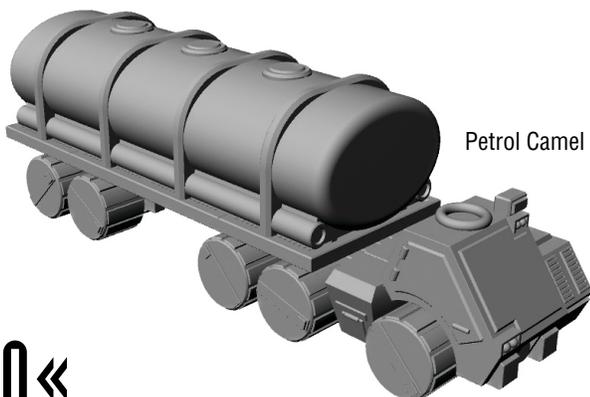
Petrol Camel
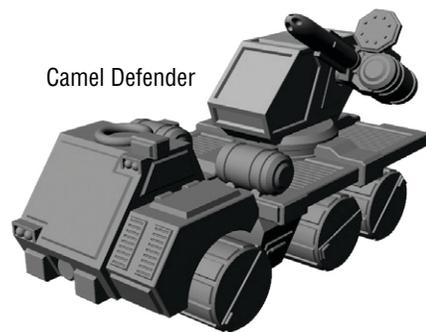
Camel Defender

Terrain Model Development

Terrain is essential to a good game, whether you're using cereal boxes or bona fide sci-fi terrain all painted up for maximum immersion. Today we offer you a new way to acquire official DP9 terrain via 3D STL downloads to print. Badland terrain sets and items were already available via the DP9 webstore. The download files are an additional option which even comes at a lower price point. This means you can set an entire table up with Badland terrain without needing to sell a kidney.

This 3D-STL-download business model is something new to DP9. We've noticed a lot of feedback in relation to problems downloading them. They are there. We promise. Many have had to click on the link twice to get the items to show up. Other little glitches seem to be present, and Robert Dubois is very focused on making sure the delivery system is able to reach you. So, please reach out with any problems you may encounter. They are being downloaded and used. It's just taking some internet savvy on the end user's side as of now. We should be able to smooth out some of these glitches as time goes on.

It should be noted that these files come unsupported, meaning you'll need to use your 3D program to add supports prior to printing.
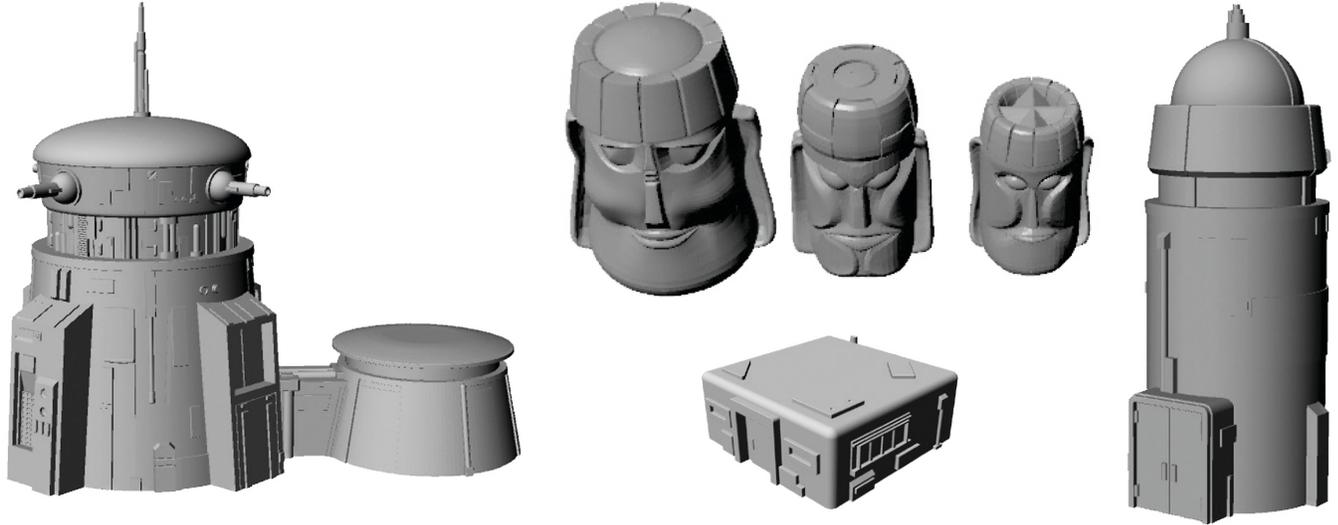
These terrain pieces have been brought to us by Kayuna and Tony Baltera collectively. Tony tackled the buildings while Kayuna hit the stoneheads.
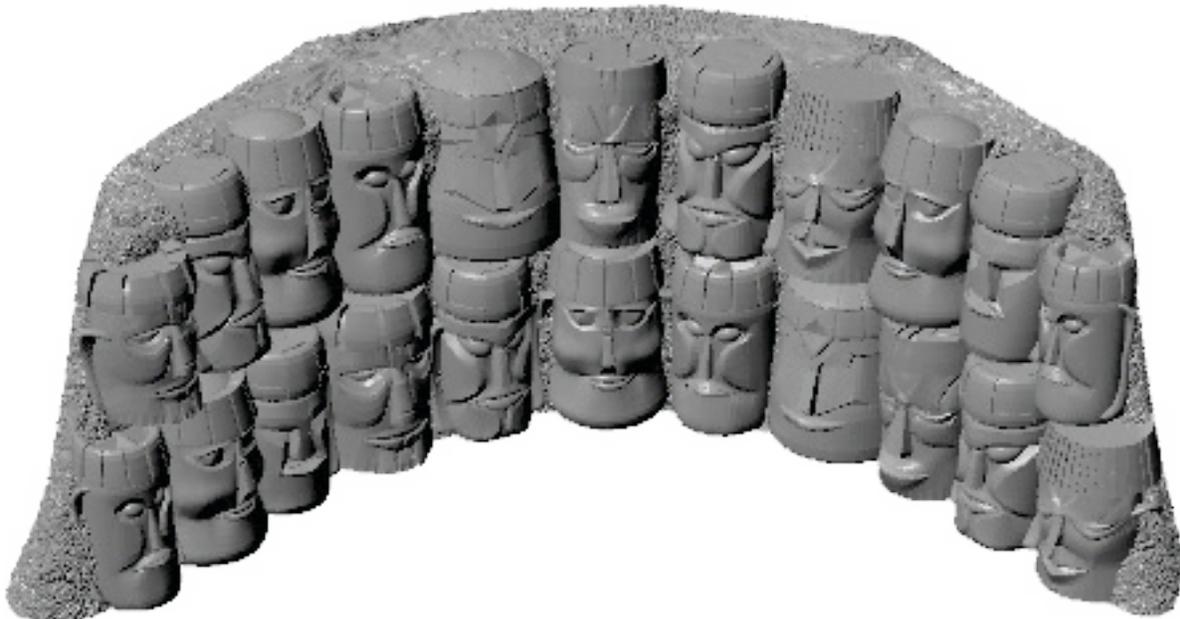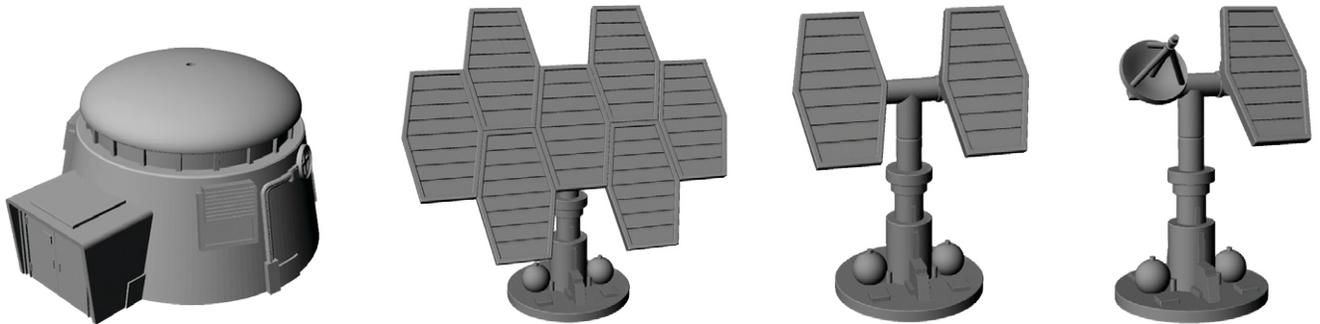
Paxton's P.I.L.U.M. Program

In the Blood Debt book from 2013 you'll find an entry for P.I.L.U.M. Exoskeletons. With Terra Novans facing down legions of GRELs and FLAILs, it's no surprise the P.I.L.U.M Exoskeletons from Blood Debt received a lot of attention from the players. They became one of the most requested features for us to expand on. It's interesting because they became popular even though there was no art for them, and miniature figures were never made for them.

It all started from one small paragraph in the Blood Debt book. But then, of course we want exoskeletons and power armors. And Paxton would smell the opportunity in the dry desert air. Peace River is into making money.

So, we present to you the Achillus Exoskeleton and the Arminius Power Armor.

For aesthetics, we stuck to classic gear-like looks. The boots are similar to the lower legs of gears with wheels and all. You can easily see all the other miniaturized gear parts including a tiny V-engine on the back. The Achillus Exo becomes locked together via leg and arm supports which lock into the spinal support. The Arminius is more of a fully enclosed suit. Once the exoskeleton or suit is donned the wearer may pick up heavier objects, run faster and even use the skates or treads on their feet similar to how gears do.

While **Kayuna** worked the 3D, **Alain Gadbois** took the liberty to show off the Achilles Squad in Black Talon colors.

Achillus Exoskeleton

Manufacturer: Paxton
Unit Type: Powered Exoskeleton
Height: 1.9 meters / 6.2 ft
Weight: 85 kg / 187 lb

The Pilum Exoskeleton Program (PEP) started in the early 1950s endeavored to provide infantry with improved mobility and the ability to carry heavier weapons on the battlefield. The Achillus Exoskeleton is one of the products of this program. It allows human operators to go toe to toe with GREL, which has thus resulted in extraordinary sales for Paxton across all of Terra Nova.

Achilles Assault Squad

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Achillus Team	4	GP+, SK, FS	I:5	4	2/1	1	4+	4+	6+	HIW, MIGL, MICW	MIR	-	Infantry	0.5"
Achillus Anti-Tank Team	6	GP, SK, FS	I:5	4	2/1	1	4+	4+	6+	MIW, MICW	MAVM	-	Infantry	0.5"
Achillus Sniper Team	6	GP, SK, FS	I:5	4	2/1	1	4+	4+	6+	MIW, MICW	HIR (Silent)	-	Infantry	0.5"
Achillus Assault Team	7	GP, SK, FS	I:5	4	2/1	1	4+	4+	6+	MIW, MICW	HIS (Burst:2)	-	Infantry	0.5"
Achillus Recon Team	7	GP, SK, FS	I:5	4	2/1	1	4+	4+	5+	MIW, MICW	-	TD	Infantry	0.5"
Achillus Command Team	7	GP, SK, FS	I:5	4	2/1	1	4+	4+	5+	MIW, MICW	-	Comms	Infantry	0.5"
Paratrooper Upgrade*	+1	+SO	-	-	-	-	-	3+	-	-	-	+Airdrop	-	-
Mountaineering Upgrade*	+1	+SO	-	-	-	-	-	3+	-	-	-	+Climber	-	-
Frogmen Upgrade*	+1	+SO	-	-	-	-	-	3+	-	-	-	+Sub	-	-
Squad Upgrade**	+1	-	-	-	4/2	-	-	-	-	-	-	-	-	-

*Between the Paratrooper, Mountaineering and Frogmen Upgrades, only one may be chosen.

▷ These models are only available to North, South, Peace River, NuCoal, Leagueless and Black Talon.

The Achilles and Arminius were ambitious projects taken on by **Kayuna**. We call it ambitious because the exact scaling we're working with is somewhat new. These are power armors, which as a category, have not quite gotten their due showing in Heavy Gear as a miniature. There were a lot of challenges about the features. What would a handheld HAVM look like? We see them on the Anti-Tank FLAILs. But that's a different planet's euipment and it's not handheld. And how do we keep it in the spirit of what would be? All deep questions.

Cheers to **Kayuna** for being the answer!

Arminius Tank Hunter

Arminius

Arminius Sniper

Arminius Power Armor

Manufacturer:	Paxton
Unit Type:	Infantry
Height:	2.8 meters / 9.2 ft
Weight:	523 kg / 1,153 lb

The Arminius is Paxton's newest achievement in powered armor. This suit's heavier weapons and armor allows infantry to go up against FLAILs one on one. The different loadouts, including two computer-controlled weapon arms make it a flexible design, able to engage other infantry or even CEF frames.

Stock Arminius Team

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Arminius	5	GP+, SK, FS	W/G:5	5	2/1	1	4+	4+	6+	HIW/MIGL, LIW (Link, Auto), MICW	-	-	Infantry	1"
Arminius Sniper	6	GP, SK, FS	W/G:5	5	2/1	1	4+	4+	6+	HIR (AP:2), LIW (Link, Auto), MICW	-	-	Infantry	1"
Arminius Machine Gunner	6	GP, SK, FS	W/G:5	5	2/1	1	4+	4+	6+	HMG, LIW (Link, Auto), MICW	-	-	Infantry	1"
Arminius Tank Hunter	7	GP, SK, FS	W/G:5	5	2/1	1	4+	4+	6+	HAVM, LIW (Link, Auto), MICW	-	-	Infantry	1"
Paratrooper Upgrade	+1	+SO	-	-	-	-	-	3+	-	-	-	+Airdrop	-	-
Team Upgrade*	+1	-	-	-	4/2	-	-	-	-	-	-	-	-	-

*The Team Upgrade changes the model from being a single figure on a base to being 2-3 figures on a base. Note the Infantry and Cavalry Basing Chapter.

▷ For the Transport:X and Occupancy:X traits, use the below modifications in regard to Arminius.
▶ Individual Arminius Power Armors are equivalent to two infantry teams.
▶ Arminius Teams are equivalent to two infantry squads.

For example, a model with the Transport: 2 Squads trait, may only carry 1 Arminius Team, or 3 individual Arminius Power Armors. A model with the Transport: 1 Squad trait may only carry 1 individual Arminius Power Armor and cannot carry an Arminius Team.

▷ These models are only available to North, South, Peace River, Black Talons, NuCoal and Leagueless.

The Sand Spider

With the reintroduction of the RPG came a vacuum. Lots of additional vehicles were needed to fill little voids for the Player-Characters in the RPG. We noticed the reverberating cheers for these inclusions. Though, **Tony** didn't need our permission to take a crack at Peace River's Sand Spider. He just did it and one day put it in front of us. He really enjoys honoring the past. And we really appreciate his passion.

Alain Gadbois put the ever-fetching desert tan paintjob on the Sand Spider.

PAXTON ARMS
THE PEACE RIVER CORPORATION

Sand Spider

Manufacturer: Paxton
Unit Type: APC
Height: 2.92 meters / 9.6 ft
Weight: 30,470 kg / 67,175 lb

Originally, the Sand Spider's low-profile and camouflage were considered sufficient for concealment. Paxton incorporated stealth options to further enhance the Sand Spider's ability to conceal itself. It is one of the few stealth capable exports sold on Terra Nova's open market.

Sand Spider

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Sand Spider	9	GP, SK, FS	G:7	6	4/2	1	4+	4+	5+	MRC	LATM	TD, Offroad, Transport: 2 Squads, React+	Vehicle	1"
Calliope Spider	8	GP, SK, FS	G:7	6	4/2	1	4+	4+	5+	MAC	LAR	Offroad, Transport: 2 Squads, React+	Vehicle	1"
Cavalry Spider	9	GP, SK, FS	G:7	6	4/2	1	4+	4+	5+	MRC	-	TD, Sensors: 24, Offroad, Transport: 2 Squads, React+	Vehicle	1"
Civet Spider	8	GP, SK, FS	G:7	6	4/2	1	4+	4+	5+	LAC	HAVM	Offroad, Transport: 2 Squads, React+	Vehicle	1"
Sapper Spider	7	GP, SK, FS	G:7	6	4/2	1	4+	4+	5+	LAC	-	Offroad, Mine:3, Transport: 2 Squads, React+	Vehicle	1"
Comms Upgrade	2	-	-	-	-	-	-	-	4+	-	-	+Comms, +SatUp	-	-
Amphib Upgrade	1	-	-	-	-	-	-	-	-	-	-	+Amphib	-	-
Stealth Upgrade	1	-	-	-	-	-	-	-	-	-	-	+Stealth (Aux)	-	-

▷ These models are only available to North, South, Peace River, Black Talons, NuCoal and Leagueless.

Sapper Spider

Calliope Spider

Black Talons

The spec ops of spec ops.

It's high time we paid some respect to the Talons. Actually, Talon fans standby. We have more than a few things in the works. Something is bound to call to you. Something big and something small is here, with more things in between still in development.

It's a good year to be a Talon fan.

You may have noticed the new model of the Dark Jaguar floating around. We showed off some pictures of it during Historicon. Those and new Jaguar models will be available soon. It may already be by the time you read this (28 Jul 2024).

Tony has been really getting into their models. We've had a lot of fun working with him on these designs.

It was more challenging than we would have assumed. But Tony pulled it off like a pro.

The Dark Wolf

When the Talon engineers were tasked with providing operatives with climbing gears, recent developments with the Wolf were viewed as the perfect candidate. Space saving. Durable. Fast.

Dark Wolf

Manufacturer: Black Talon Werks
Classification: Trooper Gear
Height: 4.3 meters / 14.1 ft
Weight: 5,872 kg / 12,946 lb

Climbing gears are an important component of special warfare. Jetpacks are superior for mobility's sake. However, when the mission calls for a stealth approach, jetpacks are often sidelined for climbing equipment instead. In some cases, Dark Wolves are known to use both.

Dark Wolf

Fenrir

BLACK TALON WERKS
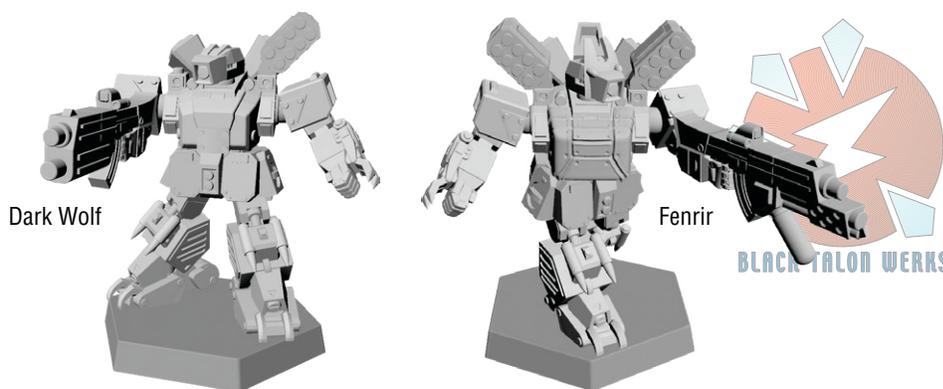
Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Dark Wolf	7	GP, SK, FS	W/G:7	5	4/2	1	4+	4+	6+	LAC/LFC, LCW (Link)	LRP, LAPGL	Hands, Agile, Vet, Stealth (Aux), Airdrop	Gear	1.5"
Lucius	8	GP, SK, FS	W/G:7	5	4/2	1	4+	4+	6+	LAC/LFC, LCW (Link)	LSG (Link), LAPGL	Hands, Agile, Climber, Vet, Stealth (Aux), Airdrop	Gear	1.5"
Romulus	9	GP, SK, FS	W/G:7	5	4/2	1	4+	4+	6+	LAC/LFC, LCW (Link)	LATM (LA:2), LAPGL	Hands, Agile, Vet, Stealth (Aux), Airdrop	Gear	1.5"
Fenrir	8	GP, SK, FS	W/G:7	5	4/2	1	4+	4+	6+	LAC/LFC, LCW (Link)	LRP (Link), LAPGL	Hands, Agile, Vet, Stealth (Aux), Airdrop	Gear	1.5"
Omi Upgrade	0	-	-	-	-	-	-	-	-	-LAC/LFC, +LAC/LFL	-	-	-	-
Tao Upgrade	+1	-	-	-	-	-	-	-	-	-LAC/LFC, +LAC/LGL	-	-	-	-
Apulu Upgrade	+1	-	-	-	-	-	-	-	-	-	-	+Jetpack:6 (Aux)	-	-
Howler Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+Comms	-	-
Flak Jacket Upgrade	+1	-	-	-	-	-	-	-	-	-	-	+Field Armor	-	-

Tony Baltera took the Wolf another step to bring us the Dark Wolf. Fun fact: Tony said he must make it with an underslung flame thrower because... Well, it's probably because he's a secret pyro.

Hades and Ares

First, let's get the rules out of the way and then we'll put forth some background information on these upgrade devices.

Rules for Ares and Hades Packs

The Ares and Hades Pack will only fit certain Black Talon models.

▷ **For the Hades Packs, it is for the:**

▶ Dark Warrior,

▶ Dark Wolf,

▶ Dark Jaguar,

▶ Dark Mamba,

▶ Eagle,

▶ and Owl.

▷ **For the Ares Packs, it is for the:**

▶ Dark Cobra,

▶ Dark Kodiak,

▶ Raptor,

▶ and Vulture.

▷ **Whatever model you choose to put them on requires the removal of all shoulder and back mounted weapons and equipment.**

This relates to what the Talons would do logistically. For example, mortars are not typically used in space, so they get removed.

And also, because the Ares and Hades Packs replace the V-Engine, Jetpacks and all shoulder and back mounted weapons, most of these items will simply no longer fit on the miniature when putting it together.

▷ This means you will remove everything in the Mounted Weapons column on the model's profile with the following exceptions:

▶ PZs,

▶ HGs,

▶ MGs,

▶ and FCs.

These items may stay (and should not be in the way when you build the miniature).

▷ You would also remove any Jetpacks and Jetpack:X trait.

▷ And if you are using any RPG components to gain a shoulder mounted Target Designator (TD) or other options, those would go away too.

The parts for the Hades and Ares Packs specifically take the place on the back where the V-Engine would go. So, skip any V-Engines when building the miniature too.

Otherwise, treat Hades and Ares Packs as an upgrade option available to all Black Talon gears that can accept them (as listed above). Once you pay the TV amount, the model in question gains the mounted weapons listed for the Pack and the VTOL trait.

Background Information

While Heavy Gear traditionally uses ground warfare as a basis for the game, especially in Blitz context, space assets do exist in the universe.

Several books in our past have developed space gears for the RPG setting. Early designs attached small thrusters on the shoulders and backpack of some gears. In the 2001 Raid and Raiders book, the team showed off the Ares and Hades Space Gears.

The Hades is effectively a Space-Warrior-Elite-Gear, while the Ares is a Space-Cobra-Gear. They were essentially modifications of the Dark Warrior (a Warrior IV sub-type at the time) and Cobra respectively.

With 99.99% of players preferring to keep Heavy Gear games on-planet, these designs had little reason to be expanded on. Recently we considered how these space-packs could be useful even on the Blitz table. Then it hit us. VTOL. Duh.

What we've done is twofold.

First, we're reintroducing the idea of Hades and Ares Gears. It always feels good to go back into our history and find ways to support things that came before. The only catch is the Warrior Elite eventually became the Eagle while the current Dark Warrior is a modification to a regular Warrior (not a Warrior IV because that would actually just be an Eagle). So, the current Dark Warrior with a Hades Pack is actually not exactly like the old Hades Space Gear while the Eagle with a Hades Pack would be exactly like the old Hades Gear (at least in stats). Confused yet? Don't worry. The second part of this means you can do it in any way that suits you.

Second, we're taking it a step further. It's not just the Dark Warrior and Dark Cobra which will be able to access these Packs. Talons have a knack for modifying all gears. Warriors and Cobras being only two. We're turning this into an upgrade pack for all Talon models that can reasonably adapt it in the same way.

This means you get to take it a step further on the Blitz table and apply this upgrade to what you may prefer. At least within reason as these packs are simply not going to fit every Talon model.

For Blitz context, since Heavy Gear Blitz is not a space-combat game, we've designed them with the idea of providing VTOL to the gears they're placed on. This way, they don't just replace/add certain weapons, they also provide you with a specific benefit, even above standard Jetpacks.

In the meantime, as a discussion point for future development, those familiar with Black Talon lore may remember an important detail.

The Talons have a history of making any and all gears Dark-Versions of the base model, for use by Talon operatives. For example, there are Dark Hunters and Dark Jagers in the Talon arsenal. Arguing those old Dark Variants went away would be a tall order. Especially with Miranda rocking one like no other. We tried to talk her into a new shiny Raptor or Vulture. She just jocks us with, "They ain't got the curves, baby!"

So, we're exploring what that would look like. Where would all the Dark Jagers, Dark Hunters and Dark-everything-else have gone? The Black Talon Strike Team (BTST) Sub-List in Blitz 3.1 starts to represent this as it allows more factional gears. In 4.0 we're looking at a Black Talon upgrade option to allow any of these gears to have a Dark Version specifically. Doing so will directly support the lore.

We all know Stealth and Airdrop to be hallmarks of Talons. So, a future Dark-Series-Upgrade-Package of sorts would be in that same vein. But on top of that is the idea of Spec-Op's-Options. Spec Ops gets the best access to equipment. If Miranda wants to put an Ares Pack on Julius, I'm not going to tell her no. Same would be true for all Dark Series Gears.

Talons are the Subject Matter Experts (SMEs) of what they do.

So, the bigger question is really, out of all the available Dark Series possibilities according to the lore, which could fit an Ares or Hades Pack? That will have a deeper answer in 4.0 and we would not mind hearing your opinions on the matter all together.

As **Tony Baltera** worked on the Wolf and the new Karakara, a series of discussions happened which led to this new-meets-old passion project.

LATM
LRL
MSC
LLC
LPA
MRF
LRP

Hades Pack

Manufacturer: Black Talon Werks
Classification: Model Upgrade
Subtype: 1.5-Inch Gear Upgrade

Talon Assault Teams (TATs) have a need for space-capable gears. The Hades Packs are the Talon Werk's answer. It includes enough propulsion for flight even while in atmosphere. They also incorporate weapons for use against CEF capital ships or their vanguard of fighters and space capable frames.

BLACK TALON WERKS
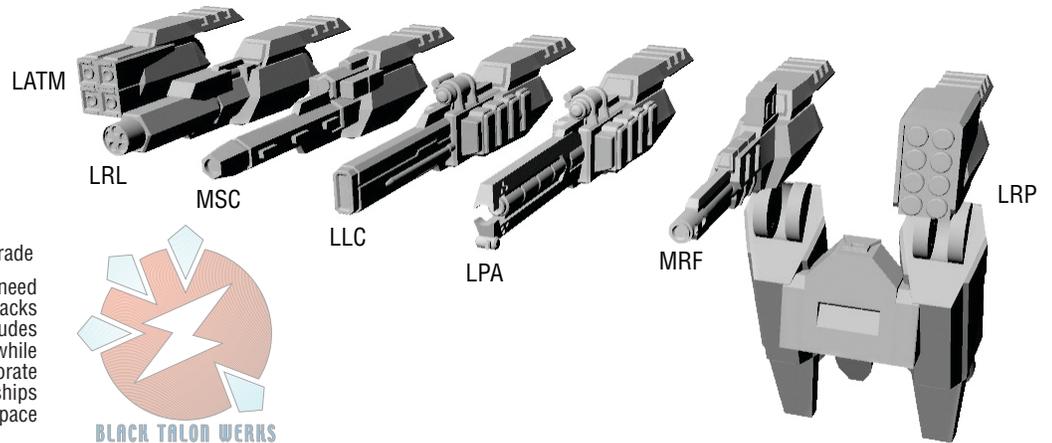
Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Alpha	1	-	-	-	-	-	-	-	-	-	MRF, LRP	VTOL	-	-
Tao	1	-	-	-	-	-	-	-	-	-	MSC, LRP	VTOL	-	-
Omicron	2	-	-	-	-	-	-	-	-	-	LLC, LRP	VTOL	-	-
Nu	2	-	-	-	-	-	-	-	-	-	LRL, LRP	VTOL	-	-
Zeta	2	-	-	-	-	-	-	-	-	-	LPA, LRP	VTOL	-	-
Theta	2	-	-	-	-	-	-	-	-	-	LATM, LRP	VTOL	-	-
The Hades Pack is made to fit onto the Dark Warrior, Dark Wolf, Dark Jaguar, Dark Mamba, Eagle and Owl Gears as an upgrade to them.														

MATM
MRL
MPA
MLC
LRG
MRP

Ares Pack

Manufacturer: Black Talon Werks
Classification: Model Upgrade
Subtype: 2-Inch Gear Upgrade

Heavier fire support gears can be armed with heavier weapons. For the Ares Packs this means heavier weapons for attacking capital ships. However, they too can be armed with weapons for anti-fighter and anti-frame support.

BLACK TALON WERKS
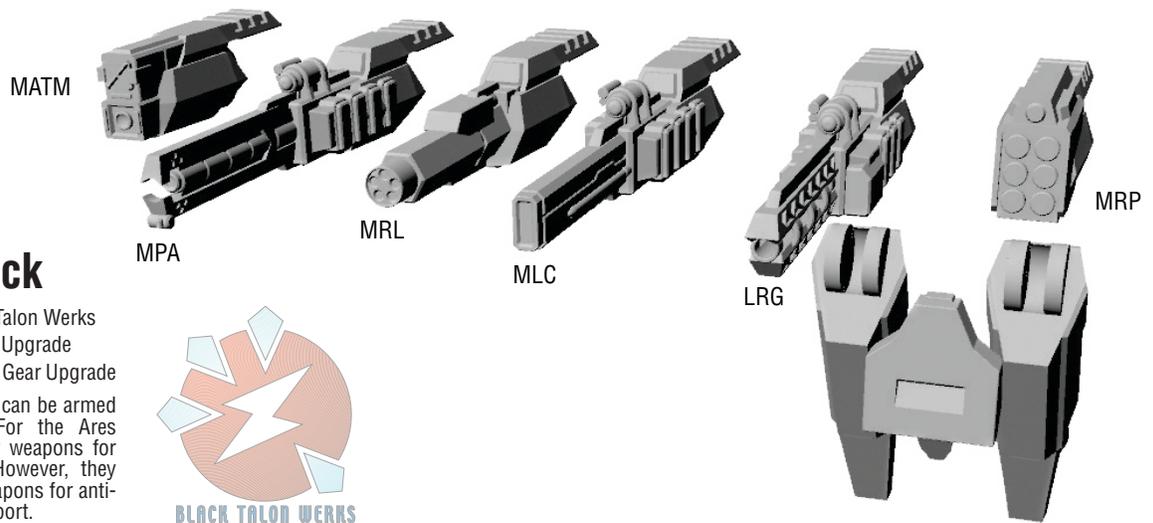
Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Omega	2	-	-	-	-	-	-	-	-	-	LRG, MRP	VTOL	-	-
Omicron	2	-	-	-	-	-	-	-	-	-	MLC, MRP	VTOL	-	-
Nu	2	-	-	-	-	-	-	-	-	-	MRL, MRP	VTOL	-	-
Zeta	2	-	-	-	-	-	-	-	-	-	MPA, MRP	VTOL	-	-
Theta	2	-	-	-	-	-	-	-	-	-	MATM, MRP	VTOL	-	-
The Ares Pack is made to fit onto the Dark Cobra, Dark Kodiak, Raptor and Vulture as an upgrade to them.														
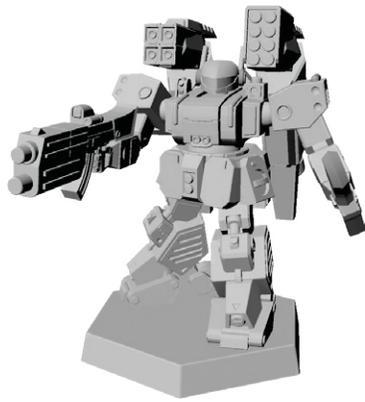
Dark Warrior with Hades Pack

Dark Jaguar with Hades Pack
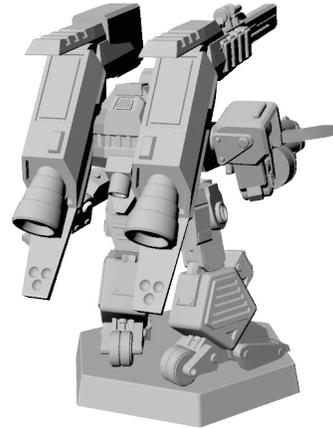
Rear View of Hades Pack (Jaguar)
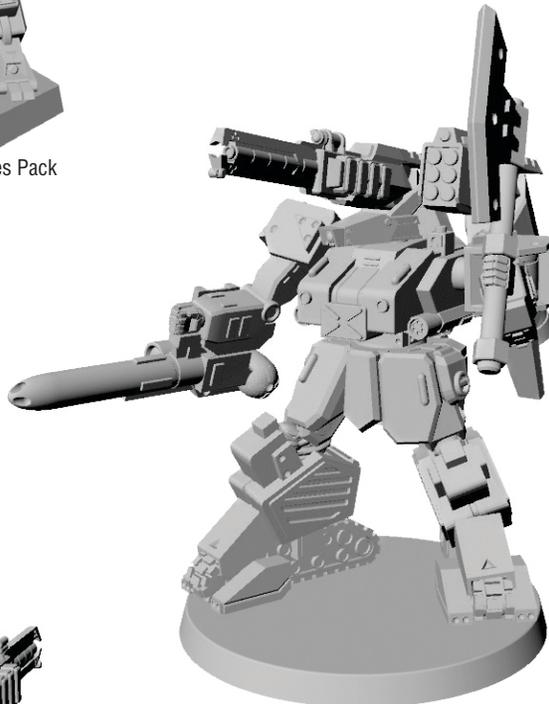
Dark Kodiak with Ares Pack
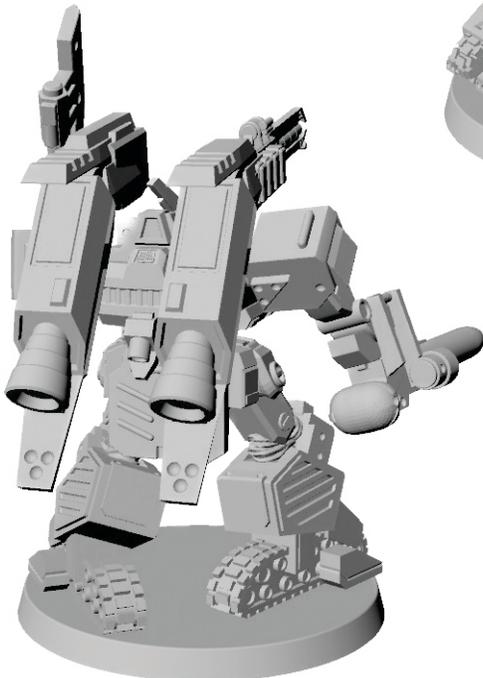
Rear View of Ares Pack (Kodiak)

Dark Cobra with Ares Pack

The Dark Cobra

The engineers at Black Talon Werks originally stripped the southern Cobras down to their frames and built them back up using mission specifications and feedback from Talon operatives field testing their gears. Pilots such as Miranda Petite helped the Dark Cobra find its place in military history.

Miranda's own Dark Cobra, named Julius, has been with her since her time in the MILICIA and in the arenas of Khayr ad-Din. Julius has been spotted on Caprice and several other planets.

CEF intelligence is aware of Miranda and Julius. Several headhunting missions have been initiated to hunt them down to no avail.

Julius still has the original ONNet 'he' came with when he was originally manufactured by Territorial Arms. Originally built in TN 1913, and a CEF nightmare since 1917, Miranda has taken Julius to task to be the best Talon.

Dark Cobra

Manufacturer:	Black Talon Werks
Unit Type:	Fire Support Gear
Height:	5.0 meters / 16.4 ft
Weight:	8,900 kg / 19,621 lb

The Dark Cobra is Armed with an array of short and long ranged weapons. These loadouts allow the pilots to work as a hammer or go in with more finesse. Famed gear pilot Miranda Petite pilots a Dark Cobra, Julius. It is rumored she helped develop the variant loadouts with the Talon Werks Team.
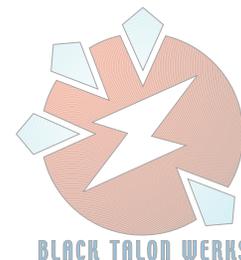
Dark Cobra Zeta

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Dark Cobra Epsilon	17	SK, FS	W/G:6	8	4/2	2	3+	4+	6+	HRC (Precise, AA), MVB (Reach:1)	MRP, MAR	Hands, Airdrop, Stealth (Aux), Vet	Gear	2"
Dark Cobra Delta	17	SK, FS	W/G:6	8	4/2	2	3+	4+	6+	HRC (Precise, AA), MVB (Reach:1)	MRP, LFG	Hands, Airdrop, Stealth (Aux), Vet	Gear	2"
Dark Cobra Zeta	17	SK, FS	W/G:6	8	4/2	2	3+	4+	6+	MPA (Precise), MVB (Reach:1)	MRP, MAR	Hands, Airdrop, Stealth (Aux), Vet	Gear	2"
Dark Cobra Rho	17	SK, FS	W/G:6	8	4/2	2	3+	4+	6+	MPL, MVB (Reach:1)	MRP, MAR	Hands, Airdrop, Stealth (Aux), Vet	Gear	2"
Dark Cobra Sigma	17	SK, FS	W/G:6	8	4/2	2	3+	4+	6+	HBZ (Precise), MVB (Reach:1)	MRP, MAR	Hands, Airdrop, Stealth (Aux), Vet	Gear	2"
Dark Cobra Xi	17	SK, FS	W/G:6	8	4/2	2	3+	4+	6+	HRC (Precise, AA), MVB (Reach:1)	MRP, MGM	Hands, Airdrop, Stealth (Aux), Vet	Gear	2"

Tony Baltera took to the Dark Cobra like a Legion Niore agent reassigned to the Talons. **Alain Gadbois** added the Talon-Black.

The Karakaras

Meet Karakara.

Named after caracaras, an aggressive bird with willing talons. The Talon Werks Team hit new levels with this design.

Professor Emil Brockenhaggen, the lead engineer at Talon Werks, is credited with this Strider's production.

First and foremost, Professor Brockenhaggen started with the highly successful Cataphract and tuned it for speed over armor. Talons require striders which can strike quickly and fade back into the background.

A second team designed the Zeus Packs to supplement the Karakara for capital ship assaults and heavy ground assaults.

While it's not exactly the stealthiest thing on the battlefield, it does have sensor-reducing alloys and a few other tricks up its sleeve. The higher speed of this strider allows it to strike and then retreat, which is key for Talon surgical strikes.
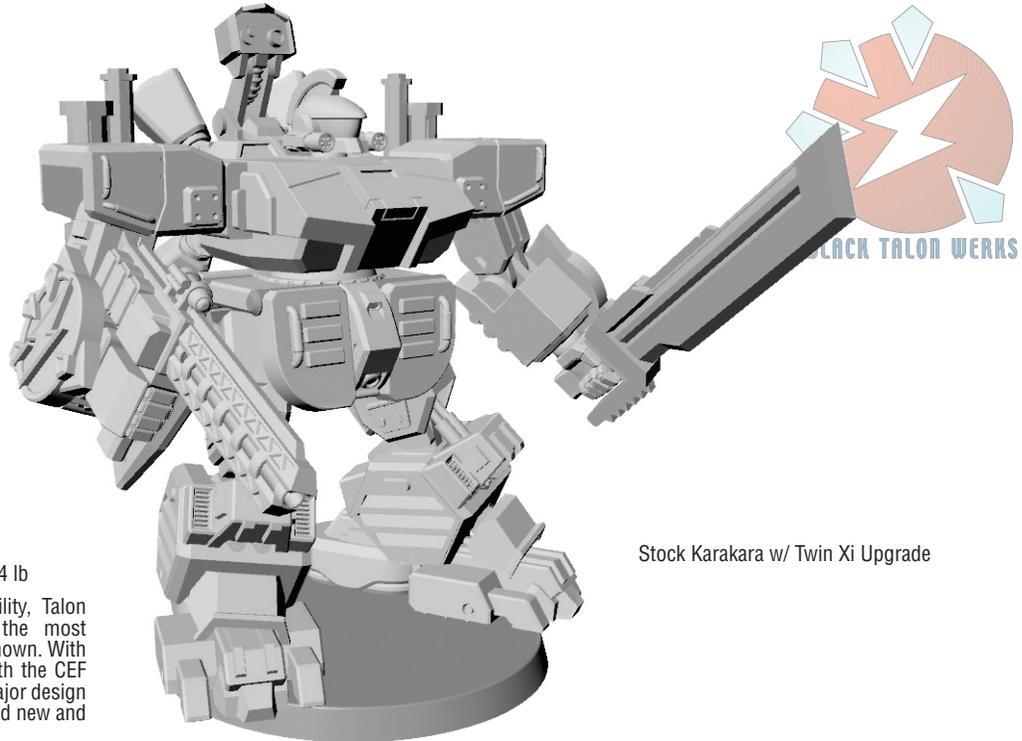
Karakara

Manufacturer: Black Talon Werks
Unit Type: Gear-Strider
Height: 7.3 meters / 24 ft
Weight: 50,550 kg / 111,444 lb

Deep in the hidden Karaq Waste facility, Talon Werks has been busy developing the most advanced strider Terra Nova has ever known. With lessons learned from engagements with the CEF and other colonies, Paxton has taken major design elements from the Cataphract and added new and improved capabilities.

Stock Karakara w/ Twin Xi Upgrade

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Karakara	26	FS	W/H:7	9	4/4	3	4+	4+	5+	HRG, MMG (Link, Auto), HVB (Apex, Reach:2)	LATM (Precise), HHG	Hands, Airdrop, Stealth (Aux), Shield, Vet, Brawl:2	Strider	2.5"
Delta Karakara	25	FS	W/H:7	9	4/4	3	4+	4+	5+	HRC (Apex), MMG (Link, Auto), HVB (Apex, Reach:2)	LATM (Precise), HHG	Hands, Airdrop, Stealth (Aux), Shield, Vet, Brawl:2	Strider	2.5"
Zeta Karakara	26	FS	W/H:7	9	4/4	3	4+	4+	5+	HPA, MMG (Link, Auto), HVB (Apex, Reach:2)	LATM (Precise), HHG	Hands, Airdrop, Stealth (Aux), Shield, Vet, Brawl:2	Strider	2.5"
Lambda Karakara	26	FS	W/H:7	9	4/4	3	4+	4+	5+	MTG, MMG (Link, Auto), HVB (Apex, Reach:2)	LATM (Precise), HHG	Hands, Airdrop, Stealth (Aux), Shield, Vet, Brawl:2	Strider	2.5"
Xi Upgrade	1	-	-	-	-	-	-	-	-	-	+MGM	-	-	-
Twin Xi Upgrade	2	-	-	-	-	-	-	-	-	-	+MGM (Link)	-	-	-

We gave **Tony Baltera** some complex specifications which likely drove him up the wall a bit. And he came back with one the most amazing striders we've seen to date. Definitely one of the most complex developmentally.

The Karakara's Zeus Pack

Now meet the Karakara's Zeus Pack. Oh yes. DP9 is cray cray.
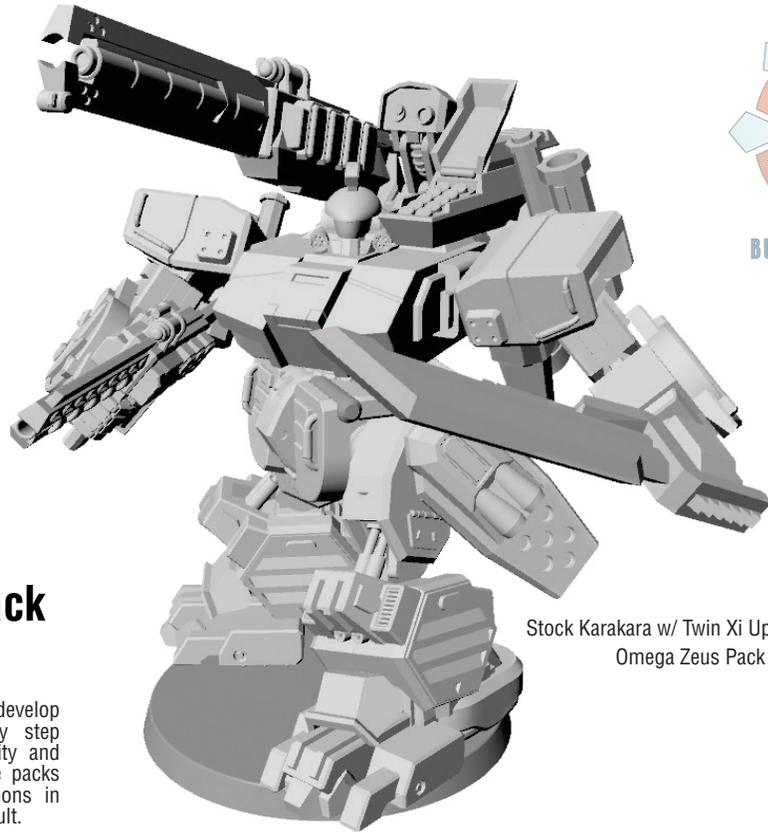
Karakara's Zeus Pack

Manufacturer: Black Talon Werks
Unit Type: Karakara Upgrade

After the Talon Werks Team helped Edenites develop their Gargoyle, they took an evolutionary step for themselves. Zeus Packs provide mobility and additional firepower for the Karakara. These packs were designed with anti-capital ship missions in mind. On planet, they are used for heavy assault.

Stock Karakara w/ Twin Xi Upgrade and Omega Zeus Pack

The Below Zeus Packs are made as upgrade parts for the Karakara. They provide the VTOL trait and additional weaponry for the Karakara.

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Omega Pack	5	-	-	-	-	-	-	-	-	-	+HRG (Apex), +HRP (Apex)	+VTOL	-	-
Zeta Pack	5	-	-	-	-	-	-	-	-	-	+HPA (Apex), +HRP (Apex)	+VTOL	-	-
Tao Pack	3	-	-	-	-	-	-	-	-	-	+HSC (Apex), +HRP (Apex)	+VTOL	-	-
Nu Pack	5	-	-	-	-	-	-	-	-	-	+HRL (Apex), +HRP (Apex)	+VTOL	-	-
Twin Upsilon Pack	4	-	-	-	-	-	-	-	-	-	+HRP (Apex, Link)	+VTOL	-	-
Twin Zeta Pack	7	-	-	-	-	-	-	-	-	-	+HPA (Apex, Link)	+VTOL	-	-
Twin Omega Pack	7	-	-	-	-	-	-	-	-	-	+HRG (Apex, Link)	+VTOL	-	-
Twin Tao Pack	4	-	-	-	-	-	-	-	-	-	+HSC (Apex, Link)	+VTOL	-	-
Twin Nu Pack	7	-	-	-	-	-	-	-	-	-	+HRL (Apex, Link)	+VTOL	-	-
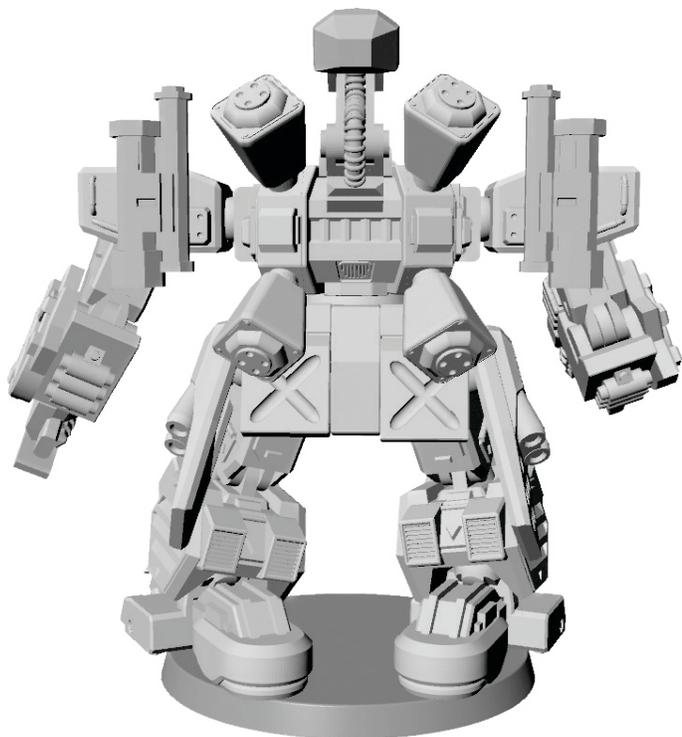
Karakara with Twin Xi Upgrade
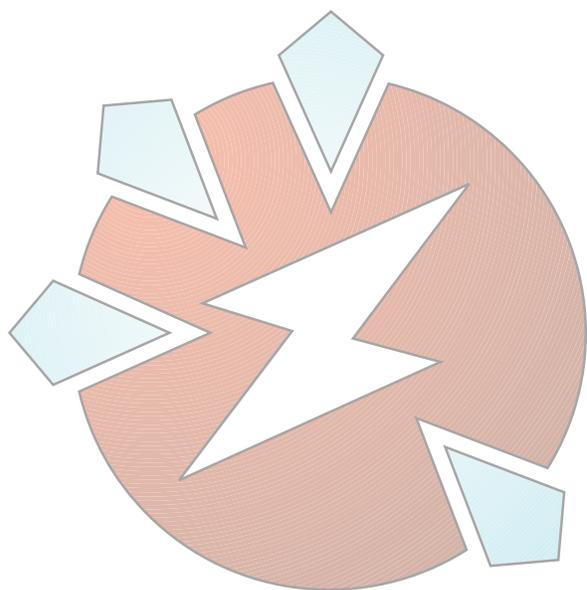
BLACK TALON WERKS

The Zeus Pack replaces the Double-V Engine when built.

Karakara with Zeta Zeus Pack and Twin Xi Upgrade

We always appreciate our DP9 artists. Much credit to **Tony Baltera** for this excellent design.

At times we take on some ambitious projects. There are many reasons something can be more ambitious than imagined. Even infantry models can be very ambitious projects because of the intricacies involved with 3D development and how it all comes together and relates to the game.

This one is ambitious in a new way. It's unlike anything we've done before in the realm of complex customization options. But guess who stepped up to the plate and delivered? **Tony**.

This one has us drooling. We can't wait to see them painted up. Cheers **Tony**!
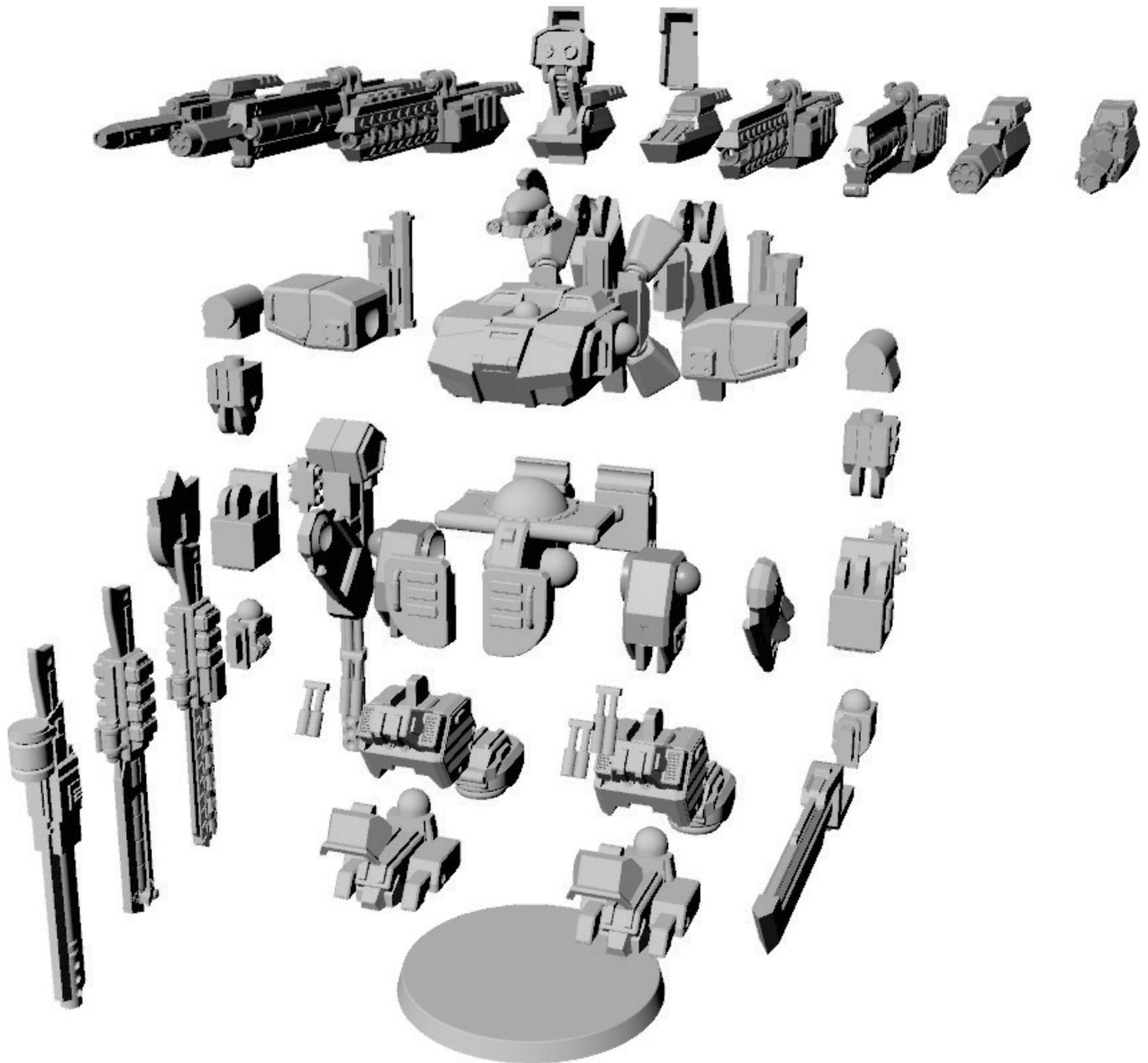
Exploded Parts View of Karakara and
Zeus Pack Together

Something to note for the future. We're working on developing ways to increase customization options for you. For example, what if you want to have 2 x any-Zeus-weapon? I.e., HSC (link). The good news is, we have in fact figured out how to do just that for the next revision. Currently, 3.1 blocks us in certain ways from doing exactly this because it essentially forces packaged deals. So, the picture above is not just showing additional unneeded parts. It has to do with the direction we're going with it all for the next revision. And this sentiment is not isolated to the Karakara either.

The CEF's Medium Hovertanks

While renewing the MHT models we decided to account for their WYSIWYG better. Their original art from decades ago only showed their main cannon and no other weapons. Since then, additional weapon systems were added to their profiles at some point, but the parts were not always added to account for them. Add in a few typos over the years and it's no surprise that the previous MHTs sculpts have directly related to confusion about which weapon is which and similar questions.

Not only this, but we also added the artillery variants for each. The artillery variants are popular requests we've heard for years. They are now models for you to employ on the table!

MHT-68

Manufacturer:	Moscow Heavy Industries
Unit Type:	Medium Hovertank
Height:	3.6 meters / 11.8 ft
Weight:	45,000 kg / 99,208 lb

The MHT-68 provides a heavy punch to the forces of the CEF. It's tough enough to press right down the middle, but fast enough to escape most things it cannot kill. It took Terra Novan military forces a while to become proficient at countering them. The price they paid in order to learn how to fight them will never be forgotten.

MAT-68

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
MHT-68	28	FS	H:7	10	4/4	3	4+	5+	5+	-	HPA (T), MATM (T, Link, LA:2), MRP (T)	Airdrop, Jump Jets:2 (Aux), Sensors:24, TD	Vehicle	2"
MHT-68 AA	27	FS	H:7	10	4/4	3	4+	5+	5+	-	HRL (T, AA), MATM (T, Link, LA:2), MABM (T)	Airdrop, Jump Jets:2 (Aux), Sensors:24, TD	Vehicle	2"
MHT-68 Assault	27	FS	H:7	10	4/4	3	4+	5+	5+	-	HLC (T), MATM (T, Link, LA:2), MRP (T)	Airdrop, Jump Jets:2 (Aux), Sensors:24, TD	Vehicle	2"
MHT-68 Raider	28	FS	H:7	10	4/4	3	4+	5+	5+	-	MPL (T, Link), MATM (T, Link, LA:2), MABM (T)	Airdrop, Jump Jets:2 (Aux), Sensors:24, TD	Vehicle	2"
MHT-68 Viper	28	FS	H:7	10	4/4	3	4+	5+	5+	-	MTG (T), MATM (T, Link, LA:2), MRP (T)	Airdrop, Jump Jets:2 (Aux), Sensors:24, TD	Vehicle	2"
MAT-68	23	FS	H:7	10	4/4	3	4+	5+	5+	-	MAG (T), MAPGL	Airdrop, Jump Jets:2 (Aux), Sensors:36, TD	Vehicle	2"
GREL Crew Upgrade	+2	-	-	-	-	-	3+	4+	4+	-	-	-	-	-

Tony Baltera set the tone with 3D. **Alain Gadbois** added the CEF's standard painjob.

MHT-72

Manufacturer: Moscow Heavy Industries
Unit Type: Medium Hovertank
Height: 3.7 meters / 12.1 ft
Weight: 47,000 kg / 103,617 lb

The MHT-72 marks more advancements made in hovertank technology. As if the 68s weren't bad enough, the 72s are faster, have better armor, and even have better jump jets. They also cost more, but that doesn't seem to be an issue as the CEF is sending wave after wave of 72s to assault heavily fortified positions.

Stock MHT-72

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
MHT-72	29	FS	H:8	10	5/3	3	4+	5+	5+	-	HPA (T), MATM (T, Link)	Airdrop, Jump Jets:3 (Aux), Sensors:24, TD	Vehicle	2"
MHT-72 AA	28	FS	H:8	10	5/3	3	4+	5+	5+	-	HRL (T, AA), MABM (T), MATM (T)	Airdrop, Jump Jets:3 (Aux), Sensors:24, TD	Vehicle	2"
MHT-72 Assault	28	FS	H:8	10	5/3	3	4+	5+	5+	-	HLC (T), MATM (T), MRP (T)	Airdrop, Jump Jets:3 (Aux), Sensors:24, TD	Vehicle	2"
MHT-72 Raider	28	FS	H:8	10	5/3	3	4+	5+	5+	-	MPL (T, Link), MATM (T), MRP (T)	Airdrop, Jump Jets:3 (Aux), Sensors:24, TD	Vehicle	2"
MHT-72 Viper	29	FS	H:8	10	5/3	3	4+	5+	5+	-	MTG (T), MATM (T, Link)	Airdrop, Jump Jets:3 (Aux), Sensors:24, TD	Vehicle	2"
MAT-72	25	FS	H:8	10	5/3	3	4+	5+	5+	-	HAG (T), MAPGL	Airdrop, Jump Jets:3 (Aux), Sensors:36, TD	Vehicle	2"
GREL Crew Upgrade	+2	-	-	-	-	-	3+	4+	4+	-	-	-	-	-

MAT-72

Utopian Autos

For Utopia we have noted some key points in their lore from Life on Utopia. Their Near Artificial Intelligence (NAI) technology is in everything. This technology is so prolific on Utopia, even their cellphones have NAIs built into them. In fact, the N-KIDUs are just one example of NAI technology incorporated with a robot.

It's interesting reviewing writing done in the 1990s from the 2020s. It's only been so many years since the Life on Utopia book was written, and we're already seeing some similarities with our own technology and Utopia's peak technology set 4,000 years from now. It makes us wonder what our own cellphones will be capable of in 4,000 years. Hopefully it's not just more down-clocking.

On Utopia some things are designed to only act under human command, such as the NAIs in a Gilgamesh Tank. The Gilgamesh is crewed by people. And then there are machines specifically programmed to act on their own, such as the N-KIDUs. And there are varying levels of sophistication within this. For example, the NAI inside a Gilgamesh is the size of a small car, while something in a civilian's data-pad is probably not as sophisticated simply because it has less computing power.

Automatons do a lot on Utopia in respect to construction and building. The Utopian population was decimated to the point that large, city-wide construction projects would not be possible without automatons. There are more than likely thousands of different types of automatons on the Utopian market just for construction alone.

Would they also use automatons for food production? Trash and recycling? Mining? We already know their manufacturing is heavily supported by automatons. What about policing of a city? Is this at least supplemented by automatons? If you go into a restaurant on Utopia, is your waiter an automaton? Is the cook an automaton? Considering the context provided in the Life on Utopia book, we would have to say there's a fair chance of these types of things being commonplace.

If you think about it long enough, you realize how special it would be to live on Utopia. It's abuzz with tech, automatons and NAIs everywhere.

And what is their need for infantry? Wouldn't it be similar to everyone else? Large machines of war are always needed, but the only way to truly occupy territory is with infantry. There's a point where someone has to do things such as open doors, use a computer, interact with people (ex: direct civilians to safety using hand signals). Heck, sometimes you just need to give someone a hand with something. This is something N-KIDUs don't quite do. N-KIDUs are essentially small mobile gun platforms. They are not designed to do much besides pew pew.

N-KIDUs are great a killing stuff. Not so great at shaking hands...

We also wondered if the players would like to have infantry unique to Utopia? It's a rhetorical question. If Utopia is your jam, of course you want Utopian infantry to feel Utopian. Even if you don't play Utopia, an opponent showing up with their infantry adds to the immersion on the table.

From a lore prespective, it would also be useful if they could be controlled and operated from a distance, like our modern-day drones. This would provide a tool field commanders could use to interact with the environment in real-time, from the safety of their command post many miles away. Or even from a spaceship...? They would see things from the automaton's view and even be able to talk and interact with people on the scene.

From a Blitz-rules-perspective, one of the automatons being controlled by a commander, or one of the automatons being more sophisticated and able to take command on their own, would be synonymous with each other by just dropping the Conscript trait. However, these elements become more important for the RPG as the player characters may interact with Utopian NAIs on a more intimate level.

There are many possible spin offs from this most-ubiquitous infantry automaton. We've essentially made the most common machine and would like to hear from you about what you would like to see with more automatons. Bigger? Faster? More lasers?

There are even implications for using smaller automatons, for tasks such as micro circuitry production, spying and many other things.

There are drone controller jobs in Utopia too. If you're playing the RPG and use one of these drone-controllers as a playable character, what kinds of drones would you like to use with them? It leads to interesting questions, such as, what would a drone-controlling assassin look like?

Swing by the DP9 forums and let us know what other automatons you would like to see (link below). Please don't hesitate to start a new topic there. Everyone is welcome.

YOUR FUTURE IS OUR PAST
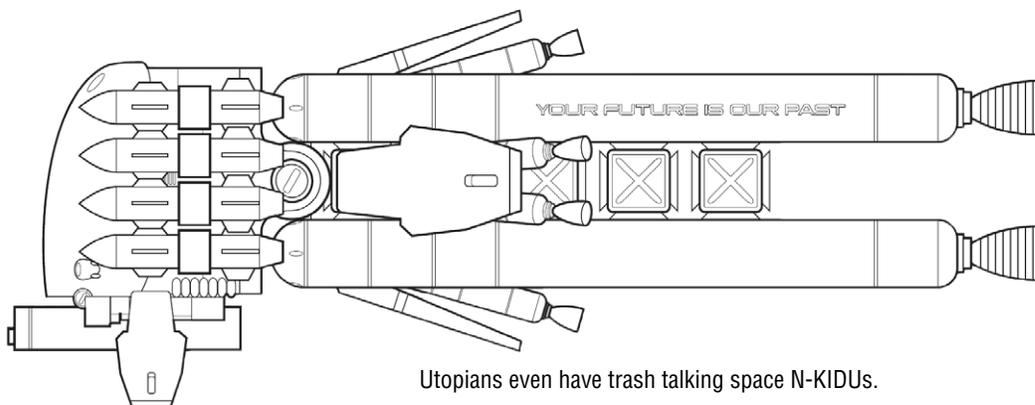
Utopians even have trash talking space N-KIDUs.

Trooper Automaton

Manufacturer: Various
Unit Type: Infantry Automaton
Height: 1.8 meters / 6 ft
Weight: 120 kg / 264.6 lb

With the advent of automaton technology working its way into every facet of life on Utopia, it was only a matter of time before automaton infantry would be created. There are countless derivatives of this robotic humanoid that serve a multitude of jobs from policing and security tasks to butlers. The ones shown here are the combat variants.

Automaton Trooper Squad

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Automaton Trooper Team	3	GP+, SK, FS	I:3	4	3/0	1	4+	4+	6+	MIW, LIGL, LICW	LIR	Conscript, Vuln:H	Infantry	0.5"
Automaton Anti-Tank Team	4	GP, SK, FS	I:3	4	3/0	1	4+	4+	6+	LIW, LICW	MAVM	Conscript, Vuln:H	Infantry	0.5"
Automaton Mortar Team	3	GP, SK, FS	I:3	4	3/0	1	4+	4+	6+	LIW, LICW	MIM (Brace)	Conscript, Vuln:H	Infantry	0.5"
Automaton Sniper Team	3	GP, SK, FS	I:3	4	3/0	1	4+	4+	6+	LIW, LICW	MIR (Silent)	Conscript, Vuln:H	Infantry	0.5"
Automaton Assault Team	3	GP, SK, FS	I:3	4	3/0	1	4+	4+	6+	LIW, LICW	HIS (Burst:1)	Conscript, Vuln:H	Infantry	0.5"
Automaton Clearence Team*	3	GP, SK, FS	I:3	4	3/0	1	4+	4+	6+	LIW, LICW	BB (Precise, AP:2, AI)**	Conscript, Vuln:H	Infantry	0.5"
Node Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	-Conscript, +Comms	-	-
Squad Upgrade***	+1	-	-	-	5/1	-	-	-	-	-	-	-	-	-

*After the Automaton Clearence Team uses its bomb [BB], it is destroyed and removed from the battlefield. Clearence Teams destroyed in this way do not count towards an opponent's victory points, such as from Pave the Way or Wipe Them Out.

**The Automaton Clearence Team may designate one enemy model as the primary target if it is in base contact with that model.

***The Squad Upgrade changes the model from being 2-4 figures on a base to being 6-10 figures on a base. Note the Infantry and Cavalry Basing Chapter.

▷ These models are only available to Utopia, CEF, Caprice and Eden.

Kayuna has earned his credit with this one. **Alain Gadbois** added the matte-grey-green Utopian painjob.

Please say thank you to any of our artists if you have the opportunity. All of them put an untold number of hours in, all to hear us pester them with feedback until their heads explode. When submitting work for approval to a gaming company with 30 years of developed lore and heritage... It's tougher than it may sound. The artists deserve a lot of credit just for putting up with us.

Utopian Squad with the 'Assault' Figure used to represent an Assault Squad.

Utopian teamwork!
(Mortar Team)

Oannes and Ember

The books Life on Eden and Life on Utopia presented both factions with similar power armors. We decided to revisit these power armors.

One thing we noticed is their height could be interpreted in multiple ways.

For example, the 'Man at Arms Heavy APES' was about 13-feet tall according to its stats in Life on Utopia. However, when looking at the art, some could interpret the Man at Arms as being more of a power armor than a gear. With this thought, it can be visually interpreted as only adding so many feet to the average human's height. The listed height being more than twice the height of a human throws this interpretation off though.

Meanwhile, we keep hearing some players say they would rather treat the current analogs more like infantry as they think that would be pretty cool. Who doesn't want powered armor infantry, right?

Years ago, when the APES and Golems were brought forward in Blitz 1.0 they received their first official models. They were given gear-speeds, gear-armor and even gear-weaponry. They were more on par with a Hunter Gear than an infantry model because Eden had certain initial needs on the Blitz tabletop. They initially needed a gear-analog more than an infantry-analog at the time. So, the originals went on to become gear-analogs instead of infantry-analogs. But this probably sounds confusing because they were still referred to as infantry in 1.0 lore, despite being treated as gears per the stats.

Then, about the same time, FLAILs would be produced in addition to all of this. They set a certain standard for 'large infantry' both in stats and in the visual characteristics of the model. FLAILs, AKA full-heavy-cyborgs, are equivalent to power armor in many ways because of their visual-scaling and weapon-scaling. They're a type of advanced infantry, similar in some ways to the Ember and Oannes shown here.

Ember Team with ANZU Upgrade

Ember Power Armor

Manufacturer:	Steelgate
Unit Type:	Power Armor
Height:	2.7 meters / 8.9 ft
Weight:	580 kg / 1,279 lb

Like most of the other human colonies, Utopian received a number of multi-purpose vehicles designed to make the terraforming and construction work easier. Like the Terra Novans and the Capricians before them, the Utopians later adapted these machines to more war-like purposes.

Ember with Standard Pack

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Ember	6	GP+, SK, FS	W:5	5	2/1	1	4	4	4	HIW/MIGL, LICW	-	Comms	Infantry	1"
ANZU Upgrade*	+1	-	-	-	-	-	-	-	-	-	+HIM	+Jetpack:5	-	-
N-KI Upgrade*	+1	-	-	-	-	-	-	-	-	-	+HAVM (LA:2)***	+Sub	-	-
Node Upgrade	+1	-	-	-	-	-	-	-	-	-	-	+SatUp	-	-
Team Upgrade**	+1	-	-	-	4/2	-	-	-	-	-	-	-	-	-

* Only select the ANZU Upgrade or the N-KI Upgrade. Not both.

** The Team Upgrade changes the model from being a single figure on a base to being 2-3 figures on a base. Note the Infantry and Cavalry Basing Chapter.

*** The Team Upgrade will remove the LA:2 trait associated with the HAVM.

▷ For the Transport:X and Occupancy:X traits, use the below modifications in regard to Ember Power Armors.
▶ Individual Ember Power Armors are equivalent to two infantry teams.
▶ Ember Teams are equivalent to two infantry squads.

For example, a model with the Transport: 2 Squads trait, may only carry one Ember Team, or 3 individual Ember Power Armors. A model with the Transport: 1 Squad trait may only carry one individual Ember and cannot carry an Ember Team.

▷ These models are only available to CEF, Caprice and Utopia.

Kayuna took on the task designing the Ember and Oannes in 3D. It was a difficult task because of how the design's details get challenging at this size. It took more than a few revisions to capture. But Kayuna kept at it and we now have some new power armors to show off.

Standard Pack

ANZU Pack

N-KI Pack

So, with the first introductions of the original two models eventually becoming gears-in-spirit, and the FLAILs setting a new standard for what would be large infantry, we revisited these two models. This time under the alternative interpretations based more on the original art than the forthcoming stats based on the original height stat.

Another aspect was how the nomenclatures and names were shifted around for each over the years. For example, the Edenite Oannes was renamed Constable, Marshall and Man at Arms Golems in 1.0. The term APES went through some changes too. During 3.0 to 3.1 development, we shifted the names further as certain terms were obviously more Edenite while others were obviously more Utopian.

With the introduction of the Ember and Oannes Power Armos, we have ultimately captured all interpretations with the addition of the Oannes and Ember models shown today.

We have the classic power armors, Oannes and Ember, as found in Life on Eden and Life on Utopia for if you are interested in the deeper power armor vibe (the Ember nomenclature was needed as the term APES technically became something else).

And we also have Eden and Utopia's initial golems as presented in 1.0 for if you favor the gear-analogs more. They are the APEs, Support APEs, Constable Golems and Man at Arms Golems already available, which are stat'd as gear-analogs.

Both factions now have two distinct niche categories relevant to the battlefield doctrines both use (power armors vs light gears).

Oannes Team with Volatus and Gunglaive Upgrades

Oannes Power Armor

Manufacturer:	Quedd Merchants
Unit Type:	Power Armor
Height:	2.7 meters / 8.9 ft
Weight:	600 kg / 1,323 lb

The Oannes is a common power armor suit based on the submersible powered suits used during the mid-Colonial Period. These early powered suits were used to aid in the terraforming and industrial tasks of the colony. The Oannes combat variant was continually improved since that time.

Oannes with Hydor Pack

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Oannes	5	GP+, SK, FS	W:5	5	2/1	1	4	4	6	HIW/LIGL, LIS (T, Auto), LICW (AP:1)	-	-	Infantry	1"
Gunglaive Upgrade	+1	-	-	-	-	-	-	-	-	HICW (AP:2) / HIS (AP:2)	-	+Brawl:2	-	-
Volatus Upgrade*	+1	-	-	-	-	-	-	-	-	-	+HIM	+Jetpack:5	-	-
Hydor Upgrade*	+1	-	-	-	-	-	-	-	-	-	+HAVM (LA:2)***	+Sub	-	-
Dominus Upgrade	+1	-	-	-	-	-	-	-	5	-	-	+Comms	-	-
Team Upgrade**	+1	-	-	-	4/2	-	-	-	-	-	-	-	-	-

* The Oannes may only select the Volatus Upgrade or the Hydor Upgrade. Not both.

** The Team Upgrade changes the model from being a single figure on a base to being 2-3 figures on a base. Note the Infantry and Cavalry Basing Chapter.

*** The Team Upgrade will remove the LA:2 trait associated with the HAVM.

▷ For the Transport:X and Occupancy:X traits, use the below modifications in regard to Oannes Power Armor.
► Individual Oannes Power Armors are equivalent to two infantry teams.
► Oannes Teams are equivalent to two infantry squads.

For example, a model with the Transport: 2 Squads trait, may only carry one Oannes Team, or 3 individual Oannes Power Armors. A model with the Transport: 1 Squad trait may only carry one individual Oannes and cannot carry an Oannes Team.

▷ These models are only available to CEF, Caprice and Eden.

Standard Pack   Hydor Pack

Volatus Pack

Caprice

Caprice has a special place in Heavy Gear. It's a cybernetic dystopian-like story. Mega-corporations compete with each other, willing to draw blood when the benefits outweigh the costs. Liberati resistance cells fight for the people. The CEF can't operate without this highly strategic position and will use any means available to maintain control, including the threat of annihilation.

Lots of things go thump in the night on Caprice. It's a great gaming and story environment.

Fun fact: Caprice has dueling circuits which are bloodier than Terra Novan dueling circuits. Corporations use duels to 'assist with negotiations,' instead of openly waring with a competing corporation.

They are very cognizant of how open warfare could destroy them.

They have bipedal machines, which may be surprising if you're not familiar with their older lore. Many of us are used to seeing their quadrupeds climbing all over the terrain on the table. It's a distinct look.

And by the way, we don't want to block their distinct look if it happens to be one of your favorite parts about Caprice. This project mixes the old with the new to create a blend you might be interested in. Feel free to stick with four+ legged machines. We are even adding the Anab, a new four-legged mount for the sake of this. But don't shy away from their other machines. There is a lot of good stuff in Caprice's older lore.

Some of their go-to dueling machines are humanoid (-ish). In fact, if it weren't for Caprice, the CEF's frames would not be quite so nice.

They're leaders in a satirical universe with their own unique challenges. If it weren't for their precarious situation, they would possibly be in an all-out war with the CEF. And the outcome would not be predetermined. Capricians have never been pushovers.

They have been subjugated under threat of the city of Gommorrah being wiped off the map via orbital bombardment. Unfortunately, this one megalopolis is where almost everyone on Caprice lives. Almost the entire population of Caprice could be wiped out in the blink of an eye.

They're being held at gun point.

The mega-corporations. The Liberati. The people. All of them.

So, they bide their time and play nice on the surface. However, there is more happening, even past the Caprician armies sent in support of the CEF's second invasion of Terra Nova.

Then there are questions we asked, as a way to help develop what it feels like to walk around on Caprice.

Who patrols the city of Gommorrah? What would they use on paved roads? How would all their mining and policing machines have evolved over the last **30 years of CEF occupation**? How would the Liberati use these machines? Which Caprician mega-corporations support the CEF on the surface while secretly working against them? How much do the corporations still fight each other? Who's willing to work together now?

After years of asking ourselves these questions, we are excited to bring you more combat machines to help you Capricians out there close within and destroy by fire and maneuver. Be sure to check out how their story continues in the RPG.

F-32 Maru

Manufacturer: Hakkar
Unit Type: Light Combat Frame
Height: 3 meters / 9.8 ft
Weight: 2,300 kg / 5,071 lb

Small and wide-footed, the F-32 can easily make its way across both the urban jungle of Gomorrah or the broken ground of Caprice's landscape. While initially employed as a civil policing unit, the F-32 has been updated with heavier armaments for combat operations.

Maru Sniper

Stock Maru

HAKKAR

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Maru	5	GP, SK, FS	W:7	5	3/3	1	4+	4+	6+	LSMG (AI), MP, LSG	LHG, LAPGL	Hands, Climbing	Gear	1"
Maru Sniper	6	GP, SK, FS	W:7	5	3/3	1	4+	4+	6+	LRF, MP, LSG	LHG, LAPGL	Hands, Climbing	Gear	1"
Maru Rex	6	GP, SK, FS	W:7	5	3/3	1	4+	4+	6+	LSC, MP, LSG	LHG, LAPGL	Hands, Climbing	Gear	1"

F-55 Zikru

Manufacturer: Hakkar
Unit Type: Medium Combat Frame
Height: 4.5 meters / 14.8 ft
Weight: 6,853 kg / 15,108 lb

Like the F-27 and F-32, the pads on the F-55's hands and feet utilize "Lacerta-tech", produced by Lysander Incorporated, which can be engaged to produce van der Waals forces. This Lacerta-tech, combined with additional climbing equipment makes these frames excellent climbers.

Zikru Thumper

Stock Zikru

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Zikru	7	GP, SK, FS	W:6	6	3/3	1	4+	4+	5+	LAC, MP, MCW (Demo:4), LSG	LHG, MAPGL	Hands, Climbing, Sensors:24	Gear	1.5"
Zikru Stalker	7	GP, SK, FS	W:6	6	3/3	1	4+	4+	5+	MFC, MP, MCW (Demo:4), LSG	LHG, MAPGL	Hands, Climbing, Sensors:24	Gear	1.5"
Zikru Thumper	8	GP, SK, FS	W:6	6	3/3	1	4+	4+	5+	LGL, MP, MCW (Demo:4), LSG	LHG, MAPGL	Hands, Climbing, Sensors:24	Gear	1.5"
Command Upgrade	+1	-	-	-	-	-	-	-	4+	-	-	+Comms	-	-
Jammer Upgrade	+2	-	-	-	-	-	-	-	4+	-	-	+ECM, +ECCM, Sensors:36	-	-

The 3D Maru, Zikru, Sarru and Rabbu were all carefully done by **Joe Whitlock**, using the 2D art from the old books. If you know anything about this art and how to change 2D into 3D, then you'll know why we now think of Joe as a wizard. It was a tall order. And he came through in spades.

Once printed, they were painted by **Philippe LeClerc**. He is showing off a classic paint scheme, with the shoulder color being used for unit identification, which is different from their CEF subjugators, who use colors to identify roles, such as commanders vs troopers.

Sarru Quasar

F-27 Sarru

Manufacturer: Hakkar
Unit Type: Heavy Combat Frame
Height: 5.0 meters / 16.4 ft
Weight: 8,900 kg / 19,621 lb

The F-27's Rocket-Assisted Hammer 5000 (RAH-5000), trademarked by Hakkar, is an evolved rock hammer with a fearsome reputation amongst arena fighters on Caprice. No other arena weapon has been credited with more one-hit victories than the RAH-5000.

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Sarru	14	GP, SK, FS	W:6	8	4/2	1	4+	4+	6+	HAC, MP, HCW (Demo:4), LSG	LATM (Link), MHG, MAPGL	Hands, Climbing, Brawl:2, React+	Gear	2"
Sarru Warranter	14	GP, SK, FS	W:6	8	4/2	1	4+	4+	6+	HRC, MP, HCW (Demo:4), LSG	LATM (Link), MHG, MAPGL	Hands, Climbing, Brawl:2, React+	Gear	2"
Sarru Quasar	14	GP, SK, FS	W:6	8	4/2	1	4+	4+	6+	LRG, MP, HCW (Demo:4), LSG	LATM (Link), MHG, MAPGL	Hands, Climbing, Brawl:2, React+	Gear	2"

F-112 Rabbu

Manufacturer: Hakkar
Unit Type: Interceptor Frame
Height: 4.5 meters / 14.8 ft
Weight: 7,600 kg / 16,755 lb

The F-112 is an F-55 with four legs. All four legs are tipped with a wheeled secondary movement system that provides increased speed and mobility on pavement and most level surfaces. While it is capable of working in off road conditions, they tend to be favored in urban environments.

Rabbu Sniper

HAKKAR

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Rabbu	10	GP, SK, FS	W/G:8	6	4/2	1	4+	3+	6+	MAC, MP, MCW (Demo:4)	LHG, MAPGL	Hands, Stable, Brawl:1	Gear	1.5"
Rabbu Warranter	10	GP, SK, FS	W/G:8	6	4/2	1	4+	3+	6+	HSMG, MP, MCW (Demo:4)	LHG, MAPGL	Hands, Stable, Brawl:1	Gear	1.5"
Rabbu Sniper	11	GP, SK, FS	W/G:8	6	4/2	1	4+	3+	6+	HRF, MP, MCW (Demo:4)	LHG, MAPGL	Hands, Stable, Brawl:1	Gear	1.5"
Command Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+Comms	-	-

A Note on Caprice's Naming Conventions

If you've read the older Caprician sourcebooks, you'll notice some differences.

First, we didn't want to make them all one inch tall, which is what they would be if we stayed strict to their original incarnations. This can be a very restrictive metric for a miniature line. If they are all too close to the same thing, they're a little harder to make desirable individually. And we definitely want to give you plenty reasons to love them. Plus, it's hard to consider something as being the 'Big Guy' when it's in the top ten smallest-gear category. Those familiar with the old Big Guy will catch my meaning. It doesn't quite seem like they intended it to be one of the smallest machines in the game. They maybe had different things to compare it to when it was first imagined 20-ish years ago.

Second is the term 'mount.' It started as something Capricians use to identify their gears. However, it's now something more associated with four-to-six-legged machines, not quite gears (often calssified as striders). On the other hand, if they are the ones who helped the CEF develop their frames, it would make sense if they switched to using the term 'frame' too. They are also leaders in the industry. It was possibly even their idea.

So, we'll keep mounts as a term for four+ legged machines on Caprice and use frame as their term for gears. This helps tie the new and the old together in a logical manner. It helps develop Caprice's lexicon too, which is always important.

Lastly is their individual names. Previously there was Little Boy, Fatman, Bug Monster and Big Guy. They're usable names. I don't mean to poke at them. Unfortunately, they no longer match up with Caprice's current naming convention which became popular in later books.

And it has been about thirty in-universe-years since their original presentation. Their naming conventions would had to have changed to account for what is currently being used in the more recent lore.

We did a deep dive into Caprician naming conventions. There are multiple generations of writers who developed a certain way. The most current is probably best for more than a few reasons. The opposite would involve renaming all the current mounts to match the old frames. You can probably imagine why we would rather not do this.

In the depths of the Akkadian language, we found an interesting idea. A parable if you will.

Young men (Maru) grow to be adult men (Zikru). Some become kings, or big men (Sarru). But absolute power corrupts, and they become monsters (Rabbu).

And the Rabbu is the closest design to associate with Caprice's newer four-to-six-legged monsters. So, it's also showing the evolution of their machines as they progressed into more four-legged designs. Then the mounts evolved in different ways from there.

So, we were able to still include their original names, using slightly modified Akkadian analogs. This way they fit the current Caprician naming convention the writers from around 2010 presented and we still have a way to pay tribute to original writers before them.

Anab

Manufacturer: Hakkar
Unit Type: Artillery Mount
Height: 4.6 meters / 15.1 ft
Weight: 11,400 kg / 25,133 lb

Performance reports on Caprician mounts continue to note how they tend to lack strategic options, especially outside of mountainous environments. One of Hakkar's responses was to develop a mount to bring a specific option currently lacking from many of their mounts: artillery.

Stock Anab

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Anab	15	SK, FS	W:6	8	5/3	1	4+	4+	5+	LSMG	LFG, MSG	Climber, Stable, Sensors:36, React+, CBS	Strider	1.5"
Anab Barrage	15	SK, FS	W:6	8	5/3	1	4+	4+	5+	LSMG	MAR (Link), MSG	Climber, Stable, Sensors:36, React+	Strider	1.5"

The Anab 3D design was done by **Tony Baltera**. His only point of reference was similar machines, such as the Aphek and Meggido. He is our senior 3D artist. As you can see, he has the skillz to prove it.

Alain Gadbois is showing off his talents with a modern-classic Caprician paint job. He's really brought out the lethality of this mount, achieving exceptional contrast between the mount and its weapons.

Rear view of Anab

Anab Barrage
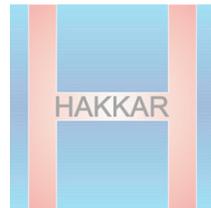
Ba'alim

Manufacturer: Hakkar
Unit Type: Heavy Frame
Height: 7.2 meters / 23.6 ft
Weight: 15,000 kg / 33,069 lb

The Ba'alim Heavy Frame is an adaptation of the Moab. While it is lighter than the Moab, both share a similar main body and powerplant design. The Ba'alim has only two legs, built around a digitigrade stance that makes it easier to absorb the shock of running and jumping at higher speeds.

Stock Ba'alim

HAKKAR

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Ba'alim	24	FS	W:7	10	4/4	3	4+	5+	5+	2 x HAR	HCW	-	Strider	2"
Ba'alim Barrage	24	FS	W:7	10	4/4	3	4+	5+	5+	2 x HABM	HCW	-	Strider	2"

The 3D Ba'alim was completed by **Joe Whitlock**, using the 2D art from the old books. It was a very interesting project for many reasons. We like how it's a two-legged version of the Moab. You can probably see the Moab hiding in the Ba'alim.

This cool-as-hello paint job was done by the one and only **Philippe LeClerc**.

Ba'alim Barrage

Rear View of Ba'alim Barrage

Haru

Manufacturer: Costa Moreia
Unit Type: Motorcycle
Height: 1.1 meters / 3.6 ft
Weight: 320 kg / 706 lb

Costa Moreia's Haru is used by many within the city of Gomorrah. They are also used by police and corporate special forces. Optional parts are sold by Costa Moreia and various third parties to customize them for professional racing, street racing, or even off-road racing.

Haru Team
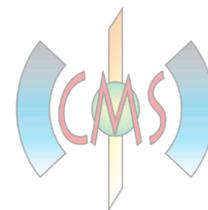
Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Haru	4	GP+, RC	G:10	3	2/1	1	4+	4+	6+	LIW, LIGL, LICW	-	Agile	Cavalry	0.5"
Azat Upgrade	+3	-	-	4	-	-	3+	3+	-	+MIL (Burst:2), +MICW (AP:1)	+LAVM	+Vet	Cavalry	0.5"
Command Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+Comms	-	-
Team Upgrade*	+1	-	-	-	4/2	-	-	-	-	-	-	-	-	-

*The Team Upgrade changes the model from being a single figure on a base to being 2-3 figures on a base. Note the Infantry and Cavalry Basing Chapter.

▷ These models are only available to Caprice, CEF, Utopia and Eden.

Haru w/ Azat

Back View

And our brother from another mother, **Alain Gadbois**, did the paint work on these Haru bikes. We really like the green display he painted. These small, well-placed details add so much more to this model. Cheers to Alain.

The Haru 3D design was done by **Kayuna**. Besides outstanding 3D work, this is someone who has helped develop the rules. He's been a part of testing for years, translated the rules to Japanese for distribution in Japan, and a many other things.

We once heard a player say we should celebrate Kayuna for all the things he has done.

We agree.

In fact, let us take a moment to remind you of the custom parts he makes available via his Patreon.

Found here: https://www.patreon.com/game_mini_garage

It has more cool stuff than we could easily summarize. You need some samurai parts for your Mekong Peacekeepers? You need a shield like no other? Alternative hands? Alternative heads and many other things? He's your man. Please check it out.

Caprician Trike

Manufacturer: Various
Unit Type: Off Road Vehicle
Height: 2.5 meters / 8.2 ft
Weight: 3,700 kg / 8,157 lb

Caprician forces sent to Terra Nova requested something to use as an outrider and patrol vehicle. There are many competing buggies and off-road vehicles on the Caprician market. The Reubeni variant used to be made by Hakkar. Now it's more of a popular trike conversion sold by the Liberati.

Reubeni Trike   Attack Trike

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Tactical Trike	5	GP+, RC, SK	G:7	4	3/3	1	4+	4+	6+	MMG	LRF	Offroad	Vehicle	1"
Attack Trike	6	GP+, RC, SK	G:7	4	3/3	1	4+	4+	5+	MMG	LAC, LRP	Offroad, Sensors:24	Vehicle	1"
Reubeni Trike	9	GP, RC, SK	G:7	4	3/3	1	4+	4+	4+	MMG	-	Offroad, TD, Sensors:24, Comms, SatUp, ECM, ECCM	Vehicle	1"

These models are only available to Eden, CEF, Caprice and Utopia.

SatUp   MMG   TD   LAC   LRF

LRP   Sensors:24
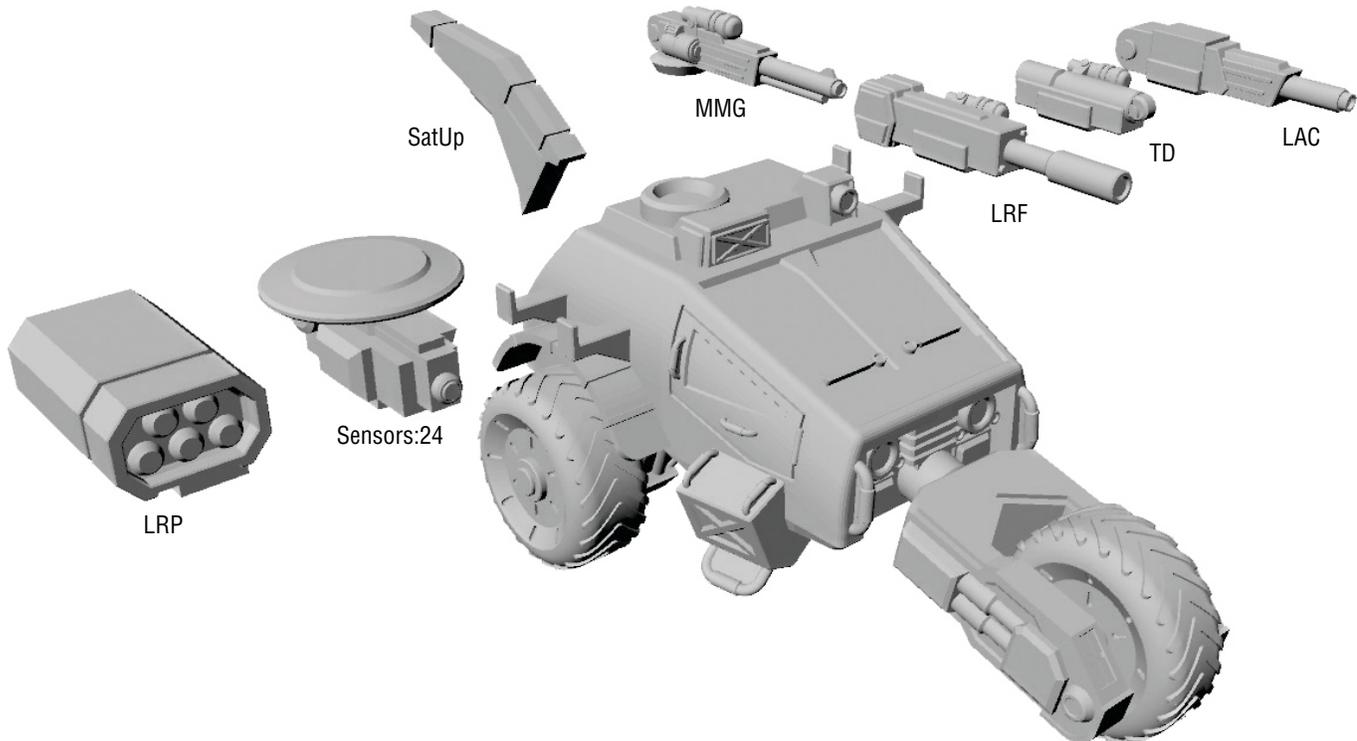
This was another project born from the new RPG entries. It was also another with certain challenges you wouldn't see until you get into it. Once again, **Tony Baltera** nailed it. We're already watching these fly of the shelf at record speeds.

Infantry Model Development

Infantry is a popular option for expansion, especially after purchasing a starter set. They help display a sense of scale during the game, which is clutch for immersion. We have been slowly expanding our infantry line by updating factions who never received their infantry figures, such Black Talons. Note, these models will use the universal infantry stats-profiles found in the Blitz 3.1 book.

For your reviewing pleasure, here are the new models for Black Talon, Caprician and Edenite infantry models.

This exceptional 3D work was completed by **Taro Kawagoe (Kayuna)**. For the Caprician infantry he has been able to capture the 2D art from the book, Return to Cat's Eye. You may notice the features from the Caprician infantry uniform found in that book. The Edenites are showing off their style from the Life on Eden book. Nice work Kayuna!

Veteran wargamer, **Alain Gadbois**, painted these models.

Note: Tiny parts are often exaggerated to help you see them from a distance. Paint is also important to continue this effect. Taro and Alain's excellent work, together, is providing clarity when you look at the figures.

Black Talon Squad

Black Talon Sniper Team

Caprician infantry

Note about snipers: The figure with the binoculars is actually the recon figure and is not required to make a Sniper Team. It's often paired with the sniper-figure. However, if you need recon, you'll want to pair a different figure with your sniper.

Close-Up View of the Edenite
Anti-Tank Figure

Close-Up View of the
Edenite Engineering Figure

Close-Up View of the
Edenite Assault Figure

Edenite Squad

Edenite Mortar Squad

Edenite Sniper Team

The South

Raise your glass in toast to the cold-blooded, slithering, conniving, warrior-culture, eat your family members for breakfast, South. Okay, they don't eat their family members. And they're actually pretty darn honorable in many ways. The rhetoric is usually just rumors the North started. Otherwise, is there truly any faction who has fought for glory to a greater degree than the Southern Republic? The Mekong Peacekeepers? The SUI or the Legion Noire? The Protectors? And did you really think we wouldn't mention the South? Of course not, gear-heads.

Southern Wasserjagers

One thing about the older sourcebooks is they didn't use a variant system quite like we use today in modern Blitz or the RPG. Everything started with one main loadout, which we now usually refer to as the 'stock' loadout. Over time, more variations of our favorite gears and tanks became available, which later led to the variant system we know today.

We've taken Terra Nova's first amphibious gear and updated it to modern Blitz. It is also available in the RPG.

The Wasserjager was the first amphibious trooper. The Water Viper came later, as a more advanced amphibious trooper (and costs more TV).

The Wasserjager is more of a bullet sponge, compared to the Water Viper. They're more expendable. Because this was the South's first amphibious gear, they were only willing to take is so far, at first. Many initially looked at it like a crack-pot idea. After all, the people they planned on invading didn't have many bodies of water to negotiate. So, it's value was not truly appretiated until it was their time to dance.

And when they hit the scene, water sliding off their frames as they rose to ambush an unsuspecting enemy... Every commander wanted them.

For the Blitz table, this means you can send a few on a suicide run and not feel so bad about losing them in a hail of bullets. They come quite capable for the more discerning commander too. You can engage one enemy, multiple enemies, directly or indirectly, or you can take it to melee. You have an answer for most things with this package. The added special deployment is more of bonus to an already capable gear.

And don't forget the attrition aspect of the game. Many a player has undersestimated it. We've seen the basics bring down Black Talons.

Wasserjager

Manufacturer: Territorial Arms
Unit Type: Submersible Trooper Gear
Height: 4.4 meters / 14.4 ft
Weight: 6,310 kg / 13,911 lb

As the first amphibious gear on Terra Nova, several weapons were developed for the Wasserjager, such as the watertight, hand-held, 30mm, PR-55 autocannon. Shoulder-mounted Standard-XII torpedo pods grant the Wasserjager considerable underwater punch. An HLB-16 APGL and a HHVB-3 vibro-knife round out its abilities.

Longfang Wasserjager

Stock Wasserjager

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Wasserjager	7	GP+, SK, FS	W:6	7	4/2	1	4+	4+	6+	LSMG, LVB	LRP, LAPGL	Hands, Sub	Gear	1.5"
Wasserjager Gunner	7	GP, SK, FS	W:6	7	4/2	1	4+	4+	6+	LAC, LVB	LRP, LAPGL	Hands, Sub	Gear	1.5"
Longfang Wasserjager	8	GP, SK, FS	W:6	7	4/2	1	4+	4+	6+	MFC, LVB	LRP (Link), LAPGL	Hands, Sub	Gear	1.5"
Command Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+Comms	-	-

Tony Baltera took the Wasserjager on as soon as he saw this gear being brought forward for the RPG. The original was based off of the Desert Viper's frame, and Tony did a great job catching that nuance. **Alain Gadbois** gave the Wasserjager the contrasting blues paintjob.

We hope you've been enjoying the new models coming out. We'll add more to all factions over time. So, if you don't see something for your favorite faction in this book, don't fret. We haven't forgotten about you. We have a lot of stuff in development. More to come my fellow gearheads.

Nightingale

The Nightingale started more as a terrain piece for Blitz. You can use it for a narrative game where one player has to protect a Nightingale while the other player's objective is to destroy it. Though, it maybe makes more sense for the RPG as the RPG itself is more narrative by nature.

That said, there are plenty of ways to look at it on the Blitz table. Providing it with the Medic trait and keeping the cost down means it has value within the realm of attrition. And if you're into infantry, you may be into the Nightingale for infantry support.

It also does just make a good terrain piece to add immersion to the table. And if it ends up being purchased more as a terrain piece than a model you incorporate into your force, we won't take offense.

It's a southern design. But like the Camel Truck, it is also a universal vehicle everyone can purchase from the Terra Novan market.

Nightingale

Manufacturer: Various
Unit Type: Casevac Vehicle
Height: 4.9 meters / 16 ft
Weight: 5,400 kg / 11905 lb

The Nightingale is a highly advanced ambulance developed to support casualty receiving and evacuation. It contains four beds and an operating room. The vehicle is also equipped with a full lab featuring the latest in pathogenic testing equipment, allowing technicians to perform advanced testing on the spot.
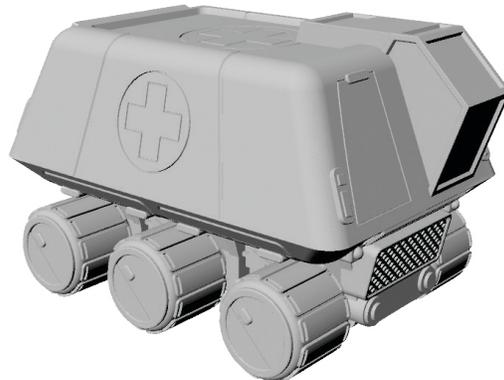
Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Nightingale	4	GP+	G:6	5	3/3	1	5+	4+	6+	-	-	Medic, Smoke	Vehicle	1.5"

▷ These models are only available to the North, South, Peace River, NuCoal, Leagueless and Black Talon.
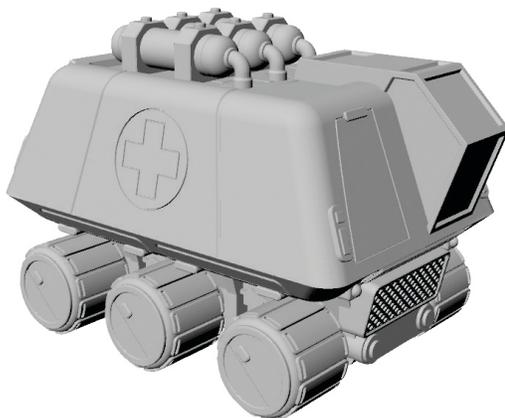
NBC Nightingale
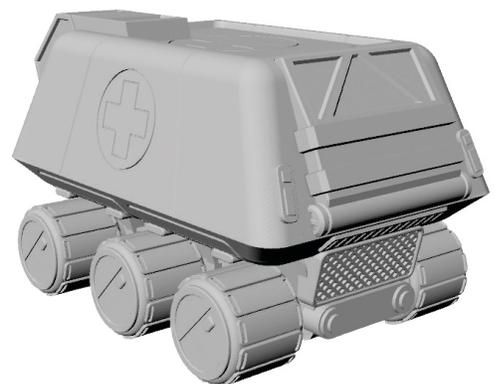
Rear View of Nightingale

Tony Baltera did an excellent job with the 3D model. Yes. We know. It's really just a simple trapezoid in some ways. However, Tony stayed true to the original from 1996 and even added parts for the NBC variant found in a later book, Southern Vehicles Compendium 2, from 1998. The NBC variant uses the oxygen tanks that go on top.

Example Forces

The following are example forces. The 50 TV and 100 TV forces will provide you with ideas on how to make your first forces using starter sets. Note, not all factions currently have plastic starter sets (yet).

The 150 TV forces are more about where to go next. Each 150 TV force was made by individuals who all had something to do with Heavy Gear Blitz 3.1. Each one provides a little bit of their insights. All of them combined give you different ways of looking at things.

None of these should be looked at as the measurement for winning. They are simply meant as guiding lights. How you play a force is ultimately more important than their components.

Northern Example Forces

Example 50 TV Northern Force

This 50 TV force can be built from the Northern starter set and is perfect for new players to dive in and learn the game. Using this force will help you develop ideas for future forces.

▷ **Objectives**: Hold or Flags via GP.

▷ **Deployment**: Standard.

1st Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Hunter (Force Leader)	GP	CO	1	Headhunter	10
Hunter Gunner	GP	2iC	1	Headhunter	9
Hunter UC	GP				6
Assault Hunter	GP				7
				Subtotal	32

1st Combat Group (Secondary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Cheetah	RC				10
Metal Cat	RC				8
				Subtotal	18

Example 100 TV Northern Force

Once you've played a match or two, you might want to expand to this 100 TV force.

▷ **Objectives**: Capture or Pave the Way via SK and Wipe Them Out or Claim via FS.

▷ **Deployment**: The 1st combat group may use Airdrop. The 2nd combat goup will use standard.

1st Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Sniper Jaguar	SK	CGL	1	Thunder, Seccom	13
Fire Jaguar	SK	2iC	1	Thunder, Seccom	14
Arrow Jaguar	SK				11
Flash Jaguar	SK				11
				Subtotal	49

2nd Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Hunter (Force Leader)	FS	CO	2	Headhunter, Vet	12
Hunter Gunner	FS	2iC	2	Headhunter, Vet	11
Crossbow Grizzly	FS				14
Rabid Grizzly	FS				14
				Subtotal	51

Example 150 TV Northern Force

Created by: Kristi

▷ **Sub-list**: Western Frontier Protectorate (WFP)

▷ **Objectives**: Wipe Then Out or Claim via FS, and Capture or Pave the Way via SK, and Hold or Flags via GP.

▷ **Deployment**: The 2nd combat group will use standard. The 1st and 3rd combat groups may use Airdrop in conjunction with the **Drop Bears** rule from the WFP.

About Kristi

Kristi is a biologist and officer in the Army Reserve. Her husband introduced her to Heavy Gear back in 2018 and she's been hooked ever since. She loves the rich background and the deep story, especially within the North. There are so many things to explore. She also enjoys art and drawing Morgana and Minerva GREL.

And just so everyone knows, she is ultimately responsible for the N-KIDUs sometimes being called 'dinky-dos' instead of 'death toasters.' If you've heard the term, dinky-dos, now you know who is responsible for this. ☺

For this force, Kristi explains:

I wanted to create a reasonably competitive force, while still sticking to the core essence of the North and the Western Frontier Protectorate (WFP). This force shows off the Frontier's 'vaqueros' with their pristine antiques. I also wanted to take advantage of the WFP's predilection for jumping out of perfectly good airframes. The 1st and 3rd combat groups may parachute in to exploit advantageous positions when able. I went with a classic Koala and Dingo to be the CO's squad. I chose a veteran Dragoon Squad due to its uniqueness and utility. This squad is comprised of Para Hunters for the juicy Ol' Trusty rule, and Para Infantry Squads to hold objectives if I need them to.

1st Combat Group (Primary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Sniper Koala (Force Leader)	FS	CO	2	Command, Vet	17
Killer Koala	FS				9
Tank Hunter Dingo	FS				9
Chaingun Dingo	FS				9
				Subtotal	44

2nd Combat Group (Primary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Rabid Grizzly	SK	CGL	2	Thunder Grizzly, Vet	17
Strike Cheetah	SK*			Vet, Field Armor	12
Strike Cheetah	SK*			Vet, Field Armor	12
Chaingun Razorback	SK			Duelist (Lead by Example), Vet, Field Armor, Stable (HRC)**, Shield**	20
				Subtotal	61

*From the northern upgrade **Dragoon Squad**.
From the duelist upgrades **Stable and **Shield**.

3rd Combat Group (Primary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Para Hunter	GP	CGL	2	Headhunter, Vet, ECCM*, GU:3+**	12
Para Wildfire Hunter	GP			GU:3+**	8
Para Strike Hunter	GP			GU:3+**	7
Para Hunter	GP			GU:3+**	8
Infantry Squad	GP			Paratrooper Upgrade	5
Assault Squad	GP			Paratrooper Upgrade	5
				Subtotal	45

*From the veteran upgrade **ECCM**.
From the WFP's **Ol' Trusty.

Southern Example Forces

Example 50 TV Southern Force

This 50 TV force can be built from the Southern starter set and is perfect for new players to dive in and learn the game. Using this force will help you develop ideas for future forces.

▷ **Objectives**: Hold or Flags via GP.

▷ **Deployment**: Standard.

1st Combat Group (Primary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Jager (Force Leader)	GP	CGL	1	Command	7
Jager	GP				6
Blitz Jager	GP				8
Brawler Jager	GP				7
				Subtotal	28

1st Combat Group (Secondary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Long Fang Mamba	SK				12
Striking Mamba	SK				10
				Subtotal	22

Example 100 TV Southern Force

Once you've played a match or two, you might want to expand to this 100 TV force.

▷ **Objectives**: Hold or Flags via GP and Wipe Them Out or Claim via FS.

▷ **Deployment**: Standard.

1st Combat Group (Primary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Jager (Force Leader)	GP	CGL	2	Command, Vet	9
Jager	GP				6
Blitz Jager	GP				8
Brawler Jager	GP				7
				Subtotal	30

1st Combat Group (Secondary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Black Mamba	SK				11
Long Fang Mamba	SK				12
				Subtotal	23

2nd Combat Group (Primary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Chatterbox Iguana	FS	CGL	1		10
Iguana	FS	2iC	1		11
Spitting Cobra	FS				13
Bushmaster Cobra	FS				13
				Subtotal	47

Example 150 TV Southern Force

Created by: Rolando Mejía (AKA Rolando)

> ▷ **Sub-list**: Southern Republic Army (SRA)

> ▷ **Objectives**: Hold or Flags via GP, Capture or Pave the Way via SK, and Detailed Scan or Breakthrough via RC.

> ▷ **Deployment**: The 1st combat group may use Recon. The 2nd and 3rd combat groups will use standard.

About Rolando Mejía

Rolando lives in Panamá! He is many things, to include a professional drafter, and someone who works with his hands in in different ways. He is a husband and also has a daughter. He has been playing Heavy Gear in one way or another since 1997. His first exposure to Heavy Gear was through the first Heavy Gear video game made by Activision.

For this force, Rolando explains:

This is my preferred force when playing for fun. It is an aggressive force where the focus is to hurt the opponent. This force is great against an all-gear force. It may struggle a little against high armor, but I have developed tactics for dealing with that too. Against high armor models I use a combination of ECM attacks and the Bushmaster Cobras' field guns.

The general purpose cadre is cheap and has several applications. Their job is to move forward and attract attention while doing as much damage as possible. If my opponent focuses on them instead of my Black Mambas, Cobras or Iguanas, then they are doing their job. If my opponent ignores them, then they will do a lot more damage for their cost.

The strike cadre is an important element. They must be used carefully. The Black Mambas are good at dodging, but they are not invincible. They support the general purpose cadre in damaging enemy units and are quick to close into melee if needed. The Cobras can be intimidating, but they also need to be used carefully as they are not invincible either.

The Iguanas will forward observe for the Bushmasters' field guns. They must be kept safe using cover and ECM defense.

Rolando also explains that the Iguana is the best e-war gear, and the Cheetah is just a cheap imitation. 🙂

1st Combat Group (Primary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Black Box Iguana (Force Leader)	RC	CO	2	Vet*, Field Armor, Brawl:1*, LVB (React/Precise)*	18
Iguana Gunner	RC				10
Iguana Gunner	RC				10
Iguana	RC				10
				Subtotal	48
*From SRA's **Veteran Leaders** and **Pride of the South**.					

2nd Combat Group (Primary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Blazing Mamba	SK	CGL	2	Razor Fang, Vet, Field Armor, ECCM, Brawl:1*, LVB (React/Precise)*	20
Blazing Mamba	SK			Vet, Field Armor**	17
Bushmaster Cobra	SK			Vet, GU:3+**	17
Bushmaster Cobra	SK			Vet, GU:3+**	17
				Subtotal	71
*From SRA's **Pride of the South**. **From the veteran upgrades **Field Armor** and **Improved Gunnery**.					

3rd Combat Group (Primary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Jager	GP	CGL	1	Command	7
Striking Jager	GP				6
Striking Jager	GP				6
Flame Jager	GP				7
Brawler Asp	GP			Smoke*	5
				Subtotal	31
*From the standard upgrade **Smoke**.					

Peace Riveran Example Forces

Example 50 TV Peace Riveran Force

This 50 TV force can be built from the Peace River starter set and is perfect for new players to dive in and learn the game. Using this force will help you develop ideas for future forces.

▷ **Objectives**: Hold or Flags via GP.

▷ **Deployment**: Standard.

1st Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Warrior	GP	2iC	1	Chieftain	8
Sweeper Warrior	GP				6
Vanguard Warrior	GP				7
Scourge Warrior	GP				6
				Subtotal	27

1st Combat Group (Secondary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Skirmisher (Force Leader)	RC	CO	1	Chieftain	13
Assassin Skirmisher	RC				10
				Subtotal	23

Example 100 TV Peace Riveran Force

Once you've played a match or two, you might want to expand to this 100 TV force.

▷ **Objectives**: Hold or Flags via GP and Capture or Pave the Way via SK.

▷ **Deployment**: The 1st combat group will use standard. The 2nd combat group may use Airdrop.

1st Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Warrior	GP	2iC	1	Chieftain	8
Vanguard Warrior	GP				7
Sweeper Warrior	GP			Spectre	7
Scourge Warrior	GP			Spectre	7
				Subtotal	29

1st Combat Group (Secondary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Skirmisher (Force Leader)	RC	CO	1	Chieftain	13
Assassin Skirmisher	RC				10
				Subtotal	23

2nd Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Vanguard Warrior IV	SK	XO	1	Chieftain	14
Vanguard Warrior IV	SK	2iC	1	Chieftain	12
Sweeper Warrior IV	SK			Spectre	11
Scourge Warrior IV	SK			Spectre	11
				Subtotal	48

Example 150 TV Peace Riveran Force

Created by: Saleem Rasul

▷ **Sub-list**: Peace River Defense Force (PRDF)

▷ **Objectives**: Hold or Flags via GP, Capture or Pave the Way via SK, and Assassinate or Raid via SO.

▷ **Deployment**: The 1st combat group may use Airdrop. The 2nd combat group may use Spec Ops. The 3rd combat group will use standard.

About Saleem Rasul

Saleem Rasul comes to us from Malaysia and has been a long time Heavy Gear player since the Locked & Loaded edition. He has been an assistant line developer and writer for Heavy Gear books such as Perfect Storm, Forged in Fire, Lions Wrath and Blood Debt. He enjoys Peace River due to the flexibility it provides with list building.

For this force, Saleem explains:

There are three combat groups for three objectives. Two Alpha Dogs are excellent at breaking apart armor. I decided to go for a Beta Team as a Black Talon addition. While they are squishy infantry, having stealth will make them harder to hit. The Kestros Spartan is a veteran with dual MGL's, meaning you will be rolling 3d6 vs secondaries with a GU of 3+. Muahahahaha. This is more of a fun force than a competitive force, so feel free to tweak it as you see fit. Field Armor might be a good fit for the Warriors if you can shave the points somewhere.

1st Combat Group (Primary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Shinobi Enfilade (Force Leader)	SK	CO	2	Chieftain, Spectre, Field Armor*	18
Coyote	SK	2iC	3	Alpha Dog, Vet, Field Armor*, EW:3+**	32
Kestros Spartan	SK			Spectre, Vet, MGL (Link)*, GU:3+***	15
				Subtotal	65

*From the veteran upgrades **Field Armor** and **Dual Guns**.
From the Peace Riveran upgrade **E-pex (Combined with the Coyote's Alpha Dog upgrade).
***From the PRDF's **Ol' Trusty**.

2nd Combat Group (Primary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Shinobi Vanguard	SO*	CGL	2	Duelist (Lead by Example), Spectre, Melee Specialist, MAC (Precise, Silent, Link)**, Field Armor**, +1 Action***	18
Coyote	SO*			Alpha Dog, EW:3+****	26
Xyston Crusader IV	SO*				13
				Subtotal	57

*From the PRDF's **Elite Elements**.
From the veteran upgrades **Field Armor and **Dual Guns**.
***From the duelist upgrade **Advanced Control System**.
****From the Peace Riveran upgrade **E-pex** (Combined with the Coyote's Alpha Dog upgrade).

3rd Combat Group (Primary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Beta Team*	GP	CGL	2		4
Crossfire Warrior	GP			Spectre, GU:3+*	10
Lookout Warrior	GP			GU:3+*	8
Sweeper Warrior	GP				6
				Subtotal	28

*From the PRDF's **The Best Men and Women for the Job** and **Ol' Trusty**.

NuCoal Example Forces

Example 50 TV NuCoal Force

This 50 TV force can be built from the NuCoal starter set and is perfect for new players to dive in and learn the game. Using this force will help you develop ideas for future forces.

▷ **Objectives**: Capture or Pave the Way via SK.

▷ **Deployment**: Standard or Airdrop.

1st Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Cuirassier Long Gunner (Force Leader)	SK	CO	2	CV, Vet	17
Cuirassier	SK	2iC	1	CV	12
Cuirassier Lance	SK				11
Cuirassier Hellfire	SK				10
				Subtotal	50

Example 100 TV NuCoal Force

Once you've played a match or two, you might want to expand to this 100 TV force.

▷ **Objectives**: Capture or Pave the Way via SK and Hold or Flags via GP.

▷ **Deployment**: The 1st combat group may use Airdrop. The 2nd will use standard.

1st Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Cuirassier Long Gunner (Force Leader)	SK	CO	2	CV, Vet	17
Cuirassier	SK	2iC	1	CV	12
Cuirassier Lance	SK				11
Cuirassier Hellfire	SK				10
				Subtotal	50

2nd Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Chasseur	GP	2iC	1	CV	9
Chasseur Gunner	GP				8
Chasseur Flechette	GP				7
Chasseur Grenadier	GP				8
				Subtotal	32

2nd Combat Group (Secondary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Jerboa	RC	CGL	1		9
Jerboa	RC				9
				Subtotal	18

Jerboa Paratrooper

Example 150 TV NuCoal Force

Created by: Nick Huisman (AKA prof9844)

▷ **Sub-list**: NuCoal Self Defense Force (NSDF)

▷ **Objectives**: Hold or Flags via GP, and Capture and Pave the Way via SK.

▷ **Deployment**: The 1st and 2nd combat groups will normally use standard. The 3rd combat group may use Airdrop. However, the 2nd or 3rd combat group (pick one) may use Spec Ops or Recon via NSDF's **Bait and Switch**.

About Nick Huisman

Nick is married, has three dogs and is a professor of mechanical engineering. He is also the line developer for the upcoming Heavy Gear RPG 4th Edition. For this force Nick explains he designed it to be extremely aggressive, with fast strike elements paired with a hard-hitting Hussar Lance. There are plenty of ways to threaten an opponent and capitalize on objectives. Nick loves flamers, rotary cannons and the great outdoors.

1st Combat Group (Primary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Assault Team	GP				3
Assault Team	GP				3
Sniper Team	GP				3
Sniper Team	GP				3
				Subtotal	12

1st Combat Group (Secondary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Hussar Lance	FS	CGL	1		26
				Subtotal	26

2nd Combat Group (Primary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Chasseur MK2 Flechette	SK	2iC	1	CV	11
Chasseur MK2 Grenadier	SK				10
Chasseur MK2 Fulgurant	SK				11
Chasseur MK2 Fulgurant	SK				11
				Subtotal	43

2nd Combat Group (Secondary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Jerboa Sentry (Force Leader)	RC	CGL	2	MFC, Vet, Agile*	12
Subtotal					12
*From NSDF's **High Speed, Low Drag**.					

3rd Combat Group (Primary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Cuirassier Lance	SK	2iC	1	CV	13
Cuirassier Long Gunner	SK				11
Cuirassier Long Gunner	SK				11
Cuirassier Grenadier	SK				11
				Subtotal	46

3rd Combat Group (Secondary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Jerboa Paratrooper	RC	CGL	2	Vet*, Agile*	11
Subtotal					11
*From NSDF's **Veteran Leaders** and **High Speed, Low Drag**.					

Leagueless Example Forces

There is not a starter set available for the Leagueless because the Leagueless represent the non-factions on Terra Nova. The Leagueless sub-list allows for a lot of flexibility because of this. For the 50 TV and 100 TV forces, we will use the Leagueless sub-list in a way to gain access to all core Terra Novan factions. We will use the **Judicious** and **The Source** rules found in the Leagueless sub-list. Then we will select **Additional Source** three times to gain access to the other three core Terra Novan factions. So, we'll skip past other sub-list upgrades. This is handy for new players because they can ignore additional rules and just use whatever Terra Novan models they may happen to have purchased. Otherwise, there are soooo many directions to take a Leagueless force. Many use them to represent their personalized mercenary outfits.

Example 50 TV Leagueless Force

This 50 TV force can be built from the Peace River and NuCoal starter sets and is perfect for new players to dive in and learn the game. Using this force will help you develop ideas for future forces.

▷ **Objectives**: Wipe Them Out or Claim via FS.

▷ **Deployment**: Standard.

1st Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Warrior IV (Force Leader)	FS	CO	1	Chieftain, Spectre, Vet	17
Jerboa	FS	2iC	1		10
Cuirassier	FS				10
Cuirassier Lance	FS			Vet	13
				Subtotal	50

Example 100 TV Leagueless Force

Once you've played a match or two, you might want to expand to this 100 TV force.

▷ **Objectives**: Detailed Scan or Break Through via RC and Capture or Pave the Way via SK.

▷ **Deployment**: The 1st combat group may use Recon. The 2nd combat group will use standard.

1st Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Jerboa (Force Leader)	RC	CO	2	Vet	14
Jerboa Flash	RC	2iC	1		11
Skirmisher	RC				9
Sweeper Skirmisher	RC				9
				Subtotal	43

2nd Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Chevalier Hammer	SK	CGL	1	CV	15
Chevalier Hammer	SK	2iC	1	CV	16
Crusader IV	SK				13
Crusader IV	SK				13
				Subtotal	57

Skirmisher

Cuirassier

Example 150 TV Leagueless Force

Created by: Red Rick Dias (alias)

▷ **Sub-list**: Leagueless (Primary Source: NuCoal, Additional Sources: North and Peace River, Local Knowledge).

▷ **Objectives**: Hold or Flags via GP, Detailed Scan or Break Through via RC, and Capture or Pave the Way via SK.

▷ **Deployment**: The 1st and 2nd combat groups will normally use standard. The 3rd combat group may use Recon. However, the 1st or 2nd combat group (pick one) may use Recon via **Local Knowledge**.

About Red Rick Dias

Rick is a fan of classic video games, including various tactical RPGs. This force is meant to teach players several game mechanics with models that respect a new player's hobby budget. It has a mix of speed, long range attacks, good commanders, and answers to common strategies. Use the LPA from the Espion and the MPA from the Lion early on to inflict Haywire, helping the Chevalier follow up immediately after to land hard-hitting attacks with its light field gun.

1st Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Cuirassier Long Gunner (Force Leader)	SK	CO	1	CV	15
Chevalier Hammer	SK	2iC	1	CV	16
Lightning Lion	SK				13
Espion Fulgurant	SK			Duelist (Lead by Example), +1 Action*, LPA (Precise)*, Shield*	16
				Subtotal	60

*From the duelist upgrades **Advanced Control System**, **Precise** and **Shield**.

1st Combat Group (Secondary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Jerboa Flash	RC			MFC	9
				Subtotal	9

2nd Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Jaguar MP	GP	CGL	1	Command, MSG*, Smoke*	12
Jackal	GP			Melee Specialist	8
Jackal	GP			Melee Specialist	8
Chasseur Torch	GP				7
Chasseur Torch	GP				7
				Subtotal	42

*From the standard upgrades **Melee Swap** and **Smoke**.

2nd Combat Group (Secondary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Jerboa Flash	RC			MFC	9
				Subtotal	9

3rd Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Sweeper Skirmisher	RC	CGL	1	Smoke*	10
Lizard Sandrider Anti-Tank	RC			Team	6
Lizard Sandrider Anti-Tank	RC			Team	6
Lizard Sandrider	RC				4
Lizard Sandrider	RC				4
				Subtotal	30

*From the standard upgrade **Smoke**
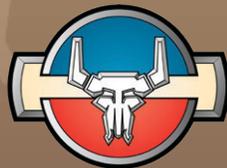
Black Talon Example Forces

There is not a plastic starter set available for the Black Talons. However, one of Black Talon's features is a generally low model count, so they are not as expensive to start as it may initially appear. Although, they can be a rather unforgiving force to use, so beware. The reason for this is because any loss is usually significant. For example, losing a Nu Eagle at 17 TV is worse than losing a Jager at 6 TV. On the other hand, a player who is well practiced with Black Talon may find they can be very effective with them. Some of the sub-lists also allow a higher model count if you would prefer.

Example 50 TV Black Talon Force

This 50 TV force can be built with an Owl, an Eagle and a Raven. The Raven could be moved to the secondary unit of the combat group in order to select the SK role for the primary unit. This would allow SK objectives instead of FS.

▷ **Objectives**: Wipe Them Out or Claim via FS.

▷ **Deployment**: Standard or Airdrop.

1st Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Alpha Owl (Force Leader)	FS	CGL	3		17
Nu Eagle	FS				17
Alpha Raven	FS				16
				Subtotal	50

Example 100 TV Black Talon Force

This 100 TV force adds a Dark Warrior, Vulture and Raptor to the 50 TV force above. Notice how the Command Points (CP) are automatically bumped up because of traits such as Vet and SP:+1 (SPs convert to CPs for commanders).

▷ **Objectives**: Capture or Pave the Way via SK and Wipe Them Out or Claim via FS.

▷ **Deployment**: Standard or Airdrop for both combat groups.

1st Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Alpha Owl (Force Leader)	FS	CGL	3		17
Nu Eagle	FS	2iC	2		18
Alpha Raven	FS				16
				Subtotal	51

2nd Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Dark Warrior Beta	SK	CGL	2	Psi	10
Omega Vulture	SK	2iC	2		22
Delta Raptor	SK				17
				Subtotal	49

Raptor

Vulture

Example 150 TV Black Talon Force

Created by: James Ho (AKA Corvus Occisor)

▷ **Sub-list**: Black Talon Recon Team (BTRT)

▷ **Objectives**: Capture and Pave the Way via SK, and Wipe Them Out or Claim via FS. One or two of the objectives may be changed to one Assassinate and/or one Raid objective via Black Talon's **Special Operators** rule.

▷ **Deployment**: All combat groups may use Airdrop. This option may be exchanged for the ability to allow all the combat groups to use Recon instead via BTRT's **Catch Them Sleeping**.

About James Ho

James loves cats, video games, anime and tabletop games of all types. He has been playing tabletop wargames and RPGs for 30 years. He enjoys spending time building and painting models, so he appreciates the hobby aspect of wargames too. He also appreciates outmaneuvering his opponents and terrorizing them with duelists and fire missions, all of which Heavy Gear provides. He loves Heavy Gear and has been playing it since his college days.

For this force, James explains:

This is an elite, hard-hitting force meant for aggressive holding actions. It gives as good as it receives (if not better). Due to almost every model having two actions, many attacks against BT models can invoke a reprisal. Every unit is a veteran with stealth and every combat group has at least one ECM+, making each one a tough nut to crack. They're meant to operate as collaborative units, covering each other in overlapping arcs of fire. Each one is also self-sufficient with enough CPs and SPs to split up if the need arises.

The first strike squad is intended to be the anvil. The Eagle duelist and Dark Warrior are the pipe hitters for this squad. The Alpha Owl force leader has four CPs and can be relied on to hand out orders to the entire force.

The second strike squad is intended for fire support. The Dark Cheetah CGL can FO targets from 36" away, allowing the Vultures to drop precise LFG shots against tanks or clusters of enemies with devastating effect. In a pinch, their second actions can be used to defend or fire their MGMs for even more area effect damage.

The fire support squad is comprised of a pair of Dark Hyena Spectres, one with a linked MRL and one with a linked MLC. These weapons can be fired in reaction and the Hyenas will still have an action left over for the MRP or ECM actions.

1st Combat Group (Primary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Alpha Owl (Force Leader)	SK	CO	4	+1 CP*, ECM+**	23
Beta Eagle	SK			Duelist (Lead by Example)	16
Dark Warrior Gamma	SK				8
				Subtotal	47

*From the Black Talon upgrade **The Chosen**.
From BTRT's **ECM Specialist.

2nd Combat Group (Primary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Lambda Vulture	SK			Duelist (Lead by Example)	21
Lambda Vulture	SK				21
				Subtotal	42

2nd Combat Group (Secondary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Dark Cheetah Sigma	RC	CGL	2	ECM+*	13
				Subtotal	13

*From BTRT's **ECM Specialist**.

3rd Combat Group (Primary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Dark Hyena Nu	FS	CGL	2	Spectre	24
Dark Hyena	FS			Spectre	24
				Subtotal	48

CEF Example Forces

Example 50 TV CEF Force

This 50 TV force can be built from the CEF starter set and is perfect for new players to dive in and learn the game. Using this force will help you develop ideas for future forces.

▷ **Objectives**: Hold or Flags via GP.

▷ **Deployment**: Standard or Airdrop.

1st Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
F6-16 (Force Leader)	GP	CGL	1	Command, Mobility Pack	13
F6-16 Anti-Tank	GP	2iC	1	Command, Mobility Pack	13
F2-21 Assault	GP			Mobility Pack	13
F2-21 Striker	GP			Mobility Pack	11
				Subtotal	50

Example 100 TV CEF Force

Once you've played a match or two, you might want to expand to this 100 TV force.

▷ **Objectives**: Hold or Flags via GP and Capture or Pave the Way via SK.

▷ **Deployment**: Standard or Airdrop for both combat groups.

1st Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
F6-16 (Force Leader)	GP	CGL	2	Vet, Command, Mobility Pack	15
F6-16 Anti-Tank	GP	2iC	1	Command, Mobility Pack	13
F2-21 Assault	GP			Mobility Pack	13
F2-21 Striker	GP			Mobility Pack	11
				Subtotal	52

2nd Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
MHT-95	SK	CGL	1	GREL Crew	24
MHT-95 Assault	SK			GREL Crew	24
				Subtotal	48

F2-21

F6-16

Example 150 TV CEF Force

Created by: Jon (AKA WiseKensai)

▷ **Sub-list**: Colonial Expeditionary Force Frame Formation (CEFFF)

▷ **Objectives**: Detailed Scan or Break Through via RC, Capture and Pave the Way via SK, and Hold or Flags via GP.

▷ **Deployment**: The 1st combat group may use Recon or Airdrop. The 2nd combat group will use standard. The 3rd combat group may use Airdrop. The 4th and 5th combat groups will use standard.

About Jon

Jon is a systems architect and is also currently the rules developer for Jovian Wars! He's happy to be a part of the Heavy Gear community and enjoys pushing little robots and tanks around the gaming table while making pew pew noises.

For this force, Jon explains:

This force is designed to be an interlocking series of scalpels, providing your opponent with nothing but bad choices. Use your five combat groups' activation economy to retreat threatened units and punish your opponent's over extensions. The duelists are not invincible. Keep them alive to maximize its own activation economy advantage for as long as possible!

1st Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
HC-3A Anti-Tank (Force Leader)	RC	CO	2	Vet	18
LHT-67	RC				17
LHT-67 Assault	RC				17
				Subtotal	52

2nd Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
F2-19 Striker	SK			Vet, Duelist (Independent Operator), Agile*, PI:3+**, +1 Action***, MLC (Link)***, ECM+***, Sensors:36***	23
				Subtotal	23

"*From the Duelist upgrade **Agile**.
From the CEF upgrade **Minerva.
***From the CEFFF upgrades **Valkyries**, **Dual Lasers** and **EW Duelists**, in conjunction with the Duelist upgrade **ECM Upgrade**.

3rd Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
F2-19 Anti-Tank	SK			Vet, Duelist (Independent Operator)***, Precise (MPA)*, Agile*, PI:3+**, +1 Action***, ECM+***, Sensors:36***, Mobility Pack	25
				Subtotal	25

*From the Duelist upgrades **Precise** and **Agile**.
From the CEF upgrade **Minerva.
***From the CEFFF upgrades **Dueling Frames**, **Valkyries** and **EW Duelists**, in conjunction with the Duelist upgrade **ECM Upgrade**.

4th Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
MHT-95	SK	CGL	1	GREL Crew	24
GREL Hoverbike	SK				4
GREL Hoverbike	SK				4
				Subtotal	32

5th Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
GREL Raider Team	GP	CGL	1		5
GREL Raider Team	GP				5
GREL Hoverbike	GP				4
GREL Hoverbike	GP				4
				Subtotal	18

Caprician Example Forces

Example 50 TV Caprician Force

This 50 TV force can be built from the Caprice starter set and is perfect for new players to dive in and learn the game. Using this force will help you develop ideas for future forces.

▷ **Objectives**: Capture or Pave the Way via SK.

▷ **Deployment**: Standard.

1st Combat Group (Primary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Bashan (Force Leader)	SK	CGL	2	Command	15
Aphek Barrage	SK				13
Kadesh	SK				15
Pyro Acco	SK				7
				Subtotal	50

Example 100 TV Caprician Force

Once you've played a match or two, you might want to expand to this 100 TV force.

▷ **Objectives**: Capture or Pave the Way via SK and Wipe Them Out or Claim via FS.

▷ **Deployment**: Standard.

1st Combat Group (Primary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Bashan (Force Leader)	SK	CGL	2	Command	15
Aphek Barrage	SK				13
Kadesh	SK				15
Pyro Acco	SK				7
				Subtotal	50

2nd Combat Group (Primary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Jammer Bashan	FS	CGL	2	Command	16
Ammon Quasar	FS				34
				Subtotal	50

Ammon

Bashan

Example 150 TV Caprician Force

Created by: Joe Whitlock (AKA Talk_Sick113)

▷ **Sub-list**: Caprice Invasion Detachment (CID)

▷ **Objectives**: Wipe Them Out or Claim via FS, and Capture and Pave the Way via SK.

▷ **Deployment**: Standard.

About Joe Whitlock

Joe is an ex custom fabricator now doing tech support and CAD design. He has been playing tabletop wargames for 30 years, leaning more towards sci-fi settings than anything else.

For this force, Joe explains:

This force was designed around my two favorite weapons in Heavy Gear, rotary cannons and ant-tank missiles. It wants to leverage Caprice's stable trait and movement shenanigans to take advantage of superior LOS positions and TD. It should always be moving, firing and looking for elevated firing positions. Each combat group also has some ECM utility. I've kept it simple deliberately. I'm really just here for the chain guns, anti-tank missiles and my opponent's tears.

1st Combat Group (Primary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Moab Buster (Force Leader)	FS	CO	1	Command	32
Acco	FS			Conscript*	6
Acco	FS			Conscript*	6
Sniper Acco	FS			Conscript*	6
Sniper Acco	FS			Conscript*	6
				Subtotal	56

*From CID's **Conscription**.

2nd Combat Group (Primary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Aphek Rex	SK	CGL	1		14
Aphek	SK				13
Meggido Meteor	SK			Conscript*	20
				Subtotal	47

*From CID's **Conscription**.

3rd Combat Group (Primary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Aphek Rex	SK	CGL	1		14
Aphek	SK				13
Meggido Meteor	SK			Conscript*	20
				Subtotal	47

*From CID's **Conscription**.

Meggido

Utopian Example Forces

Example 50 TV Utopian Force

This 50 TV force can be built from the Utopia starter set and is perfect for new players to dive in and learn the game. Using this force will help you develop ideas for future forces.

▷ **Objectives**: Assassinate or Raid via SO.

▷ **Deployment**: Standard or Spec Ops.

1st Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Commando Armiger (Force Leader)	SO	CGL	1	VTOL	16
Commando Armiger	SO			VTOL	16
ECM Commando N-KIDU	SO			N-LIL	9
ECM Commando N-KIDU	SO			N-LIL	9
				Subtotal	50

Example 100 TV Utopian Force

Once you've played a match or two, you might want to expand to this 100 TV force. Utopian N-KIDUs are capable of being amassed in large numbers due to their lower TV costs. However, swarm-like forces can be a lot to manage, especially for new players. Be prepared for the additional mental load for managing this type of force.

▷ **Objectives**: Detailed Scan or Break Through via RC and Wipe Them Out or Claim via FS

▷ **Deployment**: The 1st combat group may use Recon. The 2nd combat group will use standard.

1st Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Pazu-Recce N-KIDU (Force Leader)	RC	TFC	2	Vet, Field Armor	13
Pazu-Recce N-KIDU	RC	2iC	2	Vet, Field Armor	9
Recce N-KIDU	RC			Smoke*	5
Hunter Recce N-KIDU	RC			Smoke*	5
Hunter Recce N-KIDU	RC			Smoke*	5
MP Recce N-KIDU	RC				4
				Subtotal	41

*From the standard upgrade **Smoke**.

2nd Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Pazu-Support N-KIDU	FS	CO	1		10
Pazu-Support N-KIDU	FS	2iC	1		8
Missile Support N-KIDU	FS				7
Missile Support N-KIDU	FS				7
Mortar Support N-KIDU	FS				5
Mortar Support N-KIDU	FS				5
				Subtotal	42

2nd Combat Group (Secondary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
ECM Recce N-KIDU	GP				4
Missile Support N-KIDU	GP				7
EMT Commando N-KIDU	GP				6
				Subtotal	17

Example 150 TV Utopian Force

Created by: Frank Washburn

▷ **Sub-list**: Combined Armiger Force (CAF)

▷ **Objectives**: Capture or Pave the Way via SK, Assassinate or Raid via SO, Detailed Scan or Break Through via RC, and Wipe Them Out or Claim via FS.

▷ **Deployment**: The 1st combat group may use Spec Ops or Airdrop. The 2nd combat group may use Recon. The 3rd and 4th combat groups will use standard.

About Frank Washburn

Frank has been a fan of the Heavy Gear since he played the PC games as a wee lad. Now he is regularly commissioned by Dream Pod 9 to paint miniatures! You can see his work in the Gallery Section at the back of this book.

For this force, Frank explains:

This force leans into the faction's upgrade options. If your Grenadier Commando Armiger is shooting a direct, focused, linked MGL, with a Let Them Have It order, you could get 6D6 on the primary target and 5D6 on secondaries! The duelist Recce Armiger can haywire an enemy with an ECM Attack and then follow it up with either the laser cannon or rocket pack. Your Missile Support Armiger, MAR-DK and their N-KIDUs are there to pummel enemy armor with fire missions.

1st Combat Group (Primary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Grenadier Commando Armiger	SO	CGL	2	VTOL, Vet, MGL (Link)*, Field Armor*, +1 Action**	22
ECM Commando N-KIDU	SO			N-LIL	9
Commando N-KIDU	SO			N-LIL	8
Commando N-KIDU	SO			N-LIL	8
				Subtotal	47

*From the veteran upgrades **Dual Guns** and **Field Armor**.
From CAF's **Who Dares.

2nd Combat Group (Primary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Recce Armiger (Force Leader)	RC	TFC	2	Vet, Duelist (Lead by Example), +1 Action*, React+**	24
Recce N-KIDU	RC			EW:4+**	5
MP Recce N-KIDU	RC				4
ECM Recce N-KIDU	RC				4
				Subtotal	37

*From the duelist upgrade **Advanced Control System**.
From CAF's **Quiet Death and **Silent Assault**.

3rd Combat Group (Primary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
Missile Support Armiger	SK	CGL	2	Vet, MRP (Precise, Guided)*	17
Missile Support N-KIDU	SK			GU:3+*	8
Missile Support N-KIDU	SK			GU:3+*	8
Mortar Support N-KIDU	SK				5
				Subtotal	38

*Fram CAF's **Wrath of the Demigods** and **Not So Silent Assault**.

4th Combat Group (Primary Unit)					
Model	**Role**	**Rank**	**CPs**	**Upgrades**	**TV Cost**
MAR-DK Barrage	FS	CGL	1		20
Recce N-KIDU	FS				4
ECM Recce N-KIDU	FS				4
				Subtotal	28

Edenite Example Forces

Example 50 TV Edenite Force

Eden does not have a plastic starter set yet. They did recently received new models. This 50 TV force is one of many ways to get into Eden. From knights with feudal stylings, to dubious privateers and other sorts, Edenites come in many flavors.

▷ **Objectives**: Capture or Pave the Way via SK.

▷ **Deployment**: Standard.

1st Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Tacticus Doppel (Force Leader)	SK	CGL	1	Dominus	13
Grenatum Doppel	SK				12
Spatha Centaur	SK				8
Xiphos Centaur	SK			Smoke*	9
Ger Centaur	SK				8
				Subtotal	50

*From the standard upgrade **Smoke**.

Example 100 TV Edenite Force

Once you've played a match or two, you might want to expand to this 100 TV force.

▷ **Objectives**: Capture or Pave the Way via SK and Wipe Them Out or Claim via FS.

▷ **Deployment**: The 1st combat group will use standard. The 2nd combat group may use Airdrop.

1st Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Tacticus Doppel (Force Leader)	SK	CO	2	Dominus, Vet	18
Grenatum Doppel	SK				12
Spatha Centaur	SK				8
Xiphos Centaur	SK			Smoke*	9
				Subtotal	47

*From the standard upgrade **Smoke**.

2nd Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Serpentina	FS	CGL	1	Dominus	26
Serpentina	FS	2iC	1	Dominus	27
				Subtotal	53

Example 150 TV Edenite Force

Created by: Kilian C. Landersman (AKA: KC)

▷ **Sub-list**: Edenite Noble House (ENH)

▷ **Objectives**: Hold or Flags via GP, Capture or Pave the Way via SK, and Wipe Them Out or Claim via FS. This force may also select the Flags objective instead of another objective via the sub-list objective **Assertion**.

▷ **Deployment**: Standard.

About KC

KC is a Texas Deputy Sheriff and a connoisseur of feudal European history. He has a Military History degree from AMU, with a focus on Early Modern Warfare. He wrote the short story for Eden in the 3.1 rulebook, as well as almost all the others. He has been an integral part of the 3.1 lore writing and editing, in addition to playtesting and a myriad of other tasks. His passion for the Heavy Gear universe is demonstrated through the number of hours he put in (and his ability to put up with Rooster repeatedly using the Baroness against him). His wife is an Army officer who also plays Heavy Gear.

For this force, KC explains:

Glory to the Knightly Host of Eden! This force is intended to be well rounded while playing to Eden's strengths and representing the Knights of Seiath! It is how I envision an Edenite noble waging war with his knights and levied troops. The 1st combat group is designed to close with and destroy the enemy, while also looking good. The Baron reserves the best from the armory for himself, piloting an Animus. Accompanying the Baron is his trusted councilor in his Warlock, as well as the Baron's personal champion (duelist) who will settle all legal disputes for his liege on the field of honor! The Constables Golems in the 2nd combat group are intended to be the force's light cavalry, or hussars. As light and fast-moving models (not to mention inexpensive), they are great at flanking, harassing, and chasing. The 3rd combat group has the Yeomen and their Man-at-Arms Golems to create an additional base of fire.

1st Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Spatha Animus (Force Leader)	FS	CO	2	Dominus, Vet, GU:3+*, Brawl:2*	25
Warlock Adept	FS	2iC	1		9
Nox Animus	FS			Dominus, Vet, Duelist (Lead by Example), GU:3+*, Brawl:2*, +1 Action**	28
Saker Doppel	FS			MVB (React, Reach:2)***, Brawl:2***	12
Grenatum Doppel	FS			MVB (React, Reach:2)***, Brawl:2***	13
				Subtotal	87

*From the veteran uopgrades **Improved Gunnery** and **Brawler**.
From the duelist upgrade **Advanced Control System.
***From ENH's **Ishara**.

2nd Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Dominus Constable	GP	CGL	1	Wizard, MSG (React, Reach:2)*, Brawl:2*	9
Constable	GP				6
Ignus Constable	GP			MSG (React, Reach:2)*, Brawl:2*	8
Grenatum Constable	GP			MSG (React, Reach:2)*, Brawl:2*	9
				Subtotal	32

*From the Edenite upgrade **Lancer**.

3rd Combat Group (Primary Unit)					
Model	Role	Rank	CPs	Upgrades	TV Cost
Dominus Constable	SK	CGL	1	Wizard	7
Man at Arms	SK				8
Ger Arms	SK				8
Ignus Arms	SK				8
				Subtotal	31

FAQ

Frequently Asked Questions

This section is bound to grow as time goes on. There are thousands of possible interactions on the table. Your almost guaranteed to eventually find situations you're not sure if the rules clearly cover. If you have a question, throw it up on the forums, Facebook, Discord, etc. The fastest way to get the developers attention is probably the forums.

https://dp9forum.com/index.php?/forum/90-heavy-gear-blitz-3rd-edition-rules-discussion/

▷ **Question**: Can you declare an evade reaction after you have already rolled for defense?

Yes. That is what it is intended for. If your defense roll was no bueno, and you would like to spend an action point to reroll it, then that is what it is for. The only requirement is that you have an action point to spend and you have not already used something else to reroll that specific roll.

▷ **Question**: What is the Armor Piercing trait used for? It doesn't seem to apply to anything I am doing.

It's used for damaging models with high armor. If you have only picked up one of the Terra Novan starter sets, you may not be seeing very many opportunities to maximize it. Try this; grab some dice and simulate shooting a light autocannon and a light rocket pack at an Aller tank. Just use base dice and make a handful of rolls to evaluate what happens on a good hit. It may click faster for you by watching what happens. The light autocannon will mostly bounce off the tank with no effect. The light rocket pack's regular damage will also usually do nothing. However, you'll notice the light rocket pack is still able to do at least one damage on a hit regardless. Weapons with higher AP ratings will be able to do more to the Aller.

▷ **Question**: Does focus apply to direct attacks using Split or AOE to attack multiple targets?

Yes.

▷ **Question**: How do the additional traits on weapons apply when the weapon in question has two options? For example, how does the Uhlan's HPL's Apex trait apply when the weapon already has the Apex trait as an option organically?

It applies to both firing modes. For example, pulse lasers normally have; Burst:1, Advanced (OR) AP:2/3/4, Apex, Advanced. The Uhlan's HPL has Apex added as a trait on top of those. So it is then; Burst:1, Apex, Advanced (OR) AP:2/3/4, Apex, Apex, Advanced. Note the two Apex traits do stack (per page 47), so it provides +2 damage instead of +1 for that firing mode.

▷ **Question**: Can you destroy or hide your own models to deny your opponent Victory Points (VP)?

No. Everyone wants to win, so it's hard to judge someone for wanting to manipulate the rules in order to win. It's somewhat instinctive to want to do this. I view it as a gentle sin because it's not exactly evil to do. However, this is an example of something which can be exceptionally frustrating for the other player and their ability to enjoy the game, regardless of whether they win or lose.

We may even go one step further and assess an automatic scoring of the objective if an opponent does something like this. For example, if one of your models is designated as a target of a Detailed Scan objective and you deliberately (or even accidentally) attack it, destroying the model, the Detailed Scan's VP should automatically be scored for your opponent. In fact, it should be worth double the VP. Doing things like destroying your own models to deny an opponent their fair shake or hiding a commander inside an HHT-90 for the entirety of the game in order to keep them from being assassinated should be avoided. These types of things are more frequently counterproductive to having a good game.

For the transports, the VP should automatically be scored if the target of an Assassinate objective is in the transport for more than half the game. The exception to this rule could be models which are transported by a model such as the Elan, which is specifically an unenclosed transport, which allows the model to be targeted for assassination normally. That's more reasonable.

Demo Drones are also a good exception. They are not normally the target of many objectives, however their exclusion from the rule against destroying your own models should make sense. They're job is literally to destroy themselves at some point.

Koala

Dark Naga

»90«

Errata

One day we will write the rules in a way that never produces any errors. But today is not yet that day. 🙂 Thank you to the community for having patience with us all these years. This section will be used to note any errors or errata.

Trick Shot

The Duelist upgrade, Trick Shot, on page 43, should provide the React trait. So, it should read as **LP (React, Link, Split)**, not LP (Link, Split).

TV Tie-Breaker

For Victory Conditions, if two players have equal Victory Points (VP), then use the destroyed Threat Value (TV) as the tie-breaker.

Do not count models that self-destructed, such as Demo Drones or Utopian Clearence Teams.
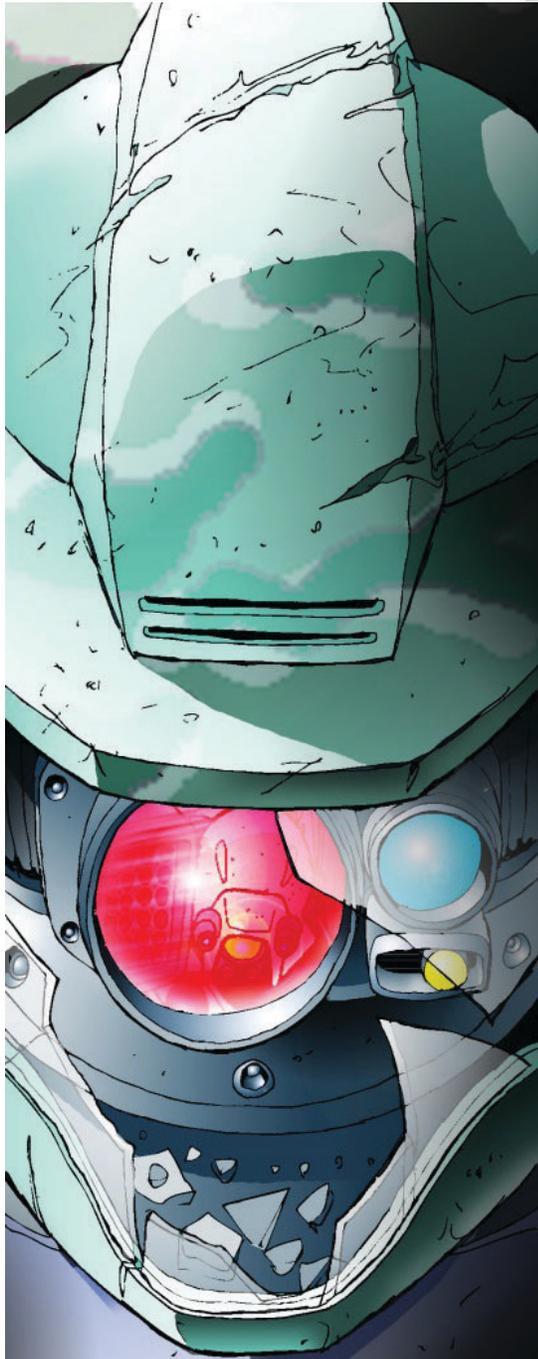
Weapons Traits

Certain faction upgrades allow weapons to be upgraded. This, however, creates little exploits that are illogical in some cases. For example, if a Warlock upgrades its staff, which comes with the Haywire trait, to a lance for jousting purposes, it does **not** become a haywire-jousting lance. Druids will also not receive fire jousting lances.

The following upgrades do not allow weapon traits to carry over to upgraded, or swapped weapons.

▷ **Crisis Responders**: Any Crusader IV that has been upgraded to a Crusader V may swap their HAC, MSC, MBZ or LFG for a MPA (React) and a Shield for 1 TV. This Crisis Responder variant is unlimited for this force.

▷ **Lancers**: Golems may have their melee weapon upgraded to a lance for +2 TV each. The lance is an MSG (React, Reach:2). Models with a lance gain the Brawl:2 trait or add +1 to their existing Brawl:X trait if they have it.

GRELs with Jetpacks

CEFIF on page 213

The Jetpack:4 applies to GREL Infantry only, not Hoverbike GREL or anything else.

Badlands Python

The Badlands Python on page 274 has the wrong write-up. It is not an upgrade of the Northern Jaguar.

Here is the correct write-up for the Badlands Python:

The Python is the biggest black-market export of the South. Many seem to have simply gone missing after they were to be replaced by Cobras. The Python is still one of the more powerful gears available and is frequently used by rover bands for raids against supply caravans trying to make it through the treacherous wastelands.

"Rooster needs to get it together.

Or else!"

Miniature Gallery

Most of these Edenite models have been painted via commission by **Frank Washburn**. The Huni and Agni were painted by **Philippe LeClerc**. Frank and Philippe have done an excellent job emulating Edenite colors.

There are five main kingdoms on Eden. Each kingdom has different noble houses within them, each with their own stylings. Many noble houses on Eden use bright colors to represent themselves. There are also 12 consortiums that will use their own colors as well, and some are not bright and bold colors.

We could imagine them using more tactical colors, depending on the job. For example, the detachments sent to Terra Nova to fight would likely use a desert camouflage if they're operating in the Badlands.

They would absolutely put their colors on display for martial tournaments. And it would look a lot like this.

Much credit also goes to **Eldon Cowgur** for the design work and **Tony Baltera** for turning Eldon's 2D concepts into 3D models. We are very proud of what all our artists have collectively accomplished. Eden's new models are looking good and ready to rock!

Xiphos Centaur

Spatha Centaur with the Edenite Lancer Upgrade

House Muna-Reis

House A'djanni

Grenatum Doppel

Tacticus Doppel

Warlock Seer

House Setha

Warlock

Ignus Druid

Ger Druid

Spatha Griffin

House Reis

Griffin Wizard

Quedd Merchants
(consortium)

Gargoyle

Squire

Saker

Anakite

Dragoon Marei Consortium

Serpentina

Serpentina

Audu'uth Kingdom

HEAVY GEAR BLITZ!

Agni Hellion Rider

Agni Hellion Anti-Tank

Huni Courser Team

Huni Anti-Tank Team

Huni Dominus Team

HEAVY GEAR
BLITZ!

We had a few more pictures which were not used. With all the extraordinary work completed for Caprice, we figured they warrented a little gallery themselves.

This is the combined work of two 3D artists, **Tony Baltera** and **Joe Whitlock**, as well as two of our painters, **Philippe LeClerc** and **Alain Gadbois**.

Maru

Zikru

Anab

Sarru

Rabbu

Ba'alim