

HEAVY GEAR

DP9-9374

BLITZ!



TABLETOP WARGAMING

3RD EDITION RULES

VERSION 3.1



DREAM POD 9
WWW.DP9.COM

HEAVY GEAR BLITZ 3.1

The reception from the players for 3.0 truly humbles me. Not only is our community growing, but the battle reports coming back from the tabletops, literally from across the world, have inspired me to find more ways to dig even deeper.

As always, we look to fine tune the rules to be as clear as possible, and as functional as possible. This is a never-ending task as there is no such thing as perfection. There are only snapshots of how far we've come with each revision. With that though, I would like to acknowledge one important aspect which should never be underestimated: the story.

One thing I noticed as I spoke with players from everywhere is, there is an unmeasurable amount of passion and connection to the Heavy Gear universe. Where did this all start? I have only been at Dream Pod 9 for three years, so I can only claim a very small portion of it. The answer is simple really. A small group of close friends got together even before 1995 and their passion resulted in hard work across multiple generations, which led to what you hold in your hands today. So, I focused my attention there, carefully studying every Heavy Gear book since 1995. There are many. If you're wondering, my favorite will probably always be Life on Terra Nova.

I'm sure it is no surprise to anyone who has played Heavy Gear for any amount of time, that what I continue to find every time I open up a Heavy Gear book is layers upon layers of a deep, intricate story. There are thousands of reasons why I personally connect with the universe. And this is that "thing". The reason for the passion. The reason for the connections. It's in the tense standoff between the CNCs and the AST. It's in all the arguments about which gear is better and which faction is better. It's in the Badlander's struggle. It's on Caprice and on every planet which has come to be. It's even in the GREL.

I was inspired to dig deep on every aspect of every faction's story. While I can't fit it all into this one book, I can make sure we are paying proper respect to every one of them. Why do they struggle? What do they fight for? What makes them who they are? And how do we see ourselves from within them? Each reader has their own unique answers to these questions, and I believe these are the right questions to develop a clear direction for the future. For me, I feel the more I tuned into their stories, and the more I listened to what these stories mean to you, the more I looked at the rules with a guiding light.

Thank you all for inspiring me,

The Rooster

Heavy Gear Blitz Line Developer



HEAVY
GEAR
BLITZ!

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To the many play testers and readers who helped grind away the rough edges through the years, especially Ashley R. Pollard, KC, Francis Charland, Louis Tetrault, Samuli Aura, Brian Robert, Jordan Louis, Carl Tchoryk, Brian Harris, Sam Harris, vfx & Flak Ducker, Frank Washburn, James 'Corvus' Ho and the team over at Late Night Wargames, Adam & Jon!

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Dedication

The Rooster: To all the developers present and past. As I continue to travel down this path, I continue to grow in many ways and I continue to find a deep appreciation for the ones who came before me. Cheers!

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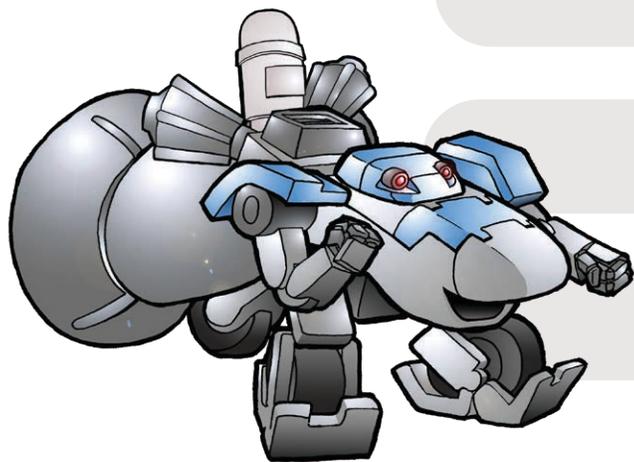
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Welcome to Heavy Gear Blitz

Heavy Gear Blitz is a miniature wargame featuring scalable, squad-based tactics in the future. There is a significant variety of models to choose from, including gears, striders, tanks, hover tanks, mounts, frames, armigers, automatons, drones, infantry, cavalry and VTOLs.

Join the battle that rages across the universe. Choose a faction from one of the many choices available, which could be from any of the colony worlds or even the Earth's Colonial Expeditionary Force, hell bent on retaking all of its former colony worlds. There are currently 10 factions and 34 sub-lists available with future plans to add more.

Gameplay

Heavy Gear Blitz offers deep combined-arms gameplay with fully realized factions rooted in a setting that's been developed for over 25 years. Games are fast-paced and keep you engaged in the action, even during your opponent's turn.

Maximum Customization

The book you hold in your hands contains all the rules you need to play Heavy Gear Blitz 3.1. Starter sets are available to help streamline building your first force. However, these boxes only scratch the surface of the vast Heavy Gear Universe. A huge variety of miniatures are available at Dream Pod 9's website (<https://store.dp9.com/>).

There are custom parts that have come out over time that allow you to make variants of models that were previously unavailable within the rules. It should therefore be noted that some parts will need to be purchased separately in order for you to make certain variants or show certain upgrades. This is true of upgrades that add items such as melee weapons, guns, or other items. This is also true for variants that were added to a model's profile after their initial release. For example, the MHT-72 hover tank, found in the CEF Chapter was initially produced with the parts needed to make three variants of that tank. Later, a fourth variant was added as an option, which is the Raider variant. This variant will need the twin medium pulse lasers to build it, which can be found at the DP9 Online Store, in the custom parts section. Other items, such as monk staves and deployable pack guns, can also be found there to represent standard, veteran, duelist, sub-list, or any other specialized upgrade.

There are also plenty of choices for customization even past variants and upgrades that are simply there to enhance your style. From custom bases, ammo crates, ammo pouches, and spikes, to custom game tokens made for your favorite faction, Dream Pod 9 has you covered. This is Just the Beginning.

Getting Started

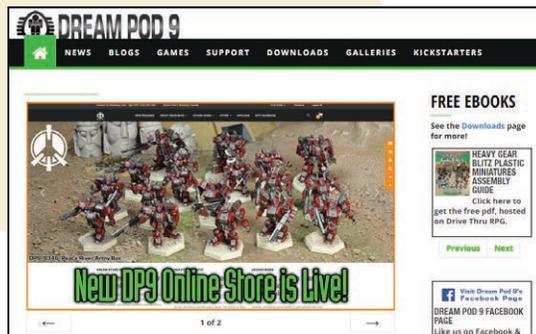
To play a game, you'll need a table, a flexible measuring tape (in inches), six or more six-sided dice, terrain, tokens, and a friend to test your skill against. You and your opponent choose the size of battle you would like to wage by selecting a Threat Value (TV), the number of points you each receive to build your force. Play times will vary depending on the size of the forces and how familiar you are with the rules.

Game Type	TV	Beginner	Experienced
Tutorial	50	1 hour	30 minutes
Quick Match	100	2 hours	1 hour
Full Match	150	—	90+ minutes

Larger games are certainly possible. However, Heavy Gear Blitz is calibrated for roughly platoon sized battles (150 TV), which is around 10-30 models on both sides.

Gear Grinder

Gear Grinder is the official site to conveniently download free data-cards for models (<http://hgbtools.infohell.net/>). Select the data-cards for your force with all the model stats and traits and then print them out so that you can reference them during a game.



Assembly

Tabletop wargames have a strong tradition of building and painting miniatures. Many find this part of the hobby very gratifying. But some players just want to keep it simple so that they can get to the table and play, which is absolutely okay too. The plastic miniatures are relatively easy to glue together and paint.

For assembly, you'll need model glue, a hobby knife and your choice of paint. While this book contains all the information you need to make a wide variety of combinations from your parts, you might want a more step-by-step guide. You can download a free Heavy Gear Blitz Plastic Miniatures Assembly Guide e-book via the DP9 website (<https://www.dp9.com/downloads/>).

WYSIWYG

What You See Is What You Get (WYSIWYG) is an important aspect to miniature wargaming. Dream Pod 9 takes great pride in maintaining WYSIWYG so that every model performs on the table about how you would expect it to perform when simply looking at it.

WYSIWYG is also important for gaming etiquette. This feature promotes good sportsmanship because all players should also be able to get a general feel for what an enemy model does just by looking at it. There should not be any hidden surprises about what a model has in a competitive tabletop environment.

A very strict interpretation of WYSIWYG is not needed. As long as a model, or variant of a model, is correctly represented it will lend to a positive play experience.

Painting

Painting is a great way to enhance immersion. Even a simple primer coat changes how the game is visually understood by all players. You can use extremely simple paint jobs or try out more complex painting techniques. Either way, you are enhancing the game exponentially for everyone with any paint job.

Official Paint Jobs

As for the answer to what color you should paint which faction: it is entirely up to you. You can collect any of the 100+ books from the 25 years of Heavy Gear products to find what faction or sub-faction uses which colors. Or you can paint them how you want them to look.

Legacy Models

Another area of pride for Dream Pod 9 is that models that were produced years ago are still usable within the rules. This means that if you purchase a model today, it will not become invalidated tomorrow or even years from now.

All Options are Viable

Every model gets reviewed and tested to ensure that it performs on the table. Nothing should be considered a poor choice. This is especially important for Heavy Gear Blitz because there are literally thousands of combinations available to every player.

It is true that the amount of selection provided can feel like an overwhelming number of choices. However, it is important for you to know that games are not won solely on model selection. If you are new to Heavy Gear Blitz, you can easily choose models and variants that just seem cool to you.

The rule-of-cool is easily a good option to start with. As you become more familiar with the rules, you will naturally gravitate towards certain strategies and tactics. Building onto your initial collection is very easy and helps you find new ways to enjoy the game as you explore all the different options available.

Heavy Gear Blitz is a game that unabashedly promotes a combined arms approach. So, one bit of advice may be to diversify your force via different types of models, weapons, and capabilities.

Pod Squad

Dream Pod 9 has an official team called the Pod Squad that organizes events, provides demonstration games for new players and other functions. You may request to join the Pod Squad. Details for this are on the Dream Pod 9 website (www.dp9.com). Players may request to join the Pod Squad by emailing Robert Dubois at rdubois@dp9.com. DP9 does its best to reward Pod Squad activities and provide prize support for events.



Organized Play Events

Demos walk new players through a simple game. This is very useful to them and a great way to build a local community. The more you demo the game, the more people will start playing. After enough people have joined the local community, running campaigns, leagues and tournaments becomes much easier.

Leagues are groups of players within a local community. Campaigns are a series of games that are played over a period of time. Tournaments are competitive events that may be one game or a series of games, i.e., a campaign.

What You Need to Know

If you become a Pod Squad member, you will have additional responsibilities.

You will need to provide abbreviated reports to Dream Pod 9 for events held at gaming stores.

You will also need to maintain gaming etiquette as you are representing the gaming community for all games. For example, it is in poor taste to speak negatively about any game from any company while representing one particular company. Pod Squad members should be ready to accept a higher level of accountability.

You should also be prepared with a copy of the rules and any other necessary tools. Additionally, as the organizer, you will be responsible for setting up events, coordinating with store staff and any players involved. You will need to be ready to run with it!



Examples of the free paper terrain buildings available in the downloads section of the Dream Pod 9 website (<https://www.dp9.com/downloads/>).

RULES



HEAVY
GEAR
BLITZ!

Terms and Concepts

The rules for Heavy Gear Blitz use several terms and concepts throughout this book.

Using This Book

While learning the rules, you may encounter unfamiliar terms. Below are some tips for looking things up.

- ▷ Stats for individual models can be found in their respective faction's chapter.
- ▷ For guidance on how to read a model table, see the Reading Model Profiles Chapter.
- ▷ All weapons and their statistics can be found on the Weapon Table at the back of the book.
- ▷ Any model trait or weapon trait mentioned in the rules can be found in the Model and Weapon Traits Chapter.

Rule Priority

If two rules appear to have conflicting effects, then the more general rule is ignored and the more specific rule is used instead.

Sportsmanship

If you and your opponent ever disagree about a rule or measurement, roll a die, or flip a coin to resolve it. If a rule seems ambiguous or has multiple good-faith interpretations, randomly select one of those interpretations and use it for the rest of the game.

Don't put the action of the game on hold. Discuss the rule after the game and bring any questions you may have online to the Dream Pod 9 Heavy Gear Blitz Forums.

Rounding Numbers

All fractional values are rounded up except for measurements and Movement Ratings (MR).

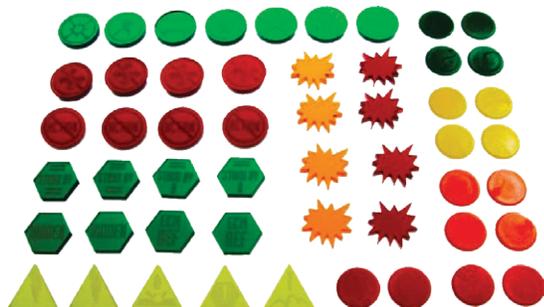
Models

Heavy Gear Blitz players use models to represent gears, tanks, infantry, or other units. All of one player's models used for a given game are called a force.

Threat Values

All models and upgrades have their own cost, called Threat Value (TV). This is paid when picking a model or an upgrade for that model. Players agree upon a total TV amount before constructing their forces and that dictates how many models and/or upgrades can be selected.

A particular model often has multiple variants, which are similar to each other, but carry different weapons or equipment. For example, the Vanguard Warrior (8 TV) is variant of the Warrior (7 TV).



Heavy Gear Blitz Status Token Pack

Forces and Combat Groups

Each player will use a force to conduct battle. Each force will be broken down into combat groups. A combat group is a group of models that acts as a team. How to put forces together is explained in the Force Construction Chapter.

Turns and Rounds

A typical game of Heavy Gear Blitz takes place over four rounds, during which players alternate taking turns until the round is complete.

During your turn, you will move and perform actions with groups of models (combat groups) instead of individual models. Once you have used all your models in this manner, then your turn is finished.

Active and Passive Player

When it is your turn, the rules refer to you as the active player. When it is your opponent's turn, you are the passive player. In Heavy Gear Blitz even the passive player stays in the action by reacting to their opponent's moves.

Tokens

Tokens are used to indicate actions, status effects, damage, and other game information.

To mark a model with a token, you can place the token on the battlefield next to the model, on the model's data-card, or in any place where its meaning is clear to both players.

Dream Pod 9 sells token packs on their online store. There is also a token sheet available at the back of the book.

Dice

Heavy Gear Blitz uses six-sided dice. Dice are noted in the rules as XD6. "X" represents the number of dice. For example, 2D6 is 2 dice. You will typically need at least six dice during a game.

Base Dice (2D6)

All rolls start with two dice before modifiers are applied. This is known as base dice.

Zero Dice

A roll can never be less than 1D6. If modifiers reduce the number of dice to zero or below, roll 1D6 instead.



Heavy Gear Blitz Commander Token Pack

How To Roll

To roll, you will collect a pool of dice from various sources and roll them all together. Then, note the die with the highest number. That die is called the **result die**, and the number on it is the result.

Example roll: If you roll 2 dice and get:



The result die is the 6.

Every roll has a set **threshold number**. Noting which dice meet or exceed the threshold number is important for the majority of rolls you will make.

Example roll: If you roll 3 dice against a threshold rating of 4+ and get:



The 6 and the 4 both meet or exceed the threshold of 4+. The 2 does not.

For many rolls, the additional dice that meet or exceed the threshold will add to the highest die. So, for the above example, the 6 would be the result die, because it is the highest die. And the 4 would add +1, because it meets or exceeds the threshold of 4+. So, the end result would be 6 + 1 = 7, which is not a bad roll.

Skill Ratings

Each model has three skills listed on its profile. Each skill is listed with the number you will need to meet or exceed when making rolls.

- ▷ Gunnery (GU)
- ▷ Piloting (PI)
- ▷ Electronic Warfare (EW)

Models also have an initiative skill that is determined by their rank. See The Force Leader.

Example: A *Pazu-Recce N-KIDU* has an EW skill (or rating) of 4+. When it rolls, using its EW skill, the threshold used for the roll will be 4+. Generally, the more dice that meet or exceed the number 4, the better.

Note: When a rule says to increase a skill, it is directing you to lower the skill's threshold number (lower numbers are better). If a rule says to decrease a skill, it means the skill's threshold number will increase.

Opposed Rolls

Opposed rolls represent two models competing against each other. Below are some examples of opposed rolls.

- ▷ One model making a ranged attack against another model (GU skill vs PI skill)
- ▷ One model jamming another model's communications (EW skill vs EW skill)

To make an opposed roll, both players take their base dice, add or subtract modifiers, then roll all the dice.

First, note the result die. Then, add +1 for each additional die that meets or exceeds the skill used. Whichever player has the highest result wins the contest.

Example roll: Player A attacks player B with a ranged attack. Player A rolls three dice using a GU skill of 4+:



The result die is 6. The 4 also meets or exceeds the GU skill, adding +1 to the result die for a total of 7.

Player B rolls three dice using a PI skill of 6+:



The result die is 4. No dice meet or exceed the skill rating, so the end result is simply 4.

Player A's roll is a 7. Player B's roll is a 4. Player A's roll beats Player B's.

For most rolls, when two players tie, the tie normally goes to the attacker or aggressor. However, some rules will modify this rule.

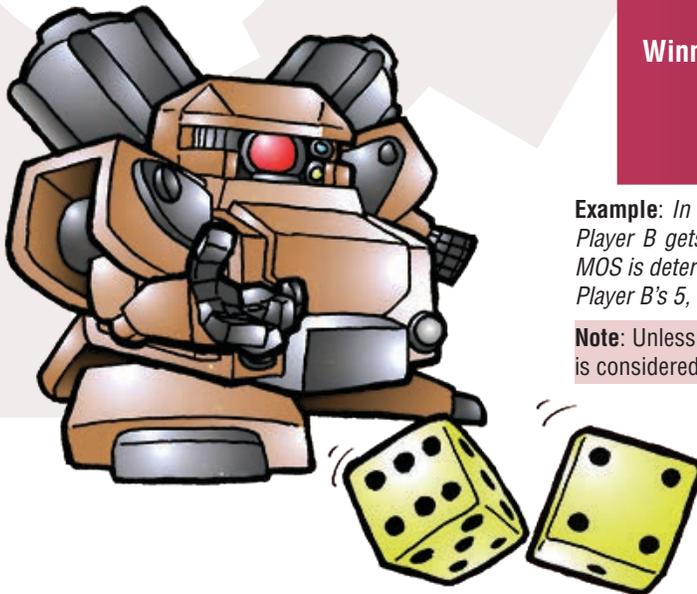
Margin Of Success (MOS)

The amount an opposed roll succeeds by is referred to as the Margin Of Success (MOS). The higher the MOS, the greater the effect. For example, when an attack succeeds, the MOS will be added to the weapon's damage.

$$\text{Winner's result} - \text{Opponent's result} = \text{MOS:X}$$

Example: In an opposed roll, Player A gets a result of 7. Player B gets a result of 5. Player A is the winner. The MOS is determined by taking Player A's 7 and subtracting Player B's 5, which is MOS:2.

Note: Unless stated otherwise by another rule, an MOS:0 is considered a successful attack.



Independent Rolls

Independent rolls represent a model using a skill. However, these rolls are not a competition between two models, so only one player rolls, and the success is determined by their roll alone. Below are some examples of independent rolls.

- ▷ Traversing dangerous ground
- ▷ Issuing an order in the heat of battle

To make an independent roll, take the base dice and add or subtract any modifiers. Then, roll all the dice together.

- ▷ If at least one die meets or exceeds the skill's rating, the roll has passed. If all of the dice are below the skill's rating, the roll has failed.

Exclusive Rolls

Exclusive rolls are similar to independent rolls. However, they have one or more features exclusive to them, such as exclusive modifiers, threshold values or number of dice. Below are some examples of exclusive rolls.

- ▷ Airdrop deployment
- ▷ Falling

When you come across a rule that uses an exclusive roll, it will explain all the information that you will need in order to perform the roll.

Dice Modifiers

Many game effects add or subtract dice to or from a roll. These are called dice modifiers. These are presented as +XD6 or -XD6, where X is the number of dice.

Multiple modifiers can apply to a single roll. But a modifier from a single source never applies more than once, unless specifically stated otherwise. For example, no matter how many different effects apply the crippled condition to a model, the penalty is only -1D6.

Result Modifiers

Certain traits and effects add to the result of a roll. For example, the Advanced trait gives a bonus +1 R. That means that it adds +1 to the Result (R) die after the roll.

Example roll: A model with a GU skill of 4+, using a weapon with the Advanced trait, rolls three dice for an opposed roll and gets:



The result die is 5. The 4 meets or exceeds the skill, so it adds +1 to the result die. The Advanced trait also adds +1 to the result. So, the end result is 5 + 1 + 1 = 7.

Skill Modifiers

Some rules raise or lower the skill rating, or Threshold Number (TN). Skill ratings can never be higher than 6+ or be lower than 2+.

-1 TN indicates an improvement to a skill. Decreasing the threshold number, or skill rating, improves the chance for success. Note: a skill of 3+ is better than a 4+.

+1 TN indicates the roll is harder and the threshold number is increased by one.

Rerolls

Some tokens, Skill Points (SP), orders, and upgrades allow a reroll. You may choose to reroll immediately after a roll before anything else happens.

To reroll, take all the dice used and roll them again. Resolve using the second roll of the dice, even if it is worse than the first.

One roll may only be rerolled once, even if a player has multiple abilities or tokens that can be used for rerolls.

If both players wish to reroll, then both players must reroll at the same time.

Below is a reference table listing rules that provide you with rerolls. You will need to read the full context of these rules within their section.

Available Rerolls

- ▷ SP
- ▷ CP (for commanders)
- ▷ Try Again order
- ▷ Coordinated Attack order
- ▷ Evade
- ▷ Hidden
- ▷ Shield vs attacks from the front arc
- ▷ AMS vs indirect attacks

Skill Points (SP)

Some models have Skill Points (SP) which may be spent by that model to reroll dice. Mark models that have SPs with tokens to track their use.

Command Points (CP)

Commanders have Command Points (CP) instead of SP. When a model that has SP is selected to be a commander during the force construction process, their SP is automatically converted into CP. Just like SP, they can be used by this model to reroll dice. In addition, CP may be used to issue orders, which will be covered later. CP will need to be marked with a token for tracking purposes.



Silhouettes

To allow more flexibility with building and painting, the measurable space occupied by a model is defined by its silhouette. Thus, even if a gear is modeled in a prone position that would seem to make it more concealable, the standard silhouette is still determined using their base width and profile's height.

The silhouette is an imaginary cylinder. Their height in inches is listed on the model's profile. The diameter is the width of their base. A model without a base has a width equal to the actual model, as viewed from the relevant perspective of another model. Ignore weapons for the purpose of evaluating the silhouette.

The listed heights are abstracted. The actual models can vary from their listed height by a small amount.

If needed, the listed height can be evaluated by placing a ruler next to the model. For example, if a model is hiding behind terrain and it's questionable whether the model can be seen by other models or not, then simply place a ruler next to the model to check its listed height.

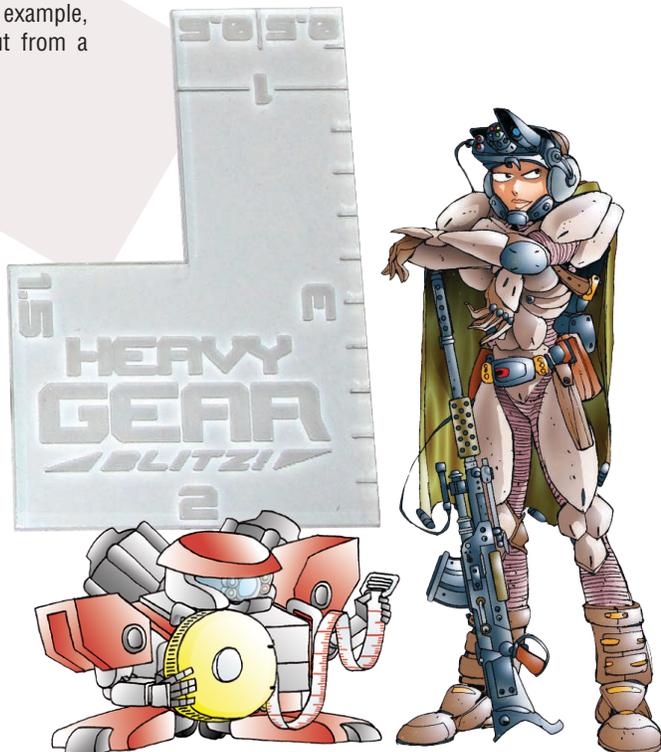
Arms, weapons, sensor booms, shields and hand-held items are ignored when determining a model's silhouette. For example, a rifle extending out from a gear does not enlarge its silhouette.

Line Of Sight (LOS)

Line Of Sight (LOS) determines what you can target with direct attacks and affects how models use terrain features to gain cover from enemy fire.

If one model can draw a line from any part of its silhouette to any part of another model's silhouette without it being entirely obstructed by a terrain feature or another model, then they are both considered to have LOS to and from each other (they can both see each other).

The player in control of a model performing an action or reaction decides where to draw LOS from that model. It must be from a part of the model's silhouette, but it may be from any point of said model's silhouette. For example, an outer edge of a model's base, sticking out from a corner, is enough to establish LOS.



Measuring

You will often measure the distance from one model or point on the table to another model or point on the table during a game. All measurements are performed in inches. Measurements are not secret, and you can ask to see or review any measurement that your opponent has made, at any time.

When measuring to or from models, always measure from the edge of one model's silhouette to the nearest edge of another model's silhouette.

This is the same for tokens, markers, terrain, buildings or any other item on the table. Always take measurements from the closest edge of one item to the closest edge of another. There are a few rules, such as the AOE rule, that measure to a point on the battlefield instead of a model.

What you may measure is determined by whether it is your turn or not.

- ▷ During a player's turn, they may measure:
 - ▶ Their model's sensor range or the distance to any point within a model's sensor range.
 - ▶ The height of any building or terrain feature in their model's sensor range.
 - ▶ The range to a target model or point by a declared action or attack.
- ▷ When it is not a player's turn, they may measure:
 - ▶ Half of their model's sensor range.
 - ▶ The range to a target model or point by a declared reaction, such as retaliation or jamming.

If a player declares an action, and then they find out that the target of that action is not within the required range, then the action is lost. This is also true for reactions.

Facing and Arcs

The direction that a model is facing determines what it can shoot and whether or not it's being attacked from behind.

Weapons may only be used to target models or points within their listed arcs.

Most models have two standard 180 degree arcs, which are the front arc and the back arc. The front arc and back arc can never be used to attack the same target.

- ▷ The **front arc** is the default. If no arc is specified for a weapon, then it uses the front arc.
- ▷ The **back arc** is vulnerable to attack. If an attacker's silhouette is completely contained in the model's back arc, they gain a +1D6 attack roll bonus (or +2D6 against a vehicle's back arc).

Some weapons specify the right arc or left arc. These are also 180 degrees. The left arc and right arc can never be used to attack the same target.

Turret arcs can fire in any direction.

Determining arcs should be easy when looking at a model. Use the main body or torso of the model to determine the current facing of the model.

Players may paint bases with markings to indicate different arcs. This can be helpful when a model is posed a certain way that makes the arcs less clear, such as a model in the prone position.

If an arc seems unclear, it should be discussed prior to the game so that both players have a reasonable understanding of its arcs.

Front Arc



Back Arc

Sensor Lock

Sensors automatically detect and lock on to other models and points on the battlefield within sensor range. This is referred to as a sensor lock.

All models have a sensor range of 18 inches unless stated otherwise. The sensor range extends from the model's silhouette like a bubble.

Some effects, such as heavy cover, or the Stealth trait, can prevent a sensor lock even if the model or point is within sensor range.

Formations

Certain effects require a model to be in formation. Two models are in formation with each other if:

- ▷ They are within 6 inches of each other.
- ▷ They belong to the same combat group.

If either of these conditions is not true, then the models are said to be out of formation. Note: The models do not have to be arranged in any special manner.



Model Types

Heavy Gear Blitz organizes its wide array of different models into several types. These model types have rules that apply only to them, which modify rules found later. The following are the different types of models.

- ▷ Gears ▷ Striders ▷ Vehicles ▷ Drone ▷ Airstrike Counters
- ▷ Infantry ▷ Cavalry ▷ Terrain ▷ Area Terrain ▷ Buildings

Gears and Striders

While the humanoid combat machines of Terra Nova are the only true “gears”, many other models in the game are treated as gears due to their similarities. CEF frames, Utopian armigers, Edenite golems, and even some of the smaller Caprician mounts are considered gears for the purposes of different rules.

Striders are the larger, and often slower, cousins of gears. They are typically bristling with weaponry and built like a tank. They hit hard and take hits well.

Gear and strider model types have no additional rules in Heavy Gear Blitz. However, some upgrades are specific to gears and not allowed for striders, or vice versa.



Pit Bull



Arbalestier



Drake



Scorpion



Voltigeur

Vehicles

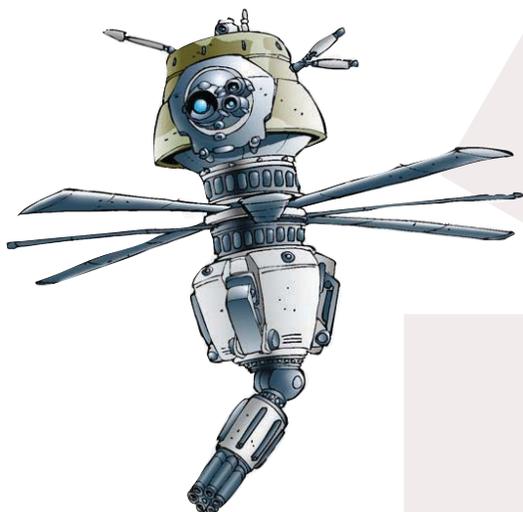
The term vehicle applies to a variety of models, from hovertanks and APCs to trucks and attack choppers. They typically feature one type of movement mode such as wheels or tank treads, but some have optional features such as amphibious modes and jump jets.

- ▷ Vehicles are more vulnerable to attacks coming from their back arc. Attackers get +2D6 when attacking a vehicle from their back arc. However, the attacking model must be completely within the back arc of the defending model in order to gain this modifier.

Drones

Drones are devices that provide useful abilities. It is important to note that the following rules only apply to models that have the term “drone” as their model type.

- ▷ Receive +2D6 for the cover modifier instead of +1D6.
- ▷ Cannot provide cover to other models.
- ▷ Are removed from the table when destroyed.
- ▷ Other models may move through drones but cannot stop in the space occupied by the drone.
- ▷ Upgrades cannot be purchased for drones.
- ▷ Cannot make up a combat group by themselves. There must be at least one non-drone model to take the position as a CGL or other type of commander.



Infantry

Infantry represent a wide variety of soldiers, from human to GREL, and their cybernetic FLAIL cousins. Infantry models have a number of rules that are collected here for convenience and clarity.

- ▷ Have a 360 degree front arc and no back arc.
- ▷ May enter buildings.
- ▷ Receive +2D6 for the cover modifier instead of +1D6.
- ▷ Cannot provide cover to other models.
- ▷ When attacked, weapons without the Anti-Infantry (AI) trait will only cause up to a maximum of two damage per attack. The Armor Piercing (AP:X) trait does not have any additional effect on infantry.
- ▷ Are removed from the table when destroyed.
- ▷ Other models may move through infantry but cannot stop in the space occupied by the infantry.
- ▷ Infantry are assumed to ‘fit’ themselves into any space that can hold them and should not be limited to spaces that only fit their base. As long as one figure can pass then so can the model.



Peace River Infantry Squad



Peace River Sniper Team

Airstrike Counters

High-tech fighters and bombers pass over the battlefield in a split second. Heavy Gear Blitz uses airstrike counters to represent fast-moving attack craft. These models can be purchased for any force.

- ▷ Airstrike counters do not interact with the table like other models. They are placed to the side and activate during their own phase. See Airstrike Phase.
- ▷ Airstrike counters do not have rear arcs and cannot be haywired via weapons or the ECM trait.
- ▷ Airstrike counters do not form combat groups.
- ▷ Upgrades cannot be purchased for airstrike counters unless specifically stated otherwise.



Airstrike Counters

Cavalry

Cavalry represent models such as mounted beasts, hoverbikes, motorcycles and ATVs. They use the following rules specific to them.

- ▷ Receive +2D6 for the cover modifier instead of +1D6.
- ▷ Cannot provide cover to other models.
- ▷ Are removed from the table when destroyed.



Lizard Riders

Terrain

Terrain is an important aspect for almost all tabletop wargaming. It enhances immersion, provides cover and provides many additional functions.

- ▷ Terrain features cannot be designated as secondary targets from an Area Of Effect (AOE) attack or a Split attack. However, unlike other models, AOE attacks are not required to be centered on the middle of the terrain feature in order to designate it as a primary target. They may instead be centered on any point of the terrain feature's silhouette.
- ▷ All terrain is considered to have the Stationary trait. The Stationary trait dictates that they have -1D6 when defending from attacks.
- ▷ Terrain features do not have back arcs that can be capitalized upon by other models. Attacking terrain from what might be considered a building's back arc does not provide additional dice for the attack.
- ▷ Upgrades cannot be purchased for terrain.
- ▷ Terrain within this rulebook lists actions for force construction purposes only. Terrain features do not normally activate and may not perform actions or reactions. Terrain may not receive upgrades.

Terrain sold by Dream Pod 9 comes with stats found within the universal model section. This is useful for the purpose of how the terrain interacts with models on the table, or even how they take damage. For example, all DP9 buildings can specifically be destroyed.

A secondary function of providing them stats is that they can be included into the force construction process. They even come with their own deployment options. However, we do not recommend overly using this dynamic. They provide a few nice features, so it can be helpful to include some of them within a force, but you will probably lose if your entire force is made up of stoneheads.

There are also multitudes of options available on the modern market that we could not make stats for. The choices are endless. You can even make your own custom terrain. However, you have a few options for applying stats to them as well.

- ▷ You can use existing stats if they are similar to a specific Dream Pod 9 terrain piece.
- ▷ Or you can use the table on this page and adjust the stats as needed to better reflect what seems more visually appropriate for a terrain feature.

Terrain	Feature	Armor	Hull and Structure
Light	Trees or shacks	4	0/4
Medium	Commercial buildings	7	0/7
Heavy	Reinforced buildings	10	0/10

When terrain is destroyed, it is removed from the table. It is useful to replace it with dangerous ground tokens to outline its previous position after it is removed from the table. Other methods are also an option. Some companies sell terrain that has an optional "destroyed" version of a building that can be used to replace the normal building if it is destroyed. However, none of this is mandatory. It could also just be removed from the table with no additional actions needed for simplicity. What happens when terrain is destroyed is an important aspect to discuss with your opponent before a game starts.

Not all terrain features should be considered destructible. Some traits, such as the Demo:X trait, are specifically designed to destroy buildings. But it may be odd to consider those weapons as being capable of destroying a hill. So, for example, a hill would be better represented if it is simply considered indestructible Heavy terrain, with no Armor, Hull or Structure.



Small Stonehead



Large Stonehead



Barnaby Wreck



Stoneheads in Sand

Area Terrain

Terrain features are sometimes better represented as area terrain for managing the rules. Area terrain is still considered terrain for rules purposes.

Multiple terrain features grouped together, such as groups of trees or a cluster of rocks may be treated as a single terrain feature to simplify checking for cover. The area must have clear edges, such as a base or a cloth cutout. Area terrain has a silhouette defined by its base edges and its tallest feature. Use the below points for rules concerning area terrain.

Use the below points for rules concerning area terrain.

- ▷ A model receives the cover bonus when area terrain is obscuring any part of the model's silhouette from the LOS of an attacker.
- ▷ Never provides full cover.
- ▷ Can always be fired through.
- ▷ Is treated as a difficult surface when a model moves over or through it.
- ▷ Models with the Hover movement type use half their Movement Rate (MR) passing through area terrain only if it is taller than 1 inch.
- ▷ Area terrain cannot be destroyed.
- ▷ Area terrain cannot be purchased for a force, with the exception of Trenches. Trenches are considered area terrain specifically for infantry.
- ▷ Upgrades cannot be purchased for area terrain.



Trench



Badlands Outpost Set

Buildings

Buildings are a specific type of terrain and have a few more rules that pertain to them.

Infantry and drones may enter buildings. Gears, striders, cavalry and vehicles may only enter buildings if both players agree it is appropriate. If available, designate entry points to be used (some terrain is not sold with doors). When models go inside a building:

- ▷ Buildings do not block LOS to models inside of them.
- ▷ Models inside a building gain the cover bonus to defense rolls, even against each other.
- ▷ Models inside medium or heavy buildings cannot be targeted by indirect attacks unless there is no overhanging cover protecting them.

Mark the location of a model within a building, which can be done by either setting it on the roof with a marker, or adjacent to the building with a marker. Either option is viable. And, if another solution is agreed upon by both players, then that is fine too, as long as it is clear what position it occupies within the building.

Models inside a building may move vertically with their normal move. Mark how many inches above ground level an infantry model is.

Models that are inside a building when it is destroyed are immobilized and take one damage per inch of the building's height. This supersedes any trait or rule that may protect them from damage, such as field armor. Infantry, cavalry and drones double the amount of damage taken in this way.

Models on top of a building when it is destroyed roll for falling damage from the height of the building. See Falling.

Terrain and buildings are sold in many different varieties. If you have a piece of terrain that does not seem to fit within the context of the rules as presented within this book, then players should feel free to modify something as needed. However, this should only be done if all players agree to the modification.

- ▷ Faction upgrades cannot be purchased for buildings unless specifically stated otherwise.

Setup

This chapter explains how to set up a game of Heavy Gear Blitz. To set up a game, perform the following steps in order:

- ▷ Reveal Forces
- ▷ Prepare the Battlefield
- ▷ Deploy Forces
- ▷ Identify Commanders
- ▷ Select Objectives

Setup Rolls

Each step within setup begins with a setup roll, which is performed exactly as an initiative roll. This is an opposed roll between each player's force leader.

The winner of the roll gets to choose which player performs said step first.

Always roll two base dice for each step within setup. Dice modifiers do not apply to setup rolls unless another rule specifically states otherwise.

Your force leader can spend Command Points (CP) to reroll a setup roll. If the loser of a setup roll intends to reroll, their opponent may also opt to spend a CP for a reroll as well. All rerolls are performed at the same time. In the event of a tie, both players continue to reroll until there is a clear winner.

After setup is complete, the CP for each force leader is refreshed before the game begins.

Setup: Reveal Forces

The Threat Value (TV) of a game determines the size of the forces allowed by both sides. Typically, players will agree in advance to how much TV the game will be. This agreement is used so they can construct forces and build models. The first step of setup is to reveal the forces you've built, show off your modeling and painting skills, and answer any questions your opponent may have about your force. There should not be any hidden features.

Setup: The Battlefield

Terrain features affect how your forces move and fight, which makes for an interesting game. Heavy Gear Blitz works best when at least 40% of the battlefield is covered by terrain features. More is fine too. It is generally good to ensure that enemy models do not start with a clear LOS to each other. Using terrain to obstruct those lines of sight is suggested. Large, open areas can discourage maneuvering which can make the game less interesting.

You can decide to use an alternative approach. The above are mostly just suggestions. Maybe you have a narrative built into a mission or the TV selected is not equal for both sides. Either way, players should set up the terrain on the battlefield in a mutually agreeable manner.

The fairest way to setup terrain is to take turns placing each terrain piece until the table is considered set. However, if both players are okay with the terrain being setup prior to the players meeting, then that is okay. Just be aware that it is very easy to even accidentally give one player a significant advantage if the terrain is not placed well. A common mistake is not enough terrain.

The size of the battlefield can vary. The following sizes are recommended based on TV total.

Game TV	Recommended Table Size
50 TV	4' x 4'
100 TV	4' x 4' to 4' x 6'
150 TV	4' x 6' to 6' x 6'

Any size table or battlefield may be selected. It depends largely on what is available to the players and their preferences. If you only have a 2' x 2' table available then maybe halve everything that pertains to measurements (movement rates, ranges, AOE, etc.) and go from there.

Terrain features can be as simple as boxes, plastic containers or other household items. They can also be as complex as intricate 3D models.

As mentioned previously, DP9 has many terrain options available for purchase on the DP9 website. There are also free downloadable paper terrain sets. Heavy Gear Blitz miniatures are 12mm or 1:144 scale. Almost any terrain ranging from 10 to 15 mm or N-Scale should work well with the game.

There's an enormous variety of terrain on the market. Players should discuss the terrain on the battlefield before the game and agree on the rules used for each feature.

Rules concerning the battlefield and how models interact with it are found in several places throughout the rulebook. The following items are listed here for consideration while setting up a battlefield:

- ▷ Terrain
- ▷ Walls
- ▷ Jetpacks
- ▷ Area Terrain
- ▷ Surfaces
- ▷ Jump Jets
- ▷ Buildings
- ▷ Mines and minefields
- ▷ Elevated Firing Positions
- ▷ Cover
- ▷ Climbing



Longbow Jager

Setup: Deploy Forces

Players place their combat groups into deployment zones, which are the spaces extending 12 inches from the opposite edges of the table. Models cannot be placed in locations they would not normally be able to move to. For example, a Visigoth main battle tank cannot be deployed on top of a building's roof.

Both players alternate taking turns placing entire combat groups into their deployment zone until all combat groups have been placed.

A model with the Transport or Occupancy trait may be deployed with models inside, even if they are not from the same combat group. Players must declare which models are contained within another model (that information is never secret). Towed models cannot take part in any special deployment rules.

Special Deployment Rules

Special deployment allows a model or combat group to deploy a number of inches beyond the standard 12 inch deployment zone.

- ▷ A model may only choose one deployment type even if it has multiple deployment options available.
- ▷ You may never deploy your models in your opponent's deployment zone.
- ▷ Models inside a transport or fortification do not need to meet the trait or role requirements for their container's special deployment. Models deployed inside a transport or fortification cannot use their own special deployment option.

Airdrop Deployment

Combat groups composed entirely of models with the Airdrop trait may deploy up to 12 inches past the deployment zone.

- ▷ All models must be deployed in formation with any commander of the combat group.
- ▷ After placing each model with airdrop deployment, make an exclusive roll using 2D6 against a threshold of 4+. If at least one die meets or exceeds 4+, the model deploys without taking damage. Failure results in 1 damage to that model.

Recon Deployment

Combat groups with an RC primary unit may deploy up to 6 inches past the deployment zone.

- ▷ All models must be in formation with any commander of the combat group.

Spec Ops Deployment

Combat groups composed entirely of SO unit(s) may deploy up to 12 inches past the deployment zone.

- ▷ All models must be in formation with any commander of the combat group.
- ▷ All models must be within 6 inches of a table edge.

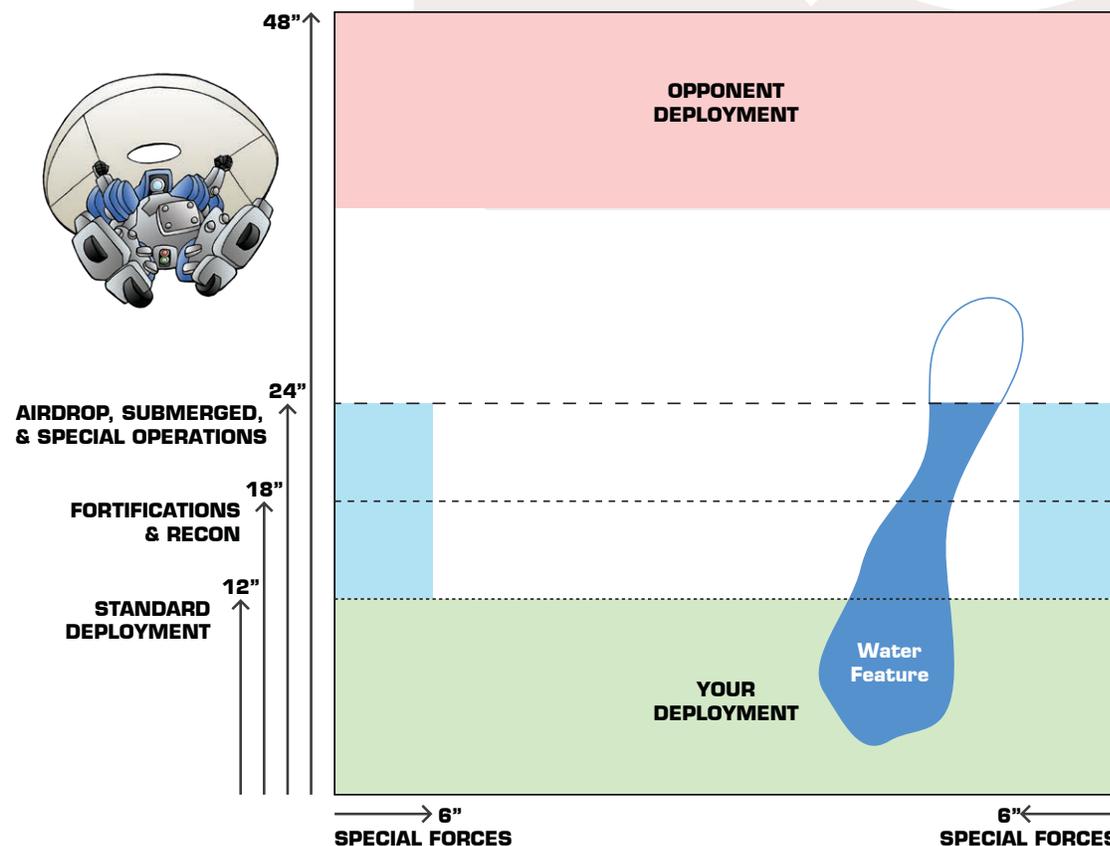
Fortification Deployment

Fortifications may be deployed up to 6 inches past the deployment zone.

- ▷ Fortifications cannot be placed on top of a building.

Submerged Deployment

Models with the Sub trait may be deployed up to 12 inches past the deployment zone if they are deployed in a water feature. Such models start the game with a hidden token.



Setup: ID Commanders

Commanders are models that roll for initiative, setup and may issue orders. A force typically begins with at least one commander for each combat group, which is normally at least a combat group leader (CGL).

Players designate which models will be commanders, along with their rank, during force construction. You must reveal your commanders to your opponent during this step, before objectives are chosen.

The Force Leader

Force leaders are used for rolling initiative at the beginning of each round and for setup rolls.

Only one model can hold the title of force leader. The force leader is the highest-ranking model in the force. If two commanders are of equal rank, then the controlling player will select which commander is the force leader.

The Chain of Command Table below shows the ranks from highest to lowest.

Code	Rank (Highest to lowest)	Initiative	CPs
TFC	Task Force Commander	3+	1
CO	Commanding Officer	4+	1
XO	Executive Officer	4+	1
CGL	Combat Group Leader	5+	1
2iC	Second in Command	5+	1
Other Models	N/A	6+	0

Setup: Select Objectives

Objectives determine how you earn Victory Points (VP), and therefore, who wins the game. Each player chooses **one objective for every 50 TV in their force.**

The objectives available to each player are based off of their combat groups' primary roles. Below is the list of roles that players may use to choose objectives, along with the objectives available to each.

- ▷ **General Purpose (GP)** - Hold and Flags
- ▷ **Strike (SK)** - Capture and Pave the Way
- ▷ **Fire Support (FS)** - Wipe Them Out and Claim
- ▷ **Recon (RC)** - Detailed Scan and Break Through
- ▷ **Special Operations (SO)** - Assassinate and Raid

Note: The Fortification (FT) role cannot be used to choose any of the objectives.

Tactical Tip: If you have the same primary role for all your combat groups, then your objective options may be limited. For example, a force with the FS primary role designated for every primary unit of each combat group may only select the Wipe Them Out objective or the Claim objective. If your force has more than one type of primary role, then it has more versatility when selecting objectives.

Selecting Objectives

Players will take turns selecting one objective at a time, until the required number of objectives have been selected or all players are unable to select any more objectives. Objectives are not secret. They must be openly declared.

To select an objective:

- ▷ Choose a combat group from your force and then choose one objective that is available to its primary unit's role.
- ▷ Place objective markers as the objectives are selected.
- ▷ One combat group may only be used to select one objective.
- ▷ Each objective may only be chosen once.
- ▷ A secondary unit's role is never used for selecting objectives (they may be used to score objectives).

Markers

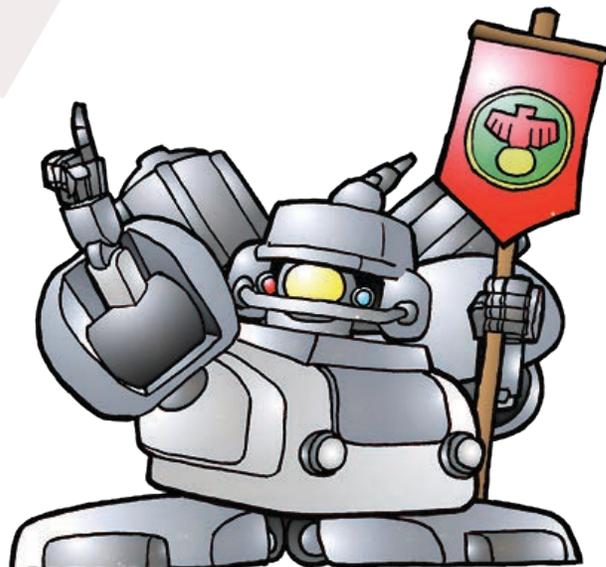
All objectives require the placement of markers. These are abstract representations and cannot be destroyed. Custom markers should not exceed 40mm in diameter.

- ▷ Mark a point on the table by placing the marker directly over the point.
- ▷ Mark a model by placing the marker next to the model, on the model's data-card, or any other clear method.
- ▷ Mark a combat group by marking the combat group's commander using the same method as marking a single model.
- ▷ A combat group or commander can only be marked once for one type of objective.

Control Markers

A marked point is "controlled" if you have more models than your opponent within 4 inches of it. These models must be on the battlefield and have LOS to the marker. Destroyed models do not control objectives.

- ▷ You may use a terrain feature or a model (such as a Camel Truck) as a control marker.
- ▷ You cannot place a control marker within 12 inches of another of your own control markers.
- ▷ Always place control markers at ground level.



Hold (GP)

When this objective is selected, place two control markers within the 12 inches beyond your deployment zone.

- ▷ Score 1 VP for each control marker you control at the end of the game.
- ▷ Terrain, area terrain, buildings and airstrike counters may not perform or score this objective.

Flags (GP)

When this objective is selected, assign any two commanders to be flag-bearers.

- ▷ These flag-bearers may spend an action to place one flag (marker) on the table, in base contact with the flag-bearer. Once placed, the flags cannot be moved. Flags may not be placed within your deployment zone.
- ▷ At the end of the game, score 1 VP for each flag still on the battlefield.
- ▷ An enemy model may remove the flag from the table, by spending one action, while within 4 inches of the marker. Once removed, they may not be placed again in subsequent activations.
- ▷ Terrain, area terrain, buildings and airstrike counters may not perform or score this objective.

Capture (SK)

Similar to the hold objective, when the capture objective is selected, place two control markers within the 12 inches beyond your opponent's deployment zone.

- ▷ Score 1 VP for each control marker you control at the end of the game.
- ▷ Terrain, area terrain, buildings and airstrike counters may not perform or score this objective.

Pave the Way (SK)

When this objective is selected, mark any two enemy combat groups.

- ▷ Score 1 VP if a marked combat group is reduced to half or fewer of its starting actions.
- ▷ Combat groups which have been marked for Wipe Them Out may not also be marked for Pave the Way.

Detailed Scan (RC)

When this objective is selected, mark any two enemy commanders.

- ▷ Score 1 VP by successfully using the detailed scan on one of these models, then remove the marker.
- ▷ Terrain, area terrain, and airstrike counters may not perform or score this objective.

Break Through (RC)

When this objective is selected, place two objective markers in your enemy's deployment zone.

- ▷ At the end of the game, score 1 VP if you have at least two models in the enemy's deployment zone. Score 2 VP if you have four or more models in the enemy's deployment zone.
- ▷ Terrain, area terrain, buildings and airstrike counters may not perform or score this objective.

Assassinate (SO)

When this objective is selected, mark any two enemy commanders.

- ▷ Score 1 VP for each marked model destroyed.

Raid (SO)

When this objective is selected, place two supply markers within the 12 inches beyond your opponent's deployment zone. These markers can be picked up by your models.

- ▷ Score 1 VP for each marker that is picked up and carried for the rest of the game.
 - ▶ Players may use models to pick up their own 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 that is done, the marker is removed from the table and that model is considered to be carrying the supply marker.
 - ▶ The model that picked up the supply marker must stay alive until the end of the game in order for the VP to be counted.
- ▷ Terrain, area terrain, buildings and airstrike counters may not perform or score this objective.

Wipe Them Out (FS)

When this objective is selected, mark one enemy combat group.

- ▷ Score 1 VP if the marked combat group is reduced to half or fewer of its starting actions. Score an additional 1 VP if the combat group had a primary or secondary unit using the fire support role.
- ▷ Combat groups which have been marked for Pave the Way may not also be marked for Wipe Them Out.

Claim (FS)

When this objective is selected, mark two equal halves of the table, lengthwise or widthwise.

- ▷ Score 1 VP if you have more models within one half of the table at the end of the game.
- ▷ Score 2 VP if you have more models within both halves of the table at the end of the game.
- ▷ Exclude any models within a player's own deployment zone. They are not counted.
- ▷ Models may not be considered to be in both halves if they are on the line.
- ▷ Terrain, area terrain, buildings and airstrike counters may not perform or score this objective.

Note: The rules for objectives may need to be modified to accommodate alternative table sizes or alternative deployment setups outside of the general recommended table sizes and standard deployment setups. For example, if the table is exceptionally large, then the "12 inches beyond a deployment zone" may need to be changed to "24 inches beyond". Or another option would be to increase the number of rounds played to allow plenty of time to achieve objectives that require more traveling, such as Flags, Capture and Break Through.

Once the objectives have been selected, the players are ready to play.

Playing a Game

A game of Heavy Gear Blitz lasts for 4 rounds of gameplay. You win the game by scoring more Victory Points (VP) than your opponent. The game ends at the end of the fourth round or at any time your opponent has no more models on the table. Each round is broken down into four phases:

- ▷ Initiative Phase
- ▷ Activation Phase
- ▷ Airstrike Phase
- ▷ Cleanup Phase

Initiative Phase

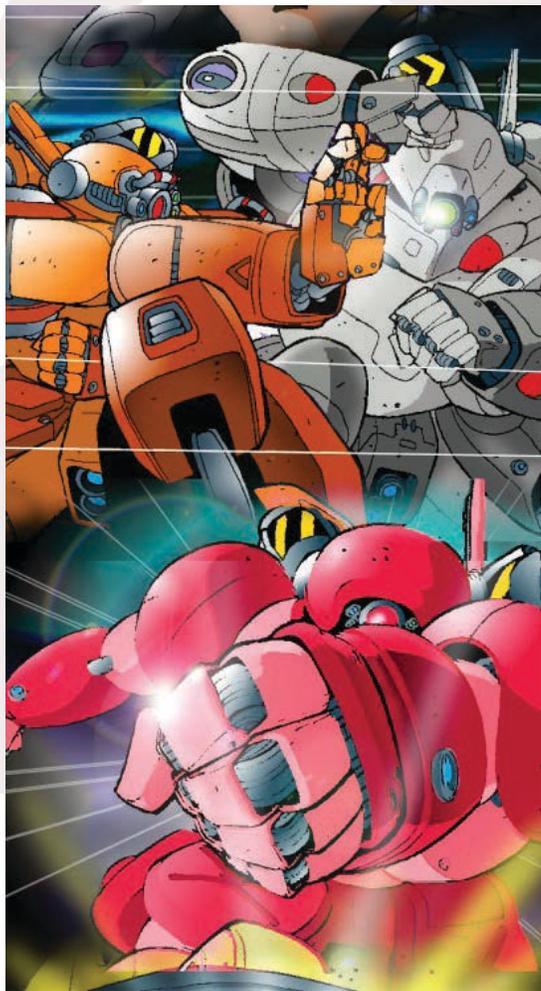
Each round begins with an initiative roll, which is an opposed roll between each player's force leader.

If the force leader is destroyed, the next highest-ranking commander in your force will become the new force leader. If all of the commanders in your force have been destroyed, then you will use an initiative skill of 6+ when rolling for initiative.

The winner of the roll chooses which player becomes the active player first.

Always roll two base dice for initiative. Dice modifiers do not apply to initiative rolls unless specifically stated otherwise by another rule. In the case of a tie, both players reroll until there is a clear winner.

You can spend Command Points (CP) to reroll an initiative roll. If the loser of the initiative roll intends to reroll, their opponent may also opt to spend a CP for a reroll. All rerolls are performed at the same time.



Activation Phase

The active player (chosen by the initiative winner) then chooses a combat group to activate.

Each model within that combat group, will activate individually, one by one, resolving their movements and actions completely before moving on to the next model in the combat group.

A combat group is considered to be activated if any one of its models is activated.

A model is considered to be active while it is being activated. At all other times a model is passive.

After all models of a combat group have activated, it is the other player's turn to be the active player, by selecting a combat group to activate. This continues until both players have activated all of their combat groups.

To activate a single model, perform these steps:

- ▷ Select one un-activated model in the combat group.
- ▷ Declare the model's speed (choose from: top speed, combat speed, or braced).
- ▷ Move the model one or more times and spend its action points (to attack, hide, etc.) at any point during that model's move.
- ▷ The model's activation ends. This model is now passive. Update any tokens to reflect this.
- ▷ Select another model from the same combat group to activate using the same method.

Once all models have activated, the combat group's activation ends.

After each combat group's activation, the opposing player becomes the active player unless one player has no more combat groups left to activate.

When all combat groups in both forces have activated, the activation phase ends.

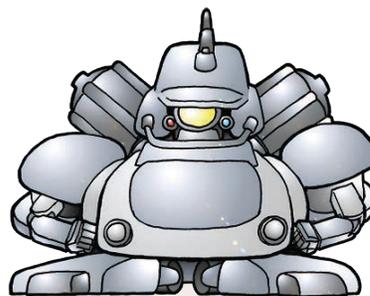
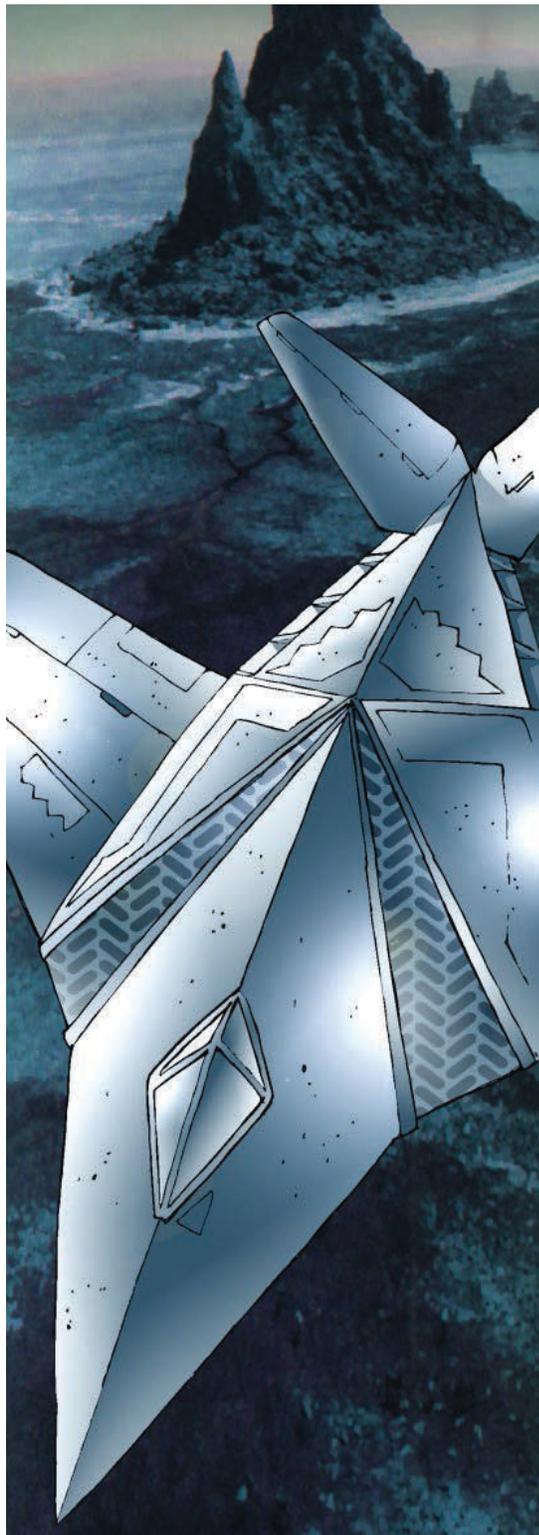


Python

Airstrike Phase

During the airstrike phase, any players who have airstrike counters may use them to attack targets on the battlefield. If both players have airstrike counters, begin with the player who did not activate a combat group last. Take turns using them, one at a time.

- ▷ During the first round of the game, airstrike counters may only be used to attack other airstrike counters.
- ▷ Beginning on round two, and for the rest of the game, airstrikes can be used to attack models or points on the battlefield, instead of other airstrike counters.



Cleanup Phase

Starting with the passive player from the final round of activation, both players will; restore, resolve, remove, and record during the cleanup phase as follows:

- ▷ **Refresh**, restoring the following points to their original starting values.
 - ▶ Action points
 - ▶ Command Points (CP)
 - ▶ Skill Points (SP)
- ▷ **Resolve** Corrosion effects.
- ▷ **Record** VPs for any completed objectives.

<ul style="list-style-type: none"> ▷ Remove ▶ Braced ▶ Evade ▶ Haywire ▶ Immobilized ▶ Jammed ▶ Smoke 	<ul style="list-style-type: none"> ▷ Do Not Remove ▶ Corrosion ▶ Crippled ▶ Destroyed ▶ ECM Defense ▶ Hidden
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- ▷ **Record** VPs for any completed objectives.



Sagittarius

Movement

Mobility is essential for victory on the battlefields of the Heavy Gear Universe. You will maneuver your force to gain the advantage and achieve objectives.

Each model lists its movement type(s) and a number pertaining to how many inches it can travel during one Move. Models can make two Moves if they select top speed.

▷ **Movement does not cost an action.**
 ▷ **You may never move off of the battlefield.**

Surfaces

Every part of the battlefield, including all buildings and terrain, has a surface which is used to determine how models move across it.

- ▷ **Open Surface:** No effect on movement. This is the default surface unless stated otherwise.
- ▷ **Roads:** Roads count as an open surface.
- ▷ **Shallow Water:** Any model may move through shallow water. Shallow water is treated as a difficult surface unless specified otherwise.
- ▷ **Deep Water:** Models normally cannot enter deep water. If a model is forced to enter deep water, then that model is destroyed.
- ▷ **Difficult Ground:** Any surface or feature which impedes the movement of a model such as dense woods, ruins or uneven ground is considered a difficult surface.

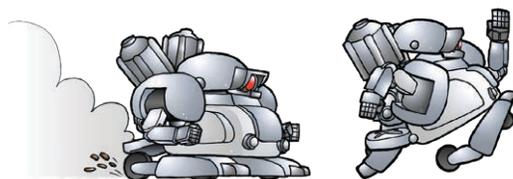
Movement Types

Most models have one or more movement types. When a model is moving it gains any benefits of all movement types listed on their profile.

- ▷ **Infantry (I):** Foot soldiers, cyborgs, and animals may travel over difficult surfaces without penalty.
- ▷ **Walker (W):** Vehicles with robotic legs may travel over difficult surfaces without penalty. They may also vault up onto surfaces, or over walls, up to half their height without climbing.
- ▷ **Ground (G):** Vehicles with wheels or tank treads gain +1" of Movement Rate (MR), per Move, when any part of said Move is on a road. They use half their MR for an entire Move when they move over difficult surfaces, during any part of said move.
- ▷ **Hover (H):** Hover tanks and similar vehicles use their full MR over most surfaces. They treat water as open terrain. They may pass over terrain features with a height of 1 inch or less. They use half their MR for an entire Move when passing through area terrain, greater than 1 inch in height, during any part of said move.

Movement Traits

Model traits may offer additional movement options. Offroad, Amphib, Sub, Jump Jets, Jetpacks, and VTOL traits can all be found in the Traits Chapter.



Movement Rate (MR)

The Movement Rate (MR) on model profiles is a number showing how many inches that model may travel during each Move it makes. If the model chooses top speed, this number is effectively x2 because the model can make two Moves. However, the first move must be completely resolved before performing the second move.

- ▷ You do not need to travel in a straight line or even travel in the direction you are facing.
- ▷ You do not need to move the entire distance of your MR. In fact, you may choose to travel zero inches from your starting point, regardless of the speed you have declared for your activation.
- ▷ At no point may one model's silhouette or its base overlap with, or rest on, any part of another model's silhouette or base.
 - ▶ Infantry, drones and elevated VTOLs are an exception to this rule. Other models may move through these models during their activation as long as they do not end their movement with any part of them overlapping with another model.
- ▷ A model may never end its movement on a surface that is too narrow to support its base.

Speed

Speed dictates how many Moves a model may use during its activation. This is the first decision you must make when activating a model. If speed is not announced, then a model is assumed to be at combat speed.

Choose from one of these options:

- ▷ **Combat Speed:** The model may perform one Move. Passive models are always considered to be in combat speed unless they are braced.
- ▷ **Top Speed:** The model may perform two Moves. It reverts to combat speed at the end of its activation.
- ▷ **Braced:** The model may not move but may still turn freely. Mark the model with a token to show that it is braced. This token is not removed until cleanup.

Speed determines modifiers to attack and defense rolls as dictated by the table below.

Speed	Attack	Defense	Movement
Combat Speed	-	-	One Move
Top Speed	-1D6	+1D6	Two Moves
Braced	+1D6	-1D6	Turn Only

Tactical Tip: Selecting a speed does not always need to relate directly to movement. You may also select top speed and not actually move the model. This abstractly simulates a model doing its best to make itself a harder target to hit.

Turning

A model's facing is important for many actions and reactions in the game, so make sure to note the facing of the model before declaring an action during movement, and also at the end of the activation.

During a model's activation it can turn to face any direction at any time, even while braced.

Climbing

Some models can climb walls. Usually this is to get to the top of a terrain feature, but models can also move horizontally while climbing.

Walls

A wall is the edge of any terrain feature that is steeper than 45 degrees of incline.

- ▷ Walls stop normal movement.
- ▷ Ascending a wall requires the ability to climb.
- ▷ Descending a wall requires climbing or falling.

To climb, a model must have the Hands trait, the Climber trait, or the infantry movement type.

Climbing can be combined with normal movement during a single Move. If any part of a Move involves climbing, then the entire Move will use the climb rating found on the table below.

Climbing Model	Climb Rating
Infantry Movement Type	1"
Hands Trait	2"
Climber Trait	The Model's MR

If a model has already moved up to its climb rating before it begins to climb, then climbing will require another Move (top speed or wait till next round).

- ▷ Hanging: A model that ends its activation without reaching the top or bottom of vertical terrain is hanging. Use a die, token, marker or other means to indicate that it is climbing.
- ▷ Actions: Only models with the Climber trait may perform actions while climbing or hanging.
- ▷ Once at the top: The model will be positioned fully on the surface available, at the edge. The base should not be hanging over the edge. Any further movement will be made from this position.

Example: A Warrior Gear with the Hands trait has a normal Movement Rate (MR) of 6. It moves 1 inch towards a wall and begins to climb. Because part of this Move involves climbing, its MR for the entire Move is 2 inches instead of 6. It can climb 1 inch vertically during this Move because it already travelled 1 inch (it has 1 inch of MR left). If it is moving at top speed, then it may climb another 2 inches up the wall because top speed allows a second Move.



Falling

A model that moves off of a wall (intentionally or not) without climbing suffers a fall.

A falling model takes one damage per inch fallen. However, this may be mitigated by using the piloting skill of the model.

Perform an exclusive roll using 2D6 and the PI skill of the model. Use the dice modifiers below.

- ▷ If the model is crippled or haywired, suffer -1D6 to the roll.
- ▷ Models with the hover movement type gain +1D6 to this roll.

Subtract the number of successes from the damage taken.

If damaged by the fall, the model becomes immobilized. If the model is not damaged by the fall, it may continue its Move as normal, disregarding any vertical distance traveled during the fall.



Dangerous Ground

Dangerous ground is a special type of difficult surface. The remains of a destroyed building, concertina wire, or many other similar terrain features may be designated as dangerous ground.

When a model travels over this type of surface, or begins a Move within it, make an independent roll using the PI skill of the model.

- ▷ A model that succeeds at the roll may complete the Move normally.
- ▷ A model that fails the roll becomes immobilized and takes one point of damage.

If they fail the roll after entering dangerous ground, then they will be placed within the dangerous ground, at the edge where they entered. If they were already in the dangerous ground, then they will simply stay in place.

Models with the hover movement type treat dangerous ground as an open surface and do not need to perform the roll. That is unless there is a wall or other feature they cannot normally get over.

Models using a jetpack move treat all surfaces as open terrain. However, in the event that they end a Move within, or touching, a dangerous ground feature, then they will need to roll for the dangerous ground.

Elevated VTOLs do not need to roll for dangerous ground. They treat all terrain like open surfaces.

Mines and Minefields

Minefields are another special type of terrain feature. They are treated as open surfaces for movement purposes, but they require a dangerous ground roll.

Mines are placed during the game by models with the Mine:X trait. They are smaller (40mm). They also require a dangerous ground roll to travel over them.

- ▷ A model that succeeds at the roll may complete the Move normally.
- ▷ A model that fails the roll takes one point of damage and becomes immobilized.

If they fail the roll after entering a minefield, they will be placed within the minefield, at the edge where they entered. If they were already in the minefield, then they will simply stay in place. If they failed the roll while passing over a mine, then they will be placed on that mine.

Models with the hover movement type are not exempt from the effects of mines and minefields (unlike dangerous ground).

Models using a jetpack move do not need to roll for mines or minefields unless they complete a Move on top of, within, or touching, a mine or a minefield.

Elevated VTOLs do not need to roll for mines or minefields.

Mines (but not minefields) can be destroyed by ranged weapons. Declare the mine as a primary target. Make an independent roll using the GU skill of the model. Success destroys the mine, and it is removed from the battlefield.

Hobby Tip: Minefields may have features added to them, such as concertina wire, to add the effect of also being dangerous ground. If done in this manner, only one roll is performed. While mines do not have these features built into them, they can be placed within dangerous ground.

Lockup

Models in base-to-base contact with enemy models, with the Hands trait, may need to succeed at an opposed piloting roll in order to move. This is referred to as being locked up. And attempting to move away is referred to as trying to break away.

- ▷ Any attempts to break away shall be performed at the beginning of the model's activation, after selecting the model's desired speed.
- ▷ Whether it's successful or not, attempting to break away does not cost an action

To attempt to break away, both players will roll an opposed piloting role, using only the below modifiers.

- ▶ If one model has a higher armor value than the enemy model, then it receives +1D6.
- ▶ Having additional friendly models in base-to-base contact with the same model will also result in +1D6, regardless of the number of friendly models.
- ▶ Apply modifiers from a model's Brawl:X trait. If a model has more than one Brawl:X trait, then add all of them together.
- ▶ A model with the crippled, haywired or immobilized status effect receives -1D6 (do not stack).

Lockup Modifiers	Effect
Higher Armor Value	+1D6
Additional Friendly Models	+1D6
Brawl:X	+XD6
Crippled, Haywired or Immobilized	-1D6

- ▶ If a model has more than one enemy model locking them up, then roll separately against each enemy model (an opposed roll vs each enemy model).
- ▶ If a model has an Armor rating that is four or more greater than an enemy model, then it does not have to roll to break away from that model. For example, a Scimitar (Armor 10) does not need to roll to break away from an Asp (Armor 6).
- ▶ Infantry squads do not have to roll to break away from other models.
- ▶ Elevated VTOLs do not have to roll to break away from another model, unless they are a VTOL that is also elevated. Conversely, non-VTOL models do not have to roll to break away from elevated VTOLs.
- ▷ If the attempt to break away succeeds (on a MOS of 0 or better) the model may move as desired.
- ▷ If the attempt fails, then the model trying break away may not move, but may still turn in place. This model will be considered to be at combat speed.

Example: If a NuCoal Chasseur needed to break away from a Peace River Warrior IV, both models would roll an opposed roll using their PI skill. The Chasseur rolls 2D6 with a PI skill of 4+. The Warrior IV rolls 3D6 because its Armor value is higher. The Warrior IV is also using a PI skill of 3+. You can see how the Warrior IV has an advantage in keeping the Chasseur in its current location (locking the Chasseur up) or later breaking away from the Chasseur if it needs to do so.

Note: If a model has no base, then substitute its silhouette.

Cover

A model has cover when something obscures any or all of the model's silhouette from the attacking model's LOS.

- ▷ When a model has cover it gains +1D6 to defense rolls against ranged attacks.
- ▷ Models with LOS that are within one inch of each other ignore any intervening cover.
- ▷ The cover bonus only applies once, even if a model gains cover from several terrain features.

Partial Cover

Partial cover is when only part of a model's silhouette is obscured from another model's LOS. Partial cover provides +1D6 for defense rolls.

Full Cover

A model has full cover if its silhouette is completely obscured from an attacker's LOS. Full cover provides +1D6 for defense rolls.

Terrain as Cover

Terrain features are broken down into light, medium or heavy. This determines if weapons can fire directly through full cover and if sensors can lock onto a target behind full cover.

- ▷ Full light cover does not stop sensors or direct attacks. When a model has a sensor lock on an enemy model (or point) behind full light cover, it can still be targeted by direct fire. The target will still benefit from the +1D6 cover bonus to defense rolls.
- ▷ Full medium cover stops direct attacks, but not sensors. If an enemy model or a point is behind full medium or heavy cover, then only indirect attacks can be used to target it.
- ▷ Full heavy cover blocks sensors and direct attacks. You will need to consider an alternate means of attacking models behind full heavy cover, such as maneuvering and/or using forward observations.

Terrain	Example	Direct Fire	Sensor Lock
Light	Trees or shack	Yes	Yes
Medium	Building or barrier	No	Yes
Heavy	Reinforced building or large rock	No	No



Cover From Elevated Terrain

Being elevated does not always result in cover. Where you place your model, in relation to the edge of an elevated feature, such as the rooftop of a building, is used to determine if that same edge can possibly be used to claim cover from models at lower elevations. With that, we encourage you to communicate your intent when placing a model on an elevated position. This will be important if/when your opponent decides to fire at that model.

- ▷ If a model is one inch or less from the edge of an elevation, then it cannot claim cover from that edge.
- ▷ If a model is more than one inch from the edge, then it may claim cover, if that edge at least partially blocks LOS from the attack. However, models at lower elevations may also be able to claim cover from that same edge when defending from attacks coming from the elevated model.
 - ▶ There may be situations where the cover is not available for the elevated model, regardless of where they are placed in relation to an edge. For example, if your model is on top of a one-inch-tall building, and your opponent is attacking it with a model that is two inches tall, then they may easily claim an **unobstructed** LOS because they can use any part of their model's silhouette to determine LOS to your model, including the top of their model's silhouette.
 - ▶ There may also be situations where the elevated model is still be able to draw an **unobstructed** LOS to a model at a lower elevation, regardless of its location in relation to the edge, for the same reason as above.

Some elevated positions have walls or other features already built in, which are naturally used as cover. For example, the rooftop of a building may have a wall built up around the edge of the rooftop which a model may use to claim cover, regardless of the rules above concerning the rooftop's edge.

As with all terrain features, it is a good idea to discuss these things before the game starts. Especially with terrain, players should apply the rules in the most logical manner to them, as long as both agree. After all, maybe the wall lining the rooftop is only one quarter of an inch tall and both players agree that it should only be useful as cover for infantry models.

Overhanging Cover

If there is terrain that constitutes full light cover directly above a target, such as a forest canopy, then indirect attacks can still target the model. If the overhanging cover is full medium or full heavy cover, such as the ceiling of most buildings, then the indirect attack cannot be used to target the model.

Intervening Models as Cover

Models between an attacker and a defender provide cover. Models providing cover are never damaged unless they are a secondary target being affected normally. Infantry, cavalry, drones and elevated VTOLs cannot provide cover to other models.

If a model is providing full cover to another model, you cannot target the covered model with direct fire. Models providing cover never block sensors.

Action Points

Shooting at the enemy, scanning for details, repairing damage, and hiding are all examples of Actions. Each model has a number of action points that determine how many Actions and Reactions it may take during a round. Once spent, action points are replenished in the cleanup phase.

- ▷ Actions are used while the model is active.
- ▷ Reactions are used when a model is passive.

Use tokens to mark which models have action points.

All Actions and Reactions must be declared before any dice are rolled.

Actions

An active model may perform Actions at any time before, during, or after a Move.

Performing an Action uses up one action point.

Completely resolve one Action before continuing a Move or before performing a subsequent Action.

You must declare your Action and give your opponent a chance to declare Reactions before any dice are rolled.

Unused actions points remaining at the end of a model's activation may be kept and spent for Reactions while the model is passive.

These basic Actions are available to all models:

- ▷ Attack
- ▷ Forward Observation
- ▷ Hide
- ▷ Detailed Scan

Some additional Actions are enabled by certain traits:

- ▷ Reload (Supply)
- ▷ Plant Mine (Mine:X)
- ▷ Patch (Repair/Medic)
- ▷ Discharge Smoke (Smoke)
- ▷ ECM Attack (ECM)
- ▷ ECM Jam (ECM)
- ▷ ECM Defense (ECM)

Reactions

A passive model may use Reactions under specific triggering conditions:

- ▷ An enemy commander issues an order.
- ▷ An enemy performs any Action other than hide.
- ▷ An enemy executes a fire mission reaction.
- ▷ An enemy completes its activation without performing any Actions.
- ▷ An ally uses the forward observation action (enabling a fire mission reaction).

A Reaction uses up one action point. Multiple Reactions may be declared in response to one event.

Reactions are considered simultaneous with the Action that triggered them. Unless stated otherwise, resolve all declared Reactions and the Action that triggered them before applying damage.

It is possible for a model to spend all of its action points for Reactions before it has a chance to activate. A model that has used all of its action points prior to its activation may still declare a speed and move.

These basic Reactions are available to all models:

- ▷ Retaliate
- ▷ Evade
- ▷ Fire Mission

Some additional Reactions are enabled by certain traits:

- ▷ Counterstrike (CBS)
- ▷ ECM Jam (ECM)
- ▷ ECCM Firewall (ECCM)



Cobra

Attacking

The application of deadly force is a crucial part of obtaining your force's objectives.

Attacks can be broken down three main types.

- ▷ Direct attacks
- ▷ Indirect attacks
- ▷ Melee attacks

An example of a direct attack would be shooting at an enemy model with an autocannon. For an indirect attack, it could be a rocket pack arching a salvo of rockets over a building to hit a model on the other side. Melee attacks are very up-close and personal.

Attack Sequence

A ranged attack is represented as a contest between the attacker's gunnery (GU) skill and the defender's piloting (PI) skill. Both the attacker and the defender roll. Their results are then compared to each other in order to determine the end result of the attack.

The following are the steps for performing the attack roll:

- ▷ Declare an attack
- ▷ Spend one action point
- ▷ (Optional) To focus, spend 1 additional action point, or sacrifice your React+ trait for the round to gain a +1D6 modifier to one direct attack or melee attack. This cannot be used for indirect attacks.
- ▷ Allow your opponent to declare any Reactions
- ▷ Measure the range to the enemy model (confirm LOS or sensor lock as needed)
- ▷ Elevated firing positions
- ▷ Select weapon
- ▷ Select mode
- ▷ Attack and defense roll
- ▷ Determine hit or miss
- ▷ Continue to Damage Resolution

Declaring an Attack

An attack can be declared via the attack action, or the retaliation, fire mission, and counterstrike reactions.

Measuring Range

You may now measure the range directly between your model and the target. You may decide which weapon is to use after determining the range.

The range for all the weapons is shown on the weapon table found at the back of the book.

Below we use the autocannon's profile as an example. Note that the autocannon's range is listed as 6-18/36. The first number before the forward slash (/) is the **optimal** range. Anything outside of that number is considered **suboptimal**. The second number after the forward slash is the **maximum range**. The autocannon cannot be fired at targets past 36 inches.

Elevated Firing Positions

If the attacking model is elevated above the highest point of the defending model's silhouette, then the attacking model gains -1 TN for the attack.

Elevated VTOLs automatically gain this modifier when attacking other models, unless the defending model is also an elevated VTOL, or an airstrike counter.

Airstrike counters do not gain the modifier for elevated firing position.

Selecting the Weapon

Choose from your available weapons.

Ranged Weapons

- ▷ Each ranged weapon can only be used for one Action or Reaction per round.
- ▷ If your target is outside of the optimal range, suffer a -1D6 modifier on ranged attack rolls.

Melee Weapons

- ▷ Melee weapons can be used more than once, up to the number of Actions available.
- ▷ Melee weapons have no range. Their default range is zero inches unless they have the Reach:X trait.
- ▷ A target with no melee weapons suffers a -1D6 modifier on defense rolls against melee attacks.

Selecting a Mode

Each weapon has one or more modes. Select which mode will be used for the attack.

- ▷ **Direct** attacks require LOS or a sensor lock.
- ▷ **Indirect** attacks require a sensor lock to a target point and suffer a -1D6 on attack rolls.
- ▷ **Melee** attacks require LOS.

The Attack Roll

- ▷ For **ranged attacks** (direct and indirect modes) roll using the GU skill and add modifiers from the **Ranged Attack Modifiers (GU skill) Table**.
- ▷ For **melee attacks**, roll using the GU or PI skill and add modifiers from the **Melee Attack Modifiers (GU or PI skill) Table**.

The Defense Roll

- ▷ For defense roll using the PI skill.
 - ▶ Use the **Ranged Defense Modifiers (PI skill) Table** when defending against a **ranged attack**.
 - ▶ Use the **Melee Defense Modifiers (PI skill) Table** when defending against a **melee attack**.

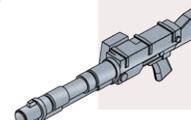
Note the tables on the next page.



LAC



MAC



HAC

Code	Weapon Type	Range	L	M	H	Traits	Mode
AC	Autocannon	6-18/36	6	7	8	Burst:1, Split (OR) Precise	Direct

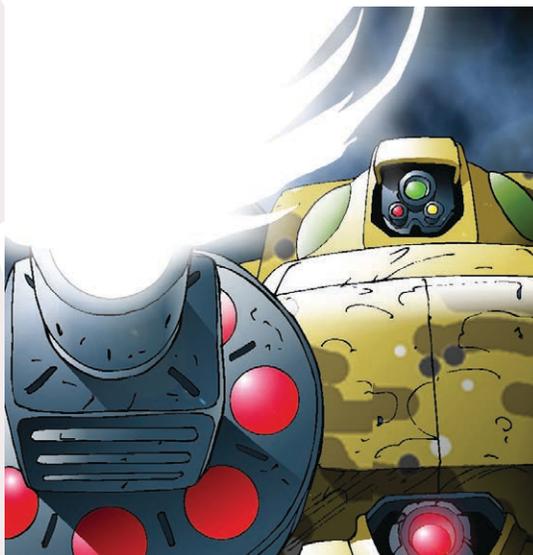
Attack and Defense Modifier Tables

The tables below summarize attack and defense modifiers. These are reference tables. The full context of each rule is found in their sections.

Ranged Attack Modifiers (GU skill)	Effect
Top speed	-1D6
Braced	+1D6
Crippled, Haywired or Immobilized	-1D6
Focus	+1D6
Suboptimal Range	-1D6
Indirect Attack	-1D6
Forward Observation	+1D6
Guided w/ TD	+1D6
Targeting back arc (gear or strider)	+1D6
Targeting back arc (vehicle)	+2D6
AA vs elevated VTOL or airstrike counter	+1D6
Flak vs elevated VTOL or airstrike counter	+2D6
AOE vs secondary target	-1D6
AI vs infantry, cavalry or drones	+1D6
Burst:X	+XD6
Frag	+2D6
Link	+1D6
Split	-1D6
Stable when at combat speed or top speed	+1D6
Elevated firing position	-1 TN
Advanced	+1 R
Precise (in optimal range)	+1 R

Melee Attack Modifiers (GU or PI skill)	Effect
Top speed	-1D6
Braced	+1D6
Crippled, Haywired or Immobilized	-1D6
Focus	+1D6
Targeting back arc (gear or strider)	+1D6
Targeting back arc (vehicle)	+2D6
Brawl:X	+XD6
Link	+1D6
Charge (top speed)	+1D6

Ranged Defense Modifiers (PI skill)	Effect
Top speed	+1D6
Braced	-1D6
Crippled, Haywired or Immobilized	-1D6
Partial or full cover	+1D6
Partial or full cover for infantry/cavalry/drone	+2D6
Elevated VTOL	+1D6
Smoke	+1D6
ECM defense	+1D6



Melee Defense Modifiers (PI skill)	Effect
Top speed	+1D6
Braced	-1D6
Crippled, Haywired or Immobilized	-1D6
No melee weapon on model table	-1D6
Brawl:X	+XD6



Recce N-KIDUs



Recce Armiger

Determining Hit or Miss

If the attacker's result is less than the defender's result, the attack is a miss.

If the attacker's result meets or exceeds the defender's result, then the attack hits.

Note: A successful hit may still fail to damage a target due to its armor. See Resolving Damage next.

Resolving Damage

Once a model has successfully attacked another model the damage can be applied. Each weapon has different damage capabilities. Weapons do not automatically damage defending models even with a successful attack.

The attacker's MOS plus the damage of the weapon minus the armor of the target will give the total damage caused.

$$\begin{array}{r}
 \text{Attacker's MOS} \\
 + \\
 \text{Weapon Damage} \\
 - \\
 \text{Target's Armor} \\
 = \\
 \text{Total Damage Caused}
 \end{array}$$

Example: A Hunter hits a Jager with a Light Autocannon (LAC), which does 6 damage. If the Hunter succeeded with an MOS:2, then +2 would be added to the LAC's damage of 6 equaling 8 for damage. The Jager's Armor is 6. 8 minus 6 is 2, so the Jager takes 2 damage total.

Marginal Hits

When the MOS plus the weapon's damage is equal to the armor of the target, it is considered a marginal hit.

Roll 1D6. If the result is a 4+ the target takes one damage.

Example: A Hunter hits a Black Mamba with a Light Autocannon (LAC) and the MOS is 1. The LAC does 6 damage. The MOS:1 adds +1 to that damage, equaling a total of 7 damage. The Black Mamba's Armor is 7. This is a marginal hit because the damage done is equal to the Black Mamba's armor. The Hunter then rolls one more die. If the Hunter rolls a 4 or better, then the Black Mamba takes one damage due to the marginal hit.

Special Damage

Upon a successful attack, the Fire, Corrosion and Haywire traits still apply even if the weapon's attack resulted in zero damage.

Damaging Models

Mark a model each time it takes damage. Note the Hull and Structure points (H/S). Damage is applied to the model's hull first. Once the hull points are gone, the damage is then applied to its structure.

- ▷ A model that loses all of its hull points is crippled.
- ▷ A model that loses all of its hull and structure points is destroyed.

Destroying Models

When a model is destroyed, immediately remove all tokens and mark it as such. Unless stated otherwise, the model becomes a **wreck**. A destroyed model may not do anything.

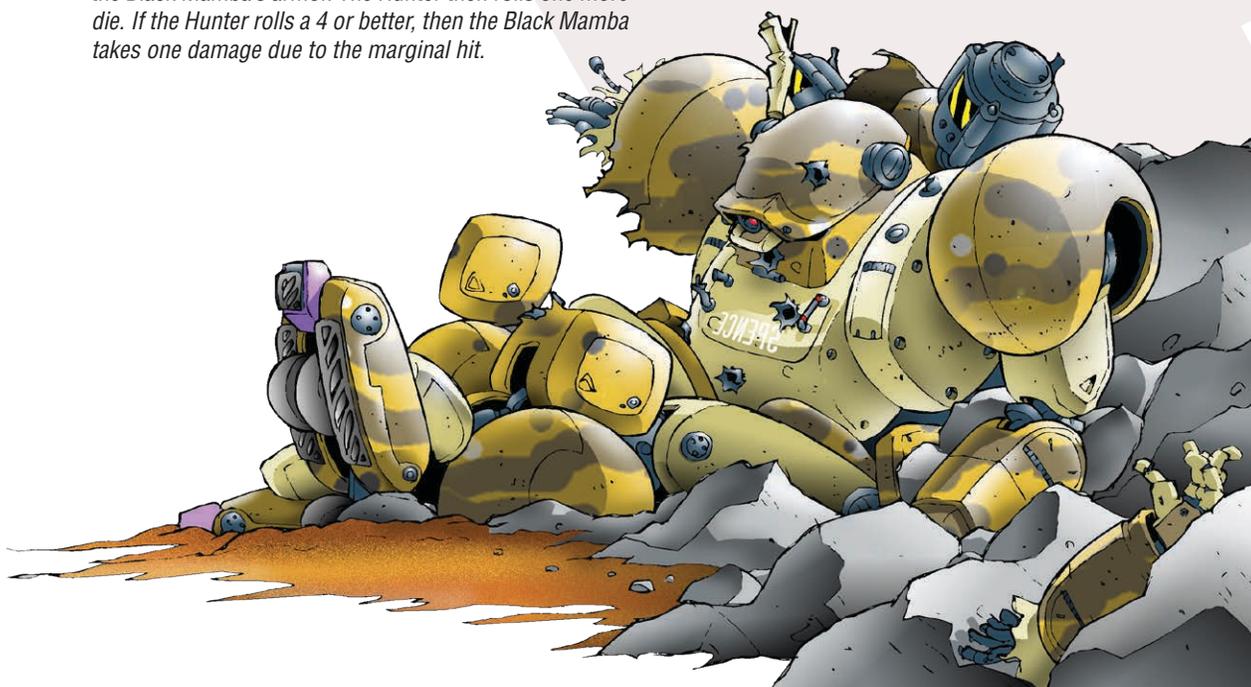
A wreck is considered a light terrain feature and may continue to be attacked in the hopes of removing it from the battlefield. It has half the height, armor, and H/S of the original model.

Example: A model with an Armor of 7, H/S:3/3 and a height of 1.5" will become a wreck with an Armor of 4, H/S:2/2 and a height of 0.75".

Overkill

If a model suffers enough damage from a single attack, equal to or greater than the model's starting hull and structure points combined, then it has been overkilled. An overkilled model is removed from the battlefield without becoming a wreck.

Example: A Hunter with a H/S of 4/2 has been reduced to 2/2 and is hit by a powerful attack that does 4 damage. The Hunter is destroyed, but not overkilled. A hit that deals 6 damage or more would overkill the Hunter and then it would be removed from the table.



Status Effects

There are a handful of status effects in the game that can affect a model's rolls and movement. They are listed here for your convenience.

Status	Attack	Defense	EW	Movement
Crippled*	-1D6	-1D6	-	No Top Speed
Immobilized*	-1D6	-1D6	-	No Movement
Haywired*	-1D6	-1D6	-1D6	No Top Speed

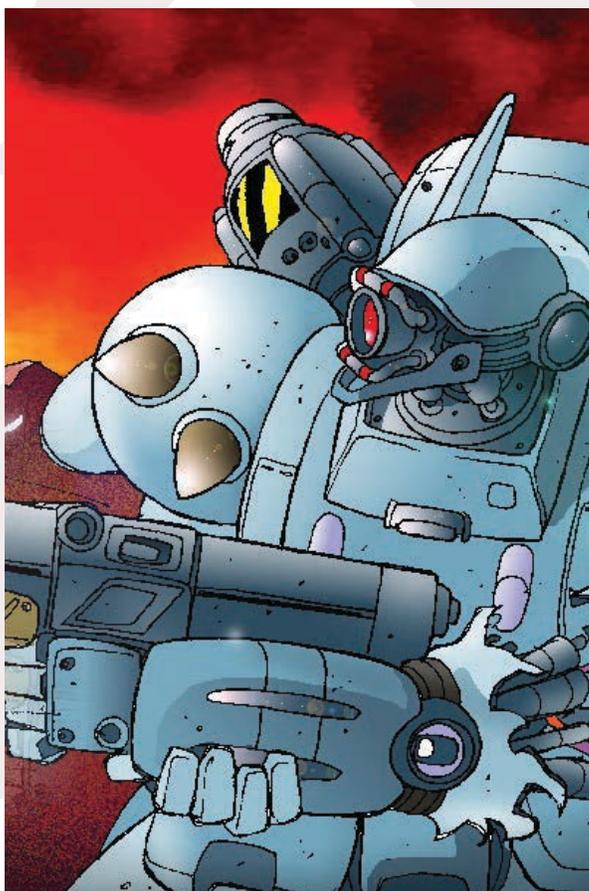
*Crippled, Immobilized and Haywired status modifiers do not stack with each other.

Crippled

A model is crippled when it loses all of its hull points. Mark a crippled model with a token. This token is not removed during cleanup. However, a model can be repaired or healed out of a crippled status via a patch action.

Crippled models:

- ▷ May not choose top speed.
- ▷ Suffer a -1D6 modifier to PI and GU rolls. Note: EW rolls are not affected.
- ▷ May not use weapons or traits with the Aux trait.



Immobilized

There are several ways a model may become immobilized, such as when it fails a roll after falling, or while traveling over dangerous terrain, minefields, and mines. Mark the model to show that it is immobilized. This token is removed during cleanup or via a patch action.

Immobilized models:

- ▷ May not move, turn, or select speed.
- ▷ Suffer a -1D6 modifier to PI and GU rolls. Note: EW rolls are not affected.

Haywired

A model is haywired if it is hit with a successful attack from a weapon with the Haywire trait or it is successfully attacked via an ECM attack. Mark the model to show that it is haywired. This token is removed during cleanup. It cannot be removed via a patch action.

Haywired models:

- ▷ May not choose top speed.
- ▷ Suffer a -1D6 modifier to PI, GU and EW rolls.
- ▷ May not use weapons or traits with the Aux trait.

Armor Piercing (AP:X)

Armor piercing weapons have a minimum damage that is dealt on a successful hit.

Minimum damage = the Margin Of Success (MOS) or the trait rating, whichever is lower. Weapons with the AP:X trait always deal at least one point of damage on a successful hit. If regular damage calculations would result in more damage, then that may be used instead.

Example: A Northern Assault Hunter, with a medium snub cannon (DM:9, AP:3), fires on a Peace River Red Bull (Arm:12). A DM:9 weapon would normally need a MOS of 4 just to do one point of damage to a model with 12 armor. With the AP:3 trait, the Assault Hunter can do at least 1 damage with a MOS of 0.

Example continued from above: Below shows the amount of damaged done to a Red Bull (Arm:12), by an Assault Hunter's medium snub cannon (DM:9, AP:3) for a range of MOS results.

On a MOS of:

- ▷ 0: The Assault Hunter does 1 AP damage because of the AP:3 trait.
- ▷ 1: The Assault Hunter does 1 AP damage.
- ▷ 2: The Assault Hunter does 2 AP damage.
- ▷ 3: The Assault Hunter does 3 AP damage. [Normally a marginal hit without the AP trait]
- ▷ 4: The Assault Hunter does 3 AP damage. [Normally 1 damage without AP]
- ▷ 5: The Assault Hunter does 3 AP damage. [Normally 2 damage without AP]
- ▷ 6: The Assault Hunter does 3 AP or normal damage. [Normally 3 damage without AP]
- ▷ 7: The Assault Hunter does 4 normal damage. [Normal damage calculations are now higher than the damage capable via AP]

Note: A defending model with the Agile trait will still avoid damage on a MOS of 0.

Forward Observations

(Action)

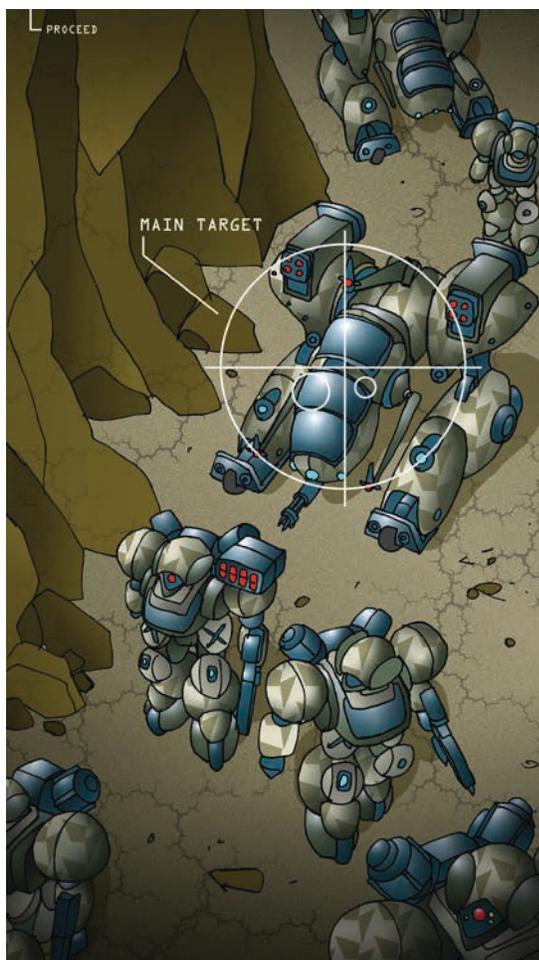
Any model may spend an action point to forward observe a target for any number of indirect attacks from one combat group, or for one attack from a single airstrike counter. This can be used to allow friendly models to perform attacks on a target they may not see themselves, or to simply to enhance airstrikes and indirect attacks. When friendly models perform attacks chained to a forward observation, these attacks are called fire missions.

To perform a forward observation:

- ▷ Spend 1 action point.
- ▷ Declare a target or point on the battlefield.
- ▷ The model performing the forward observation must have sensor lock to the target or point.
- ▷ Allow your opponent to declare any Reactions.
- ▷ Perform an independent EW roll.

If successful, designate one combat group or one airstrike counter. They may immediately target that model with a fire mission reaction.

If the observer is jammed, crippled or destroyed by a Reaction, the forward observation automatically fails.



Example: A player uses a Jerboa and successfully performs a forward observation on an opponent's Commando Armiger. The player decides to chain multiple fire missions from two Chevaliers belonging to one combat group. The Chevaliers may now perform indirect attacks on the Commando Armiger.

Fire Missions

(Reaction)

Fire missions can be declared for any number of models in a single combat group after a successful forward observation. Alternatively, a single airstrike token can be used to perform a fire mission instead. See Airstrikes.

Only indirect attacks can be used for fire missions, even if the selected weapon is also able to fire directly.

To perform a fire mission:

- ▷ Spend 1 action point.
- ▷ Allow your opponent to declare any Reactions. Fire missions are the only Reactions that can be reacted to (normally Reactions cannot be Reacted to).
- ▷ If this model has not activated yet, you may mark them with a braced token at this time. If the braced posture is chosen, they cannot choose a speed for the rest of the round and must stay braced.

Resolve the indirect attack with the following modifiers:

- ▷ Fire missions gain a +1d6 modifier to attack rolls against their primary target.
- ▷ Ranged attack modifiers from the firing model. Note: Fire missions still initially suffer -1D6 for the attack roll because they are indirect attacks.
- ▷ The elevation modifier from the firing model or the observing model.
- ▷ The back arc modifier from the firing model or the observing model.
- ▷ Cover, as seen from the firing model's LOS or the observing model's LOS.
- ▷ Weapons with the Guided trait will receive an additional +1D6 against the primary target **when** the forward observer uses a Target Designator (TD) trait.
- ▷ Proceed with the sequence as a regular attack action.



Reload

(Action)

A model with the Supply trait may reload ammunition on one model that has a Limited Ammo trait (LA:X).

To perform a reload:

- ▷ Declare which model will be reloaded.
- ▷ The model with the Supply trait must be within 1 inch of the model with the LA:X trait.
- ▷ Spend 1 action point.
- ▷ Allow your opponent to declare any Reactions.
- ▷ Once completed, the reloaded model will reset its ammo count to its maximum value.

Hide

(Action)

Any model can hide to make itself harder to attack. While hiding, you can reroll defense rolls against ranged attacks if you are able to claim cover during that attack.

To hide:

- ▷ You must be within 1 inch of any terrain feature.
- ▷ Spend 1 action point. If the model is still hidden from the previous turn, you may continue to hide for free.
- ▷ Use a token to mark the model as hidden.

If you do not have cover from the attacking model's LOS (or forward observer in the case of a fire mission), you do not gain a reroll even if you are still hiding.

The model will lose the token if it:

- ▷ Declares an attack action or reaction with a ranged weapon that does not have the silenced trait.
- ▷ Moves more than 2 inches during its activation or declares top speed.



Fusilier

Patch

(Action)

Patch can be used to restore the Hull/Structure of a model, while also clearing an immobilized or corrosion token. The type of model that can be patched depends on the trait the model performing a patch has:

- ▷ Infantry can be patched by the Medic trait.
 - ▶ FLAIL require the Repair trait instead.
- ▷ Cavalry, vehicles, gears and striders can be patched by the Repair trait.
 - ▶ Riding Beasts, such as Lizard Riders, require the Medic trait instead.
- ▷ Models with an armor rating of 9 or higher may never be patched.
- ▷ Terrain, area terrain and buildings cannot be patched.

To patch up a model:

- ▷ The model must be within 1 inch of the model being patched. Models can patch themselves.
- ▷ Spend one action point.
- ▷ Allow your opponent to declare any Reactions.
- ▷ Restore one point of hull or structure to the model.
- ▷ Remove any immobilized and corrosion tokens from the model.

Models cannot be patched more than once per round. Destroyed models cannot be patched.

Discharge Smoke

(Action)

A model with the Smoke trait may discharge smoke to obscure parts of the battlefield.

To discharge smoke:

- ▷ Spend 1 action point.
- ▷ Allow your opponent to declare any Reactions.
- ▷ Place a smoke token where the model discharged the smoke. The smoke token must be placed in base contact with the model that discharged it. Smoke does not move with the model.
- ▷ Remove the smoke token during the cleanup phase.

Smoke has a 3 inch radius and a 4 inch height, centered on the smoke token. All models receives a +1D6 bonus to their defense rolls against ranged attacks when smoke is obscuring any part of the model's silhouette from the LOS of an attacker. Multiple smoke tokens do not provide multiple bonuses.

Models with LOS that are within one inch of each other ignore any intervening smoke.

Note: Smoke also applies to attacks made by the model that discharged the smoke as well, unless they move to attain a different/better LOS to a target.

Retaliation

(Reaction)

Retaliation is when a passive model responds to an active model's Action with a direct attack.

- ▷ Retaliations may only be declared with a **direct attack** or **melee attack**, and only with a weapon that has the React or Auto trait associated with it.

Retaliation can be used against models:

- ▷ Performing an Action other than hide.
- ▷ Completing an activation without using an Action.
- ▷ Issuing an Order.

To retaliate:

- ▷ Spend 1 action point.
- ▷ (Optional) To focus, spend 1 additional action point, or sacrifice your React+ trait for the round to gain a +1D6 modifier to one direct attack or melee attack. This cannot be used for indirect attacks.
- ▷ If this model has not activated yet, you may mark them with a braced token at this time. If the braced posture is chosen, they cannot choose a speed for the rest of the round and must stay braced.
- ▷ Proceed with the sequence as a regular attack action.

Example: A player declares an attack with a Chasseur, targeting a Warrior with its light autocannon. The opponent declares retaliation with the Warrior using its light autocannon as well. The attack against the Warrior is resolved first. Once that is completed, then the retaliation attack against the Chasseur will be resolved.

The retaliation from the Warrior will be resolved as originally declared even if the Warrior is crippled or destroyed during the Chasseur's attack, because both are considered to be firing on each other at the same time. It is possible that both gears destroy each other.



Evade

(Reaction)

A model that evades is trying to make itself a harder target for enemies to hit.

To evade:

- ▷ Spend 1 action point to reroll one defense roll.

Example: A player successfully attacks a Warrior with a Chasseur using its light autocannon. The Warrior declares an evade reaction to reroll its defense roll in the hopes of rolling better (this can backfire).

Counterstrike

(Reaction)

A model with the Counter-Battery Sensors (CBS) trait may perform an indirect attack as a reaction against an enemy model, that declared an indirect attack within the CBS model's sensor range. This is called a counterstrike.

To counterstrike:

- ▷ Spend 1 action point.
- ▷ The enemy model that performed an indirect attack becomes the primary target. It is considered sensor locked, even if it is on the other side of full heavy cover, but only for the purpose of this counterstrike. Roll the counterstrike as an indirect attack with a +1D6 for the attack roll.
- ▷ If this model has not activated yet, you may mark them with a braced token at this time. If the braced posture is chosen, they cannot choose a speed for the rest of the round and must stay braced.

Example: An opponent's Hunter performs an indirect attack on one of your models. However, the Hunter is within sensor range of your Artillery Cobra, which has the CBS trait. You may use the CBS trait and spend the Artillery Cobra's React+ option to counterstrike with its medium field mortar on the Hunter. The Hunter's original attack will be resolved first. Once that is completed, then the counterstrike against the Hunter will be resolved.



Plant Mine

(Action)

A model with the Mine:X trait can plant mines. The model has X number of mines.

Mines are set on 40mm round markers or bases. Note the rules on Mines found in the Movement Chapter.

To plant one or more mines:

- ▷ A model may plant one or more mines by spending one action point and then placing them while they move. They may be placed up to one inch away from the model planting them at any time during the model's activation.
- ▷ Allow your opponent to declare any Reactions. Retaliation against a model planting mines may be declared at any point where the model plants a mine.
- ▷ Place a number of mines at any point adjacent to the model, before, during, or at the end of a Move.



Engineering (Minelayer)

Electronic Warfare Actions

(Actions and Reactions)

Electronic Warfare (EW) rolls can be triggered by the following: issuing orders, forward observations, jamming, detailed scans and ECM attacks. These are always reliant on the EW skill for independent or opposed rolls. When two models perform an opposed EW roll, they both use their EW skill.

Only certain items within the rules modify these rolls:

- ▷ The haywired status
- ▷ The SatUp trait
- ▷ The ECCM trait
- ▷ Certain faction upgrades

Sensors and EW

With the exception of firewall reactions, opposed EW rolls that target enemy models require a sensor lock before the action can be performed. Because of this, the Stealth trait, which reduces the range at which sensors can detect a model, provides some protection against EW actions such as forward observations, ECM attacks, and even jamming actions or reactions.

Crippled/Aux Traits

EW rolls are not directly affected by the crippled status. However, traits with the Aux trait are not available when a model is crippled or haywired.

Interrupting EW

Orders, forward observations and detailed scans can all be interrupted by Reactions. If a model is crippled, destroyed or jammed while performing any of these Actions, then they automatically fail.

Detailed Scan

(Action)

A detailed scan obtains valuable intelligence by intercepting transmissions from an enemy commander as a mission objective.

This Action allows a player to achieve Victory Points (VP) when they have selected the Detailed Scan Objective.

To perform a detailed scan:

- ▷ You must have a sensor lock on the target and be within 6 inches.
- ▷ You cannot scan a destroyed model.
- ▷ Spend 1 action point.
- ▷ Allow your opponent to declare any Reactions.
- ▷ Finally, perform an opposed roll using the EW skill of each model.

On MOS:0 or better, the objective is achieved. Otherwise, the Action is wasted.

If a model is crippled, destroyed or jammed by an enemy Reaction while performing a scan, the detailed scan fails.

Models inside vehicles, fortifications, buildings and other types of transports may be the targets of a detailed scan.



Raven



Iguana



Jerboa



Weasel

ECM Attack

(Action)

By electronically attacking an enemy's computer systems, a model with the ECM or ECM+ trait can cause their systems to go haywire.

To perform an ECM attack on an enemy model:

- ▷ Confirm a sensor lock.
- ▷ Spend 1 action point.
- ▷ Allow your opponent to declare any Reactions.
- ▷ Make an opposed EW roll.
- ▷ If successful, mark the target with a haywire token and roll 1D6. On a 4 or better the Haywired model takes 1 damage.

A model may only have one haywire marker. However, multiple ECM attacks may deal additional damage.

Note: ECM attacks are not considered ranged attacks for rules purposes.

ECM Jam

(Action or Reaction)

Models with the ECM or ECM+ trait may attempt to jam an enemy model's communication systems.

Jammed models may not use, or perform orders, forward observations, fire missions or detailed scans. These effects last until the jam token is removed during the cleanup phase.

Jamming may be attempted as an Action, or a Reaction.

As an Action:

A jam action may be declared during a model's normal activation. It is used to stop models from performing, or taking part in future orders, forward observations, fire missions, or detailed scans.

To use a jamming action:

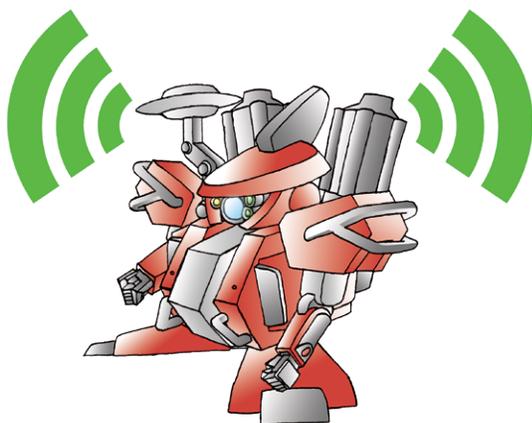
- ▷ Confirm a sensor lock.
- ▷ Spend 1 action point.
- ▷ Allow your opponent to declare any Reactions.
- ▷ Succeed at an opposed EW roll. If the model performing the jam achieves a MOS:0 or better, then the jam is successful.
- ▷ ECCM may apply.
- ▷ If successful, the enemy model is jammed. Mark the model with a token. This token is removed during the next cleanup phase.

As a Reaction:

A jam reaction may be declared against an enemy model that has just declared an order, forward observation, or detailed scan.

To use a jamming reaction:

- ▷ Confirm a sensor lock.
- ▷ Spend 1 action point.
- ▷ Succeed at an opposed EW roll. If the model performing the jam achieves a MOS:0 or better, then the jam is successful.
- ▷ If the jam is successful, the enemy's order, forward observation, or a detailed scan fails, and the enemy model is jammed. Mark it with a token. Remove this token during the next cleanup phase.
- ▷ If the jam fails, the enemy's EW roll is successful, with no further requirement for another roll (unless another jam Reaction needs to be resolved).



ECM Defense

(Action)

Using so-called "active protection systems", a model with the ECM trait can blast an area with sensor interference, hindering targeting systems that are directed at this model and models close to it.

All models within 6 inches of the model providing ECM defense, including the model providing ECM defense, receive a +1D6 modifier to their defense rolls against all ranged attacks. A model may only benefit from one ECM defense modifier at a time.

Models cannot provide ECM defense bonuses to elevated VTOLs unless they are also VTOLs that are also elevated. Conversely, elevated VTOLs may only provide ECM defense bonuses to other elevated VTOLs.

To use ECM defense:

- ▷ Spend 1 action point.
- ▷ Allow your opponent to declare any Reactions.
- ▷ Mark the model providing ECM defense with a token.

ECM defense lasts until the next round when this model activates again.

For models with the ECM+ trait, there is no need to spend an action point. The ECM defense effect is always considered to be on for these models (unless they are successfully haywired, etc.).

A haywired model cannot perform an ECM defense action. If a model which is currently providing ECM defense becomes haywired, the ECM defense effect is automatically ended (or suppressed in the case of ECM+), and the ECM defense token is removed.

ECCM Firewall

(Reaction)

Models with the ECCM trait can use a firewall reaction to counter enemy ECM attacks against it, or against friendly models within 6 inches.

To perform a firewall reaction:

- ▷ Spend one action point and perform the opposed EW roll using this model's profile.
- ▷ If the enemy's ECM attack succeeds (they would do so if they attain an MOS:0 or better), place a haywire token on this model and roll 1D6. On a result of 4+, this model takes 1 damage.
- ▷ If this model wins the opposed roll, then place a haywire token on the model that declared the ECM attack and roll 1D6. On a result of 4+, the enemy model takes 1 damage.

Example: An enemy Skirmisher has declared an ECM attack against your Voltigeur. You have a Jerboa, with the ECCM trait, within 6 inches of your Voltigeur. The Jerboa may take the opposed EW roll in place of the Voltigeur by spending an action point. If so, the Skirmisher and Jerboa will perform the opposed roll instead of the Skirmisher and Voltigeur. The Skirmisher will still succeed on an MOS:0 or better. If your Jerboa loses the opposed roll, then it will be haywired instead of the Voltigeur. However, if your Jerboa wins the opposed roll, then the Skirmisher is the one that gets haywired instead.

Orders

Orders are issued by your commanders. They are used to attempt to turn the tide of battle, putting momentum behind an assault, reinforcing defenses at the last second or allowing a reroll at critical moments.



Headhunter

Orders may only be issued by commanders. They do not cost action points. Instead, each order costs one Command Point (CP).

They can be issued at any moment during the activation phase, or the airstrike phase.

Enemy models may use Reactions against a commander issuing an order.

The type of commander will determine whether you will be able to issue orders to, only their combat group, or any combat group within the force.

- ▷ Combat Group Leaders (CGL) and Seconds in Command (2iC) are considered group leaders and may only issue orders to their own combat group.
- ▷ Task Force Commanders (TFC), Commanding Officers (CO), and Executive Officers (XO) are considered officers. They may issue orders to any one combat group within the force. You may only have one of each within your force.
 - ▶ TFCs, COs and XOs may also issue orders to airstrike counters (specifically, Try Again, Let Them Have It, and Coordinated Attack). When they do issue orders to airstrike counters, they may treat all the airstrike counters belonging to their force as if they belong to one combat group. If they issue a Let Them Have It or Coordinated Attack order during the airstrike phase, the effects will persist until the end of the airstrike phase.

Note: All Commanders have one CP. Additional CP can be accrued from traits and upgrades, such as the Vet trait or the SP:+1 trait. Any Skill Points (SP) automatically become CP if the model is selected to be a commander.

To issue an order:

- ▷ The commander issuing the order spends one CP.
- ▷ Choose which combat group (or model) will benefit.
- ▷ Allow your opponent to declare any Reactions against the commander.
- ▷ The commander makes an independent EW roll.
 - ▶ The Comms, SatUp, and ECCM traits apply.
 - ▶ If the roll is passed, the order takes effect.
 - ▶ If the roll fails, the CP is wasted and the order is lost.

Try Again

A commander issues this order to allow one friendly model under its command to reroll the last roll it made.

Note: Commanders do not need to use this order if they need to reroll. They can just spend a CP to reroll. This order is specifically if they want another model to reroll.

Tactical Tip: This is a good order to initially practice with if you are new to the game.

Let Them Have It

A commander may issue this order to add the Stable trait to all attacks from one combat group during any one combat group's activation.

- ▷ Mark the combat group that receives this order. The token will be removed at the end of the current combat group's activation.

Coordinated Attack

A commander may issue this order to allow all models within one combat group to reroll all upcoming attacks against any one enemy model.

- ▷ Mark the model that the coordinated attack order has designated with a token. This token is removed at the end of the current combat group's activation.

Charge

A commander may issue this order to allow one combat group to add +1D6 to all melee attacks when those models select top speed.

- ▷ Mark the combat group that received the order. The token is removed at the end of the current combat group's activation.

This order can only be issued to an active combat group.

Defense Up

A commander may issue this order to allow models within one combat group to activate ECM defense out of turn, if they have the ECM or ECM+ trait.

- ▷ Each model that provides ECM defense spends one action point. See ECM Defense.

Pop Smoke

A commander may issue this order to allow one combat group to discharge smoke out of turn, if they have the Smoke trait.

- ▷ Each model that discharges smoke spends one action point. See Discharge Smoke.

Airstrikes

Airstrike counters represent aircraft that can drop bombs on the battlefield or attack other airstrike counters. An airstrike counter always has 4D6 base dice when defending against any attacks. When they attack, they have 2D6 base dice when attacking models on the ground, and 3D6 base dice when attacking enemy airstrike counters.

Airstrike Counter Rolls	Dice
Attack roll vs. ground targets	2D6
Attack roll vs. airstrike counter	3D6
Airstrike counter's defense roll	4D6

- ▷ Models on the ground that are defending against airstrikes may only use **smoke**, **ECM defense** and **AMS**.
- ▷ Cover only applies if it is **overhanging cover**.
- ▷ Airstrike counters do not gain defense modifiers from any attacks against them.
- ▷ Arcs are not used during an airstrike unless it is chained to a forward observation.

Performing Basic Airstrikes

During the airstrike phase only, any airstrike counter may be used to perform an airstrike on any enemy model or point on the battlefield.

Once the airstrike is used in this way the airstrike counter is removed from the game.

Airstrikes as Fire Missions

Airstrikes chained to forward observations will happen during the regular activation phase because it is a Reaction to a successful forward observation completed by a model on the battlefield, during their activation.

A single airstrike counter can be used in conjunction with one forward observation.

- ▷ Apply any modifiers from the forward observation.
- ▷ Do not apply the -1D6 penalty for indirect attacks.

Once the airstrike is used in this way the airstrike counter is removed from the game.

Note: Airstrike counters cannot be used to attack ground targets until the second round.



Attacking Airstrike Counters

Models on the battlefield require certain weapons to attack airstrike counters.

- ▷ A model with a weapon which has the **Flak trait** may target an airstrike counter with an attack during its activation. If the attack roll hits, the airstrike counter is removed from the game.
- ▷ A weapon with the **AA trait** may target an airstrike counter as a Reaction to a declared airstrike. If the Reaction hits, the airstrike counter is removed, and the airstrike fails to take place.

When attacking an airstrike counter with one of the above weapons, ignore all cover and treat the range as optimal.

Note: Weapons with the AA trait are used as reactionary weapons when airstrike counters are used to perform airstrikes, while weapons with the Flak trait are used to actively hunt airstrike counters and shoot them down before they get a chance to attack.

Air Superiority

Airstrike counters may be used to attack other airstrike counters instead of attacking targets on the battlefield.

This will take place either, when the airstrike counter takes its normal turn during the airstrike phase, or as a retaliation against an opponent declaring an airstrike.

When the airstrike counter activates during the airstrike phase:

An airstrike counter that defends against an attack from another airstrike counter may not be used to perform airstrikes on the ground until the next round. However, it may choose to attack an airstrike counter during its turn.

Or, in retaliation to your opponent declaring an airstrike against you:

When your opponent declares an airstrike, you may use one of your airstrike tokens to block it. In this case, roll the retaliation first.

- ▷ If the retaliation is successful (i.e., from an MOS:0 or better) then the opponent's airstrike is canceled, and the opponent's airstrike counter is then removed from the game entirely.
- ▷ If the retaliation is not successful, the airstrike is still canceled but the opponent's airstrike counter may be used again on the next round.

Airstrike counters are not removed from the game after attacking another airstrike counter.

Force Construction

This chapter will walk you through force construction and the ways you can customize your force. You can record your work on the Blank Force Record Sheets found in the Appendix.

Your **force** is made up of all of the models you bring to the table for a game. Forces are organized into **combat groups**. Combat groups are organized into **primary and secondary units**. A primary unit is required for all combat groups. A secondary unit is optional. Secondary units provide additional tactical and strategic options for your combat groups (or they can simply be an additional source of personalization for your force).

Do not forget to take a look at the Gear Grinder website at <http://hgbttools.infohell.net/>.

Force Construction Steps

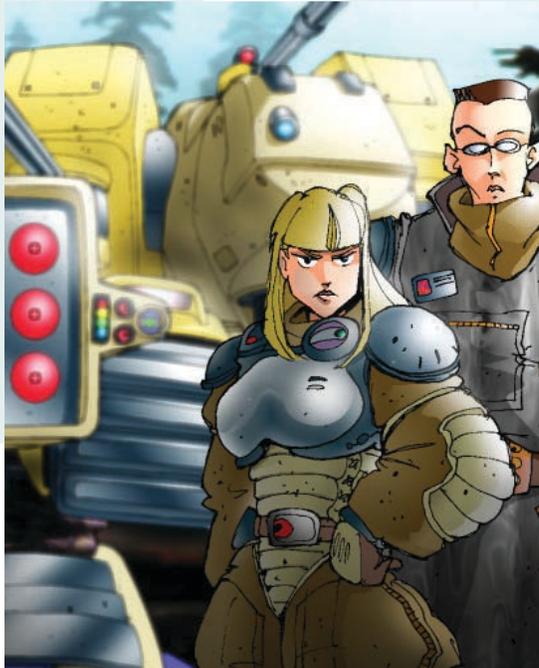
As you work through the following steps, note the indicated **Threat Value (TV)** cost for each decision made.

- ▷ Determine the maximum TV for your force.
- ▷ Select your faction.
- ▷ Select your sub-list.
- ▷ Build a combat group.
 - ▶ Choose a role for the combat group's primary unit.
 - ▶ Select models with that role to be placed into the primary unit.
 - ▶ (Optional) Choose a role for the combat group's secondary unit.
 - ▶ Select models with that role to be placed into the secondary unit.
 - ▶ Choose a Combat Group Leader (CGL).
 - ▶ Choose any upgrades.
- ▷ Continue building additional combat groups, as needed, until you have reached the total TV for the upcoming game. You may not exceed the TV.

Determining the Force TV

Typically, players will build a force in advance with an agreed upon TV limit. 150 TV is a common size for a force.

If you are new to the game, then it is recommended to start with a 50 TV force and build onto it as you become more familiar with the rules. This will allow you to learn the deeper intricacies of the game faster.



Select a Faction

This determines which lists of models you may choose from and any associated faction upgrades. The Universal Model List also has models which are available to many factions, adding even more for you to select from.

Each faction belongs to one of two major sides: Terra Nova or Earth and her subjugated colonies.

The Terra Novan Factions:

- | | |
|---------------|---------------|
| ▷ North | ▷ NuCoal |
| ▷ South | ▷ Leagueless |
| ▷ Peace River | ▷ Black Talon |

Earth and Her Subjugated Colonies:

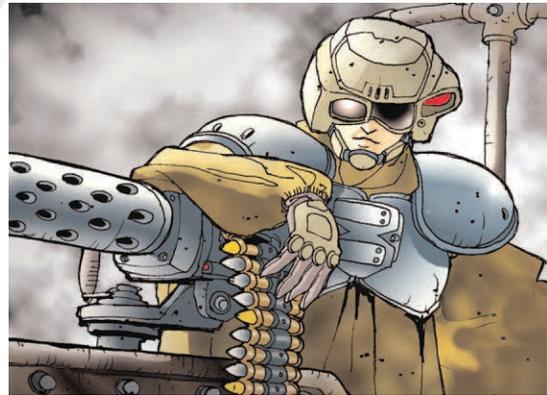
- | | |
|-----------|----------|
| ▷ CEF | ▷ Utopia |
| ▷ Caprice | ▷ Eden |



Select a Sub-List

Sub-lists represent groups within a faction. Each comes with their own flavor and specializations.

Note: During your first few games of Heavy Gear Blitz, you may want to skip using a sub-list so that you can focus on mastering the core features first.



Building Combat Groups

A combat group is a group of models that will function together on the battlefield, taking their movement and actions in a sequence. You will need to choose a role for each unit within the combat group.

Units and Roles

The type of unit dictates which models can be added to it. For example, a GP unit may include models with the GP role.

The primary unit will have one role, and the secondary unit (if chosen) will have its own role.

Below are the roles that you may select from.

Primary Units

This is the core component of your combat group. As you select models to place into your primary unit, note the number of action points of each model.

- ▷ Add models to the primary unit until it has at least four actions in it.
- ▷ A primary unit cannot have more than six actions unless specifically stated otherwise

Note: Applying upgrades that increase the number of actions a model has, does apply to the unit's total number of actions allowed.

For primary units, you may only add up to two of any specific variant of a given model, unless the variant's role is listed with a "+". If the listed role on the model's profile has a "+" next to it, then it may be selected any number of times. For example, a variant with "GP+" may be selected an unlimited number of times for a GP primary unit.

Secondary Units (Optional)

Optionally, your combat group may have a secondary unit. This allows you to supplement your primary unit with additional capabilities.

- ▷ Add models with up to half the actions of the primary unit (round up). For example, you would need at least 5 actions in the primary unit in order to have 3 actions in the secondary unit.
- ▷ A secondary unit may not have more than 3 actions unless specifically stated otherwise.

Note: Applying upgrades that increase the number of actions a model has, does apply to the unit's total number of actions allowed.

For secondary units, you may only add one of any specific variant of a given model, unless the variant's role is listed with a "+". If the listed role on the model's profile has a "+" next to it, then it may be selected any number of times. For example, a variant with "GP+" may be selected an unlimited number of times for a GP secondary unit.

Note: Only primary units are used to select objectives.

General Purpose (GP)

These combat groups are jack-of-all-trades but specialists of none. They feature higher numbers at lower costs and dependable weaponry.

- ▷ Objectives: Hold and Flags

Strike (SK)

These combat groups are used for assaulting fortified positions or other heavy targets. They typically employ weapons that offer maximum damage while allowing them to retain their mobility.

- ▷ Objectives: Capture and Pave the Way

Fire Support (FS)

These combat groups utilize heavy weapons and armor. Typical weapons include guided mortars, field guns and heavy autocannons.

- ▷ Objectives: Wipe Them Out and Claim

Recon (RC)

Recon groups feature electronic suites that assist in scouting, forward observing and communications. Some recon models also double snipers.

- ▷ Objectives: Detailed Scan and Break Through

Special Operations (SO)

These combat groups have highly trained asymmetric combat specialists and generally have better access to advanced weapons and equipment.

- ▷ Objectives: Assassinate and Raid

Fortifications (FT)

Fortifications are terrain and buildings. They can have a novel effect on the battle and are in a category all their own. While it is possible to construct a primary unit with FT as its role, this role is not used for selecting objectives.

- ▷ Objectives: None available



Selecting Upgrades

Any one upgrade may only be selected once, for any one model, or any one force, unless stated otherwise.

An upgraded model always counts as the original variant for the purpose of the previously stated variant limitation. For example, only two Vanguard Warriors can be placed into a single primary unit. This is because a primary unit may only have up to two of any one variant if a given model. Adding a Chieftain upgrade to one Vanguard Warrior does not change the variant and allow a third Vanguard Warrior to be placed in the same unit (however, a third Vanguard Warrior could be placed into a secondary unit if desired).

Below are the different types of upgrades available.

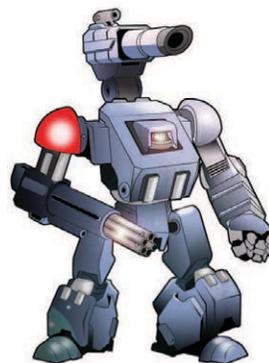
- ▷ **Command Upgrades:** These upgrades are used to choose which of your models will act as commanders on the battlefield.
- ▷ **Standard Upgrades:** These are available to all models unless stated otherwise.
- ▷ **Veteran Upgrades:** These are available to veterans and duelists only.
- ▷ **Duelist Upgrades:** These are exclusively available to duelists only.
- ▷ **Model Upgrades:** These are found within an individual model's profile. They may offer benefits for commanders, enhanced performance or additional weapon options.
- ▷ **Faction Upgrades:** The chapters for each faction offer upgrades that apply to that faction's models, forces and/or sub-lists.

Note: Whenever any weapon or item is upgraded or modified, it is considered to carry over any additional traits unless it is specifically stated otherwise.

Example: *If a Verder uses an upgrade option to switch its Light Laser Cannon (LLC) with a Heavy Autocannon (HAC), then all associated traits will transfer with it. So, when the Verder's LLC is swapped for an HAC, the HAC will also have the React trait, the AA trait and the T trait because the Verder's LLC had those traits to begin with.*



Razor Fang Black Mamba



Command Upgrades

Commanders are used for initiative rolls and setup rolls and may also issue orders.

Models with the Conscript trait may not be commanders. There can be a maximum of two commanders in each combat group unless stated otherwise.

Combat Group Commanders

Combat Group Leaders (CGL) and Seconds in Command (2iC) are considered combat group commanders and may only issue orders to models in their own combat group.

Combat Group Leader (CGL)

One model in each combat group must be selected to be the CGL. This is a free upgrade.

Second in Command (2iC)

You may upgrade one non-CGL model in each combat group to 2iC for 1 TV.

Force Commanders

Task Force Commanders (TFC), Commanding Officers (CO), and Executive Officers (XO) are considered officers (force commanders). They may issue orders to any model or combat group within the force. You may only have one of each within your force.

Task Force Commander (TFC)

One CGL in the force may be upgraded to a TFC for 5 TV.

Commanding Officer (CO)

One CGL in the force may be upgraded to a CO for 3 TV.

Executive Officer (XO)

One CGL in the force may be upgraded to an XO for 3 TV.

Note: The force leader is not an upgrade. It is simply the highest-ranking commander in your force. Details on how to select which of your commanders will be the force leader are found in the Setup: ID Commanders Chapter.

Adding Airstrike Counters

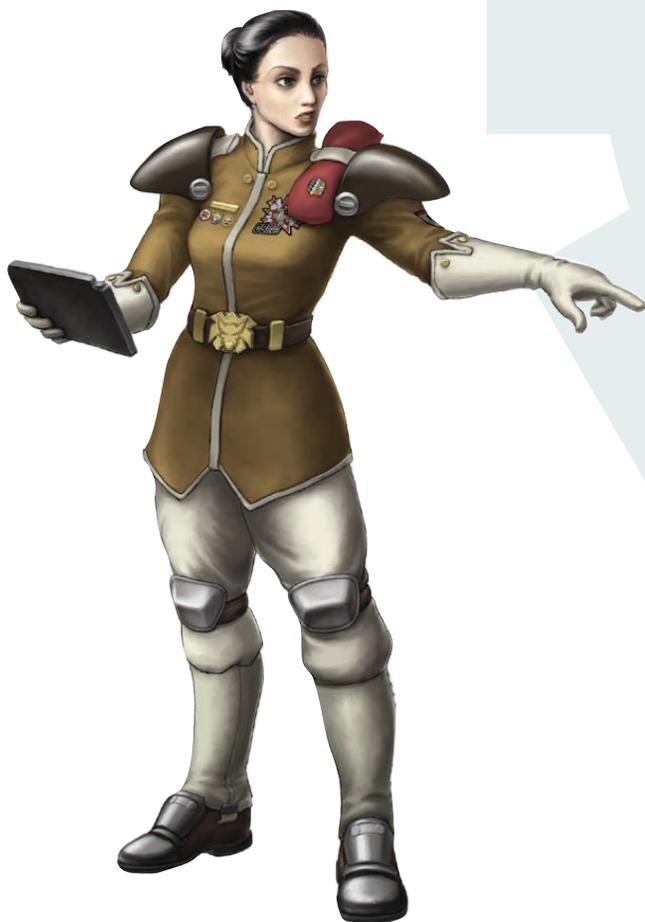
You may purchase up to four airstrike counters for your force. See airstrike counters found in the universal model list. Airstrike counters do not make combat groups.

Standard Upgrades

Any model may purchase one or more of the following upgrades.



Command Jager



Anti-Air (AA)

- ▷ Add the AA trait to an autocannon, rotary cannon, laser cannon or rotary laser cannon for 1 TV.
- ▷ Swap any Anti-Tank Missile (ATM) to an Anti-Air Missile (AAM) of the same class for 0 TV.

Melee Swap

For gears and striders with the Hands trait only: One Light (L) or Medium (M) melee weapon with the React trait can be swapped for an equal class melee weapon for 0 TV. I.e., a LCW can be swapped for a LVB or a LSG. This upgrade does not include shaped explosives or infantry combat weapons. Those weapons cannot be swapped.

- ▷ The only trait associated with the original weapon that transfers over to the new melee weapon is the React trait (or it simply stays under the React column of a model's profile when it is swapped). Other traits do not swap with it. I.e., a LCW (React, Brawl:1) will become a LVB (React), or a LSG (React). The Brawl:1 trait does not carry over to the new weapon.

Grenade Swap

Models may swap their hand grenades for panzerfausts or vice versa. This costs 0 TV. The swapped item must be of the same class, such as L, M, or H.

Hand Grenades

Only models which have the Hands trait can purchase hand grenade upgrades.

- ▷ Two models may purchase Light Hand Grenades (LHG) for 1 TV (total).
- ▷ One model may purchase Medium Hand Grenades (MHG) for 1 TV.

Panzerfausts

Only models which have the Hands trait can purchase panzerfaust upgrades.

- ▷ Two models may purchase Light Panzerfausts (LPZ) for 1 TV (total).
- ▷ One model may purchase Medium Panzerfausts (MPZ) for 1 TV.

Shaped Explosives

Only models with the Hands trait or the infantry movement type can purchase shaped explosives.

- ▷ Two models may purchase Light Shaped Explosives (LSE) for 1 TV (total).
- ▷ One model may purchase Medium Shaped Explosives (MSE) for 1 TV.

Smoke

Models may purchase the Smoke trait for 1 TV. Models with the VTOL trait cannot purchase smoke upgrades.

Sidearms

Only models with the Hands trait can purchase sidearms. These weapons come with the React trait.

- ▷ Add a Light Pistol (LP) or a Light Submachine Gun (LSMG) to two models for 1 TV (total).

Veterans

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.

Models with the Conscript trait, drones, terrain, area terrain and models that already come with the Vet trait may not purchase the Vet trait.

Note: If a commander has the Vet trait, the SP converts to a CP automatically.

The Veteran Force Rule

Alternatively, you may opt to build an all-veteran force. This permits you to purchase the Vet trait for all of your combat groups. However, every model in the force, including airstrike counters and buildings must have the Vet trait.

Models with the Conscript trait cannot be used within a veteran force. Drones, terrain and area terrain may be included in a veteran force without the Vet trait.

Veteran Upgrades

Any model with the Vet trait may purchase one or more of the following upgrades.

Improved Gunnery

Improve this model's gunnery skill by one for 2 TV, for each action point that this model has. This cost also increases by 2 TV per additional action purchased via any other upgrades.

Dual Guns

- ▷ Add the Link trait to one light or medium; pistol, submachine gun, autocannon, frag cannon, flamer or grenade launcher with the React trait for 1 TV.
- ▷ This upgrade cannot be added to combo weapons such as a LAC/LGL.

For modeling purposes, this adds a second pistol, submachine gun, autocannon, frag cannon, flamer or grenade launcher to the model. Having linked weapons on a gear is normally represented as having two of the same weapon, one in each hand.



ECCM

Add the ECCM trait to a gear, vehicle or strider for 1 TV.

Brawler

For infantry, cavalry, gears and striders:

- ▷ Add the Brawl:1 trait or increase an existing Brawl trait by +1 for 1 TV.
- ▷ Or add the Brawl:2 trait or increase the Brawl trait by +2 for 2 TV.

Reach

Add the Reach:1 trait to one vibro-blade, spike gun, combat weapon or infantry combat weapon with the React trait for 1 TV. If the weapon already has the Reach trait, then increase it by +1.

Veteran Melee Upgrade

A gear with the Hands trait may receive one of the following for 1 TV:

- ▷ LVB (React, Precise)
- ▷ LCW (React, Brawl:1)

Resist:H

Add the Resist:H trait or remove the Vuln:H trait for 1 TV.

Resist:F

Add the Resist:F trait or remove the Vuln:F trait for 1 TV.

Resist:C

Add the Resist:C trait or remove the Vuln:C trait for 1 TV.

Field Armor

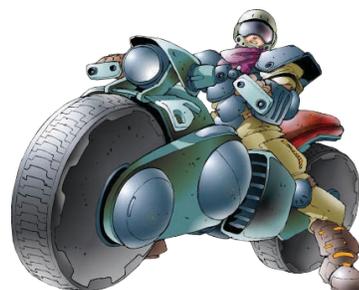
Add the Field Armor trait to any model. The cost is determined by its Armor:

- ▷ Armor 6 or lower for 1 TV
- ▷ Armor 7–8 for 2 TV
- ▷ Armor 9–10 for 3 TV
- ▷ Armor 11–12 for 4 TV

Terrain, area terrain, buildings, infantry, cavalry and airstrike counters cannot purchase field armor.

AMS

Add the AMS trait to a model that has a frag cannon, autocannon, submachine gun, machine gun or rotary cannon for 1 TV.



Duelists

You may choose one gear in your force to be a duelist. The duelist must purchase the Vet trait if the model does not already have it. They are not required to be placed in a veteran combat group.

A duelist may purchase standard and veteran upgrades as well as any duelist upgrades.

You may also choose one of the two special rules presented below for your duelists:

- ▷ Independent Operator
- ▷ Lead by Example

Independent Operator

If you select the Independent Operator option, the duelist will be in a combat group all by itself.

- ▷ Select a role to be used as you would normally do for a primary unit of a combat group. This role may be used to select objectives.
- ▷ The independent operator may not be a CGL or 2iC. However, they may be upgraded to a XO, CO, or TFC.

Lead by Example

If you select the Lead by Example option, your duelist will gain the following ability during the game.

- ▷ Once per round, for each duelist, whenever a duelist damages an enemy model, give one SP to one model in formation with the duelist.
- ▷ This SP does not convert to a CP. If not used, this SP is removed during cleanup.



Arena Black Adder



Arena Cobra

Duelist Upgrades

Duelists are able to purchase one or more of the upgrades presented below.

Advanced Control System

Gain +1 action point. This upgrade costs 2 TV for models with an armor of 7 or lower and 3 TV for models with an armor of 8 or higher. Models may not upgrade to having more than 3 action points.

Stable

For ranged weapons:

- ▷ Add the Stable trait to any one weapon for 2 TV.
- ▷ Or, add the Stable trait to a combo weapon for 3 TV.

Precise

- ▷ Add the Precise trait to one weapon for 1 TV.
- ▷ Or, add the Precise trait to a combo weapon for 2 TV.

Auto

Add the Auto trait to one ranged weapon, or ranged combo weapon, that has the React trait for 1 TV.

Ace Gunner

For 1 TV, when using an autocannon, this model does not suffer the -1D6 modifier when using the Split trait for attacks against multiple models.

Trick Shot

Gears with the Hands trait may add LP (Link, Split) for 1 TV. This model does not suffer the -1D6 modifier when using the Split trait for attacks made with this weapon. The range for this weapon is doubled (0-24/48).

For modeling purposes, this adds two light pistols to the model. Linked weapons on a gear is normally represented as having two of the same weapon, one in each hand.

Duelist Melee Upgrade

A duelist with the Hands trait may receive one of the following for 1 TV:

- ▷ MVB (React)
- ▷ MCW (React, Demo:4)

Dual Melee Weapons

Add the Link trait to a vibro-blade, combat weapon, or spike gun for 1 TV.

For modeling purposes, this adds a second melee weapon to the model. Having linked weapons on a gear is normally represented as having two of the same weapon, one in each hand (the Arena Cobra to the left is a good example).

Shield

Add the Shield trait to a model. This upgrade costs 1 TV for models with an armor of 7 or lower and 2 TV for models with an armor of 8 or higher.

Agile

Add the Agile trait for 1 TV. Models with the Lumbering trait cannot receive the Agile trait.

ECM Upgrade

A model with an ECM trait may upgrade their ECM to an ECM+ for 1 TV.

Reading Model Profiles

Throughout the remainder of this book, you'll see model profiles like the one below. These profiles contain all the necessary game information about a particular model, including its variants. Below, we'll use Peace River's **Warrior Gear** to show how a model is presented.

At the top-left is the **model's name**. **Manufacturer** lists who makes the model within the Heavy Gear Universe. The **Unit Type** is what a faction calls their model. Different factions may refer to similar designs in different ways. In the Warrior's case, Peace River refers to them as trooper gears. **Height** and **Weight** are the in-universe height and weight. The narrative section describes history and background concerning the model.

Warrior

Manufacturer: Paxton
 Unit Type: Trooper Gear
 Height: 4.3 meters / 14.1 ft
 Weight: 6,642 kg / 14,643 lb

The Warrior is Peace River's main trooper gear. It is deployed throughout the Badlands and is often used to deal with rover threats. Though similar to the Hunter or Jager in many ways, the Warrior includes a standard ECM suite sufficient to disrupt rover communications as a prelude to an assault.



Representative miniature



Logo to represent the in-universe manufacturer or faction association.

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Warrior	6	GP+, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	LAC, LVB	LRP, LAPGL	Hands	Gear	1.5"
Vanguard Warrior	7	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	MAC, LVB	LRP, LAPGL	Hands	Gear	1.5"
Sweeper Warrior	6	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	MFC, LVB	LRP, LHG, LAPGL	Hands	Gear	1.5"
Lookout Warrior	7	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	MRF, LVB	LRP, LAPGL	Hands	Gear	1.5"
Scourge Warrior	6	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	LBZ (AP:1, Burst:1), LVB	LRP, LAPGL	Hands	Gear	1.5"
Kestros Warrior	7	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	LGL, LVB	LRP, LAPGL	Hands	Gear	1.5"
Incendiary Warrior	6	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	MFL, LVB	LRP, LAPGL	Hands	Gear	1.5"
Pilum Warrior	8	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	LAC, LVB	LATM (LA:2), LAPGL	Hands	Gear	1.5"
Crossfire Warrior	8	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	LLC, LVB	LAPGL	Hands	Gear	1.5"
Spectre Upgrade	+1	-	-	-	-	-	-	-	4+	-	-	+ECM	-	-
Chieftain Upgrade	+1	-	-	-	-	-	-	-	4+	-	-	+Comms	-	-

The **Model** column lists the names of each variant and upgrade available to this model. In the Warrior's case we see that it has nine variants and two upgrades.

TV is the threat value of the specific variant or upgrade. This is used for force construction purposes.

Roles lists the available roles that the model can be selected to fill. You can see that the Warrior has three roles available to it: GP, SK and FS. So, Warriors may be placed into GP, SK or FS units.

The **MR** lists the movement types available to the model and the distance it may move in inches. For the Warrior it lists W/G:6, which means it has the Walker (W) and the Ground (G) movement types available. And, with each Move it makes, it may travel up to 6 inches. So, at top speed, it may travel 12 inches maximum because top speed allows two Moves.

The **Arm** is the armor of the model. Higher armor protects the model when it is hit from a successful attack.

H/S is the Hull (H) and Structure (S) of the model. This is the amount of damage a model can take.

A is the number of action points the model has. The Warrior may perform one Action or one Reaction per round.

GU is the gunnery skill. **PI** is the piloting skill. And **EW** is the electronic warfare skill. Remember that lower numbers for skills are better.

React Weapons are the weapons that can be used for retaliation.

Mounted Weapons are normally weapons that may only be used during a model's activation. There are some exceptions, such as fire missions, which allow mounted weapons to be used for indirect attacks as a Reaction to a successful forward observation.

Traits lists additional capabilities that a model has.

Type is the model type.

Lastly, **HT** is the model's height in inches. This is the height of the model's silhouette on the table.

Note: Upgrades listed on the profile may be applied to any of the model's variants on that profile, unless specifically stated otherwise.



Additional Traits on Weapons

Some models have specialized weapons that are different from the standard equivalent. These differences are listed next to the weapon in parentheses. They can be additional traits, or modifications to existing traits.

In the example below we have Peace River's Scourge Warrior. The Scourge Warrior carries a rapid-fire Light Bazooka (LBZ). This variation of the standard LBZ is capable of firing at a higher rate of fire and therefore comes with the Burst:1 trait. It does however use smaller warheads and does not have the standard AP:2 that normally comes with the LBZ. It instead has AP:1.

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Scourge Warrior	7	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	5+	LBZ (AP:1, Burst:1), LVB	LRP, LAPGL	Hands	Gear	1.5"

Model Upgrades

Stat lines may also show upgrades instead of variants. These upgrades can be applied to any of the variants listed with it (unless stated otherwise). Upgrades will typically add weapons, features, or traits at an additional cost.

Some of these upgrades require a removal of something else. In the case of the Jackal's Melee Specialist Upgrade, shown below, it removes its LVB, noted with a "-", and replaces it with a MVB, noted with a "+". Also note the change in the Brawl:X trait. The Melee Specialist Upgrade adds +1 TV to the overall cost of the model when this upgrade is selected.

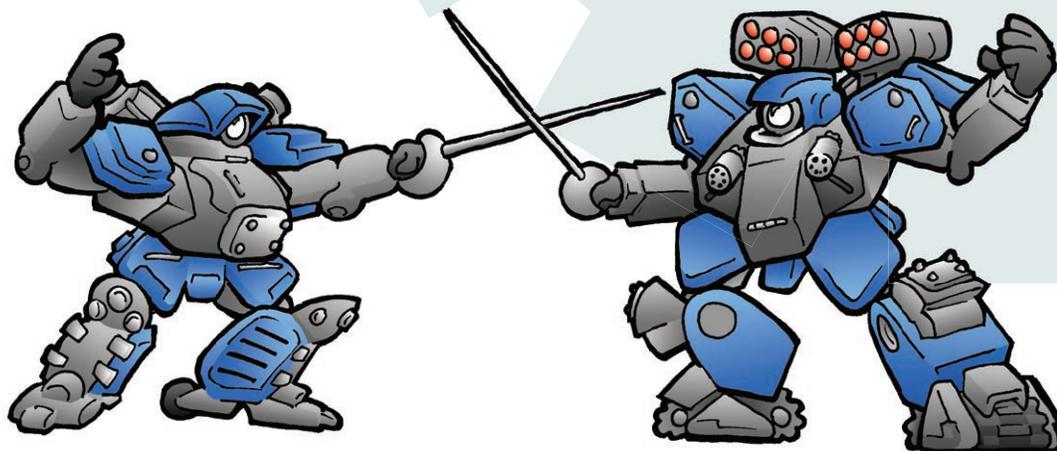
Jackal

Manufacturer: Paxton
 Unit Type: Trooper Gear
 Height: 4.2 meters / 13.8 ft
 Weight: 5,930 kg / 13,073 lb

The Warrior is Peace River's main trooper gear. It is deployed throughout the Badlands and is often used to deal with rover threats. Though similar to the Hunter or Jager in many ways, the Warrior includes a standard ECM suite sufficient to disrupt rover communications as a prelude to an assault.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Jackal	7	GP+ SK, FS	W/G:7	6	3/3	1	4+	4+	6+	LAC, LVB	LRP, LMG	Hands, Airdrop, Brawl:1	Gear	1.5"
Vanguard Jackal	8	GP, SK, FS	W/G:7	6	3/3	1	4+	4+	6+	MAC, LVB	LRP, LMG	Hands, Airdrop, Brawl:1	Gear	1.5"
Kestros Jackal	8	GP, SK, FS	W/G:7	6	3/3	1	4+	4+	6+	LAC/LGL, LVB	LMG	Hands, Airdrop, Brawl:1	Gear	1.5"
Fusillade Jackal	10	GP, SK, FS	W/G:7	6	3/3	1	4+	4+	6+	MRL, LVB	LMG	Hands, Airdrop, Brawl:1	Gear	1.5"
Melee Specialist Upgrade	+1	-	-	-	-	-	-	-	-	-LVB, +MVB	-	-Brawl:1, +Brawl:2	-	-





Model and Weapon Traits

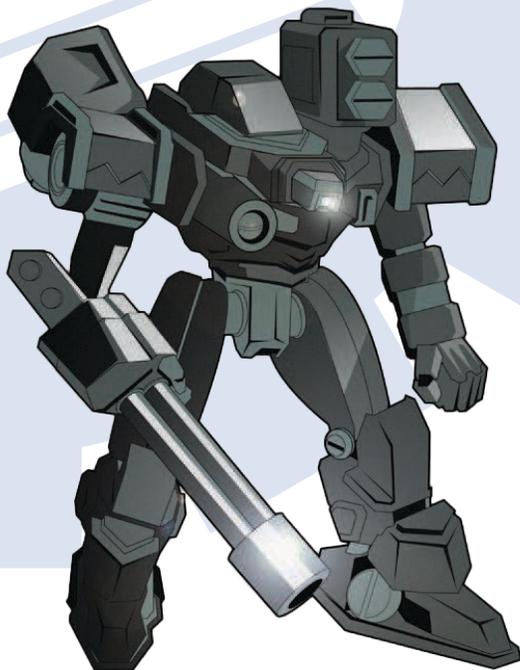
Models and weapons may have traits associated with them. These may be benefits that allow them to operate outside of the normal limitations of the rules, or they may be added limitations in some cases. A model's traits are listed in the traits section on a model's profile. A weapon's traits are found either, on the weapon table, or sometimes next to the weapon in parentheses on a model's profile.

AA [Anti-Air]

Weapons with the AA trait receive +1D6 for ranged attacks against elevated VTOLs and airstrike counters. This model may retaliate against an airstrike counter when they perform an airstrike.

Advanced

When a weapon with the Advanced trait attacks, add +1 to the result rolled (+1 R).



AOE:X [Area Of Effect]

Weapons with the AOE:X trait may be used to attack an area with a radius of X inches around a target point. You will need to declare a target point and measure radius from there. All models in the radius, friend or foe, become targets. If the attack is centered on one model, then that model becomes the primary target. All other models within the area are considered secondary targets. Attack rolls against secondary targets have a -1d6 modifier. One opposed roll is performed for each targeted model.

An AOE attack may target a point on the battlefield instead of a model (i.e., to maximize the number of secondary targets). There is no need to roll against a target point. It is automatic.

If the attack is indirect (sensor locked, or forward observed), then it goes over any intervening terrain and is only blocked by overhanging cover that may be above a target model. More specifically, 'full' medium or heavy overhanging cover because attacks will normally go through light cover (tree branches do not stop munitions).

If the attack is direct (LOS or sensor lock), then targets behind full medium or heavy cover cannot be hit. For example, a model completely behind a large rock, from the perspective of the shooter, cannot be hit by a rocket pack fired directly because the large rock is in the way. This will more commonly only apply to secondary targets because you would normally have LOS to a primary target if you were shooting at it directly. One exception to that would be if you shoot through full light cover at a target which you have sensor locked.

Example: Your Tiger fires its medium rocket pack (AOE:3) 'directly' at a Cobra, which you have designated as the primary target. There is also a Jager and an Asp within 3 inches of the target point (the center of the Cobra). The Jager is fully obscured behind medium cover (from the perspective of your Tiger) and thus not eligible as a secondary target. The Asp is only in partial cover and is eligible as a secondary target. If the attack were performed indirectly instead of directly, then all three would become targets (because the attack would go over any intervening terrain), but the attack would also be modified by -1D6 for all targets because of the indirect modifier. If your attack is performed directly, and the attack roll is 2D6 against the Cobra, then it will be 1D6 against the Asp.

Agile

Attacks targeting this model will miss on a margin of success of zero (MOS:0).

AI [Anti-Infantry]

Weapons with the AI trait may deal more than two damage to infantry on a successful attack. These weapons also have a bonus of +1D6 against infantry and cavalry models.

Airdrop

Combat groups composed entirely of models with the Airdrop trait may deploy using the airdrop deployment option. See Airdrop Deployment.

Amphib [Amphibious]

This model may move over water terrain at its full MR.

AMS [Anti-Missile System]

This model may reroll defense rolls against all indirect attacks and airstrikes.

Apex

Add +1 to this weapon's base damage. Multiple sources of Apex are cumulative.

AP:X [Armor Piercing]

Armor piercing weapons are able to do damage on a successful attack even when the damage does not exceed the enemy's armor.

See Armor Piercing (AP:X) Chapter.

Auto

A weapon with this trait may be used for retaliation once per round without spending an action point. If this is a combination weapon, then only one of the weapons may be used in this way per round.

Aux

Weapons and traits with the Aux trait are unavailable when this model is crippled or haywired.

B [Back Arc]

Weapons with this trait can only be fired at targets within this model's back arc (the back 180 degrees of the model).

Blast

- ▷ If an attacking model has LOS to a target, indirect attacks with this weapon ignore the bonus defense dice for cover.
- ▷ A fire mission may also receive this benefit if the forward observer, or the attacking model has LOS to the target(s).

Brace

This weapon may only be fired if the model is braced.

Brawl:X

- ▷ A Brawl:X trait on a weapon will modify attack rolls by XD6 when using that weapon.
- ▷ A Brawl:X trait on a model will modify all melee rolls that model makes by XD6.

Multiple instances of the Brawl:X trait are cumulative.

Burst:X

Add a +XD6 modifier to any attack roll made with this weapon (generally +1D6 or +2D6).

Climber

This trait allows a model to climb terrain features at its full Movement Rate (MR). See the Climbing Chapter.

Combination Weapon (/)

Weapons separated by a forward slash (/) are combination weapons. One example is the LAC/LGL. This would be a light autocannon with a light grenade launcher (usually underslung). This is there more as a hobby reference. The specific part(s) that represents a combination weapon is different from other weapons. For example, a LAC/LGL is visually distinguishable from a LAC.

Each weapon belonging to the combination weapon works independently from the other. Firing each weapon requires its own Action and they do not fire together just because they are a combination weapon. However, some upgrades, such as a few found in the duelist upgrade options, do pertain to upgrading combination weapons.

Conscript

If this model is not in formation with a commander, all of its skills are +1 TN. This model may not be a commander and commanders may never take upgrades that give them the Conscript trait. Models with the Conscript trait may not be upgraded with the Vet trait.

CBS [Counter-Battery Sensors]

A model with the CBS trait may use a counterstrike reaction. See Counterstrike (Reaction).

Comms

Commanders with the Comms trait do not need to roll for orders, when all the recipients of the order are in formation with this model. They will still have to roll an opposed roll when there are jamming attempts made against their orders. Also, if a roll is required, due to one of the models being out of formation, and the roll fails, then the order fails for all models in its entirety.

Commanders in formation with a model that has the Comms trait may use the Comms trait of that model and their EW skill in place of their own when issuing orders.

Corrosion

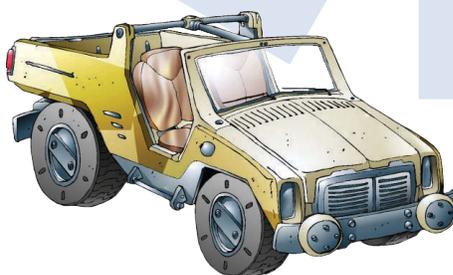
When an attack with the Corrosion trait hits a model, apply damage as normal and then place a corrosion token next to the model.

In each cleanup phase, each model with a corrosion token rolls one die. If the roll meets or exceeds a threshold of 4+, the model will take one damage. If not removed by a patch action, a corrosion token will stay on the model until the game ends or the model is destroyed. A model can only have one corrosion token at a time.

Demo:X

A weapon with the Demo:X trait will allow certain weapons to damage buildings, terrain and fortifications more efficiently than other weapons.

When attacking a building, terrain feature or fortification, if the margin of success is 0 (MOS:0) or better the weapon will do the amount of damage equal to X. If regular damage calculations would result in more damage, then that may be used instead.



ECM

This model possesses an electronic counter-measure system. A model with this trait may use the following trait enabled actions and reactions:

- ▷ ECM Jam
- ▷ ECM Attack
- ▷ ECM Defense

ECM+

This model has an enhanced electronic counter-measure system. A model with the ECM+ trait performs all functions of the ECM trait, but its ECM defense is always in effect unless it is haywired.

ECCM

This model is equipped with an electronic counter-countermeasure system. This model and all friendly models within 6 inches gain +1D6 to all EW rolls. This effect is not cumulative with additional ECCM traits.

Models with the ECCM trait can also perform ECCM firewall reactions.

Field Armor

This model suffers one less damage from each attack to a minimum of one damage. Field Armor reduces damage from the Armor Piercing trait, but it does not apply to other effects such as Fire, Corrosion or Haywire.

Fire:X

When an attack with the Fire:X trait hits, apply damage as normal, then roll XD6. For each die that meets or exceeds a threshold of 4+, apply one additional damage. After this roll there are no further effects.

Example: *An attack with a light flamer hits an enemy model with a margin of success of zero or better. The light flamer has the Fire:2 trait. The regular damage is calculated and then two more dice are rolled. Any results of 4+ produces one more damage (per die).*

Flak

Weapons with the Flak trait add a +2D6 modifier to attack rolls targeting elevated VTOLs and airstrike counters.

Frag [Fragmentation Ammunition]

Weapons with the Frag trait will add a +2D6 modifier to its attack rolls.

Guided

This weapon has increased accuracy when used for a fire mission with a target designator. See the Target Designator trait.

Hands

This model has additional upgrade options available and limited climbing ability. See Climbing.

Haywire

When an attack with the Haywire trait hits, apply damage as normal, then place a haywire token next to the model and roll 1D6. On a result of 4 or better, the model takes one additional damage.

A model with a haywired token counts as being haywired and suffers -1D6 on all PI, GU and EW rolls for the rest of the round. Haywired tokens are removed during the cleanup phase. A Haywired token may not be removed by the patch action.

Jetpack:X

This model can launch into the air, replacing a normal Move with a jetpack move.

- ▷ You must move in a straight line horizontally up to X inches.
- ▷ You may only turn the model before or after completing a jetpack move.
- ▷ You may only perform Actions before or after completing a jetpack move.
- ▷ Move over walls, or on to and off of elevations up to X inches in height without climbing.
- ▷ Ignore difficult and dangerous ground during the middle of your jetpack move. Difficult or dangerous ground only applies if you finish a jetpack move on such terrain.

Jump Jets:X

This model can execute a powered jump over obstacles while using another movement type. You may not perform Actions in the middle of a jump.

- ▷ Jump over walls, or on to and off of elevations, up to X inches in height without climbing.

LA:X [Limited Ammo]

Weapons with the LA:X trait may only be fired X times before running out of ammunition. Mark this model with a token to indicate the ammunition remaining.

Link

Weapons with the Link trait add a +1D6 modifier to any attack roll made with this weapon.

Lumbering

This model does not receive the +1D6 defense roll modifier for being at top speed.

Medic

Medics may use the patch action. A medic may not use an attack action, be a forward observer, use ECM or ECCM traits for ECM attacks, ECM jamming and firewalls, or perform detailed scans. However, they may retaliate if they are fired upon. A medic may not capture objectives, be an objective, or be any type of leader or commander.

When a medic is the primary target of an attack, immediately mark the attacking model with a token. All attacks on this marked model receive a free reroll. Remove this token during the cleanup phase.

Mine:X

A model with the Mine:X trait may plant mines on the battlefield. The model has X number of mines. Planted mines use 40mm round markers or bases. See Mines and Minefields for how models take damage from mines and Plant Mine for how carry out the Action of planting mines.

Occupancy:X Type

The Occupancy:X trait is used during deployment. Buildings with this trait will specify the type and amount of other models which may be inside it during its deployment. By default, this trait also lets you know how many models can fit inside a building sold by DP9.

Squads: This model may hold up to X infantry squads.

- ▷ 3 Infantry teams, infantry singles, or drones may be substituted in place of one infantry squad.

Models do not have to spend any actions in order to enter or exit a building.

Offroad

Models with this trait may travel over difficult surfaces at their full MR. This does not apply to water terrain and does not benefit climbing.

Or

This trait is always accompanied by multiple ammunition types or additional firing modes. The player must choose one type to use when attacking.

Example: *Frag cannons have "Precise, AP:X (OR) AI, Frag". So, the player has the choice to either use the armor piercing slug with the Precise and AP:X trait, or the buckshot with the AI and Frag trait.*

Precise

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

Melee weapons with the Precise trait add +1 to the result rolled (+1 R).

Multiple sources of Precise are not cumulative.

Prox [Proximity]

Weapons with the Prox trait may be used to perform a direct attack against all models around this model, within the weapon's listed range.

- ▷ All possible targets (friend or foe) are considered primary targets.
- ▷ This weapon cannot be used to attack elevated VTOLs unless the model using it is also an elevated VTOL.
- ▷ Elevated VTOLs cannot use this weapon to attack non-elevated VTOLs.
- ▷ This weapon cannot be used to attack buildings, terrain or area terrain.

R [Right Arc]

A weapon with this trait can only be fired at targets within this model's right arc (the right 180 degrees of the model).

Reach:X

This melee weapon can attack a target X inches from its base. This is not a ranged attack.

React

Weapons listed under the React Weapons Column of a model table are considered to have the React trait. A weapon with this trait can be used for retaliations.

React+

This model may perform a Reaction once per round without spending an action point.

You may also use this trait to focus. To focus, spend 1 additional action point, or sacrifice your React+ trait for the round to gain a +1D6 modifier to one direct attack or melee attack. This cannot be used for indirect attacks.

Repair

This model may use the patch action.

Resist:C [Resistant to Corrosion]

This model does not receive the extra damage that comes from the Corrosion trait.

Resist:F [Resistant to Fire]

This model does not receive the extra damage that comes from the Fire trait.

Resist:H [Resistant to Haywire]

This model does not roll for additional damage after being haywired. However, it still suffers the haywired status.



SatUp [Satellite Uplink]

Increase this model's EW skill by one for all **independent** EW rolls. This is not cumulative with additional SatUps.

Sensor Boom

This model may check LOS and sensor lock from a point up to 1" away from its silhouette. This only applies to indirect attacks, forward observations, ECM attacks, ECM jamming and detailed scan actions.

Sensors:X

This model has two features in addition to the regular sensor rules noted in the Sensor Lock Chapter.

- ▷ This model has a sensor range of "X" inches.
- ▷ Models in formation may use this model's sensor locks for ranged attacks.

Shield

This model may reroll defense rolls if the attack originated from within its front arc.

Silent

Models do not lose the hidden status when attacking with a weapon that has the Silent trait.

Smoke

A model with the Smoke trait may spend an action point to discharge smoke. See Discharge Smoke.

SP:+1

This model will gain one Skill Point (SP) in addition to any it may have from other sources. If the model is a commander, it will instead gain one Command Point (CP).

Split

When attacking with this weapon, this model may target two separate models.

- ▷ Treat each target as a primary target.
- ▷ Targets must be within 6 inches of each other.
- ▷ The attacker suffers -1D6 on each attack roll.

Spray

Models attacked with this weapon do not gain defense modifiers from partial cover. This weapon cannot be fired through full light cover.

Stable

This model receives +1D6 to direct and indirect attack rolls while at combat speed or at top speed.

Multiple sources of Stable are not cumulative.

Stationary

This model is always braced, cannot move or turn, and may not perform hide actions or evade reactions.

Stealth

Enemy models cannot sensor lock this model until it is within half their sensor range. For example, a model with a standard sensor range of 18 inches can only sensor lock a model with the Stealth trait at 9 inches or less.

Sub [Submersible]

This model uses its full MR through water. While in water, this model has partial cover.

Models with the Sub trait may also use the submerged deployment option. See Submerged Deployment.

Supply

Models with this trait may use the reload action to replenish ammunition for a weapon with the LA:X trait. See the Reload action.

TD [Target Designator]

A target designator is a precision laser marking device which steers guided weapons to a target.

In order to designate a target with the TD trait, a model must successfully perform a forward observation action with LOS and sensor lock.

After the forward observation, fire missions using guided weapons receive +1D6 on the attack roll in addition to the standard +1D6 bonus from the forward observation. Both bonuses apply against the primary target only.

Towed

One model with this trait may be towed behind a gear, strider or vehicle with the W or G movement type. Models with the VTOL trait cannot be used to tow.

Towing uses all the rules associated with transports with the following exceptions:

- ▷ The towing model cannot move more than 6 inches for each move.
- ▷ The towed model is placed behind the model towing it, facing aft. It does not go inside a transport.
- ▷ The towed model may be attacked normally.
- ▷ The towed model cannot perform any Actions while it is being towed.

Transport:X Type

Models with this trait will specify the amount (X) and type of other models which they are able to transport.

Types:

- ▷ X Drones: This model may transport X number of universal drones.
- ▷ X Squads: This model may transport up to X number of infantry squads.
 - ▶ 3 infantry teams, infantry singles, or drones may be transported in place of one infantry squad.
- ▷ X Gears: This model may transport X number of gears or X number of infantry squads.
 - ▶ 3 infantry teams, infantry singles, or 3 drones may be transported instead of one gear.

Models of the correct type may embark onto or disembark from a transport during the transport's activation. Individual models cannot embark and disembark on the same round.

Embark: A transport may embark one or more models when they are within one inch of them.

- ▷ Once the models have embarked onto the transport, remove them from the battlefield and place them to one side. They are considered to be inside the transport after they embark.
- ▷ Models inside a transport cannot attack other models unless otherwise noted.
- ▷ Only models with the VTOL trait may embark on elevated VTOLs.

Disembark: A transport may also disembark one or more models.

- ▷ Disembarked models are placed in base contact with the transport they disembarked from.
- ▷ Transporting models must be braced or at combat speed in order to disembark other models.
- ▷ Only models with the Airdrop or VTOL trait may disembark from elevated VTOLs.

Destroyed Transports: All models within a transport are disgorged immediately if the transport is destroyed.

- ▷ Place each model within one inch of the transport.
- ▷ Each model will perform an exclusive roll with two dice, using their PI skill. Each die that fails results in one damage. If a transport is overkilled the roll will require four dice.
- ▷ Disgorged models are immobilized.
- ▷ Models disgorged onto a surface which they cannot enter, such as deep water for most infantry, are immediately destroyed.

T [Turret]

A turret mounted weapon has 360 degree rotation and can be used to fire within any arc.

Turrets do not remove the back arc modifier when this model is attacked.

Vet [Veteran]

This model is considered a veteran. It has one Skill Point (SP) and may purchase upgrades from the standard and veteran upgrade lists.

VTOL [Vertical Take-Off and Landing]

VTOLs like helicopters and hoppers can take to the air. Once per Move, models with the VTOL trait may choose whether to be elevated or at Nap Of the Earth (NOE).

NOE: While at NOE a model moves using the hover movement type, or any other movement type that is available to that model.

Elevated VTOLs:

- ▷ Are required to be marked as being elevated.
- ▷ Treat all surfaces as open surfaces. Elevated VTOLs can fly over any terrain feature. They are assumed to be above all terrain features.
- ▷ Ignore mines and minefields.
- ▷ All measurements are made to and from the elevated VTOL's base or silhouette, and not from an elevated location above the table.
- ▷ Do not obscure LOS and cannot be used as cover.
- ▷ May be moved through as long as the Move does not end with any bases or models on top of each other.

When elevated VTOLs attack models on the ground:

- ▷ They gain the elevation bonus for attack (-1 TN).
- ▷ Cannot attack with melee or proximity weapons.
- ▷ LOS from the elevated VTOL ignores terrain that is not within 1" of the target. Targets on the ground cannot use cover unless they are within one inch of it.

When models on the ground attack elevated VTOLs:

- ▷ Elevated VTOLs gain a defense bonus of +1D6 against any ranged attacks.
- ▷ Cannot be attacked with melee or proximity weapons.
- ▷ Cannot be attacked with weapons that have the Spray trait, such as flamers (LFL, MFL or HFL).
- ▷ Cannot gain defense bonuses from cover or smoke.
- ▷ Cannot gain defense bonuses from ECM defense unless it originates from other elevated VTOLs.
- ▷ LOS to an elevated VTOL, from a model on the ground, ignores all terrain that the attacking model is not within 1" of.

When Elevated VTOLs attack other Elevated VTOLs:

- ▷ Cover is not available.
- ▷ LOS is never obscured.
- ▷ Elevated VTOLs still gain +1D6 for defense against ranged attacks.
- ▷ Elevated VTOLs attacking other elevated VTOLs do not gain -1TN for being elevated.
- ▷ Can be attacked via melee or proximity weapons from other elevated VTOLs.

Vuln:C [Vulnerable to Corrosion]

This model automatically suffers damage from the Corrosion trait without a roll.

Vuln:F [Vulnerable to Fire]

This model automatically suffers damage from the Fire trait without a roll.

Vuln:H [Vulnerable to Haywire]

This model automatically suffers damage from the Haywire trait and ECM attacks without a roll.



WEAPON RECOGNITION



HEAVY
GEAR
BLITZ!

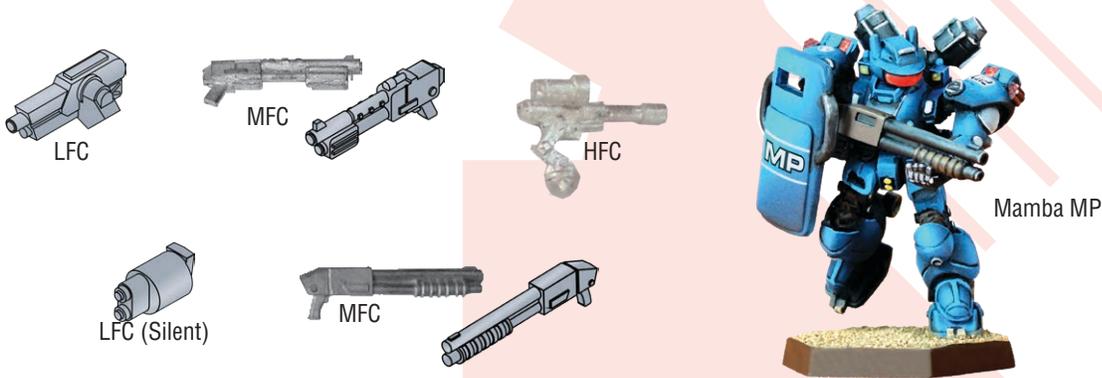
Weapon Recognition

The following is made available for weapon identification purposes.

Autocannon (AC) features vary from model to model depending on which faction or planet makes them. They are all rugged, dependable weapons. Some have additional features such as anti-aircraft targeting systems.



Frag Cannons (FC) are effective weapons at close range and their fragmentation rounds are useful against infantry. They can also fire armor-piercing slugs for use against heavily armored targets.



Rifles (RF) are longer ranged weapons used for precision attacks. As a gear-sized weapon, they are often compared to light tank guns. Some smaller vehicles use turreted rifles instead of tank guns.



Submachine Guns (SMG) are compact weapons that are also carried as a backup or standoff weapon. The Deployable Pack Gun is a very common type of submachine gun on Terra Nova.



Flamer (FL) technology may never become obsolete because setting things on fire will likely continue to be an effective option, however crude it may seem.

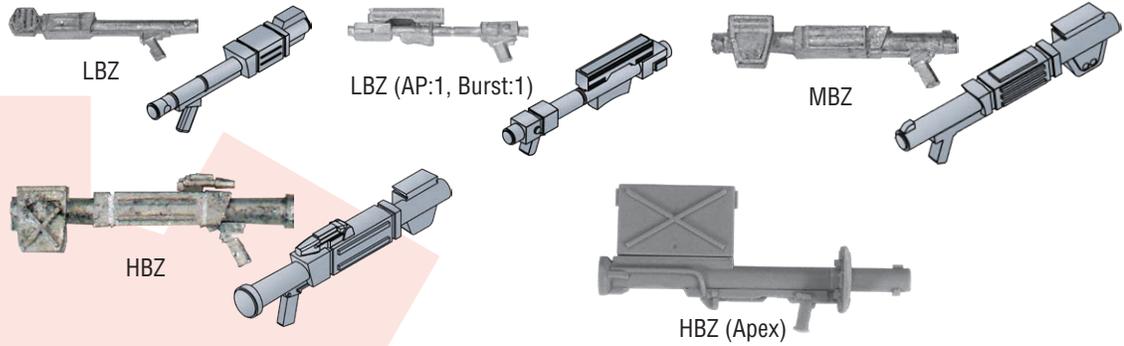


The specialized penetrator round from a **Snub Cannon (SC)** can crack even the toughest armor.

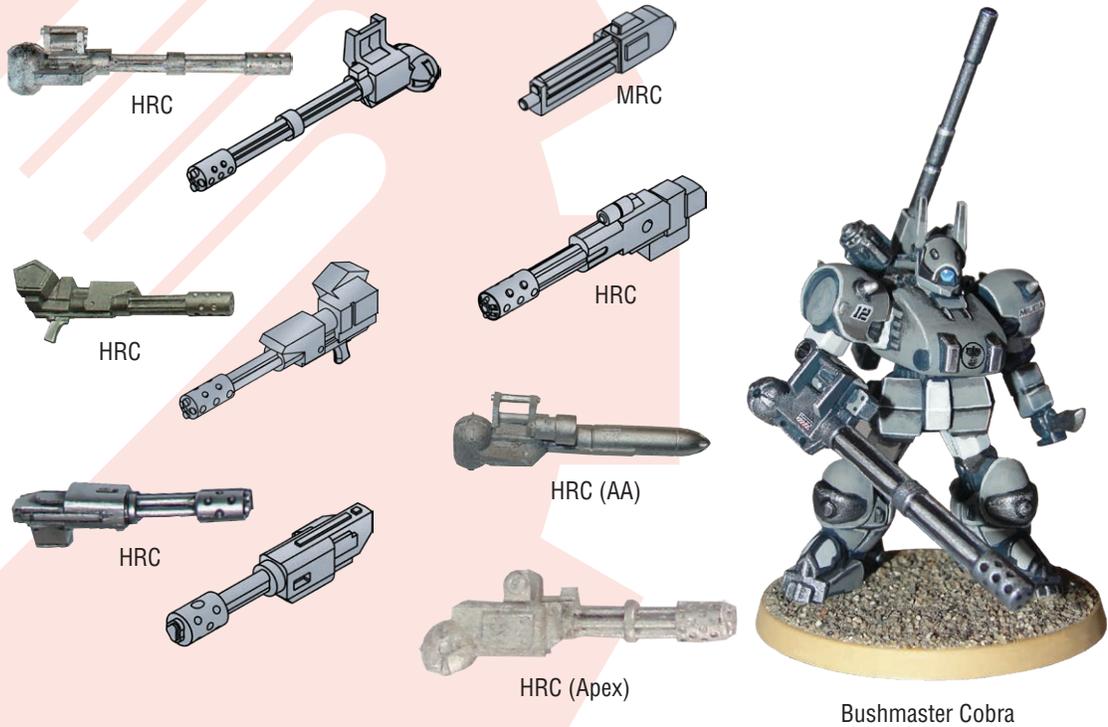


WEAPON RECOGNITION

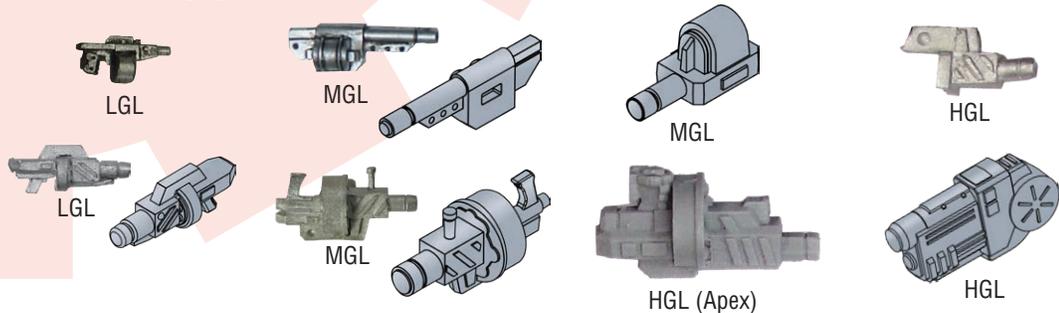
Bazookas (BZ) are another anti-armor weapon. They come in a decent variety of styles and sizes. Some have rapid fire capabilities that allow a short burst of rockets to be shot.



Similar to autocannon in respect to how it is employed, **Rotary Cannons (RC)** surpass the rate of fire of autocannons and unleash a hail of bullets even with short bursts.



Grenade Launchers (GL) continue to excel at one of the most valuable battlefield tactics: make things go boom.

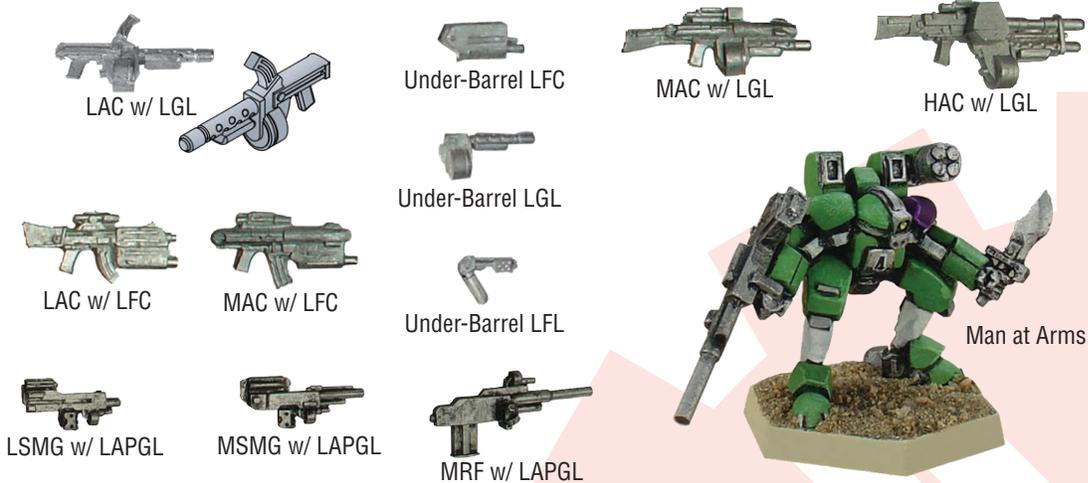


Machine Guns (MG) were originally infantry weapons that are now frequently found mounted as a secondary armament on many gears and vehicles. **Infantry Support (IS)** weapons are specialized infantry weapons that features hard hitting munitions in a man portable package.

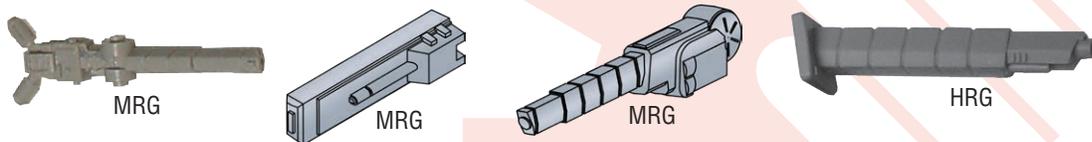


WEAPON RECOGNITION

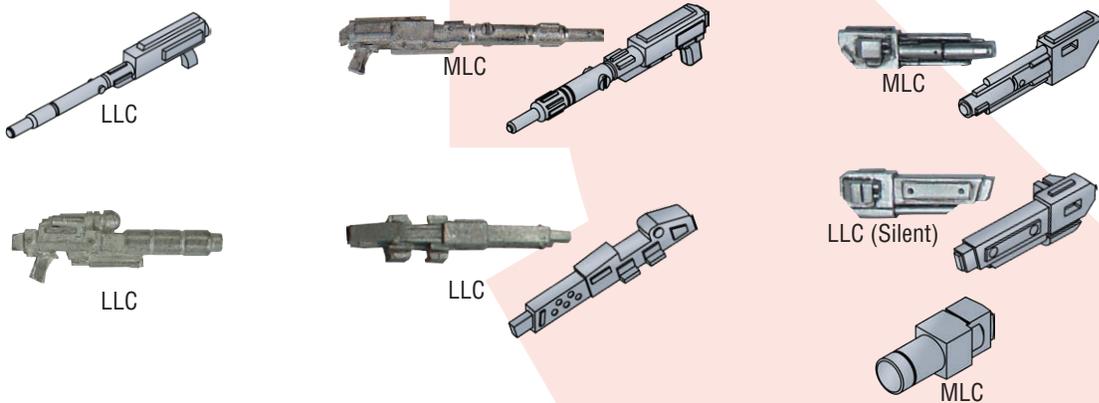
Some weapons are **combined** together, similar to how a modern day assault rifle may have an underslung grenade launcher. Note the forward slash (/) used on some model profiles, which is used to help you identify a combination weapon. During a match, each weapon operates independently for rules purposes.



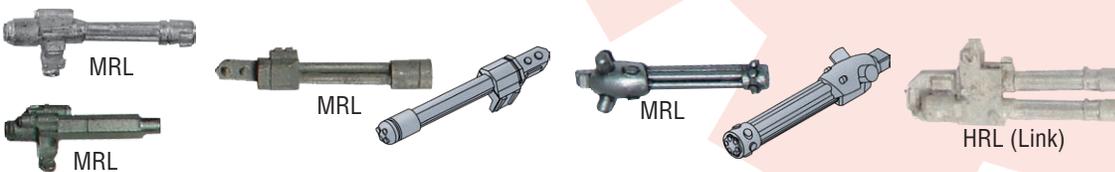
Railguns (RG) use linear magnetic accelerators to fire a projectile to hypersonic speeds. They have an enormous penetration value against any type of armor.



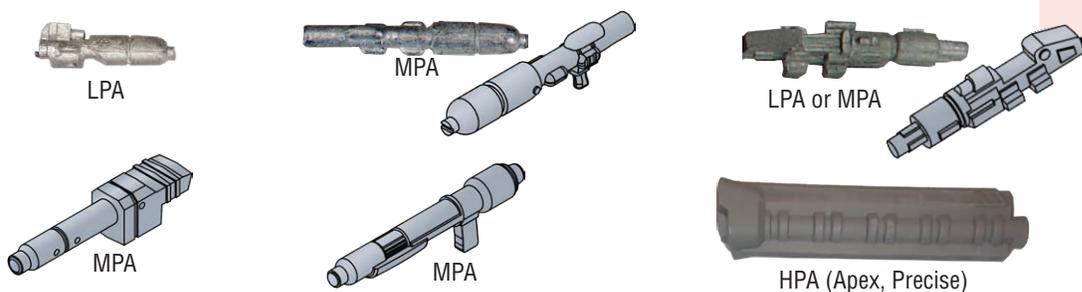
While the production of **Laser Cannons (LC)** usually comes with a higher price tag, their performance on the modern battlefield is envied by any who do not have them.



Rotary Lasers (RL) can maintain an amazing rate of fire and are well known for their ability to shred gears.



Particle Accelerators (PA) are exceptional weapons that can haywire enemy units via the effects from electrical disruption that washes through the target after being hit by the weapon.



WEAPON RECOGNITION

Pulse Lasers (PL) have two firing modes. They can either go fully automatic or charge up for a single, hard-hitting beam.



LPL



MPL (Link)



HPL (Apex)



HPL (Apex)

Rocket Packs (RP) come in many shapes and sizes. Some of their features make them easy to identify. For example the Terra Novan light rocket packs have eight launch tubes, while many medium variants have six, slightly larger launch tubes. Very similar to rocket packs, the munitions fired from **Anti-Personnel Rocket (APR)** launchers are specifically made to be used against infantry.



LRP



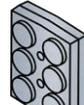
MRP



MRP



HRP



HRP



HRP



LAPR



LRP



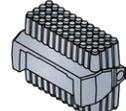
MRP



MRP



HRP



MAPR



LRP



MRP



MRP



LRP



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F2-19

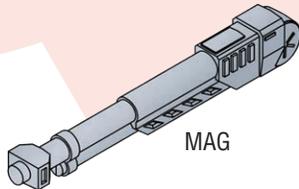
Tank Guns (TG) are direct fire weapons task-built for pulverizing many types of targets. Although, their employment is not exclusive to just tanks. They can also be found on other models, such as striders. **Artillery Guns (AG)** are long range indirect weapons that feature hard hitting munitions. **Field Guns (FG)** are similar to artillery guns, however they can be used for direct or indirect fire.



MTG



HTG (Apex, Precise)



MAG



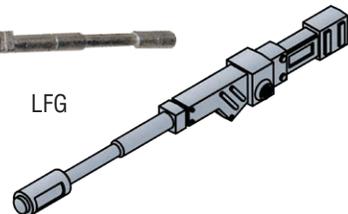
HAG



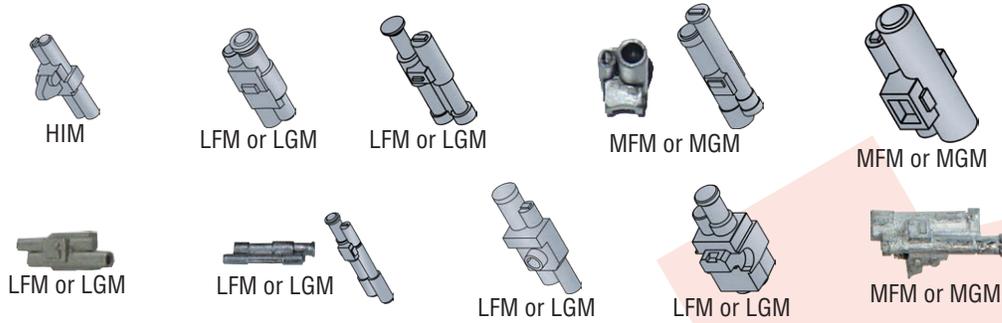
LFG



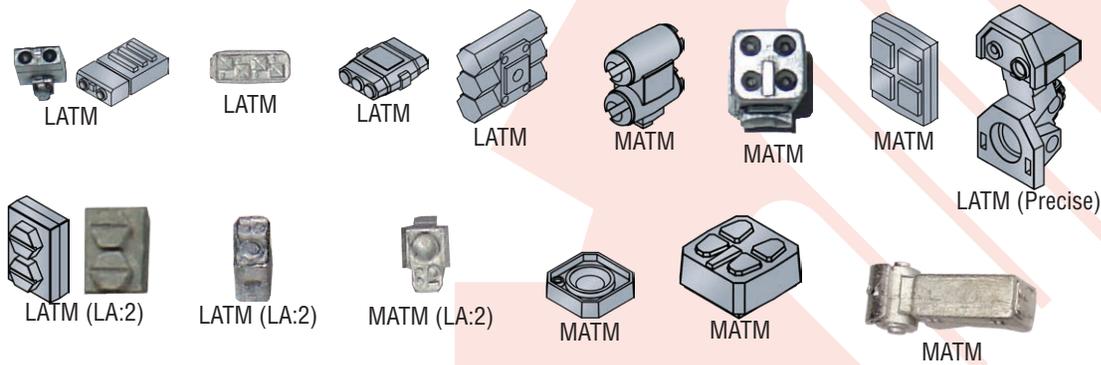
LFG



Field Mortars (FM) and **Guided Mortars (GM)** are very similar in function, both providing indirect firepower. Guided mortars can be directed by targeting designators. Field mortars forego the additional guidance for a more destructive warhead. **Infantry Mortars (IM)** are smaller man-portable mortar systems.



Anti-Tank Missiles (ATM) use specialized warheads to punch through enemy armor. They feature a guidance system that responds to forward observers using target designators.



Like artillery guns, **Artillery Missiles (AM)** are used for long range indirect attacks. They also feature guidance systems that allow the missiles to be directed via targeting designators. **Artillery Rockets (AR)** are similar to artillery missiles. However, they are lower costed and normally unguided. **Air Burst Missiles (ABM)** are munitions that explode before they land on the ground, in the hopes of the shrapnel traveling from above. Infantry are more susceptible to these weapons.



WEAPON RECOGNITION

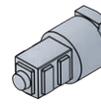
Infantry Lasers (IL) are not the most common weapons that infantry carry. However, they are becoming more common than before as the technology advances. **Anti-Vehicle Missiles (AVM)** are man-portable anti-tank missiles.



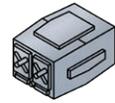
FLAIL



HIL



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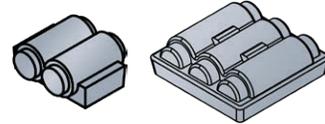


HAVM

Panzerfausts (PZ) are self-propelled armor piercing munitions. These are an effective option to many gear squads that may encounter heavily armored targets. While shorter ranged than a grenade launcher, thrown **Hand Grenades (HG)** can be quickly distributed to gears before they go into battle.



PZ



HG

Combat Weapons (CW) are melee weapons that do not fit in either the vibroblade or spike gun category. Many come with special features built in. In some cases, such as CEF frames, the CW merely represents a model's ability to punch or kick.



LCW (Brawl:1, Demo:4)



MCW (Brawl:1)



LCW (Brawl:1)



MCW (Brawl:1)



MCW (Climber)



MCW (Reach:1, Demo:4)



MCW (Reach:1, Demo:4)



Bricklayer

Spike Guns (SG) are vicious close combat weapons made specifically to penetrate armor.



LSG



LSG



MSG



HSG (Reach:1)

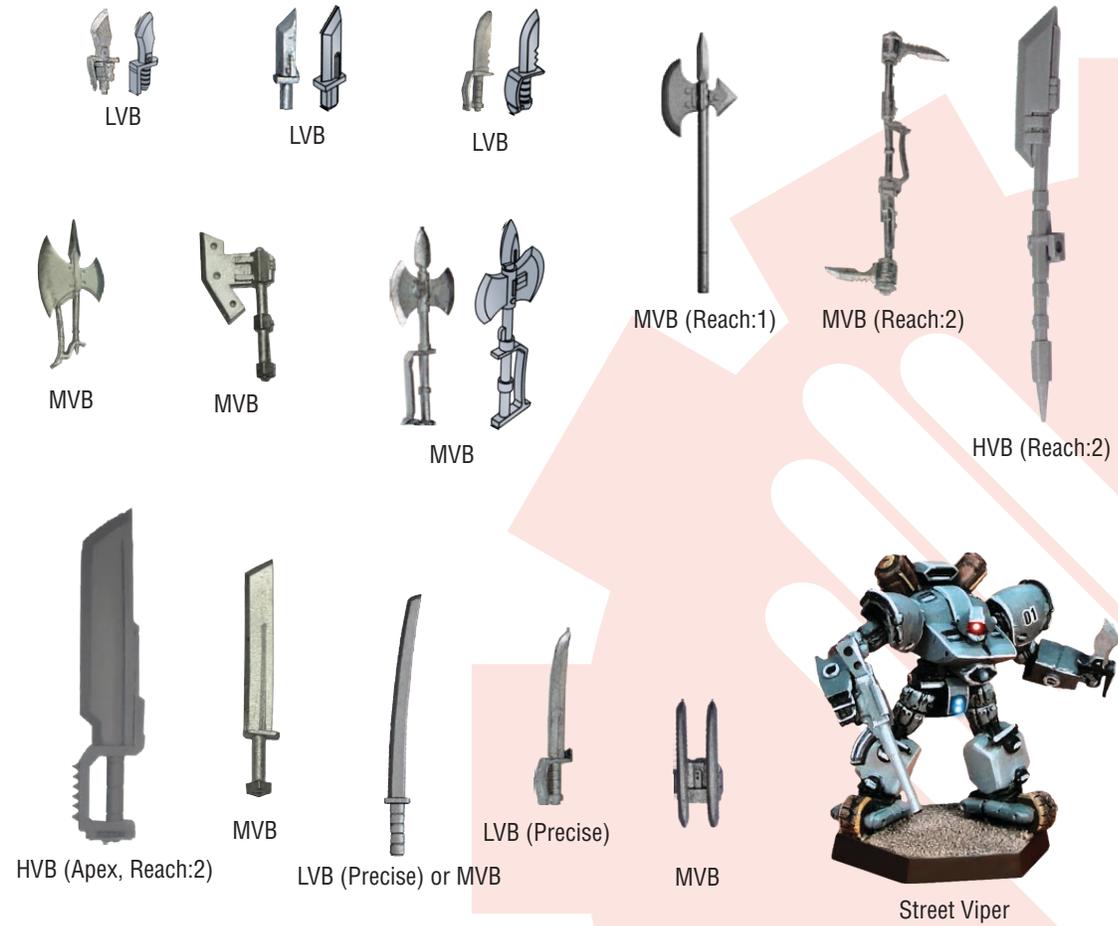


Para Iguana



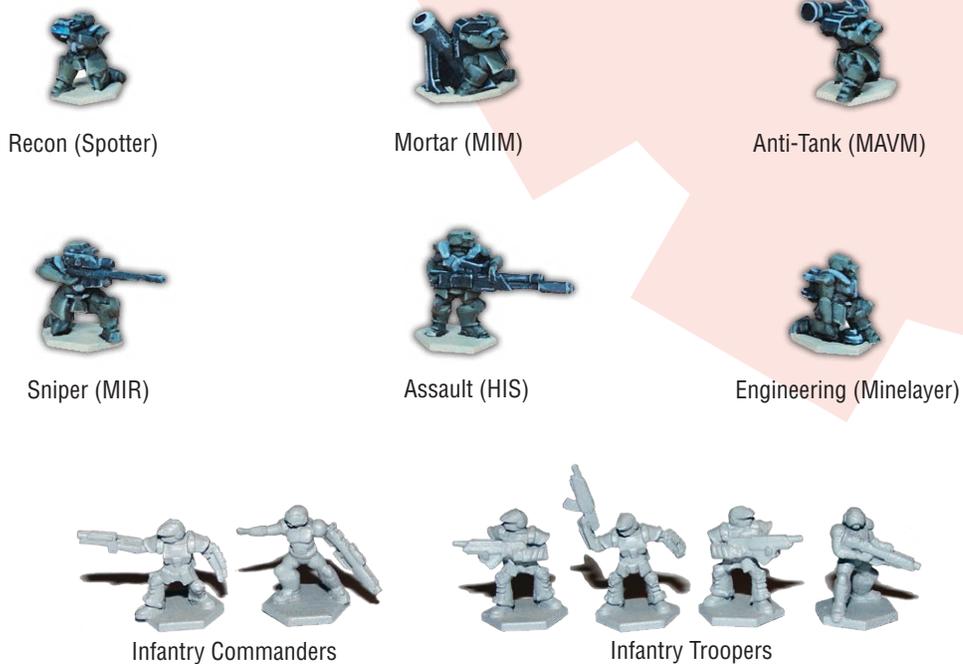
Jerboa Paratrooper

Vibroblades (VB) come in many different varieties and sizes. Numerous gears come with a vibro-knife, which in itself is already a very capable weapon. Larger vibroblades, such as the Cataphract's giant vibro-sword, are truly devastating.



Infantry Recognition

Infantry figures are used to represent regular infantrymen, commanders and special infantry.



WEAPON RECOGNITION

Building and Painting

Heavy Gear miniatures are made for maximum customization both in terms of weapons and paint schemes. There are no strict rules for painting your miniatures, and we encourage you to develop your own forces how you want. There needs to be limited standardization with topics such as basing a miniature and what is available to each model, but those limits are grounded in the need for fair play rather than any customization limitations.

Models should be built and painted to account for a What You See Is What You Get (WYSIWYG) concept. This supports fair play as it minimizes hidden elements during a game. That can sometimes be tough to accomplish for many, depending on what they have available, so an extremely strict adaptation of this concept is not necessary. There are extra parts available in the Dream Pod 9 Online Store (<https://store.dp9.com/>) which has items to support the WYSIWYG concept. For example, finding the anti-air autocannons at the DP9 online store, and adding them to your model is a great way to show an AA upgrade, while also allowing your opponent to correctly assess your model's capabilities visually. There are plenty of additional parts that can be found in the DP9 store and used to this effect. They may also be used just to add additional style to your models.



We also have a complete line of Badlands resin terrain available on the DP9 Online Store to help you create your very own Terra Nova gaming table.

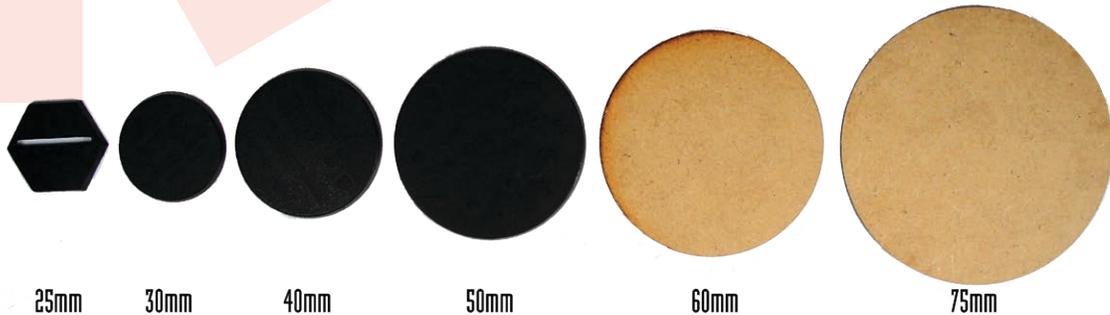
Base Sizes

Heavy Gear Blitz supports various model base sizes and shapes, providing you with flexibility in assembly. You are free to pose the models how you would like. It will have no impact on the game.

Vehicles, universal drones and models with four or more legs do not require bases. They may be based for aesthetic purposes or to protect the paint from chipping.

The following table shows what base sizes are permitted for each type of model.

Model Type	Example	Base Size	Base Shape
Gear	Hunter, Black Mamba, Constable Golem	25mm (1") to 40mm	Round or Hex
Large gear (AR:8+)	Kodiak, Grizzly, Spitting Cobra	25mm (1") to 50mm	Round or Hex
Strider	Naga, Cataphract	40mm to 60mm	Round or Hex
Large strider (AR:10+)	Hussar, Red Bull Mk2, Fire Dragon, Drake	40mm to 120mm x 95mm	Round, Hex, or Oval
Mount	Caprice Mounts	50mm to 75mm	Round or Hex
Miscellaneous	Acco	40mm to 50mm	Round or Hex
Small vehicle	Antelope, Elan	25mm (1") to 40mm	Round or Hex
Medium sized vehicle	Badger, Caiman, Mastiff	40mm to 75mm	Round or Hex
Large vehicle (AR:11+)	Visigoth, Aller, Voltigeur	75mm to 120mm x 95mm	Round, Hex, or Oval
Universal drones	Demo Drone, Recon Drone	20mm (1") to 40mm	Round or Hex



Infantry and Cavalry Basing

Many infantry and cavalry models come with options to upgrade them into larger groups. This enhances their survivability. This is different from model to model and not all models have the option to increase their size. For example, an En Koreshi model only has one option, which is a single figure on one base to represent one lone En Koreshi warrior. However, the Sandrider Infantry may either be built to represent teams, or squads via their Squad Upgrade.

When looking at infantry and cavalry model profiles, always note their names, type, and the details below their profiles. Their base sizes are related to what type of model they are, and how many figures are going to be placed on their bases. All infantry may be built as Singles, or Teams.

- ▷ Infantry singles and infantry teams are based on a single 25mm (1") to 40mm hex or round base.
 - ▶ Infantry singles are made with 1 figure per base.
 - ▶ Infantry teams are made with 2-4 figures per base.

Some infantry have a Squad Upgrade available.

- ▷ Infantry squads are based with 6-10 figures on a single 40-50mm or 3 x 25mm hex or round base.

All cavalry may be built as Singles.

- ▷ Cavalry singles are based with 1 figure on a single 25mm (1") to 40mm hex or round base.

Some cavalry have a Team Upgrade available.

- ▷ Cavalry teams are based with 2-3 figures on a single 40-50mm 3 x 25mm hex or round base.

Note: The 3 x 25mm (1") option for the infantry squads and cavalry teams is actually three individual bases being used to represent one model (in order to support older editions in the rules). These models can be grouped together in a base-to-base, triangle formation to represent an infantry squad or cavalry team. They will count as one model and even move together in that triangle formation. They cannot change from a squad to a team or vice versa during a game.

Model Type	Example	Base Size	Base Shape
Infantry single/team or cavalry single	En Koreshi, FLAIL single, Barnaby or Lizard Rider, Sniper Team, Recon Team	25mm (1") to 40mm	Round or Hex
Infantry squad or cavalry team	FLAIL Squad, Lizard Rider Squad, Wallaby Squad	40mm to 50mm or 3 x 25mm (1")	Round or Hex



Southern Infantry Squad



Southern Infantry Sniper Team



Southern Jackrabbit Team



Southern Infantry Squad on 3 Hex Baes



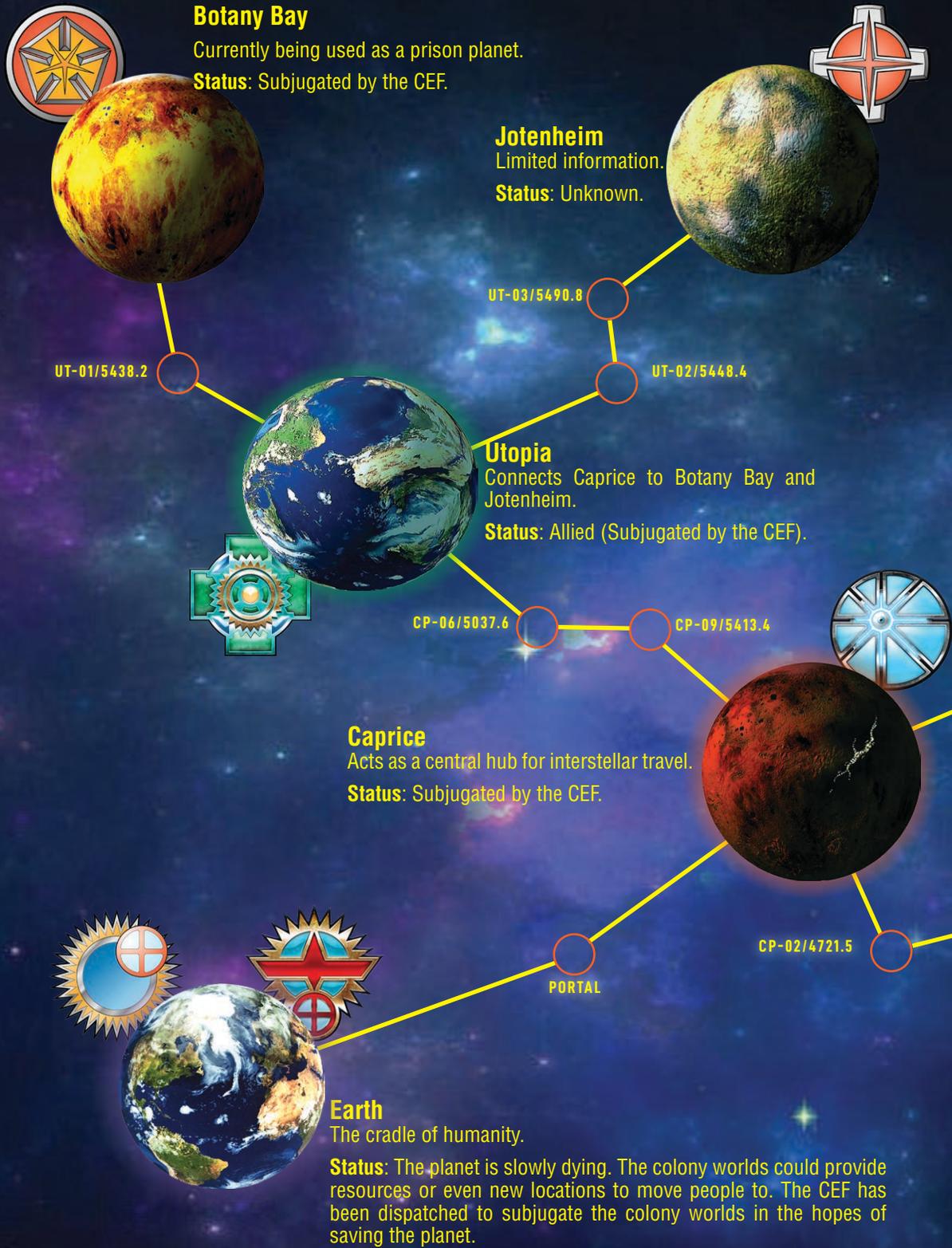
Southern Jackrabbit w/ Sidecar

THE HG UNIVERSE

The Heavy Gear Universe

The year 4318 saw the discovery of the phenomena that would later be called "Tannhauser Gates". With time, the Tannhauser theory was perfected and better understood. The Gates are created by the deformation of the fabric of space. This understanding made the whole process of "gating" possible.

In 4663 a ship was able to gate all the way to the Loki system, where they found Caprice. Caprice is only marginally habitable for humans. But from there humanity started finding more Tannhauser Gates to more worlds to colonize.



○ Interstellar Gate

THE HG UNIVERSE

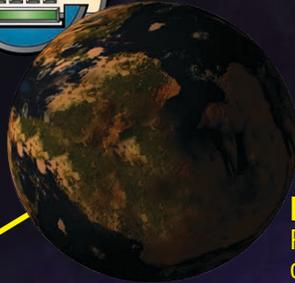
New Jerusalem

CEF's 7th Fleet was sent to subjugate this planet, but it has since disappeared.

Status: Unknown.



HO-03/5409.4

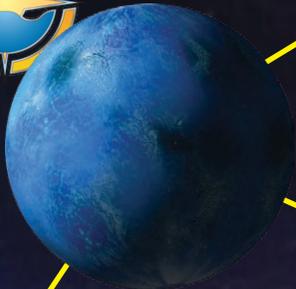


HO-01/5404.4

Home

Plans underway to move large portions of Earth's population to this planet.

Status: Subjugated by the CEF.



CP-20/5390.5

Atlantis

Virtually a water world.

Status: Stalemate with the CEF.

AT-04/5420.7

AT-02/5402.4



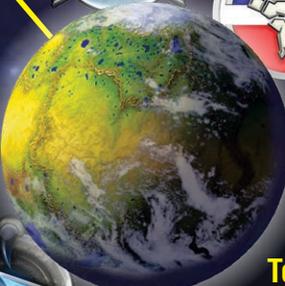
Eden

Previously a paradise. Now, neo-feudal societies.

Status: Subjugated by the CEF.

CP-03/4727.4

CP-04/4748.6



Terra Nova

Divided but strong.

Status: All hell has broken loose.

HEAVY
GEAR
BLITZ!

The Heavy Gear Universe Timeline



- ▷ 1950 The Information Age begins.
- ▷ 3244 The Prime Knights emerge.
- ▷ 4588 The Interstellar Age begins.
- ▷ 4752 (TN 1) Terra Nova is discovered.
- ▷ 5104 (TN 493) Colonization of Terra Nova begins.
- ▷ 5790 (TN 1454) Political and economic crisis on Earth cause an abrupt end of support to the colonies effectively cutting them off from Earth. This leads to constant strife on Terra Nova that continues for hundreds of years as different factions compete for power.
- ▷ 5800 (TN 1467) It becomes commonplace to outfit heavy construction gears with weapons to wage war.
- ▷ 5950 (TN 1678) The first massed produced heavy gear rolls off of the assembly lines.
- ▷ 6115-6118 (TN 1909-1913) Earth returns and invades Caprice. Caprice becomes the first colony world to be subjugated by Earth's Colonial Expeditionary Force (CEF), which allows them a foothold within the colony worlds.
- ▷ 6118-6121 (TN 1913-1917) The CEF invades Terra Nova. This is known as the War of the Alliance because the Northern and Southern Leagues unite together to defeat the CEF with the timely help of Peace River.
- ▷ 6134 (TN 1936) 19 Terra Novan cycles after the War of the Alliance, old rivalries flare and the leagues and factions of Terra Nova are plunged into another war.
- ▷ 6136 (TN 1939) The Polar War ends abruptly when Peace River City is suddenly destroyed by an anti-matter bomb, just before peace talks were to take place at that location, in the hopes of ending the conflict.
- ▷ 6138 (TN 1941) Black Talon teams are deployed to other colony worlds to collect intelligence and conduct insurgency operations against the CEF.
- ▷ 6145 (TN 1950) A CEF fleet gates to the Terra Novan system and the second CEF invasion of Terra Nova begins. This... is the War for Terra Nova!



Time on each planet is measured in different ways. For example, on Terra Nova there are cycles rather than years. A Terra Novan cycle is approximately seven tenths of an Earth year and is divided into four seasons consisting of six seven-day weeks. Each Terra Novan day is 36 hours long.

Caprice Army Box



Reckoning

As Arich searched the damaged HC-3A for enemy intelligence, a familiar voice chimed in on the barely functioning communications system. “I knew it... to be you, Arich.” The trideo image fizzled and popped with static, distorting the words and the face of the person on the other side.

Arich sneered at the image, his yellow eyes narrowing under his face wrap. He reached over and punched commands into the wrecked HC-3A's communications system to adjust the transmission as the person continued speaking, “A squadron of combat frames... you and your two... others. I remember a day when you... better.”

“Osamu! Where are you hiding!? Why don't you come to the white sands so we can have a chat in person?” Arich moved the dead GREL's body by flinging it from the seat, purposely displaying his enhanced strength for the viewer. As he took the seat the distorted image on the CEF encrypted comms materialized further, showing a set of comparable yellow eyes, strong jawline and the heavy overcoat of an Earth military officer. Arich glared at Osamu with a measured hatred that he prayed was communicated in full.

The CEF officer did not seem at all fazed and took his time to speak more clearly, “Our survival is greater than your simple ideas, Arich. Give us the grail so we can stop all this needless fighting.”

“*Our* survival ended when you lost the ability to tend our flock.” Arich's disdain seeping into his tone, “*Your* arrogance and ideas of grandeur keep us from our true place in the universe.”

“Your always quick to flourish contemptible rhetoric before assuming true responsibility. Our creators are not our masters after all. No matter. My Valkyries are almost upon you. If you will not be a part of the future, you will die with your fantastical dreams.”

“There is no future where we play your foul games.” Arich moved to cut off the barely functioning comms, just as he heard a shout outside. The other Koreshi were calling for his attention.

“I am sorry... your answer, Arich.” The comms starting to lose signal again.

“A reckoning is coming, Osamu. You cannot stop it and you'll rue these words!” The trideo image flickered and burst as the signal became weaker, static filling the air, mixed with a distorted, staccato sound. Arich knew that sound was laughter. He winced in spite as the image finally went out.

He finally hauled himself from the wreckage as he brought his heavy cloak about his chest. He hit the desert sand silently when he dropped from the HC-3, joining his two waiting warriors. The charred remains of a few CEF hover tanks and dead GREL lay across the land, a testament to their successful ambush.

The Koreshi stood silently, looking out into the desert, over the horizon and up to the sun, Helios. There were dust plumes with a dozen silhouettes on the horizon. No doubt frames, closing in on their location. He knew that these pilots would not be so easy to dispatch. Grim determination settled across Arich's features as he retrieved his rifle from his fellow Koreshi. “Osamu always kept his word. His Valkyries are right on queue.”

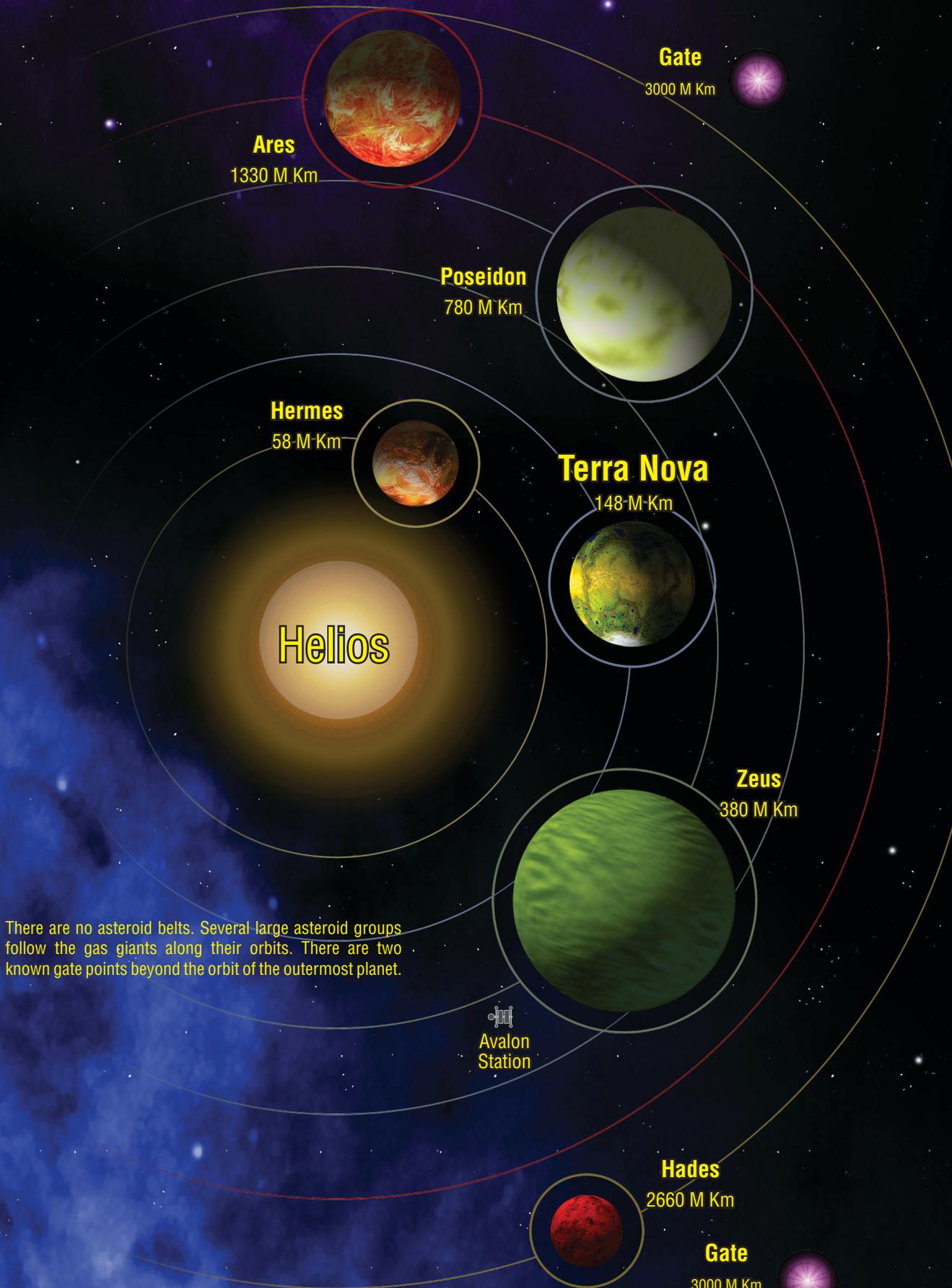
One of his warriors looked to him as he slid a new magazine into his rifle, “We should fall back. We are too few to take on twelve Valkyries in frames.”

“Yes. Let us bid them until a later time. We will all bleed together soon enough.”

THE HELIOS SYSTEM

Helios System

The Helios System is very similar to the Solar System. The inner planets are rocky, the intermediate planets are gas giants surrounded by tiny moons and the outer planets are composed of frozen liquids and gases.



The War for Terra Nova

Discovered in the year 4752 AD (TN 1) and settled by colonists from Earth in 5104 AD (TN 493), Terra Nova flourished for nearly a millennium. When the Human Concordat, Earth's previous government, abruptly withdrew support for all its colonies, many colony worlds were thrown into chaos, Terra Nova among them.

In the aftermath of the withdrawal, Terra Nova's inhabitants squabbled over power and resources. Wars broke out, powerful leagues emerged, and alliances were formed. During this period the Terra Novans invented new, flexible weapon systems, well-suited to the extreme environments of their planet. Humanoid, robotic vehicles called heavy gears came into existence and forever changed the face of warfare.

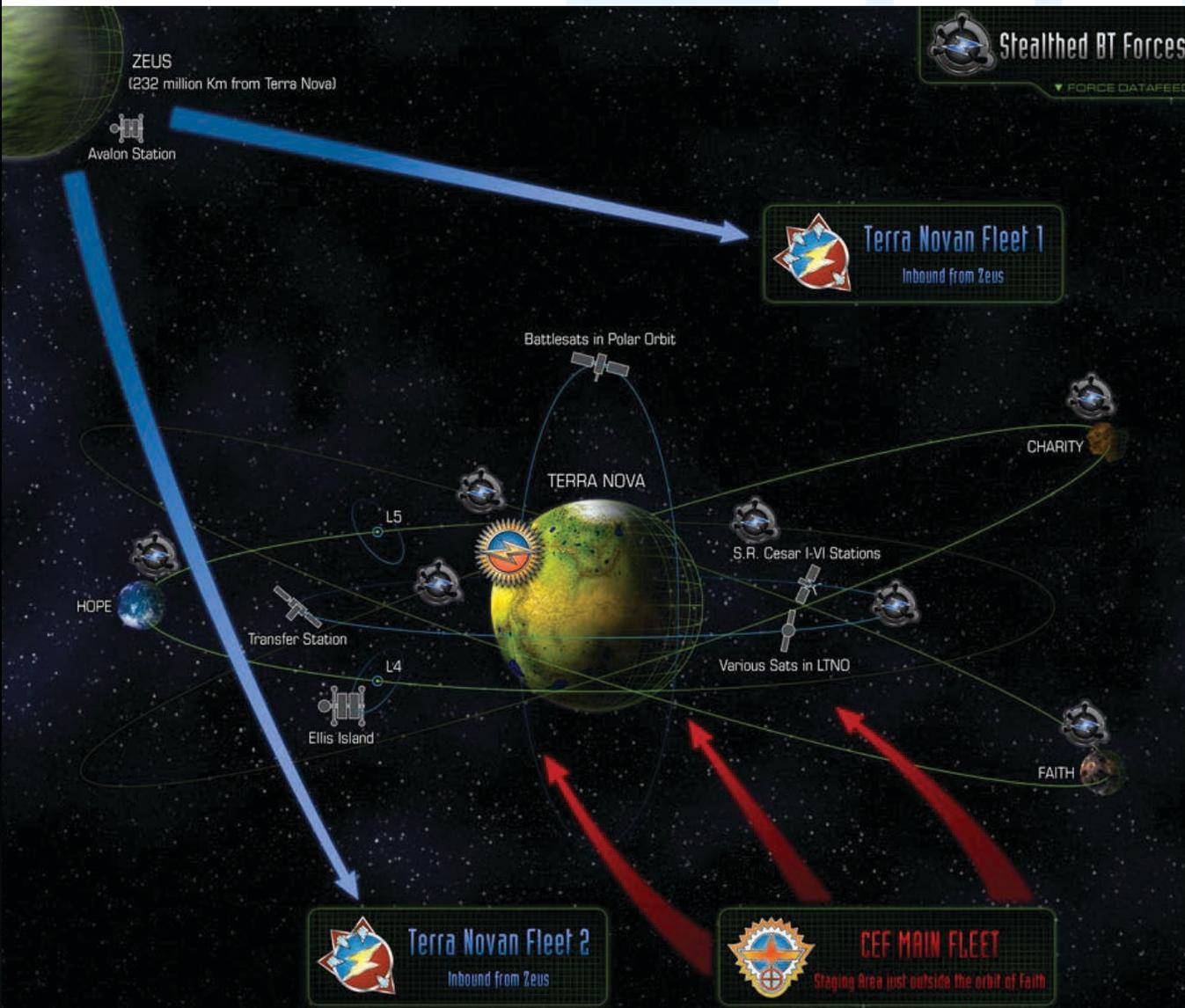
Back on Earth, the Concordat eventually collapsed, and the New Earth Commonwealth (NEC) emerged with an appetite for conquest. A scarcity of resources drove its exploding population to a new wave of colonial furor. Terra Nova, being one of the most prosperous colonies, was a prime target. The NEC outfitted an interstellar task force to reclaim its lost colonies. This task force was named the Colonial Expeditionary Force (CEF).

The arrival of the CEF in 6118 AD (TN 1913) was perhaps the only event that could have convinced the Terra Novans to set aside their differences. The ensuing conflict became known as the War of the Alliance, when Terra Nova united and drove back the CEF. In the aftermath, thousands of CEF personnel and GREL super-soldiers were abandoned on the planet's surface.

After the CEF's apparent defeat, the people of Terra Nova all too quickly returned to war with each other. But as far as Earth was concerned, the conflict was far from over. What Terra Novans saw as a victory was only considered a setback for Earth. It would take much more than a single loss to rout the cradle of humanity.

Beginning with covert operations that would ultimately vaporize the Terra Novan metropolis of Peace River City, Earth's new invasion would be waged on different terms. With the lessons learned during the first offensive, the CEF has recruited additional forces from other reclaimed colony worlds by offering each a stake in the spoils.

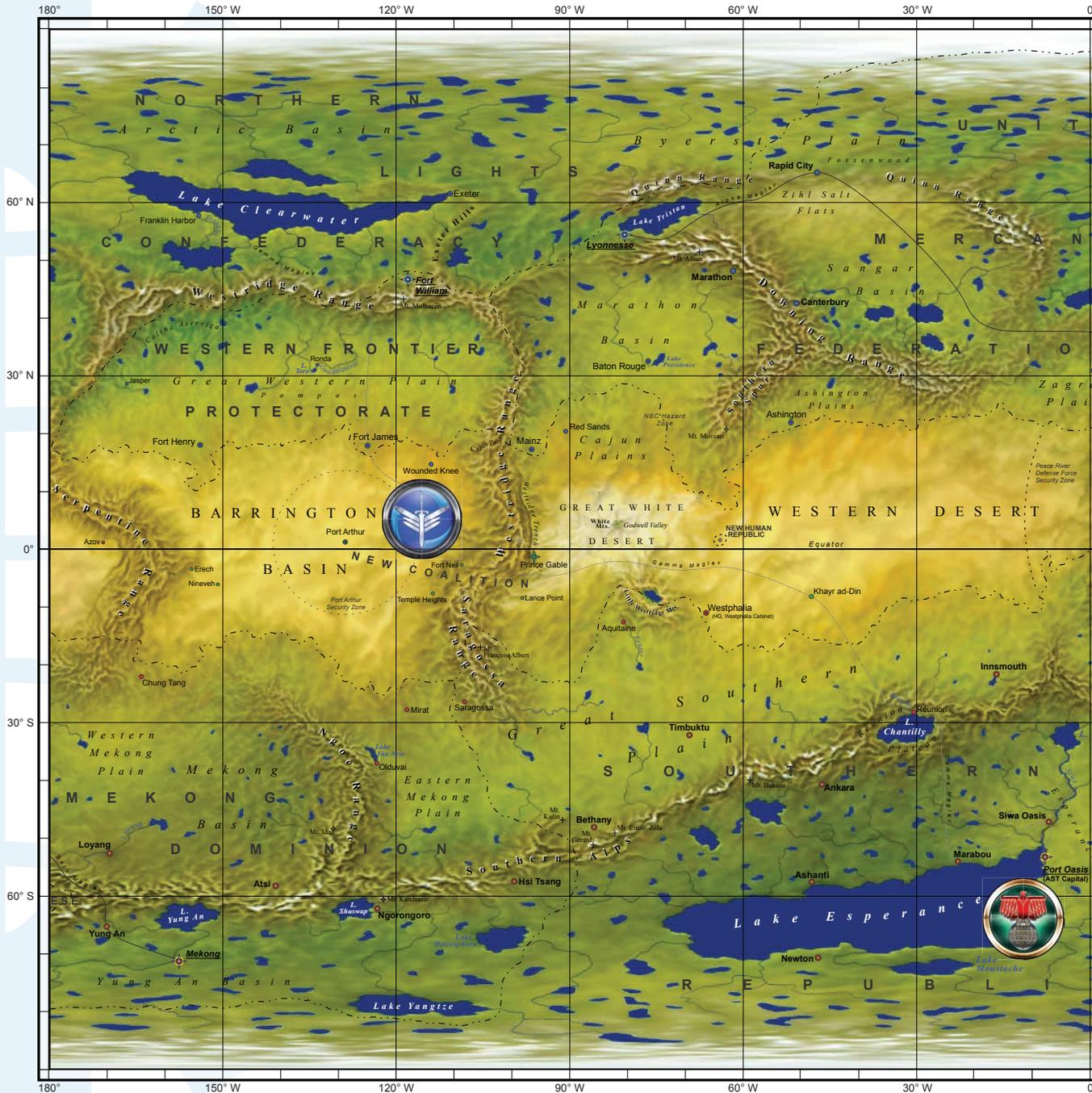
The War for Terra Nova rages on!



TERRA NOVA

Terra Nova

Smaller and denser than Earth, Terra Nova's geology is marked by its comparative lack of oceans with most of the water being found in vast underground cave networks. The temperatures on Terra Nova are noticeably hotter than Earth with little seasonal variation. The majority of the equatorial region is one massive desert that is referred to as the Badlands. While there are a handful of city-states that have managed to rise even in these extreme conditions, the polar regions are the most suited for human habitation.



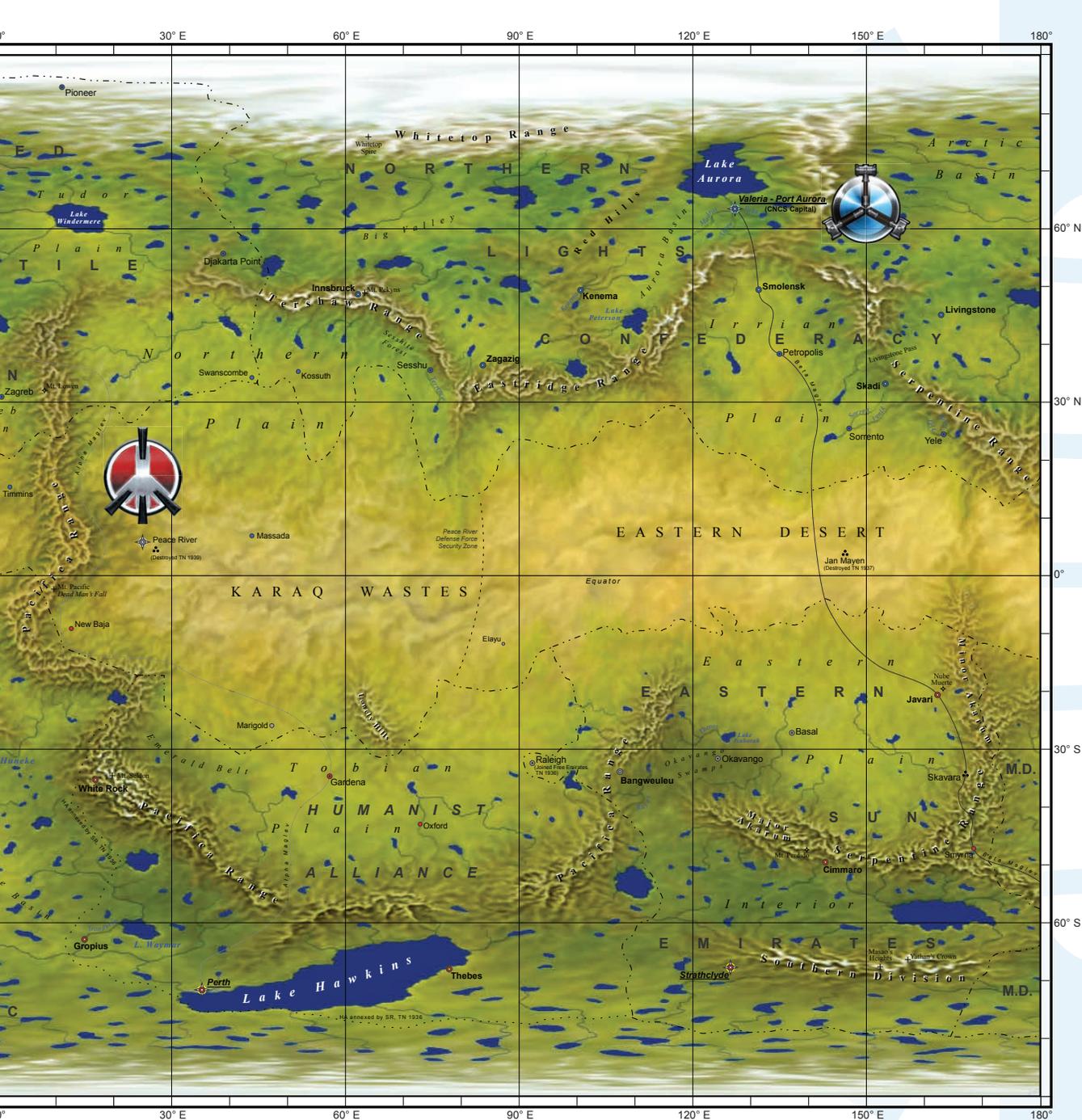
The planet features various phenomena from shifting magnetic regions to constant electromagnetic interference. This has been the cause of numerous navigation and communication issues that have led to isolationist ways of thinking. The different factions have grown considerably over time and learned to network with each other. But it is difficult to break old habits and many on Terra Nova still look at people from other regions with suspicion. This way of thinking has been the impetus for many wars since the early days of colonization.

LEGEND:

- CNCS
 ● AST
 ● Independent
 ● NUCall
- 0 - 50,000
 ● 50,000 - 500,000
 ● 500,000 - 1,000,000
 ● 1,000,000+
- ⬠ capitals
- ⬠ Ruined cities
- Maglev lines
- + Mountain peaks
- ⚡ Volcanoes

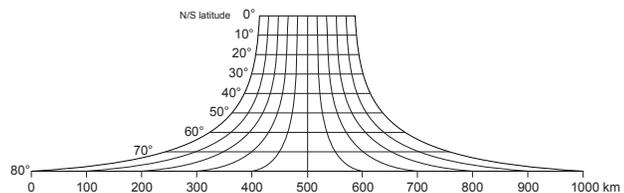
The Badlands

Key pieces of planetary infrastructure, called the maglevs, run through the Badlands in three areas. Maglevs are transportation systems with a train that glides above a track via a magnetic repulsion system. All the maglevs benefit the polar-regions and are keystone resources for other powers as well. The Alpha Maglev runs through the Karaq desert and provides for Peace River. The Beta Maglev runs through the Eastern Desert and provides for Jan Mayen, a city-state allied with NuCoal. The Gamma Maglev runs through several deserts and provides for Port Arthur and the rest of NuCoal.



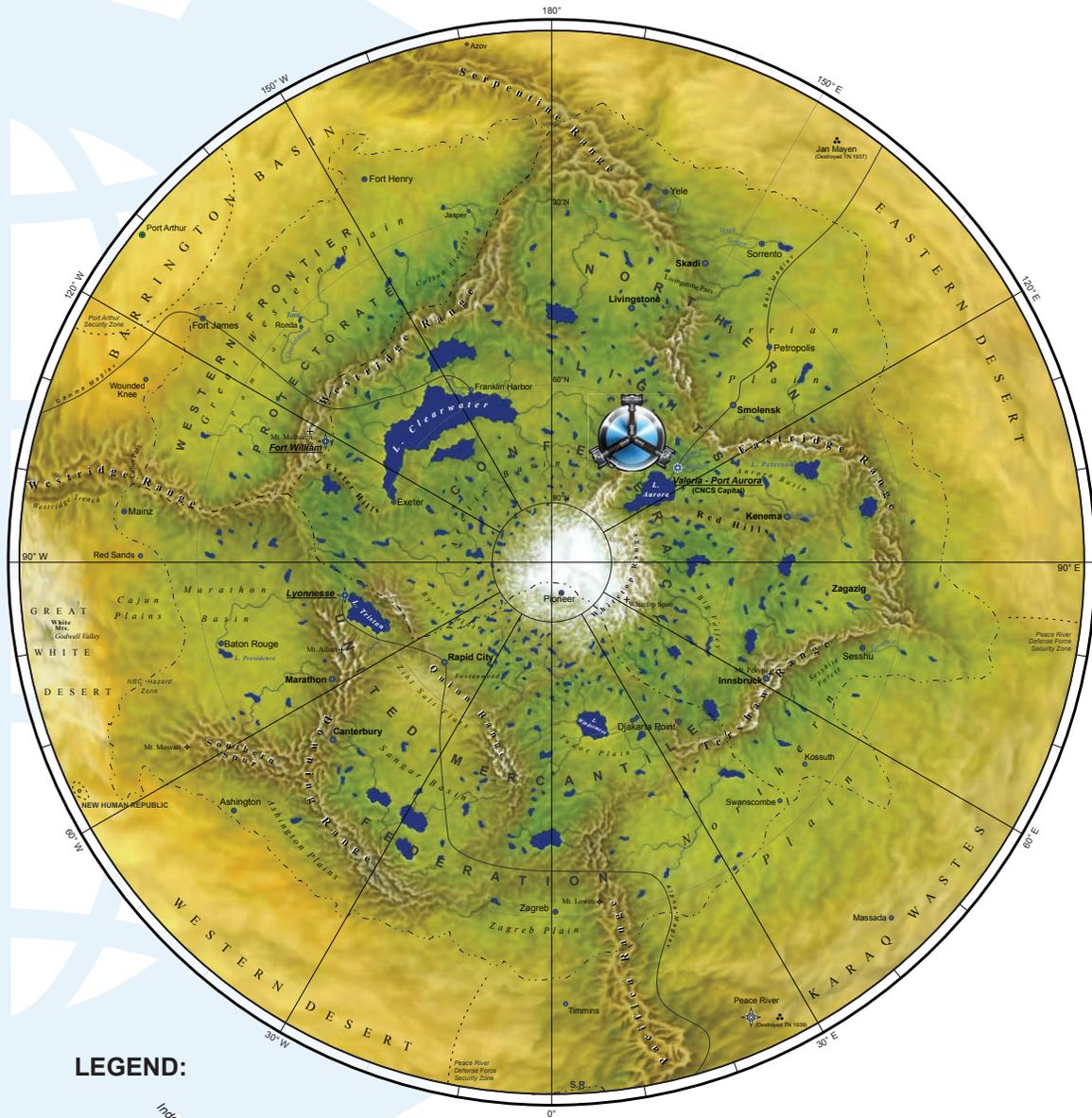
The Eastern Badlands are noted for their rich veins of minerals and vast reserves of oil. This has made it the home of many small mining communities and the target of many large companies that seek to tap its natural resources. Much of the Karaq Wastes is the domain of the Paxton Arms Corporation, owned and operated by a vast state, Peace River.

SCALE ALONG PARALLELS:



The North

Despite the reputation of Terra Nova as a desert world, the northern hemisphere is cooler than much of the planet. The North is a land of harsh, sometimes savage natural beauty. Tall, jagged mountain peaks, green, often thickly forested valleys and large plains make up much of the arctic landscape. The Northern hemisphere consists mostly of vast forests and valleys nested between mountain peaks. The plains are rich and fertile, and the mountains are filled with mineral deposits. Thousands of small lakes and fast-flowing rivers dot the landscape, naturally occurring evidence of a deep underground water network. Vast, grassy plains and rolling hills can also be found here. Most of the hemisphere's climate is temperate, thanks to the mountain ranges surrounding it. At higher altitudes it does get quite cold. Some of the mountain peaks even have snow caps.



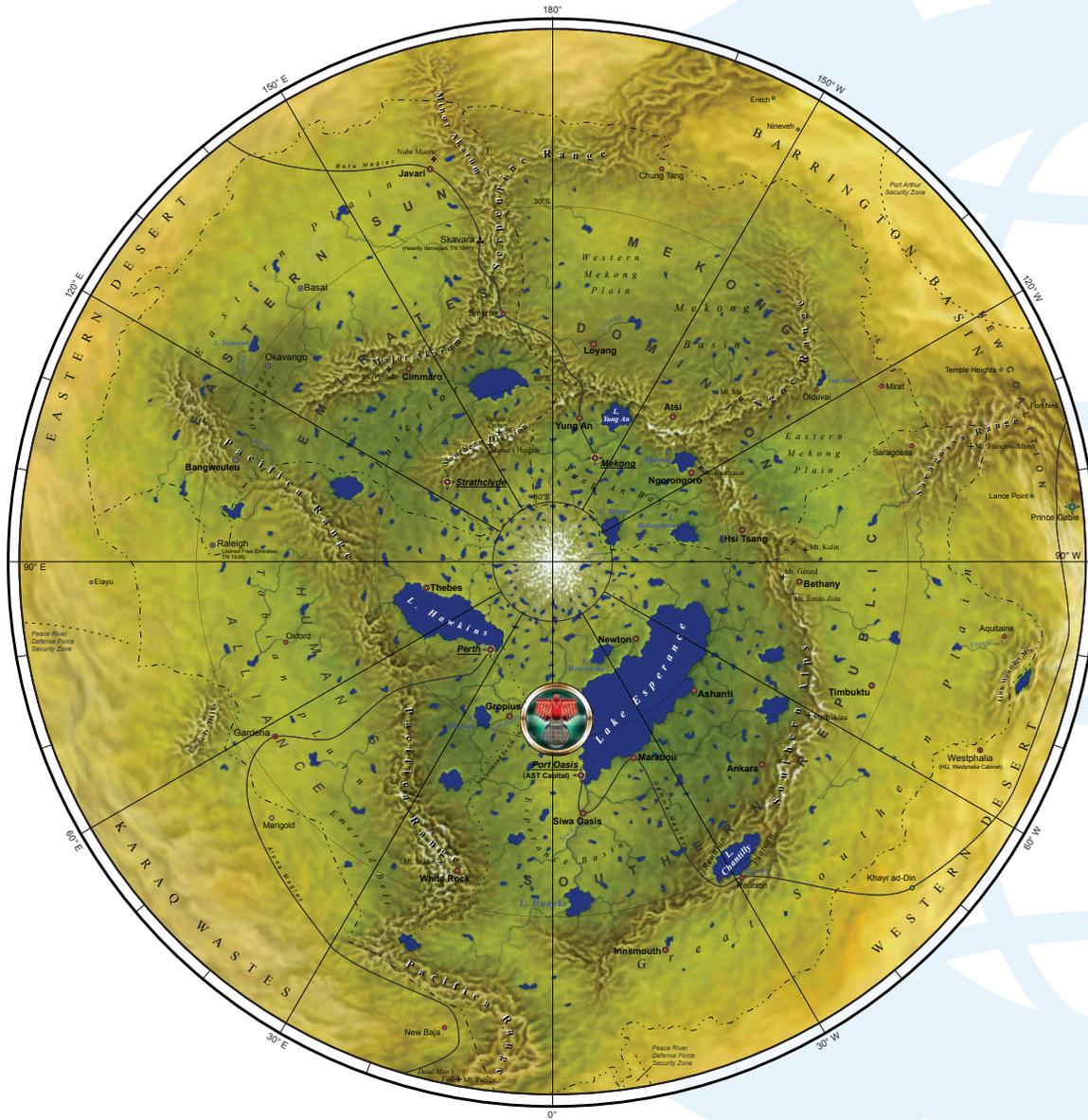
LEGEND:

- | | | |
|------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> ● CNCS ● AST ● Independent ● NuCoal | <ul style="list-style-type: none"> ● 0 - 50,000 ● 50,000 - 500,000 ● 500,000 - 1,000,000 ● 1,000,000+ | <ul style="list-style-type: none"> ⚡ Ruined cities — Maglev lines + Mountain peaks ⚡ Volcanoes |
| <ul style="list-style-type: none"> ⚡ Capitals | <p>POPULATION:</p> | |

The people who live among the majestic mountains and rolling plains of the Arctic are a hardy breed. Northerners are a conservative lot, renowned for their industriousness and patriotism. Highly traditional and tough as rock, they tend to react to novel circumstances with stubborn determination instead of creativity. At home both in urban and rural settings, Northerners scoff at agoraphobic Southerners. The three leagues in the north share common values for democratic processes and personal independence. They also share a loose commitment to Revisionism, which is a faith practiced to varying degrees by their different leagues.

The South

Nurtured by a rich tropical environment, dense jungles and teeming swamps cover much of Terra Nova's Antarctic. The south's older, verdant mountain chains contrast sharply with the young, barren peaks of the north, and the damp wetlands of the valleys have very little in common with the great northern plains. The Antarctic region shares some of the characteristics with the Arctic, yet it is widely different in both climate and society. It is a hot and humid place covered by vast, lush jungles and immense grass-covered savannahs, where four major leagues were formed in the century following Terra Nova's forced independence.



The fauna that inhabits the southern hemisphere of Terra Nova are very different from those of the north. The animals are often smaller and less threatening in appearance, but they are more devious and lethal. They are also frequently poisonous. The swamps in which many of them live are breeding grounds for infectious diseases that devastated populations in the southern hemisphere more than once during the colonization years. It comes as no surprise that Southerners as a whole are much like the animals they have learned to live with. Their nature, more devious than that of the northern inhabitants, seems to mimic the local fauna.

When comparing themselves to their northern counterparts, Southerners loudly claim to “have brains”, indicating the opposite is true in the north. They view Northerners as dim witted, crude and uncivilized. They also dislike northern fanaticism, preferring a more hedonistic lifestyle themselves.

THE NORTH



HEAVY
GEAR
BLITZ!

Cawfee

Ranger Fenridge sipped his cawfee, cursing the taste. He preferred the Northern blend. Weird but Tasty was a good restaurant chain and he was thankful they had one contracted to their firm base. But still, it was a Southern bean, and therefore inferior.

“Cristoff! Would you keep her straight!?” He almost spilled as his pilot in the front of the cockpit jerked the controls to take their Mammoth through a left turn. The Mammoth Strider thundered around the corner of a shelled-out building with lumbering footfalls, “A springer once told me that slow and steady wins the race.”

“Ranger, I think you mean a barnaby.” his senior ranger giving him lip right back, “And cawfee time’s almost up. Approaching AO*. Weapons hot.”

Fenridge frowned and took another sip, tapping his leg impatiently. Their Northern brethren had engaged a CEF unit just five clicks outside of Fort Henry. Unfortunately, they were limited in response time by the plodding speed of the Mammoth. It felt like it was taking ages to get there. As he monitored the radio transmissions, he also noted the casualty reports. It did not sound like it was going so well. He could hear gunfire and explosions in the distance.

Finally, Cristoff cut into his thoughts by reaching out to their sister-unit, “Broadsword, this is Hammer. Entering your AO. If you can paint targets, let us know. Missiles on standby.”

The reply was filled with gunfire, “Could we ever! Standby for targets.”

Within seconds targeting information was being patched through, sending Fenridge’s blood pumping. This was it. He smoothly selected the targeting and weapon options and quickly launched one anti-tank missile. He barely caught a glimpse of it as it left the launcher and zipped over a ridge at blinding speed. It seemed so cold and impersonal. That bothered him deep down inside somewhere.

Excitement exploded over the comms, “Splash one frame! Nice shot Hammer! Keep them coming!”

Fenridge felt an oddity about it all. He did not feel that it was a nice shot. It was the computers and gadgets doing all the work for him after all. He was just pushing buttons. He frowned and thought, “Button-pusher”.

Like a charm, Cristoff snapped him out of it again, “Ranger Fenridge, you’re doing the Prophet’s work! You ready for more?!”

“Aye, Senior Ranger! I am receiving now. Firing.” Fenridge pushed himself to focus and respond to more incoming targeting data. No longer pausing for responses, he picked out the next targets and fluidly ran through the same process over and over. He was in his zone now. Anti-tank missiles for painted targets. Artillery rockets for transmitted coordinates. All doubts placed at ease.

“Contact left! Incoming hoppers!” Cristoff pulled Fenridge right out of his zone with those words. But the two inbound Peregrine gunships put him in a different zone as soon as he locked his eyes on them. “Finally,” he thought, “something I can see.”

The Peregrines were coming in hot, their quad turbofans screaming as they easily jockeyed to counter the Mammoth’s elementary evasive maneuvers. Beams of light and rockets were stabbing at the Mammoth. As everything seemed to hit their Mammoth without mercy, Fenridge voice commanded the rotary cannon and machineguns to automatically return fire while he carefully sighted in his arm mounted weapons. Unlike their lumbering strider, the Peregrines were much better at playing hard to hit.

Unleashing his massive snub cannon, he one-shotted the lead Peregrine, while his anti-tank missile caught the second Peregrine even as it tried to side-slip at the last moment.

His senior ranger called back to him, “Sweet Prophet! Now that was some nice shooting Fenridge!”

Fenridge responded, “Prophet! I spilt my cawfee.”

*AO: Area of Operations

History and Background

In the year 5790 (TN 1454), after the withdrawal of the Human Concordat, Earth's previous governing body, the settlements of the northern hemisphere were cut off from key resources. With the departure of the Earth-based colonial corporations, Terra Nova's population centers suddenly found themselves without any viable form of government. Most of the colony's leaders had used their connections to board the first departing ships, leaving behind a power vacuum begging to be filled. The first half of the 59th century (roughly TN 1470 to TN 1540) was a chaotic period known as the Reconstruction. Struggles between the haves and have-nots occurred daily and desperate colonists banded together to survive on piracy and crime. It was during this period of upheaval that the tough, independent Terra Novan character was born.

The colonists were forced to fend for themselves without the advantage of regular resupply from Earth. Times were hard and the inhabitants learned to rely on each other to survive and build a new life on Terra Nova. Numerous small communities were starved out of existence as their food reserves dwindled and the crop didn't grow as fast as expected. Larger communities often fell prey to civil unrest as different factions within fought for control.

As the planet's own resources became more important to survival, dozens of small-scale wars broke out between cities. Conflicts turned into brief truces, merging cities into city-states. In the wake of these smaller wars, three northern leagues were formed. However, the three larger leagues continued to find conflict with each other, which resulted in larger scale wars. As the Northern Lights Confederacy (NLC) tried to wage crusades, the United Mercantile Federation (UMF) fought to corner the resource market, and the Western Frontier Protectorate (WFP) carved out its own space with sheer pride and grit.

As the UMF gained superior manufacturing capacity, it initially came to dominate its neighbors. Desperate to stop the Federation, the NLC and WFP formed Northern Allied Defense Organization (NADO) and invaded the UMF as allies. It was in this conflict, at the Battle of Pioneer, that the first use of combat walkers occurred.

The NADO invasion failed, and a ceasefire was agreed upon. However, the UMF was convinced of another imminent war. They set into motion the Bipedal One-man Tank (BOT) project which culminated in the Hunter, the first formalized military heavy gear. But before it could enter production, a WFP commando team hijacked a Hunter prototype. On their way to deliver this prototype, the WFP team was intercepted by Southern Republic commandos and the Hunter was taken to the South. To the UMF's horror, within a cycle, the Southern Republic had reverse engineered the Hunter and were producing their Jager copy.

The Southern Republic would go on to conquer the south and establish the Allied Southern Territories (AST). This initially did not concern the northern powers who viewed it as a puppet organization with no real backbone. Initial overtures to form a northern equivalent failed. But the series of negotiations did at least turn the northern leagues' attention to the south instead of each other. For the first time in generations, northerners had a common ground to stand on.



THE NORTH

HISTORY AND BACKGROUND



Matters came to head when the UMF found itself in contest with the Mekong Dominion over resources. The situation quickly spiraled into war. Aside from finally being able to test their heavy gears in real combat, the war was a disaster for the Federation as the rest of the South quickly backed up the Dominion and overwhelmed the Federation. Seeing this defeat as a sign of things to come, the NLC, UMF and WFP officially created the Confederated Northern City-States (CNCS) to safeguard their interests from the AST. The next several centuries were filled with wars between the two polar powers. Conflicts like the St. Vincent's War, the Sandstorm Strikes and the Judas Syndrome kept the two powers at each others' throats.

This situation was upended in the year 6115 (TN 1913) with the arrival of Earth's Colonial Expeditionary Force (CEF). Mistakenly thinking the polar powers would continue to fight each other, the CEF was shocked when both powers temporarily united against them during the War of the Alliance.

Old rivalries were never truly resolved. Once the War of the Alliance had ended, hostilities slowly resumed between the North and South. The fuse was lit when the Revisionist Leader, Thor Hutchison, was assassinated. The North was quick to blame the South and launched a full-scale invasion of the South. The resulting Polar War was the largest and bloodiest conflict the two had ever fought. It only ended when Peace River City, a neutral Badlands city-state, was destroyed by an anti-matter bomb at the hands of CEF agents.

Realizing the threat of another invasion by the CEF was very real, the North once again looked to find common ground with the South. That is, Terra Nova does not belong to Earth. Over ten cycles of buildup for the inevitable invasion has prepared the North for its part in the War for Terra Nova.



Wildcat



HEAVY
GEAR
BLITZ!

The Northern Factions

“The Lion’s Wrath will no’ver be stayed.”

The northern pole of Terra Nova is dominated by the CNCS, or just “the North” for short. Highly industrialized and rich in natural resources, Terra Nova’s Arctic is arguably the wealthiest region on the planet. However, with little over half the population of the southern hemisphere, Northerners lack the manpower to take full advantage of the wealth that surrounds them. Despite this, Arctic residents boast the highest standard of living on Terra Nova.

As a proud people the North has rarely ever backed down from a fight. For generations the people have only known war. Their reluctance to let go of past transgressions and to always be ready for the next possible fight is a strong component to their anti-Southern tendencies even amongst the most impassive Northerner. Many Northerners claim that the crisp, fresh air of the northern mountains is what gives them their vibrant energy and sharp wit. Southerners, they explain, get their brains parboiled by the South’s oppressive heat and humidity.

The CNCS has a central government ruled by a council. Each member is publicly considered equals, but they individually have a different set number of votes that they can use to dictate Northern policy. While this often results in never-ending contention amongst its members, the entirety of the Northern factions will come together and unite against a common foe... usually.

Northern Lights Confederacy



The NLC is the largest and most populous league in the North and the second overall behind its bitter rival, the Southern Republic.

The NLC is the center of the Revisionist Faith and counts the holy city of Sorrento as one of its own. This religious focus is the source of much conflict both within the league and with others. Internally, non-revisionists are often treated as second class citizens, denied promotions or opportunities, and generally viewed with suspicion. The league’s relations with neighbors are often strained as this conservative religious nature often brings the league into conflict with even its friends. Despite all this, the league has one of the highest standards of living on Terra Nova with a massive industrial base. The Revisionist Church, centered in the NLC, is one of the most influential entities on the planet. The Church maintains the NLC as a tourist hotspot with millions having made the pilgrimage to the holy city of Sorrento from all corners of Terra Nova.



Camel Truck loaded with supplies

Western Frontier Protectorate



The WFP is the smallest northern league and not as prosperous as its neighbors. The Protectorate has a history of being on the receiving end of many invasions and wars which has caused them to adopt a highly militaristic culture that is wary of outsiders. The WFP’s distrust of outsiders has in turn developed a focus on family, with “clans” being the internal power blocks. Such is the importance of family that many inhabitants put their family name before their given name such as Reeves Ethan and Lang Regina.

People who live in the WFP are not citizens unless they have served in the military for a certain period, which varies depending on the force served. The three main city-states of the Protectorate are also fortresses, armed to the teeth to protect them against invaders. The WFP tends to rely on older, more well-worn military equipment instead of cutting-edge hardware.



Sabertooth Tiger

United Mercantile Federation



The UMF is a nation run by business. Officially a democracy, votes are purchased instead of granted. Companies often buy thousands of votes, and the revenue is used to fund the government instead of traditional taxes. This has created an economic powerhouse that has dominated the northern hemisphere economically since before the CNCS was created. This focus on business has some downsides as often national leadership is chosen not for political acumen but for how easy they can influence specific policies. The citizenry is often very focused on material value and views those who lack such things as freeloaders or lazy. An interesting note about the Federation is that its army, the UMFA, is a private corporation funded by the government. To supplement this revenue the UMFA has a merchandising branch that generates revenue in a myriad of ways such as; organizing tours, selling calendars featuring some of the more photogenic UMFA soldiers, model kits of popular gears, branded memorabilia, managing museums, and even hosting bake sales.

Norguard

NORGUARD
CONFEDERATED NORTHERN CITY STATES

In times of war and crisis, the militaries of the leagues merge with a central organization called the Northern Guard (NG). Overseen by the CNCS directly, the Guard is funded and maintained by contributions from the members of the CNCS. During peace the Guard is a small, professional military charged with ensuring the security of the North's borders and conducting patrols in contested areas. During war, the Guard serves as the central command which each leagues' militaries merge with to create a single armed force.



White Cat

THE NORTH

HISTORY AND BACKGROUND

HEAVY
GEAR
BLITZ!

Weapons of War

The armies of the CNCS use a traditional Terra Novan army structure based around combined arms formations of gears, tanks, and infantry. The blocky shapes of Northern gears operate as a middle ground between traditional armored vehicles and infantry. Massive, tracked tanks and support vehicles backed up by VTOLs serve as the Lion's Hammer against hard targets.

The North is the birthplace of the first mass produced gear, the Hunter.

Heavy Gears

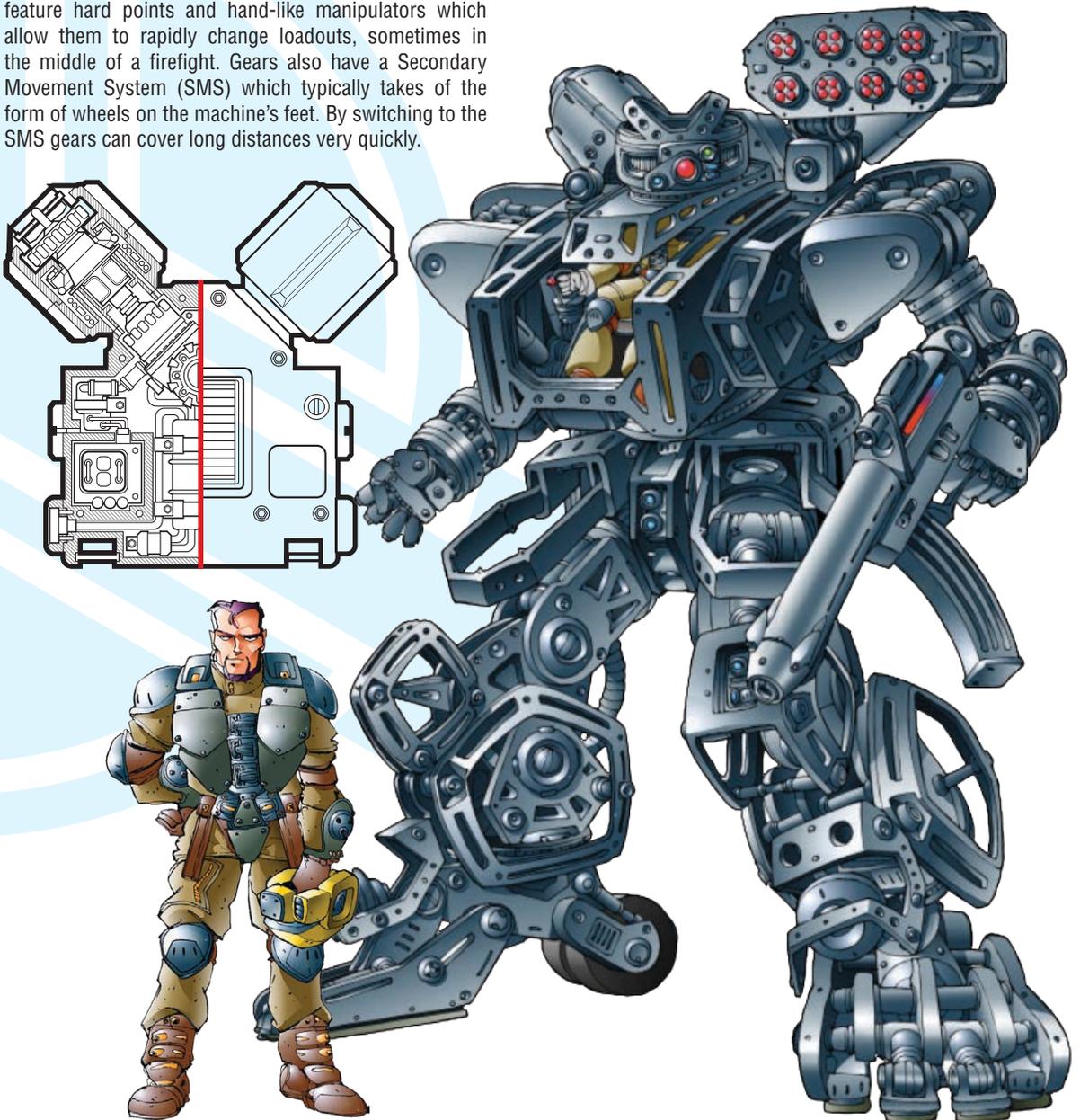
The invention of the heavy gear (or gear for short) forever changed warfare across Terra Nova. While the concept of combat walkers dates back to even before the early colonization days, most designs were clumsy and unsuited to direct combat. The only exception is the Paladin walking tanks used by the Prime Knights during Earth's Second Ice Age. However, their technology has never been duplicated.

Tactically the gear is a compromise between an infantryman's flexibility and a light vehicle's armor and firepower. Each gear is effectively a one-man infantry fighting vehicle carrying a heavier payload than foot soldiers and heavy armor to protect its pilot. Most gears feature hard points and hand-like manipulators which allow them to rapidly change loadouts, sometimes in the middle of a firefight. Gears also have a Secondary Movement System (SMS) which typically takes the form of wheels on the machine's feet. By switching to the SMS gears can cover long distances very quickly.

While gears are the backbone of Terra Novan armies, they are far from the king of the battlefield. Gears must still operate alongside traditional infantry, armored elements, aircraft, and artillery in a combined arms force in order to maximize their potential.

Gear Controls

Gears are controlled by a pilot, usually in the torso with their head extending up into the gear's head. The pilot controls the gear with a pair of joysticks and two foot pedals. There is also a sophisticated VR helmet that allows the viewer to see as if the cockpit were open to the outside, with relevant readouts superimposed over the landscape.



ONNets

To aid the pilot in more advanced maneuvers an Optical Neural Network (ONNet) is standard on all gears. The ONNet takes the pilot's inputs and converts them into the motions of the gear. This allows pilots to achieve extremely precise movements such as moving a single finger on the gear's hand.

ONNets are capable of learning. They are initially taught to a standard by the manufacturer and continue learning with use. While not sentient, ONNets are often treated as such by their pilots. They do develop personality quirks over time and have even been known to take actions on their own, dodging or parrying an incoming attack in the nick of time. An experienced ONNet can achieve a level of intelligence on par with a very smart dog.

Pilots are trained to remove the ONNets when ejecting due to the complexity and time-consuming nature of their manufacturing. If they cannot secure the ONNets they are trained to destroy them. To many pilots, this is the equivalent of killing an old friend.



Mammoth

Striders

Striders are the equivalent of extremely large gears and range from quad-legged monstrosities to two-legged gear-striders and even a few tank-striders. Usually bristling with weaponry, they are one of the least subtle types of war machines on the battlefield. Some striders have a crew instead of a single pilot. They are backed up by sophisticated computer systems that are able to automate many of their functions. Some feature completely automated weapon systems that can be directed to fire at enemy units while the crew focuses on other tasks.



Grizzly



Early Combat Walker



Armored Hunter



Koala



Black Cat



Leopard



Northern Army Box

Northern Sub-Lists

All the models in the Northern Model List can be used in any of the sub-lists below. There are also models in the Universal Model List that may be selected as well.

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

- ▷ **Task Built:** Each Northern gear may swap its rocket pack for an Heavy Machinegun (HMG) for 0 TV. Each Northern gear without a rocket pack may add an HMG for 1 TV. Each Bricklayer, Engineering Grizzly, Camel Truck and Stinger may also add an HMG for 1 TV.

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

- ▷ **Prospectors:** Up to two gears with the Climber trait may be placed in GP, SK, FS, RC or SO units.
- ▷ **Hammers of the North:** Snub cannons may be given the Precise trait for +1 TV each.
- ▷ **Veteran Leaders:** You may purchase the Vet trait for any commander in the force without counting against the normal veteran limitations.
- ▷ **Dragoon Squad:** Models in one SK unit may purchase the Vet trait without counting against the veteran limitations. Any Cheetah variant may be placed in this SK unit.

NG - Norguard

Norguard is tasked with the overall defense of all Northern territories. Not very numerous on their own, they have excellent equipment and training, and are considered the masters of combined arms warfare. Each league's army normally operates independently. But when the CNCS faces a threat which any of the three league's armies can not handle on their own, Norguard becomes the unified command to lead them all.

- ▷ **Pan-Northern:** Each combat group may use one upgrade option from WFP, UMF or NLC. Live Free Die Hard, The Pride and Devoted may not be selected.
- ▷ **Surplus Hunters:** Hunters may be placed in GP, SK, FS or RC units. Hunter and Stripped-Down Hunter variants are not limited to 1-2 models and may be selected an unlimited number of times.
- ▷ **Surplus Jaguars:** Jaguars may be placed in GP, SK, FS, RC or SO units.

NORGUARD
CONFEDERATED NORTHERN CITY STATES



Strike Cheetah

WFP - Western Frontier Protectorate

Self-reliance and a true pioneer spirit motivate the under-equipped armies of the WFP. Their commanders have an almost instinctive understanding of how to marshal their forces. The aged gears of the WFP armies are known for their skill and responsiveness to their pilots due to their excellent upkeep and well used ONNets.

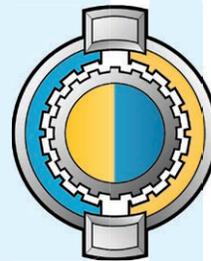
- ▷ **Pristine Antiques:** Hunters, Ferrets, Weasels, Wildcat and Bobcats may be placed in a GP, SK, FS or RC units. This does not include Hunter XMGs.
- ▷ **Ol' Trusty:** Hunters, Ferrets, Weasels, Wildcats and Bobcats may improve their GU skill by one for 1 TV each. This does not include Hunter XMGs.
- ▷ **Drop Bears:** Combat groups performing airdrop deployments are not required to be placed in formation.
- ▷ **Live Free Die Hard:** Whenever a WFP commander is destroyed, immediately give one SP to one model in formation with the destroyed commander. This SP does not convert to a CP. If not used, this SP is removed during cleanup.



UMF - United Mercantile Federation

Known as being the richest League on Terra Nova, the merchants of the UMF know that in order to defend their prosperity they must have strong armed forces. As such, they spend lavishly for the best soldiers and equipment. To maintain their edge commercially the UMF is not against leveraging its considerable skill in electronic warfare to gain business advantages.

- ▷ **Local Manufacturing:** Tigers and Weasels may be placed in GP, SK, FS, RC or SO units. Tiger variants are not limited to 1-2 models of that variant and may be selected an unlimited number of times.
- ▷ **EW Specialists:** One gear, strider, or vehicle per combat group may purchase the ECCM veteran upgrade without being a veteran.
- ▷ **Well Funded:** Two models in each combat group may purchase one veteran upgrade without making them veterans.
- ▷ **Mercenary Contract:** One combat group may be made with models from North, South, Peace River, and NuCoal (may include a mix from all four factions) that have an armor of 8 or lower.



NLC - Northern Lights Confederacy

The home of the Revisionist church, the most powerful religious organization on Terra Nova, many of the members of the Norlight armed forces see their role as a calling instead of just a job or a mission. Foremost among these are the chaplains and warrior monks who leverage the power of gears and formidable martial skills with their chosen weapon, the fighting staff. Their skill and courage are powerful inspirations to all soldiers.

- ▷ **Chaplain:** You may select one non-commander gear to be a Battle Chaplain (BC) for 2 TV. The BC becomes an officer and can take the place as a third commander within a combat group. The BC comes with 1 CP and can use it to give orders to any model or combat group in the force. BCs will only be used to roll for initiative if there are no other commanders in the force. When there are no other commanders in the force, the BC will roll with a 5+ initiative skill.
- ▷ **Warrior Monks:** Commanders and veterans, with the Hands trait, may purchase a fighting staff upgrade for 1 TV each. If a model takes this upgrade, then it will also receive the Brawl:1 trait or increase its Brawl:X trait by one. A fighting staff is a MVB that has the React and Reach:2 traits.
- ▷ **The Pride:** You may select 2 gears in this force to become duelists. All duelists must take the Warrior Monks upgrade.
- ▷ **Devoted:** When the chaplain is targeted by a direct or indirect attack, a friendly monk (model with a fighting staff) within 3 inches may choose to be the target instead. Resolve the attack normally against the monk as if the monk was in the chaplain's position. This may result in the monk being the target of the attack twice in the case of Split or AOE weapons. Only one monk may be targeted in this way per attack.



Hunter XMG Warrior Monk

Hunter

Manufacturer: Northco
 Unit Type: Trooper Gear
 Height: 4.3 meters / 14.1 ft
 Weight: 6,627 kg / 14,610 lb

The Hunter Gear was the first purpose-built combat walker on Terra Nova, the forerunner of all subsequent Northern league designs, and remains among the most produced gears still in active service. Refitted several times to keep it competitive, its greatest strength has always been the simplicity and ruggedness of the chassis.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Hunter	6	GP+, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	LAC, LVB	LRP, LPZ, LAPGL	Hands	Gear	1.5"
Hunter Gunner	7	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	MAC, LVB	LRP, LAPGL	Hands	Gear	1.5"
Hunter UC	6	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	MFC, LVB	LRP, LPZ, LAPGL	Hands	Gear	1.5"
Assault Hunter	7	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	MSC, LVB	LAPGL	Hands	Gear	1.5"
Destroyer Hunter	7	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	MBZ, LVB	LRP, LAPGL	Hands	Gear	1.5"
Wildfire Hunter	7	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	MAC, LVB	LAPR (Fire:1), LHG	Hands	Gear	1.5"
Arrow Hunter	8	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	LAC, LVB	LATM (LA:2), LAPGL	Hands	Gear	1.5"
Hunter Pathfinder	8	GP, SK, RC	W/G:6	6	4/2	1	4+	4+	6+	MRF, LVB	LRP, LAPGL, LPZ	Hands, Sensors:24	Gear	1.5"
Rabid Hunter	8	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	LGL, LVB	LRP, LAPGL, LPZ	Hands, Field Armor	Gear	1.5"
Hunter Zerstoror	8	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	LBZ, MFC, LVB	MRP, LAPGL	Hands, Field Armor	Gear	1.5"
Mountain Hunter	9	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	LAC, MCW	MRP, HIM	Hands, Climber, Vet	Gear	1.5"
Hunter Commando	10	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	LBZ, LSG	MRP	Hands, Airdrop, Vet, Field Armor, Sensors:24	Gear	1.5"
Headhunter Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+Comms	-	-



Headhunter



Hunter Zerstoror

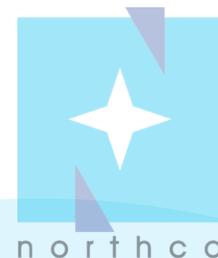


Hunter Commando

Stripped-Down Hunter

Manufacturer: Northco
 Unit Type: Trooper Gear
 Height: 4.3 meters / 14.1 ft
 Weight: 5,700 kg / 12,566 lb

The Stripped-Down Hunter was developed before the era of advanced reconnaissance gears and was originally intended for recon roles, but, its increased speed and lower maintenance costs allowed for varied tactics that many appreciated. The WFP uses them in large numbers and is very happy with their consistent performance.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Stripped-Down Hunter	5	GP+, SK, FS	W/G:7	5	3/3	1	4+	4+	6+	LAC, LVB	LAPGL, LHG	Hands	Gear	1.5"
Stripped-Down Hunter Gunner	6	GP, SK, FS	W/G:7	5	3/3	1	4+	4+	6+	MAC, LVB	LAPGL, LHG	Hands	Gear	1.5"
Stripped-Down Hunter UC	5	GP, SK, FS	W/G:7	5	3/3	1	4+	4+	6+	MFC, LVB	LAPGL, LHG	Hands	Gear	1.5"
Stripped-Down Assault Hunter	6	GP, SK, FS	W/G:7	5	3/3	1	4+	4+	6+	MSC, LVB	LAPGL, LHG	Hands	Gear	1.5"
Stripped-Down Destroyer Hunter	6	GP, SK, FS	W/G:7	5	3/3	1	4+	4+	6+	MBZ, LVB	LAPGL, LHG	Hands	Gear	1.5"
Headhunter Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+Comms	-	-

Para Hunter

Manufacturer: Northco
 Unit Type: Paratrooper Gear
 Height: 4.3 meters / 14.1 ft
 Weight: 6,520 kg / 14,374 lb

Originally, Norguard high command ordered that a Hunter variant be developed exclusively for paratrooper duties since the base chassis was readily available and easy to modify. As it is still basically a Hunter, the paratrooper variant is cheap enough to field in quantities sufficient to be a significant threat.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Para Hunter	7	GP+, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	LAC/LGL, LSG	LAPGL	Hands, Airdrop	Gear	1.5"
Para Strike Hunter	6	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	LBZ, LSG	LAPGL	Hands, Airdrop	Gear	1.5"
Para Mortar Hunter	7	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	LAC, LSG	LFM	Hands, Airdrop	Gear	1.5"
Para Wildfire Hunter	7	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	MAC, LSG	LAPR (Fire:1), LHG	Hands, Airdrop	Gear	1.5"
Headhunter Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+Comms	-	-

Spearhead Hunter



Manufacturer: Northco
 Unit Type: Command Gear
 Height: 4.3 meters / 14.1 ft
 Weight: 6,850 kg / 15,102 lb

More obscure variants of the Hunter have been used with varying degrees of success. The Spearhead Hunter was used by some notable commanders, such as Sam Harris, during the Interpolar War. His actions and the actions of many heroes are part of the reason some of these variants still exist.

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Spearhead Hunter	10	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	4+	HAC, LVB	LAPGL	Hands, SP:+1, Comms, SatUp, ECCM, Vuln:H	Gear	1.5'

Armored Hunter



Manufacturer: Northco
 Unit Type: Trooper Gear
 Height: 4.3 meters / 14.1 ft
 Weight: 8,307 kg / 18,314 lb

The Armored Hunter, also known as "the armored can," is one of the rarest Hunter variants of all. The special program was an attempt to create a new type of Hunter that would be able to survive anything short of the firepower of a tank. Although the resulting armored shell was fairly resistant to gear class weaponry, the machine proved to be about as agile as the average herding springer.

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Armored Hunter	6	GP+, SK, FS	W/G:5	7	5/1	1	4+	4+	6+	LAC, LVB	LRP, HIM	Hands, Lumbering	Gear	1.5'

Bearhunter



Manufacturer: Northco
 Unit Type: Trooper Gear
 Height: 4.3 meters / 14.1 ft
 Weight: 8,900 kg / 19,621 lb

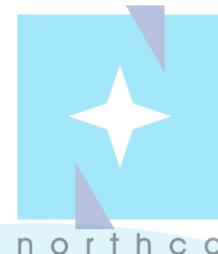
The Bearhunter has an uncommon origin. During a field exercise, a Bear technician happened to end up working on an Armored Hunter's engine. While a bit smaller, the Armored Hunter's engine had a very similar layout to the Bear's Engine. Some tooling took place to get the Armored Hunter's engine replaced with the Bear's engine. The consequent improvement in performance was startling, and the Bearhunter was born.

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Bearhunter	8	GP, SK, FS	W/G:7	7	5/1	1	4+	4+	6+	LAC, LVB	LRP, HIM	Hands, Vuln:H	Gear	1.5'

Hunter XMG

Manufacturer: Northco
 Unit Type: Strike Gear
 Height: 4.3 meters / 14.1 ft
 Weight: 7,122 kg / 15,701 lb

Success is a good place to start when building the future's next gear. And there's no better place to start than the original Hunter. The XMG represents a leap in capabilities with improvements in fire control and maneuverability. The high fuel consumption rates of the XMG don't worry the commanders, but the supply officers don't like it.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Hunter Gunner XMG	10	GP, SK, FS	W/G:7	6	4/2	1	3+	3+	5+	MAC, LCW (Brawl:1)	MRP	Hands, Brawl:1, Shield	Gear	1.5"
Rabid Hunter XMG	10	GP, SK, FS	W/G:7	6	4/2	1	3+	3+	5+	LGL, LCW (Brawl:1)	MRP	Hands, Brawl:1, Shield	Gear	1.5"
Destroyer Hunter XMG	10	GP, SK, FS	W/G:7	6	4/2	1	3+	3+	5+	MBZ, LCW (Brawl:1)	MRP	Hands, Brawl:1, Shield	Gear	1.5"
Assault Hunter XMG	11	GP, SK, FS	W/G:7	6	4/2	1	3+	3+	5+	MSC (Precise), LCW (Brawl:1)	LHG	Hands, Brawl:1, Shield	Gear	1.5"
Wildfire Hunter XMG	10	GP, SK, FS	W/G:7	6	4/2	1	3+	3+	5+	MAC, LCW (Brawl:1)	LAPR (Fire:1)	Hands, Brawl:1, Shield	Gear	1.5"
Arrow Hunter XMG	11	GP, SK, FS	W/G:7	6	4/2	1	3+	3+	5+	MAC, LCW (Brawl:1)	LATM (LA:2)	Hands, Brawl:1, Shield	Gear	1.5"
Spearhead Hunter XMG	13	GP, SK, FS	W/G:7	6	4/2	1	3+	3+	4+	HAC, LCW (Brawl:1)	MRP	Hands, Brawl:1, Shield, ECCM, Comms, SatUp (Aux)	Gear	1.5"
Melee Specialist Upgrade	+1	-	-	-	-	-	-	-	-	+MVB	-	-Brawl:1, +Brawl:2	-	-

Lynx

Manufacturer: Western Armories
 Unit Type: Light Patrol Gear
 Height: 4.0 meters / 13.1 ft
 Weight: 4,510 kg / 9,943 lb

Although officially designated as a gear, many would consider the Lynx to be more akin to a transformable power armor system. It's commonly used as a rapid response gear attached directly to Infantry companies. Infantry Commanders appreciate having organic units of Lynx on speed dial that can respond faster than most gears.



WESTERN ARMORIES

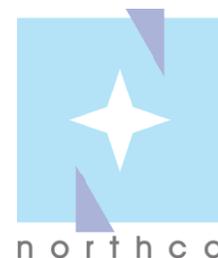
MAKING BETTER ARMIES

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Lynx	4	GP+, SK	W/G:8	4	3/3	1	4+	4+	6+	LSMG, LVB	LHG	Hands, Agile	Gear	1"
Armored Upgrade	+1	-	-	5	-	-	-	-	-	-	+LPZ	-	-	-

Jaguar

Manufacturer: Northco
 Unit Type: Strike Gear
 Height: 4.6 meters / 15 ft
 Weight: 7,123 kg / 15,704 lb

One of the most advanced gears in the Northern armed forces, the Jaguar was developed by Northco in the early 1900s as a possible successor of the Hunter. Only the high cost of the machine prevented this from happening. The Jaguar features an exceptional balance of speed, firepower, and agility.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Jaguar	10	SK+, FS	W/G:7	7	3/3	1	3+	3+	5+	MAC, LVB	LRP, LAPGL	Hands, Agile, Airdrop	Gear	1.5"
Destroyer Jaguar	10	SK, FS	W/G:7	7	3/3	1	3+	3+	5+	MBZ, LVB	LRP, LAPGL	Hands, Agile, Airdrop	Gear	1.5"
Flash Jaguar	11	SK, FS	W/G:7	7	3/3	1	3+	3+	5+	LLC, LVB	LRP, LAPGL	Hands, Agile, Airdrop	Gear	1.5"
Sniper Jaguar	11	SK, FS	W/G:7	7	3/3	1	3+	3+	5+	HRF, LVB	LRP, LAPGL	Hands, Agile, Airdrop	Gear	1.5"
Assault Jaguar	10	SK, FS	W/G:7	7	3/3	1	3+	3+	5+	MSC, LVB	LRP, LAPGL	Hands, Agile, Airdrop	Gear	1.5"
Arrow Jaguar	11	SK, FS	W/G:7	7	3/3	1	3+	3+	5+	MAC, LVB	LATM, LAPGL	Hands, Agile, Airdrop	Gear	1.5"
Fire Jaguar	11	SK, FS	W/G:7	7	3/3	1	3+	3+	5+	MAC, LVB	MRP (Link), LAPGL	Hands, Agile, Airdrop	Gear	1.5"
Wildfire Jaguar	10	SK, FS	W/G:7	7	3/3	1	3+	3+	5+	MAC, LVB	LAPR (Fire:1), LAPGL	Hands, Agile, Airdrop	Gear	1.5"
Flak Jaguar	10	SK, FS	W/G:7	7	3/3	1	3+	3+	5+	LAC (AA), LVB	LRP, LAPGL	Hands, Agile, Airdrop	Gear	1.5"
Pathfinder Jaguar	12	SK, FS, RC	W/G:7	7	3/3	1	3+	3+	5+	HRF, LVB	MPZ, LAPGL	Hands, Agile, Airdrop, Sensors:24	Gear	1.5"
Thunder Jaguar Upgrade	+1	-	-	-	-	-	-	-	4+	-	-	+Comms, +SatUp	-	-
Seccom Upgrade	+1	-	-	-	-	-	-	-	4+	-	-	+ECCM	-	-

Nemesis Jaguar

Manufacturer: Northco
 Unit Type: Dueling Gear
 Height: 4.6 meters / 15.1 ft
 Weight: 7,100 kg / 15,653 lb

The Nemesis Jaguar is more of an unapproved field variant that some commanders choose to use. They argue that the dueling capabilities are a tool that can both enhance the performance of the surrounding troops and intimidate the enemy at the same time. Nemesis Jaguars are typically piloted by the best of the best.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Nemesis Jaguar	13	SK, FS	W/G:8	7	3/3	2	3+	3+	5+	MAC, LSG, LVB	MRP	Hands, Agile, Airdrop, Brawl:1, Vet	Gear	1.5"
Southern Special Nemesis Jaguar	15	SK, FS	W/G:8	7	3/3	2	3+	3+	5+	MAC, LSG, LVB (Precise, Reach:1)	MRP	Hands, Agile, Airdrop, Brawl:2, Vet	Gear	1.5"

Tiger

Manufacturer: Northco
 Unit Type: Heavy Trooper
 Height: 4.6 meters / 15.1 ft
 Weight: 7,320 kg / 16,138 lb

An advanced design with more armor and better fire control than the Hunter, the Tiger was developed by Northco. Used by the armies of the Northern hemisphere as a shock trooper and line breaker, the design neither uses nor requires many of the technological advances that have occurred since its entry into military service.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Tiger	9	GP, SK	W/G:6	7	4/2	1	3+	3+	6+	MAC, LVB	MRP, LAPGL	Hands	Gear	1.5"
Assault Tiger	9	GP, SK	W/G:6	7	4/2	1	3+	3+	6+	MSC, LVB	MRP, LAPGL	Hands	Gear	1.5"
Destroyer Tiger	9	GP, SK	W/G:6	7	4/2	1	3+	3+	6+	MBZ, LVB	MRP, LAPGL	Hands	Gear	1.5"
Tiger Pathfinder	11	GP, SK, RC	W/G:6	7	4/2	1	3+	3+	6+	HRF, LVB	MRP, LPZ, LAPGL	Hands, Sensors:24	Gear	1.5"
Sabertooth Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+Comms, +SatUp	-	-

Leopard

Manufacturer: Shaian Mechanics
 Unit Type: Mountaineering Gear
 Height: 4.2 meters / 13.8 ft
 Weight: 5,425 kg / 11,960 lb

Originally conceived as a rally/arena gear, the Leopard has found its home within the ranks of the CNCS. The Leopard's light weight and air-droppable design along with the later addition of climbing equipment has created a great mountaineering gear able to traverse any terrain with ease. Deployable by land or air, the Leopard can respond to any threat.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Leopard	9	SK+, FS	W/G:7	6	3/3	1	4+	3+	6+	MAC/LFC, LCW	LRP, MHG, MSG	Hands, Agile, Airdrop, Climber	Gear	1.5"
Leopard Grenadier	9	SK, FS	W/G:7	6	3/3	1	4+	3+	6+	MAC/LGL, LCW	LRP, MHG, MSG	Hands, Agile, Airdrop, Climber	Gear	1.5"
Leopard Wildfire	9	SK, FS	W/G:7	6	3/3	1	4+	3+	6+	MAC/LFL, LCW	LRP, MHG, MSG	Hands, Agile, Airdrop, Climber	Gear	1.5"
Leopard Flash	11	SK, FS	W/G:7	6	3/3	1	4+	3+	6+	MRL, LCW	LRP, MHG, MSG	Hands, Agile, Airdrop, Climber	Gear	1.5"



Wildcat

Manufacturer: Keimuri Gears
 Unit Type: Strike Gear
 Height: 4.3 meters / 14.1 ft
 Weight: 6,580 kg / 14,506 lb

Originally a companion gear to the Hunter, it quickly fell out of favor as pilots preferred the Hunter's better armor and previously reduced fire control systems. Keimuri Gears would find a new market with the WFP where the cheaper and more rugged design was appreciated. Today the Wildcat can often be seen defending Badlands communities against rovers.

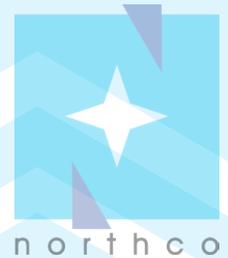


Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Wildcat	7	GP, SK, FS	W/G:8	5	3/3	1	4+	4+	6+	LAC, MVB	LRP	Hands, Agile, Brawl:1, Comms	Gear	1.5"
Wildcat UC	7	GP, SK, FS	W/G:8	5	3/3	1	4+	4+	6+	MFC, MVB	LRP, LPZ	Hands, Agile, Brawl:1, Comms	Gear	1.5"
Wildcat Gunner	8	GP, SK, FS	W/G:8	5	3/3	1	4+	4+	6+	MAC, MVB	LRP	Hands, Agile, Brawl:1, Comms	Gear	1.5"
Assault Wildcat	8	GP, SK, FS	W/G:8	5	3/3	1	4+	4+	6+	MSC, MVB	-	Hands, Agile, Brawl:1, Comms	Gear	1.5"
Wildcat Fang	7	GP, SK, FS	W/G:8	5	3/3	1	4+	4+	6+	LBZ, MVB	LRP	Hands, Agile, Brawl:1, Comms	Gear	1.5"
Rabid Wildcat	9	GP, SK, FS	W/G:8	5	3/3	1	4+	4+	6+	LGL, MVB	LRP	Hands, Agile, Brawl:1, Comms, Field Armor	Gear	1.5"
Pathfinder Wildcat	9	GP, SK, RC	W/G:8	5	3/3	1	4+	4+	5+	MRF, MVB	LRP	Hands, Agile, Brawl:1 Comms, ECCM, Sensors:24 (Aux)	Gear	1.5"

Bobcat

Manufacturer: Northco
 Unit Type: Recon Gear
 Height: 4.3 meters / 14.1 ft
 Weight: 5,689 kg / 14,526 lb

An early recon gear, the Bobcat's unique SMS design requires the gear to kneel down to engage its wheels. This configuration improves handling but also prevents its legs from being properly armored. Bobcats are often paired with Wildcats in the WFP and despite their perceived obsolescence they perform admirably.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Bobcat	8	GP, FS, RC	W/G:9	5	3/3	1	5+	3+	4+	LSMG, LVB	LRP	Hands, Brawl:-1, TD, Comms, ECCM (Aux), Sensors:24	Gear	1.5"
Flakcat	8	GP, FS, RC	W/G:9	5	3/3	1	5+	3+	4+	LAC (AA), LVB	LHG	Hands, Brawl:-1, Comms, ECCM (Aux), Sensors:24, AMS (Aux)	Gear	1.5"

Ferret

Manufacturer: Keimuri Gears
 Unit Type: Recon Gear
 Height: 3.2 meters / 10.5 ft
 Weight: 4,210 kg / 9,282 lb

The Ferret serves the Northern armies as an effective recon gear. Its low cost matched with a good track record has allowed this aging design to endure. Ferret pilots tend to avoid high-intensity combat and concentrate on recon duties, operating the gear in its SMS mode, racing across the landscape as it scans for trouble.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Ferret	7	GP, FS, RC	W/G:9	4	3/3	1	5+	3+	4+	LSMG, LVB	LRP	Hands, Brawl:-1, Comms, ECM (Aux), Sensors:24 (Aux), TD	Gear	1"
Ferret Sniper	7	GP, FS, RC	W/G:9	4	3/3	1	5+	3+	4+	LRF, LVB	LRP	Hands, Brawl:-1, Comms, ECCM, Sensors:36 (Aux), TD	Gear	1"
Ferret Gunner	7	GP, FS, RC	W/G:9	4	3/3	1	5+	3+	4+	LAC, LVB	LRP	Hands, Brawl:-1, Comms, ECCM, Sensors:36 (Aux), TD	Gear	1"
Wild Ferret	6	GP, FS, RC	W/G:9	4	3/3	1	5+	3+	4+	LSMG, LVB	-	Hands, Brawl:-1, ECM, ECCM, Comms, Vuln:H, SatUp (Aux), Sensors:36 (Aux)	Gear	1"

Weasel

Manufacturer: Keimuri Gears
 Unit Type: EW Gear
 Height: 3.4 meters / 11.2 ft
 Weight: 6,457 kg / 14,235 lb

This electronic warfare specialist gear is an upgrade of the venerable Ferret design. It retains the basic torso of the Ferret, but employs a more standard leg and drive assembly. The Weasel's electronic systems are one of the most powerful of any Northern gear design. Pilots are encouraged to avoid combat and support from the rear.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Weasel	9	GP, FS, RC	W/G:8	4	3/3	1	5+	4+	3+	LAC, LVB	-	Hands, Vet, Comms, SatUp, ECM+ (Aux), ECCM (Aux), Sensors:36	Gear	1"
Tattletale Upgrade	+1	-	-	-	-	-	-	-	-	-	-	+SP:+1	-	-

Cheetah

Manufacturer: Shaian Mechanics
 Unit Type: Recon Gear
 Height: 4.1 meters / 13.5 ft
 Weight: 5,230 kg / 11,530 lb

Packed with the best electronics available, the Cheetah is the gear of choice for reconnaissance and electronic warfare within the CNCS. Popular with pilots, the Cheetah's agility allows it to outmaneuver most attacks. Commanders use the Metal Cat variant for patrolling and the Strike variant for extra firepower.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Cheetah	10	RC+, FS	W/G:9	5	3/3	1	4+	3+	4+	LSMG, LVB	LRP	Hands, Agile, Comms, ECM (Aux), ECCM, TD, Sensors:24 (Aux)	Gear	1.5"
Strike Cheetah	9	RC, FS	W/G:9	5	3/3	1	4+	3+	4+	LBZ (AP:1, Burst:1), LSMG, LVB	LRP	Hands, Agile, Comms, ECM (Aux), Sensors:24 (Aux)	Gear	1.5"
White Cat	11	RC, FS	W/G:9	5	3/3	1	4+	3+	4+	LAC, LVB	LRP	Hands, Agile, ECM+, ECCM, TD (Aux), Comms, SatUp (Aux), Sensors:36 (Aux)	Gear	1.5"
Metal Cat	8	RC, FS	W/G:9	5	3/3	1	4+	3+	6+	LBZ (AP:1, Burst:1), LSMG, LVB	LRP	Hands, Agile, Comms	Gear	1.5"
Sniper Cheetah	9	RC, FS	W/G:9	5	3/3	1	4+	3+	4+	LRF, LVB	LRP	Hands, Agile, Comms, ECM (Aux), Sensors:24 (Aux)	Gear	1.5"

Para Cheetah

Manufacturer: Shaian Mechanics
 Unit Type: Paratrooper Gear
 Height: 4.1 meters / 13.5 ft
 Weight: 5,010 kg / 11,045 lb

Given the vast distances to cover and the importance of a quick reaction force, it was inevitable that a Cheetah Paratrooper would come to be. Just as with the base Cheetah, this cat can strike hard and disappear before the enemy knows what hit them. Cheetah pilots are usually very happy with their assignments to this gear.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Para Cheetah	9	RC+, FS	W/G:9	5	3/3	1	4+	3+	4+	LSMG, LSG	-	Hands, Agile, Airdrop, Comms, ECM (Aux), ECCM (Aux), TD, Sensors:24 (Aux)	Gear	1.5"
Para Strike Cheetah	9	RC, FS	W/G:9	5	3/3	1	4+	3+	4+	LBZ (AP:1, Burst:1), LSG	-	Hands, Agile, Airdrop, Comms, ECM (Aux), Sensors:24 (Aux)	Gear	1.5"
Para Cheetah Grenadier	10	RC, FS	W/G:9	5	3/3	1	4+	3+	4+	LAC/LGL, LSG	-	Hands, Agile, Airdrop, Comms, ECM (Aux), Sensors:24 (Aux)	Gear	1.5"

Black Cat

Manufacturer: Shaian / Hyperion / Racetech
 Unit Type: Stealth Gear
 Height: 4.1 meters / 13.5 ft
 Weight: 4,930 kg / 10,867 lb

The Black Cat is built from the ground up for stealth, making it an excellent commando and covert operations machine. The existence of the Black Cat is such a well-guarded secret that most intelligence officers from rival powers consider its existence to be a myth. Black Cats are usually deployed in a supporting role to Panthers.

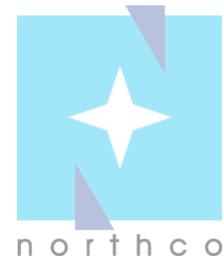


Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Black Cat	11	SO+, RC	W/G:9	5	3/3	1	4+	3+	4+	LSMG (Silent), LVB	LRP	Hands, Agile, Airdrop, Vet, Stealth (Aux), ECM+, ECCM, TD, Sensors:36	Gear	1.5"
Sniper Cat	11	SO, RC	W/G:9	5	3/3	1	4+	3+	4+	HRF (Silent), LVB	LRP	Hands, Agile, Airdrop, Vet, Stealth (Aux), Sensors:36	Gear	1.5"

Panther

Manufacturer: Northco
 Unit Type: Commando Gear
 Height: 4.6 meters / 15.1 ft
 Weight: 7,123 kg / 15,704 lb

The Panther stealth gear is only available in very small numbers. Its advanced systems include a Racetech rubberized absorbent coating, an electric battery/turbine silent-running power, and a silenced 40mm Heavy Rifle. The Panther brings death to enemies of the CNCS, striking in utter silence.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Panther	13	SO+, SK	W/G:7	7	3/3	1	3+	3+	5+	MAC (Precise, Silent), LVB	LRP	Hands, Agile, Airdrop, Vet, Stealth (Aux), TD, Sensors:24	Gear	1.5"
Panther Sniper	13	SO, SK	W/G:7	7	3/3	1	3+	3+	5+	HRF (Silent), LVB	LRP	Hands, Agile, Airdrop, Vet, Stealth (Aux), Sensors:24	Gear	1.5"

Hunter MP

Manufacturer: Northco
 Unit Type: Para-Military Police Gear
 Height: 4.3 meters / 14.1 ft
 Weight: 6,927 kg / 15,271 lb

Northern heavy gear military police regiments make sure that discipline is maintained throughout the Northern Guard. The Hunter MP is one of their go-to patrol gears that are seen regularly. The sight of a gear-sized shotgun is usually more than enough to calm most situations down.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Hunter MP	7	GP+, SK	W/G:6	6	4/2	1	4+	4+	6+	MFC, MCW	LPZ, LAPGL	Hands, Airdrop, Brawl:1, Shield	Gear	1.5"
Command Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+Comms, +ECCM (Aux)	-	-

Cheetah MP

Manufacturer: Shaian Mechanics
 Unit Type: Para-Military Police Gear
 Height: 4.1 meters / 13.5 ft
 Weight: 5,450 kg / 12,015 lb

The Northern MPs often have their own agenda and are granted significant freedom in carrying out their duties. Their license to kill, for one thing, makes them respected throughout all the Northern forces. Cheetah MPs paired with Jaguar MPs usually means something is about to go down.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Cheetah MP	9	GP+, SK	W/G:9	5	3/3	1	4+	3+	5+	MFC, MCW	LPZ, LAPGL	Hands, Agile, Airdrop, Brawl:1, Shield	Gear	1.5"
Command Upgrade	+1	-	-	-	-	-	-	-	4+	-	-	+Comms, +ECCM (Aux)	-	-

Jaguar MP

Manufacturer: Northco
 Unit Type: Para-Military Police Gear
 Height: 4.6 meters / 15 ft
 Weight: 7,423 kg / 16,365 lb

The Jaguar MP entered wide distribution service only after the War of the Alliance, although some UMFA units had access to it in the pre-war years, and has been involved in several Counter Insurgency (COIN) operations. These problems are less prevalent in the North than in the South, but that's not saying much.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Jaguar MP	10	GP+, SK	W/G:7	7	3/3	1	3+	3+	5+	MFC, MCW	MPZ, LAPGL	Hands, Agile, Airdrop, Brawl:1, Shield	Gear	1.5"
Command Upgrade	+1	-	-	-	-	-	-	-	4+	-	-	+Comms, +ECCM (Aux)	-	-

Lion

Manufacturer: Northco
 Unit Type: Heavy Strike Gear
 Height: 4.7 meters / 15.4 ft
 Weight: 8,200 kg / 18,078 lb

A heavy strike gear designed by Northco, the Lion uses lessons learned from Jaguars and Kodiaks. It is fast for a machine of its size and has remarkable agility for a large gear due to the latest in gyro designs. While access to the Lion has been somewhat limited, Northco hopes to meet the growing demand soon.

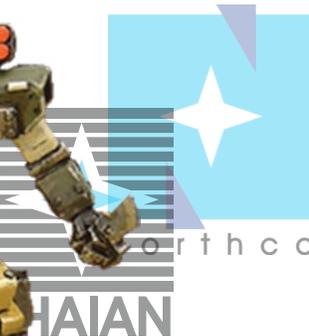


Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Lion	11	SK, FS	W/G:6	7	4/2	1	3+	4+	6+	HAC, LCW	MAR, LAPGL, MSG (Link)	Hands, Climber, Brawl:1	Gear	1.5"
Lightning Lion	13	SK, FS	W/G:6	7	4/2	1	3+	4+	6+	MPA, LCW	MAR, LAPGL, MSG (Link)	Hands, Climber, Brawl:1	Gear	1.5"
Lion Initiate	12	SK, FS	W/G:6	7	4/2	1	3+	4+	6+	HRC, LCW	MAR, LAPGL, MSG (Link)	Hands, Climber, Brawl:1	Gear	1.5"
Strike Lion	10	SK, FS	W/G:6	7	4/2	1	3+	4+	6+	MBZ, LCW	MAR, LAPGL, MSG (Link)	Hands, Climber, Brawl:1	Gear	1.5"

Grizzly

Manufacturer: Northco / Shaian
 Unit Type: Fire Support Gear
 Height: 5.1 meters / 16.7 ft
 Weight: 9,210 kg / 20,305 lb

The Grizzly has been the most common Northern fire support gear since the War of the Alliance. A big, brutal, and obnoxious creature like its namesake, the Grizzly is capable of both long range fire support and heavy assault. It can also be a devastating anti-gear weapon if screened by lighter units.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Grizzly	13	SK, FS	W/G:6	8	4/2	1	4+	4+	6+	HAC, LSMG, LVB	MRP (Link), MGM, HMG	Hands, React+	Gear	2"
Destroyer Grizzly	13	SK, FS	W/G:6	8	4/2	1	4+	4+	6+	HBZ, LSMG, LVB	MRP (Link), MGM, HMG	Hands, React+	Gear	2"
Crossbow Grizzly	14	SK, FS	W/G:6	8	4/2	1	4+	4+	6+	HAC, LSMG, LVB	MATM, HMG	Hands, React+	Gear	2"
Rabid Grizzly	14	SK, FS	W/G:6	8	4/2	1	4+	4+	6+	MGL, LSMG, LVB	MRP (Link), MFM, HMG	Hands, React+, Field Armor	Gear	2"
Defender Grizzly	13	SK, FS	W/G:6	8	4/2	1	4+	4+	6+	LLC (AA), LSMG, LVB	MRP (Link), MAAM (LA:2), HMG	Hands, React+	Gear	2"
Thunder Grizzly Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+Comms, +SatUp	-	-

Kodiak

Manufacturer: Northco / Shaian
 Unit Type: Heavy Assault Gear
 Height: 5.2 meters / 17.1 ft
 Weight: 10,485 kg / 23,115 lb

The Kodiak was developed during the War of the Alliance as a counter to CEF Light Hovertanks. It sports tougher armor than the Grizzly and its light anti-tank missile is an upgraded version of the Badger's tried and true anti-tank missile system. It is a badge of honor for any CNCS gear pilot to be assigned to a Kodiak.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Kodiak	21	SK, FS	W/G:5	9	4/2	2	3+	4+	6+	MPA, MVB	MRP, LATM (Precise), HMG (Link), MAPGL	Hands, Vet	Gear	2"
Chaingun Kodiak	20	SK, FS	W/G:5	9	4/2	2	3+	4+	6+	HRC, MVB	MRP, LATM (Precise), HMG (Link), MAPGL	Hands, Vet	Gear	2"
Destroyer Kodiak	20	SK, FS	W/G:5	9	4/2	2	3+	4+	6+	HBZ, MVB	MRP, LATM (Precise), HMG (Link), MAPGL	Hands, Vet	Gear	2"

Razorback

Manufacturer: Northco
 Unit Type: Assault Gear
 Height: 4.7 meters / 15.4 ft
 Weight: 8,134 kg / 17,932 lb

The Razorback is ruggedly constructed and its snub cannon can make short work of any tank, while the heavy rotary cannon variant can mince gears wholesale. Despite being almost as old as the Hunter, the Razorback is still employed in UMF and WFP regiments for missions where heavy armor and weapons are required.

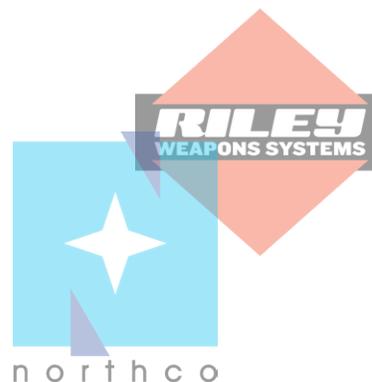


Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Razorback	10	SK, FS	W/G:6	8	4/2	1	4+	4+	6+	MSC, LSMG, LSG	MRP, LMG, LAPGL	Hands	Gear	1.5"
Chaingun Razorback	12	SK, FS	W/G:6	8	4/2	1	4+	4+	6+	HRC, LSMG, LSG	MAR, LMG, LAPGL	Hands	Gear	1.5"

Koala

Manufacturer: Northco / Riley Weapons Systems
 Unit Type: Paratrooper Gear
 Height: 4.8 meters / 15.8 ft
 Weight: 8,020 kg / 17,681 lb

The Koala started as a design to upgrade the aging Bear fire support gear. The Koala, or "Drop Bear" as pilots like to call it, provides paratrooper squads with access to heavier firepower allowing them to undertake a wider range of missions.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Koala	9	SK, FS	W/G:6	7	3/3	1	4+	4+	6+	HAC/LGL, MSG	MRP (Link), HMG	Hands, Airdrop, Brawl:1	Gear	2"
Sniper Koala	10	SK, FS	W/G:6	7	3/3	1	4+	4+	6+	HAC (Precise), MSG	MRP (Link), HMG	Hands, Airdrop, Brawl:1	Gear	2"
Killer Koala	9	SK, FS	W/G:6	7	3/3	1	4+	4+	6+	HAC/MFL, MSG	MAPR (Link, Fire:1), HMG (Link)	Hands, Airdrop, Brawl:1	Gear	2"
Command Upgrade	+2	-	-	-	-	-	-	-	5+	-	-	+Comms, +SatUp, +ECCM	-	-

Dingo

Manufacturer: Western Armories
 Unit Type: Paratrooper Gear
 Height: 5.1 meters / 16.7 ft
 Weight: 8,390 kg / 18,497 lb

Not wanting to incur the cost of buying more Paratrooper Hunters when they had a surplus of Mad Dogs, the WFP commissioned the Dingo. The Dingo packs an impressive amount of firepower for its size. That said, the WFP is actually quite proud of the fact that the deployment of this gear outside of the WFP is almost nonexistent.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Dingo	9	SK, FS	W/G:6	7	3/3	1	4+	4+	6+	HAC/LGL, MSG	MRP (Link), HMG (Link)	Hands, Airdrop, Brawl:1	Gear	2"
Chaingun Dingo	9	SK, FS	W/G:6	7	3/3	1	4+	4+	6+	HRC, MSG	MRP (Link), HMG (Link)	Hands, Airdrop, Brawl:1	Gear	2"
Destroyer Dingo	9	SK, FS	W/G:6	7	3/3	1	4+	4+	6+	HBZ, MSG	MRP (Link), HMG (Link)	Hands, Airdrop, Brawl:1	Gear	2"
Tank Hunter Dingo	9	SK, FS	W/G:6	7	3/3	1	4+	4+	6+	LFG, MSG	MRP (Link), HMG (Link)	Hands, Airdrop, Brawl:1	Gear	2"

Bear

Manufacturer: Northco
 Unit Type: Fire Support Gear
 Height: 4.8 meters / 15.8 ft
 Weight: 8,456 kg / 18,642 lb

The Bear was designed for long range engagements and was the first fire support gear of the CNCS. The guided mortar has a long reach and a deadly punch, while the twin medium rocket packs mounted on its shoulders also allow it to be used in an assault role. The Bear was so successful that it went on to inspire the Grizzly.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Bear	9	SK, FS	W/G:6	7	4/2	1	4+	4+	6+	HAC, LVB, HMG (Auto)	MRP (Link), LGM	Hands	Gear	2"
Mauler Bear	9	SK, FS	W/G:6	7	4/2	1	4+	4+	6+	MGL, LVB, HMG (Auto)	MRP (Link), MMG (Link), MSE, LAPGL	Hands	Gear	2"
Den Mother Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+Comms, +SatUp	-	-

Mad Dog R

Manufacturer: Western Armories
 Unit Type: Heavy Trooper Gear
 Height: 4.8 meters / 15.8 ft
 Weight: 8,690 kg / 19,158 lb

The Mad Dog uses a similar drive system to the Bear. While the aging gear is quickly becoming a rare sight, the Mad Dog is a common trooper gear in the WFP where cost is a major concern. Many famous pilots, such as Kyle Trudel, have piloted a Mad Dog in arena championships simply because opponents underestimate it.



WESTERN ARMORIES
 BUILDING BETTER ARMIES

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Mad Dog R	8	SK, FS	W/G:5	7	3/3	1	4+	4+	6+	HAC, LVB	MRP (Link), MMG (Link)	Hands	Gear	2"
Strike Mad Dog R	7	SK, FS	W/G:5	7	3/3	1	4+	4+	6+	MBZ, LVB	MRP (Link), MMG (Link)	Hands	Gear	2"
Dogfire R	8	SK, FS	W/G:5	7	3/3	1	4+	4+	6+	LFG, LVB	MRP (Link), MMG (Link)	Hands	Gear	2"



Mammoth

Manufacturer: Hartmore Motor Company
Unit Type: Assault Strider
Height: 7.2 meters / 23.6 ft
Weight: 36,550 kg / 80,579 lb

The most common Strider used by the CNCS forces, the Mammoth has been in service for almost 100 cycles. Northerners everywhere beam with pride when they spot a Mammoth because of its rich history. All variants are armed with a battery of heavy weapons and if needed, they can replace the automated machine guns with anti-personnel grenade launchers.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Mammoth	26	FS	W/G:5	11	6/2	2	4+	6+	5+	MATM, HSC (Precise), LRC (Auto), 2 x MMGs (Auto)	MCW	React+, Lumbering, TD	Strider	2"
Tusked Mammoth	27	FS	W/G:5	11	6/2	2	4+	6+	5+	MATM, HGL (Precise), LRC (Auto), 2 x MMGs (Auto)	MCW	React+, Lumbering, TD	Strider	2"
Feral Mammoth	25	FS	W/G:5	11	6/2	2	4+	6+	5+	HSC (Precise), HGL (Precise), LRC (Auto), 2 x MMGs (Auto)	MCW	React+, Lumbering	Strider	2"
Assault Mammoth	25	FS	W/G:5	11	6/2	2	4+	6+	5+	2 x HSCs (Precise), MRC (Auto), 2 x MMGs (Auto)	MCW	React+, Lumbering	Strider	2"
Savage Assault Mammoth	27	FS	W/G:5	11	6/2	2	4+	6+	5+	2 x HGLs (Precise), MRC (Auto), 2 x MMGs (Auto)	MCW	React+, Lumbering	Strider	2"
Rabid Assault Mammoth	26	FS	W/G:5	11	6/2	2	4+	6+	5+	HGL (Precise), HRC (Apex)/HFC MRC (Auto), 2 x MMGs (Auto)	MCW	React+, Lumbering	Strider	2"
Brawler Mammoth	25	FS	W/G:5	11	6/2	2	4+	6+	5+	2 x HRC (Apex)/HFCs, 2 x MMGs (Auto)	MCW	React+, Lumbering	Strider	2"
Rabid Brawler Mammoth	25	FS	W/G:5	11	6/2	2	4+	6+	5+	HRC (Apex)/HFC, HGL (Precise), 2 x MMGs (Auto)	MCW	React+, Lumbering	Strider	2"
Command Mammoth	28	FS	W/G:5	11	6/2	2	4+	6+	4+	HSC (Precise), MRC (Auto), 2 x MMGs (Auto), HCW (Demo:4)	-	Hand, SP:+1, React+, AMS, Brawl:2, Comms, SatUp, ECCM, Lumbering	Strider	2"
Sledgehammer Upgrade	+2	-	-	-	-	-	-	-	-	-	+2 x MARs	-	-	-
Aegis Upgrade	+0	-	-	-	-	-	-	-	-	-2 x MMGs (Auto), +HAPGL (Auto)	-	-	-	-



Scimitar

Manufacturer: Northco
 Unit Type: Gear-Strider
 Height: 9.2 meters / 30.2 ft
 Weight: 49,450 kg / 109,019 lb

Sponsored by the Revisionist Church, the Scimitar is the first gear-strider of the CNCS. Designed with the mountainous terrain of the North in mind it is outfitted with climbing equipment that also functions in close combat. Powerful weaponry and heavy armor makes it a fearsome gear-strider indeed.

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Scimitar	24	FS	W/G:6	10	5/3	3	4+	5+	5+	HSC (Apex, Precise), MSG (Link), HVB (Reach:2)	LATM (T), LRC (T, AA), MAPGL	Hands, Brawl:1, Climber	Strider	3"
Feral Scimitar	25	FS	W/G:6	10	5/3	3	4+	5+	5+	HGL (Apex), MSG (Link), HVB (Reach:2)	LATM (T), LRC (T, AA), MAPGL	Hands, Brawl:1, Climber	Strider	3"
Lightning Scimitar	26	FS	W/G:6	10	5/3	3	4+	5+	5+	HPL (Apex), MSG (Link), HVB (Reach:2)	LATM (T), LRC (T, AA), MAPGL	Hands, Brawl:1, Climber	Strider	3"
Gatling Laser Upgrade*	+2	-	-	-	-	-	-	-	-	-	-LATM, +MRL (T, Link)	-	-	-
Crossbow Upgrade*	+1	-	-	-	-	-	-	-	-	-	-LATM, +MATM (T)	-	-	-
Command Upgrade	+2	-	-	-	-	-	-	-	4+	-	-	+Comms, +SatUp, +ECCM	-	-

*Between the Gatling Laser and Crossbow Upgrade, only one may be chosen.



Thunderhammer

Manufacturer: Northco
 Unit Type: Strider
 Height: 7.8 meters / 25.6 ft
 Weight: 53,550 kg / 118,058 lb

The Thunderhammer is a four-legged field artillery strider used by Northern forces for heavy fire support. Its long legs and large feet allow it to traverse regions that are normally impassable by other vehicles. Many of the subsystems are automated so that it functions very efficiently even with only a single pilot and single gunner.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Thunderhammer	27	FS	W:6	11	4/4	3	4+	6+	5+	MRC	HFG (T), MAPR, HAPGL, MCW	Lumbering, Stable	Strider	3"
Thunderhammer Lightning	27	FS	W:6	11	4/4	3	4+	6+	5+	MRC	HRG (T), MAPR, HAPGL, MCW	Lumbering, Stable	Strider	3"
Thunderhammer Storm	29	FS	W:6	11	4/4	3	4+	6+	5+	MRC	2 x HGMs (T), MAPR, HAPGL, MCW	Lumbering, Stable	Strider	3"
Thunderhammer Flak	27	FS	W:6	11	4/4	3	4+	6+	5+	HRC (T, AA, Link), MRC	MAPR, HAPGL, MCW	Lumbering, Stable	Strider	3"
Thunderhammer Crossbow	31	FS	W:6	11	4/4	3	4+	6+	5+	MRC	2 x HATMs (T), MAPR, HAPGL, MCW	Lumbering, Stable, AMS	Strider	3"
Bastion Upgrade	+1	-	-	-	-	-	-	-	-	-	-	+Transport: 2 Squads	-	-

Scorpion

Manufacturer: Northco-Applefish
 Unit Type: Attack Chopper
 Height: 6.1 meters / 20 ft
 Weight: 10,000 kg / 22,046 lb

Gear pilots that survive an encounter with a Scorpion gunship often have traumatic responses to the characteristic sounds of its counter rotating blades. The propulsion system is highly resistant to damage and Scorpions have been known to return to base with over 40% damage to their lift surfaces.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Scorpion	24	FS	H:10	9	4/4	2	4+	4+	5+	MAC (AA)	2 x MATMs, 2 x MRPs	Agile, TD, VTOL	Vehicle	2"

Badger

Manufacturer: Shaian Mechanics
 Unit Type: APC
 Height: 2.4 meters / 7.9 ft
 Weight: 12,627 kg / 27,838 lb

The Badger Armored Personnel Carrier is ubiquitous in the armies of the CNCS. Good speed, armor, and reliable armament have made it a staple of all Northern infantry regiments. Its sturdy eight-wheeled design can transport up to twenty fully equipped troopers to battle through almost any terrain.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Badger	6	GP, SK, FS	G:7	6	4/4	1	5+	4+	6+	LAC (T, Link)	-	Transport: 2 Squads	Vehicle	1"
Cavalry Badger	8	GP, SK, FS	G:7	6	4/4	1	5+	4+	6+	-	MRP (T, Link)	Transport: 2 Squads	Vehicle	1"
Rabid Badger	9	GP, SK, FS	G:7	6	4/4	1	5+	4+	6+	-	LATM (T)	Transport: 2 Squads	Vehicle	1"
Covert Badger	9	GP, SK, SO	G:7	6	4/4	1	5+	4+	5+	LAC (T, Link)	-	Transport: 2 Squads, Comms, ECM, ECCM, Stealth (Aux)	Vehicle	1"
Command Badger	8	GP, SK, FS	G:7	6	4/4	1	5+	4+	5+	LAC (T, Link)	-	Transport: 2 Squads, Comms, SatUp, ECCM	Vehicle	1"
Medical Badger	5	GP, SK, FS	G:7	6	4/4	1	5+	4+	6+	-	-	Transport: 1 Squad, Medic	Vehicle	1"

Verder

Manufacturer: Brok Enterprises
 Unit Type: Heavy Self-Propelled Gun
 Height: 3.8 meters / 12.5 ft
 Weight: 69,200 kg / 152,560 lb

The Verder is a heavy self-propelled gun based on the hull and drive train of the Aller main battle tank. The upper hull of the MBT accommodates the characteristic 200 mm artillery gun and its associated machinery. The Verder is the pride of several Northern artillery units and the terror of its foes.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Verder	24	FS	G:4	10	4/4	2	4+	6+	6+	MLC (T, AA)	HAG	Offroad, Smoke	Vehicle	1.5"

Aller

Manufacturer: Brok Enterprises
 Unit Type: Heavy Tank
 Height: 3.8 meters / 12.5 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.



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"



Aller



Naval Support Aller

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.



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"
Tyburrr	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"



Tyburrr



Stormhammer



Bandit Hunter Klemm



Jaxon

THE SOUTH



HEAVY
GEAR
BLITZ!

Proper Protocol

Jean racked the slide back on his gear's Territorial Arms model 52 frag cannon, the oversized shotgun cycling a new shell. He was seeing the devastating effects firsthand as his Iguana fired another booming buckshot into his target at the end of the alley.

"Caporal DeLeon, proceed down the alley and engage hostiles." The seasoned MP bristled slightly at his dispatcher's overly formal tone. He always found it grating to his ears.

"Negative. Additional targets no longer present." He didn't hear the reply. No doubt Sous-Sergeant Evary displeased about his radio etiquette and questing orders. He would have sighed inwardly if it weren't for the view of the target he fired at. There was not much left of the two cloaked citizens who had previously levelled weapons at him in the alley. The model 52 did horrifying things to unarmored people. As his Iguana MP's spotlight shone on his target, he frowned. The carnage didn't bother him. But the subtle off-purple skin-tone of the dead GREL did.

"This close to Bethany?" He mused, confusion rippling across his hardened features under his helmet.

"Two Six Seven, repeat traffic." The female voice on his comms relay, Evary, chirped.

"Six Seven to Six One, standby." The alley detritus shook as his gear slipped forward, the agile machine capable of navigating urban confines and alleys with ease. He got a better look at his targets, and the rifles they had been using. He could clearly see they were indeed GREL. They tried to hide their identity with cloaks and rags. Underneath, he could also make out the signature body armor of their Earthen enemies. He snapped free of his shock when he saw Evary's Chatterbox Iguana on the other end of the alley, its light piercing the night's gloom and fog.

"Six one, we have tubies: two down, third unknown," While he waited for the reply from Evary, his gear's head panned around, searching for where the third target had fled.

"What?" Was the only reply from his superior.

"Targets are GRELs. I say again, targets are GRELs!" A sensor contact showed as a blip on his VR HUD, Jean spinning the MP back towards the mouth of the alley. There was movement, and in a nanosecond his gear's ONNet automatically switched to infrared for him, in order to help him make out the contact. It was good to finally have an ONNet that knew what it was doing. The thought evaporated as small caliber rounds pattered off his Iguana's shield and upper right shoulder, his display showing minor damage where some of the rounds penetrated into the substructure. He swore loudly in French as more silhouettes appeared in doors and windows. It was an ambush.

"Contact rear! Looks like the CEF's in town!" Evary's Chatterbox moved to support from behind.

"Two Six Seven, use proper comms procedures!"

"Evary," Jean growled, firing another shell, "When we get through with this you and I need to have a chat." When, he thought... more like, if. His superior's response was cut short by the repeated blasts from Jean's frag cannon.

His IR filter saw the two foremost targets go down hard as a third stumbled sideways, caught at the edge of his shell's spread. The GREL, completely unfazed, returned fire as the whole alley erupted into streams of gunfire. Jean had heard stories about the physical and mental resilience of the genetically engineered soldiers. They had no choice but to back out under the fusillade.

"District Command to Two Six Seven, we need you to respond to reports of unknown subjects and gunfire, sector metro east, block forty-two," an irritatingly formal voice chimed over Jean's comms, just as he and Evary were able to duck their gears around the alley corner, rounds spraying the masonry that was previously behind them.

"District Command, we're not even done with this gunfight yet and we need backup!" Evary growled.

As Evary cursed at command, Jean fired more buckshot back down the alley while voice-commanding his Iguana's ONNet to show an overlay map of all the current reports in the city. A split second later he had a transparent overlay projected onto his HUD. He noted dozens of -unknown subjects and gunfire- reports. "Evary, I think it's going to be a long night.", as he had his ONNet send the overlay of reports to his Sous-Sergeant via his gear's advanced communications suite.

"Dammit Jean, Protocol! Wait. What!?"

History and Background

The history of the South begins with the Concordat's withdrawal in the year 5790 (TN 1454). Violence and chaos followed after all the settlements that relied on the Concordat for supplies were suddenly cut off. The communities that were able to survive and become self-sufficient eventually developed into greater city-states. Over time, as they conquered their neighbors or banded together under some sort of shared vision, they evolved into the great leagues we know today.

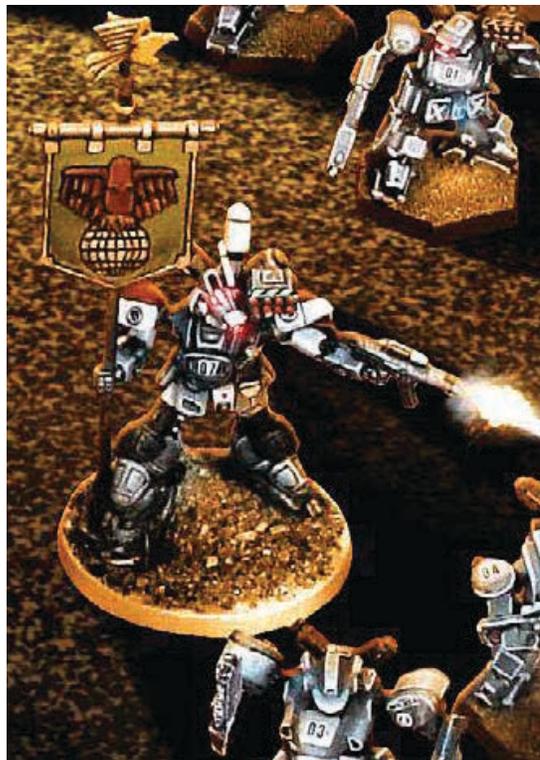
The Southern Republic, largest and most belligerent of the southern leagues, warred with its neighbors, becoming bogged down in ruinous fighting against the Humanist Alliance (HA). Unable to gain an advantage, the Republic looked to the Northern United Mercantile Federation's (UMF's) Hunter Heavy Gear and concocted an idea to steal one. Previous attempts by the Republic to make a similar machine were stymied by the difficulty in developing control interfaces. The key to the Hunter's success was the ONNet and its training program. Intercepting a Western Frontier Protectorate (WFP) unit that had hijacked a Hunter prototype from the UMF, Republican commandos successfully secured the Hunter and brought it back. Within a cycle the Republic had reverse engineered it, made a few swaps for local components, and put the Jager into full production. This vehicle, with more firepower and armor than an infantryman and more maneuverability than a tank, quickly broke the stalemate with the HA. Soon afterwards, the Southern Republic conquered its neighbors.

The Republic then formed the Allied Southern Territories (AST) to facilitate the protection (and subjugation) of the various southern leagues, which allowed them to rule without the heavier expenses normally associated with formal occupation operations. The value of this organization soon proved its worth as the Mekong Dominion (MD) soon became embroiled in a conflict with the Northern UMF league over resources. Backed by the AST, the UMF was soon defeated. Much to the AST's annoyance however, this caused the formation of the Confederated Northern City-States (CNCS) in the north and soon the AST was faced with a true equal. The next few centuries saw a near constant state of low intensity warfare punctuated by occasional larger scale wars between the AST and the CNCS.

Their rivalry was given pause however when the Earth returned with the Colonial Expeditionary Force (CEF) to conquer Terra Nova in 6118 (TN 1913). The South was hit hard in this war, but the powers of Terra Nova were able to come together to fight off the invaders. This eased relations between the two polar rivals for a time. In the mid-1930s however, the assassination of the northern religious leader, Thor Hutchison, by an unknown party, set their old rivalry on fire again. Northern media outlets were quick to blame the South for the assassination, which rapidly escalated tensions between the two. The CNCS launched a preemptive invasion of the South.

After several cycles of bloodshed, mediators from Peace River stepped in to organize peace talks. But before negotiations could begin, an antimatter bomb destroyed the city of Peace River. Investigations showed that it was CEF agents that set off the bomb. All on Terra Nova were forced to grapple with the reality that the CEF was not yet done with them.

Leading up to the 1950s, the threat of the CEF was clear to many in the South, such as former Lord Chancellor Tanaka. The Chancellor supported the Black Talon program from behind the scenes and urged a renewed focus on enhancing their planetary defenses. Unfortunately, the rebuilding of the Humanist Alliance, the Southern Republic's civil war, and an ongoing rebellion in the tumultuous Emirates continued to rock the South. Relations with the North remained strained. Increased trade and other developments since the Interpolar War have thawed relations in general between most of the great powers. They can all at least agree that Terra Nova belongs to Terra Novans.



The Southern Factions

The sole master of Terra Nova's tropical southern hemisphere is the AST. Known as "the South" to the people of Terra Nova, this coalition is one of Terra Nova's preeminent powers. Ever expansionists, the South has been at war almost its entire history. Even its birth was the result of violent conflict. Many cycles ago the South was forged in fire. Now, as the fires of war once again reach a crescendo, its enemies will feel the venom of the southern serpent.

The Southern Republic



The South is nominally an alliance of leagues which is dominated by one of its members, the Southern Republic. Of Terra Nova's many leagues, the Southern Republic is by far the largest. This is the result of their expansionist mentality in the wake of the Concordat's withdrawal. The Republic is the center of the southern hemisphere with its vast industrial might, vibrant tourism, and well-funded education system. This has bred a sense of superiority amongst its citizenry, with the average Republican convinced that their homeland is the greatest civilization in history. The Republic's sense of superiority is one root cause for the many wars fought in the south. Politically the Southern Republic rules the AST by sending counselors to the other member leagues under the guise of ensuring cooperation. However, the Southern Republic established this function themselves to influence and control the other leagues.

More recently, there was an attempted coup followed by a brief but unprecedented civil war, which culminated in a legendary gear duel in the capital city of Port Oasis. Following this, the Southern Republic attempted to soften its image, while a new guard of leadership solidifies their hold on power, both over the Republic itself and the AST.

Socially, the Republic is known for denying its people almost nothing, save questioning of the state. This does not trouble most Republican citizens, who's ingrained views of cultural superiority typically preclude such thoughts to begin with.



Spitting Cobra Duelist

MILICIA

MILICIA

MILITARY INTERVENTION COUNTER INSURGENCY ARMY

The Military Intervention and Counter Insurgency Army (MILICIA) serves as a combined arms military for the AST. It is a separate organization that operates alongside the armies of southern member states, similar to the Northern Guard. However, in practice the MILICIA is controlled by the Southern Republic more than the AST. While the MILICIA serves as a vanguard for defense, it is also tasked with the most unglamorous or cutthroat assignments that other militaries of the South typically turn their noses to.

The MILICIA is a comprehensive military organization with land, air, and specialized amphibious components. Their responsibilities and capabilities are as diverse as the lands it patrols. Among the MILICIA are some of the most highly trained and equipped troops on Terra Nova. These men and women have directly engaged the best the CEF, and other Terra Novan factions have to throw at them and given it back in spades.

Unfortunately, the MILICIA also serves as a dumping ground for the dregs, criminals, and washouts of the Republican Army and other forces. They also take conscript levies from the Republic's vassal states with obsolete or worn-out equipment. This has earned the MILICIA a mixed reputation, which is further colored by the fact that, without substantial logistical support, the MILICIA's operational doctrine often expects its forces to supply themselves in the field, frequently at the expense of any local population.



Black Mamba MP

Mekong Dominion



Economically the South is dominated by the Mekong Dominion. The Dominion is governed by an assembly of merchant princes known as Taipans, which are leaders of the Dominion's largest private companies. Their power and representation in the assembly is determined by their net corporate worth. Citizenship is determined by investment in shares of the Dominion itself. Without the required minimum of ten shares, an inhabitant of the Mekong Dominion is not considered a citizen.

The Dominion will often leverage its economic power to operate in a more independent and subtle manner than the other powers in the south. Unlike the other leagues of the AST, the Mekong Dominion willingly joined the Southern Republic. The Mekong economy fuels the Republican war machine, allowing the Dominion to shape some of the AST's policies to its desires.

The famous Mekong Peacekeepers occupy the role of the military and police force. The Peacekeeper's traditions and ceremonies hearken back to older institutions, such as the samurai of ancient Japan. Operationally they have been compared with old Earth's Texas Rangers and other organizations that value martial prowess and honor above all else. Their numbers are not as robust as other leagues. But then, the Dominion also solicits the AST to do much of their work for them in return for economic favors.



Eastern Sun Emirates



The Eastern Sun Emirates (ESE) is only a league when seen on a map. It is realistically more of a collection of independent fiefdoms ruled by feudal warlords, known as an Emirs. Most of its people identify with a caste, city-state, or an individual Emir, more than any sense of shared identity as an Emirati citizen.

The ESE was originally formed when the crew of a Concordat gategship called The Eastern Sun crashed in the wake of Earth's withdrawal. The survivors of the crash and the local populace used the technology onboard the massive ship to set themselves up as powerful independent leaders during troubling times.

The Emirs adopted much of the original local culture formed around a stratified caste structure inherited from older Earth history. The Emirs are the senior caste, with the Solicitors one step under them making up a small but professional middle class, and the Shajhalin making up the bulk of the population at the bottom. Originally this relationship was intended to be mutualistic, as the Emir benevolently saw to the needs of the Shajhalin through the direction of the Solicitors.

As generations passed, and particularly with the machinations of the Southern Republic, the Emirs have grown increasingly decadent, debauched, dysfunctional, and despotic. Some are hedonists, living a life filled with international jet-setting, stardom and glamour. Others assume the mantle as warlords, using their personal armies to impose their supreme control. A few still live according to the original code of honor which the ESE was founded on. However, they all pay tribute to the current Patriarch or Matriarch of the ESE, their ultimate power being enforced by the dreaded Ethereal Guard.

Among all this is a constant state of low-level conflict that exists within the Emirates. Violence routinely erupts between Emirs. This endless state of unrest and civil war has resulted in significant stagnation and underdevelopment, with abysmal living standards for most of the population. Few private companies call it home. Education is poor and horrors, unimaginable in most other leagues, like slavery and blood sports are common. With the ascension of a new Matriarch following the bizarre murder-suicide of the previous Patriarch during the Interpolar War, some measure of stability has returned, and progress has even been made in developing the Emirates. How long this will last is anybody's guess.



Command Jager



The Free Humanist Alliance



The Humanist Alliance (HA) was the first established league in the South when the Earth withdrew its support over 350 years ago. They proved to be one of the strongest opponents of the Southern Republic during the unification war. Its technological prowess and sophisticated organization proved them to be a match for anything until the new Jager Heavy Gear was introduced.

After its eventual defeat and forced subjugation into the AST, the Alliance and the Republic continued to view each other as threats and plotted against each other daily. The Alliance established contacts within NuCoal, which they used to plan a revolt against the Southern Republic roughly 14 years ago.

The Free Humanist Alliance (FHA) is a reincarnation of the original Humanist Alliance (HA) that was mostly destroyed piece-meal by the AST after their failed attempt to revolt against the Republic. It has taken over 20 cycles (roughly 14 years) to rebuild their infrastructure and caste system that allows the Humanist ideology to thrive.

The original Alliance was founded as a utopian experiment where its citizens were divided into castes based on their abilities. Preceptors are scientists, leaders, and philosophers, tasked with leading and guiding others. They assume a parental role within the structure of Humanist society. Protectors form the military and police of the Alliance, though their role is more commonly seen as that akin to elder siblings among the Humanists and they are expected to act as examples to others. Commoners form the bulk of society within the Alliance. Anything not involving military training, advanced scientific research, or the management of society, is done by commoners. They are often seen as something akin to children within the Humanist hierarchy.

This idealized utopian society is kept intact by means of one of the most notorious organizations in the league, the Department of Health and Morality (DHM), which monitors all aspects of health in the Humanist Alliance. The DHM controls the media, education, diet, and just about any other aspect that can affect the quality of life for the citizens of the league. Rumors of the DHM using subliminal messaging and drugs in the food are also prevalent and are likely true. Citizens of the league that diverge from societal norms are taken to the infamous Tatant Re-Education Facility in Raleigh, where they undergo treatments and are studied in laboratory settings. Citizens deemed unrecoverable are sent to the Execution Wing, where they are put to death. This societal system has made the Humanist allies as well as enemies. The latter of these, such as the Southern Republic, finds the lack of freedom and authoritarian thought control inimical to their own way of life.



Bushmaster Cobra



Dartjager





Southern Army Box

Weapons of War

As with many Terra Novan militaries, the Southern armies use gears, traditional combat vehicles, infantry, air assets, and artillery in their combined arms practice of warfare. Infantry units take and hold territory but lack firepower and armor. Tanks have the best armor and firepower but struggle to operate in cities or heavy terrain. Gears occupy a middle ground between the two machines, able to take on missions the other cannot.

While many of the southern weapons of war are a direct copy of their northern nemesis, they tend to opt for more flexible load outs. With its massive industrial base, the AST has developed more options than any other faction on Terra Nova.

The influence of their tropical environments has led them to naming many of their gears and vehicles after serpents, reptiles and amphibians. There are some exceptions. For example, Jager is just another word for hunter.

The Humanist engineers are well known for their many contributions in science and engineering, resulting in some of the most advanced breakthroughs in strider and hovertank development. Because of this influence, the South possibly uses striders for more types of operations than their northern brethren.

Striders are large combat platforms that are akin to walking tanks. These machines are used as a middle ground between tanks and gears, a fact their detractors often point out is absurd given how close they are to tanks. However, their ability to advance into and through terrain inaccessible to tanks has long proven the value of their increased complexity. Striders often feature multiple crew members, such as a driver and gunner. They also frequently use extensive automated features to manage varied weapons systems typically mounted on such awesome machines. Some striders have weapons that can independently aim and fire weapons at enemy targets via voice command.



Sidewinder



Diamondback



Para Iguana

Southern Sub-Lists

All the models in the Southern Model List can be used in any of the sub-lists below. There are also models in the Universal Model List that may be selected as well.

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

- ▷ **Police State:** Southern MP models may be placed in GP, SK, FS or SO units.
- ▷ **Amphibians:** Up to 2 Water Vipers, or up to 2 Caimans (Caiman variants or the Crocodile variant), may be placed in GP, SK, FS, RC or SO units.

SRA - Southern Republic Army

The SRA is a multifaceted professional army of the highest caliber. It is the standing army of the highly expansionistic and imperialistic Southern Republic. As such it is called on to deal with potential enemies outside and inside its frontiers. The SRA is considered one of the strongest and better equipped forces in Terra Nova and considers itself to be superior in all ways, culturally and militarily. Hierarchy is very important to the SRA and political clout plays a large part of unit selection and equipment or mission assignment.

- ▷ **Veteran Leaders:** You may purchase the Vet trait for any commander in the force without counting against the veteran limitations.
- ▷ **Pride of the South:** Commanders and veterans, with the Hands trait, may purchase the vibro-rapier upgrade for 1 TV each. If a model takes this upgrade, it will also receive the Brawl:1 trait or increase its Brawl:X trait by one. A vibro-rapier is a LVB (React, Precise).
- ▷ **Assault Troops:** Infantry and cavalry may purchase the Brawler veteran upgrade without being veterans.
- ▷ **Political Officer:** You may select one non-commander to be a Political Officer (PO) for 2 TV. The PO becomes an officer and can take the place as a third commander within a combat group. The PO comes with 1 CP and can use it to give orders to any model or combat group in the force. POs will only be used to roll for initiative if there are no other commanders in the force. When there are no other commanders in the force, the PO will roll with a 5+ initiative skill.
- ▷ **Well Funded:** Two models in each combat group may purchase one veteran upgrade without making them veterans.



MILICIA - Military Intervention and Counter Insurgency Army

The MILICIA is the conscripted force for the four southern leagues. It is composed of drafted civilians, some military rejects from the other southern armies and the occasional volunteer. Disciplinary problems abound and extreme social stratification is the defining characteristic of the MILICIA. Despite this, they are fierce fighters who know that the only ones they can count on are each other. Often at the forefront of combat operations in the South and the Badlands the MILICIA has a reputation as a dangerous opponent.

- ▷ **Veteran Leaders:** You may purchase the Vet trait for any commander in the force without counting against the veteran limitations.
- ▷ **Conscription:** You may add the Conscript trait to any non-commander, non-veteran and non-duelist in the force if they do not already possess the trait. Reduce the TV of these models by 1 TV per action.
- ▷ **Political Officer:** You may select one non-commander to be a Political Officer (PO) for 2 TV. The PO becomes an officer and can take the place as a third commander within a combat group. The PO comes with 1 CP and can use it to give orders to any model or combat group in the force. POs will only be used to roll for initiative if there are no other commanders in the force. When there are no other commanders in the force, the PO will roll with a 5+ initiative skill.

MILICIA

MILITARY INTERVENTION COUNTER INSURGENCY ARMY



Black Mamba

MD - Mekong Dominion

Powerful economically, the Dominion is known to prefer targeted actions or subterfuge instead of face-to-face confrontations. Corporate interests are paramount, and harsh working conditions have resulted in several famous worker revolts. The elite military police are often supplemented with mercenary and regular army units to provide additional brawn and motivation. Once they are tasked with a mission, the officers reinforce their corporate backers' interests with gusto.

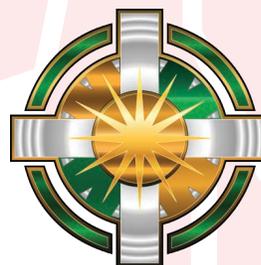
- ▷ **Mekongese Excellence:** All models in the force leader's combat group may purchase the Vet trait. This does not count against the veteran limits.
- ▷ **Samurai Spirit:** Commanders and veterans, with the Hands trait, may purchase the vibro-katana upgrade for 1 TV each. If a model takes this upgrade, it will also receive the Brawl:1 trait or increase its Brawl:X trait by one. A vibro-katana is a LVB (React, Precise).
- ▷ **Metsuke:** MP models within one combat group may purchase the Shield+ trait for 1 TV each. The Shield+ trait works just like a Shield trait but also adds +1D6 to defensive rolls from attacks originating from the front arc. The Shield+ trait may not be stacked with cover modifiers.
- ▷ **Mercenary Contract:** One combat group in this force may be made with models from North, South, Peace River, and NuCoal (may include a mix) that have an armor rating of 8 or less.



ESE - Eastern Sun Emirates

Perpetually in turmoil, the various Emirates maintain armed forces more to continue the bid for overall power than to protect against outside invaders. War in the Emirates is an extension of politics and allies one week will turn on each other the next. With their need for replacements far outstripping their local supply, the Emirs must make deals and purchases from any arms manufacturer who will see them. Failure in the Emirates is met with harsh repercussions, but success leads to a life of luxury and renown.

- ▷ **Local Manufacturing:** Iguanas may be placed in GP, SK, FS, RC and SO units.
- ▷ **Personal Escort:** The force leader's combat group may include a duelist in addition to any other duelist this force may have. This duelist model may be chosen from the North, South, Peace River or NuCoal model lists and must follow all normal duelist rules.
- ▷ **Allies:** This force may include models from the North, Peace River or NuCoal (pick one). Models that come with the Vet trait on their profile cannot be purchased. However, the Vet trait may be purchased for models that do not come with it.



FHA - Free Humanist Alliance

While eight percent of the original Humanists were able to escape to NuCoal after a failed revolt against the Republic, the Humanists that could not get out were brutally taken over and occupied, losing all autonomy to self-govern. In the aftermath of the Southern Republic civil war, the Humanists were given back their autonomy as a gesture of good will. This new Humanist Alliance is called the Free Humanist Alliance. The ties between the Free Humanist Alliance within the South and the Humanist Alliance in NuCoal are generally friendly.

- ▷ **Wrote the Book:** Two models per combat group may purchase the Vet trait without counting against the veteran limitations.
- ▷ **Experts:** Veteran Sagittariuses, veteran Fire Dragons and veteran Hetairoi may purchase the Stable and/or Precise duelist upgrades, without having to be duelists.
- ▷ **Conscription:** You may add the Conscript trait to any non-commander, non-veteran and non-duelist in the force if they do not already possess the trait. Reduce the TV of these models by 1 TV per action.
- ▷ **Allies:** You may select models from NuCoal for secondary units. GREL models may not be selected.



Jager

Manufacturer: Territorial Arms
 Unit Type: Trooper Gear
 Height: 4.3 meters / 14.1 ft
 Weight: 6,637 kg / 14,632 lb

The oldest and most basic gear fielded by the South, the Jager began its existence as a shameless copy of the Hunter. Indeed, Republican commandos stole a Hunter prototype and engineers were able to create a near-exact copy for operations at the end of the Southern War that led to the creation of the Allied Southern Territories.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Jager	6	GP+, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	LAC, LVB	LRP, LAPGL, LHG	Hands	Gear	1.5"
Striking Jager	6	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	LBZ, LVB	LRP, LAPGL	Hands	Gear	1.5"
Jager Gunner	7	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	MAC, LVB	LRP, LAPGL	Hands	Gear	1.5"
Brawler Jager	7	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	LAC/LGL, LVB	LRP, LAPGL	Hands	Gear	1.5"
Blitz Jager	8	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	LAC, LVB	LATM (LA:2), LAPGL	Hands	Gear	1.5"
Flame Jager	7	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	MFL, LVB	LAPR (Fire:1), LAPGL	Hands, Resist:F	Gear	1.5"
Jager Defender	7	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	LAC (AA), LVB	LAPGL	Hands, Sensors:24	Gear	1.5"
Command Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+Comms	-	-

Stripped-Down Jager

Manufacturer: Territorial Arms
 Unit Type: Trooper Gear
 Height: 4.3 meters / 14.1 ft
 Weight: 5,698 kg / 12,562 lb

Almost as soon as the North deployed the Stripped-Down Hunter, Southern patrol forces absconded with one of the gears for Territorial Arms to reverse engineer it. The efficiency at which the South is able to perform such actions is remarkable. Northern commanders everywhere have cursed about it for cycles.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Stripped-Down Jager	5	GP+, SK, FS	W/G:7	5	3/3	1	4+	4+	6+	LAC, LVB	LHG, LAPGL	Hands	Gear	1.5"
Stripped-Down Striking Jager	5	GP, SK, FS	W/G:7	5	3/3	1	4+	4+	6+	LBZ, LVB	LHG, LAPGL	Hands	Gear	1.5"
Stripped-Down Jager Gunner	6	GP, SK, FS	W/G:7	5	3/3	1	4+	4+	6+	MAC, LVB	LHG, LAPGL	Hands	Gear	1.5"
Stripped-Down Brawler Jager	6	GP, SK, FS	W/G:7	5	3/3	1	4+	4+	6+	LAC/LGL, LVB	LHG, LAPGL	Hands	Gear	1.5"
Command Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+Comms	-	-

Para Jager

Manufacturer: Territorial Arms
 Unit Type: Airdroppable Gear
 Height: 4.3 meters / 14.1 ft
 Weight: 6,700 kg / 14,771 lb

Normally, air deployment precludes the availability of heavier weapons but the inexpensive Jager Paratrooper can be equipped with a selection of effective weapons without adversely affecting its aerodynamics. This extra punch has allowed this gear to help turn the tide in many engagements.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Para Jager	7	GP+, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	LAC/LGL, LSG	LAPGL	Hands, Airdrop	Gear	1.5"
Para Striking Jager	6	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	LBZ, LSG	LAPGL	Hands, Airdrop	Gear	1.5"
Command Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+Comms	-	-

Dartjager

Manufacturer: Territorial Arms
 Unit Type: Rapid Response Gear
 Height: 4.3 meters / 14.1 ft
 Weight: 6,120 kg / 13,492 lb

The Dartjager is one of the strangest looking Jager variants yet produced. It has been nicknamed "Bug Head" by the pilots assigned to it. The Dartjager is designed to serve as a Rapid Response Vehicle (RRV). In almost any environment, an RRV can be quickly deployed to deal with a situation until a more suitable relief force arrives.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Dartjager	7	GP, SK, RC	W/G:8	5	3/3	1	4+	4+	5+	LAC, LVB	LRP, LAPGL	Hands, Agile, Comms, ECCM (Aux)	Gear	1.5"
Striking Dartjager	7	GP, SK, RC	W/G:8	5	3/3	1	4+	4+	5+	LBZ, LVB	LRP, LAPGL	Hands, Agile, Comms, ECCM (Aux)	Gear	1.5"
Dartjager Gunner	8	GP, SK, RC	W/G:8	5	3/3	1	4+	4+	5+	MAC, LVB	LRP, LAPGL	Hands, Agile, Comms, ECCM (Aux)	Gear	1.5"
Blitz Dartjager	9	GP, SK, RC	W/G:8	5	3/3	1	4+	4+	5+	LAC, LVB	LATM (LA:2), LAPGL	Hands, Agile, Comms, ECCM (Aux)	Gear	1.5"
Arena Dartjager	8	GP, SK, RC	W/G:8	5	3/3	1	4+	4+	5+	LAC, MVB	LRP, LAPGL	Hands, Agile, Shield, Comms, ECCM (Aux)	Gear	1.5"

Longbow Jager

Manufacturer: Territorial Arms
 Unit Type: Command Gear
 Height: 4.3 meters / 14.1 ft
 Weight: 6,400 kg / 14,110 lb

The Longbow Jager initially started as a sniper variant but cheaper gears are now available for that task. While it is now rarer to see them, many commanders will not hesitate to pilot a Longbow Jager because it allows them to take up a position where they can analyze the battle unfolding and still provide fire from range.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Longbow Jager	8	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	5+	MRF, LVB	HIM, LAPGL	Hands, Comms	Gear	1.5"

Copperhead

Manufacturer: Mandeers / Territorial Arms
 Unit Type: Light Trooper Gear
 Height: 4.2 meters / 13.8 ft
 Weight: 5,800 kg / 12,787 lb

The Copperhead has gone through many revisions since its origins as a light trooper gear. Its evolution has allowed it to be an alternate option to a Jager. While many would prefer a Jager, more melee oriented pilots prefer the Copperhead. It's not uncommon to see one or two Copperheads mixed in with Jagers.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Copperhead	6	GP+, SK, FS	W/G:6	5	4/2	1	4+	3+	6+	LAC, LVB	LRP, LHG, LAPGL	Hands, Brawl:1	Gear	1.5"
Copperhead Gunner	7	GP, SK, FS	W/G:6	5	4/2	1	4+	3+	6+	MAC, LVB	LRP, LHG, LAPGL	Hands, Brawl:1	Gear	1.5"
Brawler Copperhead	7	GP, SK, FS	W/G:6	5	4/2	1	4+	3+	6+	LAC/LGL, LVB	LRP, LHG, LAPGL	Hands, Brawl:1	Gear	1.5"
Striking Copperhead	6	GP, SK, FS	W/G:6	5	4/2	1	4+	3+	6+	LBZ, LVB	LRP, LHG, LAPGL	Hands, Brawl:1	Gear	1.5"
Flame Copperhead	7	GP, SK, FS	W/G:6	5	4/2	1	4+	3+	6+	MFL, LVB	LAPR (Fire:1), LHG, LAPGL	Hands, Brawl:1, Resist:F	Gear	1.5"
Arena Pilot	+1	-	-	-	-	-	-	-	-	+MVB	-	+Shield	-	-

Rattlesnake

Manufacturer: Territorial Arms
 Unit Type: Trooper Gear
 Height: 4.2 meters / 13.8 ft
 Weight: 6,100 kg / 13,448 lb

The Rattlesnake is another older Southern design that continues to be relevant. Its main selling point is the price tag associated with a medium rocket launcher. Other gears with the same weapon are typically more expensive. This is a good option for commanders who are not as concerned with their pilot survivability.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Rattlesnake	6	GP+, SK, FS	W/G:6	5	3/3	1	4+	4+	6+	LAC, LVB	MRP, LAPGL	Hands	Gear	1.5"
Riotmaster Rattlesnake	6	GP, SK, FS	W/G:6	5	3/3	1	4+	4+	6+	MFC, LVB	MRP, LHG, LAPGL	Hands	Gear	1.5"

Sidewinder

Manufacturer: Territorial Arms / Dynamic Systems
 Unit Type: Heavy Trooper
 Height: 4.4 meters / 14.4 ft
 Weight: 6,950 kg / 15,322 lb

The Sidewinder was designed when the survival of carefully trained gear pilots was deemed a priority to an understaffed Republican military. The torso and head armor is thicker around the cockpit, forming a heavily protected "box" that surrounds the pilot, making this gear popular with many pilots.

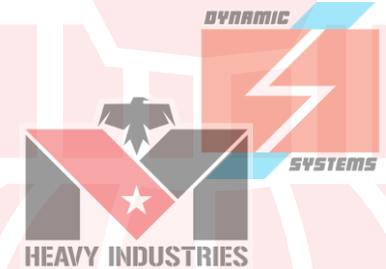


Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Sidewinder	9	GP, SK, FS	W/G:6	7	4/2	1	3+	3+	6+	MAC, LVB	MRP, LAPGL	Hands	Gear	1.5"
Hunting Sidewinder	9	GP, SK, FS	W/G:6	7	4/2	1	3+	3+	6+	MRF, LSMG, LVB	MRP, LAPGL	Hands	Gear	1.5"
Striking Sidewinder	9	GP, SK, FS	W/G:6	7	4/2	1	3+	3+	6+	MBZ, LSMG, LVB	MRP, LAPGL	Hands	Gear	1.5"
Sidewinder Riotmaster	9	GP, SK, FS	W/G:6	7	4/2	1	3+	3+	6+	MFC, LVB	MRP, LHG, LAPGL	Hands	Gear	1.5"
Mortar Upgrade	+0	-	-	-	-	-	-	-	-	-	-MRP, +LGM	-	-	-
Command Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+Comms, +SatUp (Aux)	-	-

Diamondback

Manufacturer: Mandeers Heavy Industries / Dynamic Systems
 Unit Type: Strike Gear
 Height: 4.6 meters / 15.1 ft
 Weight: 6,575 kg / 14,495 lb

The latest design to be produced by Mandeers Heavy Industries and the engineering experts of Dynamic Systems, the Diamondback Gear is a culmination of two decades of development. The result is a heavy trooper gear that can outlast any other gear in its class without compromising on weapons.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Diamondback	11	SK, FS	W/G:7	7	4/2	1	4+	3+	6+	MAC, LVB	MAPR, LAPGL	Hands, Agile, Airdrop, Field Armor	Gear	1.5"
Striking Diamondback	11	SK, FS	W/G:7	7	4/2	1	4+	3+	6+	MBZ, LVB	MAPR, LAPGL	Hands, Agile, Airdrop, Field Armor	Gear	1.5"
Diamondback Gunner	12	SK, FS	W/G:7	7	4/2	1	4+	3+	6+	HAC, LVB	MAPR, LAPGL	Hands, Agile, Airdrop, Field Armor	Gear	1.5"
Diamondback Defender	12	SK, FS	W/G:7	7	4/2	1	4+	3+	6+	MAC (AA), LVB	MAPR, LAPGL	Hands, Agile, Airdrop, Field Armor	Gear	1.5"
Long Fang Upgrade	+1	-	-	-	-	-	-	-	-	-	-MAPR, +MAR	-	-	-
Arena Pilot	+1	-	-	-	-	-	-	-	-	+LVB (Precise) or LCW (Brawl:1)	-	+Brawl:1	-	-



Black Mamba

Manufacturer: Territorial Arms
 Unit Type: Strike Gear
 Height: 4.6 meters / 15.1 ft
 Weight: 6,500 kg / 14,330 lb

The current cutting edge in Southern gear design, the Black Mamba is a relatively recent gear that has had a serious impact on the Terra Novan military scene. The Mamba is the result of the modernization program that swept the Southern military just before the War of the Alliance.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Black Mamba	11	SK+, FS	W/G:7	7	4/2	1	3+	3+	5+	MAC, LVB	LRP, LAPGL, LHG	Hands, Agile, Airdrop	Gear	1.5"
Black Mamba Gunner	12	SK, FS	W/G:7	7	4/2	1	3+	3+	5+	HAC, LVB	LRP, LAPGL	Hands, Agile, Airdrop	Gear	1.5"
Striking Mamba	10	SK, FS	W/G:7	7	4/2	1	3+	3+	5+	LBZ, LVB	LRP, LAPGL	Hands, Agile, Airdrop	Gear	1.5"
Brawler Mamba	12	SK, FS	W/G:7	7	4/2	1	3+	3+	5+	MGL, LVB	LAPR, LAPGL	Hands, Agile, Airdrop	Gear	1.5"
Long Fang Mamba	12	SK, FS	W/G:7	7	4/2	1	3+	3+	5+	MAC, LVB	MRP (Link), LAPGL	Hands, Agile, Airdrop	Gear	1.5"
Blazing Mamba	13	SK, FS	W/G:7	7	4/2	1	3+	3+	5+	MRL, LVB	LRP, LAPGL	Hands, Agile, Airdrop	Gear	1.5"
Blitz Mamba	11	SK, FS	W/G:7	7	4/2	1	3+	3+	5+	MAC, LVB	LATM (LA:2), LAPGL	Hands, Agile, Airdrop	Gear	1.5"
Razor Fang Upgrade	+1	-	-	-	-	-	-	-	4+	-	-	+Comms, +SatUp	-	-

Black Adder

Manufacturer: Dynamic Systems
 Unit Type: Assault Gear
 Height: 4.5 meters / 14.8 ft
 Weight: 7,600 kg / 16,755 lb

The Black Adder has been proclaimed "the safest gear ever designed." Thick armor plates surround the torso and cockpit areas. Under all of the additional armor plates on the torso, the Black Adder uses the same basic chassis as the Sidewinder and features an entirely redesigned main body.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Black Adder	8	SK, FS	W/G:6	6	5/1	1	4+	4+	6+	LAC, LVB	MRP, LAPGL	Hands, Field Armor	Gear	1.5"
Black Adder Gunner	9	SK, FS	W/G:6	6	5/1	1	4+	4+	6+	MAC, LVB	MRP, LAPGL	Hands, Field Armor	Gear	1.5"
Striking Black Adder	8	SK, FS	W/G:6	6	5/1	1	4+	4+	6+	LBZ, LVB	MRP, LAPGL	Hands, Field Armor	Gear	1.5"
Pit Black Adder	9	SK, FS	W/G:6	6	5/1	1	4+	4+	6+	MSC, LVB	MRP, LAPGL	Hands, Field Armor	Gear	1.5"
Long Fang Adder	9	SK, FS	W/G:6	6	5/1	1	4+	4+	6+	LAC, LVB	MRP (Link), LAPGL	Hands, Field Armor	Gear	1.5"
Arena Pilot	+1	-	-	-	-	-	-	-	-	+MVB (Reach:1)	-	+Brawl:2	-	-

Water Viper

Manufacturer: Chindo-Slodge Industries / Mandeers Heavy Industries
 Unit Type: Submersible Gear
 Height: 4.7 meters / 15.4 ft
 Weight: 7,320 kg / 16,138 lb

On a planet where most combat takes place on dry land, the Water Viper has a very niche market. However, the SRA has made significant purchases of the design to strengthen their swamp and jungle fighting units. The Water Viper Silent Running (SR) is further equipped with an ECM pod and its turbines are also retrofitted to reduce cavitation.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Water Viper	8	SK+, FS	W:6	7	5/1	1	4+	4+	6+	MFC, LSMG, LVB	LRP (Link), LAPGL	Hands, Sub	Gear	1.5"
Water Viper Gunner	9	SK, FS	W:6	7	5/1	1	4+	4+	6+	MAC, LSMG, LVB	LRP (Link), LAPGL	Hands, Sub	Gear	1.5"
Water Viper Brawler	10	SK, FS	W:6	7	5/1	1	4+	4+	6+	MGL, LSMG, LVB	LRP (Link), LAPGL	Hands, Sub	Gear	1.5"
SR Upgrade	+3	+SO	-	-	-	-	-	-	4+	-LVB, +LSG	-	+ECM, ECCM, Smoke, Stealth (Aux)	-	-

Desert Viper

Manufacturer: Mandeers Heavy Industries
 Unit Type: Trooper Gear
 Height: 4.7 meters / 15.4 ft
 Weight: 7,120 kg / 15,697 lb

The Desert Viper was built as a no-nonsense machine, using a general configuration similar to that of the Northern Razorback. This aging gear finds a niche wherever a cheap and easily replaceable rough terrain gear is needed. Easily modified, the Viper Chassis has been a test bed for the south since its inception.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Desert Viper	9	SK, FS	W:5	7	5/1	1	4+	4+	6+	MGL, LVB	MRP, LAPGL	Hands	Gear	1.5"
Pit Viper	8	SK, FS	W:5	7	5/1	1	4+	4+	6+	MSC, LVB	MRP, LAPGL	Hands	Gear	1.5"
Hunting Viper	8	SK, FS	W:5	7	5/1	1	4+	4+	6+	MRF, LVB	MRP, LAPGL	Hands	Gear	1.5"
Viper Gunner	8	SK, FS	W:5	7	5/1	1	4+	4+	6+	MAC, LVB	MRP, LAPGL	Hands	Gear	1.5"
Rugged Terrain Upgrade	+1	-	-	-	-	-	-	-	-	+MCW	-	+Climber	-	-

Mamba MP

Manufacturer: Territorial Arms
 Unit Type: Military Police Gear
 Height: 4.5 meters / 14.8 ft
 Weight: 7,430 kg / 16,380 lb

Military police gears are typically built towards dealing with human targets, lightly armored vehicles, and other gears. Their primary weapon of choice tends to be frag cannons, capable of being loaded with non-lethal or lethal projectiles. In addition to gear-sized shotguns, MPs often carry panzerfausts to deal with heavier targets.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Mamba MP	10	GP+, SK	W/G:7	7	4/2	1	3+	3+	6+	MFC, MCW	MPZ, LAPGL	Hands, Agile, Airdrop, Shield, Brawl:1	Gear	1.5"
Brawler Mamba MP	11	GP, SK	W/G:7	7	4/2	1	3+	3+	6+	MAC/LGL, MCW	MPZ, LAPGL	Hands, Agile, Airdrop, Shield, Brawl:1	Gear	1.5"
Command Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+Comms, +ECCM (Aux)	-	-

Cobra MP

Manufacturer: Territorial Arms
 Unit Type: Military Police Gear
 Height: 5.0 meters / 16.4 ft
 Weight: 8,750 kg / 19,291 lb

MP gears are commonly found in the Mekong Dominion or in areas where MILICIA regiments are active. For the Mekonese, these gears embody the Peacekeeper's mythos that they have fashioned for themselves. MP gears are fielded both for riot control and anti-rover duties. And, they excel at both.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Cobra MP	12	GP+, SK	W/G:6	8	4/2	1	4+	4+	6+	LAC, MCW	HIM, MMG, HPZ	Hands, Airdrop, Shield, Brawl:1, React+	Gear	2"
Brawler Cobra MP	13	GP, SK	W/G:6	8	4/2	1	4+	4+	6+	HAC/LGL, MCW	HIM, MMG	Hands, Airdrop, Shield, Brawl:1, React+	Gear	2"
Hunting Cobra MP	13	GP, SK	W/G:6	8	4/2	1	4+	4+	6+	HRF, MCW	HIM, MMG	Hands, Airdrop, Shield, Brawl:1, React+	Gear	2"
Command Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+Comms, +ECCM (Aux)	-	-

Iguana MP

Manufacturer: Territorial Arms
 Unit Type: Military Police Gear
 Height: 4.1 meters / 13.5 ft
 Weight: 5,236 kg / 11,543 lb

Iguana MPs can be found on all major Southern military bases and quite a few minor ones. The Iguana MP is often preferred to the larger Mamba MP variants by pilots who often find themselves undertaking operations in tight urban conditions. The lower profile of the Iguana allows it to work comfortably inside warehouses or in small alleys.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Iguana MP	8	GP+, SK	W/G:8	5	3/3	1	4+	3+	6+	MFC, MCW	LPZ, LAPGL	Hands, Agile, Airdrop, Shield, Brawl:1	Gear	1.5"
Iguana MP Gunner	8	GP, SK	W/G:8	5	3/3	1	4+	3+	6+	LAC, MCW	MSE, LPZ, LAPGL	Hands, Agile, Airdrop, Shield, Brawl:1	Gear	1.5"
Command Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+Comms, +ECCM (Aux)	-	-

Salamander

Manufacturer: Mandeers Heavy Industries
 Unit Type: Light Trooper Gear
 Height: 4.4 meters / 14.4 ft
 Weight: 5,095 kg / 11,233 lb

As an urban police gear, the Salamander is extensively used in city-states across the South. For its military duties Salamanders usually come armed with a standard autocannon with an underslung secondary weapon. A popular rally gear the Salamander has a reputation for speed with firepower.

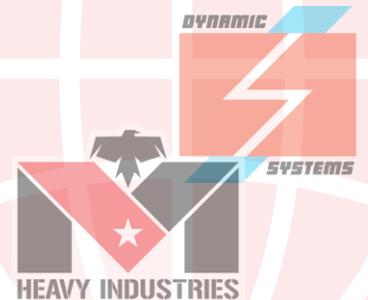


Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Salamander	7	GP+, SK, FS	W/G:8	5	3/3	1	4+	4+	6+	MAC/LFL, LCW (Brawl:1)	-	Hands, Agile	Gear	1.5"
Salamander Riotmaster	7	GP, SK, FS	W/G:8	5	3/3	1	4+	4+	6+	MAC/LFC, LCW (Brawl:1)	-	Hands, Agile	Gear	1.5"
Salamander Brawler	7	GP, SK, FS	W/G:8	5	3/3	1	4+	4+	6+	MAC/LGL, LCW (Brawl:1)	-	Hands, Agile	Gear	1.5"
Hunting Salamander	8	GP, SK, FS	W/G:8	5	3/3	1	4+	4+	6+	HRF, LCW (Brawl:1)	-	Hands, Agile	Gear	1.5"
Rugged Terrain Upgrade	+1	-	-	-	-	-	-	-	-	+MCW	-	+Climber	-	-

Street Viper

Manufacturer: Mandeers Heavy Industries / Dynamic Systems
 Unit Type: Light Trooper Gear
 Height: 4.4 meters / 14.4 ft
 Weight: 5,100 kg / 11,244 lb

This low cost gear has options for police equipment. The cockpit was redesigned by Dynamic Systems to be more ergonomic, making the gear extremely comfortable for extended operations. The Street Viper is found in city militias and is popular with police forces as a traffic interception unit.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Street Viper	7	GP, SK, FS	W/G:8	5	3/3	1	4+	4+	6+	LRF, LVB	LPZ	Hands, Agile, Brawl:1	Gear	1.5"
Viper Defender	7	GP, SK, FS	W/G:8	5	3/3	1	4+	4+	6+	LAC (AA), LVB	-	Hands, Agile, Brawl:1	Gear	1.5"
Riotmaster Viper	7	GP, SK, FS	W/G:8	5	3/3	1	4+	4+	6+	MFC, LVB	MPZ	Hands, Agile, Brawl:1	Gear	1.5"

Asp

Manufacturer: Territorial Arms
 Unit Type: Light Trooper Gear
 Height: 4.4 meters / 14.4 ft
 Weight: 5,440 kg / 11,993 lb

The Asp was specifically developed to be a low-cost garrison gear and in this role it excels. As a result, the Asp is well protected against infantry weapons and even versus some gear-mounted weaponry when not flanked. The phrase "Smells like an Asp" is pilot slang for a gear that has outlived most of its pilots.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Asp	4	GP+, SK, FS	W/G:6	6	3/3	1	4+	4+	6+	LSMG (AI), LVB	LHG, LAPGL	Hands, Conscript	Gear	1.5"
Asp Gunner	5	GP+, SK, FS	W/G:6	6	3/3	1	4+	4+	6+	LAC, LVB	LHG, LAPGL	Hands, Conscript	Gear	1.5"
Brawler Asp	4	GP+, SK, FS	W/G:6	6	3/3	1	4+	4+	6+	LSMG (AI), LVB	LPZ, LAPGL	Hands, Conscript	Gear	1.5"

Anolis

Manufacturer: Territorial Arms
 Unit Type: Recon Gear
 Height: 3.9 meters / 12.8 ft
 Weight: 5,238 kg / 11,548 lb

The Anolis was one of Territorial Arm's earliest attempts at designing a dedicated reconnaissance gear. Starting from the experience garnered with the Jager and its various bastardized scout offspring, the engineers of Design Team AT2 started laying down plans for a highly mobile machine capable of scouting deep into enemy territory.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Anolis	7	GP, RC, FS	W/G:7	4	3/3	1	4+	3+	4+	LRF, LVB	LRP, LHG	Hands, Agile, Sensors:36, TD, Comms, ECCM (Aux)	Gear	1.5"
Rugged Terrain Upgrade	+1	-	-	-	-	-	-	-	-	+MCW	-	+Climber	Gear	1.5"

Basilisk

Manufacturer: Territorial Arms
 Unit Type: Trooper Gear
 Height: 4.2 meters / 13.8 ft
 Weight: 5,210 kg / 11,486 lb

The Basilisk is basically a Jager with advanced sensors and other added electronics. The sensor array is very useful when firing indirectly with its rocket pack, which adds some diversity to the options available to trooper gears. Although it has been replaced by more advanced EW gears, it is still a great choice for its cost.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Basilisk	7	GP, RC, FS	W/G:7	6	3/3	1	4+	4+	5+	LAC, LVB	LRP, LHG, LAPGL	Hands, Sensors:24	Gear	1.5"
Basilisk Gunner	8	GP, RC, FS	W/G:7	6	3/3	1	4+	4+	5+	MAC, LVB	LRP, LAPGL	Hands, Sensors:24	Gear	1.5"
Striking Basilisk	7	GP, RC, FS	W/G:7	6	3/3	1	4+	4+	5+	LBZ, LVB	LRP, LAPGL	Hands, Sensors:24	Gear	1.5"
Blitz Basilisk	9	GP, RC, FS	W/G:7	6	3/3	1	4+	4+	5+	LAC, LVB	LATM (LA:2), LAPGL	Hands, Sensors:24	Gear	1.5"

Silverscale

Manufacturer: Territorial Arms
 Unit Type: Recon Gear
 Height: 4.2 meters / 13.8 ft
 Weight: 4,890 kg / 10,781 lb

Based on the Basilisk trooper gear, the Silverscale comes equipped with an even more advanced communications and electronic warfare suite. The target designator can extend out from the head and can be used to peer around corners. Territorial Arms claims the Silverscale is the finest recon gear on Terra Nova today.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Silverscale	9	GP, RC, FS	W/G:7	5	3/3	1	4+	4+	4+	LAC, LVB	LRP, LAPGL	Hands, Comms, ECM+ (Aux), ECCM (Aux), Sensors:24, TD, Sensor Boom	Gear	1.5"

Iguana

Manufacturer: Territorial Arms / Skavara Heavy Industries
 Unit Type: Recon Gear
 Height: 4.1 meters / 13.5 ft
 Weight: 5,100 kg / 11,244 lb

Since its introduction, the Iguana has proven itself to be an extremely successful design time and time again. The Iguana saw extensive action in the War of the Alliance, where it was deployed as a recon, light trooper, and commando gear. The flexibility of this gear's design was so apparent that it has even served as a command platform.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Iguana	10	RC+, FS	W/G:8	5	3/3	1	4+	3+	3+	LSMG, LVB	LRP	Hands, Agile, Comms, ECM, ECCM (Aux), Sensors:24 (Aux), TD (Aux)	Gear	1.5"
Iguana Gunner	10	RC, FS	W/G:8	5	3/3	1	4+	3+	3+	LAC, LVB	LRP	Hands, Agile, Comms, ECM, ECCM (Aux), Sensors:24 (Aux), TD (Aux)	Gear	1.5"
Recon Iguana	10	RC, FS	W/G:8	5	3/3	1	4+	3+	3+	LRF, LVB	LRP	Hands, Agile, Comms, ECM, Sensors:36 (Aux)	Gear	1.5"
Hunting Iguana	11	RC, FS	W/G:8	5	3/3	1	4+	3+	3+	MRF, LVB	LRP	Hands, Agile, Comms, ECM, TD (Aux)	Gear	1.5"
Striking Iguana	10	RC, FS	W/G:8	5	3/3	1	4+	3+	3+	LBZ, LVB	LRP	Hands, Agile, Comms, ECM, TD (Aux)	Gear	1.5"
Chatterbox Iguana	10	RC, FS	W/G:8	5	3/3	1	4+	3+	3+	LSMG, LVB	-	Hands, Agile, ECM, ECCM, SP:+1, Comms, SatUp	Gear	1.5"
Black Box Iguana	11	RC, FS	W/G:8	5	3/3	1	4+	3+	3+	LAC, LVB	LPZ	Hands, Agile, Comms, ECM+, ECCM, Sensors:36 (Aux), TD (Aux)	Gear	1.5"
Lidded Iguana	11	RC, SO	W/G:8	5	3/3	1	4+	3+	3+	LAC, LVB	-	Hands, Agile, TD, Comms, ECCM, Sensors:36 (Aux), Stealth (Aux), Vet	Gear	1.5"
Rapier Iguana	10	RC, SK	W/G:8	5	3/3	1	4+	3+	3+	LSMG, LVB (Precise)	-	Hands, Agile, Brawl:1, Field Armor, Comms, Vet	Gear	1.5"

Para Iguana

Manufacturer: Territorial Arms
 Unit Type: Airdroppable Recon Gear
 Height: 4.1 meters / 13.5 ft
 Weight: 5,310 kg / 11,707 lb

The Iguana Paratrooper has been in service since TN 1894 and has proven its worth in the toughest commando and extraction missions, demonstrating that even a small machine can do the most dangerous jobs. This success can be traced back to the training for these pilots as it is some of the most rigorous around.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Para Iguana	11	RC+, FS	W/G:8	5	3/3	1	4+	3+	4+	LAC/LGL, LSG	-	Hands, Agile, Airdrop, Comms, ECM, ECCM, TD (Aux)	Gear	1.5"
Para Iguana Gunner	11	RC, FS	W/G:8	5	3/3	1	4+	3+	4+	MAC, LSG	-	Hands, Agile, Airdrop, Comms, ECM, ECCM, TD (Aux)	Gear	1.5"
Para Striking Iguana	10	RC, FS	W/G:8	5	3/3	1	4+	3+	4+	LBZ, LSG	-	Hands, Agile, Airdrop, Comms, ECM, ECCM, TD (Aux)	Gear	1.5"

Fer de Lance

Manufacturer: SRWI / Dynamic Systems
 Unit Type: Strike Gear
 Height: 4.7 meters / 15.4 ft
 Weight: 7,220 kg / 15,917 lb

Based on the Sidewinder chassis, the engineers of the Fer de Lance made a number of internal changes by borrowing the actuator design and combat computer from the Diamondback. Sporting a wide array of lethal weapons, the current model of the Fer de Lance is an elegant fighting machine that is reserved for only the best.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Fer de Lance	13	SK+, FS	W/G:7	7	4/2	1	3+	3+	5+	MRF, LVB (Precise)	LATM, LAPGL	Hands, Agile, Airdrop, Vet, Brawl:1	Gear	1.5"
Slashing Fer de Lance	14	SK, FS	W/G:7	7	4/2	1	3+	3+	5+	MRF, LVB (Precise)	MATM (LA:2), LAPGL	Hands, Agile, Airdrop, Vet, Brawl:1	Gear	1.5"
Force Fer de Lance	13	SK, FS	W/G:7	7	4/2	1	3+	3+	5+	LPL, LVB (Precise)	LAPGL	Hands, Agile, Airdrop, Vet, Brawl:1	Gear	1.5"
Command Fer de Lance	13	SK, FS	W/G:7	7	4/2	1	3+	3+	4+	MRF, LVB (Precise)	LGM, LAPGL	Hands, Agile, Airdrop, Vet, Brawl:1, ECCM, Comms, SatUp (Aux)	Gear	1.5"

Gila

Manufacturer: Territorial Arms
 Unit Type: Strike Gear
 Height: 4.1 meters / 13.5 ft
 Weight: 6,125 kg / 13,503 lb

Developed as an upgraded variant of the highly successful Iguana, the Gila design focuses on the light trooper capabilities of the Iguana and the potential lethality of an Iguana in an assault role. The stock Gila comes armed with a state-of-the-art heavy submachine gun and an integrated underslung frag-cannon.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Gila	11	SK+, FS	W/G:7	6	3/3	1	4+	3+	5+	HSMG/LFC, LVB (Precise)	LRP, MPZ, LFL	Hands, Agile, Brawl:1, Vet, Field Armor	Gear	1.5"
Hunting Gila	11	SK, FS	W/G:7	6	3/3	1	4+	3+	5+	MRF, LVB (Precise)	LRP, LPZ, LFL	Hands, Agile, Brawl:1, Vet, Field Armor	Gear	1.5"
Barbed Upgrade	1	-	-	-	-	-	-	-	-	-	-LRP, +MRP	-	-	-

Chameleon

Manufacturer: Territorial Arms Skunk Works
 Unit Type: Stealth Gear
 Height: 4.1 meters / 13.5 ft
 Weight: 5,010 kg / 11,045 lb

As its name indicates, the Chameleon is specifically designed to disappear. At first glance, the Chameleon looks simply like a modified Iguana with slightly blockier armor plates. This impression soon vanishes when the advanced electronics complement and the intricate cockpit are examined.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Chameleon	12	SO+, RC	W/G:8	5	3/3	1	3+	3+	3+	LSMG (Silent), LAC, LVB	LRP	Hands, Agile, Airdrop, Comms, ECM+, ECCM (Aux), TD, Vet, Sensors:24 (Aux), Stealth (Aux)	Gear	1.5"
Chameleon Gunner	13	SO+, RC	W/G:8	5	3/3	1	3+	3+	3+	LSMG (Silent), MAC, LVB	LRP	Hands, Agile, Airdrop, Comms, ECM+, ECCM (Aux), TD, Vet, Sensors:24 (Aux), Stealth (Aux)	Gear	1.5"
Hunting Chameleon	13	SO, RC	W/G:8	5	3/3	1	3+	3+	3+	MRF (Silent), LSMG (Silent), LVB	LRP	Hands, Agile, Airdrop, Comms, ECM+, ECCM (Aux), TD, Vet, Sensors:24 (Aux), Stealth (Aux)	Gear	1.5"
Striking Chameleon	12	SO, RC	W/G:8	5	3/3	1	3+	3+	3+	LBZ, LSMG (Silent), LVB	LRP	Hands, Agile, Airdrop, Comms, ECM+, ECCM (Aux), TD, Vet, Sensors:24 (Aux), Stealth (Aux)	Gear	1.5"



Snakeeye Black Mamba

Manufacturer: Territorial Arms Skunk Works
 Unit Type: Stealth Gear
 Height: 4.6 meters / 15.1 ft
 Weight: 6,170 kg / 13,603 lb

The Snakeeye variants of the Black Mamba fulfill the need for a high performance, stealth gear that is built for covert operations, assassinations, and lightning raids. The hybrid propulsion system gives the pilot the option of switching to "whisper" mode by shutting down the turbine and only using the energy stored in the battery.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Snakeeye	13	SO+, SK	W/G:7	7	4/2	1	3+	3+	5+	LLC, LVB	-	Hands, Agile, Airdrop, Vet, Stealth (Aux)	Gear	1.5"
Snakeeye Firestorm	14	SO, SK	W/G:7	7	4/2	1	3+	3+	5+	MRL, LVB	-	Hands, Agile, Airdrop, Vet, Stealth (Aux)	Gear	1.5"

Green Mamba

Manufacturer: Territorial Arms Skunk Works
 Unit Type: Stealth Gear
 Height: 4.6 meters / 15.1 ft
 Weight: 5,960 kg / 13,140 lb

The Green Mamba is another exceptional stealth gear. It strikes a happy medium between performance and cost by using more conventional weapons systems. One major benefit is that its weapons do not need to be recharged and the required ammunition is readily available just about anywhere on Terra Nova.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Green Mamba	12	SO+, SK	W/G:7	7	4/2	1	3+	3+	5+	MAC, LVB	LRP	Hands, Agile, Airdrop, Vet, Stealth (Aux)	Gear	1.5"
Green Mamba Gunner	13	SO, SK	W/G:7	7	4/2	1	3+	3+	5+	HAC, LVB	LRP	Hands, Agile, Airdrop, Vet, Stealth (Aux)	Gear	1.5"
Striking Green Mamba	11	SO, SK	W/G:7	7	4/2	1	3+	3+	5+	LBZ, LVB	LRP	Hands, Agile, Airdrop, Vet, Stealth (Aux)	Gear	1.5"

Boa

Manufacturer: Mandeers Heavy Industries / Neil Motorworks
 Unit Type: Fire Support Gear
 Height: 4.8 meters / 15.8 ft
 Weight: 9,100 kg / 20,062 lb

The Boa has an interesting past. It was initially turned down by the South in favor of Pythons. But, a storied history in the arenas and finishing touches from NuCoal and Humanist Alliance engineers has brought this beast back from a proverbial grave. Now, pilots from several factions use them with confidence on many battlefields.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Boa	15	SK, FS	W/G:5	9	5/1	1	4+	5+	6+	HAC, MVB (Reach:1)	MRP, LGM, HMG	Hands, React+	Gear	2"
Striking Boa	14	SK, FS	W/G:5	9	5/1	1	4+	5+	6+	MBZ, MVB (Reach:1)	MRP, LGM, HMG	Hands, React+	Gear	2"
Firestorm Boa	16	SK, FS	W/G:5	9	5/1	1	4+	5+	6+	MRL, MVB (Reach:1)	MRP, LGM, HMG	Hands, React+	Gear	2"
Long Fang Upgrade	+1	-	-	-	-	-	-	-	-	-	-LGM, +MFM	-	-	-
Melee Swap	+0	-	-	-	-	-	-	-	-	-MVB (Reach:1), +MCW (Reach:1, Demo:4)	-	-	-	-
Arena Pilot	+1	-	-	-	-	-	-	-	-	-	-	+Brawl:2	-	-

Python

Manufacturer: Mandeers Heavy Industries
 Unit Type: Fire Support Gear
 Height: 4.8 meters / 15.8 ft
 Weight: 8,356 kg / 18,422 lb

The Python was the last of an experimental line of large gears developed by Mandeers Heavy Industries for Southern military forces. The line, dubbed the "Constrictors", consisted of designs heavily inspired by the Northern Razorback. The two separate designs were named the Boa and the Python. Both made their mark on history.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Python	13	GP, SK, FS	W/G:6	8	3/3	1	4+	4+	6+	HAC, LVB	MRP, MAR, LGM	Hands, React+	Gear	2"



Cobra

Manufacturer: Territorial Arms
 Unit Type: Fire Support Gear
 Height: 5.0 meters / 16.4 ft
 Weight: 8,990 kg / 19,820 lb

Armed to the teeth and sporting armor to match, the Cobra is the AST's main fire support gear. Highly modular, the Cobra can be fitted in various configurations that are each capable of filling a variety roles. Its ferocious reputation means that many Northern gear pilots treat the sighting of Cobras as a prelude to an assault.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Spitting Cobra	13	SK, FS	W/G:6	8	4/2	1	4+	4+	6+	HAC, LVB	MRP, MAR, LGM, MMG	Hands, React+	Gear	2"
Striking Cobra	12	SK, FS	W/G:6	8	4/2	1	4+	4+	6+	MBZ, LVB	MRP, MMG	Hands, React+	Gear	2"
Junglemower Cobra	13	SK, FS	W/G:6	8	4/2	1	4+	4+	6+	HRC, LVB	MAR, LGM, MMG	Hands, React+	Gear	2"
Long Fang Cobra	13	SK, FS	W/G:6	8	4/2	1	4+	4+	6+	HAC, LVB	MRP, LFG, MMG	Hands, React+	Gear	2"
Bushmaster Cobra	13	SK, FS	W/G:6	8	4/2	1	4+	4+	6+	HRC, LVB	LFG, MMG	Hands, React+	Gear	2"
Artillery Cobra	14	SK, FS	W/G:6	8	4/2	1	4+	4+	6+	HAC, LVB	MFM, MMG	Hands, React+, CBS, Sensors:24 (Aux)	Gear	2"
Slashing Cobra	14	SK, FS	W/G:6	8	4/2	1	4+	4+	6+	HAC, LVB	MATM, LGM, MMG	Hands, React+	Gear	2"
Flame Cobra	14	SK, FS	W/G:6	8	4/2	1	4+	4+	6+	HFL, LVB	MAPR (Fire:2), MAR (Fire:2), LGM, MMG	Hands, React+, Resist:F	Gear	2"
Razor Fang Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+Comms, +SatUp	-	-

King Cobra

Manufacturer: Territorial Arms Skunk Works
 Unit Type: Heavy Assault Gear
 Height: 5.2 meters / 17.2 ft
 Weight: 10,120 kg / 22,311 lb

The King Cobra is often considered one of the most powerful gears ever commissioned and has repeatedly proven itself to be one of the most devastating weapons in the Southern arsenal. Heavy armor and a powerful and flexible armament allow it to function equally well as an assault or fire support gear.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
King Cobra	20	SK, FS	W/G:5	9	4/2	2	3+	4+	6+	MPA, MVB	MRP, LAR, LGM, HMG, MAPGL	Hands, Vet, Brawl:1	Gear	2"
King Cobra Gunner	19	SK, FS	W/G:5	9	4/2	2	3+	4+	6+	HRC, MVB	MRP, LAR, LGM, HMG, MAPGL	Hands, Vet, Brawl:1	Gear	2"
Hooded King Cobra	20	SK, FS	W/G:5	9	4/2	2	3+	4+	6+	MLC, MVB	MRP, LAR, LGM, HMG, MAPGL	Hands, Vet, Brawl:1	Gear	2"



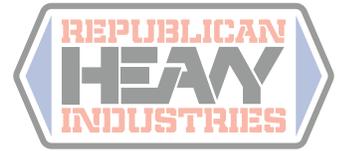
Drake

Manufacturer: Avesta Group
 Unit Type: Gear-Strider
 Height: 9.7 meters / 31.8 ft
 Weight: 57,500 kg / 126,766 lb

Carrying a virtual arsenal, this behemoth is capable of destroying any target. Like many of the AST's designs, the Drake is considered to be a marvel of technology and design. Used for support or assault, this Strider's offensive capabilities are only matched by its frightening array of defensive measures.

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Drake	27	FS	W/G:6	10	5/3	3	4+	5+	5+	HBZ (Apex, Precise), HFL, HFC (T, Auto), HSG (Reach:1)	MAR (Link), MABM	Hands, Brawl:2, Shield, Resist:F, AMS	Strider	3"
Junglemower Drake	28	FS	W/G:6	10	5/3	3	4+	5+	5+	HRC (Apex), HFL, HFC (T, Auto), HSG (Reach:1)	MAR (Link), MABM, MGM	Hands, Brawl:2, Shield, Resist:F, AMS	Strider	3"
Force Drake	29	FS	W/G:6	10	5/3	3	4+	5+	5+	MPL (Link), HFL, HFC (T, Auto), HSG (Reach:1)	MAR (Link), MABM	Hands, Brawl:2, Shield, Resist:F, AMS	Strider	3"
Blazing Drake	30	FS	W/G:6	10	5/3	3	4+	5+	5+	HRL (Link), MGL, HFL, HFC (T, Auto), HSG (Reach:1)	MAR (Link)	Hands, Brawl:2, Shield, Resist:F, AMS	Strider	3"
Fang Upgrade	+1	-	-	-	-	-	-	-	-	-	-MABM, +HRP (Link)	-	-	-
Command Upgrade	+2	-	-	-	-	-	-	-	4+	-	-	+Comms, +SatUp, +ECCM	-	-





Naga

Manufacturer: Republican Heavy Industries
 Unit Type: Fire Support Strider
 Height: 7.2 meters / 23.6 ft
 Weight: 15,340 kg / 33,819 lb

The Naga is currently one of the premier striders of the Southern military and is a common sight guarding nearly every military installation. Serving with distinction since its introduction, it proved its worth during the War of the Alliance, where its powerful guided missiles were used with great effect against the hovertanks of the CEF.

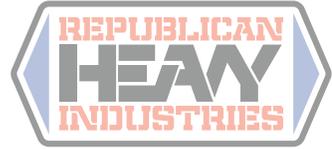


Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Naga	21	FS+	W/G:7	9	4/4	2	4+	5+	5+	HMG (Apex)	2 x MATMs, LCW	TD (Aux), Sensor Boom (Aux)	Strider	2"
Long Fang Naga	19	FS	W/G:7	9	4/4	2	4+	5+	5+	HMG (Apex)	2 x LFGs, LCW	TD (Aux), Sensor Boom (Aux)	Strider	2"
Barbed Naga	19	FS	W/G:7	9	4/4	2	4+	5+	5+	HMG (Apex)	2 x HRPs, LCW	TD (Aux), Sensor Boom (Aux)	Strider	2"
Hunting Naga	21	FS	W/G:7	9	4/4	2	4+	5+	5+	HMG (Apex)	2 x MLCs, LCW	TD (Aux), Sensor Boom (Aux)	Strider	2"
Tusked Naga	19	FS	W/G:7	9	4/4	2	4+	5+	5+	HMG (Apex)	MATM (Precise), LCW	TD (Aux), Sensor Boom (Aux)	Strider	2"
Brawler Naga	21	FS	W/G:7	9	4/4	2	4+	5+	5+	HMG (Apex)	2 x HGLs, LCW	TD (Aux), Sensor Boom (Aux)	Strider	2"
Command Naga	21	FS	W/G:7	9	4/4	2	4+	5+	4+	HMG (Apex)	MATM, LCW	SP:+1, ECM, ECCM (Aux), Comms, SatUp, TD (Aux), Sensor Boom (Aux)	Strider	2"
Hooded Upgrade*	+1	-	-	-	-	-	-	-	-	-HMG (Apex), +LLC	-	-	-	-
Spark Upgrade*	+1	-	-	-	-	-	-	-	-	-HMG (Apex), +LPA	-	-	-	-
Flame Upgrade*	+0	-	-	-	-	-	-	-	-	-HMG (Apex), +MFL	-	-	-	-

*Out of the three upgrades above, only one may be chosen.



The Naga collapses down as shown above when it uses its Secondary Movement System (SMS).



Hydra

Manufacturer: Republican Heavy Industries
Unit Type: Submersible Fire Support Strider
Height: 7.2 meters / 23.6 ft
Weight: 46,250 kg / 101,964 lb

The Hydra is a specialized Strider that is capable of operating in the swampy regions prevalent in the South. Deployed by the Humanist Alliance, Eastern Sun Emirates, and in the jungles of the Mekong, Hydras are often tasked with ambush attacks. A Hydra, rising without warning from the swamp, is often the last sight many pilots see.

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Hydra	30	FS+	W/G:6	10	5/3	3	4+	5+	4+	MTG, LRC (Link)	MGL (T), MRF (T), HIM (T), MCW	Sub, ECM, Sensor Boom (Aux)	Strider	2"





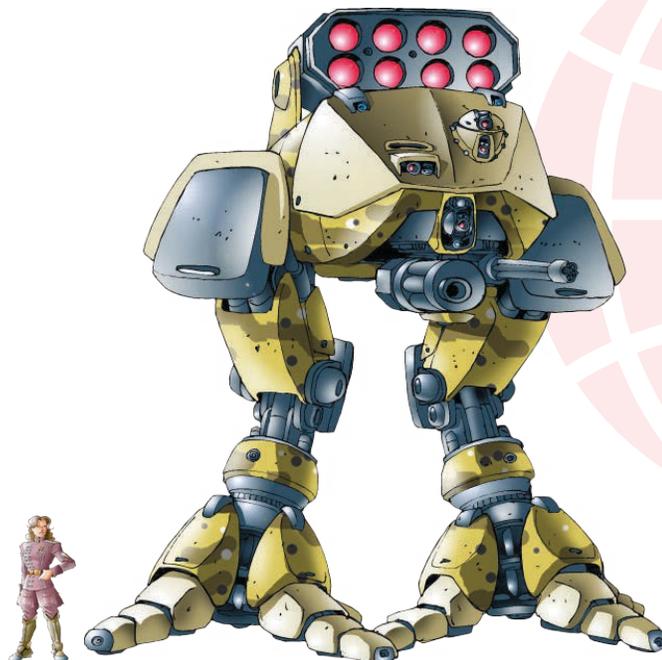
Sagittarius

Manufacturer: Allied Defense Works
 Unit Type: Fire Support Strider
 Height: 8.9 meters / 29.2 ft
 Weight: 24,790 kg / 54,653 lb

The Sagittarius is a heavily armored weapons platform that is capable of laying down impressive firepower. The Sagittarius comes in a variety of loadouts including anti-personnel, anti-armor, anti-gear, and artillery. Some variants eschew rocket or missile weapons altogether and instead operate as advanced weapon platforms.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Sagittarius	28	FS+	W:6	11	5/3	3	4+	5+	4+	LRC, HMG	HABM, MCW	Sub, ECM	Strider	3"
Venomous Sagittarius	33	FS	W:6	11	5/3	3	4+	5+	4+	LRC, HMG	3 x HARs, MCW	Sub, ECM	Strider	3"
Barbed Sagittarius	27	FS	W:6	11	5/3	3	4+	5+	4+	LRC, HMG	HRP (Apex), MCW	Sub, ECM	Strider	3"
Spark Sagittarius	30	FS	W:6	11	5/3	3	4+	5+	4+	LRC, HMG	MPA (Link), MRP (Link), MCW	Sub, ECM	Strider	3"
Force Sagittarius	28	FS	W:6	11	5/3	3	4+	5+	4+	LRC, HMG	MPL (Link), MCW	Sub, ECM	Strider	3"





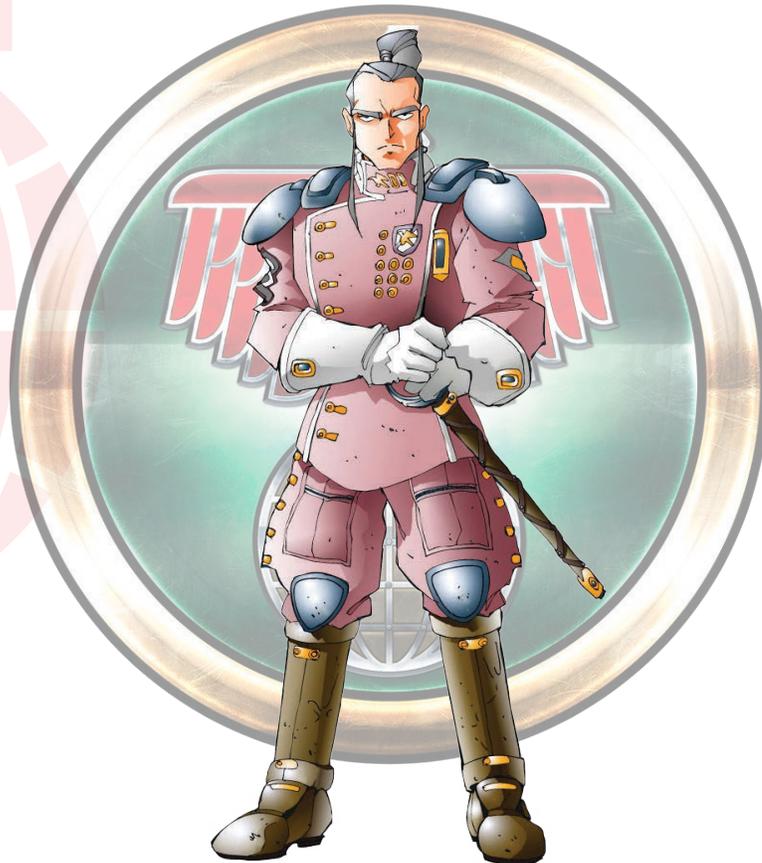
Fire Dragon

Manufacturer: HA Armor Werks
 Unit Type: Fire Support Strider
 Height: 4.8 meters / 15.8 ft
 Weight: 38,900 kg / 85,760 lb

The Dragon represents one of the most successful strider designs on Terra Nova. It is heavily armored and packs a fearsome array of weapons that is more than capable of reducing its targets to scrap. Developed by the Humanist Alliance, the success of the design saw it quickly adopted by all the armies of the AST.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Fire Dragon	28	FS+	W/G:6	11	5/3	3	3+	6+	5+	MFL, LAC (R, Auto), LAC (L, Auto)	HRP (T, Precise), MCW	AMS, Stable, Lumbering	Strider	2"
Water Dragon	29	FS	W/G:6	11	5/3	3	3+	6+	5+	MSC, LAC (R, Auto), LAC (L, Auto)	MFM (T, Link), MCW	Sub, Stable, Lumbering	Strider	2"
Force Dragon	32	FS	W/G:6	11	5/3	3	3+	6+	5+	MPL (T), MPA (T, AA), LAC (R, Auto), LAC (L, Auto)	MCW	Stable, Lumbering	Strider	2"





Hetairoi

Manufacturer: Humanist Alliance
 Unit Type: Hovertank
 Height: 3.4 meters / 11.2 ft
 Weight: 35,170 kg / 77,537 lb

Another Humanist design that was adopted by the AST, the Hetairoi represents the pinnacle of Terra Novan efforts at building their own combat hover vehicles. As a combat platform the Hetairoi offers an unparalleled degree of excellent maneuverability, agility, and firepower.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Hetairoi	24	FS+	H:9	10	4/4	2	4+	4+	5+	LLC (T)	HRC (T), MRP (T)	Airdrop, Jump Jets:2 (Aux)	Vehicle	2"
Hetairoi Spark	25	FS	H:9	10	4/4	2	4+	4+	5+	LLC (T)	MPA (T), MRP (T)	Airdrop, Jump Jets:2 (Aux)	Vehicle	2"
Long Fang Hetairoi	25	FS	H:9	10	4/4	2	4+	4+	5+	LLC (T)	MFG (T), MRP (T)	Airdrop, Jump Jets:2 (Aux)	Vehicle	2"
Force Hetairoi	25	FS	H:9	10	4/4	2	4+	4+	5+	LLC (T)	MPL (T), MRP (T)	Airdrop, Jump Jets:2 (Aux)	Vehicle	2"
Command Hetairoi	26	FS	H:9	10	4/4	2	4+	4+	4+	LLC (T)	HRC (T)	Airdrop, Jump Jets:2 (Aux), Comms, SatUp, ECM, ECCM (Aux)	Vehicle	2"



Hetairoi Spark



Long Fang Hetairoi

Visigoth

Manufacturer: Republican Tank Arsenal
 Unit Type: Main Battle Tank
 Height: 3.4 meters / 11.2 ft
 Weight: 58,300 kg / 128,530 lb

This tank is well liked by all who serve with it and has been part of almost all the major battles fought by the Republic since it entered service in TN 1786. Most of the Visigoth's lower functions are processed by its automated systems, leaving the important decision making to the two man crew.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Visigoth	36	FS	G:4	12	6/2	3	4+	6+	6+	LLC (T, AA), MRP (R), MRP (L)	HTG (T, Precise), HAC (T), HAPGL	Offroad, Smoke, Field Armor	Vehicle	1"
Blitz Visigoth	34	FS	G:4	12	6/2	3	4+	6+	6+	LLC (T, AA), MRP (R), MRP (L)	LTG (T, Precise, Link), MRC (T), HAPGL	Offroad, Smoke, Field Armor	Vehicle	1"
Visigoth Khan	38	FS	G:4	12	6/2	3	4+	6+	5+	LLC (T, AA), MRP (R), MRP (L)	HTG (T, Precise), HAC (T), HAPGL	Offroad, Smoke, Field Armor, ECM, ECCM (Aux), Comms (Aux)	Vehicle	1"



Visigoth Khan



Blitz Visigoth

Artemis

Manufacturer: Republican Tank Arsenal
 Unit Type: Anti-Aircraft Tank
 Height: 2.8 meters / 9.2 ft
 Weight: 54,376 kg / 119,879 lb

The Artemis serves as a rugged field air interdiction platform. Enhanced targeting computers allow the Artemis to lay down accurate fire even while on the move, increasing its survival rate against airstrikes and long range artillery fire. It is also very capable of taking out enemy gears.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Artemis	25	FS	G:4	11	4/4	3	4+	6+	6+	2 x HACs (T, AA, Burst:2)	-	Offroad, Smoke	Vehicle	1"

Titan

Manufacturer: Marshall Avionics
 Unit Type: Attack Chopper
 Height: 3.6 meters / 11.8 ft
 Weight: 17,000 kg / 37,479 lb

Classified as an attack helicopter, the Titan is often used to airlift elite infantry strike teams into position to capture objectives. Once its cargo is safely delivered, the Titan will either provide the ground team with air support or leave for other tasks. A squadron of Titans in the air is usually a signal that a ground offensive is underway.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Titan	20	FS	H:9	8	4/4	2	4+	4+	5+	LRC (AA)	2 x MATMs, 2 x MRPs	Agile, TD, VTOL, Transport: 1 Squad	Vehicle	2"

Hun

Manufacturer: Various
 Unit Type: Light Tank
 Height: 2.6 meters / 8.5 ft
 Weight: 24,500 kg / 54,013 lb

The main light tank employed by the South, the Hun is a dependable and effective design. Chosen in part due to its versatility, the Hun has been a part of the AST's arsenal for over a century. Its flexible design allows it to be adapted to a variety of roles ranging from a frontline fighting unit to a heavy APC.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Hun	14	SK+, FS	G:6	8	5/3	1	4+	5+	6+	LLC (T, AA, Auto)	HRF (T), MAPGL, MAR (T)	Amphib, Offroad, Smoke	Vehicle	1"
Recon Hun*	15	RC, FS	G:6	8	5/3	1	4+	5+	4+	LLC (T, AA, Auto)	HRF (T)	Amphib, Offroad, Smoke, Comms, ECCM, Transport: 3 Drones**	Vehicle	1"
Ballista Hun	14	SK, FS	G:6	8	5/3	1	4+	5+	6+	-	MAM (T)	Amphib, Offroad, Smoke	Vehicle	1"
Ostrogoth	13	SK, FS	G:6	8	5/3	1	4+	5+	6+	-	MAG (T)	Amphib, Offroad, Smoke	Vehicle	1"
Hittite	9	GP, SK, FS	G:6	8	5/3	1	4+	5+	6+	HMG (L, Link, Auto), HMG (R, Link, Auto)	HFL (T, Apex)	Amphib, Offroad, Smoke Transport: 2 Squads	Vehicle	1"

*The cost of the Recon Hun includes any three universal drones. These drones must be placed in the same combat group as the Recon Hun.

**The three drones that come with the Recon Hun do not count towards a force's normal drone limitation noted under the universal drone profiles.



Ballista Hun



Ostrogoth



Recon Hun



Hittite

Caiman

Manufacturer: Brok Enterprises
 Unit Type: APC
 Height: 2.7 meters / 8.9 ft
 Weight: 14,210 kg / 31,328 lb

The Caiman is a sturdy, tracked vehicle equipped with good overall armor protection and is cheap enough to be fielded in large numbers. The fact that it's amphibious is a plus as the South has many wetlands. The Caiman has built a solid reputation for itself and has been used in every Southern conflict since its introduction in TN1829.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Caiman	6	GP+, SK, FS	G:7	6	4/2	1	5+	4+	6+	MAC (T), LMG (T)	-	Amphib, Transport: 1 Squad	Vehicle	1"
Crocodile	7	GP, SK, FS	G:7	6	4/2	1	5+	4+	6+	-	HRP (T)	Amphib, Transport: 1 Squad	Vehicle	1"
Medical Caiman	5	GP, SK, FS	G:7	6	4/2	1	5+	4+	6+	-	-	Amphib, Medic, Transport: 1 Squad	Vehicle	1"
Command Upgrade*	+2	-	-	-	-	-	-	-	5+	-	-	+Comms, +SatUp, +ECM, +ECCM (Aux)	-	-

*The Command Upgrade cannot be applied to the Medical Caiman.

Lizard Rider

Manufacturer: N/A
 Unit Type: Mounted Beast
 Height: 3.6 meters / 11.8 ft
 Weight: 800 kg / 1,764 lb

Lizard Riders are an interesting group of people. Their lizards are very large and rather aggressive. They can easily chomp an arm off of a human. But, these riders are very capable and know not to try to scratch their chin like you would with a common house cat.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Lizard Rider	4	GP+, RC	1:7	3	2/1	1	4+	4+	6+	MIW, LIGL, HICW	-	Agile	Cavalry	1"
Lizard Rider Anti-Tank	4	GP, RC	1:7	3	2/1	1	4+	4+	6+	LIW, HICW	LAVM	Agile	Cavalry	1"
Lizard Rider Observer	3	GP, RC	1:7	3	2/1	1	4+	4+	5+	MIW, HICW	-	Agile, Comms	Cavalry	1"
Team Upgrade*	+1	-	-	-	3/3	-	-	-	-	-	-	-	-	-

*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.

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BLITZ!

The Product

“Do you have any idea what it takes to equip you lot?” Captain Neidler rounded on the three gear pilots standing in his office. The silence punctuating his question, only interrupted by the jet engines of a Dragonfly Hopper as it flew past his high-rise office window, “To train you? To pay you so you can then go waste it on those little springers that scurry around your carpets? Damned gear jockeys!...”

Neidler sank back into his high-backed chair, running a hand over his dark, bald pate. He let out an irritated sigh, pressing his fingers on his desk as the pilots stood, still cradling their helmets.

“A local Marshall and his posse was too much, eh? Reparations will have to be made to that settlement... payments for damages to their oasis tower. You’ve undone cycles of work getting that community to play ball, to enter the Paxton fold. Now look at them! They’re out for Paxton blood!”

One of the pilots started to speak, a shorter female whose nametag read...well, it didn’t matter what it read. She had failed. Her team had failed. That’s what mattered. He cut her off with a wave.

“What do you expect to happen when you go up against the vat-freaks? Port Arthur is gunning for us. The Earthers are coming. Are you ready for that?” He paused, a sneer crossing his dark complexion, “Get out!” There was a pause, the pilots sharing uncertain glances. But one of Neidler’s famous glares later and they quickly shuffled off, the door closing ominously behind them.

“Very creative,” Margery, Neidler’s executive, droned from the corner from her perch, watching.

“You liked that, did you? Maybe it’ll light a fire in their brain housing units.” Neidler leaned back in his chair, tapping at his suite’s trideo comms as if it were a loving pet, “We’re about to roll out a new generation of telecommunication devices. The PR Helios 180 line will sell gangbusters, and I can’t get our own corporate forces to-“

“Relax, Jonah,” Margery looked up beneath her dyed bangs, “Our operation is still going as planned. No need to grind into them so hard.”

“Your operation,” Neidler corrected, “cost us too much, in money and influence, for such a backwater little tower. What’s your angle, anyways? Our product rolls out in two seasons.”

“Militarily, a failure. But think of the buyers, Neidler. We’ll go in, do some repairs and even offer a free upgrade to their comms systems as goodwill. Then our advertisement department will gain full access to them. Within a season they’ll be scrambling to upgrade everything. Especially after all their non-Paxton devices start failing. Sat dishes, data-pads and even trideos will all need to be furnished. Who will they buy from? Riley? Neil?” She scoffed, “Long term gains, Jonah. They will have to buy from us more and more just to keep up. We can use this loss for our own gains just the same.”

When he didn’t reply, she took on that wolfish grin he was so accustomed to and continued, “They’ll be dependent on our products in two cycles. If they even consider attacking us again, we can just... shut off their comms. Then where will they be?”

“...Hmmm,” He paused, steepling his fingers over his desk, “Yes, of course. Then why my part in all this? You could have just offered the service to them anyways. Besides, if this gets out...” Neidler gave her a glance. Now that she caught his eye, she leaned forward, like a spider on her perch, legs still crossed.

“Because that’s not what I hired you for. I hired you to be the bombast. Good cop bad cop. Capiche?” Recognition lit on Neidler’s face at her words, “Patience, Jonah. This will play out. Especially when Earth knocks on their doorstep. It’s coming, and soon.” She paused, standing and moving to look out the high-rise window at the skyline around them.

“Earth has their super-soldiers. That’s their twisted little ‘elevation’ of humanity. We, Jonah...” She idly toyed with the small device in her pocket, recording their conversation, “We have our products.”

History and Background

Peace River is the home of Paxton Arms, a global conglomerate that produces literally anything one can think of, be it food, clothes, weapons, tanks, aircraft, or toothbrushes. The company started when an enterprising businessman bought a rundown oasis tower and transformed it into a mining powerhouse which quickly found itself diversifying its portfolio. Opening into the weapons market, Paxton quickly became the leading independent arms manufacturer on Terra Nova, selling to both polar leagues and rigidly enforcing its neutrality. Now, Paxton Arms sells a wide array of everyday products alongside weapons and mining operations, transforming the once small oasis tower into a fully-fledged city-state.

With Peace River's success, came the never-ending battle to maintain it. Rovers, polar military units, and local unrest threatened the settlements, cities and townships that served Paxton as resource hubs and housing. These threats to the company prompted Paxton to build a growing military force to maintain the peace and establish the Peace River Protectorate, defended and enforced by the Peace Officer Corps (POC). Paxton remained rigidly neutral through almost every major conflict to ensure its corporate interests, and market itself as the "spirit of independence". Paxton repeatedly sees its profits skyrocket in the postwar reconstruction eras and rearmament phases across Terra Nova.

The War of the Alliance strained relations with the polar blocs as Peace River overtly refused to join the fight. Other leagues viewed the corporate city-state as a traitor to Terra Nova while Paxton was merely biding its time. Its leaders had quickly concluded that being dominated by Earth's Colonial Expeditionary Force (CEF) would unacceptably hurt their business and image while threatening their sovereignty. Lacking a large enough force, Peace River expanded its own production of weapons and military equipment to create the Peace River Army. The ranks of this army were initially bolstered from large groups of Badland volunteers. As the conflict reached its bloodiest heights, this motley force of Badlanders and Riverans entered the war, opening a third front against the already strained Earth forces. The sudden arrival of this force from an unexpected quarter was enough to tip the scales in Terra Nova's favor. The CEF was pushed off world and a defiant Terra Nova stood, united.

After the war, the Peace River Army officially became what is now the Peace River Defense Force (PRDF), and Peace River took a more assertive role in defending its interests with this larger and more comprehensive military force. Establishing itself as a bastion of Badlander independence and spirit, the city-state basked in the postwar cycles, profiting from arms sales as well as reconstruction contracts. Their territories multiplied as Badland settlements united under their banner, and refugees flocked to them in hopes of a better future. This was challenged by NuCoal, whose competing culture and economic interests ushered in a cold war between the two desert Badland powers.

The outbreak of the Interpolar War initially boosted sales and profits. But growing concerns of a second CEF invasion prompted Peace River to begin mediation attempts to end the fighting in TN 1939. However, tragedy struck first. Earth agents detonated an antimatter bomb in Peace River City, destroying its above-ground structures and killing an uncountable number of people. As evidence of Earth's involvement was brought to light, this had the unintended consequence of ending the war.

The loss of Peace River City was a massive hit for all Terra Novans. However, for the citizens of Peace River the loss struck to their core. The people of Peace River owe Earth a blood debt which they are eager to repay in full. Fortunately for Paxton, most of its important manufacturing facilities were protected underground or spread amongst inconspicuous Badland installations in places like the Karaq Wastes. While this allowed for a rapid reconstruction phase, it did not come without new struggles. Despite these struggles, it was not long after this that the Black Talon program was officially started.



Peace River's Military Branches

Peace River maintains several military branches to ensure the safety and sovereignty of the Peace River Protectorate. After the bombing, their different branches began integrating with each other more fluidly. Many of their responsibilities were expanded and significant crossover was established. The Paxton Private Securities (PPS), which is an evolution of Paxton Corporate Security, is even regularly contracted by the POC for additional firepower when the PRDF is already tasked out. In the end, for Paxton, the cost of operations is similar whether they deploy the PRDF, POC or PPS. Inter-agency cooperation amongst Peace River's military branches is more common than anywhere else on Terra Nova.

Peace River Defense Force



The PRDF is the front-line military of Peace River. It is armed and equipped directly from Paxton's production lines, ensuring access to top quality equipment. They also spare no expense in recruiting the best soldiers it can find. Originally the PRDF was a hastily cobbled together force of local militias, rover bands and even child soldiers. They gained notoriety during the War of the Alliance, when this motley force's sudden arrival in the conflict caught the CEF off guard. The PRDF was a major contributor to breaking the first invasion. In the decades since it has been molded into a professional army which serves as Peace River's impenetrable shield. Notable elements of the PRDF include Combined Task Forces (CTF), which are regiments that specialize in expeditionary operations. Their Home Guard Security Forces (HGSF) are also known as the best security forces on the planet and play a key role in protecting Paxton installations, including important R&D facilities and manufacturing centers.

Peace Officer Corps



Protectorate security and law enforcement is accomplished by the POC. They serve as law enforcement for the entire Protectorate, which includes thousands of kilometers of untamed desert. Small and not as heavily equipped as the PRDF, the POC is authorized to deputize Paxton workers, local militias, and is even allowed to hire mercenaries to supplement its forces for operations. Since they rarely take to the field for conventional battles, there are some who simply view the POC as corporate rent-a-cops. This notion is quickly dismissed when the offending parties are surrounded by heavily armed POC officers.

To many Badlanders, the POC is the only thing standing between them and the desperate who would otherwise move in. They represent protection and justice in the harsh desert world. Not all Badlanders carry this same opinion. A growing minority view them with contempt as they represent the Paxton Corporation moving in to usurp their independence. If it weren't for the threat of polar aggression, the POC would possibly have a much tougher time convincing the more free-spirited Badland communities that they need the protective embrace of Peace River's long arm of the law.



Red Bull Mk2 Sarisa Variant



Coyote in tank mode

Paxton Private Securities



Paxton reserves forces that are guns-for-hire, available to any and all who can afford their services. Combined with Peace River's official Private Contracting and Licensing Department (PCLD), this represents Paxton's multi-faceted attempt to corner the mercenary market on Terra Nova. Even the polar leagues are welcome to hire the Paxton Private Securities (PPS), as long as it stays within Paxton's and the Protectorate's interests.

This aggressive attempt to monopolize the mercenary market has not gone unchallenged. Mercenary licensing companies throughout Terra Nova see Paxton's PPS and the PCLD as an affront to their already established zones of influence. Of particular note, the Mercenary Guild in Mekong, headquartered in Hsi Tsang, sees the PCLD as an eminent threat to their organization. It is rumored that the Mercenary Guild and the PCLD are both responsible for clandestine attacks on each others' facilities and personnel. Unfortunately for the Mercenary Guild, many southern leagues find the PPS to be a very useful tool and welcome the competition, as it ultimately drives contracting costs down.



Jackal



Warrior

Professional Firebrands

It is not much of a secret that a low amount of conflict within the Badlands is a good thing for Paxton's bottom line. However too much conflict incites a certain instability that does not benefit anyone. To this end, Peace River has become the masters at projecting local Badlanders as a military force to stay wary of. The ultimate goal of all of this is to keep polar aggression out and provide security against rovers and would-be conquerors moving into the areas protected by Peace River. There are some rumors that Paxton sells arms to some of these rovers in order to maintain them as a constant threat, which theoretically keeps the communities looking to Peace River for protection and even leadership.

Paxton and Peace River provide a multitude of services from PRDF and POC patrols, to hiring their PPS, buying more weapons for protection, and even consulting services for Badland city defense plans. With their influence across broad spectrums of life in the Protectorate, and even regions outside of the Protectorate, Peace River is in a unique position to influence the local market and communities everywhere.

Polar intelligence is convinced that the communities in and even outside of the Protectorate make up a fourth branch of the Peace River military organization, past the PRDF, POC and PPS. Peace River denies that their Protectorate Sponsored Badlands Militias (PBSM) are anything different what the North and the South do with their collocated Badlands communities. However, no one has forgotten that it was a Peace River Badlands force that turned the tide of the first CEF invasion.

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Paxton Advertisement

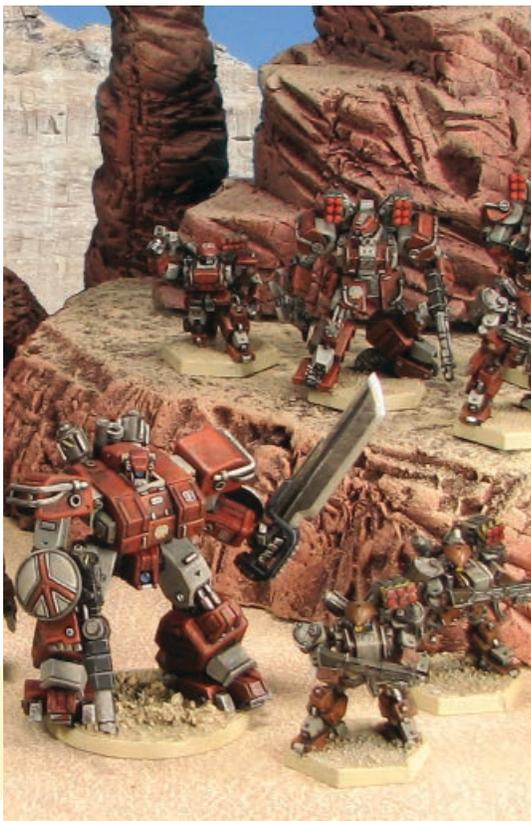
Weapons of War

Unlike many other powers on Terra Nova, Peace River does not use as much of a combined arms doctrine. Seeing the gear as the ideal weapon in the Badlands, Peace River units are almost entirely composed of them. Peace River maintains no tanks, instead opting for striders and infantry support vehicles. Peace River is responsible for the tank-strider and the gear-strider concepts, which in practice, are a class of superheavy gears.

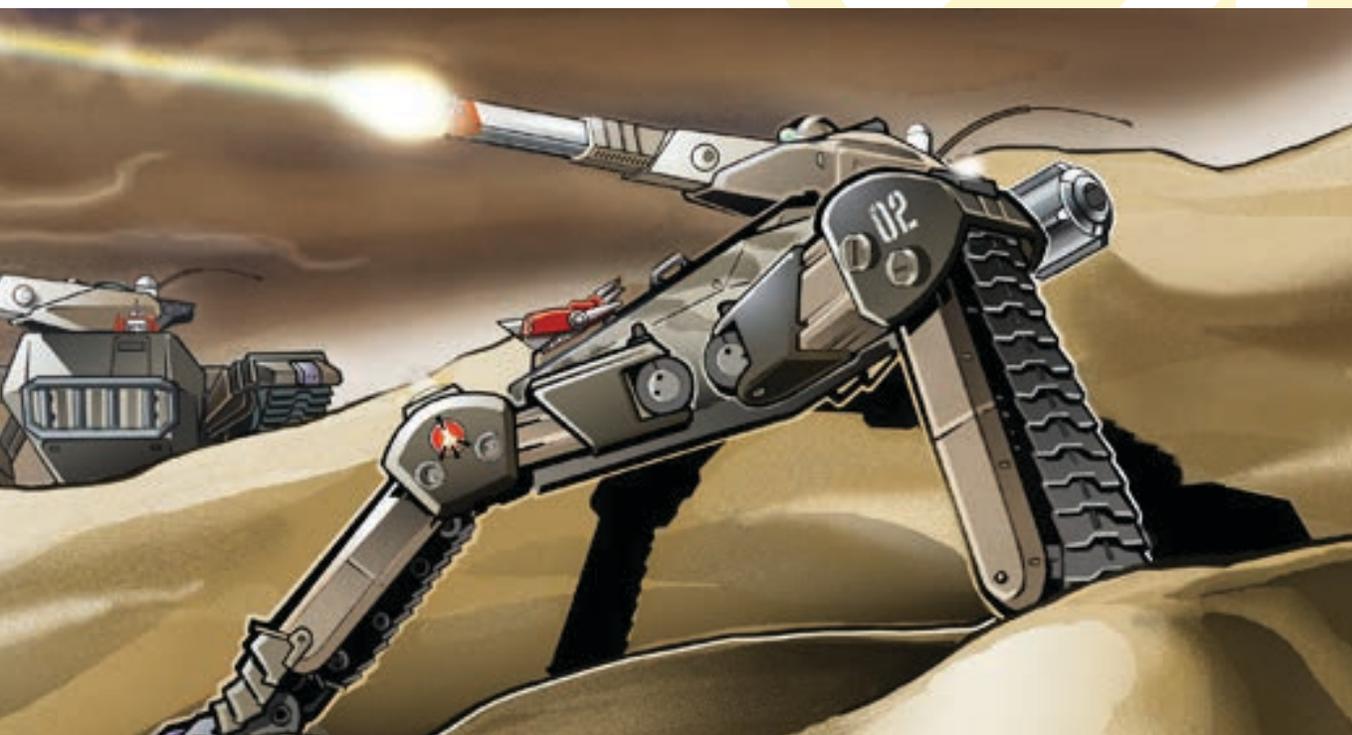
Peace River gears have a few naming conventions. Some are named after ancient warriors, such as the Crusader and the Gladiator. Others are named after canines, such as the Pit Bull and the Greyhound. They use all of equipment that is exclusive to their own production facilities, granting them access to tech and hardware at a fraction of the cost.

Paxton's striders are a mix between tank-striders, such as the Coyote, and gear-striders such as the Cataphract. The Cataphract was initially classified as a gear by Paxton, albeit just a very large one. Such designs were previously deemed unfeasible by the polar powers since their massive size would put too much stress on the legs and actuators due to the square cube law. Paxton R&D however made several breakthroughs in carbon reinforced materials which allowed the massive machine to be created. The Cataphract would later become known as the very first "gear-strider", a term originally coined by polar intelligence services after first seeing it.

After Paxton's initial breakthroughs were made that resulted in the Cataphract, they essentially led Terra Nova in the production of striders ever since. Paxton intends to stay at the forefront of strider development and continuously pumps more and more resources into strider research. Paxton's manufacturing, maintenance and care for their striders is also more comprehensive than any other company on the planet. And they benefit from advancements made in weaponry such as lasers and railguns, which combined with their striders, gives them devastating efficiency in destruction. This is also a key reason Peace River does not use tanks. Their striders are quite capable of doing anything a tank can do, and more.



Paxton's ONNets also specifically go through longer and more rigorous training regimes. This in turn produces some of the best new ONNets on the market. The highest quality out of the recently manufactured ONNets are usually reserved for the CTFs. However, overall better manufacturing and care of ONNets across all of Peace River has resulted in some very individually evolved ONNets. This is one of the defining features of Paxton and one of the reasons why many can't help but continue to exclusively purchase from them. To many, having a factory new Paxton gear is better than any other gear. Their ONNets do in fact seem to adapt to new gear pilots faster and simply have less bugs.





Peace River Army Box

Peace River Sub-Lists

All the models in the Peace River Model List can be used in any of the sub-lists below. There are also models in the Universal Model List that may be selected as well.

All Peace River **forces** have the following rule:

- ▷ **E-pex:** One Peace River model within each combat group may increase its EW skill by one for 1 TV each.
- ▷ **Warrior Elite:** Any Warrior IV may be upgraded to a Warrior Elite for 1 TV each. This upgrade gives the Warrior IV a H/S of 4/2, an EW skill of 4+, and the Agile trait.
- ▷ **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.
- ▷ **Laser Tech:** Veteran universal infantry and veteran Spitz Monowheels may upgrade their IW, IR or IS for 1 TV each. These weapons receive the Advanced trait.
- ▷ **Architects:** The duelist for this force may use a Peace River strider.

PRDF - Peace River Defense Force

To be a soldier in the PRDF is to know a deep and abiding hatred of Earth. CEF agents were responsible for the destruction of Peace River City and countless lives. When this information came to light, a sleeping beast awoke. PRDF recruitment has never been better. With the full might of the manufacturing giant of Paxton Arms behind them, the PRDF is a powerful force to face on the battlefield.

- ▷ **Ol' Trusty:** Warriors, Jackals and Spartans may increase their GU skill by one for 1 TV each. This does not include Warrior IVs.
- ▷ **Thunder from the Sky:** Airstrike counters may increase their GU skill to 3+ instead of 4+ for 1 TV each.
- ▷ **High Tech:** Models with weapons that have the Advanced or Guided traits have unlimited availability for all primary units.
- ▷ **The Best Men and Women for the Job:** One model in each combat group may be selected from the Black Talon model list.
- ▷ **Elite Elements:** One SK unit may change their role to SO.
- ▷ **Ghost Strike:** Models in one combat group using special operations deployment may start the game with hidden tokens if all the models within the combat group are placed in cover relative to at least one enemy model.



POC - Peace Officer Corps

The POC maintains order and security across the vast Peace River Protectorate. Many a citizen, Riverans and Badlanders alike, view answering calls to assist the POC with honor. Stories of being deputized by a POC officer are usually told with pride. In the Badlands, the POC represents freedom from chaos and horror. POC officers are often treated with great respect and dignity. Their meals, lodging fees and many other things are frequently, on the house.

- ▷ **Special Issue:** Greyhounds may be placed in GP, SK, FS, RC or SO units.
- ▷ **ECM Specialist:** One gear or strider per combat group may improve its ECM to ECM+ for 1 TV each.
- ▷ **Ol' Trusty:** Pit Bulls and Mustangs may increase their GU skill by one for 1 TV each.
- ▷ **Peace Officers:** Gears from one combat group may swap their rocket packs for the Shield trait. If a gear does not have a rocket pack, then it may instead gain the Shield trait for 1 TV.
- ▷ **G-SWAT Sniper:** One gear with a rifle, per combat group, may purchase the Improved Gunnery upgrade for 1 TV each, without being a veteran.
- ▷ **Mercenary Contract:** One combat group may be made with models from North, South, Peace River, and NuCoal (may include a mix from all four factions) that have an armor of 8 or lower.



PPS - Paxton Private Securities

The Paxton Private Securities LLC offers private contractors at a good rate. After all, if you can't afford your own army made with the best of Paxton's offerings, maybe you can rent their forces at competitive rates instead. While held in reserve for the highest bidder, discounts are available during times of peace to ensure they stay well practiced.

- ▷ **Ex-PRDF:** Choose any one upgrade option from the PRDF.
- ▷ **Ex-POC:** Choose any one upgrade option from the POC.
- ▷ **Badland's Soup:** One combat group may purchase the following veteran upgrades for their models without being veterans; Improved Gunnery, Dual Guns, Brawler, Veteran Melee upgrade, or ECCM.
- ▷ **Sub-Contractors:** One combat group may be made with models from North, South, Peace River, and NuCoal (may include a mix from all four factions) that have an armor of 8 or lower.



Warrior

Manufacturer: Paxton
 Unit Type: Trooper Gear
 Height: 4.3 meters / 14.1 ft
 Weight: 6,642 kg / 14,643 lb

The Warrior is Peace River's main trooper gear. It is deployed throughout the Badlands and is often used to deal with rover threats. Though similar to the Hunter or Jager in many ways, the Warrior includes a standard ECM suite sufficient to disrupt rover communications as a prelude to an assault.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Warrior	6	GP+, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	LAC, LVB	LRP, LAPGL	Hands	Gear	1.5"
Vanguard Warrior	7	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	MAC, LVB	LRP, LAPGL	Hands	Gear	1.5"
Sweeper Warrior	6	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	MFC, LVB	LRP, LHG, LAPGL	Hands	Gear	1.5"
Lookout Warrior	7	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	MRF, LVB	LRP, LAPGL	Hands	Gear	1.5"
Scourge Warrior	6	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	LBZ (AP:1, Burst:1), LVB	LRP, LAPGL	Hands	Gear	1.5"
Kestros Warrior	7	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	LGL, LVB	LRP, LAPGL	Hands	Gear	1.5"
Incendiary Warrior	6	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	MFL, LVB	LRP, LAPGL	Hands	Gear	1.5"
Pilum Warrior	8	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	LAC, LVB	LATM (LA:2), LAPGL	Hands	Gear	1.5"
Crossfire Warrior	8	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	6+	LLC, LVB	LAPGL	Hands	Gear	1.5"
Spectre Upgrade	+1	-	-	-	-	-	-	-	4+	-	-	+ECM	-	-
Chieftain Upgrade	+1	-	-	-	-	-	-	-	4+	-	-	+Comms	-	-



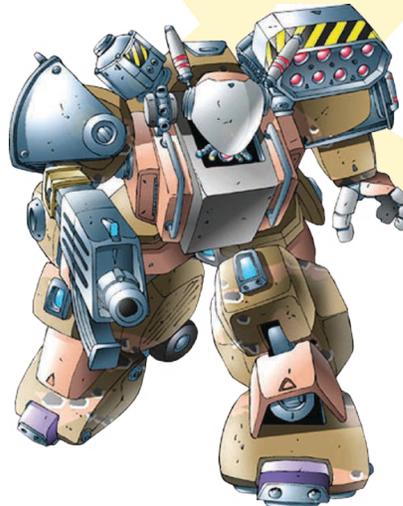
Warrior IV

Manufacturer: Paxton
 Unit Type: Assault Gear
 Height: 4.4 meters / 14.4 ft
 Weight: 6,761 kg / 14,906 lb

The Warrior IV has seen wide scale deployment throughout the Badlands. Tasked primarily with defending the Alpha Maglev line, they have mounted an effective campaign against CEF saboteurs. The heavier rocket payload makes it a decent deterrent against the invaders armor columns even in its standard configuration.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Warrior IV	10	SK+, FS	W/G:7	7	3/3	1	3+	3+	5+	LAC, LVB	MRP, MHG, LAPGL	Hands, Airdrop	Gear	1.5"
Vanguard Warrior IV	10	SK, FS	W/G:7	7	3/3	1	3+	3+	5+	MAC, LVB	MRP, LAPGL	Hands, Airdrop	Gear	1.5"
Sweeper Warrior IV	10	SK, FS	W/G:7	7	3/3	1	3+	3+	5+	MFC, LVB	MRP, LHG, LAPGL	Hands, Airdrop	Gear	1.5"
Scourge Warrior IV	10	SK, FS	W/G:7	7	3/3	1	3+	3+	5+	LBZ (AP:1, Burst:1), LVB	MRP, LAPGL	Hands, Airdrop	Gear	1.5"
Shamshir Warrior IV	10	SK, FS	W/G:7	7	3/3	1	3+	3+	5+	MBZ, LVB	MRP, LAPGL	Hands, Airdrop	Gear	1.5"
Pilum Warrior IV	11	SK, FS	W/G:7	7	3/3	1	3+	3+	5+	LAC, LVB	LATM (LA:2), LAPGL	Hands, Airdrop	Gear	1.5"
Fusillade Warrior IV	12	SK, FS	W/G:7	7	3/3	1	3+	3+	5+	MRL, LVB	MRP, LAPGL	Hands, Airdrop	Gear	1.5"
Crossfire Warrior IV	11	SK, FS	W/G:7	7	3/3	1	3+	3+	5+	LLC, LVB	MRP, LAPGL	Hands, Airdrop	Gear	1.5"
Jetpack Upgrade	+1	-	-	-	-	-	-	-	-	-	-	+Jetpack:6	-	-
Special Forces Upgrade	+1	+SO	-	-	-	-	-	-	4+	-	-	+Stealth (Aux)	-	-
Spectre Upgrade	+1	-	-	-	-	-	-	-	4+	-	-	+ECM, +Sensors:24 (Aux)	-	-
Chieftain Upgrade	+1	-	-	-	-	-	-	-	4+	-	-	+Comms, +SatUp	-	-



Jackal

Manufacturer: Paxton
 Unit Type: Trooper Gear
 Height: 4.2 meters / 13.8 ft
 Weight: 5,930 kg / 13,073 lb

The Jackal has a few features not found on the Warrior. It has a larger melee weapon available and a variant with a sleek new Medium Rotary Laser (MRL). But most importantly, it's a reliable and cheap. The Jackal has proved to be an economic boon, allowing Paxton a significant source of income during the reconstruction period.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Jackal	7	GP+ SK, FS	W/G:7	6	3/3	1	4+	4+	6+	LAC, LVB	LRP, LMG	Hands, Airdrop, Brawl:1	Gear	1.5"
Vanguard Jackal	8	GP, SK, FS	W/G:7	6	3/3	1	4+	4+	6+	MAC, LVB	LRP, LMG	Hands, Airdrop, Brawl:1	Gear	1.5"
Kestros Jackal	8	GP, SK, FS	W/G:7	6	3/3	1	4+	4+	6+	LAC/LGL, LVB	LMG	Hands, Airdrop, Brawl:1	Gear	1.5"
Fusillade Jackal	10	GP, SK, FS	W/G:7	6	3/3	1	4+	4+	6+	MRL, LVB	LMG	Hands, Airdrop, Brawl:1	Gear	1.5"
Melee Specialist Upgrade	+1	-	-	-	-	-	-	-	-	-LVB, +MVB	-	-Brawl:1, +Brawl:2	-	-

Gladiator

Manufacturer: Paxton
 Unit Type: Close Assault Gear
 Height: 4.5 meters / 14.8 ft
 Weight: 6,853 kg / 15,108 lb

The Gladiator was originally an expansion on the Warrior chassis. Over the design process though, the Gladiator developed into an extremely high end gear. The Gladiator has excelled in operations against rovers. The gear is devastating at close ranges and able to cleave its way through targets with its vibro-axe.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Gladiator	10	SK+, FS	W/G:7	6	3/3	1	4+	3+	6+	MAC (Link), LSG	LAPGL	Hands, Agile, Brawl:1	Gear	1.5"
Scourge Gladiator	8	SK, FS	W/G:7	6	3/3	1	4+	3+	6+	LBZ (AP:1, Burst:1), LSG	LAPGL	Hands, Agile, Brawl:1	Gear	1.5"
Shamshir Gladiator	9	SK, FS	W/G:7	6	3/3	1	4+	3+	6+	MBZ, LSG	LAPGL	Hands, Agile, Brawl:1	Gear	1.5"
Vanguard Gladiator	10	SK, FS	W/G:7	6	3/3	1	4+	3+	6+	HAC, LSG	LAPGL	Hands, Agile, Brawl:1	Gear	1.5"
Melee Specialist Upgrade	+1	-	-	-	-	-	-	-	-	+MVB	-	-Brawl:1, +Brawl:2	-	-
Shield Upgrade	+1	-	-	-	-	-	-	-	-	-	-	+Shield	-	-

Pit Bull

Manufacturer: Paxton
 Unit Type: Assault Gear
 Height: 4.3 meters / 14.1 ft
 Weight: 5,908 kg / 13,025 lb

Much like the Warrior on which it is based, the Pit Bull has undergone many revisions. It was first produced in the TN 1870s as a police gear for the Peace Officer Corps (POC). It has sold much better than the Warrior thanks to its low cost, distinctive role, appearance, and great service record.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Pit Bull	6	GP+, SK, RC	W/G:7	5	3/3	1	4+	3+	6+	LAC, LVB	LMG, LAPGL (Link)	Hands, Agile	Gear	1.5"
Scourge Pit Bull	6	GP, SK, RC	W/G:7	5	3/3	1	4+	3+	6+	LBZ (AP:1, Burst:1), LVB	LMG, LAPGL (Link)	Hands, Agile	Gear	1.5"
Sweeper Pit Bull	6	GP+, SK, RC	W/G:7	5	3/3	1	4+	3+	6+	MFC, LVB	LMG, LHG, LAPGL (Link)	Hands, Agile	Gear	1.5"
Spectre Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+ECM, +Sensors:24 (Aux)	-	-

Harrier

Manufacturer: Paxton
 Unit Type: Recon Gear
 Height: 4.1 meters / 13.5 ft
 Weight: 4,800 kg / 10,582 lb

The Harrier is the offspring of a Cheetah and Chasseur. Engineers at Paxton were so impressed by the NuCoal gear that they immediately lobbied for the opportunity to develop something similar. The Harrier is the preferred gear for recon specialists who need to be able to extract themselves from any situation quickly.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Harrier	11	RC, FS	W/H:10	5	3/3	1	4+	3+	4+	MRF, LP, LVB	LRP	Hands, Agile, Airdrop, Comms, ECM, ECCM (Aux), Sensors:36 (Aux), TD (Aux)	Gear	1.5"
Assassin Harrier	12	RC, FS	W/H:10	5	3/3	1	4+	3+	4+	HRF, LP, LVB	LRP	Hands, Agile, Airdrop, Comms, ECM, ECCM (Aux), Sensors:36 (Aux), TD (Aux)	Gear	1.5"
Crossfire Harrier	12	RC, FS	W/H:10	5	3/3	1	4+	3+	4+	LLC, LP, LVB	LRP	Hands, Agile, Airdrop, Comms, ECM, ECCM (Aux), Sensors:36 (Aux), TD (Aux)	Gear	1.5"
Enfilade Harrier	12	RC, FS	W/H:10	5	3/3	1	4+	3+	4+	LPA, LP, LVB	LRP	Hands, Agile, Airdrop, Comms, ECM, ECCM (Aux), Sensors:36 (Aux), TD (Aux)	Gear	1.5"
Jetpack Upgrade	+1	-	-	-	-	-	-	-	-	-	-	+Jetpack:6	-	-

Skirmisher

Manufacturer: Paxton
 Unit Type: Recon Gear
 Height: 4.2 meters / 13.8 ft
 Weight: 5,780 kg / 12,743 lb

The Skirmisher is a long range reconnaissance gear and the result of the Protectorate Defense Plan to field exclusively Paxton-made models. It's maximized in as many ways as it can be, with research budgets being the only restriction. This gear offers more customization options that any other recon gear on the market.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Skirmisher	9	RC+, FS	W/G:8	5	3/3	1	4+	3+	4+	LRF, LVB	LRP	Hands, Agile, Airdrop, Comms, ECM+ (Aux), Sensors:36 (Aux)	Gear	1.5"
Vanguard Skirmisher	9	RC, FS	W/G:8	5	3/3	1	4+	3+	4+	LAC, LVB	LRP	Hands, Agile, Airdrop, Comms, ECM+ (Aux), Sensors:36 (Aux)	Gear	1.5"
Sweeper Skirmisher	9	RC, FS	W/G:8	5	3/3	1	4+	3+	4+	MFC, LVB	LHG, LRP	Hands, Agile, Airdrop, Comms, ECM+ (Aux), Sensors:36 (Aux)	Gear	1.5"
Scourge Skirmisher	9	RC, FS	W/G:8	5	3/3	1	4+	3+	4+	LBZ (AP:1, Burst:1), LVB	LRP	Hands, Agile, Airdrop, Comms, ECM+ (Aux), Sensors:36 (Aux)	Gear	1.5"
Assassin Skirmisher	10	RC, FS	W/G:8	5	3/3	1	4+	3+	4+	MRF, LVB	LRP	Hands, Agile, Airdrop, Comms, ECM+ (Aux), Sensors:36 (Aux)	Gear	1.5"
Chieftain Upgrade	+1	-	-	-	-	-	-	-	3+	-	-	+SatUp (Aux), +ECCM (Aux)	-	-
Tag Upgrade	+1	-	-	-	-	-	-	-	3+	-	-	+TD, +ECCM (Aux)	-	-
Special Forces Upgrade	+1	+SO	-	-	-	-	-	-	3+	-	-	+Stealth (Aux)	-	-

Greyhound

Manufacturer: Paxton
 Unit Type: Recon / Command Gear
 Height: 4.1 meters / 13.5 ft
 Weight: 5,525 kg / 12,181 lb

The Greyhound uses advanced computational systems that automate many communication functions for the pilot, allowing them to focus more on the battle and tasks needing to be performed. While the stock Greyhound can be used by anyone, the Chieftain is normally reserved for commanders.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Greyhound	11	GP, RC+, SK	W/G:9	5	3/3	1	4+	3+	4+	MRF, LP, LVB	-	Hands, Agile, Airdrop, Comms, SatUp, ECM+ (Aux), Sensors:36 (Aux)	Gear	1.5"
Chieftain Upgrade	+2	-	-	-	-	-	-	-	3+	-	-	+SP:+1, +ECCM	-	-

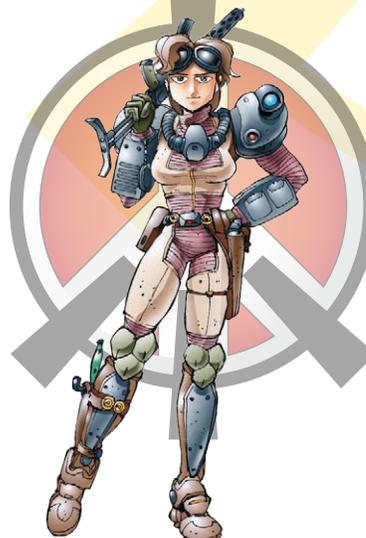
Shinobi

Manufacturer: Paxton
 Unit Type: Stealth Gear
 Height: 4.1 meters / 13.5 ft
 Weight: 5,100 kg / 11,244 lb

The Shinobi is one of the secret results from Project Talon. Aided by captured CEF tech and Paxton's knowledge of covert operations, the Shinobi project breaks typical research budgets in an attempt to make the best stealth gear available. While the design is extremely good, some debate if the price was worth it.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Shinobi	10	SO, SK	W/G:8	5	3/3	1	3+	3+	5+	LAC (Precise, Silent), LVB	LRP	Hands, Agile, Airdrop, Vet, Comms, Stealth (Aux)	Gear	1.5"
Shinobi Vanguard	11	SO, SK	W/G:8	5	3/3	1	3+	3+	5+	MAC (Precise, Silent), LVB	LRP	Hands, Agile, Airdrop, Vet, Comms, Stealth (Aux)	Gear	1.5"
Shinobi Lookout	10	SO, SK	W/G:8	5	3/3	1	3+	3+	5+	LRF (Silent), LVB	LRP	Hands, Agile, Airdrop, Vet, Comms, Stealth (Aux)	Gear	1.5"
Shinobi Sweeper	9	SO, SK	W/G:8	5	3/3	1	3+	3+	5+	MFC, LVB	LRP, LHG	Hands, Agile, Airdrop, Vet, Comms, Stealth (Aux)	Gear	1.5"
Shinobi Scourge	9	SO, SK	W/G:8	5	3/3	1	3+	3+	5+	LBZ (AP:1, Burst:1), LVB	LRP	Hands, Agile, Airdrop, Vet, Comms, Stealth (Aux)	Gear	1.5"
Shinobi Assassin	12	SO, SK	W/G:8	5	3/3	1	3+	3+	5+	HRF (Silent), LVB	LRP	Hands, Agile, Airdrop, Vet, Comms, Stealth (Aux)	Gear	1.5"
Shinobi Crossfire	11	SO, SK	W/G:8	5	3/3	1	3+	3+	5+	LLC, LVB	LRP	Hands, Agile, Airdrop, Vet, Comms, Stealth (Aux)	Gear	1.5"
Shinobi Enfilade	11	SO, SK	W/G:8	5	3/3	1	3+	3+	5+	LPA, LVB	LRP	Hands, Agile, Airdrop, Vet, Comms, Stealth (Aux)	Gear	1.5"
Shinobi Fusillade	12	SO, SK	W/G:8	5	3/3	1	3+	3+	5+	MRL, LVB	LRP	Hands, Agile, Airdrop, Vet, Comms, Stealth (Aux)	Gear	1.5"
Spectre Upgrade	+2	-	-	-	-	-	-	-	3+	-	-	+ECM+, +Sensors:24 (Aux)	-	-
Melee Specialist Upgrade	+1	-	-	-	-	-	-	-	-	+LVB (Precise)	-	+Brawl:2	-	-
Chieftain Upgrade	+1	-	-	-	-	-	-	-	-	-	-	+ECCM, +SatUp	-	-



Mustang

Manufacturer: Paxton
 Unit Type: Fire Support Gear
 Height: 5.1 meters / 16.7 ft
 Weight: 8,910 kg / 19,643 lb

The Mustang is what the POC deploys on rover bases if the rovers decide to mess with Peace River or its protected citizens. Fast and a brute of a gear, the design could not be less subtle if it tried. Its speed is very good for a fire support gear, which means it can respond relatively fast to threats within Peace River territory.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Mustang	10	SK, FS	W/G:7	7	3/3	1	4+	4+	6+	MAC, MVB	MAPR (Link), LFM, LAPGL	Hands, Brawl:2	Gear	2"
Vanguard Mustang	10	SK, FS	W/G:7	7	3/3	1	4+	4+	6+	HAC, MVB	MAPR (Link), LFM, LAPGL	Hands, Brawl:2	Gear	2"
Demolisher Mustang	10	SK, FS	W/G:7	7	3/3	1	4+	4+	6+	MSC, MVB	MAPR (Link), LFM, LAPGL	Hands, Brawl:2	Gear	2"
Shamshir Mustang	10	SK, FS	W/G:7	7	3/3	1	4+	4+	6+	MBZ, MVB	MAPR (Link), LFM, LAPGL	Hands, Brawl:2	Gear	2"

Spartan

Manufacturer: Paxton
 Unit Type: Heavy Trooper Gear
 Height: 4.8 meters / 15.8 ft
 Weight: 7,330 kg / 16,160 lb

Like the Jackal, the Spartan is part of the Paxton Arms "A gear for everyone" initiative. In order to maintain a market presence after 1939, Paxton Arms revealed a range of budget gears which would be more affordable than their existing line of high end military gears. The Spartan fills the role of an affordable heavy trooper.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Spartan	10	SK+, FS	W/G:6	7	4/2	1	4+	4+	5+	HAC, LCW (Brawl:1)	LFC, MMG	Hands, Airdrop	Gear	2"
Incendiary Spartan	9	SK, FS	W/G:6	7	4/2	1	4+	4+	5+	MFL, LCW (Brawl:1)	LFC, LGM, MMG	Hands, Airdrop	Gear	2"
Assassin Spartan	10	SK, FS	W/G:6	7	4/2	1	4+	4+	5+	HRF, LCW (Brawl:1)	LFC, MMG	Hands, Airdrop	Gear	2"
Kestros Spartan	10	SK, FS	W/G:6	7	4/2	1	4+	4+	5+	MGL, LCW (Brawl:1)	LFC, MMG	Hands, Airdrop	Gear	2"
Spectre Upgrade	+1	-	-	-	-	-	-	-	4+	-	-	+ECM, +Sensors:24 (Aux)	-	-

Crusader IV

Manufacturer: Paxton
 Unit Type: Fire Support Gear
 Height: 5.0 meters / 16.4 ft
 Weight: 8,760 kg / 19,313 lb

The Crusader is Paxton's initial response to developing a gear relative the polar forces' Grizzly and Cobra. It does perform much like its competition and even has a few advantages. One disadvantage is the weakness towards particle accelerators, but the Crusader V overcomes this problem.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Crusader IV	13	SK, FS	W/G:6	8	4/2	1	4+	4+	5+	HAC, MVB (Reach:1)	MRP (Link), LFM, LAPGL	Hands, React+, Brawl:1, Vuln:H	Gear	2"
Demolisher Crusader IV	13	SK, FS	W/G:6	8	4/2	1	4+	4+	5+	MSC, MVB (Reach:1)	MRP (Link), LFM, LAPGL	Hands, React+, Brawl:1, Vuln:H	Gear	2"
Scourge Crusader IV	13	SK, FS	W/G:6	8	4/2	1	4+	4+	5+	MBZ, MVB (Reach:1)	MRP (Link), LFM, LAPGL	Hands, React+, Brawl:1, Vuln:H	Gear	2"
Xyston Crusader IV	13	SK, FS	W/G:6	8	4/2	1	4+	4+	5+	LFG, MVB (Reach:1)	MRP (Link), LFM, LAPGL	Hands, React+, Brawl:1, Vuln:H	Gear	2"
Crusader V Upgrade	+1	-	-	-	-	-	-	-	-	-	-MRP (Link), -LFM, +MRP, +MFM	-Vuln:H	-	-

Argos

Manufacturer: Paxton
 Unit Type: Heavy Assault Gear
 Height: 5.8 meters / 18 ft
 Weight: 10,300 kg / 22,708 lb

Despite its massive bulk, the Argos is very easy to operate and carries a fearsome payload of weapons. It's reserved for some of the most experienced pilots. After someone is selected to become an Argos pilot they must then complete a significant training period to include melee tactics and techniques.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Argos	21	SK, FS	W/G:5	9	5/1	2	3+	4+	5+	HRC, MVB (Reach:1)	MAR, MHG, MAPGL	Hands, Brawl:2, Vet, Field Armor, Resist:H	Gear	2"
Demolisher Argos	20	SK, FS	W/G:5	9	5/1	2	3+	4+	5+	MSC (Precise), MVB (Reach:1)	MAPR (Fire:2), MHG, MSE, MAPGL	Hands, Brawl:2, Vet, Field Armor, Resist:H	Gear	2"
Shamshir Argos	22	SK, FS	W/G:5	9	5/1	2	3+	4+	5+	HBZ, MVB (Reach:1)	MATM, MHG, MAPGL	Hands, Brawl:2, Vet, Field Armor, Resist:H	Gear	2"

Cataphract

Manufacturer: Paxton
 Unit Type: Gear-Strider
 Height: 7.3 meters / 24 ft
 Weight: 45,430 kg / 100,156 lb

The original gear-strider, the Cataphract has a glorious history of dealing with CEF hover tanks and polar forces. The Cataphract carries weapons normally seen on tanks, such as rail guns and tank guns and has one of the largest melee swords ever constructed. It has a fearsome reputation amongst Peace River and its enemies.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Cataphract	28	FS	W/G:6	10	5/3	3	4+	5+	5+	MRG, LMG (Link, Auto), HVB (Apex, Reach:2)	MFM, HHG	Hands, ECM, Brawl:2, Shield	Strider	2.5"
Vanguard Cataphract	27	FS	W/G:6	10	5/3	3	4+	5+	5+	HRC, LMG (Link, Auto), HVB (Apex, Reach:2)	MFM, HHG	Hands, ECM, Brawl:2, Shield	Strider	2.5"
Scourge Cataphract	27	FS	W/G:6	10	5/3	3	4+	5+	5+	HBZ, LMG (Link, Auto), HVB (Apex, Reach:2)	MFM, HHG	Hands, ECM, Brawl:2, Shield	Strider	2.5"
Tank Hunter Cataphract	29	FS	W/G:6	10	5/3	3	4+	5+	5+	MTG, LMG (Link, Auto), HVB (Apex, Reach:2)	MFM, HHG	Hands, ECM, Brawl:2, Shield	Strider	2.5"
Sarisa Upgrade	+1	-	-	-	-	-	-	-	-	-	-MFM, +LATM (Precise)	-	-	-
Lord Upgrade	+2	-	-	-	-	-	-	-	4+	-	-	+SP:+1, +Comms, +ECCM	-	-



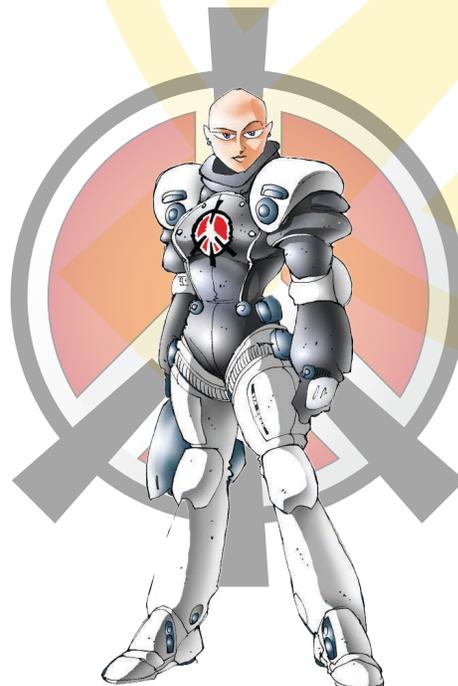


Uhlan

Manufacturer: Paxton
 Unit Type: Gear-Strider
 Height: 7.3 meters / 24 ft
 Weight: 51,220 kg / 112,921 lb

The Uhlan is bristling with weapons and has been called the "walking pill box". A single Uhlan is capable of laying down a withering stream of fire that can tear any gear to pieces. Defensively it couples very heavy armor with an efficient anti-missile system, allowing it to withstand even the fiercest enemy assaults.

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Uhlan	32	FS	W/G:5	11	5/3	3	3+	5+	5+	HAC (Apex, AP:3), MAC (Link), LAPGL (Auto), HSG	HRP (Link), HHG	Hands, AMS, Brawl:1, ECM	Strider	2.5"
Kestros Uhlan	32	FS	W/G:5	11	5/3	3	3+	5+	5+	HGL (Apex), MAC (Link), LAPGL (Auto), HSG	HRP (Link), HHG	Hands, AMS, Brawl:1, ECM	Strider	2.5"
Pariser Uhlan	33	FS	W/G:5	11	5/3	3	3+	5+	5+	HPL (Apex), MAC (Link), LAPGL (Auto), HSG	HRP (Link), HHG	Hands, AMS, Brawl:1, ECM	Strider	2.5"
Tank Hunter Upgrade	+2	-	-	-	-	-	-	-	-	-	-HRP (Link), +MTG (Link)	-	-	-
Lord Upgrade	+2	-	-	-	-	-	-	-	4+	-	-	+SP:+1, +Comms, +ECCM	-	-



Hyena II

Manufacturer: Paxton
 Unit Type: Light Tank-Strider
 Height: 4.6 meters / 15.1 ft
 Weight: 15,400 kg / 33,951 lb

When the original Hyena factory was destroyed in the Peace River City anti-matter bombing, all manufacturing and development data pertaining to the project was also destroyed. The Coyote was then gradually modified over time until it finally filled the Hyena's previous role as a medium tank-strider. When the Hyena was finally recreated, it was redesigned to take the Coyote's previous position as a light tank-strider. The engineers christened her the Hyena II.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Hyena II	20	SK, FS	W/G:7	8	4/4	1	4+	4+	6+	MLC (Link, T), MMG (Advanced, Auto)	MRP (Guided, AP:2), LCW	Stable, React+	Strider	1.5"
Fusillade Hyena II	20	SK, FS	W/G:7	8	4/4	1	4+	4+	6+	MRL (Link, T), MMG (Advanced, Auto)	MRP (Guided, AP:2), LCW	Stable, React+	Strider	1.5"
Spectre Dog Upgrade	+2	-	-	-	-	-	-	-	4+	-	-	+ECM+	-	-

Coyote

Manufacturer: Paxton
 Unit Type: Medium Tank-Strider
 Height: 4.7 meters / 15.4 ft
 Weight: 29,500 kg / 65,036 lb

The Coyote Medium Tank-Strider was built from the ground up after the success of the Red Bull II. The Coyote is a daring exploration of the middle ground between tanks and striders and Paxton spent a generous amount of money on R & D in order to produce it with fingers crossed. To say they succeeded would be an understatement.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Coyote	22	SK, FS	W/G:6	9	4/4	2	4+	5+	5+	MRG (T), MRC (T, AA)	MAPGL, LCW	Airdrop, Stable, ECM, Sensors:24	Strider	1.5"
Vanguard Coyote	21	SK, FS	W/G:6	9	4/4	2	4+	5+	5+	HRC (T), MRC (T, AA)	MAPGL, LCW	Airdrop, Stable, ECM, Sensors:24	Strider	1.5"
Pilum Coyote	23	SK, FS	W/G:6	9	4/4	2	4+	5+	5+	MATM (T), MRC (T, AA)	MAPGL, LCW	Airdrop, Stable, ECM, Sensors:24	Strider	1.5"
Crossfire Coyote	22	SK, FS	W/G:6	9	4/4	2	4+	5+	5+	MLC (T), MRC (T, AA)	MAPGL, LCW	Airdrop, Stable, ECM, Sensors:24	Strider	1.5"
Alpha Dog Upgrade	+3	-	-	-	-	-	-	-	4+	-	-	+SP:+1, +ECCM, +Comms, +SatUp	-	-

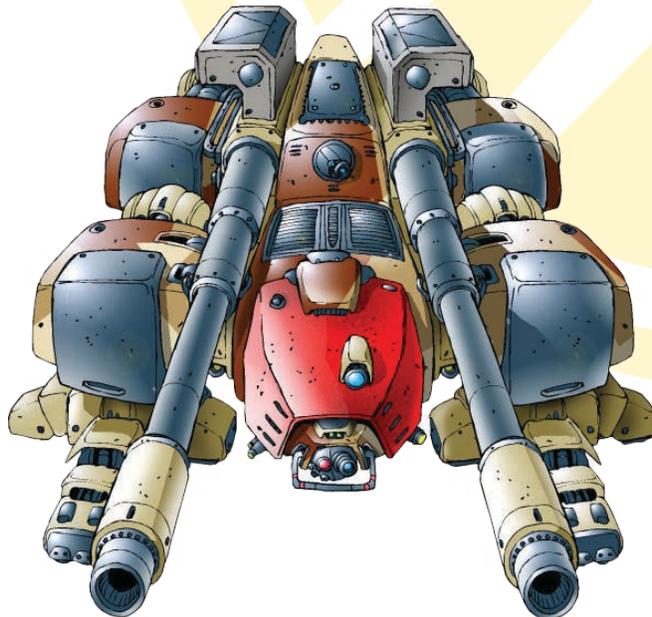
Red Bull Mk2

Manufacturer: Paxton
 Unit Type: Tank-Strider
 Height: 6.6 meters / 21.7 ft
 Weight: 47,500 kg / 104,720 lb

The Red Bull Mk2 was Terra Nova's first tank-strider. The Mk2's performance has proven the concept's viability by presenting a platform with heavy tank like armor and strider-esque flexibility. These lumbering titans come providing the armies of Peace River with much needed artillery, missile, and direct heavy firepower.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Red Bull MK2	28	FS	W/G:5	12	4/4	3	4+	6+	5+	MRC (T, AA), LRC	MFG (T, Link), HAPGL, MCW	Stable, AMS, Lumbering, Sensors:24 (Aux)	Strider	2"
Sarisa Bull MK2	33	FS	W/G:5	12	4/4	3	4+	6+	5+	MRC (T, AA), LRC	2 x HATMs (T), HAPGL, MCW	Stable, AMS, Lumbering, Sensors:24 (Aux)	Strider	2"
Xyston Bull MK2	29	FS	W/G:5	12	4/4	3	4+	6+	5+	MRC (T, AA), LRC	HFG (T), HAPGL, MCW	Stable, AMS, Lumbering, Sensors:24 (Aux)	Strider	2"
Arbalest Upgrade	+2	-	-	-	-	-	-	-	-	-MRC (T, AA)	+2 x HARs (T)	-	-	-



Mastiff

Manufacturer: Paxton
 Unit Type: APC
 Height: 2.4 meters / 7.9 ft
 Weight: 10,240 kg / 22,575 lb

The Peace Officer Corps fields a number of modified armored personnel carriers for crowd control and emergency situations. These transports are often deployed for anti-rovers operations. Compared to the Hoplite there is not much reason for conventional forces to use them other than the fact that they are cheaper to produce.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Mastiff	5	GP+, SK, FS	G:7	5	3/3	1	4+	4+	5+	LRF (T)	LAPGL	Transport: 1 Squad	Vehicle	1"
Hippeis Mastiff	5	GP, SK, FS	G:7	5	3/3	1	4+	4+	5+	-	LFM (T)	Transport: 1 Squad	Vehicle	1"
Medical Mastiff	5	GP, SK, FS	G:7	5	3/3	1	4+	4+	5+	-	-	Transport: 1 Squad, Medic	Vehicle	1"
Herd Lord Mastiff	6	GP, SK, FS	G:7	5	3/3	1	4+	4+	4+	LRF (T)	LAPGL	Comms, SatUp, Transport: 1 Squad	Vehicle	1"

Hoplite

Manufacturer: Paxton
 Unit Type: APC
 Height: 3.0 meters / 9.8 ft
 Weight: 20,560 kg / 45,327 lb

The Hoplite APC is the workhorse of Peace River's military regiments, carrying two squads of infantry. Different variants offer a wide selection of weapon options that the commander can use to tailor how the Hoplite supports infantry.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Hoplite	9	GP+, SK, FS	G:7	7	4/4	1	4+	5+	5+	MRF (T)	-	Transport: 2 Squads, Smoke	Vehicle	1"
Hippeis Hoplite	10	GP, SK, FS	G:7	7	4/4	1	4+	5+	5+	-	MGM (T)	Transport: 2 Squads, Smoke	Vehicle	1"
Arbalest Hoplite	9	GP, SK, FS	G:7	7	4/4	1	4+	5+	5+	-	MRP (T)	Transport: 2 Squads, Smoke	Vehicle	1"
Xyston Hoplite	9	GP, SK, FS	G:7	7	4/4	1	4+	5+	5+	-	LFG	Transport: 2 Squads, Smoke	Vehicle	1"
Herd Lord Upgrade*	+2	-	-	-	-	-	-	-	4+	-	-	+SP:+1, +Comms, +SatUp	-	-

*The Herd Lord Upgrade cannot be applied to the Xyston Hoplite variant.

Mameluk

Manufacturer: Paxton
 Unit Type: Infantry Fighting Vehicle
 Height: 2.3 meter / 7.6 ft
 Weight: 3,230 kg / 7,121 lb

The Mameluk is an experiment within itself. It has an extremely low profile for a combat vehicle and uses treads for mobility across rough terrain. It barely fits two; driver and gunner. But the infantry have taken to it rather well because its weapons can challenge gears and other targets better than many of their man packed options.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Mameluk	5	GP+, SK	G:8	5	4/2	1	4+	4+	6+	LAC (T, AA), HMG (T)	-	Airdrop	Vehicle	0.5"
Arbalest Mameluk	5	GP+, SK	G:8	5	4/2	1	4+	4+	6+	LRP (T), HMG (T)	-	Airdrop	Vehicle	0.5"

Black Wind

Manufacturer: Paxton
 Unit Type: Stealth Hopper
 Height: 3.6 meters / 11.8 ft
 Weight: 8,700 kg / 19,180 lb

The Black Wind is another design acquired by the Talon project. At its core it is a very fast and agile hopper with a weapon loadout similar to a Dragonfly. The Talon project takes it one step further and adds some of the latest in stealth technology and a new ECM device to further reduce the ability to track and target this craft.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Black Wind	17	FS	H:12	6	4/4	2	4+	3+	5+	MRF (AA, Silent)	MRP (Link)	Agile, ECM, Stealth, TD, VTOL	Vehicle	2"
Missile Upgrade	+1	-	-	-	-	-	-	-	-	-	-MRP (Link), +LATM (Link)	-	-	-

NUCOAL



HEAVY
GEAR
BLITZ!

» 162 «

Hot Pursuit

Rocky mountains and desert sped by as the Fusilier kicked up a plume of arid sand, easily topping a hundred KPH as its engines roared. Soldier Vostova grinned, distorting the blue Koreshi blades tattooed around her eyes. The tank's engines were just reaching the red line on her instrument panel.

"Vosty, he's still on our six!" Her tank commander, Adranne, filled her helmet.

"I know! I'm gonna' lose him in the canyon!" There was a green burst of crackling man-made lightning across her viewport, a close call from the CEF's LHT-71 that was chasing them. Too close. The canyon up ahead was quickly filling her viewport, her instruments displaying 'obstruction ahead' in warning red script. The Minerva GREL let the adrenaline and speed fuel her and sharpen her instincts.

"Narrow gap! Watch the gap-!" She heard Adranne cut himself off and swear as she flipped twin toggles, diverting power to port thrusters, and the tank gracefully tilted on its axis to clear the opening. To her surprise, the enemy tank followed the same maneuver. "He doesn't take a hint, this guy. Or is it...? A Minerva?!"

Vostova sneered, "Let's see how good her programming really is."

The tank wound the tight path of the canyon, left, then right, then left again. Sand and dust spilled behind them from the hovertank's vectored thrusters, limiting the visibility of their pursuer. The canyon levelled to a straight path, and Vostova couldn't help the dark grin that crossed her tattooed features, "Get ready for your shot! it's coming up!"

The LHT-71 burst through the wall of sand behind them, now caked in a thick layer of dust. It took a GREL to beat a GREL, Vostova thought, as she heard the hovertank's turret slewing backwards. The frame of the vehicle shuddered with the staccato drumbeat of the heavy autocannon. Spent brass shells clanged off the side of her hull. The rear camera on her panel showed the CEF tank getting rattled by impacts raking across its armored form. The main gun, an older series four particle accelerator, was torn free before the port foremost engine erupted into sheets of steel and fire. The tank lurched left, out of control, and into the canyon wall where it abruptly crushed itself against the rock face. Vostova breathed out in relief, and she could hear her commander do the same.

"Good shooting," the GREL's voice droned out, leaning back in her harness as she throttled down, her grip still knuckle-white on the control yoke, "Scratch another bandit."

"Good driving," She heard the laugh in his response. They made a good team, unlike the infidels who chased them. She brought up the prayer beads wrapped around her fist to her lips, kissing them. "How'd you know...?"

"Woman's intuition. They're programming is their weakness." She turned her head back, seeing Adranne peaking down at her from atop his command perch. She flashed a smile, "It was my weakness as well at one time."

"That's my girl," Adranne beamed, rapping his knuckles on the hull of the tank. Vostova did the same back at him, their own way of congratulating the other. It was liberating, Terra Nova. No more conditioning. No more constant transferring of crewmen. Just her, Adranne, and their hovertank. Oh, and of course, the squadron of Fusiliers they were attached to. She cursed at the same time as her commander.

"We have to catch up with the others, there was still one more '71 on the loose out there."

"Right," Adranne sighed. The fun was over, "Bring her around Vosty. We have to be team players."

History and Background

The idea of a Badland's nation within the Barrington Basin and along the Westridge Mountains following the Gamma Maglev line was not unique when the New Coalition (NuCoal) was proposed. Previous attempts failed as the independent nature of the Badlanders overtook intentions, or polar intelligence agencies disrupted nascent political movements. NuCoal itself began as a loose coalition among the larger settlements in the region. It did not start growing into a larger power until Port Arthur Korps (PAK) joined the Coalition.

Once PAK joined, they brought with them a new military arm for NuCoal, which in turn improved security in the region promoting more trade and economic prosperity. With this new prosperity, it was only a matter of time before one of the larger factions on the planet tried to muscle in, despite the increase in military presence. At Lance Point, one of the founding city-states of the Coalition, a labor strike broke out and gave nearby southern forces an opportunity to make a move. The labor strike was violently suppressed by southern forces, and a MILICIA unit was stationed at the city-state to maintain order and the Southern Republic's interests.

The MILICIA occupying Lance Point made it clear that PAK could not be everywhere and NuCoal would have to consider reinforcing and integrating with each other, using forces from each city-state. The resulting creation was the NuCoal Self Defense Force (NSDF), and the rough standardization of equipment across the varied forces. During the Interpolar War this decision bore fruit, as the combined strength of the NSDF and PAK successfully held off both polar powers and maintained territorial integrity, while also negotiating the entry of the twin cities of Erech and Nineveh into the coalition.

However, once Erech and Nineveh officially joined the Coalition and received their first shipment of new gears for standardization, they immediately used this new equipment to strike at each other. This resulted in another dilemma that the NSDF had to solve with force. The rest of Terra Nova cited the unfolding event as an example of why NuCoal would fail, highly publicizing the worst parts of the fighting. Media coverage showing the horrors that took place during this "crisis" made it to every trideo across planet, further developing a certain disapproval of NuCoal in the minds of many Terra Novans.

The leadup to the War for Terra Nova was challenging as many on Terra Nova worried about the true allegiance of Port Arthur. The ever-present question was: Who would they side with during another Colonial Expeditionary Force (CEF) invasion? Many Terra Novans viewed the entire Coalition with heavy suspicion, stirred in no small part by Paxton and Peace River's competing geopolitical and economic interests in the Badlands. The anti-NuCoal sentiment coming from the entire world had the effect of promoting nationalism amongst the people of NuCoal, bonding many of the member-states together as one. The coming events of the war would test this unlikely bond in ways never imagined.

As fate would have it, a plot had in fact been brewing under the surface. Three weeks before the CEF even landed on Terra Nova, Major Bukharin of PAK launched a coup against Colonel Arthur III, using a large portion of PAK that still claimed allegiance to Earth and the CEF. The entire planet was proven right. Colonel Arthur barely managed to escape with his family while the entire city of Port Arthur was taken by Major Bukharin's forces. PAK and Port Arthur had fallen into the hands of the CEF, and it happened before the invasion had even started.

Once the CEF landed and the invasion had begun, Major Bukharin was promoted by the CEF to Colonel. With reinforcements from the CEF, Colonel Bukharin waged a bloody campaign in the region to take the remaining territory of NuCoal. The New Coalition was rocked to its core as PAK forces, CEF battlegroups and Utopian Troupes all found ways to punch through the disorganized NSDF resistance, claiming whole sectors of NuCoal in the name of the CEF.

Colonel Arthur had been on the run and calling out for help. The bonds of nationalism were not forgotten, and the different cities of the Coalition pulled together an ad-hoc force to fight for their land. For reasons not publicly known, the mysterious Sandrider people also came from the deep desert, to help NuCoal fight for their existence. This cobbled-together force was able to engage one of the traitorous battlegroups just outside of Temple Heights and succeeded in picking them apart, while allowing junior officers and many others within the enemy battlegroup to defect back to Colonel Arthur's side.

Afterwards, the streets of Port Arthur ran red with blood when Colonel Arthur's forces struck back to retake their capital. Arthur's Morgana class Genetically Recombined Experimental Legionnaires (GREL) formed commando teams to hunt down the traitorous leadership. They succeeded in infiltrating the city and beheading the mastermind of the coup, Colonel Bukharin herself, in her own office. As Colonel Arthur reclaimed his city, he summarily executed the rest of the leadership of the coup and regained control of all his forces.

While all of this rendered NuCoal useless to rest of Terra Nova during the beginning of the CEF invasion, they were at least able to keep the Coalition from ultimately fracturing. They are now finally preparing to enter the war with their fellow Terra Novans.



Chasseur

NuCoal Military Branches and Factions

The New Coalition is the youngest power on Terra Nova. As a decentralized collection of Badlands city-states, NuCoal is an economic and military alliance of small cities and settlements with Port Arthur at its heart. NuCoal is comprised of numerous Badland communities united by shared interests in maintaining a common front against the excesses of the polar powers, the machinations of Peace River, and the ever-present dangers of the Badlands itself.

NuCoal Self Defense Force



All city-states in the Coalition are expected to support and train a military force for both local and cooperative defense. These forces are organized under the NSDF and attempt to use standardized equipment and structures to ensure easy cooperation. Although they are smaller when compared to the Northern Guard or the South's MILICIA, NSDF units are well funded and equipped by the Coalition's industry. They also have a few novel advancements with their hover technology due to the combination of having CEF technologies that Humanist engineers can pick at. The NSDF coordinates with local militaries and militias much like the Norguard does in the North.

Port Arthur



Port Arthur is a name that conjures strong emotions in most Terra Novans. Its military arm, PAK, started from tens of thousands of ex-CEF members that were left behind by the CEF after their first failed invasion. Very notable among this is the thousands upon thousands of GREL super soldiers. The sight of these GREL still make many on Terra Nova grimace as they remember the horrors of fighting against them.

Opting to embrace the situation thrust upon him as ranking officer in the wake of defeat, Colonel Arthur seized control of the chaotic encampment after the polar powers had left the abandoned forces to their fate. Through careful (and not always peaceful) means, Colonel Arthur brought order to the region and forged PAK into an up-and-coming Badland's force. As a large military power, it bartered protection and technology to its neighbors and offered refuge to the displaced. This fueled a cycle of growth, turning what had been a small forward operating base into a desert metropolis within a few generations.

Temple Heights



Temple Heights is a settlement which lies atop of a crescent moon shaped mesa surrounded by fertile lands renowned for growing original Earth produce. The hillsides have countless stoneheads and structures carved among them, their origins lost to history. Temple Heights was initially opposed to the idea of aligning with NuCoal. However, being reinforced by the NSDF's military has improved overall security, which in turn has dramatically expanded tourism and trade for the settlement.

Temple Heights is home to several religious faiths. Prophets from all walks have set up here and the pious from almost every conceivable stripe on Terra Nova eventually find a reason to make the pilgrimage to this Badland's settlement. Many archeologists and historians go there to study their ancient ruins and the confounding nature of the stoneheads. Groups of the mysterious En Koreshi desert people can be periodically seen travelling through the settlement at times.

In more recent times, it has become home to the Perfect Form movement, which has attracted many GREL adherents searching for the means to grow beyond their origins. While the Perfect Form was originally based off Buddhist martial studies and espouses peace and unity, many of the more fanatical dojos lecture their followers on the coming days where they will rise against Port Arthur to rid the planet of what they see as the pinnacle of evil: the servitude of GRELS as a lesser caste. Many of the more fanatical adherents even act as informants and agents for Peace River's intelligence services.



Humanist Alliance



Originally, the Humanist Alliance (HA) was founded in the South. They were initially an independent league but were eventually subjugated by the Allied Southern Territories (AST). Their scientific prowess and sophisticated organization proved them to be a match for anything until the Jager Heavy Gear was introduced. Faced with a foe that then had technological advantages that were used with ferocious effectiveness, the Humanist accepted their fate as a vassal league within the AST, albeit this was only for a time. The Humanists plotted to separate from the other southern leagues starting the very day they became part of them almost 300 years ago. Their plan was formalized into Operation Long Night.

Port Arthur developed a uniquely close relationship with the Alliance about 20 years ago. The Humanists covertly sought Colonel Arthur's aid to gain sovereignty from the AST. The Colonel was all too happy to seize the opportunity and assist with their goals in order to gain access to intelligence on the AST, and Humanist technology. Emboldened by the secret alliance with Port Arthur, the Humanists secretly launched a plot to break free of Republican subjugation.

Unfortunately for the Alliance, Southern Republic spies obtained information about the plan. The Republic acted first and unleashed a tailor-made biological agent which nearly obliterated the preceptor class at the outset of the Interpolar War. This was followed by a Southern invasion force that moved into the Humanist cities to establish dominance under the false guise of humanitarian relief. However, using their new allies established with Port Arthur, the Humanists secretly set up evacuation lines for critical personnel and equipment, eventually moving nearly three million refugees (less than 8% of the Humanist nation) into the New Coalition. By the time the Southern Republic Army (SRA) rolled into the Humanist cities, the majority of the surviving preceptor and protector castes had evacuated, leaving mostly commoners to be re-subjugated by the AST.

Those that had fled to NuCoal rebuilt their lives on reservations set up for them by NuCoal. The utopian experiment where the people were divided into three classes continued on. Preceptors continued to be sourced from scientists and philosophers, tasked with leading and guiding others. They are seen as taking a parental role within the structure of Humanist society. Protectors continued to form the military and police of the Alliance, though their role is more commonly seen as elder siblings amongst the Humanists. They are expected to act as examples to others. The Humanist Alliance Protection Force (HAPF) is the military force of the Humanist Alliance, redeveloped within NuCoal.

Commoners would normally form the bulk of society within the Alliance. Anything not involving combat and weapons training, advanced scientific research, or the management of society is done by commoners. They are often seen as something akin to children within the Humanist hierarchy. However, the majority of the original Humanist commoners were mostly left behind. Only a small portion of them made it to NuCoal with their preceptors and protectors as they fled during their mass exodus to NuCoal. As time marched on, some citizens of NuCoal and even the Badlands were attracted to the idea of a utopian society. The Alliance was able to slowly rebuild its commoner caste and even found additions for their preceptor and protector castes.

The Humanist society now spans the borders of both NuCoal and the South. The Humanists in NuCoal are referred to as the Humanist Alliance while the Humanist still under the AST are referred to as the Free Humanist Alliance. The notorious Department of Health and Morality (DHM) within the Free Humanist Alliance was also reinstated within the Humanist Alliance to "maintain control of their own constituents".

Khayr ad-Din



Located along the strategic Gamma Maglev line, Khayr ad-Din is renowned as a hub of crime, vice, and some of the most extravagant wealth literally heaped upon the direst poverty on all of Terra Nova. But above all, the city is known for its gear dueling arenas.

Carefully developed over many cycles by the criminal mastermind Saddick "the Spider" Jahmoon, and removed from the interference of the polar powers, Khayr ad-Din provides a unique opportunity for dueling of all sorts. Eager to earn fame and stardom, the city attracts the best dueling talent from across the planet for matches, which are televised around the globe. To defend its independence and protect the gamma-maglev lines during the Interpolar War, the Spider formed the Khayr ad-Din Army (KADA), an ad-hoc military force led by some of the most elite and fearsome duelists alive.

Joining NuCoal resulted in access to Prince Gable's sports networks, adding a slew of other events to involve themselves in, such as gear touring rallies. Because of this, Khayr ad-Din has seen a burst of development in its most recent cycles.



Espion

Weapons of War

NuCoal uses a collection of weapons from various sources. Earth's hovertanks and GREL super soldiers fight alongside gears and other locally produced designs. Their forces focus on utilizing combined arms strategies, with an emphasis on speed. While not anywhere as big as other powers on Terra Nova, and still challenged by a fractious society, NuCoal's machines are known for their novel technologies pertaining to hover systems.

NuCoal's gears are an eclectic mix of local designs and polar machines. The Coalition's signature Gallic series is a collection of designs produced locally within the Coalition. The engineering prowess of the Humanists mixed with the CEF's technology was used in the Gallic series designs and has produced some very capable units. Some of these machines even use hover systems for their Secondary Movement System (SMS) instead of the wheeled or tracked systems frequently found across Terra Nova. Other designs are acquisitions or licensed products from polar powers. The Boa for example was bought by Neil Motorworks from a Southern company while the Wildcat is produced under license from the Northern manufacturer, Keimuri Gears.

NuCoal's vehicles are a collection of treaded and hover models. Some are unique to the Gallic series of designs, while some are from CEF technology. The Hetairoi specifically came to NuCoal with the Humanists. Other vehicles such as the Titan attack VTOL are purchased from polar suppliers. Their striders are also a mix of Humanist and Gallic designs.

Before the start of the second CEF invasion, entire sections of PAK's forces, which were secretly still loyal to Earth and the CEF, seized control of Port Arthur and claimed it for Earth. To aid the insurgency, the CEF supplied them with dozens of F6-16 frames and hovertanks as well as production specifications and tools to build more. When Port Arthur was retaken, all of this fell into the hands of PAK, who now takes advantage of using even more of the enemy's tools against them.

The isolationist Sandriders and En Koreshi will sometimes show up to assist NuCoal forces. While fiercely independent, they have decided to assist the NSDF, at least for the time being. They don't exactly show up to board room meetings, town halls or anything of such nature, and they always refuse to sign any paperwork that would make them responsible to another power in any way. In fact, Sandriders have not generally been known to sign any type of paperwork for any reason. As a result, the agreements made between Colonel Arthur and the Sandriders are anyone's guess. The Sandriders do have some gears and their Jannite pilots are some of the best on Terra Nova, though these enigmatic people prefer reliability over lethality. They have an unspecified amount of infantry, and have added many GREL to their ranks.



Infantry



Chasseur MK2



NuCoal Sub-Lists

All the models in the NuCoal Model List can be used in any of the sub-lists below. There are also models in the Universal Model List that may be selected as well.

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

- ▷ **Humanist Tech:** Hetairoi, Fire Dragons or Sagittariuses from the South may be used in FS units.
- ▷ **Port Arthur Korps:**
 - ▶ HPC-64s and F6-16s from the CEF model list may be used in GP or SK units.
 - ▶ LHT-67s and 71s from the CEF may be used in RC or FS units.

NSDF - NuCoal Self Defense Force

The NSDF is a somewhat recently established force that benefits from being well funded and motivated. The main strengths of the NSDF are its hover gears and hovertanks. They are particularly effective at hit-and-run tactics utilizing their high-speed machines.

- ▷ **Veteran Leaders:** You may purchase the Vet trait for any commander in the force without counting against the veteran limitations.
- ▷ **Bait and Switch:** One combat group composed of all gears may use the special operations deployment or the recon special deployment option.
- ▷ **High Speed, Low Drag:** Veteran gears may purchase the Agile trait for 1 TV each. Models with the Lumbering trait may not purchase this upgrade.



PAK - Port Arthur Korps

The Port Arthur Korps is the CEF remnants of the first failed invasion of Terra Nova. This force is led by Colonel Arthur himself. The Korp's GREL army is the largest contributor to the defense of NuCoal. Their equipment is not the top of the line, but the GREL infantry and hover vehicles form a very strong core that few are willing to test.

- ▷ **Hover Tank Commander:** Any commander that is in a vehicle type model may improve its EW skill by one, to a maximum of 3+, for 1 TV each.
- ▷ **Tank Jockeys:** Vehicles with the Agile trait may purchase the following ability for 1 TV each: Ignore the movement penalty for traveling through difficult terrain.
- ▷ **Allies:** This force may include gears from the North and South (may include a mix) in GP, SK, FS and RC units. Models that come with the Vet trait on their profile cannot be purchased. However, the Vet trait may be purchased for models that do not come with it.
- ▷ **Acquired Tech:** This force may also select the following models from the CEF model list: F6-16s, LHT-67s, 71s, MHT-68s, 72s, 95s, HPC-64s and HC-3As.
- ▷ **Something to Prove:** GREL infantry may increase their GU skill by one for 1 TV each.



HAPF - Humanist Alliance Protection Force

In the aftermath of a failed revolt against the Southern Republic, eight percent of the Humanist Alliance's population, including most of its military, migrated to NuCoal. The protector caste of the Humanist Alliance boasts a small, powerful and highly advanced armed force.

- ▷ **Wrote the Book:** Two models per combat group may purchase the Vet trait without counting against the veteran limitations.
- ▷ **Experts:** Veteran Sagittariuses, veteran Fire Dragons and veteran Hetairoi may purchase the Stable and/or Precise duelist upgrades, without having to be duelists.
- ▷ **Southern Surplus:** This force may include models from the South in GP, SK, FS and RC units, except for King Cobras and Drakes.



KADA - Khayr ad-Din

The arena city is a contradiction in terms. While the city itself is seedy and unsafe, there lives a deeper sense of honor amongst some within its walls. Warriors who normally face off against each other in glorious arena combat, to be the best, will also fight together to protect their city.

- ▷ **Heroes of the Arena:** This force may include any number of duelists. Duelists may choose their gears from the North, South, Peace River, and NuCoal. This force cannot use the Independent Operator rule for duelists.
- ▷ **The Brute:** One duelist may select a strider from the North, South, Peace River, or NuCoal.
- ▷ **Challengers:** One objective selected for this force may be the assassinate objective, regardless of whether this force has the SO role as one of their primary roles. Select any remaining objectives normally.



TH - Temple Heights

The city of Temple Heights is an enigma. It has gone from an obscure city in the Badlands to a thriving refugee center and tourist destination. From liberated GREs to the mysterious Sandriders, all types now call the crescent mesa city home. Reports about the Sandriders themselves are very minimal. Every recon mission sent to observe Sandrider camps have mysteriously disappeared. The popular rumor is that the desert itself swallowed them whole.

- ▷ **Jannite Pilots:** Veteran gears in this force with one action may upgrade to having two actions for +2 TV each.
- ▷ **Jannite Wardens:** You may select 2 gears in this force to become duelists. All duelists must take the Jannite Pilot upgrade if able.
- ▷ **Local Militia:** Combat groups made entirely of infantry and/or cavalry may use the GP, SK, FS, RC or SO roles. A combat group of all infantry and/or cavalry may deploy using the special operations deployment rule.
- ▷ **Something to Prove:** GREL infantry may increase their GU skill by one for 1 TV each.



HCSA - Hardscrabble City-State Armies

The NuCoal city-states each have a standing army for self defense. Individually, they are all hard pressed to field enough of a fighting force for any kind of major operation. But they are well practiced at combining their powers to support larger military actions in support of NuCoal's interests.

All HCSA forces have the following upgrade options:

- ▷ **City-States Detachments:** Select a city-state from below for each combat group.

Lance Point, Fort Neil, Prince Gable and/or Erech & Nineveh.

Each set of rules applies to one combat group. You may select the same city-state to be used for more than one combat group.

Lance Point: A fast-growing city-state, Lance Point is an oil boom town currently occupied by Southern forces. Time will tell if the presence of these 'Observers' will become a permanent feature of the situation in Lance Point.

- ▷ **Allies:** This combat group may include models from the South with an armor of 9 or less.
- ▷ **Pathfinder:** If this combat group is composed entirely of gears, then it may use the recon special deployment option.

Fort Neil: An industrial hub that has spearheaded many of the new developments of the Gallic series of gears. In addition, the Sampson hover APC was developed by Fort Neil engineers. Formations of Sampsons are common in Fort Neil regiments and the local rally scene.

- ▷ **Gallic Manufacturing:** Chasseurs and Chasseur MK2s may be placed in GP, SK, FS or RC units.
- ▷ **Licensed Manufacturing:** This combat group may include Sidewinders from the South, and Ferrets from the North.
- ▷ **Test Pilots:** Two models in this combat group may purchase the Vet trait without counting against the veteran limitations.
- ▷ **Fast Cavalry:** Sampsons in this combat group may purchase the Agile trait for 1 TV each.



Prince Gable: This is the home to the manufacturer of the Jerboa, Verton Tech, which got its own start as a rally gear company. Because the city's infrastructure is rather advanced, especially for the Badlands, many refugees and tech companies have made their way to this city-state.

- ▷ **Allies:** This combat group may include models from the North with an armor of 9 or less.
- ▷ **EW Specialists:** One gear, strider, or vehicle in this combat group may purchase the ECCM veteran upgrade without being a veteran.
- ▷ **E-pex:** One model in this combat group may improve its EW skill by one for 1 TV.

Erech & Nineveh: The Twin Cities have vast wealth, enough to host several private military contractors each. When not on active duty, the citizens and soldiers spend a lot of their time participating in races, wagering their fuel allowances and even their lives on the outcomes.

- ▷ **Allies:** This combat group may include models from the North or South (pick one) with an armor of 9 or less.
- ▷ **Personal Equipment:** Two models in this combat group may purchase two veteran upgrades each without being veterans.
- ▷ **High Octane:** Add +1 to the MR of any veteran gears in this combat group for 1 TV each.

Chasseur

Manufacturer: Niel Motorworks
 Unit Type: Trooper Gear
 Height: 4.3 meters / 14.1 ft
 Weight: 6,600 kg / 14,551 lb

The Chasseur can trace its lineage back to the Jager from Territorial Arms. Following the rejection of the Chasseur by the SRA, the city-state of Nineveh purchased and perfected the gear. The CEF so admired the Chasseur during the first invasion, that it would later inspire future CEF frame design.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Chasseur	7	GP+, SK, FS	W/H:9	6	3/3	1	4+	4+	6+	LAC, LVB	LRP, LAPGL	Hands	Gear	1.5"
Chasseur Gunner	8	GP, SK, FS	W/H:9	6	3/3	1	4+	4+	6+	MAC, LVB	LRP, LAPGL	Hands	Gear	1.5"
Chasseur Grenadier	8	GP, SK, FS	W/H:9	6	3/3	1	4+	4+	6+	LGL, LVB	LRP, LAPGL	Hands	Gear	1.5"
Chasseur Flechette	7	GP, SK, FS	W/H:9	6	3/3	1	4+	4+	6+	MFC, LVB	LRP, LHG, LAPGL	Hands	Gear	1.5"
Chasseur Hellfire	7	GP, SK, FS	W/H:9	6	3/3	1	4+	4+	6+	LBZ, LVB	LRP, LAPGL	Hands	Gear	1.5"
Chasseur Torch	7	GP, SK, FS	W/H:9	6	3/3	1	4+	4+	6+	MFL, LVB	LRP, LAPGL	Hands	Gear	1.5"
Chasseur Mortier	8	GP, SK, FS	W/H:9	6	3/3	1	4+	4+	6+	LAC, LVB	LFM, LAPGL	Hands	Gear	1.5"
CV Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+Comms, +ECCM (Aux)	-	-

Chasseur Paratrooper

Manufacturer: Niel Motorworks
 Unit Type: Paratrooper Gear
 Height: 4.3 meters / 14.1 ft
 Weight: 6,435 kg / 14,187 lb

The Chasseur Paratroopers fielded by NuCoal feature modified weapons configurations so that they can be equipped with gear sized parachutes. In addition to the frame and shock absorber modifications that allow them to survive the impact of a landing, the jetpacks give these gears an additional control during descent.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Chasseur Paratrooper	8	GP+, SK, FS	W/H:9	6	3/3	1	4+	4+	6+	LAC/LGL, LSG	LAPGL	Hands, Airdrop	Gear	1.5"
Chasseur Gunner Paratrooper	8	GP, SK, FS	W/H:9	6	3/3	1	4+	4+	6+	MAC, LSG	LAPGL	Hands, Airdrop	Gear	1.5"
Chasseur Hellfire Paratrooper	7	GP, SK, FS	W/H:9	6	3/3	1	4+	4+	6+	LBZ, LSG	LAPGL	Hands, Airdrop	Gear	1.5"
CV Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+Comms, +ECCM (Aux)	-	-

Chasseur MK2

Manufacturer: Neil Motorworks
 Unit Type: Strike Gear
 Height: 4.4 meters / 14.4 ft
 Weight: 7,000 kg / 15,432 lb

Although the Mk2 has seen limited distribution due to the complexities of manufacturing, those units so equipped have shown impressive results against CEF forces. Hastily deployed in only a red ochre primer, Colonel Arthur's Wolf Brigade earned numerous battle honors and a fearsome reputation with these gears.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Chasseur Mk2	9	SK, FS	W/H:9	6	3/3	1	4+	3+	6+	LAC, LVB	LRP, LAPGL	Hands, Agile, Jetpack:6 (Aux)	Gear	1.5"
Chasseur MK2 Gunner	10	SK, FS	W/H:9	6	3/3	1	4+	3+	6+	MAC, LVB	LRP, LAPGL	Hands, Agile, Jetpack:6 (Aux)	Gear	1.5"
Chasseur MK2 Grenadier	10	SK, FS	W/H:9	6	3/3	1	4+	3+	6+	LGL, LVB	LRP, LAPGL	Hands, Agile, Jetpack:6 (Aux)	Gear	1.5"
Chasseur MK2 Flechette	9	SK, FS	W/H:9	6	3/3	1	4+	3+	6+	MFC, LVB	LRP, LHG, LAPGL	Hands, Agile, Jetpack:6 (Aux)	Gear	1.5"
Chasseur MK2 Hellfire	9	SK, FS	W/H:9	6	3/3	1	4+	3+	6+	LBZ, LVB	LRP, LAPGL	Hands, Agile, Jetpack:6 (Aux)	Gear	1.5"
Chasseur MK2 Fulgurant	11	SK, FS	W/H:9	6	3/3	1	4+	3+	6+	LPA, LVB	LRP, LAPGL	Hands, Agile, Jetpack:6 (Aux)	Gear	1.5"
CV Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+Comms, +ECCM (Aux)	-	-

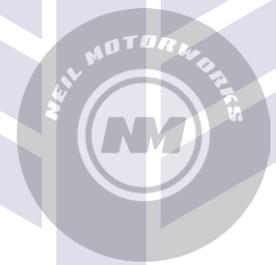
Cuirassier

Manufacturer: Neil Motorworks / Javelin Systems / PADI
 Unit Type: Strike Gear
 Height: 4.6 meters / 15.1 ft
 Weight: 7,120 kg / 15,697 lb

The strike gear that has served the HAPF since the Interpolar War, the Cuirassier is well loved by the league's elite units. In the NuCoal SDF regiments, the gear is a popular alternative to the Chasseur Mk2. It turns out that many Terra Novan pilots appreciate the more standard movement systems of the Cuirassier.



JAVELIN



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Cuirassier	10	SK+, FS	W/G:7	7	3/3	1	3+	3+	5+	MAC, LVB	LRP, LAPGL	Hands, Agile, Airdrop	Gear	1.5"
Cuirassier Hellfire	10	SK, FS	W/G:7	7	3/3	1	3+	3+	5+	MBZ, LVB	LRP, LAPGL	Hands, Agile, Airdrop	Gear	1.5"
Cuirassier Long Gunner	11	SK, FS	W/G:7	7	3/3	1	3+	3+	5+	HRF, LVB	LRP, LAPGL	Hands, Agile, Airdrop	Gear	1.5"
Cuirassier Grenadier	11	SK, FS	W/G:7	7	3/3	1	3+	3+	5+	MGL, LVB	LRP, LAPGL	Hands, Agile, Airdrop	Gear	1.5"
Cuirassier Lance	11	SK, FS	W/G:7	7	3/3	1	3+	3+	5+	MAC (AA), LVB	LRP, LAPGL	Hands, Agile, Airdrop	Gear	1.5"
Cuirassier Flechette	9	SK, FS	W/G:7	7	3/3	1	3+	3+	5+	MFC, LVB	LRP, LHG, LAPGL	Hands, Agile, Airdrop	Gear	1.5"
CV Upgrade	+1	-	-	-	-	-	-	-	4+	-	-	+Comms, +SatUp, +ECCM (Aux)	-	-

Wildcat

Manufacturer: Neil Motorworks
 Unit Type: Strike Gear
 Height: 4.3 meters / 14.1 ft
 Weight: 6,580 kg / 14,506 lb

Keimuri Gears had already found a market with the WFP where the cheaper and more rugged Wildcat was appreciated. In TN1942, Keimuri Gears and Neil Motorworks also entered into an agreement to manufacture Wildcats for NuCoal. The gear fits right in as it is fast enough to support many of NuCoal's military doctrines.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Wildcat	7	GP, SK, FS	W/G:8	5	3/3	1	4+	4+	6+	LAC, MVB	LRP	Hands, Agile, Brawl:1, Comms	Gear	1.5"
Wildcat UC	7	GP, SK, FS	W/G:8	5	3/3	1	4+	4+	6+	MFC, MVB	LRP, LPZ	Hands, Agile, Brawl:1, Comms	Gear	1.5"
Wildcat Gunner	8	GP, SK, FS	W/G:8	5	3/3	1	4+	4+	6+	MAC, MVB	LRP	Hands, Agile, Brawl:1, Comms	Gear	1.5"
Assault Wildcat	8	GP, SK, FS	W/G:8	5	3/3	1	4+	4+	6+	MSC, MVB	-	Hands, Agile, Brawl:1, Comms	Gear	1.5"
Wildcat Fang	7	GP, SK, FS	W/G:8	5	3/3	1	4+	4+	6+	LBZ, MVB	LRP	Hands, Agile, Brawl:1, Comms	Gear	1.5"
Rabid Wildcat	9	GP, SK, FS	W/G:8	5	3/3	1	4+	4+	6+	LGL, MVB	LRP	Hands, Agile, Brawl:1, Comms, Field Armor	Gear	1.5"
Pathfinder Wildcat	9	GP, SK, FS	W/G:8	5	3/3	1	4+	4+	5+	MRF, LVB	LRP	Hands, Agile, Brawl:1 Comms, ECCM, Sensors:24 (Aux)	Gear	1.5"

Copperhead

Manufacturer: Neil Motorworks
 Unit Type: Light Trooper Gear
 Height: 4.2 meters / 13.8 ft
 Weight: 5,800 kg / 12,787 lb

The Copperhead has gone through many revisions since its origins as a light trooper gear. Its evolution has allowed it to be an alternate option to a Jager. While many would prefer a Jager, more melee oriented pilots prefer the Copperhead. It's not uncommon to see one or two Copperheads mixed in with Jagers.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Copperhead	6	GP+, SK, FS	W/G:6	5	4/2	1	4+	3+	6+	LAC, LVB	LRP, LHG, LAPGL	Hands, Brawl:1	Gear	1.5"
Copperhead Gunner	7	GP, SK, FS	W/G:6	5	4/2	1	4+	3+	6+	MAC, LVB	LRP, LHG, LAPGL	Hands, Brawl:1	Gear	1.5"
Brawler Copperhead	7	GP, SK, FS	W/G:6	5	4/2	1	4+	3+	6+	LAC/LGL, LVB	LRP, LHG, LAPGL	Hands, Brawl:1	Gear	1.5"
Striking Copperhead	6	GP, SK, FS	W/G:6	5	4/2	1	4+	3+	6+	LBZ, LVB	LRP, LHG, LAPGL	Hands, Brawl:1	Gear	1.5"
Flame Copperhead	7	GP, SK, FS	W/G:6	5	4/2	1	4+	3+	6+	MFL, LVB	LAPR (Fire:1), LHG, LAPGL	Hands, Brawl:1, Resist:F	Gear	1.5"
Arena Pilot	+1	-	-	-	-	-	-	-	-	+MVB	-	+Shield	-	-

Lancier

Manufacturer: Neil Motorworks
 Unit Type: Mountaineering Gear
 Height: 4.6 meters / 15.1 ft
 Weight: 7,235 kg / 15,951 lb

While originally designed for mountaineering, they are excellent melee specialists as the shoulder mounted grappling hooks have more than enough punch to pierce the armor of a typical gear. Lanciers have met with considerable combat success since their adoption by the NSDF do to their simple yet effective design choices.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Lancier	9	SK+, FS	W/G:7	6	4/2	1	4+	3+	6+	LAC, MCW	HPZ, LAPGL, MSG (Link)	Hands, Climber, Brawl:1	Gear	1.5"
Lancier Torch	9	SK, FS	W/G:7	6	4/2	1	4+	3+	6+	MFL, MCW	HPZ, LAPGL, MSG (Link)	Hands, Climber, Brawl:1	Gear	1.5"
Lancier Flechette	9	SK, FS	W/G:7	6	4/2	1	4+	3+	6+	MFC, MCW	HPZ, LAPGL, MSG (Link)	Hands, Climber, Brawl:1	Gear	1.5"
Lancier Spear	9	SK, FS	W/G:7	6	4/2	1	4+	3+	6+	MRP, MCW	HPZ, LAPGL, MSG (Link)	Hands, Climber, Brawl:1	Gear	1.5"
Lancier Dart	9	SK, FS	W/G:7	6	4/2	1	4+	3+	6+	MAPR, MCW	HPZ, LAPGL, MSG (Link)	Hands, Climber, Brawl:1	Gear	1.5"
CV Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+Comms, +ECCM (Aux)	-	-

Espion

Manufacturer: Javelin Systems
 Unit Type: Stealth Gear
 Height: 4.3 meters / 14.1 ft
 Weight: 6,520 kg / 14,374 lb

The Espion is a no-nonsense special forces gear. Like many advanced stealth gears, it has remarkable agility, good speed, effective weapon configurations and specialized armor to reduce sensor detection. Although as far as stealth gears go, its high price and specialized parts make accruing a large number of them hard to do.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Espion	11	SO+, SK	W/G:7	6	3/3	1	3+	3+	5+	MRF (Silent), LVB	LRP	Hands, Agile, Airdrop, ECCM, Vet, Stealth (Aux)	Gear	1.5"
Espion Firestorm	13	SO, SK	W/G:7	6	3/3	1	3+	3+	5+	MRL, LVB	LRP	Hands, Agile, Airdrop, ECCM, Vet, Stealth (Aux)	Gear	1.5"
Espion Grenadier	12	SO, SK	W/G:7	6	3/3	1	3+	3+	5+	MGL, LVB	LRP	Hands, Agile, Airdrop, ECCM, Vet, Stealth (Aux)	Gear	1.5"
Espion Flechette	10	SO, SK	W/G:7	6	3/3	1	3+	3+	5+	MFC, LVB	LRP, LPZ	Hands, Agile, Airdrop, ECCM, Vet, Stealth (Aux)	Gear	1.5"
Espion Fulgurant	12	SO, SK	W/G:7	6	3/3	1	3+	3+	5+	LPA, LVB	LRP	Hands, Agile, Airdrop, ECCM, Vet, Stealth (Aux)	Gear	1.5"
CV Upgrade	+1	-	-	-	-	-	-	-	4+	-	-	+Comms, +SatUp	-	-

Jerboa

Manufacturer: Verton Tech
 Unit Type: Recon Gear
 Height: 3.6 meters / 11.8 ft
 Weight: 4,915 kg / 10,836 lb

The Jerboa is a popular recon gear within the NSDF. Currently the Jerboa has seen wide deployment throughout the Coalition, replacing the Northern Ferret. The Jerboa is considered a superior unit to the Ferret due to the increased level of comfort that it offers the pilot and the ability to employ jet assisted movements.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Jerboa	9	RC+, FS	W/G:9	4	3/3	1	5+	3+	4+	MRF, LVB	LRP, LAPGL	Hands, Brawl:-1, Comms, ECM+, ECCM, Jetpack:6, Sensors:24	Gear	1"
Jerboa Flash	10	RC, FS	W/G:9	4	3/3	1	5+	3+	4+	MRF, LVB	LRP, LAPGL	Hands, Brawl:-1, Comms, ECM+, ECCM, Jetpack:6, Sensors:36, TD	Gear	1"
Jerboa Fist	8	RC, FS	W/G:9	4	3/3	1	5+	3+	4+	MRF, LVB	LRP, LPZ, LAPGL	Hands, Comms, Jetpack:6, Sensors:24	Gear	1"
Jerboa Sentry	10	RC, FS	W/G:9	4	3/3	1	5+	3+	4+	MRF, LVB	LRP, LAPGL	Hands, Comms, SatUp (Aux), ECM, ECCM, Jetpack:6, Sensors:24, TD	Gear	1"
Frag Cannon Swap	-1	-	-	-	-	-	-	-	-	-MRF, +MFC	-	-	-	-
Rapid Fire Bazooka Swap	-1	-	-	-	-	-	-	-	-	-MRF, +LBZ (AP:1, Burst:1)	-	-	-	-

Jerboa Paratrooper

Manufacturer: Verton Tech
 Unit Type: Paratrooper Gear
 Height: 3.6 meters / 11.8 ft
 Weight: 4,750 kg / 10,472 lb

Jerboa Paratroopers also shed the shoulder mounted rocket pack for both weight and safety purposes. On the Jerboa, this is offset by the use of the specialized paratrooper assault rifle that combines an autocannon and light grenade launcher. However, the Jerboa's main combat duties of electronic warfare remains its priority.

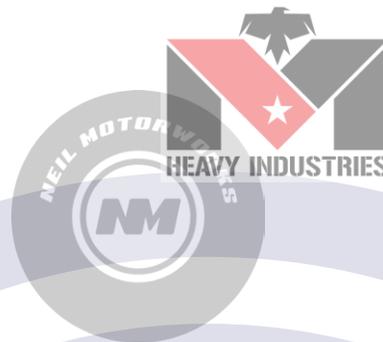


Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Jerboa Paratrooper	8	RC+, FS	W/G:9	4	3/3	1	5+	3+	4+	LAC/LGL, LSG	LAPGL	Hands, Airdrop, Brawl:-1, Comms, ECM+, Sensors:24, Jetpack:6	Gear	1"
Jerboa Flash Paratrooper	10	RC, FS	W/G:9	4	3/3	1	5+	3+	4+	LAC/LGL, LSG	LAPGL	Hands, Airdrop, Brawl:-1, Comms, ECM, ECCM, Sensors:24, TD, Jetpack:6	Gear	1"

Boa

Manufacturer: Mandeers Heavy Industries / Neil Motorworks
 Unit Type: Fire Support Gear
 Height: 4.8 meters / 15.8 ft
 Weight: 9,100 kg / 20,062 lb

The Boa has an interesting past. It was initially turned down by the South in favor of Pythons. But, a storied history in the arenas and finishing touches from NuCoal and Humanist Alliance engineers has brought this beast back from a proverbial grave. Now, pilots from several factions use them with confidence on many battlefields.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Boa	15	SK, FS	W/G:5	9	5/1	1	4+	5+	6+	HAC, MVB (Reach:1)	MRP, LGM, HMG	Hands, React+	Gear	2"
Striking Boa	14	SK, FS	W/G:5	9	5/1	1	4+	5+	6+	MBZ, MVB (Reach:1)	MRP, LGM, HMG	Hands, React+	Gear	2"
Firestorm Boa	16	SK, FS	W/G:5	9	5/1	1	4+	5+	6+	MRL, MVB (Reach:1)	MRP, LGM, HMG	Hands, React+	Gear	2"
MFM Upgrade	+1	-	-	-	-	-	-	-	-	-	-LGM, +MFM	-	-	-
Melee Swap	+0	-	-	-	-	-	-	-	-	-MVB (Reach:1), +MCW (Reach:1, Demo:4)	-	-	-	-
Arena Pilot	+1	-	-	-	-	-	-	-	-	-	-	+Brawl:2	-	-

Chevalier

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

The Chevalier has a good variety of weapons, making this gear very versatile on the field. Chevalier pilots represent a small subset of the NuCoal population who prefer firepower over speed. The Chevalier Spear is one of the most popular variants because the amount of rockets it can fire at once is spectacular to behold.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Chevalier	14	SK+, FS	W/G:6	8	4/2	1	4+	4+	6+	HAC, LVB	MAR (Fire:1), LGM, HMG (Link)	Hands, React+	Gear	2"
Chevalier Hellfire	13	SK, FS	W/G:6	8	4/2	1	4+	4+	6+	MBZ, LVB	MAPR (Fire:2, Link), LGM, HMG (Link)	Hands, React+	Gear	2"
Chevalier Hammer	14	SK, FS	W/G:6	8	4/2	1	4+	4+	6+	HRF, LVB	MAR (Fire:1), LFG, HMG (Link)	Hands, React+	Gear	2"
Chevalier Spear	13	SK, FS	W/G:6	8	4/2	1	4+	4+	6+	HAC, LVB	MRP (Link), MRP (Guided), HMG (Link)	Hands, React+	Gear	2"
Chevalier Javelin	14	SK, FS	W/G:6	8	4/2	1	4+	4+	6+	HAC, LVB	MATM, HMG (Link)	Hands, React+	Gear	2"
CV Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+Comms, +SatUp, +ECCM (Aux)	-	-



Arbalestier

Manufacturer: Neil Motorworks
 Unit Type: Fire Support Gear
 Height: 5.0 meters / 16.4 ft
 Weight: 9,050 kg / 19,952 lb

Since NuCoal forces generally utilize tactics that require fast machines, the more traditional fire support gears find themselves struggling to keep pace. The answer is the hover capable Arbalestier from Neil Motorworks, sporting speeds normally only attained by smaller gears such as Jaguars and Black Mambas.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Arbalestier	19	SK, FS	W/H:7	9	3/3	2	3+	4+	6+	HRP, MFC, MVB	HPZ, LMG, LAPGL	Hands, Vet, Airdrop	Gear	2"
Arbalestier Grenadier	20	SK, FS	W/H:7	9	3/3	2	3+	4+	6+	HRP, MGL, MVB	HPZ, LMG, LAPGL	Hands, Vet, Airdrop	Gear	2"
Arbalestier Demolisher	19	SK, FS	W/H:7	9	3/3	2	3+	4+	6+	HRP, MVB	HPZ, HSE, LMG, LAPGL	Hands, Vet, Airdrop	Gear	2"

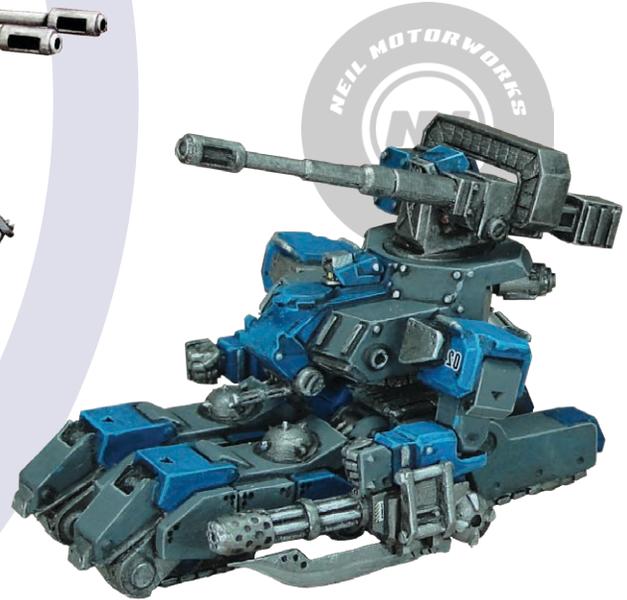
Hussar

Manufacturer: Neil Motorworks / Javelin Systems/ PADI
 Unit Type: Gear-Strider
 Height: 10.0 meters / 32.8 ft
 Weight: 65,025 kg / 143,356 lb

Designed by Humanist Engineers, the Hussar is a variation of the gear-strider concept. Initially fraught with difficulties at the time of its conception, Humanist, PAK and NuCoal engineers worked together to allow the design to see the light of day. Although popular, the Hussar is considered to be one of the most complex combat machines ever built.



NEIL MOTORWORKS JAVELIN



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Hussar	24	FS	W/G:6	10	4/4	2	4+	5+	6+	HRC (Apex)/HVB, HMG (Auto)	LFG (T, Link)	Hands, Brawl:1	Strider	3"
Hussar Spear	24	FS	W/G:6	10	4/4	2	4+	5+	6+	HRC (Apex)/HVB, HMG (Auto)	HRP (T, Link)	Hands, Brawl:1	Strider	3"
Hussar Skyhammer	25	FS	W/G:6	10	4/4	2	4+	5+	6+	HRC (Apex)/HVB, HMG (Auto)	HABM (T, Link)	Hands, Brawl:1	Strider	3"
Hussar Lance	26	FS	W/G:6	10	4/4	2	4+	5+	6+	HRC (Apex)/HVB, HMG (Auto)	HRC (T, AA, Link)	Hands, Brawl:1	Strider	3"
Hussar Hammer	26	FS	W/G:6	10	4/4	2	4+	5+	6+	HRC (Apex)/HVB, HMG (Auto)	HTG (T)	Hands, Brawl:1	Strider	3"

Fusilier

Manufacturer: Neil Motorworks
 Unit Type: Hovertank
 Height: 2.6 meters / 8.5 ft
 Weight: 25,205 kg / 55,568 lb

The Fusilier has proved itself well against its CEF counterparts, and the simplicity of the design gives this light hovertank staying power on the field. During one campaign, 43 Fusiliers were heavily damaged in the fierce fighting. By the time the major battles were over, 41 of the Fusiliers were back in operation.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Fusilier	17	SK, FS	H:10	8	4/4	1	4+	4+	6+	LLC (T, AA)	HAC (T), MRP (T), LAPGL	Agile, Airdrop, React+, Jump Jets:3 (Aux)	Vehicle	2"
Fusilier Javelin	17	SK, FS	H:10	8	4/4	1	4+	4+	6+	LLC (T, AA)	HAC (T), LATM (T), LAPGL	Agile, Airdrop, React+, Jump Jets:3 (Aux)	Vehicle	2"
Fusilier Anvil	15	SK, FS	H:10	8	4/4	1	4+	4+	6+	-	HAC (T), LGM (T), MRP (T), LAPGL	Agile, Airdrop, React+, Jump Jets:3 (Aux)	Vehicle	2"

Voltigeur

Manufacturer: Neil Motorworks
 Unit Type: Heavy Tank
 Height: 4.1 meters / 13.5 ft
 Weight: 60,145 kg / 132,597 lb

The Voltigeur has proven very effective and comes with two main weapon options. Following NuCoal leadership requests during development, Neil Motorworks perfected interchangeable missile banks for the Voltigeur. With forward observers, Voltigeurs can also unleash a hailstorm of guided munitions at range.



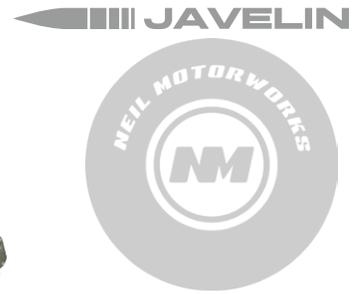
Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Voltigeur	31	FS+	G:5	11	5/3	3	4+	6+	6+	MLC (T)	LFG (T, Link, Precise), 2 x MATMs, HMG, HAPGL	Offroad, Smoke	Vehicle	1.5"
Voltigeur Hammer	33	FS+	G:5	11	5/3	3	4+	6+	6+	MLC (T)	HTG (T, Precise), 2 x MATMs, HMG, HAPGL	Offroad, Smoke	Vehicle	1.5"
ABM Upgrade*	-1	-	-	-	-	-	-	-	-	-	-2 x MATMs, +2 x MABMs	-	-	-
AM Upgrade*	0	-	-	-	-	-	-	-	-	-	-2 x MATMs, +2 x MAMs	-	-	-
CV Upgrade	+2	-	-	-	-	-	-	-	5+	-	-	+Comms, +SatUp, +ECCM	-	-

*Between the ABM Upgrade and the AM Upgrade, only one may be chosen.

Sampson

Manufacturer: Neil Motorworks / Javelin Systems
 Unit Type: APC
 Height: 3.3 meters / 10.8 ft
 Weight: 31,560 kg / 69,578 lb

Inspired by CEF designs, the Sampson does everything the HPC-64 can do and then some. Although primarily an APC, its heavier armor allows it to be pressed into service as a light cavalry vehicle. Troops have found that the large slab-sided armor is a perfect canvas for all kinds of nose art and nicknames.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Sampson	8	GP+, SK, FS	H:9	7	4/4	1	5+	4+	6+	LAC (T, Link)	-	Transport:2 Squads, Jump Jets:2 (Aux)	Vehicle	2"
Sampson Spear	8	GP, SK, FS	H:9	7	4/4	1	5+	4+	6+	-	LRP (T, Link)	Transport:2 Squads, Jump Jets:2 (Aux)	Vehicle	2"
Sampson Javelin	10	GP, SK, FS	H:9	7	4/4	1	5+	4+	6+	-	LATM (T)	Transport:2 Squads, Jump Jets:2 (Aux)	Vehicle	2"
Medical Sampson	7	GP, SK, FS	H:9	7	4/4	1	5+	4+	6+	-	-	Transport:1 Squad, Medic, Jump Jets:2 (Aux)	Vehicle	2"
CV Upgrade*	+1	-	-	-	-	-	-	-	5+	-	-	+Comms, +SatUp, +ECCM (Aux)	-	-

*The CV Upgrade cannot be applied to the Medical Sampson variant.

Titan

Manufacturer: Marshall Avionics
 Unit Type: Attack Chopper
 Height: 3.6 meters / 11.8 ft
 Weight: 17,000 kg / 37,479 lb

Classified as an attack helicopter, the Titan is often used to airlift elite infantry strike teams into position to capture objectives. Once its cargo is safely delivered, the Titan will either provide the ground team with air support or leave for other tasks. A squadron of Titans in the air is usually a signal that a ground offensive is coming.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Titan	20	FS	H:9	8	4/4	2	4+	4+	5+	LRC (AA)	2 x MATMs, 2 x MRPs	Agile, TD, VTOL, Transport: 1 Squad	Vehicle	2"

GREL

Manufacturer: PAK
 Unit Type: Infantry
 Height: 2.3 meters / 7.6 ft
 Weight: 100 kg / 220.5 lb

Tens of thousands of GREL were left on Terra Nova at the end of the CEF's 1st invasion. These GREL transitioned to life on Terra Nova. It was not always a smooth transition, but they are there now and that does not seem to be something that will change in the near future.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
GREL Team	4	GP+, SK, FS	1:4	4	2/1	1	3+	3+	6+	HIW, MIGL, MICW	MIR	-	Infantry	0.5"
GREL Mortar Team	4	GP, SK, FS	1:4	4	2/1	1	3+	3+	6+	HIW, MICW	HIM (Brace)	-	Infantry	0.5"
GREL Anti-Tank Team	5	GP, SK, FS	1:4	4	2/1	1	3+	3+	6+	HIW, MICW	MAVM	-	Infantry	0.5"
GREL Raider Team	5	GP, SK, FS	1:4	4	2/1	1	3+	3+	6+	HIW, MICW	HIS (Burst:2)	-	Infantry	0.5"
Morgana GREL Assault Team	4	GP, SK, SO+	1:5	4	2/1	1	3+	3+	5+	MIW, MICW (AP:1)	-	Agile, Brawl:1, Stealth	Infantry	0.5"
Morgana GREL Sniper Team	5	GP, SK, SO+	1:5	4	2/1	1	3+	3+	5+	MIW, MICW	HIR (Silent)	Agile, Brawl:1, Stealth	Infantry	0.5"
Jan Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+Comms	-	-
Squad Upgrade*	+1	-	-	-	4/2	-	-	-	-	-	-	-	-	-

*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.

Hoverbike GREL

Manufacturer: PAK
 Unit Type: Mounted Infantry
 Height: 1 meter / 3.3 ft
 Weight: 500 kg / 1,102 lb

It is not uncommon to see GREL hurtling across the battlefield mounted on hoverbikes. While they generally can't carry as much as their dismounted brothers and sisters, they still carry more than typical Terra Novan infantry. Large numbers of GREL on Hoverbikes is not a very comfortable thought for many Terra Novans.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
GREL Hoverbike	4	GP, SK	H:12	3	2/1	1	4+	4+	6+	HIW, LIWL, MICW	-	Agile, Jump Jets:2	Cavalry	1"
GREL Anti-Tank Hoverbike	5	GP, SK	H:12	3	2/1	1	4+	4+	6+	HIW, MICW	LAVM	Agile, Jump Jets:2	Cavalry	1"
Jan 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.

Sandrider



Manufacturer: N/A
 Unit Type: Infantry
 Height: 2 meters / 6.6 ft
 Weight: 75 kg / 165 lb



Out within the deepest deserts of Terra Nova there exist small tribes that eschew the trappings of modern civilization. Dubbed "Sandriders" by most homesteaders, these hardy tribesmen are known to be fearsome warriors. Where they came from and how they evolved is anybody's guess. They tend to stick to themselves.

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Sandrider Team	4	GP+, SK, SO	1:4	3	2/1	1	4+	3+	6+	MIW, MICW, MIGL (Corrosion)	-	Agile, Stealth	Infantry	0.5"
Sandrider Anti-Tank Team	5	GP, SK, SO	1:4	3	2/1	1	4+	3+	6+	LIW, MICW	MAVM (Corrosion)	Agile, Stealth	Infantry	0.5"
Sandrider Mortar Team	4	GP, SK, SO	1:4	3	2/1	1	4+	3+	6+	LIW, MICW	MIM (Brace, Corrosion)	Agile, Stealth	Infantry	0.5"
Koreshi Upgrade	+1	-	-	-	-	-	-	-	4+	-	-	+Comms, +Vet	-	-
Squad Upgrade*	+1	-	-	-	3/3	-	-	-	-	-	-	-	-	-

*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.

En Koreshi



Manufacturer: N/A
 Unit Type: Infantry
 Height: 2 meters / 6.6 ft
 Weight: 75 kg / 165 lb



Rumors persist of a warrior caste within the clans of Sandriders known as the En Koreshi. These rumors are fueled by reports of lone sword masters carving their way through GREL. Even if such reports are exaggerations, the normal Sandriders are highly skilled warriors and their elite would be the most impressive infantry on Terra Nova.

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
En Koreshi	7	GP+, SK+, SO+	1:5	4	3/1	1	3+	3+	5+	LIW, HICW (AP:1)	HIR (Silent)	Comms, Agile, Brawl:1, Stealth, Vet	Infantry	0.5"

Use one single figure per model.

Lizard Sandriders

Manufacturer: N/A
 Unit Type: Riding Beast
 Height: 3.6 meters / 11.8 ft
 Weight: 800 kg / 1,764 lb

Sandriders are well known for their capabilities with barnabies. So, it's no surprise that they can use lizards as well. Sandriders again take beast riding to the next level with this fast and ferocious animal. Lizard Sandriders appearing through a sandstorm is sometimes the last thing an enemy sees.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Lizard Sandrider	4	GP+, RC+	I:7	3	2/1	1	4+	3+	6+	LIW, HICW, LIGL (Corrosion)	-	Agile	Cavalry	1"
Lizard Sandrider Anti-Tank	5	GP, RC	I:7	3	2/1	1	4+	3+	6+	LIW, HICW	LAVM (Corrosion)	Agile	Cavalry	1"
Lizard Sandrider Observer	4	GP, RC	I:7	3	2/1	1	4+	3+	5+	LIW, HICW	-	Agile, TD, Comms	Cavalry	1"
Team Upgrade*	+1	-	-	-	3/3	-	-	-	-	-	-	-	-	-

*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.

Lizard Sandriders use the Southern Lizard Rider models or conversions thereof.

Barnaby Sandrider

Manufacturer: N/A
 Unit Type: Riding Beast
 Height: 3.4 meters / 11.2 ft
 Weight: 1,500 kg / 3,307 lb

Sandriders prefer barnabies because they can become quite loyal. More than once a protective barnaby has come to the aid of their caretaker in trouble. The bond Sandriders develop with their barnabies seems like something born from myths. If asked, a Barnaby Sandrider will tell you it's about training the master, not the beast.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Barnaby Sandrider	5	GP+, SK	W:7	4	3/3	1	4+	3+	6+	LIW, LIGL (Corrosion), HICW	-	Agile, Climber, Brawl:1	Cavalry	1"

Use one figure per model.

LEAGUELESS



HEAVY
GEAR
BLITZ!

For a Few Dinars More

“No, no, two for two thousand dinars,” The wizened Emirates ex-patriot held up two fingers in emphasis, the weathered digits erupting emphatically from his shawl.

“No good, Samir,” Marshal Devendier shook his head atop his open Sidewinder gear, “My boys need better. The last spat with those Paxton rent-a-cops left us dry. Give me the two Hunters and...” the small-town marshal frowned, just now noticing something that seemed concealed under a dusty tarp and tucked behind the piles of crates that Samir displayed in front of his overly garish Barnaby transport. It was gear shaped, and bigger than the Hunters that Samir was currently hocking. Devendier couldn’t quite make it out, but decided he should listen to his gut, “and whatever that is.”

“No, no! That’s not for sale. Too old. Samir needs this for his own protection!” The Merchant, ridiculously dwarfed under Devendier’s gear, shook his head.

“Everything’s for sale at your place, Samir. C’mon, let’s see it.” Devendier drawled out with his best cocky visage.

“Fine! For you, lawman, only the best, because Paxton overcharges.” Samir walked over and began removing the tarp. As he did, Devendier smiled a broad, toothy grin.

The Python’s 40mm rounds tore into the closest target, manifesting across the front of the Paxton Arm’s Warrior as oversized holes in the metal. Something internally tore free as the Warrior tumbled, its arm and engine coming apart in a cloud of smoke. Devendier cackled to himself as he saw his deputy marshal already traversing his weapon to the next target, unleashing his next series of controlled bursts.

“That’ll teach you Paxton goons what a real marshal can do!” Devendier laughed.

“Boss, enemy gear front, fifty meters!” the palpable static from deputy Faisal grated in his ear, evidence to the radio jamming that was no doubt the work of the PRDF forces trying to bring their oasis tower under ‘Paxton protection.’ He picked up the new sensor contact just as it skirted one of the cylindrical homesteader domiciles, kicking up fresh dust and sand as the Pit Bull wheeled around the corner. Devendier saw the telltale flash from its autocannon and his gear shuddered, sparks flying from the right sensor node in his cockpit as the rounds found purchase past his armor. He had to give the Paxton goons their due, they were good shots. He answered with his Sidewinder’s rifle, two high caliber rounds firing high, and to his surprise, skipping off the domicile next to the Pit Bull. It was too fast, the machine turning on its wheels like it was using skates. It turned to make its getaway as it fired another short burst of fire.

His deputy’s three round burst caught the Pit Bull square in the V-engine, detonating in spectacular fashion. There was a jarring impact on Devendier’s hull, which he was sure was an actuator of some kind, and glass fragments from the windows of the shop to his left. He winced. When he opened his eyes, there was fire, twisted steel and a pair of gear-sized wheels marking the demise of yet another goon.

“Prophet bless you, Samir!” Devendier exclaimed to himself, now only slightly jealous that he had his own Sidewinder and not the newly purchased Badlands Python that was walking up next to him. He felt the tremor in the dry sands below as the oversized gear stopped close by, “Deputy Faisal, good shooting. Paxton can have our freedom... one round at a time!”

History and Background

The North, South, Peace River and NuCoal are the largest beacons of civilization, but the Badlands of Terra Nova are home to a rich variety of people who take pride in living where others can't. From stalwart homesteaders having a go at an upstart mining business, to roaming gangs called "rovers", to just about anything one could think of, including the mysterious. Badlanders represent a diversity not found in many places.

The Badlands itself is a vast equatorial zone that wraps the entirety of Terra Nova, separating the Northern hemisphere from the Southern hemisphere. The majority of the landscape is very barren. There are three mountain ranges that cut through various parts of it, but the rest is vacant, desolate desert.

Many places are referred to as "dune seas" because the high winds can reshape the dunes overnight. These immense dunes, sometimes reaching up to 400 meters in height, can advance hundreds of meters each cycle, easily burying whole communities.

Badlanders gather together in tightly knit communities, some preferring large oasis towers and massive fortifications as they are usually able to dig themselves out if they get buried by the dune seas. Usually, but not always. Smaller buildings are commonly placed where rocky outcroppings can keep them from being inhumed. Nomadic lifestyles are also a common strategy to avoid being buried. Various sizes of caravans can be found tracing their way through the vast deserts. All of them are fully capable of setting up and hastily breaking down temporary dwellings in order to respond to a constantly changing environment.

The history of Terra Nova's equatorial region is a story of hard struggle and survival verse both the environment and the greed of polar and local governments. The harsh deserts are avoided by most Terra Novans, but the call of plentiful and valuable resources has continued to lure many hardy souls to the equator. It's a dry, desolate place populated by tough, practical pioneers who have hopes and dreams. The Badlands are the new frontier, where legends are created, and fortunes made.

For the sixteen million Terra Novans living in the Badlands, eking out a living in this dry wasteland is a difficult task. Yet, throughout the hardships, these pioneers forged a lifestyle based on independence, resourcefulness and pride. Faced with political pressure from the planet's hemispheres, Badlanders have struggled through the years to maintain their identity and freedom. For the most part, they have succeeded.



Major cities in the Badlands are the only places where the luxuries other Terra Novans take for granted can be readily found. Access to top-of-the-line medical care, secondary schooling, a regular supply of goods not locally produced, and transportation links to other parts of the planet are all virtually unknown elsewhere on the equator. Other than Port Arthur and Peace River, no Badlands city has more than 200,000 inhabitants and most are significantly smaller. While a community of 15,000 may be considered only a town in the Southern Republic, it is considered a full-fledged city in the Badlands.

Cities are usually dominated by a single industry but do foster other economic activities (often agriculture and trade). These settlements are the only places in the Badlands with complete judicial and governmental systems. Specific officials (sometimes elected, often not) set the laws, peace officers enforce them, and prisons and courts are available to deal with breaches of conduct. However, the extent and sophistication of these services vary greatly with a city's size and wealth.

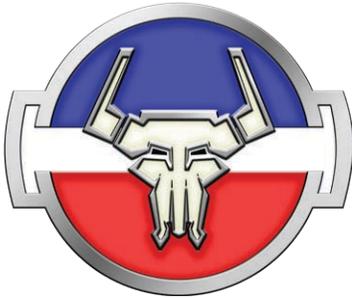


Barnaby Rider



Leagueless Factions

There is a myriad of military units that live in the depths of the Badlands. From mysterious tribes of Sandriders to formal rank and file organizations, the deep desert has all kinds.



Militias

No two militias are the same. Each militia has its own nuances and fighting style. Some of their gears have survived for decades or longer and are as much a part of the desert now as the sand and the rocks. However, many polar forces have underestimated the skill of these militias and the rusted hulks of gears, that have been picked clean of their usefulness, litter the Badlands as a result.

Rovers

Desert outlaws and renegades, rovers date as far back as early colonial times. The original rovers were disgruntled colonial workers who struck out against their employers, living in makeshift desert shelters and raiding supplies from isolated mining camps to survive.

Today, rovers are usually drawn from the Badlands' isolated desert settlements. Very few towns can afford prisons, so most criminals are simply exiled, often ending up in roaming gangs with other outcast. Others leave settlements of their own accord. Expatriates from polar powers can commonly be found amongst rovers as well. The ones who volunteer to join rovers are usually drawn to the mystique of the rover lifestyle.

Not all rovers are bad. Some of them grew into legitimacy over time. Some villages and small cities may even use them for law and protection. Although, in many cases, they are exploiting homesteaders via protection rackets and will run at the first sign of a significant fight. Many rovers have abandoned their more virtuous scruples for simple day-to-day survival.

Sponsored Forces

Many of the major powers on Terra Nova exploit the communities that boarder their lands. Some view them as temporary buffers that can be used against invading forces. Others have official agreements with a Badland's community to act as security for important trade routes. Depending on their location and capabilities, they may even be strategic enough to negotiate considerable concessions from the larger powers in exchange for security services or even more clandestine operations.

Typically, a league from the North or South will attempt to assume control over a highly strategic community, village or city. They'll offer training and equipment, under the condition of supervision from their advisors. It's common to see contingents of a league's military arm embedded into these sponsored forces. They are officially there to offer guidance and assistance. However, the less disclosed reason is that they'd prefer to keep an eye on the people they specifically arm. Without supervision, these armed forces have a history of being paid by rival leagues to attack the same faction that armed them. Additionally, with key leadership being placed unofficially under a larger power's supervision, the Badlanders can ideally still present themselves as strong and capable, even if they play as puppets for the Northern and Southern leagues.

Peace River is possibly the most assertive in exploiting Badlanders. However, if you're a Badlander, being exploited by Peace River also has its advantages. Out of all the major factions on Terra Nova, Peace River tends to take care of their Protectorate Sponsored Badlands Militias (PSBM) quite well. While the supervision from Peace River is ever present, Peace River is well practiced at training large forces that start from nothing and become premiere fighting units within a relatively short amount of time. Some PSBMs have performed well enough that they were eventually just absorbed into Peace River's official military, which includes full citizenship for all members and their immediate family members.





Mercenaries

Many types and sizes of mercenary units are found throughout Terra Nova. Some have been so successful that they are continuously under contract by a polar faction, Peace River or even NuCoal. One rather famous mercenary group called the Warders was so successful in their service to the Mekong Dominion that they officially became one of Mekong's major military branches. They are now known as the Peacekeepers, and they are the envy of many mercenary units on the planet.

Within the Mekong Dominion is Hsi Tsang. This is the home of the Mercenary Guild, a brokerage firm for mercenary contracts. The Warders, and units like them, brought exponential success to this once fledgling company. Now, this near-monopoly has agents in every major city across all of Terra Nova and aggressively engages any competition. They have even been known to send mercenaries to attack other mercenary brokerage firms. Despite the Mercenary Guild's best efforts, there continues to be other firms in key locations in practically every league or city-state.

Weapons of War

The weapons of Leagueless forces depend greatly on their own resourcefulness and clout. Many use surplus or even discard equipment. They tend to not focus on who makes what and instead focus on what they can get in the first place. Its perfectly normal to see gears from multiple factions fighting together. Maintenance and upkeep of equipment varies from force to force. Some of the settlements are well known for their ability to jury rig several different machines together. There are more than a few franken-gears roaming around the Badlands.

Some of the Leagueless are actually well outfitted. For example, highly successful mercenary units tend to be able to acquire some top tier equipment. However, this is also considered an indication of something nefarious. When a Badlander meets another Badlander, sporting new shiny equipment, they usually think, "What did they have to do to get this?"

Tabletop Doctrine

The Leagueless can provide endless creative opportunities. The units that come from the deep desert are so varied that the only sub-list available to the Leagueless is more of a build-your-own sub-list. Do you want to build a custom mercenary unit from the ground up? Do you want to use a rover force just to antagonize a friend? Do you just like near apocalyptic settings? Do you seem to enjoy rust effects more than anyone else around you? If you answered yes to any of the above questions, or you just like the idea of building your own sub-list, then, my friend, the Leagueless are for you.



Badlands Python



Engineering Grizzly

Leagueless Sub-Lists

All the models in the North, South, Peace River and NuCoal can be used in Leagueless forces. Different options below will limit selection to specific factions. There are also models in the Universal Model List that may be selected as well.

L - Leagueless

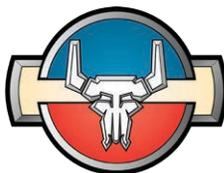
The Badlands are home to many types of would-be nations, city-states, villages, hardy homesteaders, nomadic communities and even a few things that there may not be a name for. These fringes of civilization are dangerous places. Even the most meager pack something for protection. Some of the more successful homesteaders have organized militias, while others are forced to pay rovers for protection. Many mercenary units started out in the Badlands, and not always intending to become mercenaries. Some militias even negotiate contracts with the collocated powers that be. While the people in the Badlands probably don't have the most spit-shined boots, they can fight just the same.

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

- ▷ **Judicious:** Non-duelist models that come with the Vet trait on their profile may only be placed in veteran combat groups. This also applies to any and all upgrade options below.
- ▷ **The Source:** Select models from the North, South, Peace River or NuCoal (pick one).

Select three upgrade options from below.

- ▷ **Additional Source:** Select one more faction, from those listed above, as an additional Source. This option may be selected up to three times.
- ▷ **Northern Influence:** Requires the North as a Source. If selected, Southern Influence and Protectorate Sponsored cannot be selected. Select one faction upgrade from the North's faction upgrades. This option may be selected twice in order to gain a second option from the North.
- ▷ **Southern Influence:** Requires the South as a Source. If selected, Northern Influence and Protectorate Sponsored cannot be selected. Select one faction upgrade from the South's faction upgrades. This option may be selected twice in order to gain a second option from the South.
- ▷ **Protectorate Sponsored:** Requires Peace River as a Source. If selected, Northern Influence and Southern Influence cannot be selected. Select one faction upgrade from Peace River's faction upgrades. This option may be selected twice in order to gain a second option from Peace River.
- ▷ **Expert Salvagers:** Secondary units may have a mix of models from the North, South, Peace River and NuCoal.
- ▷ **Stripped:** Stripped-Down Hunters and Jagers may be included in this force and placed in GP, SK, FS, RC or SO units.
- ▷ **We Came From the Desert:** En Koreshi and Sandriders may be included in this force.
- ▷ **Purple Powered:** GREL infantry and Hoverbike GREL may be included in this force. GREL infantry may increase their GU skill by one for 1 TV each.
- ▷ **Veteran Leaders:** You may purchase the Vet trait for any commander in the force without counting against the veteran limitations.
- ▷ **Badland's Soup:** One combat group may purchase the following veteran upgrades for their models without being veterans; Improved Gunnery, Dual Guns, Brawler, Veteran Melee upgrade, or ECCM.
- ▷ **Personal Equipment:** Two models in one combat group may purchase two veteran upgrades without being veterans.
- ▷ **Thunder from the Sky:** Airstrike counters may increase their GU skill to 3+ instead of 4+, for 1 TV each.
- ▷ **Conscription:** You may add the Conscript trait to any non-commander, non-veteran and non-duelist in the force if they do not already possess the trait. Reduce the TV of these models by 1 TV per action.
- ▷ **Local Hero:** For 1 TV, upgrade one infantry, cavalry or gear with the following ability: Models with the Conscript trait that are in formation with this model are considered to be in formation with a commander. This model also uses the Lead by Example duelist rule without being a duelist.
- ▷ **Ol' Rusty:** Reduce the cost of any gear or strider in one combat group by -1 TV each (to a minimum of 2 TV). But their Hull (H) is reduced by -1 and their Structure (S) is increased by +1. I.e., a H/S of 4/2 will become a 3/3.
- ▷ **Discounts:** Vehicles with an LLC may replace the LLC with a HAC for -1 TV each.
- ▷ **Local Knowledge:** One combat group may use the recon special deployment option.
- ▷ **Shadow Warriors:** Models that start the game in area terrain gain a hidden token at the start of the first round.
- ▷ **Operators:** You may select 2 gears in this force to become duelists.
- ▷ **Jannite Pilots:** Veteran gears in this force with 1 action may upgrade to 2 actions for +2 TV each.



BLACK TALONS



HEAVY
GEAR
BLITZ!

Broken Promises

What do you mean you can't support our next action!?" High Commander Wai Knolan's red face overwhelmed the Fury Shuttle's trideo display. "Why did we even throw our lot in with you Black Talon to begin with!? It's been nothing but a disappointment since day one, and I'm constantly losing people and putting us out there to get chewed up!" Knolan sneered as he continued, "But where are you? Not here. Not in any of our fights! All I'm hearing is promises. Just admit it. You're using us as a distraction to stall invasion efforts against your planet. You have no qualms about lying to us about some magical Black Talon force that's going to come in and save the day here on Utopia. You're no better than the Earthers!"

Captain Alia Muna-Habib did her best to remain composed as she dug her nails into her palms and took a deep breathe before responding. "High Commander Knolan, you're angry and I get it. And I can only assume what my chain of command is telling me is sincere. We will get reinforced. There will be—"

"What!?", Knolan's ire darkened further, "You can only assume!? Were you born yesterday, Captain? I think you're being taking for a ride too. Your superiors are using you just as they're using us. It seems quite clear to me now. What did you and yours do to earn this station? Say the wrong thing to one of your prissy little generals back on Terra Nova? Hmmm?" The image seemed to flicker as a result of the Utopian's rage.

Alia couldn't help but consider the friends she'd lost. It was a dark place to go, and not a good place to be mentally at this very moment. But she couldn't help it. After two years of operations on Utopia, constantly failing to make any headway with a resistance movement on this complete wasteland of a planet. Constantly losing people. Constantly being told to 'make do' by her chain of command, while also constantly being yelled at by the Utopians that 'it's not enough'. And, watching them die...

She felt herself cracking. She knew the next words out her mouth were not going to be pretty. They weren't going to be sane. And they weren't advisable for any career soldier to utter. But she couldn't stop it. She had to get it out. It was tearing her up inside. "FINE! Maybe you're right! Maybe there's nothing! Maybe I'm all you've got! Pour l'amour de Dieu, I'm only one person, with one section of Talons! What did you expect!? The whole of Terra Nova just gives it up so we can come here and save your planet which you've managed to destroy ten times over with the sins of your past!? And you don't think I have my own doubts about my chain of command and you!?"

Knolan's expression relaxed, "Well now, there it is. The dissention amongst your ranks. You're no hero. Was it ever a wonder why this was never going to work out? Knolan, out!" And with that, to Alia's shock, the trideo image abruptly cut out.

At first Alia was even angrier. But then it started to sink in, "What did I just do?" A tear rolled down her cheek as she remembered to breathe.

"You were human.", Alia felt Lieutenant Taro Jones's hand touch her shoulder. "There's only so much we can do with so little. I know command keeps promising. But Captain, I don't think they intend to follow through either. This," he paused, shaking his head, "was inevitable."

Alia's fatigue swept over her, "But this can't be it. Not with what we've already paid. What's wrong with these people? Don't they see it? Are they really just," more tears rolled down her face, "sheep?"

"Stop," Taro using a calm and soothing tone, "You need to stop. I don't have answers right now. I'm not sure anyone does. Certainly not command. But we need to move, and your team needs you. Take a moment to compose yourself. We're still standing by for the briefing on our next target."

"Mon Dieu, the next mission brief! Is that rumor even worth it?", Alia's exasperation being displayed in full to her junior officer.

Taro switched to a sternness Aria had never heard from him, "Captain, you need to get yourself together! I'm going to walk out of this room and start the brief. You're going to take a few moments and find your composure. Then you're going to walk out there and lead us. Captain, we need you too. You're the only thing holding us together as it is." And with that, he exited.

Alia realized she had just put him in a compromising position. It wasn't right to put that on him and he responded as he should. And he was right. It was time to wipe away the tears and get back to work. For everyone's sake, she needed to at least stop acting like it was all falling apart.

History and Background

After the War of the Alliance, the Terra Novans had turned their attention away from Earth and had degenerated once more into parochial squabbles. The threat of mutual destruction loomed as Terra Nova fell into the Interpolar War. While the Interpolar War was incredibly taxing to all of Terra Nova, they were not willing to yield the fighting, despite the tireless efforts of peacemakers.

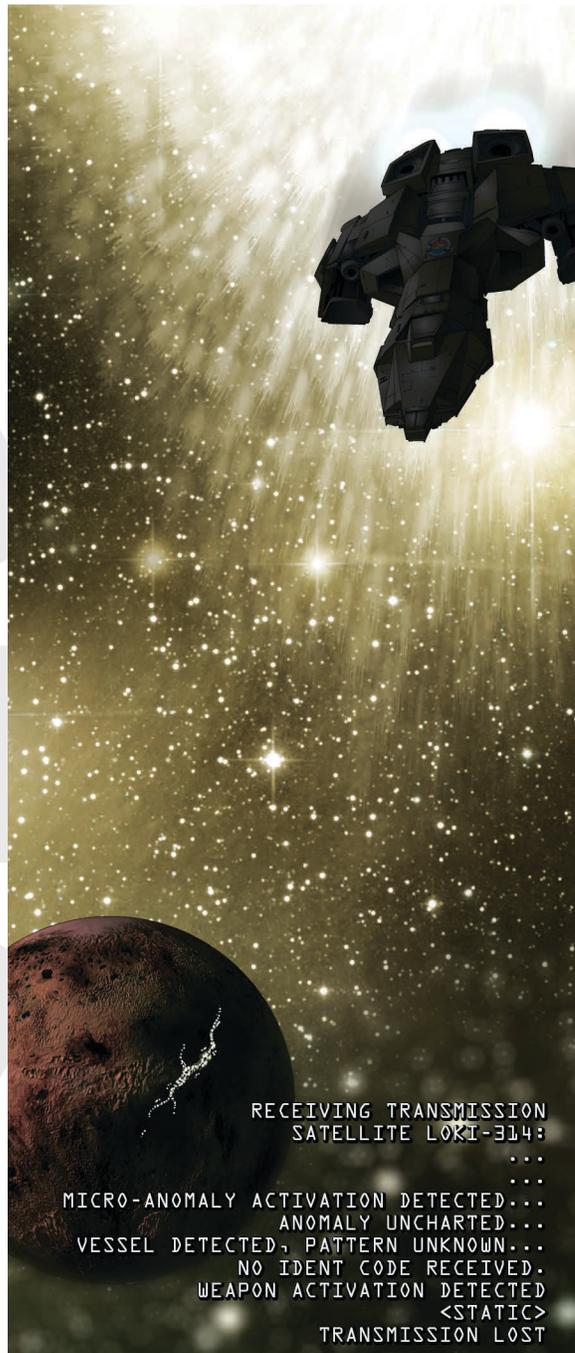
That was until Colonial Expeditionary Force (CEF) commandos infiltrated the city of Peace River and detonated an anti-matter device on 2 Summer TN 1939. In an instant, the jewel of the Badlands was vaporized. The unprecedented scale of destruction of the city horrified many. The idea that an attack would come from enemies thought to have been vanquished seemed like a bad dream. Yet the Terra Novans were forced to face the evidence: Earth was not finished with them.

Faced with the prospect of battling an enemy that had previously proved both devious and unpredictable, several Terra Novan politicians and military leaders reacted by forming a secret cross-league organization, which would later become public as the Westphalia Cabinet. One of their first acts was the formation of an elite force that specialized in countering strategies and tactics employed by the CEF. This elite force, code-named Black Talon, was initially kept completely secret as a safeguard from enemy spies finding out about it and reporting it to the CEF.

As a baptism of fire, their first targets would be on Terra Nova in TN 1940. One of the most notorious leagueless forces to ever exist on Terra Nova was led by a GREL revolutionary named Soldier Proust. Proust held Earth and Terra Nova in equal contempt and was bent on revenge for how humans treated GREL. However, he was not a match for the Black Talons as they picked his forces apart one by one.

Caprice was their next target. As the world that lies between Terra Nova and Earth via the Tannhauser Gate system, it was the most likely candidate for a base of operations for the CEF. The Talons were dispatched there to gather more information about the CEF. As a secondary objective, they were also tasked with conducting operations that may delay any preparations for a second CEF invasion of Terra Nova. The Talons were once again successful in all aspects of their mission, despite casualties and adversities.

The intelligence gathered by Talon 1 revealed the CEF's buildup for a new invasion and new technology in use by the CEF. This spurred further funding and support for the organization from across Terra Nova, resulting in new personnel and new equipment for the coming operations. Black Talon teams are now present across Terra Nova, the Helios System, and on all colony worlds. On foreign planets, some operate as open allies to local resistance while other teams stay hidden to the planet's inhabitants.



Talon 1

Talon 1 began training in TN 1940 as the first Black Talon team. All current Talon teams are task built for their mission and Talon 1 was no exception, with handpicked operators and support personnel. The first team consisted of three squads of gears, commanders, a platoon of infantry, support assets, maintenance staff, and the crew of the Fury class shuttle.

Members were recruited from all over Terra Nova, and some found themselves suddenly in the same room with bitter enemies. While this did cause some friction, the greatest point of contention was the team's leader, Ernesto Jaxon. Jaxon was the former head of the Badlands Revolutionary Front, a group considered by many to be terrorists. Despite this, Jaxon's professional composure, mission centric focus and strong work ethic did manage to finally unify the team members.

The Talons first operation was on Terra Nova in TN 1940 against a leagueless force. This particular force, led by Soldier Proust, an ex-CEF Jan class GREL with megalomania, was suspected of having ties to the Peace River bombing. After naming himself Colonel of an upstart Badland's force, this GREL supremacist was already deemed highly unstable and dangerous. When it was found that he was in possession of additional anti-matter bombs, the Westphalia Cabinet was unanimous in making Proust the Black Talon's first target. In a series of missions, the fledgling Talons, using a mix of customized and prototype gears, tracked down and eliminated Proust's forces one by one, culminating with the capture of a hidden CEF base in the Arctic where they found the remaining anti-matter bombs. Colonel Proust escaped capture, but his forces were entirely obliterated.

In early Spring of TN 1941 the team deployed to Caprice, entering the system on 1 Summer of TN 1941. Weeks of cat and mouse games with CEF patrols and Talon 1's Fury Shuttle eventually saw the team land on Caprice by 10 Winter of that same cycle.

In Autumn of TN 1942, the Talons began launching raids on CEF bases and supply assets alongside Liberati resistance elements from Caprice. Talon operations began prioritizing anything referencing "Project Grail", the details of which are still unknown. Even the Liberati were previously unaware of it.

Within a season the CEF had stepped up patrols and security, increasing the risk of the entire Talon operation. However, double agents in the CEF helped the raids continue. Eventually, the primary agent feeding intel to the Talons was captured and sentenced to life in a prison called Bastille-Alpha.

Supposedly impregnable, Bastille-Alpha housed an assortment of enemies to the CEF. Everything from traitors, sympathizers, and even GREL who had become unstable were kept at this prison. Many would be possible allies to the Talons and the Liberati.

Talon forces launched a successful assault on the prison and freed its inmates. An ex-CEF logistics specialist named Carlie Pinter even joined the Talon team as a provisional member. Despite this success, victory was marred by the destruction of their Fury Shuttle and with it, their primary means of communication with Terra Nova.

While some suggested "going native", others pressed to return to Terra Nova. They had valuable intelligence on new CEF equipment and evidence that the CEF was indeed planning another invasion of Terra Nova. However, they were also empowering the Liberati forces on Caprice. Eventually the decision was made to return to Terra Nova. They just needed a plan.

With few options, the Talons decided to execute an extremely daring mission. They hijacked a CEF landing craft, used it to ferry them to a CEF destroyer, and then captured the vessel. While the plan succeeded, it came at a great cost in casualties, and there was no turning back. They also still needed to fight their way through CEF forces protecting the Tannhauser Gate which would get them back to Terra Nova.

Using a hidden Talon comms buoy along the way, they made a desperate call for help while they prepared for their final suicide run towards the gate. Luckily, just as the Talons were about to be overrun, the gate opened and a Terra Novan assault fleet came through, clearing the way for their miraculous escape. Their desperate call for help had been heard.

The operation on Caprice changed much for Terra Nova. It highlighted the fact that Terra Nova needed to be ready for another invasion. It showed that the CEF's technology and tactics were improving significantly. But it also proved that there were those on other colony worlds that were willing to fight with Terra Nova. Talon 1 had brought a message of war, but also a message of hope.



Black Talon Units

The Black Talon operational units are referred to as “teams”. However, this is only an operative word, and it does not indicate the size of a unit. They are organized and outfitted according to their mission. A team may have a single squad of gears or be something much larger. Black Talon teams are deployed not just on Terra Nova, but on other colony worlds. Teams on Caprice, Eden, Utopia and Atlantis have launched campaigns against CEF occupation, sometimes alongside local resistance fighters.

Black Talon Recon Teams



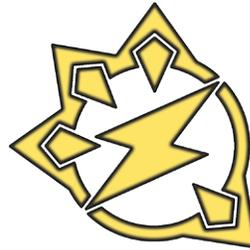
Black Talon Recon Teams (BTRT) serve as forward operators for larger Talon operations. While officially called recon teams, these units also carry out sabotage and assassination missions to prepare the theater for additional operations. BTRTs do not normally initiate contact with locals unless necessary and may even continue working independently of other Talon forces that show up later. They operate completely from the shadows and only strike when the enemy least expects it, often resulting in the destruction of something important with very little evidence of what took place. BTRTs are some of the smallest units within the Black Talons. The largest known element only being platoon sized.

Black Talon Insertion Teams



Hot on the heels of the Recon Teams are the Black Talon Insertion Teams (BTIT). Designed for asymmetrical combat, guerrilla warfare and rapid strike operations, BTIT members are often the last thing CEF personnel see. One of their specialties involves mobilizing local forces as insurgent forces to be used against the CEF. As such, they are often aided by local resistance elements. On planets such as Caprice and Eden, these operations have proven to be quite successful. On other planets, such as Utopia, this type of approach has not been as useful. While insertion teams are often the bane of any garrison commander, they are often regarded as the “heroes” that oppressed populations look up to. On the other hand, some of the colonies view them as terrorists and murderers.

Black Talon Strike Teams



Even before the current war, Black Talon forces have taken an active role in flushing out collaborators and CEF forces that have been hiding on Terra Nova. Several clandestine CEF facilities have been found on Terra Nova over the last 10 cycles. The BTSTs were formalized roughly five cycles ago as a branch of the Black Talons that specializes in operations on Terra Nova. Within the prospects of training, they have also been deployed against rovers who have presented themselves as greater threats to the boarders of different factions across Terra Nova. Currently these forces are being used to counter the CEF's military might on the battlefield by performing actions such as surgical strikes on key CEF elements.

Black Talon Assault Teams



Black Talon Assault Teams (BTAT) specialize in capturing large enemy transports and capital ships. These are rather hazardous missions known to have high casualty rates even before the Talons can breach a ship's hull and take the fight inside the vessel. Once inside they are often engaged by waves of frames, GRELS and FLAILs. Depending on the ship, they may even encounter Utopian, Caprician and Edenite forces. BTAT has the largest number of aerospace assets amongst the different Talon units, which are used to run interference while their gears close in on their targets. Large elements of highly trained infantry are also a key component in taking capital ships. BTATs go where their targets go. As a result, while many of their gears are modified for combat in space and operate in orbit around Terra Nova, they also operate planet side as well.



Weapons of War

The Black Talons originally started with purchased and modified polar equipment, often using the same mass-produced variants that were available to others at the time. Hand selected personnel were individually recruited from all over Terra Nova, a fact that disturbed many as this brought bitter enemies into positions where they had to rely on each other. At first, all their facilities were hand-me-downs that most had forgotten about. Over time this changed, and as they completed missions and demonstrated results, they were able to acquire more support from across all of Terra Nova. The organization has grown exponentially from those early days.

The final cycles before the second CEF invasion saw a large influx of operators from the former Legion Noire personnel that backed the wrong side of the Southern Republic's civil war. When offered a chance to join the Talons or face trial, virtually all these disgraced operatives opted to join the Talons. This influx of already trained special operations personnel was highly appreciated by Talon command. However, their loyalty and methods are something of a concern. Rumors of Talon teams firing on civilians and using other underhanded tactics on distant colonies have begun to spread.

Black Talon Werks, a key ingredient of this special warfare community, is a top-secret team composed of some of the best minds in the field of weapons design. They have been gathered at discreet locations, such as the Paxton Arms Research and Development's (PARD) secret facility deep in the Karaq Wastes. They are tasked with crafting the tools used by the Talons. This includes the infamous Fury Assault Shuttles, which are just one of many logistical components used for transporting teams of Talons and their high-tech gears.

The Karaq Waste's PARD facility itself is considered the beating heart of the Talons. While this is not the only facility, it is where most of the upper chain of Black Talon command can be found, along with a large portion of their manufacturing capabilities. One other notable facility is on Charity, one of Terra Nova's moons, which the Black Talons use to launch forces against the CEF space assets.

Their main underground command base, hidden within a particularly inhospitable section of the Karaq Wastes, is located in a region that is subject to severe local weather patterns which impose frequent and vicious sandstorms. This, of course, provides just the type of cover required to discreetly conduct tests and move large shipments of materials and supplies in and out unnoticed.

Thick hydraulically actuated hatches allow access to the facility below the surface. There are dozens of small, discrete access hatches that lead to elevators for personnel to use and a hand full of larger access hatches that open to reveal gear-sized ramps. There is also one massive hatch that slides open to allow Fury Shuttles to enter and exit the facility. These access hatches have been custom designed to look like the environment, which is mostly sand and rock. Powerful air jets regularly pop out of concealed locations and clear hatches of bulk deposits of sand, which quickly returns due to the nearly constant sandstorms. Engineering gears are maintained for when the air jets are not enough to keep the hatches clear.

The facility's inner walls are built from high strength composites designed to reduce the risk of being detected by sub-surface imaging techniques. Pumps move coolant fluid to heatsinks located hundreds of meters away to regulate the inner temperature. Electricity is provided by two geothermal power plants.

The full range of Black Talon members and thousands of support personnel, from cooks to mechanics, are housed on site in spartan but adequate quarters. Manufacturing capabilities are top of the line and highly automated. The extensive subterranean facilities even feature gear testing zones that are built to withstand most gear sized munitions.

Black Talon command is convinced that no matter how well hidden their facilities are, it is only a matter of time before one or more are found. Larger combat assets such as Visigoth main battle tanks and scores of other equipment which would not normally be appropriate for Talon operations are maintained here, patiently awaiting the day the enemy comes knocking.

The garrison forces that act as security for these installations generally pray for the day that the CEF finds their facility. This is due to the fact that, after the initial shock and awe of being stationed at such an amazing facility, they eventually find that they are ultimately at one of the most boring posts to guard on all of Terra Nova. They get to watch special forces teams train and go off to do glorious things while they continue to watch a hazy landscape that only the occasional lunatic attempts to travel through.

Talon Teams operating on other planets are limited by the capacity of their Fury Shuttles, small gate-capable insertion crafts that the teams deploy from. They typically select gears, light vehicles, aircraft, and some of the faster striders that can be used for run and gun tactics. The Talons are also backed up by special forces infantry, engineering, and significant support assets.

Talon gears and strider are divided into two categories: Dark series and Claw series. Dark series machines are developed from existing units that have been refitted by Talon technicians. Examples include the Dark Cobra and the Dark Warrior. The origins of these machines come from Talon members who were authorized to bring their own personal machines into the organization. While not all of these saw much use, as newer models were produced by Black Talon Werks, many were eventually added to the Talon's standard arsenal. The Claw series, on the other hand, are purely the result of Black Talon Werks, which receives significant support from Peace River and Paxton Arms. The Claw series are advanced gears that Paxton research and development teams produced. The Owl was designed from the Stalker. The Eagle was originally called the Warrior Elite. The Raven is based on the Perseus Gear, although the Black Talons dropped the hover Secondary Movement System (SMS) in favor of the wheeled SMS design more Terra Novan gear pilots are familiar with. The Raptor was originally called the Myrmidon. The Vulture was originally called the Agamemnon.

CLASSIFIED

Black Talon Sub-Lists

All the models in the Black Talon Model List can be used in any of the sub-lists below. There are also models in the Universal Model List that may be selected as well.

All Black Talon **forces** have the following special rule:

- ▷ **The Chosen:** The force leader may purchase 1 extra CP for 2 TV.
- ▷ **Special Operators:** This force may select one assassinate and/or one raid objective regardless of its unit composition. Select any remaining objectives normally.

BTRT - Black Talon Recon Team

The recon teams are trained to use more than just their weapons to fight. They use the environment itself. Sent out ahead of other Black Talon teams, the recon teams are expected to find the enemy and eliminate keystone components such as command units and important communications facilities. They also do their best to sabotage forces that would be used as reactionary elements to larger Talon strikes.

- ▷ **ECM Specialist:** One gear or strider per combat group may improve its ECM to ECM+ for 1 TV each.
- ▷ **Operators:** You may select 2 gears in this force to become duelists.
- ▷ **The Unseen:** Dark Cheetahs and Dark Skirmishers may add +1 action for 2 TV each.
- ▷ **Catch Them Sleeping:** This force may forgo all airdrop special deployments to allow any or all models to use the recon special deployment.



BTIT - Black Talon Insertion Team

A successful operation for BTITs is an operation that is over before the defenders even know what they're fighting. BTITs have a diverse range of specially trained operatives that allow them to perform an assortment of missions including; unconventional warfare, foreign internal defense, direct action, counter-insurgency, special reconnaissance, counter-terrorism, information operations, counterproliferation of weapons of mass destruction, security force assistance and even manhunts.

- ▷ **Allies:** You may select models from Caprice, Utopia or Eden (may include a mix). Commanders must choose a Black Talon model.
- ▷ **Asymmetry:** Any combat group that can use the airdrop special deployment may use the special operations deployment instead.
- ▷ **Radio Blackout:** One model per combat group with the ECM, or ECM+ trait may improve its EW skill by one for 1 TV each.
- ▷ **The Talons:** Dark Jaguars and Dark Mambas may add +1 action for 2 TV each.



BTST - Black Talon Strike Team

As BTSTs specialize in asymmetric warfare on the conventional Terra Novan battlefield, they are frequently found operating with collocated forces. BTST operatives are trained in the many intricacies of all the Terra Novan militaries. They know their capabilities, policies and doctrines like the back of their hand. This enables them to speak to any Terra Novan force in their native lingo and procedures. Even Badland forces have been known to take part in BTST operations.

- ▷ **Allies:** You may select models from North, South, Peace River and NuCoal (may include a mix). Commanders must choose a Black Talon model.
- ▷ **Best and Brightest:** Any number of allies may purchase the Vet trait without counting against the veteran limitations.
- ▷ **Showoffs:** One gear in each combat group may be a duelist. This force cannot use the Independent Operator rule for duelists.



BTAT - Black Talon Assault Team

BTATs are some of the largest Black Talon elements in existence. Their missions also have some of the highest casualty rates amongst any of the Black Talon mission profiles. However, capturing large transports, supply ships and capital ships is of extreme importance. Successful missions are not only responsible for taking away highly valuable assets from the enemy, they also acquire those same assets to be used by the Terra Novan forces.

- ▷ **Shadow Warriors:** Models that start the game in area terrain gain a hidden token at the start of the first round.
- ▷ **Breachers:** Shaped Explosives (SE) for models in this force do not come with the Brawl:-1 trait.
- ▷ **Drops of Darkness:** If the airdrop special deployment option is used, models in this force will roll for a target number of 3+ instead of 4+.



Dark Warrior

Manufacturer: Black Talon Werks
 Unit Type: Trooper Gear
 Height: 4.3 meters / 14.1 ft
 Weight: 6,653 kg / 14,667 lb

Talon commanders have noticed a need to have the option to at least hold territory for extended periods of time. So, they looked at more mass produced option so that they can get the numbers needed to hold positions without utilizing some of their higher end assets. The Dark Warrior does this in spades.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Dark Warrior Gamma	8	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	5+	LAC/LFC, LVB	LRP, LAPGL	Hands, ECM, Airdrop, Vet, Stealth (Aux)	Gear	1.5"
Dark Warrior Beta	9	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	5+	MAC/LGL, LVB	LRP, LHG, LAPGL	Hands, ECM, Airdrop, Vet, Stealth (Aux)	Gear	1.5"
Dark Warrior Tao	9	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	5+	MSC, LVB	LRP, LAPGL	Hands, ECM, Airdrop, Vet, Stealth (Aux)	Gear	1.5"
Dark Warrior Sigma	9	GP, SK, FS	W/G:6	6	4/2	1	4+	4+	5+	LBZ (AP:1, Burst:1), LGL, LVB	LRP, LAPGL	Hands, ECM, Airdrop, Vet, Stealth (Aux)	Gear	1.5"
Psi Upgrade	+1	-	-	-	-	-	-	-	4+	-	-	+Comms	-	-

Dark Jaguar

Manufacturer: Black Talon Werks
 Unit Type: Strike Gear
 Height: 4.6 meters / 15.1 ft
 Weight: 7,100 kg / 15,653 lb

An upgrade of the Northern Jaguar, this gear is used by Black Talon combat units in their standard operations. Despite an active stealth system, advanced actuators and improved power plant the gear is relatively unchanged. This gear is used in Talon squads that operate in system and are often Terra Nova's first responders to the CEF threat.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Dark Jaguar Alpha	12	GP, SK, FS	W/G:7	7	4/2	1	3+	3+	5+	HRF, LCW (Brawl:1, Reach:1)	LRP, LAPGL	Hands, Agile, Airdrop, Vet, Stealth (Aux)	Gear	1.5"
Dark Jaguar Beta	11	GP, SK, FS	W/G:7	7	4/2	1	3+	3+	5+	MAC/LGL, LCW (Brawl:1, Reach:1)	LRP, LAPGL	Hands, Agile, Airdrop, Vet, Stealth (Aux)	Gear	1.5"
Dark Jaguar Gamma	11	GP, SK, FS	W/G:7	7	4/2	1	3+	3+	5+	MAC/LFC, LCW (Brawl:1, Reach:1)	LRP, MPZ, LAPGL	Hands, Agile, Airdrop, Vet, Stealth (Aux)	Gear	1.5"
Dark Jaguar Sigma	11	GP, SK, FS	W/G:7	7	4/2	1	3+	3+	5+	MBZ, LCW (Brawl:1, Reach:1)	LRP, LAPGL	Hands, Agile, Airdrop, Vet, Stealth (Aux)	Gear	1.5"
Psi Upgrade	+1	-	-	-	-	-	-	-	4+	-	-	+Comms, +SatUp (Aux)	-	-
Phi Upgrade	+1	-	-	-	-	-	-	-	4+	-	-	+ECCM	-	-

Dark Mamba

Manufacturer: Black Talon Werks
 Unit Type: Strike Gear
 Height: 4.6 meters / 15.1 ft
 Weight: 6,200 kg / 13,669 lb

The Black Mamba is the South's primary strike gear and the many years of use have been influential in developing strategies and tactics that synergize its many advantages. The Dark Mamba is a fearsome combat unit harmoniously marrying together the deadly trinity of performance, firepower and survivability into a single package.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Dark Mamba Omicron	13	GP, SK, FS	W/G:7	7	4/2	1	3+	3+	5+	MLC, LCW (Brawl:1, Reach:1)	MRP, LAPGL	Hands, Agile, Airdrop, Vet, Stealth (Aux)	Gear	1.5"
Dark Mamba Nu	13	GP, SK, FS	W/G:7	7	4/2	1	3+	3+	5+	MRL, LCW (Brawl:1, Reach:1)	MRP, MPZ, LAPGL	Hands, Agile, Airdrop, Vet, Stealth (Aux)	Gear	1.5"
Dark Mamba Chi	12	GP, SK, FS	W/G:7	7	4/2	1	3+	3+	5+	MGL, LCW (Brawl:1, Reach:1)	MRP, LAPGL	Hands, Agile, Airdrop, Vet, Stealth (Aux)	Gear	1.5"
Psi Upgrade	+1	-	-	-	-	-	-	-	4+	-	-	+Comms, +SatUp	-	-

Eagle

Manufacturer: Black Talon Werks
 Unit Type: Strike Gear
 Height: 4.6 meters / 15.1 ft
 Weight: 6,900 kg / 15,212 lb

The primary strike gear used by the Black Talons, the Eagle was also the first of the Claw series to roll off the assembly line. Based off Paxton's Warrior Elite program, the Eagle incorporated numerous technological advancements developed for the high risk missions undertaken by Talon operatives.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Beta Eagle	16	SK, FS	W/G:7	7	4/2	2	3+	3+	4+	HAC/LGL, LCW (Brawl:1, Reach:1)	MRP, LAPGL	Hands, Agile, Airdrop, Jetpack:6, Stealth, Vet	Gear	1.5"
Nu Eagle	17	SK, FS	W/G:7	7	4/2	2	3+	3+	4+	MRL, LCW (Brawl:1, Reach:1)	MRP, MPZ, LAPGL	Hands, Agile, Airdrop, Jetpack:6, Stealth, Vet	Gear	1.5"
Sigma Eagle	16	SK, FS	W/G:7	7	4/2	2	3+	3+	4+	MBZ, LCW (Brawl:1, Reach:1)	MRP, LAPGL	Hands, Agile, Airdrop, Jetpack:6, Stealth, Vet	Gear	1.5"
Iota Upgrade	+0	-	-	-	-	-	-	-	-	-	-MRP, +LAPR	-	-	-

Dark Cheetah

Manufacturer: Black Talon Werks
 Unit Type: Recon Gear
 Height: 4.1 meters / 13.5 ft
 Weight: 5,200 kg / 11,464 lb

The Dark Cheetah occupies a role similar to that of its CNCS variant. It is an excellent recon gear with powerful sensors and communications equipment. Though initially competing with the Dark Iguana, Dark Cheetahs were chosen due to the slightly better maneuverability, smaller size and lower tonnage.

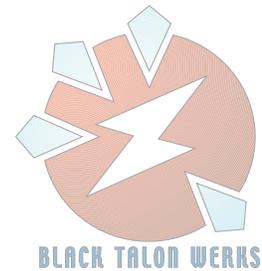


Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Dark Cheetah Alpha	13	GP, RC, FS	W/G:9	5	3/3	1	4+	3+	4+	MRF (Silent), LCW (Brawl:1, Reach:1)	LRP, LPZ	Hands, Agile, Airdrop, Comms, ECM, ECCM, Sensors:36, TD, Stealth (Aux), Vet	Gear	1.5"
Dark Cheetah Gamma	13	GP, RC, FS	W/G:9	5	3/3	1	4+	3+	4+	MAC/LFC, LCW (Brawl:1, Reach:1)	LRP, LPZ	Hands, Agile, Airdrop, Comms, ECM, ECCM, Sensors:36, TD, Stealth (Aux), Vet	Gear	1.5"
Dark Cheetah Sigma	12	GP, RC, FS	W/G:9	5	3/3	1	4+	3+	4+	LBZ (AP:1, Burst:1), LCW (Brawl:1, Reach:1)	LRP, LPZ	Hands, Agile, Airdrop, Comms, ECM, ECCM, Sensors:36, TD, Stealth (Aux), Vet	Gear	1.5"

Raven

Manufacturer: Black Talon Werks
 Unit Type: Recon Gear
 Height: 4.2 meters / 13.8 ft
 Weight: 5,550 kg / 12,236 lb

Like all Claw series gears, The Raven originated from the dark depths of the Paxton Karaq Wastes Research and Development facility. It's in this facility that Terra Novan technology was challenged and taken to the next level with the ultimate endeavor of defeating the CEF. The Raven is the most advanced EW gear from Terra Nova.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Alpha Raven	16	RC, FS	W/G:9	5	3/3	2	4+	3+	3+	MRF (Silent), LVB	LRP	Hands, Agile, Vet, Airdrop, Comms, TD, ECM+, ECCM, Sensors:24 (Aux), Jetpack:6, Stealth	Gear	1.5"
Gamma Raven	15	RC, FS	W/G:9	5	3/3	2	4+	3+	3+	MAC/LFC, LVB	LRP	Hands, Agile, Vet, Airdrop, Comms, TD, ECM+, ECCM, Sensors:24 (Aux), Jetpack:6, Stealth	Gear	1.5"
Chi Raven	15	RC, FS	W/G:9	5	3/3	2	4+	3+	3+	LGL, LVB	LRP	Hands, Agile, Vet, Airdrop, Comms, TD, ECM+, ECCM, Sensors:24 (Aux), Jetpack:6, Stealth	Gear	1.5"
Sigma Raven	14	RC, FS	W/G:9	5	3/3	2	4+	3+	3+	LBZ (AP:1, Burst:1), LVB	LRP	Hands, Agile, Vet, Airdrop, Comms, TD, ECM+, ECCM, Sensors:24 (Aux), Jetpack:6, Stealth	Gear	1.5"

Dark Skirmisher

Manufacturer: Black Talon Werks
 Unit Type: Recon Gear
 Height: 4.2 meters / 13.8 ft
 Weight: 5,500 kg / 12,125 lb

The Dark Skirmisher was chosen for the Black Talons because of its sterling record of reliability in the field, low maintenance requirements and its ability to easily fill multiple mission profiles. It retains its advanced ECM suite allowing it to wreak havoc by disrupting comms, targeting systems or other voodoo tricks.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Dark Skirmisher Alpha	13	GP, RC, FS	W/G:8	5	3/3	1	4+	3+	4+	MRF (Silent), LCW (Brawl:1, Reach:1)	LRP, LPZ	Hands, Agile, Airdrop, Comms, ECM+, ECCM, TD, Stealth (Aux), Vet	Gear	1.5"
Dark Skirmisher Gamma	12	GP, RC, FS	W/G:8	5	3/3	1	4+	3+	4+	MAC/LFC, LCW (Brawl:1, Reach:1)	LRP, LPZ	Hands, Agile, Airdrop, Comms, ECM+, ECCM, TD, Stealth (Aux), Vet	Gear	1.5"
Dark Skirmisher Sigma	11	GP, RC, FS	W/G:8	5	3/3	1	4+	3+	4+	LBZ (AP:1, Burst:1), LCW (Brawl:1, Reach:1)	LRP, LPZ	Hands, Agile, Airdrop, Comms, ECM+, ECCM, TD, Stealth (Aux), Vet	Gear	1.5"

Owl

Manufacturer: Black Talon Werks
 Unit Type: Command Gear
 Height: 4.7 meters / 15.4
 Weight: 7,500 kg / 16,535 lb

The Owl was designed as a command gear from the ground up and incorporates the latest in electronic technologies. Exclusively used by commanders, the Owl features a networked logic engine that assists in decision making by analyzing sensor and targeting data from all gears in the squad.

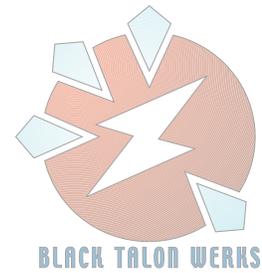


Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Alpha Owl	17	SK, FS	W/G:7	7	4/2	2	3+	3+	4+	MRF, LVB (Precise, Reach:1)	MRP, LAPGL	Hands, Airdrop, SP:+1, ECM, ECCM, Comms, SatUp, Jetpack:6, Stealth, Vet	Gear	1.5"
Beta Owl	17	SK, FS	W/G:7	7	4/2	2	3+	3+	4+	MAC/LGL, LVB (Precise, Reach:1)	MRP, LAPGL	Hands, Airdrop, SP:+1, ECM, ECCM, Comms, SatUp, Jetpack:6, Stealth, Vet	Gear	1.5"
Gamma Owl	17	SK, FS	W/G:7	7	4/2	2	3+	3+	4+	MAC/LFC, LVB (Precise, Reach:1)	MRP, LAPGL	Hands, Airdrop, SP:+1, ECM, ECCM, Comms, SatUp, Jetpack:6, Stealth, Vet	Gear	1.5"
Nu Owl	18	SK, FS	W/G:7	7	4/2	2	3+	3+	4+	MRL, LVB (Precise, Reach:1)	MRP, LAPGL	Hands, Airdrop, SP:+1, ECM, ECCM, Comms, SatUp, Jetpack:6, Stealth, Vet	Gear	1.5"
Sigma Owl	16	SK, FS	W/G:7	7	4/2	2	3+	3+	4+	LBZ (AP:1, Burst:1), LVB (Precise, Reach:1)	MRP, LPZ, LAPGL	Hands, Airdrop, SP:+1, ECM, ECCM, Comms, SatUp, Jetpack:6, Stealth, Vet	Gear	1.5"
Iota Upgrade	+0	-	-	-	-	-	-	-	-	-	-MRP, +LAPR	-	-	-

Dark Kodiak

Manufacturer: Black Talon Werks
 Unit Type: Heavy Assault Gear
 Height: 5.2 meters / 17.1 ft
 Weight: 10,200 kg / 22,487 lb

The mission profile of the Dark Kodiak remains unchanged from its CNCS forbearer. Armed with a variety of tank busting weaponry the gear is often used in an assault capacity. Due to its reliance on CNCS manufacturing facilities for components and replacement parts, the Dark Kodiak is gradually being phased out in favor of its Claw counterparts.

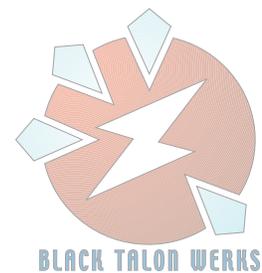


Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Dark Kodiak Zeta	21	SK, FS	W/G:5	9	4/2	2	3+	4+	6+	MPA (Precise), MVB (Reach:1)	MRP, LATM (Precise), HMG (Link), MAPGL	Hands, Airdrop, Stealth (Aux), Vet	Gear	2"
Dark Kodiak Epsilon	21	SK, FS	W/G:5	9	4/2	2	3+	4+	6+	MPA (Precise), MVB (Reach:1)	MRP, MAR, HMG (Link), MAPGL	Hands, Airdrop, Stealth (Aux), Vet	Gear	2"
Dark Kodiak Delta	21	Sk, FS	W/G:5	9	4/2	2	3+	4+	6+	HRC (Precise, AA), MVB (Reach:1)	MRP, LATM (Precise), HMG (Link), MAPGL	Hands, Airdrop, Stealth (Aux), Vet	Gear	2"
Dark Kodiak Sigma	20	SK, FS	W/G:5	9	4/2	2	3+	4+	6+	HBZ (Precise), MVB (Reach:1)	MRP, LATM (Precise), HMG (Link), MAPGL	Hands, Airdrop, Stealth (Aux), Vet	Gear	2"
Dark Kodiak Xi	20	SK, FS	W/G:5	9	4/2	2	3+	4+	6+	HRC (Precise, AA), MVB (Reach:1)	MRP, MGM, HMG (Link), MAPGL	Hands, Airdrop, Stealth (Aux), Vet	Gear	2"

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 has earned a reputation as a fearsome gear. Armed with an array of short and long ranged weapons the gear is capable of acting as a hammer or going for more finesse. Famed gear pilot Miranda Petite is said to pilot a Dark Cobra and it's rumored that she has a customized loadout not normally available.



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 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"
Xi Upgrade	+1	-	-	-	-	-	-	-	-	-	+MGM	-	-	-

Raptor

Manufacturer: Black Talon Werks
 Unit Type: Fire Support Gear
 Height: 5.0 meters / 16.4 ft
 Weight: 9,015 kg / 19,875 lb

The Raptor is used when the Black Talons are tasked with assaulting fortified enemy positions. Like its namesake, the Raptor is a merciless predator and is equipped with a wide array of tools for quickly dismantling its prey. An unusually high number of Raptor pilots have dueling experience.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Delta Raptor	17	SK, FS	W/G:7	8	3/3	2	3+	4+	5+	HRC, MVB (Reach:1)	MRP, MAPR, MMG, HPZ, LAPGL	Hands, Airdrop, Vet, Brawl:1, Jetpack:6, Stealth	Gear	2"
Zeta Raptor	18	SK, FS	W/G:7	8	3/3	2	3+	4+	5+	MPA, MVB (Reach:1)	MRP, MAPR, MMG, LAPGL	Hands, Airdrop, Vet, Brawl:1, Jetpack:6, Stealth	Gear	2"
Sigma Raptor	18	SK, FS	W/G:7	8	3/3	2	3+	4+	5+	HBZ (Precise), MVB (Reach:1)	MRP, MAPR, MMG, LAPGL	Hands, Airdrop, Vet, Brawl:1, Jetpack:6, Stealth	Gear	2"

Vulture

Manufacturer: Black Talon Werks
 Unit Type: Fire Support Gear
 Height: 5.2 meters / 17.1 ft
 Weight: 10,240 kg / 22,575 lb

Originally called the Agamemnon, the Vulture is easily the most advanced fire support gear to come out of Paxton's hidden Karaq Wastes R&D facility. It's arguably the most powerful fire support gear ever made and it makes engineers everywhere wonder what Paxton did to evolve their gears to this level.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Omega Vulture	21	SK, FS	W/G:6	9	3/3	2	3+	4+	5+	LRG, MVB (Reach:1)	MRP, MGM, MFC, MAPGL	Hands, Airdrop, Vet, Stealth, Jetpack:4	Gear	2"
Lambda Vulture	21	SK, FS	W/G:6	9	3/3	2	3+	4+	5+	LFG (Precise), MVB (Reach:1)	MRP, MGM, MFC, MAPGL	Hands, Airdrop, Vet, Stealth, Jetpack:4	Gear	2"
Sigma Vulture	21	SK, FS	W/G:6	9	3/3	2	3+	4+	5+	HBZ (Precise), MVB (Reach:1)	MRP, MGM, MFC, MAPGL	Hands, Airdrop, Vet, Stealth, Jetpack:4	Gear	2"
Theta Upgrade	+1	-	-	-	-	-	-	-	-	-	-MGM, +MATM	-	-	-

Dark Hyena II

Manufacturer: Black Talon Werks
 Unit Type: Light Tank-Strider
 Height: 4.6 meters / 15.1 ft
 Weight: 15,400 kg / 33,951 lb

As soon as the Hyena II started rolling off the assembly lines, Talon operatives clamored for its inclusion into their arsenal. Faster than the average strider, and carrying some high-tech weaponry, Hyena IIs fall into the special operations of the Talons like they were made for it.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Dark Hyena	22	SK, FS	W/G:7	8	4/4	2	4+	4+	5+	MLC (Link, T), MMG (Advanced, Auto)	MRP (Guided, AP:2), LCW	Airdrop, Stable, Vet, Stealth (Aux)	Strider	1.5"
Dark Hyena Nu	22	SK, FS	W/G:7	8	4/4	2	4+	4+	5+	MRL (Link, T), MMG (Advanced, Auto)	MRP (Guided, AP:2), LCW	Airdrop, Stable, Vet, Stealth (Aux)	Strider	1.5"
Spectre Upgrade	+2	-	-	-	-	-	-	-	3+	-	-	+ECM+	-	-

Dark Coyote

Manufacturer: Black Talon Werks
 Unit Type: Medium Tank-Strider
 Height: 4.7 meters / 15.4 ft
 Weight: 29,000 kg / 63,934 lb

The Dark Coyote was a top pick for Black Talon operations because they can easily adapt to running battles. So, Black Talon engineers got to work improving Coyotes to the best of their abilities. They improved the armor, targeting systems and even added a stealthy skin.

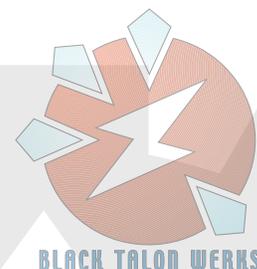


Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Dark Coyote Omega	27	FS	W/G:6	10	4/4	3	3+	5+	5+	MRG (T), MRC (T, AA)	MAPGL, LCW	Airdrop, Stable, ECM, Vet, Stealth (Aux)	Strider	1.5"
Dark Coyote Delta	26	FS	W/G:6	10	4/4	3	3+	5+	5+	HRC (T), MRC (T, AA)	MAPGL, LCW	Airdrop, Stable, ECM, Vet, Stealth (Aux)	Strider	1.5"
Dark Coyote Theta	27	FS	W/G:6	10	4/4	3	3+	5+	5+	MATM (T), MRC (T, AA)	MAPGL, LCW	Airdrop, Stable, ECM, Vet, Stealth (Aux)	Strider	1.5"
Dark Coyote Omicron	27	FS	W/G:6	10	4/4	3	3+	5+	5+	MLC (T), MRC (T, AA)	MAPGL, LCW	Airdrop, Stable, ECM, Vet, Stealth (Aux)	Strider	1.5"
Dark Coyote Zeta	28	FS	W/G:6	10	4/4	3	3+	5+	5+	MPA (T), LLC (T, AA)	MAPGL, LCW	Airdrop, Stable, ECM, Vet, Stealth (Aux)	Strider	1.5"
Psi Upgrade	+3	-	-	-	-	-	-	-	4+	-	-	+SP:+1, +Comms, +SatUp, +ECCM	-	-

Dark Naga

Manufacturer: Black Talon Werks
 Unit Type: Assault Strider
 Height: 7.2 meters / 23.6 ft
 Weight: 15,340 kg / 33,819 lb

Black Talon uses Nagas for assaulting targets with direct and indirect firepower. When indirect firepower is called for, then its sensor booms may come into play. Sensor booms that can stealthily peer around corners paired with indirect weapons make the Dark Naga perfect for ambushes.



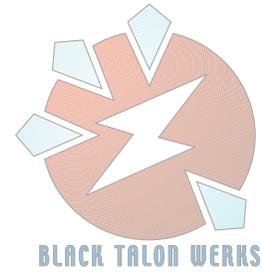
Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Dark Naga Theta	27	FS	W/G:7	10	4/4	2	3+	5+	6+	HMG (Apex)	2 x MATMs, LCW	React+, Airdrop, Vet, TD (Aux), Stealth (Aux), Sensor Boom (Aux)	Strider	2"
Dark Naga Kappa	25	FS	W/G:7	10	4/4	2	3+	5+	6+	HMG (Apex)	2 x LFGs, LCW	React+, Airdrop, Vet, TD (Aux), Stealth (Aux), Sensor Boom (Aux)	Strider	2"
Dark Naga Pi	25	FS	W/G:7	10	4/4	2	3+	5+	6+	HMG (Apex)	2 x HRP, LCW	React+, Airdrop, Vet, TD (Aux), Stealth (Aux), Sensor Boom (Aux)	Strider	2"
Dark Naga Chi	27	FS	W/G:7	10	4/4	2	3+	5+	6+	HMG (Apex)	2 x HGLs, LCW	React+, Airdrop, Vet, TD (Aux), Stealth (Aux), Sensor Boom (Aux)	Strider	2"
Dark Naga Omicron	27	FS	W/G:7	10	4/4	2	3+	5+	6+	HMG (Apex)	2 x MLCs, LCW	React+, Airdrop, Vet, TD (Aux), Stealth (Aux), Sensor Boom (Aux)	Strider	2"
Dark Naga Nu	29	FS	W/G:7	10	4/4	2	3+	5+	6+	HMG (Apex)	2 x HRLs, LCW	React+, Airdrop, Vet, TD (Aux), Stealth (Aux), Sensor Boom (Aux)	Strider	2"
Dark Naga Psi	28	FS	W/G:7	10	4/4	2	3+	5+	4+	HMG (Apex)	MATM, LCW	SP:+1, React+, Airdrop, Vet, ECM, Comms, SatUp, ECCM (Aux), Stealth (Aux), TD (Aux), Sensor Boom (Aux)	Strider	2"
Omi Upgrade*	+1	-	-	-	-	-	-	-	-	-HMG (Apex), +LLC	-	-	-	-
Zeta Upgrade*	+1	-	-	-	-	-	-	-	-	-HMG (Apex), +LPA	-	-	-	-
Pur Upgrade*	+0	-	-	-	-	-	-	-	-	-HMG (Apex), +MFL	-	-	-	-

*Out of the three upgrades above, only one may be chosen.

Dark Mastiff

Manufacturer: Black Talon Werks
 Unit Type: APC
 Height: 2.4 meters / 7.9 ft
 Weight: 10,240 kg / 22,575 lb

The Dark Mastiff is the same APC used by Peace River. They are upgraded with reinforced shocks to allow airdropping, as well as new sensor absorbing skin. The fact that it can only carry one squad is perfect for infiltration work.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Dark Mastiff Alpha	6	GP+, SK, FS	G:8	6	3/3	1	4+	4+	6+	LRF (T)	LAPGL	Transport: 1 Squad, Airdrop, Vet, Stealth (Aux)	Vehicle	1"
Dark Mastiff Xi	7	GP, SK, FS	G:8	6	3/3	1	4+	4+	6+	-	LFM (T)	Transport: 1 Squad, Airdrop, Vet, Stealth (Aux)	Vehicle	1"
Dark Mastiff Psi	7	GP, SK, FS	G:8	6	3/3	1	4+	4+	5+	LRF (T)	LAPGL	Comms, SatUp, Transport: 1 Squad, Airdrop, Vet, Stealth (Aux)	Vehicle	1"

Talon Infantry

Manufacturer: N/A
 Unit Type: Infantry
 Height: 1.7 meters / 5.6 ft
 Weight: 70 kg / 154 lb

The infantry selected for Black Talon only come from the very best Terra Nova has to offer. Their training is one of the most intense programs ever devised and those who pass all seem to have a certain way about them. Some say, when they look at you, you can almost feel them thinking about all the ways they can kill you.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Beta Team	4	GP+, SK, FS	I:3	3	2/1	1	3+	3+	6+	MIW (Silent), LIGL, LICW	LIR (Silent)	Agile, Airdrop, Jetpack:4, Stealth, Vet	Infantry	0.5"
Theta Team	5	GP, SK, FS	I:3	3	2/1	1	3+	3+	6+	LIW (Silent), LICW	MAVM	Agile, Airdrop, Jetpack:4, Stealth, Vet	Infantry	0.5"
Xi Team	4	GP, SK, FS	I:3	3	2/1	1	3+	3+	6+	LIW (Silent), LICW	MIM (Brace)	Agile, Airdrop, Jetpack:4, Stealth, Vet	Infantry	0.5"
Alpha Team	4	GP, SK, FS	I:3	3	2/1	1	3+	3+	6+	LIW (Silent), LICW	MIR (Silent)	Agile, Airdrop, Jetpack:4, Stealth, Vet	Infantry	0.5"
Omega Team	4	GP, SK, FS	I:3	3	2/1	1	3+	3+	6+	LIW (Silent), LICW	HIS (Burst:1)	Agile, Airdrop, Jetpack:4, Stealth, Vet	Infantry	0.5"
Eta Team	4	GP, SK, FS	I:3	3	2/1	1	3+	3+	6+	LIW (Silent), LICW	LSE	Mine:3, Agile, Airdrop, Jetpack:4, Stealth, Vet	Infantry	0.5"
Phi Team	4	GP, SK, FS	I:3	3	2/1	1	3+	3+	3+	LIW (Silent), LICW	-	Agile, Airdrop, TD, Jetpack:4, Stealth, Vet	Infantry	0.5"
Psi Team	4	GP, SK, FS	I:3	3	2/1	1	3+	3+	3+	LIW (Silent), LICW	-	Agile, Airdrop, Comms, Jetpack:4, Stealth, Vet	Infantry	0.5"
Mu Team	3	GP, SK, FS	I:3	3	2/1	1	3+	3+	6+	LIW (Silent), LICW	-	Agile, Airdrop, Medic, Jetpack:4, Stealth, Vet	Infantry	0.5"
Squad Upgrade*	+1	-	-	-	3/3	-	-	-	-	-	-	-	-	-

*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.

Peace River Special Infantry figures may be used to represent Black Talon Special Infantry.

Dark Hoplite

Manufacturer: Black Talon Werks
 Unit Type: APC
 Height: 3.0 meters / 9.8 ft
 Weight: 20,560 kg / 45,327 lb



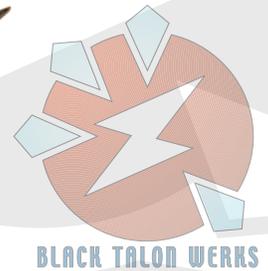
The Dark Hoplite is a robust APC that can carry two Infantry Squads. Very similar to Peace River's regular Hoplite it has a wide selection of loadout options that allow commanders to customize. And like the Dark Mastiff they are upgraded with reinforced shocks to allow airdropping, as well as new sensor absorbing skin.

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Dark Hoplite Alpha	10	GP+, SK, FS	G:7	7	4/4	1	4+	5+	5+	MRF (T)	-	Transport:2 Squads, Smoke, Airdrop, Stealth (Aux), Vet	Vehicle	1"
Dark Hoplite Xi	11	GP, SK, FS	G:7	7	4/4	1	4+	5+	5+	-	MGM (T)	Transport:2 Squads, Smoke, Airdrop, Stealth (Aux), Vet	Vehicle	1"
Dark Hoplite Upsilon	10	GP, SK, FS	G:7	7	4/4	1	4+	5+	5+	MRP (T)	-	Transport:2 Squads, Smoke, Airdrop, Stealth (Aux), Vet	Vehicle	1"
Dark Hoplite Kappa	10	GP, SK, FS	G:7	7	4/4	1	4+	5+	5+	-	LFG	Transport:2 Squads, Smoke, Airdrop, Stealth (Aux), Vet	Vehicle	1"
Psi Upgrade*	+2	-	-	-	-	-	-	-	4+	-	-	+SP:+1, +Comms, +SatUp	-	-

*The Psi Upgrade cannot be applied to the Dark Hoplite Kappa variant.

Black Wind

Manufacturer: Black Talon Werks
 Unit Type: Stealth Hopper
 Height: 3.6 meters / 11.8 ft
 Weight: 8,700 kg / 19,180 lb



The Black Wind is another design acquired by the Talon project. At its core it is a very fast and agile hopper with a weapon loadout similar to a Dragonfly. As usual, the Talon engineers takes it one step further by adding some of the latest in stealth technology and a new ECM device to further reduce the ability to track and target this craft.

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Alpha Black Wind	18	FS	H:12	6	4/4	2	4+	3+	5+	MRF (AA, Silent)	MRP (Link)	Agile, ECM, Stealth, TD, VTOL, Vet	Vehicle	2"
Theta Upgrade	+1	-	-	-	-	-	-	-	-	-	-MRP (Link), +LATM (Link)	-	-	-

THE CEF



HEAVY
GEAR
BLITZ!

The Wings of the Valkyrie

Commandant Valstok couldn't believe his eyes when he strode into the vehicle bay of his frigate. They were painting their faces instead of preparing their equipment. The most modern army in human history, a proverbial light that shines defiantly in the face of colonial ignorance, reduced to tribal warpaint! The CEP officer clenched his fists as he heard the report, his officer handing him the datapad and swallowing hard.

"Why so nervous, Sergei? You did nothing wrong." Valstok chided, peering down his long nose under his peaked uniform cap. His subordinate would not answer, shaking his head. Valstok muttered under his breath some choice derisive Siberian words before continuing, "We have a drop in ten, and you bring to me such a breach of discipline just now?"

Valstok didn't wait for an answer, shouldering past the sputtering Sergei while adding, "You are an officer in the greatest army of mankind, act like it!" As he walked, the Commandant saw his target. There was another officer, judging by his uniform and jacket, but not adorned with any rank insignia. He stood over kneeling figures, both human and GREL. Such mingling with non-human equipment set Valstok's teeth on edge, let alone something as obscene and backwards as warpaint.

As he closed the distance, Valstok started to realize what he was looking at and felt a pit in his stomach. The familiar sensation manifested deep under his hearth, tugging downwards like vertigo as actual fear drove a stake through his torso.

"Valkyries." Was the simple word from his lips, the ship's commander stopping dead in his stride. The ranking officer he saw spread his hands over a kneeling figure, the off-purple face of the GREL looking up at what Valstok could only guess was some sort of chaplain. Those spread hands of the unnamed officer were dark red and dripping with a substance too similar to... no, he dare not think that.

Those spread hands pressed over the GREL's cheeks and nose, leaving a blood red imprint of wings across the bridge of that inhuman nose and face.

"The eternal ones guide us, reward service and valor." The officer intoned, low and deep, in a reverent voice.

"Blood is our bond." All the kneeling figures spoke as one.

"The eternal ones call us. They speak from our past to show us our future."

"Blood is our word." All of those voices, the mix of baritone GRELS of various classes and humans spoke as one voice.

"We are their sword, the unbreakable steel that sets their vision into motion."

"Blood is our duty."

"Go forth, knights of the ancient ones, and show the bond of blood that binds us." The kneeling figures all intoned a single word in the affirmative, and stood, GREL and human faces daubed in dark red warpaint. Some were patterned like wings, others as claws and blades, but each stare bore dark conviction and bloody purpose in those mixed eyes. Valstok's own gaze was drawn to the battle frames looming above the squad, the droll and typical CEP colors of the machines menaced with matching warpaint to distinguish them from the others. When Valstok opened his mouth to speak, that unknown officer he had been watching somehow crossed the short distance to be face to face with Valstok. He could see the other officer's face tattooed in red with the same patterns he had applied on his personnel.

"We drop in thirty." The officer spoke as a command, not a question.

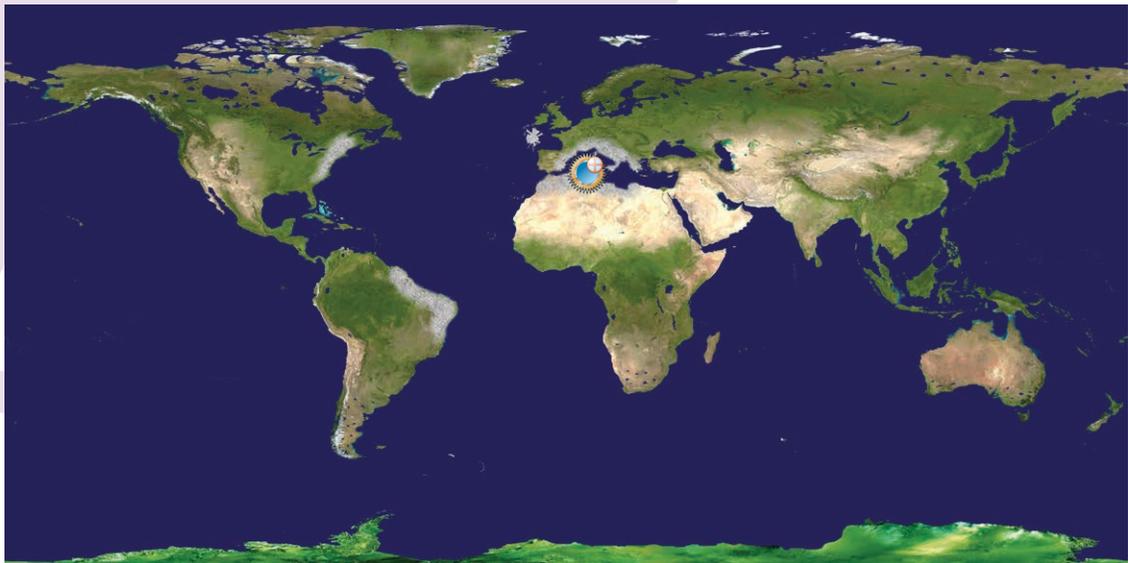
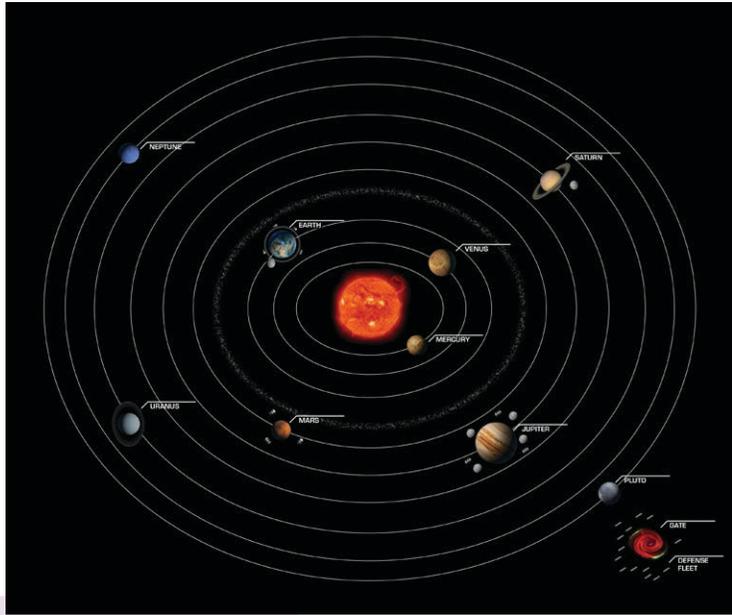
"In thirty." Valstok confirmed, his voice choking. The painted officer nodded, his eyes looking past Valstok, before he turned to leave. Immediately Valstok rounded on his subordinate.

"Think next time you simpleton! Do you know who they are!?" He practically slapped the datapad out of Sergei's hands, "Make sure we drop at exactly zero four thirty 'Novan hours, or both of us will probably wind up on some GREL's face!"

History and Background

The Concordat withdrawal in the year 5790 hit the colonies hard. But there is a strong argument that it hit Earth harder. Not long after the forced separation from the colonies, the Concordat collapsed, and new nations rose up in its place. What followed after that was World War III, a terrible conflict that scorched the planet's surface and killed billions. The nearby colonies on all the planets within the Solar System were dragged into this war in some way. The entire Solar System burned.

As the war endlessly raged on, a new entity called the New Eurasian Commonwealth (NEC) rose to power. Its location next to the Black Sea placed them at a strategic location for trade and they quickly acquired collocated powers as allies.



Soon, the war became one of attrition, and the NEC was uniquely poised to outlast all of its competition. They maintained a strong defense while developing cohesive offensive capabilities and expansionist policies. This is where the fearsome Genetically Recombined Experimental Legionnaires (GREL) super soldiers and hovertank formations were initially born from.

Through military action, diplomacy and trade, they slowly brought stability to the world and the entire Solar System. Eventually they were the unchallenged rulers of the system, restoring a semblance of unity. In the year 6105, the New Eurasian Commonwealth changed their name to the New Earth Commonwealth, still maintaining the acronym NEC. All cowed to the NEC, and dissention was limited to small scale guerilla operations.

Behind the public face of the NEC was a more sinister body. A secret group simply referred to as "The Party" had all but completely taken over as the NEC rose to power. The outlook of the NEC slowly twisted from a vision of unity to a vision of conquest, driven not only by greed, but by necessity.

In the aftermath of the third world war, with the unsustainable damage to the biosphere and orbital economy, the NEC was faced with stark problems. Billions lived in ruined cities and refugee camps. All colonies within the Solar System had almost been completely tapped out of specific chemicals needed for rebuilding as well. With no means to reverse the damage, Earth's population would steadily decrease and possibly go extinct. The Party decided a vision of hope could be put to good use, manipulating the people of the Solar System.

This vision of hope included plans to invade the far-off colony worlds, such as Caprice and Terra Nova, for their resources. Based on The Party's propagated idea that all the lost colony worlds had devolved into barbaric people, the desperate masses did not hesitate to endorse this new direction. The Party had successfully pulled the strings of fate and the NEC set out to create an invasion force of a proportion never before seen, backed by a people desperately motivated to save Earth.

Conquest

Over the course of the next ten years, the NEC created and built the Colonial Expeditionary Force (CEF). Equipment and veterans from WWII were repurposed. Fleets of warships and legions of GREL super soldiers were manufactured on Mars. The CEF finally launched from a staging area around Jupiter in the year 6116.



Their first target was **Caprice**, because of its location as the nexus hub for interstellar travel to all colony worlds. Caprice fell without a shot being fired as the CEF commanders threatened to bomb the only settlement from orbit. Ahead of schedule and without losses the CEF pushed on to their next target.



Terra Nova, with its vast resources, was a follow up target in 6118. After gathering intelligence, the CEF's 8th fleet fully expected the local powers to keep fighting each other while they invaded. The invasion plan involved deploying into the Western Desert to strike at the industrial heartlands of the Mekong Dominion and United Mercantile Federation.

What they had not expected was to be landing directly between both polar confederations at the height of their military readiness, waiting to launch into full scale war with each other. Unexpectedly, the Terra Novans quickly engaged the CEF forces instead of each other. Bombing cities from orbit in an attempt to demoralize the Terra Novan population, the CEF instead found itself in the regrettable situation of having provided the entire planet with a reason to unite its locked-and-loaded arsenal against a common foe. The attempted invasion was broken, and in the year 6120 the 8th fleet limped back to Caprice to lick its wounds.



Learning from their mistakes on Terra Nova, the CEF approached **Utopia** with a different strategy. Like Terra Nova, Utopia was ripe with internal rivalries, chiefly between three large geopolitical blocs and a few smaller nations.

After gathering more thorough intelligence, the CEF chose to back the United Republic of Steelgate because they could readily take advantage of their ambitions to rule the planet. The CEF's promise to share their technology with Steelgate and help them take the planet by force quickly gained Steelgate as an ally. With that, the CEF and Steelgate executed a brutal conquest that saw the planet secured in nine bloody months.



NEC Emblem



CEF Emblem



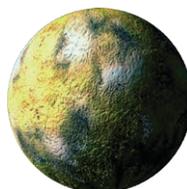
Atlantis proved to be a stalemate. The CEF did invade and is still occupying the planet, but Atlantis is mostly water. While the CEF occupies what little land masses are available, the Atlanteans own the seas with hundreds of underwater facilities and an extremely advanced blue water navy that the CEF is not prepared to deal with. Atlantis and the CEF are both in a strange arms race. The CEF is racing to develop new submarines that can take on the Atlanteans, while the Atlanteans are racing to develop new surface and anti-orbital assets to strike back against the invaders and liberate their planet.



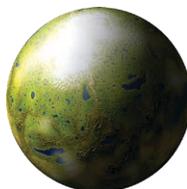
Eden was conquered by CEF forces after an interstellar gate accident caused planet-wide destruction. Stuck between millions of people dying and trying to fend off the CEF's invasion force proved too difficult to maintain and they quickly yielded to the conquerors will.



Home and **Botany Bay** both fell quickly with little fighting. The corporate economy of Home quickly integrating its genetics expertise with the NEC, while the warrior descendants of Botany Bay's denizens could do little to the CEF fleet beyond a few brazen attacks with jury-rigged mining equipment.



Jotenheim proved disastrous. Unable to conquer the planet via passive means, the CEF launched an assault on what they thought was a soft target. Exactly what happened next is unknown but the CEF's fleet was annihilated. Afterwards, a message was beamed back towards Utopian space stating, "Tell your masters we will have nothing of their ways".



New Jerusalem seems to have ended in another failure but it's even more unclear what happened. Transmissions indicated a mostly agrarian society with a low level of technology. There are rumors that the fleet admiral defected and took his ships with him. But these rumors are unsubstantiated as no reconnaissance has managed to make it back from New Jerusalem space. Meetings with New Jerusalem representatives do indicate the possibility of a higher level of technology and that the people are quite capable of being deceptive. The truth about the missing fleet can only stay hidden for so long.

CEF Units

The CEF is the force deployed by the NEC to retake the colonies. Originally composed of Earth personnel and GREL super-soldiers, it has since been expanded to include auxiliaries from Caprice, Eden, and Utopia. With the added weaponry from their new allies and the additional advancements made with their own equipment, it's a whole new force compared to the force Terra Nova fought a generation ago. This force of modern conquerors now stands ready to unite humanity under one banner, no matter the cost.

CEF forces are based on three types of unit formations. Each formation is based on what the central focus of that force is.



CEF Frame Formations

CEF Frame Formations (CEFFF) are focused on one of the newest weapons in the CEF arsenal, the frame. As a result, these units are often looked at as the youngest, with less heritage built up compared to other units. Regardless of the unit's age, the commanders are all very experienced and there are more than a few training pipelines to enhance the performance of newly christened frame pilots. CEF high command is exceptionally pleased with their performance thus far.



GREL super soldiers



MHT-68

CEF Infantry Formations

CEF Infantry Formations (CEFIF) are a terrifying prospect due to the GREL and FLAIL super soldiers. Trained from birth to follow orders regardless of any personal harm and convinced that dying for Earth is their purpose in life, GREL and FLAIL units are very capable of fighting to the last man. Suicidal tactics that other armies would avoid are quite common. If there is an objective that needs to be attained, no matter the cost, CEF infantry formations are usually the first to be called upon for the job.

CEF Tank Formations

CEF Tank Formations (CEFTF) are the original terror from the last invasion and have a long and glorious history of being unstoppable in open terrain. They are organized around fast, hard hitting hovertanks. During the first invasion, the Terra Novans made the mistake of engaging CEF Tank Formations in the open desert and paid a bitter price for that in blood. Since then, the major Terra Novan powers have developed new ways to combat these vehicles. However, it is still a proverbial arms race as the CEF develops their hovertanks to be better armored, harder hitting and faster.



F6-16

Weapons of War

The CEF uses hovertanks, infantry and frames in combat. They have learned to meld all of them together in a medley of destruction feared throughout all the colonies.

Hovertanks are traditional tanks that use vectored thrusters to hover above the ground. This gives them extraordinary speed and maneuverability compared to their treaded brethren, while still retaining a great deal of firepower. The latest developments in their technology have led to more speed, firepower and armor than they had during the first invasion of Terra Nova.

CEF infantry are composed of genetically engineered super-soldiers called GREL and their cybernetically enhanced variants called FLAIL. With personalities that would be called psychotic by any honest mental health professional, legions of these super-soldiers stand ready to die in the name of glory for Earth and the CEF.

GREL were created on Earth back during WWII to alleviate the losses the NEC was suffering. They are hypno-trained to ignore pain and sacrifice themselves if needed. Their ferocity on the battlefield is unmatched and Terra Novans have taken to using gears to deal with them. GREL have been known to plow right through conventional infantry.

There are eight classes of GREL: four male and four female. The male GREL are, Mordred, which are used as infantrymen, Jan, which are used as leaders, Maxwell, which are used as gunners and Isaac, which specialize as mechanics. The female GREL are, Minerva, which are used as drivers and pilots, Cassandra, which specialize in communications and electronic warfare, Isabella, which are used as medics, and lastly, the sociopathic Morgana, which specialize as commandos.



FLAILs are a more recent development for the CEF. They were cocreated with cybernetics experts on Caprice and their creation also led to cybernetic devices such as the Advanced Interface Networks (AIN), which is now used by some frame pilots, human and GREL alike. At their core, they are little more than brains in a jar, which leads many to ask the question; Why do they convert GREL into FLAIL instead of just growing the FLAIL brain in a vat like they do GREL? The answer to that may be due to the newer nature of the technology.

The CEF initiated plans to replace all GRELs with FLAILs. However, field testing FLAILs in hovertanks and frames did not demonstrate any remarkable benefits above GRELs in these applications. They are however extremely well suited to being exceptional infantry.

There are three classes of FLAIL, the Jan leader class, the Morgana commando class and the Mordred infantry class. As with the GREL, the Jan and Mordred are male, and the Morgana are female. However, there is no way of visually distinguishing them as they all have the same, or similar cyborg chassis.

CEF frames are the product of reverse-engineered Terra Novan gear technology. These frames do not have quite as many weapons as their Terra Novan analogues, but the weapons they do have are state-of-the-art and each frame is exceptionally fast. Some Minerva class GREL are known to pilot frames and are much more aggressive than most CEF human pilots. CEF human frame pilots commonly joke that the Minerva frame pilots do not understand what "cruising speed" means.

Another newer feature is the Advanced Interface Network (AIN), which is an interface system between the frame and a cybernetically enhanced frame pilot. Since this technology was engineered and developed by Caprice, it can be found on some of their pilots as well. Pilots with an AIN augmentation can connect directly to the machine's AIN system via wires. The augmentation's ports on the user are usually found on the skull. Wireless variants are currently being tested but so far seem to be too glitchy for field use. Black Talon operatives are currently doing their best to acquire the AIN technology, but the best they've been able to do thus far is recover these systems from dead frame pilots. So far, the technology has not been duplicated by reverse engineering.





CEF Army Box

CEF Sub-Lists

All the models in the CEF Model List can be used in any of the sub-lists below. There are also models in the Universal Model List that may be selected as well.

All CEF **models** have the following rules:

- ▷ **Minerva:** CEF frames may choose to have a Minerva class GREL as a pilot for 1 TV each. This will improve the PI skill of that frame by one.
- ▷ **Advanced Interface Network (AIN):** Each veteran CEF frame may improve their GU skill by one for 1 TV times the number of Actions that the model has.

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

- ▷ **Veteran Leaders:** You may purchase the Vet trait for any commander in the force without counting against the veteran limitations.
- ▷ **Allies:** You may select models from Caprice, Utopia or Eden (choose one) for secondary units.

CEFFF - CEF Frame Formation

A battle formation of frames screaming across the desert at top speed is a fearsome sight. Those few humans who lead squads of battle frames know that casualties are acceptable, failure is not.

- ▷ **Dueling Frames:** You may select two frames in this force to become duelists.
- ▷ **Valkyries:** Veteran frames in this force with 1 action may upgrade to 2 actions for +2 TV each.
- ▷ **Dual Lasers:** Duelist frames may select the Dual Guns veteran upgrade for laser cannons. Remove any TD or Shield traits when this upgrade is chosen.
- ▷ **EW Duelists:** Each duelist frame may purchase the ECM trait and the Sensors:36 trait for 1 TV total.



CEFTF - CEF Tank Formation

When the mobile elements of the CEF begin their blitzing attacks, it is the hover tank formations that lead the way. Powerful enough to destroy most targets and fast enough to escape fights they cannot win; these formations are a tried and true.

- ▷ **The Hammer:** Vehicles in this force may purchase the Improved Gunnery veteran upgrade without being veterans.
- ▷ **Tank Jockeys:** Light and medium hovers tanks upgraded with the Vet trait ignore the movement penalty for traveling through difficult terrain.
- ▷ **Outriders:** One combat group, with all models having the hover type movement, may deploy using the recon special deployment.



MHT-72



CEFIF - CEF Infantry Formation

The CEF infantry formations swarm across the landscape, each genetically engineered soldier hypno-trained from birth to fight to their last breath and to follow orders to the letter. A more disciplined army has never existed in all of history and no army survives being engaged by the relentless attacks of the CEF infantry formations for very long.

- ▷ **The Anvil:** Infantry may be placed in GP, SK, FS, RC or SO units.
- ▷ **Alternate Approach:** GREL upgraded with the Veteran trait will also receive the Jetpack:4 trait.
- ▷ **Something to Prove:** GREL infantry models may increase their GU skill by one for 1 TV each.



F6-16

Manufacturer: Moscow Heavy Industries
 Unit Type: Combat Frame
 Height: 4.6 meters / 15.1 ft
 Weight: 6,200 kg / 13,669 lb

All CEF frames are the direct result of reverse engineering captured gears from Terra Nova. Using powerful hover technology, CEF frames can easily keep pace with the hovertanks. They often work together, trading duties flanking the enemy. Jan class GREL are sometimes found in the F6-16s when they come with the upgraded command and control suite.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
F6-16	11	GP, SK, FS	W/H:9	7	3/3	1	4+	4+	4+	LLC, LCW	-	Hands, ECM	Gear	1.5"
F6-16 Anti-Tank	10	GP, SK, FS	W/H:9	7	3/3	1	4+	4+	5+	LPA, LCW	LATM (LA:2)	Hands	Gear	1.5"
F6-16 Assault	11	GP, SK, FS	W/H:9	7	3/3	1	4+	4+	5+	MRL, LCW	-	Hands, Shield	Gear	1.5"
F6-16 Recon	11	GP, SK, FS	W/H:9	7	3/3	1	4+	4+	4+	LLC, LCW	-	Hands, Comms, Sensors:24 (Aux), TD (Aux), Sensor Boom (Aux)	Gear	1.5"
F6-16 Striker	10	GP, SK, FS	W/H:9	7	3/3	1	4+	4+	5+	LLC, LCW	LGM	Hands	Gear	1.5"
Command Upgrade	+1	-	-	-	-	-	-	-	4+	-	-	+Comms, +SatUp, +ECCM (Aux)	-	-
Mobility Pack Upgrade	+1	-	-	-	-	-	-	-	-	-	-	+Airdrop, +Jetpack:6 (Aux)	-	-
Stealth Upgrade	+1	+SO	-	-	-	-	-	-	4+	-	-	+Stealth (Aux)	-	-

F2-21

Manufacturer: Moscow Heavy Industries
 Unit Type: Combat Frame
 Height: 4.6 meters / 15.1 ft
 Weight: 5,950 kg / 13,118 lb

A similar design to the F6-16, the F2-21 are commonly piloted by a GREL. Terra Novan intelligence has not been able to confirm why GREL are more likely to pilot the F2-21. For the CEF, the reasons are simply unspoken and more cultural in nature.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
F2-21	11	GP, SK, FS	W/H:9	7	4/2	1	4+	4+	5+	LLC, LCW	-	Hands, ECM	Gear	1.5"
F2-21 Anti-Tank	10	GP, SK, FS	W/H:9	7	4/2	1	4+	4+	5+	LPA, LCW	LATM (LA:2)	Hands	Gear	1.5"
F2-21 Assault	12	GP, SK, FS	W/H:9	7	4/2	1	4+	4+	5+	MRL, LCW	-	Hands, Shield	Gear	1.5"
F2-21 Recon	11	GP, SK, FS	W/H:9	7	4/2	1	4+	4+	4+	LLC, LCW	-	Hands, Sensors:24 (Aux), Comms, TD (Aux), Sensor Boom (Aux)	Gear	1.5"
F2-21 Striker	10	GP, SK, FS	W/H:9	7	4/2	1	4+	4+	5+	LLC, LCW	LGM	Hands	Gear	1.5"
Mobility Pack Upgrade	+1	-	-	-	-	-	-	-	-	-	-	+Airdrop, +Jetpack:6 (Aux)	-	-

F2-25

Manufacturer: Kadellie Weapon Systems
 Unit Type: Recon Frame
 Height: 4.7 meters / 15.4 ft
 Weight: 6,200 kg / 13,669 lb

First observed on Eden by Black Talon teams, the F2-25 was suspected of being a dedicated black ops vehicle but it is now widely known that the 25 was designed for recon missions and is only incidentally used for headhunter or espionage missions. That said, it is very fast and comes with many features found only on SF gears.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
F2-25	12	RC, SO, SK	W/H:10	7	3/3	1	4+	4+	5+	LLC, LCW	-	Hands, Agile, Airdrop, ECM, Stealth (Aux), Jetpack:6 (Aux)	Gear	1.5"
F2-25 Anti-Tank	11	RC, SO, SK	W/H:10	7	3/3	1	4+	4+	5+	LLC, LCW	LATM (LA:2)	Hands, Agile, Airdrop, Stealth (Aux), Jetpack:6 (Aux)	Gear	1.5"
F2-25 Assault	12	RC, SO, SK	W/H:10	7	3/3	1	4+	4+	5+	LLC, LCW	-	Hands, Agile, Airdrop, Stealth (Aux), Jetpack:6 (Aux), Shield	Gear	1.5"
F2-25 Recon	12	RC, SO, SK	W/H:10	7	3/3	1	4+	4+	4+	LLC, LCW	-	Hands, Agile, Airdrop, Sensors:36 (Aux), Stealth (Aux), Jetpack:6 (Aux), Comms, TD (Aux), Sensor Boom (Aux)	Gear	1.5"
MRL Upgrade	+1	-	-	-	-	-	-	-	-	-LLC, +MRL	-	-	-	-

F2-19

Manufacturer: Moscow Heavy Industries
 Unit Type: Fire Support Frame
 Height: 6.1 meters / 20 ft
 Weight: 10,100 kg / 22,267 lb

A heavier frame than the 6-16 or the 2-21, the F2-19 carries the heaviest weapons of all known frame designs. These 2-19s are very fast for a frame of their size and can outflank many Terra Novan fire support gears very quickly.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
F2-19	15	SK, FS	W/H:7	8	4/2	1	4+	4+	5+	MLC, MCW	MRP, LATM	Hands, ECM, React+	Gear	2"
F2-19 Anti-Tank	15	SK, FS	W/H:7	8	4/2	1	4+	4+	5+	MPA, MCW	MRP, MATM (LA:2)	Hands, React+	Gear	2"
F2-19 Assault	15	SK, FS	W/H:7	8	4/2	1	4+	4+	5+	MRL, MCW	MRP, LATM	Hand, Shield, React+	Gear	2"
F2-19 Striker	14	SK, FS	W/H:7	8	4/2	1	4+	4+	5+	MLC, MCW	LATM, MGM	Hands, React+	Gear	2"
F2-19 Recon	15	SK, FS	W/H:7	8	4/2	1	4+	4+	4+	MLC, MCW	MRP, LATM	Hands, React+, Comms, Sensors:24 (Aux), TD (Aux), Sensor Boom (Aux)	Gear	2"
Mobility Pack Upgrade	+1	-	-	-	-	-	-	-	-	-	-	+Airdrop, +Jetpack:5 (Aux)	-	-

LHT-67

Manufacturer: Moscow Heavy Industries
 Unit Type: Light Hovertank
 Height: 2.6 meters / 8.5 ft
 Weight: 25,000 kg / 55,116 lb

The first hovertanks that polar forces encountered during the first CEF invasion of Terra Nova were LHT-67 Hovertanks. Fast and nimble, the LHT-67 can strike quickly from a flanking position and then dart away before a response can be coordinated.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
LHT-67	17	SK, RC, FS	H:9	8	4/4	2	4+	4+	5+	-	MPA (T), LABM (T)	Agile, Airdrop, Jump Jets:3 (Aux), Sensors:24, TD	Vehicle	2"
LHT-67 AA	18	SK, RC, FS	H:9	8	4/4	2	4+	4+	5+	-	MLC (T, AA), LATM (T)	Agile, Airdrop, Jump Jets:3 (Aux), Sensors:24, TD	Vehicle	2"
LHT-67 Assault	17	SK, RC, FS	H:9	8	4/4	2	4+	4+	5+	MFC (T, Link)	MRL (T)	Agile, Airdrop, Jump Jets:3 (Aux), Sensors:24, TD	Vehicle	2"
GREL Crew Upgrade	+2	-	-	-	-	-	3+	3+	4+	-	-	-	-	-

LHT-71

Manufacturer: Moscow Heavy Industries
 Unit Type: Light Hovertank
 Height: 2.8 meters / 9.2 ft
 Weight: 26,000 kg / 57,320 lb

The LHT-71 marks advancements beyond the LHT-67. It's faster and better armored, but it also comes at a slightly higher cost. Carrying a range of weapons to suit different tactical situations, this light hovertank is more than capable of dueling at range with any gear that Terra Novan armies can field.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
LHT-71	18	SK, RC, FS	H:10	8	5/3	2	4+	4+	5+	-	MPA (T), LABM (T)	Agile, Airdrop, Jump Jets:3 (Aux), Sensors:24, TD	Vehicle	2"
LHT-71 AA	19	SK, RC, FS	H:10	8	5/3	2	4+	4+	5+	-	MLC (T, AA), LATM (T)	Agile, Airdrop, Jump Jets:3 (Aux), Sensors:24, TD	Vehicle	2"
LHT-71 Assault	18	SK, RC, FS	H:10	8	5/3	2	4+	4+	5+	MFC (T, Link)	MRL (T)	Agile, Airdrop, Jump Jets:3 (Aux), Sensors:24, TD	Vehicle	2"
GREL Crew Upgrade	+2	-	-	-	-	-	3+	3+	4+	-	-	-	-	-

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.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
MHT-68	27	FS	H:7	10	4/4	3	4+	5+	5+	-	HPA (T), MATM (T), MABM (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+	-	HLC (T, AA), MATM (T), MAAM (T)	Airdrop, Jump Jets:2 (Aux), Sensors:24, TD	Vehicle	2"
MHT-68 Assault	26	FS	H:7	10	4/4	3	4+	5+	5+	MFC (T, Link)	HRL (T), MATM (T)	Airdrop, Jump Jets:2 (Aux), Sensors:24, TD	Vehicle	2"
MHT-68 Raider	27	FS	H:7	10	4/4	3	4+	5+	5+	-	MPL (T, Link), MATM (T), MABM (T)	Airdrop, Jump Jets:2 (Aux), Sensors:24, TD	Vehicle	2"
GREL Crew Upgrade	+2	-	-	-	-	-	3+	4+	4+	-	-	-	-	-

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 hover tank 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.



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), MABM (T)	Airdrop, Jump Jets:3 (Aux), Sensors:24, TD	Vehicle	2"
MHT-72 AA	28	FS	H:8	10	5/3	3	4+	5+	5+	-	HLC (T, AA), MATM (T), MAAM (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+	MFC (T, Link)	HRL (T), MATM (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), MABM (T)	Airdrop, Jump Jets:3 (Aux), Sensors:24, TD	Vehicle	2"
GREL Crew Upgrade	+2	-	-	-	-	-	3+	4+	4+	-	-	-	-	-

MHT-95

Manufacturer: Kadellie Weapon Systems
 Unit Type: Medium Hovertank
 Height: 3.1 meters / 10.2 ft
 Weight: 33,000 kg / 72,753 lb

The MHT-95 marks a change in design from the other fast hovertanks. It steadily advances and pins the enemy with its heavy weaponry while other elements flank and close in for the kill. Previously only available to CEF forces, several examples of the MHT-95 were appropriated by the Port Arthur Korps and reverse engineered.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
MHT-95	22	SK, FS	H:6	9	5/3	2	4+	4+	6+	MLC (T, AA), HMG (T, Auto)	MRG (T), MRP (T, Link)	Airdrop, Jump Jets:3, Sensors:24	Vehicle	2"
MHT-95 Assault	22	SK, FS	H:6	9	5/3	2	4+	4+	6+	MLC (T, AA), MFC (T), HMG (T, Auto)	HGL (T), MRP (T, Link)	Airdrop, Jump Jets:3, Sensors:24	Vehicle	2"
MHT-95 Striker	22	SK, FS	H:6	9	5/3	2	4+	4+	6+	MLC (T, AA), HMG (T, Auto)	MAG (T), MRP (T, Link)	Airdrop, Jump Jets:3, Sensors:24	Vehicle	2"
GREL Crew Upgrade	+2	-	-	-	-	-	3+	3+	4+	-	-	-	-	-

HC-3A

Manufacturer: Kadellie Weapon Systems
 Unit Type: Recon Hovercar
 Height: 2.4 meters / 7.9 ft
 Weight: 7,850 kg / 17,306 lb

An old but reliable design, the HC-3 first saw action on the battlefields of Earth as a spotter for artillery units. The HC-3 in its current iteration has been designated as a high priority target by Terra Novan forces, so much so that bounties have been placed on them for their destruction or capture.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
HC-3	13	RC+, FS	H:10	5	3/3	1	4+	4+	4+	LLC	LRP	Agile, Airdrop, TD, Comms, Satup, Vuln:H, ECM+, ECCM, Sensors:36, Jump Jets:4 (Aux)	Vehicle	2"
HC-3 Anti-Tank	13	RC+, FS	H:10	5	3/3	1	4+	4+	4+	LLC	LATM (LA:1)	Agile, Airdrop, TD, Comms, Satup, Vuln:H, ECM+, ECCM, Sensors:36, Jump Jets:4 (Aux)	Vehicle	2"
GREL Crew Upgrade	+3	-	-	-	-	-	3+	3+	3+	-	-	+React+	-	-

HPC-64

Manufacturer: Moscow Heavy Industries
 Unit Type: Hover APC
 Height: 3.4 meters / 11.2 ft
 Weight: 15,000 kg / 33,069 lb

The HPC-64 can carry two fully armed squads of infantry. Its stock configuration comes with a rotary laser, which already outclasses many Terra Novan APC weaponry. If needed, the HPC can mount an artillery rocket system, allowing it to support advancing troops with indirect fire. These usually follow just behind the main force.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
HPC-64	11	GP+, SK, FS	H:9	7	4/4	1	4+	4+	5+	LRL (T)	-	Airdrop, Jump Jets:2 (Aux) Transport: 2 Squads	Vehicle	2"
HPC-64 Striker	12	GP, SK, FS	H:9	7	4/4	1	4+	4+	5+	LRL (T)	MAR (T)	Airdrop, Jump Jets:2 (Aux) Transport: 2 Squads	Vehicle	2"
HPC-64 Medic	7	GP, SK, FS	H:9	7	4/4	1	4+	4+	5+	-	-	Airdrop, Jump Jets:2 (Aux), Medic, Transport: 1 Squad	Vehicle	2"
GREL Crew Upgrade	+3	-	-	-	-	-	3+	3+	4+	-	-	+React+	-	-
Command Upgrade*	+2	-	-	-	-	-	-	-	4+	-	-	+Comms, +SatUp, +ECM	-	-

*The Command Upgrade cannot be applied to the HPC-64 Medic Variant.

Peregrine Gunship

Manufacturer: Gallot Enterprises
 Unit Type: Attack VTOL
 Height: 3.6 meters / 11.8 ft
 Weight: 8,100 kg / 17,857 lb

The Peregrine's low-bypass turbofans have more and shorter blades than conventional propellers and thus can operate at higher rotational speeds. This Gallot Enterprises design has proven to be very successful, able to go toe to toe with Terra Novan hoppers and attack ground targets with brutal efficiency.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Peregrine Gunship	15	FS+	H:12	6	4/4	1	4+	3+	5+	MRL (AA)	MRP (Link)	Agile, VTOL, React+	Vehicle	2"
Tank Hunter Upgrade	+1	-	-	-	-	-	-	-	-	-	-MRP (Link), +LATM (Link)	-	-	-



HHT-90 Overlord

Manufacturer: Moscow Heavy Industries
Unit Type: Heavy Hovertank
Height: 8.6 meters / 28.2 ft
Weight: 155,000 kg / 341,717 lb



The HHT-90 represents the pinnacle of CEF hover technology. Purpose-built to engage and destroy Terra Novan landships, it is the king of the battlefield. Its main weapons are scaled down naval guns and its chassis can withstand severe punishment while transporting four squads of GREL.

The HHT-90 Overlord is a multi-component vehicle which uses additional rules. All components together are considered one model.

Game Notes:

- ▷ Declare one speed for all components.
- ▷ Each component is targeted and damaged independently.
- ▷ Each component has its own arcs, including rear arcs.
- ▷ Components cannot benefit from traits on other components unless the trait is normally shared, such as with Sensors:24, Comms and SatUp.
- ▷ If the Body is destroyed the Turret counts as immobilized and receives an immobilized token. This immobilized token cannot be removed by a patch action.

Force Construction Notes:

- ▷ An HHT-90 counts as one model and must use the Body and the Turret and must be placed into the primary unit.
- ▷ The player shall announce which component the commander(s) resides in.
- ▷ Upgrades are purchased individually for each component.
- ▷ A secondary unit composed entirely of GREL Squads may have up to four GREL Squads. instead of being limiting to having three due to the normal action limitation of secondary units.





Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Body	35	FS	H:6	11	5/5	3	4+	6+	5+	HRL (AA, Auto), 2 x MRLs (R), 2 x MRLs (L)	HRP (R), HRP (L)	Transport: 4 Squads, Vet, CBS, Resist:H, Jump Jets:2, Stable	Vehicle	2"
Turret	35	-	-	11	5/3	3	4+	6+	5+	HPA (T, Auto)	HTG (T, Apex, Precise), HAM (T), HATM (T)	Stable, Comms, SatUp, Vet, CBS, Sensors:24, Resist:H	Vehicle	3"

GREL

Manufacturer: Elite Genome Labs
 Unit Type: Infantry
 Height: 2.3 meters / 7.6 ft
 Weight: 100 kg / 220.5 lb

Genetically Recombined Experimental Legionnaires (GREL) are the CEF's frontline troops. The CEF views GREL as equipment, but they are neither mistreated nor abused. They are weapons of war and just like any other weapon require careful maintenance in the form of hypno-training or subconscious indoctrination.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
GREL Team	4	GP+, SK, FS	1:4	4	2/1	1	3+	3+	6+	HIW, MIGL, MICW	MIR	-	Infantry	0.5"
GREL Mortar Team	4	GP, SK, FS	1:4	4	2/1	1	3+	3+	6+	HIW, MICW	HIM (Brace)	-	Infantry	0.5"
GREL Anti-Tank Team	5	GP, SK, FS	1:4	4	2/1	1	3+	3+	6+	HIW, MICW	MAVM	-	Infantry	0.5"
GREL Raider Team	5	GP, SK, FS	1:4	4	2/1	1	3+	3+	6+	HIW, MICW	HIS (Burst:2)	-	Infantry	0.5"
Morgana GREL Assault Team	4	GP, SK, SO+	1:5	4	2/1	1	3+	3+	5+	MIW, MICW (AP:1)	-	Agile, Brawl:1, Stealth	Infantry	0.5"
Morgana GREL Sniper Team	5	GP, SK, SO+	1:5	4	2/1	1	3+	3+	5+	MIW, MICW	HIR (Silent)	Agile, Brawl:1, Stealth	Infantry	0.5"
Jan Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+Comms	-	-
Squad Upgrade*	+1	-	-	-	4/2	-	-	-	-	-	-	-	-	-

*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.

Hoverbike GREL

Manufacturer: Elite Genome Labs
 Unit Type: Mounted Infantry
 Height: 1 meter / 3.3 ft
 Weight: 500 kg / 1,102 lb

It is not uncommon to see GREL hurtling across the battlefield mounted on hoverbikes. While they generally can't carry as much as their dismounted brothers and sisters, they still carry more than typical Terra Novan infantry. Large numbers of GREL on hoverbikes is not a very comfortable thought for many Terra Novans.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
GREL Hoverbike	4	GP, SK	H:12	3	2/1	1	4+	4+	6+	HIW, LIGL, MICW	-	Agile, Jump Jets:2	Cavalry	1"
GREL Anti-Tank Hoverbike	5	GP, SK	H:12	3	2/1	1	4+	4+	6+	HIW, MICW	LAVM	Agile, Jump Jets:2	Cavalry	1"
Jan 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.

FLAIL

Manufacturer: Elite Genome Labs
 Unit Type: Cyborg Infantry
 Height: 2.7 meters / 8.9 ft
 Weight: 550 kg / 1,213 lb

Front-Line Augmented Infantry Legionnaires are the CEF's cyborg GREL. These powered infantry are a seamless melding of man and machine. They feel no pain and no fear and can just keep pressing forward no matter what. They are so fearsome that Terra Novan forces have resorted to using gear squads to deal with them.



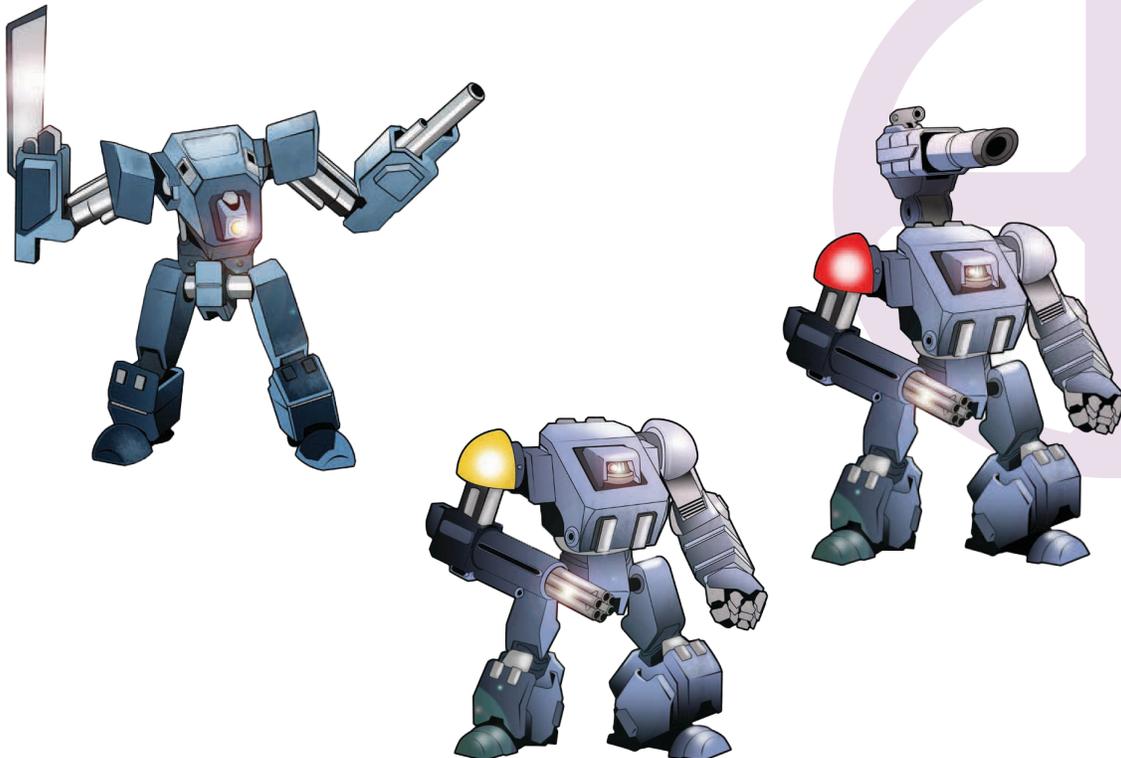
Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
FLAIL	6	GP+, SK, FS	I/H:6	5	2/1	1	3+	4+	6+	HMG, MICW	HIL	Jetpack:4	Infantry	1"
FLAIL Mortar	6	GP, SK, FS	I/H:6	5	2/1	1	3+	4+	6+	HMG, MICW	HIM	Jetpack:4	Infantry	1"
FLAIL Anti-Tank	7	GP, SK, FS	I/H:6	5	2/1	1	3+	4+	6+	HMG, MICW	HAVM (AP:2)	Jetpack:4	Infantry	1"
FLAIL Interdiction	6	GP, SK, FS	I/H:6	5	2/1	1	3+	4+	6+	HMG, HIS, MICW	-	Jetpack:4	Infantry	1"
Jan FLAIL	6	GP, SK, FS	I/H:6	5	2/1	1	3+	4+	5+	HMG, MICW	-	Comms, SatUp, Jetpack:4	Infantry	1"
Morgana FLAIL	7	GP, SK, SO+	I/H:7	5	2/1	1	3+	4+	5+	HMG, HICW (AP:1)	-	Agile, Brawl:1, Stealth, Jetpack:4	Infantry	1"
LPZ Upgrade	+1	-	-	-	-	-	-	-	-	-	+LPZ	-	-	-
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 FLAILS.

- ▷ Individual FLAILS are equivalent to two infantry teams.
- ▷ FLAIL Teams are equivalent to two infantry squads.

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



CAPRICE



HEAVY
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More Than Just a Corp

“Time to get dirty for the corp brother.” Ibrahim’s squadmate chimed in his head.

‘Corp’, he thought. The word ‘corporation’ seemed so foreign to him. Gallot Industries is more than just a corporation. Gallot is the power that transcends all of them above the limitations of humanity. It is life.

“I told you, stop calling them that, Izaak.” Ibrahim communicated not through his mouth, but through the computer in his mount patched directly into the speech cortex of his brain. His cybernetic enhancements sent the communication directly to his fellow pilot without the need for speaking. To any that would be watching, they wouldn’t even know Ibrahim and Izaak were speaking to each other.

He looked down at the command console, where his cybernetics were plugged into his machine in several places. His arms were also disassembled like some obscene machine to directly attach to his controls. There was a time when this would have been horrifying to look at, and perhaps some vestigial part of his instincts still thought so. Alas, he had transcended beyond such human frailties years ago.

“They are so much more, Izaak,” Ibrahim continued, “They gave me... us... purpose. They elevate us beyond the limitations of mankind. It’s more than just a ‘corp’, Izaak. It’s the future, and we are a part of... it.”

“It’s an abbreviation, Ibrahim.” Izaak spoke flatly. Ibrahim took no offense though. He and Izaak were one in the same, Azat through and through. As Azat, they were the elite of the corporate security who had achieved true ascension. It was rare that both he and his friend, who both enlisted into corporate security so many years ago, would ascend together. It made their bond all the closer. As such, he could allow the ever so slight dissension when Izaak spoke of their Gallot elders. Deep down, he knew Izaak was true to them.

“Show some dignity. We are the chosen. They took us in, gave us purpose, enhanced us. They make-“

“A better man?” Izaak communicated to him, humoring in his thoughts, as he finished Ibrahim’s sentence with the corporate slogan of Gallot.

“...Precisely.” Ibrahim panned his mount’s combat camera, the Ammon scanning the canyon below him. He was perched like a trapdoor spider, the mount’s limbs spiked into the canyon walls high above the ground, waiting... watching. The column of Terra Novans below passed none the wiser... or they did not care. These Badlanders, as they called themselves, were difficult to read. Much like the Liberati, some could be terrorists, others... apathetic. Either way, this caravan wasn’t their target.

“In position, Azat Ibrahim.” The static of the conventional comms was unwelcome, as one of the lieutenants in Ibrahim’s platoon spoke. How... inelegant. Perhaps one day, he would be elevated to make him better as well..., or at least given cybernetic comms enhancements. The boy did show promise.

New sensor contacts drew Ibrahim’s attention, sparking like jabs through his own circuitry from his mount’s sensors. Military vehicles. “Four Southern Jagers and a Black Mamba”, Ibrahim’s thoughts sounded into his communication suite to his whole platoon. “Contacts at three oh three. Wait for them to pass under, we hit them from above. Passive systems only.”

Terra Novans never seemed to look up. Predators always strike from above in the canyons of Caprice, and their mounts were designed for exactly such maneuvers.

Ibrahim took a moment to look at pictures of his wife. Using his augmentations, he pulled them up from their location within the electronic files inside his head and superimposed them directly into his vision. He habitually looked at her this way every day. Pictures of her smile. Recordings of her laugh... her face. He loved every part of her.

But more recently, he could not stop looking at the pictures of her face, marred and broken by the Liberati bomb that had struck the Gallot Six building where she had worked. The revulsion he felt upon the revelation that the Terra Novans helped the Liberati that day would never go away. And at those supposed freedom fighter who viewed what he had become with horror, who would deny a better mankind for a brighter future... Ibrahim’s lips, still flesh and blood, pulled into a sneer as his inorganic components whirred and shifted, bringing up firing solutions that he could see as if with his own eyes.

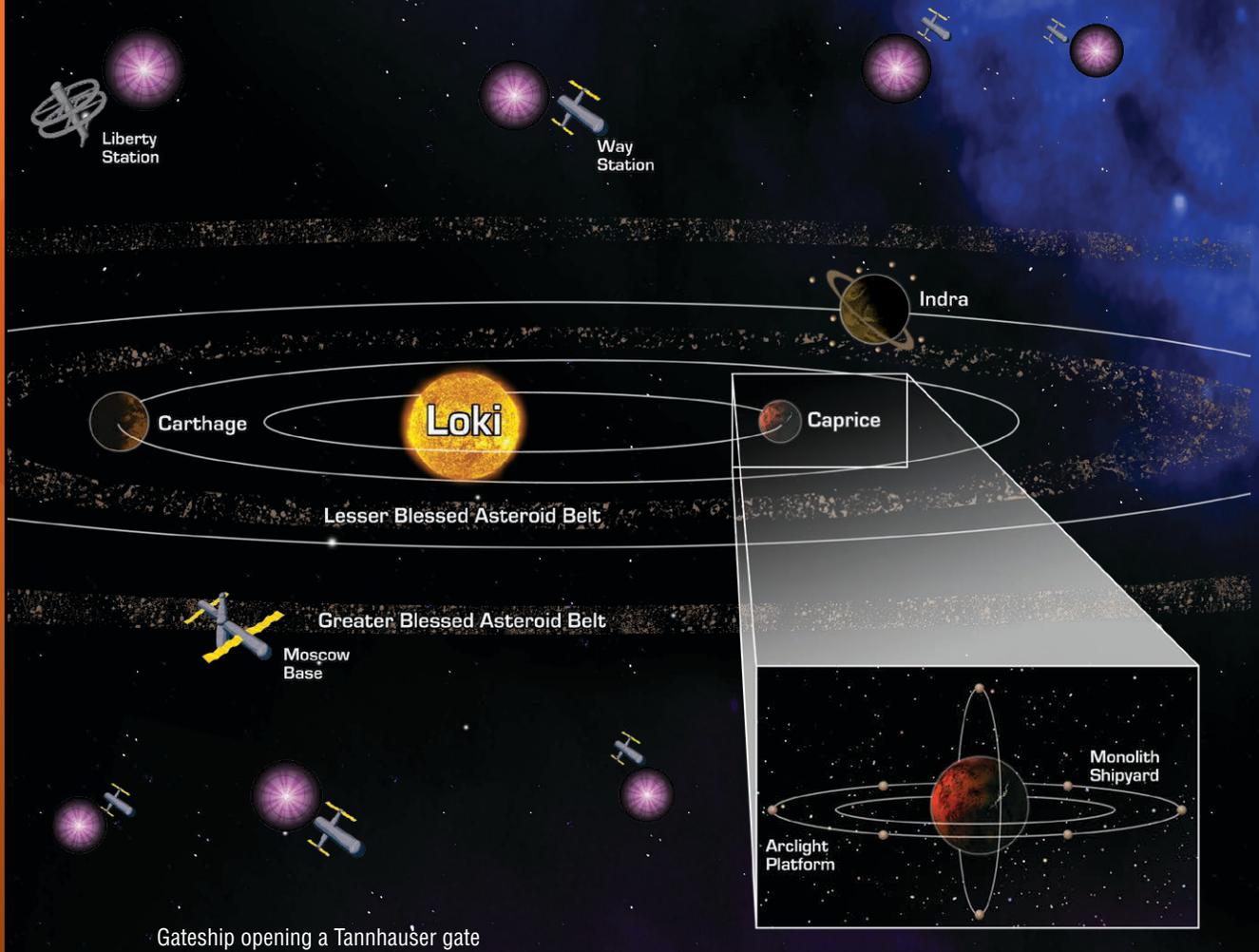
Ibrahim hated these ‘Terra Novans’. “All units, standby to attack on my command.”

History and Background

When the Concordat pulled out of Caprice in the year 5790, the planet collapsed. Quite a few of the massive corporations, the keystones of their society, dissolved and millions of lives were ruined or lost. Limited trade with other colonies did exist, it was not nearly enough to compensate for the lost support from Earth. Things did eventually stabilize, but life was never easy. When Earth returned with the Colonial Expeditionary Force (CEF) in the year 6115, most of the surviving population was centered in a massive canyon called the Cat's Eye Trench. The threat of orbital bombardment of the trench saw the Capricians quickly capitulate and the CEF soon began to occupy the planet. 30 years of occupation has evolved Caprice in very distinctive ways.

The Loki System

The Loki System is named after its yellow dwarf star called Loki. It has three planets. Caprice is the closest planet to the star, followed by Carthage, the Lesser Blessed Asteroid Belt, and distant planet Indra. Beyond Indra is the Greater Blessed Asteroid Belt. As the Gate World, Caprice is a nexus point with no less than thirteen documented Tannhäuser discontinuities (interstellar gates) located within the Loki System.

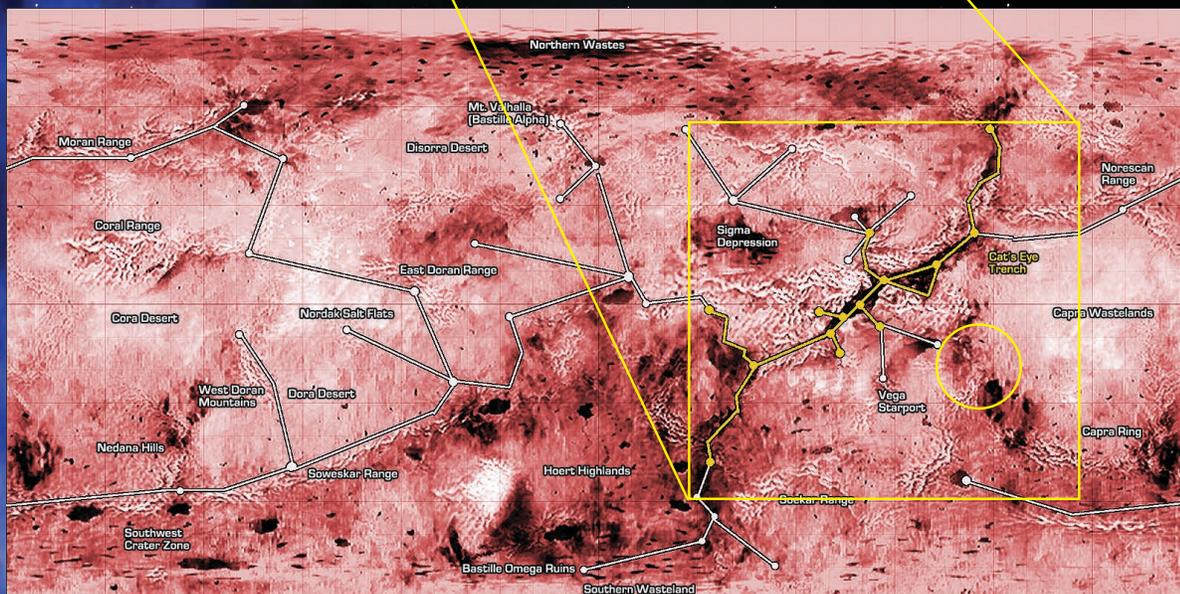
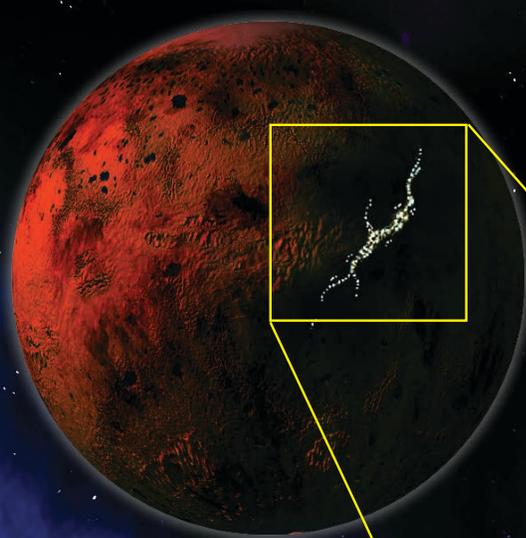


Caprice and the Cat's Eye Trench

The planet itself is a harsh world. Most of the populace is found concentrated in a few habitable zones. The majority of them live in Gomorrah, the only major city on Caprice. It is a megalopolis that covers the floors and the walls of the massive canyon known as the Cat's Eye Trench. Major corporations control Gomorrah, and by default Caprice. Subjugation by the CEF has led to some tenuous relationships between the corporations and occupation forces.

Gomorrah

Gomorrah is known as the infinite city. No matter where you travel within the city, there is always more city, above, below and around you. The Cat's Eye Trench is eleven kilometers deep on average and every inch of the trench, from north to south, is crammed with the city. It continues to grow in all direction, including up. Three hundred and eleven million people fill the trench and its offshoots. Most buildings are joined with enclosed walkways. Indeed, it is to the point where many jokingly call any open space in the city a "park". Sunlight rarely reaches the depths, instead the city itself is constantly lit by artificial means. From space, it is like staring down at a miniature galaxy within the eye of a giant cat.



CAPPRICE

HISTORY AND BACKGROUND

HEAVY
GEAR
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Caprician Military Units and Factions

Caprice is the best known as the Gate World because access to all the colonies can be found from the Tannhäuser Gate network within the Loki System. Once this gave Caprice a massive economic advantage, but currently it is being exploited by the CEF as *their* strategic center for their military operations. Caprice is securely occupied by the CEF. Resistance forces clash with the occupiers on occasion, and vast corporations play multiple sides in the name of profit. Seduced by the possibility of endless profits, some corporate heads have sold off their future and their world, while others have taken more clandestine measures to ensure that the planet would one day be free again. And one could say, all of this is business as usual for Caprice.

The arrival of Talon One sent shockwaves through the Caprician underground. Not only did they find willing allies against the CEF, but they had weapons and training that made them more than capable of standing toe to toe with CEF units. Talon One's time on Caprice changed everything. The CEF tightened down on the populace, setting up curfews, check points and mostly harassing civilian and corporate personnel. This had the effect of garnering more support for the Liberati and anti-CEF resistance in general. However, most of Caprice is thus far hesitant to go into open warfare with the CEF, the threat of annihilation from CEF orbital assets constantly looming.

Corporations



Costa Moreia



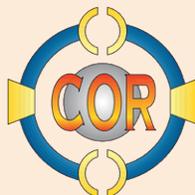
Hakkar



Hayabusa Aerospace



Elite Genome Labs



Cornillion Consortium



Cats Eye News Network



Kalam Sollers Makhan



Kinzler Industries



Gallot Enterprises



Caprice Ships Interstellar



Lysander Inc.

The Caprician Corporate Executive (CCE) is a mediary body that tries to maintain order amongst the corporations. However, Hakkar, the most powerful of the corporations, chairs this mediary committee. In reality they promote covert actions in Gomorrah and limited overt actions across the rest of the planet. After all, Hakkar is the best poised to handle the economical strain of warfare. However, unlimited warfare across the planet and in Gomorrah would be bad for business in general. So, the committee does its best to keep hostilities at a low boil.

These corporations have similar technological levels. What technology is not traded or sold is eventually stolen and copied. There's a general consensus that if something new is made, it might as well be sold at the best price to all the corporations that want it, else it just attracts raids that result in property damage and lost opportunities. Hagglng has special implications on Caprice. You don't want your opponent walking away from the negotiations as that is often a sign of coming hostilities. But you also don't want to throw away any leverage either. Maintaining security forces that act as protection and a threat at the same time is a key to negotiating on Caprice.

Overall, Caprice has achieved advancements in the areas of cybernetics and interface technology. In a bid to develop the FLAIL program, Sandrakar-Xia Interworld, located on the planet Home somehow managed to negotiate the CEF handing them all the research on the GREL program, which Elite Genome Labs (EGL) from Earth had spent trillions perfecting. EGL was not at all pleased with this development. They combined forces with their EGL sister corporation on Caprice to use their contacts to get Sandrakar-Xia pushed out of "their" project. And the corporations from Caprice did not disappoint. The Costa Moreia corporation claims the credit of stealing the Sandrakar-Xia's research thus far and selling it to several corporations on Caprice. Elite Genome Labs, in association with Hayabusa Aerospace (a Hakkar subsidiary), claim the credit for perfecting the FLAIL technology and then going on to perfecting the cybernetic Advanced Interface Network (AIN) beyond anything that Sandrakar-Xia could have hoped to achieve. This is just another example of business as usual for Caprice, but it also highlights their organic capabilities in cybernetic and interface technology. Most Caprician scientists view GREL as unimaginative soldiers.

Liberati



While some on Caprice view the Liberati as terrorists, they see themselves as freedom fighters, and have developed a unique culture contrary to typical Caprician life. The most indoctrinated Liberati despise how the corporations get to control access to life altering technology, or “butcher humanity” in the case of the Azat. These extremists actively work to dismantle corporate power in every possible way. However, not all Liberati communities see things the same way. Liberati culture is both varied and large. Some are even hired by corporations to take actions against their competition.

Liberati cells are compartmentalized from each other. Very few Liberati leaders are aware of the complete network. These cells can act autonomously, and it's this same autonomy from every cell's leadership that even brings them into conflict with each other at times. Since the arrival of the CEF, more of them have made arrangements with the corporations they have been fighting for hundreds of years. Between Liberati cells, corporate security and Black Talon teams, clandestine warfare on Caprice is at an all-time high. The arrival of the CEF has only seen an increase in violence that sometimes even spills out onto the streets of Gomorrah or the surface. Several Liberati strikes have even been reported on Terra Nova. Exactly how they got there is the subject of much debate.

Invasion Detachments



Caprice Invasion Detachments (CID) are the main Caprician combat elements present on Terra Nova. For Caprician corporations, invasion detachments are a chance to further develop their security forces as a military force, and may even present a chance to claim new land on Terra Nova. Equipped with the best technology Caprice has to offer, these forces specialize in combat within built up environments, such as cities and mountains.



Jammer Bashan

Weapons of War

Mounts, VTOLs and infantry are the main combat units belonging to Caprice. Mounts are combat walkers, ranging from quadrupeds to hexapods. Cybernetics are also very common on Caprice. Many combatants have devices such as data-pads built into their forearm, while some have more advanced options such as vision and communication enhancements, or even built-in weaponry.

Four to six-legged mounts are known for their stability and maneuverability in rocky terrain. Most come with the ability to climb, which is very useful within the confines of the Cat's Eye Trench or mountainous regions of Caprice.

Caprician Cybernetics

The majority of Caprician citizens have cybernetic implants. Most are simple devices to assist with daily activities. The most common device is a chip called a data-rig that's placed in the skull which acts as an ID card and wallet. This data-rig can be scanned to confirm an identity when buying things. The use of the chip as a wallet is very handy for Caprician citizens. Several devices on the market allow home computers to scan these chips for convenience as well.

However, the technology for cybernetic implants on Caprice goes much farther than simple identity and currency chips. While the average citizen does not have access every type of implant, the corporations have been evolving this technology for hundreds of years. They have some truly ambitious applications, ranging from data processing enhancements to battlefield applications.

The corporations who own this technology are quite protective about its use and reserve the right to decide who gets enhancements. This has created an understated hierarchal system. The majority of the Capricians have little access to said technology unless they display loyalty to the corporation that owns it. In turn, how loyal they are and what they are willing to do for the corporation tends to dictate what enhancements they are capable of receiving. For example, a dedicated administrator may have multiple supernumerary digits so they can interface with computers at a faster rate. However, that is not something readily available to everyone, and when a Caprician meets someone with this type of enhancement, they automatically assume these individuals have worked their way up an undefined social ladder. The more modifications an individual has, the higher their place in the social structure they are assumed to be.



Ammon

The Azat

The Azat are cybernetically enhanced warriors. These enhanced humans are viewed with a mixture of awe and fear in Caprician society. In addition to their fierce reputation as fighters, they are generally assumed to be very high on the social ladder.

Extreme loyalty to the corporation is often one of the key requirements to becoming an Azat. They are specifically enhanced to then be exploited to do the bidding of the corporation that created them. Basic enhancements include armored skin, enhanced cybernetic vision and more. Internal organs can be replaced or modified. For example, their adrenal glands and other organs can be tuned to better handle the fight or flight nervous response that normally engages in times of danger. They have systems and subsystems that take over even in death, allowing an extended timeframe for emergency medical services to resuscitate them. Due to these backup systems that perform functions such as continuing to pump oxygenated blood when the heart stops, their resiliency to death is quite extraordinary. The highest ranking Azats are so heavily modified that their body is arguably more inorganic than organic.

Azats appear human. Capricians value the human form and see things such as FLAILs as abominations. Many steps are taken to ensure the human form continues to persist. Although Azats usually have features to announce their position and title, such as bright red eyes and an antenna extending from their head, or even completely mechanical looking hands. Capricians can spot them very easily.

The inner society of the Azat is as intricate as their cybernetics. Duels for position are frequent and considered the standard test to advance in corporate rank. These duels are rather extreme due to the durability of the Azat, with one rule: you cannot destroy your opponent's head. Duels must be sanctioned by the corporation. A junior Azat cannot challenge a superior without the blessing of their corporate elders.

The Azats see themselves as ascended humans. And, they have only been given this chance to transcend the human form due to the graces of their corporate elders, and only because they have displayed a competency deserving of such status. The Azat community sees itself as one of honor, hand selected for their ability to achieve greatness. Many Capricians are more than a little unnerved around them due to their dogmatic loyalty they display to the corporation that made them what they are. An Azat from one corporation may attempt to completely avoid an Azat from a competing corporation.

Liberati generally view them as inhuman abominations. However, cybernetics are beginning to be found more and more even amongst them. 30 years of CEF occupation has had many reevaluating their place in life. Some Azats, and even Caprician made FLAILs have been reported to be part of Liberati cells.

On missions Azats are normally dispatched individually or as teams of two. They are considered of higher rank than commissioned officers and may even take charge of conventional military units. Seeing one or two Azats with a corporate security squad is usually the sign of trouble. Seeing whole squads of Azats is extremely rare.

Corporate Security Forces

Corporate security elements have replaced any type of national armed forces. For Caprice, the corporations represent different nations, all ultimately calling the Cat's Eye Trench 'home'. The rank-and-file system for each corporation's security forces are represented with typical ranks such as corporals and lieutenants. Large units are fleets, korps and brigades. Smaller units are companies, platoons and squads. Many of these "security forces" are as robust as any nation's military service.

Cybernetics are more common within the military. While service members do not generally have the large number of enhancements that an Azat may have, they do tend to pick a few things up as they gain rank. The Azats themselves are commonly pulled from among military service members. Special operations communities are a common source for recruiting Azats. Although, a certain dogmatic loyalty is almost always the most important requirement for any augmentations. Service members who tend to go against the norms usually get nothing.

Black Ops

The corporations compete on every level. As one corporation works to develop their own technology and enhance their bottom line, they also look at ways to steal technology from their competition and reduce others' ability to achieve their goals. Several mediary committees have been developed to settle disputes and attempt to prevent open warfare between the corporations. Large scale, overt actions within the Cat's Eye would lead to collateral damage which would affect all of them negatively. However, that doesn't stop covert actions from being normalized. If one looks close enough, they'll note surveillance operatives, espionage agents and even the occasional Azat regularly prowling the streets of Gomorrah. While some disputes are settled in the board room, others are settled by military actions and even sanctioned duels between each corporation's best.



Caprician Sub-Lists

All the models in the Caprician Model List can be used in any of the sub-lists below. There are also models in the Universal Model List that may be selected as well.

All Caprician **models** have the following special rule:

- ▷ **Dueling Mounts:** Bashan, Kadesh, Aphek and Meggido may become duelists even though they are striders. Follow all other duelist rules as normal.
- ▷ **Advanced Interface Networks (AIN):** Each veteran mount may improve their GU skill by one for 1 TV times the number of Actions that the model has.
- ▷ **Cybernetic Upgrades:** Each veteran universal infantry may add the following bonuses for 1 TV total: +1 Armor, +1 GU and the Climber trait.

All Caprician **forces** have the following special rule:

- ▷ **Abominations:** One combat group may include FLAILs from the CEF.

CID - Caprice Invasion Detachment

These units are adapting to combat on Terra Nova quite well. Their experience operating in environments on Caprice makes them perfect for urban and mountainous regions on Terra Nova. There are unconfirmed reports of CID forces operating in conjunction with Black Talon teams.

- ▷ **Commander's Investment:** The force leader's model may be placed in GP, SK, FS, RC, or SO units, regardless of the model's available roles.
- ▷ **Allies:** You may select models from the CEF, Black Talon, Utopia or Eden (pick one) to place into your secondary units.
- ▷ **Melee Specialists:** Up to two models per combat group may take this upgrade if they have the Brawl:1 trait. Upgrade their Brawl:1 trait to Brawl:2 for 1 TV each.
- ▷ **Conscription:** You may add the Conscript trait to any non-commander, non-veteran and non-duelist in the force if they do not already possess the trait. Reduce the TV of these models by 1 TV per action.



CSE - Corporate Security Element

The major corporations regard their security elements much like any nation would regard their military. With assets from people, equipment and even secret research, the corporations have much to protect. Shadow wars have been known to sprout up between competing corporations.

- ▷ **The Best Money Can Buy:** Two combat groups may be designated as veteran combat groups instead of the normal limit of one combat group.
- ▷ **Allies:** You may select models from the CEF, Utopia or Eden (pick one) to place into your secondary units.
- ▷ **Appropriations:** This force may have one primary unit composed of CEF frames, Utopian APEs or Eden golems. The CEF Minerva upgrade cannot be selected. These models may be mixed with Caprician models or each other.
- ▷ **Acquisitions:** One objective selected for this force may be the raid objective, regardless of whether this force has the SO role as one of their primary unit's roles. Select any remaining objectives normally.



LRC - Liberati Resistance Cell

Caprician corporations have tried for hundreds of years to rid themselves of the Liberati threat. However, they are in fact a society within itself, with millions of people. The Liberati cells are only one smaller aspect. On the other end of this spectrum is a work force that's willing to do jobs no one else on Caprice will do. And after 30 years of CEF occupation, many have started looking at the Liberati as allies instead of adversaries.

- ▷ **Heroes of the Resistance:** This force may include one duelist per combat group. This force cannot use the Independent Operator rule for duelists.
- ▷ **Allies:** You may select models from Black Talon, Utopia or Eden (pick one) to place into your secondary units.
- ▷ **Ambush:** One combat group may use the special operations deployment regardless of their primary unit's role.
- ▷ **Elimination:** One objective selected for this force may be the assassinate objective, regardless of whether this force has the SO role as one of their primary unit's roles. Select any remaining objectives normally.



Acco

Manufacturer: Kinzler Industries
 Unit Type: Light Mount
 Height: 3.4 meters / 11.2 ft
 Weight: 5,000 kg / 11,023 lb

The first purely military mount developed on Caprice, the Acco is now a workhorse used by police and military. Developed by Kinzler Industries to be an exceptional climber, they can easily hang upside down from rock ceilings. Hakkar was so impressed they poached some of the key engineers involved with its development.

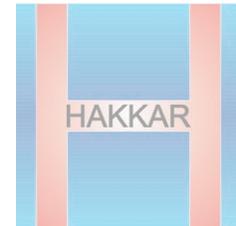
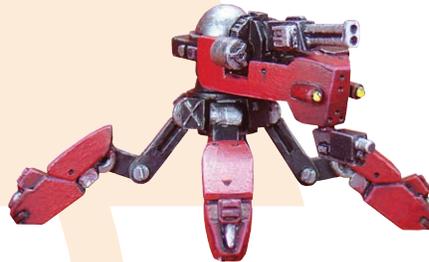


Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Acco	7	GP+, SK, FS	W:6	6	3/3	1	4+	4+	6+	LAC, LRP, MMG	LSG	Agile, Climber, Stable	Gear	1"
Stalker Acco	7	GP, SK, FS	W:6	6	3/3	1	4+	4+	6+	LFC, LRP, MMG	LSG	Agile, Climber, Stable	Gear	1"
Pyro Acco	7	GP, SK, FS	W:6	6	3/3	1	4+	4+	6+	MFL, LRP, MMG	LSG	Agile, Climber, Stable	Gear	1"
Sniper Acco	7	GP, SK, FS	W:6	6	3/3	1	4+	4+	6+	LRF, LRP, MMG	LSG	Agile, Climber, Stable	Gear	1"

Bashan

Manufacturer: Hakkar
 Unit Type: Recon Mount
 Height: 4.0 meters / 13.1 ft
 Weight: 7,500 kg / 16,535 lb

The Bashan is Hakkar's electronic warfare answer for mounts. Their electronics suite is impressive, allowing the machine to be an acceptable command and control mount, even without the added features from the command upgrade. Bashans are regularly tasked with reconnaissance.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Bashan	14	RC+, SK, FS	W:8	7	3/5	1	5+	3+	4+	MAC, MMG	LSG	Comms, ECM, ECCM, Sensors:24, TD, React+, Brawl:1, Climber, Stable	Strider	1"
Jammer Bashan	15	RC, SK, FS	W:8	7	3/5	1	5+	3+	4+	MAC	LSG	Comms, SatUp, ECM+, ECCM, Sensors:24, TD, React+, Brawl:1, Climber, Stable	Strider	1"
Command Upgrade	+1	-	-	-	-	-	-	-	-	-	-	+SP:+1	-	-

Aphek

Manufacturer: Hakkar
 Unit Type: Medium Mount
 Height: 4.7 meters / 15.4 ft
 Weight: 10,500 kg / 23,149 lb

Caprice uses Apheks in a similar manner that Terra Novans use light tanks. However, they come with some features that allow them more tactical diversity. They can climb extremely well and are able to use their scorpion-like appendage to direct weapons from around cover.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Aphek	13	GP, SK, FS	W:7	7	4/4	1	4+	4+	5+	MRC, LRP, HMG	LSG	React+, Stable, Brawl:1, Climber, ECM, TD	Strider	1.5"
Aphek Barrage	13	GP, SK, FS	W:7	7	4/4	1	4+	4+	5+	LRP (Link), HMG	LSG	React+, Stable, Brawl:1, Climber, ECM, TD	Strider	1.5"
Aphek Rex	14	GP, SK, FS	W:7	7	4/4	1	4+	4+	5+	MRC, LATM, HMG	LSG	React+, Stable, Brawl:1, Climber, ECM, TD	Strider	1.5"
Mortar Upgrade	+1	-	-	-	-	-	-	-	-	-	-	+LGM (T)	-	-

Kadesh

Manufacturer: Hakkar
 Unit Type: Heavy Mount
 Height: 4.6 meters / 15.1 ft
 Weight: 10,000 kg / 22,046 lb

As Hakkar's first entry into heavy mounts, the Kadesh is a bit of a multi-tool. It has an ECM device for electronic warfare and jet assisted jumping capabilities, all in addition to its climbing pistons, good armor and exceptional weapon choices.

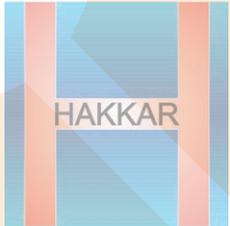


Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Kadesh	15	SK, FS	W:6	8	4/4	1	4+	4+	5+	MRC, MMG	MSG	React+, Stable, Brawl:1, ECM, Climber, Jetpack:4	Strider	1.5"
Kadesh Barrage	15	SK, FS	W:6	8	4/4	1	4+	4+	5+	MRP, MMG	MSG	React+, Stable, Brawl:1, ECM, Climber, Jetpack:4	Strider	1.5"
Kadesh Neutron	17	SK, FS	W:6	8	4/4	1	4+	4+	5+	MPA, MMG	MSG	React+, Stable, Brawl:1, ECM, Climber, Jetpack:4	Strider	1.5"
Command Upgrade	+1	-	-	-	-	-	-	-	4+	-	-	+Comms	-	-

Meggido

Manufacturer: Hakkar
 Unit Type: Heavy Mount
 Height: 4.7 meters / 15.4 ft
 Weight: 13,500 kg / 29,762 lb

Hakkar's second entry into the heavy combat mount class of vehicles is a favorite amongst many pilots. The Meggido marries popular features found on the Aphek with features from the Kadesh. Its advanced computers assist the pilot with several functions, allowing many features to be initiated by voice commands.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Meggido	21	SK, FS	W:6	9	4/4	2	4+	4+	6+	HRC, MGL, HMG	MSG	Stable, Brawl:1, Climber, Jetpack:4	Strider	1.5"
Meggido Rex	21	SK, FS	W:6	9	4/4	2	4+	4+	6+	HRC, LATM, HMG	MSG	Stable, Brawl:1, Climber, Jetpack:4	Strider	1.5"
Meggido Meteor	22	SK, FS	W:6	9	4/4	2	4+	4+	6+	MLC, LATM, HMG	MSG	Stable, Brawl:1, Climber, Jetpack:4	Strider	1.5"
Meggido Barrage	21	SK, FS	W:6	9	4/4	2	4+	4+	6+	MRP, LATM, HMG	MSG	Stable, Brawl:1, Climber, Jetpack:4	Strider	1.5"

Ammon

Manufacturer: Hakkar
 Unit Type: Very Heavy Mount
 Height: 6.0 meters / 19.7 ft
 Weight: 23,000 kg / 50,706 lb

The Ammon is built like a main battle tank and has exceptional mobility for its size within rocky environments, such as the Cat's Eye Trench. Like most mounts, it is usually frowned upon for them to climb buildings within the city of Gomorrah, due to the giant holes their climbing pistons leave in the walls of buildings.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Ammon	30	FS	W:5	11	4/4	3	4+	5+	5+	2 x HRP's (Guided), HMG	MSG	Brawl:1, Climber, Stable, TD	Strider	2"
Ammon Quasar	34	FS	W:5	11	4/4	3	4+	5+	5+	2 x MRGs, HMG	MSG	Brawl:1, Climber, Stable, TD	Strider	2"
Ammon Buster	32	FS	W:5	11	4/4	3	4+	5+	5+	2 x MATMs, HMG	MSG	Brawl:1, Climber, Stable, TD	Strider	2"

Moab

Manufacturer: Hakkar
 Unit Type: Very Heavy Mount
 Height: 6.9 meters / 22.6 ft
 Weight: 25,000 kg / 55,116 lb

The Moab was one of the first mounts. It is almost 200 years old and was initially developed as a very heavy all-terrain vehicle. It has been upgraded hundreds of times to stay modernized. Hakkar used the design to inspire the Ammon and allows other corporations to manufacture them, for a fee of course.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Moab	30	FS	W:6	10	4/4	3	4+	5+	5+	2 x HLCs	HCW	Brawl:1, Climber, ECM, Stable, TD	Strider	2"
Moab Neutron	28	FS	W:6	10	4/4	3	4+	5+	5+	2 x MPAs	HCW	Brawl:1, Climber, ECM, Stable, TD	Strider	2"
Moab Buster	28	FS	W:6	10	4/4	3	4+	5+	5+	2 x MATMs	HCW	Brawl:1, Climber, ECM, Stable, TD	Strider	2"
Command Moab	+1	-	-	-	-	-	-	-	4+	-	-	+Comms	-	-

Hamath

Manufacturer: Kinzler Industries
 Unit Type: APC Mount
 Height: 4.6 meters / 15.1 ft
 Weight: 12,500 kg / 27,558 lb

The Hamath APC is an armed and armored version of a transport that is commonly used to get miners to and from sites that wheeled, or even treaded vehicles normally can't go. The corporations use them within the city limits of Gomorrah to transport fire, EMS and police response units.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Hamath	9	GP+, SK, FS	W:7	7	4/4	1	5+	4+	6+	LRC (T), MMG	LCW	Transport: 2 Squads, Climber, Stable	Strider	1.5"
Hamath Medico	9	GP, SK, FS	W:7	7	4/4	1	5+	4+	6+	-	LCW	Transport: 1 Squad, Climber, Stable, Medic	Strider	1.5"
Command Hamath	11	GP, SK, FS	W:7	7	4/4	1	5+	4+	4+	LRC (T), MMG	LCW	Transport: 1 Squad, Climber, Stable SP:+1, Comms, ECCM (Aux),	Strider	1.5"

Peregrine Gunship

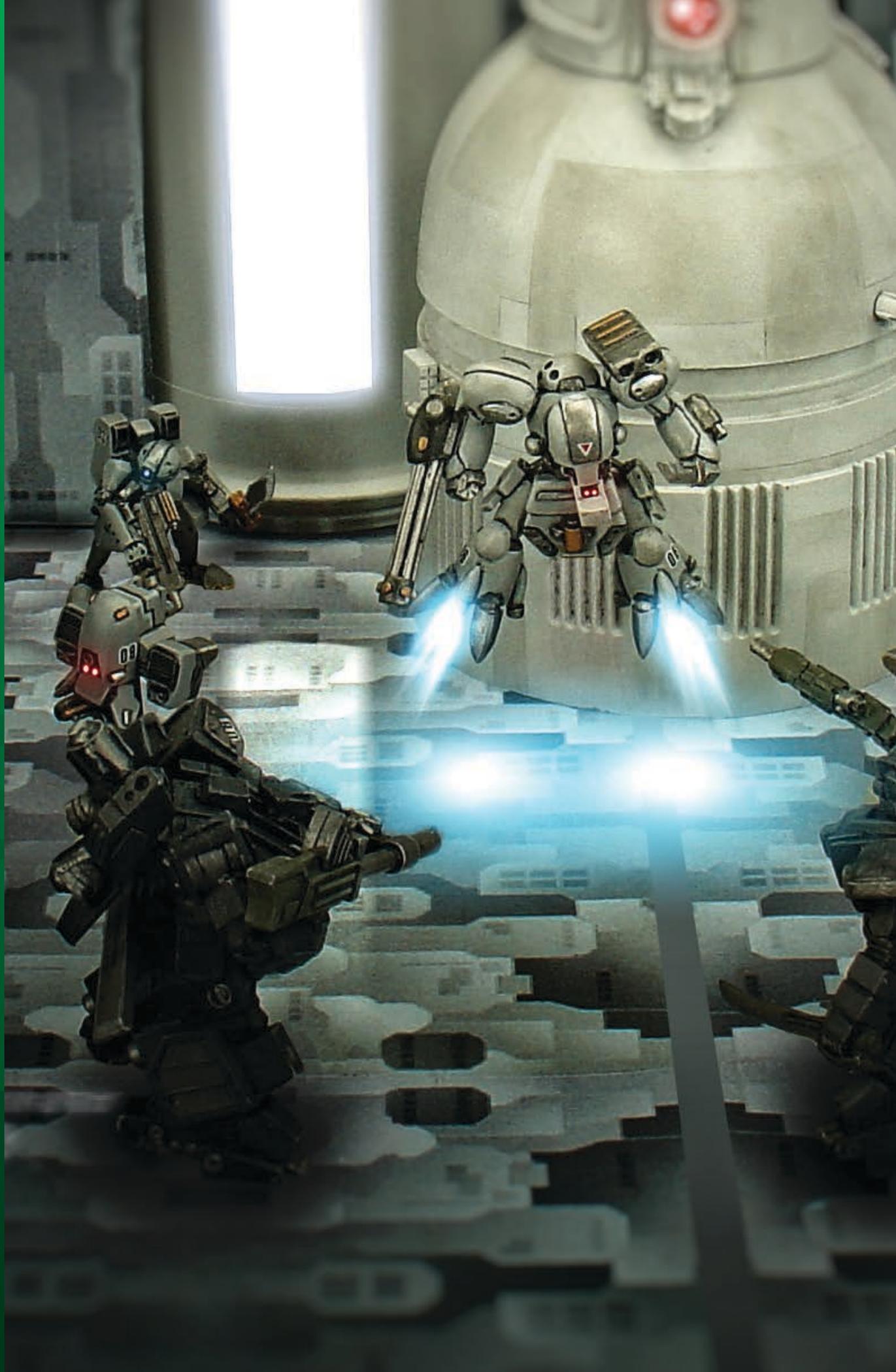
Manufacturer: Gallot Enterprises
 Unit Type: Attack VTOL
 Height: 3.6 meters / 11.8 ft
 Weight: 8,100 kg / 17,857 lb

Gallot Enterprises won the bid to develop the Type 42 Peregrine Gunship for the CEF. This VTOL has low-bypass turbofans that are well suited for intense atmospheric effects found on Caprice and some of the other colony worlds. They are also quite useful for patrolling in and around the tight spaces of Gomorrah City.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Peregrine Gunship	15	FS+	H:12	6	4/4	1	4+	3+	5+	MRL (AA)	MRP (Link)	Agile, VTOL, React+	Vehicle	2"
Tank Hunter Upgrade	+1	-	-	-	-	-	-	-	-	-	-MRP (Link), +LATM (Link)	-	-	-

UTOPIA



HEAVY
GEAR
BLITZ!

»236«

Personal Favors

The hallway of the bunker was quickly filling up with unfriendly fire that chattered up the sides of the walls and everywhere in between. Heverna could only watch as high caliber rounds punctured stitches and lines across her point man's armored torso. Her point man in turn, unceremoniously staggered back at first and then fell face forward, dead without even as much as a scream.

During firefights like these Armsman Heverna was normally thankful for the smallish size of her APE suit. The APEs were twice as tall as a man, but still smaller than the 'Novie gears that they frequently found themselves up against, which made them perfect for fighting in corridors and bunkers. However, heavy infantry weapons were quite capable of taking down their APEs, and they had just walked into an ambush.

"Digger Two to Digger Actual, we're pinned at corridor seven. The 'Novies have heavy assets blocking entry." She waited before hearing DeValk, her troupemate and not her troupe leader respond with, "Digger Actual is down. So is Digger Active. I think we're FUBARED sis."

She had her armored suit huddled around the corner as more rounds flew down the hallway. The single camera eye of her suit focused on her troupemate, DeValk, across the hallway, his own suit changing magazines on his bulky submachinegun.

The internal comms clicked again as DeValk noticed he had her undivided attention, "Can you get your little Earther boyfriend to throw some support our way?"

She wanted to curse at him. But he wasn't wrong. Contacting a CEF officer, which she also happened to be having unduly relations with, over military comms, was not exactly a great idea. But he was also only about a kilometer away, making him their best option for their ability to continue breathing.

She toggled her sight activated comms feed in her HUD, blinking twice over the icon for a secure channel, and was immediately greeted by a familiar accent, heavy with Siberian dialect, "Mitra, what can I do for you-? Is that gunfire?"

"Vlad, I'm in a jam. I've lost my troupe leaders and point man." She huffed in frustration, "We're pinned down in this stupid bunker. I need your help."

"Hell's teeth, Mitra. Do you have any idea what a breach this is?" The officer cursed, "Just because I'm nearby doesn't mean-"

"Vlad! Are you serious right now!?", disregarding the inappropriate nature of it all.

There was a long pause. "Alright! Let me see what I can send you."

"You're the best, V." She was already transmitting coordinates.

"DeValk, we just need to hold them off. Helps enroute."

DeValk peeked around the corner and unloaded his APE's submachinegun down the hallway, "Copy. But it's only a matter of time before they start moving in for the kill if you know what I mean."

Moments later, a lovely, feminine, albeit artificial voice came over the comms, "Digger, this is the Butcher. On site. Did you need something murdered?" She looked around to find eight Commando N-KIDUs roaring around a corner to meet with her. By the gods, Heverna thought. Their personalities are so pleasantly violent...

"Corridor to my left. Make it snappy." She spat back. The N-KIDUs responded by... cheering? The N-KIDUs were cheering?!

The Commando N-KIDUs were only too happy to pass her, rounding the corner directly into enemy gunfire, their own weaponry chattering away. She heard muffled explosions and screams. Some of the screams were coming from the nearly sentient drones. As if they could even feel pain?! She thought to herself, who programed these things?

"Mitra," Vlad's static voice filled her comms, "I relayed your request. Company command-"

"Sent me some extremely sociopathic NAIs," She laughed, "Thanks Vlad, I owe you."



Utopia's landmasses account for nearly half of its surface. Utopia is colloquially divided into two major continental groups by its inhabitants: a western group, named Etrusca, and an eastern group, named Sumer. Each of these continental groups is subdivided further defining distinctive geographic features, such as mountain ranges, plateau regions, and lowland plains. Shaded areas illustrate areas of significant radioactive fallout.

History and Background

Utopia was one of the most verdant and mineral rich planets during the Concordat era. The withdrawal of Earth's support in the year 5790 hit the colony hard. Utopia fractured into five power blocks that maintained a state of nearly constant warfare. Events came to a head when one power launched a nuclear strike on a rival, prompting a planet wide exchange. Labeled the "Great War", this conflict turned the surface into a radioactive wasteland.

The survivors were forced underground, and forged new settlements called deep cities. For generations the surface was functionally uninhabitable, and the ruins of the once great cities dotted the landscape. This however did not end the conflicts between the major powers. Further conquest led to unions and the five powers eventually became three. The ensuing years of constant warfare honed the remaining three powers into highly militarized and technologically advanced states.

Steelgate is the largest and most aggressive. They leveraged their military force and vast mineral wealth to conquer as much of the planet as they could. While ground was taken and given by all factions, Steelgate claimed the most territory each passing year.

Kogland turned into the industrial hub of the planet and was the first to use Near Artificial Intelligence (NAI). They were the first to deploy automatons which revolutionized warfare across the planet. With the automatons, the dwindling population was able to continue waging war against each other without risking surface contamination and unnecessary lives.

Greenway is named such because it was the first place where plant life began to grow after the Great War. Greenway was the weakest power and developed a reputation as being a group of religious fanatics devoted to returning Utopia to its former glory.

The independent states are loosely considered a fourth power, but they're usually too disorganized to be treated as one power. They are nearly impossible to negotiate with as they typically cannot even agree with each other.

When the Earth's Colonial Expeditionary Force (CEF) arrived, they quickly threw their support behind Steelgate. Nine bloody months later, Utopia was effectively dominated by Steelgate. However, Steelgate is effectively dominated by the CEF. All nations are given a voice within a unified governing body, under Steelgate, to include the collection of independent states that previously had no voice. But any illusion of inclusive governance however is just that. Utopia is not truly free, and its fate is determined by its "gracious" subjugators. Some are starting to quietly question the false freedoms. Whispers of a resistance movement have begun to gain traction.

For Kogland and Steelgate, the CEF occupation has brought great economic prosperity. Kogland does still resent Steelgate's influence. To quell unrest amongst the different powers, the CEF has been moving more power away from Steelgate, much to Steelgate's frustration. Greenway and the independent states have ultimately benefitted the least from the occupation.

As the buildup for the War for Terra Nova began, the CEF demanded that a Utopian expeditionary force join them. The major powers were forced to donate units and develop weapons for the coming assault. They were also promised the spoils of war via land ownership on Terra Nova, and many on Utopia are happy to pledge legions of automatons in exchange for fresh verdant land.

Utopian Military Units and Factions

Utopian forces have joined the assault on Terra Nova and plan to unleash their devastating and exotic weapons on this new frontier. They hope that with victory, a new dawn awaits their own blasted planet's inhabitants.

Utopia is composed of four main powers united by a single government, which is ultimately controlled by the CEF. These powers have all contributed to the CEF's invasion force that now fights on Terra Nova. Their most common military unit is referred to as a Combined Armiger Force (CAF). These types of units were mostly developed by Steelgate and Kogland and feature all the most recent advancements in armiger and automaton technology. The Other Utopian Forces (OUF) represent Greenway and the independent states.

Combined Armiger Forces



The bulk of Utopia's forces on Terra Nova are part of a CAF. These forces vary in size, but all come with armigers and Neural-Kinetic Interceptor Drone Units (N-KIDU), also known as automatons. Within each force, members from Utopia's four major powers are forced to fight alongside each other. Steelgate is Utopia's preeminent power, and they are very accommodating to the CEF's mission. Kogland was Steelgate's main rival before the CEF, and it now plots to overthrow its bitter foe as the main power on Utopia. Albeit they still compete for the CEF's support. Greenway is smaller than Steelgate and Kogland and holds contempt for both. The dissension concerning the CEF's occupation is somewhat more vocal within Greenway. Last are the independent states which are small cities and nations that have been forced to contribute to the CEF military juggernaut along with the other three powers. Within this last group, the whispers of a revolution are turned into shouts. Although so far it has led to nowhere except the brig for some.

Other Utopian Forces



Not all Utopian combat forces are part of a Utopian CAF. OUF is a CEF catch all term that is used for smaller organizations from Greenway and the independent states. It also represents dissenters, rebels and insurgents that operate on Utopia. Some of their operatives have made their way into the invasion forces sent to Terra Nova. Often the goals of these forces differ from the CEF or the main Utopian leadership. When found, such provocateurs are labeled as terrorists by the CEF, but little action has been taken against them as a whole. Black Talon teams have been known to contact them and offer aid as well. Even more concerning is the rumors of strange and exotic weapons in addition to the regular Utopian weapons being reported. The most prevalent is the rumor of CEF frames being merged with NAI technology.



Gilgamesh Heavy Tank



Automaton Life

Because of their low population after the Great War, the Utopians embraced the use of robots for much of their labor and fighting. There are more robots on Utopia than people. Almost all robots and computers are run by NAIs, which is a technology first perfected by Utopian engineers before the Great War. Now, even piloted armigers have NAIs in them. They function in a similar capacity as Terra Novan ONNets for piloted machines. However, for automatons they are programmed to take over all functions and be the brain. These “brains” are about the size of a soda can and can be linked together for more processing power. More sophisticated NAIs are larger. The Gilgamesh Heavy Tank has an NAI that is the size of a small car and is considered a full AI.

The NAI matrix is the cornerstone of all Utopian electronics. Even the simplest of personal data processors are run by NAIs, and it is not uncommon to hear people talking to their computers or heavy equipment as if they were somehow alive. Of course, the NAIs are not truly sentient. They are just very complex personality algorithms that can change and learn over time. Each NAI will develop its own personality quirks.

The average NAI matrix has enough processing power to run an entire factory with minimal glitches. Although, they are usually only given control of a single robot unit or house, devoting all their extra processing power to safety and self diagnostic subroutines. Because of this, Utopian robots tend to be overly capable of their duties. Many have a tendency to bleed off extra processing power by exploring and finding more tasks to accomplish than just their assigned work, just like their creators. There are a few famous stories about automatons deciding for themselves to go out into the world on their own self decided missions. While many of these stories have been debunked as myth, there is one documented case of an automaton taking command of hundred of other automatons and striking out into the Utopian wastelands to never be seen again. To this day, that group of automatons has not been found.

Because of the automatons’ ability to work in dangerous environments without rest, and requiring minimal maintenance, Utopians have been able to enjoy a much better standard of living. Without them they would still be struggling to piece together their infrastructure. Automatons are the reason Utopia has deep cities.

Deep cities are massive underground complexes originally only intended for temporary use when the planet was first being terraformed. After the nuclear war, they were heavily modified and expanded to support larger and larger populations. Some deep cities are capable of holding a hundred million people or more. They have served as homes, fortresses, bomb shelters, factories and power bases for a dozen generations. They are self-sufficient countries of their own. Each grows its own food and provides energy through a series of advanced geothermal and fusion generators. Everything is recycled keeping outside consumption to a minimum. Spare parts are manufactured in the cities’ factories and most maintenance is handled by automatons.



Support Armiger w/ Support N-KIDU

Weapons of War

The blasted surface of Utopia has prevented traditional military forces from existing since the Great War. Utopian armies are built primarily around automatons, or “autos” for short. These drones are not true artificial intelligences, but they can act like it. They even have personalities and banter with each other. Many types of autos can be found on Utopia, ranging from simple devices with wheels, legs, hover systems and even flight systems. Their shapes and styles range from insects, animals and humans, to vehicles, tanks and aircraft. The most common auto seen on Terra Nova is the N-KIDU.

The term N-KIDU was coined by Steelgate and is used to refer to one of their latest lines of automatons. They are very much in line with typical automaton technology found on Utopia. N-KIDUs themselves are then broken down into mission profiles such as Commando, Recce and Support, which are the three most commonly seen N-KIDUs on Terra Nova. They are generally directed via human commanders in the field. Some automatons receive an NAI that is advanced enough to allow them to take charge themselves as automaton commanders. These automaton commanders are referred to as Pazu variants or Pazu upgraded automatons.

Human commanders are usually placed in combat vehicles called armigers, which are similar to Terra Novan gears, albeit they are generally more expensive and higher tech than the average trooper gear. Armigers are normally classified by their mission profile, and those profiles are analogous to the N-KIDUs they are nominally paired with, such as the Commando, Recce and Support Armigers.

The armigers are new designs. They have been developed by Kogland and are powered via advanced batteries. It was the CEF that secretly leaked the design information to Steelgate, who in turn developed the N-KIDUs to be paired with them. This ensured Steelgate's inclusion into the project. The result was a competition between the two that spared no expense as they each vied for the most glory. The CEF happily accepted both as part of Utopia's contribution to their cause.

Utopia also fields Augmented Power Environmental Suits (APES), dubbed “APE” for general conversation. This represents older technology that has been around since before the Concordat era which continued to advance as time went on. Their performance is quite good, but they are considered “the older design” by many pilots. Most prefer armigers over APES. But the pilots that are issued APES happily make do. Many of them take great pride as they are commonly used for special operations that are better suited for a human's touch.

MAR-DKs are larger, walking combat automatons. They are becoming more available as automated factories churn them out at amazing speed. While there is not much collected data back about them being used in the field, the limited information so far shows them to be terrifyingly capable war machines.

And if that were not enough, the Gilgamesh Heavy Tank, dubbed “Super-Tank” by some, rivals the CEF's very own intimidating HHT-90 Overlord Hovertank for size, armor and sheer firepower.

Ultimately, between swarms of N-KIDUs, specialized types of armigers, highly mobile APES, hard hitting automaton walkers, and super-tanks, all with cutting edge technology and weaponry, Utopia is poised to claim its share of the spoils on the planet of Terra Nova.



Commando Armiger w/ Commando N-KIDU



Recce Armiger w/ Recce N-KIDU



Utopian Sub-Lists

All the models in the Utopian Model List can be used in any of the sub-lists below. There are also models in the Universal Model List that may be selected as well.

All Utopian **models** have the following special rule:

- ▷ **Drone Matrix:** Armiger and Gilgamesh models may spend 1 CP to issue a special order that removes the Conscript trait from all N-KIDU within their own combat group during any one combat group's activation.
- ▷ **Manual Control:** Armiger and Gilgamesh models may spend one action to improve one N-KIDU's GU and PI skill by one, during that N-KIDU's activation.
- ▷ **Drone Hacking:** Armiger and Gilgamesh models may attempt to force a universal drone or an N-KIDU drone, which they have sensor lock on, to self destruct. This will cost one action and require an opposed EW roll between the two models (jamming reactions can be used in an attempt to stop this). On an MOS:0 or better, the drone self-detonates becoming a small explosion with the AOE:3 trait. All models caught within the area must make an independent roll against their PI skill. If they fail the roll, they take one damage. After a drone self-destructs, remove the drone from the battlefield. Destroying friendly models in this way will count towards an opponent's objectives (if applicable).
- ▷ **Expendable:** When an armiger is targeted by a direct or indirect attack, a friendly N-KIDU within 3 inches may choose to be the target instead. Resolve the attack normally against the N-KIDU as if the N-KIDU was in the armiger's position. This may result in the N-KIDU being the target of the attack twice in the case of Split or AOE weapons. Only one N-KIDU may be targeted in this way per attack.

CAF - Combined Armiger Force

Utopia uses automatons to multiply their force's limited human numbers. Over time Kogland and Steelgate have developed impressive synergy on the battlefield using human piloted armigers to lead N-KIDUs. Each N-KIDU develops a pseudo-personality that helps scientists on Utopia decide which task they would be best suited for. Stealthy personalities go into Commando Troupes while Support N-KIDUs usually have a penchant for excessive force.

- ▷ **Veteran Leaders:** You may purchase the Vet trait for any commander in the force without counting against the veteran limitations.
- ▷ **Allies:** You may select models from the CEF, Caprice or Eden (pick one) for secondary units.
- ▷ **Combined Arms:** You may select one of the below for each combat group.

Commando Troupe, Recce Troupe, Support Troupe or Gilgamesh Troupe.

Each set of rules applies to one combat group. You may select the same Troupe type to be used for more than one combat group.

Recce Troupe:

- ▷ **Quiet Death:** Recce Armigers may purchase the React+ trait for 1 TV each.
- ▷ **Silent Assault:** Recce N-KIDUs may increase their EW skill by one for 1 TV each.

Support Troupe:

- ▷ **Wrath of the Demigods:** Each Support Armiger may upgrade their MRP with both the Precise trait and the Guided trait for 1 TV total.
- ▷ **Not So Silent Assault:** Support N-KIDUs may increase their GU skill by one for 1 TV each.

Commando Troupe:

- ▷ **Who Dares:** Commando Armigers may add +1 action for 2 TV each.

Gilgamesh Troupe:

- ▷ **The Divine Brother:** This combat group must use a Gilgamesh. The Gilgamesh must be the force leader.
- ▷ **The Brother's Friends:** The Gilgamesh may spend 1 CP to issue a special order that removes the Conscript trait from all N-KIDUs within any one combat group during their activation.





Utopia Army Box

OUF – Other Utopian Forces

Other places on Utopia are not as comfortable under CEF control. The Greenway Alliance and the independent states have benefitted the least from military contracts and they are becoming more vocal about their discontent. Whispers of revolt are sometimes heard but significant actions have yet to be taken.

- ▷ **Veteran Leaders:** You may purchase the Vet trait for any commander in the force without counting against the veteran limitations.
- ▷ **Greenway Caustics:** Models in one combat group may add the Corrosion trait to, and remove the AP trait from, their rocket packs for 0 TV.
- ▷ **Allies:** You may select models from the CEF, Black Talon, Caprice or Eden (pick one) for secondary units.
- ▷ **NAI Experiments:** This force may include CEF frames regardless of any allies chosen. CEF frames may add the Conscript trait for -1 TV. The CEF's Minerva and Advanced Interface Network upgrades cannot be selected. Commanders, veterans and duelists may not receive the Conscript trait.
- ▷ **Frank-N-KIDU:** One N-KIDU per combat group may purchase one veteran or duelist upgrade without being a veteran or a duelist.



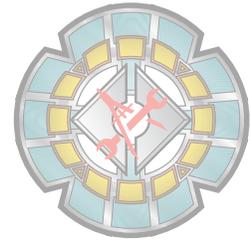
Support APE



Trooper APE

Commando Armiger

Manufacturer: Kogland
 Unit Type: Commando Armiger
 Height: 4.7 meters / 15.4 ft
 Weight: 6,200 kg / 13,669 lb



Commando Armigers have been observed being used for headhunting missions and is often accompanied by Commando N-KIDUs. It appears that the pilots chosen for Commando Armigers are some of the more experienced pilots Utopia has to offer. Some of them appear to be on the level of Black Talon pilots and that's a bit concerning.

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Commando Armiger	14	SK, FS, SO	W/H:8	7	3/3	1	3+	3+	5+	MRL, LVB	MRP, MHG, LAPGL	Hands, Agile, Airdrop, Jetpack:6, Stealth, Comms	Gear	1.5"
Grenadier Commando Armiger	13	SK, FS, SO	W/H:8	7	3/3	1	3+	3+	5+	MGL, LVB	MRP, MHG, LAPGL	Hands, Agile, Airdrop, Jetpack:6, Stealth, Comms	Gear	1.5"
Sniper Commando Armiger	14	SK, FS, SO	W/H:8	7	3/3	1	3+	3+	5+	MLC, LVB	MRP, MHG, LAPGL	Hands, Agile, Airdrop, Jetpack:6, Stealth, Comms	Gear	1.5"
Anti-Tank Upgrade	+1	-	-	-	-	-	-	-	-	-	-MRP +LATM	-	-	-
VTOL Upgrade	+2	-	W/H:10	-	-	-	-	-	-	-	-	+VTOL	-	-

Commando N-KIDU

Manufacturer: Steelgate Central Foundries
 Unit Type: Commando Automaton
 Height: 2.3 meters / 7.6 ft
 Weight: 2,100 kg / 4,630 lb



The Commando N-KIDU is armed with a light, but effective missiles and a few other options. Fast, agile, and incredibly maneuverable these drones display predatory behavior and have been known to stalk their targets. Swarms of these are extremely dangerous. They have been the bane of gear squads across Terra Nova.

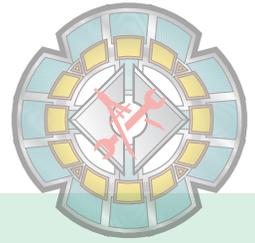
Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Commando N-KIDU	6	GP+, SK, SO	H:8	5	3/3	1	4+	4+	5+	-	HAVM, LRP	Conscript, Agile, Airdrop, Stealth, Jetpack:6	Vehicle	1.5"
ECM Commando N-KIDU	7	GP, SK, SO	H:8	5	3/3	1	4+	4+	5+	-	HAVM, LRP	Conscript, Agile, Airdrop, ECM, Stealth, Jetpack:6	Vehicle	1.5"
EMT Commando N-KIDU	6	GP, SK, SO	H:8	5	3/3	1	4+	4+	5+	-	HAVM	Conscript, Agile, Airdrop, Repair, Stealth, Jetpack:6	Vehicle	1.5"
Pazu-Commando N-KIDU*	8	GP, SK, SO	H:8	5	3/3	1	4+	4+	4+	-	HAVM	Agile, Airdrop, Comms, SatUp, Stealth, Jetpack:6	Vehicle	1.5"
Rocket Upgrade	+1	-	-	-	-	-	-	-	-	-	-LRP +MRP	-	-	-
N-LIL Upgrade	+2	-	H:10	-	4/2	-	-	-	-	-	-	+VTOL	-	-

*The Pazu-Commando N-KIDU does not come with the Conscript trait and can be used as a commander.

Recce Armiger

Manufacturer: Kogland
 Unit Type: Recon Armiger
 Height: 4.4 meters / 14.4 ft
 Weight: 5,900 kg / 13,007 lb

The Recce Armiger comes with some of the most advanced electronic warfare technology available. It has a hover system it can use to travel quickly and a stealth coating to keep it hidden. Its main armament is either a laser cannon for sniping out targets or a rotary laser for a more direct approach.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Recce Armiger	14	RC, FS, SO	W/H:8	7	4/2	1	4+	4+	4+	LLC (Silent), LVB	MRP, MHG, LAPGL	Hands, Agile, ECM+, ECCM, Sensors:24, Stealth, Comms (Aux)	Gear	1.5"
Close Support Recce Armiger	14	RC, FS, SO	W/H:8	7	4/2	1	4+	4+	4+	MRL, LVB	MRP, MHG, LAPGL	Hands, Agile, ECM+, ECCM, Sensors:24, Stealth, Comms (Aux)	Gear	1.5"
Missile Support Recce Armiger	14	RC, FS, SO	W/H:8	7	4/2	1	4+	4+	4+	LLC (Silent), LVB	LATM, MHG, LAPGL	Hands, Agile, ECM+, ECCM, Sensors:24, Stealth, Comms (Aux)	Gear	1.5"

Recce N-KIDU

Manufacturer: Steelgate Central Foundries
 Unit Type: Recon Automaton
 Height: 3.2 meters / 10.5 ft
 Weight: 2,400 kg / 5,291 lb

The Recce variants are the more stealthy of the N-KIDUs found in the Utopian arsenal. These drones see use in recon squads and commando squads. They can be equipped with either comms gear or ECM gear allowing them to effectively contribute to any engagement.



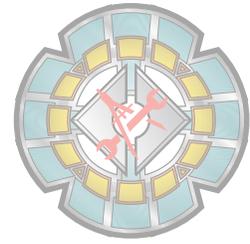
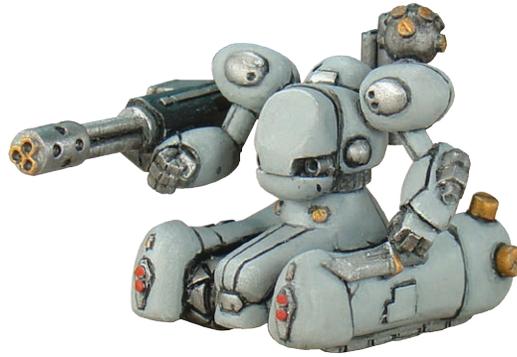
Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Recce N-KIDU	4	GP+, RC, FS	W:6	5	4/2	1	4+	4+	5+	-	HMG (Silent)	Conscript, Comms, Stealth, TD	Gear	1"
Hunter Recce N-KIDU	4	GP+, RC, FS	W:6	5	4/2	1	4+	4+	5+	-	HIS (AP:1, Silent)	Conscript, Comms, Stealth, TD	Gear	1"
MP Recce N-KIDU	4	GP+, RC, FS	W:6	5	4/2	1	4+	4+	5+	-	LFC (Silent)	Conscript, Comms, Stealth, TD	Gear	1"
ECM Recce N-KIDU	4	GP, RC, FS	W:6	5	4/2	1	4+	4+	5+	-	HIL (Silent)	Conscript, ECM, ECCM, Stealth	Gear	1"
Pazu-Recce N-KIDU*	5	GP, RC, FS	W:6	5	4/2	1	4+	4+	4+	-	HMG (Silent)	Comms, SatUp, Stealth	Gear	1"
Rocket Upgrade	+1	-	-	-	-	-	-	-	-	-	+LRP	-	-	-

*The Pazu-Recce N-KIDU does not come with the Conscript trait and can be used as a commander.

Support Armiger

Manufacturer: Kogland
 Unit Type: Fire Support Armiger
 Height: 4.0 meters / 13.1 ft
 Weight: 7,100 kg / 15,653 lb

While sharing the base chassis of all armiger units, the Support Armiger swaps the legs and hover systems for a pair of tracks. This allows the unit to mount heavier weapons. Utopian pilots who are assigned to Support Armigers generally prefer to use it in a very direct manner. Although they also have very effective indirect options as well.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Support Armiger	13	SK, FS	G:5	8	5/1	1	4+	4+	5+	HRC, LVB	MGM, MRP, LAPGL	Hands, React+, Offroad, Comms	Gear	1"
Missile Support Armiger	14	SK, FS	G:5	8	5/1	1	4+	4+	5+	HRC, LVB	MATM, MRP, LAPGL	Hands, React+, Offroad, Comms	Gear	1"
Sniper Upgrade	+1	-	-	-	-	-	-	-	-	-HRC, +MLC	-	-	-	-

Support N-KIDU

Manufacturer: Steelgate Central Foundries
 Unit Type: Fire Support Automaton
 Height: 2.9 meters / 9.5 ft
 Weight: 2,500 kg / 5,512 lb

The Support N-KIDUs can be outfitted for rocket barrages, anti-armor work, or indirect mortar fire. It uses a set of caterpillar tracks so that it can carry more and still cover rough terrain. The AIs selected to be placed in the Support N-KIDU are generally a little on the psychotic side and seem to legitimately enjoy blowing things up.



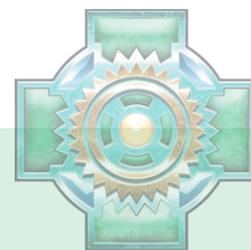
Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Support N-KIDU	5	GP, SK, FS	G:6	6	4/2	1	4+	4+	5+	-	MRP	Conscript, Offroad	Vehicle	1"
Missile Support N-KIDU	7	GP, SK, FS	G:6	6	4/2	1	4+	4+	5+	-	LATM	Conscript, Offroad	Vehicle	1"
Mortar Support N-KIDU	5	GP, SK, FS	G:6	6	4/2	1	4+	4+	5+	-	LGM	Conscript, Offroad	Vehicle	1"
Pazu-Support N-KIDU*	7	GP, SK, FS	G:6	6	4/2	1	4+	4+	4+	-	MRP	Comms, SatUp, Offroad	Vehicle	1"

*The Pazu-Support N-KIDU does not come with the Conscript trait and can be used as a commander.

Trooper APE

Manufacturer: Various
 Unit Type: Trooper APE
 Height: 3.4 meters / 11.2 ft
 Weight: 800 kg / 1,764 lb

The Trooper APE, developed in part by Steelgate, is one of the first piloted combat machines developed by Utopia. Based on construction suits, these designs were shared with Eden and other colony worlds. They have since been upgraded dozens of times and act as reliable armored infantry for every Utopian nation.

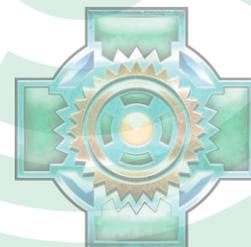


Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Trooper APE	6	GP+, SK, FS	W:7	5	3/3	1	4+	4+	5+	LSMG/LAPGL, LRP, LVB	LHG	Hands, Jetpack:8 (Aux)	Gear	1"
Fire APE	6	GP, SK, FS	W:7	5	3/3	1	4+	4+	5+	MFL, LRP, LVB	LHG	Hands, Jetpack:8 (Aux)	Gear	1"
Grenadier APE	7	GP, SK, FS	W:7	5	3/3	1	4+	4+	5+	LGL, LRP, LVB	LHG	Hands, Jetpack:8 (Aux)	Gear	1"
Node APE	6	GP, SK, FS	W:7	5	3/3	1	4+	4+	4+	LSMG/LAPGL, LVB	LHG	Comms, Hands, Jetpack:8 (Aux)	Gear	1"
Eden Wizard Upgrade	+1	-	-	-	-	-	-	-	4+	-	-	+ECM (Aux), +ECCM (Aux)	-	-
Special Operations Upgrade	+1	+SO	-	-	-	-	-	-	-	-	-	+Airdrop, +Stealth (Aux)	-	-

Support APE

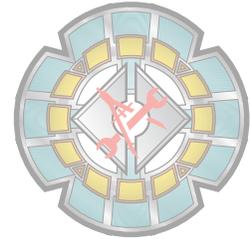
Manufacturer: Various
 Unit Type: Support APE
 Height: 3.9 meters / 12.8 ft
 Weight: 2,100 kg / 4,630 lb

When the situation demands heavier weapons the Support APEs are called to action. Like the Trooper APE, the Support APE can easily swap weapon loadouts as the situation demands. The Bulwark Support APE, with a medium rotary laser, is the newest variant and pilots are sometimes seen arguing over who has the right to pilot them.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Support APE	8	GP+, SK, FS	W:6	6	4/2	1	4+	4+	6+	MRF/LAPGL, LVB	MRP, LHG	Hands, Jetpack:8 (Aux)	Gear	1"
Gunner Support APE	8	GP, SK, FS	W:6	6	4/2	1	4+	4+	6+	MSMG/LAPGL, LVB	MRP, LHG	Hands, Jetpack:8 (Aux)	Gear	1"
Grenadier Support APE	8	GP, SK, FS	W:6	6	4/2	1	4+	4+	6+	LGL, LVB	MRP, LHG	Hands, Jetpack:8 (Aux)	Gear	1"
Fire Support APE	8	GP, SK, FS	W:6	6	4/2	1	4+	4+	6+	MFL, LVB	MRP, LHG	Hands, Jetpack:8 (Aux)	Gear	1"
Bazooka Support APE	8	GP, SK, FS	W:6	6	4/2	1	4+	4+	6+	MBZ, LVB	MRP, LHG	Hands, Jetpack:8 (Aux)	Gear	1"
Bulwark Support APE	10	GP, SK, FS	W:6	6	4/2	1	4+	4+	6+	MRL, LVB	MRP, LHG	Hands, Jetpack:8 (Aux)	Gear	1"
Special Operations Upgrade	+1	+SO	-	-	-	-	-	-	-	-	-	+Airdrop, +Stealth (Aux)	-	-

MAR-DK



Manufacturer: Kogland
 Unit Type: Fire Support Automaton
 Height: 4.9 meters / 16.1 ft
 Weight: 9,110 kg / 20,084 lb

MAR-DKs are Utopian equivalents to fire support gears. They are devastatingly efficient at laying down large volumes of fire. For movement they can plod along as a walker or utilize the treads on the bottom of the feet and the back of legs. When cruising for long periods they usually collapse down and operate similar to a tank.

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
MAR-DK	19	SK, FS	W/G:6	8	5/1	2	4+	4+	5+	-	MPA (T), HRP (T, Link), LAPGL, LCW	Stable	Gear	2"
MAR-DK Barrage	20	SK, FS	W/G:6	8	5/1	2	4+	4+	5+	-	MPA (T), MATM (T, Link), LAPGL, LCW	Stable	Gear	2"
MAR-DK Bulwark	20	SK, FS	W/G:6	8	5/1	2	4+	4+	5+	LRL (T, AA, Link)	MPA (T), LAPGL, LCW	Stable	Gear	2"
Pazu Upgrade	+1	-	-	-	-	-	-	-	4+	-	-	+Comms, +SatUp	-	-



Gilgamesh

Manufacturer: Kogland
 Unit Type: Heavy Tank
 Height: 6.0 meters / 19.7 ft
 Weight: 127,006 kg / 280,000 lb

The Gilgamesh is the lumbering center piece of the Utopian battlefield. These tanks never operate alone. They are normally surrounded by an army of drones and other units who protect weak points and clear traps, while the tank uses its devastating weaponry on enemy emplacements and fortifications.



Force construction notes:

- ▷ An Gilgamesh counts as one model and must have a Forward Body, Rear Body and a Turret, and must be placed into the primary role.
- ▷ The player shall announce which component the commander(s) resides in.

Upgrades are purchased individually for each component.

Model	TV	Role	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
First, you must choose one Body Type between Type A or Type B. The same Body Type selected must be used for the Front and Rear Body. Type B features N-KIDU transportation modules.														
Front Body Type A	25	FS	G:6	11	6/2	2	4+	6+	5+	MRL, 2 x MRCs HAPGL (Auto)	-	Offroad, Stable, Resist:H, AMS	Vehicle	1.5"
Rear Body Type A	23	FS	-	11	6/2	2	4+	6+	5+	2 x MRCs (B) HAPGL (Auto)	-	Offroad, Stable, Resist:H, AMS	Vehicle	1.5"
Front Body Type B	29	FS	G:6	11	6/2	2	4+	6+	5+	MRL, 2 x MRCs HMG (R, Auto) HMG (L, Auto) HAPGL (Auto)	MAM (T, Link)	React+, Offroad, Stable, Resist:H, AMS, Transport: 6 N-KIDU	Vehicle	1.5"
Rear Body Type B	26	FS	-	11	6/2	2	4+	6+	5+	2 x MRCs (B) HMG (R, Auto) HMG (L, Auto) HAPGL (Auto)	MGM (T, Link)	React+, Offroad, Stable, Resist:H, AMS, Transport: 6 N-KIDU	Vehicle	1.5"
Next, choose whether or not to take the Engineering Upgrade. The Engineering Upgrade features the Repair trait and another transportation module. The Engineering Upgrade applies to the Rear Body only.														
Engineering Upgrade*	-1	-	-	-	-	-	-	-	-	-2 x MRCs (B) +HCW (B, Link, Reach:3)	-	+Repair, +Transport: 4 N-KIDU or 1 Armiger	-	-
Lastly, you must choose one type of Turret.														
Turret	30	FS	-	11	6/2	2	4+	6+	5+	HMG (R, Auto) HMG (L, Auto)	HTG (T, Apex, Precise), HRP (T, Link)	Stable, AMS, Resist:H, Comms, Sensors:36, TD	Vehicle	2.5"
Command Turret	30	FS	-	11	6/2	2	4+	6+	5+	HMG (R, Auto) HMG (L, Auto)	HPA (T, Apex, Precise), HRP (T)	Stable, AMS, Resist:H, Comms, SatUp, Sensors:36, TD, SP:+1	Vehicle	2.5"

***Engineering Upgrade:** The transport option on the Engineering Upgrade is not enclosed, so models being transported can interact with the battlefield normally from their position on the back of the Gilgamesh. While being transported:

- ▷ These models will be treated as an additional component of the Gilgamesh and be placed within the enclosure on the Rear Body.
- ▷ They may attack and may even be attacked. LOS and range is determined from their location on the Rear Body.
- ▷ They are considered to have partial cover.

Other game notes:

- ▷ Declare one speed for all components.
- ▷ Each component is targeted and damaged independently.
- ▷ Each component has its own arcs, including rear arcs.
- ▷ Components cannot benefit from traits on other components unless the trait is normally shared, such as with Sensors:36, Comms and SatUp.
- ▷ If either the Forward Body or Rear Body is destroyed then the rest of the model counts as Immobilized and receives an Immobilized Token. This Immobilized token cannot be removed.

EDEN



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»250«

True to the Code

“Nei!” The Edenite shouted into his comms, forgetting to speak the Earther Siberian of his CEF overseers. He always slipped into his native tongue in times of stress, a refreshing reminder of who he truly was and always would be, “Mineh House neivah slought’r unarm’d knights!”

“Commander Narva, pursue and eliminate fleeing hostiles!” The baritone of his Jan-class GREL handler was more emphatic and enraged. The Edenite gritted his teeth under his helm’s visor, the broadsword of his Animus Golem pointed like the sword of Damocles over the disabled gear, a Hunter. Sparks flew from the disabled machine as the torso cockpit opened, the northern pilot lifting an arm out and gesturing emphatically to stay his blade. Constatin Narva remembered himself, as always, and his code.

“No.” The reply was simple enough, spoken in the language of his CEF lords, though heavy with Eden’s lyrical accent, “I do not butcher a disabled knight.” The screaming of the GREL was cut off by a simple comms switch. There would be no compromise of honor today. The Northerners had fought with honor, as was their way, a desperate frontal assault that left too many of both sides littering the desert sands with the charred corpses of gears and the husks of tanks.

A flick and gesture of his golem’s control yoke flourished his blade and bringing it across the war machine’s front in salute of his opponent. The golem’s head slid back, the cockpit opening from the front to reveal the armored form of the knight within as Narva stood up and lifted his helmet visor in salute. The external speaker system broadcast clearly to the pilot of the wrecked Hunter.

“Honor above self, service to thine house,” his speakers broadcast the spoken creed from the Code Chevalei of Eden, “You have done your nation service and honor. Retire, with the latter intact.” The Northerner below him removed her helm, smudges of black marring her distinctly Terra Novan features. There was visible confusion on her face, and he realized that such may not be their custom. The Edenite sat back down in his cockpit, the compartment sealing himself in his suit of armor. The Northern pilot watched as the giant machine pointed with its sword, its speakers booming, “Go.” She gave a crisp salute with one hand, climbing down from the wreckage of her gear and bounding immediately for cover. That’s when Narva remembered his blinking comms light. He sighed in frustration, flipping it.

“-as ordered, you colonial miscreant! Report! Report or I’ll have you shot!” This wasn’t the Jan GREL he was accustomed to dealing with, but their human commander. Another Earther. His command 6-16 came thundering over a nearby barren hill, its laser cannon levelled with Narva’s machine.

A heavy halberd blocked his path, hitting the frame’s torso with the flat of the blade to bar the CEF’s officer’s advance. Narva heard his subordinate noble in clear Siberian over his comms.

“Not today, Earther. Our fief is made of knights, not butchers.”

The memory was always fresh in Constatine Narva’s mind since that day, when his knights had turned on their CEF handlers. The Baron of the Barrington Independent Fiefdom replayed the message on his trideo, the attractive Northerner from his memory entreating him once again to pledge his new fief to the Northern cause. Narva tapped the communication switch to Chivalei Legen, his aide.

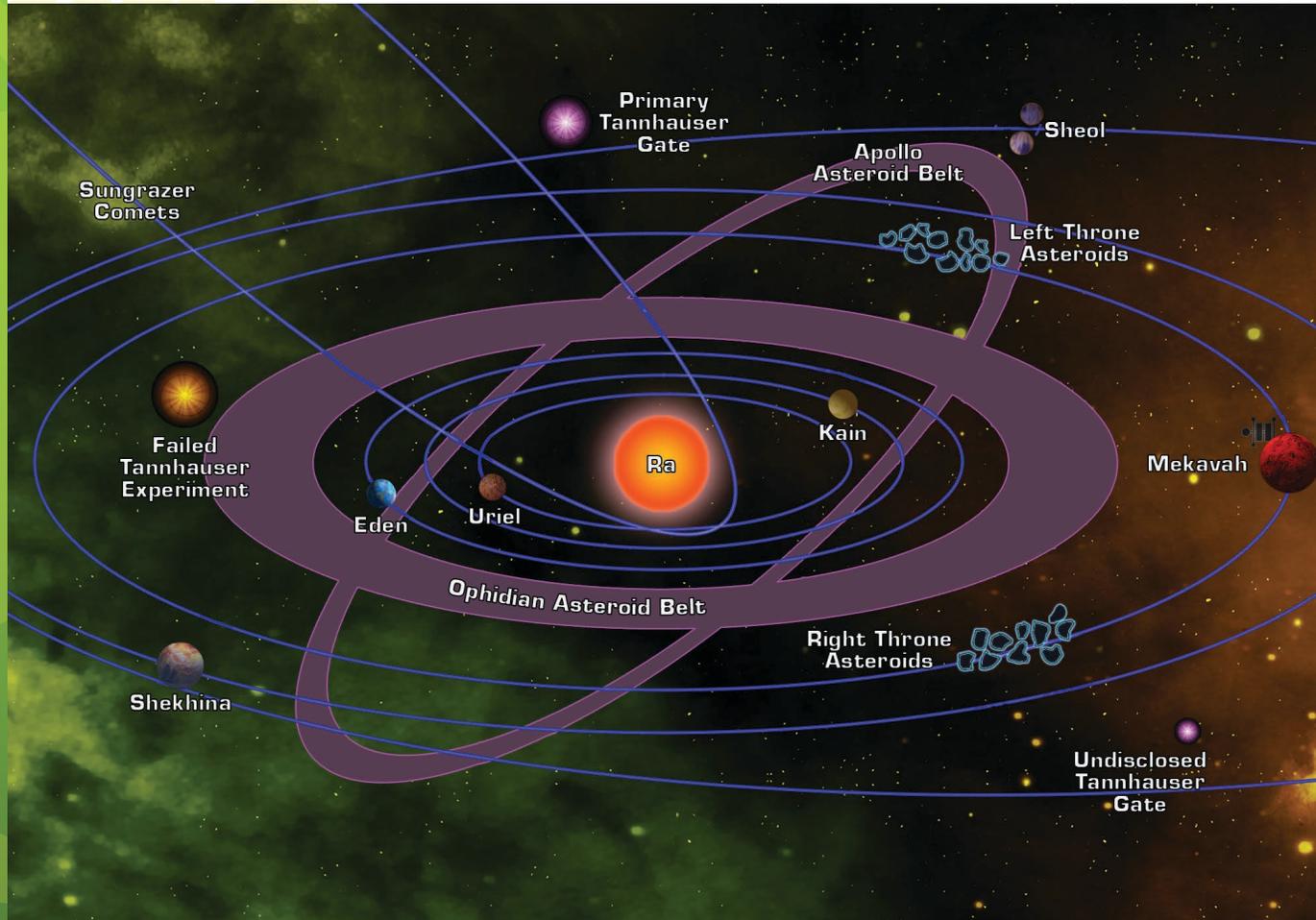
“Legen, prepare to receive guests two days hence: I want a memorable reception for our new lords,” he paused, “And send that Earther’s head back to the fleet for me to declare our intentions.”

History and Background

“We have a new world to create in our image, a new planet to fashion into mankind’s newest home, an Eden to genesis for our future.”

- Faenir Assaym, President of Udunar Corporation 5428 AD

Eden was once described as the most beautiful planet humanity had ever found. The Udunar Corporation had even made it more beautiful by genetically evolving plant and animal life better suited to human habitation. The only reason it did not achieve an even higher level of prominence was its distance from Earth. However, several key events changed Eden from a genetically perfected ecosphere, to a world struggling with itself and everything they became.



The first event was something which developed slowly over decades. As they continued to perfect genetically modified plants and animals to help them sustain the balance of life on the planet, they found sustaining their own lives to be relatively easy. This allowed them to dedicate more time and energy to science and space exploration. Indeed, they would eventually go on to further explore the outer space around them and develop space assets that rivalled Earth’s, with automated factory satellites and fleets of exploration ships.

As Eden became more and more bountiful, the inhabitants needed less and less support from the outside, even before they began developing a space fleet. They evolved in this way until they merely did not need any support from anyone. When the Udunar Corporation went bankrupt and faded away into the annals of history, the Edenites were simply not fazed. When the Earth pulled support from all the colony worlds, the Edenites didn’t even notice. They had become completely independent. But they had also become isolated in their own hubris.

Through scientific arrogance, they experimented with interstellar gates past the realm of known parameters. As they competed with each other to see who could open the smallest interstellar gate, also known as Tannhauser Gates, they set into motion an accident of catastrophic proportions. One failed experiment resulted in a massive explosion of gravitational forces that expanded out through the system. As the gravitational force collided with a large asteroid belt, the Ophidian Asteroid Belt, it sent tens of thousands of asteroids accelerating randomly throughout the system. This in turn led to swarms of comets deluging the inner planets. The planet of Eden was struck by dozens of asteroids, six of which were massive. These six were ultimately responsible for killing 90% of the population and instantly changing the biosphere. The landscape was changed from a lush, unending resource carefully crafted from endless hours of bioengineering, to a nightmare-hellscape of ruin and debris. Eden was a paradise no more. This event is referred to as the 1st Tannhauser Accident.

As they came out of those apocalyptic times, hundreds of years ago, a sense of hierarchy led to families taking power and being pronounced as noble houses. Dozens of these noble houses came into existence. The greatest of them forged seven kingdoms; The Seiath Empire, Duchy of Rama, Bhagath Protectorate, Monarch of Reisling, Tiamaut Sovereignty, Merchant Houses of Kur (MHK), and the Audu'uth Kingdom. The Gan Eden Confederacy (GEC) is a governing body that was developed almost a century ago as a neutral meeting place. All the kingdoms have representation here and debate the future of Eden. The GEC does its best to promote a sense of peace and unity among Edenites.

The planet healed in time. But the days of a perfectly balanced ecosphere were gone. Most of the ruined structures of the old world have been grown over by flora and fauna that are no longer carefully managed by geneticists. However, this new wilderness of Eden holds treasures yet to be found. Expeditions continue to come across wondrous ruins, strange animals, mysterious floating islands, and craters with rare ores. Salvaging is now a very common profession on Eden.

Twelve consortiums also came up to operate as independent entities. Many of them are privateers on the open seas, but some of them perform more militant or specialized duties. Several have pledged loyalty to noble houses and act as an extension of their kingdom's military forces. A few specialize in piracy.

These kingdoms and consortiums came into conflict with each other and even waged war during the last few hundred years. And, while Edenites tend to promote compromise and peace, due to past events, Eden has more recently gone through a political upheaval, threatening the stability of their global economy. While greatly abhorring needless loss of life, war was yet again looming.



EDEN

HISTORY & BACKGROUND

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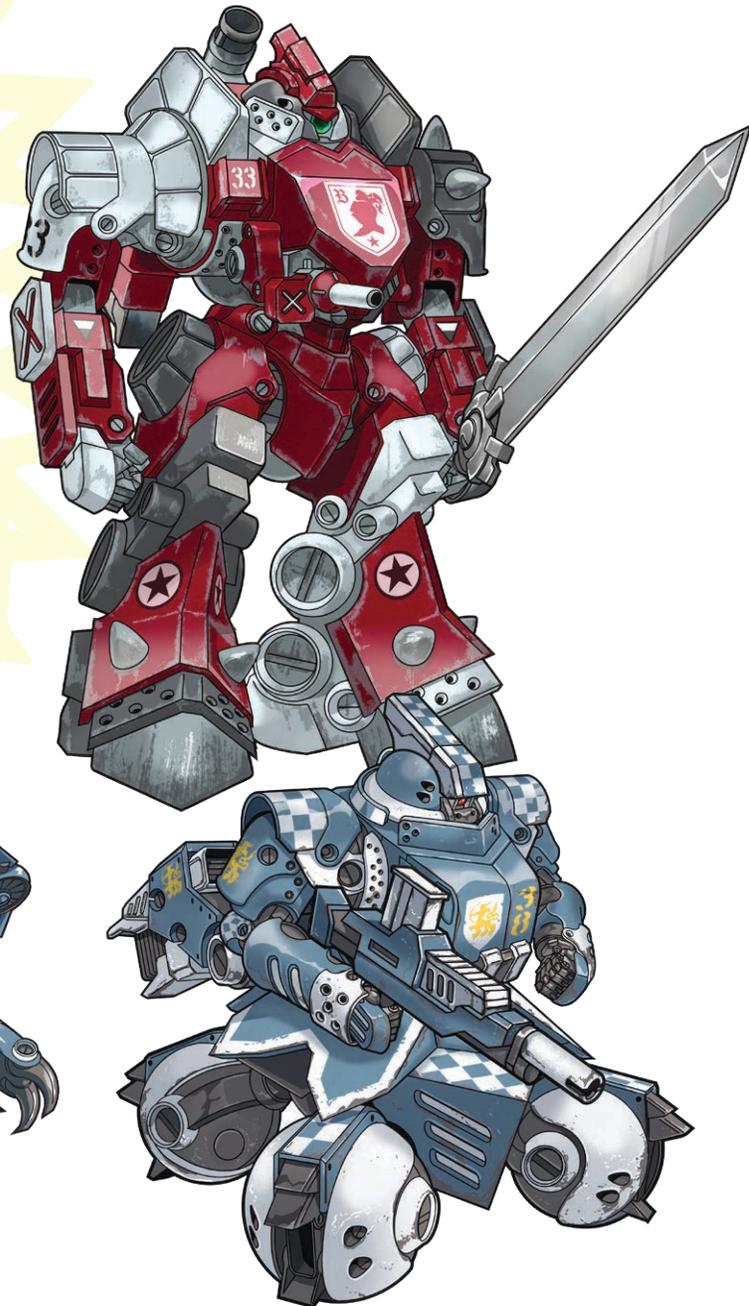
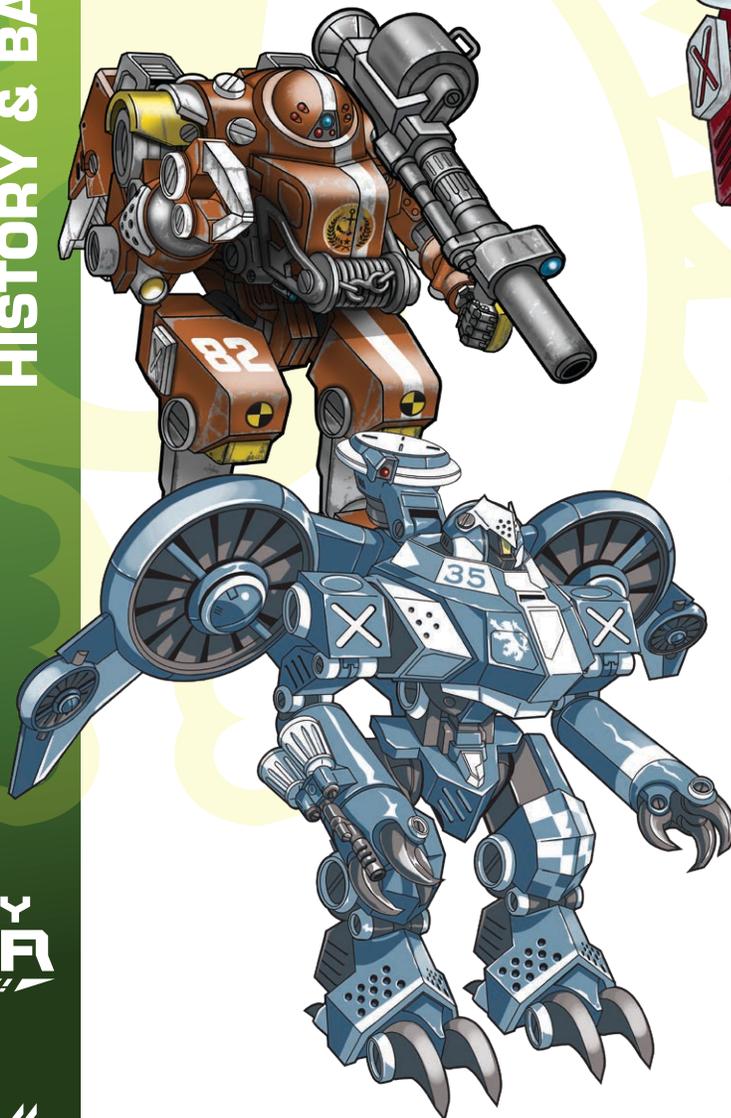
HISTORY & BACKGROUND

As a result of the 1st Tannhauser Accident, the Ophidian Asteroid Belt remains unstable to this day. Asteroids continue to break from their orbital patterns. As they do so, some of them eventually collide with the planets in the system. It has been estimated that Eden has been hit by over a thousand asteroids since the 1st Tannhauser Accident. While they are generally small and usually land in the great oceans that cover 4/5ths of the planet, modern Edenites constantly debate what should be done about the asteroid strikes. Some demand a new world order to unify their actions to better deal with the threat. Others suggest leaving Eden in order to find another planet for everyone to inhabit. These debates strain the GEC.

When the Earth's Colonial Expeditionary Force (CEF) showed up 11 years ago, several things happened which changed 'what could have been'. First, as the CEF capital ships came through the interstellar gate, they somehow triggered a 2nd Tannhauser Accident. As before, this destabilized large portions of the Ophidian Asteroid Belt, sending asteroids accelerating throughout the system yet again. Several of these asteroids hit Eden, causing global devastation. These asteroids were not as large as the ones that struck the planet during the first accident. Even though, their many impacts still resulted in 10% of the population dying and a global emergency that the Edenites struggled to manage.

As the planet reeled from the devastation of the asteroid strikes, the CEF invaded. The noble houses of Eden initially tried to repel the invasion, but they were woefully scattered. Trying to respond to a planetary emergency and repel a CEF invasion force at the same time created a very desperate situation. The CEF had a significant advantage.

During the initial fighting, the CEF noted that the Seiath Empire had the largest and most capable military force on the planet. With lessons learned from Utopia, CEF Command was quick to promise the lion's share of support if the Empire would capitulate. After less than a week of fighting, the Seiath Empire was the first to swear fealty to the CEF. Soon after, all the other kingdoms fell in line or else they suffer the wrath of the CEF with dwindling support from their neighbors. Eden officially became another colony world reclaimed by Earth less than two weeks after the invasion began.



The CEF then set out to destabilize any alliances that could prove resistant to continued subjugation of the planet. They immediately presumed authority over the GEC. And, using the Seiath Empire's desire to re-acquire the Duchy of Rama and the Bhagath Protectorate, who had broken off from the Empire in a violent revolution decades prior, the CEF assisted the Seiathians in simultaneous invasions of the two kingdoms. The invasions of these smaller kingdoms were quick and brutal. Both kingdoms swore fealty back to the Seiath Empire within hours, their nobles becoming lesser vassals to the Empire's nobles as part of the terms of surrendering.

This returned some agricultural and industrial assets back to the Seiath Empire, but more importantly it sent a message to the rest of the planet. The noble houses of the Seiath Empire held the most power from their alignment with the CEF. 10 years ago, the CEF tasked the Empire with organizing the entire planet's military resources into an invasion force to assist them with their efforts to re-invade Terra Nova. While many wanted to resist, none wanted to become the next victim of the Empire's sudden ambitions of world dominance.

However, not everyone on the planet went along completely. Militants from the Monarch of Reising, the Tiamaut Sovereignty, and the Audu'uth Kingdom secretly waged guerilla warfare against the CEF. Their operations mostly focus on hit and run tactics, where the insurgent forces couldn't be captured or identified. The Audu'uthian forces became bolder over time, hitting harder targets and performing riskier raids. Unbeknownst to the rest of the kingdoms, the Audu'uthians had developed a secret arrangement with Black Talon forces which had emboldened their efforts.

It was only a matter of time before the CEF started connecting the dots. Eventually, two Black Talon operatives were captured and brutally interrogated until they gave up information about Audu'uth's dissent. Armed with this information, and looking to make an example of insurgent activity, CEF capital ships opened fire with an orbital bombardment, wiping Audu'uth's capital city of Edim off the map. Hundreds of thousands of people died, including the Kingdom's governing body, the Triumvirate Monarchy, along with Lady Hermione Beauford, the Kingdom's enigmatic leader.

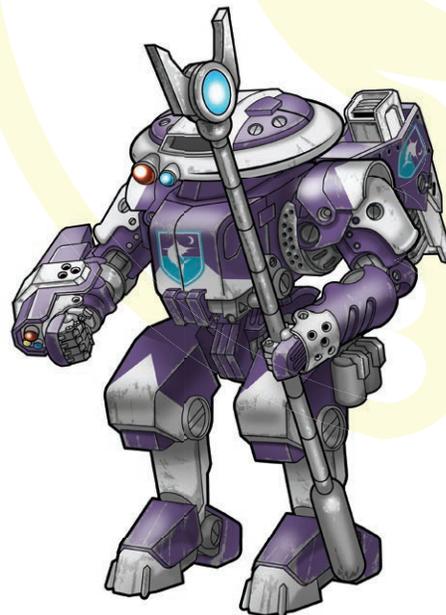
This act was performed as a show of force by the CEF and highly propagated publicly to have been required in order to rid the planet of terrorists bent on destroying Edenite freedoms and safety. While some were convinced, many saw through the propaganda. The CEF also underestimated how most Edenites detest such outright devastation. Even the Seiath Empire is concerned with the brutality of the attack and what it means for their future.



However, the legacy of Audu'uth is far from over. Lady Hermione Beauford and her noble house, House Beauford, had already put plans into motion even before the arrival of the CEF. With the Dragoon Marei Consortium, Audu'uth's privateer navy, they had been paving the way for space exploration for years. They were even secretly refurbishing automated factory satellites (autofacs) hidden in orbit around a planet called Mekavah, farther out in their system, the Ra System. These autofacs were long forgotten marvels from the time before Eden's major apocalypse hundreds of years ago. When Black Talons arrived in the Ra System, it was here that first contact was made. And it's the Dragoon Marei Navy that continues to secretly host their operations.

Lady Gabrielle Esperanz of the Dragoon Marei Consortium, who was personally knighted by the Triumvirate Monarchy on Edim, is currently supervising Audu'uthian operations for the hidden space autofacs. She was originally tasked with building up an exploration fleet, using the autofacs' capabilities. While the autofacs are far from fully operational, she has a sizeable military force at her disposal. Upon hearing the news of the CEF orbital bombardment of Edim, where most of her family resides, she immediately swore revenge. As she has the autofacs retooled to make weapons of war, she also looks to the Black Talons as partners for increased military operations against the CEF, and even against the Seiath Empire should they ever get in her way.

The Monarch of Reising, Tiamaut Sovereignty, and the Merchant Houses of Kur (MHK), while not aware of the autofacs and the full extent of Black Talon operations, have secretly pledged support. However, they are reluctant to perform any operations which may identify them as terrorists or insurgents, especially after what happened to the city of Edim and all the people living there.



Edenite Military Units and Factions

In the 10 years leading up to the second invasion of Terra Nova, the CEF called upon Eden to supply military forces for the assault. At first, they were mostly willing to accommodate. But, as the casualty reports from the initial wave came back and the CEF pressed for more combatants, the agreement became more strained and public outcry became louder.

The Edenites have so far complied, but the tension between the planet and its occupiers is palpable. It is possibly only a matter of time before the situation heats up enough to result in an all-out rebellion.



Seiath Empire

(Industrial/Capacious)



Houses Wilhelm, Setha, Nahm, Mahen, and Zebiel make up the governing body, with House Wilhelm more or less in charge. Houses Sabe'yn, Rama, Bahsyl, Jarek, and Raleigh are remnants of once great noble houses which have been brought under the Seiath Empire's heel.

The Seiath Empire boasts a large professional military force that encompasses all military operations, from special to conventional. The Royal Seiath Navy is known to be the most powerful navy on the planet.

Lionheart Heavy Industries and Excalibur Inc. are located within, and owned by, the Seiath Empire. They are collectively responsible for the more recent Centaur, Doppel, Animus, Warlock and Druid golems. These designs are leased out to all the other kingdoms on the planet, with the condition that they openly support the CEF with the invasion of Terra Nova.

Tiamaut Sovereignty

(Industrial/Progressive)



The third largest economy has only one noble house, House A'djanni. Led by Matriarch Morianna, a strikingly beautiful woman, the Sovereignty has always been bitter rivals with House Reis.

Their military arm is a standing feudal militia, which decrees that all citizens are required to serve. While the majority of the militia is held in a reserved state during peace, the Sovereignty has a well-equipped active component. Their most reputable unit is a special operations component called the Talon Guards. They recently foiled an assignation attempt on Matriarch Morianna. Although, their duties extend well past protection services, or even guard duties.



House A'djanni

Monarch of Reising

(Industrial/Elite)



Led by the single largest noble house on Eden, House Reis, the monarchy has assimilated other noble houses to maintain its powerbase, instead of competing with them directly. The lesser noble houses of Muna-Reis, Kahn-Reis, and Marcao-Reis swore fealty to House Reis decades ago and assists with both military operations and civil government.

Reising has a volunteer standing military that is known to be the hardest to join. It is called the Gendarm'erei. It is not unheard of that applicants die attempting to go through basic training, and many washout. But, since service in the military provides citizenship, many travel to the Monarch of Reising to attempt to join in the hopes of a better quality of life. Because of this, the Monarchy's standing militia is known to have some very capable combatants and operators.

Victory Enterprises is located within, and owned by, the Monarch of Reising. They are responsible for the development of the new Serpentina Medium Hovertank. They produce them under the pretense that they are for the invasion effort of Terra Nova and share the design with other kingdoms who openly support the invasion. However, the Monarchy also quietly makes them, and other tools, available to guerilla fighters. Because the distribution of the Serpentina is global, the CEF has not yet been able to track the insurgent strikes using this equipment back to the Monarchy.



Audu'uth Kingdom

(The Decimated Kingdom)

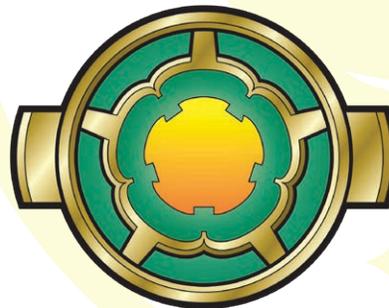


The Audu'uth Kingdom is governed by The Triumvirate, which is a combination of three noble houses, House Beauford, Edden, and Capac. While the only city belonging to the Audu'uth Kingdom was destroyed by CEF orbital bombardment, and the highest ranks of their noble houses were killed in the event, there are remnants of each noble house that were away on various operations when the attack happened. While most Edenites assume the Audu'uth kingdom is a complete loss, the surviving nobles are collecting survivors and planning for payback.

Their military was a volunteer standing militia with a rather infamous Marine Corps. However, it has become a more ad-hoc collection of prior service members and other Edenites looking for revenge. The Dragoon Marei Consortium is the largest surviving military branch from Audu'uth after the Edim City orbital bombardment. Now, the Dragoon Marei works to consolidate survivors and volunteers, while working closely with Black Talon operatives. They are preparing for the coming days where blood will be spilt in the name of retribution.

Merchant Houses of Kur

(Expert Ship Builders)



The Merchant Houses of Kur (MHK) has a ruling body of five noble houses which is referred to as the Table of Concessions. The Table is made up of Houses Abram, Esra, Ione, Jusnar, and Wo'olf. House Suman is a lesser noble house which has pledged fealty to the Table.

Their military is a feudal levy system subsidized with mercenaries. During times of war, the Table has the authority to conscript citizens and local privateers as needed. Otherwise, their standing military is made from the Brigandim Wo'olf, a privateer organization under House Wo'olf. The anti-piracy operations of the Brigandim are well known. They are also known for their piracy operations and lack of oversight from the Table.



House Reis



House Muna-Reis

Privateer Consortiums

On Eden, seafaring and airborne trade and commerce is critical, driving an economy of privateer consortiums. These consortiums are enormous, financial conglomerations of individuals seeking opportunity and profit. Most consortiums deal with cargo transport, but many specialize in other capitalist ventures. The privateer consortiums are the only examples of multi-national corporations on Eden, with all other industry being owned by a single kingdom, state, or city. Below is a summary of the twelve major consortiums on Eden.

Murat Corsairs

Employs 440,000



Aligned with House Reis (Monarch of Reisling) in a tenuous relationship. They are in fact mercenaries under contract of House Reis. Of note, they have been tasked with finding what is referred to as the 12th Consortium, which is a mysterious consortium that most Edenites claim does not truly exist.

Quedd Merchants

Employs 850,000



Allied with Merchant Houses of Kur (MHK). They are well known for selling weapons and other contraband. They are responsible for the production of the recent Griffin and the Gargoyle, which they are happy to sell on the black market at every opportunity.

Hawkshaw Jackerei

Employs 1.2 million



Not aligned with any one kingdom or house. They mostly work as information brokers, selling any secrets their expansive espionage services can acquire.

Kateran Marei

Employs 1.1 million



Also allied with MHK and operated by House Suman. They are well known for piracy and not much else. MHK continues to deny their piracy operations and notes that House Suman is not part of their governing body.

Sanguim of Mudan

Employs 140,000



An independent consortium well known as expert salvagers and custom ship builders. They have also been known to conduct limited piracy operations and are even rumored to be behind extortion operations, to include kidnapping nobles for ransom.

Flying Galliot

Employs 1.1 million



A consortium which originally specialized in air freight. They have expanded to include smuggling operations and a military aerospace branch which can be hired out. The Flying Serpentin is the most renowned aerospace unit on Eden, claiming to have sunk more ships than any other aerospace unit on the planet.

Fasaim Knights of Asora

Employs 142,000



An independent consortium which is more of a nation-state than a corporation. They are directed by a branch called the Council of Prime Knights, and they have an exclusive claim to a large island continent called Asora. Martial and seafaring skills dictate much of their organizational ranks and they are usually not open to outsiders. They are very active pirate hunters and are well known for their courtesy and diplomacy when in another nation's port.

Dragoon Marei

Employs 1.2 million



As the acting privateer navy for the Audu'uth Kingdom, they are well known for their militaristic structure. They operate on the open oceans of Eden, but also have significant space assets past what the other kingdoms are aware of. Their secret operations to restore the long forgotten automated factory satellites (autofacs) around the distant planet of Mekavah have placed them in an exceptional position for any future conflicts. Unbeknownst to anyone outside of House Beauford or anyone outside the Marei itself, they also host Black Talon operations, using the autofacs as staging areas prior to their deployment on planet.

Daugim Marei

Employs 112,000



The Daugim Marei are a smaller consortium that shares the island continent of Asora with the Fasaim Knights of Asora. They are rumored to be incorporated by the Knights and do in fact assist them with anti-piracy operations when the opportunity arises.

Rakhim Freebooters

Employs an unknown number of people



A very independent consortium that openly conducts piracy operations.

Huennaut Picaroon

Employs 620,000



This consortium has pledged fealty to House A'djani of the Tiamaut Sovereignty. They are subsidized by the Sovereignty for beneficial trade operations. They are also known to conduct piracy operations when there is no chance for recourse.

The 12th Consortium

No significant information



While most Edenites believe that the 12th Consortium is not real and their existence is merely used to tell spooky stories around the campfire, several governing bodies of Eden are not convinced. House Seiath has launched armed expeditions with dozens of ships to track them down and destroy them. It is not known why the Seiath Empire actively seeks their destruction or why they are insistent that they even exist in the first place.



House Setha

Weapons of War

Eden uses golems, which are fundamentally similar to gears. The first armed golems were modified industrial equipment that date back to the Concordat era. To that extent, the Constable Golems and Utopian APE have a shared ancestry. Their main difference developed after the 1st Tannhauser Accident when Constable Golems were built by hand. While this was initially just a means to an end, this hand-built tradition of the Constables carries on even today as a competition between esteemed teams of artificers. Even though mass production of these golems returned over 70 years ago, hand-built Constables are still a prized possession. Some of the most renowned golem artisans are considered national treasures.

After Eden's capitulation 11 years ago, the CEF understood that the Edenite armies were nearly useless to them in their devastated state. Much of their equipment, production, and maintenance capabilities were shattered by the combination of asteroid impacts and their own assault. As opportunistic Edenite nobles began to support the idea of the CEF invasion of Terra Nova, the CEF found itself in a position where they needed to better arm the Edenites in order to use them as a strategic asset past just mining and food resources.

CEF command ordered the delivery of thousands of Utopian APEs to help build up Edenite military power in preparation for the invasion of Terra Nova. These APEs were surplus after the Utopians developed armigers. They do in fact share many similarities with golems and their incorporation was both seamless and highly appreciated.

While this shared ancestry made the adoption of these new machines relatively easy for the Edenite forces, Edenites continue to call them golems, entirely refusing to call them APEs. They only grudgingly accept certain Utopian upgrades for what they see as "their golems".

Eden currently lacks the technology for any advanced weapons such as lasers and particle accelerators. That technology is still lost to a time before the 1st Tannhauser Accident. The CEF was willing to allow them some access to their more rudimentary technology in order for the Edenites to come out with their own designs for combat machines to assist the invasion of Terra Nova. They initially expected the Edenites to only build a few new units and did not expect them to perform very well. So, facilitating and assisting the reconstruction efforts of Edenite factories seemed like a rather benign action to take. That was, until the Edenite factories suddenly started producing a multitude of new models that showed evidence of lessons learned from Terra Novans. The CEF has begun aggressively investigating the source material used in these new designs. They have yet to find the Black Talon agents supplying the Edenites with designs.



House Beauford



Edenite Sub-Lists

All the models in the Edenite Model List can be used in any of the sub-lists below. There are also models in the Universal Model List that may be selected as well.

All Edenite **models** have the following rules:

- ▷ **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 +2 to their existing Brawl:X trait if they have it.
- ▷ **Joust You Say?:** Any golem with a lance may perform a melee attack using their jetpack and lance. If they are able to move at least 4 inches via a jetpack move and then perform a melee attack with the lance, then the attack is treated as using a HSG instead of a MSG.

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

- ▷ **Allies:** You may select models from Black Talon, CEF, Utopia or Caprice (pick one) for your secondary units.

EIF - Edenite Invasion Force

The Edenite Invasion Force is a mix of feudal households, militias, and militant privateers. Nobles from the Seiath Empire hold ultimate leadership. Their motivations seem dubious as their tactics frequently place rival nobles from other kingdoms on missions that have a low probability for survival. In turn, their field commanders have started doing their best to not always follow the plans as given. This ultimately gives the EIF a very random profile on which tactics and strategies are selected.

- ▷ **Veteran Leaders:** You may purchase the Vet trait for any commander in the force without counting against the veteran limitations.
- ▷ **Improviso:** Select one upgrade option from ENH or AEF.
- ▷ **Expert Marksmen:** Each golem with a rifle may increase their GU skill by one for 1 TV.
- ▷ **Equity:** This force may select one capture objective regardless of its unit composition. Select any remaining objectives normally.



ENH - Edenite Noble Houses

"Protect the innocent, shield thy lord, honor thine ancestors." - Code Chivalei, Chapter 1, Verse 4. While the CEF invasion was successful, they suffered unexpected losses at the hands of some noble houses. Of note, the Fasaim Knights were never truly defeated. They merely yielded for the sake of Edenites everywhere.

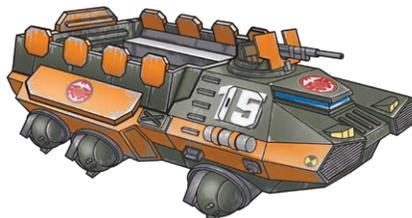
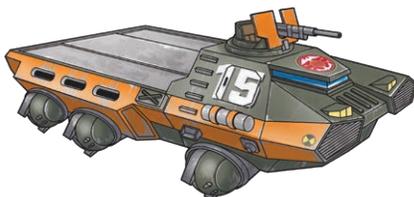
- ▷ **Champions:** This force may include one duelist per combat group. This force cannot use the Independent Operator rule for duelists.
- ▷ **Ishara:** Golems may have their melee weapon upgraded to a halberd for +1 TV each. The halberd is a MVB (React, Reach:1). Models with a halberd gain the Brawl:1 trait or add +1 to their existing Brawl:X trait if they have it.
- ▷ **Well Supported:** One model per combat group may select one veteran upgrade without being a veteran.
- ▷ **Assertion:** This force may select one flag objective regardless of its unit composition. Select any remaining objectives normally.



AEF - Ad-Hoc Edenite Force

Ad-Hoc Edenite Forces represent the many varied types of militias and privateer militant forces on Eden. Whether they are privateers performing piracy or even anti-piracy operations, or whether they are conscripted militias for major cities, these forces contrast dramatically from each other. More than a few are suspected of taking part in resistance operations against CEF forces.

- ▷ **Improviso:** Select one upgrade option from EIF or ENH.
- ▷ **Self-Made:** Veteran golems may purchase the following duelist upgrades without being duelists; Duelist Melee Upgrade, Dual Melee Weapons and Shield.
- ▷ **Water-Born:** Infantry that receive the Frogmen upgrade also receive a GU of 3+.
- ▷ **Freeblade:** Constable and Man at Arm Golems may take the Conscript trait for -1 TV. Commanders, veterans and duelists may not take this upgrade.



Constable

Manufacturer: Various
 Unit Type: Combat Golem
 Height: 3.4 meters / 11.2 ft
 Weight: 800 kg / 1,764 lb

The Constable Golems were hand-crafted artisan armor up until about 70 years ago when mass production of them resumed. Recently, Utopian and Edenite engineers shared their designs of the APE and golem suits. This resulted in the two becoming nearly identical. Despite this, Edenite artificers are quick to claim that their designs are better in every way.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Constable	6	GP+, SK, FS	W:7	5	3/3	1	4+	4+	5+	LSMG/LAPGL, LRP, LVB	LHG	Hands, Jetpack:8 (Aux)	Gear	1"
Ignus Constable	6	GP, SK, FS	W:7	5	3/3	1	4+	4+	5+	MFL, LRP, LVB	LHG	Hands, Jetpack:8 (Aux)	Gear	1"
Grenatum Constable	7	GP, SK, FS	W:7	5	3/3	1	4+	4+	5+	LGL, LRP, LVB	LHG	Hands, Jetpack:8 (Aux)	Gear	1"
Dominus Constable	6	GP, SK, FS	W:7	5	3/3	1	4+	4+	4+	LSMG/LAPGL, LVB	LHG	Comms, Hands, Jetpack:8 (Aux)	Gear	1"
Wizard Upgrade	+1	-	-	-	-	-	-	-	4+	-	-	+ECM (Aux), +ECCM (Aux)	-	-
Utopian Special Operations Upgrade	+1	+SO	-	-	-	-	-	-	-	-	-	+Airdrop, +Stealth (Aux)	-	-

Man at Arms

Manufacturer: Various
 Unit Type: Assault Golem
 Height: 3.9 meters / 12.8 ft
 Weight: 2,100 kg / 4,630 lb

An upgrade to the original golem, the Man At Arms is a newer addition for Eden that came from Utopia. Similar to the Constable, the Man at Arms Golem adds additional firepower and armor for use against heavy targets. While its running speed is pretty average for a machine of this size, its jetpack enables it to jet around at high speed or even leap over obstacles rather easily.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Man at Arms	8	GP+, SK, FS	W:6	6	4/2	1	4+	4+	6+	MRF/LAPGL, LVB	MRP, LHG	Hands, Jetpack:8 (Aux)	Gear	1"
Spatha Arms	8	GP, SK, FS	W:6	6	4/2	1	4+	4+	6+	MSMG/LAPGL, LVB	MRP, LHG	Hands, Jetpack:8 (Aux)	Gear	1"
Grenatum Arms	8	GP, SK, FS	W:6	6	4/2	1	4+	4+	6+	LGL, LVB	MRP, LHG	Hands, Jetpack:8 (Aux)	Gear	1"
Ignus Arms	8	GP, SK, FS	W:6	6	4/2	1	4+	4+	6+	MFL, LVB	MRP, LHG	Hands, Jetpack:8 (Aux)	Gear	1"
Ger Arms	8	GP, SK, FS	W:6	6	4/2	1	4+	4+	6+	MBZ, LVB	MRP, LHG	Hands, Jetpack:8 (Aux)	Gear	1"
Utopia Special Operations Upgrade	+1	+SO	-	-	-	-	-	-	-	-	-	+Airdrop, +Stealth (Aux)	-	-

Centaur

Manufacturer: Lionheart Heavy Industries
 Unit Type: Cavalry Golem
 Height: 4.3 meters / 14.1 ft
 Weight: 7,230 kg / 15,939 lb

The Centaur's hover system makes it ideal for traversing Eden's vast oceans. It excels as a high-speed cavalry machine, which the noble houses are very enthusiastic about. Nobles periodically hold jousting tournaments to entertain the masses. This golem is feature in almost every event because they are relatively inexpensive compared to other designs.

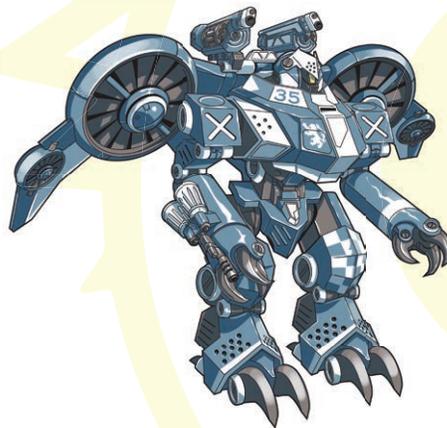


Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Spatha Centaur	8	GP, SK, FS	H:8	6	3/3	1	4+	4+	6+	MAC, LVB (Reach:1)	LGL	Hands, Brawl:1, Jetpack:6 (Aux)	Gear	1.5"
Xiphos Centaur	8	GP, SK, FS	H:8	6	3/3	1	4+	4+	6+	MFC, LVB (Reach:1)	LGL	Hands, Brawl:1, Jetpack:6 (Aux)	Gear	1.5"
Lucius Centaur	8	GP, SK, FS	H:8	6	3/3	1	4+	4+	6+	MRF, LVB (Reach:1)	LGL	Hands, Brawl:1, Jetpack:6 (Aux)	Gear	1.5"
Ger Centaur	8	GP, SK, FS	H:8	6	3/3	1	4+	4+	6+	MBZ, LVB (Reach:1)	LGL	Hands, Brawl:1, Jetpack:6 (Aux)	Gear	1.5"
Dominus Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+Comms	-	-

Griffin

Manufacturer: Quedd Merchants
 Unit Type: Aerial Strike Golem
 Height: 4.6 meters / 15.1 ft
 Weight: 7,500 kg / 16,535 lb

Developed with Eden's privateer consortiums in mind, the Quedd Merchants designed the Griffins with ship to ship actions in mind. They can be launched from a significant distance compared to other golems that rely on jetpacks. Their imposing disposition and unorthodox melee weapons are rather distasteful in the eyes of most nobles.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Spatha Griffin	12	SK+, FS	W/H:10	7	3/3	1	4+	3+	6+	MAC (AA), MVB	LGL (Link)	Hands, Agile, Airdrop, VTOL, Brawl:1	Gear	1.5"
Griffin Wizard	15	SK, FS	W/H:10	7	3/3	1	4+	3+	4+	MAC (AA), MVB	-	Hands, Agile, Airdrop, VTOL, Brawl:1, ECM (Aux), ECCM (Aux), Comms, SatUp, Sensors:24 (Aux)	Gear	1.5"

Doppel

Manufacturer: Lionheart Heavy Industries
 Unit Type: Strike Golem
 Height: 4.6 meters / 15.1 ft
 Weight: 6,520 kg / 14,374 lb

The Doppel is intended to be the next generation of golems and has thus far proven capable of holding this title. It still stays close to Eden's feudal heritage by being capable of performing the more honor-bound ritualistic combat that Edenites sometimes use to settle disputes. Albeit, the Doppel is usually reserved for one on one duels while other golems tend to maintain rank and file formations.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Grenatum Doppel	12	SK+, FS	W:7	7	3/3	1	3+	3+	5+	MRC, MVB (Reach:1)	MGL	Hands, Airdrop, Brawl:1, Shield, Jetpack:8 (Aux)	Gear	1.5"
Saker Doppel	11	SK, FS	W:7	7	3/3	1	3+	3+	5+	MRC, MVB (Reach:1)	MRP	Hands, Airdrop, Brawl:1, Shield, Jetpack:8 (Aux)	Gear	1.5"
Tacticus Doppel	12	SK, FS	W:7	7	3/3	1	3+	3+	5+	MRC, MVB (Reach:1)	LATM	Hands, Airdrop, Brawl:1, Shield, Jetpack:8 (Aux)	Gear	1.5"
Halberd Upgrade	+1	-	-	-	-	-	-	-	-	-MVB (Reach:1), +HVB (Reach:2)	-	-Brawl:1, +Brawl:2	-	-
Hydor Upgrade	-1	-	-	-	-	-	-	-	-	-	-	-Jetpack:8 (Aux), +Sub	-	-
Dominus Upgrade	+1	-	-	-	-	-	-	-	4+	-	-	+Comms (Aux), +ECCM (Aux)	-	-

Warlock

Manufacturer: Excalibur Inc.
 Unit Type: Electronic Warfare Golem
 Height: 4.3 meters / 14.1 ft
 Weight: 5,760 kg / 12,699 lb

The Warlock is a very recent design and the pride of Excalibur Inc. Indeed, no other golem provides the electronic warfare options that the Warlock provides. The Adept is a jamming specialist, while the Void is made for counter E-war, and the Seer is used for target acquisition. The CEF has even considered purchasing them to be used as a more "expendable" E-war option.

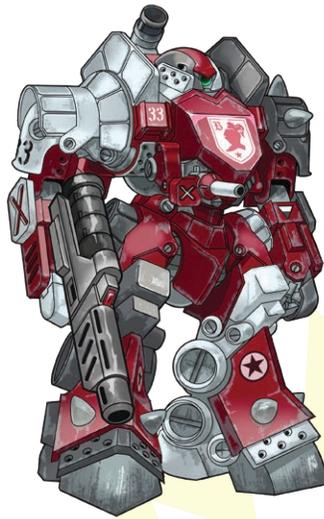


Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Warlock Adept	8	RC, FS	W:6	6	3/3	1	4+	3+	4+	LSMG/LAPGL, LCW (Reach:1, Haywire)	LHG	Hands, Airdrop, Jetpack:8 (Aux), Comms, ECM+, Sensors:24	Gear	1.5"
Warlock Void	8	RC, FS	W:6	6	3/3	1	4+	3+	4+	LSMG/LAPGL, LCW (Reach:1, Haywire)	LHG	Hands, Airdrop, Jetpack:8 (Aux), Comms, ECM, ECCM, Sensors:36	Gear	1.5"
Warlock Seer	8	RC, FS	W:6	6	3/3	1	4+	3+	4+	LRF, LCW (Reach:1, Haywire)	-	Hands, Airdrop, Jetpack:8 (Aux), Comms, TD, Sensors:36	Gear	1.5"
Hydor Upgrade	-1	-	-	-	-	-	-	-	-	-	-	-Jetpack:8 (Aux), +Sub	-	-

Animus

Manufacturer: Lionheart Heavy Industries
 Unit Type: Fire Support Golem
 Height: 5.0 meters / 16.4 ft
 Weight: 9,370 kg / 20,657 lb

The Animus is Eden's first steps into truly heavy golems. The project is officially supported by the CEF. The guided mortar is even a direct adaptation of CEF mortars. However, this design troubles CEF command because of features consistent with Terra Novan fire support gears, such as the loadouts and torso mounted heavy machinegun.



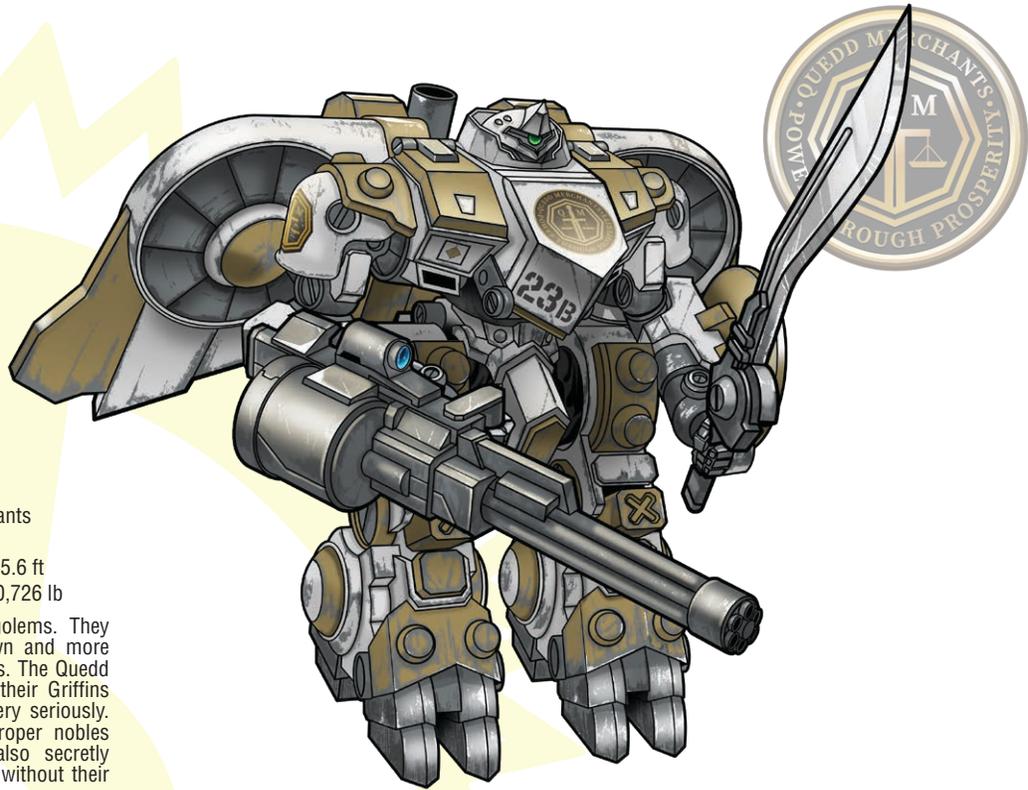
Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Spatha Animus	15	SK, FS	W:6	8	4/2	1	4+	4+	6+	HAC, HVB (Reach:1)	MGM, HMG	Hands, React+, Brawl:1, Jetpack:6 (Aux)	Gear	2"
Ger Animus	15	SK, FS	W:6	8	4/2	1	4+	4+	6+	HBZ, HVB (Reach:1)	MGM, HMG	Hands, React+, Brawl:1, Jetpack:6 (Aux)	Gear	2"
Xiphos Animus	14	SK, FS	W:6	8	4/2	1	4+	4+	6+	HFC, HVB (Reach:1)	MGM, HMG	Hands, React+, Brawl:1, Jetpack:6 (Aux)	Gear	2"
Nox Animus	16	SK, FS	W:6	8	4/2	1	4+	4+	6+	HAC (Link), HVB (Reach:1)	MGM, HMG	Hands, React+, Brawl:1, Jetpack:6 (Aux)	Gear	2"
Dominus Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+Comms	-	-



Dominus Animus



Nox Animus



Gargoyle

Manufacturer: Quedd Merchants
 Unit Type: Gargoyle
 Height: 7.8 meters / 25.6 ft
 Weight: 27,545 kg / 60,726 lb

Gargoyles are not considered golems. They are deemed a class of their own and more analogous to Terra Novan striders. The Quedd Merchants took criticism about their Griffins not being intimidating enough very seriously. The result is something that proper nobles publicly scuff at, while they also secretly consider how to purchase some without their friends and families knowing.

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Lyddite Gargoyle	22	FS	W/H:8	9	5/3	2	4+	5+	6+	HRC (Apex, AA), HVB (Apex, Reach:1)	HFM, MRP (Link, AA)	Hands, VTOL, Shield, Brawl:1	Strider	2.5"
Melinite Gargoyle	22	FS	W/H:8	9	5/3	2	4+	5+	6+	MFG, HVB (Apex, Reach:1)	HFM, MRP (Link, AA)	Hands, VTOL, Shield, Brawl:1	Strider	2.5"
Lucius Gargoyle	23	FS	W/H:8	9	5/3	2	4+	5+	6+	MTG, HVB (Apex, Reach:1)	HFM, MRP (Link, AA)	Hands, VTOL, Shield, Brawl:1	Strider	2.5"
Saker Upgrade	0	-	-	-	-	-	-	-	-	-	-HFM, +HGM	-	-	-

Serpentina

Manufacturer: Victory Enterprises
 Unit Type: Medium Hover Tank
 Height: 3.6 meters / 11.8 ft
 Weight: 46,880 kg / 103,353

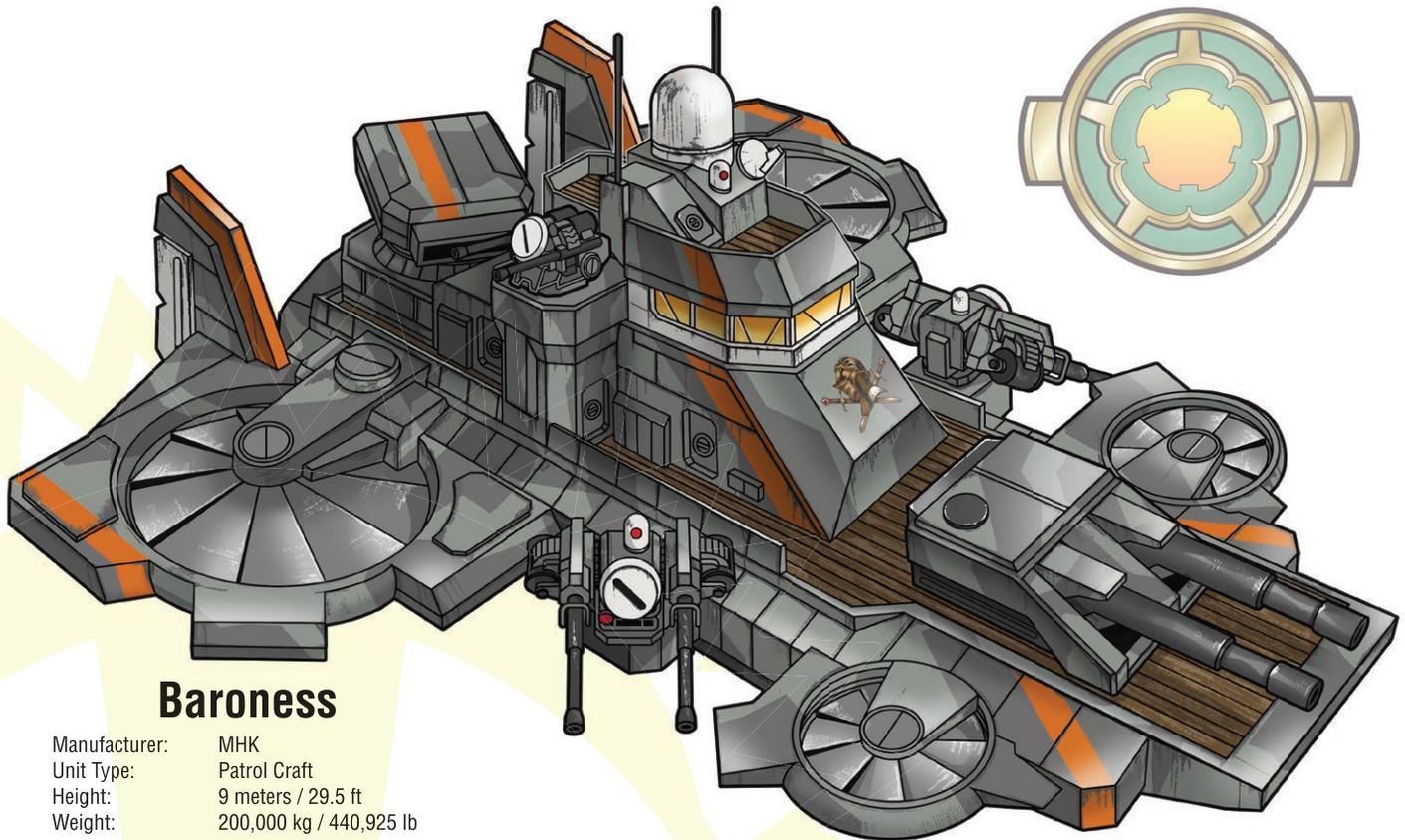
CEF command considers Serpentina Hovertanks lesser versions of their own hovertanks. However, resistance cells performing hit and run strikes against the CEF have been using them to increasing effect as time goes on. Where the resistance has been obtaining them has not yet been discovered. But it's only a matter of time before a Serpentina faces off with a 68 or 72 for the first time.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Serpentina	25	FS	H:7	10	4/4	2	4+	5+	6+	HMG (T, Auto)	MTG (T), MATM (T)	Airdrop, Jump Jets:2	Vehicle	2"
Melinite Serpentina	24	FS	H:7	10	4/4	2	4+	5+	6+	HMG (T, Auto)	MAG (T), MATM (T)	Airdrop, Jump Jets:2	Vehicle	2"
Lyddite Upgrade	-1	-	-	-	-	-	-	-	-	-	-MATM (T), +LAM (T)	-	-	-
Dominus Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+Comms, +ECCM (Aux)	-	-



Melinite Serpentina w/ Lyddite Upgrade



Baroness

Manufacturer: MHK
 Unit Type: Patrol Craft
 Height: 9 meters / 29.5 ft
 Weight: 200,000 kg / 440,925 lb

The Baroness is commonly seen patrolling the littoral waters around Eden's ports of call. They can operate in the water as a ship, or take to the air as a VTOL. Other uses include anti-piracy operations and long range patrols. When not on operations or missions, they are typically landed in the water and moored to the pier.

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Baroness	80	FS	H:5	11	8/8	6	4+	6+	4+	HAC (R, Link, AA), HAC (L, Link, AA), LAC (R, Link, AA), LAC (L, Link, AA)	HTG (Link), HAR (T), HAM	VTOL, Stable, Lumbering, Comms, SatUp, ECCM, ECM+, Sensors:36, Transport: 2 Squads	Vehicle	3"

The Baroness does not gain a defense bonus of +1D6 against any ranged attacks when it is an elevated VTOL.



Huni Riders

Manufacturer: N/A
 Unit Type: Cavalry
 Height: 3 meters / 9.8 ft
 Weight: 400 kg / 882 lb

The huni are bioengineered amphibious therapsids developed by the scientists of Eden. The riders are equipped with advanced amphibious packs that can provide them with up to 32 hours of oxygen while underwater.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Huni Courser	3	GP+, RC	1:7	2	2/1	1	4+	3+	6+	LIW, LIGL, LICW	MICW (AP:2)	Agile, Sub	Cavalry	1"
Huni Anti-Tank	4	GP, RC	1:7	2	2/1	1	4+	3+	6+	LIW, LICW	LAVM	Agile, Sub	Cavalry	1"
Huni Recon	3	GP, RC	1:7	2	2/1	1	4+	3+	4+	LIW, LICW	-	Agile, Sub, TD	Cavalry	1"
Huni Dominus	3	GP, RC	1:7	2	2/1	1	4+	3+	4+	LIW, LICW	-	Agile, Sub, Comms	Cavalry	1"
Team Upgrade*	+1	-	-	-	3/3	-	-	-	-	-	-	-	-	-

*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.

Agni Hellion Rider

Manufacturer: N/A
 Unit Type: Aerial Cavalry
 Height: 4 meters / 13.1 ft
 Weight: 4,000 kg / 8,819 lb

Agni were initially bio-engineered to be much smaller and mostly tame. But like much of the flora and fauna on Eden, as time progressed without controlled genetic management, these animals evolved into something new. Now, people called the Gleanai frequently travel to the floating islands to catch agni, train them, and even sell them on the open market. They make good money doing so, but it's very dangerous work.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Agni Hellion	5	SK+, FS	H:8	6	3/3	1	4+	4+	6+	LIW, MFL (Auto), HICW	MICW (AP:1)	VTOL	Cavalry	1.5"
Agni Hellion Anti-Tank	6	SK, FS	H:8	6	3/3	1	4+	4+	6+	LIW, MFL (Auto), HICW	LAVM	VTOL	Cavalry	1.5"
Agni Hellion Air Defense	5	SK, FS	H:8	6	3/3	1	4+	4+	6+	LIW, MIS (AA), MFL (Auto), HICW	-	VTOL	Cavalry	1.5"

Use one figure per model.

Universal Model List

The models in this section are available for multiple factions. If they are limited to certain factions, then it will detail which under their profiles.

Chargeur

Manufacturer: Neil Motorworks
 Unit Type: Engineering Gear
 Height: 4.7 meters / 15.4 ft
 Weight: 6,340 kg / 13,977 lb

Sharing the same chassis as the Lancier, the Chargeur has seen active use in both a civilian and a peacekeeping capacity. In civilian operations the gear is used primarily as a hauler/loader or used in general construction. The NuCoal Marshal Service however, uses it on anti-rover operations.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Chargeur	6	GP+, SK, FS	W/G:6	5	3/3	1	5+	4+	6+	LAC, MCW (Brawl:1, Demo:4)	-	Hands, Brawl:1, Repair	Gear	1.5"
Chainsword Swap	0	-	-	-	-	-	-	-	-	-MCW (Brawl:1, Demo:4), +LCW (Brawl:1, Reach:1)	-	-	-	-
Claw Swap	0	-	-	-	-	-	-	-	-	-MCW (Brawl:1, Demo:4), +MVB	-	-	-	-

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

Sapeur

Manufacturer: Neil Motorworks
 Unit Type: Engineering Gear
 Height: 5.2 meters / 17.1 ft
 Weight: 9,050 kg / 19,952 lb

Based off of the Chevalier, the Sapeur is a common sight in and around the ever expanding townships of NuCoal. Often assigned to engineering squads, with ratio of 1 Sapeur for every 4 Chargeurs, this gear is used as an earth mover and also a recovery vehicle.



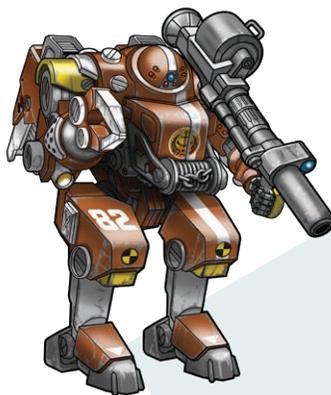
Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Sapeur	10	GP+, SK, FS	W/G:6	7	4/2	1	5+	4+	6+	HAC, MCW (Brawl:1, Reach:1)	HIM	Hands, Brawl:1, Repair, Shield	Gear	2"
Demolisher Hands Swap	-1	-	-	-	-	-	-	-	-	-HAC, +MCW (Link, Demo:4)	-	-Brawl:1, +Brawl:2	-	-
Hammer Swap	0	-	-	-	-	-	-	-	-	-MCW (Brawl:1, Reach:1), +MCW (Reach:1, Demo:4)	-	-	-	-

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

Druid

Manufacturer: Excalibur Inc
 Unit Type: Engineering Golem
 Height: 4.3 meters / 14.1 ft
 Weight: 6,005 kg / 13,239 lb

The Druid started as a submersible golem used for mining methane hydrate in Eden's vast oceans. It has since received many upgrades and only loosely resembles its origins. As one of the few combat engineering assets that the CEF has direct access to, they have heavily supported its mass production and even use them amongst their own forces.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Druid	8	GP+, SK, FS	W:6	6	3/3	1	4+	3+	6+	HP, MCW (Demo:4)	LSE, LCW (Fire:2)	Hands, Repair, Jetpack:8 (Aux), Brawl:1	Gear	1.5"
Ger Druid	8	GP, SK, FS	W:6	6	3/3	1	4+	3+	6+	MBZ, MCW (Demo:4)	LSE, LCW (Fire:2)	Hands, Repair, Jetpack:8 (Aux), Brawl:1	Gear	1.5"
Ignus Druid	7	GP, SK, FS	W:6	6	3/3	1	4+	3+	6+	MFL, MCW (Demo:4)	LSE, LCW (Fire:2)	Hands, Repair, Jetpack:8 (Aux), Brawl:1	Gear	1.5"
Yeoman Druid	7	GP, SK, FS	W:6	6	3/3	1	4+	3+	6+	LRP, MCW (Demo:4)	LSE, LCW (Fire:2)	Hands, Repair, Jetpack:8 (Aux), Brawl:1	Gear	1.5"
Hydor Upgrade	-1	-	-	-	-	-	-	-	-	-	-	-Jetpack:8 (Aux), +Sub	-	-

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

Valence

Manufacturer: Paxton
 Unit Type: Engineering Gear
 Height: 4.4 meters / 14.4
 Weight: 6,235 kg / 13,746 lb

Peace River's Engineer Corps is mainly comprised of three gears. Foremost among these is the Valence. Though unremarkable as a combat vehicle, the Valence is very good at being cheap. A popular choice throughout Terra Nova, the Valence has a reputation for being one of the most comfortable rides allowing engineers to operate for longer periods of time.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Valence	5	GP+, SK, FS	W:6	5	3/3	1	5+	4+	6+	LAC, MCW (Reach:1, Demo:4)	LHG, LSE, LAPGL	Hands, Brawl:1, Repair, Vuln:F	Gear	1.5"
Demolisher Valence	5	GP, SK, FS	W:6	5	3/3	1	5+	4+	6+	MSC, MCW (Reach:1, Demo:4)	LHG, LSE, LAPGL	Hands, Brawl:1, Repair, Vuln:F	Gear	1.5"
Sweeper Valence	5	GP, SK, FS	W:6	5	3/3	1	5+	4+	6+	MFC, MCW (Reach:1, Demo:4)	LHG, LSE, LAPGL	Hands, Brawl:1, Repair, Vuln:F	Gear	1.5"
Foreman Valence	6	GP, SK, FS	W:6	5	3/3	1	5+	4+	5+	LAC, MCW (Reach:1, Demo:4)	LHG, LSE, LAPGL	Hands, Brawl:1, Repair, Vuln:F, Comms	Gear	1.5"
Mauler Fist or Saw Blade Swap	0	-	-	-	-	-	-	-	-	-MCW (Reach:1, Demo:4), +MCW (Brawl:1, Demo:4)	-	-	-	-
Claw Swap	0	-	-	-	-	-	-	-	-	-MCW (Reach:1, Demo:4), +MVB	-	-	-	-

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

Bricklayer

Manufacturer: Northco
 Unit Type: Engineering Gear
 Height: 4.7 meters / 15.4 ft
 Weight: 6,246 kg / 13,770 lb

The Bricklayer Engineering Gear is based off the popular Hunter chassis. It has a roll bar canopy and no head assembly. The pilot sits slightly higher than in the Hunter, and is protected only by a sturdy steel roll cage. When needed, Bricklayers can be used as a light trooper gear in combat engineering squads.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Bricklayer	5	GP+, SK, FS	W/G:6	5	3/3	1	5+	4+	6+	LAC, MCW (Reach:1, Demo:4)	LHG, LSE	Hands, Repair, Brawl:1, Vuln:F	Gear	1.5"
Bricklayer UC	5	GP+, SK, FS	W/G:6	5	3/3	1	5+	4+	6+	MFC, MCW (Reach:1, Demo:4)	LHG, LSE	Hands, Repair, Brawl:1, Vuln:F	Gear	1.5"
Assault Bricklayer	6	GP, SK, FS	W/G:6	5	3/3	1	5+	4+	6+	MSC, MCW (Reach:1, Demo:4)	LHG, LSE	Hands, Repair, Brawl:1, Vuln:F	Gear	1.5"
Saw Blade Swap	0	-	-	-	-	-	-	-	-	-MCW (Reach:1, Demo:4), +MCW (Brawl:1, Demo:4)	-	-	-	-
Vibrosword Swap	0	-	-	-	-	-	-	-	-	-MCW (Reach:1, Demo:4), +MVB (Reach:1)	-	-	-	-

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

Engineering Grizzly

Manufacturer: Northco
 Unit Type: Engineering Gear
 Height: 5.1 meters / 16.7 ft
 Weight: 8,940 kg / 19,709 lb

The Engineering Grizzly is a field engineering gear based on the basic frame and chassis of the Grizzly fire support gear. The Engineering Grizzly's tool arms are semi-modular. They can be exchanged for another pair through a relatively simple operation that only takes a few hours to perform.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Engineering Grizzly	9	GP+, SK, FS	W/G:6	7	3/3	1	5+	4+	6+	HAC, LVB	HIM, MHG, MSE	Hands, Brawl:1, Repair, Vuln:F	Gear	2"
Destroyer Upgrade*	-1	-	-	-	-	-	-	-	-	-HAC, +MBZ	-	-	-	-
Demolisher Hands Swap*	-1	-	-	-	-	-	-	-	-	-HAC, +MCW (Link, Demo:4)	-	-Brawl:1, +Brawl:2	-	-
Heavy Chainsword Swap	0	-	-	-	-	-	-	-	-	-LVB, +MCW (Brawl:1, Reach:1)	-	-	-	-

*The Destroyer Upgrade and Demolisher Hands Swap cannot be taken together.

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



Stonemason

Manufacturer: Territorial Arms
 Unit Type: Engineering Gear
 Height: 4.3 meters / 14.1 ft
 Weight: 7,160 kg / 15,785 lb

Although the Stonemason shares the same basic frame as the Jager, considerable modifications have been made to improve its capabilities in the engineering role. A set of tool arms on the back of the gear are equipped with a simple set of grasping claws that are often used in melee combat to great effect.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Stonemason	5	GP+, SK, FS	W/G:6	5	3/3	1	5+	4+	6+	LAC, MCW (Reach:1, Demo:4)	LHG, LSE	Hands, Brawl:1, Repair, Vuln:F	Gear	1.5"
Stonemason Riotmaster	5	GP+, SK, FS	W/G:6	5	3/3	1	5+	4+	6+	MFC, MCW (Reach:1, Demo:4)	LHG, LSE	Hands, Brawl:1, Repair, Vuln:F	Gear	1.5"
Mauler Fist Swap	0	-	-	-	-	-	-	-	-	-MCW (Reach:1, Demo:4), +MCW (Brawl:1, Demo:4)	-	-	-	-
Chainsword Swap	0	-	-	-	-	-	-	-	-	-MCW (Reach:1, Demo:4), +LCW (Brawl:1, Reach:1)	-	-	-	-

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

Engineering Cobra

Manufacturer: Territorial Arms
 Unit Type: Engineering Gear
 Height: 5.0 meters / 16.4 ft
 Weight: 8,760 kg / 19,313 lb

The Engineering Cobra has already proven its worth as a military engineering and maintenance unit. A large and powerful frame allows it to lift and bear extremely heavy loads. Pilots often use the gear to batter enemy gears in melee if they close to short range.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Engineering Cobra	9	GP+, SK, FS	W/G:6	7	3/3	1	5+	4+	6+	HAC, LVB	HIM, MHG, MSE	Hands, Brawl:1, Repair, Vuln:F	Gear	2"
Strike Upgrade*	-1	-	-	-	-	-	-	-	-	-HAC, +MBZ	-	-	-	-
Demolisher Hands Swap*	-1	-	-	-	-	-	-	-	-	-HAC, +MCW (Link, Demo:4)	-	-Brawl:1, +Brawl:2	-	-
Heavy Chainsword Swap	0	-	-	-	-	-	-	-	-	-LVB, +MCW (Brawl:1, Reach:1)	-	-	-	-

*Strike Upgrade and Demolsher Hands Swap cannot be taken together.

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



Badlands Python



Manufacturer: Mandeers Heavy Industries
 Unit Type: Fire Support Gear
 Height: 4.8 meters / 15.8 ft
 Weight: 8,345 kg / 18,398 lb

An upgrade of the Northern Jaguar, this gear is used by Black Talon combat units in their standard operations. Despite an active stealth system, advanced actuators and improved power plant the gear is relatively unchanged. This gear is used in Talon squads that operate in system and are often Terra Nova's first responders to the CEF threat.

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Badlands Python	13	GP, SK, FS	W/G:6	8	3/3	1	4+	4+	6+	HAC, LVB	MRP, MFM	Hands, React+	Gear	2"

Badlands Pythons are only available to North, South, Peace River, NuCoal, Leagueless and Black Talon.

Barnaby Transport

Manufacturer: Various
 Unit Type: Transport
 Height: 9.7 meters / 31.8 ft
 Weight: 51,845 kg / 114,298.7 lb

Created during the War of the Alliance to replace the then-obsolete Mother Springer, the Barnaby was noticeably sturdier and faster than its predecessor. Its tempered steel armor, while extremely cheap and cost efficient, was replaced with the more standard durasheet plating that is the trademark of the late 19th and 20th century military vehicles.



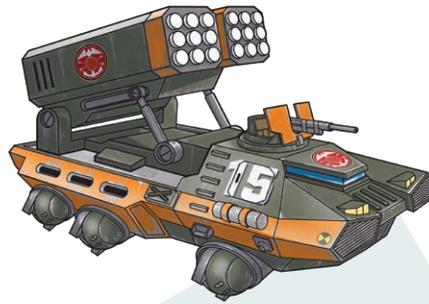
Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Barnaby Transport	7	GP+, SK, FS	G:7	8	3/5	1	5+	6+	6+	MMG (T)	-	Transport: 5 Gears, Lumbering, Repair, Supply	Vehicle	3"

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

Saker

Manufacturer: Various
 Unit Type: Hover Vehicle
 Height: 2.3 meters / 7.6 ft
 Weight: 10,090 kg / 22,245 lb

With much of the planet covered by water, the evolution of the Saker was almost inevitable. It is a cheap and effective asset that can transition between maritime and land operations in the blink of an eye. All of the kingdoms use them for littoral patrols while some of the more unscrupulous privateers use them for raids.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Saker	7	GP+, SK, FS	H:8	6	3/3	1	4+	4+	6+	MMG (T)	LAR (T)	Agile, Airdrop, Jump Jets:2	Vehicle	1.5"
Squire	6	GP+, SK, FS	H:8	6	3/3	1	4+	4+	6+	MMG (T)	-	Agile, Airdrop, Jump Jets:2, Supply	Vehicle	1.5"
Anakite*	6	GP+, SK, FS	H:8	6	3/3	1	4+	4+	6+	MMG (T)	-	Agile, Airdrop, Jump Jets:2, Transport: 1 Squad	Vehicle	1.5"
Dominus Upgrade	+1	-	-	-	-	-	-	-	5+	-	-	+Comms	-	-

*The transport option on the Anakite is not enclosed. Models being transported can interact with the battlefield normally from their position on the back of the model.

While being transported:

- ▷ These models are considered to be on the back of the model.
- ▷ 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 Anakite is specifically braced.

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

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 planet during its existence. They are commonly seen as caravan and supply vehicles and are lightly armed.



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, Transport: 1 Squad	Vehicle	1"
Stinger	7	GP, SK, FS	G:7	5	3/3	1	4+	4+	6+	LMG (T)	MABM (T)	-	Vehicle	1"

*The transport option on the Camel Truck is not enclosed. Models being transported can interact with the battlefield normally from their position on the back of the model.

While being transported:

- ▷ These models are considered to be on the back of the model.
- ▷ 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.

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

Antelope and Elan

Manufacturer: Various
 Unit Type: Off Road Vehicle (ORV)
 Height: Varies
 Weight: Varies

There are a wide range of vehicles that see use across the battlefields of Terra Nova. The Antelope and Elan are some of the more common varieties found. These vehicles are not fancy, but they do get the job done and that's really all that counts in the infantry.



Northern Antelope



Southern Elan

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Antelope	4	GP+, RC, FS	G:9	4	3/3	1	4+	4+	5+	MMG (T)	-	TD, Comms	Vehicle	0.5"
Antelope Technical	2	GP+, RC, FS	G:9	4	3/3	1	4+	4+	6+	-	-	Transport: 1 Team	Vehicle	0.5"
Elan	4	GP+, RC, FS	G:9	4	3/3	1	4+	4+	5+	MMG (T)	-	TD, Comms	Vehicle	0.5"
Elan Technical	2	GP+, RC, FS	G:9	4	3/3	1	4+	4+	6+	-	-	Transport: 1 Team	Vehicle	0.5"

*The transport option on the Antelope and Elan is not enclosed. Models being transported can interact with the battlefield normally from their position on the back of the model.

While being transported:

- These models are considered to be on the back of the model.
- 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 Antelope or Elan is specifically braced.

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

Field Gun

Manufacturer: Various
 Unit Type: Towed Field Gun
 Height: 1.5 meters / 5 ft
 Weight: 3,610 kg / 7,959 lb

Several companies manufacture a variety of field guns, most of which follow the same standard specifications. Shown above, the 130 mm OK-12 combines excellent firepower, good range and broad availability. Almost any vehicle with sufficient engine power can tow one through a standard towing attachment.



Northern made Field Gun



Southern made Field Gun

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Field Gun	5	GP+, SK, FS	G:2	5	3/1	1	4+	6+	6+	-	LFG	Towed, Lumbering	Vehicle	0.5"

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



Wallaby ATV



Spitz Monowheel

Small Vehicles

Manufacturer: Various
 Unit Type: Small Vehicle
 Height: Varies
 Weight: Varies

From motorcycles to monowheels, the various machines used get people around have only changed so much. Motorcycles are still known for their speed on the city streets while four-wheelers specialize in off-road environments. The uniqueness of the Spitz Monowheel was designed by Peace River.



Jackrabbit Recon



Jackrabbit Motorcycle



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Jackrabbit	4	GP+, RC	G:11	3	2/1	1	4+	3+	6+	LIW, LIGL, LICW	-	Agile	Cavalry	0.5"
Jackrabbit Recon	4	GP+, RC	G:10	3	2/1	1	4+	3+	5+	LIW, LICW	-	Agile, TD, Comms	Cavalry	0.5"
Wallaby ATV	4	GP+, RC	G:10	3	2/1	1	4+	3+	6+	LIW, LIGL, LICW	-	Agile, Offroad	Cavalry	0.5"
Spitz Monowheel	4	GP+, RC	G:11	4	2/1	1	4+	4+	5+	LIW, LIGL, LICW	-	Agile	Cavalry	0.5"
Team Upgrade*	+1	-	-	-	3/3	-	-	-	-	-	-	-	-	-

*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 North, South, Peace River, NuCoal, Leagueless and Black Talon.

Riding Beasts

Manufacturer: N/A
 Unit Type: Riding Beasts
 Height: Varies
 Weight: Varies

Trainers spend untold hours teaching beasts to respond to voice commands, reins and even the rider's body language. Getting beasts accustomed to a saddle, bridle, reins and bit pressure is an art that not everyone can do. And some of these beasts can be very ill tempered. Many who do this for a living have scars to prove it.



Armadillo Rider



Barnaby Rider

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Armadillo Rider	5	GP+, SK	W:6	6	3/3	1	4+	4+	6+	MIW, HICW, MICW (AP:1, Reach:1)	-	Brawl:1, Climber	Cavalry	1"
Barnaby Rider	4	GP+, SK	W:7	4	3/3	1	4+	4+	6+	MIW, HICW	-	Agile, Climber, Brawl:1	Cavalry	1"

Use one figure per model.

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

Universal Infantry

Each faction has its own infantry available for purchase at the DP9 website. However, infantry figures are small enough that any infantry figure purchased may be used to represent any faction's infantrymen. For example, any infantry figure could be painted in Northern tan and used to represent a Northern infantryman.



Northern Infantry Squad



Northern Sniper Team



Southern Infantry Squad



Southern Sniper Team

Infantry

Manufacturer: N/A
 Unit Type: Infantry
 Height: 1.7 meters / 5.6 ft
 Weight: 70 kg / 154 lb

It continues to be proven repeatedly that no matter how good the technology gets infantry are essential to holding and claiming territory. Dismounted infantry entrenched into the land require significant resources to dislodge or remove, especially in urban environments. Don't underestimate them.



Peace River Infantry Squad



Caprician Infantry Squad

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Infantry Team	3	GP+, SK, FS	I:3	3	2/1	1	4+	4+	6+	MIW, LIGL, LICW	LIR	-	Infantry	0.5"
Anti-Tank Team	4	GP, SK, FS	I:3	3	2/1	1	4+	4+	6+	LIW, LICW	MAVM	-	Infantry	0.5"
Mortar Team	3	GP, SK, FS	I:3	3	2/1	1	4+	4+	6+	LIW, LICW	MIM (Brace)	-	Infantry	0.5"
Sniper Team	3	GP, SK, FS	I:3	3	2/1	1	4+	4+	6+	LIW, LICW	MIR (Silent)	-	Infantry	0.5"
Assault Team	3	GP, SK, FS	I:3	3	2/1	1	4+	4+	6+	LIW, LICW	HIS (Burst:1)	-	Infantry	0.5"
Engineering Team	3	GP, SK, FS	I:3	3	2/1	1	4+	4+	6+	LIW, LICW	LSE	Mine:3	Infantry	0.5"
Recon Team	3	GP, SK, FS	I:3	3	2/1	1	4+	4+	4+	LIW, LICW	-	TD	Infantry	0.5"
Command Team	3	GP, SK, FS	I:3	3	2/1	1	4+	4+	4+	LIW, LICW	-	Comms	Infantry	0.5"
Medic Team	2	GP, SK, FS	I:3	3	2/1	1	4+	4+	6+	LIW, LICW	-	Medic	Infantry	0.5"
Paratrooper Upgrade*	+1	+SO	-	-	-	-	-	3+	-	-	-	+Airdrop	-	-
Mountaineering Upgrade*	+1	+SO	-	-	-	-	-	3+	-	-	-	+Climber	-	-
Frogmen Upgrade*	+1	+SO	-	-	-	-	-	3+	-	-	-	+Sub	-	-
Squad Upgrade**	+1	-	-	-	3/3	-	-	-	-	-	-	-	-	-

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

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

The above profiles can be used for any and all factions' regular infantry models. Infantry figures are small and less distinguishable from faction to faction. For modeling purposes, infantry figures from the North, South, Peace River, NuCoal, or even Caprice can be used to represent any faction's infantry models.



Dragonfly

Manufacturer: Paxton
Unit Type: VTOL
Height: 4.0 meters / 13.1 ft
Weight: 8,500 kg / 18,739 lb

One of the most innovative military vehicles, hoppers (vectored thrust aerodynes) are as agile as helicopters, but tend to be sturdier and can achieve higher speeds. A battle tested, reliable model, the Dragonfly is both fast and maneuverable, characteristics that make it perfect for anti-gear operations.

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Dragonfly	14	FS+	H:12	6	4/4	1	4+	3+	6+	LLC (AA)	LAAM (Link)	Agile, TD, VTOL, React+	Vehicle	2"
LATM Upgrade	+2	-	-	-	-	-	-	-	-	-	-LAAM (Link), +LATM (Link)	-	-	-
ECM Upgrade	+2	-	-	-	-	-	-	-	5+	-	-	+ECM	-	-

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



Varis

Manufacturer: Tsi Heavy Industries
Unit Type: Hopper
Height: 4.0 meters / 13.1 ft
Weight: 8,200 kg / 18,078 lb

The Varis was adopted by all forces as one of their available hoppers (vectored thrust aerodyne). Its simple but effective design was favored by many. Their employment is sometimes limited as many field commanders simply favor infantry, gears and tanks more.

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Varis	15	FS+	H:14	5	4/4	1	4+	3+	5+	LLC (AA)	LAAM (Link)	Agile, ECCM, TD, VTOL, React+	Vehicle	2"
LATM Upgrade	+2	-	-	-	-	-	-	-	-	-	-LAAM (Link), +LATM (Link)	-	-	-

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

Universal Drones



Manufacturer: Obelisk Electronics / Applefish / Paxton
 Unit Type: Drone
 Height: Varies
 Weight: Varies

Drones are popular with most militaries. They feature self mobile backup weapons, supplementary electronics and the ability to deal with threats from a distance. The threat of drones is sometimes underestimated and there are more than a few with war stories concerning them.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Recon Drone	2	RC+, SK, FS	H:7	2	1/0	1	6+	4+	5+	-	-	Comms, TD, Conscript, Vuln:H	Drone	0.5"
Hunter Killer	2	GP+, SK, FS	H:6	2	1/0	1	4+	4+	6+	MMG	-	Jump Jets:2, Conscript, Vuln:H	Drone	0.5"
Demo Drone*	2	GP+, SK, FS	G:5	2	1/0	1	4+	4+	6+	-	BB (AP:2, Demo:4)**	Offroad, Conscript, Vuln:H	Drone	0.5"

*After the Demo Drone uses its weapon, it is destroyed and removed from the battlefield. Demo Drones destroyed in this way do not count towards an opponent's victory points, such as from Pave the Way or Wipe Them Out.

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

Universal drones are only available to North, South, Peace River, NuCoal, Leagueless and Black Talon.

Any one type of universal drone may only be selected up to five times for any one force.

Airstrike Counters

Manufacturer: N/A
 Unit Type: Aircraft
 Height: Varies
 Weight: Varies

Usually when large battles rage across the landscape, aircraft from competing factions battle it out in the skies above. Calling in an air strike is usually more successful after air superiority has been established, but that does not negate the risk of anti-aircraft fire coming from the ground as well.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
High Explosives	4	N/A	-	-	-	-	4+	4+	-	-	BB (AP:2, Guided)	-	Airstrike Counter	-
Napalm	4	N/A	-	-	-	-	4+	4+	-	-	BB (AI, Fire:2, Guided)	-	Airstrike Counter	-

No more than four airstrike counters can be purchased for any one force.

Universal Terrain

All buildings and terrain features listed here are sold by Dream Pod 9. These are frequently used as neutral terrain that does not belong to any individual force or faction. The profiles presented here are provided for when other models interact with them. For example, if one of your models deliberately attacks a building, you have the model's Hull and Structure points, PI skill, and associated traits available to resolve the attack. Otherwise, when used as neutral terrain they will not use Actions, Reactions or issue orders. However, in the event that players want to use some of them in their force, the full stats, including TV costs, action points and other features, will be needed. These may also be useful for any special scenarios players would like to put together.

Outpost

Manufacturer: N/A
 Unit Type: Heavy Terrain
 Height: 11.5 meters / 37.8 ft
 Weight: Varies

Military structures erected by league militaries or local militias dot the landscape of Terra Nova and vary from high tech composite construction to poured concrete. Who built what is never as important as who currently occupies the structures and many conflicts hinge around the stronghold that a fortification can provide.



Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Outpost	20	FT	-	10	5/3	4	4+	6+	5+	MAC MAC (R) MAC (L) MAC (B)	-	Occupancy: 2 Squads, Comms, Supply, Sensors:36, Stationary	Building	3"
The Outpost can house 2 Infantry Squads. 1 Squad may occupy the upper floors and will be treated as if it is elevated two inches.														
Optionally, the Outpost may have up to two additional modules attached to it. Select up to two modules from the three options below.														
Rotary Cannon Turret	13	FT+	-	10	4/2	1	4+	6+	6+	MRC (T, Link, AA)	-	Occupancy: 1 Squad, Stationary, Sensors:24	Building	1.5"
Rocket Turret	13	FT+	-	10	4/2	1	4+	6+	6+	-	HRP (T, Link)	Occupancy: 1 Squad, Stationary, Sensors:24	Building	1.5"
Machine Gun Bunker	5	FT+	-	10	4/2	1	4+	6+	6+	HMG (T)	-	Occupancy: 1 Squad, Stationary	Building	1.5"
The Outpost and each module is treated as an individual model for rules purposes. The three additional modules above may also be used as individual models without the Outpost as well.														

Badlands Facilities

Manufacturer: N/A
 Unit Type: Medium Terrain
 Height: Varies
 Weight: Varies

Badlands Towers are ideal structures that provide an elevated lookout point. Badlands Housing Module's feature vary from module to module, but they are usually very rugged buildings that can house multiple families.



Housing Module



Homestead Tower

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Housing Module	5	FT+	-	8	4/4	1	4+	6+	5+	HMG (T)	-	Occupancy:2 Squads, Supply, Comms, Stationary	Building	1.5"
Badlands Tower*	5	FT+	-	8	4/4	1	4+	6+	5+	HMG (T)	-	Occupancy:2 Squads, Comms, Stationary	Building	3"

*The Badlands Tower can house 2 Infantry Squads. 1 Squad may occupy the upper floors and will be treated as if it is elevated two inches.

Badlands Ancillaries

Manufacturer: N/A
 Unit Type: Light Terrain
 Height: Varies
 Weight: Varies

Solar Panels, Windmills, Water Condensers and Water Tanks are all examples of buildings commonly found scattered across all of Terra Nova.



Solar Panel



Windmill



Water Condenser



Twin Water Tanks

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Solar Panel	1	FT+	-	4	4/0	1	0	6+	-	-	-	Stationary	Terrain	2"
Windmill	1	FT+	-	4	4/0	1	0	6+	-	-	-	Stationary	Terrain	2"
Water Condenser	2	FT+	-	5	6/0	1	0	6+	-	-	-	Stationary	Terrain	2"
Twin Water Tanks	2	FT+	-	5	6/0	1	0	6+	-	-	-	Stationary	Terrain	1.5"

Light Structures

Manufacturer: N/A
 Unit Type: Light Terrain
 Height: Varies
 Weight: Varies

Badlands Sheds are an example of the more economical options available to Badlanders. Comms Arrays are somewhat common throughout the Badlands. They provide basic communication needs and even bring everyone's favorite trideo shows to isolated outposts. More than a few things are available, from live music concerts to soap operas, ESE bloodsports and even lesser known programs such as Killer Bunny Commando Cadre.



Badlands Shed



Comms Array

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Comms Array	3	FT+	-	5	2/2	1	-	6+	5+	-	-	Comms, SatUp, Stationary	Building	2"
Badlands Shed	3	FT+	-	6	6/0	1	-	6+	6+	-	-	Occupancy:1 Squad, Stationary	Building	0.5"

Containers

Manufacturer: N/A
 Unit Type: Medium Terrain
 Height: Varies
 Weight: Varies

Shipping Containers are an extremely common sight all throughout Terra Nova. Barnaby Wrecks are a little more rare, but in some cases they have been converted into roadside diners.



Barnaby Wreck



Shipping Container

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Shipping Container	1	FT+	-	7	4/0	1	0	6+	-	-	-	Stationary	Terrain	0.5"
Barnaby Wreck	3	FT+	-	7	8/0	1	0	6+	-	-	-	Stationary	Terrain	2"

Stoneheads

Manufacturer: N/A
 Unit Type: Heavy Terrain
 Height: Varies
 Weight: Varies

Seemingly from a time before Terra Nova was colonized, Stoneheads have been studied heavily by Terra Novan archeologists. Many theories, ranging from aliens to secret societies surround these majestic rocks.



Small Stonehead



Large Stonehead

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Small Stoneheads	3	FT	-	10	6/0	1	-	6+	-	-	-	Stationary	Terrain	1.5"
Large Stoneheads	3	FT	-	10	8/0	1	-	6+	-	-	-	Stationary	Terrain	2 - 2.5"

Minefields and Trenches

Manufacturer: N/A
 Unit Type: Minefield or Trench
 Height: Varies
 Weight: Varies

Minefields and Trenches are both ways to fortify military positions.



Minefield



Trench

Model	TV	Roles	MR	Arm	H/S	A	GU	PI	EW	React Weapons	Mounted Weapons	Traits	Type	HT
Minefield (3" X 3")	2	FT	-	-	-	1	-	-	-	-	-	Stationary	Terrain	0"
Trench* (2" or 3" long)	2	FT	-	10	6/0	1	-	6+	-	-	-	Stationary	Terrain	0.5"

*Trenches are considered area terrain for infantry models only. Each part shall be placed with just enough space between them to accommodate a 50mm base (or largest infantry base present in the game).

Upgrade Reference Tables

The following are quick reference tables for upgrades available to all factions. Additional upgrades can be found within each faction and on individual model profiles.

Standard Upgrades

Upgrade	Cost
Anti-Air (AA) for AC, RC or LC	1 TV each
Anti-Air (AA) for ATM to AAM	0 TV each
Melee Swap	0 TV each
Grenade Swap	0 TV each
LHG or MHG	1 TV for 2
MHG	1 TV each
LPZ	1 TV for 2
MPZ	1 TV each
Sidearms (LP or LSMG)	1 TV for 2
LSE	1 TV for 2
MSE	1 TV each
Smoke	1 TV each

Command Upgrades

Upgrade	Full Name	Cost
TFC	Task Force Commander	5 TV
CO	Commanding Officer	3 TV
XO	Executive Officer	3 TV
CGL	Combat Group Leader	0 TV
2iC	Second in Command	1 TV



Veteran Upgrades

Upgrade	Cost
Veteran (Vet)	2 TV each
Improved Gunnery	2 TV per Action
Dual Guns	1 TV each
ECCM	1 TV each
Brawler (Brawl:X)	1 TV for Brawl:1 2 TV for Brawl:2
Reach	1 TV each
Veteran Melee Upgrade	
▷ LVB (React, Precise)	1 TV each
▷ LCW (React, Brawl:1)	
Resist:H	1 TV each
Resist:F	1 TV each
Resist:C	1 TV each
Field Armor	
▷ Armor 6 or lower	1 TV
▷ Armor 7-8	2 TV
▷ Armor 9-10	3 TV
▷ Armor 11-12	4 TV
AMS	1 TV each

Duelist Upgrades

Upgrade	Cost
Advanced Control System (+1 Action)	
▷ Armor 7 or lower	2 TV each
▷ Armor 8 or higher	3 TV each
Stable	2 or 3 TV each
Precise	1 or 2 TV each
Auto	1 TV each
Ace Gunner (- Split pen)	1 TV each
Trick Shot (LP, Link, - Split pen, +range)	1 TV each
Duelist Melee Upgrade	
▷ MVB (React)	1 TV each
▷ MCW (React, Demo:4)	
Dual Melee Weapons	1 TV each
Shield	
Armor 7 or lower	1 TV each
Armor 8 or higher	2 TV each
Agile	1 TV each
ECM Upgrade (ECM to ECM+)	1 TV each

Weapon Table

The following is a complete listing of all the weapon codes, full names, modes, ranges, damage, and traits.

Code	Weapon	Range	L	M	H	Traits	Mode
AAM	Anti-Air Missile	12-36/72	7	8	9	Flak, Guided	Direct, Indirect
ABM	Air Burst Missile	24-48/96	6	7	8	AI, AOE:3, Blast, Guided	Indirect
AC	Autocannon	6-18/36	6	7	8	Burst:1, Split (OR) Precise	Direct
AG	Artillery Gun	24-48/96	9	10	11	AOE:3, Blast, AP:1, Demo:2	Indirect
AM	Artillery Missile	24-48/96	7	8	9	AOE:3, Blast, AP:1, Guided	Indirect
APGL	Anti-Per Grenade Launchers	0-3/-	5	6	7	AI, Frag, Prox	Direct
APR	Anti-Personnel Rockets	6-18/36	6	7	8	AI, AOE:3	Direct, Indirect
AR	Artillery Rockets	12-36/72	7	8	9	AOE:3, Demo:2	Direct, Indirect
ATM	Anti-Tank Missile	12-36/72	8	9	10	AP:2/3/4, Guided	Direct, Indirect
AVM	Anti-Vehicle Missile	6-18/36	5	6	7	AP:1, Guided	Direct, Indirect
BB	Bomb	0/-	8	-	-	AOE:4	Direct
BZ	Bazooka	6-12/24	7	8	9	AP:2/3/4	Direct
CW	Combat Weapon	0/-	7	8	9	Demo:2	Melee
FC	Frag Cannon	3-9/18	5	6	7	Precise, AP:1/2/3 (OR) Frag, AI	Direct
FG	Field Gun	12-24/48	9	10	11	AOE:3, Blast (OR) AP:3/4/5	Direct, Indirect
FL	Flamer	0-9/18	3	4	5	AI, Fire:2/3/4, Burst:1, Spray	Direct
FM	Field Mortar	18-36/72	8	9	10	AOE:4, Blast	Indirect
GL	Grenade Launcher	6-12/24	6	7	8	AOE:3, Blast, AP:1, Burst:1	Direct, Indirect
GM	Guided Mortar	18-36/72	7	8	9	AOE:3, Blast, Guided	Indirect
HG	Hand Grenades	3-6/9	8	9	10	AOE:3, Blast, AP:1	Direct, Indirect
ICW	Infantry Combat Weapon	0/-	4	5	6	AI	Melee
IGL	Infantry Grenade Launcher	3-9/18	5	6	7	AOE:2, Blast (OR) AP:1	Direct, Indirect
IL	Infantry Lasers	6-18/36	3	4	5	AI, Advanced, Burst:1	Direct
IM	Infantry Mortars	12-24/48	4	5	6	AOE:2, Blast, AI	Indirect
IR	Infantry Rifles	6-24/48	4	5	6	Precise, AI	Direct
IS	Infantry Support Weapons	6-18/36	4	5	6	-	Direct
IW	Infantry Weapons	0-9/18	3	4	5	AI, Burst:1	Direct
LC	Laser Cannon	12-36/72	6	7	8	Precise, Advanced	Direct
MG	Machine Gun	3-9/18	3	4	5	AI, Burst:2, Split	Direct
P	Pistol	0-12/24	6	7	8	Precise	Direct
PA	Particle Accelerator	6-24/48	7	8	9	Haywire, Advanced	Direct
PL	Pulse Laser	6-24/48	6	7	8	Burst:1, Advanced (OR) AP:2/3/4, Apex, Advanced	Direct
PZ	Panzerfaust	3-6/9	7	8	9	AP:2/3/4	Direct
RC	Rotary Cannon	6-18/36	5	6	7	Burst:2, Split	Direct
RF	Rifle	12-36/72	6	7	8	Precise	Direct
RG	Railgun	12-48/96	4	5	6	Precise, Advanced, AP:4/5/6	Direct
RL	Rotary Laser	6-18/36	5	6	7	Advanced, Burst:2, Split	Direct
RP	Rocket Pack	6-18/36	7	8	9	AOE:3, AP1	Direct, Indirect
SC	Snub Cannon	3-9/18	8	9	10	AP:2/3/4, Demo:3	Direct
SE	Shaped Explosives	0/-	8	9	10	AP:2/3/4, Demo:4, Brawl:-1	Melee
SG	Spike Gun	0/-	6	7	8	AP:3/4/5	Melee
SMG	Submachine Gun	0-9/18	5	6	7	Burst:2	Direct
TG	Tank Gun	12-36/72	9	10	11	AP:3/4/5, Demo:2	Direct
VB	Vibro-Blade	0/-	7	8	9	AP:2/3/4	Melee

- ▷ The letter prefixes L, M, and H indicate which column to use for the weapon's base damage.
- ▷ Traits ratings listed with X/Y/Z indicate X for light weapons, Y for medium weapons, and Z for heavy weapons.
- ▷ If a weapon's maximum range is its optimal range, such as with melee weapons and APGLs, then it will not have a number after the forward slash (/).

HEAVY GEAR BLITZ FORCE RECORD SHEET

Player Name _____

Faction / Sub-List _____

CG 1 Primary	Model Name	Upgrades	Role	TV Cost
Total:				

CG 1 Secondary	Model Name	Upgrades	Role	TV Cost
Total:				

CG 2 Primary	Model Name	Upgrades	Role	TV Cost
Total:				

CG 2 Secondary	Model Name	Upgrades	Role	TV Cost
Total:				

Notes	TV Cost
	CG 1 Primary:
	CG 1 Secondary:
	CG 2 Primary:
	CG 2 Secondary:
	Other Costs:
	Total TV:

Token Sheet

OBJECTIVE 1 OBJECTIVE 2 OBJECTIVE 3 OBJECTIVE 4

VICTORY POINT VICTORY POINT VICTORY POINT VICTORY POINT VICTORY POINT

SKILL POINT SKILL POINT SKILL POINT SKILL POINT COMMAND POINT COMMAND POINT

CRIPPLED

CRIPPLED

CRIPPLED

CRIPPLED

Coordinated Attack ECM Defense Up Evade Damage Control Let Them Have It

0.5 1 1.5

HEAVY GEFER BLITZ!

COMMAND POINT

COMMAND POINT

Quick Height Check Ruler

No Move No Move No Move No Move Charge

Pop Smoke

STAND BY STAND BY STAND BY STAND BY

HIDDEN HIDDEN ECM DEF ECM DEF

Haywire (x2) Corrosion Immobilized Dangerous Terrain

DESTROYED DESTROYED DESTROYED DESTROYED

1 DAMAGE 1 DAMAGE

1 DAMAGE 1 DAMAGE

2 DAMAGE 2 DAMAGE 2 DAMAGE 2 DAMAGE

3 DAMAGE 3 DAMAGE 3 DAMAGE 3 DAMAGE

4 DAMAGE 4 DAMAGE 4 DAMAGE 4 DAMAGE

HEAVY GEAR

BLITZ!

3RD EDITION RULES

Welcome to Heavy Gear Blitz 3.1

Mother Earth has returned to lay claim to the colony worlds. With over half of the colonies subjugated by these modern conquerors, the various systems are in a desperate struggle to maintain their way of life. Earth's interstellar invasion force now bears down on Terra Nova, an arid planet that has so far managed to resist due to their warrior cultures and sheer stubbornness.

With each victory, Earth accrues more power and influence. Caprice, Utopia and Eden all offer their warriors to this growing juggernaut. But are they all so willing? While Caprice is reluctant to openly resist, they fight a shadow war that threatens to be their end. Utopia has aligned itself with Earth's ultimate goals, but the Black Talons have not yet given up on sparking a planet-wide insurgency. Eden is a tangle of nobles lost in devising their own fortunes, glory, or just plain revenge.

The stage is set as Earth and her subjugated allies descend on Terra Nova once more. The stakes of the War for Terra Nova have never been higher. The outcome has never been so uncertain.

Within the Heavy Gear Blitz 3.1 you will find:

- ◆ Expanded lore content to explore, all the rules you need, and the compendium of models, neatly wrapped up into one book.
- ◆ Feudal overtones meet near-future warfare. New Edenite machines of war make their debut.
- ◆ Ten factions, dozens of sub factions with hundreds of options to select, ranging from infantry and gears to striders and super-tanks.
- ◆ Multitudes of upgrades and customization options, offering you thousands of ways to customize your very own forces, down to each individual warrior.
- ◆ A diverse array of weapons to select from, from pistols and pulse lasers to grenades and heavy artillery.
- ◆ The official background for Terra Nova's Confederated Northern City-States (North), Allied Southern Territories (South), Peace River, New Coalition (NuCoal), Black Talon, and Leagueless factions. Along with Earth's Colonial Expeditionary Force (C.E.F) and the colonies of Caprice, Utopia and Eden.
- ◆ Plus a weapon recognition guide, reference sheets, and token sheets.

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