DP9-012

HEAVY GEAR™

NORTHERN FIELD GUIDE

- 18 VEHICLE DESIGNS & RECORD SHEETS
- EXTRA WEAPONS
- EXTRA PERKS
- 81 COLOR COUNTERS

NORTHERN VEHICLES 2

A MECHANICAL CATALOG FOR THE HEAVY GEAR UNIVERSE

FIELD GUIDES: NORTHERN VEHICLES 2™ DIRECTED by Pierre Ouellette STARRING Marc-Alexandre Vézina, Gene Marcil and Jean Carrières SCREENPLAY Pierre Ouellette BASED ON A GAME by Dream Pod 9 BASED ON A STORY by Pierre Ouellette PRODUCER Jean Carrières CINEMATOGRAPHER Marc-Alexandre Vézina FILM EDITOR Brian Faughnan MERCHANDISING Robert Dubois COMPUTER GRAPHICS & SPECIAL EFFECTS Ghislain Barbe, Normand Bilodeau, Jeff Fortier and Pierre Ouellette SOUNDTRACK by YFA

DREAM POD 9

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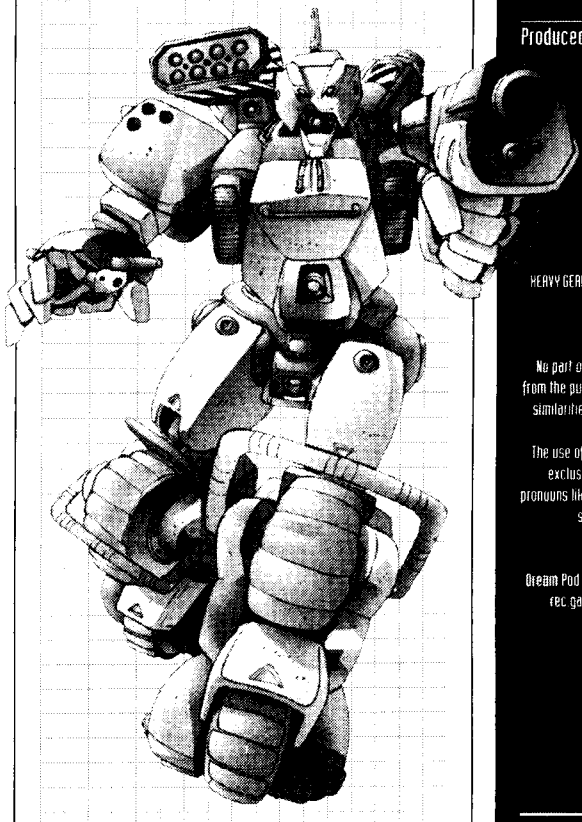

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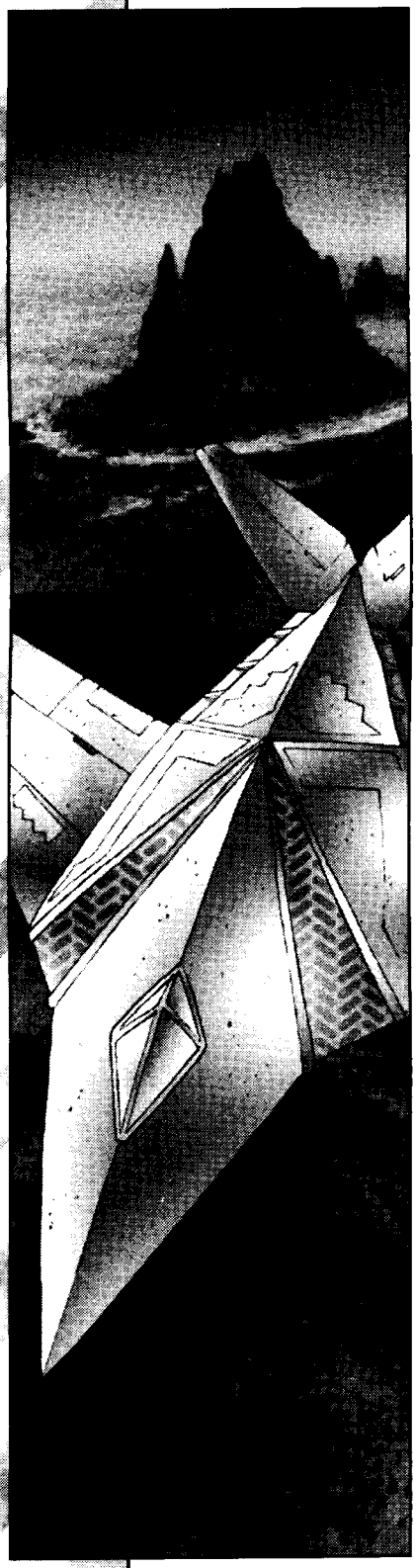
THE BRIGHT LIGHTS OF THE GUARD



The *Shadowfox* disappeared from sensor screens across the Badlands as the baffles covered its heat signature. It slipped through the night sky at 800 klicks an hour, a black angel surveying its territory.

"Activating stealth mode."

Captain Ames patted his machine proudly as they passed the first line of sensor posts. "Well, what do you think Lieutenant? She's a beaut isn't she. Okay, she's got the aerodynamics of a brick, but I'd like to see a scramjet slip into Southern territory like this."

"Unbelievable. Scary sir. Like a ghost in the night. We could bomb them back to the stone age and they'd never see it coming."

"Don't get too cocky Lieutenant. You never know what they'll come up with. Watch your altitude, you're dipping a bit."

Ames sat back and let Deerborn fly the plane. He wished they would let him show those Southern bastards what a real plane can do, but talk, talk, talk was all they could do. With the M36 bombs on this baby he could end the Southern threat all by himself, but orders were orders.

"Bring her back around Lieutenant. We've buzzed the Southies enough for the time being, let's call it a night."

Deerborn turned smoothly, nice and easy. Soft hands on that one, Ames thought, make a great pilot someday. He closed his eyes and listened to the gentle hum of the engines on stealth mode. The finest flying machine the North has ever built.

Suddenly, the plane shook as a loud boom echoed through the fuselage.

"Blowout in paper two and three! Can't hold altitude!" Deerborn screamed. "Sensors gone port side!"

Ames leaned over and stared at the port wing, "By Mamoud... half the wing's gone." He contemplated the torn wing for a moment

"Eject! Eject!"

Ames pulled the ejection handle and burst out of the aircraft, Deerborn followed a fraction of a second later. Ames hit hard, smashing into the sand with almost killing force.

When he woke in the hospital, his C.O., Major Prucalcathorn, was standing there, waiting.

"What... What in Mamoud's name was it? Some new Wuerger or Damocles? How'd it hit us? There was no lock. I swear to God there was no lock."

"It wasn't a missile Captain, but something a little more... ah.... reptilian."

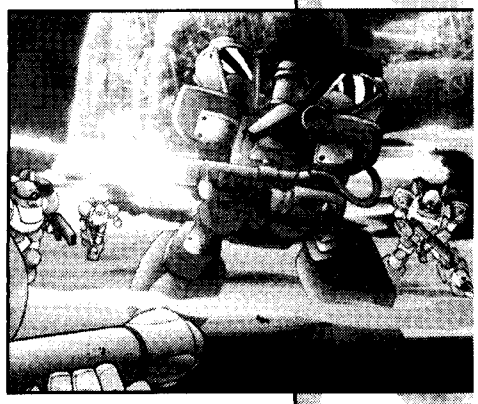
"Reptilian?"

"You sucked a varis into engine #2. Blew it right off. You're lucky to be alive. Could be a new secret weapon at that. Might be something worth exploring. What do you think about trained varis' working for the Guard? "

Prucky smiled as he walked away. Everybody is a comedian, Ames thought, no wonder we never get anywhere.

1.1 INTRODUCTION

The **Terra Nova Field Guides** are meant as a set of quick reference manuals for students of military history on Terra Nova. They will find within these books the statistics and specifications for the most common military equipment used by the armies of Terra Nova. This volume is dedicated to Heavy Gears and vehicles that saw service in the armies of the leagues of the Northern Hemisphere. The only models listed here are those that are common to all the leagues. Designs or variants that are used by a single league will be examined at a later date in another manual.



While meticulous care was taken to ensure an accurate and up-to-date manual, the ever-changing nature of vehicles and the secrecy of military-related designs make this task Herculian at best. The reader must also take into consideration the fact that most of the information contained within the guides originates from the manufacturers themselves and reflects generic, minimally trained Gears. Depending on individual machines and maintenance records, field performance might differ from that published here.

1.1.1 HEAVY GEAR MANUFACTURERS

While there are almost a hundred companies involved in the manufacture, marketing and distribution of Heavy Gears — civilian and military models alike — only a few companies have consistently demonstrated their skill and expertise. Here a few of those companies.

• Noveren Materials [Livingstone]

Founded in TN 1826 by Noveren Ventures, a corporation whose goal was to promote the development of new technologies and a stronger economy in the North, Noveren Materials is often commissioned by Northco and Shaian Mechanics to develop and mass produce specific materials and alloys required by new Gear designs.

Nowadays, Noveren Materials represents over 25% of Noveren Ventures' business in the North. Not only are Noveren engineers known for their efficiency (and high fees) throughout the Northern Hemisphere, but word of their excellence has even reached Southerners, who occasionally contract them for non-military purposes (especially in the Mekong Dominion). While Noveren is legally allowed to take its business wherever it wants, it is heavily watched by the Norlight government and often actively "discouraged" from signing contracts with companies in the Southern leagues.

• Brok Enterprises [Livingstone]

Brok Enterprises, a young but ambitious company, was founded only 47 cycles ago (in TN 1886) by Emil Brok to design heavy machinery and robotic tools. When Northco decided to revamp its *Bricklayer* production lines and to have most of its parts produced by outside contractors, Brok Enterprises made a very attractive proposal for the crane assembly and won the contract.

While most of Brok's production is still non-Gear oriented, many suspect that the R&D department has begun working on some construction Gear of its own that would replace the old *Bricklayer* with something more efficient and much cheaper.

The company is still run by Emil Brok, but his daughter Fala and his son Jon, who both work for him, are next in line to replace him after he retires. Many expect some kind of power struggle to occur between the siblings when that happens.

• Abaline Research [Marathon]

While it is well known for its advanced neural net developments in Marathon, Abaline Research is far better known for its efficient vehicle Nnets. Abaline's expertise was first sought by Northco in TN 1677, back when the company was named Abaline Computing Corporation (ACC). The company was asked to provide a neural network that could interface with a humanoid frame and handle simple remote controls. The ACC engineers could not be fooled for very long, however, and quickly figured out that they were working on the BOT project. On the side, ACC founded Abaline Research and began developing the next step in neural nets and "thinking" interfaces, which they sold to Northco at a fairly high price when they were asked to deliver a new version of the *Hunter*'s Nnet.

While ACC was the original company, Abaline Research became its most successful branch. Thirty five cycles after the first *Hunter* rolled out of Northco's factories, ACC had faded into oblivion and was absorbed by Abaline Research.

• Riley Weapon Systems [Fort William]

Riley Weapon Systems is the largest weapon-producing consortium in the Northern Hemisphere, manufacturing and marketing some of the finest armaments available on Terra Nova. They are best known for their UBM mortar series as well as their M222, M223, M224 and M225 autocannons, but these only represent the tip of the iceberg. The M25 Pack Gun and the GM-60L Mortar — many pilot's favorite weapons — are also some of their best designs. The KP1215 rocket launchers and the PP-113 shells, while not particularly affordable, have been favored by many Gear pilots in the Badlands who are looking for high explosive or piercing weaponry at an affordable price.

The company, founded in TN 1763, has not changed much in structure since its early days. Based on individual merit and abilities, one can rise through the ranks of the company and even technically become chairman of the board — the corporation provides whatever training is required as long as the trained employee signs a 3-year renewal of its work contract. Although no one has ever made it from bottom to top, Oama Jensin, head of the design department, has made it from simple worker on the assembly line to her current position in less than thirty cycles. Many expect to see her head the corporation before she turns seventy cycles.

2.1 NEW WEAPON SYSTEMS

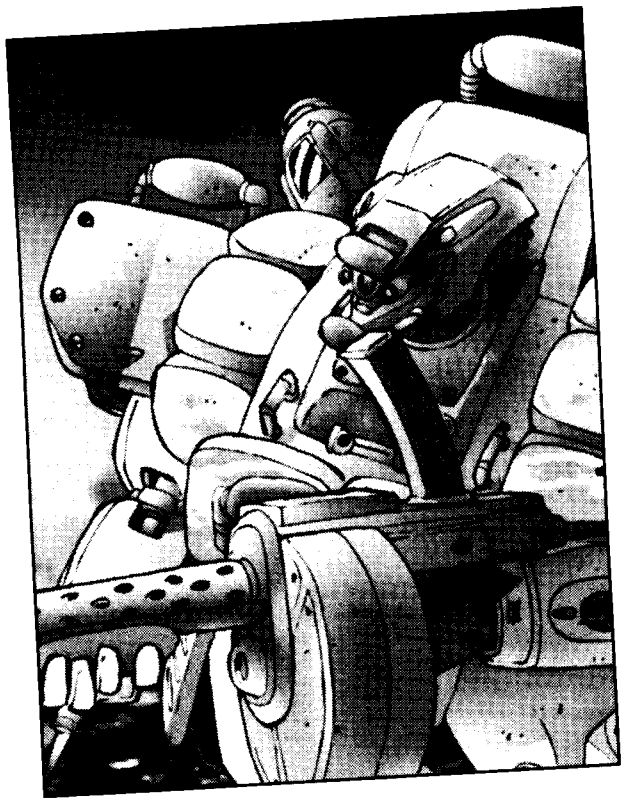
The weapon systems introduced in the **Heavy Gear** rulebook and the previous fieldguides were merely a small sample of the armaments available. Here are nine other weapon systems that see common use on Terra Nova. These weapons are available to all armed forces, without restrictions.

VEHICLE WEAPON LIST

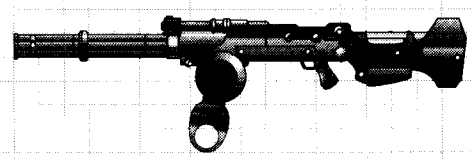
Name	Code	Rating	Range	Dam.	Acc.	RoF	Ammo (ea.)	Min. Size	Special
Very Light Machinegun	VLMG	25	1/2/4/8	x2	0	+3	0.02	2	Anti-Inf.
Very Light Autocannon	VLAC	69	2/4/8/16	x6	0	+2	0.18	3	-
Very Light Rifle	VLRF	44	2/4/8/16	x6	0	0	0.18	3	-
Hvy Inc. Rocket Pack/24	HIRP/24	606	3/6/12/24	x16	-1	+3	1.70	5	Indirect Fire, Slow Burn
Hvy Inc. Rocket Pack/48	HIRP/48	641	3/6/12/24	x16	-1	+4	1.70	5	Indirect Fire, Slow Burn
Anti-Gear Missile	AGM	756	3/6/12/24	x15	+1	0	15.12	4	Guided
Lt Pulse Laser Cannon	LPLC	474	3/6/12/24	x20	+1	0	1.90	5	-3 Damage per range band
Hvy Pulse Laser Cannon	HPLC	642	3/6/12/24	x24	+1	0	2.57	5	-4 Damage per range band
Gatling Laser	HGLC	350	2/4/8/16	x16	+1	+1	1.06	4	-3 Damage per range band

2.1.1 CANNONS

Cannons include any weapon that can accelerate one or more projectiles using a chemical explosion. They are rugged, adaptable and effective, which is why they are very popular on Terra Nova. Cannons can take a variety of forms, from single barrel guns to rotating multi-barrel "gatling"-type weapons. Most modern cannons include an autoloader and/or a belt-feeder mechanism, or are clip-fed for easy reloading.



• Very Light Machinegun

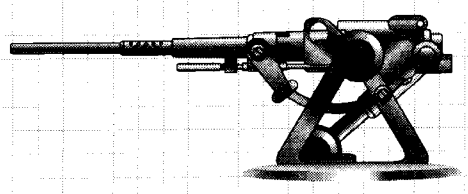


Purpose:	Anti-Infantry
Effective Range:	400 m
Penetration:	5 mm
Accuracy:	average
Mode of Fire:	burst
Usual Ammo Load:	1000-5000 bullets

The Very Light Machinegun is a standard infantry support weapon that has been adapted for vehicular use. It is usually attached to a motorized pintle mount to avoid exposing the gunner. While the machinegun is useful against unprotected infantrymen, it is nearly worthless against vehicles, even unarmored ones.

The Brucker M769 is a functional and rugged machinegun capable of firing belt-fed, standard 7 mm cased ammunition. It is often pintle-mounted on jeeps, trucks and other support vehicles.

• Very Light Autocannon



Purpose:	Anti-Gear/Anti-Infantry
Effective Range:	800 m
Penetration:	38 mm
Accuracy:	average
Mode of Fire:	burst
Usual Ammo Load:	60 shells

The Very Light Autocannon lies somewhere between a heavy infantry machinegun and a vehicle-mounted autocannon. Although its armor-piercing shells are not very useful against infantry, the VLAC is a perfect back-up, anti-armor weapon for light vehicles. Many scout cars carry one such cannon on a rear weapon mount.

The Riley M202 is a well-known example of the Very Light Autocannon. The single barrel, air-cooled weapon fires non-standard 15 mm shells but will accept similar rifle ammunition of the same caliber.

• Very Light Rifle

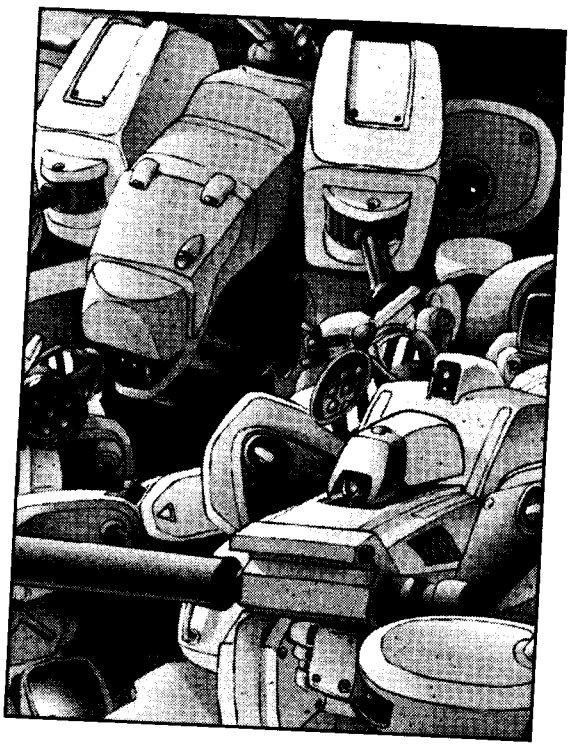
Purpose:	Anti-Vehicle
Effective Range:	800 m
Penetration:	38 mm
Accuracy:	average
Mode of Fire:	burst
Usual Ammo Load:	60 shells

The Very Light Rifle is a very small vehicle gun designed as a backup weapon for light scouting vehicles. Its 20 mm shell can pierce the skin of most light vehicles, but not much else. It is popular with rovers because its simplicity makes it easy to maintain in the field.

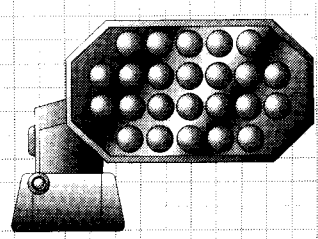
The "R"-series includes single shot weapons ranging from light guns to field artillery. The R127 VLRF is a single shot cannon that has been likened to an enlarged rifle. Its battlefield usefulness is limited except when delivering custom ordinance such as smoke or marker shells.

2.1.2 ROCKETS AND MISSILES

This type of weapon consists of a high-explosive, shaped charge warhead propelled by a rocket motor. Guided rockets are referred to as "missiles." The simpler rockets are even more popular because they give effective firepower to light vehicles unable to handle the recoil of the large battlefield guns.



• Heavy Incendiary Rocket Packs/24

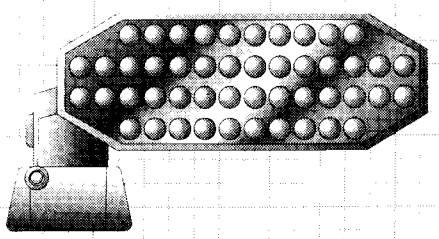


Purpose:	Anti-Vehicle/Scorched Earth
Effective Range:	1200 m
Penetration:	260 mm
Accuracy:	poor
Mode of Fire:	single or ripple
Usual Ammo Magazine:	24 rockets

The Heavy Incendiary Rockets are similar to Heavy Rockets, but carry an incendiary warhead (most often a white phosphorous/napalm-type chemical gel). The warheads spread a viscous burning liquid that keeps affecting the target after the hit. HIRs are used mostly for mass destruction.

Northco does not produce many rocket launchers, but their 24-rocket HI-8 pack is well known for its brutal efficiency and smooth operation.

• Heavy Incendiary Rocket Packs/48

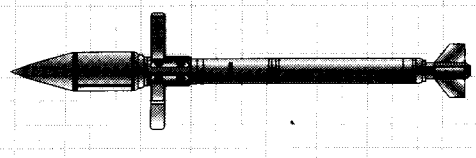


Purpose:	Anti-Vehicle/Scorched Earth
Effective Range:	1200 m
Penetration:	260 mm
Accuracy:	poor
Mode of Fire:	single or ripple
Usual Ammo Magazine:	48 rockets

The 48-rocket HIRP is one of the most devastating battlefield weapons used by land vehicles on Terra Nova. Not only are the incendiary warheads very powerful, they can be ripple-fired to cover a very large area. This is intended to catch several targets at once and deny the area to the enemy since the burning zone will be impassable for several minutes while the chemicals consume themselves.

The weapon shown above is the Territorial Arms 82 mm HIRP, a standard SCRP rocket pod refitted to launch incendiary rockets. Although the warhead is less potent on impact, having been replaced by a smaller one to make room for the incendiary fuel tanks, the rocket motor and guidance system were left as is, giving the HIRP about the same performance profile as a regular heavy rocket launcher.

• Anti-Gear Missile



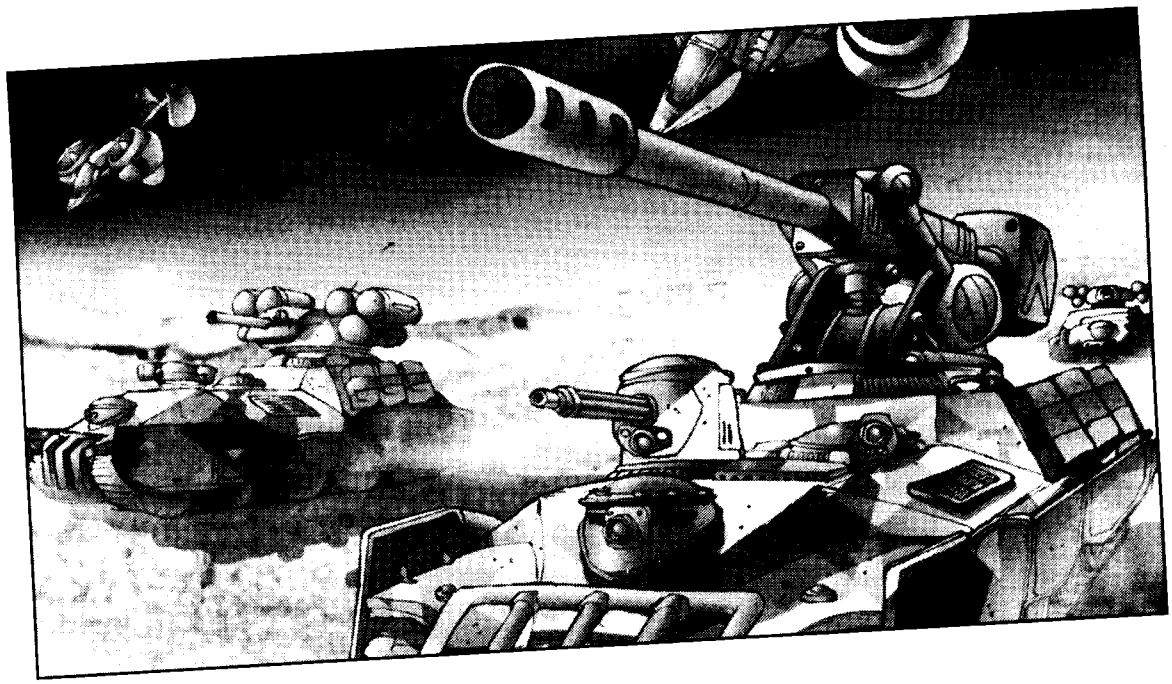
Purpose:	Anti-Gear
Effective Range (air):	6000 m
Penetration:	225 mm
Accuracy:	good
Mode of Fire:	single
Usual Ammo Magazine:	2 to 4 missiles

The Anti-Gear Missile is a smaller, lighter version of the standard anti-tank missile. The warhead is useless against the heavy armor of the larger tanks, but they can handle just about any other armored vehicle. The majority of AGM designs are wire guided using a very thin optic fiber, but a few models are laser or radio guided. Because of their reduced size, multiple AGMs can be carried within a single launcher.

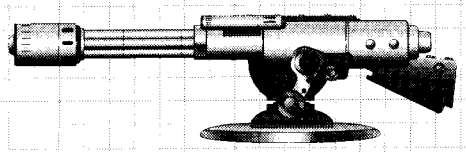
The Hammerstrike-II missile can be fired from a ground launcher or, with the aid of an additional solid fuel booster, from an aircraft or other vehicle. The small projectile lacks the punch of a standard anti-tank missile, but is powerful enough to dispose of most light armored vehicles and, of course, Gears.

2.1.3 LASER WEAPONRY

Laser is an acronym for Light Amplification by Stimulated Emission of Radiations. This type of weapon fires a beam of coherent energy, generally light in the near-visible frequency range, using the millenia-old High Energy Laser (HEL) techniques. Accuracy is very high, though always limited by the fire control computer.



• Gatling Laser Cannon

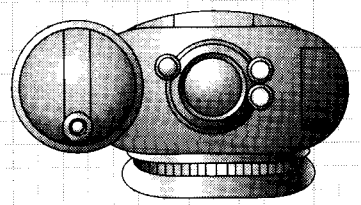


Purpose:	Anti-Vehicle
Effective Range:	800 m
Penetration:	260 mm (up to 100 m range)
Accuracy:	good
Mode of Fire:	burst
Usual Energy Charge:	40 shots

The Gatling Laser is a specialized rapid-firing energy beam weapon that uses multiple lasing chambers to recharge its capacitors faster and to better dissipate the heat of continuous fire. The resulting "machinegun effect" can be used to attack multiple targets. Although the increased energy pumped into each shot dissipates quickly in an atmosphere, the Gatling Laser can spread its fire over a larger area than other continuous-firing lasers.

FyStar Weapon Works recently introduced its brand new Helios-series laser. Although it is somewhat low-powered for a battlefield weapon, the Helios uses three 10 mW lasing chambers situated around a central core and activated by an electric motor on a separate circuit.

• Light Pulse Laser Cannon

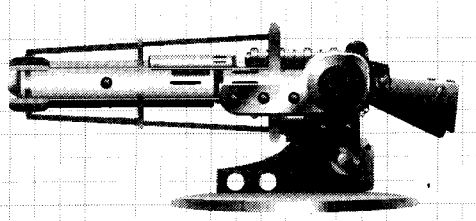


Purpose:	Anti-Vehicle
Effective Range:	1200 m
Penetration:	400 mm (up to 150 m range)
Accuracy:	average
Mode of Fire:	single
Usual Energy Charge:	15 shots

A weapon similar to the Light Laser Cannon, the Light Pulse Laser concentrates all its power in a single, highly concentrated pulse of energy. Although this reduces the range because of increased beam attenuation, it also causes a lot more damage to the target. Light Pulse Laser Cannons have an output of around 15 to 20 mW, depending on lasing efficiency.

The Sergon Optics A-20 Lightbearer is a 17.5 mW free-electron pulse laser mounted in the upper turret of the Aller Main Battle Tank. Sergon Optics is a division of Hyperion Works and is well known for its quality lasers.

• Heavy Pulse Laser Cannon

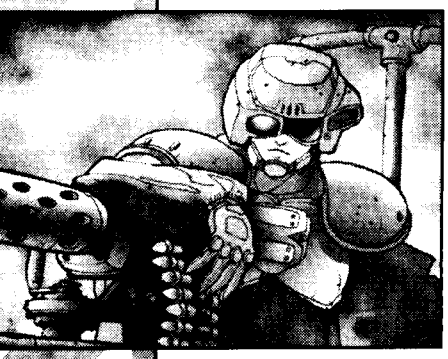


Purpose:	Anti-Armor
Effective Range:	1200 m
Penetration:	575 mm (up to 150 m range)
Accuracy:	average
Mode of Fire:	single
Usual Energy Charge:	10 shots

Like the lighter PLC, the Heavy Pulse Laser concentrates all its power in a single, highly concentrated pulse of energy. Although the beam rapidly loses coherence and power, the weapon is still very accurate for its large size and packs quite a punch. Heavy Pulse Laser Cannons have an output of around 25 to 35 mW and require large capacitor banks that take a long time to recharge.

The 35 mW HA Armorwerks PLC-35 is, without a doubt, the largest vehicular laser system currently in use. Pieced together from the remnants of crashed Earth ships' weapon arrays, the PLC-35 is a powerful battlefield laser capable of outperforming most projectile weapons at close range. Unfortunately, interactions with airborne particles greatly reduces its penetration depth over a longer range.

2.2 NEW PERKS



Many vehicles have special features that are not covered by the vehicle's tactical and strategic statistics. These features are represented by Perks and Flaws. Those with the designation (AUX) are defined as auxiliary systems for damage purposes while those with the designation (R) have a rating that is always listed next to the Perk or Flaw on the data sheet.

The following are official additions to the Perks listing in the **Heavy Gear** rulebook (p. 144) and the two previous field guides, **Northern Vehicles 1** (N 1) (p.7) and **Southern Vehicles 1** (S 1) (p. 7).

One of the listed Perks is a revision of the old Vehicle Bay Perk (page 149 of the rulebook). The Vehicle Bay Perk is now cheaper and better explained than before. Note that the carrier vehicles presented in this book (the *Orca* and *Behemoth*) use the new cost and function of the Vehicle Bay Perk.

• Chaff/Flare Dispenser AUX R

Chaff and Flare dispensers are used to confuse and defeat the radar and infrared guidance systems of incoming missiles. In game terms, each use of a Chaff/Flare Dispenser grants the vehicle a defense bonus versus rockets, missiles and guided weapons. The dispenser's rating is added to the driver's defense roll. If the result of the vehicle's modified defense roll is greater than the attacker's roll, the countermeasures have successfully misled the missile(s).

Example: Infantryman Alpha launches a guided missile at tank Beta. Alpha's attack roll is a 6. Beta's defense roll is a 4. Fortunately, tank Beta has a Chaff/Flare Dispenser (rating 2). The rating is added to the defense roll, giving a final result of 6. Since the modified defense roll is equal to Alpha's attack roll, the chaffs and flares have misguided the missile.

Use of a Chaff/Flare Dispenser does not cost an action. There is no limit, other than the dispenser's ammo load, to the number of chaffs or flares that can be used in one round, but only one shot is expended per defense roll.

COST = (RATING X 5) +(AMMO/20)

• Pintle Mount AUX

It is possible to install an infantry weapon just outside one of the hatches of a vehicle on a simple swivel mount. Such a weapon is said to be pintle-mounted and must be operated by one of the vehicle's crewmen. That crewman can do nothing else except fire that gun and is exposed to enemy fire (count as Exposed Crew Compartment for the gunner only, if the vehicle isn't already open-topped). Pintle mounts have a 180° arc of fire (chosen at the time of design), but can be swung around in the opposite direction at the cost of one action.

The weapon is not protected by the vehicle's armor and counts as an Auxiliary system. Fire Control hits neither affect pintle mounted weapons nor does the Fire Control bonus of the vehicle apply to them (they are not controlled through the computer). Firing penalties are equal to -1 for more than half and up to Combat speed, and -2 for Top Speed, in addition to any other modifiers.

Pintle mounts are quite simple to build and add practically nothing to the cost of the vehicle. The weapon itself is a standard infantry weapon (see list on page 100 of the rulebook). The cost of the weapon is equal to its Damage Multiplier and is added to the vehicle's Offensive Score.

COST = FREE (COST OF WEAPON IS ADDED TO OS)

• Ablative Armor R

One (or more) facing of the vehicle is covered with a special, very advanced armor plating which shatters away under kinetic and impact stress or vaporizes when hit by a HEAT-effect weapon (whether a shaped-charge warhead or a laser beam). This absorbs much of the incoming energy (and thus damage), but the ablative armor must invariably be replaced after each battle.

The maximum amount of ablative armor that may be carried is equal to half the Armor rating of the vehicle (rounded down). When the vehicle is hit, add the current rating of this perk to the Armor rating of the vehicle. Each defensive arc (Front, Rear Sides and Rear) must be protected separately. Ablative armor is not compatible with Reactive armor (see **Field Guide: Southern Vehicles 2**).

Ablative armor automatically loses 1 point from its rating per ten point (or part thereof) of damage every time it is hit, in addition to the normal Armor reduction (if applicable). The Ablative Armor loses points every time the vehicle is hit, whether the attack damages the vehicle or not.

COST (PER DEFENSE ARC) = RATING/2

• Vehicle Bay

Note: this perk replaces the original Vehicle Bay perk found in the rulebook, page 149).

The vehicle has a vehicle bay for storing another, smaller vehicle. There are also facilities to maintain and refuel such vehicles (the main difference between a cargo bay and a vehicle bay). Vehicles with vehicle bays are usually called carriers. Vehicle bays on a carrier may be purchased separately. Carried vehicles spend one entire round disembarking from the carrier, during which time they may fire but not move.

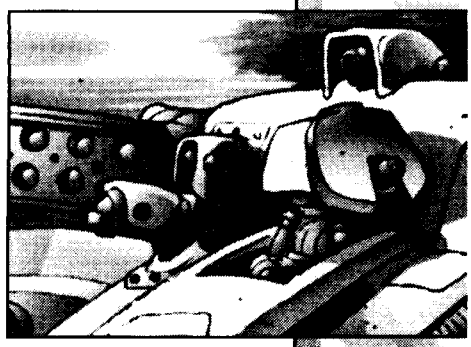
Vehicle bays are rated in terms of the type of vehicle carried and the maximum weight they can hold. Each vehicle is considered as massing the maximum weight of its Size category. For example, a Size 10 bay holds up to 30 tons of vehicles: that can be 375 Size 1 vehicles, three Size 7 vehicles or one Size 9 and one Size 6 vehicles, and so on. The type of vehicle must be specified during construction, i.e. a bay designed to house assault boats cannot houses tanks or jet fighters.

COST = (MAXIMUM CARRIED WEIGHT IN SIZE POINTS)

2.3 STANDARDIZED VEHICLE CODE [TN 1933]

During the War of the Alliance, the joint military staff of Terra Nova realized that the identification procedures used for the military hardware of the different armies were very different and often highly confusing. Not only did identification codes vary between city-states and leagues, they also sometimes differed between the manufacturers themselves!

Faced with the colossal task of organizing supply lines for multi-national units and keeping tabs on Terra Nova's now precious weapon store, the brass designed a new identification system that was systematically applied to all vehicles in service at the time, regardless of their previous ID codes. Many officers on all sides argued loudly (and still do) that such a system would just cause even more confusion than before. Unfortunately, they were right — the new codes, although seemingly logical at first glance, were not uniformized and proved extremely confusing. Never let a committee decide anything...



NORTHERN CODES

Two sets of ID codes are in general use: one for the North and one for the South. The provenance prefix is first (either HACS or OACS), followed by a number which describes the frequency of the unit of this size class in the military rank. The last suffix explains the function of the vehicle. The suffixes were listed in the first volume of the Field Guides and will not be repeated here. Norlight vehicles were usually identified by a letter indicating the type of vehicle, followed by a serial number. The new system is similar, except that the ID letters are more standardized and preceeded by the prefix "N" (for Northern vehicles). Aircraft are generally exempted from this rule. Since the War, the new code classification is more widely used than any other.

NORTHERN MILITARY ID CODE

HMVS	Humanoid Multi Vehicle System (used for civilian models)
HACS	Humanoid Armored Combat System
WACS	Walker Armored Combat System (Military Striders)
NT+number	Northern Armored Combat Vehicles
NA+number	Northern Armored Personal Carriers
NV+number	Northern Logistic and Support Vehicles
P+number	Fighter Aircraft
T+number	Transport Aircraft

OLD AND PRODUCTION ID CODES

As mentioned above, before the War of the Alliance all manufacturers used different systems to assign identification codes to the machines they produced. Many still do, even though they know the vehicle will be assigned an "official" code if and when it enters military service. This may make the study of the Terranovan military history very confusing for students, as each vehicle will often have more than one ID code depending on the historical period and the point of view considered.

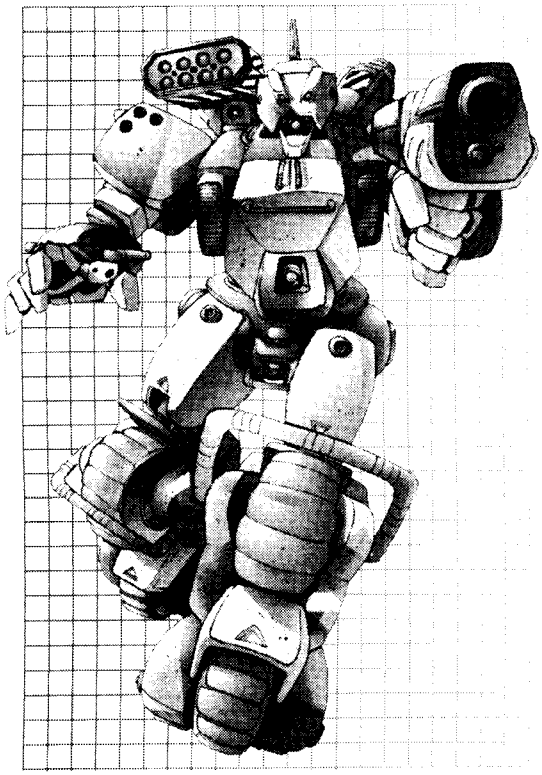
Heavy Gears were so innovative at the time of their introduction that a traditional millennia-old custom was ignored. Unlike many other vehicles whose identification codes normally consist of one letter plus some number, all original Gear codes consisted of two letters followed by a number, plus some letters and numbers to express variants. In general, Gears received numbers in the order in which they entered service (for example, the *Hunter* was the first Heavy Gear to enter service, as denoted by its GP-01 code). Later on, they would receive even more complex ID numbers, as explained in the first volume of this Field Guide series.

For the reader's information, the table at right lists the original identification codes of all the Gears and vehicles presented in this field manual. Note that prototype codes and individual production serial numbers are not included in this list for clarity and simplicity.

PRE-WAR ID CODES

Vehicle	Original ID code(s)
Bobcat	SC-02
Cheetah MP	n/a
Cheetah Para	SC-03P
Hunter Recon	GP-01L, RGP-01
Kodiak	FS-03ZA
Razorback	FS-01
Tattletale	EW-01C
Tiger	GP-05
Assault Mammoth	WA-64
Thunderhammer	WA-35
Aller	MA-95
Klemm	MA-25
Tyburr	MA-26
Jaxon	MA-28
Aerial HG Transport	AT-975
Ground Gear Transport	MT-38
Rabid Badger AFV	MA-121
Shadowfox	n/a

HACS-02LG-SCT BOBCAT



• Overview

The *Bobcat* is both an advanced Heavy Gear and a throwback to an earlier time. It features an efficient electronic array, which includes an ECM device, and is both faster and more maneuverable than a *Hunter*. However, it is much less sturdily built than its ancestorand is equipped with a "kneel-down" SMS to counter a vertical balance problem. The design of the legs does not include reinforced armor plates for the joints, which caused many *Bobcats* to suffer from excessive damage to their structure and movement systems during engagements.

Apart from the unusual secondary movement system, the *Bobcat* also features a radical main body structure. Instead of sitting in the main body of the Heavy Gear, the pilots lie down on a special couch. The forward and top armor panels can be left open during movement, making the Gear's cockpit more confortable. The large panels also facilitate egress from the cockpit. Unfortunately, the nearly horizontal posture of the pilot leads to frequent neck aches.

The electronic equipment bay is housed just above the pilot's legs, underneath the vehicle's head. Whenever maintenance is required, the entire head and electronic bay assembly can be raised out of the body on twin hydraulic rails.

• Service Record

The SC-02 *Bobcat* was first developed to replace the makeshift *Hunter Recon* that was used in the early years of the Heavy Gear's introduction. It served for many cycles in the army of the United Mercantile Federation and later, in the Norlight armed forces. By TN 1702, the West Frontier Protectorate could field about 75 *Bobcats*. After the introduction of more advanced machines such as the *Cheetah*, most *Bobcats* were either reassigned to militia forces or decommissioned and sold for scrap parts.

• Specifications

Code name:	Bobcat	Production code:	HACS-02LG-SCT
Manufacturer:	Northco	Use:	scout/recon Heavy Gear
Height:	4.3 meters	Width:	2.9 meters
Average armor thickness:	34 mm	Armor material:	durasheet w/alloy
Standard operational weight:	5689 kg	Maximum speed on clear ground:	78 kph
Powerplant:	S-V478B V-Engine	Horsepower:	385 hp

• Weapons

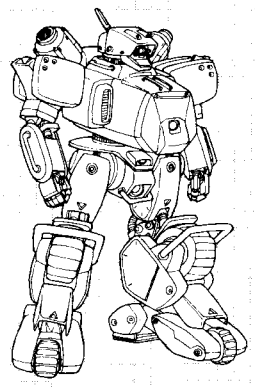
Name	Ammunition Payload	Name	Ammunition Payload
M25 Pack Gun	30	RP-109 Pepperbox	24
M-2A Hand Grenade	4	HW-VB-1 Vibroknife	-

• Options

Name	Modified Threat Value	Name	Modified Threat Value
Armor Jacket (Reinforced Location Armor 1, Crew)	587	Add AP Grenade Launcher (FF, 6 shots)	OS + 18
Add vibroblade	OS + 16	Add one grenade	OS + 11
Pouncing Bobcat (+ 5 grenades)	OS + 55	Tank Hunter (add Light Bazooka w/10 shots)	OS + 243.3
Armored Bobcat (+2 Armor, -1 Ground speed)	603		

VEHICLE RECORD SHEET

BOBCAT



VEHICLE DESCRIPTION

VEHICLE TYPE:	Bobcat
THREAT VALUE:	578
▶ OFFENSIVE:	534.4
▶ DEFENSIVE:	399.1
▶ MISCELLANEOUS:	801.0
SIZE:	6
▶ ORIGINAL DEFAULT SIZE:	8
CREW:	1
▶ BONUS ACTION:	0
COST:	385,333 marks
▶ PRODUCTION TYPE:	Mass Production
▶ INDV. LEMON DICE:	3

MOVEMENT

PRIMARY MOVEMENT MODE:	Walk
▶ COMBAT SPEED:	4
▶ TOP SPEED:	(49 kph) 8
SECONDARY MOVEMENT MODE:	Ground
▶ COMBAT SPEED:	7
▶ TOP SPEED:	(78 kph) 13
MANEUVER:	+1
DEPLOYMENT RANGE:	650 km

ELECTRONICS

SENSORS:	1
▶ SENSOR RANGE:	4 km
COMMUNICATION:	1
▶ COMMUNICATION RANGE:	20 km
FIRE CONTROL:	0

ARMOR

LIGHT DAMAGE:	13
HEAVY DAMAGE:	26
OVERKILL:	39

CREW

PILOT (LVL/ATTR):	
GUNNERY (LVL/ATTR):	

PERKS

NAME	RATING	GAME EFFECT
ECM	2	Offensive Electronic Warfare equipment
Hostile Environment Protection	-	Desert
Improved Rear Defense	-	Reduce rear defense penalties by one
Manipulator Arm x 2	6	Can punch
Target Designator	2	Used to target Guided weapons

FLAWS

NAME	RATING	GAME EFFECT
Annoyance	-	Piloting posture is hard on the neck
Fragile Chassis	-	"Structure" hits are one step worse

DEFECTS

NAME	RATING	GAME EFFECT
None	-	-

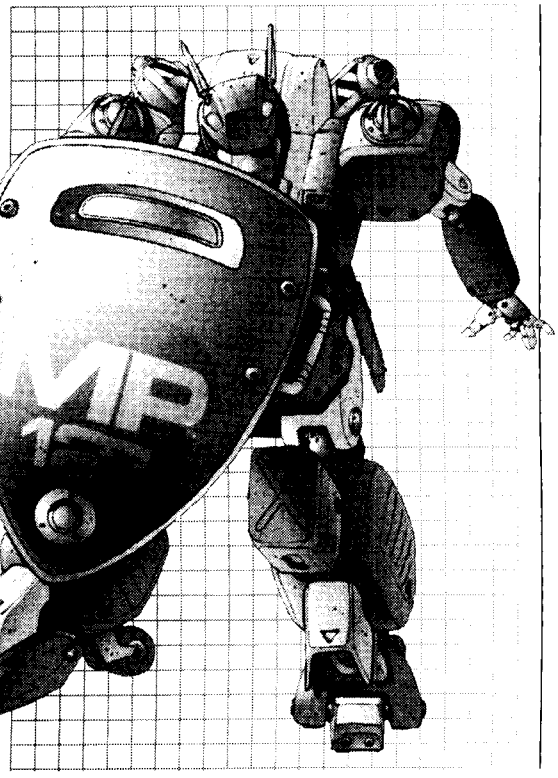
WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	Ammo	Special
Deployable Pack Gun	DPG	F	2	4	8	16	-1	x8	1	30	ROF2
Hand Grenade	HA	F	0	0	0	0	-1	x15	-	4	AI
Light Rocket Pack/24	LRP/24	F	1	2	4	8	-1	x12	1	24	IF
Vibroknife	VB	F	0	0	0	0	0	x8	1	-	-

DAMAGE

10		60	
20		70	
30		80	
40		90	
50		100	

HACS-01LG-P CHEETAH MP



• Overview

The second machine used by the Northern Guard's Military Police, the *Cheetah MP* is designed for those jobs the larger *Jaguar MP* just can not tackle. With awesome mobility, improved electronics and a slightly smaller size, the *Cheetah MP* is better suited for many police operations than its larger brother.

The Military Police version of the *Cheetah* differs very little from the standard mass-produced HACS-01LG-SCT. Aside from a new head module and the standard police shield and shotgun, both are remarkably similar in appearance and performance. The *Cheetah MP* trades the *Cheetah*'s large sensor and communications array for a sturdier and simpler one, better capable of withstanding the punishment of close-range combat. The police shield, while somewhat bulky, improves the survival chances of the thin-skinned Gear. To facilitate maintenance and resupply, both the fragmentation cannon and the shield are the same model as those carried by the *Jaguar MP*.

Strangely, the complex ECM package of the standard *Cheetah* has been retained for the police version. While many observers have decried this as an obvious waste of resources — given the *Cheetah MP*'s intended mission — the ECM equipment is well-liked by the MPs, allowing them a whole new range of tactics when facing down rebellious soldiers or enemy infiltrators.

• Service Record

The *Cheetah MP* is a relatively recent addition to the Military Police arsenal, having being developed from the infantry clearing Gears of the late cycles of the War of the Alliance. The Military Police detachment in Valeria received its first five machines in the Spring of TN 1927. Other city-states have since started to receive theirs, though Shaian has been notably slow in producing and delivering them.

• Specifications

Code name:	Cheetah MP	Production code:	HACS-01LG-P
Manufacturer:	Shaian Mechanics	Use:	military police Heavy Gear
Height:	4.3 meters	Width:	3.0 meters
Average armor thickness:	20 mm	Armor material:	durasheet w/alloy
Standard operational weight:	5830 kg	Maximum speed on clear ground:	89 kph
Powerplant:	S-V820S V-Engine	Horsepower:	425 hp

• Weapons

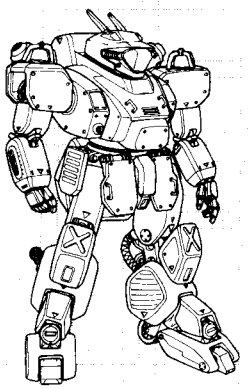
Name	Ammunition Payload	Name	Ammunition Payload
Northco Weapons F23 Frag Cannon	20	Mark VII Shield-mounted Grenade Launchers (x2)	12
HW-VB1 Vibroknife	-		

• Options

Name	Modified Threat Value	Name	Modified Threat Value
Armor Jacket (Reinforced Location Armor 1, Crew)	527	Upgrade FGC to LAC (30 shots)	OS - 85.2
Add AP Grenade Launcher (FF, 6 shots)	OS + 18	Add Deployable Pack Gun (30 shots)	OS + 62.5
Add one grenade	OS + 11	Grenadier (+ 5 grenades)	OS + 55
Bloodhound variant (Searchlight, F, 100-meter range)	550	Ambush variant (add smoke launchers, 10 shots)	535

VEHICLE RECORD SHEET

CHEETAH MP



VEHICLE DESCRIPTION

VEHICLE TYPE:	Cheetah MP
THREAT VALUE:	520
▶ OFFENSIVE:	280.0
▶ DEFENSIVE:	782.0
▶ MISCELLANEOUS:	497.6
SIZE:	6
▶ ORIGINAL DEFAULT SIZE:	8
CREW:	1
▶ BONUS ACTION:	0
COST:	1,386,667 marks
▶ PRODUCTION TYPE:	Limited Mass Production
▶ INDV. LEMON DICE:	2

MOVEMENT

PRIMARY MOVEMENT MODE:	Walk
▶ COMBAT SPEED:	6
▶ TOP SPEED:	(64.5 kph) 11
SECONDARY MOVEMENT MODE:	Ground
▶ COMBAT SPEED:	8
▶ TOP SPEED:	(89 kph) 15
MANEUVER:	+2
DEPLOYMENT RANGE:	220 km

ELECTRONICS

SENSORS:	-1
▶ SENSOR RANGE:	2 km
COMMUNICATION:	-1
▶ COMMUNICATION RANGE:	10 km
FIRE CONTROL:	0

ARMOR

LIGHT DAMAGE:	10
HEAVY DAMAGE:	20
OVERKILL:	30

CREW

PILOT (LVL/ATTR):	
GUNNERY (LVL/ATTR):	

PERKS

NAME	RATING	GAME EFFECT
Backup Sensors	-	Absorbs first "Sensors" hit
ECM	3	Offensive Electronic Warfare equipment
Hostile Environment	-	Desert
Manipulator Arm x 2	6	Can punch
Shield	2	Carried in left hand; protects L and F arcs

FLAWS

NAME	RATING	GAME EFFECT
Annoyance	-	Cramped cockpit; maximum pilot Build is 0

DEFECTS

NAME	RATING	GAME EFFECT
None	-	-

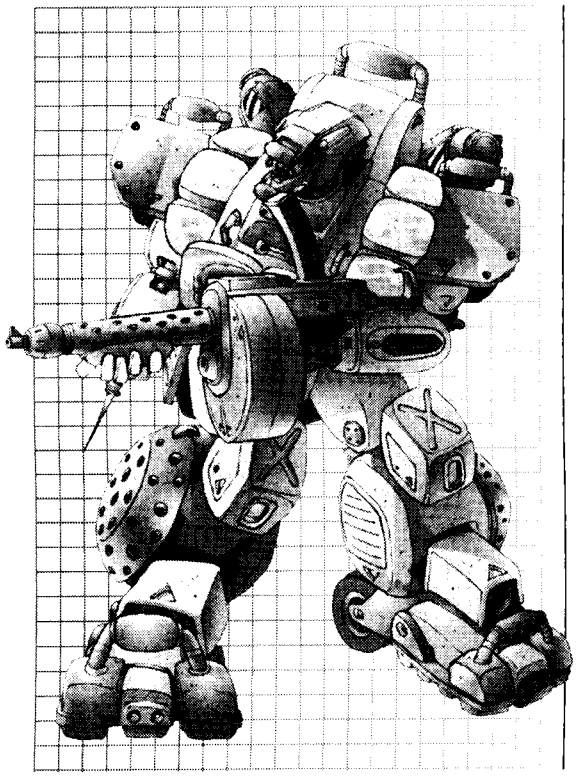
WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	Ammo	Special
Frag Cannon	FGC	F	1	2	4	8	+1	x7	1	20	AI,FA
Anti-personnel G Launcher	APGL	FF	1	2	4	8	-1	x3	1	6	AE0,IF,AI
Anti-personnel G Launcher	APGL	FF	1	2	4	8	-1	x3	1	6	AE0,IF,AI
Vibroknife	VB	F	0	0	0	0	0	x8	1	-	-

DAMAGE

■■■■■■■■■■	10		60
	20		70
	30		80
	40		90
	50		100

HACS-01LG-PARA CHEETAH PARATROOPER



• Overview

Although almost any Heavy Gear can be fitted with a parachute harness and thrown out of an aircraft, it takes some specialized equipment to survive the experience in combat-ready shape. With a heavily padded cockpit and a complex leg suspension to absorb the shock of five tons of metal and composite hitting the ground, the *Cheetah Paratrooper* is designed to do just that. Crashbars are fitted over sensitive points in case of unexpected collisions during landing. The parasails are contained in a discardable container attached to the shoulders and can be jettisoned in seconds by flipping a switch. Airbrakes mounted on the legs allow a high speed drop with a remarkably smooth touchdown. They are the same model as those mounted on the *Strike Cheetah*.

The *Cheetah Paratrooper*'s main armament consists of a M260P rifle, a sturdy combination of a 20 mm light autocannon and a drum-fed grenade launcher mounted in sidecar. The M260P is efficient and ideal for a paratrooper as it is lightweight and compact while packing devastating firepower at close range. Its main drawback is its high ammunition consumption in automatic fire mode (especially when grenades are involved).

• Service Record

The *Cheetah* was born out of the Northern army's need for a rapid scout/strike unit that could replace the *Ferret* and the *Bobcat* at a reasonable cost. Given the vast distances to cover and the importance of a speedy reaction force, it was inevitable that a specialized *Cheetah Paratrooper* version would see the light of day. The most recent scout Gear model in service in the Northern armies, the *Paratrooper* was put into service in TN 1894.

• Specifications

Code name:	Cheetah Paratrooper	Production code:	HACS-01LG-PARA
Manufacturer:	Shaian Mechanics	Use:	deep recon/strike heavy Gear
Height:	4.35 meters	Width:	3.0 meters
Average armor thickness:	20 mm	Armor material:	durasheet w/composite
Standard operational weight:	5010 kg	Maximum speed on clear ground:	89 kph
Powerplant:	S-V820S V-Engine	Horsepower:	425 hp

• Weapons

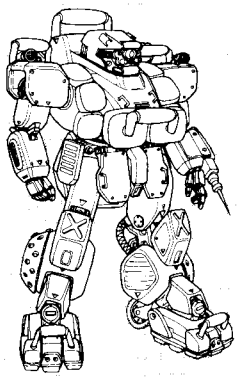
Name	Ammunition Payload	Name	Ammunition Payload
M260P 20 mm Autocannon	30 shells	M260P 60 mm Grenade Launcher	10 grenades
Forearm Armored Spike	-		

• Options

Name	Modified Threat Value	Name	Modified Threat Value
Armor Jacket (Reinforced Location Armor 1, Crew)	773	Add Deployable Pack Gun (30 shots)	OS + 62.5
Add AP Grenade Launcher (FF, 6 shots)	OS + 18	Add one grenade	OS + 11
Add Vibromachete	OS + 16	Tank Hunter (add Light Bazooka w/10 shots)	OS + 243.3
Ambush variant (add smoke launchers, 10 shots)	783		

VEHICLE RECORD SHEET

CHEETAH PARATROOPER



VEHICLE DESCRIPTION

VEHICLE TYPE:	Cheetah Paratrooper
THREAT VALUE:	763
▶ OFFENSIVE:	465.4
▶ DEFENSIVE:	787.4
▶ MISCELLANEOUS:	1035.0
SIZE:	6
▶ ORIGINAL DEFAULT SIZE:	9
CREW:	1
▶ BONUS ACTION:	0
COST:	2,289,000 marks
▶ PRODUCTION TYPE:	Limited Mass Production
▶ INDV. LEMON DICE:	2

MOVEMENT

PRIMARY MOVEMENT MODE:	Walk
▶ COMBAT SPEED:	6
▶ TOP SPEED:	(65 kph) 11
SECONDARY MOVEMENT MODE:	Ground
▶ COMBAT SPEED:	8
▶ TOP SPEED:	(89 kph) 15
MANEUVER:	+2
DEPLOYMENT RANGE:	600 km

ELECTRONICS

SENSORS:	+1
▶ SENSOR RANGE:	2 km
COMMUNICATION:	0
▶ COMMUNICATION RANGE:	10 km
FIRE CONTROL:	0

ARMOR

LIGHT DAMAGE:	10
HEAVY DAMAGE:	20
OVERKILL:	30

CREW

PILOT (LVL/ATTR):	
GUNNERY (LVL/ATTR):	

PERKS

NAME	RATING	GAME EFFECT
Airdroppable	-	-
ECM	3	-
Hostile Environment Protection	-	Desert
Manipulator Arm x 2	6	can punch
Rugged Movement System	-	Absorbs first "Movement" hit
Target Designator	2	Used to target Guided weapons

FLAWS

NAME	RATING	GAME EFFECT
Annoyance	-	Cramped cockpit; maximum pilot Build is 0

DEFECTS

NAME	RATING	GAME EFFECT
None	-	-

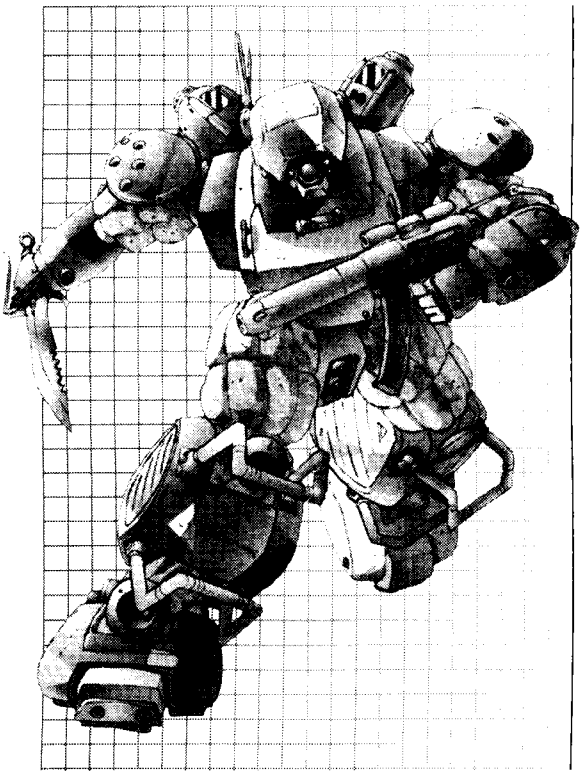
WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	Ammo	Special
Light Autocannon	LAC	F	2	4	8	16	0	x8	1	30	ROF2
Light Grenade Launcher	LGL	F	1	2	4	8	-1	x15	1	10	ROF2,IF
Chassis Reinforcement	CR	F	0	0	0	0	0	x7	1	-	-

DAMAGE

10		60	
20		70	
30		80	
40		90	
50		100	

HACS-01MG-L HUNTER RECON



• Overview

The *Hunter Recon* is one of a multitude of *Hunter* variants designed over the course of the career of the famous Heavy Gear. The *Recon* was an attempt at making a scouting and light assault unit by removing most of the *Hunter*'s arm and leg armor plates. This would lighten the vehicle and allow it to reach higher speeds by reducing the strain on the engine and actuators.

The Durasheet armored casings of the upper arms and thighs were removed and replaced by lightweight balistic cloth. The cloth, while not as durable as the composite plates, is tough enough to stop light shells and most shrapnel fragments. The classic square shoulder blocks of the *Hunter* are replaced by a bumper plate similar to the one used to cover the shoulder actuators of engineering units such as the *Bricklayer*. The resulting lower overall mass did help to get more speed out of the various actuators, but not much. It was, after all, just a *Hunter* frame, ill-suited for high speed operations.

Despite the loss of armor protection, the *Recon* moves only about 5 kph faster than other *Hunters*. It is, however, much cheaper to build because it carries less armor and a single weapon, most often in a rifle-like handheld mount. The *Recon* originally carried the same 20 mm autocannon as the *Hunter*, but many were later upgraded to carry a more powerful 30 mm autocannon.

• Service Record

Hunter Recons were manufactured in great numbers and served extensively during the early cycles of the Heavy Gear era. When newer, better adapted scout models entered service, most *Recons* were phased out to second line units and militia troops. During the War of the Alliance, many were pressed into active service as artillery spotters and couriers.

• Specifications

Code name:	Hunter Recon	Production code:	HACS-01MG-L
Manufacturer:	Northco	Use:	scout/light assault Heavy Gear
Height:	4.3 meters	Width:	3.2 meters
Average armor thickness:	45 mm	Armor material:	durasheet and balistic cloth
Standard operational weight:	5600 kg	Maximum speed on clear ground:	77 kph
Powerplant:	S-V950A V-engine	Horsepower:	450 hp

• Weapons

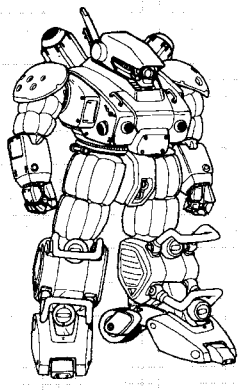
Name	Ammunition Payload	Name	Ammunition Payload
MR25 30 mm autocannon rifle	40 shells		

• Options

Name	Modified Threat Value	Name	Modified Threat Value
Armor Jacket (Reinforced Location Armor 1, Crew)	236	Upgrade MAC to HAC (20 shots)	OS + 50.2
Add AP Grenade Launcher (FF, 6 shots)	OS + 18	Add Deployable Pack Gun (30 shots)	OS + 62.5
Add vibroblade	OS + 16	Add one grenade	OS + 11
Leg Armor (remove Exposed Movement System flaw)	268	Tank Hunter (add Light Bazooka w/10 shots)	OS + 243.3
Jungle Recon (10-shot smoke launchers, Camo Netting)	245		

VEHICLE RECORD SHEET

HUNTER RECON



VEHICLE DESCRIPTION

VEHICLE TYPE:	Hunter Recon
THREAT VALUE:	233
▶ OFFENSIVE:	201.4
▶ DEFENSIVE:	286.6
▶ MISCELLANEOUS:	211.0
SIZE:	6
▶ ORIGINAL DEFAULT SIZE:	6
CREW:	1
▶ BONUS ACTION:	0
COST:	116,500 marks
▶ PRODUCTION TYPE:	Mass Production
▶ INDV. LEMON DICE:	3

MOVEMENT

PRIMARY MOVEMENT MODE:	Walk
▶ COMBAT SPEED:	4
▶ TOP SPEED:	(47 kph) 8
SECONDARY MOVEMENT MODE:	Ground
▶ COMBAT SPEED:	7
▶ TOP SPEED:	(77 kph) 13
MANEUVER:	0
DEPLOYMENT RANGE:	600 km

ELECTRONICS

SENSORS:	0
▶ SENSOR RANGE:	2 km
COMMUNICATION:	0
▶ COMMUNICATION RANGE:	10 km
FIRE CONTROL:	0

ARMOR

LIGHT DAMAGE:	14
HEAVY DAMAGE:	28
OVERKILL:	42

CREW

PILOT (LVL/ATTR):	
GUNNERY (LVL/ATTR):	

PERKS

NAME	RATING	GAME EFFECT
Easy to Modify	-	+2 on Repair and Modify rolls
Hostile Environment Protection	-	Desert
Manipulator Arm x 2	6	Can punch

FLAWS

NAME	RATING	GAME EFFECT
Exposed Fire Control	-	"Fire Control" hits are one step worse
Exposed Movement System	-	"Movement" hits are one step worse

DEFECTS

NAME	RATING	GAME EFFECT
None	-	-

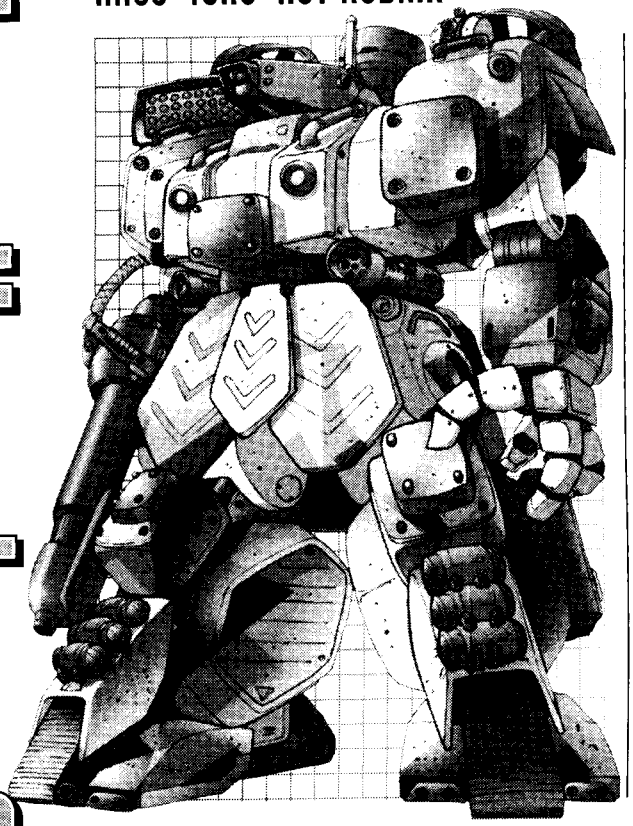
WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	Ammo	Special
Medium Autocannon	MAC	F	3	6	12	24	0	x10	1	40	ROF1

DAMAGE

■■■■■■■■■■	10		60
■■■■	20		70
	30		80
	40		90
	50		100

HACS-10HG-AST KODIAK



• Overview

The War of the Alliance proved to be a test of ingenuity for many Terranovan engineers. They had to make do with the machines they had on hand, though sometimes they managed to come up with the unexpected. For example, unlike other *Grizzly* variants developed and used during the War of the Alliance, the *Kodiak* is a completely reworked design. The armor was considerably thickened, especially on the front, and the armor skirts were extended for additional protection.

The engine and transmission were upgraded to help the *Kodiak* carry the nearly one and a half tons more of weapons and armor plating. The communication system was also upgraded, giving it more range, and a new laser sensor system was installed in a lengthened head housing.

The armament, which was already heavy on the standard *Grizzly*, became truly monstrous on the *Kodiak*. The experimental Northco XPA-001 8.2 mW Particle Accelerator, a weapon very similar to that carried by the Southern *King Cobra* Assault Gear, is hand carried in a rifle mount. Power is provided directly from the *Kodiak*'s generator, though the internal capacitors can only handle the energy for twelve shots before requiring a lengthy recharge. The *Kodiak*'s other main weapon is the proven Hammerstrike-II guided missile launcher. Originally a light Anti-Gear Missile, the Hammerstrike-II proved extremely efficient against the lighter classes of CEF hovertanks.

• Service Record

The *Kodiak* was first introduced in Spring of TN 1916, when it was used to good effect against CEF incursions into Northern territories. Many were lost or unaccounted for after skirmishes in the Badlands with CEF marauders. The *Kodiak* is still in service, though its cost and high maintenance needs greatly limit its distribution.

• Specifications

Code name:	Kodiak	Production code:	HACS-10HG-AST
Manufacturer:	Northco/Shaian Mechanics	Use:	heavy assault unit
Height:	5.2 meters	Width:	3.9 meters
Average armor thickness:	80 mm	Armor material:	durasheet w/alloy and ceramic
Standard operational weight:	10,485 kg	Maximum speed on clear ground:	65 kph
Powerplant:	S-V2200Z V-Engine	Horsepower:	1150 hp

• Weapons

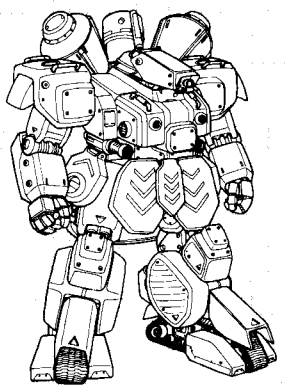
Name	Ammunition Payload	Name	Ammunition Payload
Northco 8.2 mW XPA-001 Accelerator	12 shots	GH-16 71 mm Rocket Pod	36 rockets
Hammerstrike-II Guided Missile Launcher	12 missiles	GU-10 10 mm Gatling Gun	400 belted cartridges
GU-10 10 mm Gatling Gun	400 belted cartridges	Mark IV Grenade Launcher	6 grenades
Hand Grenade	6 grenades	Heavy Hand Grenade	6 heavy grenades
HW-VB2 Vibroknife	-		

• Options

Name	Modified Threat Value	Name	Modified Threat Value
Armor Jacket (Reinforced Location Armor 1, Crew)	1081	Add Deployable Pack Gun (30 shots)	OS + 62.5
Early War variant (replace LPA by HAC, F, 40 shots)	OS - 35.7	Jungle Fighter (10-shot smoke launchers, Camo Netting)	1108

VEHICLE RECORD SHEET

KODIAK



VEHICLE DESCRIPTION

VEHICLE TYPE:	Kodiak
THREAT VALUE:	1072
◆ OFFENSIVE:	2167.1
◆ DEFENSIVE:	303.9
◆ MISCELLANEOUS:	745.4
SIZE:	7
◆ ORIGINAL DEFAULT SIZE:	10
CREW:	1
◆ BONUS ACTION:	0
COST:	3,017,143 marks
◆ PRODUCTION TYPE:	Limited Production
◆ INDV. LEMON DICE:	2

MOVEMENT

PRIMARY MOVEMENT MODE:	Walker
◆ COMBAT SPEED:	3
◆ TOP SPEED:	(37 kph) 6
SECONDARY MOVEMENT MODE:	Ground
◆ COMBAT SPEED:	6
◆ TOP SPEED:	(65 kph) 11
MANEUVER:	-1
DEPLOYMENT RANGE:	400 km

ELECTRONICS

SENSORS:	1
◆ SENSOR RANGE:	2 km
COMMUNICATION:	1
◆ COMMUNICATION RANGE:	15 km
FIRE CONTROL:	0

ARMOR

LIGHT DAMAGE:	20
HEAVY DAMAGE:	40
OVERKILL:	60

CREW

PILOT (LVL/ATTR):	
GUNNERY (LVL/ATTR):	

PERKS

NAME	RATING	GAME EFFECT
High Towing Capacity	-	Double the maximum weight towable
Hostile Environment Protection	-	Desert
Improved Rear Defense	-	Rear defense penalties reduced by 1
Manipulator Arm x 2	7	Can punch
Reinforced Armor	3	Front

FLAWS

NAME	RATING	GAME EFFECT
Large Sensor Profile	1	Easy to detect

DEFECTS

NAME	RATING	GAME EFFECT
None	-	-

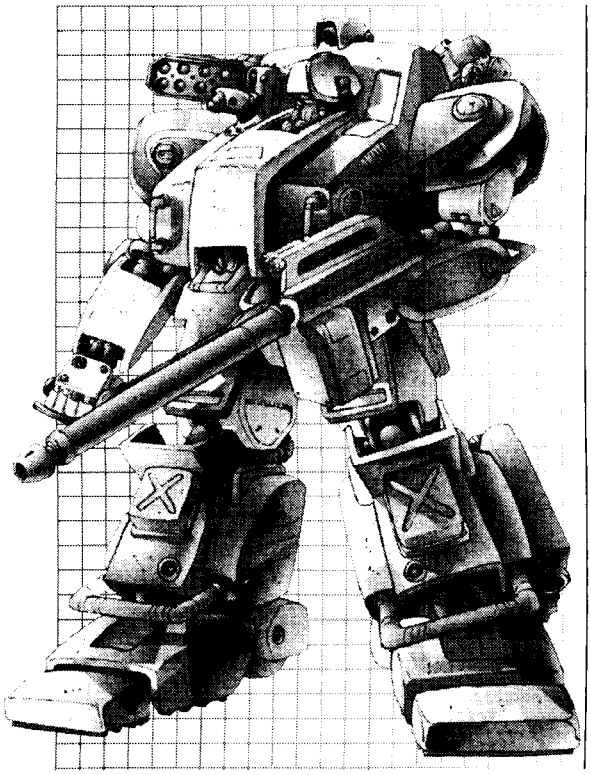
WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	Ammo	Special
Light Particle Accelerator	LPA	F	2	4	8	16	+1	x10	1	12	H
Medium Rocket Pack/36	MRP/36	F	2	4	8	16	-1	x18	1	36	IF,ROF4
Heavy Machinegun	HMG	FF	1	2	4	8	0	x4	2	400ea.	AI,ROF3
Anti-Personnel G Launcher	APGL	F	1	2	4	8	-1	x3	1	6	AI,IF,AE0
Anti-Gear Missiles	AGM	F	3	6	12	24	+1	x15	1	12	G
Hand Grenade	HG	F	0	0	0	0	-1	x15	1	6	AI
Heavy Hand Grenade	HHG	F	0	0	0	0	-1	x25	1	6	-
Vibroknife	VB	F	0	0	0	0	0	x8	1	-	-

DAMAGE

10 20 30 40 50 60 70 80 90 100

HACS-04MP-AST RAZORBACK



• Overview

After a hundred cycles of use, the *Hunter* had spawned dozens of different field variants to fill a great number of operational niches. By the middle of the 1700s, new designs were also being studied by the various weapon firms. One of the first totally original designs to come out of these efforts was the *Razorback*.

The *Razorback* is a heavily built machine, with a stock, blockish appearance. The Northco designers were conservative and used flat armor plating throughout. The main body is angled to deflect incoming rounds and the cockpit is completely sunken into the torso. Most of the sensor equipment is mounted in a small turreted head placed just in front of the pilot's compartment.

The *Razorback*'s weapon complement is no less impressive. Its main weapon is a wicked Snub Cannon, held in a rifle-like manner in the Gear's huge manipulators. Adding long-range firepower is a rocket launcher attached to a shoulder hardpoint, usually a 70 mm pod with nine rockets. A 7 mm rapid-fire machinegun is mounted in the torso right next to the cockpit, although it is so close to the pilot's head that it is uncomfortable to fire for an extended period of time. Coupled with the standard APGL, the machinegun makes the *Razorback* a superior anti-personnel vehicle. Finally, a pack gun is provided as a backup weapon and is attached to a leg hardpoint. Some pilots use it regularly against opponents "unworthy" of the firepower of the Snub Cannon.

• Service Record

The *Razorback* served in the armies of all three CNCS member-leagues, though it was always more numerous in the United Mercantile Federation. It was so successful that many Southern Gears designs can be traced to a fear of the *Razorback*. The *Razorback* went on to inspire several Heavy Gears such as the *Bear* and the *Grizzly* series.

• Specifications

Code name:	Razorback	Production code:	HACS-04MP-AST
Manufacturer:	Northco	Use:	assault Heavy Gear
Height:	4.7 meters	Width:	3.6 meters
Average armor thickness:	80 mm	Armor material:	steel alloy w/ceramic
Standard operational weight:	8134 kg	Maximum speed on clear ground:	59.5 kph
Powerplant:	S-V1070 V-engine	Horsepower:	750 hp

• Weapons

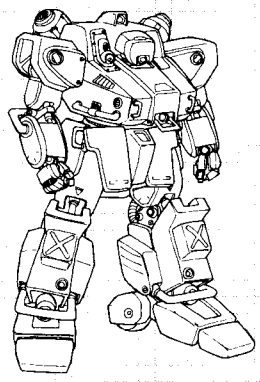
Name	Ammunition Payload	Name	Ammunition Payload
Paxton LGPC 106 mm Snub Cannon	10 shells	Forge Weapon Co. 71 mm Rocket Pack	9 rockets
GU-05 9 mm Machinegun	100 shells	Riley M25 Pack Gun	30 shells
Mark IV AP Grenade Launcher	6 grenades		

• Options

Name	Modified Threat Value	Name	Modified Threat Value
Add second Deployable Pack Gun (30 shots)	OS + 62.5	Add vibroblade	OS + 16
Add one grenade	OS + 11	Tank Hunter (add Medium Bazooka, w/10 shots)	OS + 425.3
Rabid Razor (add MRP/9, replace SC by LGL, 30 shots)	OS + 234.9	Jungle Fighter (10-shot smoke launchers, Camo Netting)	508

VEHICLE RECORD SHEET

RAZORBACK



VEHICLE DESCRIPTION

VEHICLE TYPE:	Razorback
THREAT VALUE:	500
◆ OFFENSIVE:	1123.2
◆ DEFENSIVE:	301.9
◆ MISCELLANEOUS:	75.0
SIZE:	7
◆ ORIGINAL DEFAULT SIZE:	8
CREW:	1
◆ BONUS ACTION:	0
COST:	285,714 marks
◆ PRODUCTION TYPE:	Mass Production
◆ INDV. LEMON DICE:	3

MOVEMENT

PRIMARY MOVEMENT MODE:	Walk
◆ COMBAT SPEED:	3
◆ TOP SPEED:	(37 kph) 6
SECONDARY MOVEMENT MODE:	Ground
◆ COMBAT SPEED:	5
◆ TOP SPEED:	(61 kph) 10
MANEUVER:	-1
DEPLOYMENT RANGE:	350 km

ELECTRONICS

SENSORS:	0
◆ SENSOR RANGE:	2 km
COMMUNICATION:	0
◆ COMMUNICATION RANGE:	10 km
FIRE CONTROL:	0

ARMOR

LIGHT DAMAGE:	20
HEAVY DAMAGE:	40
OVERKILL:	60

CREW

PILOT [LVL/ATTR]:	
GUNNERY [LVL/ATTR]:	

PERKS

NAME	RATING	GAME EFFECT
Hostile Environment Protection	-	Desert
Manipulator Arm x 2	7	Can punch

FLAWS

NAME	RATING	GAME EFFECT
Annoyance	-	MG's blast is defeaning due to its position
Defective Active Sensor	1	Roll vs 2 on 2 dice or suffer rating as modifier
Large Sensor Profile	1	Easier to Detect

DEFECTS

NAME	RATING	GAME EFFECT
Annoyance	-	Cramped forward cabin

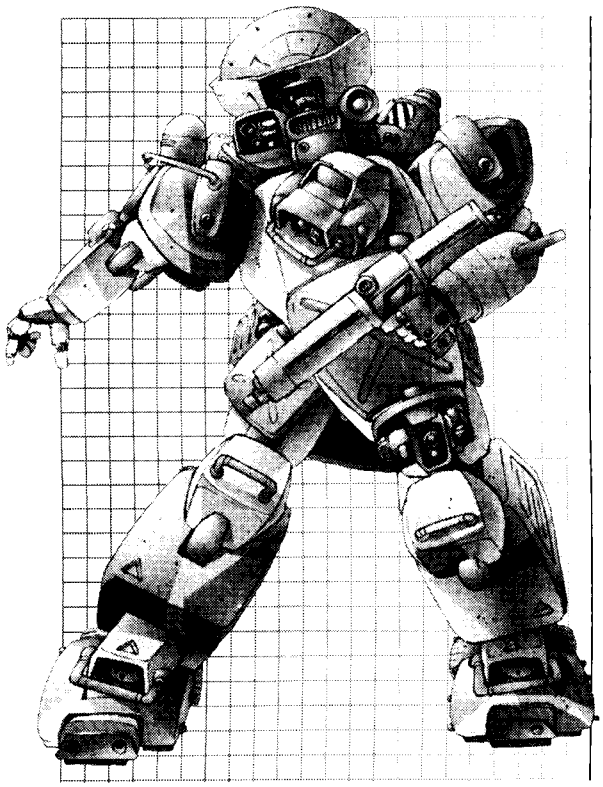
WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	Ammo	Special
Snub Cannon	SC	F	1	2	4	8	-1	x28	1	10	-
Medium Rocket Pack/9	MRP/9	F	2	4	8	16	-1	x18	1	9	ROF1,IF
Light Machinegun	LMG	FF	1	2	4	8	0	x3	1	100	ROF4,AI
Deployable Pack Gun	DPG	F	2	4	8	16	-1	x8	1	30	ROF2
Anti-personnel G Launcher	APGL	FF	1	2	4	8	-1	x3	1	6	AE0,AI,IF

DAMAGE

10 20 30 40 50 60 70 80 90 100

HACS-01COM-MP TATTLETALE



• Overview

The *Tattletale* was designed as a very advanced command unit. Based on the *Weasel* chassis, it retains all the electronic warfare equipment of the previous design, but with a more powerful radio and a satellite uplink.

Most of the extra radio equipment, including the satellite link array, is located in armored pods mounted on the right shoulder and backpack of the Heavy Gear. The main communication set is a XLR-80 wide band long range radio. The XLR-80 is powerful enough to cut through the worst comm scramblers and deliver its message to a receiver dozen of kilometers away. A sophisticated, encryption/decryption computer is built directly into the communication system. The secondary radio is a Werner Multicron-30SiG that can reach a receiver up to 30 kilometers away in battlefield conditions. Under clear conditions, with no interference and some relay, it is said that there is no limit to how far a signal can be bounced.

The sensor array of the unit is also quite remarkable. The sophisticated Intel-7 Extra-wide Angle Camera Pod located on one of the arms is equipped with visual discrimination software and can be coupled with the various laser sensors carried in the *Tattletale*'s head to supply additional information about the machine's surroundings.

The *Tattletale* uses a light weapon layout, often similar to the *Weasel*'s own. Some pilots prefer to replace the autocannon by a 60 mm frag cannon, a weapon whose shorter barrel is less cumbersome to use.

• Service Record

The *Tattletale* is a relatively recent addition to Northern arsenals and has not yet participated in any significant operations. With the political enmity between North and South being stirred up again, it will soon.

• Specifications

Code name:	Tattletale	Production code:	HACS-01COM-MP
Manufacturer:	Northco/Keimuri	Use:	specialized communication Heavy Gear
Height:	4.3 meters	Width:	2.9 meters
Average armor thickness:	40 mm	Armor material:	molecular steel alloy
Standard operational weight:	6457 kg	Maximum speed on clear ground	78 kph
Powerplant:	S-V750KWZ	Horsepower:	490 hp

• Weapons

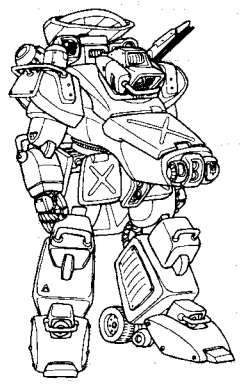
Name	Ammunition Payload	Name	Ammunition Payload
M25 Pack Gun	30 shells	Mk IV Grenade Launcher	6 grenades
M-2A Hand Grenade	2 grenades	HW-VB-1 Vibroknife	-

• Options

Name	Modified Threat Value	Name	Modified Threat Value
Armor Jacket (Reinforced Location Armor 1, Crew)	232	Add sensor mast (Tool Arm 1, cannot punch)	230
Upgrade DPG to LAC (30 shots)	OS + 27	Add second Deployable Pack Gun (30 shots)	OS + 62.5
Add one grenade	OS + 11	"Bomberjack" field variant (+ 3 heavy grenades)	OS + 63
Armored Tattletale (+1 Armor, -1 Ground speed)	235	Tattletale Mk II (ECCM 3)	283

VEHICLE RECORD SHEET

TATTLETALE



VEHICLE DESCRIPTION

VEHICLE TYPE:	Tattletale
THREAT VALUE:	228
▶ OFFENSIVE:	155.5
▶ DEFENSIVE:	275.4
▶ MISCELLANEOUS:	252.6
SIZE:	6
▶ ORIGINAL DEFAULT SIZE:	6
CREW:	1
▶ BONUS ACTION:	0
COST:	114,000 marks
▶ PRODUCTION TYPE:	Mass Production
▶ INDV. LEMON DICE:	3

MOVEMENT

PRIMARY MOVEMENT MODE:	Walk
▶ COMBAT SPEED:	4
▶ TOP SPEED:	(42 kph) 7
SECONDARY MOVEMENT MODE:	Ground
▶ COMBAT SPEED:	7
▶ TOP SPEED:	(78 kph) 13
MANEUVER:	0
DEPLOYMENT RANGE:	480 km

ELECTRONICS

SENSORS:	+1
▶ SENSOR RANGE:	4 km
COMMUNICATION:	+3
▶ COMMUNICATION RANGE:	30 km
FIRE CONTROL:	-1

ARMOR

LIGHT DAMAGE:	14
HEAVY DAMAGE:	28
OVERKILL:	42

CREW

PILOT (LVL/ATTR):	
GUNNERY (LVL/ATTR):	

PERKS

NAME	RATING	GAME EFFECT
ECM	2	Offensive Electronic Warfare equipment
Hostile Environment Protection	-	Desert
Manipulator Arm x 2	6	Can punch
Satellite Uplink	-	Allows orbital communications

FLAWS

NAME	RATING	GAME EFFECT
Annoyance	-	Cramped cockpit; maximum pilot Build is 0
Exposed Auxiliary System	-	"Auxiliary" damage is one step higher
Vulnerable to haywire	-	Haywire causes three damage rolls

DEFECTS

NAME	RATING	GAME EFFECT
None	-	-

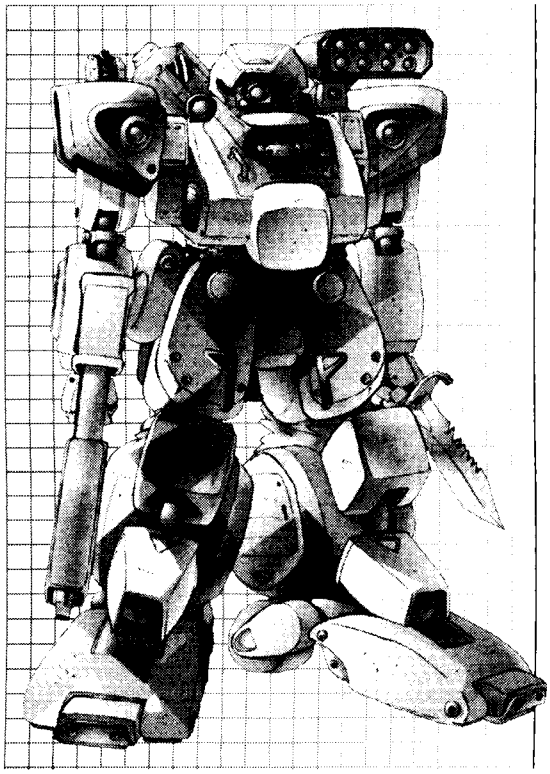
WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	Ammo	Special
Deployable Pack Gun	DPG	F	2	4	8	16	-1	x8	1	30	ROF2
Anti-Personnel G Launcher	APGL	FF	1	2	4	8	-1	x3	1	6	AE0,AI,IF
Vibroblade	VB	F	0	0	0	0	0	x8	1	-	-
Hand Grenades	HA	F	0	0	0	0	-1	x15	1	2	AI

DAMAGE

10 20 30 40 50 60 70 80 90 100

HACS-08MG-MP TIGER



• Overview

The *Hunter* and *Wildcat* Heavy Gears used by the armies of the Northern Hemisphere were good machines, but neither used the many technological advances that had occurred after their entry into military service. The UMF army did not have the budget to commission new designs, and neither the NLC nor the WFP could be convinced to invest in a joint venture. This changed in TN 1862, when a group of businessmen, concerned with the safety of the state, offered to finance part of a new Gear project in exchange for a small share of the profits. An advanced Gear design called *the Tiger* was commissioned from Northco.

The *Tiger* has a thicker armor than the other two, made from the newest composite materials then available. It also has exceptionaly strong and fluid articulation systems (for its time), which gives it very good maneuverability for a machine of its bulk. The *Tiger*'s engine is a marvel of compactness. It powers a strong secondary movement system that gives the machine a higher than average combat speed, which, coupled with its good maneuvrability, makes it a still fearsome adversary.

The weapon complement consists of an autocannon rifle and a 70 mm shoulder-mounted rocket pack. The AR-25 autocannon rifle, firing 30 mm shells, is unusually powerful for a mass produced Heavy Gear and heralded . A standard anti-personnel grenade launcher is mounted on the left shoulder for defense against marauding infantry.

• Service Record

The *Tiger* was an extremely advanced Heavy Gear design. For that reason, it was distributed sparingly, mostly to crack teams. One of these teams was the now legendary *Cat's Paw*. The *Paw* was at the time a relatively unknown team, except to the southern units who had fought them on many border skirmishes. The *Tiger* is still in service in far away outposts and in some small independant Badlands' cities.

• Specifications

Code name:	Tiger	Production code:	HACS-08MG-MP
Manufacturer:	Northco	Use:	general purpose Heavy Gear
Height:	4.6 meters	Width:	3.4 meters
Average armor thickness:	58 mm	Armor material:	name
Standard operational weight:	7320 kg	Maximum speed on clear ground:	74 kph
Powerplant:	S-V1000A	Horsepower:	550 hp

• Weapons

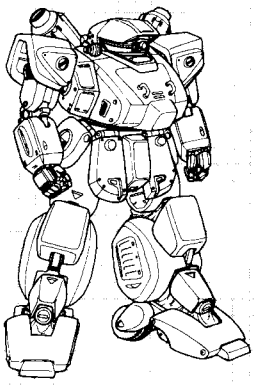
Name	Ammunition Payload	Name	Ammunition Payload
AR-25 30 mm autocannon rifle	40 shells	Forge Weapon Co. 71 mm Rocket Pack	9 rockets
Mark III AP Grenade Launcher	6 grenades		

• Options

Name	Modified Threat Value	Name	Modified Threat Value
Leg Armor (Reinforced Location Armor 1, Movement)	628	Add second AP Grenade Launcher (FF, 6 shots)	OS + 18
Add vibroblade	OS + 16	Add one grenade	OS + 11
Pouncing Tiger (10-shot smoke launchers, Camo Netting)	636	Tank Hunter (add one Medium Bazooka w/10 shots)	OS + 850.6

VEHICLE RECORD SHEET

TIGER



VEHICLE DESCRIPTION

VEHICLE TYPE:	Tiger
THREAT VALUE:	625
▶ OFFENSIVE:	1335.9
▶ DEFENSIVE:	384.4
▶ MISCELLANEOUS:	155.1
SIZE:	6
▶ ORIGINAL DEFAULT SIZE:	9
CREW:	1
▶ BONUS ACTION:	0
COST:	468,750 marks
▶ PRODUCTION TYPE:	Mass Production
▶ INDV. LEMON DICE:	3

MOVEMENT

PRIMARY MOVEMENT MODE:	Walk
▶ COMBAT SPEED:	4
▶ TOP SPEED:	(50 kph) 8
SECONDARY MOVEMENT MODE:	Ground
▶ COMBAT SPEED:	6
▶ TOP SPEED:	(74 kph) 12
MANEUVER:	0
DEPLOYMENT RANGE:	500 km

ELECTRONICS

SENSORS:	0
▶ SENSOR RANGE:	3 km
COMMUNICATION:	0
▶ COMMUNICATION RANGE:	12 km
FIRE CONTROL:	+1

ARMOR

LIGHT DAMAGE:	17
HEAVY DAMAGE:	34
OVERKILL:	51

CREW

PILOT (LVL/ATTR):	
GUNNERY (LVL/ATTR):	

PERKS

NAME	RATING	GAME EFFECT
Hostile Environment Protection	-	Desert
Manipulator Arm x 2	6	Can punch

FLAWS

NAME	RATING	GAME EFFECT
None	-	-

DEFECTS

NAME	RATING	GAME EFFECT
Annoyance	-	Cramped forward cabin

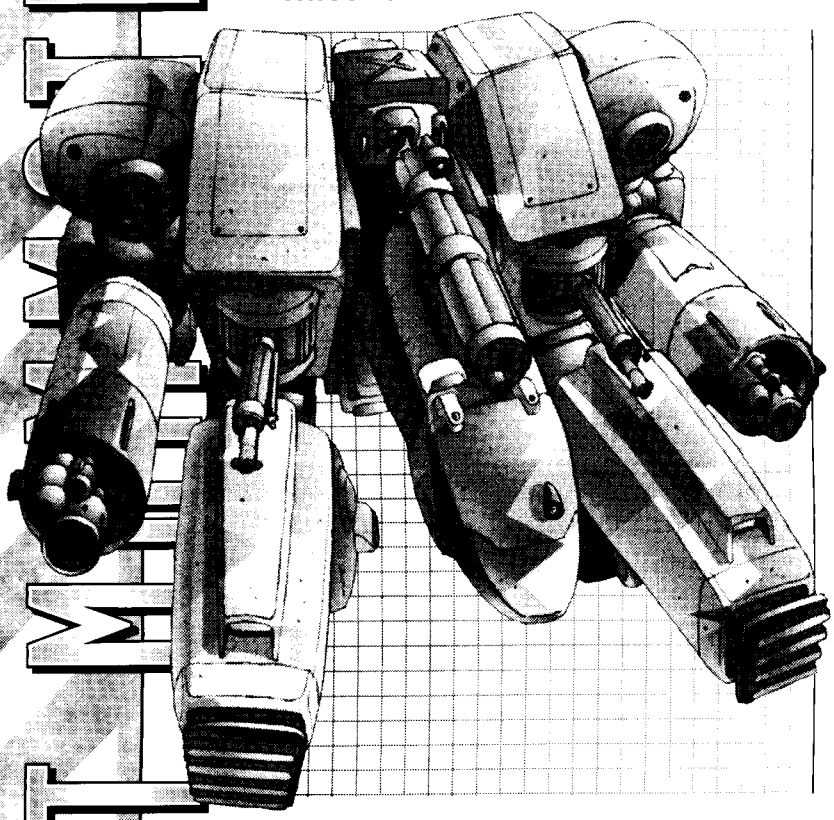
WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	Ammo	Special
Medium Autocannon	MAC	F	3	6	12	24	0	x10	1	40	ROF1
Medium Rocket Pack/9	MRP/9	F	2	4	8	16	-1	x18	1	9	ROF1
Anti-Personnel G Launcher	APGL	F	1	2	4	8	-1	x3	1	6	AE0,AI,IF

DAMAGE

10 20 30 40 50 60 70 80 90 100

WACS-01FS-HAST ASSAULT MAMMOTH



• Overview

The *Mammoth* is the most common strider unit used by the forces of the CNCS. The *Assault Mammoth* is a close combat variant of the standard model and is designed to fight in confined environments such as cities and canyons.

To this end, the *Assault Mammoth* is even more sturdy and well armored than the standard Mammoth, with additional frontal armor. The crewmen, one pilot and one system operator/gunner, sit in a tandem configuration, with the pilot on the right and the gunner on the left, just above him. Some production runs reverse this set-up, although the machine's performance is unaffected.

With the exception of the turret-mounted, 40 mm heavy autocannon, which has a decent reach, the *Assault Mammoth*'s armament is designed with brutal, short range combat in mind. The machine carries twin Snub Cannons, one in each battle arm. The awesome firepower of these virtually ensure that the *Assault Mammoth* will destroy anything placed in front of its barrels, even a heavy tank. Each gun draws its ammunition from a twenty-shot heavily armored magazine mounted right behind the barrel assembly. Two swivel-mounted machineguns on either side of the body will protect the vehicle py picking up any troublesome infantry units, hopefully before they can use that missile launcher.

• Service Record

The *Assault Mammoth* is at least as old as the *Mammoth* design itself. Its time in the spotlight came during the vicious city clearing fights of the War of the Alliance, where *Assault Mammoths* were extensively used against hovertanks and enemy infantry alike. Armed with anti-armor and canister ammunition, they were often the first to wade in and the last to come out.

• Specifications

Code name:	Assault Mammoth	Production code:	WACS-01FS-HAST
Manufacturer:	Hartmore Motor Co.	Use:	Heavy assault vehicle
Height:	6.8 meters	Width:	6.6 meters
Average armor thickness:	145 mm	Armor material:	durasheet w/ceramic
Standard operational weight:	22,600 kg	Maximum speed on clear ground:	30 kph
Powerplant:	V-Engine (x2), ceramic IC (x1)	Horsepower:	1200 Hp x 2, 200 Hp x 1

• Weapons

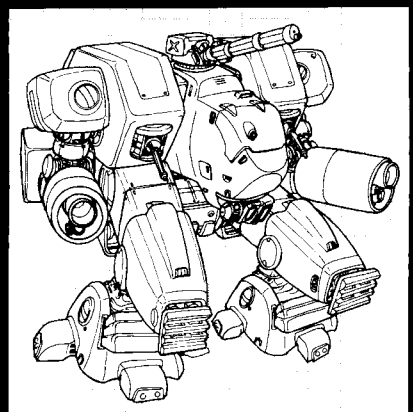
Name	Ammunition Payload	Name	Ammunition Payload
Northco GU-40 Autocannon	150 shells	Kamen Industries KJ-16 Minigun	600 belted cartridges
Kamen Industries KJ-16 Minigun	600 belted cartridges	Northco SB-90 Assault Gun	20 shells in arm magazine
Northco SB-90 Assault Gun	20 shells in arm magazine		

• Options

Name	Modified Threat Value	Name	Modified Threat Value
Leg Armor (Reinforced Location Armor 1, Movement)	930	Add AP Grenade Launcher (FF, 6 shots)	OS + 18
Add Electronic Warfare pod (ECM 1)	955	Ambush equipment (10-shot smoke launchers, Camo Netting)	955
"Monster" field variant (Reinf. Armor 5, Front, -1 Walk MP)	938		

VEHICLE RECORD SHEET

ASSAULT MAMMOTH



VEHICLE DESCRIPTION

VEHICLE TYPE:	Assault Mammoth
THREAT VALUE:	922
▶ OFFENSIVE:	1792.9
▶ DEFFENSIVE:	418.0
▶ MISCELLANEOUS:	556.1
SIZE:	9
▶ ORIGINAL DEFAULT SIZE:	10
CREW:	2
▶ BONUS ACTION:	1
COST:	2,048,889 marks
▶ PRODUCTION TYPE:	Limited Mass Production
▶ INDV. LEMON DICE:	2

MOVEMENT

PRIMARY MOVEMENT MODE:	Walk
▶ COMBAT SPEED:	3
▶ TOP SPEED:	(30 kph) 5
SECONDARY MOVEMENT MODE:	n/a
▶ COMBAT SPEED:	-
▶ TOP SPEED:	-
MANEUVER:	-1
DEPLOYMENT RANGE:	140 km

ELECTRONICS

SENSORS:	0
▶ SENSOR RANGE:	2 km
COMMUNICATION:	0
▶ COMMUNICATION RANGE:	10 km
FIRE CONTROL:	0

ARMOR

LIGHT DAMAGE:	25
HEAVY DAMAGE:	50
OVERKILL:	75

CREW

PILOT (LVL/ATTR):	
GUNNERY (LVL/ATTR):	

PERKS

NAME	RATING	GAME EFFECT
Ammo/Fuel Containment System	-	Subtract 2 from "Ammo/Fuel" hit rolls
Back-up Sensors	-	Absorbs first "Sensor" hit
Battle Arm x 2	9	Can punch
HEAT-resistant armor	6	Added protection versus HEAT
Hostile Environment Protection	-	Desert
Improved Off-Road Ability	-	-1 MP per hex; min. cost is 1
Limited Life-Support	-	Provide support for up to a week
Reinforced Armor	4	Front
Target Designator	3	Used to target Guided weapons

FLAWS

NAME	RATING	GAME EFFECT
Annoyance	-	Continual lurching movement. Stale smell in life-support system
Large Sensor Profile	2	Easier to detect
Sensor Dependent	-	Extremely small vision slits

DEFECTS

NAME	RATING	GAME EFFECT
None	-	-

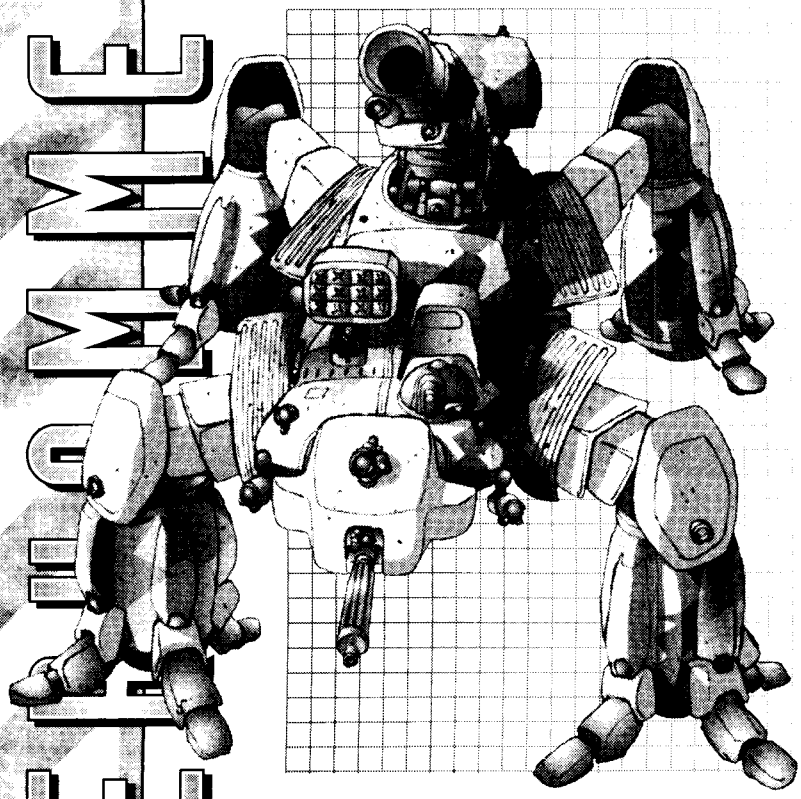
WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	Ammo	Special
Heavy Autocannon	HAC	T	3	6	12	24	0	x12	1	150	ROF1
Light Machinegun	LMG	FF	1	2	4	8	0	x3	2	600 ea.	ROF4
Snub Cannon	SC	F	1	2	4	8	-1	x28	2	20 ea.	-

DAMAGE

10 20 30 40 50 60 70 80 90 100

WACS-03-FS THUNDERHAMMER



• Overview

The basic layout of the *Thunderhammer* is a rectangular chassis carried by four massive legs placed at each corner. Each leg ends in a stubby claw capable of finding purchase on the roughest ground. The entire vehicle is covered with thick armor plating that is evenly spread on all locations, front and back. The two crewmen, the commander/pilot and the system operator/gunner, ride in a fully enclosed armored cockpit located on top of the main hull. The sensor array is divided into several pods located at various points of the body, which makes the sensor equipment very hard to take out with just one shot.

The main armament of the *Thunderhammer* is the large Northco Weapons Division 120 mm smoothbore gun carried on its back on a 360° mount. The 12 rounds of ammunition are carried within an armored box that moves with the gun, reducing damage to the main body should the ammunition be hit. The ammunition clip can be replaced very rapidly by a crane-equipped support vehicle, and the clip can accept a large variety of ammunition types. A 40 mm autocannon mounted in a small turret at the front and a 71 mm rocket launcher placed beside the cockpit act as backups and close defense weapons. A small belly turret contains a 27 mm light grenade launcher for use against infantry and other soft targets that come too close.

• Service Record

The *Thunderhammer* served with distinction on several occasions, though its finest hours undoubtedly came during the War of the Alliance. *Thunderhammer* crewmen were known to take their machines into the densest mountain terrains to rain shells upon CEF positions in the plains below, using the cover of the rocks to escape scouts and counter-battery fire. More vehicles were lost to piloting accidents in the treacherous gorges than to enemy fire.

• Specifications

Code name:	Thunderhammer	Production code:	WACS-03-FS
Manufacturer:	various	Use:	fire support strider
Height (w/o gun):	6.4 meters	Width:	12.2 meters
Average armor thickness:	245 mm	Armor material:	durasheet w/reinfoced alloy
Standard operational weight:	43,760 kg	Maximum speed on clear ground:	30 kph
Powerplant:	gas turbines x 2	Horsepower:	3250 Hp

• Weapons

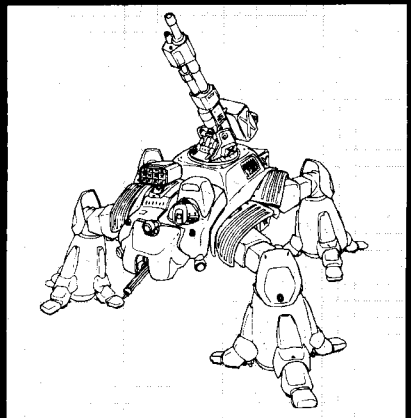
Name	Ammunition Payload	Name	Ammunition Payload
Northco WD 120 mm smoothbore gun	12 shells	Northco WD 71 mm rocket launcher	36 rockets
Northco WD 40 mm GU-67 gatling	350 belted shells	Northco WD 27 mm APGL	20 grenades

• Options

Name	Modified Threat Value	Name	Modified Threat Value
Leg Armor (Reinforced Location Armor 1, Movement)	2330	Ambush equipment (10-shot smoke launchers, Camo Netting)	2360
Replace HAC by LGL (Front, 30 shots)	OS - 212	Replace LFG by two HRP/48	OS + 1432.3
Add AP Grenade Launcher (FF, 6 shots)	OS + 18		

VEHICLE RECORD SHEET

THUNDERHAMMER



VEHICLE DESCRIPTION

VEHICLE TYPE:	Thunderhammer
THREAT VALUE:	2321
▶ OFFENSIVE:	5489.8
▶ DEFENSIVE:	613.4
▶ MISCELLANEOUS:	859.6
SIZE:	12
▶ ORIGINAL DEFAULT SIZE:	13
CREW:	2
▶ BONUS ACTION:	2
COST:	8,028,833 marks
▶ PRODUCTION TYPE:	Limited Mass Production
▶ INDV. LEMON DICE:	2

MOVEMENT

PRIMARY MOVEMENT MODE:	Walk
▶ COMBAT SPEED:	3
▶ TOP SPEED:	(30 kph) 5
SECONDARY MOVEMENT MODE:	n/a
▶ COMBAT SPEED:	-
▶ TOP SPEED:	-
MANEUVER:	-2
DEPLOYMENT RANGE:	250 km

ELECTRONICS

SENSORS:	0
▶ SENSOR RANGE:	5 km
COMMUNICATION:	0
▶ COMMUNICATION RANGE:	20 km
FIRE CONTROL:	+1

ARMOR

LIGHT DAMAGE:	35
HEAVY DAMAGE:	70
OVERKILL:	105

CREW

PILOT (LVL/ATTR):	
GUNNERY (LVL/ATTR):	

PERKS

NAME	RATING	GAME EFFECT
Ammo/Fuel Containment System	-	Subtract 2 from "Ammo/Fuel" hit rolls
Automation	2	Act as two crewmen
Back-up Sensors	-	Absorbs first "Sensor" hit
Hostile Environment Protection	-	Desert
Improved Off-road Capacity	-	-1 MP cost per hex, min. cost 1
Improved Rear Defense	-	Rear defense penalties reduced by 1

FLAWS

NAME	RATING	GAME EFFECT
Large Sensor Profile	2	Easier to detect
Sensor Dependent	-	Extremely small vision slits

DEFECTS

NAME	RATING	GAME EFFECT
None	-	-

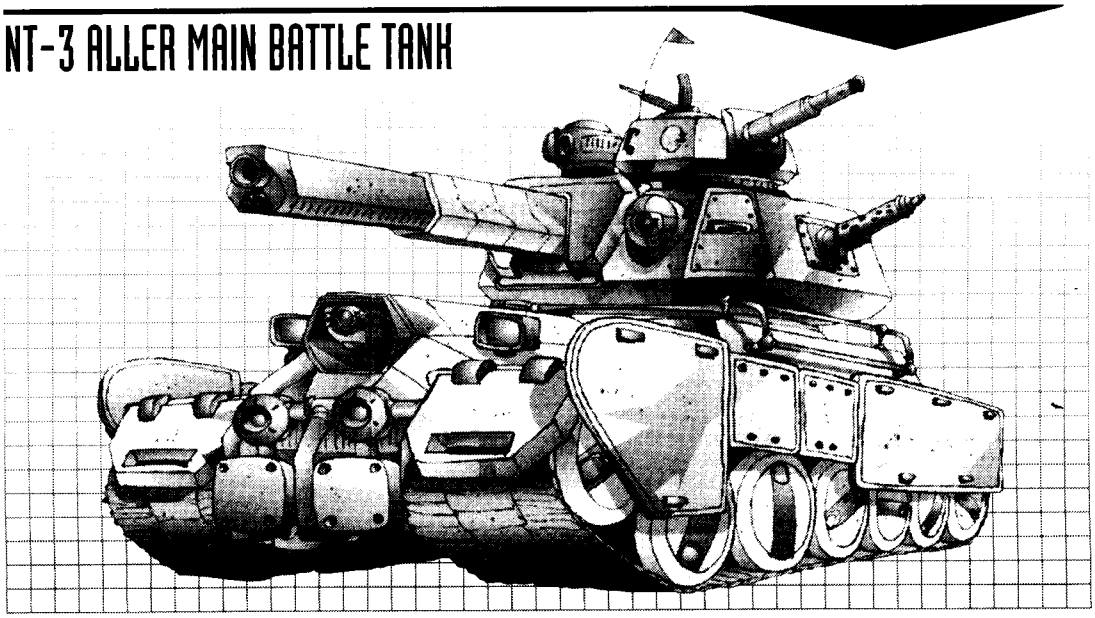
WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	Ammo	Special
Heavy Autocannon	HAC	F	3	6	12	24	0	x12	1	350	ROF1
Light Field Gun	LFG	T	5	10	20	40	0	x22	1	12	IF
Medium Rocket Pack/36	MRP/36	F	2	4	8	16	-1	x18	1	36	ROF4,IF
Anti-Personnel G Launcher	APGL	T	1	2	4	8	-1	x3	1	20	AE0,AI,IF

DAMAGE

10 20 30 40 50 60 70 80 90 100

NT-3 ALLER MAIN BATTLE TANK



• Overview

The Aller is the pride and joy of the armies of the Norlight Confederation. A hulking main battle tank equipped with the largest railgun currently in use, the *Aller* has served the Confederation and its allies faithfully for the past 34 cycles. The layout of the vehicle is traditional, with the driver in the forward portion of the main hull and the weapon officer and the commander riding in the main turret. The *Aller*'s twin gas turbines are placed on either side of the driver's compartment, with armored air intakes and exhausts placed around the glacis. Cargo-carrying plates with spring-mounted latches are placed on top of the treads and can accept a variety of storage boxes. The *Aller* carries all its offensive punch in a large blocky turret mounted at the rear of the chassis. The massive THOR 10 mm railgun is feared by tank and landship crew alike for its devastating firepower. Supplementing it is a top mounted 20 mW pulsed laser cannon that can engage both ground and air targets. The tank's commander controls an auxiliary turret equipped with a 30 mm rapid-fire autocannon. Two 10 mm machineguns are placed in swivel mounts on either side of the turret to deal with infantry units. A pintle mount placed beside the commander's hatch can also accept a variety of light support weapons, most often a 7 mm machinegun or 9 mm chaingun.

• Service Record

The *Aller* is the current main battle tank used by the armies of the CNCS. Almost all armored Northern Guard units are equipped with it, with only a few exceptions. The *Aller* is also the favorite tank of the Norlight army, though both the UMF and WFP forces field a few to supplement their own homemade designs.

• Specifications

Code name:	Aller	Production code:	NT-3
Manufacturer:	Brok Motor	Use:	main battle tank
Height:	3.6 meters	Length:	8.5 meters
Average armor thickness:	370 mm	Armor material:	name
Standard operational weight:	67,880 kg	Maximum speed on clear ground:	61 kph
Powerplant:	2 x AGP-865 Gas turbines	Horsepower:	2 x2000 hp

• Weapons

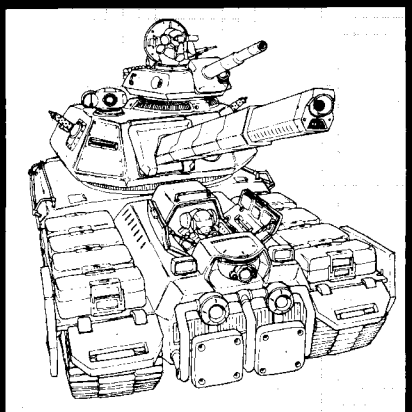
Name	Ammunition Payload	Name	Ammunition Payload
Westfellows Technologies THOR 10 mm Railgun	20 shots	Sergon Optics 20 mW pulsed laser cannon	30 pulses
Northco Weapons Division 30 mm autocannon	60 shells	Aberdov G6 10 mm Machinegun (x2)	1200 belted cartridges ea.

• Options

Name	Modified Threat Value	Name	Modified Threat Value
Aller NT-3K (add Resistant to Haywire)	3137	Add smoke launchers (10 shots)	2852

VEHICLE RECORD SHEET

ALLER



VEHICLE DESCRIPTION

VEHICLE TYPE:	Aller
THREAT VALUE:	2823
▶ OFFENSIVE:	5733.2
▶ DEFENSIVE:	801.8
▶ MISCELLANEOUS:	1934.6
SIZE:	14
▶ ORIGINAL DEFAULT SIZE:	14
CREW:	3
▶ BONUS ACTION:	2
COST:	1,411,500 marks
▶ PRODUCTION TYPE:	Mass Production
▶ INDV. LEMON DICE:	3

MOVEMENT

PRIMARY MOVEMENT MODE:	Ground
▶ COMBAT SPEED:	5
▶ TOP SPEED:	(61 kph) 10
SECONDARY MOVEMENT MODE:	n/a
▶ COMBAT SPEED:	-
▶ TOP SPEED:	-
MANEUVER:	-2
DEPLOYMENT RANGE:	580 km

ELECTRONICS

SENSORS:	0
▶ SENSOR RANGE:	2 km
COMMUNICATION:	0
▶ COMMUNICATION RANGE:	20 km
FIRE CONTROL:	0

ARMOR

LIGHT DAMAGE:	40
HEAVY DAMAGE:	80
OVERKILL:	120

CREW

PILOT (LVL/ATTR):	
GUNNERY (LVL/ATTR):	

PERKS

NAME	RATING	GAME EFFECT
Autopilot	-	Act as level 1 pilot
Automation	1	Act as one crewman
Backup Sensors	-	Absorbs first "Sensors" hit
HEAT-resistant Armor	10	Added to Base Armor vs HEAT weapons
Hostile Environment	-	Desert
Pintle Mount	-	Can hold one infantry weapon
Reinforced Armor	5	Front
Reinforced Crew Compart.	-	Absorbs first "Crew" hit
Rugged Movement System	-	Absorbs first "Movement" hit
Smoke Launchers	-	10 shots
Sniper System	-	+1 to Railgun at Long and Extreme range

FLAWS

NAME	RATING	GAME EFFECT
Large Sensor Profile	2	Easier to detect
Sensor Dependent	-	Must rely on sensors during combat

DEFECTS

NAME	RATING	GAME EFFECT
Annoyance	-	Cramped forward cabin

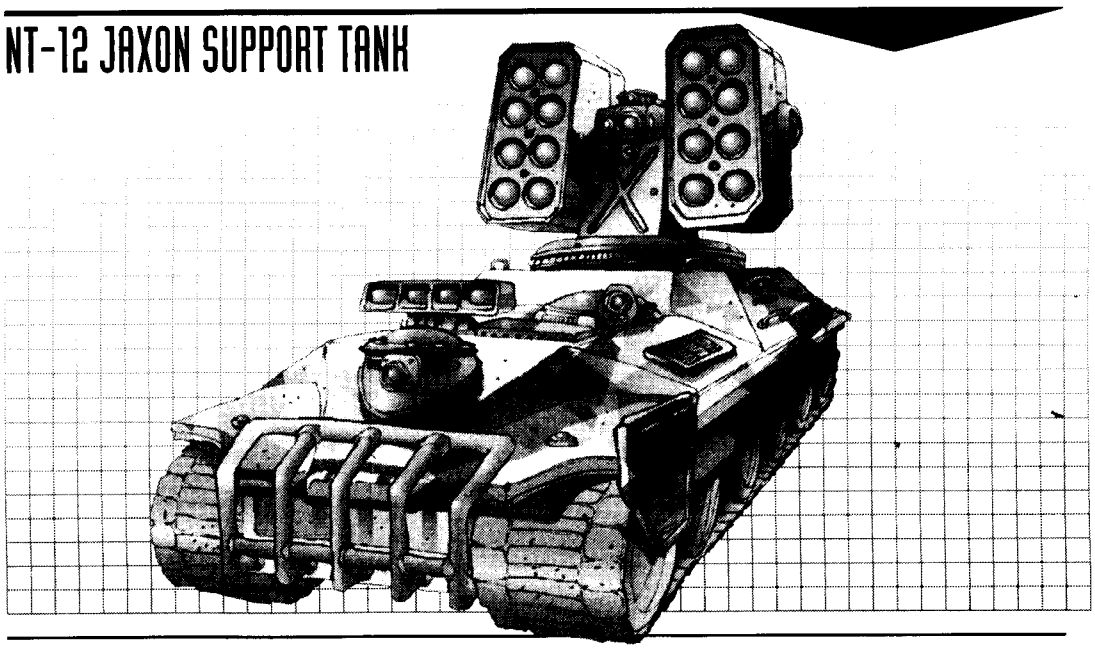
WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	Ammo	Special
Heavy Railgun	HRG	T	10	20	40	80	0	x35	1	20	-
Lt. Pulse Laser Cannon	LPLC	T	3	6	12	24	+1	x20	1	30	-3DRB
Medium Autocannon	MAC	T	3	6	12	24	0	x10	1	60	ROF1
Light Machinegun	LMG	T	1	2	4	8	0	x3	2	1200 ea.	ROF4, AI

DAMAGE

	10		60
	20		70
	30		80
	40		90
	50		100

NT-12 JAXON SUPPORT TANK



• Overview

Most Northerners believe that "if it ain't broke, don't fix it." That philosophy has been carried over into their vehicle designs, which tend to reuse many proven parts from previous models. The *Jaxon* is a light support tank based on the chassis and suspension of the well-known *Klemm* light battle tank. The entire hull of the *Klemm* has been carried over to the *Jaxon*. Since both vehicles use the same engine and transmission assembly, spare parts are plentiful in the field. The main difference between the two vehicles is the crew compartment. The *Klemm*'s commander rides in the turret, but the *Jaxon* carries both crewmen in the hull. The missile-bearing turret of the *Klemm* is replaced on the *Jaxon* by a pair of heavy 90 mm rocket launchers. Each launcher can be loaded with 48 rockets. The rockets are loaded in groups of four behind articulated armored doors. Field engineers are presently testing an experimental configuration wherein each group of four internal 90 mm launch rails is replaced by a special berth that contains a single 200 mm light artillery missile. This modular features would allow the *Jaxon* to serve as either a close support vehicle ora dedicated artillery carrier.

• Service Record

Jaxons are used mostly by the Northern Guard, since the armed forces of the member-leagues generally prefer to use home-grown designs. The Guard is presently considering converting about one third of its *Jaxons* to the artillery carrier configuration if the field tests prove successful. Whatever the outcome, the *Jaxon* will be around for several more cycles.

• Specifications

Code name:	Jaxon	Production code:	NT-12
Manufacturer:	Northern Motors	Use:	light support tank
Height (w/turret):	2.34 meters	Length:	6.1 meters
Average armor thickness:	125 mm	Armor material:	durasheet w/ceramic
Standard operational weight:	26,870 kg	Maximum speed on clear ground:	65 kph
Powerplant:	NI-65 gas turbine	Horsepower:	500 hp

• Weapons

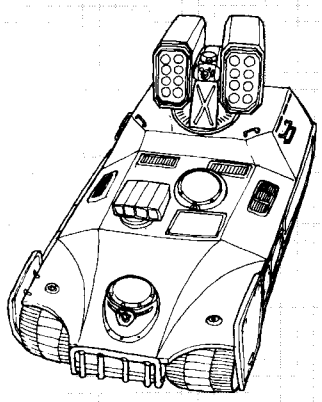
Name	Ammunition Payload	Name	Ammunition Payload
Forge Weapons Co. 90 mm HAR-45 launcher	48 rockets	Forge Weapons Co. 90 mm HAR-45 launcher	48 rockets
Kamen Industries AP164 grenade multilauncher	16 grenades		

• Options

Name	Modified Threat Value	Name	Modified Threat Value
Add smoke launchers (10 shots)	1156	Add bulldozer blade and digging charges (Light Mining Equipment)	1219

VEHICLE RECORD SHEET

JAXON



VEHICLE DESCRIPTION

VEHICLE TYPE:	Jaxon Support Tank
THREAT VALUE:	1142
▶ OFFENSIVE:	2460.8
▶ DEFENSIVE:	420.1
▶ MISCELLANEOUS:	544.1
SIZE:	10
▶ ORIGINAL DEFAULT SIZE:	11
CREW:	2
▶ BONUS ACTION:	2
COST:	574,300 marks
▶ PRODUCTION TYPE:	Mass Production
▶ INDV. LEMON DICE:	3

MOVEMENT

PRIMARY MOVEMENT MODE:	Ground
▶ COMBAT SPEED:	6
▶ TOP SPEED:	(67.8 kph) 11
SECONDARY MOVEMENT MODE:	n/a
▶ COMBAT SPEED:	-
▶ TOP SPEED:	-
MANEUVER:	-1
DEPLOYMENT RANGE:	500 km

ELECTRONICS

SENSORS:	0
▶ SENSOR RANGE:	1 km
COMMUNICATION:	0
▶ COMMUNICATION RANGE:	15 km
FIRE CONTROL:	0

ARMOR

LIGHT DAMAGE:	25
HEAVY DAMAGE:	50
OVERKILL:	75

CREW

PILOT (LVL/ATTR):	
GUNNERY (LVL/ATTR):	

PERKS

NAME	RATING	GAME EFFECT
Autopilot	-	Act as level 1 pilot
Back-up Sensors	-	Absorbs first "Sensors" hit
HEAT-resistant Armor	5	Add to Armor against HEAT weapons
Hostile Environment	-	Desert
Reinforced Armor	5	Front

FLAWS

NAME	RATING	GAME EFFECT
Annoyance	-	Cramped combat chamber; max. Build is 0

DEFECTS

NAME	RATING	GAME EFFECT
None	-	-

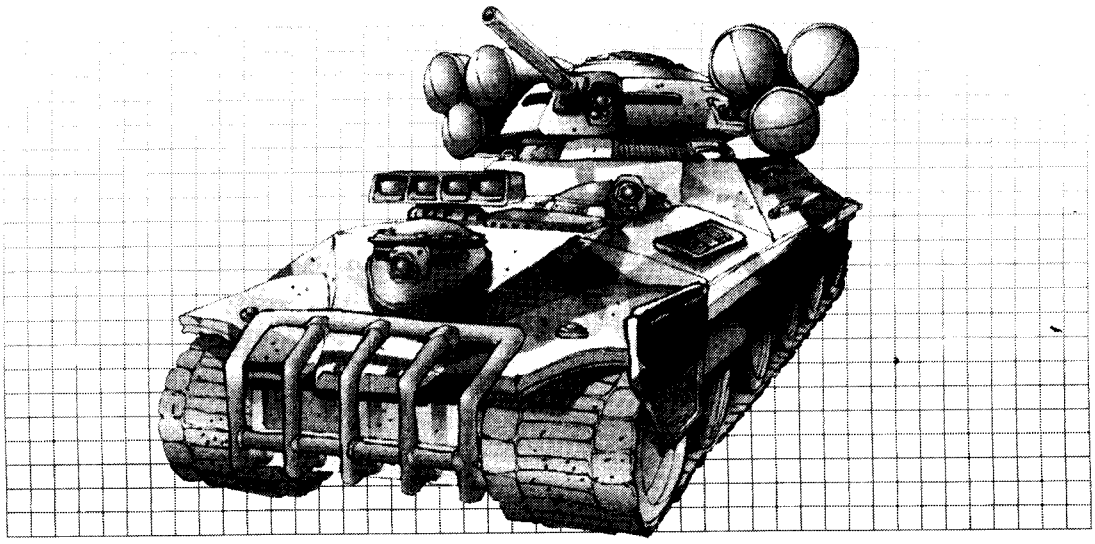
WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	Ammo	Special
Heavy Rocket Pack/48	HRP/48	T	3	6	12	24	-1	x20	2	48 ea.	ROF4
Anti-Personnel G Launcher	APGL	T	1	2	4	8	-1	x3	1	16	AE0,AI,IF

DAMAGE

10 20 30 40 50 60 70 80 90 100

NT-9 KLEMM LIGHT BATTLE TANK



• Overview

The *Klemm* is the main CNCS light battle tank. It is named after a famous Terranovan officer of the early cycles of the Norlight Confederacy, Major Enric Klemm, who was a tactical genius with armored vehicles. Klemm designed several of the standard tactics used by the Northern Guard today. The *Klemm* has a crew of two. The driver rides in the main body of the tank and also serves as the tank's communications officer. The driver's hatch features a sensor pod similar to that found on Heavy Gears, which provides a better field of vision than the usual multiple optical vision blocks. The commander sits in the turret and operates both the 30 mm chaingun and the battery of six RAVEN anti-tank missiles. He is helped in this task by a point-and-shoot fire control display controlled by an automated system. In many ways, the computer does much the same job as a human gunner, though the command input is still required before any attack can be made. The tank is protected against infantry assaults by an anti-personnel grenade launcher mounted in a small turret placed at the front of the chassis. The launcher can lob a high fragmentation grenade almost anywhere within 200 meters of the tank, shredding any foot slogger daring enough to close with the vehicle. In addition, layers of ceramite armor are bonded within the armored skin to deflect the HEAT-effect warheads used in many infantry-launched, anti-tank missiles.

• Service Record

The *Klemm* has seen action on many fronts, first while serving with the Norlight Confederation's armed forces, then with the CNCS' Northern Guard. The *Klemm* is well-liked by its crew for its ruggedness, though many complain about its cramped combat chamber.

• Specifications

Code name:	Klemm	Production code:	NT-9
Manufacturer:	Norlight Industries	Use:	light battle tank
Height:	2.17 meters	Length:	5.48 meters
Average armor thickness:	s125 mm	Armor material:	durasheet w/ceramic
Standard operational weight:	25,650 kg	Maximum speed on clear ground:	67.8 kph
Powerplant:	NI-65 gas turbine	Horsepower:	500 hp

• Weapons

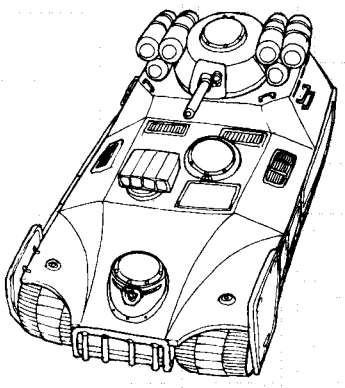
Name	Ammunition Payload	Name	Ammunition Payload
DiMaean RAVEN anti-tank missiles	6 missiles	Northco WD G997 30 mm autocannon	200 belted shells
Kamen Industries AP164 grenade multilauncher	16 grenades		

• Options

Name	Modified Threat Value	Name	Modified Threat Value
Add smoke launchers (10 shots)	1889	Add bulldozer blade and digging charges (Light Mining Equipment)	1984

VEHICLE RECORD SHEET

KLEMM



VEHICLE DESCRIPTION

VEHICLE TYPE:	Klemm Light Battle Tank
THREAT VALUE:	1867
▶ OFFENSIVE:	3973.7
▶ DEFENSIVE:	420.1
▶ MISCELLANEOUS:	1206.3
SIZE:	10
▶ ORIGINAL DEFAULT SIZE:	12
CREW:	2
▶ BONUS ACTION:	2
COST:	1,120,200 marks
▶ PRODUCTION TYPE:	Mass Production
▶ INDV. LEMON DICE:	3

MOVEMENT

PRIMARY MOVEMENT MODE:	Ground
▶ COMBAT SPEED:	6
▶ TOP SPEED:	(67.8 kph) 11
SECONDARY MOVEMENT MODE:	n/a
▶ COMBAT SPEED:	-
▶ TOP SPEED:	-
MANEUVER:	-1
DEPLOYMENT RANGE:	500 km

ELECTRONICS

SENSORS:	0
▶ SENSOR RANGE:	1 km
COMMUNICATION:	0
▶ COMMUNICATION RANGE:	15 km
FIRE CONTROL:	0

ARMOR

LIGHT DAMAGE:	25
HEAVY DAMAGE:	50
OVERKILL:	75

CREW

PILOT (LVL/ATTR):	
GUNNERY (LVL/ATTR):	

PERKS

NAME	RATING	GAME EFFECT
Automation	2	Act as two crewmen
Autopilot	-	Act as level 1 pilot
Back-up Sensors	-	Absorbs first "Sensors" hit
HEAT-resistant Armor	5	Add to Armor against HEAT weapons
Hostile Environment	-	Desert
Reinforced Armor	5	Front

FLAWS

NAME	RATING	GAME EFFECT
Annoyance	-	Cramped combat chamber; max. Build is 0

DEFECTS

NAME	RATING	GAME EFFECT
None	-	-

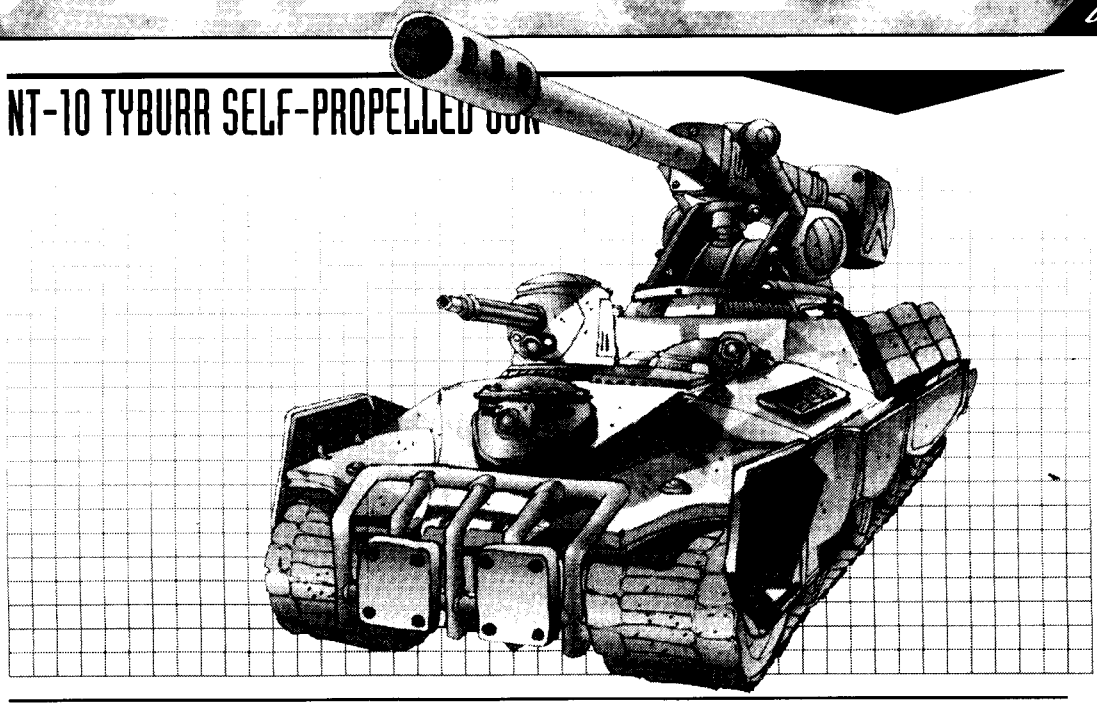
WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	Ammo	Special
Light Autocannon	LAC	F	2	4	8	16	0	x8	1	200	ROF2
Anti-Tank Missile	ATM	T	3	6	12	24	+1	x25	1	6	G
Anti-Personnel G Launcher	APGL	T	1	2	4	8	-1	x3	1	16	AE0,AI,IF

DAMAGE

10 20 30 40 50 60 70 80 90 100

NT-10 TYBURR SELF-PROPELLED GUN



• Overview

The *Tyburr* is yet another variant on the rugged *Klemm* light tank chassis. Like its cousin the *Jaxon*, the *Tyburr* shares the same hull, transmission and drive train as the *Klemm*, but carries its entire crew in the main body of the vehicle. The Tyburr has a lower road speed than its brethren, however, because of the weight of the large gun and the additional armor plates it carries. The *Tyburr*'s main armament is a Forge Weapons Co. 100 mm Field Gun, a large cannon capable of both direct and indirect fire. Like many other large caliber weapons, the cannon uses binary propellants to precisely launch the armor piercing warhead the desired distance. The binary fuel tanks are placed within the hull. The gun itself is mounted on a large automated platform at the rear of the tank, reducing the overall length of the vehicle. The ammunition is stored in a large armored box attached to the turret. This "ammunition clip" can be quickly exchanged for a fresh one by a special vehicle or even an engineering Gear. The forward grenade launcher has been replaced by a single GU-12 heavy machinegun. The GU-12 is capable of laying down a dense hail of shells around the vehicle, preventing infantry close assault. The turret has a dead angle to the rear left of the vehicle, where the main turret is placed, but the onboard sensor computers have been programmed to be especially watchful there.

• Service Record

The *Tyburr* presently serves in the Guard's artillery regiments and support companies. Because of its relatively low speed, most Tyburr tanks are assigned to static defensive positions on the outskirts of the various CNCS city-states. Occasionally, the Northern Guard may employ them in protracted campaigns.

• Specifications

Code name:	Tyburr	Production code:	NT-10
Manufacturer:	Norlight Industries	Use:	self-propelled gun
Height (w/turret):	2.17 meters	Length: (w/o gun)	5.48 meters
Average armor thickness:	125 mm	Armor material:	durasheet w/ceramic
Standard operational weight:	28,900 kg	Maximum speed on clear ground:	62 kph
Powerplant:	NI-65 gas turbine	Horsepower:	500 hp

• Weapons

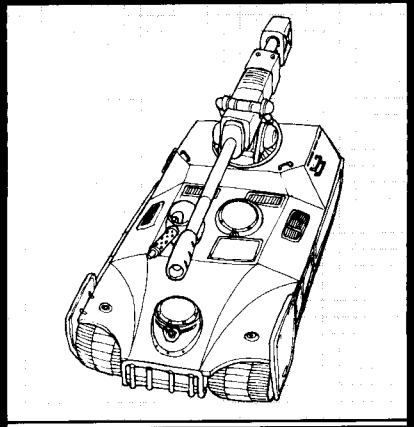
Name	Ammunition Payload	Name	Ammunition Payload
Forge Weapons Co. 100 mm Field Gun	16 shells	GU-12 Heavy Machinegun	600 belted cartridges

• Options

Name	Modified Threat Value	Name	Modified Threat Value
Add smoke launchers (10 shots)	1162	Add bulldozer blade and digging charges (Light Mining Equipment)	1259

VEHICLE RECORD SHEET

TYBURR



VEHICLE DESCRIPTION

VEHICLE TYPE:	Tyburr Self-Propelled Gun
THREAT VALUE:	1140
▸ OFFENSIVE:	1865.6
▸ DEFENSIVE:	314.4
▸ MISCELLANEOUS:	1239.4
SIZE:	10
▸ ORIGINAL DEFAULT SIZE:	10
CREW:	2
▸ BONUS ACTION:	2
COST:	570.000 marks
▸ PRODUCTION TYPE:	Mass Production
▸ INDV. LEMON DICE:	3

MOVEMENT

PRIMARY MOVEMENT MODE:	Ground
▸ COMBAT SPEED:	5
▸ TOP SPEED:	(62 kph) 10
SECONDARY MOVEMENT MODE:	n/a
▸ COMBAT SPEED:	-
▸ TOP SPEED:	-
MANEUVER:	-2
DEPLOYMENT RANGE:	500 km

ELECTRONICS

SENSORS:	0
▸ SENSOR RANGE:	1 km
COMMUNICATION:	0
▸ COMMUNICATION RANGE:	15 km
FIRE CONTROL:	0

ARMOR

LIGHT DAMAGE:	25
HEAVY DAMAGE:	50
OVERKILL:	75

CREW

PILOT [LVL/ATTR]:	
GUNNERY [LVL/ATTR]:	

PERKS

NAME	RATING	GAME EFFECT
Automation	2	Act as two crewmen
Autopilot	-	Act as level 1 pilot
Back-up Sensors	-	Absorbs first "Sensors" hit
HEAT-resistant Armor	5	Add to Armor against HEAT weapons
Hostile Environment	-	Desert
Reinforced Armor	5	Front
Reinforced Location Armor	1	Movement System

FLAWS

NAME	RATING	GAME EFFECT
Annoyance	-	Cramped combat chamber; max. Build is 0

DEFECTS

NAME	RATING	GAME EFFECT
None	-	-

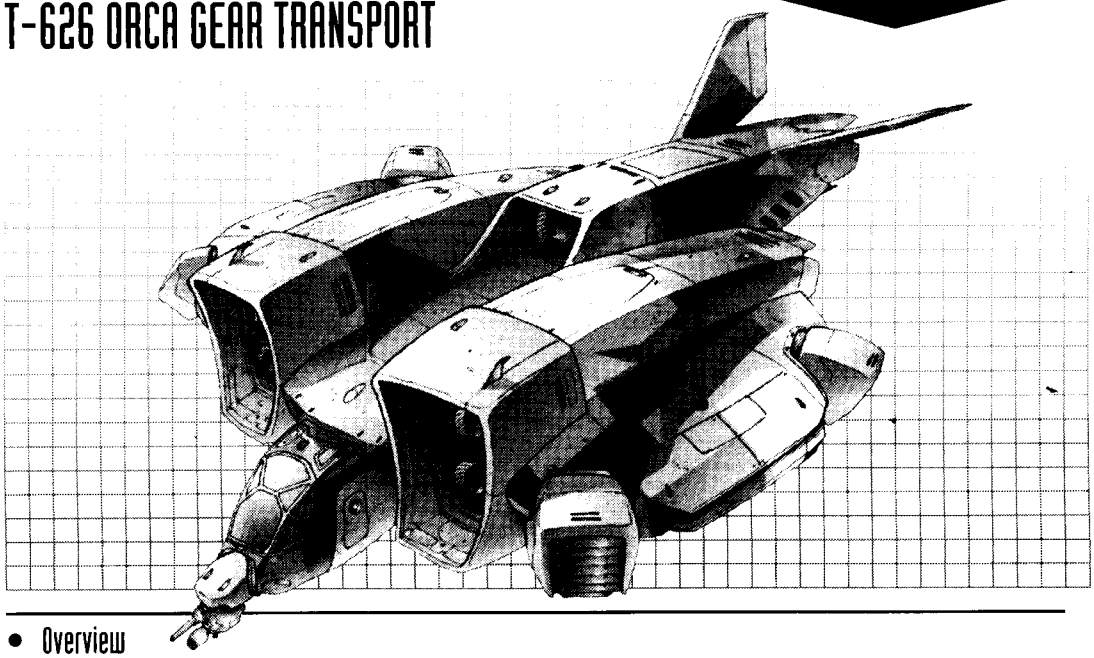
WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	Ammo	Special
Light Field Gun	LFG	T	5	10	20	40	0	x22	1	16	IF
Heavy Machinegun	HMG	T	1	2	4	8	0	x4	1	600	ROF4,AI

DAMAGE

10 20 30 40 50 60 70 80 90 100

T-626 ORCA GEAR TRANSPORT



• Overview

The original *Orca* aerial transport (Mk 1), first built in TN 1589, was initially used for tank transport. With the advent of the Heavy Gear in TN 1678, it was slightly modified into its Mk 2 incarnation and became the most common Gear transport in the Northern Hemisphere. Despite its many limitations and high radar visibility, it was considered to be a "lucky" machine by most pilots and seldom broke down. Over time, it went though several upgrades and modifications, leading to the latest "Crusher" *Orca* (Mk 8), a more aggressive model designed and built during the War of the Alliance. The "Crusher" variant responded to a need for additional air support to fight the well-equipped colonial forces from Earth. While still primarily used for Gear transport, the *Orca* is occasionally used for tank or vehicle transport.

The greatest advantage of the *Orca* is its VTOL capability. Many Gear pilots would much rather be dropped by an *Orca!* than by any other transport (such as the bulkier *Dragonshark*, which requires an airstrip) simply because they feel more secure about being picked up.

• Service Record

Used in about every military conflict involving Heavy Gears, the *Orca* is often a welcome sight for battle-weary troops. The "Crusher" model was especially good for troop morale during the War of the Alliance, as it not only signaled the arrival of replacement personnel, but also increased aerial support for cornered units. The legendary *Blue Angels*, for example, owe their survival to the timely intervention of a complete Heavy Gear section carried by *Orca* transports.

• Specifications

Code name:	Orca	Production code:	T-626
Manufacturer:	Northco/Pegasus Avionics	Use:	Gear/vehicle transport
Wingspan:	27.2 meters	Length:	32.4 meters
Average armor thickness:	225 mm	Armor material:	Durasheet w/alloy and ceramic
Standard operational weight:	100.5 tons	Maximum speed:	628 kph
Powerplant:	5 x jet turbine	Horsepower:	2400 hp x 4, 1900 hp

• Weapons

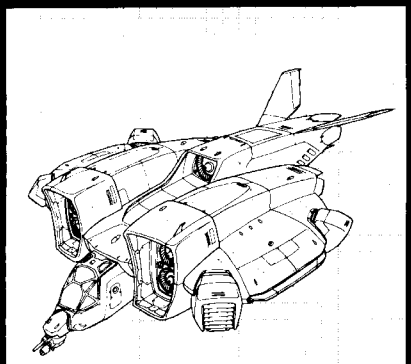
Name	Ammunition Payload	Name	Ammunition Payload
MR25 Machinecannon Rifle	300		

• Options

Name	Modified Thread Value	Name	Modified Thread Value
Orca Mk 3 (replace MAC by 2 linked LAC (150 ammo ea.))	OS + 63	Orca Mk 4 (add +3 armor and 1 LAC (200 ammo))	TV + 55
Orca Mk 6 (+50 m^2 of cargo space, no passenger seating)	TV - 79	Orca "Crusher" Mk 8 (+2 crew, +3 armor, 2 LMG (T, 100 ammo ea.))	TV + 80

VEHICLE RECORD SHEET

ORCA



VEHICLE DESCRIPTION

VEHICLE TYPE:	Orca
THREAT VALUE:	4474
▶ OFFENSIVE:	158.0
▶ DEFENSIVE:	6430.0
▶ MISCELLANEOUS:	6833.9
SIZE:	15
▶ ORIGINAL DEFAULT SIZE:	16
CREW:	2
▶ BONUS ACTION:	1
COST:	9,544,533 marks
▶ PRODUCTION TYPE:	Limited Production
▶ INDV. LEMON DICE:	2

MOVEMENT

PRIMARY MOVEMENT MODE:	Flight
▶ COMBAT SPEED:	11
▶ TOP SPEED:	(628 kph) 21
▶ STALL SPEED:	(0) 0
SECONDARY MOVEMENT MODE:	N/A
▶ COMBAT/TOP SPEED:	-
MANEUVER:	-3
DEPLOYMENT RANGE:	3500 km

ELECTRONICS

SENSORS:	+1
▶ SENSOR RANGE:	10 km
COMMUNICATION:	0
▶ COMMUNICATION RANGE:	45 km
FIRE CONTROL:	-1

ARMOR

LIGHT DAMAGE:	15
HEAVY DAMAGE:	30
OVERKILL:	45

CREW

PILOT (LVL/ATTR):	
GUNNERY (LVL/ATTR):	

PERKS

NAME	RATING	GAME EFFECT
Autopilot	-	Equal to Level 1 pilot
Cargo Bay	-	50 m²
Chaff/Flare Dispenser	2	15 shots
Ejection System	-	-
ECM	2	Electronic Warfare offensive equipment
Limited Life Support	-	Breathing & limited food supply
Passenger Seating	-	12
Searchlight	-	150m, FF
Stealth	2	Add to Concealment
Vehicle Bay	14	Carry up to 81 tons in vehicles

FLAWS

NAME	RATING	GAME EFFECT
Large Sensor Profile	2	-
Maximum Ceiling	2	10 km
Maximum Climbing Angle	1	Move 1 hex per level before moving 1 level up
Cannot Glide	-	Falls if movement system destroyed

DEFECTS

NAME	RATING	GAME EFFECT
None	-	-

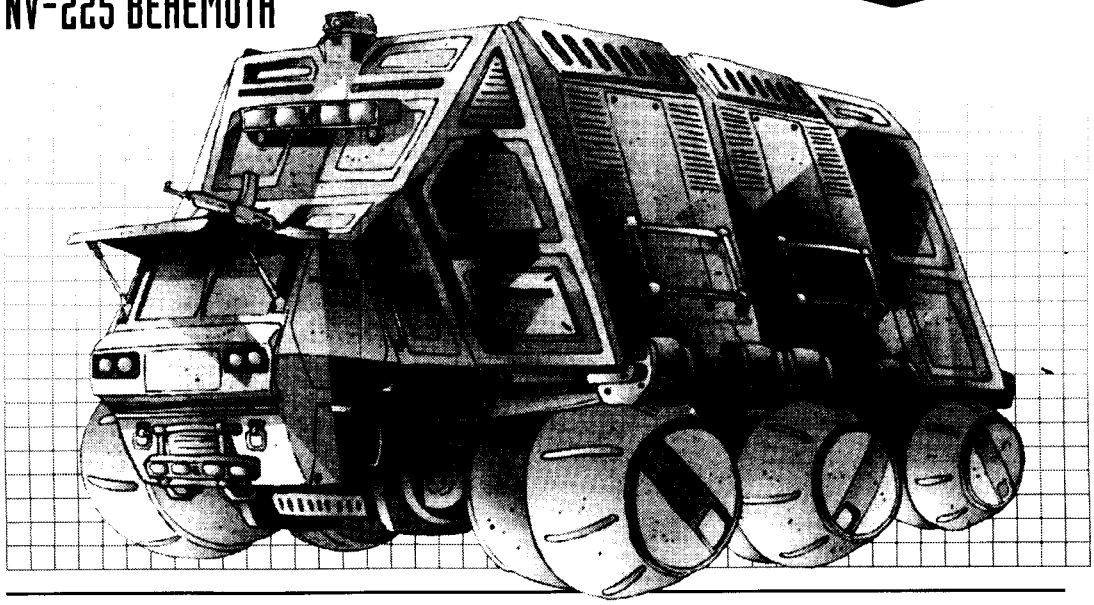
WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	Ammo	Special
Medium Autocannon	MAC	F	3	6	12	24	0	x10	1	300	ROF1

DAMAGE

■■■■■■■■■■	10		60
■■■■■	20		70
	30		80
	40		90
	50		100

NV-225 BEHEMOTH



• Overview

The *Behemoth* Gear transport was designed in TN 1706 by Northco when it became obvious that Gears could be used for more than simple sentinel duty. The Heavy Gears' limited range had become a limitation for the UMF, which wanted to defend its borders the least amount of machines possible. The first version of the *Behemoth*, nicknamed "Big Guy," was a modification of the *Gorilla* transport, which was used by regional technicians to transport their Prairie Dogs when they were called away to perform heavy repairs in homesteads. The technical lab and crew quarters were removed and replaced by more vehicle bays. Unfortunately, despite the increase passenger count, the designers omitted to include an improved ventilation system. The *Behemoth Mk 2* was slightly improved and offered better seating, but most of the modifications were at a mechanical level. The result, while very uncomfortable for the crew and passengers, was efficient and very popular with the brass. During the War of the Alliance, a slightly more aggressive variant (Mk 3) was released. The passenger seating was removed and the Gear pilots had to stay in their respective machines throughout the trip, which led to many cramps and back pains for pilots of smaller models.

• Service Record

The "Big Guy" was a good enough machine for the time it was designed, but lacked the proper finish that is characteristic of most Northco products. Many are still in operation in the Badlands, where they were sold once the Mark 2 was released. The Mark 3 was discontinued after the War of the Alliance because of the health problems it caused.

• Specifications

Code name:	Behemoth	Production code:	NV-225
Manufacturer:	Northco	Use:	Gear /personnel ransport
Height:	9.1 meters	Length:	18.9 meters
Average armor thickness:	63.8 mm	Armor material:	Durasheet w/ceramic alloy
Standard operational weight:	52745 kg	Maximum speed on clear ground:	89 kph
Powerplant:	diesel	Horsepower:	1020 hp

• Weapons

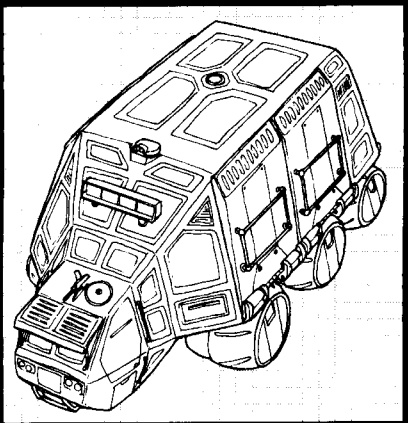
Name	Ammunition Payload	Name	Ammunition Payload
None	-		

• Options

Name	Modified TV	Name	Modified TV
"Big Guy" (size 6 vehicle bays, Problem-Prone 2, Unstability)	DS-614.6	Behemoth Mk 3 (Armor +2, no Passenger Seating)	TV-73

VEHICLE RECORD SHEET

BEHEMOTH



VEHICLE DESCRIPTION

VEHICLE TYPE:	Behemoth
THREAT VALUE:	1425
▶ OFFENSIVE:	0.0
▶ DEFENSIVE:	167.5
▶ MISCELLANEOUS:	4100.6
SIZE:	12
▶ ORIGINAL DEFAULT SIZE:	11
CREW:	2
▶ BONUS ACTION:	1
COST:	653,125marks
▶ PRODUCTION TYPE:	Mass Production
▶ INDV. LEMON DICE:	3

MOVEMENT

PRIMARY MOVEMENT MODE:	Ground
▶ COMBAT SPEED:	8
▶ TOP SPEED:	(89 kph) 15
SECONDARY MOVEMENT MODE:	NA
▶ COMBAT SPEED:	-
▶ TOP SPEED:	-
MANEUVER:	-2
DEPLOYMENT RANGE:	1250 km

ELECTRONICS

SENSORS:	0
▶ SENSOR RANGE:	10 km
COMMUNICATION:	0
▶ COMMUNICATION RANGE:	100 km
FIRE CONTROL:	-3

ARMOR

LIGHT DAMAGE:	18
HEAVY DAMAGE:	36
OVERKILL:	54

CREW

PILOT (LVL/ATTR):	
GUNNERY (LVL/ATTR):	

PERKS

NAME	RATING	GAME EFFECT
Crew Accomodations	2	Military
Passenger Seating	-	5
Searchlight	-	100m, FF
Vehicle Bay (x5)	7	Carry up to 10 tons in vehicles
Pintle Mount	-	-
Hostile Environment Protection	-	Desert

FLAWS

NAME	RATING	GAME EFFECT
Annoyance	-	Cramped passenger seating
Annoyance	-	Deficient ventilation system
Large Sensor Profile	2	

DEFECTS

NAME	RATING	GAME EFFECT
None	-	-

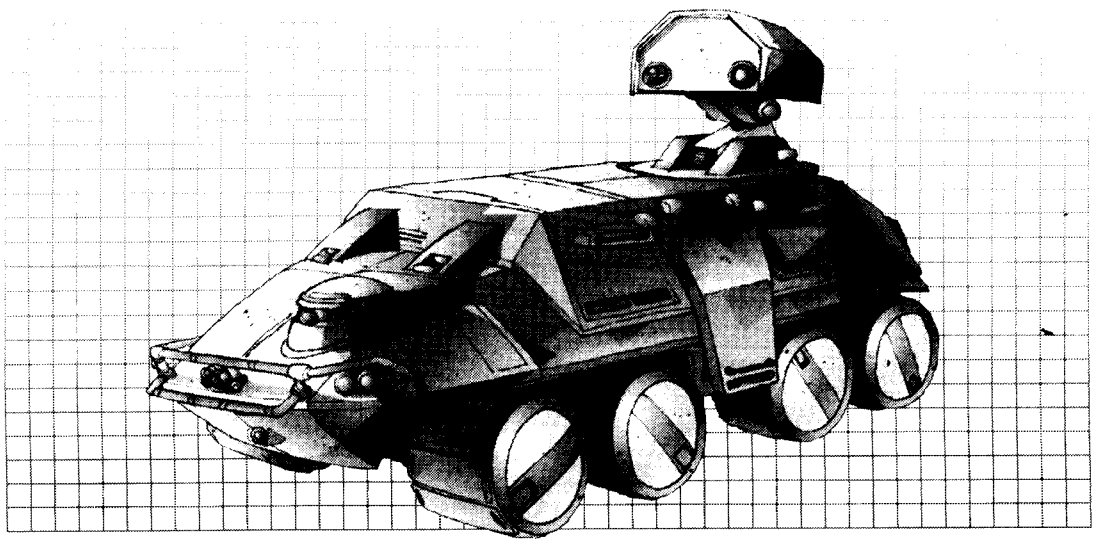
WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	Ammo	Special
None as standard	-	-	-	-	-	-	-	-	-	-	-

DAMAGE

■■■■■■■■■■	10		60
■■■■■■■■■	20		70
	30		80
	40		90
	50		100

MA-121 RABID BADGER APC



• Overview

The *Badger* line of Armored Personnel Carriers was first introduced to the CNCS forces in TN 1799 as a replacement to the Raccoon line, which had become too obsolete on the battlefield to be reliable. The *Badger*'s polymeric suspension was further improved in TN 1888 and incorporated into the new *Rabid Badger* production lines that were opening in Valeria. Due to its high price, the variant did not completely replace all other *Badgers* already in production, but gained a status and a reputation of its own. In TN 1914, with the War of the Alliance in full swing, an APC with more bite became essential to fight off the GRELs, leading to the *Rabid Badger* that we know today. Two more variants were designed (the Mark III "Pintle" and the Mark IV "Stealth"), but the War ended before they were mass produced and there was little need for them after that. With the current move to war with the South, however, production has slowly resumed.

• Service Record

The first *Badger* rolled off the production lines Summer TN 1799 and was an immediate success with the infantrymen. It was nearly retired in TN 1865 when a series of freak incidents led the military leaders to believe that the vehicle had outlived its usefulness, but financial constraints prevented the Badger's demise. The model's popularity soared once more in TN 1914 with the release of the "real" Rabid Badger (the one with the anti-Gear missiles), boosting the morale of troops that had been badly hurt in combat against GREL infantry and Terran hovertanks. The "Pintle" model was especially appreciated in the latter days of the War of the Alliance for its four pintle-mounted 7mm assault rifles.

• Specifications

Code name:	Rabid Badger	Production code:	MA-121
Manufacturer:	Shaian Mechanics	Use:	wheeled infantry vehicle
Height:	2.28 meters	Length:	6.10 meters
Average armor thickness:	39 mm	Armor material:	alloy/ceraimc
Standard operational weight:	12748 kg	Maximum speed on clear ground:	114.8 kph
Powerplant:	electric (x2) w/gas turbine (1)	Horsepower:	300 hp (x4), 150 hp (x1)

• Weapons

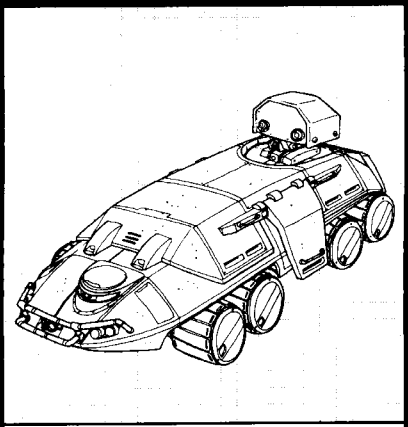
Name	Ammunition Payload	Name	Ammunition Payload
Hammerstrike-II AGM Launcher	12		

• Options

Name	Modified Threat Value	Name	Modified Threat Value
Mk III "Pintle" (add 4 pintle-mounted 7mm Assault Rifles)	OS + 28.0	Mk IV "Stealth" (add Stealth 1 and ECM 2)	MS + 214.2

VEHICLE RECORD SHEET

RABID BADGER APC



VEHICLE DESCRIPTION

VEHICLE TYPE:	Rabid Badger APC
THREAT VALUE:	591
▶ OFFENSIVE:	1542.2
▶ DEFENSIVE:	66.9
▶ MISCELLANEOUS:	164.6
SIZE:	8
▶ ORIGINAL DEFAULT SIZE:	8
CREW:	2
▶ BONUS ACTION:	1
COST:	295,500marks
▶ PRODUCTION TYPE:	Mass Production
▶ INDV. LEMON DICE:	3

MOVEMENT

PRIMARY MOVEMENT MODE:	Ground
▶ COMBAT SPEED:	10
▶ TOP SPEED:	(114.2 kph) 19
SECONDARY MOVEMENT MODE:	N/A
▶ COMBAT SPEED:	-
▶ TOP SPEED:	-
MANEUVER:	-3
DEPLOYMENT RANGE:	550 km

ELECTRONICS

SENSORS:	0
▶ SENSOR RANGE:	2 km
COMMUNICATION:	0
▶ COMMUNICATION RANGE:	10 km
FIRE CONTROL:	0

ARMOR

LIGHT DAMAGE:	12
HEAVY DAMAGE:	24
OVERKILL:	36

CREW

PILOT [LVL/ATTR]:	
GUNNERY [LVL/ATTR]:	

PERKS

NAME	RATING	GAME EFFECT
Hostile Environment Protection	-	Desert
Passenger Seating	-	20 seats for infantrymen
Reinforced Crew Compartment	-	Absorbs first "Crew" hit

FLAWS

NAME	RATING	GAME EFFECT
Exposed Fire Control System	-	-

DEFECTS

NAME	RATING	GAME EFFECT
None	-	-

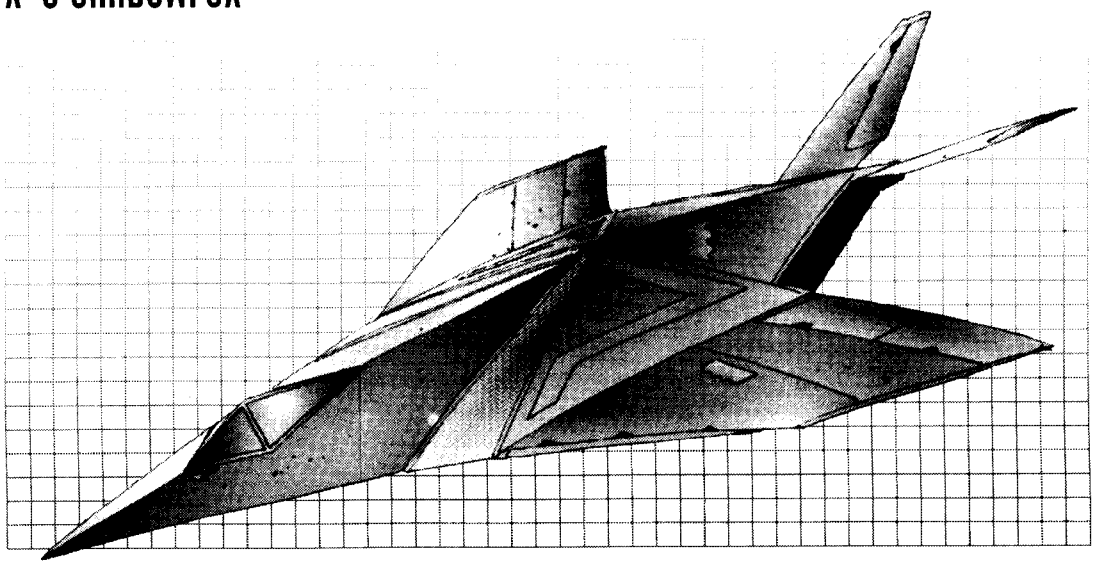
WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	Ammo	Special
Anti-Gear Missile	AGM	T	3	6	12	24	+1	x15	1	12	G

DAMAGE

10 20 30 40 50 60 70 80 90 100

X-9 SHADOWFOX



• Overview

The *Shadowfox* is the newest stealth aircraft fielded by the armies of the North. What makes it remarkable is that all the member-leagues of the CNCS have contributed in some way to the program, and the plane is to be assigned to the Northern Guard. The *Shadowfox* has been designed to fullfill a number of different missions, all of them involving either stealth or secrety. Most, if not all, of these missions will be directed against the leagues of the Allied Southern Republic. From deep recon to surgical strikes, there is nothing the *Shadowfox* cannot do, or so claim its designers. Extra large fuel tanks and high efficiency engines give the aircraft an extremely long deployment range, allowing it to take off from advanced CNCS bases in the Badlands, fly to the southern border and return. The aircraft's landing gear is rugged enough not to require specially prepared airstrips, a boon to many advanced base commanders. The *Shadowfox* has no built-in armament. The payload pallet, be it weapons, a camera pod or a sophisticated electronic jammer, is carried within a spacious (if thin) bay placed in the center of the fuselage. The bay is completely enclosed to avoid radar echoes caused by the payload and is only opened when ready to fire. Space precludes the description of all currently available mission pallets, but nearly ten different weapon and equipment combinations have been tested up to now, with more coming.

• Service Record

The *Shadowfox* is presently being produced in limited numbers by the Shadowfox Consortium, an alliance of company from various city-states across the CNCS. Extreme secrecy surrounds the entire project, and even the parts are shipped to the central assembly plant in Valeria under heavy guard. Once the plane is perfected and the kinks are worked out, it is expected the *Shadowfox* will be deployed from CNCS bases across the Badlands.

• Specifications

Code name:	Shadowfox	Production code:	X-9
Manufacturer:	Shadowfox Consortium	Use:	infiltration aircraft
Height:	3.2 meters	Length:	15.2 meters
Average armor thickness:	28 mm	Armor material:	classified
Standard operational weight:	24,000 kg (est.)	Maximum air speed:	780 kph (est.)
Powerplant:	4 x advanced turbines	Thrust:	classified

• Weapons

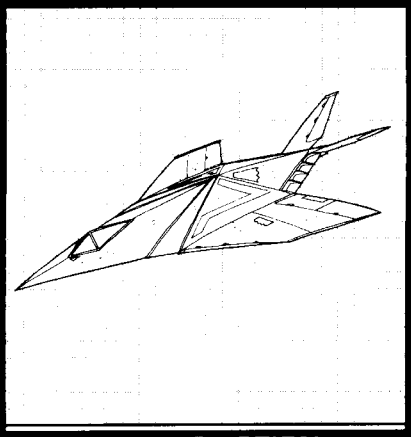
Name	Ammunition Payload	Name	Ammunition Payload
M98S laser-guided bomb rack	4 bombs	M98S laser-guided bomb rack	4 bombs

• Options

Name	Modified Threat Value	Name	Modified Threat Value
Replace weapons & target designator by ECM pallet (ECM 4, ECCM 4, Sat. Uplink)	6848	Replace weapons & target designator by AAM Racks (x2 w/3 missiles each)	6947

VEHICLE RECORD SHEET

SHADOWFOX



VEHICLE DESCRIPTION

VEHICLE TYPE:	Shadowfox
THREAT VALUE:	7005
▶ OFFENSIVE:	1966
▶ DEFENSIVE:	4516.8
▶ MISCELLANEOUS:	14532.3
SIZE:	10
▶ ORIGINAL DEFAULT SIZE:	19
CREW:	2
▶ BONUS ACTION:	1
COST:	26,619,000 marks/dinars
▶ PRODUCTION TYPE:	Limited Production
▶ INDV. LEMON DICE:	2

MOVEMENT

PRIMARY MOVEMENT MODE:	Flight
▶ COMBAT SPEED:	13
▶ TOP SPEED:	(780 kph) 26
▶ STALL SPEED	(90 kph) 3
SECONDARY MOVEMENT MODE:	Ground
▶ TOP SPEED:	(120 kph) 20
MANEUVER:	-2
DEPLOYMENT RANGE:	5800 km

ELECTRONICS

SENSORS:	+1
▶ SENSOR RANGE:	4 km
COMMUNICATION:	0
▶ COMMUNICATION RANGE:	16 km
FIRE CONTROL:	0

ARMOR

LIGHT DAMAGE:	12
HEAVY DAMAGE:	24
OVERKILL:	36

CREW

PILOT (LVL/ATTR):	
GUNNERY (LVL/ATTR):	

PERKS

NAME	RATING	GAME EFFECT
Autopilot	-	Act as level 1 pilot
Chaff/Flare Dispenser	2	10 shots
Fuel Efficient	-	1.5 normal range at Top Speed
NOE Flyer	-	Can fly at level 0
Searchlight	-	100 m range, forward
Stealth	5	Hard to detect
Target Designator	3	Used to target Guided weapons

FLAWS

NAME	RATING	GAME EFFECT
Decreased Maneuverability	1	Ground movement
Difficult to Modify	-	-2 to repair and modify rolls
Poor Towing Capacity	-	Can tow up to half its weight
Vulnerable to Haywire	-	Haywire attacks get three damage rolls

DEFECTS

NAME	RATING	GAME EFFECT
None	-	-

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	Ammo	Special
Light Bomb Rack		FF	0	0	0	0	-2	x10	2	4	ROF2,G

DAMAGE

10 20 30 40 50 60 70 80 90 100

VEHICLE RECORD SHEET

NAME:

VEHICLE DESCRIPTION

VEHICLE TYPE:
THREAT VALUE:
- OFFENSIVE:
- DEFENSIVE:
- MISCELLANEOUS:

SIZE:
- ORIGINAL DEFAULT SIZE:

CREW:
- BONUS ACTION:

COST:
- PRODUCTION TYPE:
- INDV. LEMON DICE:

MOVEMENT

PRIMARY MOVEMENT MODE:
- COMBAT SPEED:
- TOP SPEED:

SECONDARY MOVEMENT MODE:
- COMBAT SPEED:
- TOP SPEED:

MANEUVER:
DEPLOYMENT RANGE:

ELECTRONICS

SENSORS:
- SENSOR RANGE:

COMMUNICATION:
- COMMUNICATION RANGE:

FIRE CONTROL:

ARMOR

LIGHT DAMAGE:
HEAVY DAMAGE:
OVERKILL:

CREW

PILOT (LVL/ATTR):
GUNNERY (LVL/ATTR):

PERKS

NAME	RATING	GAME EFFECT

FLAWS

NAME	RATING	GAME EFFECT

DEFECTS

NAME	RATING	GAME EFFECT

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	Ammo	Special

DAMAGE

☐☐☐☐☐☐☐☐☐☐	10	☐☐☐☐☐☐☐☐☐☐	60
☐☐☐☐☐☐☐☐☐☐	20	☐☐☐☐☐☐☐☐☐☐	70
☐☐☐☐☐☐☐☐☐☐	30	☐☐☐☐☐☐☐☐☐☐	80
☐☐☐☐☐☐☐☐☐☐	40	☐☐☐☐☐☐☐☐☐☐	90
☐☐☐☐☐☐☐☐☐☐	50	☐☐☐☐☐☐☐☐☐☐	100

HEAVY GEAR

HEAVY GEAR

NORTHERN VEHICLES 2

RUNNING OUT OF GEAR DESIGNS?

Are you running out of new machines to pit your players against? Tired of playing the same old machines? Need to spice up your campaign with never-seen-before designs? Running out of time to create your own Gears?

Wait no more! This is the book you've been waiting for.

The Terra Nova Field Guide series showcases the most common pieces of equipment used by the armies of the 62nd century. Combat and utility vehicles, Heavy Gears, striders, it's all there! This third 48-page volume in the series presents eighteen new vehicles for use in the Northern Hemisphere. Many new vehicular weapons are examined in depth, as well as new perks and flaws. Ready-to-play record sheets and over 30 counters are included, showcasing all eighteen vehicles in full color. A must-have for all Heavy Gear players, regardless of their allegiance!

HEAVY GEARS

- Bobcat
- Hunter Recon
- Tattletale
- Cheetah MP
- Hodiak
- Tiger
- Cheetah Paratrooper
- Razorback

STRIDERS

- Assault Mammoth
- Thunderhammer

TANKS

- Aller
- Jaxon
- Klemm
- Tyburr

TRANSPORTS

- Orca
- Behemoth
- Rabid Badger APC

AIRCRAFT

- Shadowfox

:6132

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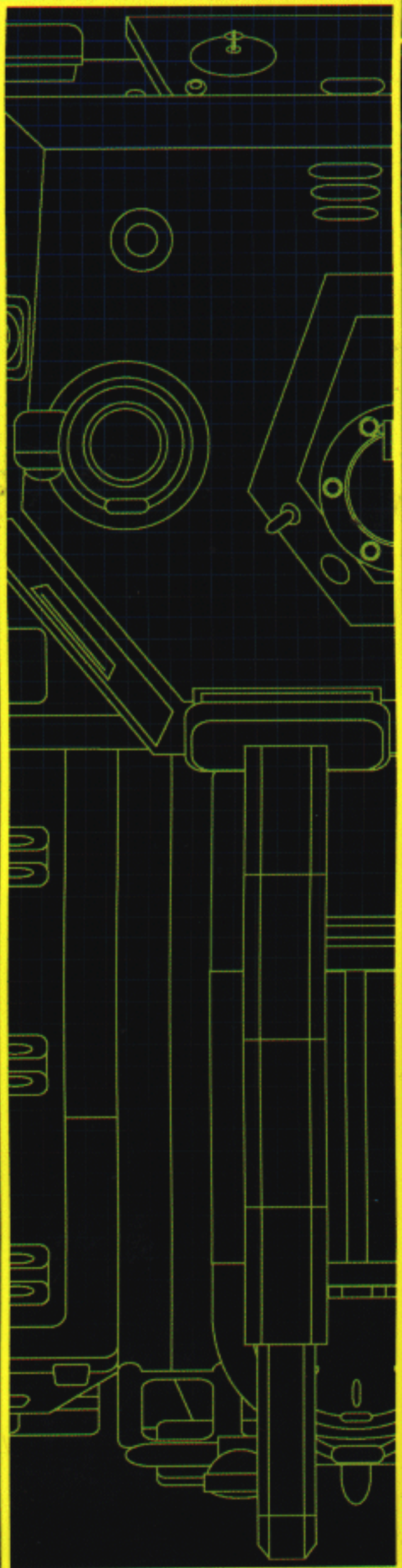
DREAM POD 9



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