HGB Living Rulebook Utopia Section Ver. 2.1 February 2018 Update Changes Log

We are rolling back our January 2018 Update to the previous Ver 2.0 (July 2016) of the rules after listening to player feedback. Join us each Friday on the Dream Pod 9 Facebook page for our new Feedback Friday post and have your say on the rules and future updates.

This short Changes Log updates the Ver. 2.0 of the Heavy Gear Blitz Living Rulebook to Ver. 2.1 and only includes 2 new or updated models for Peace River and updates to the Utopia Section pdf, which follows this Changes Log. The Utopia section includes an new page with map of Utopia and ranks before the forces page and the model list pages which include several new Utopia models (MAR-DK & Gilgamesh) and variants for existing models. Plus VTOL to add to the Model Traits appendix and an update to the Silent Weapon Trait text.

Peace River Models

P134 Uhlan Change to:

Model	TV	UA (Simple)	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Uhlan (unreleased)	28	ST	W:4" G:5"	11	5 / 3	2	3+	5+	5+	HAC (Arm, Burst: 2), MAC (FT+F, Auto, Link), HRP (AE:3, Link), HHG, APGL (Auto), HSG (ARM)	Arms, AMS, Brawler:1	Strider 3"
Kestros Uhlan	28	ST	W:4" G:5"	11	5 / 3	2	3+	5+	5+	HGL (Arm, IF, PEN:10, AS), MAC (FT+F, Auto, Link), HRP (AE:3, Link), HHG, APGL (Auto), HSG (ARM)	Arms, AMS, Brawler:1	Strider 3"
Fusillade Uhlan	30	ST	W:4" G:5"	11	5 / 3	2	3+	5+	5+	HPL (Arm), MAC (FT+F, Auto, Link), HRP (AE:3, Link), HHG, APGL (Auto), HSG (ARM)	Arms, AMS, Brawler:1	Strider 3"
Lord (Ulhan upgrade)	+2	+(CMD)	-	-	-	-	-	-	4+	-	+Init:1, ECCM, ECM:1	
Tank Hunter (Uhlan Upgrade)	+6	ST (0-1)								-HRP(Link, AE:3), +MTG (Link, IF)		

P136 Add new Black Wind VTOL (Beta):

Model	TV	UA (Simple)	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Black Wind VTOL (Beta)	20	VL (0+)	H:12"	6	3 / 5	2	4+	3+	5+	MRF (FT+F, AA, Silent), MRP (Link, Split:2)	Agile, ECM:1, Stealth (Aux), VTOL	Vehicle 3"
Support Black Wind VTOL (Black Wind upgrade)	+2	-	-	-	-	-	-	-	-	-MRP, + LATM (Link), LSAM (Link)	-	

Utopia Models

Add New P203 after P202 with Utopia Map and Rank Insignia.
P205 Recce Armiger: Change LLC (Arm) to "LLC (Arm, Silent)".
P205 All Recon N-KIDU Models: Change AR:3 to "AR:5". Add "(Silent)" to all weapons except LRP.
P205 Missile Support Recce Armiger: Change LLC (Arm) to "LLC (Arm, Silent)".
P205 All Support N-KIDU Models: Change AR:4 to "AR:6".
P206 All Support N-KIDU Models: Change Type/Height to Vehicle 1".
P206 Add new Mortar Support N-KIDU variant.
P206 Add new MAR-DK Drone.
P207 Add Commando Armiger VTOL upgrade.
P207 Add new N-LIL (Commando N-KIDU VTOL upgrade).
P207 All Commando N-KIDU Models: Change AR:3 to AR:5. Add "(Silent)" to all weapons except LRP.
P207 All Commando N-KIDU Models: Change Type/Height to Vehicle 1.5".
P207: Commando N-KIDU: Add upgrade: "Battery (Commando N-KIDU upgrade), +1TV, +LRP".
Add P208 after P207 with new Gilgamesh Command Tank.

Model Traits
Add: "[VTOL] Vertical Take off and Landing: This model uses the VTOL vehicle special rules (See17.7)."

Weapon Traits
[Silent] Silenced: Replace all with "Attacking with a silenced weapon does not cause a model with the Stealth trait to lose the benefits of the Stealth trait."

DRONES OF DESOLATION

UTOPIA

Utopia no more, the years following Earth's withdrawal were a cruel time for the Utopians. Conflict arose and lead to total war with with all the horrors of nuclear and biological weaponry being used indescriminately, laying utter waste to a previously verdant planet. The world's population huddled in their bunkers and waited for the madness to end, but as the war ended the surface had become unlivable. The survivors chose to expand their massive bunkers and the development of the Deep Cities resulted.

Due to the necessity for preserving life, warfare in the post-Great War years was largely fought by automated drones, which increasingly became more and more sophisticated. When the CEF returned to Utopia, they encountered a devastated planet with superior technology compared to their own. Faced with the prospect of a force armed with superior technology, the CEF chose to ally themselves with the Utopians.

COLONIZATION

Discovered in 5435 A.D., the planet was initially considered not worth colonizing as the surface was simply barren rock that lacked any flora or fauna even though it resided in the solar system's life zone. After a number of years, the interest was renewed when a few mega-corporations on Earth looked at the possibility of terra-forming the planet for habitation.

One of these companies was Wilder-Grosz, who purchased the planet eight years after its discovery. The corporation invested a tremendous amount of capital into terra-forming the planet using the latest techniques, and less than a century later the planet was ready for habitation by colonists. In 5509 A.D., the planet was opened for colonization, and massive waves of colonists traveled to Utopia to start a new life. Wilder-Grosz moved their entire corporation to the planet shortly after opening, and began the process of exploiting the planet to increase their profits.

POST-CONCORDAT ERA

After centuries of prosperity, Utopia faced a daunting future with the withdrawal of the Human Concordat. The unified government that had existed under Wilder-Grosz splintered into five major countries spread throughout the continents. The most aggressive of these nations, the Magnate City States, declared war on their neighbors, the Vanguard of Donovan. The resultant short war included the use of anti-matter bombs used to annihilate three of the Vanguard's largest cities. The panic that ensued from the bombings lead to the realignment of the five nations into three superpower nations and a bunker building mentality throughout the world.

Decades later, a single terrorist act at an economic summit sent the relative peace of the world into a spiral of destruction the Utopians would call the Great War. Nuclear and biological weaponry were used indiscriminately, laying utter waste to the once verdant planet. The world's population huddled in their bunkers and waited for the madness to end, but as the war ended the surface had become unlivable. The survivors chose to expand their massive bunkers and the development of the Deep Cities resulted.

In the centuries after the Great War, four major states developed to unify shattered countries. On the continent of Etrusca, the United Republic of Steelgate grew out of the Magnate City States to emerge as a resource-rich power under military control. In the southern part of the Etruscan continent, the Greenway Alliance came together from the surviving Wilder-Grosz city states, and benefited from their expertise in biological fields. On the continent of Sumer, the Industrial States of Kogland and the Independent States contested each other for superiority of the lands.

Due to the necessity for preserving life, warfare in the post-Great War years was largely fought by automated drones, which increasingly became more and more sophisticated. When the CEF returned to Utopia, they encountered a devastated planet with superior technology compared to their own. Faced with the prospect of a force armed with superior technology, the CEF 2nd Fleet chose to ally themselves with the Steelgate Republic rather than facing a unified planet as the 8th Fleet did on Terra Nova. The tactic worked exceedingly well; within nine months, the planet was totally subjugated by the CEF.

After the conquest, the CEF continued their tactic of collaboration and brought Kogland, Greenway, and the Independent States under a single Colonial State with representatives from each faction. The resulting participation from all of the planet's governments was a marked increase in productivity and technological advancements. Within a few decades, Utopia became a principal source for rearming and equipping the second stages of the CEF. The efforts of Utopia were recognized by the CEF, and the Utopian Colonial Corps were created to offer the planet's powers access to off-planet resources.

UTOPIAN COLONIAL CORPS

Developed after the Utopian Colonial Senate passed a motion to centralize and standardize the planet's military, the Colonial Corps was key in bringing the modernization of Utopian forces. The War of the Alliance on Terra Nova had taught hard lessons to the CEF, and as plans developed for the second invasion, Steelgate and Kogland competed heavily to influence their CEF masters by developing and producing new weapons systems and armaments.

Commonwealth Integrity Directorate, the political control mechanism of the CEF and the main force of control exerted on Utopia, saw an opportunity to exploit the competing factions into a joint development venture and eventual armament of the two countries' armies for the coming attacks on Terra Nova, Jotunheim, and New Jerusalem. Three Terran years prior to the second invasion of Terra Nova, the two largest factions of Utopia ceded nearly a third of their military to aid in the colonial expansion of the various systems. CID promised increased funding into the rebuilding and decontamination processes utilizing captured colonial material in exchange for the added troops and material.

Armed with the new Armiger Automaton Controller units and advanced weapons systems, the new Utopian forces contributed significantly to the three planned invasion theaters.

ARMIGER AUTOMATION CONTROLLER SUIT

DEVELOPMENT HISTORY

Utopia's military industrial capacity is more advanced than other colonies as the people were forced to adapt to the severe conditions resulting from the nuclear devastation that killed much of the population and irradiated the surface of the once verdant planet. To compensate for the loss of life, early Utopian scientists constructed drones and sealed environmental suits called APES (Augmented Power Environmental Suits) for soldiers to operate on the harsh surface. Decades of constant warfare honed the craft of the surviving states' military technology and would eventually lead to the development of NAI (Near Artificial Intelligence) Matrices and their superior drone controller abilities.

The current leader of NAI technology is the Industrial States of Kogland, a collectivist high-technology nation located on the continent of Sumer. The heavily industrialized state received many of the CEF's contracts in the years following Earth's successful conquest of Utopia, and most of Earth's frames and hovertanks for the current push into Jotunheim, Terra Nova, and New Jerusalem were manufactured in the non-stop factory complexes found in the deep cities of the state. Access to this new technology and combat footage from the first invasion of Terra Nova aided engineers and scientists in designing a heavier, more versatile platform to control the next generation NAI Automaton Drones.

When the NIC discovered the secret design process Kogland had begun, they chose to leak the information collected from their spies to the United Republic of Steelgate's industries. The CEF approached the Viceroys of Steelgate's deep cities with a proposal to award the lucrative contracts for refitting and arming the newly founded Utopian Colonial Corps. A fierce competitive atmosphere emerged with corporate espionage rife in both factions' development. The stolen information resulted in identical modular component points and NAI technology being integrated into the two chassis systems developed by both factions.

The recce (RE-101) and commando (CO-101) variants emerged from the first few years of development. CEF 2nd Fleet command saw the potential in both units and ordered the addition of a fire support variant capable of greater automaton control. The contract was awarded to both factions in order to spur on the competitive design process. The final variant (FS-101) of what would be called the Armiger project, rolled out of the Kogland factories in the fall of the following year and the industrial state was awarded the bulk of the armament contracts for the Utopian Colonial Corps.

OPERATIONS HISTORY

The three variants have seen little field service since their introduction; however, testing in the wastes of Utopia have shown a significant improvement over the aging APES systems. Armiger pilots in the Colonial Corps have complained about the stifling cockpit design, and jokingly refer to the interior as crypts or coffins. The advanced NAI Matrices have received high praise from all of the pilots in the field on Terra Nova.

Nearly 600 Armiger Automaton Controller Suits are in operation throughout the desert planet acting as the eyes of the many CEF Korps campaigning across Terra Nova. Assisting these pilots are thousands of NAI enabled N-KIDU (Neural Kinetic Interceptor Drone Unit) Automatons, a next generation modular drone developed specifically for the invasions.

UTOPIA MAP:

STEELGATE
Halincarnarsus
OLYMPIA
Ephesus
Oxford
(Old City Ruins)

Magnate City States

Babylon

GREENWAY

Alexandria

(Old City Ruins)

Vanguard of Donavan

(Old City Ruins)   (Old City Ruins)   (Old City Ruins)

(Old City Ruins)

Wilder-Grosz Oligarchy

Giza   (Old City Ruins)
KOGLAND   Rhodes
Troy   Ur   Nineveh
(Old City Ruins)   (Old City Ruins)
(Old City Ruins)   **Koglin Industrial Order**
Ankara

Hilltown
Landau Concordate

UTOPIA CYLINDRICAL EQUIDISTANT PROJECTION

RANK INSIGNIA

Rank	Number of Years*	Pay Scale (Krons)	Tax Rate
Senior Officers			
High General	4	250,000	25%
General	5	150,000	25%
Lieutenant General	5	75,000	22%
2nd Commander	2	52,000	20%
1st Commander	3	45,000	20%
Lieutenant Commander	3	42,000	20%

Rank	Number of Years*	Pay Scale (Krons)	Tax Rate
Junior Officers			
Command Lancer	2	37,500	17%
2nd Lancer	2	35,000	17%
1st Lancer	1	30,000	15%
NCOs			
Major Armsman	3	45,000	20%
Command Armsman	3	35,000	17%
Chief Armsman	2	25,000	12%
Enlisted Personnel			
2nd Armsman	2	15,000	10%
1st Armsman	2	12,000	10%

*Minimum number of years in the service before promotion. Exceptional individuals who perform well can cut this time by 30-50%.

UTOPIA

UTOPIA FORCES

UTOPIA FORCES:

A **Generic Utopia Force** may be constructed using only the Utopia Models List. This is the default option and should be used when learning the game rules.

All the models in the Utopia Models List can be used in any of the sub-lists below. These Sub-Lists allow players to add additional specialized upgrades to their models as they collect their Force.

Utopia Special Rules:
These rules apply to any Utopia Force or Unit even if selected as Allies for another Force.

♦ **Armiger Rarity:** Utopia units are limited to a maximum of 2 Armigers per unit, regardless of variant.

♦ **Drone Matrix:** Utopia Primary units comprised only of N-KIDU models may have up to 8 actions. These units may have a Support unit that has up to ½ the number of actions of the Primary unit.

♦ **Limited Design: N-KIDU:** N-KIDU models are limited to only the Anti-Aircraft upgrade from the Generic Upgrade List. N-KIDU models may not be Duelists.

♦ **Companions: N-KIDU:** Armiger models with the Drone Bay trait may select N-KIDU models instead of Drones from the Generic Upgrade list. These N-KIDU models must match the Unit Availability requirements of the unit as normal, may not be docked, and do not count towards the maximum number of Actions in the unit. Companion models are not removed when the model they are attached to is destroyed.

♦ **Decoy: N-KIDU:** Any Armiger, or N-KIDU commander, targeted by a Non-melee attack action may choose to redirect the attack to a friendly N-KIDU model within 3" of the target model. The attacker must have Lock to the Decoy model. Redirect the attack before measuring range for weapons.

All the models in the Utopia Models List can be used in any of the sub-lists below by allowing players to add additional specialized upgrades to their models as they collect their Force.

SUB-LISTS:

UCFT - Utopian Combined Forces Troupe (Utopian Sub-List + Allies:CEF/Black Talon/Caprice/Eden):
The industrial powerhouse of the Colonies, Utopia uses advanced artificial intelligences to operate most of their manufacturing and fight using the robotic vehicles called N-KIDUs. Though highly advanced, these drones still require the support of Human pilots in their Armiger suits to function effectively.

♦ **Well Supported:** Each Primary Unit in this Force may have two Support units. The number of actions in the Support units may not exceed the standard number of actions for a Support unit: Example: A Primary unit of 5 actions may have up to two Support units of up to 3 actions total.

♦ **Allies: Choose one CEF, Black Talons, Caprice, or Eden.** This Force may select Support units from the chosen Faction Force list to attach to Utopian Primary units.

UCT - Utopian Commando Troupe (Utopian Sub-list):
Utopian Commando Troupes excel in attacking using many threat vectors at once to surround and overwhelm their targets. The Drones that are chosen to join them are those that have developed stealthy personalities and a practical attitude to war.

♦ **Going Commando:** The only Armiger models this Force may select are Commando Armigers.

♦ **Commander:** All Commander models in this force must be upgraded to Veterans for +0TV.

♦ **Who Dares:** Units with Commando Armigers may use the Pathfinder Reserve deployment option (See 15.1c)

**URT - Utopian Recon Troupe (Utopian Sub-List):**
Utopian Recce Troupes are filled with humans and drones that have a natural rapport with the wilderness. Liberated from their normal underground environments, these units can undertake long missions and adapt well to any terrain and excel in stealth and assassination missions.

♦ Going Native: The only Armiger models this Force may select are Recce Armigers.

♦ **Commander:** All Commander models in this force must be upgraded to Veterans for +0TV.

♦ **Quiet Death:** Recce Armigers gain the Silent Trait on any Arm mounted weapons.

UST - Utopian Support Troupe:
The Utopians who serve in the Support Troupes have a healthy respect for firepower and its use. Often found with drones that also have a penchant for excessive force, the Support Troupes believe that firepower is everything.

♦ **Going Boom:** The only Armiger models this Force may select are Support Armigers.

♦ **Commander:** All Commander models in this force must be upgraded to Veterans for +0TV.

♦ **Big Guns:** Support Armigers may upgrade their MRP to MABM for +0TV or LATM for +1TV.
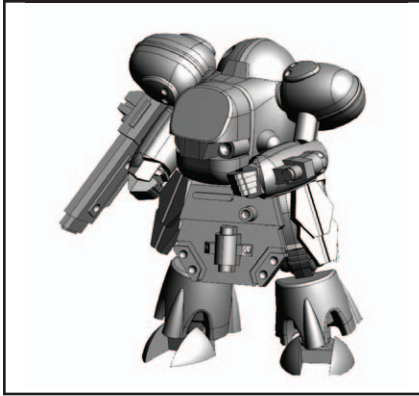
Code Name:	Recce Armiger
Manufacturer:	Kogland
Unit Type:	Recon Armiger
Height:	4.4 meters
Weight:	5,900 kg

One of the most advanced battle platforms ever to be built, the RE-101 Recce Armiger was designed specifically to support CEF efforts on Terra Nova by acting as an autonomous reconnaissance unit. It is armed with advanced laser weaponry and a vast assortment of auxiliary systems allowing it to operate with virtually no support on the battle field.
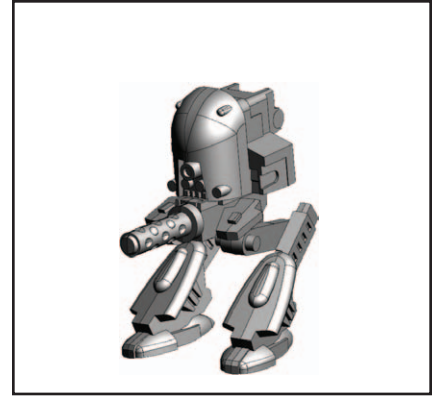

Code Name:	Recon N-KIDU
Manufacturer:	Steelgate Central Foundries
Unit Type:	Recon Drone
Height:	3.2 meters
Weight:	2,400 kg

The Recon variant of the Neural Kinetic Interceptor Drone Unit is one of the most common in the Utopian Colonial Corps. Primarily deployed in support of the RE-101, these drones also see use in Commando squads. N-KIDU [R]'s can be equipped with either comms gear or electronic warfare suites allowing them to effectively contribute to any engagement.

| Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Recce Armiger	12	RC , GP (0-1)	W:5" H:8"	6	4 / 2	1	4+	4+	3+	LLC (Arm, Silent), MRP, LVB (Arm), MHG	Agile, Arms, ECM:2, Drone Bay:2, ECCM, NCM:6", Sensors:18", Stealth (Aux)	Gear 1.5"
Close Support Recce Armiger	12	RC	W:5" H:8"	6	4 / 2	1	4+	4+	3+	MRL (Arm), MRP, LVB (Arm), MHG	Agile, Arms, Drone Bay:2, ECM:2, ECCM, NCM:6", Sensors:18", Stealth (Aux)	Gear 1.5"
Missile Support Recce Armiger	14	RC	W:5" H:8"	6	4 / 2	1	4+	4+	3+	LLC (Arm, Silent), LATM, LVB (Arm), MHG	Agile, Arms, Drone Bay:2, ECM:2, ECCM, NCM:6", Sensors: 18", Stealth (Aux)	Gear 1.5"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Recon N-KIDU	4	RC (0+), SK	W:6"	5	4 / 2	1	5+	4+	5+	HIW (Silent)	Conscript, Comms:1, Stealth, TD:1	Gear 1"
Hunter Recon N-KIDU	4	RC (0+), SK	W:6"	5	4 / 2	1	5+	4+	5+	MIS (Silent)	Conscript, Comms:1, Stealth, TD:1	Gear 1"
MP Recon N-KIDU	4	RC (0+)	W:6"	5	4 / 2	1	5+	4+	5+	MIW (Frag, AI, Silent)	Conscript, Comms:1, Stealth, TD:1	Gear 1"
Recon-ECM N-KIDU	4	RC	W:6"	5	4 / 2	1	5+	4+	5+	MIL (Silent)	Conscript, ECM:1, Stealth	Gear 1"
Comms Recon N-KIDU	2	RC	W:6"	5	4 / 2	1	5+	4+	5+	HIW (Silent)	Comms:1, NCM:6", SatUp:6+, Stealth	Gear 1"
Battery (Recon N-KIDU upgrade),	+1	-	-	-	-	-	-	-	-	+LRP	-	-
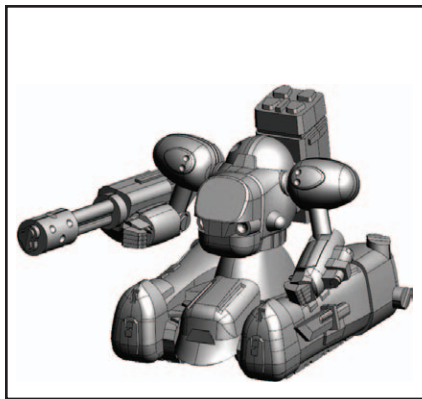
Code Name:	Support Armiger
Manufacturer:	Kogland
Unit Type:	Support Armiger
Height:	4.1 meters
Weight:	7,100 kg

While sharing the base chassis of all Armiger units, the FE-101 swaps the mobility of bipedal motive units for a pair of caterpillar tracks. This allows the unit to utilise weaponry that far surpasses its weight class. Due to its low profile the Armiger can be used aggressively as it uses cover to position itself until ready to bring heavy weapons to bear.
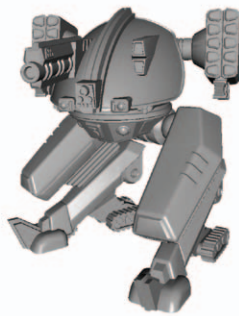
MAR-DK Walker & Ground Modes

The MAR-DK is a new Utopian heavy support drone design, equipped with Medium Particle Accelerator and other mission specific variant weapons.
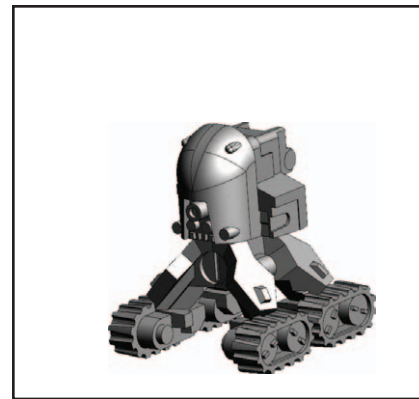

Code Name:	Support N-KIDU
Manufacturer:	Steelgate Central Foundries
Unit Type:	Support Drone
Height:	2.9 meters
Weight:	2,500 kg

Much like its recon variant the Fire Support N-KIDU is used in support of its Armiger equivalent. The N-KIDU [F] can deliver a deadly rocket barrage or be armed with guided missiles for light anti armour work. Like the FS-101, the N-KIDU [F] is mounted on a set of caterpillar tracks for increased stability and carrying capacity.

| Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Support Armiger	13	FS , GP (0-1)	G:5"	8	5 / 1	1	4+	5+	5+	HRC (Arm), MGM, MRP, LVB (Arm)	Arms, Autopilot, Drone Bay:2, NCM:6", Offroad:2	Vehicle 1"
Missile Support Armiger	15	FS	G:5"	8	5 / 1	1	4+	5+	5+	HRC (Arm), MATM, MRP, LVB (Arm)	Arms, Autopilot, Drone Bay:2, NCM:6", Offroad:2	Vehicle 1"
Sniper (Support Armiger upgrade)	+1	-	-	-	-	-	-	-	-	-HRC, +MLC (Arm)	-	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Support N-KIDU	5	FS (0+)	G:5"	6	4 / 2	1	4+	5+	5+	MRP	Conscript, Offroad:1	Vehicle 1"
Battery Support N-KIDU	8	FS (0+)	G:5"	6	4 / 2	1	4+	5+	5+	LATM	Conscript, Offroad:1	Vehicle 1"
Mortar Support N-KIDU	6	FS (0+)	G:5"	6	4 / 2	1	4+	5+	5+	LGM	Conscript, Offroad:1	Vehicle 1"
Comms Support N-KIDU	2	FS	G:5"	6	4 / 2	1	4+	5+	5+	-	NCM:6", Offroad:1, SatUp:6+	Vehicle 1"

| Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
MAR-DK	18	GP, FS	W:5" G:6"	8	5 / 1	2	4+	5+	5+	MPA (T), HRP (T, Link), LCW (T), APGL (T)	Stable	Gear 2"
MAR-DK Barrage	18	FS	W:5" G:6"	8	5 / 1	2	4+	5+	5+	MPA (T), MATM (T, Link), LCW (T), APGL (T)	Stable	Gear 2"
MAR-DK Bulwark	20	FS	W:5" G:6"	8	5 / 1	2	4+	5+	5+	MPA (T), MRL (FT, AA, Link), LCW (T), APGL (T)	Stable	Gear 2"
MAR-DK Node	18	GP(CMD), FS(CMD)	W:5" G:6"	8	5 / 1	2	4+	5+	5+	MPA (T), HRP (T, Link), LCW (T), APGL (T)	NCM:6", SatUP:5+, Stable	Gear 2"
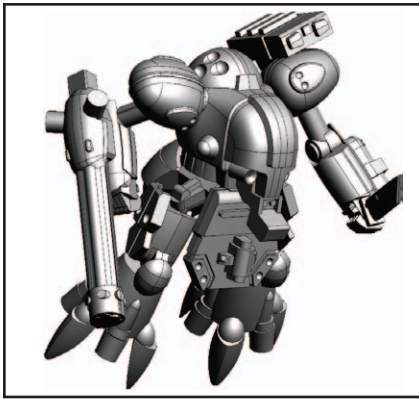
Code Name:	Commando Armiger
Manufacturer:	Kogland
Unit Type:	Commando Armiger
Height:	5 meters
Weight:	6,200 kg

The most aggressive of the Armigers, the CO-101 is used for headhunting missions and performs well when paired with the N-KIDU [C] variant. Similarly armed as its Recce cousin the CO-101 however sports better armour and is able to utilise a jump pack, making it a very difficult target to track amid the chaos of battle.
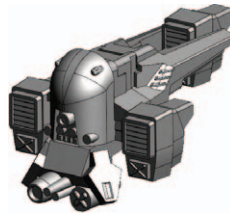
N-LIL Drone
Commando N-KIDU Upgrade)
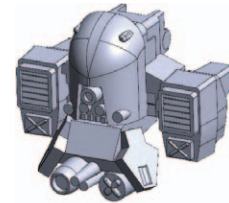
Code Name:	Commando N-KIDU
Manufacturer:	Steelgate Central Foundries
Unit Type:	Commnado Drone
Height:	2.3 meters
Weight:	2,100 kg

Armed with a bazooka for Anti-Gear operations the Commando variant N-KIDU has been the bane of Gear squads across Terra Nova. Fast, agile, and incredibly maneuverable the N-KIDU [C] variant NAI cores tend to display predatory behaviour and have been known to stalk their targets.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Commando Armiger	14	SK, GP(0-1)	W:5" H:8"	7	3 / 3	1	3+	3+	5+	MRL (Arm), MRP, LVB (Arm), LHG	Agile, Airdrop, Arms, Drone Bay:2, Jetpack: 6", NCM:6", Stealth (Aux)	Gear 1.5"
Grenadier Commando Armiger	14	SK	W:5" H:8"	7	3 / 3	1	3+	3+	5+	MGL (Arm), MRP, LVB (Arm). LHG	Agile, Airdrop, Arms, Drone Bay:2, Jetpack: 6", NCM:6", Stealth (Aux)	Gear 1.5"
Sniper Commando Armiger	14	SK	W:5" H:8"	7	3 / 3	1	3+	3+	5+	MLC (Arm), MRP, LVB (Arm)	Agile, Airdrop, Arms, Drone Bay:2, Jetpack: 6", NCM:6", Stealth (Aux)	Gear 1.5"
Anti-Tank (Commando Armiger upgrade)	+1	SK	-	-	-	-	-	-	-	-MRP, +LATM	-	
VTOL (Commando Armiger upgrade)	+2	VL (CMD)	W:3" H:10"	-	-	-	-	-	-	-	+VTOL	Gear 1.5"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Commando N-KIDU	5	SK(0+), FS	H:8"	5	4 / 2	1	4+	3+	5+	BZ (AP:1, PEN:6, Silent)	Conscript, Airdrop, Agile, Jetpack: 6", Stealth	Vehicle 1.5"
Commando-ECM N-KIDU	7	SK, FS	H:8"	5	4 / 2	1	4+	3+	5+	BZ (AP:1, PEN:6, Silent)	Conscript, Airdrop, Agile, ECM:1, Jetpack: 6", Stealth	Gear 1.5"
Comms Commando N-KIDU	3	SK, FS	H:8"	5	4 / 2	1	4+	3+	5+	-	Airdrop, Agile, Jetpack: 6", NCM:6", SatUp:6+, Stealth	Vehicle 1.5"
EMT Commando N-KIDU	2	GP(0-1), SK(0-1), FS(0-1), RC(0-1)	H:8"	5	4 / 2	1	4+	3+	5+	-	Conscript, Airdrop, Agile, Jetpack: 6", Recovery, Stealth	Vehicle 1.5"
Battery (Commando N-KIDU upgrade),	+1	-	-	-	-	-	-	-	-	+LRP	-	-
N-LIL VTOL (Commando N-KIDU upgrade)	+3	VL(0+)	H:10"	-	3 / 3	-	-	-	-	+LRP (Haywire)-	+VTOL	Vehicle 1.5"

UTOPIA

![Heavy Gear Blitz! Living Rulebook Ver. 2.1 logo]

UTOPIA MODELS LIST

Gilgamesh side and rear views.

Gilgamesh with side Modules Added and some Drones for Scale.

Code Name:	Gilgamesh Command Tank
Manufacturer:	Various
Unit Type:	Heavy Tank
Height:	8.3 meters
Weight:	165,000 kg (with side modules)

The lumbering center piece of the Utopian battlefield, Gilgamesh Command Tanks never operate alone. They are surrounded by an army of N-KIDU Drones and Armigers who protect weak points, while the tank attacks. Forward and rear track sections support the top center mounted turret. And modules mounted to the sides of the tracks support additional weapon options and increased drone carrying capability.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Gilgamesh Command Tank (Unreleased)	30	HT										
Gilgamesh Command Tank Body			G:6"	11	6 / 4	3	4+	6+	5+	MRL (FT+F), MRC (FT+FF, Auto), MRC (FT+FF, Auto), MRC (FT+B+L, Auto), MRC (FT+B+R, Auto), APGL	Comms:1, MCV, OffRoad:2, Resist:H, Sensors:18", Stable	Vehicle 1.5"
Engineering Vehicle (Gilgamesh Command Tank Body Upgrade)	+0									-MRC (FT+B+L, Auto), - MCR (FT+B+R, Auto), +HCW (R, Reach:3", Link)	2x Mechanic (Transported model), Recovery, Transport (4 N-KIDU or 1 Armiger)	
Gilgamesh Command Tank Turret (Gilgamesh Command Tank upgrade)	+16	(CMD)		11	6 / 2	2	4+	6+	4+	HPA (T, PEN:10), HRP (T, Link), 2x HMG (FT, Auto)	Attached: Gilgamesh Command Tank Body, AMS (Aux), Comms:3, Init:2 (Aux), NCM:18", Resist:H, SatUp:5+, Sensors:18", Stable, TD:1	Vehicle 2.5"
Gilgamesh Support Tank Turret (Gilgamesh Command Tank upgrade)	+8			11	6 / 2	2	4+	6+	5+	HSC (T, PEN:12, Range:6-18 / 36"), HRP (T, Link), 2x HMG (FT, Auto)	Attached: Gilgamesh Command Tank Body, AMS (Aux), NCM:9", Recovery, Resist:H, Sensors:18", Stable, TD:1	Vehicle 2.5"

Note: A Gilgamesh Command Tank must upgrade to have either a Command Tank Turret or a Support Tank Turret.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Mortar Support Module	+8	HT (0-2)	-	8	4 / 4	1	4+	6+	6+	MGM (T), MFM (T), HMG (L/R, Auto)	Attached: Gilgamesh Body, NAI, Stable	Vehicle 1"
Missile Support Module	+10	HT (0-2)	-	5	4 / 4	1	4+	6+	6+	MATM (T), MABM (T), MSAM (T), HMG (L/R, Auto)	Attached: Gilgamesh Body, NAI, Stable, TD:1	Vehicle 1"
N-KIDU Transport Module	+2	HT (0+)	-	5	4 / 4	1	4+	6+	6+	HMG (L/R, Auto)	Attached: Gilgamesh Body, NAI, Stable, Transport: 3 N-KIDU	Vehicle 1"

Note: A Gilgamesh may have 0, 2, or 4 modules attached to it. These modules count as a support unit for the Gilgamesh command tank that may have up to 4 actions. Modules mounted on the left side of the tank will have weapons with a L arc. Modules mounted on the right side of the tank will have weapons with a R arc. Modules must be paired Left and Right but may be mounted on the front or rear set of tracks if only two modules are selected.

Code Name:	Constable APE
Manufacturer:	Various
Unit Type:	Augmented Infantry
Height:	3.4 meters
Weight:	800 kg

The APE is a form of hardened exoskeleton originally designed for harsh environment work but now adapted to military tasks. Their small size and low weight mean they can execute dynamic maneuvers with their backpack jet packs. Used for scouting missions and commando operations the APE is a versatile weapon platform.

Marshal APE

Code Name:	Man at Arms APE
Manufacturer:	Various
Unit Type:	Augmented Infantry
Height:	3.9 meters
Weight:	2,100 kg

When firepower is more important that speed the Man at Arms APE is deployed to support the Constables. Mounting large caliber weapon for such a small suit, the Man at Arms also has impressive mobility for a support platform, able to relocate to high ground or to a flank easier than any other support unit.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Marshal APE	7	GP(CMD), SK(CMD)	W:6"	5	4 / 2	1	4+	4+	5+	LAC (Arm), LRP, APGL, LVB (Arm)	Airdrop, Arms, ECM:1, ECCM, Jetpack:8", Stealth	Gear 1"
Constable APE	7	GP(0+)	W:6"	5	3 / 3	1	4+	4+	6+	LAC (Arm), APGL, LVB (Arm)	Airdrop, Arms, Jetpack:8", ECM:1, Stealth	Gear 1"
Ignus Constable APE	7	GP	W:6"	5	3 / 3	1	4+	4+	6+	LFL (Arm), APGL, LVB (Arm)	Airdrop, Arms, Jetpack:8", ECM:1, Stealth	Gear 1"
Suppressor Constable APE	7	GP	W:6"	5	3 / 3	1	4+	4+	6+	LGL (Arm), APGL, LVB (Arm)	Airdrop, Arms, Jetpack:8", ECM:1, Stealth	Gear 1"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Man at Arms APE	7	SK(0+)	W:6"	6	3 / 3	1	4+	5+	6+	LAC (Arm), LRP, LVB (Arm)	Airdrop, Arms, Jetpack:8", Stealth	Gear 1"
Sniper Man at Arms APE	8	SK	W:6"	6	3 / 3	1	4+	5+	6+	MRF (Arm), LRP, LVB (Arm)	Airdrop, Arms, Jetpack:8", Stealth	Gear 1"
Suppressor Man at Arms APE	8	SK	W:6"	6	3 / 3	1	4+	5+	6+	LGL (Arm), LRP, LVB (Arm)	Airdrop, Arms, Jetpack:8", Stealth	Gear 1"
Ignus Man at Arms APE	7	SK	W:6"	6	3 / 3	1	4+	5+	6+	MFL (Arm), LRP, LVB (Arm)	Airdrop, Arms, Jetpack:8", Stealth	Gear 1"

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