

GEAR UP

THE OFFICIAL DREAM POD 9 MAGAZINE

UTOPIAN DRONES PRIMER

HEAVY GEAR BLITZ!

UTOPIAN CHARACTERS

2ND EDITION RPG MATERIAL

GAMBIT GEAR

1000TV TOURNAMENT READY
UTOPIAN BLITZ! ARMIES

DOOMSDAY COUNTDOWN

TERRA NOVA GAMBIT





DP9-9067 North Starter Army - \$110.00

Locked & Loaded Rulebook (b&w), 12 minis: GP & Fire Support Squads, measuring tape)



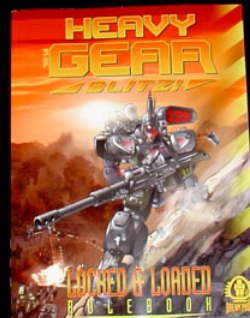
DP9-9068 South Starter Army - \$110.00

Locked & Loaded Rulebook (b&w), 11 minis: GP & Fire Support Cadres, measuring tape)



DP9-9083 Peace River Starter Army - \$110.00

Locked & Loaded Rulebook (b&w), 10 minis: GP & Fire Support Squads, measuring tape)



DP9-9188 Earth PAK/CEF Starter Army - \$115.00

Locked & Loaded Rulebook (b&w), 47 minis: 2x LHT-67, 2x LHT-71, & GREL Infantry Platoon, measuring tape)

MEET THE POD

Robert Dubois - President & Senior Editor Forum Name: rdubois

One of Dream Pod 9's founding members and now its President, Robert has been a gamer since high school and enjoys attending conventions when he can find the time between projects. Plus, he really likes his "Pod God" title on the forum and being CEO of Paxton Arms in Heavy Gear.



Jason Dickerson - Line Developer Forum Name: Autel

Line Editor for Heavy Gear and the Asp Aficionado, Jason has been an active member of the Dream Pod community for years. In 1999, he was involved in the creation of the Hermes 72 fan site and forums. He has written material in APA Gear and Aurora Magazine. Jason lives in Middle Tennessee and works with the local Pod Squad members in coordinating demo events at game stores and conventions.

Greg Perkins - Artwork & Miniatures Painting Forum Name: Mason

Greg Perkins is trained as an architect and so is always moving back and forth from traditional and digital media. On a given day you might find him 3D modelling new Heavy Gear units, designing regiment logos, painting miniatures, or doing post-production work on illustrations and photos. When not working on Pod productions, he can be found working on his collection of Grizzly variants.



Mariko Kuwahara - Artwork

After graduating in visual communication design, Mariko moved to a suburb of Saitama with her cat where she enjoys playing video games and reading manga between creating masterpieces for Heavy Gear.

Daniel Hinds-Bond - Layout Forum Name: 007design

A graphic designer, programmer, gamer, and just general geek-of-all-trades, Daniel lives near Philadelphia with his very understanding wife, Jessica.



John Nguyen - Pod Squad Coordinator Forum Name: jnguyen

John Nguyen is an attorney by trade and works full time at Dream Pod 9. He served briefly in the Canadian Forces. He is Dream Pod 9's Pod Squad Coordinator (Pod Colonel).

Brad Bellows - Gambit Gear Forum Name: Gambit

A former nuclear engineer who now works with sewage; Brad lives in Ottawa, Ontario, Canada with his wife, three kids, mortgage and car loan. A fan of Heavy Gear and Jovian Chronicles since the days of Mekton and Mecha Press, he currently spends his spare time playtesting new tactics and building new and improved army lists for Heavy Gear Blitz!



GEAR UP : ISSUE 1

SPRING 2010

Welcome to the inaugural issue of the new Gear UP, Dream Pod 9's Official Magazine! Inside these pages, you'll find an assortment of official materials for the Heavy Gear Universe, as well as previews for upcoming products, tournament support, and optional rules for field testing.

The original Gear UP magazine was the fan club magazine put out by the company shortly after the release of Heavy Gear. The first of the issues was released in April of 1996 and featured articles on leagues as well as information on regiments affiliated with the North and South.

The new magazine features similar traits, but expands on the original idea. Inside each quarterly issue you will find some of these elements:

- ◆ Heavy Gear Foundation: Heavy Gear 2nd Edition RPG support material.
- ◆ Terra Nova Odyssey: An ongoing comic exploring stories relating to the Heavy Gear Universe and History.
- ◆ Skunkwerks Field Testing: Official Optional Rules for Heavy Gear Locked & Loaded
- ◆ Terra Nova War Stories: League Announcements, Support, Rankings, and Battle Reports.
- ◆ Developer's Notes: Articles featuring new products
- ◆ Official Errata
- ◆ Gambit Gear: Brad Bellows' 1000TV tournament-ready armies.
- ◆ Intelligence Briefing: New Combat Groups or Vehicles to add to existing armies.

Enjoy exploring the pages!

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In the first days of the Second Invasion, Terra Nova was gripped in desperate fighting on multiple fronts; however, nowhere were the battles fiercer than in the Barrington Basin. Terra Nova Gambit - The War for Terra Nova Book 2 includes:

- Background Information on the CEF's Utopian Colonial Corp Allies.
- Utopian Uniforms, Ranks, Insignia, and Equipment
- Technical Data on the Armiger Auto Control Suit and the N-KIDU Autos
- Technical Data on the refitted HC-3 Command and Reconnaissance Vehicle
- Rules for fielding Utopian Colonial Corp Armies and the new CEF HC-3A.
- New Regiments of Note for the CEF, Utopia, and Black Talon
- Advanced League and Campaign rules.
- Campaign Scenarios for the Barrington, Space, and the Badlands Fronts
- Discover the fate of Colonel Arthur and the Port Arthur Korps
- Databooks for each of the vehicles presented in the books.



AVAILABLE NOW
AT STORE.DP9.COM



UTOPIA

POST-CONCORDANT ERA

After centuries of prosperity, Utopia faced a dark future. The planet had existed under Western-style governance for centuries, but the Magistrate City State of these nations, the Magistrate City State, included the use of anti-matter bombs to bring about the end of the world.

Decades later, a single terrorist act at the United Republic of Steelgate gave the southern part of the Eurasian continent a new beginning.

In the centuries after the Great War, the United Republic of Steelgate grew and benefited from the war.

Due to the increased power of the planet, the planet's surface had become uninhabitable. The surface had become uninhabitable.

N-KIDU DRONES

N-KIDU Drone Data

Manufacturers: Steelgate Central Foundries
Production Code: N-KIDU (T / R / J / C)
Standard Operational Weight: 2.100-2.500kg
Height: 2.5m - 3.2m
Width: 1.8m - 2.2m
Deployment Range: 900km

Though the primary Utopian supplies of N-KIDUs were manufactured in Steelgate with Kogland, every UCC required to repair and produce additional N-KIDUs using local resources.

N-KIDU JRI Becca/TI Trooper

EQUIPMENT

1. Damsar X-2 Personal Interface Device
2. Armiger Qualification Badge
3. Collapsible Utility Linger Staff
4. Foldable Zero Assault Rifle
5. Heavy Combat Shotgun
6. Steelgate Forgers Rifle
7. Collapsible Utility Linger Staff
8. Foldable Zero Assault Rifle
9. Heavy Combat Shotgun
10. Steelgate Forgers Rifle
11. Collapsible Utility Linger Staff

HC-3 COMMAND AND RECON CAR

The New Eurasian Commonwealth utilized a variety of fast moving mobile assets. NEC command ordered the development of a new mobile asset with the speed of a hover tank in the field. A number of military engineers and designers worked on the project, but ultimately an industrial firm with expertise in the field of electronics and advanced military technology was chosen.

KADELLIE

THE NEW EARTH COMMONWEALTH

CHARACTERS

LANCE COMMANDER MORGAN WILDEN

Born in the independent Deer City of Anikara on Utopia nearly a year after the conquest of the planet to CEF forces, Morgan was raised by her mercenary father and CEF mother. Morgan's father worked with a variety of groups throughout the planet, and Morgan's mother was a CEF soldier. Morgan's father was a mercenary, and Morgan's mother was a CEF soldier.

With the campaign against the CEF, Morgan was sent to the planet. Morgan's father was a mercenary, and Morgan's mother was a CEF soldier. Morgan's father was a mercenary, and Morgan's mother was a CEF soldier.

By adulthood, Morgan had learned how to pilot the APES, and she was a skilled pilot. Morgan's father was a mercenary, and Morgan's mother was a CEF soldier. Morgan's father was a mercenary, and Morgan's mother was a CEF soldier.

With the invasion of Terra Nova, the need for multi-lingual officers was great. Morgan's skills in drone control and CEF tactics combined with her fluency in Russian and her leadership position that she currently holds.

CHARACTERS

CAPTAIN VASSILY GREGOV

Vassily Gregov was born in the western wastelands in a small desert town near New Moscow on Earth. His parents were party members who served throughout the global conflict that brought the New Earth Commonwealth to power, and were influential in setting up the local government. Vassily's father was a well-respected officer in the NEC, and Vassily's mother was a party member.

After the disaster campaign against the 8th Fleet on Terra Nova, the need to recruit and select new blood gave Vassily the opportunity to join the CEF. At the time, Vassily had been a member of the NEC, and a patrol leader in the North American wastelands, but since the invasion he had been a member of the NEC, and a patrol leader in the North American wastelands.

He was promoted to Captain and placed in command of the 8th Fleet on Terra Nova. As a result of his participation in the HC-3 as well as the inclusion of the N-KIDU, as a result of his participation in the HC-3 as well as the inclusion of the N-KIDU.

OPTIONAL RULE: USING CHARACTERS IN BLITZ

The rules presented on special characters are purely optional. To use them in a game, both players must agree to use the Character Rules. Special characters have access to a limited number of optional abilities that may be purchased for additional TV. Unless noted, special characters cannot swap weapons or vehicles, nor can they purchase special upgrades, nor can they purchase special upgrades.

BLITZ RULES

Morgan is fielded as part of a veteran Armiger Commando Troop. She takes the place of the Command Group Leader. In addition, Morgan is considered the force's Army Commander but may not take further Army Commander upgrades.

TV COST: +220

Special abilities: Armiger and CEF units with 2 NAI Matrix, NAI, and CEF units.

Unit	Cost	Def	Att	Def	Att	Def	Att
1	4	4	4	4	4	4	4

BLITZ RULES

Vassily is fielded as a CEF or PAK Army Commander and must always be fielded as a veteran HC-3 Reconnaissance and Patrol Squad. This squad does not count towards the maximum number of veterans fielded by priority level. He may not take towards the maximum number of veterans fielded by priority level. He may not take towards the maximum number of veterans fielded by priority level.

Command and Coordinate (Cost: 10TV):
Vassily's HC-3 may forward observe one additional target per combat turn. This may not be used in the same turn as 'Mobile Defense Expert'.

Mobile Defense Expert (Cost: 10TV):
Vassily has been a scout for over a decade and his instincts have kept him and his soldiers alive over the years. Once per turn Vassily receives an additional Command Point that may only be used for a Defense roll. He may issue this CP to himself or any member of his force within Auto Comm range of his HC-3 unit. If the CP is not spent that round it is lost.

Drone Control Expert (Cost: 5TV):
Vassily may control 2 additional N-KIDU (C) drones at the cost of +30TV each for a maximum of four drones. These drones may take any additional upgrades including veteran options available on the HC-3 Reconnaissance and Patrol Squad list at the listed TV cost.

TV COST: +50

Special abilities: HC-3A Command Car with Steelgate, Utopia, NAI Matrix, and NAI Matrix.

Unit	Cost	Def	Att	Def	Att	Def	Att
1	4	4	4	4	4	4	4



LANCE COMMANDER MORGAN WILDEN

Born in the Independent Deep City of Ankara on Utopia nearly a year after the conquest of the planet by CEF forces, Morgan was raised by her mercenary father and CEF mother, both of whom worked with a variety of groups throughout Utopia. When the CEF allied with Steelgate forces and invaded the planet, Morgan's father was working in Olympia, Steelgate's capital. Throughout the nine month campaign, he fought alongside the CEF units in his APES suit performing the role of scout.

With the campaign finished, Jace Wilden married the CEF officer he had been working with during the war. Due to official CEF policies regarding fraternization with Utopians, Captain Mira Pollance was discharged from service. Morgan was born shortly after the marriage and the precocious and odd little girl found herself growing up in a diverse household. Her father taught her his family business as soon as she could reach the controls of his APES suit, and her mother taught her CEF tactical doctrines and the Siberian language.

By adulthood, Morgan had mastered the art of piloting the APES, but she was equally talented in drone operation and programming. When the call went out for the Colonial Corps, Morgan applied immediately and was placed in the Armiger branch. Her aptitude for controlling N-KIDU automatons was considered unusually high and within four years of joining, Morgan had been promoted to 2nd Lancer.

With the invasion of Terra Nova, the need for multi-linguistic officers was greater than ever. Morgan's skills in drone control and CEF tactics, combined with fluency in Siberian put her in the leadership position that she currently holds.



PROFESSION

As an Armiger Pilot and a Platoon commander, Morgan has to excel at her chosen professions. Her platoon is currently engaged in commando operations in the Barrington Front on Terra Nova, and Morgan is discovering that the CEF's tactics are increasingly becoming troubling. The FLAIL units disturb her to no end and her sensitivities to Drones and artificial intelligences tell her that the FLAILS are not what they seem.

ATTITUDES

Morgan has trouble interacting with other people. Her conversations border on the bizarre and inappropriate when it comes to everyday banter, leading some under her to wonder if she's entirely sane. While she values the men and women under her command, she prefers the company of her drones, each of which she has programmed with customized personalities, and when she is found inside of her Armiger suit, Morgan finds interactions with the other pilots much easier as she just considers them extensions of her NAI matrices.

COMBAT REACTIONS

Morgan's formative years have been spent in training of one sort or another. If attacked, she would assess her chances of winning and fight to win. Inside of her Armiger suit, she is a terror on the battlefield. Her drone mastery skills allow her to coordinate more units than are possible by the specs of her Armiger suit and baffles even experienced pilots.

CONTACTS

Jace Wilden (Age 25 UY, Specialties: Scouting and APES piloting)
Father and mercenary pilot

Mira Pollance (Age 22 UY, Specialties: Tactics)
Morgan's Terran Mother and former CEF officer

Tate Wilden (Age 9 UY, Specialties: Engineering, Computers)
Morgan's younger brother.

*UY - Utopian Years



SKILL: NAI DRONE WRANGLING

Related Stat: Creativity

Complex: Y

Specializations: N-KIDUs, Bug Series, Gilgamesh Class NAIs

This skill is utilized by Utopian Armiger, APES, HC-3A, and Gilgamesh Drone Tank pilots and operators to manage large swarms of Near Artificial Intelligence Drones and Automatons. This skill is also used to maintain NAI Matrices and minor programming upgrades and wipes of an NAI's memory bank.

ARMIGER PILOT SUIT

Mass: 2 kilograms

Cost: 3,000 Krons

Aarmor: 25

Encumbrance: 0

Concealable: Somewhat

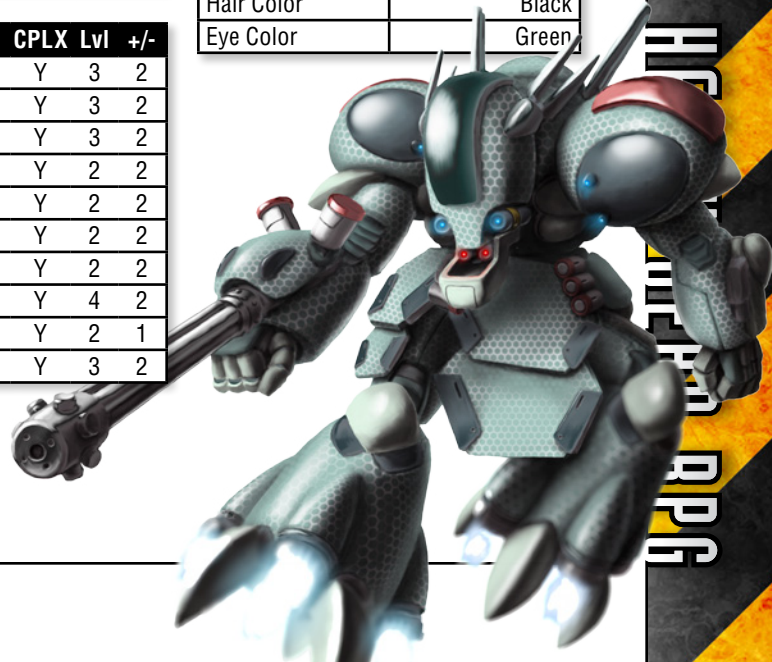
Note: The Pilot Suit has a RSF Protection Rating of 5/rads per hour.

With the helmet in place, the suit has an enclosed environmental system capable of supporting the wearer in a vacuum or in toxic locations for up to ten hours. Most pilots carry replacement cartridges for their helmets. Each cartridge is rated for an additional 10 hours of added protection. In addition, the wave dye material adds a degree of camouflage (+1 to Camouflage).

Attributes							
AGI	1	APP	0	BLD	-1	CRE	2
INF	0	KNO	2	PER	1	PSY	-1
STR	0	HEA	0	STA	20	UD	3
						AD	4

Vital Statistics	
Age	12 Utopian Years
Height	1.72 meters
Weight	63 kilograms
Hair Color	Black
Eye Color	Green

Skill	CPLX	Lvl	+/-	Skill	CPLX	Lvl	+/-
Mechanics		3	2	Communications	Y	3	2
Tactics		3	2	Computer	Y	3	2
Notice		2	1	Electronic Warfare	Y	3	2
Combat Sense		2	1	Electronics	Y	2	2
Leadership		2	0	Electronic Design	Y	2	2
Survival		2	2	Mechanical Design	Y	2	2
Camouflage		2	2	Navigation	Y	2	2
Small Arms		2	1	Armiger Pilot	Y	4	2
Parachuting		2	1	Armiger Gunnery	Y	2	1
Melee		2	1	NAI Drone Wrangling	Y	3	2
Heavy Weapons		2	1				
First Aid		1	2				
Throwing		1	1				
Hand-to-Hand		1	1				
Dodge		1	1				



CAPTAIN VASSILY GREGOV

Vassily Gregov was born in the wintry wastelands in a small domed town near New Moscow on Earth. His parents were party members who served throughout the global conflict that brought the New Earth Commonwealth to power, and were influential in setting up the local garrisons. Vassily's father was a well respected officer in the NECAF (New Earth Commonwealth Armed Forces) and an avid outdoorsman. In his youth, Vassily would follow his dad on exploring the snow swept tundras in Siberia or the harsh mountains and deserts in Central Asia. When the CEF was formed to conquer the colonies, the young Vassily desperately wanted to join to see the new worlds, but his young age prevented him. His life changed a few years later with the news of the fleet's exploits.

After the disastrous campaign waged by the 8th fleet on Terra Nova, the need to rearm and enlist new blood gave Vassily the opportunity to join the CEF. At the time, Vassily had been a member of NECAF and a patrol leader in the North American wastelands, but once he received his transfer, the young officer was sent to the colony of Caprice where he made his mark. His scout platoon was responsible for twenty two Liberati cells being found and destroyed in the two years on the inhospitable planet. The rogue elements of Caprice placed a tremendous bounty on his head and CEF command deemed it appropriate to transfer the talented officer to test out the refitted HC-3 vehicles on Utopia.

His insight on scouting provided the developers with optimal loadouts and improvements to the HC-3 as well as the inclusion of the NAI Matrices. As a result of his participation in the testing, Vassily's combat group was the first to receive the new HC-3's.



PROFESSION

Vassily is a company level officer in charge of a mix of Grels and human personnel, but he is also a member of the Party. He is on the surface a consummate example of what a proper CEF officer should be; however, Vassily has two terrible secrets that could mar his perfect image and get him discharged from his command. His Cassandra class Grel partner in his HC-3 who has followed him from post to post since his days in the NECAF is secretly his lover. He has kept her from undergoing repeated hypnotraining proscribed for Grels by manipulating the rotation. His second secret and one that would likely get him executed if discovered is the fact that he passed on information of the FLAIL program to Utopian rebels after discovering the program's source for upgrades.

ATTITUDES

Outwardly, Vassily is a hard man with little patience for incompetence and laziness. He admires the Grels' work ethic and efficiency over his human subordinates and makes a regular point of comparing the two to motivate the human members under his command. Under the gruff exterior is a man passionate about exploration. He joined the CEF to see new worlds and discover what the galaxy could offer him. Vassily loves being in the scouts since he has a greater deal of autonomy in the field.

COMBAT REACTIONS

Vassily is a trained soldier and is rarely found outside of his command. If attacked he would quickly take the fight to the aggressor and call for reinforcements. If retreat is needed he would reluctantly make the choice and fall back to a location where help could be waiting. Vassily is known to bears grudges for long periods of time and would likely hunt down anybody that would attack him or his men even after they escaped.

CONTACTS

Mikhail Gregov (Age: 63 TY, Specialties: Tactics and Scouting),
Vassily's father and former NECAF Colonel

Kassandra Kathi-8896 (Age: 10 TY, Specialties: Communications and Electronic Warfare) Vassily's Grel lover

Coleen Gephardt (Age: 22 TY, Specialties: Espionage and Guerilla Warfare)
Utopian rebel contact

Colonel Anya Volkof (Age: 46 TY, Specialties: Command and Tactics)
Commander of the 878th HT Battlegroup and Vassily's commander.

•TY - Terran Years



Attributes					
AGI	1	APP	0	BLD	0
INF	1	KNO	0	PER	1
STR	0	HEA	0	STA	25
				UD	4
				AD	5

Vital Statistics	
Age	32 Terran Years
Height	1.88 meters
Weight	82 kilograms
Hair Color	Blond
Eye Color	Grey

Skill	CPLX	Lvl	+/-	Skill	CPLX	Lvl	+/-
Combat Sense		3	1	Electronic Warfare	Y	3	2
Leadership		3	1	Gunnery (Ground)	Y	3	1
Tactics		3	2	Communications	Y	2	0
Survival		3	2	Human Perception	Y	2	0
Camouflage		3	2	Stealth	Y	2	1
Small Arms		3	1	NAI Drone Wrangling	Y	2	2
Notice		2	1				
First Aid		2	0				
Streetwise		2	1				
Swimming		2	1				
Athletics		2	1				
Parachuting		2	1				
Melee		2	1				
Drive		2	1				
Dodge		2	1				
Intimidate		1	0				
Throwing		1	1				
Hand-to-Hand		1	1				



OPERATION: DROP BEARS DIVE



An Exclusive eBook for the 08th Drop Bears Regiment
AVAILABLE SOON ON DRIVETHRURPG.COM

Barrington Gates. Baja. Red Cliffs. Battles that the 08th had paid for in blood against the CEF over thirty cycles ago and now the enemy had returned. Corporal Vandenbosche gripped the control sticks on either side of him in the dark cockpit of his Koala. Anger welled up inside of him as he thought of the loss of his family in the orbital bombardments dropped so casually on his home town.

Today, he would repay the invaders. His regiment would drop from the skies and rain hell down upon the enemy. Looking through his Gear's omni-camera, Vandenbosche saw the green light and his squadron commander readying himself to jump from their Orca transport. As Sergeant Mason engaged his Gear's SMS and leaped out of the open bay door, he called over the radio, "Boys, I'll meet ya on the ground. Give 'em hell!"

Vandenbosche grinned at his sergeant's order and moved to position himself on the launch track. The clear blue skies seemed incredibly inappropriate for the bloody work in store for the Crazy Eights.

The WFPA 08th Airborne Regiment is one of the oldest regiments in the Western Frontier Protectorate. As a distinguished regiment, the unit is instrumental in many of the key battles the league has waged and represents among the best examples of the WFPA's soldiers and traditions.

Operation Drop Bears Dive explores this unique regiment's history and the developments they introduced to the battlefield. In this book you will find:

- ◆ Unit History and Traditions
- ◆ WFPA Ranks, Insignia, and Uniforms
- ◆ 10 New Campaign Scenarios
- ◆ War of the Alliance Rules for Northern Leagues and the CEF
- ◆ HACS-01 HG Para/AST Koala Development History, Technical Data, and Variants
- ◆ Five Special Characters with RPG information and Blitz! rules for fielding them.
- ◆ A Bonus Southern City Militia Army List.





CEF HOVER RECON GROUP

1000 TV, Priority Level 3

4 Combat Groups, 5 Command Points

Rapid Recon & Patrol Squad (Specialist, 120 Base TV)

Veteran

Lead HC-3A is Army Commander

2 HC-3A

Options:

Add +1 to Ld of lead HC-3A (+10)

Add +1 to Def and Ld of lead HC-3A (+20)

150 TV Total

Light Hovertank Squad (Core, 220 Base TV)

2 LHT-71

Options:

Swap all LPA for HGLC (+10)

230 TV Total

Interdiction Frame Squad (Auxillary, 205 Base TV)

CF6-16

F6-16

2 BF2-21

Options:

Add MMP to 2 BF2-21 (+10)

Add DMP to CF6-16 and F6-16 (+30)

245 TV Total

FLAIL Infantry Platoon (Specialist, 205 Base TV)

4 FLAIL Infantry Squads

Options:

Add 2 Light Mortar (+30)

Add 2 Rocket Launcher (+20)

300 TV Total

TV Available for additional options

75 TV

TACTICS:

Use your speed and hover units to your advantage. Keep the RR&P and Frame squads at a distance to snipe and provide EW. Use your FLAIL-equipped units for close assault against enemies and objectives. Bring Earth's wayward children back into the fold!

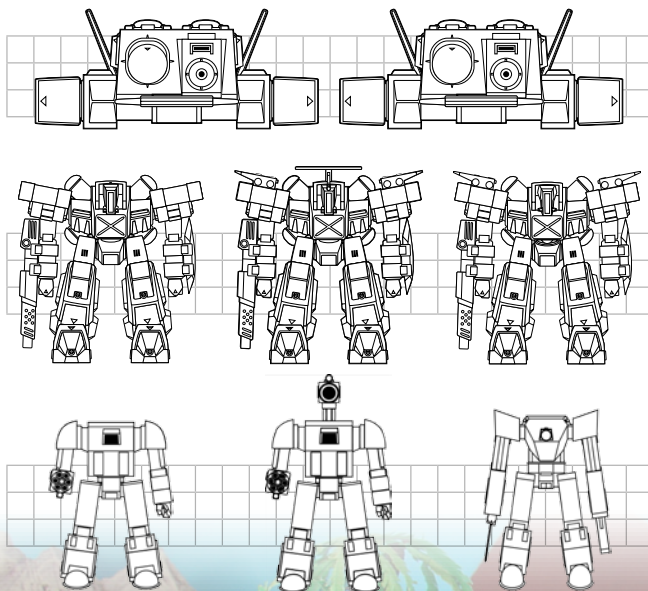
Purchases required to build this army:

1 x CEF HC-3 Two-Pack

2 x CEF/PAK LHT-71 Hovertank

1 x CEF Interdiction Frame Squad Box

1 x FLAIL Platoon Pack



COLONIAL CORPS COMBAT PLATOON

1000 TV, Priority Level 3

4 Combat Groups, 5 Command Points

Armiger Automation Control Recce Troupe

(Auxiliary, 260 Base TV) **Veteran**

Lead RE-101 is Army Commander

2 Armiger ACU RE-101

4 N-KIDU [R]

Options:

Swap 2 N-KIDU [R] ECM(2) for ECM(3) (+10)

Swap 2 N-KIDU [R] ECM(2) for TD(3) (+10)

Add Stealth (2) to TD3 N-KIDU [R]s (+10)

Add Stealth (4) to both RE-101s (+20)

Add Satellite Uplink to Lead RE-101 (+5)

Add +1 to Leadership of lead RE-101 (+10)

Army Commander Upgrade: +1 to Ld (+10)

325 TV Total

Armiger Automation Control Support Troupe

(Auxiliary, 240 Base TV) **Veteran**

2 Armiger ACU FS-101

4 N-KIDU [F]

Options:

Swap 1 N-KIDU [F] MRP/9 for AGM (+10)

Add +1 Leadership to Lead FS-101 (+10)

260 TV Total

Armiger Automation Control Commando Troupe

(Auxiliary, 250 Base TV)

2 Armiger ACU CO-101

4 N-KIDU [C]

Options:

Swap Lead CO-101 HGLC for LGL (+0)

250 TV Total

Augmented Armored Infantry Troupe

(Auxiliary, 55 Base TV)

1 Marshall Golem

3 Constable Golems

Options:

Swap 1 Constable VLAC for LGL (+10)

Swap 1 Constable VLAC for MFL (+0)

65 TV Total

TV Available for additional options:

90 TV

TACTICS:

Your troupes are hard-hitting, but the drones are fragile. Avoid getting hit, if possible. Use the stealth Recce Troupe to snipe from a distance and designate targets for the Support Troupe's HGMs and AGMs. The Commando Troupe can rapidly speed over the terrain to exploit defensive weaknesses. The Armored Infantry can be airdropped from reserve to seize objectives or cause major disruptions to enemy battle plans. Conquering Terra Nova is the key to the salvation of your own planet.

Purchases required to build this army:

1 x CO-101 Two-Pack

1 x FS-101 Two-Pack

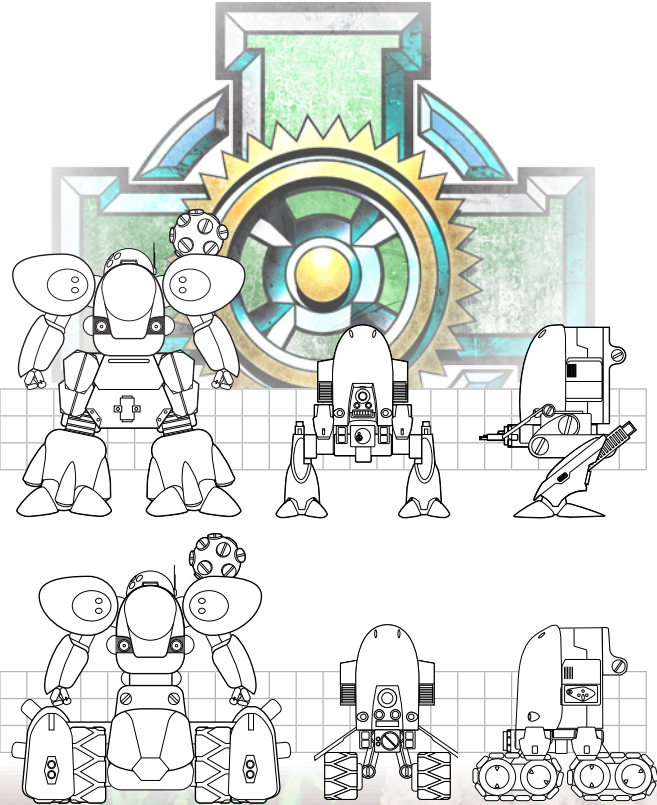
1 x RE-101 Two-Pack

1 x Alpha Squad

1 x N-KIDU [C] Four-Pack

1 x N-KIDU [F] Four-Pack

1 x N-KIDU [R] Four-Pack

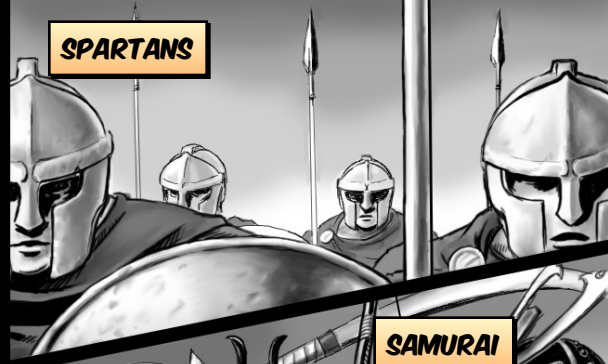


PRIMARY SOLUTIONS - PART I

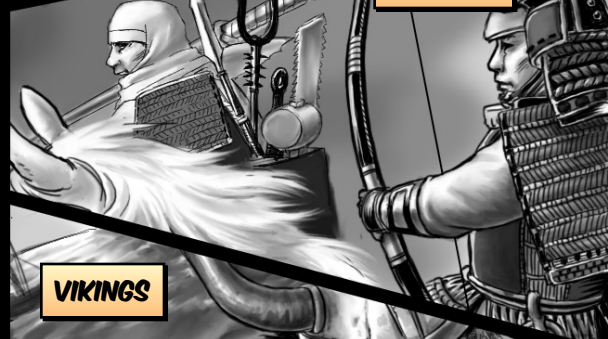
HEAR MY STORY BROTHERS AND SISTERS. I WILL TELL YOU SOMETHING FROM THE MISTS OF TIME. THERE HAVE ALWAYS BEEN WARRIORS THAT HAVE DOMINATED THEIR ERAS.



SPARTANS



SAMURAI

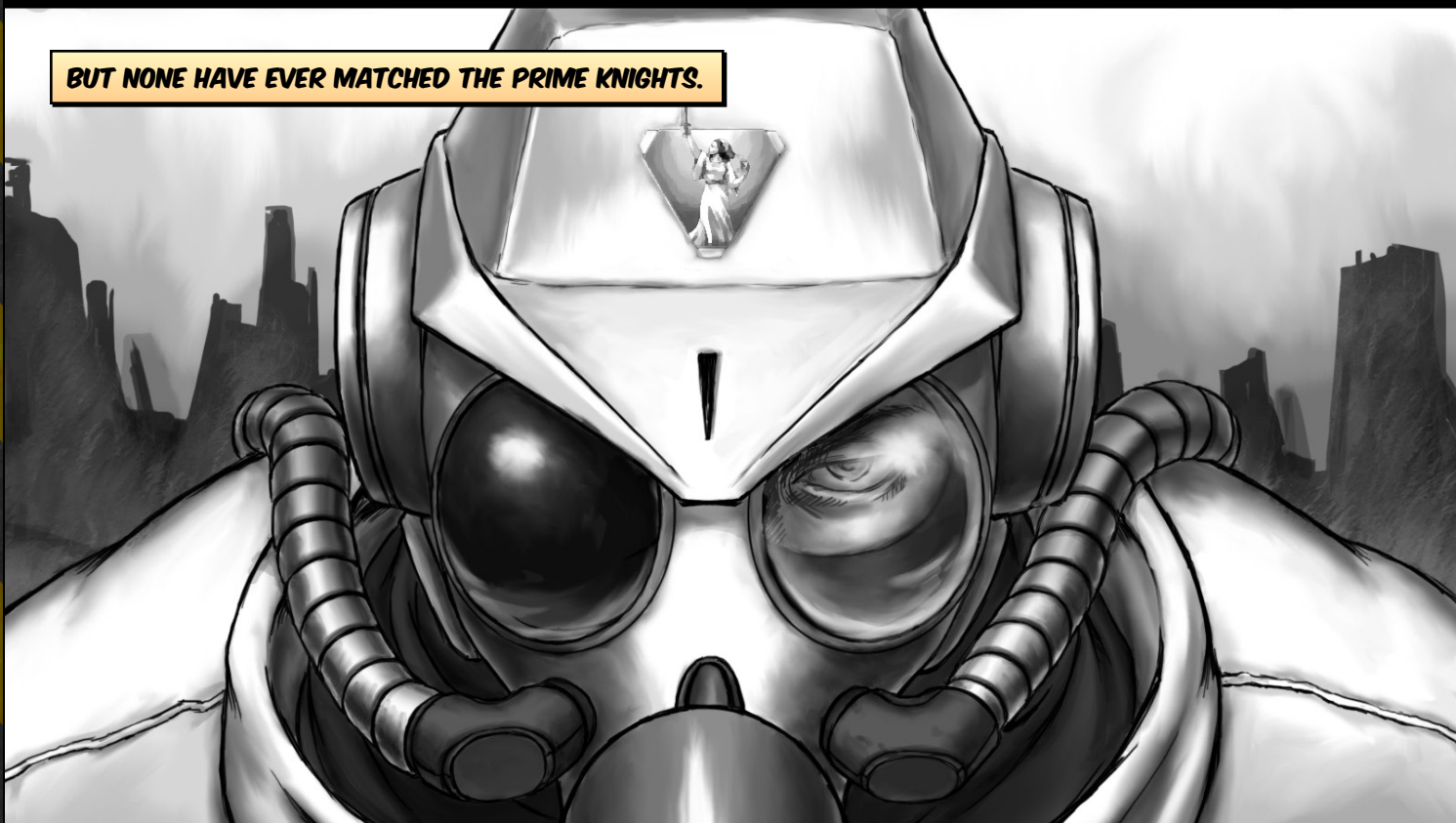


VIKINGS



MONGOLS

BUT NONE HAVE EVER MATCHED THE PRIME KNIGHTS.



PRIME KNIGHT EQUIPMENT



1. Volgograd Gate (Volgate) Crest	6. Armory Industries Series IV Nanite Housing Chamber
2. Shelter Quarter/Camouflage Poncho	7. Identification Badge
3. Caliburn Systems MKIII Combat Knife	8. Celestial Harmonics Combat Wave Communications System
4. Integrated Composites Battle Pack System	9. Armory Industries Series II Nanite Induction and Rebreather System with Combat HUD.
5. Integrated Composites Combat Harness (A. Complete; B. bare)	

UTOPIAN SPECIAL RULES PRIMER

With the release of Terra Nova Gambit, a new army was introduced for players to utilize in the first major invasion front of the new CEF plans of conquest. Unlike the conquered Edenite forces, the Utopians enjoy a position akin to a lesser partnership to the CEF forces. The Utopians primarily serve as flanking or forward reconnaissance units to the Earther's Korps, and on the table top battlefields, the Utopians forces serve nicely in position as well, though they can easily be fielded as a full army on their own as well.

Central to the Utopian forces is the N-KIDU Automatons supported by manned Armigers and APES infantry. The N-KIDUs bring new abilities to the field with their unique NAI (Near Artificial Intelligence) systems as well as their ability to perform Pin Point Barrages. As a result of their limited artificial intelligence, N-KIDU's are completely different from Terra Novan drones. They are capable of operating as individual units with their own actions and skills, but are governed by a few new rules.

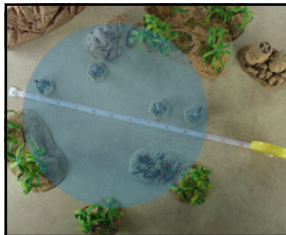
N-KIDU systems have flexible skills derived from two sources in the game. This represents either a pool of shared processing power from a Shared Intelligence Network (SIN) when four or more N-KIDUs are near each other or when they are under the influence of the NAI Matrix devices installed on various manned vehicles, the foremost of these are the Armiger ACUs, which were designed specifically with this task. Under normal circumstances a lone N-KIDU will only have basic skills (Attack, Defense, and EW at skill level 1), but while being boosted through their SIN or NAI Matrix the skill levels are boosted temporarily (Attack, Defense, and EW to skill level 2). In addition to skill boosts, the N-KIDUs generate basic abilities of command while in a SIN cluster (LD 1), or while under the influence of a NAI Matrix, the N-KIDUs benefit from the leadership of the controlling unit.

To determine which N-KIDUs gain the skill boost, at the beginning of the combat turn check to see if they are within 10 inches from any friendly unit equipped with an NAI Matrices or if four drones are within 10 inches of each other. Any N-KIDU units that meet these guidelines is considered to be at the boosted skill for the duration of the turn. If a N-KIDU is out of range at the end of a turn, their skills revert back to the basic skill level.

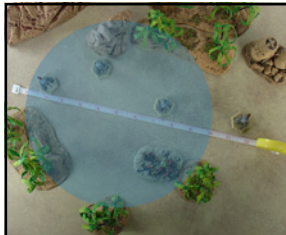
N-KIDUS

Neural Kinetic Drone Interceptor Unit or more frequently just called N-KIDUs (pronounced in-kee-do) are Near Artificial Intelligence Automatons developed for the Utopian Colonial Corps. These NAI's are housed in white plastic shells with small hover thrusters integrated into their systems. The NAI's act as the pilot of the N-KIDUs and in the event of catastrophic malfunction or damage they are capable of ejection. If using the new Survivor Upgrades in Terra Nova Gambit, the N-KIDUs are eligible for the skills and the optional ejection rules.

SIN CLUSTER EXAMPLE



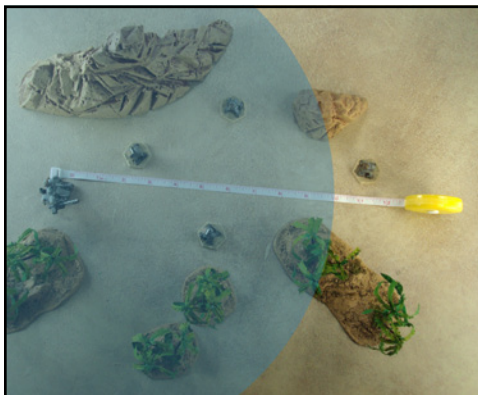
At the start of Combat Turn 2, Greg checks to see which of his N-KIDU's will be at the boosted range. He quickly measures using either the template provided in this issue or his measuring tape. He has carefully set up a net of Armigers and Golems to cover most of his N-KIDUs, but four of the N-KIDU's have fallen outside of the range of the Armigers. He checks to see if these N-KIDU's are within 10 inches of each other. He breathes a sigh of relief when he sees that they do. Since there are four N-KIDUs, they are able to benefit from a SIN skill boost for this turn.



The following Combat Turn, Greg checks his N-KIDUs again and notices that some of them have fallen outside of NAI Matrix influence. This time only three N-KIDUs are within each other's influence. None of these drones will benefit from any skill boost this turn.

NAI MATRIX SKILL BOOST EXAMPLE

Greg's Utopian forces have a number of units that have NAI Matrices either native to their system, such as the Armigers, or Golems that he has upgraded with the option. Unlike a SIN, an N-KIDU only needs to be within 10 inches of a unit equipped with a Matrix to get the benefits of the skill boost. Like the SIN Cluster, this measurement is done at the beginning of the Combat Turn.



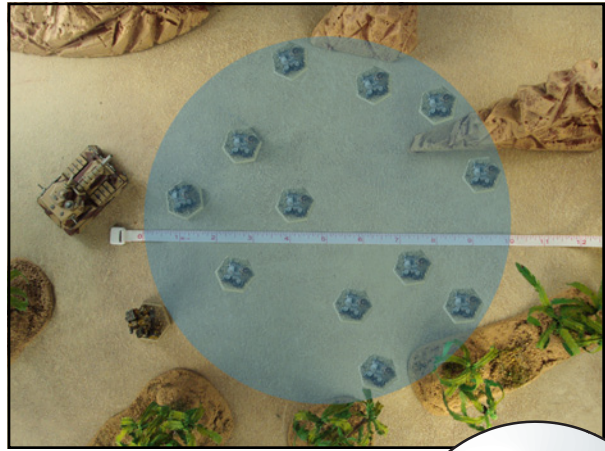
As seen in the photo, the N-KIDU Fs are in range of the Armiger FS, but the N-KIDU Ts have fallen behind. The N-KIDU Ts will not benefit from the Armiger's NAI Matrix. Greg looks to see if any other units equipped with a matrix are nearby. He notices that one of his Golems is near some of the N-KIDU Ts and measures to find that two of those units will fall in the influence zone and will benefit from a skill boost.

In addition to variable skills, the N-KIDUs have a unique capability to make a simultaneous attack on a target by initiating a Pin Point Barrage. The benefits from this action is a temporary increase in the initiating drone's attack skill as well as giving the weapon system used in the attack the equivalent of a weapon link. This maneuver is particularly attractive to use against highly armored or high value targets. The downside to this action is the vulnerable situation the N-KIDUs are left in after firing the barrage. Since participating units need to be within 10" of the initiating N-KIDU, this cluster is wide open to retaliatory strikes by area of effect (AE) weaponry.

STEP-BY-STEP PIN-POINT BARRAGE EXAMPLE

John is fielding his N-KIDU SIN Clusters against a tank heavy Northern Guard force played by Robert. John has maneuvered his clusters to take out the Northern Guard's Army Commander, who is in an Aller Tank and on John's list as an objective target. Seeing an opportunity to engage in a Pin Point Barrage, John goes through the steps of initiating fire. His SIN Cluster is filled with 12 F type N-KIDUs equipped with MRP/9s.

1. The initiating N-KIDU F gets a lock on an Aller, and chooses to fire a direct shot at the Aller using the PPB rule.
2. John can check to see if there are any other N-KIDU Fs within 10" of each other and have an action available to it.
3. Next, John needs to see if all of the N-KIDU Fs are in range of the Aller and able to acquire a Lock.
4. Robert knows that this is a communications event and can be blocked with ECM so attempts to block the Pin Point Barrage with ECM from his Cheetah.
5. In this case, the N-KIDUs manage to overcome the ECM and since there are no interruptions, John calculates the temporary attack bonus for the initiating drone as well as any bonuses or penalties from the initiating drones weapons, movement, etc.
6. For every 3 N-KIDUs participating in the barrage they increase their skill and link by +1. John then rolls the initiating drones attack (For this example he'll use full ROF towards increasing damage). Given the above example of a full twelve N-KIDU barrage, the MRP/9's would have a the equivalent of a four weapon link. The initiating drone rolls his attack skill dice, which is currently a total of 6 (2 for base + 4 for the temporary PPB bonus) and does reasonably well scoring a total of 6 after all of the modifiers.
7. The Aller at this point has to make four defense rolls against the 6 that the initiating N-KIDU rolled. It's likely that it will take damage from this roll.
8. At this point, all twelve N-KIDUs have expended their actions for the round and are likely in a formation that will seriously put them in harms way from enemy AE weaponry.



UTOPIAN ARMIES

The final feature of N-KIDUs is the N-KIDU Durability ability. There are a number of benefits from Durability. First, the N-KIDUs are immune from any penalties incurred from stun markers. Secondly, since the N-KIDUs are immune to stun effects, but can take a voluntarily take a stun token, they can perform a crash stop as detailed on Locked & Loaded pg. 19. This benefit allows a N-KIDU at combat speed to crash stop to stationary and fire without the stun penalty. The downside to this tactic is that the drone is left at stationary with related defense penalties.

In addition to unique drones, the Utopians also have their Armigers, APES, and HC-3A's equipped with NAI matrices allowing them to seize control of the N-KIDUs attached to their unit and to offer the a larger passive area for any N-KIDUs to utilize greater processing power for upgraded skills.

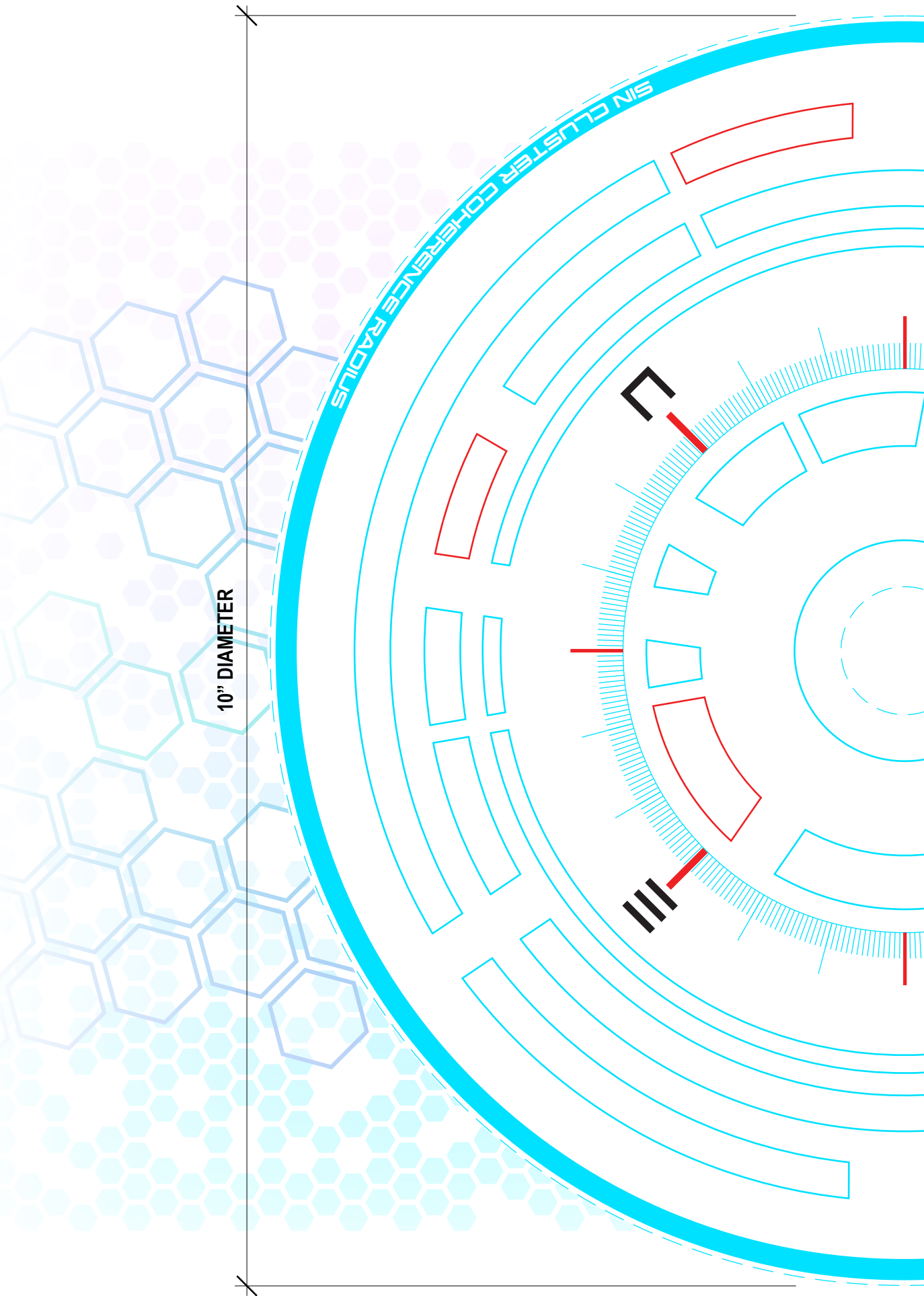
The Command and Control ability that NAI Matrix equipped units can initiate takes an action to perform and is considered a communications event. This ability allows any single N-KIDU under the direct command of the control unit to utilize the Armiger skills for the rest of the combat turn. This ability is particularly useful for low number Pin Point Barrages or crucial attacks by N-KIDU [C] that might be out of range of any clusters or NAI influence. This ability is enabled when the control unit activates.

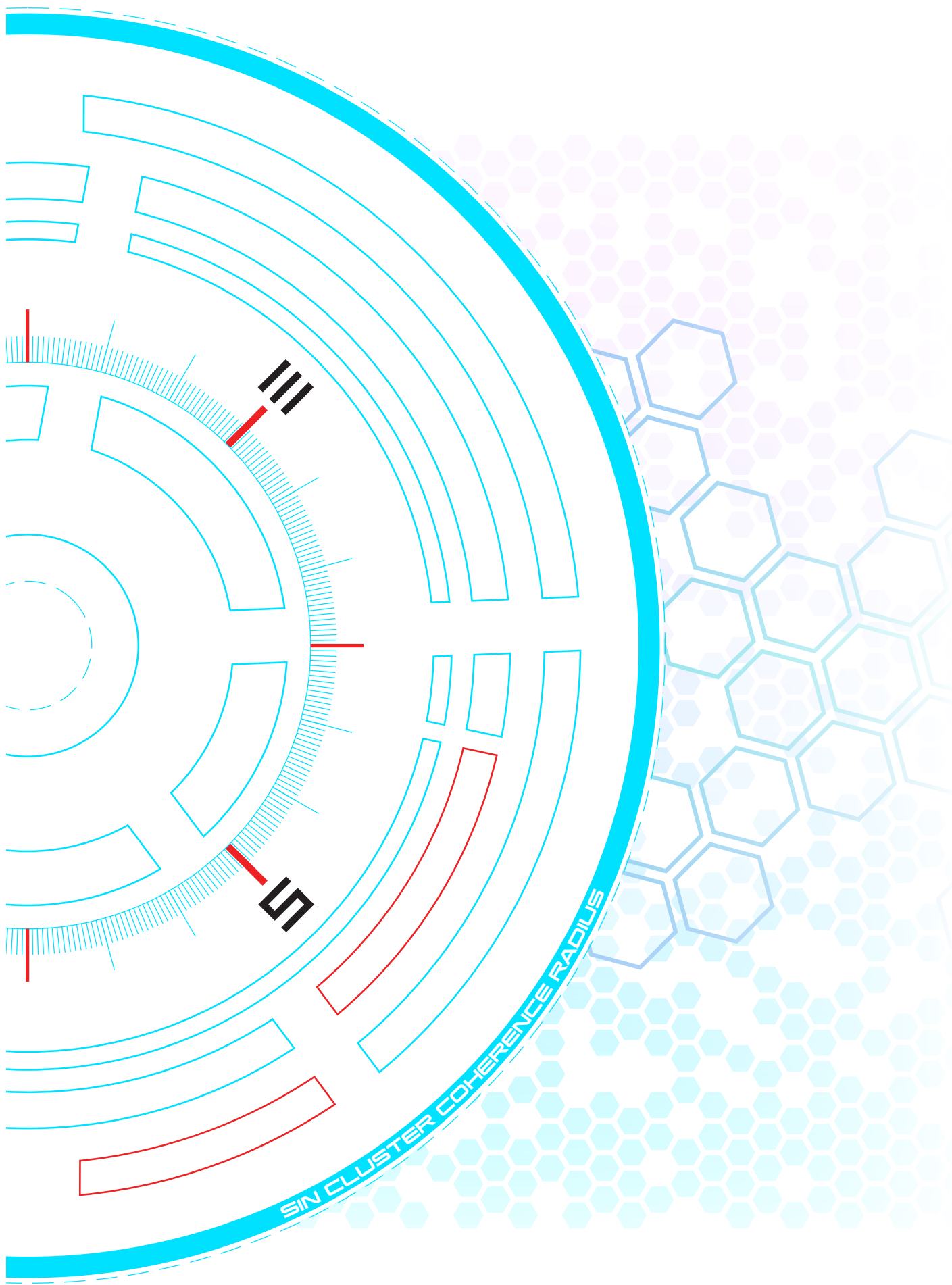
That wraps it up for this primer. I hope you enjoy playing the Utopians as they aid the CEF in the conquest of Terra Nova. Keep an eye out for the next issue for more Utopian information and a super secret best friend of the N-KIDU.

WAVE DYE

Developed in the last four years in the state of Kogland, this durable material has embedded reactive chemicals and nano-tube architecture that allow the wearer to program the material to mimic local camouflage needs. A second generation wave dye was introduced to some Pathfinder APES units prior to Terra Nova's invasion. This material utilizes optical imaging to project the surroundings onto the wave dye creating a nearly perfect illusion of invisibility over most of the armor skin.

UTOPIA SIN CLUSTER TEMPLATE





FIELD TESTING

As part of a brand new series of articles look for new field testing optional rules. Forthcoming issues will feature more and more of these optional rules for you to try out with your games, and we welcome any feedback from your games on our forums at www.DP9forum.com.

Optional Defense Modifiers: Tired of having your Mammoth blow up so quickly? Think Cheetahs and HC-3As are too hard kill? Try these rules. Instead of basing defensive scores on speed and maneuverability, take the speed modifiers out of the equation and base the modifiers on the 2nd Edition maneuver values only. If a unit is Stationary, it will incur a -1 penalty to its maneuver score in Walker Mode or a -2 penalty when in Ground or Hover Mode. If at Combat Speed, the unit uses its maneuver value. Finally at Top Speed, the unit applies a +1 to its maneuver score. For your convenience we have made all of the adjustments below along with some notes on every unit that has oddities associated with it. Some units can benefit from removing certain decreased maneuverability issues by paying an increased TV cost.

GENERIC UNITS

Model	Maneuver	Primary Movement				Secondary Movement				Notes
		Type	Stop	Cbt	Top	Type	Stop	Cbt	Top	
Bricklayer	0	W	-1	0	1					
Field Gun	-1					G	-2	-2	-1	
Infantry Squad	None	W	1	1	1					No Change from Blitz
ATV Infantry Squad	None					G	1	1	1	No Change from Blitz
ORV Infantry Squad	None					G	0	0	1	No Change from Blitz
Sniper Squad	None	W	1	1	1	G	1	1	1	
Stonemason	0	W	-1	0	1					

NORTHERN UNITS

Model	Maneuver	Primary Movement				Secondary Movement				Notes
		Type	Stop	Cbt	Top	Type	Stop	Cbt	Top	
Aller	-2					G	-4	-2	-1	
Badger APC	-3					G	-5	-3	-2	Increase Maneuver to -1 for +10 TV
Bandit Hunter Klemm	-1					G	-3	-1	0	
Bear	-1	W	-2	-1	0	G	-3	-1	0	
Black Cat	2	W	1	2	3	G	0	2	3	
Bobcat	1	W	0	1	2	G	-1	1	2	
Cheetah	2	W	1	2	3	G	0	2	3	
Cheetah Paratrooper	2	W	1	2	3	G	0	2	3	
Command Mammoth	-2	W	-3	-2	-1					
Den Mother	-1	W	-2	-1	0	G	-3	-1	0	
Ferret	1	W	-2	-1	0	G	-1	1	2	Maneuver was decreased to -1 in Walker Mode
Ferret MkII	1	W	-2	-1	0	G	-1	1	2	Maneuver was decreased to -1 in Walker Mode
Grizzly	-1	W	-2	-1	0	G	-3	-1	0	
Hardy Aller	-2					G	-4	-2	-1	
Hunter	0	W	-1	0	1	G	-2	0	1	
Hunter Commando	0	W	-1	0	1	G	-2	0	1	
Hunter Paratrooper	0	W	-1	0	1	G	-2	0	1	
Jaguar	1	W	0	1	2	G	-1	1	2	
Jaxon	-1					G	-3	-1	0	
Klemm	-1					G	-3	-1	0	
Kodiak	-1	W	-2	-1	0	G	-3	-1	1	
Mad Dog R	-1	W	-2	-1	0	G	-3	-1	0	
Mammoth	-2	W	-3	-2	-1					
Mauler Bear	-1	W	-2	-1	0	G	-3	-1	1	
Naval Support Aller	-2					G	-4	-2	-1	
Panther	1	W	0	1	2	G	-1	1	2	
Peacemaker Razorback	-1	W	-2	-1	0	G	-3	-1	0	
Rabid Grizzly	-1	W	-2	-1	0	G	-3	-1	0	
Razorback	-1	W	-2	-1	0	G	-3	-1	0	
Strike Cheetah	2	W	1	2	3	G	0	2	3	
Stripped Down Hunter	0	W	-1	0	1	G	-2	0	1	
Thunder Grizzly	-1	W	-2	-1	0	G	-3	-1	0	
Thunderhammer	-2	W	-3	-2	-1					
Tiger	0	W	-1	0	1	G	-2	0	1	
Tyburrr	-2					G	-4	-2	-1	
Weasel	0	W	-1	0	1	G	-2	0	1	
White Cat	1	W	-1	1	2	G	0	1	2	
Wild Ferret	1	W	-2	-1	0	G	-1	1	2	Maneuver was decreased to -1 in Walker Mode

SOUTHERN UNITS

Model	Maneuver	Primary Movement				Secondary Movement				Notes
		Type	Stop	Cbt	Top	Type	Stop	Cbt	Top	
Anolis R	1	W	0	1	2	G	-1	1	2	
Asp	0	W	-1	0	1	G	-2	0	1	
Basilisk	0	W	-1	0	1	G	-2	0	1	
Black Adder	0	W	-1	0	1	G	-2	0	1	
Black Mamba	1	W	0	1	2	G	-1	1	2	
Black Mamba MP	1	W	0	1	2	G	-1	1	2	
Caiman APC	-3					G	-5	-3	-2	Increase Maneuver to -1 for +10 TV
Chameleon	1	W	0	1	2	G	-1	1	2	
Cobra MP	-1	W	-2	-1	0	G	-3	-1	0	
DartJager	0	W	-1	0	1	G	-2	0	1	
Desert Viper	0	W	-1	0	1	G	-2	0	1	
Fire Dragon	-2	W	-3	-2	-1	G	-4	-2	-1	
Green Mamba	1	W	0	1	2	G	-1	1	2	
Hetairoi	-2					H	-4	-2	-1	Increase Maneuver to -1 for +5 TV
Hittite	-1					G	-3	-1	0	
Hun	-1					G	-3	-1	0	
Iguana	1	W	0	1	2	G	-1	1	2	
Iguana Commando	1	W	0	1	2	G	-1	1	2	
Iguana MP	1	W	0	1	2	G	-1	1	2	
Iguana Paratrooper	1	W	0	1	2	G	-1	1	2	
Jager	0	W	-1	0	1	G	-2	0	1	
Jager Paratrooper	0	W	-1	0	1	G	-2	0	1	
King Cobra	-1	W	-2	-1	0	G	-3	-1	0	
Naga	-2	W	-3	-2	-1	G	-4	-2	-1	
Python	-1	W	-2	-1	0	G	-3	-1	0	
Rattlesnake	0	W	-1	0	1	G	-2	0	1	
Recon Hun	-1					G	-3	-1	0	
Sagittarius	-2	W	-3	-2	-1					
Sidewinder	0	W	-1	0	1	G	-2	0	1	
Silverscale	0	W	-1	0	1	G	-2	0	1	
Snakeeye Black Mamba	1	W	0	1	2	G	-1	1	2	
Spitting Cobra	-1	W	-2	-1	0	G	-3	-1	0	
Stripped Down Jager	0	W	-1	0	1	G	-2	0	1	
Visigoth	-2					G	-4	-2	-1	

PEACE RIVER UNITS

Model	Maneuver	Primary Movement				Secondary Movement				Notes
		Type	Stop	Cbt	Top	Type	Stop	Cbt	Top	
Cataphract	-1	W	-2	-1	0	G	-3	-1	0	
Crusader MkIV	-1	W	-2	-1	0	G	-3	-1	0	
Coyote	0	W	-1	0	1	G	-3	-1	0	Maneuver was decreased to -1 in Ground Mode
Heavy Weapons Squad	None	W	1	1	1					No Change from Blitz
Hoplite APC	-3					G	-5	-3	-2	Increase Maneuver to -1 for +10 TV
Pit Bull	1	W	0	1	2	G	-2	0	1	Maneuver was decreased to -1 in Ground Mode
Red Bull MkII	-2	W	-3	-2	-1	G	-4	-2	-1	
Shinobi	1	W	0	1	2	G	-1	1	2	
Skirmisher	1	W	0	1	2	G	-1	1	2	
Spotter Squad	None	W	1	1	1					No Change from Blitz
Warrior	0	W	-1	0	1	G	-2	0	1	
Warrior MkIV	0	W	-1	0	1	G	-2	0	1	

PAK UNITS

Model	Maneuver	Primary Movement				Secondary Movement				Notes
		Type	Stop	Cbt	Top	Type	Stop	Cbt	Top	
Badlands Python	-1	W	-2	-1	0	G	-3	-1	1	
GREL Infantry Squad	None	W	1	1	1					No Change from Blitz
GREL Morgana Squad	None	W	1	1	1					No Change from Blitz
HPC-64	-2					H	-4	-2	-1	Increase Maneuver to 0 for +10 TV
HC-3A	0					H	-2	0	1	Increase Maneuver to +1 for +5TV
HT-68	-2					H	-4	-2	-1	Increase Maneuver to -1 for +5 TV
HT-72	-2					H	-4	-2	-1	Increase Maneuver to -1 for +5 TV
LHT-67	-1					H	-3	-1	0	Increase Maneuver to 0 for +5 TV
LHT-71	-1					H	-3	-1	0	Increase Maneuver to 0 for +5 TV

CEF UNITS

Model	Maneuver	Primary Movement				Secondary Movement				Notes
		Type	Stop	Cbt	Top	Type	Stop	Cbt	Top	
BF2-19 Battle Frame	0	W	-1	0	1	H	-2	-1	0	Maneuver was decreased to -1 in Hover Mode but can return to 0 for +5TV
BF2-21 Battle Frame	0	W	-1	0	1	H	-2	-1	0	Maneuver was decreased to -1 in Hover Mode but can return to 0 for +5TV
BF6-16 Battle Frame	0	W	-1	0	1	H	-2	-1	0	Maneuver was decreased to -1 in Hover Mode but can return to 0 for +5TV
BF2-25 Battle Frame	0	W	-1	0	1	H	-2	-1	0	Maneuver was decreased to -1 in Hover Mode but can return to 0 for +5TV
FLAIL Infantry Squad	None	W	1	1	1	H	1	1	1	No Change from Blitz
FLAIL Morgana Squad	None	W	1	1	1					No Change from Blitz
GREL Infantry Squad	None	W	1	1	1					No Change from Blitz
GREL Morgana Squad	None	W	1	1	1					No Change from Blitz
HPC-64	-2					H	-4	-2	-1	Increase Maneuver to 0 for +10 TV
HC-3A	0					H	-2	0	1	Increase Maneuver to +1 For +5TV
HT-68	-2					H	-4	-2	-1	Increase Maneuver to -1 for +5 TV
HT-72	-2					H	-4	-2	-1	Increase Maneuver to -1 for +5 TV
LHT-67	-1					H	-3	-1	0	Increase Maneuver to 0 for +5 TV
LHT-71	-1					H	-3	-1	0	Increase Maneuver to 0 for +5 TV

CAPRICE UNITS

Model	Maneuver	Primary Movement				Secondary Movement				Notes
		Type	Stop	Cbt	Top	Type	Stop	Cbt	Top	
Ammon Mount	-1	W	-2	-1	0					
Aphek Mount	0	W	-1	0	1					
Bashan Mount	1	W	0	1	2					
Hamath APC	-2	W	-3	-2	-1					Increase Maneuver to 0 for +10TV
Kadesh Mount	0	W	-1	0	1					
Meggido Mount	0	W	-1	0	1					
Moab Mount	-1	W	-2	-1	0					

BLACK TALON UNITS

Model	Maneuver	Primary Movement				Secondary Movement				Notes
		Type	Stop	Cbt	Top	Type	Stop	Cbt	Top	
Dark Cheetah	2	W	1	2	3	G	0	2	3	
Dark Cobra	0	W	-1	0	1	G	-2	0	1	
Dark Coyote	0	W	-1	0	1	G	-3	-1	0	Maneuver was decreased to -1 in Ground Mode
Dark Hoplite	-3					G	-5	-3	-2	Increase Maneuver to -1 for +10 TV
Dark Jaguar	1	W	0	1	2	G	-1	1	2	
Dark Kodiak	0	W	-1	0	1	G	-2	0	1	
Dark Mamba	1	W	0	1	2	G	-1	1	2	
Dark Naga	0	W	-1	0	1	G	-3	-1	0	Maneuver was decreased to -1 in Ground Mode
Dark Skirmisher	1	W	0	1	2	G	-1	1	2	
Eagle Trooper	1	W	0	1	2	G	-1	1	2	
Owl C3	1	W	0	1	2	G	-1	1	2	
Raptor Commando	1	W	0	1	2	G	-1	1	2	
Raven Scout	2	W	1	2	3	G	0	2	3	
Vulture	0	W	-1	0	1	G	-2	0	1	

EDEN & UTOPIAN UNITS

Model	Maneuver	Primary Movement				Secondary Movement				Notes
		Type	Stop	Cbt	Top	Type	Stop	Cbt	Top	
Constable	0	W	-1	0	1					
Marshal	0	W	-1	0	1					
Man at Arms	0	W	-1	0	1					
Armiger CO-101	0	W	-1	0	1	H	-2	-1	0	Maneuver was decreased to -1 in Hover Mode but can return to 0 for +5TV
Armiger RE-101	0	W	-1	0	1	H	-2	-1	0	Maneuver was decreased to -1 in Hover Mode but can return to 0 for +5TV
Armiger FS-101	0	G	-2	0	1					
N-KIDU [F]	0	G	-2	0	1					
N-KIDU [C]	0	H	-2	-1	0					Maneuver was decreased to -1 in Hover Mode but can return to 0 for +5TV
N-KIDU [R]	0	W	-1	0	1					
N-KIDU [T]	0	W	-1	0	1					
Constable	0	W	-1	0	1					
Marshal	0	W	-1	0	1					
Man at Arms	0	W	-1	0	1					
HC-3A	0					H	-2	0	1	Increase Maneuver to +1 for +5TV

LOCKED & LOADED

Page 28:

Ramming Addendum: If the Ram is successful and the models are within 4 size categories of each other, both Models will drop one speed band and gain a Stun counter. If the models exceed four sizes of each other, the speed and stun penalties are not applied. Note that Stationary Models will remain Stationary. Rams are considered to have the Armor Crushing Trait.

Page 71:

WFPA Exchanges: While the downgrade swaps are mandatory in non-veteran combat groups, the downgrade swaps are optional for veteran swaps. Veteran upgrade options are available to swapped models if they qualify for the swap.

Downgraded units for the WFP do not qualify for any swaps that the original unit had access to it, except in specific instances that it's mentioned (Bear/Grizzly; and on field armor Mad Dog/Jaguar). They do qualify for any weapon swaps that say "Any gear equipped with xx weapon may swap it for xx weapon for xx TV. For example, the Autocannon to LGL swap in the vet Dragoon squads. The downgraded units could qualify for that if they meet the standards.

Page 108:

High Technology - The arcs and characteristics of the Hetairoi HPLC swap should be the same as for the Fire Dragon (T, no reloads, AA), not as listed, which is for the Saggiarius LPLC (FF, no Reloads).

Page 152:

Booby Traps: Infantry units may take the HG (Limited Ammo 3) option for +5TV per squad

Page 154:

Under Troopers Add: Dartjager 35TV (S)

Under Troopers Add: Asp 15TV (S)

Page 181:

The TD of the Recon Drone should be a rating (2).

Page 183:

The stealth rules in Locked and Loaded 1.1 revision are the correct rules and reprinted below for convenience:

(AUX) Stealth (X): The Model is designed to absorb sensors or otherwise be very effective at hiding. At Night or when there is existing Concealment, the rating of this Perk is added to the Concealment Total. For Models with Large Sensor Profile, each trait applies only when stated in the perk or flaw description. If both apply, subtract the Large Sensor Profile rating from the Stealth rating to obtain the total Concealment Modifier.

RETURN TO CAT'S EYE

Page 39:

1. Caprician Infantry Platoon contains the climbing equipment option twice (second and last options).
2. The Hamath APC may not take ORVs.

Page 55:

Black Talons general options as a veteran option, from 3 to 4 should read from 2 to 3.

TERRA NOVA GAMBIT

Page 19:

Airdroppable for N-KIDU [T] & [R] is a Veteran option on Recce Troupes.

Page 21:

Airdroppable for N-KIDU [T] & [R] is a non-veteran option on Augmented Armored Infantry Troupes.
Add under non-veteran options: Any Golem may upgrade their EV/Skill to 2 for +5TV.

Page 23:

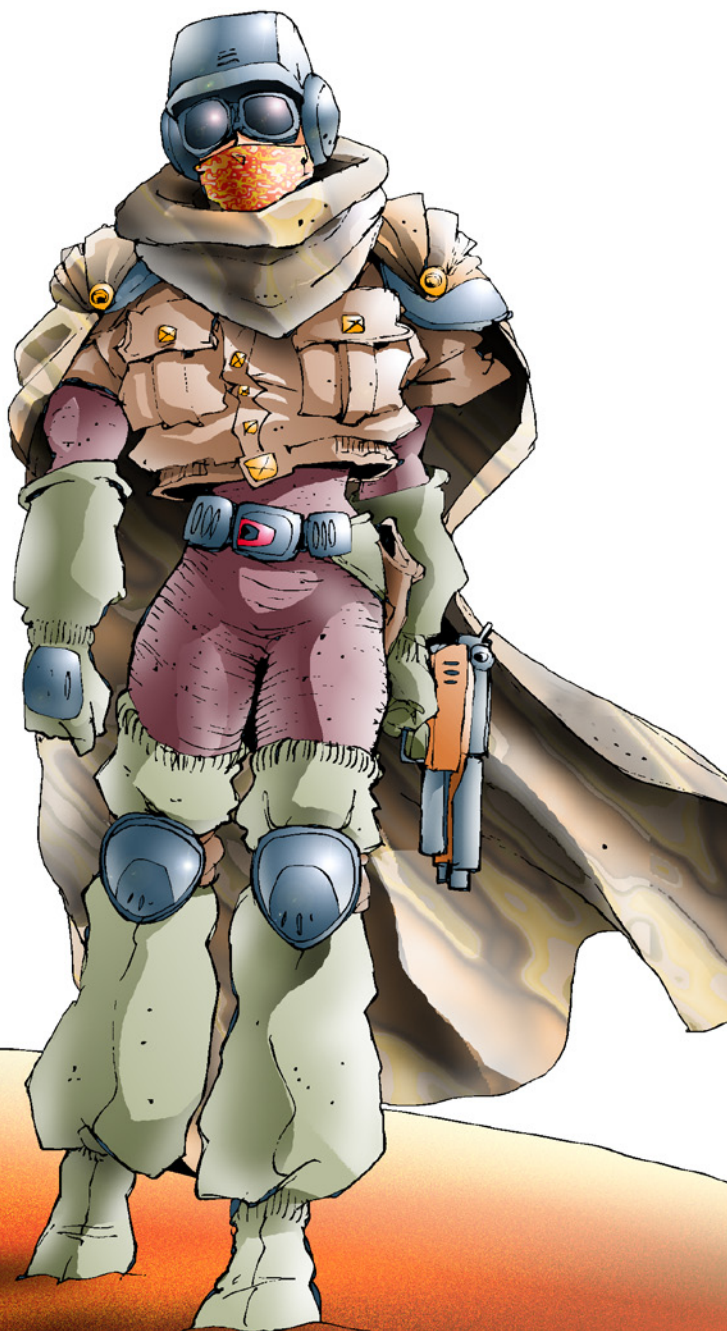
RR&P Satellite Uplink should cost +10TV.
HC-3A - Remove Vulnerable to Haywire.

Page 33:

Stand and Deliver should read 1" instead of x inches.

Datacards:

Armiger FS-101: Physical Attack should be x6
HC-3A: Remove Vulnerable to Haywire.



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2017-18

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HEAVY GEAR

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HEAVY GEAR
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[illegible]

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