

NORTHERN VEHICLES COMPENDIUM ONE

GEARS & STRIDERS

"Oooh, look at this pretty toy."

Ranger Landers lovingly stroked the heavy armored panel covering the left leg of the huge machine towering above her head. The brand new Modiah Destroyer, its paint glinting in the late afternoon sun, seemed indifferent to the attention lavished on it by the technicians and soldiers gathered on the parade ground. Heavy tarps and packing material littered the ground, hastily discarded as the weapons were installed on the newly delivered Heavy Gear.

"Let's see what the Southies think of our so-called lack of technology now, hey?" She winked to her new charge, a smug look etched on her face.

The Vehicle Compendium series showcases the most common pieces of vehicular equipment used by the armed forces of Terra Nova in the 62nd century. This first volume contains the Gears and striders originally found in Field Guides N1 and N2, along with all the weapons, perks and flaws found in these two books, and a wealth of new material.

This Compendium provides descriptions, service records, blueprints and game statistics for fifteen of the most commonly used northern Heavy Gear classes, along with several vehicles based on these basic chassis. Two strider classes and six variants provide additional fire support. The future is also covered with in-depth examinations of five Gear and strider development projects currently under study. Many vehicular weapons are also detailed, as well as over 100 perks and flaws. The Northern Vehicle Compendium contains much more vehicle-related information, such as:

- The complete development history of the first true Heavy Gear, the Hammer.
- The history, organization and area of expertise of six northern corporations.
- A listing of tactical missions and theaters of operation, along with their use in the tactical game.
- A guide to the Vehicle Recognition codes.
- An examination of the most commonly used camouflage patterns.
- A complete description, list of equipment and floor plan for a Modular Advanced Maintenance Outpost (MAMO) field hangar.
- And multiple game aids such as a blank vehicle data sheet, comparative vehicle charts and a complete listing of current Heavy Gear weaponry.

**HEAVY
GEAR**

6132

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SHIELDS OF FAITH
FOR SOUTHS

NORTHERN VEHICLES COMPENDIUM ONE

HEAVY GEAR



Northern Vehicle Compendium — Behind the Scenes

It should come as no surprise that vehicles — and Gears in particular — are one of the keystones of Heavy Gear. Gears and their lumbering cousins the striders are the tools of the trade for tactical games as well as being the symbolic figureheads of the entire game line.

Creating a fictional setting, regardless of its applications, is a rewarding but arduous task. In the case of a tactical and roleplaying game, the scope can be almost overwhelming. While a novel or movie might require a few dozen characteristic vehicles at best, a wargame needs to provide a player with a far greater number of designs. This Compendium alone includes over a hundred vehicles and it will be joined by several others in the months to come.

When preparing a volume like this one, it is tempting to simply slap together a series of game statistics and operational roles with very little accompanying information, as seen in this new vehicle design. Heavy Gear, however, has always striven to integrate a well-fledged background with wargaming, so we could not limit ourselves to such a dry overview. Instead, this Compendium is filled with source material useful to roleplayers and tactical gamers alike.

Certain sections are dedicated to these game world references, taking a detailed look at the development of the Hunter Heavy Gear and examining several of the more prominent corporations involved in Gear design and manufacturing. Other sections present source material more tangentially, giving glimpses of the development of military power in the North through the individual histories of its war machines.

The goal of the Compendium is not only to provide Heavy Gear players with "new and better" ways to blow each other up on the tactical game field (although it does provide that), but also to further explore Terra Nova and provide indications on how Gears and striders are actually used by the Terranovans themselves.

So strap on your harness, activate your IHADS virtual reality display, and enjoy the ride.

HUNTER
FOR
SCOUTS



DREAM POD 9



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DEDICATION

To Jean, Marc-Alex, Philippe, Brian, Jeff, Bob, Ghislain and Norm, because they're simply the best.

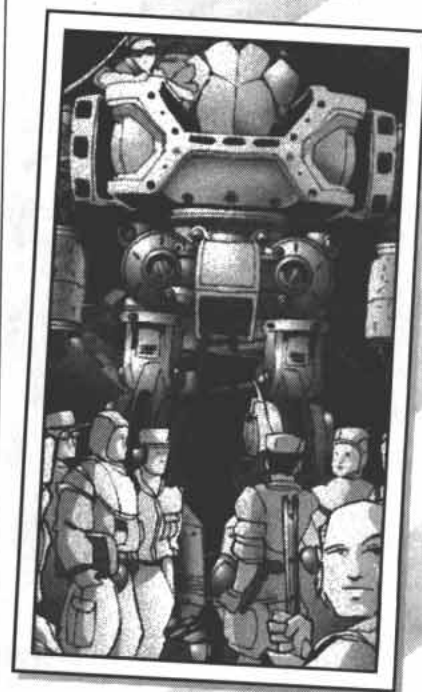
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SPECIAL THANKS

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Dream Pod 9 can also be reached through the Internet. Check the rec.games.mecha conference for support and information about Heavy Gear. You can also visit our World Wide Web page at <http://www.dp9.com>.

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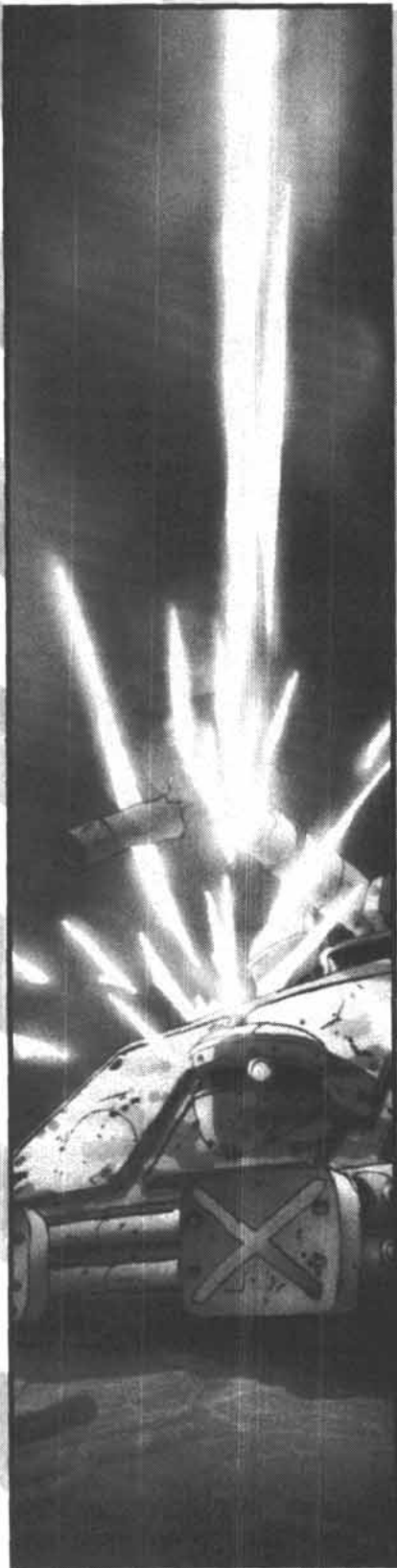
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I N T R O D U C T I O N

ATTENTION TO DETAIL



The desert sun was high in the sky, sending heat shimmers floating up from the dunes. Desert patrol was never amusing, but at 45° C it was unbearable. Caporal Barton knew, however, that war waited for no man.

Soldat Finks put down his binoculars and pulled down his polarized desert goggles. "Caporal, we've got movement coming our way."

Barton frowned and scanned the horizon with his own binoculars. Finks was right, two or three squadrons of Northern Gears coming over the ridge on the horizon. This might mean trouble. He wiped the sand from his filter mask and hit the comm switch on the side. "Sergeant, I think you should come take a look at this."

In the damp coolness of the *Caïman* parked in the shade of the dune, Sergeant Axelsson took a deep breath. Pulling a desert scarf over his head, he opened the hatch; light and heat rushed in as he walked out of the APC and joined Caporal Barton and Soldat Finks on top of the dune. "What's up, Caporal?"

"Well, there seems to be some new activity along the Grenberg Ridge, Sergeant. At least fifteen Northern Gears are coming our way." Caporal Barton handed Axelsson his binoculars so the NCO could take a look for himself.

The Sergeant scratched his scruffy beard while he waited. When he had finished a cursory look, Barton gave his equally cursory report. "It looks like a Northern border patrol, Sergeant. They're deployed on a standard sweep looking for hidden enemies."

"Well, they're still a few klicks out, Caporal. Go to the meat-wagon and radio C&C."

"Oui, mon Sergeant," Barton said, slipping into his native Universal French. Axelsson, born in the Mekong Delta, frowned but let it pass. The Caporal rushed down to the APC. Soldat Finks was looking through the binoculars.

"Not to disagree with Caporal Barton, Sergeant, but I don't think this is a simple patrol." Finks handed his binoculars to the Sergeant so he could take another look, and continued his own report. "There are at least four *Rabid Grizzlies* and two *Fire Jaguars*. These are not regular Northern patrol Gears."

Axelsson zoomed in on the Gears. Those were heavy assault vehicles, used in concentrated attacks not standard desert patrols. "I see. Well, it would seem you're correct, Soldat. This looks more serious than... wait. One of them is coming towards us... Is that a *Cheetah*? I can't tell... Here, you take a look."

Finks took back his binoculars and focused on the incoming Gear. It was light and fast, traveling easily over the dunes. It was also making a B-line for their position. It certainly wasn't a *Cheetah*, however. "I see it, sir. I'm pretty sure it's a *Weasel*. A fairly rare electronic warfare Gear. You can tell by the satellite dish on its back —"

"...For calling long-range artillery and orbital strikes," the Sergeant chimed in, finishing Finks sentence. "Nasty stuff. You really know your Gears, Soldat. Attention to detail like that always pays off."

Finks put down the binoculars and looked up at the NCO. It was rare that Axelsson gave compliments. "Thank you, Sergeant, but I'm still —"

Horror and realization simultaneously flashed across both soldiers' faces. Long-range artillery. Finks tried to speak, but Axelsson beat him to it.

"Run! Run!" screamed the Sergeant as they both scrambled down the dune, away from the *Caïman*. Inside, Caporal Barton — who had just sent the report to the command center — watched them flee, confused.

He was still puzzled when the barrage of supersonic shells tore right through the *Caïman*'s body. The vehicle vanished in a ball flame, leaving behind only a vast crater in the blackened sand.



1.1 INTRODUCTION

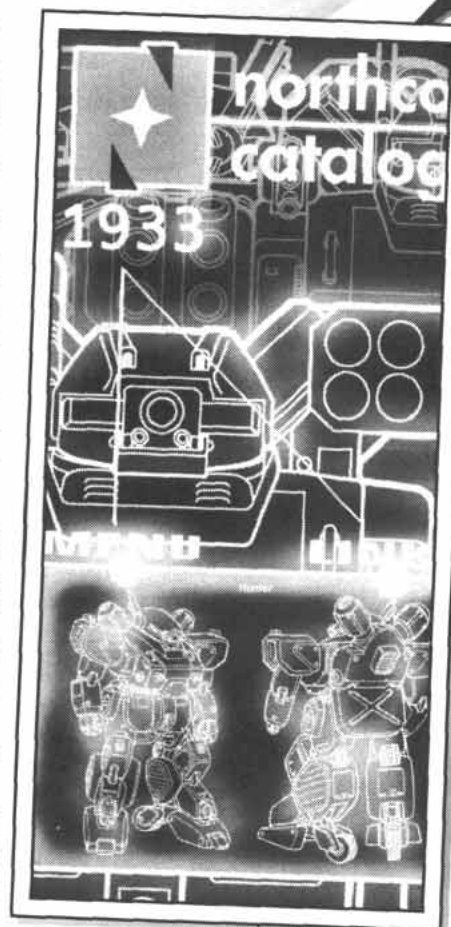
The **Northern Vehicle Compendium** contains all the basic Gear and strider chassis and variants that previously appeared in the rulebook and in the **Terra Nova Field Guides N1** and **N2**, plus many more. This book, along with the other field guides, is intended to be a quick reference manual for students of military history on Terra Nova. They will find within these pages the statistics and specifications for the most common Gears and striders used by the armies of the North on Terra Nova. The only models listed here are those that are common to several leagues, city-states or paramilitary organizations. Designs or variants that are used by a single league will be examined at a later date in other manuals.

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 Herculean 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. Since the last edition, some specifications and statistics have been modified to reflect newer, more accurate information.

The Northern Vehicle Compendium is divided into several chapters, each covering a specific subject. Chapter one contains the keys to the new elements found in the vehicles' statistics, i.e. the tactical uses icons, the color schemes and the availability numbers. Chapter two describes the development of the *Hunter*, the first true military Heavy Gear. Six well-known Gear or Gear-part manufacturers are examined in detail in Chapter three.

Chapter four constitutes the meat of the book and presents 17 Heavy Gear chassis presently in use, along with 71 commonly seen variants (chassis and variants are explained in 1.2.1 and elsewhere). Each vehicle is fully detailed both in terms of background and game statistics. Chapter five is similarly constructed, but presents five research programs currently underway to create new and more advanced vehicles. Chapter six includes all the weapon systems that were found in the old (now out of print) Field Guides, grouped together for convenience. That chapter also includes all the Perks and Flaws of the Field Guides, again grouped together. Note that even though they are presented in the Northern Vehicle Compendium, these weapons and systems can be used by any faction with no restrictions other than those the Gamemaster sees fit to apply.

Chapter seven, contains multiple tools that should prove useful to all Gamemasters (and to the players, to some extent). These tools range from the explanation of the complex vehicle identification system used by the Northern leagues to the camouflage patterns used by each army. Diagrams show the relative distribution of each of the vehicles shown in this book. Finally, a typical field garage and maintenance shed is examined in detail, ready to serve as a base of operations for a group of players in the field. The book closes with an Appendix, which contains various game aids such as a chart that allows the Gamemaster and players to compare the vehicle statistics at a glance and blank vehicle and squadron sheets.



1.1.1 CHASSIS AND VARIANTS

For the reader's convenience, the vehicles in this book have been divided into two general categories: the chassis and the variants. For the purpose of the game and its background, there is no practical difference between the two. The division has been made purely to maximize the content of this book. Both categories feature vehicles that are in fully-fledged production or have been permanently modified into their current configuration.

A chassis is the basic production model of a certain vehicle type; for example, *Hunter* chassis are often mass-produced and easily recognizable in shape and function, and they form the core of the armies. Because chassis are so common, three full pages have been devoted to each, along with a listing of their full gaming statistics. Variants based on a particular chassis will use this set of game statistics as a reference for their own, through a set of modifications (see page 6). The full explanation of the various sub-sections of the chassis section can be found on the next page.

Variants are vehicles derived from a basic chassis. In general, variants are slightly modified versions of the mass-produced chassis designed to answer a specific need. They can differ in terms of operation role, performance, equipment or weapon payload, but they tend to share the same basic structure as the chassis on which they are based. Variants can either originate from the factory or the field — no distinction is made within the book, except perhaps in the production type. To save on space, the statistics of each variant are given only as modification to the statistics of the original chassis. For example, the *Strike Cheetah's* statistics are given as modifications to the game statistics of the *Cheetah*. The Threat Values supplied have been calculated after the modifications were applied to the basic game statistics and can be used as is to evaluate the strength of a combat group.

In general, chassis have a Northern identification code that ends in MP (for Mass Produced); while variant codes end in a task specific code, such as AST (Assault), or TK (Tank Killer/Anti-Armor). The chassis and variant, however, will share the same basic code which indicates frequency and general size. For example all *Hunters* have a code beginning with HACS-01MG. The few exceptions to this rule cover Gears which are based on a previous model, but whose modifications are major enough that they have become a chassis in and of themselves. The high-technology *Black Cat* (related to the *Cheetah*) and *Nemesis Jaguar* (related to the *Jaguar*) are only the two most obvious examples. Northern identification codes are explained in full on p. 201.

All major manufacturers use a variety of advertising methods to sell their wares. One of the most popular is a holographic catalog that permits clients to examine the specifications of all the machines for sale. From **Northern Virtual Catalog**, Autumn TN 1933.