

# HEAVY GEAR™

Soldat Beringer winced as the heat from the melted circuits penetrated his insulated gloves. The Long Fang Naga's surviving field gun's heat damper had been damaged and excess heat had poured into the weapon's articulation circuitry when they last fired.

"Hurry up. They're almost here." Beringer knew Soldat Hennan could see the approaching Jaguars on her sensors. He ripped out the melted wiring.

"One minute," he mumbled into his helmet comm. Taking out a standard pack of replacement wiring and a surplus cerachip control board, he jury-rigged the connection back together again.

Explosions boomed over the ridge behind which they were hiding as the Iguana in their cadre tried to slow down the incoming Gears. Beringer knew he wouldn't last long without fire support. He climbed over the massive gun to get at the cooling vent.

"Merde!" The vent had been fused shut by autocannon fire during the last attack. Beringer took out his plasma torch and began cutting.

"I've got them tagged! They're going to make it inside minimum range." If the Jaguars got in close, the Naga didn't stand a chance. A twisted square of metal finally fell off and Beringer scrambled to his feet. "Go!"

The field gun opened up with a deafening blast and the leading Jaguar vanished from Hennan's sensor screen.

Nothing drives technological advancement like warfare, and Terra Nova has seen more than its fair share. Almost every aspect of technology has greatly advanced, from new armor-grade materials and deadly Heavy Gears, to computers that learn by themselves and extensive genetic manipulations. The Technical Manual 2nd Edition examines the technology of the world of Heavy Gear and provides full background and development information, technical illustrations and complete roles for using, repairing and modifying technology in Heavy Gear games.

Includes the complete Heavy Gear Vehicle Construction System (VCS).



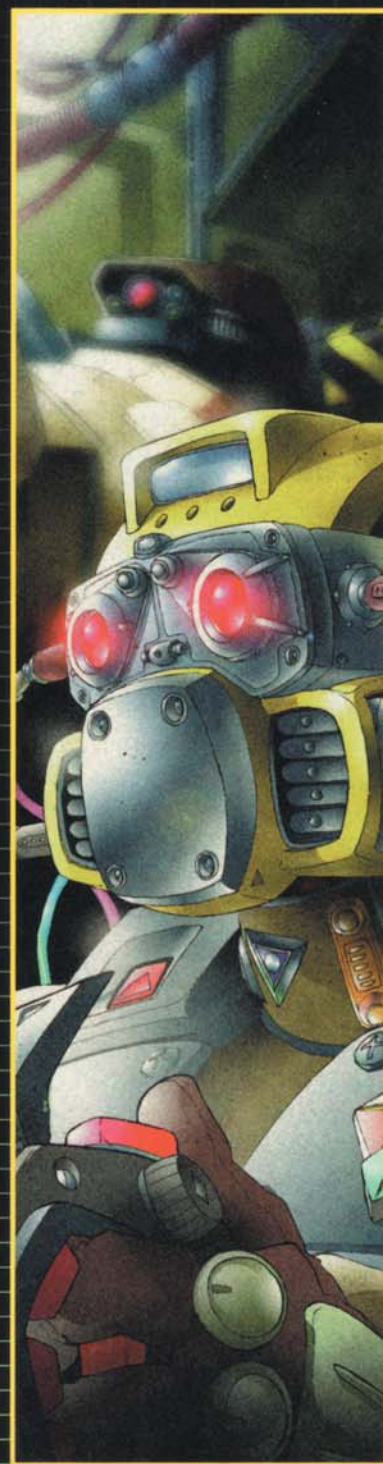
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SECOND EDITION

# HEAVY GEAR™



## Second Edition Tech Manual — Back to the Workshop

The original Technical Manual began as a simple chapter of the Heavy Gear rulebook, which was supposed to give the reader some insight into the technology of the setting. Things are never so simple with Dream Pod 9, though, and the lonely chapter soon turned into a full-fledged supplement of its own.

The Technical Manual has always stood out as one of the favorite Heavy Gear sourcebooks, both through sales and by the fans. The advanced technology that helped to power the stories set on the distant world of Terra Nova could at last be examined, touched, even tinkered with.

So why mess with it, after all this time? The answer is, simply, to keep one of Heavy Gear's core books to date with the rest of the line and upgrade it to the present standards, which are much higher than they were when the first edition was released. Along the way, we've used the opportunity to expand and add to the material contained within these pages, clarifying rules, reorganizing chapters, and sections to make the Players' life easier.

So what's new, you may ask? A lot of things. The Silhouette Vehicle Construction System, which was first found in the original Heavy Gear rulebook and then subsequently removed from the second edition to make room for more background information, has found a new home here. All the rules relating to the design and construction of vehicles and other tools are now in one place, rather than being scattered across six or seven books.

Old rules have been revised to make them more realistic and remove loopholes and unclear statements, and new rules added to give more options. But the book is not all about rules and game play, however; we've also written down a lot more information on the world of Heavy Gear, including numerous new topics that may come in the spotlight a few months from now...

So, grab your datapad and your favorite wrench, and let's take a look at what makes these Bears tick!



TERRANOVAN TECHNOLOGY



DREAM POD 9

# TABLE OF CONTENTS



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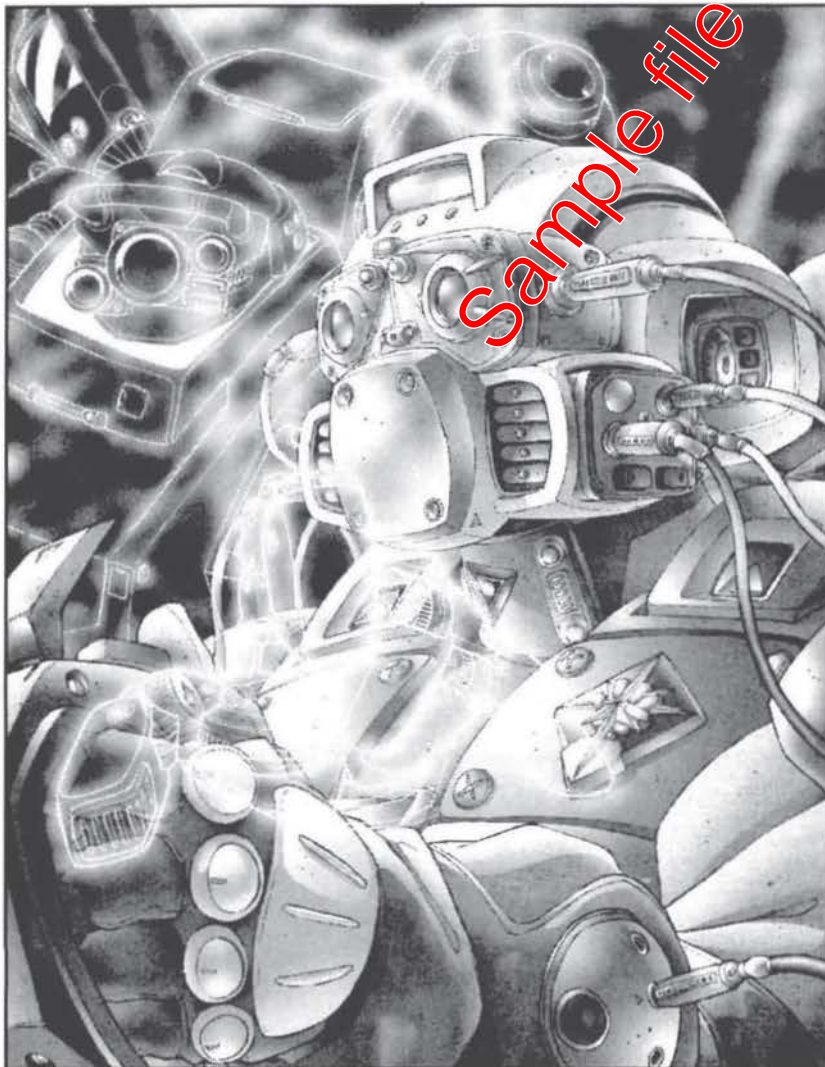
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CHAPTER 1: INTRODUCTION	4	4.6 NAVAL WARFARE	34
1.1 THE TECHNOLOGY OF HEAVY GEAR	5	4.7 SPACE WARFARE	35
1.1.1 TECH LEVELS	5	CHAPTER 5: VEHICLES	36
CHAPTER 2: BASIC ENGINEERING	6	5.1 THE MODERN COMBAT VEHICLE	37
2.1 MATERIALS AND STRUCTURES	7	5.2 HEAVY GEAR	38
2.1.1 METALLIC ALLOYS	7	5.2.1 DEVELOPMENT	39
2.1.2 CERAMICS	7	5.2.2 COCHPIT	41
2.1.3 POLYMERS	8	5.2.3 SENSOR SYSTEM	44
2.1.4 COMPOSITES	8	5.2.4 MECHANICAL SYSTEMS	46
2.1.5 FASTENERS	9	5.2.5 ARMOR	49
2.2 ELECTRONICS	10	5.2.6 WEAPONS	50
2.2.1 CERAMIC CHIPS	10	5.3 STRIDERS	51
2.2.2 NEURAL NETWORK	11	5.3.1 COCHPITS AND SENSORS	52
2.3 COMMUNICATIONS	12	5.3.2 POWERPLANT	53
2.3.1 SHORT RANGE	12	5.3.3 TRANSMISSION	53
2.3.2 LONG RANGE	12	5.3.4 WEAPONS AND ARMOR	53
2.3.3 REMOTE CONTROL	13	5.4 GROUND VEHICLES	54
2.4 SENSORS	14	5.4.1 COCHPITS	54
2.4.1 OPTICAL SYSTEMS	14	5.4.2 POWERPLANT	54
2.4.2 RADIATION-BASED SYSTEMS	15	5.4.3 TRANSMISSION	55
2.4.3 SPECIALIZED SYSTEMS	16	5.4.4 WEAPONS AND ARMOR	55
2.5 TECH-RELATED RULES	16	5.5 HOVERTANKS	56
2.5.1 SMART GLUES	16	5.5.1 DEPLOYMENT	57
2.5.2 ELECTRONIC CHIPS	16	5.6 LANDSHIPS	58
2.5.3 NNETS EVOLUTION	16	5.6.1 POWERPLANT	58
2.5.4 SENSORS & COMMUNICATIONS	17	5.6.2 TRANSMISSION	59
2.5.5 REMOTE CONTROL OPERATIONS	17	5.6.3 COCHPITS AND SENSORS	59
CHAPTER 3: LIFE SCIENCES	18	5.6.4 WEAPONS AND ARMOR	59
3.1 MEDICINE IN THE 66TH CENTURY	19	5.7 AIRCRAFT	60
3.1.1 A BRIEF HISTORY OF MEDICINE	19	5.7.1 CONVENTIONAL AIRCRAFT	61
3.1.2 THE ELDOT AXIOM	19	5.7.2 VTOL AIRCRAFT	62
3.2 GENETICS	20	5.7.3 ROTARY WING AIRCRAFT	63
3.2.1 GENETIC MANIPULATION	20	5.8 SPACECRAFT	64
3.3 PROSTHETICS	21	5.8.1 BASIC LAYOUT	64
3.3.1 TYPES OF REPLACEMENTS	21	5.8.2 OFFENSIVE AND DEFENSIVE SYSTEMS	64
3.3.2 POWER SOURCES AND MAINTENANCE	21	5.8.3 AEROSPACE VEHICLES	65
3.3.3 DESCRIPTIONS AND RULES	22	CHAPTER 6: ENGINEERING NOTEBOOK	68
3.4 WEBBLING	24	6.1 DESIGNING VEHICLES IN HEAVY GEAR	69
3.4.1 GAME EFFECTS	24	6.1.1 THE BASIC VEHICLE CONCEPT	70
3.5 BIO-ENGINEERING	25	6.1.2 CREW	70
3.5.1 PRIME KNIGHTS	25	6.1.3 MOVEMENT SYSTEMS	71
3.5.2 GRELS	25	6.1.4 MANEUVER	72
CHAPTER 4: MILITARY SCIENCES	26	6.1.5 DEPLOYMENT RANGE	73
4.1 MILITARY TECHNOLOGY IN THE 62ND CENTURY	27	6.1.6 ARMOR	74
4.1.1 THE INFLUENCE OF STEALTH	27	6.1.7 WEAPONS	76
4.1.2 ACCURACY AND DAMAGE	27	6.1.8 FIRE CONTROL	110
4.2 OFFENSIVE TECHNOLOGY	28	6.1.9 SENSORS	110
4.2.1 PERSONAL WEAPONS	28	6.1.10 COMMUNICATIONS	111
4.2.2 VEHICULAR WEAPON	28	6.1.11 PEAKS AND FLAWS	112
4.2.3 AMMUNITION TYPES	29	6.1.12 THREAT VALUE	132
4.3 DEFENSIVE TECHNOLOGY	30	6.1.13 DEFAULT SIZE AND COST	134
4.3.1 ARMOR	30	6.1.14 ACTUAL SIZE AND PRE-PROD. COST	134
4.3.2 STATIC DEFENSES	31	6.1.15 PRODUCTION TYPE AND LEMON ROLLS	135
4.3.3 ELECTRONIC DEFENSES	31	6.1.16 FINAL COST AND NAMING	136
4.4 COMMAND, CONTROL AND COMMUNICATION	32	6.2 SPECIAL CASES	136
4.4.1 COMMUNICATION IN THE FIELD	32	6.2.1 SMALL VEHICLES	136
4.5 AERIAL WARFARE	33	6.2.2 LARGE VEHICLES	137
		6.2.3 EMBLEMMENTS	138
		6.3 WEAPON SYSTEM CUSTOMIZATION	138



6.3.1 ACCURACY .....	138	7.3.1 MAKING PLANS .....	150
6.3.2 DAMAGE .....	138	7.3.2 GETTING PARTS .....	150
6.3.3 RANGE .....	138	7.3.3 BUILDING THE VEHICLE .....	151
6.3.4 RATE OF FIRE .....	139	7.4 VEHICLE MAINTENANCE .....	152
6.3.5 POOR WORKMANSHIP .....	139	7.4.1 BREAKDOWNS .....	152
6.4 AMMUNITION TYPES .....	140	7.4.2 WEAPON MAINTENANCE .....	152
6.4.1 COMMON AMMUNITION .....	141	7.4.3 FUEL AND DEPLOYMENT RANGE .....	153
6.4.2 UNCOMMON AMMUNITION .....	142	7.5 REPAIRS .....	154
6.4.3 AMMUNITION FEED .....	144	7.6 TECHNOLOGICAL SKILLS .....	155
6.4.4 AMMO PRICES AND AVAILABILITIES .....	145	7.7 NEW ARCHETYPES .....	156
<hr/>			
CHAPTER 7: TECHNICIAN'S CORNER .....	146	APPENDIX .....	
7.1 MODERN TINNERS .....	147	TECH BLUEPRINTS .....	160
7.1.1 EDUCATION .....	147	GEAR DEVELOPMENT CHARTS .....	180
7.1.2 CUSTOMS AND TRADITIONS .....	147	GLOSSARY .....	186
7.2 VEHICLE MODIFICATIONS .....	148	INDEX .....	188
7.2.1 STRUCTURE .....	148		
7.2.2 PERKS AND FLAWS .....	148		
7.2.3 WEAPON SYSTEMS .....	149		
7.2.4 ARMOR SYSTEMS .....	149		
7.2.5 MOVEMENT .....	149		
7.3 SCRATCHBUILDING VEHICLES .....	150		



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The use of the male gender throughout this manual should in no way imply the exclusion of the female gender or suggest that the game is intended exclusively for a male audience. It is our hope that the female gamers will find this book just as interesting as their male counterparts.

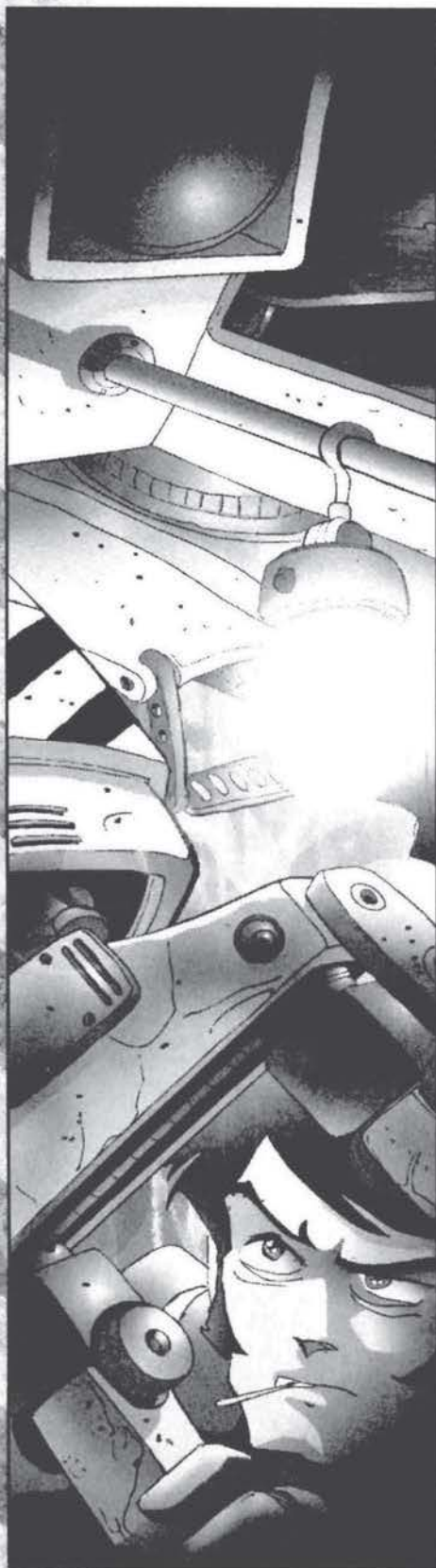
Dream Pod 9 can also be reached through the internet. Check the rec.games.mechanics conference for support and information about Heavy Gear. You can also visit our World Wide Web page at <http://www.dreampod9.com/>

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## BITS AND PIECES



Jak whispered a quick prayer and pushed the ignition. For a few glorious seconds the V-engine purred and roared as it should. It all went downhill from there.

First came a vague gurgling, the engine seeming to choke on too much fuel. Jak hoped against hope that the purr would come back. Next, the gurgling changed pitch, becoming a wheezing and soon a screech. Before Jak could reach for the switch, the constant high pitched wail turned into a staccato pulse of metal on metal sounds, until both drive shafts halted with a resounding klunk. Then smoke started billowing out of the engine.

Jak doused the fire with his extinguisher, trying his best not to curse — at least, not too loudly. Once the flames were out, he took a moment to look around his shop. The chassis of the Groundhog he was working on was mounted on the winch in the center of the garage. Several desert bikes, water filtration processors and even a few home appliances stood about in various stages of disassembly.

Doing his best to forget that the engine parts he had just heard tear apart would not be replaced before the next caravan came through the area, Jak looked over the rest of the damaged work machine.

“Let’s see,” he took out a notepad computer and started taking notes. “One shot engine, one jammed pincer, one dead laser torch. All in all, one sorry looking machine.”

The pincer looked like it was clogged with sand; a common and frustrating problem, but one he could solve in an hour or two. The laser torch, on the other hand, was a more serious issue. Peering into the forearm casing, he saw that the main focusing array had been fractured. He winced — more valuable parts to order.

Accessing the caravan schedule menu, Jak tried to figure out how long it would take to get all the components he needed. The Oxford caravan was coming through at the beginning of the next season and they always had a good selection of machine parts. But a season was a awfully long time to wait without a Gear.

Juggling the schedules, he found that the Zeras caravan would be in Hopespring in three weeks. He could probably take a trip out there to get some parts. Still fumbling with the notepad, he went over to the local-band radio in the other room.

“Echo Seven, this is Zulu Niner. Come back.” The radio crackled to life a second or two later.

“Echo Seven here.” Echo Seven was the call-sign for the Garnet homestead. Gil Garnet had brought in the Work Gear two days earlier when he came to town. Jak knew he must have been anxious to get his machine back, for the harvesting season was getting nearer. “What’s the word, Jak?”

“Not good, Gil. The engine’s a write-off and it’ll take me three weeks to get the parts. I can machine the pistons myself, but I’ll need a new combustion chamber.” Jak heard his friend groan. “But you still got a Prairie Dog, don’t you? Can’t you make do for a few weeks?”

“I could if the damn Dog’s NNet hadn’t shorted out last night. The cursed thing is totally frozen up. Can you come and take a look?”

Jak closed his eyes and took a deep breath. It was going to be a long three weeks, he could feel it.

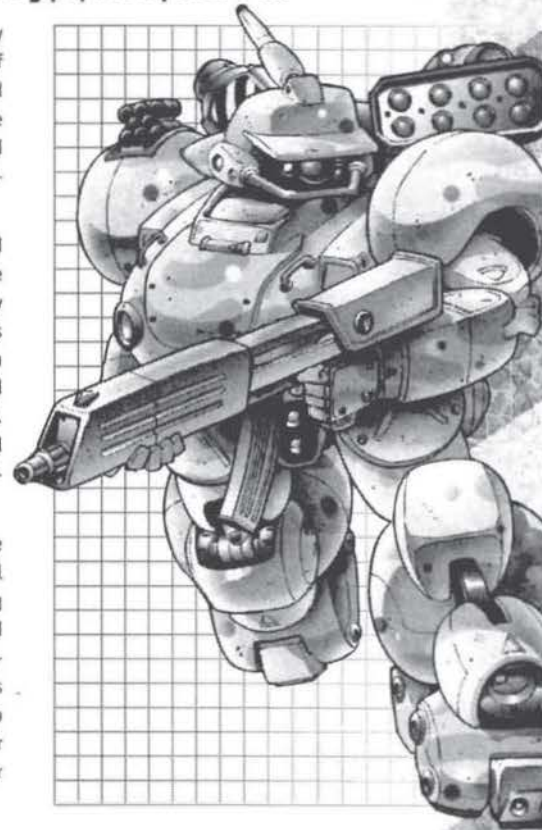


## The Technology of Heavy Gear - 1.1

**Heavy Gear** is a science fiction game universe, so it is only natural that technology, in its many forms, is omnipresent in both its history and its legends. This technical manual was originally part of the main rulebook, but it grew so large that it became a book of its own. While there is game-related information throughout the book, this manual's main function is to provide additional atmosphere and flavor to **Heavy Gear**. This second edition incorporates material and details that have evolved over the years, making this sourcebook the perfect reference guide for questions relating to technology and science in the **Heavy Gear** world.

One of the limiting factors that became readily apparent when first designing the game's background was the fact that it is impossible to accurately predict the future. Warfare in the early part of the twentieth century was very different from the warfare of today. Trained military advisers can barely predict what equipment we will be fighting with in fifty years, let alone in four thousand! Future wars may well be boring affairs with robots and decoys flying and crawling all over the place in an electronic fog, operating on computer-defined strategies. The human factor will probably be reduced to intuition, some tactics and cannon-fodder — not a very exciting environment for roleplaying. Consequently, some of today's latest technological developments were simply disregarded or reduced in importance, and a few new ones were theorized instead to create a unique, more playable technology base for **Heavy Gear**.

The technology presented in this manual is obviously inspired by twentieth century science. The descendants of today's scientists will probably find some entirely new ways to approach technical problems that haven't even been considered yet. For all we know, humans could be using flying saucers in a few decades. Despite this, many of the **Heavy Gear** technological assumptions are based on scientific postulation/theory, and the authors have attempted to remain accurate whenever possible. This approach was chosen simply because it makes the game feel more like real life, and thus easier to relate to. It should be kept in mind that many subjects had to be simplified in order to keep the rules fast and playable — this is a game, after all, not an engineering manual. Players wishing for scientific accuracy can still calculate exact values with other, more technical manuals and transfer them to Silhouette stats directly.



## Technology Levels - 1.1.1

Technology and science march to a strange drummer. In the course of their adventures in the **Heavy Gear** universe, the Player Characters are as likely to see an advanced, miniaturized computer terminal on the wrist of a lizard-riding peasant as they are to see two military officers fight out an old-fashioned honor duel with computer-designed composite/ceramic swords. They will be given the opportunity to pilot a 5-meter tall humanoid machine that emulates the human body — and runs on ordinary gasoline.

The presence of many coexisting technological levels in every walk of life is one of the main features of **Heavy Gear**. While this concept is nothing new in science fiction, it does take some getting used to from players expecting to have high technology at their beck and call. Just because the technology exists for a given task does not mean that it will automatically be available. Terra Nova is still mostly a frontier planet and the basic necessities of survival will override any other concerns. It is no use knowing how a tractor works when you do not have the tools to build one, or the fuel to operate it. People use what works for them.

In general, the level of technological sophistication is at its highest in the city-states that form the centers of civilization on Terra Nova. With the proper connections and contacts, almost any item that is known to the Terranovans of the 62nd century is available in the streets — some more than others, obviously. Technology is also more visible within the walls and defensive lines of the city-states: personal electric cars, holographic advertisement, simple domestic robots, etc.

As we move into the surrounding countryside, the technology becomes more rugged, adapted to the rigors of everyday use. Surfaces are not shiny and neat anymore: items show the marks of constant use. There are fewer luxury objects and repair facilities for the more advanced items become harder to find. In some of the most remote or poor areas, people may hand-manufacture most of what they own, trading only for the things they absolutely cannot build by themselves. The Koreshi Sand Riders are one example of such people.

