

NORTHERN VEHICLES COMPENDIUM TWO

TANKS & ARTILLERY

Ber Yanna gritted her teeth as her Hlemm tank lurched forward over the dune. The lead tank in her squadron, it was the first to clear the sand and see the forces laid out ahead of her. Intelligence had told them what to expect, but there was nothing like seeing a group of Visigoths in person to get the blood flowing. "You got those targets?"

Yanna's gunner took his time answering. The enemy had an ECM screen up that was preventing them from using indirect fire. He swiveled the main turret and took shots at the Southern formation with main gun. The rest of the squadron joined in. "Almost."

Yanna kept the tank moving as enemy shells crashed around her. "C'mon, I can't keep line of sight forever, you know."

As if to confirm what she was saying, one of the other Hlemms took a glancing blow, its armor shearing off as it absorbed the shell's kinetic energy.

"Got it! Firing!" Three of the six massive RAVEN missiles on their Hlemm streaked over the sand, leaving trails of dust. A second-and-a-half later, two of them smashed into the lead Visigoth, blowing immense holes into it and frying the crew inside.

"One down, three to go."

The Vehicle Compendium series showcases the most common pieces of vehicle equipment used by the armed forces of Terra Nova in the 62nd century. This second volume contains the tanks and artillery pieces originally found in the Field Guide N2 and the Tactical Air Support, along with a detailed recognition chart and ready-to-play record sheets. In all, this second volume includes:

- Badger and its variants (Rabit Badger, Badger Cavalry Fighting Vehicle and Medevac Badger)
- Camel (and its Stinger variant)
- Allier (plus the Verder, the Hardq Allier and the Naval Recon Allier)
- Hlemm (including the Jaxon, the Tyburr, the Boxer, the Bandit Hlemm and the Stormhammer)
- Behemoth (and the Behemoth Ammo-Loader)
- Murdoch (and its variant, the Seeker)
- Antelope (plus the Spotter Antelope)
- Wallaby (with one of its variants, the Sneak Wallaby)
- Field Artillery gun

**HEAVY
GEAR®**

1934

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NORTHERN VEHICLES COMPENDIUM TWO

HEAVY GEAR



Northern Vehicle Compendium 2 — Behind the Scenes

On the modern battlefield, it is vital to have tanks and artillery to support the advance of infantry and to batter down enemy fortifications. Despite the presence of Gears on Terra Nova, tanks and artillery still have their place. Some might argue that in four thousand years, there should not be a need for such obsolete pieces of equipment anymore; the current trends in military technology would seem to agree with them. We beg to differ nonetheless. Technological progression is not linear. The story of Terra Nova might be set in the far future, but anyone familiar with the background of Heavy Gear will quickly realize that Humanity has suffered severe setbacks, both social and technological, and has not maintained the level of growth enjoyed by 20th century humans on Earth.

The greatest "problem" of Terra Nova is the initial balkanization of people and resources which followed the departure of Earth's corporations. This plunged the planet into a chasm from which it took time to emerge. By the time solid leagues and alliances were formed, the surviving Terranovans' weapons technology had been severely neglected and much had to be re-learned. Furthermore, there are about 250 million people on the planet, which is fewer individuals than there are currently in the USA. To make matters worse, Terranovans are not united under one flag, but rather fight with each other. Sadly, military research takes a great deal of money, something which a 50-million league like the Southern Republic can afford, but only to a certain extent. Smaller leagues (Western Frontier Protectorate, Humanist Alliance) cannot do it as easily.

So what happens? Low-tech solutions. Good old fashioned tanks and artillery pieces. They're not perfect, not by any stretch of the imagination, but they're all Terranovans have got. It is not because a story is set in the future that every combat vehicle is a hovertank with ultra-fast, powerful and accurate laser cannons. We'd like to think reality hinges on time-tested principles of physics and economics, not wishful thinking.

This is not to say that the vehicles within these pages are low-tech, quite the contrary. Between the A10 and M1A1 Abrams, we'll put our money on the first. Check it out.



WORDS OF FAITH



DREAM POD 9



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DREAM POD 9 TEAM

Writing

Mark Hofmann	Writer
Jeff Mackintosh	Writer
Prabal Nandiy	Writer
Jean Carrières	Writer/Senior Editor
Marc-Alexandre Vézina	Line Editor/Developer
Phil Boule	Storyline Editor
Pierre Ouellette	Creative Director

Production

Pierre Ouellette	Art Director/Designer
Jean-François Fortier	Layout Artist
Ghislain Barbe	Illustrator/Colorist
Normand Bilodeau	Computer Illustrator/Colorist
Charles-Emmanuel Ouellette	Computer Illustrator/Colorist

Administration

Robert Dubois	Marketing Manager
Stéphane Brochu	Marketing & Sales Support

Silhouette System

Gene Marcil	System Designer
Stéphane L. Matis	System Designer

OTHERS

Tupo Express, Inc.	Color Separations & Linotronic
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exclusively for a male audience. It is our hope that female gamers will
find this book just as interesting as their male counterparts.

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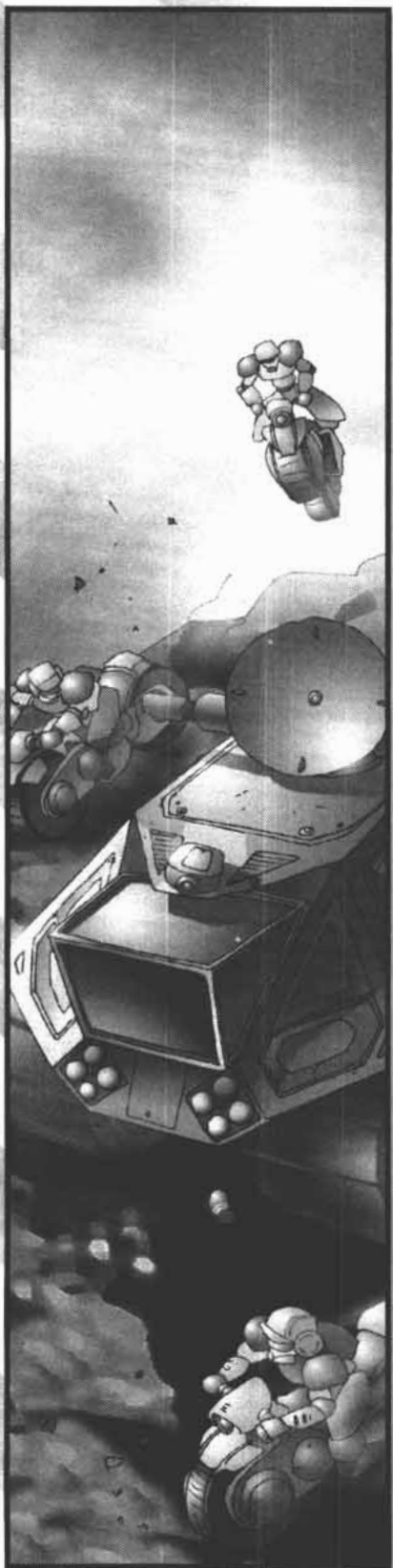
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I N T R O D U C T I O N

RABBITS IN THE HOLE



"Enemy units at two hundred meters!"

Colonel Selene Münschradler, commander of the legendary Roving Guns, did not like surprises. She was sitting in the command chair of a Murdock command vehicle racing over the dunes of the Barrington Basin. From there, thanks to a massive array of computer-assisted communications and electronic equipment, she had a constant link with her regiment as it attacked a Southern MILICIA position. There should not be enemy units at two hundred meters. Certainly not without her knowing.

"Get me an ID, Lieutenant Marsh!"

"Ma'am," snapped her systems operator as he aimed the Murdock's sensors. The desert winds were high and the Roving Guns were using the cover to attack. It made identifying the enemy difficult, however. "Small units, maybe infantry."

Münschradler moved swiftly to sit beside the driver in the cabin and used the night vision scope to search the sands for her enemy. In a burst of speed she saw them, a small group of desert bikes — Jackrabbits it looked like — darting over the dunes.

"Go evasive!" Münschradler grabbed the commands of the Murdock's top-mounted grenade launcher and began to lay down a pattern of fire. Unfortunately, the fast desert bikes easily darted through and drove toward them. Only the Colonel's cycles of experiences allowed her to not jump at the first muffled explosion. A hand grenade thrown by one of the Southern walkers, exploding on contact with the Murdock.

"No damage," reported the systems operator, "but we can't take too many more of those hits. If they nail the wheels, we're in real trouble."

"Keep dodging them, but get moving over the ridge to the north. Lieutenant, patch me through Red Squadron." As she barked orders, Münschradler operated her grenade launcher, trying to get a solid lock on the nimble combat bikes. It took only a few seconds before the lieutenant signaled at her — she had the comm. She spoke swiftly into her headset. "Red Squadron, close on way point epsilon. We are under attack by motorcycle infantry."

The Colonel changed tactics and simply lay down cover fire, hoping to keep the Jackrabbits away from the Murdock. The grenade launcher spewed out more rounds, and she thought maybe one of the attackers took a hit. She couldn't be sure — the curtain of sand greatly hindered the visibility and it might just have veered off. A grenade blew a few meters to the left of the vehicle, immediately drawing her attention away. They were flanking the Murdock and matching its speed.

From the corner of her eye, she detected movement to her right, something jumping at her. It was one of the bikes, which had just bounced off a dune and was headed straight for her position in the Murdock's cockpit. Its front wheel crashed through the side window and impacted against her face, breaking half the bones and sending her straight into a coma. The bike bounced off the cabin, then spun out of control before crashing into the sand.

The Murdock was nearing the peak of a hill when three Jaguars with red-painted heads leaped above the hilltop, guns blazing. "You're clear, Murdock. We'll handle it from here." Jeysers of sand sprang closer around the pursuers as the Gears' hits became more accurate. The remaining two Jackrabbits veered off and quickly vanished into the sandstorm.

Just then the on-board computer finally came back on line. "Way Epsilon Reached," it intoned — too little and too late.

1.1 INTRODUCTION

The Terra Nova Vehicle Compendium series aims at providing a set of quick reference manuals for students of military history on Terra Nova. This second volume of the Northern Vehicle Compendium contains all the basic tank and artillery vehicle chassis and variants which previously appeared in such publications as the now out-of-print Northern Field Guides and the highly popular Tactical Support series. The only models listed here are those that are common to several leagues, city-states or other paramilitary organizations. In some cases, only certain leagues still use a given model or variant, but they are all widely available throughout the hemisphere. Vehicles which were designed and used only by certain leagues will be examined at a later date in other manuals.

While meticulous care was taken to ensure that these volumes are accurate and up-to-date, the ever-changing nature of the vehicles and the secrecy of military-related designs makes this task Herculean at best. We ask the reader to keep in mind that much of the information within these pages was provided by the manufacturers themselves and reflects generic, minimally trained Gears. Depending on individual machines and maintenance records, field performance might differ from what is published here. Since the last edition, some specifications and statistics may have been modified to reflect newer, more accurate information. Our editors are hard at work revising these statistics on a constant basis, ensuring that you get nothing but the most accurate information available on these war machines.

The present volume, like its predecessors, covers some of the manufacturers which are involved in the design and production of combat vehicles. While these companies are listed in a book dedicated to tanks and artillery vehicles, we do not imply that they are limited to the production of the latter but rather that they have either specialized in that field or have greatly contributed to it. In this particular case, we focus on Noveren Materials, Brok Enterprises, Hartmore Motor Company and Riley Weapons Systems.

This book also covers a number of vehicles which are presented by category: personnel carriers, tanks, specialized vehicles, single infantry vehicles and artillery pieces. More specifically, we provide full specifications for the Badger and its variants (Rabid Badger, Badger Cavalry Fighting Vehicle and Weasrac Badger), the Camel (and its Stinger variant), the Aller (plus the Verder, the Hardy Aller and the Naval Support Aller), the Klemm (including the Jaxon, the Tyburr, the Baxter, the Bandit Klemm and the Stormhammer), the Behemoth (and the Behemoth Ammo-Loader), the Murdock (and its variant, the Seeker), the Antelope (plus the Spotter Antelope), the Wallaby (with one of its variants, the Sneak Wallaby) and the generic Field Artillery gun.

We also include at the end of the book a series of technical data sheets that can be used during tactical play. The chassis presented within are accompanied by several of the more popular variants. Each vehicle is fully detailed both in terms of background and game statistics. Lastly, we provide a clear and concise recognition chart for all vehicles within these pages. It contains carefully detailed illustrations to scale which are regularly used by foot soldiers and various combatants to identify the enemy (even at night) at a glance and to determine what his weaknesses are.



1.1.1 CHASSIS AND VARIANTS

For the reader's convenience, the vehicles in this book have been divided into two general categories: chassis and variants. For the purposes of the game and its background, there is no practical difference between the two. The division has been made purely to maximize the page content of this book and to indicate the origins of each vehicle. Both categories feature vehicles that are in full-fledged production (unless specified otherwise) or have been permanently modified into their current configuration.

A chassis is the basic production model of a certain vehicle type, often the first one of a series of derivative designs. The Aller Main Battle Tank is a prime example of this. Chassis are often mass produced and easily recognizable in shape and function; they also form the core of the armies. Because chassis are so common, three full pages have been dedicated to each one, along with a listing of their full gaming statistics. Variants based on a particular chassis will use this set of game statistics as a base for their own, through a set of modifications. The full explanation of the various sub-sections of the chassis section can be found in the Northern Vehicle Compendium 1.

Variants are vehicles derived from a basic chassis. In general, variants involve small modifications to the mass-produced chassis to answer a specific need. They can differ in terms of operational role, performance, equipment or weapon payload, but they tend to share the same basic structure as the design on which they are based. Variants can either originate from the factory or the field — unless specified otherwise, no distinction is made within this book. To save on space, the statistics of each variant are given only as modifications to the statistics of the original chassis. For instance, the Naval Support Aller's statistics are given as modifications to the game statistics of the Aller. The Threat Values supplied have been calculated after the modifications were applied to the basic game statistics.

Unlike Gears, tanks and most artillery vehicles do not follow a strict identification code. The tradition for the Gears is exceptionally restrictive in comparison to other ground vehicles, often due to more modern code attribution procedures that were not in place when tanks and armored personnel carriers were first developed on Terra Nova. In general, Gears receive their identification code from the group which commissioned its design whereas tanks, APCs, all-terrain vehicles and bikes receive their ID code from the engineers and designers which worked on them. As a result, the codes for the vehicles within this book are the result of internal choices rather than a coherent identification system.