

SOUTHERN VEHICLES COMPENDIUM ONE

HEAVY GEAR[®]

Southern Vehicle Compendium — Behind the Scenes

One of the most important objectives of Heavy Gear as a game line and fictional setting is credibility. While the primary objective of any roleplaying or tactical game is to entertain, we have always striven to do so within a realistic (although fictional) framework. Every new addition to the Heavy Gear universe — be it a character, organization or a piece of equipment — is somehow rooted in the real world. This is especially true in the realm of technology, where almost everything must be explicable according to "hard science."

Of course, creating a fictional setting for a game imposes limits that the real world does not. In the case of Terra Nova — a game setting divided between North and South — one important "unrealistic" element is play balance. Unlike the real world, where nations vary a great deal in military strength, in Heavy Gear we need to keep North and South on a relatively even keel (at least until the storyline hits high gear — no pun intended).

Since Heavy Gear is a tabletop wargame, both sides must have access to a variety of weapons and vehicles (mostly Gears) that players can use on the field. One side cannot have an overwhelming superiority or the game loses interest.

The Temptation is always to simply clone the forces of one power on those of the other, hence ensuring perfect equality. We have always tried to do better. While some duplication does occur (the Hunter and the Jäger, for example) we always do so for a reason. For the most part, however, the Gear and striders in this Compendium have a different character from those in its "cousin," the Northern Vehicle Compendium.

The differences reflect the different strategies and national characters of the two Terranovan confederacies. These contrasts between North and South are also seen in the background information provided, which explores the history of Gears in the South and those who manufacture them.

Welcome to the jungles, time choose your weapons...



THE
SOUTH
FOR
SOUTHERN



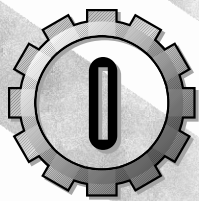


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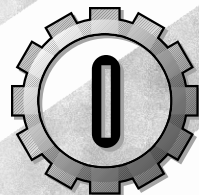
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SPECIAL THANKS

Heavy Gear Mailing List
Brian and Eric (for all the extra hours).

Produced and Published by



5000 Iberville, Suite 332
Montréal, Québec, Canada. H2H 2S6

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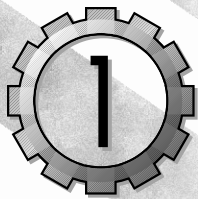
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Stock DP9-026

Legal Deposit: January 1997
Bibliothèque Nationale du Québec
National Library of Canada

ISBN 1-896776-12-4
Printed in Canada



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

LAST STAND



Sergeant Alia Muna-Habib took a deep breath before activating the explosives. The small shaped charge attached to the armored door's lock detonated with a roar, blowing a hole the size of Alia's head into the Badlands habitat.

Sergeant Lyle Oglin, 9 mm at the ready, moved quickly to pull open the door while she brought her shotgun to bear and Sergeant Lussian Salban covered her back. She saw one guard pull out a sub-machine gun and she fired without hesitation, punching through his chest and throwing its contents across the vestibule's back wall. The three SIU agents slipped inside quickly. This was not at all what they had planned.

Major Augusta had laid out a simple plan. They had identified a Saragossan People's Front for Independence base camp in the Badlands. Intel reports had identified it as a storage facility, lightly guarded. They had been sent to neutralize it. Alia, Lussian and Lyle would take their Gears in from the east, while the rest of the team came in from the west. They hadn't counted on ECM knocking out all communications once they got inside the perimeter, but that was nothing compared to the pop-up mines that had disabled their Gears close to the buildings. Now they were stuck using hand weapons and Lyle was limping on a wounded leg. All in all, a bad day.

Alia and Lussian exchanged point as they moved from room to room. Lyle tried his best to keep up, but he needed medical attention, and soon. He winced every time he moved as the effects of the painkiller patch started to wear off.

"Damn!" Lussian ducked back from the corner he had just peered around as automatic weapons fire tore into the wall near his head. Kneeling, he popped off a few quick shots. Lussian was great in a Gear, but he had only basic training in small arms. Alia signaled for him to use a grenade. The explosion was deafening and final.

Alia looked around quickly before giving her orders. "Okay, we have to get to the back of the building. There we can hold position and move to the next one. Go."

The three agents made quickly for the end of the hallway, checking any intersections, but letting closed doors stay that way. They had advertised their presence enough already and they needed to find a defensible position soon. Alia was about to try and override the electronic lock on the door of what she hoped was a control room — that ECM had to be knocked out, and soon — when it opened of its own accord. A Spiffy brandishing an assault rifle was standing right there; he fired almost reflexively.

Alia fell backwards, numb and barely aware of her teammates firing over her head to neutralize the shooter. She didn't feel Lussian grab her under the arms and only noticed he was there when he dragged her back with Lyle covering them. The pain hit her as they ducked into a small closet halfway down the hall.

She felt her flak jacket, hoping her hand wouldn't come up bloody. It didn't, but she was pretty sure the kinetic force of the shot had broken at least two ribs. She could be bleeding internally. They were in deep trouble. Looking over she saw that Lyle was slowly slipping into shock from the loss of blood.

Alia took Lyle's sidearm and pulled out her own once she had raised herself to a sitting position. With one pistol in each hand she looked like something out of a cheap holofilm. Well, at least she was going out in style. She and Lussian were about ready to make a suicide rush at the Spiffies when the wall of the closet they were in collapsed.

Wounded, dust and bright sunlight in her eyes adding her perceptions, Alia didn't recognize the silhouette of "Julius," a very familiar *Spitting Cobra*, until Miranda Petite's voice cut through the static in her headset.

"Can't I ever leave you alone, Alia?"

1.1 INTRODUCTION

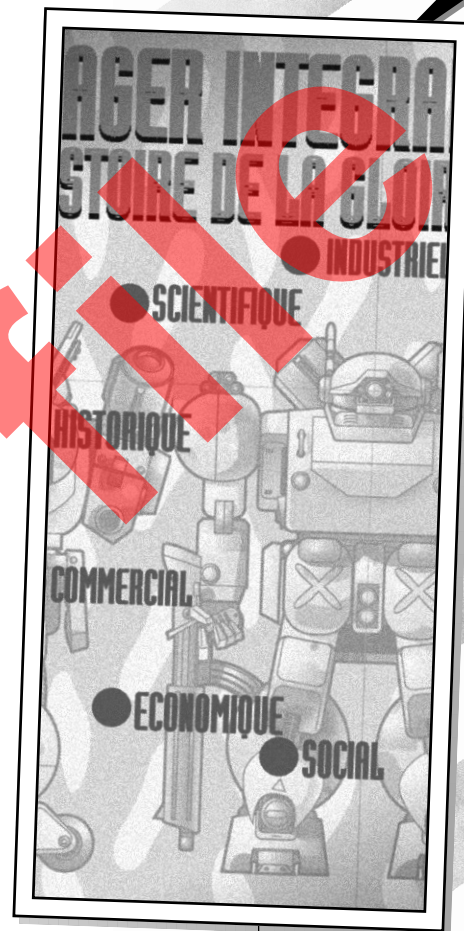
The Terra Nova Vehicle Compendiums are meant as a set of quick reference manuals for students of military history on Terra Nova. Within these books are the statistics and specifications for the most common military equipment used by the armies of Terra Nova. This volume, The **Southern Vehicle Compendium**, is dedicated to Heavy Gears and striders that saw service in the armies of the leagues of the Southern Hemisphere. The only models listed here are those that are common to several leagues, city-states or paramilitary organizations — designs or variants used by a single league will be examined at a later date in other manuals.

While meticulous care was taken to ensure that this compendium is accurate and up-to-date, 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 this compendium 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.

This manual is divided into several chapters, each covering a specific subject. Chapter one explains the various new elements found in the vehicle statistics: the tactical uses icons, the color schemes and the availability numbers. Chapter two tells the story of the development of the *Jäger*, the first southern Heavy Gear. Six well-known companies that manufacture either Gears or Gear parts are examined in detail in Chapter three.

Chapter four constitutes the meat of the book and introduces fourteen Heavy Gear chassis and three strider chassis presently in use, along with seventy commonly seen variants (chassis and variants are explained below in subsection 1.2.1 and further). Each vehicle is fully detailed, both in terms of background and game statistics. Chapter five is built along the same lines, but presents five research programs currently under way 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, compiled and arranged in alphabetical order for convenience. This chapter also includes all the Perks and Flaws of the field guides, again compiled and alphabetized. Note that even though they are presented in The **Southern Vehicle Compendium**, these weapons and systems can be used by any faction with no restrictions other than what 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 run from the explanation of the complex vehicle identification system used by all leagues on Terra Nova to the camouflage patterns used by the armies of the South. 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

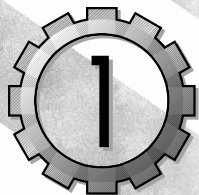
For the reader's convenience, the vehicles in this book have been divided into two general categories: chassis and variants. For the purposes of the game and its background, there is no practical difference between the two. The division has been made purely to maximize the page content of this book and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

A chassis is the basic production model of a certain vehicle type; the *Jäger* is a prime example. 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, we have devoted three full pages 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 base for their own, through a set of modifications (see page 6). The full explanation of the chassis sub-sections can be found on the next page.

A variant is a vehicle derived from another. 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 — no distinction is made within the book, except perhaps in the production type. To save space, the statistics of each variant are given as modifications to the statistics of the chassis. For example, the *Blitz Iguana's* statistics are given as modifications of the game statistics of the *Iguana*. 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 Southern identification code that ends in SU (for Soldat Use), while variant codes end in a task-specific suffix, such as AS (Assault), or PT (Paratrooper). The chassis and variant, however, will share the same basic code that indicates frequency and general size. For example, all *Jägers* have a code beginning with OACS-01M. The few exceptions to this rule cover Gears that are based on a previous model, but whose modifications are all-encompassing enough that they have become a chassis in and of themselves. The high-technology *Chameleon* (related to the *Iguana*) and the *Black Adder* (related to the *Sidewinder*) are only the two most obvious examples. Southern identification codes are explained in full on p. 201.

▲ The Southern public has a voracious appetite for information on Heavy Gears of all kinds and many trideo dramas, documentaries and resources are widely available. **Jäger Integral**, an on-line library of information on the first Southern Gear, is among the most popular. From **Southern Life**, 10 Spring TN 1930.



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

1.1.2 DEFINITIONS

The information contained in the presentation of the various chassis is divided into several tables for easy access. The tables are grouped into subsections, which are Vehicle Specifications, Weapon Payload, General Stats, Vehicle Availability, Optional Equipment and the Weapons Location Diagram. The following text describes each sub-section and how to use it.

Another subsection, Modifications, is found only in the text of the variants and lists how the vehicle differs from the chassis on which it is based.

• VEHICLE SPECIFICATIONS

The Specifications subsection is a single table containing the basic information about the vehicle, including product, physical, tactical and engineering data.

Product data includes the production code, manufacturer, cost and use. Physical data includes the weight (expressed in kilograms), height and width (in meters) of the main hull, without its various accessories, i.e. antennae and sensor pod extensions are not counted. The tactical data listed includes the various movement modes available to the vehicle along with the corresponding maximum speeds that can be attained on clear ground (Note: a vehicle's "true" top speed, known as its road speed, is one and a half times the speed on clear ground). Finally, there is some basic engineering data such as the type and name of the powerplant(s), their power output, and the type and thickness of the armor plating (when any is used).

• WEAPON PAYLOAD

The Weapon Payload subsection is a fairly straightforward table. It lists, in order of importance, the various weapon systems carried by the vehicle. This list includes the name and/or code of the weapon's primary manufacturer, its caliber (where applicable) and the ammunition payload. In some cases, where space is available, the type and method of loading of the ammunition carried is also supplied.

• GENERAL STATS

General Stats is a collective term that covers the statistics found in the General Stats, Movement, Electronics, Armor, Weapons Summary, Perks, Flaws and Defects tables which contain the basic game information required to use the vehicle in a Heavy Gear tactical battle. To ensure that scenarios can be put together quickly, all information not directly relevant to the game has been moved to the Specifications table. This includes the cost, production type, deployment range, sensor range and communication range.

The rest of the data found in the General Stats subsection directly applies to the game and can be recopied on a blank sheet of paper. Alternately, players can photocopy the Blank Vehicle Sheet at the end of this book and fill it with the stats, or they can buy the pre-filled Data Sheet packs.

• VEHICLE AVAILABILITY

Vehicle Availability is a table with two new statistics that have just been introduced to the Heavy Gear universe: the Availability Threshold and the Maximum Number of Units in the Field. These are meant to reflect how common a vehicle is and help the Gamemaster (or the players in a pure tactical scenario) use a realistic number of vehicles of each given design. For example, *Jägers* are so common that they are likely to participate in almost every battle. On the other hand, a highly specialized and secret model such as the *Chameleon* stealth Gear is unlikely to participate in a routine border patrol, and even if it does, not more than one will be available. The use of the Availability factor is fully explained on page 9.

• OPTIONAL EQUIPMENT

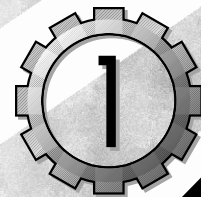
Optional Equipment is just what the name says, common options that are available to further customize the vehicle for a specific mission. Not all vehicles have been designed with this in mind, and many options are modifications made by troops in the field to answer a specific need. Not all vehicles routinely use options — only the most common are listed.

• WEAPON LOCATION DIAGRAM

The Weapon Location Diagram is a small schematic found on the third page of each chassis. It shows the vehicle from the front and side and includes arrows and lines that point to the various weapons carried by the vehicle. In certain specific cases, the diagrams are also used to show some particular equipment mounted on the machine, such as a target designator, electronic warfare device or airdropping package. When space permits, the Weapon Location Diagram will also include a few notes on points of interest on the machine.

• MODIFICATIONS

The Modifications sub-section is a table found only on the pages where the variants of each chassis are shown. As the name suggests, this table lists, in as much detail as allowed by the available space, the modifications and changes that need to be applied to the basic statistics of the chassis in order to get the statistics for that particular variant. Using this method, although it requires a bit more work on the part of the reader, saves a lot of space that would otherwise be wasted in repeating already published information.



1.1.3 TACTICAL USE ICONS

Special icons will be used for several purposes in this book. Beside the usual codes indicating the content of a given chapter or section, icons have been attached to each vehicle to suggest the best tactical uses for that particular unit. A tactical use is a mission, or function, that is easily handled by the type of equipment or armament carried by the vehicle. It may also be a type of mission for which the vehicle is particularly suited due to its performance profile — one should not, for example, expect a heavy fire support unit to perform well on a lighting strike raid.

The following paragraphs describe the various tactical uses icons used throughout the book.

• GENERAL PURPOSE

General purpose vehicles are jacks of all trades. They may fulfill almost any mission requirements, though they will seldom perform nearly as well as a more specialized unit. General Purpose vehicles are thus best used as straightforward front-line combat machines in an all-out confrontation. They fulfill the role of a vehicular basic trooper and can be used for both offensive and defensive missions, as well as more mundane assignments such as sentry duty or escort. They are generally simple in design and can thus form the core of a mechanized army.

• SCOUT

It is said that information is power; certainly, one cannot harm the foe without knowing where to strike first. Even in the age of satellite detection, nothing beats a friendly eye on the ground nearby. Scout machines are generally fast and agile, capable of avoiding the enemy's notice as they skirt his position, trying to garner as much information as possible before returning to base. Often, scout machines carry dedicated electronic equipment and are capable of designating targets for fire support units. Scouts generally make poor fighting units and should avoid combat.

• FIRE SUPPORT

Fire support can often mean the difference between life and death. The hallmark of the fire support unit is the presence of a hard hitting, indirect-fire weapon capable of great devastation. Fire support units usually hang as far back as possible and actively avoid contact with enemy units. For maximum battlefield effectiveness, fire support machines need to be paired with a forward observer of some kind who can relay target coordinates. Because of their size, fire support units are generally slow and cumbersome and must therefore actively avoid close combat.

• ASSAULT

Assault units have been designed for one mission type: brutal frontal attack. They sport heavy armor — most, if not all, of it mounted on the front half of the hull — and carry high firepower, both of which are supposed to help them survive the most dangerous mission type ever conceived. Assault machines excel in search and destroy missions, but fare poorly in defensive and specialized roles. They also require extensive support in the field as they tend to suffer from low endurance (mostly ammunition-wise) and are rarely capable of extended missions.

• ENGINEERING

Engineering vehicles feature high output engines and various tools that allow them to perform maintenance and construction tasks such as reloading ammunition, building bridges and fortifications and towing disabled units. Most vehicles capable of performing engineering tasks have been specifically designed for this function and very few carry any armament. Some combat vehicles, by virtue of their strength, are capable of performing a few engineering tasks, such as towing equipment.

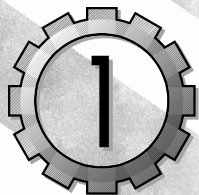
• COMMAND

Command vehicles are used as “focal points” for a combat group. They are equipped with additional communication equipment and ECCM devices to make sure that they can remain in contact with both the troops under their command and their command post. Since there is, at most, only one command unit per squadron, they are proportionately rarer than other units, but remain somewhat common. Depending on the mission and the commanding officer, command units may hang back from the battle or participate in the melee. It is important to remember that command vehicles are a prize target for enemy gunners and should be well protected by their units.

• ELECTRONIC WARFARE

Not all battles are fought and won with bullets and missile launchers. A vehicle with no sensors and no contact with headquarters or its commanding officers is easy prey for enemy units. Electronic warfare units carry powerful ECM and ECCM equipment that allows them to disrupt or intercept enemy sensor and communication signals. They are useful as an electronic shield against fire support units (who then cannot receive coordinates from their forward observers) and can disrupt the integrity of the enemy's command structure while preserving their own. Electronic Warfare units are rather specialized and are rarely seen in large numbers. Whenever possible, they should be kept out of heavy combat.





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

1.1.4 TERRAIN ICONS

Another set of icons is used to indicate the type(s) of terrain where the vehicle is most often used. For example, few *Water Vipers* will be deployed across the savannahs leading to the Badlands, because their submarine capabilities would be useless there. These icons may influence the vehicle selection process by modifying the Availability Thresholds (see next page).

The following paragraphs describe the various terrain icons used throughout the book. Almost all of these icons can be tied to the camouflage pattern used in that specific environment. For more detail about the color and application of these patterns, refer to [7.2 Color Schemes](#), on page 203.

• DESERT

Although the Badlands contains a multitude of different terrain types, it still features quite a lot of empty, flat desert. The battleground is designated as Desert terrain when at least 50% of the playing surface consists of Clear or Sand hexes. Vehicles with the Desert terrain icon add +2 to their Availability roll.

• BROKEN GROUND

The Badlands is home to several important mountain chains, expanses of mesas and endless rock-fields and ancient dry river-beds. The battleground is designated as Broken Ground when at least 50% of the playing surface consists of Rough hexes. Vehicles with the Broken Ground terrain icon add +2 to their Availability roll.

• MOUNTAINS

For a time, Terra Nova was very geologically active — less so in the Southern Hemisphere, but still enough to produce some impressive peaks. The battleground is designated as Mountain terrain when at least 75% of the playing surface consists of Rough hexes or there are at least three different levels per map. Vehicles with the Mountain terrain icon add +2 to their Availability roll.

• WOODLAND

The warmth and humidity of the Antarctic have produced vast fields of giant ferns (called Sapa trees) the size of proper trees. The battleground is designated as Woodland terrain when at least 50% of the playing surface consists of Woodland hexes. Vehicles with the Woodland terrain icon add +2 to their Availability roll.

• JUNGLE

The hot and humid climates of the lower basins of the Southern Hemisphere have allowed huge rain forests to prosper. The huge vegetation and the high humidity wreak havoc with sensors, making combat a lethal, close-range affair. The battleground is designated as Jungle terrain when at least 50% of the playing surface consists of Jungle hexes or 75% consists of Woodland hexes. Vehicles with the Jungle terrain icon add +2 to their Availability roll.

• SWAMP

In some regions of the planet, water from the MacAllen network seeps to the surface and a swamp ecology develops. The battleground is designated as Swamp terrain when at least 50% of the playing surface consists of Swamp hexes or 75% consists of Water hexes. Vehicles with the Swamp terrain icon add +2 to their Availability roll.

• POLAR

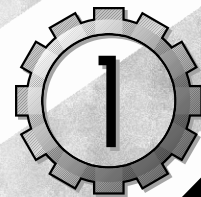
Because of its position in the sky, Terra Nova features very few locations that can be truly referred to as polar, but they do exist. Combat there is quite unlikely, however. The battleground is designated as Polar terrain when at least 50% of the playing surface consists of Snow or Ice hexes. Vehicles with the Polar terrain icon add +2 to their Availability roll.

• WHITE SANDS

White sand is one of the most dangerous substances on the planet — few will willingly fight near its corrosive influence. The battleground is designated as White Sand terrain when at least 25% of the playing surface consists of White Sand hexes or 50% consists of White Sand Rough or Deposit hexes. Vehicles with the White Sands terrain icon add +2 to their Availability roll.

• URBAN

The urban battleground is rarely found within the heavily fortified walls of a city-state and is much more likely to occur in the crowded streets of neighboring towns and villages. The battleground is designated as Urban terrain when at least 50% of the playing surface consists of Urban or Dense Urban hexes (in any proportion, not including Roads or Bridges). Vehicles with the Urban terrain icon add +2 to their Availability roll.



1.1.5 AVAILABILITY

Not all machines are common. Some models have been phased out of production, others were never manufactured in great quantities in the first place. To reflect this, each machine has been given what is referred to as an Availability Threshold. The threshold reflects how rare/special a specific vehicle is.

If a specific model is desired, the player must roll equal to or above this threshold on two dice. Fumbles are treated as a roll of one. Modifiers for ranks, skill levels and unit priority may apply to the roll. If the roll fails, the vehicle could not be located or was not assigned to the unit. Note that some vehicles are so common they have a threshold of one: they are considered to be always available.

Availability Thresholds do not exist to serve as an iron-clad limit on the units brought into a **Heavy Gear** game. In tactical scenarios, the Threat Value system already ensures that opposing forces will be balanced even if they include units that are in fact very rare on Terra Nova. Rather, the availability system is designed to give players, if they wish, an easy way to remain consistent with the setting established in the various **Heavy Gear** products. While it may be fun to play a game pitting whole squads of *Kodiaks* and *Panthers* against a force of *Snakeye Black Mambas*, such a combat is unlikely to ever happen on Terra Nova. As a simple amusement, an unlikely battle can be a great deal of fun, but **Heavy Gear** remains a game based on the principle of integrating tactical gaming and roleplaying, and a certain “realism” in the distribution of forces is necessary for such an integration to take place.

Availability Thresholds are most easily used in tactical **Heavy Gear** scenarios and campaigns. In simple, improvised, head-to-head scenarios (a typical search and destroy skirmish in the Badlands, for example), unmodified Availability Thresholds help to ensure a realistic mix of forces on either side. Each vehicle description in Chapters 4 and 5 also lists the suggested maximum number of any unit type on the field at any one time. Together with the Threshold, this number limits the use of cutting-edge vehicles. In more detailed tactical scenarios and campaigns, the whole list of modifiers can come into play when players choose their forces. In scenarios with a Gamemaster — where the forces are often fixed ahead of time — the thresholds and modifiers should be consulted as a guide to what forces can realistically be present in any given situation.

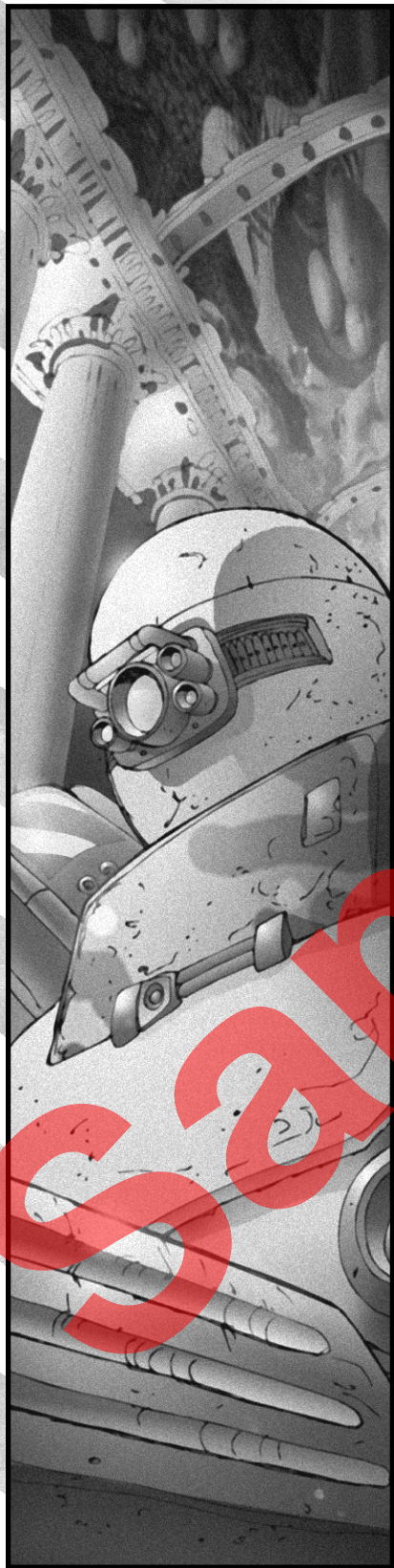
AVAILABILITY THRESHOLDS

Threshold	Level
1	Very common; available almost anytime, anywhere
2	Common; can be found with little effort
3	Common
4	Common
5	Uncommon
6	Hard to find
7	Very hard to find
8	Restricted machines
9	Very limited production runs
10	Only a few units in existence
11	Prototypes
12	One of a kind

DIE ROLL MODIFIERS

Situation	Modifier
Civilian	-3
Rover	-2
Badlands Militia	-1
Enlisted Ranks	+0
NCO Ranks	+1
Officer Ranks	+2
Veteran crew	+1
Elite crew	+2
Legendary crew	+3
Vehicle has proper terrain icons	+2
Vehicle does not have terrain icons	-2
Elite Unit	+2
Task Force	+1
Front-line Unit	0
Second-line Unit	-1
Disfavored Unit	-2

PALACE RAID



“Okay, saddle up. Drop in ten minutes.”

Caporal Kiria Natan unfastened her restraints and pulled on her helmet. The air transport rocked as she made her way to the cockpit of her war machine. Settling into the pilot’s seat — the padded foam conforming itself to her body — she powered-up the cockpit systems and closed the hatch. The holoscreen before her eyes came to life and the comm line to Sergeant Pol crackled as it came on-line.

“Alpha Three set.”

Kiria went through the last-minute check list, making sure her Gear was prepared. Weapon systems registered as ready, the sensor eye in the machine’s bulbous head was reading just fine. She had checked the pallet already and everything was right.

“Approaching target.” The air transport pilot’s voice came in over the internal comm channel. Kiria could feel the aircraft bank to approach the city-state. She held her breath. “Mark.”

The rear bay door slid open and the cabin was filled with the roar of escaping air and the thunder of the transport’s engines. In front of Kiria, Alpha One — piloted by Sergeant Pol — was released and slid back along the rail, dropping into the void in seconds. Alpha Two was next, and then Kiria felt the latch bolts on her air-drop pallet release their grip. The rumble of moving along the rails stopped suddenly and free fall began.

“One. Two. Three,” Kiria counted the seconds until the parachutes deployed. “Four. Five. Six.”

She jerked upward as the large dark chutes caught the air. Their paraglider form allowed limited maneuverability and Kiria concentrated on hitting the target LZ. Alphas One and Two were gliding in on target and her sensors showed Four and Five slightly above her doing the same. The city below was darkened by night and the requisite black-outs of wartime, but the Jaeger’s night vision lenses clearly revealed the besieged city-state of Skavara, its emirate palace a jewel in its center.

Kiria knew ground-assault aircraft were covering their descent and guided bomb strikes could be seen in the northern quarters of the city, answered by the bright laser lances of AA fire. The palace defenders seemed to be focused on that attack, because Alpha cadre (and the other cadres dropping around them) made it to the ground intact.

The shock of landing was jarring. Even with the pallet’s mighty shock absorbers and the Jaeger’s legs deflecting the force of impact, Kiria felt like she had lost a few fillings. The braces of the pallet blew off a second after landing and Kiria kicked her Jaeger into gear.

As planned, they had landed in a courtyard within the palace’s exterior wall; alarms were sounding. Alpha cadre went into action as a unit. Kiria fired a rocket salvo at the nearest guard tower, protecting their current position, while Alphas Two and Four sent deadly autocannon fire into the palace guardhouse barracks at the end of the courtyard.

Within a minute, the location was cleared and the heavy iron gates leading to the inner gardens had been ripped off their hinges. Kiria took the point, marveling once again at how smoothly her large Gear moved. Her anti-personnel grenade launcher eliminated an unlucky foot patrol and the cadre moved deeper into the palace complex, ever closer to their target.

Part of Kiria admired the beautiful architecture her cadre-mates were busy firing rockets into, but she had no time for niceties. They had an emir to kill and a war to win no matter what the cost.

2.1 BACKGROUND

The Southern Republic's introduction of its *Jäger* Heavy Gear in the late seventeenth century is remembered not as a technical success like the development of the Northern *Hunter* (see **Northern Vehicle Compendium**, p. 10), but instead as a victory of Southern covert operations and military strategy. Indeed, over the last 250 cycles, production *Jägers* and *Hunters* have largely been distinguished only by cosmetic details. While a certain amount of technical innovation has paralleled the history of the *Jäger*, the acquisition and utilization of the technology is far more important in understanding the Southern relationship with the Heavy Gear.

In the late TN 1660s, the Southern Republic was mopping up the few city-states and areas that had not yet fallen to its unifying force or found shelter in the Mekong Dominion or Humanist Alliance. A rough and ready status quo was establishing itself and the Republic began to look north across the Badlands. In the Arctic, the Northern Lights Confederacy and the Western Frontier Protectorate were in the process of trying to stop the expansion of their powerful neighbor, the United Mercantile Federation. The Republican government — like the NLC and the WFP — saw the UMF as a threat.

Southern strategists watched with interest as a combined Norlight and Western force marched into the UMF in TN 1669. The traditional infantry/armored force met with unexpected opposition outside Pioneer in the form of modified *Hardhat* Work Gears. In the broken terrain, the walker vehicles were able to fight the tanks and infantry to a standstill. Although it would take Mercantile high command several cycles to recognize the value of military walkers, the Southern Republic saw immediately how valuable such a vehicle could be.

In TN 1670, the Anthropomorphic Battle Vehicle Center (ABVC) opened in Siwa Oasis under a shroud of secrecy and was charged with developing a versatile warrior Gear for the Republican Army. Early attempts to reproduce the Mercantile variations of the *Hardhat* were successful, but taking the design process further proved to be extremely complex. The computer control systems were especially troubling and when ABVC came up for review in TN 1672, all its engineers could show for the billions of dinars invested was an upgraded version of the *Hardhat* known as the AEV-1 *Chevalier*. Anything more was simply too complex to control with current computer technology. The ABVC was shut down by the military review board and its funding redirected to pay for the final modifications on the new *Viking* tank.

The solutions to ABVC's design problems would ultimately not be provided by a technical breakthrough. Although the team assembled at the center would make some very important contributions to Gear design, the *Jäger* owes its existence to the infamous skill of the Southern Republic Intelligence Directorate (SRID). A deep cover agent within the UMF and the use of highly-trained commandos, rather than the skill of Republican engineers, would be the mid-wives of the *Jäger* and, by extension, of Republican Gear development.



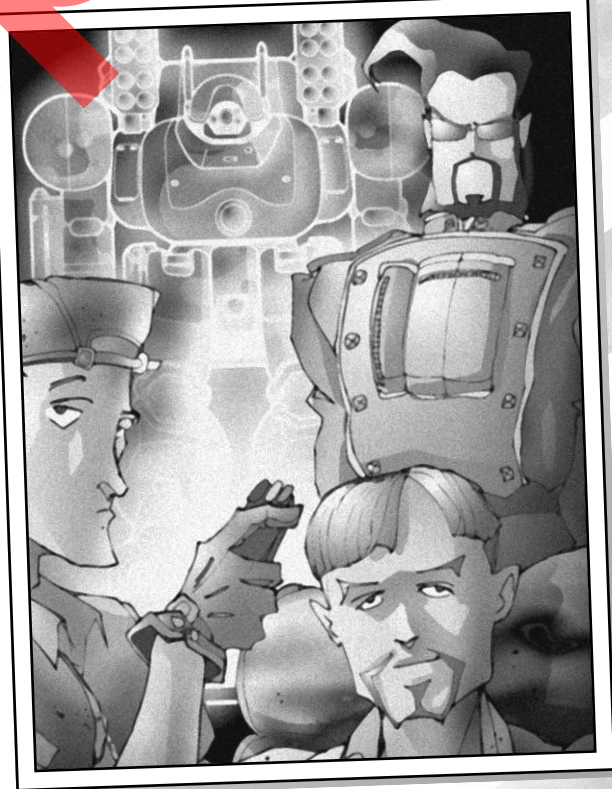
About the Authors

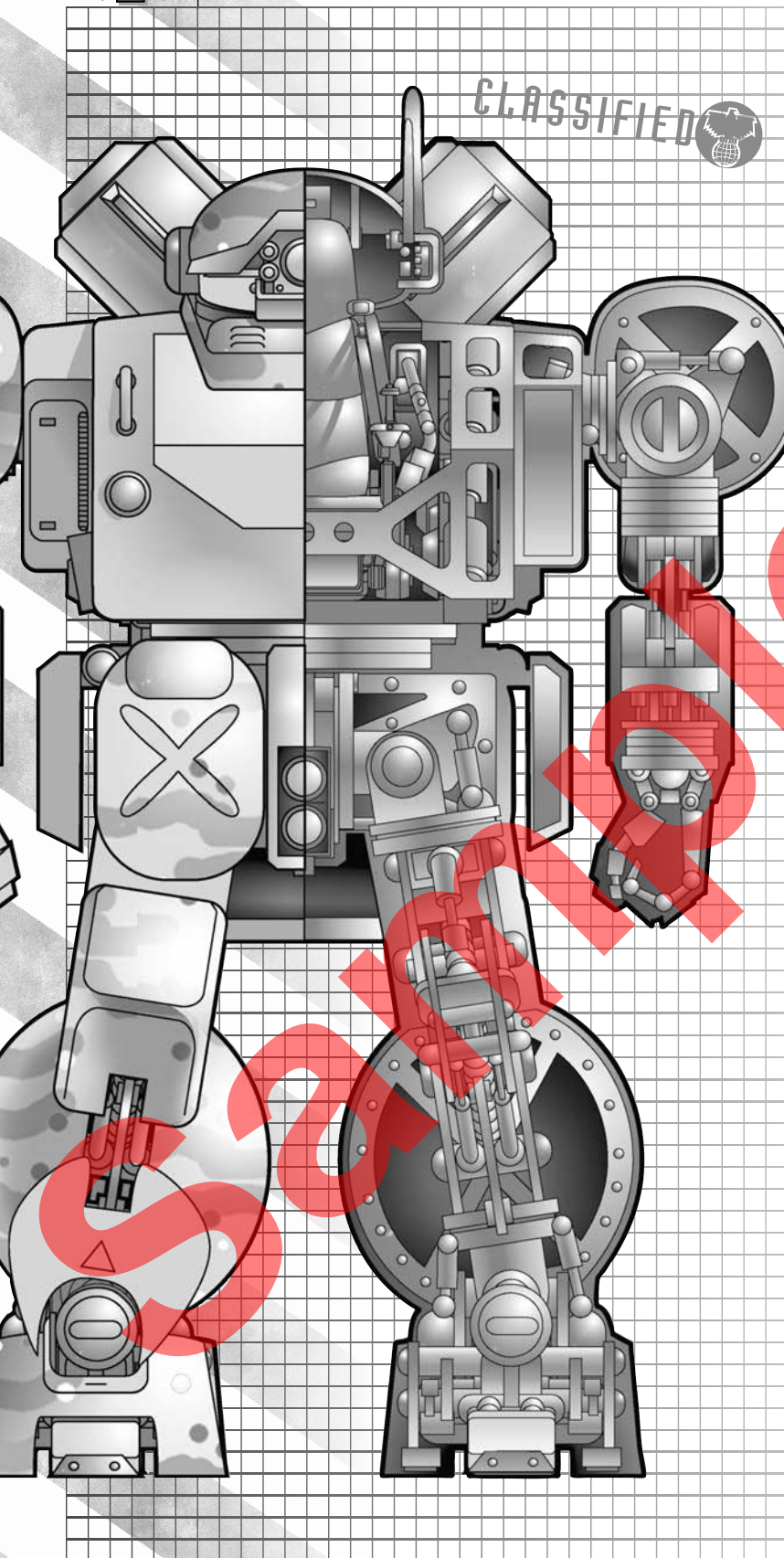
Shields of Honor is a unique opportunity to glimpse the power and strength of the Republican Army and, by extension, of the Antarctic as a whole. In these pages, readers will find a near-complete listing of the Gears and striders that form the soul of the armed forces defending our hemisphere and ensuring security in our time. From the breakthrough of the first *Jäger*, to the prototypes still under development, this tome covers the most impressive collection of military hardware currently in or out of service.

Shields of Honor is a collective effort produced with the full cooperation of the Southern MILICIA and the Republican Army and published by Presse Militaire de Réunion (PMR), publishers of *Vie Militaire* and *La Grande Armée*, two of the most respected military periodicals in the Republic. To produce this comprehensive text, PMR has assembled a crack team of experts and editors.

Adjutant-Chef Alexandre Deveau-Tour, ret., served for eighteen cycles in the Technical Services Corps of the Republican Army, where he worked with Gears and striders in many different capacities. After being the chief of maintenance for the 5th Cavalry Legion, Deveau-Tour retired to the private sector and serves as the senior editor of PMR's on-line *Technologie Militaire*. Historical information was provided by Professor R. Porbert Bolus of Garamond University, a recognized expert in the history of the military Gear. Bolus is especially well-known for *Ahead of Its Time*, his six-volume work on the development of the *Anolis* scout-Gear. Technical illustrations were provided by Studio Le Normand Barbu, PMR's in-house graphic studio, whose previous work includes *Weapons of the South*.

Many military consultants were invaluable in maintaining the accuracy of *Shields of Honor* and the commentary of MILICIA Commandant Jan Kollaire was especially critical. Kollaire, commander of Gear training at the Marabou Military College, provided many of the anecdotes and bits of military lore that give this tome the ring of truth.





Jäger Development Timeline

TN 1455	Human Concordat withdraws from Terra Nova, plunging the colony world into chaos.
TN 1661	SRID agent code-named "Charity" begins reporting from within the United Mercantile Federation.
TN 1669	Battle of Pioneer: Improvised UMF military walkers repel combined Norlight-Western force.
TN 1670	Anthropomorphic Battle Vehicle Center (ABVC) opens in Siwa Oasis by order of the Republican Ministry of War.
TN 1671	Development of AEV-1 <i>Chevalier</i> prototype.
TN 1672	War ministry cuts ABVC funding because of lackluster performance of the <i>Chevalier</i> . "Charity" begins reporting from within the UMF Army's Joint Military Development Committee (JMDC).
TN 1674	BOT Project: JMDC calls for dedicated military Gears.
TN 1676	Based on reports from Charity, the ABVC is brought back on-line.
TN 1677	"Charity" delivers top secret schematics of experimental Optical Neural Network (ONNet) CPU to be used in BOT designs.
TN 1678	Southern War begins. GP-01 <i>Hunter</i> begins production. Western agents steal the P5 <i>Hunter</i> prototype which contains design test logs within its computer records. "Charity" reports that fact to SRID.
TN 1679	Southern commandos steal the Western <i>Hunter</i> prototype. The design logs solve many problems not resolved by the early model ONNet obtained by "Charity." ABVC begins full retro-engineering of the <i>Hunter</i> . Commandant R.C. DeLyon is charged with preparing highly trained pilots for the new Heavy Gears. DeLyon gathers elite trainers at a school near Ankara.
TN 1680	AV-1 <i>Jäger</i> begins production in the Winter. Charity defects to the Southern Republic. Commandant DeLyon begins training pilots.
TN 1681	Southern War ends and the AST are formed.
TN 1684	AV-1D <i>Desert Jäger</i> and AV-1S <i>Swamp Jäger</i> enter service.
TN 1686	Merchant War between UMF and AST begins. AV-1/C <i>Jäger</i> Command enters service.
TN 1688	Azov Treaty ends the Merchant War, strengthening the Southern and Mekong positions in the Badlands.
TN 1690	AV-1/R <i>Jäger Recon</i> enter service.
TN 1691	AV-1/LB <i>Long Bow Jäger</i> enters service.
TN 1693	AARV-1 <i>Stone Mason</i> enters service.
TN 1725	TA Team A11 begins work on "serpent" line of Heavy Gears.
TN 1731	AV-2 <i>Rattlesnake</i> enters service.
TN 1742	AV-3 <i>Copperhead</i> enters service.
TN 1796	ALV-1 <i>Anolis</i> enters service despite chronic electronic difficulties.
TN 1803	AV-4 <i>Desert Viper</i> enters service.
TN 1835	AV-1/RRV <i>Dartjäger</i> enters service.
TN 1838	AV-5 <i>Basilisk</i> enters service.
TN 1839	ALV-1 <i>Anolis</i> retired from active service.
TN 1843	Southern Republican Army Vehicle Modernization Program (SRA VModProg) initiates an overhaul of Southern Gears.
TN 1846	AV-1A <i>Jäger</i> (a.k.a. <i>Jäger Alpha</i>)
TN 1852	GP-01A <i>Hunter</i> Mk. II enters service.
TN 1853	Beta Overhaul of AV-1A <i>Jäger</i> incorporates VR display system.
TN 1858	AV-6 <i>Sidewinder</i> enters service.
TN 1862	AV-1P <i>Jäger Paratrooper</i> enters service.
TN 1872	Delta Overhaul of AV-1A <i>Jäger</i> updates communications system.
TN 1889	Gamma Overhaul of AV-1A <i>Jäger</i> upgrades V-Engine to WV-950A.
TN 1913	AV-1B <i>Blitz Jäger</i> enters service.
TN 1914	AV-1/FLM <i>Flammjäger</i> enters service.
TN 1915	Joint Terranovan military command initiates OACS ID code system for Southern Gears, replacing the AV system.
TN 1921	Epsilon Overhaul of OACS-01M/SU <i>Jäger</i> installs new manipulator hands.

2.2 OPERATION PROMETHEUS

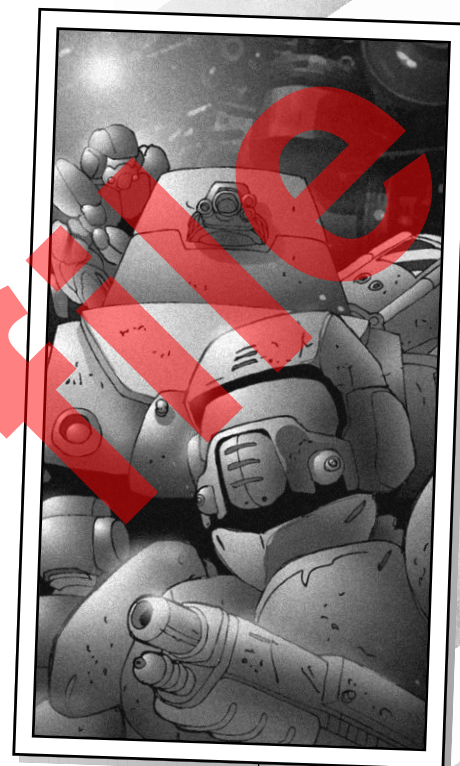
The intelligence operations which together provided the keys to the production of the *Jäger* have come to be known as “Operation Prometheus.” This reference to the mythical thief of fire from Mount Olympus is a creation of the skillful propagandists of the Southern Republic. In truth, this intelligence effort was part of a more general campaign of infiltration into the North that bore fruit not only with the development of the *Jäger* but in several other areas, including tactical information.

The 1670s were a very dynamic time for Southern intelligence. The Republic was preparing to extend its hegemony across the Southern Hemisphere while the northern leagues were still trying to sort out their borders and relations. It seemed to many that the Republic was on the track to hemispheric and even global domination in the very near future.

The expansionist drive that would soon forge the Allied Southern Territories required a very active intelligence community. Economic, political and military information was key to determining the best way to deal with each enemy in turn. SRID came into its own at this time, displaying a skill and ruthlessness that made it the finest intelligence organization in the world. In the South, SRID agents and analysts were busy infiltrating and dissecting the centers of power in neighboring leagues. SRID operations in the North were somewhat fewer in number, since the intelligence directors knew that the conquest of the North would have to await a stable situation in the South. Nonetheless, SRID was busy infiltrating key circles in the Arctic using deep-cover agents.

The efficiency and scope of SRID operations were never so well illustrated as in the case of the *Jäger*. A key agent, code-named Charity, provided the critical information that would allow the Southern Republic to field its first combat-ready Gear while after the UMF had done the same. Later, Légion Noire commandos would undertake a dangerous operation to steal a valuable *Hunter* prototype from the WFP. The acquisition of this prototype completed the data provided by Charity and brought the *Jäger* project to fruition.

The details of these operations remained top secret for generations after they occurred, but rumors and deductions fueled the imagination of espionage enthusiasts and propagandists on both sides of the Badlands. Only in TN 1840 were documents relating to the operation, carefully edited for maximum propaganda effect, released by SRID. It was at this time that the plan was dubbed Prometheus, and SRID's actions launched a spate of dramatized accounts of the operation in the Southern media.



▲ A crack team of Légion Noire commandos secure the P5 Hunter prototype. This bold covert operation led to the creation of the *Jäger* and the inspired the development of all subsequent Southern Gears. From **Vie Militaire**, TN 1923 (photo TN 1680).

2.2.1 CHARITY

Among the most celebrated SRID agents in the North was the mole known as “Charity.” Assigned the task of infiltrating the military-industrial complex of the United Mercantile Federation — at the time the most powerful of the Northern leagues — Charity succeeded beyond the wildest dreams of her controllers. Thanks to her efforts, the missing elements in the ABVC program were acquired from Northco, the premier military hardware design conglomerate in the UMF, along with a wealth of other information on advanced designs from Northco and other companies. The success of the *Jäger* program and of the subsequent Merchant War is largely attributable to the agent known as Charity.

● RECRUITMENT AND PLACEMENT

Like many of the best SRID deep-cover agents of the period, Charity was not a Republican citizen. She was born Andraya Stephany Krayton-Ash in the Mercantile city-state of Ashington, a minor cousin in the royal family that still rules the principality. Andraya was part of a generation of subjects who felt that the Ashington royal family had made a grave mistake in accepting Mercantile suzerainty over their state. Some of Andraya's friends made public statements to this effect (which were suppressed by their prince), but she chose to take a different route after meeting a SRID recruiter. She became an agent of the Southern Republic in university, having been assigned the code-name “Charity.”

Charity was in only occasional contact with her controllers until she placed herself in a position to gather important information. Her reports began in the TN 1660s when Charity established herself as a manager at Northco and gained access to military contracts and corporate secrets. Charity was well protected by SRID and allowed to continue her rise through the corporation. In TN 1672 she was attached to the UMF Army's Joint Military Development Committee. The JMDC — formed in TN 1665 — brought together military leaders and representatives from top military contractors (such as Northco) to direct the development of new weapon systems for the UMFA. This directive came hand in hand with the Mercantile expansion in the North and Badlands that characterized this era of Arctic politics.

From within the JMDC, Charity could report on the cutting edge developments of Mercantile military equipment. Her position gave her access (although not complete) to a wide range of information, from the production capabilities of major contractors to the development of UMFA military doctrine: she became SRID's most valuable asset north of the Badlands. Thanks to her, the Republic was kept abreast of the radical change in thinking that was sweeping through UMFA high command. A new generation of Mercantile military strategists was coming to the fore in the TN 1670s and it was characterized by a new approach to the political and tactical situation. In the political arena, the strategists identified the Southern Republic and the Mekong Dominion (at this time engaged in coprosperity talks) as the principal threats to Mercantile interests; tactically, they were convinced that walker vehicles were the future of Terranovan ground warfare.