

## DP9-926 Heavy Gear 3<sup>rd</sup> Ed. Earth Companion Errata

### 1.0

*change title from \*Craddle\* of mankind to:  
Cradle of Mankind*

#### 1.1.1

*2nd Para, sentence 1: Change "Uranus, Pluto and Nemesis" to:  
Uranus and Pluto*

*2nd Para, sentence 2: Change "with large number of moons and last two are small remote ice formations." to:  
with large numbers of moons and last is a small ice formation.*

#### 1.1.2

*replace the second paragraph with:  
Humans have previously sent two major exploration programs to study nearby stellar systems. Mars launched the first interstellar exploration program between 2692 to 2987. Over a hundred asteroid probes were sent to nearby systems, each releasing a series of automated satellites and planetary probes. These carried out a mapping of planetary candidates for habitation or terraforming in nearby star systems. None found anything of note. The United Earth Government launched the next round of interstellar exploration by sending 5 massive space arks over 250 years (from 3136 to 3387) to the five most promising star systems. Nothing has been heard from these vessels since*

#### *Page 1*

*Sublight exploration sidebar replace with:  
The initial Martian probes were built into captured comets. Fusion engines would use comet's ice as reaction fuel and acceleration the probe up to 12% of light speed. While approaching the target system, the probe would release an array of sophisticated satellites and landing craft to study any planets. Data was simply transmitted back to Mars via standard radio communication.*

The goal of the UGS Argo project was to send a large, diverse, and well-equipped human crew to nearby star systems to study them and start new civilizations there, safe from Earth's seemingly endless Ice Age. Self-sufficient cities were carved into huge asteroids, and equipped with fusion engines similar to Martian probes. The crews were kept in cryogenic sleep to extend their lives and save supplies, while others lived out their entire lives as citizens of the arks. The last communication from these vessels was heard near their approach to the Oort Cloud.

*Page 6 to 10, the planets:*

remove from the information Tables: languages, principle imports, and principle exports

*Page 28, Current Situation, replace entire text with:  
Earth teeters, balanced in a precarious position. Its ecology is on the brink of collapse, but the NEC needs the planet to last a little longer while it pursues its war against the colonies. While some campaigns have been successful beyond the NEC's wildest dreams, others have been abysmal failures or disappointing successes.*

The CEF's conquest of Caprice was fast - almost disturbingly so. Now the CEF and the NEC are faced with the fact that the planet isn't quite as conquered as they thought it was. The occupation forces are under constant attack by Liberati raiders from the highlands, and the Corporations, who they believed to be subjugated, are fighting the conquerors more subtle ways. Caprice's proximity to Terra Nova makes the situation there even worse. It was the first target struck by the Black Talons, and is still the focus of their operations.

At its second target world, Terra Nova, the CEF faced a crushing defeat. Expecting little resistance, it ran headfirst into two superpowers whose armies were already on a war footing, and far better supplied than the invaders. The 8th Fleet remains in Caprice to this day, rebuilding from the damage it sustained during that invasion. The CEF has since resorted to sabotage and espionage, seeking to weaken the Terra Novan forces before returning to the planet. The Peace River Bomb, unfortunately, did not have quite the effect they desired, and only served to further unite the planet against them. Operations to destroy the Helios system's space infrastructure and test the new SLEDGE supersoldiers in combat against Terra Novan forces are in the planning and testing stages. The Black Talons, Terra Nova's interstellar special operations force, are a constant thorn in the CEF's side. Their operatives were responsible for foiling Project Brimstone, an attempt to bombard Terra Nova with asteroids through a Tannhauser Gate.

Atlantis has been a great disappointment for the NEC. While they control the few major landmasses and anchored shoal cities, the deep ocean cities and floating nomadic cities have managed to turn back all conquest attempts. The CEF has managed once more, with the aid of local collaborators, to begin exporting the unique biochemical compounds that made the planet famous.

Utopia, while it fell to the CEF's 2nd Fleet without a fight, hasn't lived up to the NEC's expectations. The world is a bombed-out wasteland, totally unsuitable as a new home for Earth's population. It has, however, proved to be an excellent source of military technology, especially submarines for use on Atlantis.

New Jerusalem is worrisome to the NEC. While Home was secured easily by the CEF's 7th Fleet, communications ceased flowing shortly after the Fleet entered the New Jerusalem system. The CEF hasn't managed to set ships to investigate yet, but is under pressure to do so from above.

The 2nd Fleet is making preparations to move on from Utopia and take Jotenheim and Botany Bay, but is waiting on the availability of enough Type 81-12 Frames to handle Jotenheim's mountains. Eden has been the subject of nothing more than a few cursory recon missions, enough to confirm that the former paradise world is almost in the grips of an ice age. Plans are being made to take the world through subterfuge, as the NEC judges it to not be worth taking by force.

*Page 148, HT-72 Fluff Text:*

Remove the sensor homing listing from the weapon payload. This is no longer an option, but an integral part of the ABMs.

*Page 178, All Octopus Drone Descriptions*

Remove "using jump jets" from the second last sentence for each Octopus. They use Flight movement instead. Use the towing rules to recalculate available movement based on the mass of the frame and drone.

### **The MVD, DIS/ISF and the CID:**

There's been some confusion about how, exactly, these three agencies work together. As the information found in the book (and the CEF Sourcebook) on them is somewhat sketchy, we have chosen to present expanded information here.

The Ministry of Verification and Disposal is the internal secret police and military intelligence division of the CEF fleets. Composed mainly of Yakutian hard-liners, they were charged with ensuring the loyalty of the invasion forces to the Commonwealth. Those that crossed or displeased them simply disappeared, and a mere word from them resolved even the most bitter of power squabbles in the officer corps. The MVD also manages infiltration missions on unconquered worlds and espionage against the enemies of the Commonwealth. They have declined in power somewhat since the Terra Nova debacle and are constantly stepping on the CID's toes on Atlantis, but they are still feared and respected by all that serve in the CEF.

The Commonwealth Integrity Directorate was formed by the NEC Parliament as they worked to rebuild the Concordat Gateship fleets. The CID is both the civilian government and secret police of the NEC's recaptured colonies. They're charged with ensuring the integrity of

Earth by eliminating all threats to her. The CID is in charge of directing counterintelligence and anti-insurgent operations on the conquered worlds, and "reintegrating" their economic systems and cultures with those of Earth. The NEC doesn't want to risk exposing their carefully-cultivated system to contamination from the colonies, and wants to bring the colonies in line before they resume large-scale travel. In recent years, the CID has become the NEC's first line of defense against the Black Talon teams on Caprice, Atlantis, and Utopia. Despite a high proportion of political appointees, the Directorate is widely-known as being thorough, ruthless, and more than a little fanatical. Their methods are very extreme, and their operatives have little concern for human life. The CID's constant attempts to assert their dominance on Atlantis - still technically an unconquered world - have led to dramatically increased tensions with the MVD and the CEF, though affairs have yet to reach the point of interbureau warfare.

The Department of Internal Security is the most recently created of the NEC's three intelligence organizations. The DIS is responsible for the security of the solar system in general and Earth in particular. They manage and direct the Internal Security Force, which is composed of the Security Command and Intelligence Command. (Both of which used to be part of the NECAF) Through the ISF, the DIS handles system-wide crimes, counterintelligence operations, monitors the actions and ideologies of major public figures outside the Party, and suppresses dissidents and would-be revolutionaries. Although they do not have jurisdiction outside of the solar system, they are quite concerned about the spread of Black Talon teams through NEC space, and are constantly watchful for any teams attempting to infiltrate the solar system.

To summarize the natures of the three branches, the MVD is military intelligence and military secret police. The CID is a civilian organization that governs the colonies and doubles as the secret police to monitor them. The DIS is the domestic intelligence bureau, and the ISF is its main operations arm.

### **The North American Waste Zone:**

While all of Earth is struggling to survive, central North America is especially devastated. Centuries of heavy industrialization and exploitation, followed by the orbital bombardments, tactical nuclear strikes, carpet-bombing campaigns, and far-ranging battles of World War III have reduced the central regions of North America to a desolate wasteland. A few major arcologies still stand, but have been environmentally sealed off from the blasted ruins around them. Their only real connection to the outside world is by air and their economies are struggling at best. They are ruled by

whichever nation conquered them during the war - usually the Yakutian Federation or Allied Europe, with a handful under the control of the Brazilian Combine. Two arcologies have managed to remain independent - Greater Atlanta and Vancouver Island - but both have struggling economies and are lawless and anarchic. Civil unrest is a major problem in all of the North American arcologies, and they have the highest crime rates of anywhere on the planet.

Outside of the arcologies, the land is not suited to supporting life. Vast swathes of desert have taken the place of ancient forests, and radioactive patches where once there were fortifications or North American Alliance encampments make travel without a Geiger counter inadvisable. Still, an anarchic culture of scavengers and nomads has grown up in the wasteland, descended from those who survived the war or who have run away from the arcologies. Some simply avoid NECAF forces, living as best they can off the wreckage of cities and war-vehicles. Others defend their territory jealously or worship extinct species and react violently to heretics, and will use whatever they can reclaim from old war machines to attack NECAF patrols, convoys, and bases. The NECAF has a large base situated in the Qu'appelle basin itself, from which it attempts to keep some kind of order in the wastelands and prevent the unrest there from causing problems - or spreading - outside North America.

Easily the most dangerous and devastated part of the continent is what the scavengers refer to as "the Big Blast", the Mexico City Crater. The crater is the product of an experimental antimatter weapon that was used on Mexico City in 6045 AD, annihilating the central command center of the Trans-Mexican Republic and most of the city in seconds and killing hundreds of thousands. The crater is now filled with water, but radiation still makes it and the surrounding ruins uninhabitable. The rest of Mexico, although not directly affected by the blast, was annexed soon after by the forces of the Republic's erstwhile ally, the Brazilian Combine. Fighting between Combine and North American Alliance forces broke out there when the Combine joined the NEC in the 6060s, and the bitter battles, combined with the fallout from the Mexico City Bomb, resulted in Mexico being rendered as desolate as the rest of the continental interior.

The stats in Chapter 8 of the book were not corrected before print. Below are the appropriate SiLCORE stat blocks.

HT-68 Hovertank (CEF)										
Size:		12 (Length 10.2m)								
*Threat Value:		1724								
*Defensive Threat Value (DTV):		933								
Movement:		Hover 10/20								
		Space 7/13 (Jump 100mx50m or 50m x100m)								
Maneuver:		-2								
Armor:		36/72/108								
*Miscellaneous Threat Value (MTV):		345								
Crew:		Living 3, Computer 1 (Dumb, Level 2) (4 actions)								
Deployment Range:		200 km								
Reaction Mass:		130 BP (5 full jumps)								
Perks and Flaws: Accessories: Life Support (Limited), Ram Plate (F); Communication (+2/15km); Features: Airdroppable; Hostile Environment Protection (Desert); Reinforced Systems: Backups, Ammo/Fuel; Sensors (+1/4km); Negative Features: Difficult to Modify, HEAT Vulnerable (R6), Large Sensor Profile (R3), Sensor Dependent; Weaknesses: Exposed Movement										
*Offensive Threat Value (OTV):		3893								
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo	
1	Heavy Particle Cannon	E	T	+2	x15	3	0	Haywire, AD1, Sniper, HEAT	60	
1	Target Designator	E	T	0	x0	3	0	TD	Inf.	
1	Anti-tank Missiles*	M	T	+1	x25	3	0	G, IF, HEAT	8	
*Optional armament, OTV +1760, TV=2310										

HT-72 Hovertank (CEF)										
Size:		12 (Length 10.7m)								
*Threat Value:		2537								
*Defensive Threat Value (DTV):		975								
Movement:		Hover 11/22								
		Space 7/13 (Jump 100mx50m or 50m x100m)								
Maneuver:		-2								
Armor:		36/72/108								
*Miscellaneous Threat Value (MTV):		885								
Crew:		Living 2, Computer 2 (Dumb, Level 2) (4 actions)								
Deployment Range:		200 km								
Reaction Mass:		130 BP (5 full jumps)								
Perks and Flaws: Accessories: Life Support(Limited), Ram Plate (F); Communications (+2/15km); Features: Airdroppable; Hostile Environment Protection (Desert); Reinforced Systems: Backups, Ammo/Fuel, Movement; Sensors (+1/4km); Negative Features: Difficult to Modify, HEAT Vulnerable (R4), Large Sensor Profile (R2), Sensor Dependent; Weaknesses: Exposed Movement										
*Offensive Threat Value (OTV):		5752								
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo	
1	Heavy Particle Cannon	E	T	+2	x15	3	0	Haywire, AD1, Sniper, HEAT	60	
1	Anti-tank Missiles	M	T	+1	x25	3	0	Guided, Indirect Fire, HEAT	10	
1	Target Designator	E	T	0	x0	3	0	Target Designator	Inf.	

HT-72 Hovertank (CEF)									
1	Anti-Personnel Charges	P	T	+1	x3	0	+1	Anti-Infantry, Smart-2	30
1	EMH Airburst Missiles*	M	T	+1	x10	3	0	Area Effect (1), E-Homing, HEAT	4
*Optional armament, drop ATM ammo to 6 OTV -264, TV=2449									

HRT-68 Self-Propelled Artillery									
Size:		12 (Length 10.2m)							
*Threat Value:		3664							
*Defensive Threat Value (DTV):		933							
Movement:		Hover 10/20							
		Space 7/13 (Jump 100mx50m or 50m x100m)							
Maneuver:		-2							
Armor:		36/72/108							
*Miscellaneous Threat Value (MTV):		345							
Crew:		Living 3, Computer 1 (Dumb 2) (4 actions)							
Deployment Range:		200 km							
Reaction Mass:		130 BP (5 full jumps)							
Perks and Flaws: Accessories: Life Support (Limited), Ram Plate (F); Communications (+2, 15km); Features: Airdroppable; Hostile Environment Protection: Desert; Reinforced Systems: Backups; Sensors (+1, 4km), Counter-Battery(2); Negative Features: Difficult to Modify (All), HEAT Vulnerable (R6), Large Sensor Profile (R3), Sensor Dependent; Weaknesses: Exposed Movement									
*Offensive Threat Value (OTV):		9714							
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Artillery Gun	P	FF	+0	x12	25	0	Sniper, Area Effect(0), Indirect Fire, Minimum Range(-1)	10

HRT-72 Self-Propelled Artillery									
Size:		12 (Length 10.7m)							
*Threat Value:		2772							
*Defensive Threat Value (DTV):		975							
Movement:		Hover 11/22							
		Space 7/13 (Jump 100mx50m or 50m x100m)							
Maneuver:		-2							
Armor:		36/72/108							
*Miscellaneous Threat Value (MTV):		813							
Crew:		Living 2, Computer 2 (Dumb 2) (4 actions)							
Deployment Range:		200 km							
Reaction Mass:		130 BP (5 full jumps)							
Perks and Flaws: Accessories: Life Support (Limited), Ram Plate (F); Features: Airdroppable; Communications (+2, 15km); Hostile Environment Protection: Desert; Reinforced Systems: Backups; Sensors (+1, 4km); Negative Features: Difficult to Modify, HEAT Vulnerable (R4), Large Sensor Profile (R2), Sensor Dependent; Weaknesses: Exposed Movement									
*Offensive Threat Value (OTV):		6528							
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo

HRT-72 Self-Propelled Artillery										
1	Medium Artillery Gun	P	FF	-1	x18	30	0	Sniper, Area Effect(1), Indirect Fire, Minimum Range (-1), Recoil		9
1	Anti-Personnel Charges	P	T	+1	x3	0	+1	Anti-Infantry, Smart(2)		30

HPC-64 Hover APC (CEF)										
Size:		9 (Length 10.2m)								
*Threat Value:		489								
*Defensive Threat Value (DTV):		410								
Movement:		Hover 12/23								
		Space 7/11 (Jump 50mx25m or 25mx50m)								
Maneuver:		-2								
Armor:		13/26/39								
*Miscellaneous Threat Value (MTV):		309								
Crew:		Living 2, Passengers 10 GRELS or 12 humans (3 actions)								
Deployment Range:		300 km								
Reaction Mass:		110 BP (5 full jumps)								
Perks and Flaws: Accessories: Life Support (Limited), Emergency Medical, Large Doors; Communications (+1, 10km); Features: Airdroppable; Hostile Environment Protection (Desert); Reinforced Systems: Crew; Sensors (+1, 2km); Negative Features: Large Sensor Profile (R2); Weaknesses: Exposed Movement, Exposed Auxiliaries										
*Offensive Threat Value (OTV):		749								
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws		Ammo
1	Gatling Laser Cannon	E	T	+1	x16	2	+1	AD3, HEAT		75

HC-3 Hover Command Car (CEF)										
Size:		6 (Length 3.5m)								
*Threat Value:		1240								
*Defensive Threat Value (DTV):		1241								
Movement:		Hover 13/25								
		Space 7/11 (Jump 50mx25m or 25mx50m)								
Maneuver:		+1								
Armor:		9/18/27								
*Miscellaneous Threat Value (MTV):		2376								
Crew:		Living 2 (3 actions)								
Deployment Range:		300 km								
Reaction Mass:		110 BP (5 full jumps)								
Perks and Flaws: Accessories: Life Support (Limited); Communication (+2, 30km), Satellite Uplink; Features: Airdroppable; Hostile Environment Protection: Desert; Information Warfare: ECM(+3, 6km), ECCM(+3, 6km); Sensors (+1, 6km); Negative Features: Vulnerable to Haywire Effects, Large Sensor Profile (R1); Weaknesses: Exposed Movement, Exposed Auxiliaries										
*Offensive Threat Value (OTV):		103								
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws		Ammo
1	Defensive Laser Cannon	E	FF	+1	x12	5	0	AD1, HEAT		10

Type 11-22 Frame										
Size:		5 (Height 4.0 m)								
*Threat Value:		1513								
*Defensive Threat Value (DTV):		1612								
Movement:		Walk 5/10								
		Hover 13/25								
Maneuver:		+1								
Armor:		9/18/27								
*Miscellaneous Threat Value (MTV):		2403								
Crew:		Living 1, Computer 1 (Dumb, Level 2) (3 actions)								
Deployment Range:		300 km								
Perks and Flaws: Armor: Reinforced (3, Front); Arms: 2x Manipulator Arm (5, Can Punch); Communications (+2, 30 km), Satellite Uplink; Features: Airdroppable, Cargo Bay (1 m <sup>3</sup> , 1 minesweeper drone), Laboratory (Mine Detection, 2); Hostile Environment Protection: Desert; Sensors (+1, 6 km); Movement Flaws: Decreased Maneuver (Hover, 2); Negative Features: Difficult to Modify (All), Inefficient Controls, Vulnerable to Haywire Effects;										
*Offensive Threat Value (OTV):		578								
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo	
1	Defensive Laser Cannon	E	F	+1	x12	5	0	Hardpoint, AD1, HEAT	10	
3	Hand Grenade	P	F	-1	x15	0	0	Handheld, Anti-Infantry, HEAT	1	
3	Haywire Grenade	P	F	-1	x10	0	0	Handheld, Haywire, HEAT	1	
1	Target Designator	E	F	+0	x0	3	0	Target Designator	Inf.	

Type 55 Frame (CEF)										
Size:		6 (Height 4.4 m)								
*Threat Value:		583								
*Defensive Threat Value (DTV):		750								
Movement:		Walk 5/10								
		Hover 12/23								
Maneuver:		0								
Armor:		11/22/33								
*Miscellaneous Threat Value (MTV):		277								
Crew:		Living 1, Computer 1 (Dumb2) (3 Actions)								
Deployment Range:		250 km								
Perks and Flaws: Armor Quality: Reinforced (R3, Front); Arms: Manipulator Arms x2 (R6, Can punch); Communications (+1, 10 km); Features: Airdroppable; Hostile Environment Protection: Desert; Sensors (+1, 2 km); Movement Flaws: Decreased Maneuver (R2, Hover); Negative Features: Difficult to Modify (all)										
*Offensive Threat Value (OTV):		721								
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo	
1	Gattling Laser Cannon	E	F	+1	x16	2	+1	Hardpoint, AD(3), HEAT	50	
1	Airburst Missiles	M	F	0	x10	3	0	Hardpoint, AE(1), HEAT	6	
1	Anti-Personnel Mortar	P	F	-1	x4	2	0	AE(0), AI, IF, MR(-1), HP, HEAT	12	

Type 55 Frame (CEF)									
3	Hand Grenade	P	F	-1	x15	0	0	HH, AI, HEAT	1
3	Heavy Hand Grenade	P	F	-1	x25	0	0	HH, HEAT	1
1	Vibroblade	P	F	0	x8	M	0	HH, AP	Inf.

Type 2-07 Frame (CEF)									
Size:		6 (Height 4.6 m)							
*Threat Value:		599							
*Defensive Threat Value (DTV):		633							
Movement:		Walk 4/8							
		Hover 10/20							
Maneuver:		0							
Armor:		13/26/39							
*Miscellaneous Threat Value (MTV):		362							
Crew:		Living 1, Computer 1 (Dumb, Level 2) (3 actions)							
Deployment Range:		200 km							
Perks and Flaws: Armor: Reinforced (Front, 4); Arms: 2x Manipulator Arm (6, Can Punch); Communications (+2, 10 km); Hostile Environment Protection: Desert; Sensors (0, 4 km), Counter-Battery(0); Movement Flaws: Decreased Maneuver (Hover, 2); Negative Features: Difficult to Modify (All)									
*Offensive Threat Value (OTV):		803							
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Laser Cannon	E	F	+1	x16	5	0	Handheld, AD2, HEAT	20
1	Heavy Field Mortar	P	FF	-1	x25	6	0	Hardpoint, AE0, IF, MR(-1), HEAT	8
1	Anti-Personnel Mortar	P	F	-1	x4	2	0	Hardpoint, AE0, AI, IF, MR(-1), HEAT	12
3	Hand Grenade	P	F	-1	x15	0	0	Handheld, AI, HEAT	1

Type 6-16 Frame (CEF)									
Size:		6 (Height 4.6 m)							
*Threat Value:		724							
*Defensive Threat Value (DTV):		633							
Movement:		Walk 4/8							
		Hover 10/20							
Maneuver:		0							
Armor:		13/26/39							
*Miscellaneous Threat Value (MTV):		187							
Crew:		Living 1, Computer 1 (Dumb, Level 2) (3 actions)							
Deployment Range:		200 km							
Perks and Flaws: Armor: Reinforced (Front, 4); Arms: 2x Manipulator Arm (6, Can Punch); Communications (+1, 10 km); Hostile Environment Protection: Desert; Sensors (+1, 2 km); Movement Flaws: Decreased Maneuver (R2, Hover); Negative Features: Difficult to Modify									
*Offensive Threat Value (OTV):		1352							
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo



Type 6-16 Frame (CEF)									
1	Light Laser Cannon	E	F	+1	x16	5	0	AD2, HP, HEAT	20
1	Anti-Gear Missile	M	F	+1	x15	3	0	Hardpoint, G, IF, HEAT	6
3	Hand Grenade	P	F	-1	x15	0	0	Handheld, AI, HEAT	1
1	Vibroblade	P	F	0	x8	0	0	Handheld, AP	Inf.
1	Target Designator	E	F	0	x0	3	0	Hardpoint, TD	Inf.

Type 81-12 Frame									
Size:		5 (Height 4.0 m)							
*Threat Value:		924							
*Defensive Threat Value (DTV):		453							
Movement:		Walk 5/10							
		Space 7/11 (Jump 50mx25m or 25mx50m)							
Maneuver:		+1							
Armor:		9/18/27							
*Miscellaneous Threat Value (MTV):		1546							
Crew:		Living 1, Computer 1 (Dumb, Level 2) (3 actions)							
Deployment Range:		300 km							
Reaction Mass:		110 BP (5 full jumps)							
Perks and Flaws: Accessories: Autopilot; Armor: Reinforced (Front, 3); Arms: 2x Manipulator Arm (5, Can Punch); Communications (+2, 30 km); Features: Off-Road Ability; Hostile Environment Protection: Desert, Extreme Cold; Sensors (+1, 6km); Negative Features: Difficult to Modify (All), Overheating (Light)									
*Offensive Threat Value (OTV):		772							
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Defensive Laser Cannon	E	F	+1	x12	5	0	Hardpoint, AD1, HEAT	10
1	Light Field Mortar	P	FF	-1	x15	4	0	Hardpoint, AE0, IF, MR(-1), HEAT	32
1	Anti-Personnel Mortar	P	F	-1	x4	2	0	Hardpoint, AE0, AI, IF, MR(-1), HEAT	12
3	Hand Grenade	P	F	-1	x15	0	0	Handheld, AI, HEAT	1
3	Heavy Hand Grenade	P	F	-1	x25	0	0	Handheld, HEAT	1
1	Vibroblade	P	F	0	x8	0	0	Handheld, AP	Inf.
1	Grapple Launcher	P	F	0	x6	1	0	Hardpoint, Winch	8

Type 99 Frame									
Size:		5 (Height 4.0 m)							
*Threat Value:		828							
*Defensive Threat Value (DTV):		309							
Movement:		Walk 5/10							
		Space 3/5							
Maneuver:		+1							
Armor:		9/18/27							
*Miscellaneous Threat Value (MTV):		1758							
Crew:		Living 1, Computer 1 (Dumb, Level 2) (3 actions)							

Type 99 Frame									
Deployment Range:		200 km							
Reaction Mass:		60 BP							
Perks and Flaws: Accessories: Autopilot, Life Support (Limited); Armor: Reinforced (Front, 3); Arms: 2x Manipulator Arm (5, Can Punch); Communications (+1, 30 km); Hostile Environment Protection: Extreme Cold, Extreme Heat, Vacuum, Radiation (R3); Sensors (+1, 6 km); Reinforced Systems: Backups; Movement Flaws: Decreased Maneuver (Walk, 1); Negative Features: Difficult to Modify (All)									
*Offensive Threat Value (OTV):		417							
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Defensive Laser Cannon	E	F	+1	x12	5	0	Hardpoint, AD1, HEAT	10
1	Heavy Spike Gun	P	F	-1	x14	M	0	Armor-Piercing, Hardpoint	10
1	Chain Sword	P	F	0	x9	M	0	Handheld	Inf.
1	Grapple Launcher	P	F	0	x6	1	0	Hardpoint, Winch	8

SSK-41 Mini-Submarine	
Size:	24 (Length 40m)
*Threat Value:	2243
*Defensive Threat Value (DTV):	178
Movement:	Submarine 3/6
	Naval 3/5
Maneuver:	-3
Armor:	24/48/72
*Miscellaneous Threat Value (MTV):	6551
Crew:	Living 4, Computer 4 (Dumb, Level 2) (8 actions)
Deployment Range:	2000 km
Perks and Flaws: Accessories: Autopilot, Emergency Medical, Life Support (Limited); Communications (+1, 30 km), Satellite Uplink; Features: Accommodations (10 m <sup>3</sup> , Military for 4 people), Cargo Bay (25 m <sup>3</sup> , 12 CEF Torpedo Drones), Fuel Efficient (x3), Low Profile; Hostile Environment Protection: High Pressure; Information Warfare: Stealth (2); Reinforced Systems: Backups; Sensors (+1, 6 km), Defective(2); Movement Flaw: Decreased Maneuver (Naval, 1); Negative Features: Difficult to Modify (All), Sensor Dependent	
*Offensive Threat Value (OTV):	0

TAAF-54 Transatmospheric Fighter	
Size:	15 (Length 15.0 m)
*Threat Value:	5024
*Defensive Threat Value (DTV):	4294
Movement:	Flight 23/45 (Stall 0)
	Space 30/60
Maneuver:	-1
Armor:	28/56/84
*Miscellaneous Threat Value (MTV):	7654
Crew:	Living 2 (3 actions)
Deployment Range:	2000 km

TAAF-54 Transatmospheric Fighter									
Reaction Mass:		800 BP							
Perks and Flaws: Accessories: Acceleration Protection, Autopilot, Escape System (Pods), Life Support (Limited); Armor: All Around; Communications (+2, 30 km); Features: NOE Flyer, Reentry System (Permanent), Stratospheric Flight; Hostile Environment Protection: Extreme Cold, Extreme Heat, Vacuum, Radiation (R4); Information Warfare: Stealth (2); Reinforced Systems: Backups; Sensors (+1, 2 km); Movement Flaws: Cannot Glide, Poor Towing Capacity, Requires Airstrip									
*Offensive Threat Value (OTV):		3122							
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Particle Cannon	E	FF	+2	x15	3	0	Haywire, AD1, HEAT	60
1	Gattling Laser Cannon	E	T	+1	x16	2	+1	AD3, HEAT	150
1	Anti-tank Missiles	M	FF	+2	x25	3	0	G, IF, Hardpoint, HEAT	4
1	Target Designator	E	T	+0	x0	3	0	TD	Inf.

TAEF-54 Transatmospheric Fighter									
Size:		15 (Length 15.0 m)							
*Threat Value:		5122							
*Defensive Threat Value (DTV):		4294							
Movement:		Flight 23/45 (Stall 0)							
		Space 30/60							
Maneuver:		-1							
Armor:		28/56/84							
*Miscellaneous Threat Value (MTV):		9161							
Crew:		Living 2 (3 actions)							
Deployment Range:		2000 km							
Reaction Mass:		800 BP							
Perks and Flaws: Accessories: Acceleration Protection, Autopilot, Life Support (Limited), Escape System (Pods); Communications (+2, 30 km), Satellite Uplink; Features: NOE Flyer, Reentry System (Permanent), Stratospheric Flight; Hostile Environment Protection: Extreme Cold, Extreme Heat, Vacuum, Radiation (4); Information Warfare: ECM(+3, 2 km), ECCM (+3, 2 km), Stealth (2); Reinforced Systems: Backups; Sensors (+1, 2 km); Movement Flaws: Cannot Glide, Poor Towing Capacity, Requires Airstrip; Negative Features: Vulnerable to Haywire Effects									
*Offensive Threat Value (OTV):		1911							
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Particle Cannon	E	FF	+2	x15	3	0	Haywire, AD1, HEAT	60
1	Gattling Laser Cannon	E	T	+1	x16	2	+1	AD3, HEAT	150
1	EMH Airburst Missiles	M	FF	+1	x10	3	0	AE1, E-Homing, Hardpoint, HEAT	4

CEF Minesweeper Drone	
Size:	1 (height 1m)
*Threat Value:	5 (1.25 with crew)
*Defensive Threat Value (DTV):	15
Movement:	Walker 2/3
Maneuver:	+1
Armor:	1/2/3

<b>CEF Minesweeper Drone</b>	
*Miscellaneous Threat Value (MTV):	0
Crew:	Computer 1 (Dumb, Level 1) (2 actions)
Deployment Range:	50 km
Perks and Flaws: Accessories: Autopilot; Communications (-5, 5 km); Features: Off-Road Ability, Laboratory (Mine detection, 2); Sensors (-4, 1 km); Movement Flaws: External Power (cable, can be cut off); Negative Features: Inefficient Controls, Sensor Dependent; Weaknesses: Exposed Auxiliaries, Exposed Movement, Fragile Chassis	
*Offensive Threat Value (OTV):	0
Notes: This drone is intended to be wire-guided by a Type 11-22 Frame or similar unit. It is used only for detecting mines, never for clearing them. Detection is accomplished by the Laboratory, not the Sensors.	

<b>Utility Octopus</b>	
Size:	4 (Height 2.5m)
*Threat Value:	22 (6 with crew)
*Defensive Threat Value (DTV):	65
Movement:	Flight 2/4 (stall 0)
Maneuver:	0
Armor:	7/14/21
*Miscellaneous Threat Value (MTV):	0
Crew:	Computer 2 (Dumb, Level 1) (3 actions)
Deployment Range:	50 km
Perks and Flaws: Accessories: Autopilot; Armor: All-Around; Arms: 4x Tool Arm (7, Can Punch); Communications (+1, 10 km); Features: High Towing Capacity (x3), NOE Flyer; Hostile Environment Protection: Desert; Sensors (+1, 2km); Movement Flaws: Cannot Glide, Maximum Ceiling (10); Negative Features: Inefficient Controls, Overheating (Extreme), Sensor Dependent; Weaknesses: Exposed Systems	
*Offensive Threat Value (OTV):	0
Note: This drone can attach to the back of any CEF frame. The pilot can then operate it as if he had a wire link to it that cannot get snagged.	

<b>Support Octopus: SILCORE Stats</b>											
Size:	4 (Height 2.5m)										
*Threat Value:	SDGs: 114 (29 w/crew), HGs: 72 (18 w/crew)										
*Defensive Threat Value (DTV):	65										
Movement:	Flight 2/4 (Stall 0)										
Maneuver:	0										
Armor:	7/14/21										
*Miscellaneous Threat Value (MTV):	0										
Crew:	Computer 2 (Dumb, Level 1) (3 actions)										
Deployment Range:	50 km										
Perks and Flaws: Accessories: Autopilot; Armor: All-Around; Arms: 4x Battle Arm (5, Can Punch); Communications (+1, 10 km); Features: High Towing Capacity (x3), NOE Flyer; Hostile Environment Protection: Desert; Sensors (+1, 2km); Movement Flaws: Cannot Glide, Maximum Ceiling (10); Negative Features: Inefficient Controls, Overheating (Extreme), Sensor Dependent; Weaknesses: Exposed Systems											
*Offensive Threat Value (OTV):	*										
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws			Ammo

8*	Self-Destruct Grenades	P	F	-1	x30	0	0	HEAT, Time Delay	1
8*	Hand Grenades	P	F	-1	x15	0	0	AI, HEAT	1

NOTE: \*Choose one set of weapons. SDG OTV: 277, HG OTV: 151. The SDG version of the Support Octopus is intended for use as a demolitions drone - it can deploy its SDGs as needed. The HG version can drop its HGs to attack units in the same hex, or they can be taken at the cost of 1 action by any friendly unit in the same hex with at least one free Manipulator Arm. This drone can attach to the back of any CEF Frame. The Frame's pilot can then operate it like a drone he has a wire link to.

Assault Octopus										
Size:		4 (Height 2.5m)								
*Threat Value:		890 (223 w/crew)								
*Defensive Threat Value (DTV):		65								
Movement:		Flight 2/4 (stall 0)								
Maneuver:		0								
Armor:		7/14/21								
*Miscellaneous Threat Value (MTV):		0								
Crew:		Computer 2 (Dumb, Level 1) (3 actions)								
Deployment Range:		50 km								
Perks and Flaws: Accessories: Autopilot; Armor: All-Around; Arms: 4x Battle Arm (5, Can Punch); Communications (+1, 10 km); Features: High Towing Capacity (x3), NOE Flyer; Hostile Environment Protection: Desert; Sensors (+1, 2km); Movement Flaws: Cannot Glide, Maximum Ceiling (10); Negative Features: Inefficient Controls, Overheating (Extreme), Sensor Dependent; Weaknesses: Exposed Systems										
*Offensive Threat Value (OTV):		2604								
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws		Ammo
2	Heavy Pulse Laser	E	R/L	+1	x24	3	0	Hardpoint, AD(3), HEAT		10 ea
2	Frag Cannon	P	R/L	+1	x14	1	0	AI, Scatter, Hardpoint		20 ea
Note: This drone can attach to the back of any CEF Frame. The Frame's pilot can then operate it as if it were a drone he has a wire link to that cannot get snagged.										

CEF Torpedo Drone										
Size:		2 (Length 2.0m)								
*Threat Value:		86 (22 w/crew)								
*Defensive Threat Value (DTV):		175								
Movement:		Submarine 8/15								
Maneuver:		-1								
Armor:		6/12/18								
*Miscellaneous Threat Value (MTV):		0								
Crew:		Computer 1 (Dumb, Level 1) (2 actions)								
Deployment Range:		50 km								
Perks and Flaws: Accessories: Autopilot; Communications (-4, 30 km); HEP: Extreme Pressure, Sensors (+1, 2 km); Negative Features: Inefficient Controls, Sensor Dependent; Weaknesses: Exposed Auxiliaries, Exposed Movement, Exposed Systems, Fragile Chassis.										
*Offensive Threat Value (OTV):		83								
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws		Ammo
1	Warhead	P	F	0	x25	0	0	AE0, Attack/Target: Submarine/Land, HEAT		1

**Chapter 9 has errors and will be corrected ASAP.**