

HEAVY GEAR

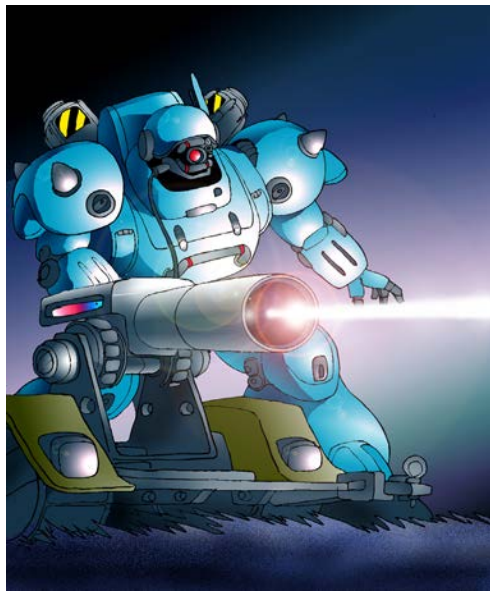
A VISUAL TOUR



THE WORLD OF HEAVY GEAR - A VISUAL GUIDE

The universe of Heavy Gear is focused on a colony world called Terra Nova. 350 years (500 cycles by the local calendar), Earth withdrew its presence from Terra Nova and the other colony worlds. During the following centuries, new societies were formed in the vacuum left by Earth's withdrawal. With these new societies came new divisions which inevitably led to conflict. By a cruel twist of fate, these conflicts were the very thing that saved Terra Nova when Earth returned. That return wasn't peaceful and instead, Earth armies dropped on Terra Nova with conquest in mind. The unexpected readiness of Terra Nova for war caught Earth off guard and the invasion was defeated by an unexpected alliance of Terra Novan powers. With the threat of Earth gone, tensions rose again to such a point that a massive conflict called the Polar war broke out. That devastating war only ended when an attempt at peace talks was sabotaged, by Earth. That was over a decade ago, and once again Earth's drop craft fill the skies of Terra Nova. Can the Terra Novans come together again? Or will their divisions cause their homeworld to fall to Earth's iron fist?

All of the art shown in this document is art that existed prior to the new RPG edition and is not new.



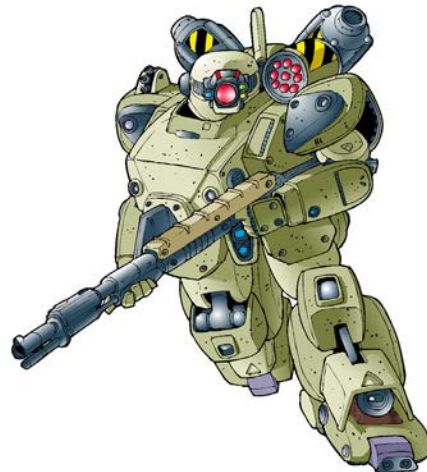
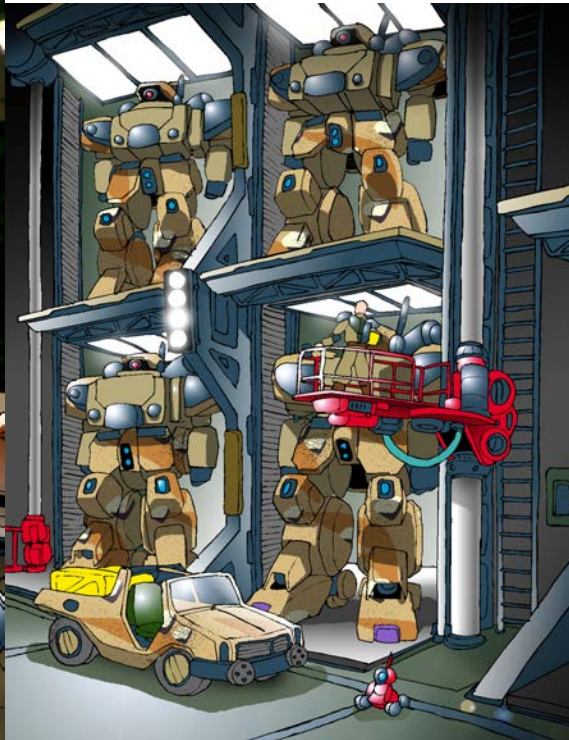
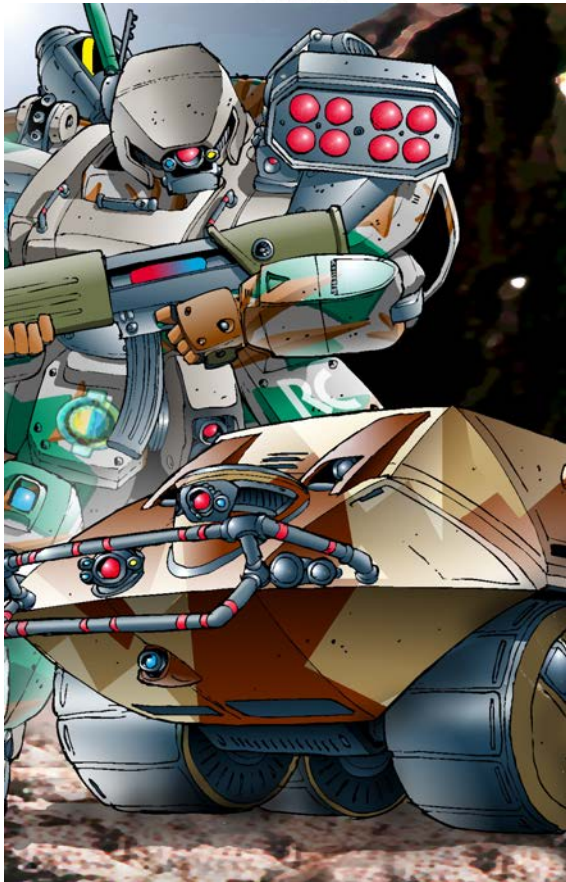
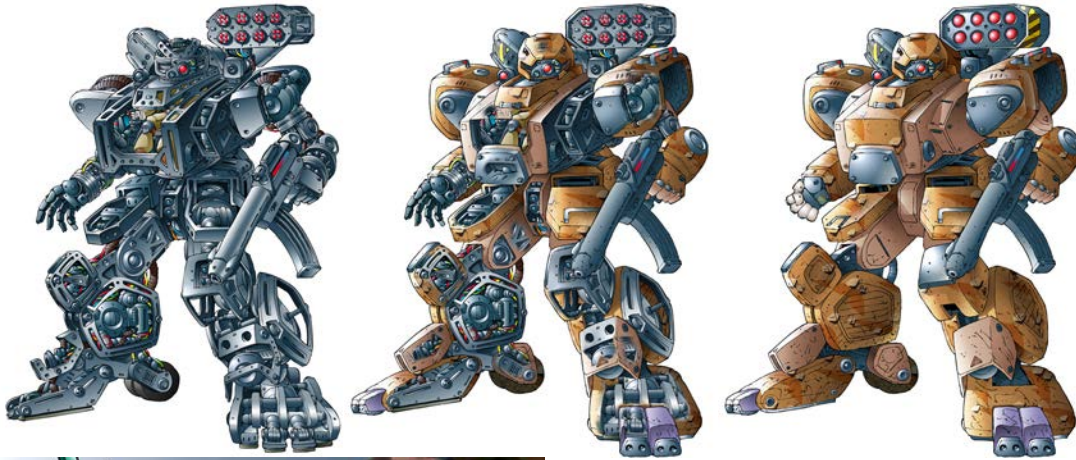
THE PLANET OF TERRA NOVA

Terra Nova is a world a bit smaller than Earth but denser. The orbit of the world leads to a much hotter climate with little open water. The northern pole has a small snow cap which transitions to alpine forests and grasslands as one travels to the equator. The equatorial region is covered in a massive band of desert called the badlands. Conditions here are harsh and life even harsher. Towards the south pole, the badlands transform into savannah and eventually sub-tropical and tropical jungle. The planet is home to a vast ecosystem of flora and fauna. The flora is mostly sturdy, resilient plants while the animas are mostly reptilian or insect in nature.



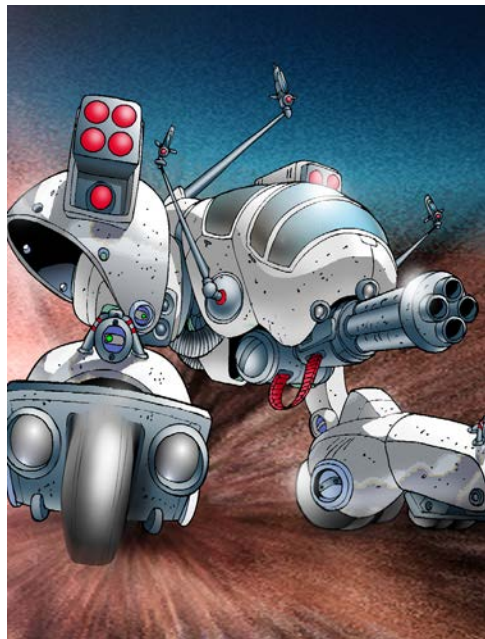
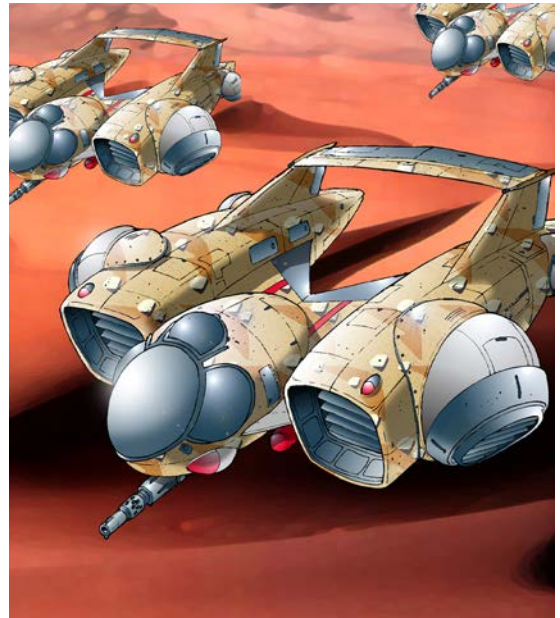
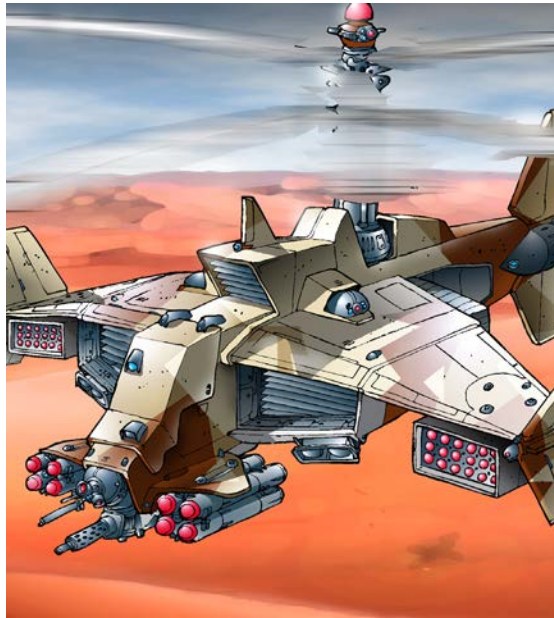
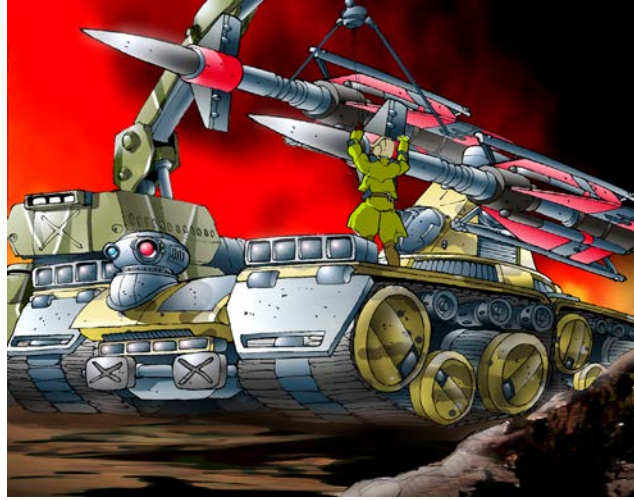
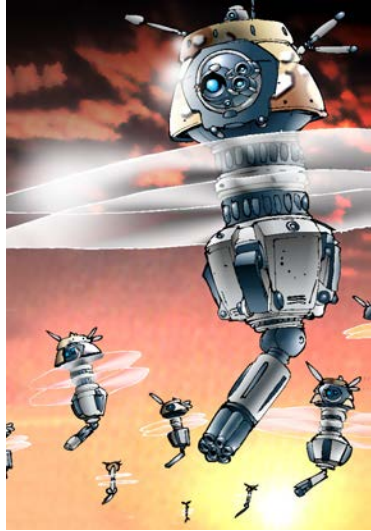
GEARPS

The world of Terra Nova is dominated by unique technologies. The Heavy Gear, or gear for short, is a bipedal walker designed for combat. Standing at 4-5 meters tall, gears are more heavily armed and armored than infantry but retain the infantryman's maneuverability over all terrain. Gears are far from a dominant military technology however and Terra Novan armies have learned that combined arms trumps all. Gears are controlled by a pilot who sits in the machine's chest with their head in the gears head. A system of a VR headset, joysticks, buttons, and pedals controls the machine. A support AI called an ONNet converts the commands into action ensuring the pilot is not stuck trying to move one finger.

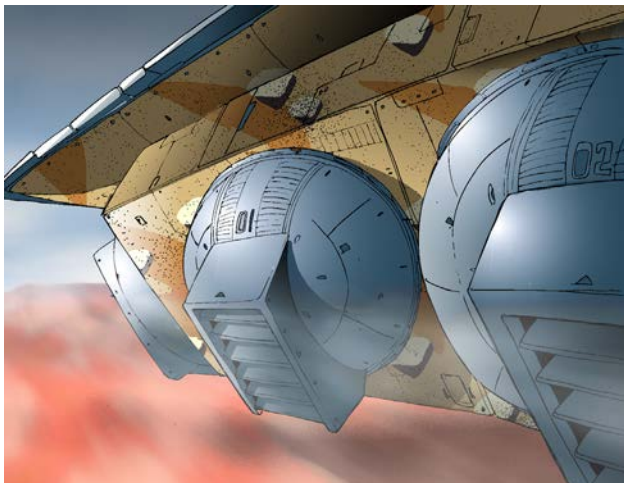
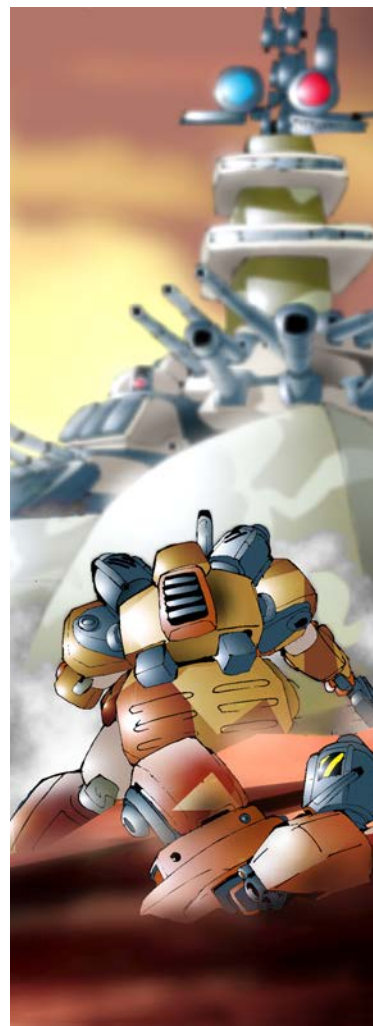
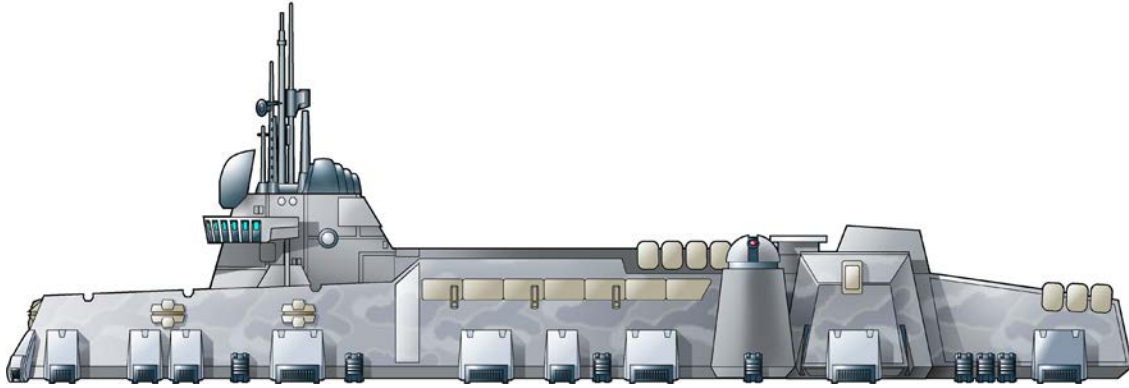
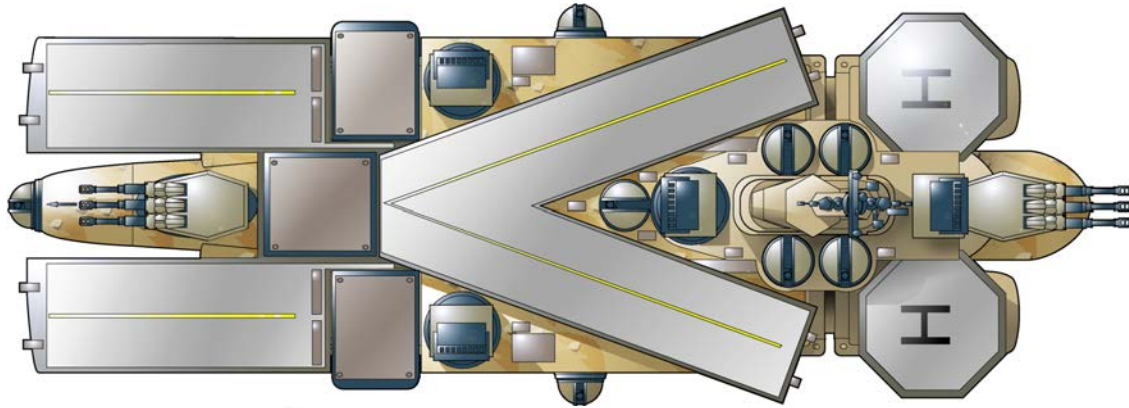


GROUND AND AIR VEHICLES

Gears are far from the only type of combat unit. Tanks, aircraft, drones and other arms all exist. Two special classes of vehicle exist on Terra Nova. The Hopper is a badlands suitable VTOL, and the strider is a heavy assault walker.



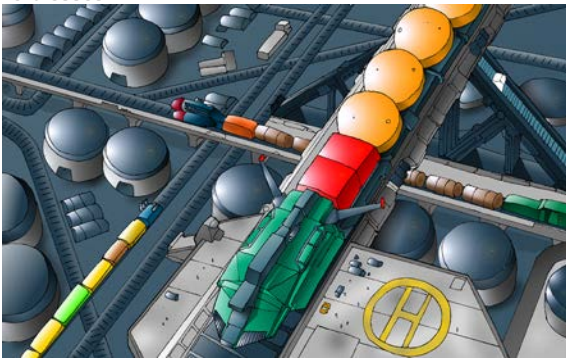
Perhaps most peculiar is the landship. Terra Nova has a unique electromagnetic surface that allows a sufficiently large mass to "float" above the surface. This has allowed Terra Novan powers to have a fleets of ships, not unlike a wet water navy.



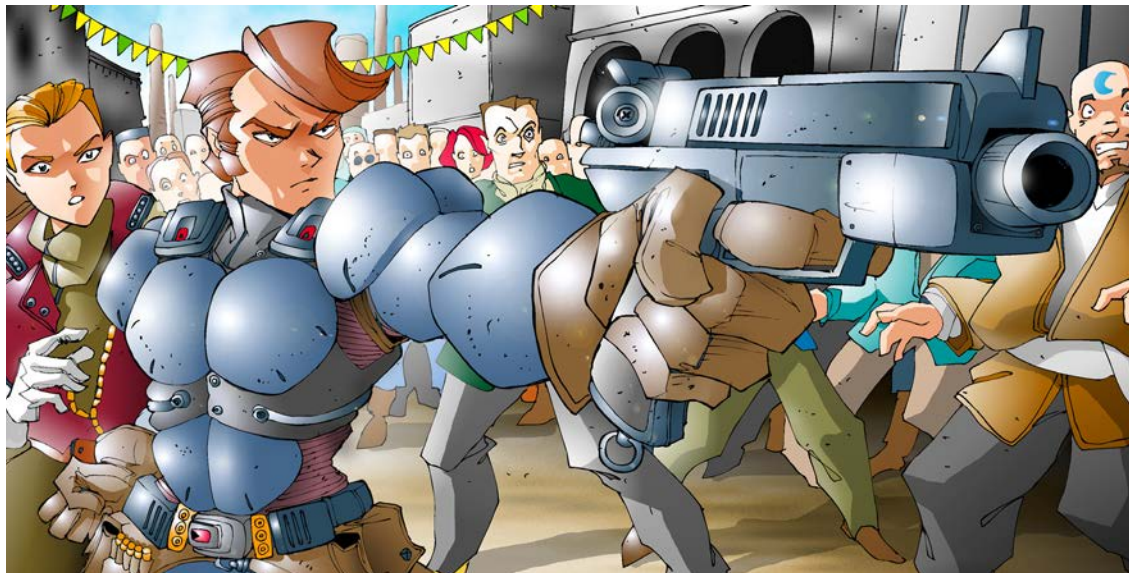
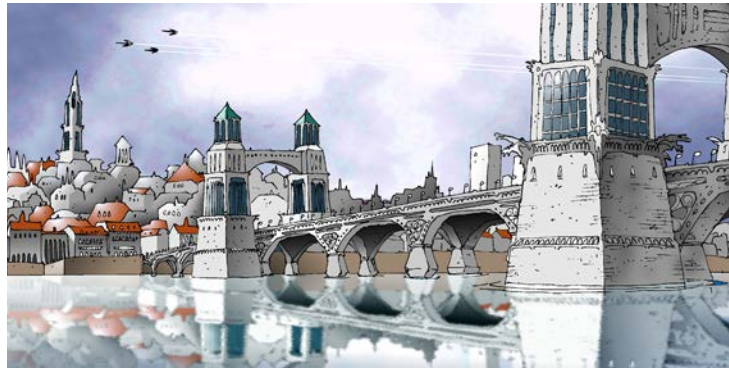
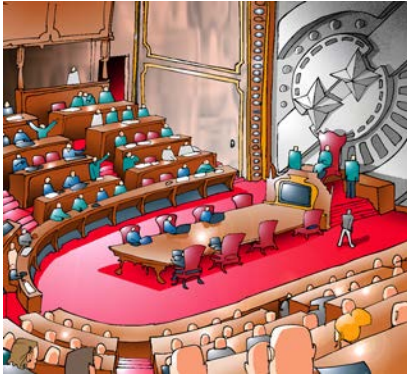
LANDSHIPS

WESTERN FRONTIER PROTECTORATE

The northern pole is dominated by the Confederated Northern City States (CNCS). Most of the people on Terra Nova live in one of about 70 city states, most of these are collected into leagues which are like nations. The three leagues of the north form the CNCS. The Western Frontier Protectorate is the smallest and poorest northern league. Its society is dominated by the military and only veterans are considered citizens. Its three largest city-states are all heavily armed fortresses.



The largest league, by population, in the north is the democratic Northern Lights Confederacy. The Confederacy is home to Sorrento, the holy city of the Sorrento-Revisionist faith and most of its population are devout followers. Those who are not of the faith are often treated passed up for advancement, targeted by occasional violence or just treated as second class citizens.



NORTHERN LIGHTS CONFEDERACY

7 UNITED MERCHANTILE FEDERATION

The largest industrial power in the north is the United Mercantile Federation. The Federation is a democracy but instead of all citizens getting one vote, anyone or any organization can buy any number of votes. The government then acts largely as central hub for infrastructure contracts and security. Everything is privatized including the Federation Army which is a for profit corporation.



The central power of the south pole is the Southern Republic. Highly nationalistic and convinced of its own superiority, the Republic has conquered its neighbors by force to form the Allied Southern Territories alliance. The Republic is a democratic institution with a significant focus on individual freedoms. You can do basically anything you want so long as all involved parties' consent, except question the government.



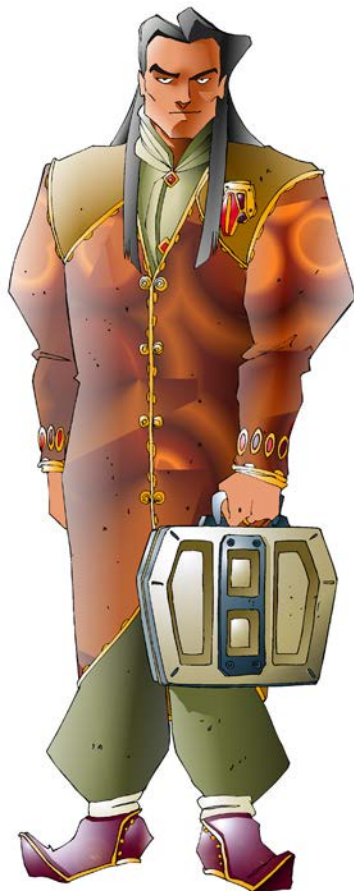
SOUTHERN REPUBLIC

HUMANIST ALLIANCE

The original chief rival to the Southern Republic is the Humanist Alliance. Alliance society is dominated by its caste system and focus on all citizens doing their assigned part. This led the Alliance to the central technological center of the south until it was attacked by the Southern Republic. Still rebuilding, the Alliance wont soon forget this treachery.



The south's economic powerhouse is the Mekong Dominion. Formed by the Mekong Development Corporation, to be a citizen, one must hold stock within the company. Effectively a business acting as a government, this leads to a highly efficient structure. The Mekong military is called the Peacekeepers and serves as a professional police force during peace time.



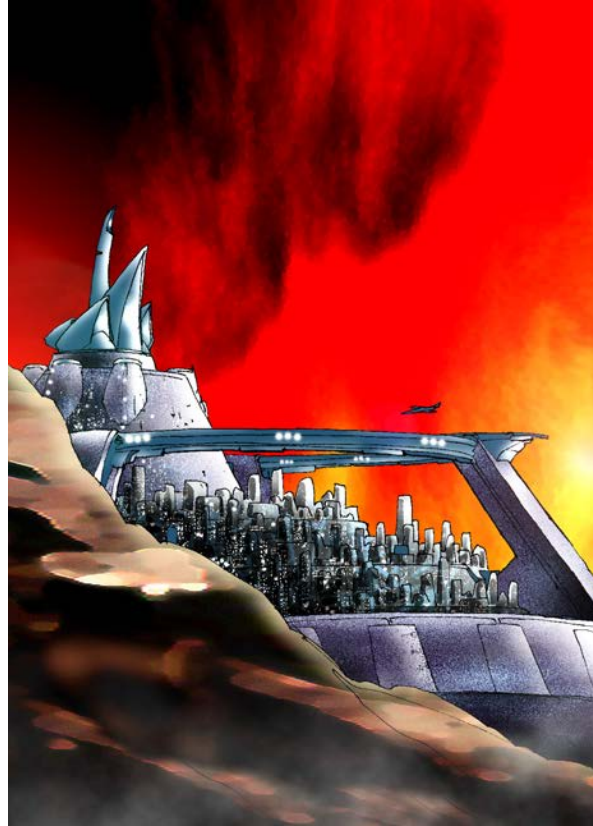
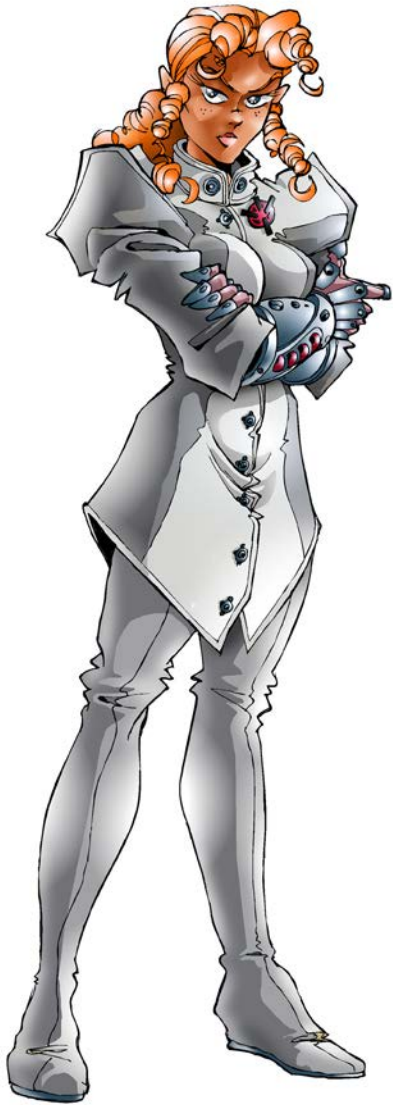
MEKONG DOMINION

EASTERN SUN EMIRATES

The feudal hierarchy of the Eastern Sun Emirates oversees a vast divide between the commoners and the Emirs who rule them. The Emirates is the poorest and most violent southern league, so much so that blood sports are common to placate the populace. Each Emir rules over a city-state or portion of a city and is only beholden to the Patriarch or Matriarch.



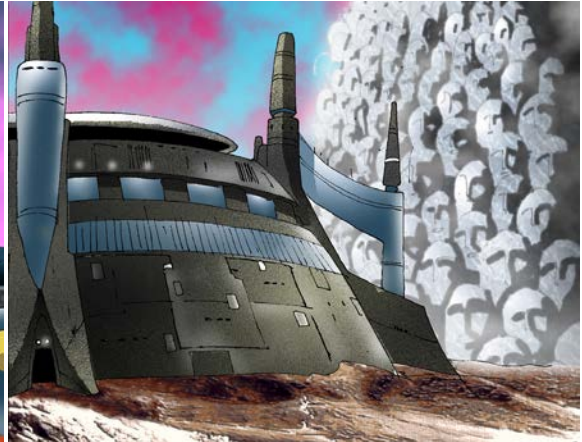
In the badlands, few would expect the industrial might of Paxton Arms. Based out of its city-fortress of Peace River, Paxton is the planets largest company and weapons manufacturer. In order to keep its independence, and ability to profit off of both sides, Paxton maintains a small standing army to oversee its corporate interests. Paxton produces more than just weapons, one can buy nearly anything from their extensive catalog.



PEACE RIVER

THE BADLANDS

The badlands are home to some city-states and communities. A number of them have formed into an economic and military alliance called the New Coalition, or NuCoal for short. Despite this alliance, the badlands are a wild and varied place. Gangs of rover bandits prowl around while good communities just trying to get along ek out an existence. Two major, and unique groups are the sandriders, a group of desert dwelling nomads and Port Arthur, the remnants of Earth's first invasion gone native.



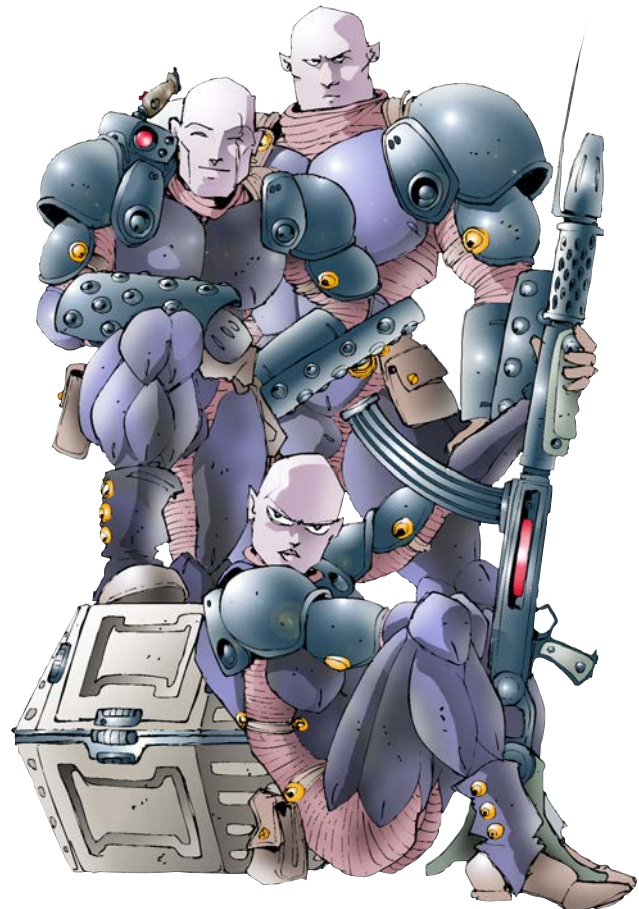
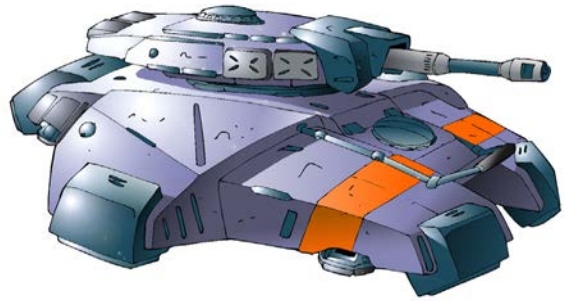
To end the Polar War, Paxton Arms hosted a peace conference at their city of Peace River. Just as talks were about to begin, an antimatter bomb was set off by Earth agents which leveled the city's above ground districts. In response to this renewed threat by Earth and elite strike force called the Black Talon organization was formed. This multinational force is dedicated to defending Terra Nova and often sends forces to other colonies to disrupt Earth operations there.



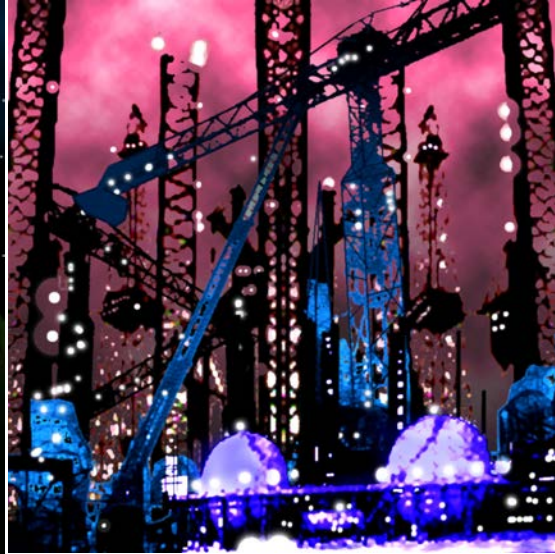
BLACK TALON

EARTH

Earth is a dying world. The planets ecology has been trashed by millennia of human inhabitation and this has come to a climax. To save their people Earth must retake the colonies, no matter the cost. To do this they use forces of genetically created super soldiers and high-tech hover tanks called the Colonial Expeditionary Force.



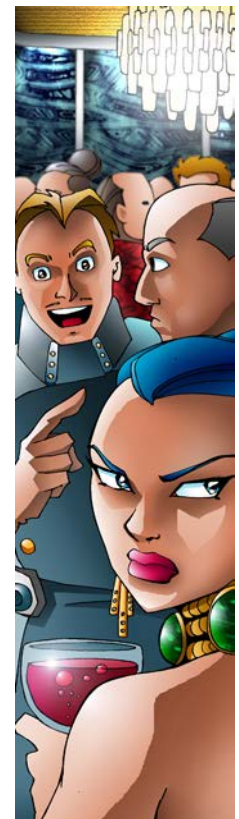
Caprice is called the gate world because its home system served as the hub of humanities colonial empire. It is a barely habitable rock with the only place people can live outside of sealed suits is a deep trench. This trench forms the sole city on Caprice and is home to its corporate society. Those that live outside the trench are often frontier types or resistance groups like the Liberati. Caprice was Earth's first conquest.



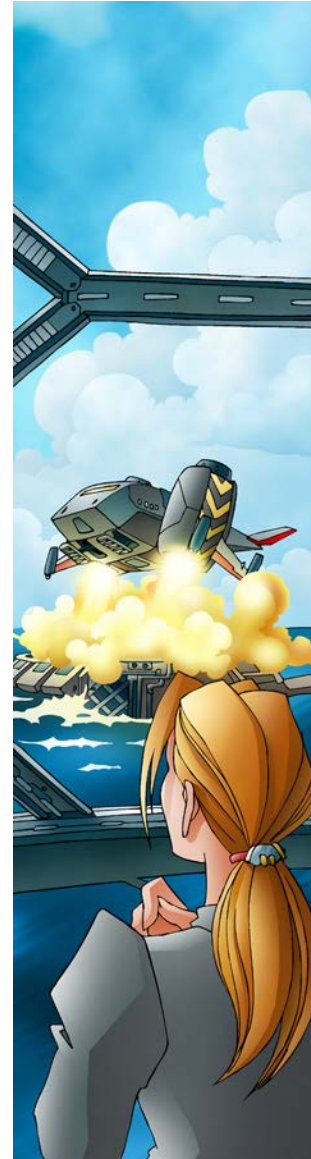
CAPPRICE

UTOPIA

Utopia is a rather ironic name for the world that bears that name. Originally it was a verdant, lush world but a nuclear apocalypse after the withdrawal of Earth has turned it into a wasteland. From their vast under ground cities, Utopians fight over resources using armies of massed drones and automatons. When Earth returned, they broke the stalemate of the Utopian wars and now Utopia stands as an ally of Earth in its reconquest.



The colony of Eden is a beautiful world, considered by some to be the jewel of Earth's old colonial empire. The withdrawal of Earth hit the planet hard, and some portions of the world were set back centuries in technology. A small group was able to hold on to what they had but were forced to work alongside the rest of the world to survive. The result is a strange neo-feudal world where nobles and local lords oversee fiefs of peasants who work the land. However, this is not a case of lord and servant but a mutually beneficial relationship. Earth has conquered Eden as well although the situation is far from stable.



ATLANTIS

Atlantis lives up to its mythical name by being a nearly total water world. Small islands do exist but much of Atlantean society is underwater. When Earth came to conquer Atlantis, it was easy to take the land but Atlantean ocean mastery has prevented a total victory. Little is known about Atlantean architecture and culture by the Terra Novans.

