



SHIELDS OF FREEDOM

ARMIES OF THE BADLANDS

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CANADA



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LEGAL DEPOSIT: DECEMBER 2007
BIBLIOTHEQUE NATIONALE DU QUEBEC
NATIONAL LIBRARY OF CANADA
STOCK NUMBER DP9-9033
ISBN 1-897042-69-8
PRINTED IN USA

INTRODUCTION

One of the things we wanted to do with Blitz was present more army options to players than we had before. Not just rough guidelines, but enough to really sink your teeth into a faction or regiment and go to town modeling, painting and, most of all, playing. We easily had enough factions for this, the problem was that not all of them were very fleshed out. I'd been told countless times how people would like to play one of these "small fry" factions but there weren't enough models or information. And with this book, I hope we fix that. For the first time, we present the three factions most asked for by fans and never detailed...

Paxton's Peace River Defense Force is the first. Their story is, for the first time, fully detailed and new vehicles were designed to bridge the gap between their out of date forces and the future vehicles older players will remember from the second video game. The unique position on Terra Nova forced us to look at unconventional militaries and oddly enough, at our own Canadian Armed Forces for inspiration on how a small number can do great things. They are small, but they are mighty, and they will surprise you when you least expect it.

Port Arthur is next and is one of the biggest "things" we have ever done. The CEF Hovertanks have been redesigned to better match the original writeups and the Port Arthur Corps is a hint at what is coming up for the Earth lists. Of course, the Port Arthur GREs have spent 20 cycles on a planet that hates them and have gone a bit batty, but that adds to the fun and challenge.

Finally, the Leagueless are detailed. Not a proper faction in and of themselves, the title refers to the fact that these are people without a nation. From mercenaries to Badlanders fighting for their lives, the Leagueless allow players to make a very customized, if challenging, force including older vehicles and work gears. We hope the more experienced players who have asked for such thing will enjoy them.

This is the last full book for the Terra Novan forces in Heavy Gear Blitz. Soon, the shot heard around the planet will ring and forces beyond most soldiers reckoning will begin to move and war will envelop them all.

To all those who fought and continue to fight for freedom, thank you!

John Buckmaster, 06 June 2007, the 63rd anniversary of D-Day.

This book is dedicated to all the men and women of the Canadian Armed Forces, wartime volunteers, those they helped and those they unfortunately could not, past, present and future. Your dedication, sacrifices and courage have shown all of us at the Pod that freedom is not something to be taken lightly and that while war must be avoided at all costs, sometimes we must stand and fight to protect that which we hold dear and to protect those who otherwise could not protect themselves.

Special Thanks to: Beth for her amazing PRDF vehicle design work.

Playtesters: The Pod Squad, The 28th Stone Warriors, Milani's Lapdogs, Gambit's Bandits, Kris_Din and the Iraq crew, The Capital Corps, Gujavi's Groupies, The Aurora Monkeys, Gareth's Grenadiers, Hudson's Weasels, Sarcastro's Skirmishers, the Centurions, as well as Captain Stallion and the Fun Brigade.

Errata and FAQs for Heavy Gear Blitz can be found on the Dream Pod 9 Forums at <http://www.dp9forum.com/> . If you have any rules questions or just want to talk about the game, please stop by. Information regarding contacting or joining the Pod Squad can also be found on the forum.

Aurora, the Silhouette Magazine, is a free downloadable magazine providing support for Blitz and our other game lines. It can be found on our forum at <http://aurora.dp9forum.com/> .

A BRIEF OVERVIEW

HEAVY
GEAR
BLITZ!

This book, unlike Hammers of Faith and Swords of Pride, contains three separate army and faction lists. As such, the book has been divided into three broad sections, each focusing on one of these factions. The overall guidelines for using the field guides is presented first, with each Field Guide following the information and history on the particular faction.

HOW TO USE THE FIELD GUIDES

The Field Guides that appear in each section allow you to build an army from each faction presented. The PRDF Field Guide replaces the one in the Heavy Gear Blitz Rulebook and should be used in its place, while the others are new additions to the game.

SIZE OF THE GAME

Players normally agree on a TV limit for the game they are playing. 1000 to 2000TV is a normal-sized game that should take under three hours to play. Under that is a skirmish that should take less time, while more than 2000TV is a large game that will typically take three or more hours to play. Both sides should choose an army with a total TV cost of no more than the agreed-upon TV. It is recommended that beginning players try a skirmish or two in the 500 to 750TV range before moving on to larger games.

SKILL LEVELS

The Combat Group listings give the Skills and levels for Units in the Combat Group. If a Unit does not have a level listed for a Skill, it is assumed to be 0 (Unskilled).

UNIT AVAILABILITY

When building an army, you must choose one of the listed regiment types listed for that particular organization. The Organization Chart for your chosen Regiment Type gives the minimum and maximum number of Combat Groups for the size of game you are playing. Combat Group types are along the left, while the maximum size of game is along the top. Simply cross-reference the size of game with the Combat Group type to determine the number you can take. A ★ next to the Combat Group type indicates a Group of that type may be the Army Commander. Combat Group types without the ★ cannot be made Army Commander.

"X+" means you must take at least X Combat Groups of that type and may take more. "X-Y" means you must take at least X Combat Groups of that type and may take up to Y. "0" means you simply cannot take that Combat Group in that particular formation. "0+" means that you do not need to take any, but may take as many as you have TV for. Combat Groups with "S" in the Regiment chart have special requirements, see the Combat Group entry for information on the requirements for taking that Group.

One Combat Group per every full 750TV of TV limit can be upgraded to Veteran Status. Veteran Status grants access to extra options which will be listed in each Combat Group's entry. Unless otherwise specified, all options available to the Combat Group are also available to the Veteran version. Only Combat Groups designated in the Regiment chart with a ▼ next to the requirement numbers may be upgraded to Veteran Status.



A BRIEF OVERVIEW

UNIT COSTS AND UPGRADES

You may note some vehicles cost more in some Combat Groups than in others. This is due to in-game utility, options available and skills listed in the Cadre. "Standard Loadout" refers to the basic model shown on the Datacard. If the text does not specify a loadout, assume Standard Loadout.

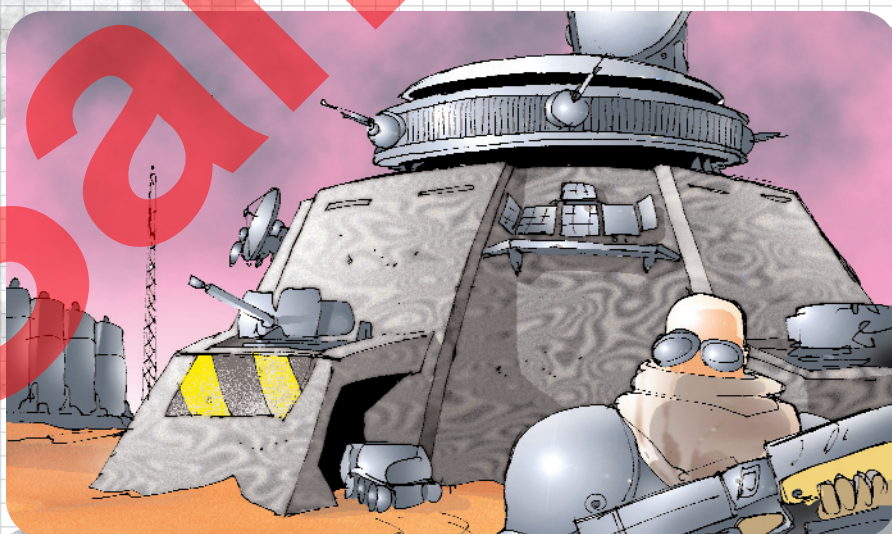
In the Combat Group listings, a Unit may be able to "chain" upgrades together, such as upgrading a Pack Gun to an Autocannon and then upgrading that Autocannon to another weapon. In some cases, the upgrade will require swapping two or more items for one or more other items. Please take note of requirements and restrictions when swapping equipment or options. If squad listing states Units of a certain type may take an option, the option may be taken by all Units of that type, as long as the variant has the type listed in its name and any other prerequisites. Thus a Headhunter could take any Hunter upgrades, but a Warrior would not be able to unless specified. One exception is the King Cobra. Whilst it does have Cobra in its name, it is its own vehicle and not a Spitting Cobra Variant. Unless specifically stated, only vehicles with Standard Loadout may be swapped for another vehicle.

All vehicles and variants can be found in the Datacards section. Some variants are listed as options on the main card for that vehicle.

MODEL RECOGNITION

To ensure fairness and to avoid confusion, all upgrades and weapons except for Grenades, Vibroblades and APGLs should be represented on the model in a clearly visible fashion. Camo netting, for example, must be at least represented as a visible bundled roll on the model, if not a full cloak sculpted on or modeled with cheesecloth or similar. Not only will this enhance the look of your models, you won't forget crucial details and your opponent won't be left wondering what weapons or equipment he's looking down the barrel of.

If the model does not have the equipment modeled on, it should be noted clearly on a piece of tape affixed to the model. This works quite well for home games and when trying new combinations out, but organized games such as tournaments may not allow this. Models "counting as" other models should also be noted like this.



THE PEACE RIVER DEFENSE FORCE

HEAVY
GEAR
BLITZ



Nowhere else on Terra Nova will you find a city-state quite like Peace River, a symbol of pride for the whole of the Badlands. The city is built into the side of a large mesa and protected by 350 meter tall defense shutters that can close in a matter of minutes to repelling even the worst Badlands Tempests and, incidentally, bombardment from anything short of an orbital nuclear strike. To further this image of strength and power, the city is topped by a mighty airfield whose runways form a peace sign. Towering over the airfield and the rest of the city are the executive offices, the original oasis tower purchased by the city's founder, Ebert Paxton. The whole city is a massive symbol of Paxton's military, monetary and emotional power.

The city itself is run as a branch of Paxton Arms and the CEO of Paxton Arms is also the ruler of the city. Residents are divided into one of three castes - Executive, Management and Worker - based on their role in the company. This system has been widely criticized, and while reforms are being made to bring things closer to the original vision of Ebert Paxton, riots over worker's rights are a regular occurrence. The Peace Officers Corps (POC) and Paxton Security (PaxSec) have been known to use extreme methods to control riots, motivated at least partly by fears of terrorists using these riots as cover for more malicious, destructive activity against Peace River or Paxton Arms. In stark contrast, the military arm of Paxton, the Peace River Defense Force, stands as the guardians of freedom for all those within Paxton's voluntarily-established Protectorate.

THE HISTORY OF THE PRDF

The Paxton Mining conglomerate was founded by a young Mekongese man by the name of Ebert Paxton. Unable to compete in the ruthless Mekong marketplace, Paxton moved to the Badlands to discover new opportunities. In TN 1595, after his surveys discovered iron and bauxite ore in the mesas east of the Pacifica mountain range, Paxton used his life saving to purchase an oasis tower near on of these mesas and reamed it Peace River. The proximity of this oasis tower to the Alpha maglev line and the ore made Paxton Mining profitable relatively quickly.

In the early TN 1700s Paxton Mining began a process of diversification, beginning with the manufacture of mining equipment and light desert vehicles. While this was not very successful at first, the focus on diversification continued, and in the wake of the St. Vincent's War proved to be a huge boon for the company. When the war ended in TN 1729, Paxton was in a unique position to supply goods and services to the Polar Leagues who had lost a great deal of their manufacturing capabilities. Both sides were afraid the other would rebuild first and were intent on purchasing weaponry with which to defend themselves. Paxton complied and while it was criticized heavily for focusing on arms production in the wake of a war that had devastated all of Terra Nova, Paxton products were of high quality and became planet-wide standards as of TN 1750, when Paxton Mining officially became Paxton Arms.

While Paxton Arms was the de facto arms supplier for the planet, their entry into Gear production was delayed enormously. Primary historical sources from the era suggest that while the Hunter and Jäger were featured prominently in the St Vincent's War, Paxton's Research and Development division had a very difficult time reproducing the Optical Neural Net technology required for the vehicle to operate. Furthermore, Paxton documents indicate that both the CNCS and the AST pressured Paxton Arms to delay production, either due to fears the always-neutral company would sell to militias and criminals, or simply to cement their own hold on Gear manufacturing. By the time the first Warrior rolled off the production line in 1802, Territorial Arms and Northco had all but cornered the Gear market.

THE PEACE RIVER DEFENSE FORCE

WAR APPROACHES

By TN 1850, communities surrounding Peace River had become integral to the survival of the city and of Paxton Arms. As Rover raids and hostilities between the polar factions increased, it was clear to Paxton Arms that their supply and workforce needed protection. The Paxton Protectorate came into being that very cycle and communities, caravans and other necessary interests were soon being defended by Peace Officers in Paxton Gears. This was not only to secure and protect the land and people Paxton depended on, but to serve as a working advertisement for the Gears Paxton produced. Unfortunately, not all Badlanders were pleased with this. Those outside the protected area often complained of being left out, while others within the protected zone felt stifled by protection they did not ask for. Paxton Arms responded by stating simply that it was to protect supplies and those who produced said supplies, but the statement did little to assuage these complaints.



As the turn of the Century grew closer and the Judas Syndrome became widespread, Paxton's position as protector of nearby communities and as arms supplier to superpowers who were preparing to go to war in the very area Paxton Arms protected began to clash. While low level conflict between the Poles was subtly encouraged as it improved sales, all-out warfare would be disastrous for all involved. Not only would the company suffer, but many residents had families outside the city or even outside the Protectorate and even if the city could house them all, it could not withstand any real warfare. The defensive capabilities of the city itself were rapidly improved and by 1913, Paxton was ready to send envoys to both Polar Superpowers to try and negotiate a diplomatic solution. However, before Paxton could put this plan into action, Earth's Colonial Expeditionary Force (CEF) had begun their assault.

WAR OF THE ALLIANCE (WOTA)

When the intentions of the CEF became apparent, Paxton Arms and Peace River almost immediately declared themselves neutral. The majority of the Terra Novan Governments expressed their outrage at such an act, calling the Company and even the inhabitants of the city traitors. Unbeknownst to the rest of Terra Nova and especially the invading CEF, Paxton was not neutral, but simply buying time. Secretly funneling arms to Badlands resistance fighters, Paxton built up a network of cells of people willing to fight to protect their homelands.

After three cycles of war, Paxton had built up a large enough network and enough weapons and Gears to outfit a full-fledged fighting force. Dubbed the Peace River Army, this motley collection of civilian Badlanders, Rovers, freedom fighters, mercenaries and even children entered the war in TN 1916, creating a third front for the already-embattled CEF. While they did not have the strength of any Polar army, the PRA managed to disrupt the CEF's operations using guerilla tactics and local knowledge, thus allowing the Polar Nations to regroup for a joint offensive. The Peace River Army's contribution to the war is often cited as the point of no return for the CEF, leading to their defeat in TN 1918. Thus began a new era for Paxton.