

DP9-9996

HEAVY GEAR BLITZ!



LOCKED & LOADED RULEBOOK



HEAVY GEAR

BLITZ!

ONCE MORE UNTO THE BREACH

The Grizzly's mortar round leapt skyward as it sped past the smoking remains of a Visigoth Main Battle Tank. The guided munition arced downward and struck home, smashing a group of Southern heretics to pieces. They had turned one of his best friends, using him to assassinate the Second Follower. At Rahnguard Oasis, they had attacked the Desert Sharks on a Holy Day and had wiped them out. More friends dead. Why? There would be no answers, for the Southerners' lies changed at every turn. He would stop their lies, stop their dishonor, by raining thunder upon these cold-blooded Snakes in holy retribution...

Heavy Gear Blitz: Locked and Loaded is the culmination of one and a half years of player feedback, including four months of dedicated playtesting and three months of in-depth planning. More so than any previous version, *Locked and Loaded* captures the feel of the *Heavy Gear* universe and the battles within. Game flow and tactical options have been improved and expanded to allow a greater variety of situations and events than ever before. Army Priority Levels allow you to decide whether to focus on quantity or quality, and adjust your force requirements around these criteria. Support Options allow you to hone your force toward your objectives and counter your opponents more effectively. And best of all, everything you need, from the rules, to history, to armies, to the timeline, and even basic campaigns, is in this book.

Whether you want to rain mortar shells upon you enemies, blast them with tank-mounted railguns, or drop paratroopers on your opponent, this book lets you do that and more. So gear up, and Lock and Load, people. You have an entire universe of games in your hands!

John Buckmaster & the *Blitz* Team

LOCKED & LOADED
FOR THE
HEAVY
GEAR
UNIVERSE

Sample



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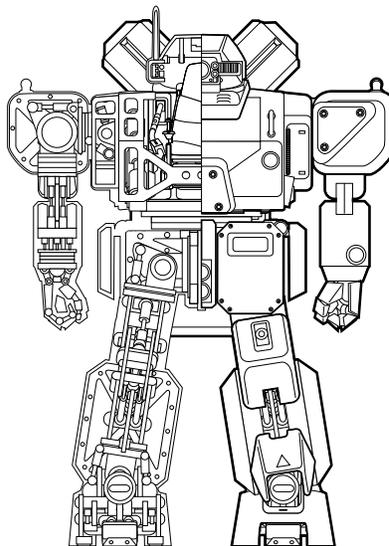
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DEDICATION

To everyone on the DP9FORUM.

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Gambit's Bandits
Hris_Din and the Iraq Crew
The Capital Corps
Grujav's Groupies
The Aurora Monkeys
Gareth's Grenadiers
Hudson's Weasels
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AURORA: The Silhouette Magazine

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CANADA



DREAM POD 9

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WELCOME TO THE 92ND CENTURY



WELCOME TO THE WORLD OF HEAVY GEAR

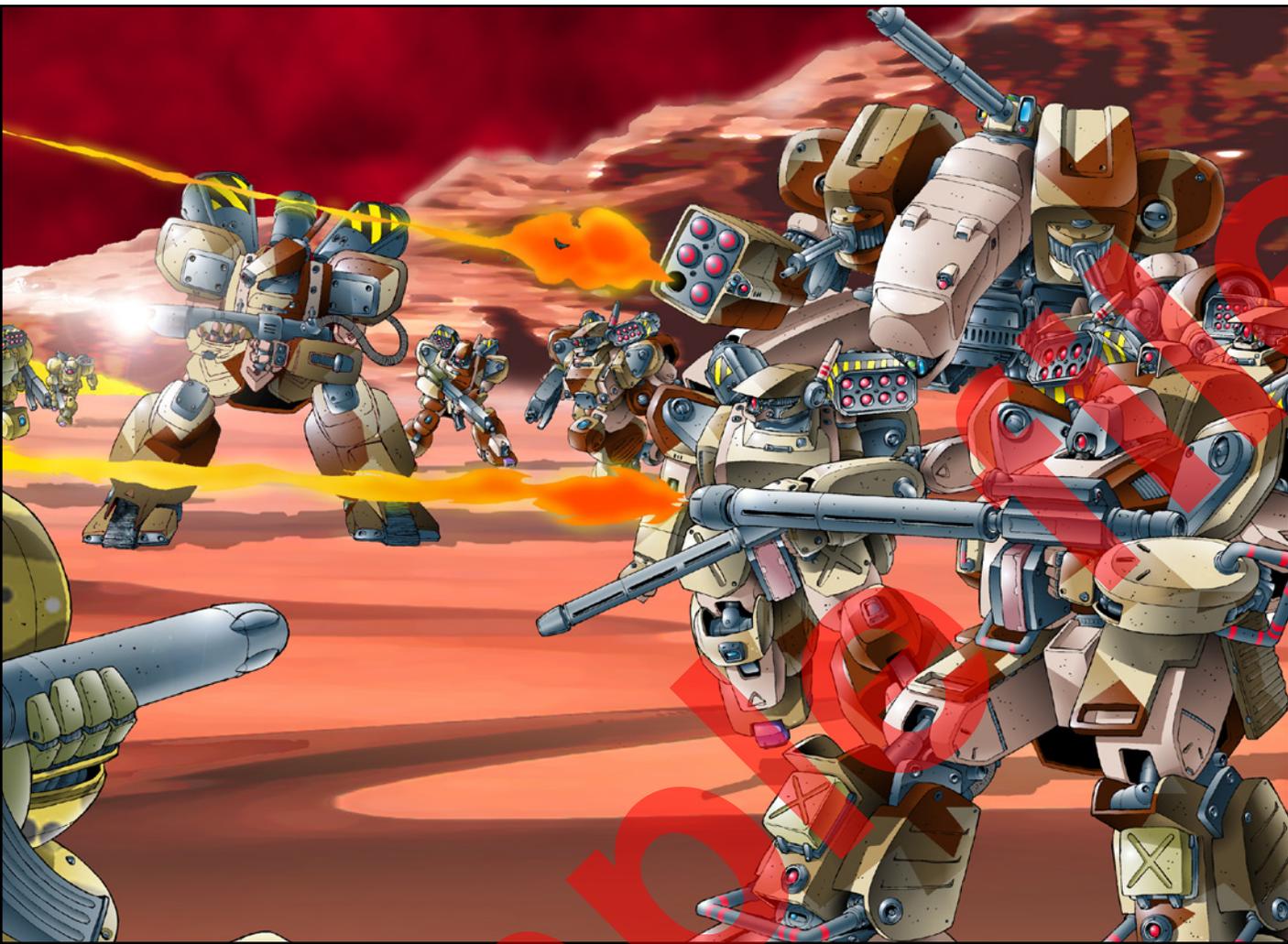
Heavy Gear is set on the distant human colony world of Terra Nova. Settled by colonists from Earth in the 52nd century, it had been occupied by humans for five hundred years when Earth abruptly withdrew support, casting Terra Nova and the other nine colonies into chaos. Thanks to its long history, Terra Nova's settlers had good prospects for the future, even without Earth's support. While still a young world, it had cities, settlements and all the infrastructure needed to sustain a modern human society.

When Earth abandoned Terra Nova, the existing political order collapsed and anarchy reigned. Charismatic leaders gradually restored order and each of Terra Nova's cities, isolated from each other by hundreds of miles of untamed wilderness, became an independent city-state. Before long, city-states were banding together for mutual protection against raiders and to dominate their neighbors. Over the next two local centuries, the Wars of Unification led to the formation of seven great Leagues, aligned into two confederations – the Confederated Northern City-States (CNCS) and the Allied Southern Territories (AST).

Each confederation expanded to occupy the hospitable land around one of the planetary poles. The vast Badlands, a thousand-kilometer-wide band of desert running around Terra

Nova's equator, became the focus of many confrontations between the two powers. These skirmishes were brought to an abrupt end by The St. Vincent's War. A battle for the remains of a colonial-era Gateship called the St. Vincent released a biologically-engineered plague on an unsuspecting planet, killing millions of children. Their will to fight broken, the two confederations settled into a wary peace, then, as friction built between them once more, a tense Cold War. This was the era of the Judas Syndrome, with power brokers and spies across the planet trading information and manipulating entire nations for their own gain. Another Interpolar war seemed imminent. All this changed in TN 1913, when Earth again made contact with her daughter colony.

Earth's ambassadors to Terra Nova were the Colonial Expeditionary Force (CEF), a high-tech army bent on bringing the independent colonies under Earth's thumb. Faced with an army of more than 400,000 highly-trained men and vat-grown supersoldiers called GRELS (Genetically Recombined Experimental Legionnaires) equipped with technology the likes of which the Terra Novan colonists had never seen, the polar confederations were forced to work together. The spies and power brokers that had been ready to sell their nations into war abruptly changed course and brought them into a hasty alliance against their common foe. The CEF, expecting



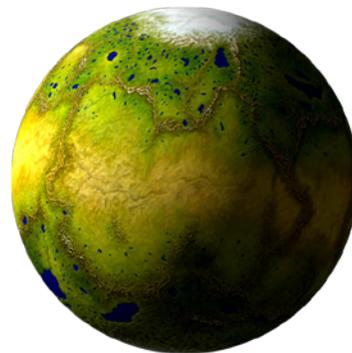
THE PLANET OF TERRA NOVA

an easy conquest of a fractured and crumbling colony, found instead a strong planet on the brink of war. This invasion created a united force determined to protect its independence at any cost. Even so, the CEF assault drove deep into the heartlands of both polar confederations.

The war of attrition between the colonial defenders and the CEF invaders suddenly shifted in TN 1916, when the Northern and Southern armies worked together in the Battle of Baja to achieve their first decisive victory against the invaders. This was also the incentive needed for Paxton Arms, a massive weapons manufacturer based in the Badlands city of Peace River, to officially enter the war on the side of the Alliance. They had originally declared their neutrality, but had in reality been sneaking arms and supplies to the rovers, badlands militias and freedom fighters that came together to fight as the Peace River Army. Paxton's intervention provided the exhausted Alliance with fresh troops and a plentiful source of supplies. In TN 1917, faced with a hopeless war on three fronts, the CEF retreated, abandoning over a hundred thousand troops – mostly GREs – on the planet's surface.

At first it seemed that the peace might last. But as cycles passed without another CEF invasion, tensions again built up between the CNCS and the AST. Alliances have frayed, old grudges are not easily forgotten and all hell is about to break loose.

Terra Nova is much warmer than Earth. Open bodies of water are virtually unheard of and are limited to a few lakes and small seas near the poles. Most of the planet's water is found in the vast series of underground tunnels called the MacAllen Network and sites where these tunnels are near the surface are of great value. The northern hemisphere is mountainous and temperate, while the south is covered by tropical jungles and swamps. In between is the inhospitable but resource-rich Badlands desert, used both as a battlefield and a source of mineral wealth by the polar confederations.





THE NORTH



The northern hemisphere is united under the CNCS, a relatively equal partnership between three nations: the Northern Lights Confederacy (NLC), the United Mercantile Federation (UMF) and the Western Frontier Protectorate (WFP). There are occasional border disputes and squabbles between these leagues, but they generally cooperate, bound by a mutual fear of the expansionist South and common cultural bonds. Most Northerners are members of the Revisionist Church, a faith born on Terra Nova during the long Reconstruction after Earth abandoned the colony. Both fear and religious fervor are running high in TN 1935 thanks to the assassination of a prominent Revisionist leader and a Southern military build-up.

The CNCS military is the Northern Guard (NG), a professional all-volunteer force made up of soldiers drawn from the regular militaries of the three member-leagues. Each League maintains its own independent army. The Norlight Armed Forces are by far the largest and are extremely zealous, the UMF Army is the best-equipped thanks to the massive manufacturing might of the Mercantile city-states, while the WFP Army is neither large nor well-equipped but is very well-trained, with considerable field experience.

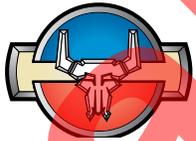
THE SOUTH



The southern hemisphere is ruled by the Allied Southern Territories (AST), a puppet alliance used by the powerful Southern Republic (SR) to rule their vassal-states. The Mekong Dominion (MD), Eastern Sun Emirates (ESE) and Humanist Alliance (HA) were conquered in fact if not in name by the SR long ago. The leaders of these nations have more to gain by working with the Republic than against it, but the ordinary people are less happy, as they have no common ties of culture or economics to their oppressors and often must be kept in line by force. Recent cycles have seen an upswing in rebellions, requiring an increase in the size of the Southern armed forces to re-pacify their cities. The North has been fanning the flames of rebellion and many Southerners are crying for war to punish them for their meddling.

The common defense of the AST is handled by the MILICIA, composed primarily of conscripts drawn from throughout the South and those the League forces no longer want, including criminals. The real might of the South is the merciless Southern Republican Army (SRA). The other leagues are allowed to maintain their own armies, but with strict limits on their sizes, deployment and equipment. The Mekong Peacekeepers (MP) are superbly trained and focused on operations in dense urban and jungle areas, the ESE has no army of its own with each Emir maintaining his or her own retinue, and the Humanist Alliance Protection Force (HAPF) are a small but fanatical force with high-tech weapons, sometimes reverse-engineered from CEF designs.

THE BADLANDS



No single political entity has yet managed to dominate the Badlands. Most of the vast deserts are unoccupied or home only to small groups of homesteaders trying to eke out a life from the land or rovers turned to banditry. The rich mineral resources found throughout the Badlands are coveted by the polar confederations to feed their domestic economies. The confederations also seek to claim strategic land and the sealed Oasis Tower cities for forward bases.

The most significant power in the Badlands is Peace River, home of Paxton Arms. While Paxton Arms sells weapons to both polar confederations, they've also placed the lands around Peace River under their protection. The Peace River Defence Force (PRDF), equipped with the best weapons Paxton Arms can manufacture, patrols this stretch of desert, protecting the residents against both rovers and polar aggressors. The PRDF is well-trained but overstretched and some are beginning to wonder if Paxton Arms has not bitten off more than it can chew.

Another up-and-coming Badlands power is NuCoal — the New Coalition — a group of small, independent city-states. This would be unremarkable but for the presence of Port Arthur, founded by the abandoned CEF troops. The might of the Arthurian Korps forces the polar confederations to respect NuCoal.

Assorted other minor city-states dot the Badlands. Most are typical frontier towns, of interest only to lowlifes, drifters and those that live nearby. The exception is the "city of trash", Khayr ad-Din. The site of a vast junkyard, Khayr ad-Din has long been home to the most successful underground Gear dueling league on the planet. Recently, a Northern expatriate Gear Trainer named Katryne Sanz has been organizing the duelists into a makeshift army. While many scoff at the Khayr ad-Din Army, it has some of the best soldiers on the planet among its ranks, all piloting high-performance Gears.



CNCS VITAL STATISTICS

Founding Date: TN 1692

Method of Government: Alliance of Independent Leagues

Head of State: Chief Justice Winston Stark

Members: Northern Lights Confederacy, United Mercantile Federation, Western Frontier Protectorate, Various Badlands Protectorates (Massada, Red Sands, Timmins, Wounded Knee).

Capital: Valeria

Population: 78 Million

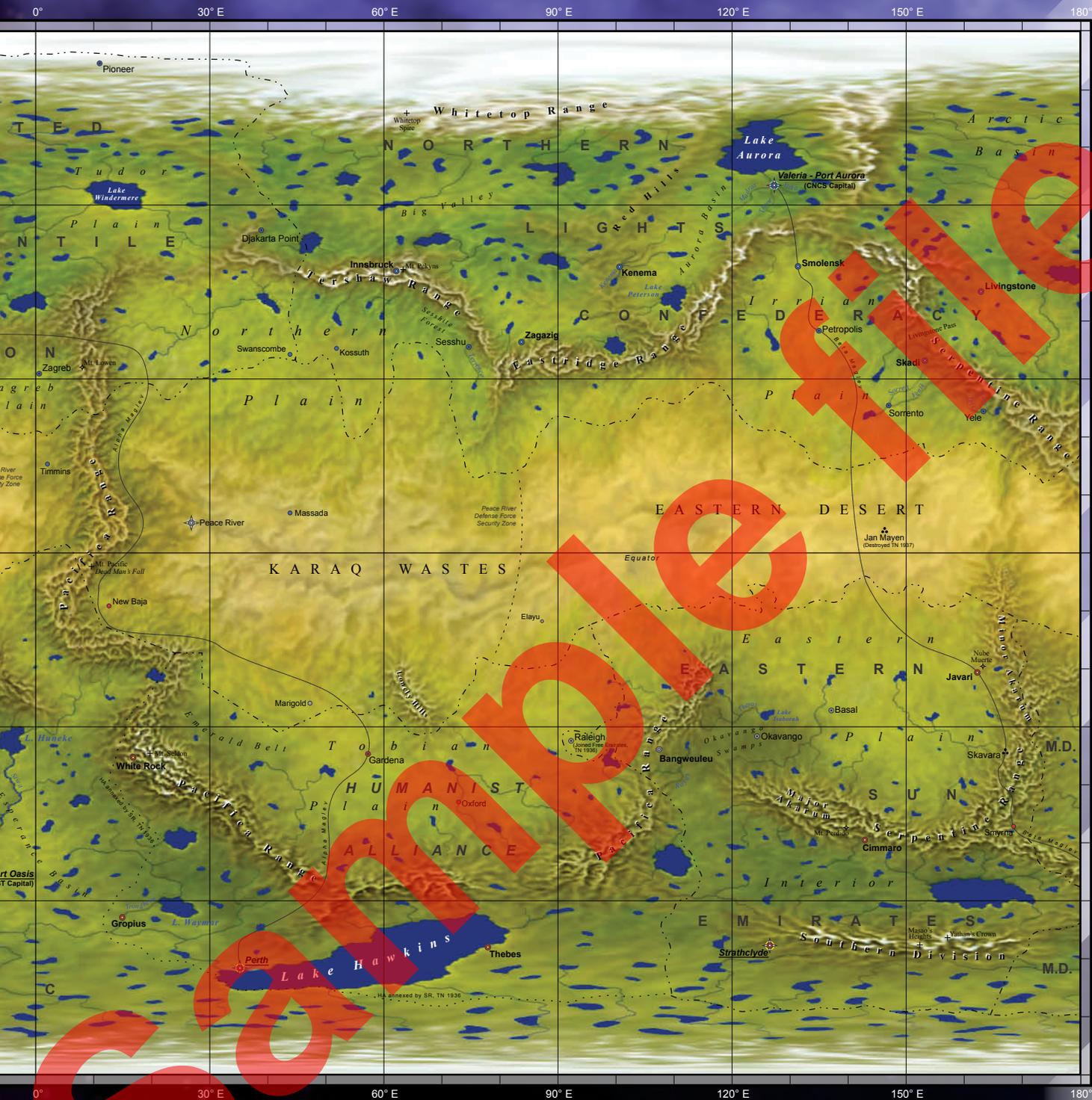
AZIMUTHAL EQUIDISTANT PROJECTION

SCALE ALONG MERIDIANS:



LEGEND:

		POPULATION:	



NUCOAL VITAL STATISTICS

Founding Date: TN 1932

Method of Government: Trade Alliance

Head of State: Chairman Royz Malkom

Members: Port Arthur, Prince Gable,

Lance Point, Temple Heights, Fort Neil

Capital: Prince Gable

Population: 550,000 Approximately



PEACE RIVER VITAL STATISTICS

Founding Date: TN 1595

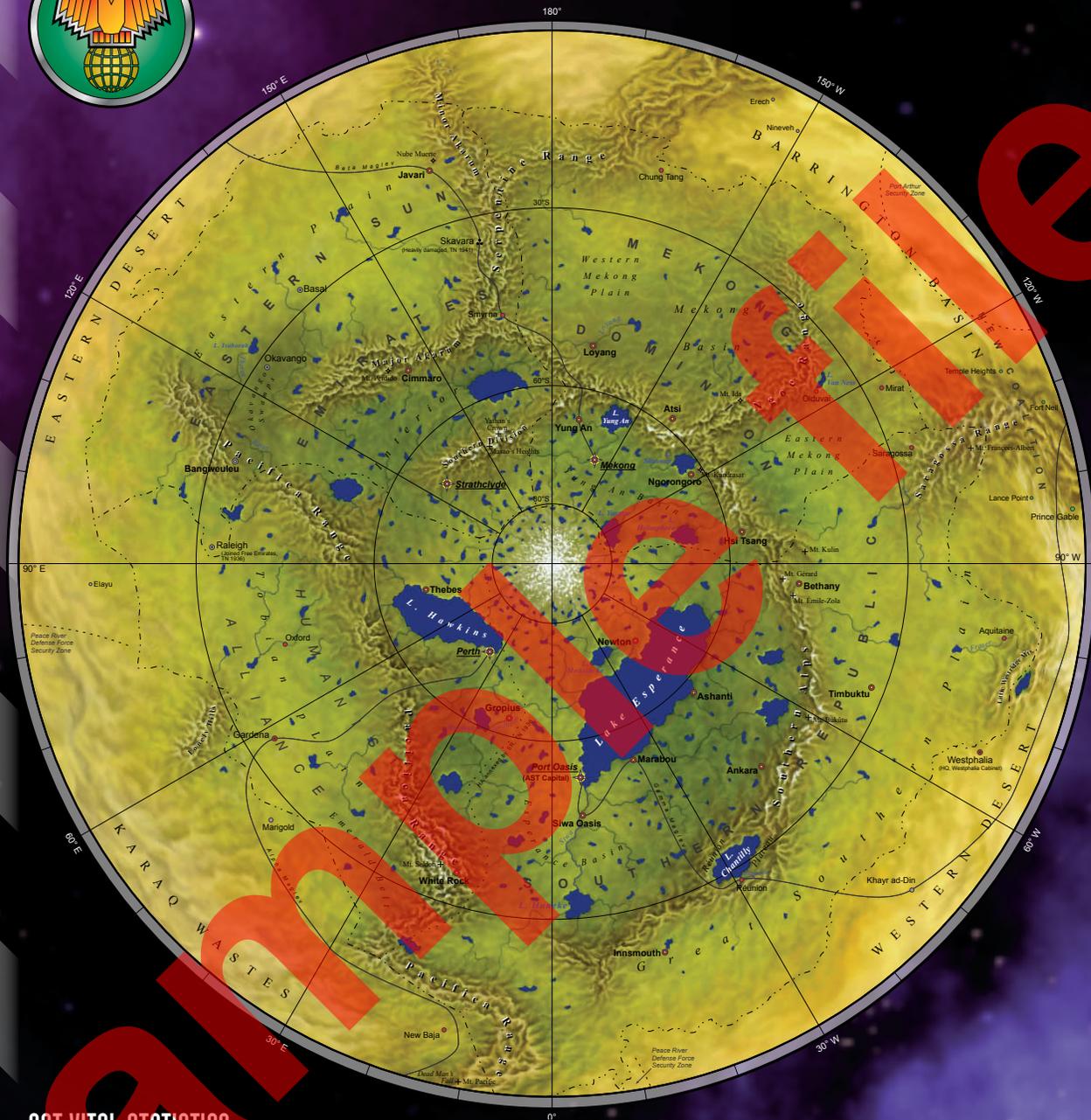
Method of Government: Corporation

Head of State: President/CEO Gerald Simosa

Capital: Peace River

Population: 220, 000





AST VITAL STATISTICS

Founding Date: TN 1681

Method of Government: Alliance of Satellite Leagues

Head of State: Lord Protector Jacques Molay

Members: Southern Republic, Mekong Dominion, Eastern Sun Emirates, Humanist Alliance, Various Badlands Protectorates (Azov, New Baja, Westphalia).

Capital: Port Oasis

Population: 156 Million

AZIMUTHAL EQUIDISTANT PROJECTION

LEGEND:

	Imperialist		Population: 0 - 50,000		Ruined cities
	AST		Population: 50,000 - 500,000		Maglev lines
	Neutral		Population: 500,000 - 1,000,000		Mountain peaks
	Peace River		Population: 1,000,000+		Volcanoes
	Defense Force		Capitals		

SCALE ALONG MERIDIANS:



THE WEAPONS OF WAR

The face of war on Terra Nova was changed forever by the invention of the Heavy Gear. Combat walkers had been used in the past, as far back as the early third millennium, but they were either clumsy, vulnerable all-terrain tanks or relegated to engineering duties. The one exception was the terrifying Paladin walking tanks used by the genetically-engineered Prime Knights, but their technology has never been duplicated. The Heavy Gear (called a Gear for short), developed from the construction walkers used in the colonial era, placed the combat walker in a totally new role.

The Gear is a compromise between an infantryman's flexibility and an armored vehicle's resilience and firepower. They have excellent all-terrain mobility and can operate (albeit in different roles) in warfare in open, mountainous, forested or urban terrain. Each is effectively a one-man Infantry Fighting Vehicle, which protects the pilot and allows him to carry a far larger payload and move far faster than an ordinary trooper. Their design makes Gears extraordinarily flexible – they can swap handheld weapons on the battlefield and completely change their load-out in a matter of hours. Mass-produced Gears are cheap enough to form a major part of any modern Terra Novan army.

Gears were instrumental in defeating the CEF invasion, but military tacticians are quick to point out that Gears still depend heavily on support from infantry, heavy armor, artillery and aircraft.

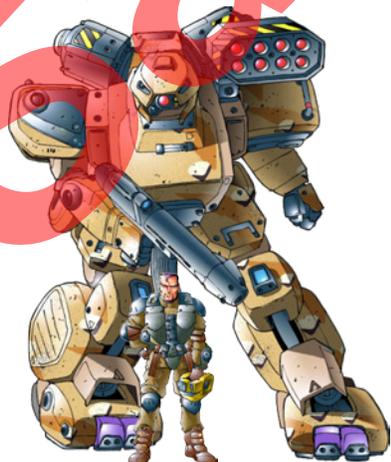


HEAVY GEARS

Gears are used by armies on Terra Nova as all-purpose support vehicles and high-mobility combat units. Each is controlled by a single pilot located in the torso, with the pilot's head extending into the Gear's head. Gear cockpits are always cramped, with little spare space. A pair of joysticks, each sporting several thumb switches and finger-activated triggers, as well as two foot pedals are used for control. The pilot receives information about the outside world by way of a sophisticated VR helmet. With this helmet, the trooper can see as if the cockpit were open to the outside, with relevant readouts superimposed over the landscape.

In order to operate well in multiple terrain types, Gears are usually equipped with two movement systems. The primary is the standard bipedal walker movement system, used for rough terrain or precise maneuvering. The Secondary Movement System (SMS) is most often a conventional powered wheel or tread system, which allows the Gear to move like a high-tech rollerskater. It cannot handle rough terrain well, but provides considerably more speed.

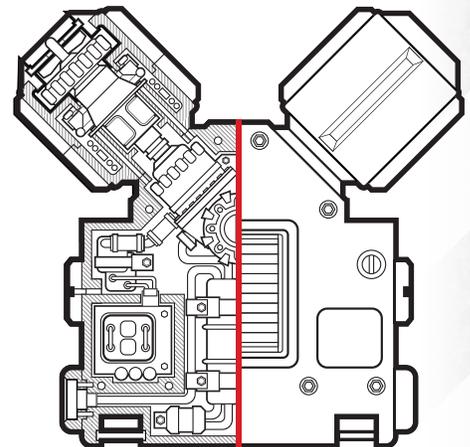
The marvel of technology that makes the Gear work is the sophisticated neural network CPU located under the pilot's seat. This CPU takes the pilot's input and translates it to actual movement. Each must be trained painstakingly and individually and is almost as valuable as the human pilot. All pilots are trained to remove the CPU and take it with them when evacuating the Gear, if at all possible. Gear CPUs are not sentient, but many pilots treat them like they are. Particularly experienced CPUs are about the equal of a smart dog. Thanks to these CPUs, Gears are capable of near-human motion and can perform very complicated manoeuvres.



POWERPLANTS

The primary power source for vehicles on Terra Nova is the V-engine. Originally developed at the University of Colorado in the late 20th Century, the high efficiency twin drive, air cooled powerplant has a minimum of moving parts and can run on almost any combustible fuel. The unique V-shape is present on many Gear "backpacks" and even the Mammoth Strider houses 2 fully enclosed monster versions of this engine.

Specialized vehicles run on other power sources such as superconductive battery packs of stealth gears or even gas turbines for hover vehicles, but the cost and increased maintenance schedules mean these are relatively rare, even for military applications.





STRIDERS

Strider is the term used on Terra Nova to refer to the wide variety of non-humanoid walker vehicles used by both militaries and civilians. Striders come in a wide variety of body types and most are heavy fire-support units, halfway between a Gear and a tank. If properly supported, they can be very effective. They generally have two crewmen, a pilot and a gunner, though exact roles vary widely. Like Gears, Striders take advantage of advanced neural network CPUs to control the vehicle's movement, though their activities are generally much more limited.



TANKS

The punch of an army on Terra Nova, as it has been for centuries, is the heavy armored tank units. Tough, powerful and fast, tanks fill the same roles the same ways they always have. Their weapon load-out has changed little and most tanks are built around a single heavy cannon, with smaller weapons, often battlefield lasers, for support. They work best in open terrain, where they can take advantage of their speed and range. In tight spaces, their lack of maneuverability and all-terrain ability makes them vulnerable to assaults by more mobile units.



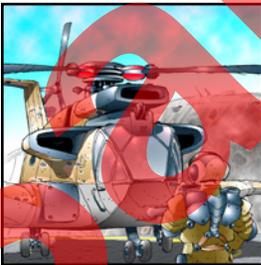
HOVERTANKS

The CEF's Hover tanks are a drastic departure from the usual tank design. Using powerful turbofans and vectored-thrust nozzles, they are fast and maneuverable. While lightly-armored compared to conventional tanks, they carry powerful, advanced weapons. The signature weapon of the HT-68, the core of the CEF forces, was a heavy particle cannon that has not yet been duplicated by Terra Novan engineers.



LANDSHIPS

Terra Nova's equivalent of a wet navy are the titanic landships. Using the planet's peculiar magnetic properties, these massive vessels can cruise above the ground. They are hideously expensive and each League can only afford to field a handful. Each transports a sizeable detachment of troops and carries considerable firepower in the form of close-range defense lasers and long-range artillery cannon. Each generally operates independently, forming up into task forces only for major campaigns.



AIRCRAFT

The role of aircraft on the battlefields of Terra Nova has changed drastically. Powerful lasers provide accurate, long-range anti-aircraft fire, severely curtailing the long-range assaults aircraft once made possible. To make matters worse, Terra Nova's unpredictable weather and fierce storms make long-range aircraft flight unfeasible. Because of this, aircraft are generally limited to short-range close support for ground forces. In addition to traditional aircraft and helicopters, the armies of Terra Nova make use of "Hoppers", short-ranged VTOLs optimized for ground attack.



WEAPONS

Weaponry on Terra Nova is amazingly standardized across the planet. Between the need for simple, rugged designs, corporate and military espionage and the ubiquitous presence of Paxton Arms, most weapons used by both sides share nearly identical specifications. Projectiles are fired with a gel explosive that can in an emergency be cooked down into Gear fuel, while energy weapons feed on large battery packs of capacitors powered by a V-engine. Reliability and supply are key on a planet like Terra Nova, and scavenging weapons or ammunition from the dead can make all the difference when cut off from your own supply chain.