

DP9-9033

HEAVY GEAR BLITZ!

SHIELDS OF FREEDOM ARMIES OF THE BADLANDS

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SHIELDS OF FREEDOM

ARMIES OF THE BADLANDS

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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 Their story is, for the first time, fully detailed and new vehicles were designed to bridge the gap between their out of date forces and the future vehicles older players will remember from the second video game.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, Gujav'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



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.

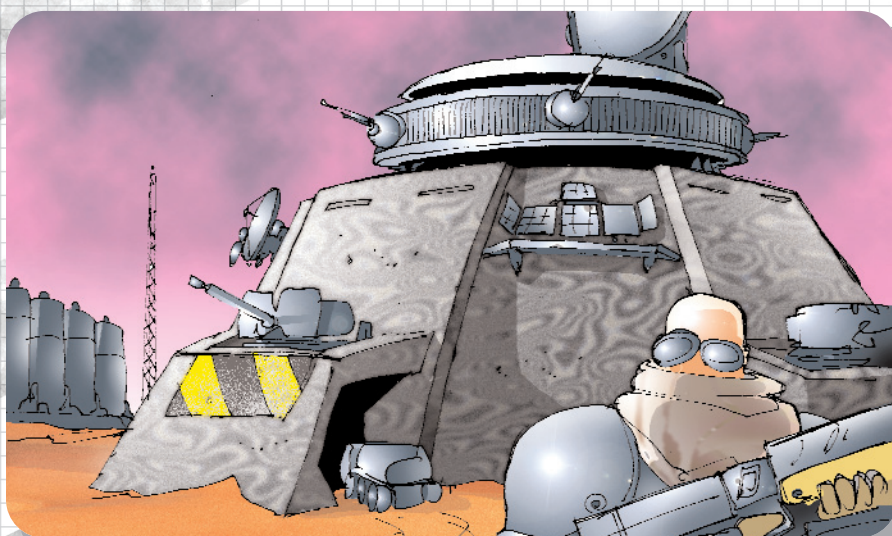
In the Combat Group listings, a Unit may be able to "chain" upgrades together, such as upgrading a Pack Gun to an Autocannon and then upgrading that Autocannon to another weapon. In some cases, the upgrade will require swapping two or more items for one or more other items. Please take note of requirements 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.



PART 1

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 one of these mesas and named 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.

THE PEACE RIVER DEFENSE FORCE

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A NEW DIRECTION

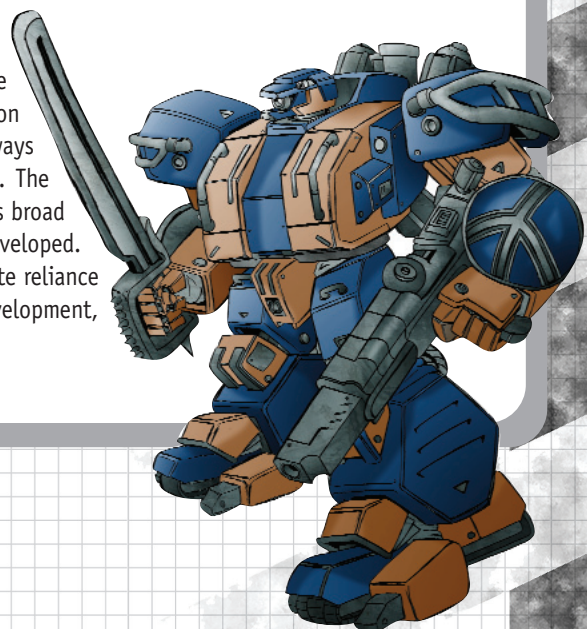
Gerald Simosa was elected as CEO of Paxton Arms in late TN 1918, as the war was dying down and terms of surrender were being hashed out. As a manager during the war, he was a major player in both setting up and outfitting the PRA, and he held a great respect for the average citizen and Badlander. Simosa felt very badly about Paxton Arms' role on Terra Nova and he started working towards social changes within Peace River immediately upon assuming the position of CEO. Under Simosa, the Paxton Protectorate was expanded and those PRA soldiers who wished to stay were forged into the core of the Peace River Defense Force (PRDF).

The PRDF was charged with the protection of all those within the expanded boundaries of the Protectorate, as well as helping rebuild communities hurt by the war. While Peace River and Paxton Arms made no claims regarding the land, resources or people within the Protectorate, Paxton Arms openly stated that all Badlanders deserve to live freely, safe from Rovers or polar imperialism. Many of the complaints regarding the old Protectorate remained true for the new Protectorate, and the enlarged area proved very difficult to patrol effectively. That said, the PRDF's roster of volunteers from throughout the Protectorate helped assuage the concerns of many Badlanders, who remained grateful for any help they received and remembered Paxton Arms' actions during the War. This has not silenced their detractors, however, and the Protectorate and Paxton Arms' policies remain a topic of fierce debate even in the most civil circles. Not all of Paxton Arms' enemies are willing to be civil. The Peace River branch of the Badlands Revolutionary Front (BRF) is a group of terrorists who believe that Paxton's caste system is absolutely wrong and that Paxton oppresses and exploits the worker caste. Simosa's efforts to correct these injustices are mere platitudes in the eyes of the Paxton BRF, and they make their discontent known through a campaign of bombing, assassination, and urban terrorism.

THE PROTECTORATE DEFENSE PLAN

While Paxton had always manufactured many products with peaceful applications, the conflict between their development into a miniature League and their primary business as independent arms supplier proved increasingly troubling in the wake of the War. A large part of the Badlands had become vital to Paxton's business, and their customers were bent on carving off vast chunks of it for their own use.

In TN 1925, Paxton started implementing the Protectorate Defense Plan. The plan was ostensibly a way to increase the effectiveness and capabilities of the PRDF to better combat polar forces, but there continues to be much speculation of a hidden agenda. Badlanders living in or near the Protectorate have always been suspicious of anything that gives Paxton more control over their lives. The Protectorate Defense Plan called for drastic changes to the PRDF, and under its broad umbrella, the PRDF's ranks grew and new equipment and technologies were developed. The Defense Plan also took steps to protect Paxton's Achilles heel, its complete reliance on the city-state of Peace River, by spreading manufacturing, research and development, and command/executive assets throughout the Protectorate.



THE PEACE RIVER DEFENSE FORCE

PROJECT TALON

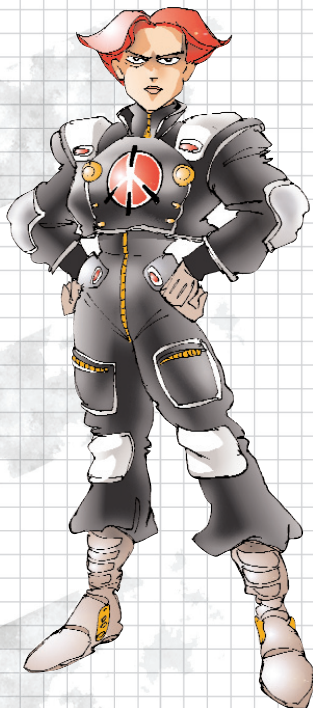
The significance of the CEF's superior technology was not lost on Paxton Arms. Even before they abandoned their neutrality, Paxton operatives across the planet were working to acquire samples of CEF technology. By the end of the War of the Alliance, Paxton's ongoing secret effort to retrieve, reverse-engineer, and duplicate the capabilities of CEF technology had acquired a name: Project Talon. Much of the technology developed by Project Talon was ultimately put into production in vehicles developed for the PDP. But Project Talon and Paxton Arms Skunkworks have developed two full vehicles themselves, the Black Wind stealth hopper and the Shinobi stealth Gear, as well as numerous prototypes. To preserve secrecy, official documents refer to Project Talon only as "The Elite Program."

THE PRDF TODAY

The PRDF still is a very small force by TN standards. Peace River and the entire Paxton Protectorate have less total population than any polar League. As a result, manpower constraints are extremely tight. The PRDF remains an entirely volunteer force and maintains a high level of training and discipline, backed up by the best equipment manufactured by Paxton Arms. While the PRDF does get Paxton equipment at cost, budget constraints still exist, and not all Regiments have been upgraded with the new vehicles developed by the PDP. There is hope, however, that a secret deal with rebel Eastern Sun Emirates Emir Nigel Shirow to sell older Warrior gears to the ESE rebels he leads will bring in the funds needed to upgrade all regiments.

Due to the small numbers of personnel and large area covered, the PRDF vehicles are designed for long patrols and independent operation. While this does mean a great deal of redundancy within vehicles, it allows for greater effectiveness with smaller numbers of troops against Rovers, PAK forces and Polar insurgents. In addition, Paxton's expertise in air vehicles and the large central airfield have allowed for a greater number of airdroppable vehicles and rapid response teams, allowing the PRDF to project its forces where needed quickly and efficiently.

PRDF: THE PRDF



COMMAND STRUCTURE

PRDF RANK STRUCTURE:

SENIOR MILITARY OFFICER:	GENERAL
BRIGADE COMMANDER:	COLONEL
REGIMENTAL COMMANDER:	COMMANDER
COMPANY COMMANDER:	CAPTAIN
SECTION COMMANDER:	LIEUTENANT
SQUAD/CREW COMMANDER:	MASTER
GEAR PILOT/TEAM LEADER:	SPECIALIST
TEAM MEMBER:	TROOPER

THE PRDF FIELD GUIDE



The Peace River Defense Force is an entirely volunteer army. The average soldier undergoes more rigorous training and exercises than any other basic soldier on the planet. They are expected to act as emissaries of the ideals of the Paxton Protectorate and defenders of justice, though some pressure from the Executive caste for them to become walking advertisements for Paxton Arms itself remains. Even when those they protect do not care for their services, the PRDF is expected to serve with stoicism and pride. Even when the weight of responsibility and the grief caused from failing the people they were meant to protect overwhelms them, they must not waver. This multifaceted responsibility makes service in the PRDF a hard career, but many still volunteer to join. Even if some Badlanders do not like the PRDF, almost all respect them. As war threatens to ravage the planet, the men and women of the PRDF may be the closest thing Badlanders have to heroes, but this heroism may come at the price of their treasured liberty.

PRDF SPECIAL RULES

Command and Special Units: One Squad must be designated as the Army Command Squad. The Squad Leader becomes the Army Commander and must spend +35 TV to gain +1 to its Defense, EW and Ld skills.

Deeds, not Words: All Badlanders know that the "Honor" spoken of by polar citizens is nothing more than a mask to hide behind when acting selfishly or committing atrocities. To Badlanders, actions speak louder than words and this feeling has become the motto and focus of the PRDF. As such, every PRDF Combat Group, not including Auxilliary Troops has their Breakpoints increased by 1. In addition, when they choose Defensive Stance in Rearguard, Defend, or Last Stand missions, every PRDF Combat Group treats the mission as High Priority.

Advanced Small Unit Tactics: To make up for their limited numbers, PRDF Units are trained in small unit tactics. As such, all PRDF Units have their Alternative Communications Range increased to 12 inches. In addition, as long as 1/2 the Units within a given Combat Group are on the board, the maximum Multiple Attacker Penalty applied to any Unit within that Combat Group is lowered by one. Neither of these effects apply to Units in Auxiliary Squads, who have not received this training.

Thunder From the Sky: The PRDF's Rapid Deployment Hopper Wings, provided by Paxton Arms to showcase their technology, allow its air assets to achieve unparalleled levels of responsiveness. A PRDF player may spend a CP (needing to beat ECM, as normal) and choose one of their Air Strikes. The chosen Air Strike arrives in the Miscellaneous Phase of this round, but may be intercepted as usual.

ESE Note: Due to certain vehicles developed under the PDP being restricted for sale, no ESE force may contain Cataphracts, Skirmishers or Shinobis. Use the Growing Pains rule to swap these Gears out.

Growing Pains: The Protectorate Defense Plan is still fairly new and various PRDF Units have yet to be outfitted with the newest equipment from Paxton's production lines and some, notably those in the Western Desert facing off against the Port Arthur Korps, choose to use polar equipment as the Crusader has proven vulnerable to Hovertank weaponry. As such any PRDF Regiment may swap the following Units for those listed. Note that some may have conditions attached and that all Polar datacards are found in the main Rulebook or the Polar Field Guides.

- *Crusader IVs may be swapped for a Grizzly at no cost or a Spitting Cobra for -10 TV per Unit. If this is done, all Crusader IV's in the regiment must also be swapped to either a Spitting Cobra or a Grizzly. Each Spitting Cobra may take one option allowed to any non-veteran Spitting Cobra in the Fire Support Cadre listing of Swords of Pride. Similarly any Grizzly may take one option allowed to any non-veteran Grizzly in the Fire Support Squad listing of Hammers of Faith. In both cases the cost is as listed in the appropriate book.*

- *Any Skirmisher may be swapped for a Cheetah for +20 TV, a Ferret for -10TV or an Iguana for +15 TV per Unit. One Ferret per Squad may be upgraded to a Wild Ferret for -5 TV per Unit. This is increased to two Ferrets per Squad in a Veteran Squad. Any Ferrets in a Veteran Squad may be upgraded to Ferret MK IIs for +5 TV per Unit. Any Unit with a Pack Gun may upgrade it to a LAC (F, Reloads) for +5 TV per Unit.*

Command Points: The PRDF gain a number of Command Points equal to two plus the number of Combat Groups in the Army. Air Strikes count towards this, but Off-Board Artillery and Auxiliary Squads do not count towards this. In addition, due to the high level of training, the PRDF does not lose any CPs if their Commander is removed from the game. Maximum Starting CPs is equal to 6 + 2 for every 500 TV in your army.

PRDF FIELD GUIDE



- ★ = This unit can be upgraded to Command status.
- ▼ = This unit can be upgraded to Veteran status.

INFANTRY REGIMENT ORGANIZATION

	750TV	1500TV	3000TV	3000TV+
GP	0-1	0-2 ▼	0-3 ▼	0-4 ▼
★Anti-Rover	0-2 ▼	0-3 ▼	0+ ▼	0+ ▼
★Patrol	0-1	0-2 ▼	0-2 ▼	0-3 ▼
Strike	0	0-1	0-1 ▼	0-2 ▼
Fire Support	0	0-1	0-2 ▼	0-3 ▼
Special Forces	0	0-1	0-1 ▼	0-1 ▼
★Lt Tankstrider	0-1 ▼	0-2 ▼	0-3 ▼	0-5 ▼
Sprt Tankstrider	0	0-1	0-2 ▼	0-3 ▼
★Cavalry	1-3 ▼	1-4 ▼	2+ ▼	3+ ▼
Auxiliary	0-1	0-1	0-2	0-3
★Infantry	4+ ▼	6+ ▼	7+ ▼	10+ ▼
Air Strikes	0-3	0-4	1-5	2-5
Artillery	0-2	0-3	0-4	0-6

GEAR REGIMENT ORGANIZATION

	750TV	1500TV	3000TV	3K TV +
★GP	1+ ▼	1+ ▼	2+ ▼	3+ ▼
Anti-Rover	0-2	0-3 ▼	0+ ▼	0+ ▼
★Patrol	0-1 ▼	0-2 ▼	0-3 ▼	1+ ▼
★Strike	0-1	0-1 ▼	0-2 ▼	0-3 ▼
Fire Support	0-1	0-2	0-2 ▼	0-3 ▼
★Special Forces	0	0-1 ▼	0-1 ▼	0-2 ▼
★Lt Tankstrider	0-1 ▼	0-2 ▼	0-3 ▼	0-5 ▼
Sprt Tankstrider	0-1	0-2	0-2 ▼	0-3 ▼
★Cavalry	0-2	0-3	0-4 ▼	0+ ▼
Auxiliary	0-1	0-2	0-2	0-3
Infantry	0-2	0-3	0-4 ▼	0-6 ▼
Air Strikes	0-3	0-4	0-6	0-8
Artillery	0-2	0-3	0-3	0-3

PEACE RIVER CORPS ORGANIZATION

	750TV	1500TV	3000TV	3000TV+
GP	0-2	0-3 ▼	0+ ▼	0+ ▼
★Anti-Rover	2+ ▼	3+ ▼	4+ ▼	5+ ▼
★Patrol	0-1	0-2 ▼	0-3 ▼	0-4 ▼
Strike	0	0	0-1	0-2 ▼
Fire Support	0	0	0-1	0-2
Special Forces	0	0	0-1 ▼	0-2 ▼
★Lt Tankstrider	0-1	0-2 ▼	0-3 ▼	0-5 ▼
Sprt Tankstrider	0	0-1	0-1	0-2
★Cavalry	0-2 ▼	0-3 ▼	0-4 ▼	0+ ▼
Auxiliary	0-1	0-3	0-4	
★Infantry	0-2 ▼	0-3 ▼	0-5 ▼	0-7 ▼
Air Strikes	0-4	0-5	0-6	1-8
Artillery	0-1	0-2	0-3	0-4

PRDF COMBAT GROUP LISTINGS



GENERAL PURPOSE SQUAD TV : 240

General Purpose Squads form the backbone of the PRDF. While it may not excel at any single role, this squad is effective in many differing roles. Planned upgrades to the Warrior IV have been slow, however the wide variety of standard equipment available to the Squad makes it far more formidable than Polar equivalents.

COMPOSITION:

A General Purpose Squad consists of four Warriors and one Chieftain all with standard Loadout.

SKILLS:

ALL MEMBERS HAVE ATTACK 2, DEFENSE 2, EW 1. THE CHIEFTAIN HAS EW 2, LD 2 AND IS THE COMBAT GROUP LEADER.

OPTIONS:

- Upgrade the Chieftain to a Chieftain IV for + 30 TV per Unit.
- Swap the Chieftain for a Skirmisher for -5 TV per Unit.
- Up to two Warriors may be upgraded to Warrior IVs for +30 TV per Unit.
- Any Unit with EW 1 may upgrade to EW 2 for +10 TV per Unit.
- Upgrade any LAC to a MAC (F, Reloads) for +5 TV per Unit.
- Add extra ammo to the APGL (remove limited ammo circles) for +5 TV per Unit.
- Add a LMG (F, no Reloads) to any Unit for +5 TV per Unit.
- Add a cloak (Camo Netting) to any Unit for +5 TV per Unit.
- Add Field Armor (an additional Sturdy Box) to any member for +30 TV per Warrior/Chieftain or +20 per Warrior/Chieftain IV.

UP TO TWO MEMBERS MAY DO ONE OF THE FOLLOWING:

- Swap their LAC for a FGC (F, Reloads) and lower HG ammo by 3 for HHGs (F, limited Ammo 3) for +5TV per Unit.
- Swap their LAC for a RFB (F, reloads) for +10 TV per Unit.

VETERAN OPTIONS:

- Upgrade the Chieftain or Chieftain IV's Ld to 3 for +10 TV per Unit.
- Upgrade any Warrior to a Warrior IV for +30 TV per Unit.
- The Commander's Skirmisher may swap its LRP for a Satellite Uplink for +10 TV or ECCM 2 for 0 TV per Unit.
- Upgrade both Attack and Defense skills of any member to Level 3 for +30 TV per Unit.
- The limitation of 2 Units upgrading weapons is increased to 4 Units.



PRDF COMBAT GROUP LISTINGS

ANTI-ROVER SQUAD

TV : 130

Anti-Rover Squads are built mostly from Paxton Peace Officer Corps (POC) or Paxton Security Forces (PaxSec) and designed for independent Rover patrol, aiding local Badlands Marshals in keeping the peace. This consists primarily of light scouting and attacking "soft" targets. On larger operations, POC will occasionally gain access to unassigned PRDF squads to help weed out especially well-armed Rovers. If POC/PaxSec Anti-Rover Squads are in the area or currently unassigned when a PRDF force is deployed, they may be placed under command of the PRDF for a short time.

COMPOSITION:

An Anti-Rover Squad consists of 4 Pit Bulls with Standard Loadout.

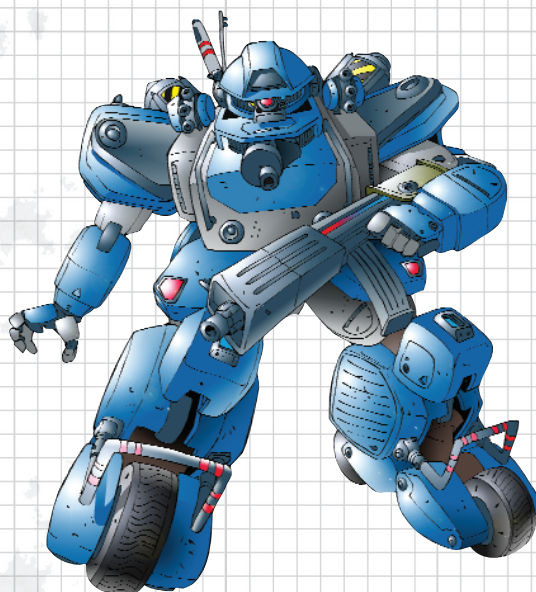
SKILLS: All members have Attack 2, Defense 2, EW 1. One Pit Bull has Ld 2 and is the Combat Group Leader.

OPTIONS:

- The Combat Group Leader's Pit Bull may be upgraded to a Skirmisher for +15 TV per Unit.
- Add one additional Pit Bull for +30 TV per Unit.
- Swap up to two Pit Bulls for Warrior
- Up to two Units may swap their LAC for a FGC (F, Reloads) and lower HG ammo by 3 for HHGs (F, limited Ammo 3) for +5 TV.
- Add a Hunter-Killer drone to any Unit (max one per Unit) for + 5 TV per Unit.

VETERAN OPTIONS:

- Upgrade both Attack and Defense skills of any member to Level 3 for +30 TV per Unit.
- Upgrade any Unit's EW skill by 1 (to 3) +10 TV per Unit.
- The Combat Group Leader's Skirmisher may swap its LRP for a Satellite Uplink for +10 TV or ECCM 2 for 0 TV.



PRFD COMBAT GROUP LISTINGS



PATROL SQUAD TV : 285

The Patrol Squad is, as the name suggests, designed as a long range patrol and reconnaissance Squad. Unlike most Polar equivalents, the Patrol Squad is also designed for airdropping, light to moderate skirmishing and does not contain many Target Designators unless the Regiment in question is "stuck" with the old stock of Polar Scout vehicles bought before the Protectorate Defense Plan was enacted.

COMPOSITION:

A Patrol Squad consists of five Skirmishers, all with standard Loadout.

SKILLS: All members have Attack 2, Defense 2, EW 2. The lead Skirmisher has Ld 2 and is the Combat Group Leader.

OPTIONS:

- Upgrade the Combat Group Leaders Skirmisher to a Chieftain IV for +35 TV per Unit.
- Upgrade up to two Units' LRFs to LACs (F, Reloads) for 0TV per Unit.
- Add a LMG (F, no Reloads) to any Unit +5 TV per Unit.
- Up to two Skirmishers may swap their LRP for ECCM 2 for 0 TV per Unit.
- One Skirmisher may swap its LRP for a Satellite Uplink for +10 TV per Unit.
- Up to two Skirmishers may add a Target designator (Rating 2) for +10 TV per Unit.
- Add a cloak (Camo Netting) to any member for +5 TV per Unit.
- Add a Hunter-Killer drone to any Unit (max one per Unit) for + 5 TV per Unit.

VETERAN OPTIONS:

- Upgrade any Unit's Defense by 1 (to 3) for +15 TV per Unit.
- Upgrade any Unit's EW skill by 1 (to 3) +10 TV per Unit.
- Upgrade any LRF to a LAC (F, Reloads) for 0TV per Unit.
- Upgrade any LAC to a MAC for +5 TV per Unit.

PRDF COMBAT GROUP LISTINGS

STRIKE SQUAD TV : 530

Like their Patrol counterparts, Paxton Strike Squads are built to be airdroppable, which limits their firepower compared to some Polar Strike Squads. When not needing to be "hot dropped," Paxton Strike Squads can feature much heavier firepower with the inclusion of the Crusader IV and the new Cataphract heavy assault Gear. This variety provides the PRDF with a previously unimagined ability to do assault and deep strike missions, much to the chagrin of Polar forces wishing to claim territory in the Badlands for themselves.

COMPOSITION:

A Strike Squad consists of four Warrior IVs and one Chieftain IV, all with Standard Loadout.

SKILLS: All members have Attack 3, Defense 3, EW 2. The Chieftain IV has Ld 2 and is the Combat Group Leader.

OPTIONS:

- Up to two Warrior IVs may be swapped for Skirmishers at -30 TV per Unit.
- Any Warrior IV may be swapped for a Warrior for -30 TV per Unit.
- Upgrade one Warrior IV to Crusader IV for +15 TV per Unit.
- Upgrade one Crusader IV to a Cataphract for +20 TV per Unit per Unit.
- Upgrade any LAC to a MAC (F, Reloads) for +5 TV per Unit.
- Up to two Units may swap their LAC for a FGC (F, Reloads) and lower HG ammo by 3 for HHGs (F, limited Ammo 3) for +5 TV.
- Upgrade any LAC to a RFB (F, Reloads) for +10 TV per Unit.
- Add Field Armor (an additional Sturdy Box) to any member for +30 TV per Warrior/Chieftain and +20 per Warrior/Chieftain IV.
- Add extra ammo to the APGL (remove limited ammo circles) for +5 TV per Unit.
- Add a LMG (F, no Reloads) to any Unit for +5 TV per Unit.
- Any Crusader may also upgrade its HAC to a SC (F, no Reloads) or a MBZK (F, reloads) for +10 TV per Unit.
- The Cataphract may swap its LRG for a HBZK (F, Reloads) for +5 TV per Unit.
- Add a cloak (Camo Netting) to any member for +5 TV per Unit.
- Add a Hunter-Killer drone to any Unit (max one per Unit) for + 5 TV per Unit.

VETERAN OPTIONS:

- Upgrade any Unit's EW skill by 1 (to 3) +10 TV per Unit.
- Upgrade the Chieftain IV's Ld to 3 for +10 TV per Unit.
- The Combat Group Leader's Chieftain IV may be upgraded to a Cataphract Lord for +40 TV.
- Two additional Warrior IVs may be upgraded to Crusader IVs at +15 TV per Unit.
- One additional Crusader IV (max 2) may be upgraded to a Cataphract for +20 TV per Unit.
- Any Cataphract may swap its LRG for a HBZK (F, Reloads) for +5 TV per Unit.
- One Cataphract may swap its MFM for an AGM launcher (F, no reloads) for no cost per Unit.



PRDF COMBAT GROUP LISTINGS



FIRE SUPPORT SQUAD TV : 365

While the PRDF is primarily a mobile patrol force, there are occasions when truly heavy firepower is needed. In these cases, the Fire Support Squad is the absolute best choice for assured destruction. Due to the nature of the other squads available to the PRDF, the Fire Support Squad is used primarily for long and medium range bombardments, but can be used in a heavy assault role.

COMPOSITION:

A Fire Support Squad consists of two Crusader IVs, two Warriors and one Warrior IV all with standard Loadout.

SKILLS: All members have Attack 2, Defense 2, EW 1. The Warrior IV has EW2, Ld 2 and is the Combat Group Leader.

OPTIONS:

- Upgrade any LAC to a MAC (F, Reloads) for +5 TV per Unit.
- Swap any Warrior for a Warrior IV for +30 TV per Unit.
- Upgrade one Warrior IV to a Crusader IV for +15 TV.
- Upgrade one Crusader IV to a Cataphract for +20TV.
- Two Crusader IVs may swap their HAC for a MBZK (F, Reloads) for + 10 TV per Unit.
- Upgrade the leader's Warrior IV to a Chieftain IV for +5 TV
- Any two Units may upgrade their LACs to RFBs (F, Reloads) for +10 TV per Unit.
- One Cataphract may swap its MFM for an AGM launcher (F, no reloads) for no cost.
- One Cataphract may swap its LRG for a VLFG (F, Reloads) for 0 TV.
- Add a cloak (Camo Netting) to any member for +5 TV per Unit.
- Add Field Armor (an additional Sturdy Box) to any member for +30 TV per Warrior/Chieftain and +20 per Warrior/Chieftain IV.
- Add a Hunter-Killer or Demolition drone to any Unit (max one per Unit) for + 5 TV per Unit.

VETERAN OPTIONS:

- Upgrade any Unit's Attack and Defense by 1 (to 3 each) for +30 TV per Unit.
- An additional Warrior IV may be swapped for a Crusader IV for +15 TV.
- An additional Crusader IV may be swapped for a Cataphract for +20TV.
- Upgrade the leader's Warrior IV to a Cataphract Lord for +45 TV.
- Any Cataphract may swap its MFM for an AGM launcher (F, no reloads) for 0 TV per Unit.
- Any Cataphract may swap its LRG for a VLFG (F, Reloads) for 0 TV per Unit.

PRDF COMBAT GROUP LISTINGS

SPECIAL FORCES SQUAD TV : 480

Special Forces Squads normally make their home in Combined Task Force Regiments, but the unified command structure of the PRDF allows for the inclusion of special squads within normal Regiments when mission profiles demand it. Special Forces Squads are the elite of the elite in the PRDF, and carry on their shoulders the weight and expectations of the entire Paxton Protectorate. Capable of being airdropped, equipped entirely with Stealth technology, and given access to the secretive Shinobi Gear, Special Forces Squads are meant for pinpoint strikes and "plausible deniability" missions.

COMPOSITION:

A Special Forces Squad consists of two Skirmishers, two Warrior IVs and a Chieftain IV all with standard loadout.

SKILLS: All members have Attack 3, Defense 3, EW 2. The Chieftain IV has Ld 3 and is the Combat Group Leader.

OPTIONS:

- Upgrade up to two Units' LRFs to LACs (F, Reloads) for 0TV per Unit.
- Up to two Skirmishers may swap their LRPs for ECCM 2 for 0 TV per Unit.
- One Skirmisher may swap its LRP for a Satellite Uplink for +10 TV per Unit.
- Up to two Skirmishers may add a Target Designator (Rating 2) for +10 TV per Unit.
- Upgrade any Skirmisher to a Warrior IV for +30 TV per Unit.
- Add a cloak (Camo Netting) to any member for +5 TV per Unit.
- Upgrade any LAC to a MAC (F, Reloads) for +5 TV per Unit.
- Up to two Units may swap their LAC for a FGC (F, Reloads) & lower HG ammo by 3 for HHGs (F, limited Ammo 3) for +5 TV
- Upgrade any LAC to a RFB (F, Reloads) for +10 TV per Unit.
- Add Field Armor (an additional Sturdy Box) to any member for +30 TV per Warrior/Chieftain and +20 per Warrior/Chieftain IV/Skirmisher.
- Add a Hunter-Killer drone to any Unit (max one per Unit) for + 5 TV per Unit.
- Add Stealth (Rating 2) to any Unit that does not currently have Stealth (including drones) for +5 TV per Unit.

VETERAN OPTIONS:

- Upgrade any Unit's EW skill by 1 (to 3) +10 TV per Unit.
- Swap any Warrior IV to a Shinobi for 0 TV per Unit.
- Swap the Chieftain IV to a Shinobi for -5 TV per Unit.
- Swap the Combat Group Leaders' Shinobi's LRP for a Satellite Uplink for +20 TV per Unit.
- Up to two Shinobis may swap Sniper on their weapon for a Target Designator (Rating 2) at +5 TV per Unit.
- Swap any Shinobi's LAC for a LRF (F, Reloads) for 0 TV or a MAC for +5 TV per Unit. Sniper stays on the Rifle or MAC.



PRDF COMBAT GROUP LISTINGS

LIGHT TANKSTRIDER SQUAD

TV : 95

Light Tankstrider Squads are used in much the same way as light tank squads or basic strider squads, but like many PRDF groups, they are designed for longer patrols and to fill multiple roles. Able to cross terrain unheard of by most light tanks and packing weaponry close to and in some cases exceeding polar light tanks, Light Tankstrider Squads provide a very mobile support option.

COMPOSITION:

A Light Tankstrider Squad consists of one Coyote Tankstrider with Standard Loadout.

SKILLS: All members have Attack 2, Defense 2, EW 1. One Coyote has Ld 2 and is the Combat Group Leader.

OPTIONS:

- Add up to two additional Coyotes for +85 TV per Unit.
- Upgrade the Combat Group Leader's Coyote to an Wild Coyote for +10 TV per Unit.
- Add Camo Netting to any member for +5 TV per Unit.
- Up to one Coyote may swap its LRG for an AGM launcher (T, limited ammo 6) for +10 TV per Unit.
- Add a Hunter-Killer drone to any Unit (max one per Unit) for + 5 TV per Unit.
- Upgrade any Unit's EW skill by 1 (to 2) for +15 per Coyote

VETERAN OPTIONS:

- Upgrade any Unit's Attack 1 (to 3) for +15 TV per Unit.
- Upgrade any Unit's Defense by 1 (to 3) for +15 TV per Unit.
- Add Airdroppable to any unit for +10 TV per Unit.
- One additional Coyote (total of 2) may swap its LRG for an AGM launcher (T, limited ammo 6) for +10 TV per Unit.
- Upgrade an additional Coyote (total of 2) to a Wild Coyote for +5 TV per Unit.
- Any Wild Coyote may upgrade their EW from 2 to 3 for +15 TV per Unit.
- The Combat Group Leader's Wild Coyote may be upgraded to an Alpha Dog for +5 TV per Unit.



PRDF COMBAT GROUP LISTINGS

SUPPORT TANKSTRIDER SQUAD

TV : 175

The Support Tankstrider Squad is not normally used for patrol duties. The vehicles in these squads are unable to travel the great distances required for that role. Instead, they are transported to vital areas to aid in defense or add extra firepower to an offensive push. Their improved mobility in dense and rough terrain has proven to be exceedingly useful in the field and allows these squads to take on opponents much stronger than their profile would suggest.

COMPOSITION:

A Support Tankstrider Squad consists of one Red Bull Mk II Tankstrider with Standard Loadout.

SKILLS:

All members have Attack 2, Defense 2, EW 1. Red Bull Mk II has Ld 2 and is the Combat Group Leader.

OPTIONS:

- Add one additional Red Bull Mk II for +165 TV per Unit.
- Add Camo Netting to any member for +5 TV per Unit.
- Add a MAC(F, no Reloads) to any Unit for +5 TV per Unit.
- Swap the MAAC for 2x VLRPs (T, ROF6, Linked, no Reloads) for +10 TV
- Add a Hunter-Killer drone to any Unit (max one per Unit) for + 5 TV per Unit.
- Upgrade any Unit's EW skill by 1 (to 2) for +15 TV per Unit.

VETERAN OPTIONS:

- Upgrade any Unit's Attack 1 (to 3) for +15 TV per Unit.
- Upgrade any Unit's Defense by 1 (to 3) for +15 TV per Unit.



PRDF COMBAT GROUP LISTINGS

CAVALRY SQUAD

TV : 90

PRDF Cavalry Squads are much like polar Cavalry Patrols in most respects. Where they differ, however is in their Command and Control abilities and their use as mobile gun platforms in place of standard field guns. The former is due to the perceived need for greater battlefield communication between units and the latter is a direct response to the mobility and manpower requirements of the PRDF.

COMPOSITION:

A Cavalry Squad consists of one Hoplite APCs and one Hoplite Command.

SKILLS: All members have Attack 2, Defense 2, EW 1. The Hoplite Command has Ld 2 and is the Combat Group Leader.

OPTIONS:

- Add an additional Hoplite for +30 TV per Unit.
- Any Unit may swap their LRF and APGL for a MRP (T, RoF 4, No Reloads) for +25 TV per Unit.
- Upgrade any Hoplite to a Hippeis for +5 TV per Unit.
- Add Camo Netting to any member for +5 TV per Unit.
- Add a Hunter-Killer drone to any Unit (max one per Unit) for + 5 TV per Unit.
- Upgrade any Unit's EW skill by 1 (to 2) +15 TV per Unit.

VETERAN OPTIONS:

- Upgrade any Unit's Attack by 1 (to 3) for +15 TV per Unit.
- Upgrade any Unit's Defense by 1 (to 3) for +15 TV per Unit.
- Upgrade the Hoplite Command to Ld 3 for +10 TV per Unit.



AUXILIARY SQUAD

TV : VARIABLE

Auxiliary Squads are local volunteers or small town militias that do not actively belong to the PRDF, but are willing to help out. Some manage outposts and watch towers, forming a civilian emergency broadcast system. The major challenge when integrating Auxiliaries is the diversity of equipment and lack of unification in role.

COMPOSITION:

Auxiliary Squads are built as "Standard groups" from the Mercenary and Rover listing in this book. See Page 47 for more information.

PRDF COMBAT GROUP LISTINGS

INFANTRY SECTION

TV : 40

Infantry is known as "the queen of the battlefield." Unfortunately for the PRDF, infantry is one area they are sorely lacking. Quite simply, they do not have the manpower necessary to field companies of infantry like the polar forces do. Instead, they have adopted a more mobile and variable setup consisting of one highly trained and well equipped Section with the option for attached Specialist Teams as the commander sees fit. This leads to much greater flexibility on the field and helps make up for the PRDF's fewer numbers.

COMPOSITION:

Each Section consists of two Infantry Teams and up to 2 Specialist Teams. Choose one Team to be the Combat Group Leader. Up to 2 Specialist Teams may be bought at the cost listed. If bought, Specialist Teams are part of the Section and will be Veterans if the Section is upgraded.

SPECIAL RULES:

If Infantry Sections are allowed a Veteran Upgrade in the regiment list for the TV your game is set at, up to 1/4 of the Infantry Sections in your army may be upgraded to Veteran Status, rounding up. This only counts once against your maximum Veteran Upgrades, regardless of how many Sections are actually upgraded. For example, if you only have one or two Infantry Sections, one can be upgraded to Veteran Status. If you have six or seven, two can be upgraded to Veteran Status with a single Veteran upgrade.

INFANTRY TEAMS:

Each Infantry Team consists of three bases and has 1 action. All Infantry Teams are considered to have Level 2 Infantry skill and Armor 9. Each Infantry Team is armed with 7mm Assault Rifles and has a Light Machine Gun

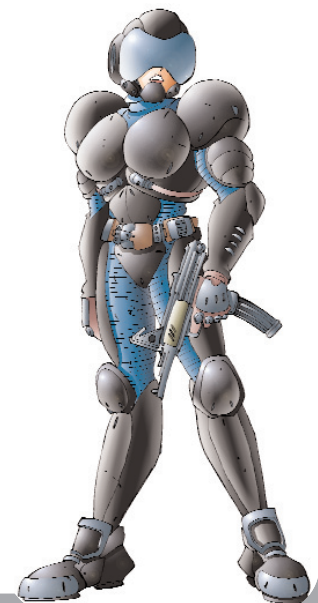
OPTIONS:

- The Section may be mounted in a Hoplite APC (may not be Paratroopers or mounted on ATVs) for +30 TV per Team. The Hoplite crew has Attack and Defense 2, EW1, Ld1. If a Hoplite is taken, it may upgrade its Ld to 2 for +10 TV and may be Commander.
- The Section may be granted Heavy Armor (+1 armor) at +5 TV per Unit.
- Any Team may swap their LMG for any one of the following at the cost listed:
Anti-Gear Rifle 0TV, Grenade Rifle +5 TV, Light Mortar +10 TV per Unit.
- Any Team may be upgraded to Paratroopers (Airdroppable Perk) for +5TV per Unit.
- Any Team (including Paratroopers) may be given ATVs at a cost of +10 TV per Team.
- Add Camo Netting to any Team for +5 TV per Team.
- Add a Hunter-Killer or Demolitions drone to any Infantry Team for +5 TV per Unit. Max of one Drone per Team.

If any Team in the Section is chosen as the Army Commander, you may upgrade its Hoplite to a Hoplite Command for +20 TV. The Hoplite Command may pay 15 TV to increase its Ld by one level. This can stack with the upgrade for Veteran Hoplite.

VETERAN STATUS:

- Any Infantry Team may be upgraded to level 3 Infantry Skill for +10 TV per Unit.
- Any Team or APC may be given Stealth (Rating 2) for +5 TV per Unit.
- Upgrade the Hoplite's Attack by 1 (to 3) for +15 TV per Unit.
- Upgrade the Hoplite's Defense by 1 (to 3) for +15 TV per Unit.
- Any Hoplite may swap its LRF and APGL for a MRP (T, RoF 4, No Reloads) for +25 TV per Unit.



PRDF COMBAT GROUP LISTINGS



SPECIALIST TEAMS

SNIPER TEAM TV : 15

Sniper Teams consist of two to three soldiers, one with the sniper rifle and the others with assault rifles to provide some protection for the sniper. Their role is simple: take out vital targets from a distance without being seen.

COMPOSITION:

One base, Infantry Skill 3, Armor 9, Camo Netting, Stealth 2, armed with a Sniper Rifle and an Assault Rifle.

OPTIONS:

- The Team may upgrade to Heavy Armor (+1 armor) for +5 TV per Unit.
- The Team may take a single Recon drone for + 20 TV per Unit.
- The Team may be upgraded to Paratroopers (Airdroppable Perk) for +5TV per Unit.
- The Team (even if Paratroopers) may be given ATVs at a cost of +10 TV per Unit.

VETERAN STATUS:

- The Sniper Rifle may be upgraded to a Laser Sniper Rifle for +5 TV per Unit.

HEAVY WEAPONS TEAM TV : 30

The Heavy Weapons Team is designed to take down heavily armored target or well defended positions. Outfitted with the best heavy weapons Paxton Arms has to offer, these teams pack more firepower than most polar companies.

COMPOSITION:

Two bases, Infantry Skill 2, Armor 10, both bases are armed with LMGs

SPECIAL RULES: Unlike normal infantry, Heavy Weapons Teams always gain RoF bonuses equal to the number of bases with that Heavy Weapon.

OPTIONS:

- The Team may take a single Recon Drone for +20 TV or a single Demolitions Drone for +5 TV per Unit.
- Any Base may upgrade their Light Machine Guns to one of the following for the cost listed: Chaingun 0 TV, Anti-Gear Rifle 0TV, Grenade Rifle +5 TV, Rocket Launcher +5 TV, Light Mortar +10 TV per Unit.
- The Team (even if Paratroopers) may be given ATVs at a cost of +10 TV per Unit.
- Add Camo Netting to the Team for +5 TV per Unit.
- The Team may be mounted in a Hoplite APC (may not be Paratroopers or mounted on ATVs) for +30 TV per Unit. The Hoplite crew has Attack and Defense 2, EW1, Ld1.
- The Hoplite may swap its LRF and APGL for a MRP (T, RoF 4, No Reloads) for +25 TV per Unit.

VETERAN STATUS:

- The Team may be upgraded to Paratroopers (Airdroppable Perk) for +5TV per Unit.
- Upgrade the Hoplite's Attack by 1 (to 3) for +15 TV per Unit.
- Upgrade the Hoplite's Defense by 1 (to 3) for +15 TV per Unit.

PRDF COMBAT GROUP LISTINGS

SPOTTER TEAM TV : 10

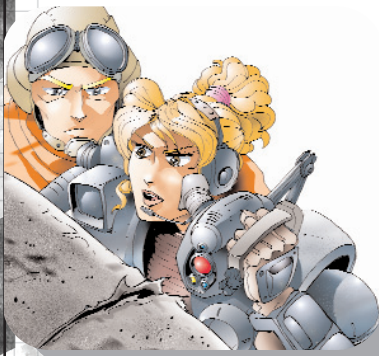
The PRDF tends to use guided weapons rather infrequently, but when it does, Spotter Teams are often deployed to make maximum use of those weapons. Spotter teams are much less obvious of a target than a Gear with a designator and can make all the difference when airstrikes are called or a heavy unit unleashes its missiles.

COMPOSITION:

One base, Infantry Skill 2, Armor 8, Camo Netting. The Team is armed with 7mm rifles and a Target Designator (R2).

OPTIONS:

- The Team may take a single Recon Drone for +20 TV or a single Demolitions Drone for +5 TV per Unit.
- The Team (even if Paratroopers) may be given ATVs at a cost of +5 TV per Unit.
- The Team may be upgraded to Paratroopers (Airdroppable Perk) for +5TV per Unit.



VETERAN STATUS:

- The Team may be upgraded to level 3 Infantry Skill for +10 TV per Unit.
- The Team may be given Stealth (Rating 2) for +5 TV per Unit.

MOBILE GUN TEAM TV : 35

Mobile Gun Teams provide fast moving support for mobile infantry formations. Capable of "shooting and scooting," the Mobile Gun Team is more than up to giving covering fire for the rest of the section or simply blasting away at oncoming enemy units.

COMPOSITION:

One Hippeis Mobile Gun Platform with Attack 2, defense 2, EW 1 and Ld 1.

OPTIONS:

- The Team may take a single Recon Drone for +20 TV or a single Demolitions Drone for +5 TV per Unit.

VETERAN STATUS:

- The Team may be upgraded to level 3 Attack and Defense for +30 TV per Unit.

PRDF COMBAT GROUP LISTINGS



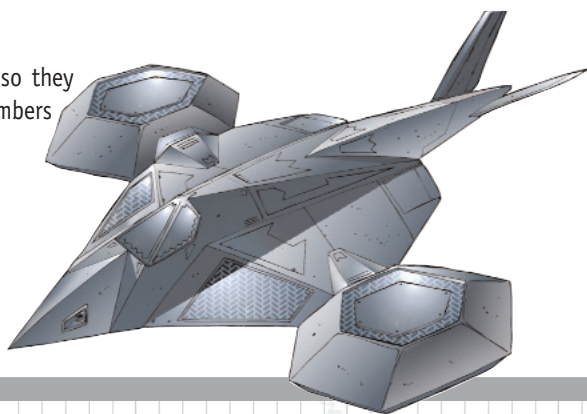
AIR STRIKE VARIABLE TV

Paxton Arms produces some of Terra Nova's finest aircraft and, as such, the PRDF is in the enviable position of having the most advanced and best equipped Air Service Groups on the planet. While small, the stealth technology and other innovations make the PRDF's air wings very deadly. Some say the PRDF's aircraft have the ability to fly through the deadly Badlands Tempests, although that is most likely only a rumor.

SPECIAL RULES: Almost all Paxton Air Vehicles are stealthy, so they add one to any Intercept or Defense Roll they may make. Bombers instead gain an Intercept of 1 die with no modifiers.

AVAILABLE OPTIONS:

- Fighter Run: 20 TV per Unit.
- Fighter-Bomber Run: 80 TV per Unit.
- Bomber Run: 185 TV per Unit.



OFF-BOARD ARTILLERY VARIABLE TV

For the most part, artillery is relatively immobile, and as such, the PRDF only has what local towns or militias can supply or what they can bring with them. Dedicating resources to artillery is not high on the PRDF's priorities at this moment, as they feel another Cataphract or other such vehicle would be better.

AVAILABLE OPTIONS:

- Light Artillery Salvo: 5 TV per Unit.
- Medium Artillery Salvo: 15 TV per Unit.

PRDF EQUIPMENT

While the polar Leagues have a great advantage in Gear and Strider technology, the Paxton Protectorate Defense Plan has allowed the once-laggard Paxton vehicular divisions to catch up and even excel in areas the polar armies do not focus on. This, combined with Paxton's distinct edge in arms manufacturing, has given the PRDF the beginnings of a viable force with which to carry out their assigned duties.

Infantry Equipment

The PRDF has some of the best infantry weaponry available, simply due to the fact that Paxton Arms manufactures most of it "next door" to PRDF headquarters. Standardization of ammunition and parts let the PRDF infantry and the Peace Officer Corps have unparalleled interoperability and redundancy.

Polar Vehicles

When the Paxton Protectorate was first formed, Paxton Arms was only producing the Warrior and the Pit Bull, leading to the purchase of various Polar Gears to fill needed roles. While the Protectorate Defense Plan is slowly phasing out these gears, there are a number of Regiments within the PRDF that still make use of them.

PRDF REGIMENTS OF NOTE

The following are noted regiments found within the PRDF. Because these lists are designed to emulate the flavor and feel of the organizations they depict, tournament organizers should feel free to restrict their use if they feel it unbalances their tournament.

COMBINED TASK FORCE REGIMENTS



With the adoption of the Protectorate Defense Plan, the Special Forces Regiments of the PRDF were disbanded and reorganized into "Combined Task Forces," which aim to integrate PaxSec, PRDF Special Forces and the Special Air Wings. While the average Badlander knows these Regiments exist, their role and most pertinent information remains a secret, leading to the misnomer "Counter-Terrorism Force." There are currently three CTF Regiments within the PRDF; "The Night Tempest," "The Stormriders," and "The Black Dawn." These nicknames and the logos are known to the public through access to information laws, but these logos are used primarily for morale purposes, and all are the same simple logo with the number of the CTF in question.

The CTF is a combined force of Aerial, Gear, Infantry and Security forces grouped together under a unified command to ensure secrecy, rapid deployment and command without normal military bureaucracy. CTF Regiments are designed to allow rapid deployment counter-insurgency, black ops and deep recon missions wherever needed. They have access to stealth transport aircraft, Black Wind stealth Hopperjets and similar aerial support.



COLOR SCHEME:

CTF Regiments use standard PRDF Camo schemes, most often night camo, wavy desert or desert pattern breaker.

CTF ARMIES ARE BASED ON PRDF GEAR OR INFANTRY REGIMENT ORGANIZATION WITH THE FOLLOWING CHANGES:

All CTF Armies are entirely Veteran. All Combat Groups in the CTF Army must be given at least one Veteran Upgrade and all Pilots must have at least two skill upgrades. All Units in any CTF army must be Airdroppable. No Non-Airdroppable Units, Auxiliary Squads or Off-board Artillery may be taken. Any Unit without the Stealth Perk (including Drones carried) must add Stealth (Rating 2) for +5 TV per Unit. For Units with Large Sensor Profile, each trait applies only when stated in the perk or flaw description. If both apply, subtract the Large Sensor Profile rating from the Stealth rating to obtain the total Cover modifier. The maximum number of Special Forces Squads available at any TV level is Increased by 1, as are the number of Air Strikes available.

PRDF REGIMENTS OF NOTE

HEAVY
GEAR
BLITZ!

THE PALADINS



The 3rd Heavy Gear regiment, the Paladins are one of six regiments given the duty of defending the Western Desert communities stretching from Peace River to Port Arthur. Patrols are undertaken to establish and maintain a Paxton presence in the area, but real action comes thanks to the PRDF air-carrier wings which allow the Paladins to respond rapidly to a crisis. The presence of polar fiefs of Timmins (CNCS) and Azov (AST), the warring neighbors of Erech and Nineveh, and especially Port Arthur complicates matters greatly. The Paladins often find themselves in tense stand-offs with one or more of these hostile forces.

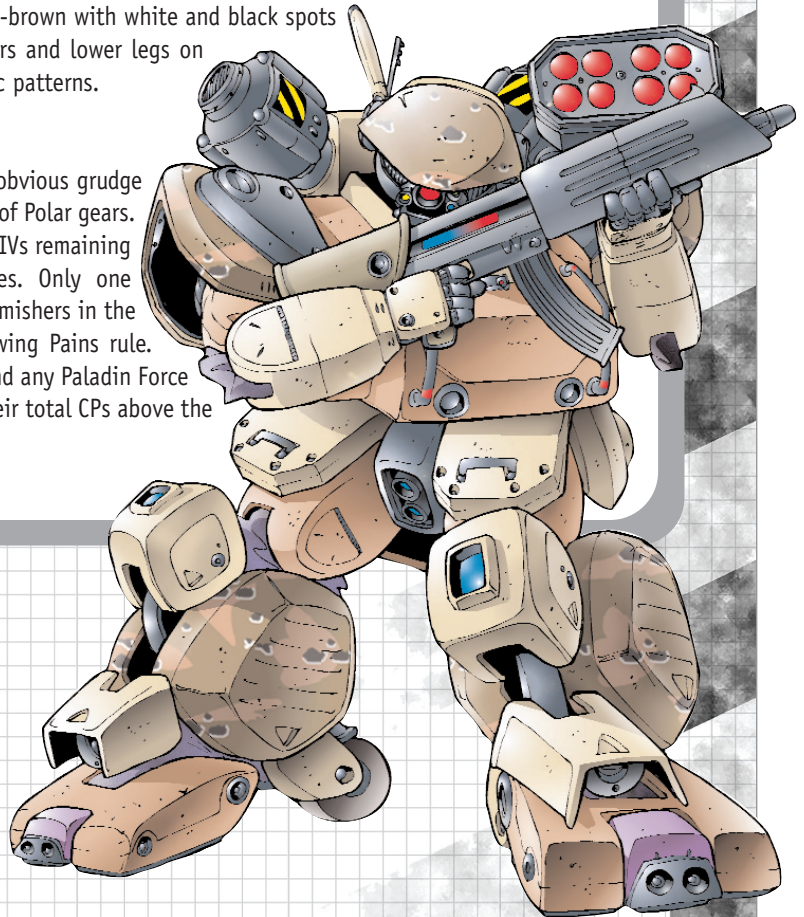
The Paladins are led by Commander Gabrielle Hunaman. A twenty-cycle PRDF veteran, Hunaman fought in the Peace River Army during the War of the Alliance, losing many friends to the Terran invaders. She has not been able to forgive or forget and sees the residents of Port Arthur as invaders or collaborators. She is ready and willing to use her forces to assault Port Arthur's small defense patrols, viciously wreaking vengeance upon those she sees as sworn enemies. Hunaman's quest for retribution is only kept in check by strict orders regarding actions and behavior by PRDF command.

COLOR SCHEME:

The Paladins most often use the standard PRDF desert Camo of a tan main body with light brown on alternating plates (feet and torso for Gears), and a green-brown with white and black spots camouflage pattern applied to raised plates (head, shoulders and lower legs on Gears). If the mission requires, they will adopt more specific patterns.

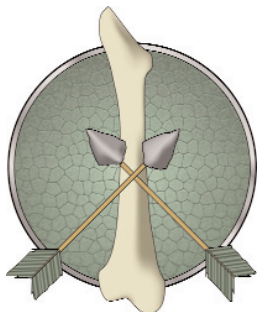
REGIMENTAL ORGANIZATION:

Due to their position in the Western Desert and Hunaman's obvious grudge affecting requisitions, the Paladins still have a large number of Polar gears. They must use the Growing Pains rule to replace all Crusader IVs remaining in a Squad after any other upgrades with Polar vehicles. Only one Cataphract may be taken per squad and at least half the Skirmishers in the force must be swapped out to polar Gears as per the Growing Pains rule. Hunaman's knowledge of the PAK and the CEF is extensive, and any Paladin Force gains +2 CPs when fighting these enemies. This may raise their total CPs above the maximum allowed for the army size.



PRDF REGIMENTS OF NOTE

THE SPIRIT WARRIORS



The 10th PRDF Heavy Gear regiment, the Spirit Warriors, is tasked with patrolling and protecting the outlying communities of the Paxton Protectorate. Many of the soldiers are religious, and non-denominational services covering most Terra Novan religions are held on a regular basis, as the spirit warriors make it a point to openly accept almost anyone as long as they have a spiritual connection to the planet. To a Spirit Warrior, there is nothing more important than the land and the freedom of all living things. This occasionally puts them at odds with PRDF regulations, but they're good PR and effective soldiers, so their 'eccentricities' are tolerated.

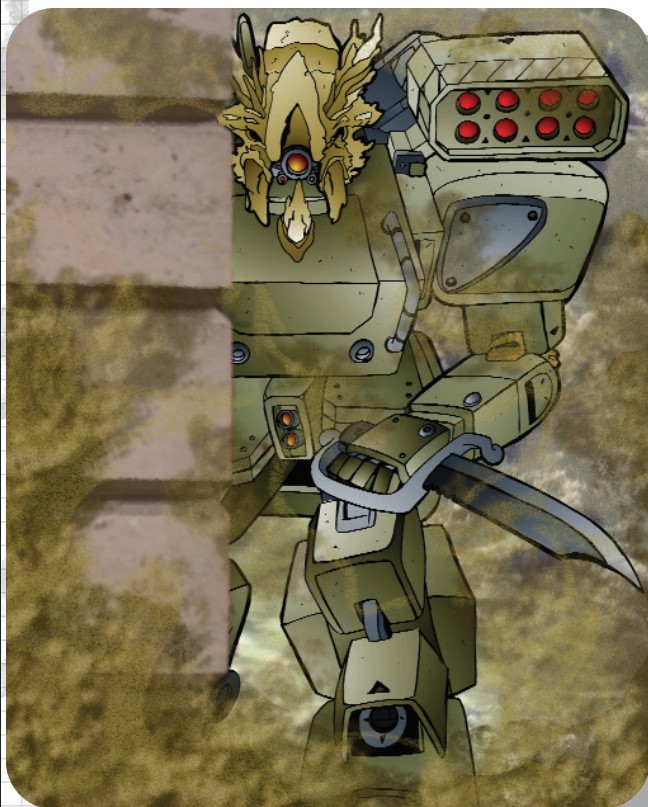
The Spirit Warriors are known for their rapid ambush tactics and for "fading into and out of" the landscape. When combined with their admittance requirements, some superstitious folk feel the Spirit Warriors have an honest-to-goodness mystical connection to the planet that lets them do these things, but for the Spirit Warriors, it's good old-fashioned tactics. Survival and terrain familiarity is part of their training, and while they do feel a connection to the planet, this simply makes them more fervent defenders of the land they cherish. This does not stop members of the Regiment from playing this up in towns, while at the same time (mostly) scoffing at the superstitions. The Regiment is almost entirely self sufficient, save for a few airdropped supplies and they make their home wherever they are needed most at the time. Always wandering, always fighting the good fight, the Spirit Warriors are both natives and marshals, warriors and pacifists, and whenever anyone asks their name, they're "nobody special."

COLOR SCHEME:

The Spirit Warriors always use a faded, green-tinged desert tan single color scheme on their vehicles. Quite often, they adorn these vehicles with symbols of their faiths, with bones, carapaces, hides, leaves and just about anything from flora and fauna found in the Badlands.

REGIMENTAL ORGANIZATION:

The Spirit Warriors are built as a normal PRDF Gear regiment, but may not take Infantry, Off-Board Artillery, Units larger than Size 9 or any polar Units outside of Auxilliary Squads. Every Spirit Warriors Unit (not including Auxiliaries) must take Camo Netting if available, to represent their color scheme and tendency to mount things on their vehicles. However as this is a permanent fixture on their vehicles, it works at up to Combat Speed rather than only while

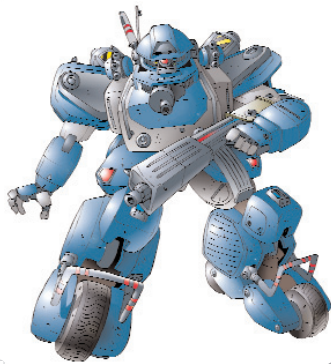


THE PRDF MILITARY

HEAVY
GEAR
BLITZ!

WARRIOR

in TN 1802. Based very much on the Hunter, the Warrior fulfills much of the same role, although the Mk2 and 3 (still designated Warrior) have added an ECM suite. Like all Paxton Vehicles, it is generally more comfortable for the pilots and capable of longer patrols. Despite this, the Warrior has only seen major use in the PRDF, Badlands militias and in some Emirate forces, as the polar militaries prefer to use their home-built models.

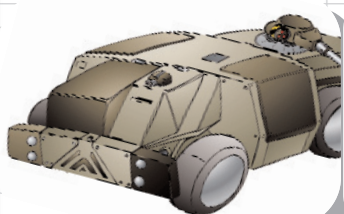


PIT BULL

Much like the Warrior on which it is based, the Pit Bull has undergone many revisions. It was first produced in the TN 1870s as a police Gear for the Peace Officer Corps (POC). It has sold much better than the Warrior thanks to its low cost, distinctive role and appearance, and great service record. Many Badlanders that fought in the War of the Alliance remember being saved from advancing GREs by the timely arrival of a unit of Pit Bulls. Police forces around the globe have bought the vehicle and they are frequently found in the hands of Badland Militias, Rovers, and even small town marshals.

CRUSADER IV

The Crusader was introduced as an alternative to the polar Grizzly and Cobra early in the TN 1800s to very poor reviews and even worse sales. Over the next few decades, Paxton Arms reworked the Crusader until a more functional vehicle was created. The Crusader IV was much better than its predecessors and was even used by some desperate polar forces in the War of the Alliance. Its extreme vulnerability to particle accelerators and electrical weapons gave it a bad reputation, and only the PRDF and some Badlanders now use the Crusader. Paxton Arms is currently working on a Mk V, but progress is slow and problems with the design have lead some to think the Crusader chassis is simply cursed. If the prototype is not ready by Summer TN 1934, the PRDF will most likely look at using the new Cataphract instead and phase out the Crusader entirely.



HOPLITE

The Hoplite APC is based on the Mastiff Police APC also made by Paxton. It carries two squads of infantry, its armament outranges most APC weaponry and is optimized for anti-Rover work. The Hippeis variant is used in a more traditional support role. It carries a mortar in place of the troop transport and the standard weapons

THE PRDF MILITARY



SKIRMISHER

The Skirmisher long-range patrol and harassment Gear was the result of the Protectorate Defense Plan's call to replace all polar vehicles with Paxton-produced models. It is more heavily-armored than a Cheetah, but capable of almost matching it for speed. Standard airdrop capability and a variety of equipment options further its role as multi-role long-range patrol vehicle. It has not been in service long, but PRDF Regiments are clamoring for as many as they can get, welcoming a vehicle designed specifically for the missions they are routinely tasked with.

WARRIOR IV

The Warrior IV was introduced in TN 1922 and has yet to see action in any major conflict, but has served well with the PRDF against Rovers and during border skirmishes. It is able to reach speeds nearing that of a Cheetah, capable of being airdropped without modifications and has an advanced fire control system. The only major downside is in its handling, which has not improved over the ancient machine it was designed to replace. The Warrior IV is slowly being turned into the mainline unit for the PRDF, but has not yet managed to displace Warriors from the PRDF's General Purpose Squads



RED BULL II

The original Red Bull was an artillery strider designed to get into difficult to reach areas. When the Protectorate Defense Plan was enacted the PRDF realized that it needed more direct offensive punch, but was discouraged by the expense of creating both conventional tanks and Striders. Instead, they decided to try a new type of unit partway between both types. Based on the original Red Bull chassis, the Red Bull II became Terra Nova's first Tankstrider. While not as well-armored as a main battle tank or as adaptable as a Strider, the Red Bull II has so far proven the concept's viability.



SHINOBI

Built on the basic Skirmisher chassis, the Shinobi Stealth Gear is one of the secret results of Project Talon. Aided by captured CEF electronics and Paxton's knowledge of weaponry and covert operations, the Shinobi is an excellent light stealth Gear. Clear directives on mission and other objectives meant that development of the Shinobi was relatively painless except for the naming process. Several large committees spent many hours deliberating the name for the new design. Shinobi was chosen only after Colonel Altorius vetoed the development team's preferred name of "Ninja." The Shinobi functions as a deniable asset and commando vehicle, and carries many of the same options as its conventional cousin.

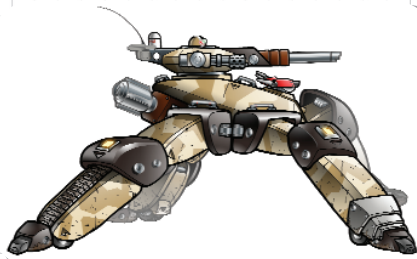
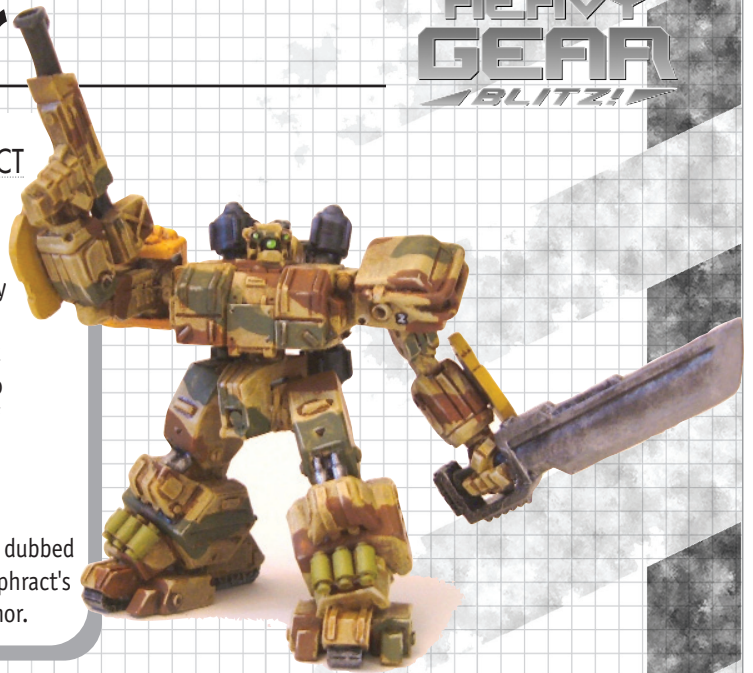


THE PRDF MILITARY

HEAVY
GEAR
BLITZ!

CATAPHRACT

The initial specification of the Protectorate Defense Plan called for a multi-role assault vehicle capable of dealing with both Hovertanks and Polar forces. Initial prototypes quickly confirmed that polar assault units like the Kodiak and King Cobra were specialized by nature, so the Cataphract development team took a different direction. Their work led to a massive Gear loaded with armor and a veritable panoply of weapons, including a hand-held "Doomsayer" railgun and a mortar. Its appearance resulted in the Gear being dubbed the Cataphract, after the heavy cavalry of Earth's Roman era. Many PRDF soldiers simply call it the "Monster," and polar intel has dubbed it a "Gearstrider." Field experience has expanded the Cataphract's official roles from assault to include fire-support and anti-armor.



COYOTE

The Coyote Light Tankstrider was built from the ground up after the success of the Red Bull II. Not limited by being built on an old chassis, the Coyote is a more daring exploration of the middle ground between Striders and tanks. It is not quite as effective as either a light tank or a small Strider in their preferred roles, but is slightly more flexible than either. The basic armament includes a Paxton P-99 "Doomsayer" light railgun which is more than capable of taking out lighter vehicles and gives it a good range advantage over most Striders, Gears, and even some tanks.



THE PAK MILITARY

PAK EQUIPMENT

Most of the equipment used by the PAK was left behind by the CEF or manufactured from local factories that they landed or built to supply their forces. Their more advanced weapons have generally not held up to the harsh conditions of the Badlands very well, and are usually replaced with more rugged, reliable local designs. While they are still behind the CEF itself, the PAK's equipment is more advanced than most Terranovan armies.

Even though Port Arthur is struggling to build full Hovertank production lines, the PAK still has plenty of room to grow. Most of the Hovertanks and other vehicles left behind by the CEF were hastily crippled to prevent their technology from falling into the wrong hands, and the PAK's Isaac-class GREL technicians have had to repair them from limited caches of spare parts and salvage. For a long time, only about a third of the available vehicles have been serviceable. In the past several cycles, aid from the Humanist Alliance has allowed Port Arthur to increase that to half or more.



PREDATOR CLASS HOVERTANKS

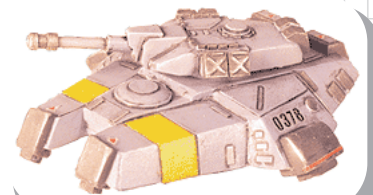
The core of the PAK's armored strength is the rapid, powerful Predator-class Hovertank. Two models of Predator-class Hovertank are in service with the PAK, the older HT-68 and the newer HT-72. HT-72s are rare, as the CEF made a point of evacuating as many as they could, but the PAK still has reasonable numbers available. Only the most elite Predator units still use the heavy particle accelerator that made them so feared during the war, and most are equipped with a standard laser refit package or a locally-manufactured rotary autocannon alongside their complement of guided missiles.

Predator-class Hovertanks are the primary units used by larger PAK armored formations. Their speed allows them to fill a variety of roles, from harassment to fire support to main battle tank. Their light armor compared to conventional tanks means that they need to keep moving, which can make them exceptionally vulnerable in urban or other close-quarters combat.

PROWLER-CLASS LIGHT HOVERTANKS

Supporting the larger Predator-class tanks are smaller Prowler-class tanks. The two classes are visually very similar, but the light tanks are much smaller and are used very differently. As with the heavier tanks, there are two models in service, the LHT-67 and the LHT-71. Even though their light particle accelerators are easier to maintain than the larger particle accelerators, most have still been replaced with the standard gattling laser package or a local autocannon conversion.

Prowler-class Hovertanks provide support and recon duties for larger PAK armored formations, and are the core of smaller formations. They serve in the typical light tank roles, only faster, acting as spotters for Predator-class Hovertanks, flanking enemy formations, and screening against anti-tank units. Like Predators, their weak armor means that they have to keep moving, but their smaller size makes them slightly less of a liability in urban combat.



THE PAK MILITARY

HEAVY
GEAR
BLITZ!



PACIFIER-CLASS HOVER APC / COMMAND

The tool of choice for the GREL on the move. A Pacifier-class Hover APC can carry a fully-armed squad of GREL infantry fast enough to keep up with a Hovertank advance, and carries a small anti-vehicle autocannon to support its troops in the field. The exact use of Pacifiers varies from commander to commander. Some prefer to pull back their transport assets once the fighting begins, as GREs have less need for supplemental anti-vehicle firepower than other infantry. Others keep them attached to their GREs like conventional APCs, or split them out into cavalry patrols. CEF doctrine strongly discourages it, but the PAK has taken to using Pacifier cavalry patrols as primary light armor for smaller engagements it cannot afford to risk Hovertanks in.

A number of the The Pacifier-Class Hover APCs have also been upgraded to Hover Command Cars, which are the brain of any large PAK force. They have integrated satellite uplink and powerful electronic warfare suite that let its crew ensure the troops under their command are informed and receptive to orders.



THE PAK MILITARY

GEARS

The CEF considered walker vehicles to be antiques, relics of pre-Concordat warfare and suitable only for civilian use. The Gears of Terra Nova convinced them otherwise, and Col. Arthur has integrated them into the PAK with a surprising amount of success. No major Gear manufacturer will sell to Port Arthur, but a number of small companies manufacturing knock-offs and salvage refurbishing operations have found the PAK to be a profitable customer. The PAK's Gears are older but reliable, and most frequently deployed alongside GREL infantry.



THE PORT ARTHUR KORPS



Port Arthur is unique, and stands out even on Terra Nova. The city houses the last remnants of the CEF invaders within its drab, spartan ferrocrete buildings and dusty streets. Although they've long since disavowed any connection to their former home, Col. Charles Arthur III and the men, women, and GREs under his command are still feared and distrusted by most Terra Novans, but by no means is this sentiment universal. The security and opportunities of Port Arthur have drawn people from across the planet, and the city still grows larger every Season even though it is governed by a military dictatorship. Ore and diamond mines, a small spaceport, and the control center for the planet-wide Hermes 72 entertainment satellite network have kept the city prosperous, but their continued failure to develop viable civilian heavy industry has Col. Arthur's advisors puzzled. Managing a population of unruly and contrary Badlanders has been challenging for the military-minded Col. Arthur, but he has reached a happy medium, being firm or even oppressive when dealing with real threats to his authority and staying out of the way the rest of the time.

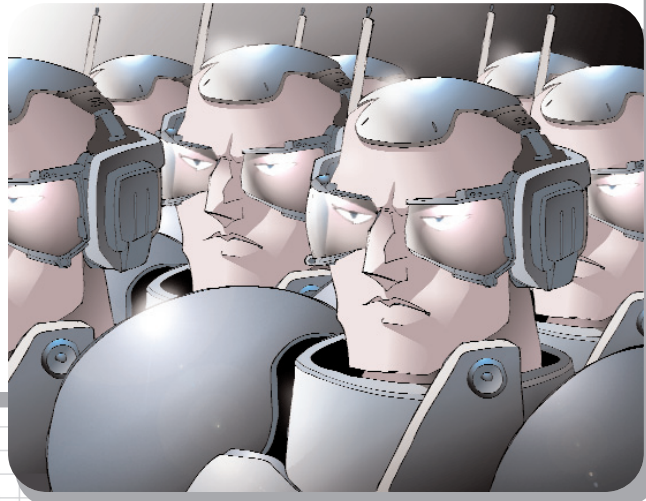
PORT ARTHUR HISTORY

For the CEF, their abrupt defeat at the end of the War of the Alliance in TN1917 was a disaster. Not only had their Baja base had been obliterated and the Western Base in the Barrington Basin heavily damaged, but their fleet and transport assets had been devastated by months of constant combat with Terra Novan drones. The CEF destroyed or disabled as much of their military equipment as they could to comply with the terms of the surrender agreement, then took their officers and select human troops and fled. Over 130,000 CEF personnel were left stranded on Terra Nova.

After the fleet left, the situation in the former Western Base quickly deteriorated. Refugees searching for food and shelter flooded into the base from the war-torn deserts around it. Anarchy reigned uncontested until TN1919 when Col. Arthur returned to base with his unit. When the order to evacuate arrived, Col. Arthur had refused to abandon his men, and had spent the past two cycles painstakingly making his way back to the Western Base from the front lines while avoiding military patrols seeking CEF hold-outs. They had to abandon most of their vehicles and equipment, but Col. Arthur and his soldiers made it. When he discovered the state of the refugees and abandoned CEF soldiers, Col. Arthur took charge and used his troops to establish order.

No-one would claim that Col. Arthur's methods were peaceful or reasonable. The inhabitants of the city were given a simple choice: join him, leave, or die. By TN1921, he was the clear ruler of most of the city and his last real rival, the GREL pacifist Jan Mayen-2575, left the city with his followers in TN1924. By the time the North and South realized what had happened, Arthur had loudly and publicly rejected Earth and the CEF and proclaimed Port Arthur's independence. The city's sovereignty would be protected by the Port Arthur Korps (PAK), built around his old unit. His decision to open the CEF's Hermes-72 satellite network to civilian data traffic soon after cemented his position, and Port Arthur retains a friendly, if cool, relationship with all major Terra Novan powers.

The largest hiccup in Port Arthur's road to acceptance has been the formation of the New Coalition, or NuCoal, in TN1931. Even though it was not instigated by Col. Arthur, fears that NuCoal represented the first stage of a new wave of Terran imperialism were widespread and encouraged by polar news and intelligence services. While these fears have generally disappeared in the wake of much more interesting developments in North/South tension, a staunch minority of political commentators point to Port Arthur's recent expansion of the PAK, with the help of the Humanist Alliance, as evidence of the Colonel's diabolical plans.



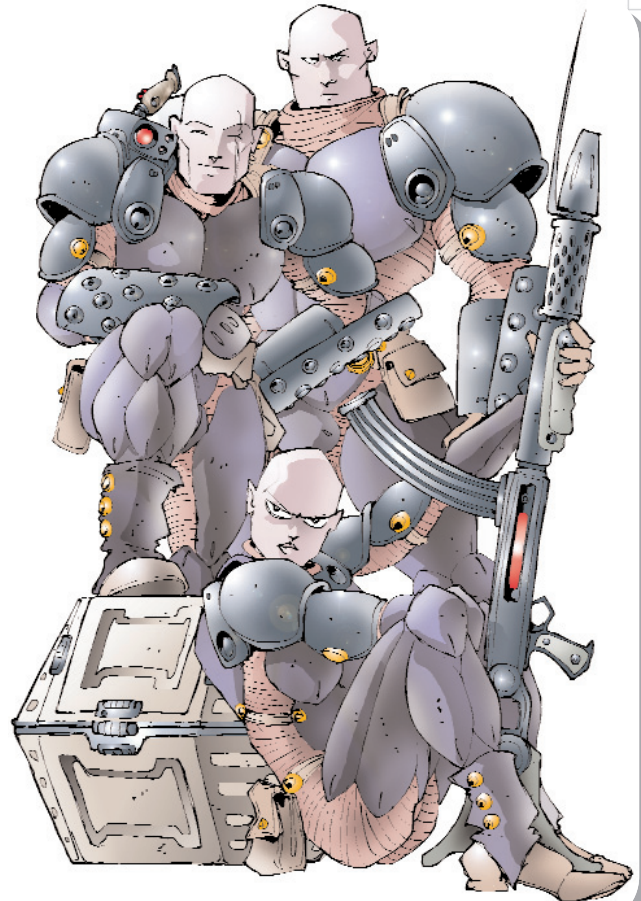
PAK FIELD GUIDE

GRELS

The purple-skinned, hairless Genetically Recombined Experimental Legionnaires (GRELS) are, for many Terranovans, the symbol of the CEF's inhumanity and careless brutality. GRELS are grown in vats, programmed and trained hypnotically, and then placed in military units for further training or combat deployment. Each GREL is taught only what it needs to be able to do its job, and a minimum of social skills for interacting with each other and human officers. To the CEF, GRELS are equipment, not people, and they are treated accordingly. This is beginning to change in the PAK, but slowly.

There are several different classes of GREL, each built for a specific job. The large and stocky Mordred-class GRELS are designed for toughness and strength and are the primary infantry model. They are supplemented by silent and deadly Morgana commandos. The Maxwell gunner and Minerva pilot operate the CEF's combat vehicles, while the Isaac technician keeps them in working order. Isabella-class GRELS serve as field medics and nurses, and Cassandra-class GRELS relay orders and operate electronics. Finally, Jan-class GRELS serve as squad leaders and field commanders.

The lives of most of Port Arthur's GRELS still revolve around the military. Outside of it, they are treated as worse than equipment, as anti-GREL bias is widespread even in Port Arthur. Not all of the city's 80,000 GRELS can serve at once, so they are rotated through. Most GRELS do not take the lack of military discipline well, but it's still better than civilian life and there's always plenty of work for tough, disciplined, well-trained people. Not all GRELS are happy with their new lives, and their inability to reproduce naturally is a particularly strong sticking point. There are three major rebel groups. The pacifists of Jan Mayen have little contact with Port Arthur or the outside world in general. The Perfect Form Movement, currently lead by the Jan Sebastopol, seeks to exceed the limits of GREL hypnotraining through martial arts. Finally, the New Human Republic, lead by self-styled Colonel Proust, a Jan-class GREL, follows a GREL supremacist doctrine and seeks to establish a GREL nation in the Badlands.



PAK FIELD GUIDE

The most notable feature of Port Arthur is its military, the Port Arthur Korps (PAK). The Korps is tasked with protecting Port Arthur and, since the formation of the New Coalition, many of the surrounding city-states from Rover raids, polar aggression, and other foreign threats. The bulk of the PAK is composed of GREL supersoldiers, who are always commanded and supervised by at least one human officer or NCO. The PAK's human soldiers are all former CEF, and the Korps' doctrine and organization still adhere closely to CEF models. Terra Novan influences are slowly creeping in, presaged by the first batches of Terra Novan graduates from the Port Arthur Officer Academy. Despite vigorous protests from his officers, Col. Arthur has assembled a Gear Korps alongside his Tank Korps and Infantry Korps. While not up to polar standards, the Gears have proven to be excellent back-up for both Hovertanks and GREL infantry.

PAK FIELD GUIDE



GREL INSTABILITY: Port Arthur's GRELS have remained active and in the field for far longer than their designers ever thought possible. The PAK's rotation policy complicates the situation further by making the stranded GRELS spend large chunks of time outside of their comfortable military structure. While most GRELS are able to handle this well enough, some find it literally maddening. All PAK GRELS are subject to normal Morale rules if they are being used. The exact manifestation of their frustration varies depending on the type of GREL, represented by the skill rolled.

To determine instability, one of the dice rolled on any skill should be distinguishable from the others. It can be a different color, have a marking on its "1" face, be rolled last, or use any other mechanism both players agree is sufficiently distinct. This is the "instability die". If the GREL succeeds or ties on the roll, but the instability die rolls a "1", the GREL crew suffers an instability.

MINERVA DAREDEVIL - When any vehicle with a GREL crew gets an instability on a Defense roll, the vehicle immediately shifts to Top Speed even if it has already changed speeds this round or was Stationary. It may not reduce its speed or take free turns; if it turns, it must be tight enough that it spends MPs on it. This ends at the end of the next round or when the crew fails a Piloting or Defense test. Otherwise, this follows the normal rules for a movement change and no extra MPs are granted and the vehicle does not get a second movement.

MAXWELL SHARPSHOOTER - When any vehicle with a GREL crew except a Gear gets an instability on an Attack roll, it must fire its highest-DM weapon at the highest-Size target that it has Line of Sight to within that weapon's range and arc at least once per round until the end of the next round or the crew fails an Attack test. This effect does not grant any additional Attacks, but if the vehicle has any remaining, at least one must be used in a way that meets the requirements of this effect.

MORDRED DETERMINATION - When a GREL Infantry Squad gets an instability on any Infantry skill roll, they immediately become Stationary but gain the full +2 Stationary bonus to Attacks instead of the Infantry +1 bonus. They must remain Stationary until the effect ends at the end of the next round.

JAN MEGALOMANIA - When the leader of a vehicle Squad with a GREL leader or a GREL Infantry Squad gets an instability on any Leadership roll (or Infantry Skill roll standing in for a Leadership roll) or a CP expenditure on a Squad of this type fails, the leading Jan assumes command of the squad. It may not receive CPs and may only accumulate MAP against the Squad Leader's target until the end of the next round. If playing with Morale, they behave as if they have no morale tokens, but gain an extra morale token when the effect ends.

MORGANA COMPLEX - If a GREL Commando Squad gets an instability on any Infantry skill roll, they gain +1 Stealth (total Stealth Rating 3) and may only attack targets that cannot detect them without Active Detection. This ends at the end of the next round.

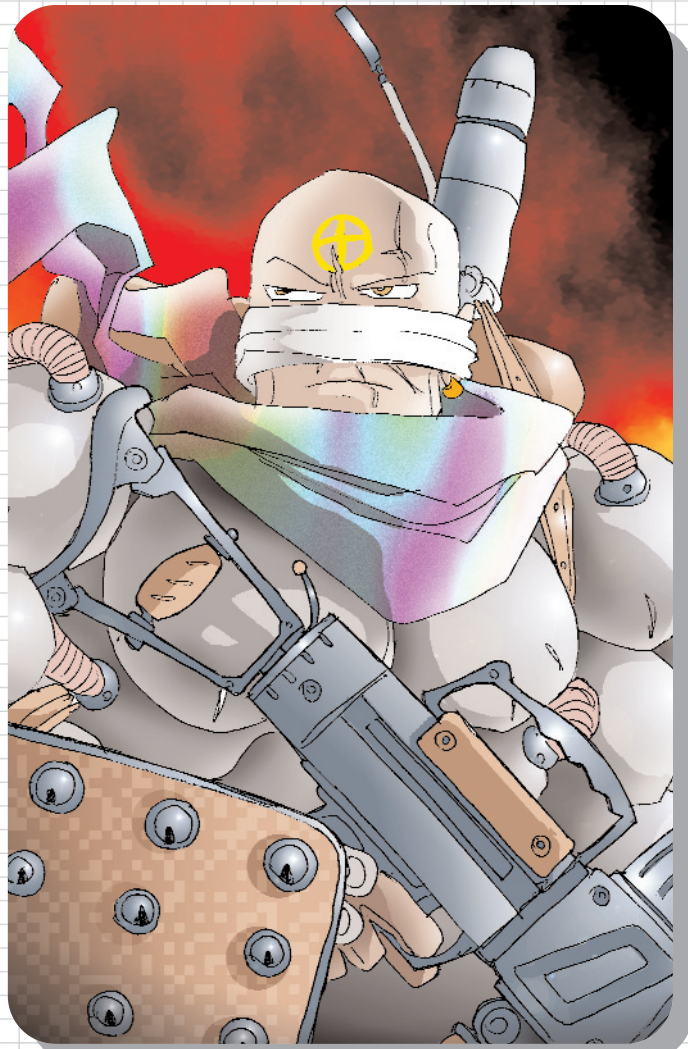
Command, Veterans and Special Units: Choose one of your Squads to be the Army Command Squad. The Leader of this Combat Group cannot be given a GREL Crew or GREL Infantry upgrade and becomes the Army Commander. The Commander can pay 15 TV to gain a +1 to its Leadership skill. A Pacifier-Class Hover APC (HPC-64) may be attached to the Command Squad for 45 TV, this may be upgraded to the command variant (swap Transport capability for ECM 2, ECCM 1 and a Satellite Uplink) for +30 TV. The Pacifier-Class Hover Command Car becomes the Squad Leader and Army Commander, with the appropriate skills, and the former Squad Leader is reverted to normal skills and may take GREL upgrades as usual. In an Infantry Platoon, it has skills as a Pacifier-class Hover APC. The Command Car crew can take skill upgrades as usual for the Squad it is attached to.

COMMAND POINTS: A PAK Army gets a number of CPs equal to the Army Commander's Leadership skill, plus one for every Combat Group after the first. Maximum starting CPs is equal to 6 + 2 for every 500 full TV in your army. Thus a 750 TV army would get a maximum of 8 CPs, while a 1200 TV Army would get a maximum of 10.

PAK FIELD GUIDE

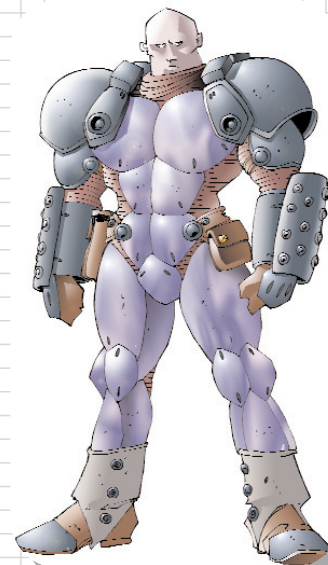
PAK INFANTRY REGIMENT ORGANIZATION

	750TV	1500TV	3000TV	3K TV+
GP	0-2	0-3▼	0-4▼	0+▼
Support	0-1	0-2	0-3	0-3
Light Hovertank	0-1	0-2	0-3▼	0-4▼
Heavy Hovertank	0	0-1	0-2	0-3
★Hover Cavalry	1+	2+▼	3+▼	4+▼
★Infantry Plat.	1+▼	2+▼	3+▼	4+▼
Morgana Comm.	S	S▼	S▼	S▼
Air Strike	0-1	0-2	0-3	0-4
Artillery	0-3	0-5	0-7	0-9



PAK TANK REGIMENT ORGANISATION

	750TV	1500TV	3000TV	3K TV+
GP	0-1	0-2	0-3	0-3
Support	0-2	0-3▼	0-4▼	0+▼
★LightHovertank	1+▼	1+▼	2+▼	2+▼
★HeavyHovertan.	0-1	1+▼	1+▼	2+▼
Hover Cavalry	0-1	0-2	0-3	0-4
Infantry Platoon	0+	0+	0+▼	0+▼
Morgana Comm.	S	S	S▼	S▼
Air Strike	0-1	0-2	0-3	0-4
Artillery	0-3	0-5	0-7	0-9



PAK COMBAT GROUP LISTINGS



GENERAL PURPOSE SQUAD

TV : 165

PAK GP Squads vary little from the model followed throughout the rest of the planet. They use a mixture of four reliable Hunters or Jägers to fit with CEF doctrine, though the commander sometimes uses a heavier Gear. PAK GP Squads specialize in urban and close-quarters combat, a duty the PAK's normally-feared Hovertanks handle very poorly.

Composition: A Korps GP Squad is composed of three of any combination of Hunters or Jägers and one Headhunter or Command Jäger, which is the Squad Leader.

Skills: All members have Attack 2, Defense 2, EW 1. The Squad Leader has Ld 1.

Options:

- Swap a Headhunter for a Tiger for +15 TV.
- Swap a Command Jäger for a Sidewinder for +0 TV.
- Add one more Hunter or Jäger (maximum Squad size of 5) for +40 TV.
- Increase the Leadership of the Squad Leader by 1 (to Level 2) for +10 TV.
- Add a cloak (Camo Netting) to any member for +5 TV per member.
- Any Gear may take a Recon Drone for +20 TV (max one drone per Gear).
- One Hunter or Jäger may be swapped for a Desert Viper for +15 TV.
- Any Desert Viper may upgrade its HGL to a SC (F, limited ammo 6) for +0 TV.

Up to 2 members of the Squad may do one of the following:

- Swap their Autocannon for a FGC (F, Reloads) and HGs (Limited Ammo 3) for HHGs (F, Limited Ammo 3).
- Swap their Autocannon for a RFB (F, no Reloads) for +5 TV.
- Swap their Autocannon for a MFL (F, no Reloads) for +5 TV.

Veteran Options:

- Increase both the Attack and Defense skills of any non-GREL pilot to level 3 for +25 TV per member.
- The limit of two members upgrading their weapons is removed. Any member may upgrade their weapons.
- Add Field Armor (an additional Sturdy Box) to any member for +30 TV per Hunter, Sidewinder or Jäger and +20 TV per Tiger.
- Upgrade any Gear pilot to a GREL pilot for +30 TV. GREL pilots have Attack 3, Defense 3, and EW 2. The Squad Leader may not be upgraded.
- Up to two Hunters or Jägers may be swapped for Warriors for +5 TV.
- A second Hunter or Jäger may be swapped for a Desert Viper for +15 TV.



PAK COMBAT GROUP LISTINGS

SUPPORT SQUAD TV : 210

Support Squads are unique to the PAK. Rather than organize separate Recon, Strike, and Fire Support Squads, the PAK lumps all three together into Support Squads. These Squads are intended to support conventional Hovertank and GREL forces in screening, recon, electronic warfare, or long-range fire support roles.

COMPOSITION: A PAK Support Squad is composed of two Tigers, two Sidewinders. One Sidewinder is the Squad Leader.

SKILLS: All members of Attack 2, Defense 2, EW 1. The Combat Group Leader has Ld 1.

OPTIONS:

- Increase the Leadership of the Squad Leader by 1 (to Level 2) for +10 TV.
- Increase the Electronic Warfare of any pilot by 1 (to Level 2) for +10 TV.
- Add a cloak (Camo Netting) to any member for +5 TV per member.
- Add a Sabertooth for +65 TV. The Sabertooth becomes the Squad Leader.
- Swap any Sidewinder for a Basilisk for -15 TV or a Ferret for -10 TV.
- Swap any Tiger for a Bear for +0 TV or a Badlands Python for +10 TV.
- Swap one Ferret for a Wild Ferret for -5 TV OR one Basilisk for a Silverscale for +15 TV.
- Any Gear may take a Demolition Drone for +5 TV or Recon Drone for +20 TV (max one drone per Gear).

VETERAN OPTIONS:

- Increase both the Attack and Defense skills of any non-GREL pilot to level 3 for +30 TV per member.
- Swap any Tiger for a Jaguar for +0 TV.
- Swap any Sidewinder for a Black Mamba for +20 TV.
- Upgrade any Tiger, Sidewinder, Bear, or Badlands Python pilot to a GREL pilot for +30 TV. GREL pilots have Attack 3, Defense 3, and EW 2. The Squad Leader may not be upgraded.
- Add Field Armor (an additional Sturdy Box) to any member for +30 TV per Sidewinder, +25 TV per Black Mamba, or +20 TV per Tiger.



PAK COMBAT GROUP LISTINGS

HEAVY
GEAR
BLITZ!



LIGHT HOVERTANK SQUAD

TV : 160

Light Hovertank Squads are the core of smaller armored formations. Though they cannot stand and fight as well as regular light tanks, they are fast and fearsomely armed. In larger armored formations, Light Hovertanks perform harassment, flanking, recon, and skirmish duties. Prowler-class Light Hovertanks form the bulk of the PAK's forces, since they are much easier to refurbish and repair than the heavier models.

COMPOSITION: A PAK Light Tank Squad is composed of two PAK LHT-67 Prowler-class Hovertanks. One LHT-67 is the Squad leader.

SPECIAL RULES: A Light Tank Squad must have 3 Hovertanks before a second Light Tank Squad can be purchased.

SKILLS: All members of Attack 2, Defense 2, EW 1. The Squad Leader has Ld 1.

OPTIONS:

- Add an additional PAK LHT-67 for +80 TV. (Maximum of two)
- Upgrade one PAK LHT-67 to a PAK LHT-71 for +30 TV.
- Any PAK Prowler-class Hovertank may upgrade its crew to a GREL tank crew for +35 TV. GREL crews have Attack 3, Defense 3, and EW 2. If the Squad Leader tank is upgraded to GREL crew, its Leadership is increased to 2.
- If the Squad leader tank doesn't have a GREL crew, increase the Leadership of the Squad Leader by 1 (to Level 2) for +10 TV.
- One PAK Prowler-class Hovertank may upgrade its HAC to a HGLC (T, no Reloads) for +5 TV.
- One PAK Prowler-class Hovertank may upgrade its HAC to a LPA (T, no Reloads) for +0 TV.
- Up to two PAK Prowler-class Hovertanks may swap their MRPs for 2x FGC (T, no Reloads, Linked) for +10 TV per LHT-67 or -5 TV per LHT-71.
- Up to two PAK Prowler-class Hovertanks may take a Recon Drone for +20 TV each.

VETERAN OPTIONS:

- A non-GREL crew may update their Attack, Defense, and Electronic Warfare by one level (to a maximum of 3) for +15 TV per skill.
- An additional PAK Prowler-class Hovertank (maximum two) may upgrade its HAC to an LPA (T, no Reloads) for +0 TV.
- An additional PAK Prowler-class Hovertank (maximum two) may upgrade its HAC to a HGLC (T, no Reloads) for +5 TV.
- Upgrade one additional PAK LHT-67 to a PAK LHT-71 for +30 TV.

PAK COMBAT GROUP LISTINGS

HEAVY HOVERTANK SQUAD

TV : 480

Heavy Hovertanks are primarily used for assault and anti-armor duties. Their light armor makes them more vulnerable than conventional tanks, but their high speed and jump capability makes them more flexible. Although they can be devastating, Predator-class Hovertanks still require proper support from lighter tanks, GREL infantry, or Gears to achieve their full potential.

Composition: A PAK Heavy Hovertank Squad is composed of two PAK HT-68 Predator-class Hovertanks. One PAK HT-68 is the Squad leader.

Special Rules: A Heavy Hovertank Squad must have 3 Hovertanks before a second Heavy Hovertank Squad can be purchased.

Skills: All members of Attack 2, Defense 2, EW 1. The Combat Group Leader has Ld 1.

Options:

- Add an additional PAK HT-68 for +240 TV. (Maximum of two)
- Upgrade one PAK HT-68 to a PAK HT-72 for +50 TV.
- Any PAK Predator-class Hovertank may upgrade its crew to a GREL tank crew for +35 TV. GREL crews have Attack 3, Defense 3, and EW 2. If the Squad Leader tank is upgraded to GREL crew, its Leadership is increased to 2.
- If the Squad leader tank doesn't have a GREL crew, increase the Leadership of the Squad Leader by 1 (to Level 2) for +10 TV.
- One PAK Predator-class Hovertank may upgrade its VHAC to an LLC (T, no Reloads, Snipered) for +10 TV.
- Up to two PAK Predator-class Hovertanks may swap their AGMs for a LGM (FF, no Reloads) for -20 TV.
- Up to two PAK Predator-class Hovertanks may take a Recon Drone for +20 TV per or a Hunter-Killer Drone for +5 TV per. (Max one Drone per tank)

Veteran Options:

- A non-GREL crew may update their Attack, Defense, and Electronic Warfare by one level (to a maximum of 3) for +15 TV per skill.
- Up to two Predator-class Hovertanks may upgrade their VHAC to an HPA (T, no Reloads, Snipered) for +20 TV.
- An additional PAK Predator-class Hovertank may upgrade its VHAC to an LLC (T, no Reloads, Snipered) for +10 TV.
- Upgrade one additional PAK HT-68 to a PAK HT-72 for +50 TV.



PAK COMBAT GROUP LISTINGS



HOVER CAVALRY PATROL

TV : 90

Light Hovertank Squads are the core of smaller armored formations. Though they cannot stand and fight as well as regular light tanks, they are fast and fearsomely armed. In larger armored formations, Light Hovertanks perform harassment, flanking, recon, and skirmish duties. Prowler-class Light Hovertanks form the bulk of the PAK's forces, since they are much easier to refurbish and repair than the heavier models.

Despite their absence from conventional CEF doctrine, the PAK has made good use of Hover Cavalry Patrols. Their high speed and transport capability make them well-suited to patrol duty, and their light armament is perfect for supporting Hovertanks, Gears, or GREL infantry against Terranovan forces. While they can be given serviceable anti-tank weapons, no PAK commander should mistake them for real tanks, as their armor is thin at best.

COMPOSITION: A PAK Hover Cavalry Patrol is composed of two PAK HPC-64 Pacifier-class Hover APCs. One PAK HPC-64 is the Squad leader.

SPECIAL RULES: A Hover Cavalry Patrol must have 4 Hover APCs before a second Hover Cavalry Patrol can be purchased.

SKILLS: All members of Attack 2, Defense 2, EW 1. The Combat Group Leader has Ld 1.

OPTIONS:

- Add an additional PAK HPC-64 for +45 TV. (Maximum of two)
- Any PAK Pacifier-class Hovertank may upgrade its crew to a GREL crew for +35 TV. GREL crews have Attack 3, Defense 3, and EW 2. If the Squad Leader tank is upgraded to GREL crew, its Leadership is increased to 2.
- If the Squad leader APC doesn't have a GREL crew, increase the Leadership of the Squad Leader by 1 (to Level 2) for +10 TV.
- Up to two PAK HPC-64s may swap their Transport capability for an HRP/24 (F, no Reloads, RoF 3) for +15 TV.

VETERAN OPTIONS:

- A non-GREL crew may update their Attack, Defense, and Electronic Warfare by one level (to a maximum of 3) for +15 TV per skill.
- One PAK HPC-64 may swap its Transport capability for ECM 2, ECCM 1, and a Satellite Uplink for +30 TV.

PAK COMBAT GROUP LISTINGS

INFANTRY PLATOON

TV : 60

The superior abilities of GRELs make the role of PAK Infantry Platoons quite different from normal infantry. Since GRELs are larger, tougher, and stronger than normal infantry, they're more capable of combat on the move and much harder to kill. PAK Infantry, particularly GREL infantry, is used to seize and hold ground. They are typically used in concert with Hovertanks, providing the anvil to the Hovertanks' jet-propelled hammer.

COMPOSITION: An Infantry Platoon consists of 4 Squads of Infantry. While each Squad may buy equipment separately, the entire Platoon counts as a single Combat Group. Each Squad consists of 3 bases and has 1 Action. All bases are armed with Assault Rifles.

SKILLS: All Squads have Level 2 Infantry Skill and Armor 8. Choose one Squad to be the Platoon Leader.

SPECIAL RULES: If Infantry Platoons are allowed a Veteran Upgrade in the regiment list for the TV of your game, up to 1/4 of the Infantry Platoons in your army may be upgraded to Veteran Status, rounding up. This only counts once against your maximum Veteran Upgrades, regardless of how many Platoons are actually upgraded. For example, if you only have one or two Infantry Platoons, one can be upgraded to Veteran Status. If you have six or seven, two can be upgraded to Veteran Status with a single Veteran upgrade.

OPTIONS:

- Upgrade any Squad to a GREL Infantry Squad for +25 TV. Infantry Skill is increased to 3, Armor is increased to 14. GRELs may fire any weapon, including Heavy Weapons, at Combat Speed and may fire any regular weapon, but not Heavy weapons, at Top Speed. They have a -1 penalty to attacks at Top Speed on foot, and a -2 on ATVs or hovercycles. Heavy Weapons fire at Combat Speed is subject to the same modifiers as regular infantry weapons fire.
- Any GREL Infantry Squad may upgrade to Turtleshell Armor (+1 Armor) for +5 TV. Any regular Infantry Squad may upgrade to Medium Armor (+1 Armor) for +5 TV or Heavy Armor (+2 Armor) for +10 TV.
- A Squad may be mounted in a Pacifier-class HPC-64 Hover APC for +45 TV. The Hover APC's crew has Attack and Defense 2, EW 1, and Ld 1. The Squad may not have ATVs or hovercycles, and must be Paratroopers if they are to be Airdropped.
- Upgrade a Pacifier-class Hover APC's crew to a GREL APC crew for +70 TV. GREL crews have Attack 3, Defense 3, EW 2, and Ld 2.
- Any Squad may carry one type of heavy weapon at the costs listed : Light Machine Gun +5 TV, Chaingun +5 TV, Anti-Gear Rifle +5 TV, Grenade Rifle +10 TV, Rocket Launcher +10 TV, Light Mortar +15 TV, Target Designator (Rating 2) +10 TV.
- Any Squad may be upgraded to Paratroopers (Airdroppable) for +5 TV.
- Any Squad may be given ATVs at +10 TV per Squad.
- Add Camo Netting to any Squad for +5 TV per Squad.
- Add a drone to any Squad (max one per Squad): Hunter-Killer or Demolition for +5 TV, Recon for +20 TV each.

VETERAN OPTIONS:

- A regular Infantry Squad may be upgraded to Infantry Skill 3 for +10 TV.
- Any regular Pacifier crew may upgrade its Attack and Defense to level 3 for +20 TV.
- Instead of ATVs, an Infantry Squad, even if Paratroopers, may be mounted on hovercycles (Hover 5/10, Jump Jets 2, otherwise as ATV) for +15 TV.

PAK COMBAT GROUP LISTINGS



MORGANA COMMANDO SQUAD

TV : 25

Silent and lethal, Morganas were among the most feared GREs during the War of the Alliance. The PAK has kept as many Morgana Commando Squads active as possible. They can serve as snipers, crack anti-vehicle units, or rapid recon elements, depending on need.

COMPOSITION: 1 base, Infantry Skill 3, Armor 13, Stealth R2. Armed with Assault Rifles and Vibroblades (Melee, DMx4)

Special Rules: For each Platoon of Infantry, you may take one Morgana Commando Squad. Morgana Commando Squads are always GREs. As such, they may fire any weapon, including Heavy Weapons, at Combat Speed and may fire any regular weapon, but not Heavy weapons, at Top Speed. They have a -1 penalty to attacks at Top Speed on foot, and a -2 on ATVs or hovercycles. Heavy Weapons fire at Combat Speed is subject to the same modifiers as regular infantry weapons fire.

OPTIONS:

- Upgrade the Commandos to Paratrooper Commandos (Airdroppable Perk) for +5 TV.
- The Commando Squad, even if Paratroopers, may be given ATVs for +10 TV.

EACH COMMANDO SQUAD MAY DO ONE OF THE FOLLOWING:

- Add an Anti-Gear Rifle for +5 TV.
- Add a Rocket Launcher for +10 TV.
- Add a Target Designator (Rating 2) for +10 TV.
- Add a Sniper Rifle for +10 TV.

VETERAN OPTIONS:

- If the Commando Squad has a Sniper Rifle, it may upgrade it to a Laser Sniper Rifle for +5 TV.
- Instead of ATVs, the Commando Squad, even if Paratroopers, may be mounted on hovercycles (Hover 5/10, Jump Jets 2, otherwise as ATV) for +15 TV.



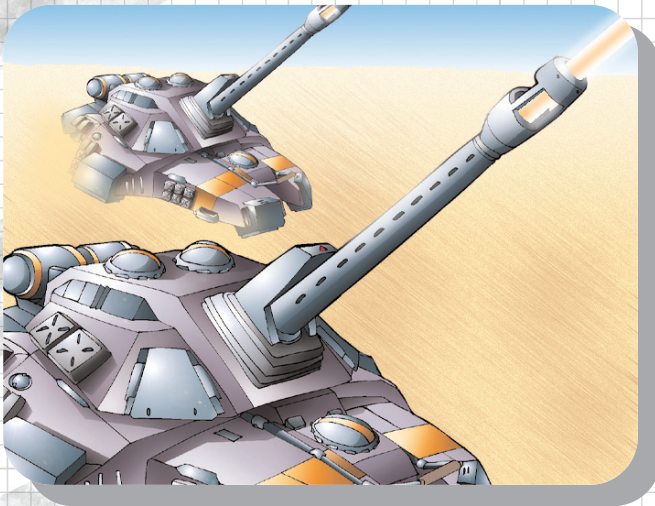
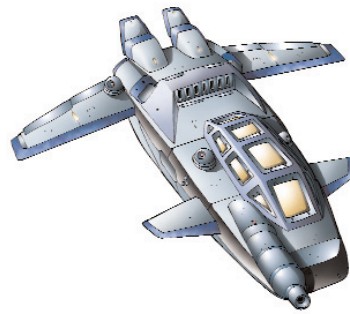
PAK COMBAT GROUP LISTINGS

AIR STRIKES VARIABLE TV

While the CEF's hovertanks were the focus of the fears of many Terranovans, the CEF's air power was equally impressive, particularly as a supplement for their space superiority. Aircraft are generally easier to maintain than Hover tanks, and so the PAK has kept many of the aircraft left behind by the CEF in working order. The CEF's need for multi-role fighters meant they never had dedicated bombers, but the PAK has refitted crippled spaceplanes and troop landers into a force of serviceable bombers.

AVAILABLE OPTIONS:

- FIGHTER RUN: 15 TV PER UNIT.
- FIGHTER-BOMBER RUN: 75 TV PER UNIT.
- BOMBER RUN: 175 TV PER UNIT.



OFF-BOARD ARTILLERY VARIABLE TV

Like the rest of their assets, the CEF's artillery is designed for rapid movement and high mobility. Based on the Predator-class Hover tank chassis, the AHT-68 and AHT-72 provide long-range artillery support to PAK forces in the field. Their membership in NuCoal has also given the PAK access to conventional artillery to supplement their limited supply of hover artillery, but most PAK commanders disdain the inelegant and clumsy fixed batteries.

AVAILABLE OPTIONS:

- LIGHT ARTILLERY SALVO: 5 TV PER UNIT.
- MEDIUM ARTILLERY SALVO: 15 TV PER UNIT.
- HEAVY ARTILLERY SALVO: 40 TV PER UNIT.

PART 3 THE LEAGUELESS

HEAVY
GEAR
BLITZ!

Not everyone on Terra Nova lives in a Polar League, City-State, or Protectorate. Some become Rovers, preying upon those who live and travel in the lawless lands. Some even live as Mercenaries, shutting themselves away from their homes and living the lives of warriors for hire. Most Leagueless live in the vast stretch of unforgiving terrain around the equator of the planet known as the Badlands. Eking a living from farming in a dry, harsh land or simply wandering in caravans from small town to small town selling necessities, the life of the Leagueless is a harsh and unforgiving one. Like the Wild West of Earth's ancient past, the law of the gun is paramount, and those that don't have a Lawman handy quickly learn that freedom is just another word for nothing left to lose.

FIELD GUIDE FOR THE LEAGUELESS

Not all Leagueless are wholly lacking resources. The Field Guide below focuses on those that have some modicum of equipment and support, be they Rovers preying on others, Mercenaries out for money, a town militia fighting for its people or independent operators attempting to make a living. This list is capable of covering forces of a variety of sizes and compositions. Typically, Rover bands, town Militias and Mercenary groups are small and poorly-equipped. These tend to fare poorly on the field, but can be built by constructing a 750 TV or less force using the cheaper vehicle options. The main focus of this list, particularly in higher TV games, is larger or better-equipped forces like the Desert Wolves, New Human Republic, or NuCoal militias. While they're still too weak to stand up to a dedicated assault by a polar army, they're large enough to field respectable forces and can stand against smaller divisions of real armies.

Note: The Leagueless are aimed at serious players who want a bit more variety in unit choices and challenge in modeling a force made up of many odd or interesting units from all factions. As such, not all units available to them will be detailed in this book. You may need Hammers of Faith, Swords of Pride or downloaded Datacards in order to use them.

Individual Styles: Badlands military Commanders, be they Rover Leaders, Mercenaries, or simply a well-equipped protectorate, often have their own style of leadership. Their army's morale situation will vary between forces or even within the same force based on the leader's methods. Roll 1d6 during the setup phase and consult the chart below for which Morale rules (if any) the force you are playing will use for the game:

1-2: No special rules.

3-4: Use rallying Cry from the Northern Guard list in Hammers of Faith.

5-6: Use Variable Morale from the MILICIA list in Swords of Pride.



FIELD GUIDE FOR THE LEAGUELESS

Independent Operators: The Leagueless tend to have highly variable Squad and force composition. As such, they still follow the basic rules for Veteran Upgrades, but their vehicle and Group selection is done differently than other Groups. Your Command Group may be of any type. For any other Group, you need one Standard Group for every non-Standard Group taken. Thus in order to have a Support and a Scout Group after the Command Group is chosen, you would need two Standard Groups. Each Group will list the types of Units you may place in it. Unit types are found at the end of this army list. Upgrade options may be attached to Units or Combat Groups.

Mercenaries: Independent operators often sell themselves to larger armies in order to raise funds to keep their machines running and themselves fed. Even the most proud Rover can't stand in opposition to polar conformity on an empty stomach. Any Terra Novan Army except the PRDF and the SRA may take a Mercenary Contingent. This Contingent must follow standard Rover Army composition, may not be more than 1/3 of the army's total TV and at least 50% of the Vehicular Units in the contingent must be potentially available to the Army they are allied with. The Contingent and the TN Army each fight as their own force with separate CP totals. The Army Commander may spend CPs on anyone, including Mercenaries, while the Mercenary Commander may only spend CPs on Mercenaries. Both the Army and the Mercenaries count as friendlies to each other when dealing with morale rules.

Independent ESE Armies may use Mercenaries in a different manner. Up to half of the cadres in an ESE army may be replaced with Mercenary Groups. Standard Groups may be used in place of GP Cadres, Support Squads in place of Fire Support Cadres, Scout Squads in place of Recon Cadres and Infantry Groups instead of Infantry Platoons. These Squads are not restricted in their use of Units from other factions.

Ill-Equipped: Even the best Badlander forces can fall on hard times and run short of funds or parts. These supply difficulties are frequently reflected in their combat units, which fall into a state of disrepair, through poor maintenance or the inability to completely repair battle damage. Any unit in a Badlands force, except for a Stripped-Down Hunter or Jäger, may start the game with the first box of damage on their damage track crossed out for -10 TV per Unit. Any Gear may reduce the Accuracy of its Autocannon to -1 for -5 TV per Unit. This does not modify the Gear's Attack rating, and the two values are added normally.

Command, Veterans and Special Units: The Command Group consists of the force leader and his henchmen. It may be any type of Combat Group, but after this you must follow the Independent Operators rule when purchasing the rest of your Groups. The force leader is the Army Commander, must always be in a vehicle and is generally in the most expensive Vehicle TV-wise before any upgrades. The Rover leader must spend 50 TV to gain +1 to its Attack, Defense, EW and Ld skills. Any Combat Group may be upgraded to Veteran status, but the first Group upgraded must always be the Command Group.

The Commander may have a Lieutenant. If this is the case, the Lieutenant must be a Combat Group Leader. The Lieutenant must be upgraded to level 2 Leadership as per the "General Options and Upgrades for all Groups." If the Commander or Lieutenant are in a Veteran Squad and are in Combat Group Leader vehicles, they may be upgraded to Leadership 3 for +10 TV each. The Commander must receive this upgrade before the Lieutenant.

As the force is centered around the strong leadership of the Rover leader and generally has limited resources, only the force leader and his Lieutenant may take Field Armor (an additional Sturdy Box). The following vehicles may take Field armor at the cost listed. +30 TV per Hunter, Jäger, Warrior, Spitting Cobra or Sidewinder, +25 per Black Mamba, Iguana, Cheetah or Kodiak and +20 per Warrior IV, Jaguar, Tiger/Sabertooth or Grizzly. Any Vehicle not listed by name may not take Field Armor.

Command Points: The Leagueless get a number of Command points equal to the Army Commander's Leadership skill plus the Lieutenant's Ld Skill. Each Combat Group Leader other than the force Leader or Lieutenant piloting of an Elite Unit with a Leadership of two also grants 1 CP. Maximum Starting CPs is equal to 6 + 2 for every 500 TV in your army.



LEAGUELESS COMBAT GROUPS



STANDARD GROUP

The standard group represents the most common and well-rounded fighting group typically fielded in a Leagueless force. They are most like a General Purpose Squad from a proper army, but their flexibility, as always, can prove to be an asset or liability.

Composition: A Standard Group consists of 4-6 Units. 3+ must be Trooper, 0-2 may be Scout or Support, 0-1 may be Elite. Remember that a Heavy Unit counts as two Support Units.

SCOUT GROUP

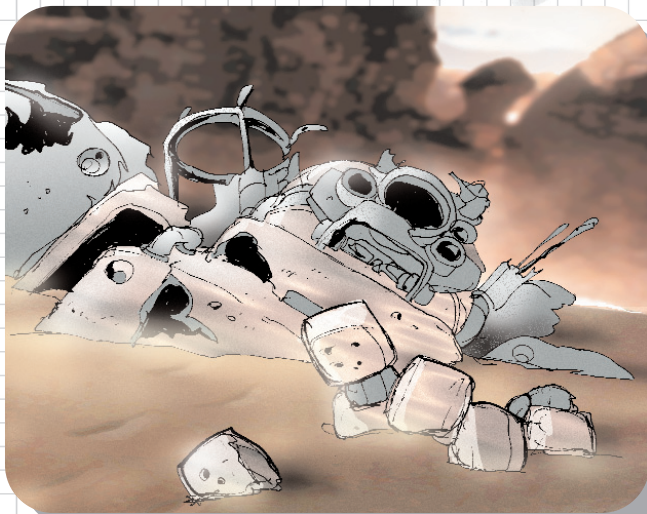
Scout Groups are teams organized to do patrols, reconnaissance or light duty combat. Typically, Scout Groups will be much less effective at their role than polar equivalents, as proper scout vehicles cost a fair amount to purchase and maintain.

Composition: A Scout Group consists of 4-6 Units. 3+ must be Scout, 0-2 may be Trooper, 0-1 may be Elite or Support.

SUPPORT GROUP

The term Support Group is used to designate any group where a larger number of heavy vehicles is used. Not quite a proper tank or strider squad, these mishmashes prove surprisingly effective considering the general lack of heavy firepower such as main battle tanks.

Composition: A Support Group consists of 4-6 Units. 2+ must be Support, 0-4 may be Trooper, 0-1 may be Elite or Scout. Remember that a Heavy Unit counts as two Support Units.



LEAGUELESS COMBAT GROUPS

GENERAL OPTIONS AND SKILLS FOR ALL GROUPS

Skills: All members have Attack 2, Defense 2, EW 1. The Combat Group Leader has Ld 1.

Options:

- Any MAC may be downgraded to a LAC (F, Reloads) for -5 TV per Unit.
- Add Camo netting to any Unit for +5 TV per.
- Add a LMG (F, Reloads) to any Gear without a Machine Gun for +5 TV per Unit.
- One Southern Unit per Combat Group may swap its Autocannon and LRP for a MFL (F, no Reloads), IRP/20 (F, RoF2, no Reloads) and the Fire Resistant Perk for +10TV per Unit.
- If the Combat Group Leader is in a Combat Group Leader Vehicle, their Leadership may be increased by 1 (to a maximum of 2) for +10 TV per Unit.
- Any Unit with ECM or ECCM may have their EW increased by 1 for +10 TV per Unit.
- Add a drone to any Unit in the Group for +5 TV per Hunter-Killer or Demolitions and +20 per Recon. A Maximum of 1/2 the Units in the Group may have a drone.

Up to Two Units per Combat Group may do one or more of the following:

- Upgrade a Pack Gun to a LAC (F, Reloads) for +5 TV per Unit.
- Upgrade a LAC to a MAC (F, Reloads) for +5 TV per Unit.
- Add HGs (F, Limited Ammo +3) for +5 TV per Unit.
- Swap it's LAC for a FGC (F, Reloads) and lower HG ammo by 3 for HHGs (F, limited Ammo 3) for +5 TV per Unit.
- Upgrade LAC or MAC to a MBZK (F, no Reloads) for +10 TV per Unit.

Veteran Options:

- Increase the Attack and Defense skills of any member by +1 (to 3 each) for +30 TV, 40 TV if the Unit has more than 2 Actions. Infantry Sections may be upgraded to level 3 Infantry skill for +15 TV per Unit.
- Any Unit with ECM or ECCM may have their EW increased by a further +1 (to 3) for +15 TV per Unit.



LEAGUELESS COMBAT GROUPS



UNIT TYPES

The following lists explain the costs and options related directly to these options. Any noted as such may only be taken in Veteran Squads. Each entry will note in what book the Datacard for that Unit can be found: N for Hammers of Faith, S for Swords of Pride, and P for Shields of Freedom. Vehicles designated as Combat Group Leaders may only be taken by Combat Group Leaders.

Trooper

Trooper units are the backbone of any Rover force. They consist of utilitarian or cheap vehicles that are generally easy to maintain.

- Rattlesnake, 30TV per Unit. (S)
- Stripped-Down Jäger, 25 TV per Unit. May not take "Ill-Equipped" options. (S)
- Stripped-Down Hunter, 25 TV per Unit. Identical to Stripped-Down Jäger. May not take "Ill-Equipped" options. (N)
- Mad Dog R, 40 TV per Unit. (N)
- Hunter, 40 TV per Unit. (N)
- Headhunter, 45 TV per Unit. Combat Group Leader Vehicle. (N)
- Jäger, 40 TV per Unit. (S)
- Command Jäger, 45 TV per Unit. Combat Group Leader Vehicle. (S)
- Warrior, 45 TV per Unit. (P)
- Chieftain, 45 TV per Unit. Combat Group Leader Vehicle. (P)
- Desert Viper, 55 TV per Unit. May swap HGL for a SC (F, limited ammo 6) for 0 TV. (S)
- Sidewinder, 45 TV per Unit. Combat Group Leader Vehicle. (S) Veteran Only.
- Tiger, 60 TV per Unit. (N)
- Sabertooth, 65 TV per Unit. Combat Group Leader Vehicle. (N) Veteran Only.
- Infantry Section, 30 TV; The Section consists of 2 Squads, each considered to have Level 2 Infantry skill, Armor 8 and armed with Assault Rifles. The Section may be granted Medium Armor (+1 Armor) at +5 TV or Heavy Armor (+2 armor) at +10 TV per Unit. Any Squad may carry one type of heavy weapon at the costs listed : Light Machine Gun +5 TV, Chaingun +5 TV, Anti-Gear Rifle +5 TV, Grenade Rifle +10 TV, Rocket Launcher +10 TV, Light Mortar +15 TV, Target Designator (Rating 2) +10 TV per Unit. Any Squad may be given ATVs at a cost of 10 TV per. Note that while a Section counts as a single choice when building an Army, each Infantry Squad counts separately for upgrades.

Scout

- Basilisk, 30 TV; In a Veteran Group, one Basilisk may be upgraded to a Silverscale for +15 TV per Unit. (S)
- Pit Bull, 30TV per Unit. (P)
- Ferret, 35 TV per Unit. (N)
- Anolis R, 40 TV per Unit. (S)
- Bobcat, 55 TV per Unit. (N)
- Weasel, 40 TV per Unit. Veteran only. (N)

Support

- Black Adder, 55 TV; Any Black Adder may swap its SC for a LAC (F, reloads), add an additional MRP (same arc and RoF) and link Both MRPs for +5 TV per Unit. Combat Group Leader Vehicle. (S)
- Caiman, 15 TV per Unit. In a Veteran Group, may swap MAC and LMG for a HRP/48 (T, RoF 4, no reloads) for +15 TV. (S)
- Razorback, 50 TV; May be upgraded to a Peacemaker Razorback for +5 TV per Unit. (N)
- Bear, 60 TV; May be swapped for a Mauler Bear for +20 TV per Unit. If it is Veteran and the Squad leader, the Bear may be upgraded to a Den Mother for +15 TV per Unit. (N)
- Python, 70 TV per Unit. (S)
- Badlands Python, 70 TV per Unit. (P)
- Crusader IV, 90 TV per Unit. Veteran Only. (P)
- Field Gun, 30 TV per Unit. (N or S)

LEAGUELESS COMBAT GROUPS

UNIT TYPES (CONTINUED)

Heavy

Heavy Units count as two Support Units when determining Squad size and composition requirements/limits.

- Badger APC, 20 TV; In a Veteran Group Badger may be upgraded to a Cavalry Badger for +65 TV, or if the Combat Group Leader, may be upgraded to a Command Badger for +5 TV per Unit. Any Badger may link their LAC or MRPs for +10 TV per. (N)
- Hun, 95 TV; Veteran Only. May swap all weapons for a VLRP/128 (T, RoF +6, Reloads, Sniper System) for -45 TV per Unit. (S)
- Bandit Hunter Klemm, 110 TV (N)
- Tyburr, 115 TV per Unit. (N)
- Mammoth, 165 TV; In a Veteran Group, may swap its top MAC for a HAC (F, no Reloads) for +5 TV per Unit. May swap the ATM launcher for a second SC (F, no Reloads) for -60 TV per Unit. May swap any SC for a FGC (F, no Reloads) and a MAC (F, no Reloads) for +10 TV per Unit. (N)

Elite

Elite Units are Vehicles Polar armies currently use and generally dislike others having. As such, they are less common in Rover forces and generally given only to prestigious pilots or to fill a specific role.

- Ferret Mk II, 40 TV per Unit. (N)
- Jaguar, 60 TV; Any Veteran Jaguar may swap their LRP for 2x MRP (FF, RoF 4, no Reloads) for +25 TV per Unit. Combat Group Leader Vehicle. (N)
- Iguana, 60 TV; Swap any Iguanas TD & ECM for +1 ROF on the LRP at -15TV per Iguana. In a Veteran Combat Group, one Iguana may swap its Target Designator and LRP for an expanded EW suite. Upgrade ECM to 3, add ECCM 3 for -10 TV per Unit. (S)
- Warrior IV, 75 TV per Unit. (P)
- Chieftain IV, 80 TV per Unit. Combat Group Leader Vehicle. (P)
- Cheetah, 65 TV; Veteran Only. (N)
- Black Mamba, 65 TV; Veteran Only. One Black Mamba per Combat Group may swap its LRP for a VLRP/32 (F, RoF +4, no Reloads) for -5 TV per Unit. One Black Mamba per Combat Group may swap its MAC for a HGL (F, no Reloads) at +15 TV per Unit. Combat Group Leader Vehicle. (S)
- Spitting Cobra, 80 TV; Veteran Only. Any Spitting Cobra may swap its HAC and LGM for an MBZK (F, no reloads) for -5 TV, its HRP and LGM for a VLFG (FF, no reloads) for -25 TV, and/or its HAC and MRP for a VHAC (F, reloads) for -10 TV per Unit.
- Grizzly, 90 TV; Veteran Only. Any Grizzly may Link its Rocket pods for +10 TV per Unit.

Unique

A Unique Unit may take the place of any other Unit within any Veteran Squad, however only one Unique Unit may be present in your Army and is often the Army Commander. Unique Units are always Combat Group Leader Vehicles.

- Kodiak, 105 TV; May swap LPA for a HAC (F, Reloads) for -5 TV, a HBZK (F, no Reloads) for +10 TV, or a VHAC (F, Reloads) for +5 TV per Unit. May swap AGM for a VLFG (F, no Reloads) for -10 TV, or a MFM (F, no Reloads) for +0 TV per Unit. (N)
- King Cobra, 110 TV; May swap LPA for a HAC (F, Reloads) for -5 TV, a SC (F, no Reloads) for +5 TV, or a VHAC (F, Reloads) for +5 TV per Unit. May swap LGM for HPZF (F, Limited Ammo 3) for -5 TV per Unit. (S)
- Field Gun, 30 TV per Unit. (N or S)

LEAGUELESS GROUPS OF NOTE



The following are noted groups within the Badlands. Because these lists are designed to emulate the flavor and feel of the organizations they depict, tournament organizers should feel free to restrict their use if they feel it unbalances their tournament.

THE KORESHI (SAND RIDERS)

Out of all the many groups of Leagueless on Terra Nova, perhaps the most notorious is the Koreshi, or the Sand Riders. Their home, the secret Godwell Valley hidden deep in the hostile Great White Desert, lends them an aura of mystique. Their history is a complete blank to scholars, and if the Koreshi know anything, they aren't sharing. Most Badlanders only meet the Ratir Koreshi trading caravans, who have a mixed reputation. The other Koreshi tribes, the Thral Koreshi spiritualists and the Ferah Koreshi farmers, spend most of their time in the Godwell Valley and are never encountered by outsiders.

While they may be peaceful, the Koreshi are far from peaceful. The wealth of their trading caravans and legends about their homeland draw much attention from treasure-hunting Rovers, and being able to move freely through the Great White Desert is of great interest to the North and the South. Though they lack armored fighting vehicles, the Koreshi refine the corrosive White Sand of their homeland into a lethal powder that burns flesh and dissolves most vehicle armor.



Organization:

The Koreshi are built as a Leagueless force, but must be built entirely with Infantry Sections. Rather than Assault Rifles, each Koreshi Squad is armed with Koreshi rifles (as Sniper Rifle, but no Sniper System and does not count as a Heavy Weapon). Koreshi may only take Sniper Rifles and anti-Gear rifles as Heavy weapons, and may not take any transports other than Riding Beasts (see "Additional infantry options, Below). All Koreshi units are immune to White Sand effects and due to their unique ammunition crafted from White Sand, all ranged attacks by the Koreshi gain the Armor Crushing trait. This means all Koreshi Sections cost 35 TV rather than 30. Koreshi may not be taken as mercenaries.



LEAGUELESS GROUPS OF NOTE

OTHER GROUPS

Many groups of Leagueless are notable or notorious on Terra Nova, but unexceptional rules-wise. This section provides a brief overview of these groups.

The Desert Wolves: The longest-lasting Rover band in the Badlands, the Desert Wolves are fiercely independent. Wolves see the entire gang as an extended family, with the associated loyalties and feuds. They fought in the War of the Alliance, first as guerillas and then as part of the PRA. Now the Wolves are the "bandit princes" of the region near Prince Gable. They raid rich convoys for trade goods and food, but only take a percentage of the goods. In exchange, they redistribute some of their excess riches to nearby homesteads and help keep other Rover gangs away from the region. To build a Desert Wolves force, focus on old or reliable military Gears with a handful of more advanced models. The Wolves should not take very many infantry, and should not take work Gears or stripped-down vehicles.



The Badlands Revolutionary Force: The BRF was born when the Southern MILICIA brutally stamped out a worker's revolt in the Badlands city of Lance Point. Their leader, Ernesto Jaxon, is untrained but remarkably talented at guerilla warfare. Under his leadership, the BRF has been raiding Southern supply convoys and corporate enclaves. To build a BRF force, focus on light Gears and converted work vehicles, supplemented with infantry as necessary. Though they share a name, the Lance Point BRF is largely unrelated to the Peace River BRF. The latter is a group of urban terrorists, and their tactics do not work well in a wargame.



Garrick's Golden: The Golden are representative of Rover bands pulled into the growing hostilities between the North and the South. Vallis Garrick, the founder and leader of the Golden, has made a deal with the AST, promising to engage in strikes against Northern assets in the Red Sands region in exchange for the coordinates of "lost" Southern supplies. Unfortunately for Garrick, his "allies" have been demanding more frequent and bold operations from the Golden than he's comfortable with, and he's searching for another source of support and protection. To build a Garrick's Golden force, take mostly infantry, with a few light Gears for backup.

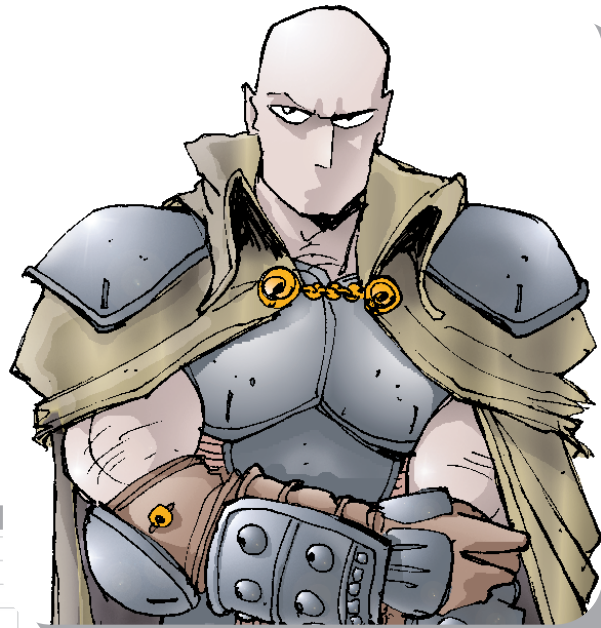
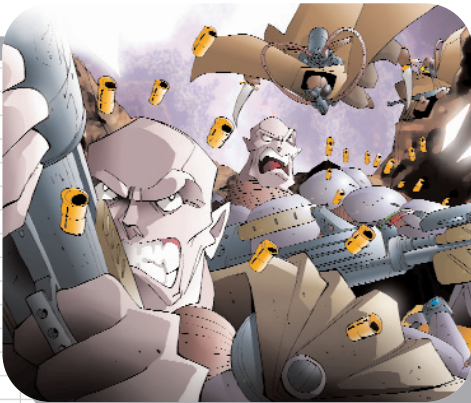


LEAGUELESS GROUPS OF NOTE

HEAVY
GEAR
BLITZ!

OTHER GROUPS (CONTINUED)

The New Human Republic: A growing power in the Badlands is the New Human Republic, lead by the renegade Jan-class GREL, Colonel Proust. Proust believes that GRELs are superior in every way to ordinary humans, and he and his two close allies have attracted a sizable following of brainwashed, easily swayed, or greedy Badlanders. Despite being driven out of their base near the border of the Southern Republic by the MILICIA Special Intervention Unit, the NHR is still going strong and has attracted more disgruntled GRELs. Proust has set his sights on a chunk of land in the Western Desert, extending up towards the Great White Desert, and is in the process of claiming it for his own. An NHR force should be built around a small selection of military Gears, supported by infantry and converted Gears as needed.



Khan's Bandits: Outside of the Badlands, the most notable refuge for the Leagueless is the deep Mekongese jungles. Here, the big fish is a bandit lord by the name of "Khan", who runs his gang with an iron fist and raids Mekongese and Republican holdings and convoys with impunity. The Peacekeepers, the MILICIA, and the SRA have all tried to shut him down, but his bandits have been able to consistently give them the slip. Khan's gang specializes in jungle fighting, and any band of his men should be built around close combat units and infantry. crashed into something, in which case it follows the basic crash rules as per High Speed Maneuvers and will be Stationary.



ADDITIONAL RULES

ADDITIONAL INFANTRY OPTIONS

The following options are now available to all infantry. The term "Formation" refers to whatever Squad/section/Team/etc is listed within your Field Guide.

Riding Beasts: Any Infantry formation allowed ATVs may take Riding Beasts for the same cost. Riding Beasts function exactly like ATVs, but have a movement of Walk 6/12 and a Size of 4 per base or 6 per Squad, however they may not be made into paratroopers (ie may not gain the Airdroppable perk in any way).

Off-Road Vehicles: Any Infantry formation allowed to take ATVs or an APC may instead take Off-Road Vehicles. This costs +10 TV if 3 or more bases and +5 TV if 2 or less. ORVs function like ATVs, but add 2 to any existing Infantry Armor rating and Infantry mounted in them may fire Heavy Weapons at Top Speed with a -3 Attack Modifier (-2 for PAK GREL Infantry) and regular infantry weapons at Top Speed with a -2 Attack Modifier (-1 for PAK GREL Infantry). ORVs do not count as infantry when attacked by non-AI weapons.

Portable AGM: If an Infantry formation has the option to take Rocket Launchers, it may upgrade the Rocket Launcher to a portable AGM. The AGM counts as Havy Weapon and has the same stats as a normal AGM but with the ranges of an Infantry Rocket Launcher. It costs +5 TV to upgrade the Rocket Launcher to an AGM. Formations that can take multiple Rocket launchers may take multiple AGMs at the price listed.

Infantry Veterans: In Swords of Pride and Hammers of Faith, round up on the number of veterans allowed by the 1/4 of all Platoons can be upgraded for a single Veteran special rule. For example, if you only have one or two Infantry Platoons, one can be upgraded to Veteran Status. If you have six or seven, two can be upgraded to Veteran Status with a single Veteran upgrade.



ADDITIONAL RULES

"Crash" Stops (Optional)

In some cases, it would be useful for Units traveling at Top Speed to be able to stop quickly, which is not allowed currently in the rules short of voluntarily crashing into something and asking nicely if you can voluntarily fail a roll. If all players agree beforehand, however, you may use the following option.

Once per Activation, a Unit at top Speed may voluntarily choose to come to a stop by making a Piloting test with a Threshold of 4+the terrain cost. If this succeeds, the vehicle is moved a number of inches forward equal to the distance needed for a free turn in the appropriate movement mode and comes to a stop. The Unit now counts as Stationary. If it fails, the Unit does not stop, but continues moving. It must spend all its MPs and must make a single 60-degree turn after moving. After moving, the Unit will count as Combat Speed if it has not crashed into something, in which case it follows the basic crash rules as per High Speed Maneuvers and will be Stationary.

ERRATA



SWORDS OF PRIDE

Page 2: Playtesters: Gambit's Grenadiers are missing from the playtesters list.

Page 27: MILICIA Armor Regiment Organization:

- Paratrooper line should be: 0 0-1 0-1v 0-2v

Page 38: MP Cadre:

- The upgrade cost listed in the veteran options for Iguana MP to Black Mamba MP should be +15 TV.
- A Razor Fang Black Mamba MP should be +5 TV from a Black Mamba MP.

Page 39: Paratroop Cadre:

- Jäger Paratrooper to Black Mamba should be +10 TV. Jäger Paratrooper to Iguana Paratrooper should be free.
- The veteran option should allow the commander to upgrade to a Razor Fang Black Mamba from a Black Mamba at +5 TV.

Page 41: Strider Cadre:

- Should be "Cadre" not Squad. Cost should be 120, not 165.
- Cost of Recon drone is 20, not 25.
- Fire Dragons should pay an additional 5 TV when upgrading ATT, DEF or EW (20 TV each)

Page 42: Tank Cadre:

- Composition should read: A Tank Cadre consists of 2 Hun Light Tanks.
- Visigoths should pay an additional 5 TV when upgrading ATT, DEF (20 TV each) or EW (15 TV).

Page 43: Cavalry Cadre:

- Composition should read: A Cavalry Cadre consists of 2 Caiman APCs. Cost should be 30 TV.

Page 44: Infantry Platoon:

- Amphibious should not be listed in Normal options, it is veteran only.

Cost of Caiman should be 15 TV, +5 TV to upgrade to command Caiman.

Page 45: Sniper Escouade:

Sniper Escouades should be per Platoon of Infantry, rather than per Section.

Page 58: The Sniper Rifle should have an ACC of +1 and a RoF of 0. This applies to Hammers of Faith and the Blitz Rulebook as well.

Page 59: Jäger Paratrooper should have a "CR" Melee weapon with DM x7 and a x6 Physical Attack.

Page 60:

- Iguana MP should have Detect 3 and Sensors 0.
- Iguana Paratrooper should have a "CR" Melee weapon with DM x7 and a x6 Physical Attack.

Page 61:

- King Cobra Physical Attack DM should be x7, x8 with CR.
- Anolis R LRP/16 should have x12 damage. - Basilisk: LRP/24 should be x12 DM

Page 62: Rattlesnake GroundSpeed should be 6/11, not 7/11.

Page 63:

- Fire Dragon LACs should be L and Ri, HRP/48 should be T and have x20 Damage, Sensor Dep. listed twice.
- Visigoth HAC should be T

Page 64:

- Hittite should have Comm +1
- Demo Drone should have +0 Combat Speed Def Mod, has Armor listed twice, should not have Exp. Move
- Recon Drone should not have Exp. Move. Armor 3 should not be listed, Armor is 4 as per armor box.

ALL BOOKS

- Hunter-Killer drones should have 1 action and Detect 2. Demolition Drones should have Detect 2
- Thrown weapons may only be Thrown if the unit's model has visible arms and hands. Otherwise, the weapon has an effective range of zero. This means the weapon must be placed using the placement rules or the model may choose to detonate the weapon on itself. The Model counts as having a Defense of 0 for this purpose.

WEAPON TABLES

CANNONS AND RECOILLESS WEAPONS

Weapon Name	Code	PB	SR	MR	LR	ER	ACC	Dam	Notes
Very Light Machine Gun	VLMG	1	3	6	12	24	0	x2	ROF 3, AI
Light Machine Gun	LMG	1	3	6	12	24	0	x3	ROF 4, AI
Heavy Machine Gun	HMG	1	3	6	12	24	0	x4	ROF 3, AI
Frag. Cannon*	FGC	1	3	6	12	24	1	x7	ROF 2*, AI
Very Light Rifle	VLRF	3	6	12	24	48	0	x6	
Light Rifle	LRF	3	9	18	36	72	0	x8	
Medium Rifle	MRF	6	12	24	48	96	0	x10	
Heavy Rifle	HRF	6	12	24	48	96	0	x12	
Deployable Pack Gun	DPG	3	6	12	24	48	-1	x8	ROF 2
Light Anti-Aircraft Cannon	LAAC	3	6	12	24	48	0	x8	ROF 6, AA
Medium Anti-Air Cannon	MAAC	4	9	18	36	72	0	x10	ROF 4, AA
Heavy Anti-Air Cannon	HAAC	4	9	18	36	72	0	x12	ROF 3, AA
Very Light Autocannon	VLAC	3	6	12	24	48	0	x6	ROF 2
Light Autocannon	LAC	3	6	12	24	48	0	x8	ROF 2
Medium Autocannon	MAC	4	9	18	36	72	0	x10	ROF 1
Heavy Autocannon	HAC	4	9	18	36	72	0	x12	ROF1
Very Heavy Autocannon	VHAC	4	9	18	36	72	0	x15	ROF1
Light Artillery Gun	LAG	ARTILLERY					-2	x12	ROF 1, , IF, AE2
Very Light Field Gun	VLFG	8	15	30	60	120	-1	x20	IF
Light Field Gun	LFG	8	15	30	60	120	0	x22	IF, AE1
Heavy Field Gun	HFG	12	24	48	96	192	0	x28	IF, AE1
Very Heavy Field Gun	VHFG	15	30	60	120	240	0	x33	IF, AE2
Snub Cannon	SC	1	3	6	12	24	-1	x28	
Light Panzerfaust	LPZF	1	3	6	12	24	-1	x10	
Medium Panzerfaust	MPZF	1	3	6	12	24	-1	x15	
Heavy Panzerfaust	HPZF	3	6	12	24	48	-1	x20	
Rapid-Fire Bazooka	RFB	1	3	6	12	24	0	x14	ROF 2
Light Bazooka	LBZK	3	6	12	24	48	0	x15	
Medium Bazooka	MBZK	3	6	12	24	48	0	x20	
Heavy Bazooka	HBZK	3	6	12	24	48	0	x25	

*Frag Cannons are basically giant shotguns and as such, their RoF represents the choke setting rather than extra ammunition expenditure. It will only run out of ammo on a Fumble.



Paratrooper Rifle (LAC+LGL)



Light Autocannon (LAC)



Medium Autocannon (MAC)



Heavy Autocannon (HAC)



Frag Cannon (FGC)



Snub Cannon (SC)



Light Grenade Launcher (LGL)



Heavy Grenade launcher (HGL)

WEAPON TABLES



ROCKETS AND MISSILES

Note: Many Rocket pods of the same class have different ammo loads represented by their varying RoF value. For example, two units with LRP's might have a different RoF value.

Weapon Name	Code	PB	SR	MR	LR	ER	ACC	Dam	Notes
Very Light Rocket Pack	VLRP	1	3	6	12	24	-1	x8	ROF 3 to 6, IF
Light Rocket Pack	LRP	1	3	6	12	24	-1	x12	ROF 1 to 4, IF
Medium Rocket Pack	MRP	3	6	12	24	48	-1	x18	ROF 1 to 4, IF
Heavy Rocket Pack	HRP	4	9	18	36	72	-1	x20	ROF 3 to 4, IF
Incendiary Rocket Pack	IRP	1	3	6	12	24	-1	x13	ROF 1 to 3, IF, SB
Heavy Incendiary RP	HIRP	4	9	18	36	72	-1	x16	ROF 3 to 4, IF, SB
Light Artillery Missile	LAM	ARTILLERY					-3	x12	ROF 4, AE3, IF
Anti-Aircraft Missile	AAM	12	24	48	96	192	1	x10	IF, AA, MR
Airburst Missiles	ABM	4	9	18	36	72	0	x10	IF, AE3
Anti-Gear Missile	AGM	4	9	18	36	72	1	x15	IF, G
Anti-Tank Missile	ATM	4	9	18	36	72	1	x25	IF, G
Heavy ATM	HATM	7	15	30	60	120	1	x30	IF, G

SUPPORT WEAPONS

Weapon Name	Code	PB	SR	MR	LR	ER	ACC	Dam	Notes
Light Flamer	LFL	0	2	3	6	12	1	x5	SB, IF
Medium Flamer	MFL	1	2	4	8	16	1	x7	ROF 1, AE1, SB, IF
Heavy Flamer	HFL	2	3	6	12	24	1	x9	ROF 2, AE2, SB, IF
Anti-Personnel Mortar	APM	3	6	12	24	48	0	x4	IF, AI, AE4, MR
Light Guided Mortar	LGM	4	9	18	36	72	-1	x15	IF, G, AE1, MR
Heavy Guided Mortar	HGM	7	15	30	60	120	-1	x20	IF, G, AE2, MR
Light Field Mortar	LFM	6	12	24	48	96	-1	x15	IF, AE3, MR
Medium Field Mortar	MFM	7	15	30	60	120	-1	x20	IF, AE3, MR
Heavy Field Mortar	HFM	9	18	36	72	144	-1	x25	IF, AE4, MR
Anti-Personnel G.L.	APGL	1	3	6	12	24	-1	x4	IF, AI, AE3
Light Grenade Launcher	LGL	1	3	6	12	24	-1	x15	ROF 2, IF, AE2
Heavy Grenade Launcher	HGL	3	6	12	24	48	-1	x20	ROF 1, IF, AE2



Rapid Fire Bazooka (RFB)



Light Bazooka (LBZK)



Medium Bazooka (MBZK)



Panzerfaust rack
(LPZ, MPZ or HPZ)



Light Rocket Pod (LRP)



Medium Rocket Pod (MRP)



Vibroblade (VB)

All these weapons can be found in the Blitz Weapon Pack (DP9-9029) and can be used to upgrade your squads or even your older miniatures!

WEAPON TABLES

ADVANCED WEAPONS

Weapon Name	Code	PB	SR	MR	LR	ER	ACC	Dam	Notes
Light Particle Accelerator	LPA	3	6	12	24	48	1	x10	MB1, H
Heavy P. Accelerator	HPA	4	9	18	36	72	1	x15	MB1, H
Light Railgun	LRG	7	15	30	60	120	0	x14	ROF 2
Heavy Railgun	HRG	15	30	60	120	240	0	x35	
Sniper Laser Cannon	SLC	7	15	30	60	120	1	x12	MB1
Heavy Gatling L. Cannon	HGLC	3	6	12	24	48	1	x16	ROF 1, MB3
Light Laser Cannon	LLC	7	15	30	60	120	1	x16	MB2
Heavy Laser Cannon	HLC	7	15	30	60	120	1	x20	MB3
Light Pulse Laser Cannon	LPLC	4	9	18	36	72	1	x20	MB3
Heavy Pulse L. Cannon	HPLC	4	9	18	36	72	1	x24	MB4

CLOSE COMBAT AND THROWN WEAPONS

Weapon Name	Code	PB	SR	MR	LR	ER	ACC	Dam	Notes
Chassis Reinforcement	CR	0	0	0	0	0	0	Size +1	M
Chain Sword	CS	0	0	0	0	0	0	Size +3	M
Kick	K	0	0	0	0	0	0	Size	M
Punch	P	0	0	0	0	0	0	Size	M
Vibroblade	VB	0	0	0	0	0	0	Size +2	M
Vibrorapier	VR	0	0	0	0	0	1	Size	M, AP
Vibroaxe	VA	0	0	0	0	0	-1	Size +4	M, AC
Spike Gun	SG	0	0	0	0	0	-1	x12	M
Heavy Spike Gun	HSG	0	0	0	0	0	-1	x14	M, AP
Haywire Grenade	HWG	0	2	3	6	12	-1	x10	T, H, AE1
Hand Grenade	HG	0	2	3	6	12	-1	x15	T, AI, AE2
Heavy Hand Grenade	HHG	0	2	3	6	12	-1	x25	T, AE2
Self-Destruct Grenade	SDG	0	2	3	6	12	-1	x30	T, AE3

INFANTRY BASIC WEAPONS

Weapon Name	PB	SR	MR	LR	ER	ACC	Dam	Notes
Rifle	1	3	6	12	24	0	x2	AI
Assault Rifle	1	3	6	12	24	0	x2	AI, ROF 1
Heavy Rifle	1	3	6	12	24	0	x3	AI

INFANTRY HEAVY WEAPONS

Weapon Name	PB	SR	MR	LR	ER	ACC	Dam	Notes
Light Machine Gun	3	6	12	24	48	0	x3	ROF 2, AI
Chaingun	1	3	6	12	24	0	x3	ROF 4, AI
Anti-Gear Rifle	4	9	18	36	72	1	x7	
Grenade Rifle	1	3	6	12	24	0	x8	AI, IF, AE2
Rocket Launcher	1	3	6	12	24	0	x14	AE1
Light Mortar	4	9	18	36	72	-1	x12	AI, MR, IF, AE3
Sniper Rifle*	3	6	12	24	48	1	X4	AI
Sniper Laser Rifle*	6	12	24	48	96	1	x4	AI

*All Sniper rifles are assumed to have the Sniper Systems Perks.

DATA CARDS



#

CATAPHRAX

ATT	DEF	EW	LD

Actions	Size
1	8
DETECT:	3
SENSORS:	3
AUTO COMM:	0
COMM:	0



M	SPEED	STAB	CAT	TP
DEFENSE	W 3/6	-4	-2	-1
DEFENSE	G 6/12	-4	-1	+1
ATTACK		+2	+0	-3

ARMOR AND DAMAGE

ARMOR: 23

DAMAGE: S S L H C

IMPROVED REAR DEFENSE

PERKS/FLAWS: LSP 1, Link (LMGs)

AUX SYSTEMS: ECM 1



RED BULL MKII

M SPEED STOP CBT TOP

DEFENSE	W	3/6	-5	-3	-2
DEFENSE	G	5/9	-5	-2	-1
ATTACK			+2	0	-3

#



ACTIONS	SIZE
2	12
DETECT:	5
SENSORS:	+1
AUTO COMM:	4
COMM:	0

ARMOR DAMAGE

ARMOR: 40

DAMAGE: S L H C

--	--	--	--

BACKUP SENSORS

PERKS/FLAWS: WPN LINK (LFGs, VLRPs), IMPROVED OFF ROAD, SENSOR DEF, ISP 3

AUX SYSTEMS: AP CHARGES 1

HEAVY GEAR BLITZ

NAME	ARC	ACC	RANGE
LFG	T	0	8/15/30/60/120
LFG	T	0	8/15/30/60/120
☐ VLRP/128 T		-1	1/3/6/12/24
☐ VLRP/128 T		-1	1/3/6/12/24
☐ MAAC T		0	4/9/18/36/72
☐ MAC F		0	4/9/18/36/72

PHYSICAL ATTACK (KICK/RAM)

DAM	SPECIAL
x22	IF, AE1
x22	IF, AE1
x8	ROF 6, IF
x8	ROF 6, IF
x10	ROF 4, AA
x10	ROF 1
x12	M

NOTE: THE RED BULL'S BACK TURRET CAN BE ARMED WITH EITHER MAAC OR TWO LINKED VLRP/128. IT CAN ALSO CARRY A MAC IN ITS CHIN MOUNT.

HEAVY GEAR BLITZ

SHINOBI

ATT DEF EV LD

#

ACTIONS	SIZE
1	6

DETECT: 5
 SENSORS: +1
 AUTO COMM: 4
 COMM: +1

NAME	ARC	ACC	RANGE
LAC	F	0	3/6/12/24/48
LMG	F	0	1/3/6/12/24
LRP/16	F	-1	1/3/6/12/24
HG	F	-1	0/2/3/6/12
VB	F	0	0/-/-/-/-

PHYSICAL ATTACK (PUNCH/KICK/RAM)

	M	SPEED	STOP	C&T	Tp
DEFENSE	W	5/10	-2	+1	+3
DEFENSE	G	8/15	-2	+2	+3
ATTACK			+2	0	-3

ARMOR AND DAMAGE

ARMOR: 13 ☐ ☐ ☐

DAMAGE: ☐ L ☐ H ☐ C ☐

PERKS/FLAWS: AIRODROPPABLE, SNIPER (LAC)
 AUX SYSTEMS: ECM 3, STEALTH 4

DAM	SPECIAL	
x8	ROF 2, R	
x3	ROF 4, AI	
x12	ROF 2, IF	
x15	AI, Th. AE2	OOO
x8	M	
x6	M	

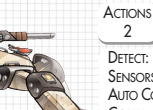
PIT BULL																								
ATT	DEF	EW	LD																					
																								
#																								
		ACTIONS 1	SIZE 6																					
		DETECT: 3																						
		SENSORS: +1																						
		AUTO COMM: 4																						
		COMM: +1																						
M M SPEED STOP Crt Tp <table style="width: 100%;"> <tr> <td>DEFENSE W</td> <td>4/8</td> <td>-2</td> <td>0</td> <td>+2</td> </tr> <tr> <td>DEFENSE G</td> <td>8/15</td> <td>-3</td> <td>+1</td> <td>+2</td> </tr> <tr> <td>ATTACK</td> <td></td> <td>+2</td> <td>0</td> <td>-3</td> </tr> </table>				DEFENSE W	4/8	-2	0	+2	DEFENSE G	8/15	-3	+1	+2	ATTACK		+2	0	-3						
DEFENSE W	4/8	-2	0	+2																				
DEFENSE G	8/15	-3	+1	+2																				
ATTACK		+2	0	-3																				
ARMOR AND DAMAGE																								
ARMOR: 12																								
DAMAGE: L H C																								
BACKUP SENSORS																								
PERKS/FLAWS:																								
ALX SYSTEMS: ECM 1																								
SEARCHLIGHT (FF, 30")																								
HEAVY GEAR BLITZ		<table style="width: 100%;"> <tr> <th>DAM</th> <th>SPECIAL</th> <th></th> </tr> <tr> <td>x8</td> <td>ROF 2, R</td> <td></td> </tr> <tr> <td>x3</td> <td>ROF 4, AI</td> <td></td> </tr> <tr> <td>x4</td> <td>AI, IF, AE3</td> <td>OOOOOO</td> </tr> <tr> <td>x4</td> <td>AI, IF, AE3</td> <td>OOOOOO</td> </tr> <tr> <td>x8</td> <td>M</td> <td></td> </tr> <tr> <td>x6</td> <td>M</td> <td></td> </tr> </table>		DAM	SPECIAL		x8	ROF 2, R		x3	ROF 4, AI		x4	AI, IF, AE3	OOOOOO	x4	AI, IF, AE3	OOOOOO	x8	M		x6	M	
DAM	SPECIAL																							
x8	ROF 2, R																							
x3	ROF 4, AI																							
x4	AI, IF, AE3	OOOOOO																						
x4	AI, IF, AE3	OOOOOO																						
x8	M																							
x6	M																							
NAME ARC ACC RANGE																								
LAC	F	0	3/6/12/24/48																					
LMG	F	0	1/3/6/12/24																					
APGL	FF	-1	1/3/6/12/24																					
APGL	FRr	-1	1/3/6/12/24																					
VB	F	0	0/-/-/-/-																					
PHYSICAL ATTACK (PUNCH/KICK/RAM)																								



COYOTE

	ATT	DEF	EW	LD

#



ACTIONS	SIZE
2	9

DETECT: 4
 SENSORS: +1
 AUTO COMM: 4
 COMM: 0

NAME	ARC	ACC	RANGE
DAM			
LRG	x14	ROF 2	
MAAC	x10	ROF 4, AA	
APGL	x4	AI, IF, AE3	
PHYSICAL ATTACK (KICK/RAM)	x9	M	

Option - Wild Coyote: Upgrade ECM to 3, and Comms to +1, Add ECCM 3, Auto comms to 5.

Alpha Dog: As wild Coyote but add Satellite Uplink.

	M	SPEED	STOP	CST	TOP
DEFENSE	W	4/7	-4	-2	0
DEFENSE	G	6/11	-4	-1	+1
ATTACK			+2	0	-3

ARMOR AND DAMAGE

ARMOR: 25

DAMAGE:

PERKS/FLAWS: ECM 1, IMP. OFF ROAD, LSP1 (WALKER ONLY), LOW PROFILE, (GROUND ONLY)

AUX SYSTEMS:

HEAVY GEAR BLITZ

HOPLITE APC		M SPEED STOP CBT TOP				
ATT	DEF	EW	ID	DEFENSE	ATTACK	
				G	7/18	-6 -2 -1
					+2 0 -3	

#



ACTIONS	SIZE
2	8

DETECT: 2
 SENSORS: 0
 AUTO COMM: 3
 COMM: +1

ARMOR AND DAMAGE	
ARMOR:	12 ☐ ☐ ☐
DAMAGE:	L H C ☐ ☐ ☐
RUGGED MOVEMENT	
PERKS/FLAWS: TRANSPORT (2 SQUAD), SEARCHLIGHT (T, 50°), RAM PLATE (F)	
AUX SYSTEMS:	

NAME	ARC	ACC	RANGE	DAM	SPECIAL
LRF	T	0	4/9/18/36/72	x8	
APGL	T	-1	1/3/6/12/24	x4	AI, IF, AE3
PHYSICAL ATTACK (RAM)				x8	M

OPTIONS - HOPLITE COMMAND: ADD SAT UPLINK, EXPOSED AUX, ECM 2, ECCM 2

HIPPS: REMOVE ALL WEAPONS AND TRANSPORT PERK, ADD LFM (F, RELOAD)

HEAVY GEAR



HT-72 PAK

M SPEED STOP CBT TP

DEFENSE H 11/21 -5 0 +1

ATTACK +2 0 -3

ATT DEF EW LD

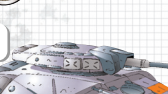
ACTIONS

2

SIZE

11

#



DETECT: 4

SENSORS: +2

AUTO COMM: 4

COMM: +1

ARMOR AND DAMAGE

ARMOR: 34

DAMAGE:

EXP. MOVE, WEAK FACING(UNDER), IMPROVED REAR DEFENSE

PERKS/FLAWS: LSP (3), RAM PLATE (F)

SNIPE (VHAC/HPA/LLC), SENSOR DEP.

AUX SYSTEMS: AUTOPILOT, JUMPJETS(6), TD(2)

HEAVY GEAR BLITZ

NAME	ARC	ACC	RANGE
☐ VHAC	T	0	4/9/18/36/72
☐ HPA	T	+1	4/9/18/36/72
☐ LLC	T	+1	7/15/30/60/120
AGM	T	+1	4/9/18/36/72
ATM	T	+1	4/9/18/36/72
ABM	T	0	4/9/18/36/72

PHYSICAL ATTACK (RAM)

DAM	SPECIAL
x15	ROF 1
x15	MB1, H
x16	MB2
x15	IF, G
x25	IF, G
x10	IF, AE3
x11	M

OOOO

OOOO

OO



LHT-67 PAK

M	SPEED	STOP	C&T	TP
DEFENSE	H	13/26	-4	+1 +2
ATTACK			+2	0 -3



ACTIONS	SIZE
2	10

#

NAME ARC ACC RANGE

HAC T 0 4/9/18/36/72

MRP/9 T -1 3/6/12/24/48

PHYSICAL ATTACK (RAM)

DAM SPECIAL

x12 ROF 1

x18 IF, ROF 1

x10 M

EXP. MOVEMENT, WEAK FACING(UNDER), Rf3

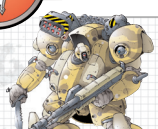
PERKS/FLAWS: LSPROFILE (2), RAM PLATE (F)

SENSOR DEP., AIRDROPPABLE

AUX SYSTEMS: AUTOPILOT, JUMPJETS(6), TD(2)

HEAVY GEAR BLITZ

BADLANDS PYTHON		M	SPEED	STOP	CRT	TOP
DEFENSE	G	3/6	-4	-2	-1	
DEFENSE	W	5/10	-4	-1	+1	
ATTACK			+2	0	-3	



#

ACTIONS	SIZE
1	7
DETECT:	2
SENSORS:	0
AUTO COMM:	3
COMM:	0

ARMOR AND DAMAGE	
ARMOR:	18 ☐ ☐ ☐
DAMAGE:	☐ S ☐ L ☐ H ☐

PERKS/FLAWS: DEFECTIVE ACTIVE SENSORS,
LSP 1

AUX SYSTEMS:

	DAM	SPECIAL
x12	ROF 1, R	
x20	IF, AE3, MR	
x18	IF, ROF 3	
x4	AI, IF, AE3	
x7	M	

HEAVY GEAR BLITZ!

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