

HEAVY GEAR BLITZ!

Introduction

When **Heavy Gear** was created over 10 years ago, the style of game design was to try and make the most realistic system possible. Games were played using hex maps with endless combat tables and tons of dice roll modifiers.

A decade later, the miniature game hobby is now more popular than ever. We felt it was time to bring the game to a new level, to make it more in tune with the current trend: little or no book-keeping, large armies, in-scale gaming with cool terrain, competitive play, etc.

The Blitz! rules take all the best parts of the famous SiICORE system and do away with the small details. The fluid combat round structure allows for dynamic interactions, where small number of units act at a time and are allowed to interrupt each other, leaving less downtime for each player during the game. The whole attack procedure was revised: modifiers were moved, ranges were tweaked, and in the end you now only have three modifiers to factor in your attack roll! New Blitz Datacards now list all the Attack and Defense modifiers, and the New Blitz! counters keep track of movement, damage and special actions.



We also revised the Infantry rules and simplified to whole ammunition system to its simplest form. A new 4 level damage system, inspired from Lighting Strike, was created and we gave each and every Perk and Flaw a game effect.



All of these changes allow for faster and larger battles, using bigger and more varied armies. With Terra Nova's many warring factions the battles will never end. From the War of the Alliance to the Interpolar War, and don't forget Peace River! The Earth's time will come...

In short, Blitz! is a brand new way to play the Heavy Gear miniature battles. The best in giant robot gaming just keeps getting better!

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Basic Rules

The **Heavy Gear Blitz!** Combat simulator is played using miniatures representing battle tanks, Striders, infantry and Gears - 4m tall Humanoid combat machines. The game is played on a table decorated with terrain pieces to simulate the battlefield.

Units and Combat Groups

The standard **Unit** is represented on the table by a single miniature, except Infantry squads, which are represented by three bases with three infantrymen on each base. To represent military organization, Units are grouped in **Combat Groups** of 1 to 6 vehicles.

Time Frame

Each Combat Round represents approximately 5 second of real-life events.

Game Scale and Measurement

The Scale of the miniatures is 1/144, or "N" scale, and the ground scale is 1 inch = 12 feet, or 3.6 meters. All distance values in the game (Movement Point, Range) are in inches. Measurements are taken to and from the front of the bases of the miniatures, or to and from the front of miniatures without bases, such as tanks and Striders, or to and from the front most base in the case of infantry squads (represented by 3 bases each having 3 infantry miniatures on them). You are allowed to pre-measure at any time during the game.

Table top Features

The game is best played on a large area of around 3' by 6'. All table top features, such as hills, forests and buildings, are all in scale with the miniatures. Taking advantage of the terrain is an essential part of the game, as different terrain types will give you cover or slow you down. Terrain and its effects are fully explained later.

Dice and Dice Rolling

The **Heavy Gear Blitz!** system uses everyday six-sided dice to add a random element to the game. These are sometime referred to as 1D6 for a single die, 2D6 for two dice, 3D6 for three dice, and so on.

When two or more dice are rolled together, only the best result of the roll is used. If more than one "6" is rolled, each extra "6" ad one (1) to the result. If every die turns up "1", the die roll is a Fumble and counts as an overall result of zero. Unless specifically mentioned otherwise, all die rolls work in this way.

Modifiers (caused by speed and angle of attack) and Rating (the Accuracy of a weapon or the rating of a system) often modify the total of a dice rolls. If a negative modifier lowers the total below zero, the final result is always zero and cannot go any lower. **No modifiers can modify a Fumble result.**

Rating, Skills and Skill Tests

Pilot(s) have two essential skills: **Attack** and **Defense**. Commanding Units have a third skill: **Leadership**, which is always equal to their Defense skill.

Each skill is rated as a level, representing the number of dice to be rolled for the test, followed by a slash and the modifier to be applied to the best result, as defined below.

The **Attack** skill is used to perform shooting and melee attacks, or to use systems offensively, such as communications, sensors or ECM.

The **Defense** skill is mainly used avoid attacks, but also to make difficult maneuvers.

The **Leadership** s kill is used to determine Initiative each Combat Round, and to generate Command Points at the beginning of the game. When you are required to take a skill test, simply roll the dice, add any applicable modifiers and record the result. The result is then compared to either another skill roll or a threshold.

Pilots are rated according to their quality, from Rookie (Level 1) to Legendary (Level 5). The default level is 2 (Qualified) and represent the most common pilots found in any given military outfit. The table bellow also indicates the Threat Value modifiers for each Skill level., reflecting the increased value of very skilled pilots.

Crew Level	Attack Skill	Defense Skill	TV Multiplier
Level 1 Rookie	1d6	1d6/0	x0.50
Level 2 Qualified	2d6	2d6/0	x1
Level 3 Veteran	3d6	3d6/+1	x3
Level 4 Elite	4d6	4d6/+1	x4
Level 5 Legendary	5d6	5d6/+1	x5

Margin of Success / Margin of Failure

The difference between the two results of a skill test is called Margin of Success (MoS) if the result is a positive number, and a Margin of Failure (MoF) if the result is zero or a negative number. Those margins are used to calculate damage and game effects.

Datacards.

Each vehicle has a Blitz! Datacard, recording all important game statistics that you'll need during the game, such as armor, armament and speed, as well as all the modifiers. Here is the Datacard of a Hunter:

Unit Name: Hunter

Faction Icon: Northern Guard

TV: Threat Value (for all skill level) Used for army list calculation and Victory Points.

Actions: 1

Primary Movement: 4/7

Secondary Movement: 6/12

Defense modifiers for all speed and movement modes: Walker -3/ -1 / +1

Ground -3/ 0 /+2

Attack modifiers for all speed: +2/ 0/ -3

(stationary, Combat, Top)

Size: 6

Sensors: 0

Communications: 0

detection rating: 4

Armor: 15

Damage Track: Used to record damage effects, in order:

Sturdy (damage absorber, if present)

LD (Light Damage Box)

HD (Heavy Damage Box)

CD (Critical Damage Box. May not be present in some vehicles)

Weapons: Name, Firing Arc, Accuracy, Point Blank/Short/Medium/Long Ranges, Damage Multiplier, Special, ROF(square boxes) R(reload)/Ammo(circles)

Perks/Flaws: Easy to Modify

Auxiliary Systems: None

The datacard for the Hunter unit is displayed on a blue and green background. It features the unit's name 'HUNTER' and a faction icon. A table lists statistics for five skill levels: Rookie, Qualified, Veteran, Elite, and Legendary. Below this is a section for 'Actions' with icons for movement and combat. The 'Armor' section shows a value of 15 and a damage track with boxes for LD, HD, and CD. The 'Weapons' section lists various armaments like LAC, LRP/24, APGL, HG, and VB with their respective stats. 'Perks/Flaws' and 'Aux. Systems' are also noted.

Rookie	Qualified	Veteran	Elite	Legendary
190TV	380TV	1140TV	1520TV	1900TV
1d6	2d6	3d6+1Def	4d6+1Def	5d6+1Def

Actions: 1

Defense W 4/7 -3 -1 +1

Defense G 6/12 -3 0 +2

Attack +2 0 -3

Size: 6 Comm: 0 Sensors:0 Detect: 2

Armor: 15

Weapons:







Name	Arc	Acc	PB/S/M/L/EX	Dam	Spec/ROF	/Ammo
LAC	F	0	3/6/12/24/48	x8		R
LRP/24	F	-1	1/3/6/12/24	x12	IF	
APGL	FF	-1	1/3/6/12/-	x3	AI, IF, AE	2"r
HG	F	-1	1/2/4/8/-	x15	AI, IF, AE	1"r
VB	F	0	0/-/-/-	x8		
Physical Attack (Punch/Kick/Ram)				x6		

Perks/Flaws: Easy to Modify

Aux. Systems:

Blitz! Counters

To keep track of speed, defense modifiers and damage, each Unit, except infantry, uses a Blitz! Counter that is placed in contact with the miniature's base, directly behind it. The Blitz! Counter has two dice on it and a slot to insert damage markers. It can be placed in two positions: Unlocked (perpendicular to the miniature) and Locked (parallel to the miniature). After a Unit's activation, its Blitz! Counter is placed in Locked position. A Locked Unit may not act again until the next Combat Round. At the end of the Miscellaneous phase, all Blitz! Counters are replaced in the Unlocked position.

The first dice states the speed and movement mode of the vehicle: Stationary , Hull-Down , Primary combat , primary Top , Secondary Combat , Secondary Top  Each change of speed or movement mode is immediately marked with the top die.

The second die records the speed modifier, from -3 to +3. This modifier is used for all Defense rolls. When a Unit is activated, leave the Blitz! Counter in place and perform any action and movement. When the activation is over, measure the distance between the Blitz! Counter and the miniature and cross-reference this value on the Speed Modifier table. Then place the Blitz! Counter back behind the miniature in the Locked position.

If the Unit suffers from damage, mark it on the Blitz! Counter with the relevant marker. There are three kinds of damage markers: Light (yellow), Heavy (orange) and Critical (red). The appropriate marker is placed in the slot at the front of the Blitz! Counter.

Game Markers

Certain actions are not performed during the Unit's activation phase, and Game Markers are used to remind the players. Actions that are marked are:

Evasive Maneuvers , Stand-by , Snap Fire  and Reload .

The Game

The **Heavy Gear Blitz!** game focus on mass fighting, and the goal of the game is to destroy as much of the enemy unit as you possibly can while fulfilling your objectives. The game can be timed (1, 2 or more hours) or it ends after a pre-determined number of rounds, usually 10. At that point the players add up their **Victory Points** to determine who the winner is.

Pre Battle Phase

Before the battle starts, each player must prepare an army, the table must be set-up and terrain effects agreed on. Then each player generates his or her Command Points for the game.

Commanders and Command Points

An overall Commander Unit and a Second in Command Unit must be chosen for your Army. Make a note of it on the Unit's Datacard. It is always a good idea to assign a high level crew to command duty, as their skills are critical at many steps of the game. If the Commander becomes a casualty, he or she is replaced by the Second in Command. If both are put out of action, all future Leadership tests are made at the level of the crew with the highest Defense skill.

Command Points represent the commander reacting to or anticipating the enemy's actions.

A Command point allows you to;

- **Reroll any dice roll. The second roll always stands, even if it is worst than the first.**
- Get a +2 bonus on Defence
- Activate out of sequence (if the Unit hasn't been activated already)

Command Points are generated during the Pre-battle phase. Make a Leadership roll with your Commander and record the result on the Commander's Data Card, then compare the result on the following table:

Command Points Table

Number of Combat Groups	Min / Max
1	1/2
2	2/4
3	3/6
4	4/-

Note that there are minimum/maximum value for CP based on the number of Combat Groups you are using. You always get 1 CP per Group, even if you Fumble the roll. When you field four or more Combat groups, the cap is removed and there is no CP limit.

Any Unit may use Command Points. The Commander can transfer a maximum number of CPs equal to his level per round. Transferring CP does not require an action, unless ECM cover is present, as described in the Communication section. A Unit may only use a single Command Point per round. Commanders are also allowed to use CPs, and do not need to test against ECM if they are sending the CPs to themselves.

Set-up Phase

Players start by rolling their set-up initiative using the Commander's Leadership skill. Reroll any draw. The Winner can choose side, and the Loser must deploy a Combat Group first, normally up to 6" from the table edge. Players then alternate placing Combat Groups on table until there are none left to deploy.

After placing a Unit, the player must record on the Blitz! Counter the Unit's movement mode, speed and speed modifier. Initial speed modifier is based on the maximum possible move at this speed.

The Combat Round

In a game of **Heavy Gear Blitz!**, the battle is broken down in "chunks" of time called Combat Rounds. A Round is divided in three steps.

Step One: Initiative

Initiative determines which side has the advantage during the present Combat Round. Both commanders make an opposed Leadership test. The highest result wins. Draws are rerolled. The winner can choose who will activate a Combat Group First.

Step Two: Activation

The side whose turn it is chooses a Combat Group to activate. Each of the Group's Units are activated in turn. An active Unit must move up to its current speed, and may resolve any action(s) they have at any point along their movement. Once the Unit has moved, the player must announce if the vehicle is changing speed.

After a Unit has moved and acted (or forfeited its chances to do so), note its current speed, movement mode and Speed modifier on its Blitz! Counter and place it in the Locked position. The Unit may not act again until the next Combat Round. The only exception to this is the Stand-By action, which is fully explained further on.

Once every Unit in the Combat Group is locked, the opposing player activates one of his or her Combat Group. If one player no longer has any Combat Groups to use, the opponent activates their remaining groups one by one until they have all been activated.

Snap Fire!

This is a special action may be taken at any time during the Combat Round. When a Unit is activated, any opposing Unit with a valid LOS may use one (or more) of its actions to attack the active unit, at any point during its movement. The target's full movement for the round is used to determine the defense modifier. The moving Unit may be attacked multiple times, but must move at least 1" between each attack. Place the appropriate marker beside the miniature to note that the Unit has spent an action.

Step Three: Miscellaneous Events

Once all units on the table are locked, Step 3 begins. During this phase, any unusual events, off-table attack (artillery, air or orbital) and incendiary effects are resolved, all game markers are removed and all Blitz! Counters are placed back in the unlocked position.

Actions

Each time it is activated, a Unit can perform a number of actions based on its Action rating, reflecting the number of crew and the quality of onboard systems. **Units with multiple Actions may not use the same system twice in the same round.** The following table lists all the possible Actions in the game.

Action List

- Use one weapon system or weapon link once, or make a Physical attack.
- Use an Auxiliary system
- Use Sensors to act as a Forward Observer.
- Snap Fire.
- Reload a weapon.
- Take Evasive maneuvers
- Embarking/disembarking one or more passengers.
- Place a unit in Stand-by Mode.
- Go Hull Down
- Any other non-combat action, such as picking up objects.

Special Actions

Stand-by

A Unit may decide to postpone **one** of its Action. It must still move during its activation, but may wait until the end of the Miscellaneous phase to act. The Action can be used for any purpose (Snap Fire, Indirect Fire attack, etc), but is lost if the unit haven't acted before the end of the Miscellaneous phase.

Evasive maneuvers

The Unit chooses to concentrate all its efforts in avoiding the enemy's attacks. The Unit may **not** perform any other Action, but add +2 to its Defense for the whole round. A vehicle going evasive must be moving (no stationary evasive maneuvers!). Infantry units cannot use this Action.

Hull-Down

Hull-Down refers to a battlefield position where only the weapons are exposed to enemy fire, the hull itself being protected by a natural or man-made obstacle. Going Hull-Down help a Unit to defend itself when it is immobile or slow moving and represent an effort to make the best of the available cover. Infantry can only go Hull-Down inside buildings, as they get optimal protection and can stay hidden most of the time.

To go Hull-Down, a Unit must move into contact with a terrain element or be inside Soft Cover and then spend an Action. You may not go Hull-Down while travelling at Top Speed, and the Obscurement bonus is only applied to attacks coming from the arc in which the cover lies. A Hull-Down position must be indicated on the unit's speed dice.

A Unit that goes **Hull-Down** gain +2 Obscurement. The terrain must hide at least half of the miniature to allow it to go Hull-Down. In the following activation phase, the Unit has to remain Stationary. If it moves, the bonus is lost; the unit will have to spend another action to go Hull-Down again.

Movement

A vehicle's movements is expressed in Movement Points (MP). One MP buy 1" of movement on clear terrain. A unit may also be slowed down by especially difficult terrain, or even be unable to enter some areas. Vehicle movements are expressed in Movement Points (MP). All vehicles have three speed levels: Stationary, Combat and Top speed. A vehicle's speed determine the maximum amount of MP it can spend per round. The vehicle's speed also affect its ability to Defend, and each speed level have different Defense modifiers.

Speed changes are announced before the vehicle's movement, and it may only accelerate or slow down to the next speed level. As soon as the change occurs, the vehicle uses the new speed's Defense modifiers.

Stationary: A Unit that does not move is said to be Stationary. You are still allowed to take a 60 degree turn and/or move 1" and still be considered Stationary. Remaining immobile greatly improves your chances of hitting the enemy, but in return makes you an easy target.

Combat Speed: A vehicle moving at Combat speed is maximizing speed and stability while still allowing for precise attacks; this is why most fighting is done at this speed.

Top Speed: Traveling at top speed greatly reduce your chances to hit your ennemy, but also make you harder to hit. However, travelling at this speed has its risks and crashes are possible when attempting certain maneuvers.

Turning

A vehicle can turn at any point during its move; turn up to 60-degree (1 hex base facing) are free. Multiples turns can be performed in the same round, as long as each turn is followed by 1" of forward movement, or 2" for vehicle with negative manœvre.

High speed maneuver

A vehicle that is travelling at Top speed is much harder to control. If the vehicel perform more than a single turn, and any attempts after the first require a Defense test, modified by the vehicle current Defense modifier, against a Threshold of 2 plus the terrain MP cost. In case of failure, the vehicle keeps on going in a straight line for 1D6" before finally turning. If anything lies in the path of the vehicle, a collision occurs (see the ramming section, p.XX for details). The skid is not an addition to the vehicle's normal movement; it simply delay the turning. If the test is a Fumble, the vehicle crashes, taking Ligth Damage.

Reverse movement

Units are allowed to move backward up to their combat speed. Reverse movement is only possible if the vehicle was Stationary at the start of the round.

Transmission types

There are three kinds of transmission in the game: Walker (Gears, Striders and Infantry), Ground (Gear SMS, APC, tanks) and Hover (hovernks). Each is explained bellow.

Walker transmission (insert icon)

Walkers are able to move in any directions, even sideway or backward. Walkers never pay MPs to turns as long as they are traveling Combat speed. This advantage is lost if they accelerate to Top speed or change movement modes.

Ground transmission (insert icon)

Ground vehicles represent the norm so they follow all the normal movement rules.

Hover transmission (insert icon) (not sure)

Since they are floating above the ground, hover vehicle always pay the same MP cost, whatever the actual terrain type. They are also allowed to move over water. Hovercraft are

Multiple Movement Mode

Vehicles with multiple movement systems can change mode during combat. A vehicle can ONLY change mode while stationary or at Combat speed. Changes between modes must be announced before the unit moves, and can only be done once per turn.

Terrain Type and MP cost

Each terrain types has a different MP cost representing how hard it is to cross. If the cost is "n/a", vehicle using that Transmission type simply cannot travel through that area.

Terrain Type Walker Groud Hover

Clear	1	1	1
Rough	1	2	1
Sand	2	2	1
Woodland	2	4	n/a
Jungle	3	n/a	n/a
Swamp	3	4	1
Water*	n/a	n/a	1
Buildings	2#	n/a	n/a

* Only vehicle with the "Amphibious" Perk can enter water terrain: other vehicle will flood automatically and be put out of action. An Amphibious vehicle mat no enter or leave water terrain while travelling at Top speed.

Buildings are considered impassable to all unit except infantry.

Elevation Changes

Because miniatures have a hard time standing on slopes, hills are abstracted by 1" vertical increments called Elevations Levels. An elevation level does **not** represent a cliff, unless it is 2 or more level high, in which case it becomes impassable. When moving over Elevation Changes, an extra MP cost must be paid to go up or down, as described bellow:

Terrain Type	Walker	Ground	Hover
Up 1 Level	add 2	add 2	add 3
Down 1 Level	add 1	Free	Free

If for any reason a unit falls from a cliff, it takes damage as indicated bellow. Note that this means you **can** jump down a cliff, as long as your willing to take damage. Infantry can only go DOWN cliffs, and are not allowed to jump!

Fall 1 level: light damage

Fall 2 level: Heavy Damage

Fall 3 level: Overkill

Line of Sight

All vehicles in the game are equipped with Sensors are able to "see" most units on the battlefield. But to attack a target, a unit must be able to lock-on to it: this is called having a Line of Sight (LoS). To find if a unit has a LoS to an enemy, simply check the model's point of view: if you can clearly see the target model, you have a LoS. **If the model is hidden by at least 50% by any kind of terrain, it benefits from Cover.** Anything that block or partially obscure a LoS to a target is called Cover.

Cover is applied as a negative modifier to the Attack roll. If both players cannot agree on weither or not a unit benefit from Cover, roll a die for it (ie: on 4+, it does). The following table indicate the different Cover's effects, and the minimum amount of Cover needed to increase the modifier.

Soft Cover: You **can** move through Soft Cover.

Represents: Woodland, jungle, bushes, crates, light fortifications.

Partial Compete 6'+ 12"+

-1 -2 -3 -4

Hard Cover: You **cannot** move through Hard Cover.

Represents: Buildings, rocks, hills, bunkers, trenches, vehicle wreck.

Cover Type Partial Compete 6'+ 12"+

Hard Cover: -2 -3* -4* -5*

* While you can shoot through a building, this is not the case of hills. If unit is completely covered by hill (the Elevation level totally obscure the model), no LoS can be achieved.

Detection Rating

Every Vehicle has a Detection Rating, essentially representing the quality of its Sensor suite. The Piloy's level is added to his to produce the vehicle's final Detection rating. If the negative modifier for an attack is greater that the vehicle's final Detection rating, the combat computer cannot get a lock and so cannot attack. In any case, the Cover modifier always apply to an attack roll.

A LoS can still be achieved, but the unit must use Sensors (see the Sensor section p.xx), unless the target is completely covered by elevation changes

Attacks

If a Unit has a LoS to a target within its weapon range and fire arc, it may use an Action and attack that target with a ranged weapon. When a Ranged Attack occurs, an opposed Skill-test is required to determine the success of the attack. The attacker uses its **Attack** skill, and the Defender uses its **Defence** skill, both modified by the appropriate attributes and situation modifiers. If the attacker wins the Skill test, the attack succeeds. If the defender wins or a draw occurs, the attack misses. The Margin of Success of the attack is used to determine Damage.

Attacker modifiers

Attack Modifier varies, default is 0

Weapon accuracy varies, default is 0

Range	Modifier
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Point Blank	+2
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Short range	+1
--------------------	----

Medium range	0
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Long range	-1
-------------------	----

Extreme Range	-2
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Defender's modifiers

Defense Modifier varies, default is 0

Multiple Attackers penalty:- 1 per attacker after the first from the same Combat Group.

Angle of attack modifiers:-1 for all attacks coming from the rear arc

Physical Attacks

Physical Attacks include all attempts to damage an enemy by ramming, punching or kicking. If a Unit has a LoS to a target at the beginning of its activation, it may move to attack that target Physically. Physical attacks are treated exactly like shooting attacks and uses the very same modifiers. The only difference is that physical attacks can only be made at point blank range. The Unit's Datacard list all the possible physical attacks that the vehicle can make, as well as the Damage Multiplier.

Melee Attack: Attacks made using Melee weapon (Vibroblade, Vibro Axe. etc).

Punching: Attacks made with a vehicle's manipulators.

Kick: Attacks made with the vehicle's legs. A vehicle that is travelling at Top speed can make a running kick and add 2 to its Damage Multiplier for the attack.

Retaliation!

If the result of a Physical attack is a Fumble, the defending Unit is granted a free retaliation attack. This is a free action and it is treated just like a normal physical attack. You may also choose not to attack.

Ramming

Unlike other attacks, ramming inflict damage on **both** the attacker and the defender when it succeeds. If the ram attempt result in a MoS, both unit takes damage based on the opponent's Size and the following modifiers:

Attacker travelling at Top speed: +2

Defender rammed from the rear: -2

Head-on ram: +2

The ramming vehicle's movement stop at the point of impact and it is considered Stationary for the reminder of the round. If the attempt fails, the vehicle continue its movement normaly. Note that Ramming Fumble do **not** grant the opponent a Retaliation attack.

Damage

An attack's damage is equal to the weapon's Damage Multiplier times the Margin of Success of the attack roll. The final damage is compared to the target's Armor rating. Check the Damage versus Armor table below.

Light Damage = Damage is equal to or greater than the base Armor.

Heavy Damage = Damage is equal to or greater than twice the base Armor.

Overkill = Damage is equal to or greater than three times the base Armor.

When a Unit takes damage, it must be marked on the Datacard and/or on its Blitz! counter. If the unit does not have enough damage boxes to mark all damage, it is overkilled. Damage effects are cumulative; see the table below:

Light damage + Light damage = **Heavy damage**

Light damage + Heavy damage = **Critical damage**

Heavy damage + Heavy damage = **Overkill**

Critical damage + any result = **Overkill**

Damage Effects:

Light Damage (-1 Armor): Units taking light damage are mildly shaken up by the attack, but not seriously damaged. Mark it with a light damage counter (or mark it on the Datacard). The unit's base armor is reduced by 1 (one) for future attacks. Light damage has no adverse effect other than the -1 Armor, and a lightly damaged unit can operate at full power. The only danger is that the next attack might cripple or even destroy the unit.

Heavy Damage (-2 Armor, 1/2 Movement, 1/2 Damage, -1 Action, Auxiliary Systems Destroyed): Units that receive a Heavy damage result are permanently affected. The unit's base Armor is reduced by 2 (two) for future attacks. Its movement allowance(s) and damage multipliers are immediately halved (rounding up), all Auxiliary systems are destroyed and the vehicle's total Actions are reduced by 1 (to a minimum of 1).

Critical Damage (-3 Armor, 1/2 Movement, 1/2 Damage, -2 Action, Auxiliary Systems + Communications + Sensors Destroyed): Critical The unit's base armor is reduced by 3 (three), it still suffers from all the Heavy damage penalties, the vehicle's total Action is reduced by 2 (to a minimum of 1) and its Communications and Sensors are destroyed.

Overkill (Unit Destroyed):

Overkill results in the unit being destroyed. The owning player gets to decide if the unit remains on the table. Vehicle wreck counts as Hard Cover and should be marked with cotton wool or other suitable marker.

Sturdy vehicles

Some vehicles are noted as "Sturdy"; this represents redundant equipment, extra armor plates, reinforced structure, etc. Sturdy vehicles may have one more box added to their damage track. When they take damage, the sturdy boxes are crossed first; they suffer from no effect until the "Light damage" box is shaded.

Fragile vehicle

Weak structure, exposed systems or elementary flaws make some vehicles easier to destroy. A Fragile vehicle does not have a Critical damage box. If they already received Heavy damage earlier and take any more damage, they are overkilled.

Armor Perks and Flaws

Armor Perks affect the way damage are applied to a unit. Those Perks are noted directly under the unit's Armor rating.

Reinforced armor: One the vehicle's facing (usually the front) is reinforced. When an attack come from that arc, add the rating to the the armor before determining damage.

Weak facing: one of the vehicle's facing (usually the rear) is considerably less armored. When an attack come from that arc, the armor value is halved.

Improved rear defence; The vehicle is very well armored and so do no suffers from a -1 modifier whe it is attacked from the back.

Backup Sensors: The vehicle can still uses its Sensor system when it takes Heavy damage. These systems are only considered destroyed at the Critical damage level.

Backup Communication: The vehicle can still uses its Communication system when it takes Heavy damage. These systems are only considered destroyed at the Critical damage level.

Rugged movement system: No movement penalty are applied when the vehicle takes heavy Damage. The movement penalty is only applied at the Critical damage level.

Shielded weapons: The vehicle's weapons are unaffected by Heavy Damage results. The damage penalty is only applied at the Critical damage level.

Infantry Rules

While Gears are the main stay of the various Terranovan armies, the honest trooper is still a crucial part of any military organization. Infantry uses a different Data Card than vehicular Units. They are commonly grouped into platoons of up to four squads that can be of any types. An Infantry squad is represented on the table by three hex bases with three troopers on each base. Each base must remains within 2" from another base of the same squad. Only the closest base to the enemy is used for range calculation purposes. When they take a Light damage one hex base is removed, on a Heavy damage two hex bases are removed, on an Overkill all bases are removed. Please note that Infantry can not take Critical Damage as they are Overkilled at that point.

Infantry attacks

Infantry units are generally equiped with two type of weapon: Standard and Heavy. When Infantry Units go on the offensive, Each Actions allows them to gets one attack per weapon type. Those attacks must be made against the same targets. **Shooting performed with standard weapon benefit from a ROF bonus equal to the remaining number of bases in the squad.** Heavy weapons don't have additional ROF bonus. If a weapon runs out of ammunition, it must be reloaded individually (the weapon that gets reloaded do not fire, but the other one can).

Attacks against Infantry and Damage Effects

Being such small targets (compared to the vehicles around them), all attack against Infantry are done at -2. Infantry take damage exactly like any other unit: compare the attack's damage to the infantry unit's armor value. Against Anti-Infantry weapon, their Armor value is divided by three (3). The damage effects are slightly different, as shown bellow.

Light Damage: Infantry units taking Light damage suffers from low casualty and are still combat-ready, though a bit less effective. Remove one Infantry Base.

Heavy Damage (1/2 Movement, 1/2 Damage): Infantry units taking Heavy damage lose more man - enough to seriously hampers their abilities. remove two bases from the unit.

Pinning

Infantry units have a tendency to hit the ground when they are attacked. If the result of an attack against infantry is a success but do **not** causes damage, the unit is pinned: it cannot move during its next activation, but it can still use its weapons.

Infantry and All-Terrain Vehicles

Some infantry units are equipped with small All-Terrain Vehicles like dirt bikes and ATVs. Those units are treated just like a vehicle with Multiple Movement systems. ATVs generally have a Ground speed of 8 MPs, but no Top Speed. While mounted, the unit may attack with ranged weapons, but with a -1 modifier, and may only use its standard weapons. If the squad is attacked while on ATV, they receive a +1 bonus to defence because they are going faster, but have no other bonus.

Infantry and Buildings

Infantry excels at urban fighting. An Infantry unit may enter any buildings at an MP cost of 2 per inch. In the subsequent round they can entrench themselves and gain the "Hull-Down" bonus by spending an action.

Armored Personal Carriers

Soldiers are frequently carried into battle by Armored Personal Carriers (APCs). For troops to mount or dismount, the APC must be stationary and spend an Action. A number of passengers equal to the vehicle size can exit per action spent. When an Infantry unit dismounts from an APC, place each of the bases in contact with the transport vehicle. A unit disembarking from a transport is allowed to attack, but only with its Standard weapons.

Weapon's Special Rules

Many weapons have exotic effects or limitations. Those are always noted as abbreviations.

Anti-Infantry - AI: When attacking infantry, ignore the -2 modifier, and Damage is multiplied by 5.

Area of Effect - AEx: The weapon's impact creates an explosion that covers a large area. The number following "AE" indicates the blast radius, in inches. (ex: AE2 = a 2" radius blast)

Armor Piercing - AP: The armor of the target is halved for damage calculation. AP weapons never cause Overkill, except by accumulation (ie: the unit must already have received damage)

Armor Crushing - AC: The weapon destroys and crushes armor panels: it removes twice the normal amount of armor points when it causes damage (2 for Light, 4 for Heavy, 6 for Critical)

Guided - G: The weapon is able to lock-on Target Designator's tag. When attacking a tagged target, they receive a +2 bonus.

Haywire - W: Powerful electrical discharges cause internal damage. The vehicle might take further damage from the attack: roll 1D6; the vehicle takes another Light damage on the roll of 4+.

Indirect Fire - IF: The weapon can fire indirectly.

Minus Damage per Range Band - MB: Damage from this weapon goes down as range goes up. Each range band reduces the weapon's damage by -1.

Minimum Range - MR: Designed for long-range fire, the weapon suffers from a -1 penalty when shooting at short range. These weapons cannot be fired at Point Blank range.

Slow-burn - SB: Sticky flammable material covers the target and may burn for a while: in the miscellaneous phase, the target keeps on burning on a die roll of 5+. It will take another Light damage each round until the fire dies out or the unit is destroyed. The unit may decide to use its Action to try and put out the fire: it takes two actions to put out a fire (two units may participate if you wish). If only one action is used, the unit only keeps on burning on a roll of 6+.

AUXILIARY SYSTEMS

Anti-missile System (AMS): Generally taking the form of a small turreted machine guns or lasers, Anti-missile system have a skill level of 2 plus their rating. When the vehicle (or another vehicle from the same Combat Group) is attacked by missiles, mortar or rockets, the system will try to shoot down the attack. The AMS makes the first Defense roll: in case of succes (MoS 0 or more) the attack is stopped. Against ROF attacks, it will reduce the ROF bonus by its Margin of Success. If the ROF bonus ges bellow zero, the attack is stopped. in any case, if the AMS fails to stop the attack you must defend against it normaly.

Anti-personal Charges: This system can detect and attack close-by ennemy infantry. They are considered level 2 for attack purpose, a damage multiplier of x3 and the Anti-infantry Perk. Anti-personal charges do not require an Action to activate, and can only attack infantry units that are in base to base contact. The system's ammo load is equal to its rating.

Autopilot: Removes the first multiple attacker penalty when the unit is attacked by a second and subsequent attackers from the same combat group.

Counter-battery Sensors: when a vehicle with this perk is attack indirectly, it gets a free Sensor Action to try and lock-on to the firing Unit.

Jump jets: (multiply the rating by 3) Thrusters allows the vehicles to make jump over the battlefield. The rating of the Perk is a bonus movement that can be used either vertically or horizontally, as long as the total move remains within the perks rating limit. It takes an Action to use Jump jets, and the jump must be made in a straight line.

Target Designator (TD): Basicaly a glorified laser tag, this Perk is used to mark target for Guided weapons. The Designator is used just like a normal weapon, has 0 Accuracy, and cause no damage (the range is noted on the unit's Datacard). A successfull hit "paint" the target for the remainder of the round. Any Guided weapon attacks against that target are made with a +2 modifier.

Satelite Uplink: The unit has access to an orbital relay and, as a consequence, have almost unlimited Communication range. This Perks is used to request Orbital or off-table Airstrikes.

Stealth: Various systems make the unit "furtive". This Perk is added to the Unit's Cover value - it is useless if the unit is in the open, except at night. Attacks made within a number of inch equal the unit's Size are not affected by Stealth.

PERKS

Acrobaic Handling: The Rating is applied to Attack and Defence test made at Point Blank range.

Advanced Neural Net: The highly evolved Neural Net gives the pilot one reroll per turn.

Airdroppable: Drop from low-flying airplanes before the battle, units with that perk can be placed anywhere on the battlefield at the start of the game as long as no enemy unit has a line of sight (LOS) on them.

Ammo Storage: The vehicle gets a free reload action per clip carried.

Amphibious: Only Amphibious vehicles can enter Water terrain. Other vehicles will flood and automatically be put out of action if they enter Water terrain. Amphibious vehicle cannot enter or exit Water terrain at Top Speed.

Camo Netting: +1 to concealment when in Soft Cover and Stationary.

Easy to modify: the vehicle is a marvel of simplicity and ease of maintenance. Repair rolls are made at +2. This perks only affect campaign play.

Ejection System: Vehicle equipped with Ejection System eject on a roll of 4+ instead of 6+ if the optional rule is used.

Improved off-road ability: -1 MP cost when moving through terrain with a MP cost of more than 1, minimum cost is 1MP.

Low Profile: +1 Obscurement when behind cover of an type.

Poor off-road ability: The vehicle is not designed to travel off-road. Add 1 to the cost of any terrain with an MP cost over 1.

Overheating: The vehicle suffers Light Damage if it moves and fires a weapon two rounds in a row or if it travels at Top Speed for more than three rounds in a row.

Sniper System: Add +1 to the attack roll at medium and long range. The modifier becomes: Short +2, Medium: +2, Long: +1, Extreme: 0.

Stabilizer Mount: Vehicles with that Perk mount over-sized weapon and need to assume a prepared position in order to fire. The Unit must be Stationary and spend an Action to get into that position; only then is it allowed to fire its over-sized weapon. If the vehicle moves, it will need to spend another Action in order prepare its position again.

Sensor Boom: A sensor boom allows the vehicle to see over intervening terrain. The Unit is considered to be twice as tall for the purpose of checkin what it can see.

Transport: The vehicle has a cargo area or can transport passengers. The type of cargo is always specified with that perk. The most common type in the game are troop transports.

A transport must be stationary and spend an Action to unload its cargo.

If a troop transport is hit while transporting troops roll a dice: on a roll of 4+ the transported unit takes damage equal to the base damage multiplier of the weapon that hit. This is in addition to any damage suffered by the transport. Units that are unlucky enough to find themselves in an Overkilled vehicle are destroyed as well.

FLAWS:

Defective (active sensor, fire control): The vehicle's systems are on the blink. One die is rolled before the skill test. If the dice roll is equal to or lower than the Rating, the rating is applied as a negative modifier to the test.

Large Sensor Profile: The Flaw's rating is subtracted from the vehicle's concealment value against Sensor attacks (not Obscurement).

Unstable: -1 to Defense rolls at top speed and/or in terrain with a MP cost greater than 1.

Random Shutdown: The vehicle can suddenly freeze in action. Roll every turn against a threshold of (1+ rating). Failure causes the vehicle to shutdown for 1D6 round.

Traceable Emissions: The vehicle's sensor reading is enormous. Sensor sweeps against this vehicle have a bonus equal to the rating of the Flaw. Guided weapons lock automatically.

Vulnerable to Haywire: The vehicle has lots of electronics onboard. Any Haywire hit will cause another Light damage on a roll of 2+ instead of 4+.

Weak Facing: The vehicles have a facing with weak armor. When attacked on that facing, the Armor's value is halved (round up).

12 Weapons Tables

Cannons and recoilless weapons

Weapon Name	ACC	PB/S/M/L/E	DAM	ROF	Special
VLMG Very Light Machine Gun	0	1/3/6/12/24	x2	+3	AI
LMG Light Machine Gun	0	1/3/6/12/24	x3	+4	AI
HMG Heavy Machine Gun	0	1/3/6/12/24	x4	+3	AI
FC Frag Cannon	+1	1/3/6/12/24	x7	0	AI, AE0
VLRV Very Light Rifle	0	1/3/6/12/24	x6	0	-
LRF Light Rifle	0	3/6/12/24/48	x8	0	-
MRF Medium Rifle	0	4/9/18/36/72	x10	0	-
HRF Heavy Rifle	0	6/12/24/48/96	x12	0	-
DPG Deployable Pack Gun	-1	3/6/12/24/48	x8	0	Disposable
VLAC Very Light Autocannon	0	3/6/12/24/48	x6	+2	-
LAC Light Autocannon	0	3/6/12/24/48	x8	+2	-
MAC Medium Autocannon	0	4/9/18/36/72	x10	+1	-
HAC Heavy Autocannon	0	4/9/18/36/72	x12	+1	-
VHAC Very Heavy Autocannon	0	4/9/18/36/72	x15	+1	-
VLFG Very Light Field Gun	-1	7/15/30/60/120	x20	0	IF
LFG Light Field Gun	0	7/15/30/60/120	x22	0	IF
HFG Heavy Field Gun	0	12/24/48/96	x28	0	IF
SC Snub Cannon	-1	1/3/6/12/24	x28	0	-
LPZ Light Panzerfaust	-1	1/3/6/12/24	x10	0	-
MPZ Medium Panzerfaust	-1	1/3/6/12/24	x15	0	-
HPZ Panzerfaust	-1	3/6/12/24/48	x20	0	-
RFBK Rapid-Fire Bazooka	0	1/3/6/12/24	x14	+2	-
LBZK Light Bazooka	0	3/6/12/24/48/	x15	0	-
MBZK Medium Bazooka	0	3/6/12/24/48/	x20	0	-
HBZK Heavy Bazooka	0	3/6/12/24/48/	x25	0	-

Rockets and Missiles

Weapon Name	ACC	PB/S/M/L/E	DAM	ROF	Special
VLRP Very Light Rocket Pod	-1	1/3/6/12/24	x8	+3 to 6	IF
LRP Light Rocket Pod	-1	1/3/6/12/24	x12	+1 to 4	IF
MRP Medium Rocket Pod	-1	3/6/12/24/48	x18	+1 to 4	IF
HRP Heavy Rocket Pod	-1	4/9/18/36/72	x20	+3 to 4	IF
IRP Incendiary Rocket Pod	-1	3/6/12/24/48	x13	+1 to 3	IF, SB
HIRP Heavy Incendiary Rocket Pod	-1	4/9/18/36/72	x16	+3 to 4	IF, SB
ABM Air-Burst Missile	0	4/9/18/36/72	x10	0	IF, AE0
AGM Anti-Gear Missile	+1	4/9/18/36/72	x15	0	IF, G
ATM Ant-Tank Missile	+1	4/9/18/36/72	x25	0	IF, G
HATM Ant-Tank Missile	+1	7/15/30/60/120	x30	0	IF, G

Support weapons

Weapon Name	ACC	PB/S/M/L/E	DAM	ROF	Special
LFL Light Flamer	+1	0/0/0/3/6	x5	0	SB
MFL Medium Flamer	+1	0/0/3/6/6	x7	+1	IF, SB
HFL Heavy Flamer	+1	0/3/6/12/24	x9	+2	IF, SB
APM Anti-personal Mortar	0	3/6/12/24/48	x4	0	IF, AI, AE0, MR
LGM Light Guided Mortar	-1	4/9/18/36/72	x15	0	IF, G
HGM Heavy Guided Mortar	-1	7/15/30/60/120	x20	0	IF, G
LFM Light Field Mortar	-1	6/12/24/48/96	x15	x	IF, MR, AE0
MFM Medium Field Mortar	-1	7/15/30/60/120	x20	x	IF, MR, AE0
HFM Heavy Field Mortar	-1	9/18/36/72/144	x25	x	IF, MR, AE0
APGL Anti-personal	-1	1/3/6/12/24	x3	x	AI, IF, AE0
LGL Light Grenade launcher	-1	1/3/6/12/24	x15	+2	IF
HGL Heavy Grenade launcher	-1	3/6/12/24/48	x20	+1	IF

Advanced weapons

Weapon Name	ACC	PB/S/M/L/E	DAM	ROF	Special
LAP Light Particles Accelerator	+1	3/6/12/24/48	x10	0	H, MD1
HPA Heavy Particles Accelerator	+1	4/9/18/36/72	x15	0	H, MD1
LRG Light Rail gun	0	7/15/30/60/120	x14	0	-
HRG Heavy Rail gun	0	15/30/60/120/240		x35	0 -
SLC Sniper laser Cannon	+1	7/15/30/60/120	x12	0	MD1
HGLC Gatling Laser Cannon	+1	3/6/12/24/48	x16	+1	MD3
LLC Light Laser Cannon	+1	7/15/30/60/120	x16	0	MD2
HLC Heavy Laser Cannon	+1	7/15/30/60/120	x20	0	MD2
LPLC Light Pulse Laser Cannon	+1	4/9/18/36/72	x20	0	MD3
HPLC Heavy Pulse Laser Cannon	+1	4/9/18/36/72	x24	0	MD4

Close Combat weapons

Weapon Name	ACC	PB/S/M/L/E	DAM	ROF	Special
CR Chassis Reinforcement	0	0/0/0/0/0	+1	0	x
VB Vibroblade	0	0/0/0/0/0	x8	0	AP
VBR Vibrorapier	+1	0/0/0/0/0	x6	0	AP
VA Vibroaxe	-1	0/0/0/0/0	x10	0	AC
SKG Spike Gun	-1	0/0/0/0/0	x12	0	AP
HSKG Heavy Spike Gun	-1	0/0/0/0/0	x14	0	AP
HWG Haywire Grenades	-1	0/0/3/6/12	x10	0	IF, H
HG Hand Grenades	-1	0/0/3/6/12	x15	0	IF, AI
HHG Heavy Hand Grenades	-1	0/0/3/6/12	x25	0	IF
SDG Self-Destruct Grenades	-1	0/0/3/6/12	x30	0	IF, AEO

Infantry Standard Weapon

Weapon Name	ACC	PB/S/M/L/E	DAM	ROF	Special
7mm Rifle	0	1/3/6/12/24	x2	0	-
7mm Assault Rifle	0	1/3/6/12/24	x2	+1	-
9mm Heavy Rifle	0	1/3/6/12/24	x3	0	-
15mm Sniper Rifle	+1	3/6/12/24/48	x4	0	-

Infantry Heavy Weapon (All of those benefit from a +1 bonus because we abstract the number of trooper in a squad)

Weapon Name	ACC	PB/S/M/L/E	DAM	ROF	Special
9mm Lit. Machine Gun	0	3/6/12/24/48	x3	+3	-
9mm Chaingun	0	1/3/6/12/24	x3	+5	-
24mm Anti-Gear Rifle	+1	4/9/18/36/72	x7	+1	-
37mm Grenade Rifle	0	1/3/6/12/24	x8	+1	AI, IF
50mm Rocket launcher	0	1/3/6/12/24	x14	+1	-
62mm Light Mortar	-1	4/9/18/36/72	x12	+1	AI, If, MR
Sniper Laser Rifle	-1	6/12/24/48/96	x10	+1	-

Optional Rules

Rate of Fire Attacks (ROF)

These weapons have automatic fire capability; they are referred to as Rate of Fire attacks (ROF). When fired, they have the option of either concentrating the attack on a small zone (Burst Fire) or spreading the fire in order to cover a larger area (Saturation Fire). When using ROF, you may either use Burst Fire or Saturation Fire, but not both.

Burst Fire: A Burst Fire attack uses more ammunition in the hope of causing more damage. On a successful attack, each point of ROF increases the weapon's Damage Multiplier by one.

Saturation Fire: Unlike Burst fire, Saturation attacks spread the ammunition and create a large danger zone. This form of attack may only be performed at short or medium range. Choose a ground area (you don't have to target a unit, though you can) and make an attack roll. Each point of ROF creates a 1" radius area, and the attack roll is raised by 1 for every TWO points, to create a Saturation threshold. Any unit touched by the blast (even partially) must defend against this threshold, as indicated on the table below.

ROF	Threshold bonus	Radius
1	0	1"
2	+1	2"
3	+1	3"
4	+2	4"
5	+2	5"
6	+3	6"

A saturated area remains dangerous for the whole Combat Round: any unit moving in or out of the area must defend against the Saturation threshold.

Ammunition and Reloading

To keep the game simple, the system does not take into account every bullet and missile fired. Instead, the ammunition load of a weapon is abstracted, and most weapons are considered to have sufficient ammunition for the entire battle.

Even then, some weapons have very limited ammo load, and others eat them up so fast that a clip can be emptied in a few seconds. Normal ammunition is noted as empty circles on the weapon stats line. ROF ammunition is only used up when ROF points are used in an attack.

Gears generally carry modular rifle-like weapons that have the advantage that they can be reloaded during battle. If the ammo squares are followed by a "R", the weapon can be reloaded at the cost of an action. Place a reload marker near the miniature as a reminder that it must reload.

Indirect Fire

Indirect fire is used by artillery batteries and other vehicles that have weapons with such capacity. It is primarily used for long-range fire support, but it is also very useful to attack targets that are simply out of visual sight. Only weapons that are noted "IF" may use that form of attack.

To fire indirectly, an allied unit must act as a Forward observer and make a Sensor attack. If the attack is successful, the forward observer can send the information to the firing unit (see the Electronic Warfare section).

Indirect attacks can be performed over obstacles, including Hard cover and elevation changes because the attack is angled over the obstruction. The attacker receives the forward observer Cover penalty instead of its own (but if the target is in Cover, a -1 modifier still apply). Resolve damage normally. If the attack misses, the shot scatter a number of inches equal to the MoF. Using the front of the target base as a template, roll a D6 and count clockwise around it (using the front as "1") to find the direction the shot scatter in. If any another unit (friend or foe) is hit by the attack, it must defend against the original attack roll.

Electronic Warfare

Electronic warfare refers to the combat use of sensor and communication systems. e

Sensors attacks

Most of the 62nd century combat vehicles carry sophisticated sensor suites to locate enemy units lurking nearby. By performing a Sensor attack, these systems can be used to obtain a combat lock-on even if visual LoS is blocked. A successful lock grant a LoS. A draw, failure or Fumble does not grant LoS. A Sensor attack made against a target in the open always succeed automatically. The target must be attacked the same round the Sensor attack was made, otherwise the bonus is lost. The MoS of the Sensor attack reduce the target's Cover value, but only if the attack is Indirect.

Base threshold = Cover value

- + Defender Stealth, Low profile or Camo Netting (if present).
- Large Sensor Profile rating (if present).
- 1 per weapon fired by the Defender during last activation.
- MP used during last activation (last sepped value)

Communications

In war, knowledge is power, and this often start with clear communication channels. Unit often needs to transfer informations to one another, be it to transfer Command points or firing coordinates.

The 62nd century communication systems are highly efficient: their range is long enough to cover the whole battlefield and it can be done simultaneously with other actions. However, when ECM cover is present, the transferring unit must make a Attack Skill test with a -1 modifier to try and beat the Threshold. If the unit has more than 1 action, it may choose to spend an action to remove the modifier. Note that unless there is ECM cover present, all communication attempts succeeds without the need to spend an action or make a test.

Of course, radios are not the only way to communicate on the battlefield. Visual cues - like hand signal or the clever use of laser range finders – or good old-fashioned shouting are all efficient methods. Units in Gears-only or Infantry-only Combat groups can always communicate with each other if they are within 10" and have a valid LOS to the sending unit.

ECM and ECCM

Electronic Counter-Measures are used to jam communications attempts, while Electronic Counter Counter-Measures are used to do the opposite, namely unjam communications. Activating ECM or ECCM systems requires an Action and an Attack Skill roll. The system's rating is added to the result to produce a Threshold.

ECM Effects: All communication attempts on the battlefield must beat the ECM Threshold in order to cut through the jamming effect. Make an Attack roll, modified by the vehicle's Communication rating. A MoS means that the message passed, a draw or a MoF means it was jammed.

ECCM Effects: The ECCM threshold is directly removed from the ECM threshold to produce a final threshold. If the ECCM brings the ECM threshold to zero, the effect is blocked and no modifiers from ECM apply to communication attempts.

ECM and ECCM effects start as soon as the Unit take the action and last until the Unit's next activation. In the following round, the player can choose to spend another action to keep the ECM effect going, or roll again to try and raise the threshold, though if the result is lower it still stands. If no Action is spent, the effect stops.

Destroying Buildings

Blasting real estate is so cool. Buildings are always considered as immobile vehicles, so their defence roll is always zero. Light buildings have 50 damage per square inch, while denser things have up to 100 points per square inch. When a building loses half its damage points, it can be entered like Soft Cover. When it loses all its damage points, it collapses. Any unit inside is destroyed.

Towing capacity

Vehicles with manipulator arms can carry and push things around, a useful feature on a battlefield, be it to capture an enemy vehicle or to retrieve a fallen friendly unit. A vehicle can tow up to half its Size at half speed, or half its Size at full speed. When towing an object, two vehicles can cooperate to reduce the load.

Walker knock down: When a Gear takes a great deal of damage there is always a chance that it will get knocked over by the force of the attack. When the total damage of an attack is equal to or greater than twice the walker's size, it might fall down: make an Attack test against a threshold of (MoS +1). If the test is failed, the walker falls down and must spend 1 MP to get back up again. If the test is fumbled, the walker falls down hard and takes Light damage.

HEAVY GEAR BLITZ! (BETA VESION 2.0)

FACTION: NORTHERN GUARD

COMBAT GROUP TYPE: CORE

Round #: _____
 Player #: _____ & Name: _____
 Oppo. #: _____ & Name: _____

UNIT TYPES (Base TV) x Skill Level Mod. = TV

- 1 HUNTER (380) x 1 = 380**
- 2 HUNTER (380) x 1 = 380**
- 3 HUNTER (380) x 1 = 380**
- 4 HUNTER MAC (400) x 1 = 400**
- 5 HUNTER MAC (400) x 1 = 400**
- 6 ASSAULT HUNTER (435) x 1 = 435**
- TOTAL TV: 2375**

VICTORY POINTS

UNITS YOU DESTROYED (TV)

TV OF UNITS YOU DESTROYED : _____
- TV OF THE UNITS YOU LOST : - _____
= VICTORY POINTS : = _____

HEAVY GEAR

HUNTER

Rookie	Qualified	Veteran	Elite	Legendary
190TV	380TV	1140TV	1520TV	1900TV
1d6	2d6	3d6+1Def	4d6+1Def	5d6+1Def

Actions: 1				Armor	Damage
Defense W 4/7	-3	-1	+1		S L H C
Defense G 6/12	-3	0	+2		
Attack	+2	0	-3		
Size: 6	Comm: 0	Sensors: 0	Detect: 2		

Weapons:

Name	Arc	Acc	PB/S/M/L/EX	Dam	Spec/ROF	Ammo
LAC	F	0	3/6/12/24/48	x8		
LRP/24	F	-1	1/3/6/12/24	x12	IF	
APGL	FF	-1	1/3/6/12/-	x3	AI, IF, AE 2*r	
HG	F	-1	1/2/4/8/-	x15	AI, IF, AE 1*r	
VB	F	0	0/-/-/-/-	x8		

Physical Attack (Punch/Kick/Ram) x6

Perks/Flaws: Easy to Modify **Aux. Systems:**

HEAVY GEAR

HUNTER

Rookie	Qualified	Veteran	Elite	Legendary
190TV	380TV	1140TV	1520TV	1900TV
1d6	2d6	3d6+1Def	4d6+1Def	5d6+1Def

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Defense W 4/7	-3	-1	+1		S L H C
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Size: 6	Comm: 0	Sensors: 0	Detect: 2		

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LRP/24	F	-1	1/3/6/12/24	x12	IF	
APGL	FF	-1	1/3/6/12/-	x3	AI, IF, AE 2*r	
HG	F	-1	1/2/4/8/-	x15	AI, IF, AE 1*r	
VB	F	0	0/-/-/-/-	x8		

Physical Attack (Punch/Kick/Ram) x6

Perks/Flaws: Easy to Modify **Aux. Systems:**

HEAVY GEAR

HUNTER

Rookie	Qualified	Veteran	Elite	Legendary
190TV	380TV	1140TV	1520TV	1900TV
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Defense G 6/12	-3	0	+2		
Attack	+2	0	-3		
Size: 6	Comm: 0	Sensors: 0	Detect: 2		

Weapons:

Name	Arc	Acc	PB/S/M/L/EX	Dam	Spec/ROF	Ammo
LAC	F	0	3/6/12/24/48	x8		
LRP/24	F	-1	1/3/6/12/24	x12	IF	
APGL	FF	-1	1/3/6/12/-	x3	AI, IF, AE 2*r	
HG	F	-1	1/2/4/8/-	x15	AI, IF, AE 1*r	
VB	F	0	0/-/-/-/-	x8		

Physical Attack (Punch/Kick/Ram) x6

Perks/Flaws: Easy to Modify **Aux. Systems:**

HEAVY GEAR

HUNTER MAC

Rookie	Qualified	Veteran	Elite	Legendary
200TV	400TV	1200TV	1600TV	2000TV
1d6	2d6	3d6+1Def	4d6+1Def	5d6+1Def

Actions: 1				Armor	Damage
Defense W 4/7	-3	-1	+1		S L H C
Defense G 6/12	-3	0	+2		
Attack	+2	0	-3		
Size: 6	Comm: 0	Sensors: 0	Detect: 2		

Weapons:

Name	Arc	Acc	PB/S/M/L/EX	Dam	Spec/ROF	Ammo
MAC	F	0	4/9/18/36/72	x10		
LRP/24	F	-1	1/3/6/12/24	x12	IF	
APGL	FF	-1	1/3/6/12/-	x3	AI, IF, AE 2*r	
HG	F	-1	1/2/4/8/-	x15	AI, IF, AE 1*r	
VB	F	0	0/-/-/-/-	x8		

Physical Attack (Punch/Kick/Ram) x6

Perks/Flaws: Easy to Modify **Aux. Systems:**

HEAVY GEAR

HUNTER MAC

Rookie	Qualified	Veteran	Elite	Legendary
200TV	400TV	1200TV	1600TV	2000TV
1d6	2d6	3d6+1Def	4d6+1Def	5d6+1Def

Actions: 1				Armor	Damage
Defense W 4/7	-3	-1	+1		S L H C
Defense G 6/12	-3	0	+2		
Attack	+2	0	-3		
Size: 6	Comm: 0	Sensors: 0	Detect: 2		

Weapons:

Name	Arc	Acc	PB/S/M/L/EX	Dam	Spec/ROF	Ammo
MAC	F	0	4/9/18/36/72	x10		
LRP/24	F	-1	1/3/6/12/24	x12	IF	
APGL	FF	-1	1/3/6/12/-	x3	AI, IF, AE 2*r	
HG	F	-1	1/2/4/8/-	x15	AI, IF, AE 1*r	
VB	F	0	0/-/-/-/-	x8		

Physical Attack (Punch/Kick/Ram) x6

Perks/Flaws: Easy to Modify **Aux. Systems:**

HEAVY GEAR

ASSAULT HUNTER

Rookie	Qualified	Veteran	Elite	Legendary
220TV	440TV	1320TV	1760TV	2200TV
1d6	2d6	3d6+1Def	4d6+1Def	5d6+1Def

Actions: 1				Armor	Damage
Defense W 4/7	-3	-1	+1		S L H C
Defense G 6/12	-3	0	+2		
Attack	+2	0	-3		
Size: 6	Comm: 0	Sensors: 0	Detect: 2		

Weapons:

Name	Arc	Acc	PB/S/M/L/EX	Dam	Spec/ROF	Ammo
SC	F	-1	1/3/6/12/24	x28		
APGL	FF	-1	1/3/6/12/-	x3	AI, IF, AE 2*r	
HG	F	-1	1/2/4/8/-	x15	AI, IF, AE 1*r	
VB	F	0	0/-/-/-/-	x8		

Physical Attack (Punch/Kick/Ram) x6

Perks/Flaws: Easy to Modify **Aux. Systems:**

Rate your opponent's sportsmanship (circle one): (poor) 1 2 3 4 5 (excellent)

HEAVY GEAR BLITZ! (BETA VESION 2.0)

FACTION: NORTHERN GUARD

COMBAT GROUP TYPE: ELITE

Round #: _____
 Player #: _____ & Name: _____
 Oppo. #: _____ & Name: _____

UNIT TYPES (Base TV) x Skill Level Mod. = TV

1 JAGUAR (628) x 1 = 628

2 JAGUAR (628) x 1 = 628

3 STRIKE JAGUAR (880) x 1 = 880

4 HUNTER (380) x 1 = 380

5

6

TOTAL TV: 2516

VICTORY POINTS

UNITS YOU DESTROYED (TV)

TV OF UNITS YOU DESTROYED : _____
- TV OF THE UNITS YOU LOST : - _____
= VICTORY POINTS : = _____

HEAVY GEAR

JAGUAR

Rookie	Qualified	Veteran	Elite	Legendary
314TV	628TV	1884TV	2512TV	3140TV
1d6	2d6	3d6+1Def	4d6+1Def	5d6+1Def

Actions: 1

Defense W 5/9 -2 +1 +2

Defense G 7/13 -2 +2 +3

Attack +3 +1 -2

Size: 6 Comm: +1 Sensors: 0 Detect: 2

Armor 16 **Damage**

S L H C

□ □ □ □

Weapons:

Name	Arc	Acc	PB/S/M/L/EX	Dam	Spec/ROF	Ammo
MAC	F	0	4/9/18/36/72	x10	□ R	□
LRP/32	F	-1	1/3/6/12/24	x12	IF □ □ □	□
APGL	FF	-1	1/3/6/12/-	x3	AI, IF, AE 2*r	□
HG	F	-1	1/2/4/8/-	x15	AI, IF, AE 1*r	□ □ □
VB	F	0	0/-/-/-/-	x8		□ □ □ □

Physical Attack (Punch/Kick/Ram) x6

Perks/Flaws: Airdropable **Aux. Systems:**

HEAVY GEAR

JAGUAR

Rookie	Qualified	Veteran	Elite	Legendary
314TV	628TV	1884TV	2512TV	3140TV
1d6	2d6	3d6+1Def	4d6+1Def	5d6+1Def

Actions: 1

Defense W 5/9 -2 +1 +2

Defense G 7/13 -2 +2 +3

Attack +3 +1 -2

Size: 6 Comm: +1 Sensors: 0 Detect: 2

Armor 16 **Damage**

S L H C

□ □ □ □

Weapons:

Name	Arc	Acc	PB/S/M/L/EX	Dam	Spec/ROF	Ammo
MAC	F	0	4/9/18/36/72	x10	□ R	□
LRP/32	F	-1	1/3/6/12/24	x12	IF □ □ □	□
APGL	FF	-1	1/3/6/12/-	x3	AI, IF, AE 2*r	□
HG	F	-1	1/2/4/8/-	x15	AI, IF, AE 1*r	□ □ □
VB	F	0	0/-/-/-/-	x8		□ □ □ □

Physical Attack (Punch/Kick/Ram) x6

Perks/Flaws: Airdropable **Aux. Systems:**

HEAVY GEAR

STRIKE JAGUAR

Rookie	Qualified	Veteran	Elite	Legendary
440TV	880TV	2640TV	3520TV	4400TV
1d6	2d6	3d6+1Def	4d6+1Def	5d6+1Def

Actions: 1

Defense W 5/9 -2 +1 +2

Defense G 7/13 -2 +2 +3

Attack +3 +1 -2

Size: 6 Comm: +1 Sensors: 0 Detect: 2

Armor 16 **Damage**

S L H C

□ □ □ □

Weapons:

Name	Arc	Acc	PB/S/M/L/EX	Dam	Spec/ROF	Ammo
MBZK	F	0	3/6/12/24/48	x20		□ □ □ □
IRP/20	F	-1	1/3/6/12/24	x13	IF □ □ □	SB
APGL	FF	-1	1/3/6/12/-	x3	AI, IF, AE 2*r	□
HG	F	-1	1/2/4/8/-	x15	AI, IF, AE 1*r	□ □ □
VB	F	0	0/-/-/-/-	x8		□ □ □ □

Physical Attack (Punch/Kick/Ram) x6

Perks/Flaws: Airdropable **Aux. Systems:**

HEAVY GEAR

HUNTER

Rookie	Qualified	Veteran	Elite	Legendary
190TV	380TV	1140TV	1520TV	1900TV
1d6	2d6	3d6+1Def	4d6+1Def	5d6+1Def

Actions: 1

Defense W 4/7 -3 -1 +1

Defense G 6/12 -3 0 +2

Attack +2 0 -3

Size: 6 Comm: 0 Sensors: 0 Detect: 2

Armor 15 **Damage**

S L H C

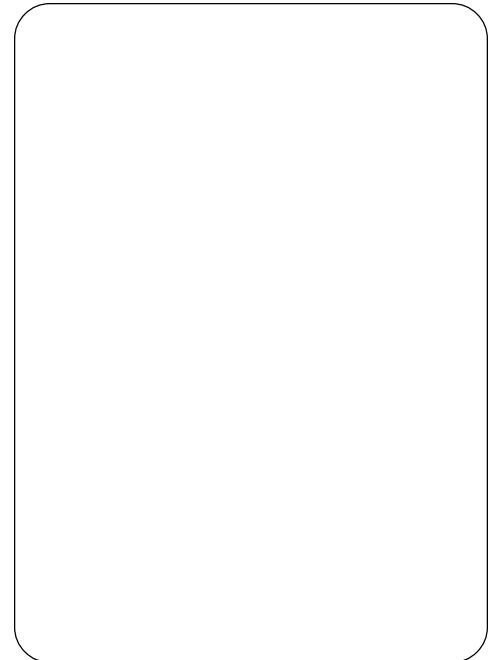
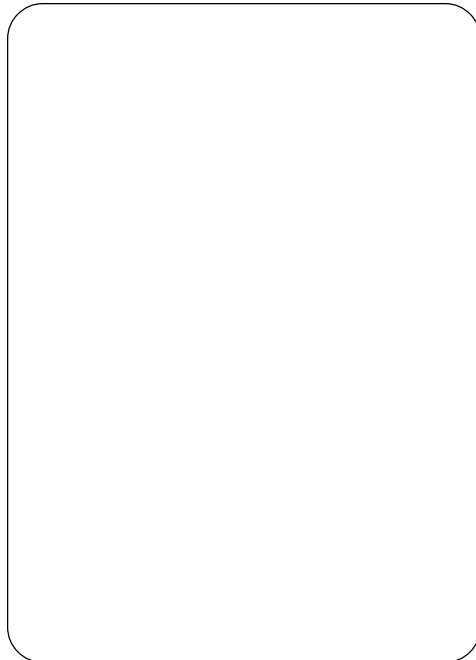
□ □ □ □

Weapons:

Name	Arc	Acc	PB/S/M/L/EX	Dam	Spec/ROF	Ammo
LAC	F	0	3/6/12/24/48	x8	□ □ R	□
LRP/24	F	-1	1/3/6/12/24	x12	IF □ □ □	□
APGL	FF	-1	1/3/6/12/-	x3	AI, IF, AE 2*r	□
HG	F	-1	1/2/4/8/-	x15	AI, IF, AE 1*r	□ □ □
VB	F	0	0/-/-/-/-	x8		□ □ □ □

Physical Attack (Punch/Kick/Ram) x6

Perks/Flaws: Easy to Modify **Aux. Systems:**



Rate your opponent's sportsmanship (circle one): (poor) 1 2 3 4 5 (excellent)

HEAVY GEAR BLITZ! (BETA VESION 2.0)

FACTION: SOUTHERN MILICIA

COMBAT GROUP TYPE: CORE

Round #: _____
 Player #: _____ & Name: _____
 Oppo. #: _____ & Name: _____

UNIT TYPES (Base TV) x Skill Level Mod. = TV

- 1 JAGER (380) x 1 = 380**
- 2 JAGER (380) x 1 = 380**
- 3 JAGER MAC (400) x 1 = 400**
- 4 JAGER MAC (400) x 1 = 400**
- 5 BLITZ JAGER (983) x 1 = 983**
- 6 _____**

TOTAL TV: 2543

VICTORY POINTS

UNITS YOU DESTROYED (TV)

TV OF UNITS YOU DESTROYED : _____
- TV OF THE UNITS YOU LOST : - _____
= VICTORY POINTS : = _____

HEAVY GEAR

JAGER

Rookie	Qualified	Veteran	Elite	Legendary
190TV	380TV	1140TV	1520TV	1900TV
1d6	2d6	3d6+1Def	4d6+1Def	5d6+1Def

Armor	Damage
15	S L H C
□	□ □ □ □

Actions: 1

Defense W 4/7 -3 -1 +1

Defense G 6/12 -3 0 +2

Attack +2 0 -3

Size: 6 Comm: 0 Sensors: 0

Detect: 2

Weapons:

Name	Arc	Acc	PB/S/M/L/EX	Dam	Spec/ROF	Ammo
LAC	F	0	3/6/12/24/48	x8	□ □ R	□
LRP/24	F	-1	1/3/6/12/24	x12	IF □ □ □	□ □ □
APGL	FF	-1	1/3/6/12/-	x3	AI, IF, AE 2"r	□ □ □ □
HG	F	-1	1/2/4/8/-	x15	AI, IF, AE 1"r	□ □ □ □
VB	F	0	0/-/-/-/-	x8		

Physical Attack (Punch/Kick/Ram) x6

Perks/Flaws: Easy to Modify

Aux. Systems:

HEAVY GEAR

JAGER

Rookie	Qualified	Veteran	Elite	Legendary
190TV	380TV	1140TV	1520TV	1900TV
1d6	2d6	3d6+1Def	4d6+1Def	5d6+1Def

Armor	Damage
15	S L H C
□	□ □ □ □

Actions: 1

Defense W 4/7 -3 -1 +1

Defense G 6/12 -3 0 +2

Attack +2 0 -3

Size: 6 Comm: 0 Sensors: 0

Detect: 2

Weapons:

Name	Arc	Acc	PB/S/M/L/EX	Dam	Spec/ROF	Ammo
LAC	F	0	3/6/12/24/48	x8	□ □ R	□
LRP/24	F	-1	1/3/6/12/24	x12	IF □ □ □	□ □ □
APGL	FF	-1	1/3/6/12/-	x3	AI, IF, AE 2"r	□ □ □ □
HG	F	-1	1/2/4/8/-	x15	AI, IF, AE 1"r	□ □ □ □
VB	F	0	0/-/-/-/-	x8		

Physical Attack (Punch/Kick/Ram) x6

Perks/Flaws: Easy to Modify

Aux. Systems:

HEAVY GEAR

JAGER MAC

Rookie	Qualified	Veteran	Elite	Legendary
200TV	400TV	1200TV	1600TV	2000TV
1d6	2d6	3d6+1Def	4d6+1Def	5d6+1Def

Armor	Damage
15	S L H C
□	□ □ □ □

Actions: 1

Defense W 4/7 -3 -1 +1

Defense G 6/12 -3 0 +2

Attack +2 0 -3

Size: 6 Comm: 0 Sensors: 0

Detect: 2

Weapons:

Name	Arc	Acc	PB/S/M/L/EX	Dam	Spec/ROF	Ammo
MAC	F	0	4/9/18/36/72	x10	□ R	□
LRP/24	F	-1	1/3/6/12/24	x12	IF □ □ □	□ □ □
APGL	FF	-1	1/3/6/12/-	x3	AI, IF, AE 2"r	□ □ □ □
HG	F	-1	1/2/4/8/-	x15	AI, IF, AE 1"r	□ □ □ □
VB	F	0	0/-/-/-/-	x8		

Physical Attack (Punch/Kick/Ram) x6

Perks/Flaws: Easy to Modify

Aux. Systems:

HEAVY GEAR

JAGER MAC

Rookie	Qualified	Veteran	Elite	Legendary
200TV	400TV	1200TV	1600TV	2000TV
1d6	2d6	3d6+1Def	4d6+1Def	5d6+1Def

Armor	Damage
15	S L H C
□	□ □ □ □

Actions: 1

Defense W 4/7 -3 -1 +1

Defense G 6/12 -3 0 +2

Attack +2 0 -3

Size: 6 Comm: 0 Sensors: 0

Detect: 2

Weapons:

Name	Arc	Acc	PB/S/M/L/EX	Dam	Spec/ROF	Ammo
MAC	F	0	4/9/18/36/72	x10	□ R	□
LRP/24	F	-1	1/3/6/12/24	x12	IF □ □ □	□ □ □
APGL	FF	-1	1/3/6/12/-	x3	AI, IF, AE 2"r	□ □ □ □
HG	F	-1	1/2/4/8/-	x15	AI, IF, AE 1"r	□ □ □ □
VB	F	0	0/-/-/-/-	x8		

Physical Attack (Punch/Kick/Ram) x6

Perks/Flaws: Easy to Modify

Aux. Systems:

HEAVY GEAR

BLITZ JAGER

Rookie	Qualified	Veteran	Elite	Legendary
491TV	983TV	2949TV	3932TV	4915TV
1d6	2d6	3d6+1Def	4d6+1Def	5d6+1Def

Armor	Damage
15	S L H C
□	□ □ □ □

Actions: 1

Defense W 4/7 -3 -1 +1

Defense G 6/12 -3 0 +2

Attack +2 0 -3

Size: 6 Comm: 0 Sensors: 0

Detect: 2

Weapons:

Name	Arc	Acc	PB/S/M/L/EX	Dam	Spec/ROF	Ammo
MAC	F	0	4/9/18/36/72	x10	□ R	□
ATM	F	0	4/9/18/36/72	x25	IF, G □	□
APGL	FF	-1	1/3/6/12/-	x3	AI, IF, AE 2"r	□ □ □ □
HG	F	-1	1/2/4/8/-	x15	AI, IF, AE 1"r	□ □ □ □
VB	F	0	0/-/-/-/-	x8		

Physical Attack (Punch/Kick/Ram) x6

Perks/Flaws: Easy to Modify

Aux. Systems:

Rate your opponent's sportsmanship (circle one): (poor) 1 2 3 4 5 (excellent)

HEAVY GEAR BLITZ! (BETA VESION 2.0)

FACTION: SOUTHERN MILICIA

COMBAT GROUP TYPE: ELITE

Round #: _____
 Player #: _____ & Name: _____
 Oppo. #: _____ & Name: _____

UNIT TYPES (Base TV) x Skill Level Mod. = TV

1 BLACK MAMBA (671) x 1 = 671

2 BLACK MAMBA (671) x 1 = 671

3 BRAWLER BLACK MAMBA (831) x 1 = 831

4 JAGER (380) x 1 = 380

5

6

TOTAL TV: 2553

VICTORY POINTS

UNITS YOU DESTROYED (TV)

TV OF UNITS YOU DESTROYED : _____
- TV OF THE UNITS YOU LOST : - _____
= VICTORY POINTS : = _____

HEAVY GEAR

BLACK MAMBA

Rookie 336TV
1d6

Qualified 671TV
2d6

Veteran 2013TV
3d6+1Def

Elite 3324TV
4d6+1Def

Legendary 3355TV
5d6+1Def

Actions: 1 -2 +1 +2

Defense W 5/9 -2 +1 +2

Defense G 7/14 -2 +2 +3

Attack +3 +1 -2

Size: 6 Comm: +1 Sensors: +1 Detect: 3

Armor 17

S L H C

Weak Facing R

Damage

S L H C

Weak Facing R

Weapons:

Name	Arc	Acc	PB/S/M/L/EX	Dam	Spec/R0F	Ammo
MAC	F	0	4/9/18/36/72	x10	<input type="checkbox"/> R	
LRP/32	F	-1	1/3/6/12/24	x12	IF <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
APGL	FF	-1	1/3/6/12/-	x3	AI, IF, AE 2*r	
APGL	FR	-1	1/3/6/12/-	x3	AI, IF, AE 2*r	
HG	F	-1	1/2/4/8/-	x15	AI, IF, AE 1*r	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
VB	F	0	0/-/-/-/-	x8		

Physical Attack (Punch/Kick/Ram) x6

Perks/Flaws:

Aux. Systems:
Autopilot

HEAVY GEAR

BLACK MAMBA

Rookie 336TV
1d6

Qualified 671TV
2d6

Veteran 2013TV
3d6+1Def

Elite 3324TV
4d6+1Def

Legendary 3355TV
5d6+1Def

Actions: 1 -2 +1 +2

Defense W 5/9 -2 +1 +2

Defense G 7/14 -2 +2 +3

Attack +3 +1 -2

Size: 6 Comm: +1 Sensors: +1 Detect: 3

Armor 17

S L H C

Weak Facing R

Damage

S L H C

Weak Facing R

Weapons:

Name	Arc	Acc	PB/S/M/L/EX	Dam	Spec/R0F	Ammo
MAC	F	0	4/9/18/36/72	x10	<input type="checkbox"/> R	
LRP/32	F	-1	1/3/6/12/24	x12	IF <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
APGL	FF	-1	1/3/6/12/-	x3	AI, IF, AE 2*r	
APGL	FR	-1	1/3/6/12/-	x3	AI, IF, AE 2*r	
HG	F	-1	1/2/4/8/-	x15	AI, IF, AE 1*r	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
VB	F	0	0/-/-/-/-	x8		

Physical Attack (Punch/Kick/Ram) x6

Perks/Flaws:

Aux. Systems:
Autopilot

HEAVY GEAR

BRAWLER BLACK MAMBA

Rookie 415TV
1d6

Qualified 831TV
2d6

Veteran 2493TV
3d6+1Def

Elite 3324TV
4d6+1Def

Legendary 4155TV
5d6+1Def

Actions: 1 -2 +1 +2

Defense W 5/9 -2 +1 +2

Defense G 7/14 -2 +2 +3

Attack +3 +1 -2

Size: 6 Comm: +1 Sensors: +1 Detect: 3

Armor 17

S L H C

Weak Facing R

Damage

S L H C

Weak Facing R

Weapons:

Name	Arc	Acc	PB/S/M/L/EX	Dam	Spec/R0F	Ammo
HGL	F	-1	3/6/12/24/48	x20	<input type="checkbox"/> R	
LRP/32	F	-1	1/3/6/12/24	x12	IF <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
APGL	FF	-1	1/3/6/12/-	x3	AI, IF, AE 2*r	
APGL	FR	-1	1/3/6/12/-	x3	AI, IF, AE 2*r	
HG	F	-1	1/2/4/8/-	x15	AI, IF, AE 1*r	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
VB	F	0	0/-/-/-/-	x8		

Physical Attack (Punch/Kick/Ram) x6

Perks/Flaws:

Aux. Systems:
Autopilot

HEAVY GEAR

JAGER

Rookie 190TV
1d6

Qualified 380TV
2d6

Veteran 1140TV
3d6+1Def

Elite 1520TV
4d6+1Def

Legendary 1900TV
5d6+1Def

Actions: 1 -3 -1 +1

Defense W 4/7 -3 -1 +1

Defense G 6/12 -3 0 +2

Attack +2 0 -3

Size: 6 Comm: 0 Sensors: 0 Detect: 2

Armor 15

S L H C

Weak Facing R

Damage

S L H C

Weak Facing R

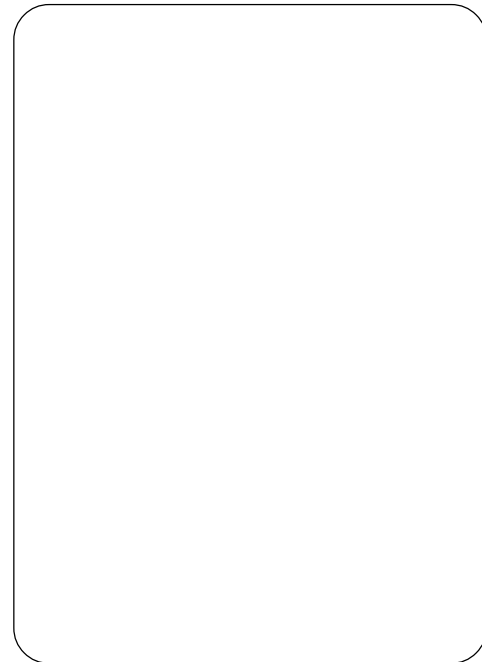
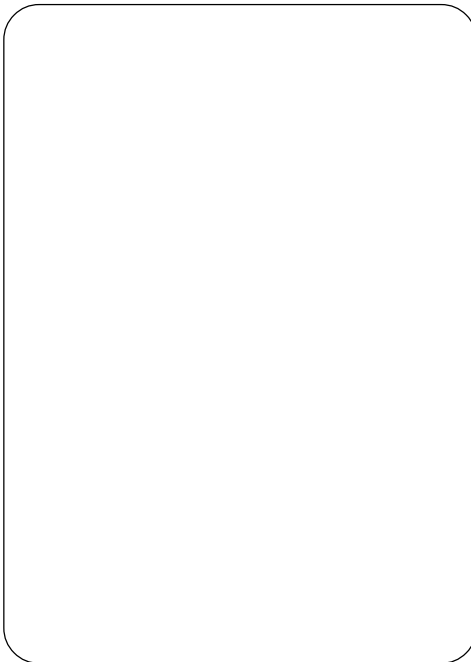
Weapons:

Name	Arc	Acc	PB/S/M/L/EX	Dam	Spec/R0F	Ammo
LAC	F	0	3/6/12/24/48	x8	<input type="checkbox"/> <input type="checkbox"/> R	
LRP/24	F	-1	1/3/6/12/24	x12	IF <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
APGL	FF	-1	1/3/6/12/-	x3	AI, IF, AE 2*r	
HG	F	-1	1/2/4/8/-	x15	AI, IF, AE 1*r	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
VB	F	0	0/-/-/-/-	x8		

Physical Attack (Punch/Kick/Ram) x6

Perks/Flaws:
Easy to Modify

Aux. Systems:



Rate your opponent's sportsmanship (circle one): (poor) 1 2 3 4 5 (excellent)

HEAVY GEAR BLITZ! (BETA VESION 2.0)

FACTION: _____

COMBAT GROUP TYPE: _____

Round #: _____

Player #: _____ & Name: _____

Oppo. #: _____ & Name: _____

UNIT TYPES (Base TV) x Skill Level Mod. = TV

1 _____

2 _____

3 _____

4 _____

5 _____

6 _____

TOTAL TV:

VICTORY POINTS

UNITS YOU DESTROYED (TV)

TV OF UNITS YOU DESTROYED : _____

- TV OF THE UNITS YOU LOST : - _____

= VICTORY POINTS : = _____

Rate your opponent's sportsmanship (circle one): (poor) 1 2 3 4 5 (excellent)