

# HEAVY GEAR®

## DEMO GAME

WELCOME TO HEAVY GEAR

### A NEW ERA HAS JUST BEGUN

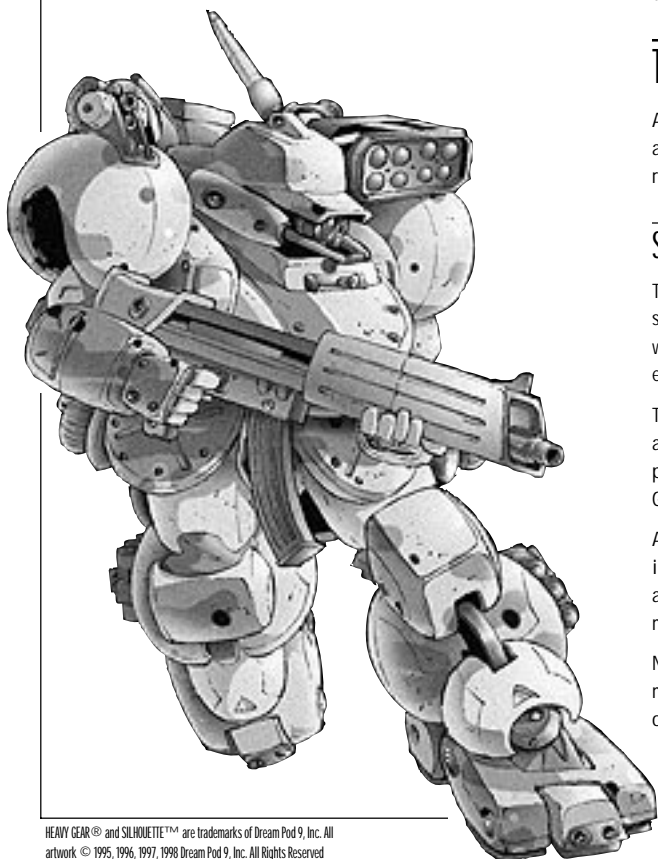
You're holding in your hands the perfect training tool to become the pilot of a Heavy Gear, a five-meter tall humanoid vehicle with as much firepower as a 20th-century tank, but with uncanny agility thrown in. This document contains a map, counters and slightly simplified rules designed specifically to teach you the ropes of Heavy Gear, 2nd edition.

### Set-up

Print out the document. Cut out the counters, the map and the reference screen using sharp scissors. It would be a good idea to print a separate copy of the rules and the record sheets to have them handy during the game. A few six-sided dice will also be required.

The characteristics of the Hunter and the Jäger, the two Gears most often encountered on Terra Nova, are provided. Their characteristics have been created with the standard Heavy Gear rules, but they have been simplified for this introductory game.

Each player can control between one and five Gears. All Gears have a cost listed as "Threat Value;" each side should have the same amount of points to spend to ensure that the battle is fair. Each player should have a Heavy Gear record card for each vehicle counter in play.



### Dice and Die Rolling

Heavy Gear uses ordinary six-sided dice. When two or more dice are rolled simultaneously, their results are not added together, instead, the highest value rolled is considered to be the outcome of the die roll. If more than one "6" is rolled, each extra "6" adds one (1) to the total. If every die rolled turns up "1," the die roll is a fumble and an automatic failure. Unless otherwise mentioned, all die rolls are counted this way.

Modifiers can be added to the total of the die roll. If negative modifiers lower the total below zero, the final result is always zero.

In the introductory game, all crewmen are standard pilots: they have a Skill level of 2 and their Perception Attribute is at +1. This means that whenever a Skill check must be made, two dice are rolled; a +1 modifier is added to the result when making a ranged attack (to account for the Perception Attribute).

If a player's die roll is greater than his opponent's, the test succeeds. The degree of success is defined by the Margin of Success (MoS), a value equal to the difference between the two rolls.

If a player's die roll is less than his opponent's, the test fails. The degree of failure is defined by the Margin of Failure (MoF), a value equal to the difference between the two rolls.

If the two die rolls are equal, a draw occurs. Draws are won by the defender.

### The Combat Round

A tactical game is subdivided into combat rounds that simulate approximately 30 seconds of real life events. During each combat round, the following four steps occur in order.

#### Step Zero: Set-up Phase

This phase occurs only in the first round of any combat. Each side rolls two dice. Reroll ties. The winner chooses which player will place units first on the map. Players should then alternate, each placing one combat group at a time on the mapboard.

The standard unit, represented on the mapboard by a counter, is a single Gear. Gears are grouped into combat groups for game purposes. Combat groups are composed of between two to five Gears. Small groups are more flexible, but also more vulnerable.

After placing a unit on the mapboard, the player must declare its initial speed (stationary, Combat or Top speed). The machines are set up on the first row of hexes on opposed sides of the mapboard.

Note: If, during the first round, a unit is attacked before it has moved, it is treated as if it were moving at the maximum number of hexes possible for its speed, for the purposes of defense rolls.





## Step One: Declaration Phase

Both sides declare any extra actions and evasive maneuvers for the round. Each Gear gets one action per turn. The pilot can get more actions by penalizing all his die rolls for the entire round by one (1) for each additional action taken. These additional actions must be declared in this Step, even if they won't be used.

## Step Two: Initiative Phase

Initiative determines which side has the advantage during the present round of combat. Each side rolls two dice. Draws are rerolled. Record the MoS of the Initiative roll. The Winner receives a number of Command points equal to that MoS. The Loser receives just one Command point.

The side with the least number of combat groups decides which side will play first. If both sides have the same number of combat groups, the winner of the die roll makes the decision.

## Step Three: Activation Phase

The side whose turn it is to play may move any or all units in one of their combat groups. Units that shift speeds (Combat/Top) must declare so immediately after movement. Actions, such as firing or activating a system, may be resolved at any time before, during or after the movement. Attack penalties are based on the unit's total movement.

Each unit moves and takes its actions before another unit is activated. If a unit does not move or act when its combat group is activated, it cannot do so at a later point in the round.

At any time during the activated unit's movement, any enemy unit may use one (or more) of its actions to fire or perform a task against it (and only against it). Attacks may be directed at any point along the moving unit's path, but the target unit's full movement counts towards its Defense roll.

Once every unit in the combat group has moved and acted (or forfeited its chance to do either), the other side activates one of its own combat groups, which may move and take action. This exchange goes back and forth until all groups have moved and acted.

A combat group may only be activated once per combat round. If one Player no longer has any combat groups left to use, the opponents activates their remaining combat groups one by one until they all have been activated.

## Step Four: Miscellaneous Events Phase

During this phase, any unusual events, such as long-range artillery and off-board bombing attacks, are resolved. Command points go back to zero. Any action not spent at this point is lost.

**Repeat steps 1 to 4 until the battle is resolved or pre-planned objectives are met. A combat group may only activate once per combat round.**

## Command Points

Command Points (CPs) represent the commander reacting to or anticipating the enemy's actions. A spare die can be used to keep track of Command Points. Command Points may be used by any unit with a

functional Communication system. One CP can be used as an additional action, incurring no die penalty. One CP can be used to buy a +2 modifier to a single Defense roll. One CP can be used to activate a unit out of sequence — to get out of harm's way, for example; this unit must not have been activated (i. e. , moved) previously, and it cannot move again when its combat group is activated (though it may act if it has any actions left). One CP may be used to turn a unit around by up to 180 degrees, even if it has no MP left.

## A Sample Round

Given four players separated into combat groups: N1 and N2 (from the North) against S1 and S2 (from the South).

Step 1	N1 and S2 declare extra actions. S1 declares evasive maneuvers.
Step 2	North wins initiative, MoS 2. N1 and N2 agree to let N2 act first.
Step 3	N2 lets South activate first. S1 activates. S1 may not fire because he declared evasive maneuvers. N2 activates and fires. Spends both CPs for additional actions. N1 lets South (S2) move first. S2 activates. Interrupted by N1 to fire (twice), S2 spends CP to get +2 defense, loses that machine nonetheless.
	N1 activates. One machine has no action, having spent them to fire already. S2 interrupts N1, uses remaining action to fire on N1.
Step 4	No special events.
End of round	

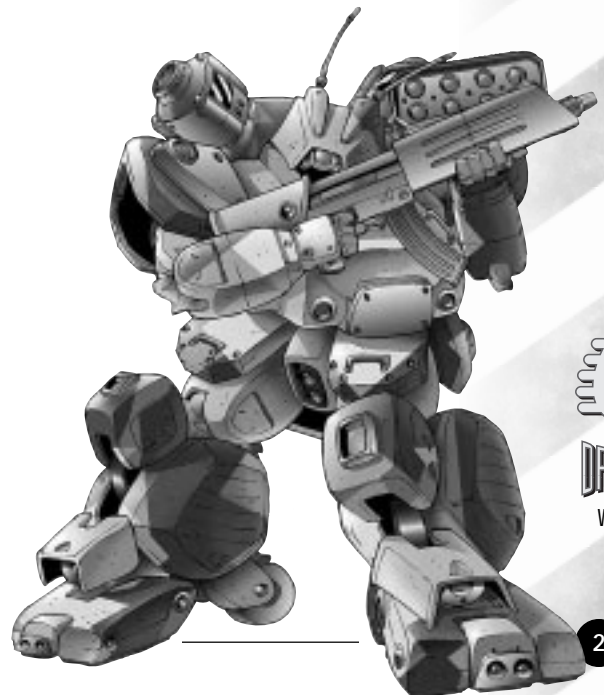
## Movement and Terrain

Each battlefield hex represents a 50-meter wide area. The terrain in the entire hex is considered to be the terrain type that surrounds the dot in the center. A Gear can cross as many Clear hexes as it has Movement Points (MPs).

## Combat Speed

A Gear normally receives a number of Movement Points equal to its Combat speed value. If the Gear expends none of these Move-

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ment Points to move, it is considered to be stationary. Otherwise, the Gear is said to be moving at Combat speed. Gears moving at half their Combat speed or less gain an additional +1 on their attack rolls.

A Gear moving at up to half Combat speed can opt to move backwards. Reverse movement is not possible at higher speeds.

## Top Speed

A Gear that expended its full Combat speed MP can shift to Top speed in the next round. This must be declared immediately after moving the unit. The Gear is considered to be at Top speed for attack and defense purposes for the rest of the combat round.

In subsequent rounds, the Gear receives MPs equal to its Top speed. The Gear must expend a number of MPs greater than its Combat speed. A Gear may return to Combat speed after any number of rounds of Top speed movement. The player declares the return to Combat speed immediately after moving the unit.

## Multiple Movement Systems

Gears have two movement systems: Walk and Ground (rolling). A Gear may only switch movement modes while at Combat speed, not Top speed. During the switching round, the initial movement mode is used to determine the available MPs. The Gear expends MPs in its original movement mode until the switch is declared. The remaining MPs are expended as required by the new movement mode. A Gear may only switch movement modes ONCE per combat round.

## Terrain Effects

The Terrain Costs table lists the MP cost to traverse the different types of terrain shown on the map. Certain types of terrain also reduce visibility. This is represented by the Obscurement score of the terrain (more on this later).

## Turning

A Gear spends no Movement Points to turn a single hex facing (60 degrees). Turning two or more hex facings (120 degrees or more) costs one MP. Multiple turns can be performed in a single movement. Each turn must be followed by at least one hex of forward movement before another turn can be performed.

In this introductory game, you may not turn more than two hex facings (120+ degrees) while moving at Top speed.

## Line of Sight and Obscurement

A unit must have a Line of Sight (LoS) to its target to fire. Gears are considered to have a LoS unless one of the following occurs:

- 1) Any terrain between the two units is one or more elevation levels higher than both the units.
- 2) Either unit is within the dead zone of an intervening elevation level. A unit is within a dead zone if it is adjacent to an interceding elevation increase.

- 3) The Concealment value between the attacker and the target is greater than 4. The Concealment value is equal to the Obscurement score of all terrain directly between the two units, plus the Obscurement score of the terrain the defender is in. If one of the two Gears is on a higher elevation level, only the terrain at the higher level and the terrain in the defender's hex are counted for Concealment purposes.

The Terrain Costs table indicates the Obscurement scores for each type of terrain. In addition to making a target difficult to detect, Obscurement penalties are applied to the attacker's roll in combat.

## Attacks

If a unit has a LoS to a target within its weapon's fire arc and range, it can attack that unit. When an attack occurs, an opposed Skill test is required to determine its success. If the attacker wins the Skill test, the attack succeeds. If the defender wins or if a draw occurs, the attack fails.

## Attack Roll

Combat is always harder under certain conditions, easier under others. Modifiers resolve this by introducing penalties and bonuses to each and every combat roll. Refer to the Attack Roll table for the complete procedure.

Every ranged weapon has four range numbers, standing for Short, Medium, Long and Extreme ranges. Point Blank is for close combat within the same hex.

## Defense Roll

Targets rely on several modifiers to help them avoid shots. Refer to the Defense Roll table for the complete procedure.

A target's speed affects how easy it is to hit. If the defender has not moved yet in the round, its last movement is used to determine the modifier.

## Physical Attacks

With humanoid Heavy Gears, old-fashioned close-in attacks have become common and are used on the battlefield when ammo runs out. The two Gears have to be in the same hex for close combat.

Punching and Kicking are both standard attacks. The Damage Multiplier of a kick is equal to the Size of the Gear, while the Damage Multiplier of a Gear's punch is listed under its Perks.

To use a melee weapon, the pilot attacks normally. The weapon's Damage Multiplier (DM) is listed on the Gear record sheet.

## Evasive Maneuvers

An evasive maneuver MUST be declared during Step 1 of the combat round. Performing evasive maneuvers adds a +3 bonus to all defense rolls for the combat round, but forbids the Gear from taking any action that round. Multiple "evasive maneuvers" cannot be declared to accumulate defensive bonuses.

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## Indirect Fire

Indirect attacks can be performed over obstacles, including intervening elevation levels. Only weapons that are specifically designated as indirect firing weapons may use this form of attack — they are identified by the "IF" code.

An allied unit must be designated as the forward observer. The forward observer must have a LoS to the target. Acting as a forward observer costs one action. A single forward observer can relay firing coordinates to multiple indirect fire units. The attacker then receives the forward observer's Obscurement modifier to attack instead of his own.

## Burst Fire

Any weapon with a Rate of Fire (ROF) of 1 or greater is capable of burst fire. Each point of ROF used adds one (1) to the weapon's Damage Multiplier. For every point of ROF used, 10 rounds of ammunition are expended. The player may elect not to use the weapon's entire ROF bonus to save ammo.

Rockets and missiles do not expend 10 rounds of ammo per point of ROF used. Instead, the number of missiles used doubles for each point of ROF. Thus, ROF +1 = 2 missiles, ROF +2 = 4 missiles, ROF +3 = 8 missiles, ROF +4 = 16 missiles, and so on.

## Walking Fire

Weapons capable of burst fire can be used to attack multiple targets in a single action. Walking fire must be declared first, before the attack. The player then chooses his targets. A number of targets equal to the weapon's ROF plus one may be attacked. For each extra target, the weapon's ROF is reduced by one for damage purposes (but not for ammo expenditure). All targets must be within the weapon's fire arc. Each separate attack is rolled separately. Each individual target may not be attacked more than once per round by the same weapon.

## Saturation Fire

A burst fire weapon (ROF  $\geq$  +1) can be used to saturate a mapboard hex. The attacker rolls his attack normally, except that half the weapon's ROF (rounded down) is added to the total. Do not use the ROF to increase the DM of the attack. The attacker records the total attack roll. Any unit in the hex or that enters the hex later in the round must defend against this number or be damaged. The total damage is equal to the defender's Margin of Failure times the Damage Multiplier of the weapon.

There are two limitations to this type of fire: the saturation zone cannot be further than the medium range of the weapon; and the weapon uses 30 shots (or 8 rockets) per ROF point used. If the weapon does not have this much ammo left, the result still stands, (although the magazine is emptied). A least 10 rounds of ammunition (or 4 rockets) are required to saturate a hex.

## Damage

Weapon damage is rated as a multiplier to the MoS. Thus, the better the marksman, the better the damage.

$$\text{Total Damage} = \text{Margin of Success} \times \text{Damage Multiplier.}$$

This final damage is compared to the Armor rating of the target. Check the Damage vs. Armor table for the possible outcomes. Only the most severe effect applies.

All damage levels cause some loss of Armor. Each point of base Armor lost reduces the amount needed to inflict Heavy damage by two, and the amount needed to produce Overkill by three.

## Systems Damage

The attacker rolls one (1) die to find the location of the hit on the system damage table. When multiple possibilities exist for exactly which Gear component is damaged (weapons, for example), a single die is rolled. If the result is odd, the defender chooses which system is damaged. If the result is even, the attacker chooses.

Auxiliary Systems include Sensors and Communications, but not Fire Control. If a Gear's Sensors or Fire Control are utterly destroyed, the Gear may still perform actions that require these systems, but it suffers a -5 modifier. If a Gear's communications system is destroyed, the Gear may not be used as a forward observer for indirect fire, or use CPs.

## Options

The table below is a short list of options that allows you to customize your machine prior to a battle. All these options affect the Threat Value (TV), a measure of a Gear's fighting ability. The higher the number, the more powerful the unit. The TV should be used to balance the forces facing each other.

Each option has a listed cost, which is either added to the Gear's TV or a multiplication. The multiplication affects the cost of the unit as a whole and is applied once every other option has been taken into account. Please note that for simplicity's sake, the costs involved are approximations of the regular Heavy Gear costs.

### Options List

Replace Light Autocannon by Medium Autocannon	+50
Replace Light Rocket Pod by Medium Rocket Pod	+200
Add three more grenades	+30
Replace Autocannon and rockets by Light Bazooka	-100
Replace Autocannon and rockets by Snub Cannon	-170
Improve pilot (3 dice +1 attack, 3 dice defense)	TV X2

### Weapon Stats

Name	Range	Acc.	DM	Special	Ammo
Medium Autocannon	3/6/12/24	0	X10	ROF1	30
Medium Rocket Pod	2/4/8/16	-1	X18	ROF1, IF	9
Light Bazooka	2/4/8/16	0	X15	-	15
Snub Cannon	1/2/4/8	-1	X28	-	5

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## TERRAIN COSTS

Terrain Type	Walker MP	Ground MP	Obscurement
Clear	1	1	0
Rough	1	2	0
Jungle	2	3	2
+1 elevation	+2	+2	0
-1 elevation	+1	0	0



## ATTACK ROLL

Roll attacking pilot's skill (2 dice +1) plus these modifiers:

### • Fire Control

The current Fire Control rating of the vehicle

### • Weapon Accuracy

The current Accuracy rating of the weapon

### • Range

Point Blank	+1	Long	-2
Short	+0	Extreme	-3
Medium	-1		

### • Attacker's Movement

Stationary	+2	Combat Speed	-0
Half Combat Speed or less	+1	Top Speed	-3

### • Minus the Obscurement Total

## DEFENSE ROLL

Roll defending pilot's skill (2 dice) plus these modifiers:

### • Maneuver

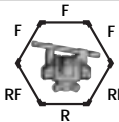
The current Maneuver rating of the vehicle

### • Defender's Movement

Hexes Last Moved	Defense Mdf.	Hexes Last Moved	Defense Mdf.
0	-3	5-6	+0
1-2	-2	7-9	+1
3-4	-1	10-19	+2

### • Arc of Attack

Attack is from Front	-0
Attack is from Rear Flank	-1
Attack is from Rear	-2



## Fire Arc



## DAMAGE VS ARMOR

Damage to armor	Outcome	What happens
Dam. < Base Armor	No Effect	Nothing; armor is merely scratched
Dam. ≥ Base Armor	Light Damage	-1 Armor; Roll on Syst. Damage Table
Dam. ≥ Base Armor x 2	Heavy Damage	-2 Armor; Roll on Syst. Damage Table
Dam. ≥ Base Armor x 3	Overkill	Vehicle Destroyed

## SYSTEMS DAMAGE

DAMAGED SYSTEM	LIGHT DAMAGE	HEAVY DAMAGE
1 Fire Control	Roll on Sub Table A	Roll on Sub Table A and add +1
2 Structure	Roll on Sub Table B	Roll on Sub Table B and add +1
3 Crew	Crew stunned*	10% casualties, min 1.
4 Movement	-1 MP	1/2 remaining MP & -2 Maneuver
5 Auxiliary Sys.	-1 to 1d6 Aux. Sys.	1d6 Auxiliary sys. destroyed
6 Roll Twice on this table		*-1 action for 1 round

### SUBTABLE A: FIRE CONTROL DAMAGE

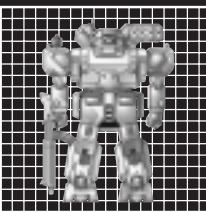
1	-1 to a single Weapon
2	-2 to a single Weapon
3	-1 to all Weapons
4	Single Weapon destroyed
5	Fire Control system destroyed (-5 to attacks)
6	Roll Twice on this table
7	Ammunition/Fuel Hit — roll 1 die:
1-3	Ammo Storage and Fuel Tank Ruptured (vehicle cannot more or fire weapons)
4-6	Chain Reaction! Ammo and Fuel Explodes! (Vehicle Destroyed and Crew Killed)

### SUBTABLE B: STRUCTURAL DAMAGE

1	-1 MP
2	1/2 remaining MP (round down)
3	-1 to Maneuver
4	-2 to Maneuver
5	Power transfer failure; No movement
6	Catastrophic crew compartment failure, 75% casualties, minimum 1
7	Complete structural failure; vehicle is destroyed, but crew survives

## VEHICLE SHEET

VEHICLE: HUNTER  
THREAT VALUE: 400



ARMOR:


SIZE: 6  
CREW: 1

Primary Mvmt mode: Walker

COMBAT SPEED: 4

TOP SPEED: 7

Secondary Mvmt mode: Ground

COMBAT SPEED: 6

TOP SPEED: 12

### WEAPONS:

NAME	FIRE ARC	RANGE	ACC.	DM	SPECIAL	AMMO
Light Autocannon	Forward	2/4/8/16	0	x8	ROF 2	60
Light Rocket Pod	Forward	1/2/4/8	-1	x12	ROF 3, IF	24
Vibroknife	Forward	Melee	0	x8	-	-
Hand Grenade	Forward	Melee	-1	x15	-	3

MANEUVER: 0

SENSORS: 0

COMMUNICATION: 0

FIRE CONTROL: 0

ARMOR: 15

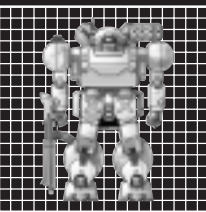
### PERKS:

Manipulator Arm x2 Can punch DM x6



## VEHICLE SHEET

VEHICLE: JAGER  
THREAT VALUE: 400



ARMOR:


SIZE: 6  
CREW: 1

Primary Mvmt mode: Walker

COMBAT SPEED: 4

TOP SPEED: 7

Secondary Mvmt mode: Ground

COMBAT SPEED: 6

TOP SPEED: 12

### WEAPONS:

NAME	FIRE ARC	RANGE	ACC.	DM	SPECIAL	AMMO
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Vibroknife	Forward	Melee	0	x8	-	-
Hand Grenade	Forward	Melee	-1	x15	-	3

MANEUVER: 0

SENSORS: 0

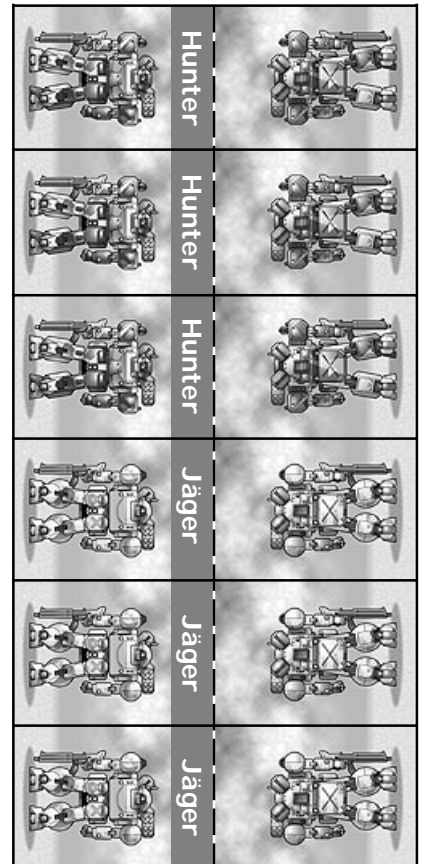
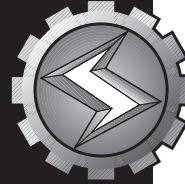
COMMUNICATION: 0

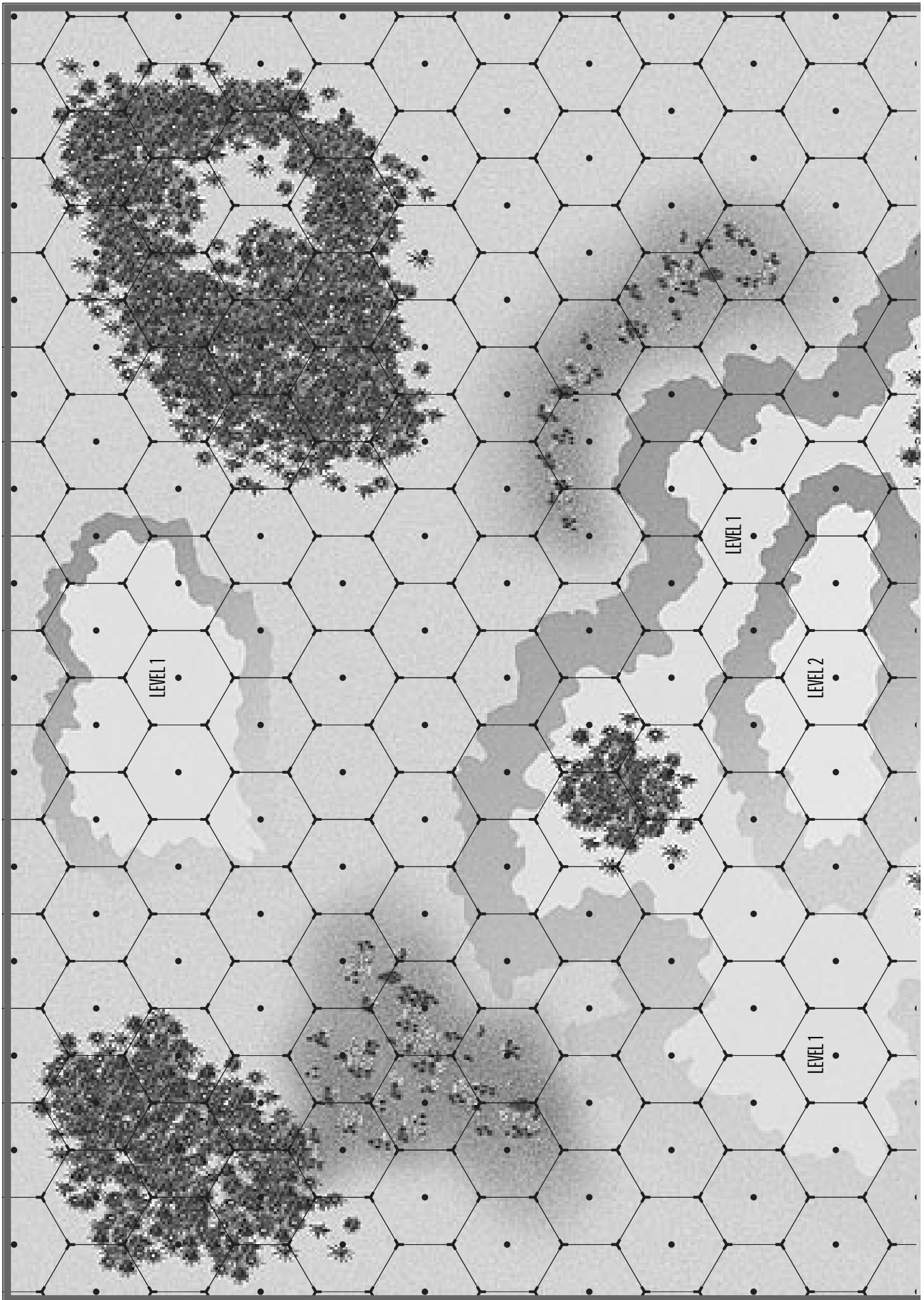
FIRE CONTROL: 0

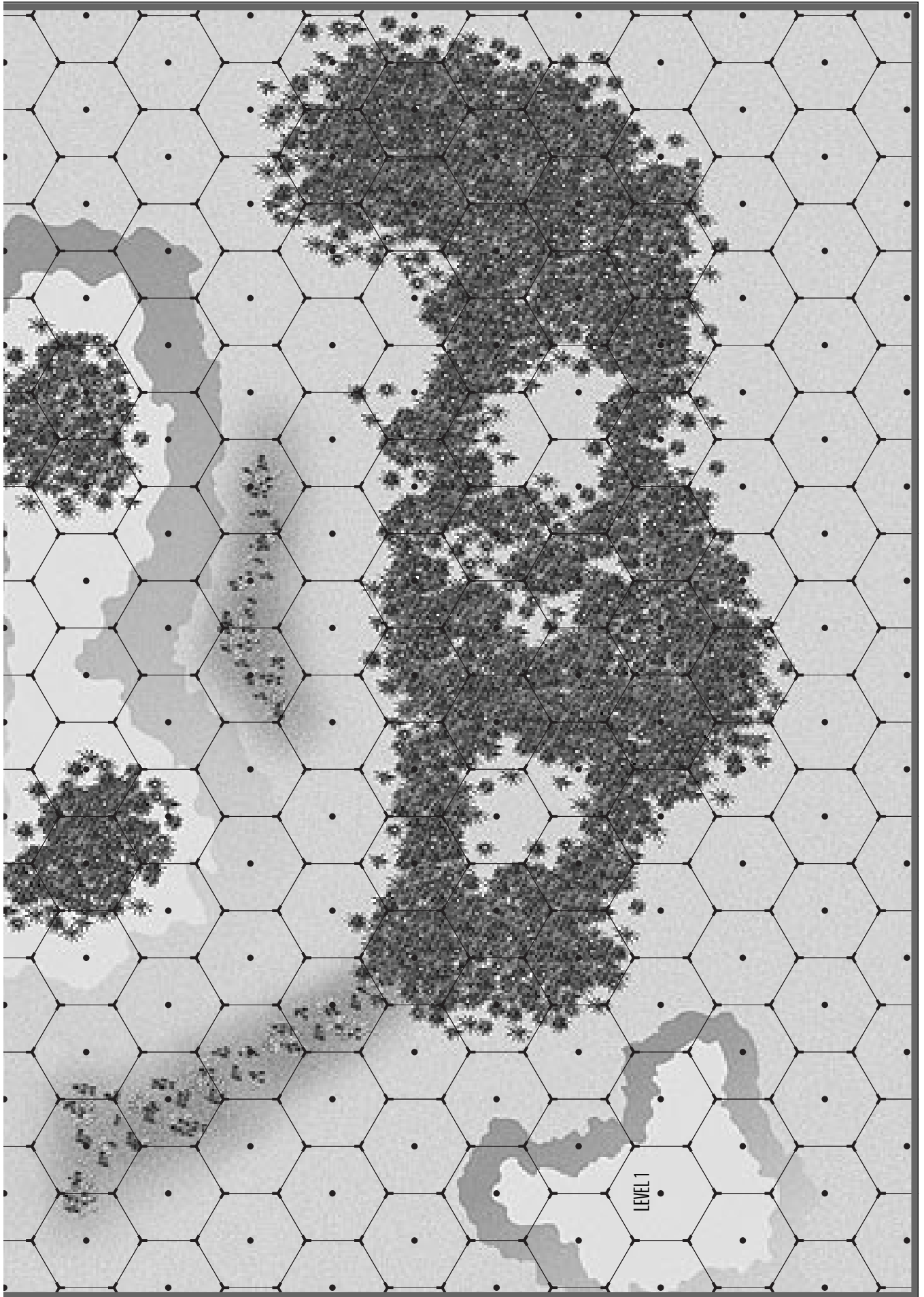
ARMOR: 15

### PERKS:

Manipulator Arm x2 Can punch DM x6







LEVEL 1