



AN INTRODUCTION TO THE HEAVY GEAR WORLD

This introductory game contains a basic version of the Heavy Gear tabletop rules that is easy to learn and fast to play. It does not require the use of the rulebook or any of the other Heavy Gear supplements. The Heavy Gear Demo Game includes ten cut-out Gear counters, one color arena map and a condensed version of the tactical rules. All you need is pen, paper and a few six-sided dice!

WELCOME TO HEAVY GEAR



REFERENCE CHART

TERRAIN COSTS

Terrain Type	Walker MP	Ground MP	Obscurement
Clear	1	1	0
Rough	1	2	0
Wall	n/a	n/a	Blocks LOS
Climb up Wall	+2	+2	0
Climb down Wall	+1	0	0

Clear

Rough

Wall

Elevation Level

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**

Last Move (cm)	Defense Mdf.	Last Move (cm)	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



DAMAGE VS ARMOR

Damage to Armor	Outcome	What Happens
Dam. < Base Armor	No Effect	Nothing; armor is merely scratched
Dam. ≥ Base Armor	Light Damage	Unit gets a Light Damage counter
Dam. ≥ Base Armor x 2	Heavy Damage	Unit gets a permanent Heavy Dam. counter
Dam. ≥ Base Armor x 3	Overkill	Vehicle Destroyed

COMMAND POINTS

- Extra Action (no penalty)
- Defensive maneuvering (+2 to single defense roll)
- Activate a Unit out of sequence (if it hasn't been activated already)
- About-face (change facing 180°)

WEAPON TABLE

Name	Code	Acc.	BR	Dam.	RoF	Ammo	Special
Light Autocannon	LAC	0	2	x8	+2	60	-
Light Rocket Pack	LRP/24	-1	1	x12	+3	24	Ind.Fire
Vibro Sword	VB	0	Melee	x8	0	n/a	-
Hand Grenade (1)	HG	0	Melee	x15	-1	n/a	Single Use
Medium Rocket Pack MRP/18	-1	2	x18	+3	18	Indirect Fire	
Snub Cannon	SC	-1	1	x28	0	3	-
Light Bazooka	LBZK	0	2	x15	0	10	-

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LET'S MASH SOME METAL!

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

Make copies of the rules and datacards, then cut out the counters, the map and the reference screen using sharp scissors. It's a good idea to print a separate copy of the rules and the screen to have them handy during the game. A few six-sided dice will also be required.

The characteristics of two of the most common Gears are provided; each Player can control one or several 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 datacard for each Unit counter in play (make copies as needed). Players can also modify the weapons load of their Gear; simply recalculate the Threat Value.

GAME SYSTEM BASICS

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) point 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.

SETTING UP THE GAME

Each round represents about 30 seconds of battlefield time. Each centimeter on the map represents approximately 50 meters. Obviously, this means that the scale of the terrain and counters is not "accurate;" if the latter were to scale, they would be handled with fine tweezers! Any combat activity (shooting, line-of-sight, etc.) is measured and dealt with from the centerpoint of the counter, with the exception of close combat and cover, as explained later.

The machines are set up on the starting grids on opposite sides of the mapboard. After placing a Unit on the mapboard, the Player must declare its initial speed (stationary, Combat or Top speed). 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 centimeters possible for its speed, for the purposes of Defense rolls.

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 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 Attack 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 ultimately are never 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 fewest number of Combat Units decides which side will play first. If both sides have the same number of Combat Units, the winner of the die roll makes the decision.

Step Three — Activation Phase: the side whose turn it is to play may move one of its Combat Units. 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 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 the Unit has moved and acted (or forfeited its chance to do either), the other side activates one of its own Combat Units, which may move and take Action. This exchange goes back and forth until all Units have moved and acted. A Unit may only be activated once per combat round. If one side no longer has any Combat Units left to activate, the opposing side activates its remaining Combat Units 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 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.

COMMAND POINTS

Command Points represent the pilots reacting to or anticipating the enemy's actions. CPs are valid for one round only, but are refreshed during each new Initiative roll. A single Command Point may be used as an additional regular Action incurring no penalty. One Command Point can be used to buy a +2 modifier to a single Defense roll. A Command Point can be used to activate a Unit out of sequence — to get out of harm's way, for example. In the latter case, the Unit must not have been activated (i.e., moved) previously, and it cannot be moved again (though it may act if it has any Actions left). Finally, a Command Point may be used to turn a Unit around by up to 180 degrees, even if it has been activated before (and thus has no MP left). A Unit can use only one Command Point per round.

MOVEMENT

A Unit can move a certain number of centimeters based on its Movement Points (MPs). The Unit's datacard contains the values for Combat Speed and Top Speed. Speeds are listed in MPs; one MP equals movement across one centimeter of clear ground, or about 6 kph.

Combat Speed: a Unit normally receives a number of Movement Points equal to its Combat Speed value. Attacks can be made normally at this rate of movement. Vehicles moving at half their Combat Speed or less gain an additional +1 to their attack rolls. A Unit moving at up to half Combat Speed can opt to move backward instead of forward; reverse movement is not possible at higher speeds.

Top Speed: a Unit that expends its full Combat Speed MPs can shift to Top Speed. This must be declared immediately after moving the Unit. The Unit is considered to be at Top Speed for attack and defense purposes for the rest of the combat round. In subsequent combat rounds, the Unit receives MPs equal to its Top Speed; the Unit *must* expend a number of MPs greater than its Combat Speed while moving at Top Speed. A Unit may return to Combat Speed after any number of rounds of Top Speed movement; simply declare the return to Combat Speed immediately after moving the Unit. Players should put a marker beside the vehicles moving at Top Speed as a reminder.

Multiple Movement Systems: vehicles with multiple movement systems, such as walking and ground (rolling), are able to switch modes. A Unit may only switch modes while at Combat Speed, not at Top Speed. During the switching round, the initial movement mode is used to determine the available MPs. The Unit expends MPs as its original movement mode until the switch is declared. The remaining MPs are expended at the terrain cost of the new movement mode. If the Unit has already spent more MPs in movement than it would have in the system it switches to, then it stops moving after the switch. A Unit with multiple movement systems may only switch modes once per round. This option must be announced during the movement phase.

Turning: a Unit spends zero MP to turn 60 degrees or less; turning more than 60 degrees and up to 360 degrees (full spin) in a single turn costs one MP. Multiple turns can be performed along a Unit's movement, as long as each turn is followed by at least one centimeter of forward movement before another turn is performed. In this introductory game, Units may not turn more than 120 degrees at a time while moving at Top speed.

Terrain: 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 (more on this later). The terrain on which more than half of the counter rest count as the terrain type the Unit currently resides in. In case of disagreement, roll one die (1-3 owner's call, 4-6 opponent's call).

LINE OF SIGHT AND DETECTION

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 (the central Walls).
- 2) The Concealment value between the attacker and the target is equal or greater than 4+ the Sensor rating of the Gear. The Concealment is equal to the Obscurement of all terrain directly between the two Units, plus the Obscurement of the terrain the defender is in. The Terrain Costs table indicates the Obscurement for each type of terrain.

Firing Arcs: vehicles may only detect and target opponents that are within their weapons' firing arcs. There are six firing arcs: Forward (F), Right (Rt), Left (L), Rear (Rr), Fixed Forward (FF) and Turreted (T). The first four are 180-degree arcs; side arcs include directly forward and backward. The fixed forward arc is a 120-degree arc on a Unit's front facing. Turreted arcs span 360 degrees.

RANGED COMBAT

If a Unit has a Line of Sight to a target within its weapon's firing arc and range, it can attack that target. An Opposed Skill test is required: the attacker uses his Unit's Gunnery Skill and the defender uses the Piloting Skill, both rolls modified by the appropriate Attributes and situ-

ation modifiers. If the attacker wins the Skill test, the attack succeeds. If the defender wins or if a draw occurs, the attack misses. A table contains a list of the modifiers to both rolls.

Attack Rolls: 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 a Base Range (BR); Short Range is equal to Base Range, Medium is two times Base, Long is two times Medium, and Extreme is two times Long Range. Point Blank is for close combat with counters in contact.

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.

MELEE COMBAT

With humanoid Heavy Gears, old-fashioned close-in attacks have become common and are used on the battlefield (and the arena) when ammo runs out. The two Gear counters have to be in contact 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 datacard.

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 that Unit for the combat round, but forbids the Gear from taking any action that round. Multiple "evasive maneuvers" cannot be declared to accumulate defensive bonuses.

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 different 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 equal or greater than +1) can be used to saturate a 1x1 centimeter mapboard area. 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 1x1 centimeter zone.

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; only the most severe of the possible results applies. Thus a Unit that sustains Heavy damage does not get Light damage as well.

Light Damage: Units that receive Light Damage are mildly shaken up by the attack, but not seriously damaged. Make a note; if, at any time, a Unit accumulates two Light Damage hits, both are immediately removed and replaced with a single Heavy Damage result. Light Damage has no adverse effects, and a Light Damage Unit may operate at full power; the only danger is that if the Unit gets another Light Damage hit, it will turn into Heavy Damage.

Heavy Damage: Units that receive a Heavy Damage result are permanently affected. All values for MP allowance(s) and weapon damage are halved, rounding up. A Heavy Damage result may not be removed; if a Unit ever has two Heavy Damage results placed on it, it is Overkilled and immediately eliminated from the game in a spectacular explosion.

Overkill: an Overkill hit results in the Unit being removed from play. The Unit may be destroyed, or it may just have suffered enough damage to make it inoperable. The distinction matters little — the Unit is out of play.

For Point Bank, Crews must be in Contact

0 SHOOT

1 SHOOT

2 MEDIUM

3 MEDIUM

4 LONG

5 LONG

6 LONG

7 EXTREME

8 EXTREME

9 Light Rocket Pod or Snub Cannon Ranges

10

11

12 EXTREME

13

14

15

16 GRENADES

17

18

19

20 Light Auto Cannon, Medium Rocket Pod or Light Bazooka Ranges

Grenades can only be thrown at a distance of 1 cm.

JÄGER	JÄGER	JÄGER	JÄGER	JÄGER	HUNTER	HUNTER	HUNTER	HUNTER	HUNTER	HUNTER

LIGHT DAMAGE	LIGHT DAMAGE	LIGHT DAMAGE	LIGHT DAMAGE	LIGHT DAMAGE	LIGHT DAMAGE	LIGHT DAMAGE	LIGHT DAMAGE	LIGHT DAMAGE	LIGHT DAMAGE	EXTRA ACTION	EXTRA ACTION	EXTRA ACTION
HEAVY DAMAGE	HEAVY DAMAGE	HEAVY DAMAGE	HEAVY DAMAGE	HEAVY DAMAGE	HEAVY DAMAGE	HEAVY DAMAGE	HEAVY DAMAGE	HEAVY DAMAGE	HEAVY DAMAGE	EXTRA ACTION	EXTRA ACTION	EXTRA ACTION
TOP SPEED	TOP SPEED	TOP SPEED	TOP SPEED	TOP SPEED	TOP SPEED	TOP SPEED	TOP SPEED	TOP SPEED	TOP SPEED	EXTRA ACTION	EXTRA ACTION	EXTRA ACTION

EXTRA ACTION	EXTRA ACTION
EXTRA ACTION	EXTRA ACTION
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EXTRA ACTION	EXTRA ACTION
EXTRA ACTION	EXTRA ACTION
EXTRA ACTION	EXTRA ACTION

HUNTER Walker & Ground Speed

Armor 15

TV: 400 Mod. TV: Crew: 1 FireCon:0 Sens: 0/2
Size: 6 Actions: 1 Man: 0 Com:0/10

WEAPONS:

Name	Arc	Acc	BR	Dam.	ROF	Ammo.
LAC	F	0	2	x8	2	60/
LRP/24	F	-1	1	x12	3	24/
H.GRENADE	F	-1	0	x15	0	3/
V.SWORD	F	0	0	x8	0	-

TV MODIF.:

- H.GRENADE F -1 0 x15 0 1/ +10 each
- Replace Autocannon by Snub Cannon +150
- SC F -1 1 x28 0 3/ +150
- Replace L. Rocket Pod with M. Rocket Pod +200
- MRP/18 F -1 2 x18 3 18/ +200
- Replace Autocannon by Light Bazooka +100
- LBZK F 0 2 x15 0 10/ +100
- Improve Pilot (3 dice +1 attack, 3 dice defense) TVx2

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