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## THANKS


**Avelardo Paredes:** Mom, thank you for teaching me to make do with what I've got.

**John Ngyuen:** To all the Gear Heads out there; thank you.

**Greg Perkins:** To my brother, whose talent and insight inspire me to exceed my limits.

**Jason Dickerson:** To my mind and my pet albatross, Bert. May I find one and free the other.

**Daniel Hinds-Bond:** To Casey for introducing me to the world of Heavy Gear.

**Mariko Shimamoto:** いつも応援してくれるユウキさんへ捧げます。

**All Of Us:** To the fans. You're the reason we do this.



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# INTRODUCTION

## INTRODUCTION

Welcome to the world of Terra Nova and the fast paced, competitive sports scene of Gear Dueling. Multi-ton humanoid robotic vehicles fighting in concrete and steel arenas all for the entertainment of the crowd only begins to tell what sort of game Heavy Gear Arena is. Crazy Combo moves, over the top theatrics, explosive terrain, and a robust campaign system are all elements that help bring the stadium to life. Players familiar with our Heavy Gear Blitz game will notice that the miniatures for Arena are the same scale as Blitz. While some of the mechanics are similar to Heavy Gear Blitz, Arena is drastically different in other ways. Sometimes even shockingly different. For new players, Arena is a fun introduction into the world of Heavy Gear. The customization and low number of models necessary to start playing makes the game a perfect way to try out Heavy Gear.

Khayr ad-din, the center of Gear dueling on Terra Nova, is calling out to you. Take the plunge. Build a team, and compete for the glory of the game. Or just beat the heck out of your friends' teams for bragging rights. I hope you enjoy the game, and if you have time join us on our forums (www.dp9forum.com) to tell us about your play by play moments.

Visit the Heavy Gear Arena section of the Dream Pod 9 website at www.dp9.com for free downloads of Heavy Gear Arena goodies like fillable manager and duelist sheets, counters and corporate sponsor logos. Also while your there check out the link to Gear UP, our *free* online magazine, which will include Heavy Gear Arena articles in all future issues.

## JAMUS VAUGHN

| | |
|---|---|
| **Age** | 45 Cycles |
| **Height** | 1.8 Meters |
| **Weight** | 99 Kilos |
| **Hair** | Black |
| **Eyes** | Brown |

A native of Kenema, Vaughn was born into an impoverished family. When he was of age, he escaped a certain life of crime by enlisting with the Northern Guard. He served with the 134th Combined Arms Regiment (Phare's Own Rifles), part of the Eastern Sun Emirates Task Force during the Interpolar War. Eventually, he gained a field commission and command of his own section of Gears.

The future of his career in the Guard seemed bright until it was brought to an abrupt end when an incident involving "unnecessary" Easterner civilian casualties resulted in Vaughn's hurried court-marshal and hushed discharge from the Guard. Details of the case are still classified to this day. Vaughn still maintains his innocence, insisting that his commanders set him up.

He spent the next few cycles travelling the planet but eventually ended up in Khayr ad-Din doing what he loves best, piloting Gears where he earned a living duelling in legal and underground arenas.

He lives with his beloved webbed-dachshunds Oscar and George; gifts his men offered him when he was finally discharged from the Guard.

Feeling short-changed by the Guard, Vaughn is emotionally wounded and has an axe to grind. Although he loves piloting Gears, he dislikes the blood sport aspect of Arena duelling and as such does his kills as quickly as possible. If one overlooks his lack of showman ship, one will find a consummately skilled pilot with a keen sense of tactics that has earned him a small fortune and a good standing in the arena ladders.

After a near death encounter in the arena, Vaughn retired from duelling and started his own team with his earning. His team's consistently good performance speaks volumes of his managerial skills.

### TIPS FROM JAMUS

An experienced and successful Duelist and Team Manager, Jamus has gone through and provided up and coming Team Managers and Duelists advice on how to play the game. He will take you through the process and give tips on easing into game play as well as improving the experience.

# CORE CONCEPTS

## TABLE SIZE

Heavy Gear Arena works best on a playing surface of 36 by 36 inches or smaller with a reasonable amount of terrain, although the game can be played on as small or large of a surface as you have room to accommodate. Generally, three to five terrain pieces per square foot of table are enough. Cover is an important factor in the game so terrain should be available to the players. See pages 60 and 62 for more information on terrain.

## SCALE

All models in Heavy Gear Arena are 1/144 scale (10-12mm figure scale). All terrain should be scaled accordingly. Homemade terrain is quite easy to build in this scale, and terrain building articles can be found at no cost to the customer on Dream Pod 9's website (www.dp9.com) as well as in the company's quarterly e-zine Gear UP.

While the scale of the miniatures and terrain is fixed on the table, the timescale and table scale are not. Liberty must be taken with these, otherwise odd situations regarding movement, terrain effects and similar crop up. As such, weapon ranges are scaled to the average table size and the "real-time" length of a game round is dramatic, or "just long enough for everything going on in that round to be resolved."

## DICE ROLLING

Heavy Gear Arena uses ordinary six-sided dice to add a random element to the game. The number of dice to be used in a roll is either specified in the rules or based on one of a Model's Skills. Multiple dice are specified as xD6 (1D6 for 1 die, 2D6 for 2 dice, etc.). When two or more dice are rolled together, the result of the roll is the highest result on any single die. If more than one "6" is rolled, each extra "6" adds 1 to the result. If every die turns up "1", the die roll is a fumble and counts as an overall result of zero. Higher results are better than lower results. Unless otherwise specified, all rolls should be made in this fashion. In some cases the player is asked to roll a d3. To roll a d3, roll a six sided die and adjust the roll to the following formula: 1-2 is equal to a 1, 3-4 is equal to a 2, and 5-6 is equal to a three.

Various game effects will alter the number of dice rolled or the total of a roll. Bonuses are listed as +x, and penalties as -x. To apply the modifier, add it to the result of the roll. If a negative modifier lowers the total below 0, the final result is always 0. No modifiers can modify a Fumble. If any effect lowers the number of dice rolled to 0, or the Skill itself is 0, roll two dice and take the lowest of the two. In this case, either die showing a 1 counts as a fumble. Any effect that lowers the dice rolled below zero will result in that attempt being counted as a fumble and without any dice being rolled. Note that all dice and Roll modifiers are cumulative unless stated otherwise.

## A NOTE ON ROUNDING

When rounding fractional numbers, unless otherwise specified, values of 0.5 and higher round up and anything lower rounds down.

## THRESHOLDS AND OPPOSED TESTS

Once a roll has been made and all appropriate modifiers added, the outcome of the roll must be determined. Rolls are always made against either a pre-determined number, called a Threshold, or in an opposed test against another skill roll. The skill to be rolled and the Threshold or opposing skill will always be specified in the rules. When rolling against a Threshold, the roll is a success if the result is higher than the Threshold and a failure if the result is less than or equal to the Threshold.

When making an opposed test, one Model will be the "acting model" or "attacker" and the other will be the "defender". Both players roll the designated skill for each Model and the results of the rolls are compared. If the attacking Model's roll is higher than the defender's roll, it has succeeded. If it is less than or equal to the defender's roll, it has failed.

## MARGIN OF SUCCESS / FAILURE

How much a roll succeeded or failed by is often important when determining its effects. If a roll is a success, the roll minus the Threshold or the defender's roll is known as the Margin of Success (MoS). If a roll is a failure, the Threshold or defender's roll minus the roll is the Margin of Failure (MoF).

## MEASUREMENT

All distance values in the game (movement, ranges, areas) are in inches. Measurements are taken to and from the edge of a miniature's base. In the case of Models with multiple bases, measure from the nearest base. For Models without bases, from the body or hull of the miniature. You are allowed to measure anything at any time during the game, but all measurements must be shared with your opponent. It is recommended that players use a retractable metal measuring tape with inch markings when measuring distances.

If you are using metric measurements, centimeters is the best choice. Simply multiply all game distances by 2.5 to get distance in centimeters. Round any decimal values up to the nearest centimeter for ease of use.

## SPORTSMANSHIP

As with any game, sportsmanship is key. We recommend being open with your opponent regarding status of Models in-game and Duelists used. Being open and friendly generally prevent rules arguments and makes your game much more pleasant. Unsportsmanlike behavior should not be tolerated and it is acceptable to find other opponents. Poor attitudes do nothing but harm wargaming in general and ruin the fun for everyone. Official Dream Pod 9 events have a sportsmanship component and reward those who treat their opponents with respect.

GEARS GUNS AND GLORY

# BASIC RULES

## MODEL SKILLS AND CHARACTERISTICS

### ACTIONS

The number of actions a model has available to it in a single round. Actions include a variety of types of attacks, taunts, or initiating combos. For more information on actions look on page 7.

### MODIFIERS

Models have different modifiers for different actions depending on their movement type, fire control, sensors, and situational modifiers from combos, elevation, and arcs of fire. Whenever these are indicated in the text, the relevant skill is listed along with the modifier. Modifiers add or subtract from the final roll. For example, a Model using their Gunnery Skill at Top Speed has a -2 modifier. If the Gunnery roll's total is a 6, the modifier of -2 is added to the die's result for a total of 4. If the same Model were to use Gunnery while Stationary, the Model would add a +1 to the final result. If the Gunnery roll was a 6, the modifier would increase the final total to a 7.

### SIZE

The Model's size is simply how large or heavy the vehicle is. Size is important for melee based attacks and certain Combos have minimum or maximum size categories.

### ELECTRONICS AND SENSORS

The Detection rating is its ability to passively detect other Models. Sensor is the modifier used when the pilot actively uses his Model's Sensors to try and find an enemy.

### ARMOR AND DAMAGE

The Model's Armor rating specifies how well it resists damage. When a Model does take damage, one or more damage boxes are crossed off. There are several levels of damage, and hard-to-damage or reliable Models will have more levels compared to fragile units. Any Perks and Flaws that modify how a Model takes damage are also listed here. These can improve or worsen its armor or prevent certain damage effects.

### SKILLS

These specify how good the Model's crew is at different tasks. The four skills are Gunnery (Gun), Piloting (Pil), Dueling (Due), and Rally (RL). Attack measures the ability of the crew to strike against opponents with both ranged and melee attacks. Defense measures the crew's capability at defending their unit from damage. Dueling is used for making your combo rolls, using sensors and communication based skill rolls. Finally, the Rally skill measures the crew's ability to coordinate his team-mates, generate excitement from the crowd, or successfully taunt an opponent.

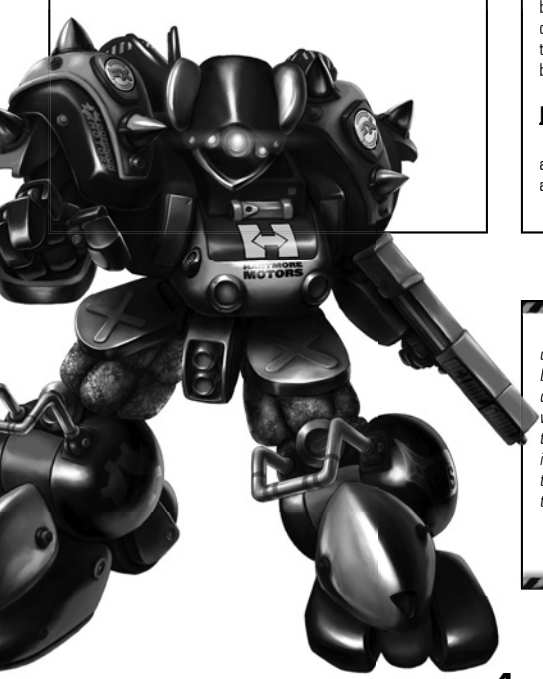
### WEAPONS

Most Models will have one or more weapons. This listing gives the stats for each. Arc specifies the direction the weapon fires in. Acc is the Accuracy, a modifier for any Attack Roll with that weapon. DM is the weapon's Damage Multiplier or Damage. Special lists any Special traits that modify the weapon's operation – for example, Guided (G), Indirect Fire (IF), or Reloads (R).

Every weapon has three range bands . Short is the first range listed in the range brackets . Any shots fired up to the range listed in this bracket suffer no penalties . Beyond Short, is the Medium range band. While shooting at this range is feasible, the shots tend to be less accurate . Any attacks fired at this range band suffer a -1 penalty . Any shots fired beyond Medium are considered to be in the Long range band and suffer a -2 penalty to strike. Not all weapons have an Long range band. Long range band has no limit.

### PERKS / FLAWS

Miscellaneous abilities or limitations of the Model are listed as perks or flaws. Individual perks and flaws are listed in the appendix on pages 100-101.




*"You look at your typical Gear pilot and even the best ones out there can't make their machines do anything near what a Duelist can do with their Gears. You look at some of the best ones out there like the Jarak Twins or Yang Downz and see what they can do in the arena. They can make those multi-ton vehicles dance around their targets. They can make those impossible shots. And more importantly, they know how to get the crowd on their side. Do you think you really have what it takes to make it to their level?"*

*Davood Tortuga, Ninety Nine Bulls Team Manager, comment to a prospective hire.*

## MOVEMENT

Models move one at a time during their movement phase. Each Model has a current movement type, which specifies the maximum number of Movement Points (MPs) they can use during a round. Spending one MP normally moves the Model one inch, provided that the terrain is easily traversed. Rough or Difficult terrain and a vehicle's Movement Mode can alter this (see page 6).

Each Model has one or more movement modes, which determines how they interact with terrain and how often they may turn. Some Models will only have a single Movement Mode, while others may have two or more. A Model may only use one Movement Mode at any time, and it should be clear what Movement Mode is being used at all times. A model must declare their movement at the beginning of its activation.

If any terrain has multiple effects, always take the worst possible cost for that terrain type given the Model's current Movement Mode. See Terrain and Movement on page 6 for more information.

A Model can change its speed by one level per round before it spends any MPs. It uses the new speed's Piloting and Gunnery ratings, and MP limits as soon as the change is made. Models may also shift from Stationary to Reverse Speed, which is identical to Combat Speed movement except that the Model's front and back are swapped for the purpose of movement. Models must switch back to Stationary before resuming forward movement. Walker movement is the exception to this rule. Models using walker movement can move forwards or backwards without having to go stationary.

- Stationary Models can move up to 1" and can turn at any point during their movement.
- Models engaged in a Movement Mode can move up to their MP limit and must move at least 1". If a unit is moving at Top Speed, they must move 1" over their Combat Speed for the movement type they are using.
- A Turn is a single 60 degree facing change (one hex facing), and Turns are governed by Movement Modes.

Since movement on the table is assumed to be simultaneous, a Model may "move through" another Model. There are exceptions to this rule such as drifts, unintentional impacts, combos, or attempted rams.

Models may not end their movement "on top" of another Model. If a Model cannot stop and is forced into a cliff or another Model, it becomes an Unintentional Impact, see Ramming on page 12.

### CRASH STOPS AND CRAZY IVANS

Models may wish or need to turn or decelerate rapidly. By giving themselves a Stun Counter (see page 14), they may immediately switch to a different movement mode or go stationary. A model may also give themselves a Stun Counter in order to make up to a 120 degree turn while using certain types of movement modes (see Movement Modes). Models already possessing a Stun Counter may not do this. This Maneuver may be attempted at any time.

## MOVEMENT MODES

### GROUND

Ground Movement represents wheeled or tracked propulsion. Most Gears utilize Ground movement as their Secondary Movement System (SMS) to cover distance quickly, but the movement mode does sacrifice the ability to navigate around extreme corners. While in Ground Movement, the unit is allowed 2 turns while Stationary, 1 turn for every 2 inches of forward or reverse movement while at Combat Speed and 1 turn per 3 inches of forward movement while at Top Speed. In order to turn, the model must meet the forward or reverse movement distance requirements first. In addition to turning issues, Ground movement also presents a reduced capacity to avoid attacks while stationary.

### WALKER

Walker movement indicates the Model moves using two or more legs, and is the most basic motive system for Gears. The legs on a Gear provide the unit a unique ability to overcome a multitude of difficult terrain types, making the Gear a dominant force on the battlefield. To represent this ability, Rough and Very Rough terrain have their MP requirements lowered by 1, while Soft Terrain has the MP requirements increased by 1. Walkers at Combat Speed can move in any direction, even sideways or backwards. As a result of this ability, Walkers do not use the standard Reverse Speed rules. Walkers have no requirements for turns while Stationary or at Combat Speed and may turn freely, but may only make 1 turn for every two inches of forward movement while at Top Speed. In order to turn, the model must meet the forward or reverse movement distance requirements first.

### HOVER

Hovercraft ride on cushions of air, allowing them to skim over the ground. Nearly unheard of in the arenas on Terra Nova, the movement system is commonly found on the Earth force vehicles, and there are rumors that NuCoal's self defense force has deployed hover capable Gears in their regiments, though currently none of these models have been made available to any teams. Units equipped with Hover treats Soft, Rough, Very Rough, and all Water types as Open. Hover mode is also immune to Oil Slicks for purposes of Difficult or Dangerous Terrain checks. Dense and Very Dense Terrain is treated as Impassible.

Hover vehicles may make up to three turns while Stationary, one turn per two inches of forward or reverse movement while at Combat Speed and one turn per four inches of forward movement at Top Speed.

### STATIC MODELS

Heavy Gear Arena does have static models that can be targeted by the players. Explosive barrels, trap activators, and other models on the board have specific effects detailed on page 62. In order to hit these static models, duelists must beat a threshold of 4.

## TERRAIN AND MOVEMENT

While most terrain types listed here will rarely be utilized in an arena setting, players can be creative and set up outdoor fights in exotic locales. Terrain is classified by the players before play begins and should be clearly identified and agreed upon. Terrain generally is made up of bases or clumps of features which should be classified together. Terrain is grouped into types and in some cases multiple types can apply to a particular piece of terrain. If terrain counts as multiple types, take the worst classification for a unit's current movement mode. The Movement Point (MP) cost is per inch travelled.

### CLEAR/OPEN

Most arena surfaces are made of concrete or steel sheets and represent clear and open terrain. Open plains, baked desert surfaces, and many other unobstructed stable surfaces apply to this category. There is no penalty or bonus to MPs when moving through this terrain type.

### SOFT

Shifting sand, muddy condition, and other less stable surfaces that create minor problems for vehicles are treated as soft terrain. Moving through soft terrain costs 2 MPs.

### ROUGH

Loose gravel, ruble, and other uneven surfaces are a few examples of rough terrain. Traveling through Rough terrain costs 3 MPs.

### VERY ROUGH

High piles of rubble, boulders, heavy undergrowth, and other difficult surfaces are classified as Very Rough. Travel through Very Rough Terrain costs 4 MPs.

### DENSE

Light forests and simple obstacle courses are a few examples of Dense terrain. Dense Terrain costs 3 MPs to travel through.

### VERY DENSE

Jungles, steel girders in a construction site, and other extremely difficult to navigate terrain all fall under the Very Dense category. Very Dense Terrain costs 4 MPs to travel through.

### IMPASSABLE

Some types of terrain cannot be cleared regardless of movement systems. Generally elevation issues or hazardous conditions prevent a unit from traveling through this type of terrain. Tall walls, molten metal pits, white sand dunes are a few examples of impassable terrain.

### STRUCTURES

Buildings are generally classified as impassable for larger units such as Gears. In some cases, arena competitions might be held in an abandoned part of a town and structures will dot the game board in these conditions. Players should designate any structures that are traversable by vehicles and assign a particular type of terrain effect (clear, rough, dense, etc).

### ROADS

Roads are designed to maximize Ground Movement Modes and provide units using Ground movement twice their speed capability.

### SHALLOW WATER/LIQUID

Small pools or streams of liquid that only affect a unit's movement system are classified as Shallow Water/Liquid. Moving through Shallow Water/Liquid costs 2 MPs.

### DEEP WATER/LIQUID

Deep Water is impassable to units not equipped with appropriate perks. Any unit that ends up in Deep Water and does not possess the appropriate protective perk is treated as destroyed. If playing with the campaign rules, units recovered from Deep Water/Liquids are treated as having a non-lethal destruction, but Duelists will have to make a Health Check in Post Game Wrap Up if they are unable to eject.

### ROUGH WATER

Rapids or other rough water. This is not a terrain type, but modifies the way Models interact with Shallow and Deep Water. Add 1 to the MP cost per inch of any model moving though the water.

### DIFFICULT AND DANGEROUS TERRAIN

Any type of terrain may be considered Difficult or Dangerous. Players should decide which types of terrain constitute Difficult or Dangerous terrain. Some examples of what should be used to represent Difficult or Dangerous terrain include ice, quicksand, lava, cave-ins, tank traps, unintentional impacts and chances to fall such as oil slicks and similar. Difficult requires an unmodified Piloting Skill test against a Threshold of 3 by each Model entering or starting their movement inside of said terrain. Dangerous requires an unmodified Piloting Skill test versus a Threshold of 5. If the Model does not succeed, it will take one box of damage.

The Model will then halt all movement and immediately changes it's current speed Band to Stationary.

### ELEVATION LEVELS

Any sheer elevation change of 2" or more is considered a cliff and is Impassible by regular movement. If a Model is unable to turn or otherwise would go over the cliff, make a Piloting roll against a Threshold of 4. If failed, it becomes an unintentional impact (see Ramming on page 12). If successful, the Model halts movement at the top of the cliff. Some Models may be able to climb cliffs, see Arms and Climbing Equipment in Perks and Flaws on pages 100-101.

Duelists may attempt a Jump over any impassable terrain. When Jumping off of elevated terrain to a lower elevation, add the height as a bonus to any Jump Combo Checks. So if a Duelist is on top of a 2" piece of terrain and wants to jump to the tabletop level, he would receive a +2 to his Dueling skill on the Jump Combo Check. For more information on Jump see page 67.

## MODEL ACTIONS

Every Model has a number of Actions listed in its characteristics. This represents the maximum number of Actions the model may perform during a Round. Actions include (but are not limited to) Attacking, Forward Observing and using some of the model's Perks. Actions may be performed at any time during a Model's Activation, although some Special Actions allow the model to act outside of their activation.

The following require the expenditure of an Action:

- Attacking with a weapon. (pages 9-13)
- Attempting Active Lock or Forward Observation. (page 8)
- Using a Perk noted as requiring an Action. (pages 100-101)
- Most Special Actions. (page 13)
- Initiating a Combo Chain (page 66)

The following do not require the expenditure of an Action:

- Defending against a Ranged Attack. (page 9)
- Defending against a Melee Attack or Ram (page 12)

## COVER

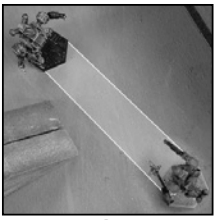
Cover has two distinct roles in Heavy Gear Arena. The amount of cover between a target and the attacker is used to determine if Combat Lock has been achieved, but cover is also used to determine if the attacker will receive a penalty to the attack roll.

When determining if an attacker can achieve Combat Lock on a target, simply count the number of pieces of terrain that are directly between the attacker and the target. Add or subtract any values the defender might have from perks such as Large Sensor Profile or Low Profile. If any of the terrain between the attacker and the defender is Solid, but does not offer the defender Full Cover, add +1 to the final value. If the Attacker's Detect rating is equal to or greater than the final value, the Target has been detected and can be attacked. If the Cover value is greater than the Detect rating of the Attacker, the Defender has remained undetected and cannot be attacked with direct fire.

If a Model has achieved Lock or a has a Forward Observer with Lock on a Model, it may attack that Model as long as one or more of its weapons can reach the target. Sometimes Cover or terrain may prevent direct attacks from being made, although Indirect Attacks may avoid the intervening objects. See below for more information on the types of Attacks possible.

Cover is measured from a "Models-eye view." If the Target is not blocked at all, it is considered to be an Open Target and Models gain a +1 to attack the Open Target. If the target Model is up to half covered, but can still can be seen easily, it is considered to have some Cover, but there is no Cover Modifier. If the Model is more than half hidden but you can see the main body, it is considered to have Partial Cover. There is a -1 modifier to all attacks against the Target Model. If the Target model is fully hidden, it is considered to have Full Cover. There is a -2 to attack the Target Model. Note that a Model with only a weapon or part of a limb showing is considered fully hidden. Multiple intervening cover types do not stack.

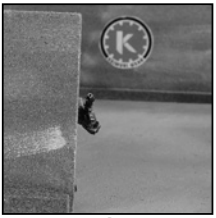
If the Cover is provided in part by Solid Terrain, there is a further -1 Cover modifier. Models fully Hidden by Solid Terrain may not be fired at directly.



***No Cover***

***Some Cover***

***Partial Cover***



***Full Cover***

### COVER AND DEFENSE

A Dartjäger moving through the arena sees a Gladiator in the open. The Gladiator has no cover and is easier to attack. The Dartjäger fires its autocannon at the Gladiator rolling its Gunnery Skill with a +1 modifier for the Gladiator being out in the open. The Gladiator survives the encounter and decides to take cover, but this time his legs are covered, but the rest of his body is still in the open. The Dartjäger has a vendetta against the Gladiator and continues to chase him down. Seeing the Gladiator semi-exposed, the Dartjäger fires once again at the Gladiator. Since the Gladiator is in some cover the Dartjäger loses the +1 bonus it had when it attacked the first time.

## COMBAT LOCK AND ACTIVE DETECTION

For many Actions, most importantly Attacking, the player will need to know if a model can sense or detect another model. In game terms, this is defined as achieving "Lock" as in "lock-on." Lock can be affected by many things including terrain, Model qualities, special Actions and environmental conditions. If the activated model achieves a lock on a target, then the activated model may proceed to attack the detected model.

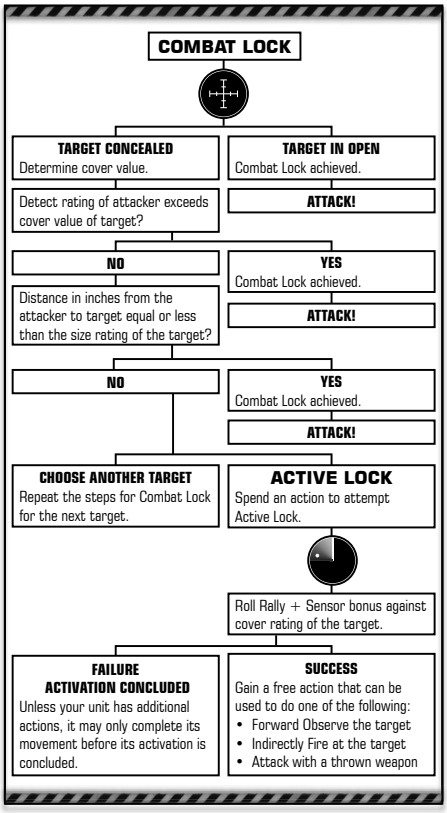
If an activated Model can detect another Model without using Actions to actively search for the enemy, the activated Model has Combat Lock. Combat Lock is determined on a case by case basis. Combat Lock is achieved if one or more of the following is true:

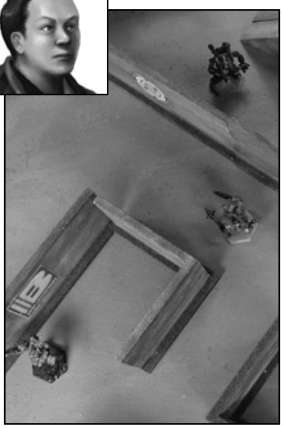
- If there is no Cover between your Model and the target and it is not blocked by Solid Objects.
- If the target is within its Size in inches of your Model, unless blocked by Solid Objects.
- If your Model's Detect Rating is greater than the Cover rating to the target.

If a Model cannot achieve Combat Lock, the model may attempt to gain Active Lock. Active Lock may also be attempted by a Model that has Combat Lock. The Model must spend an Action and then roll its Rally Skill plus Sensor rating versus a Threshold equal to the total amount of cover to the Target Model (see page 7 for details on Cover) If this is successful, your Model has Active Lock and generates a free Action that must be spent on one of the following Actions:

- Attacking the Target with an Indirect or Thrown Weapon (Model has Forward Observed for itself).
- Forward Observing the Target for Indirect Fire from other Models in your force (see Indirect Attacks page 10 for more information).

Active Lock lasts until the Miscellaneous Phase of a round or the model that has been Observed moves. If a model has been observed place an indicator next to the observed model to note that it has been forward observed.





## COVER AND DETECTION

The Stonemason in the top of the picture is trying to detect his opponents. All of the terrain on the board has been deemed to be Solid. The Stonemason checks to see if he can achieve combat lock on the Gladiator. As the Gladiator is not in the open, the Stonemason checks to see if the unit is within 6" of his Gear (Stonemason Size 6). The Stonemason discovers he's 14" away from the Gladiator. The Stonemason checks to see if his sensors can Detect the Gladiator to achieve Combat Lock. The Gladiator is behind two pieces of terrain (+1 per terrain piece), but the pieces of terrain are solid (+1 per terrain piece) for a total cover value of 4. The Stonemason's detect rating is 2. He does not have Combat Lock. The Stonemason must chose a different target or try an Active Detect roll against the Gladiator. The Threshold for the Active Detect attempt would be the total value of the Cover which was 4.

The Stonemason decides to see if he can achieve a Combat Lock on the Asp before attempting any Active Detection checks. The Asp is behind one piece of terrain (1) and that terrain is solid (1) for a total of 2. Comparing this to the Stonemason's Detect Score of 2, the Stonemason has achieved Combat Lock on the Asp. Unfortunately for the Stonemason, the Asp is behind full Solid Cover and cannot be attacked with Direct Fire. The Stonemason must Active Detect the Asp to be able to throw a hand grenade at the Asp.

The Stonemason rolls his Rally skill against a Threshold of 2 and rolls a 3. The Stonemason has beat the Threshold and receives a free action to throw his grenade at the Asp.

## RANGED ATTACKS

When attacking with a ranged weapon, the Attacking Model must have Lock on the Target Model and the Target Model must be both within the appropriate arc and within the Range limit of the weapon. The Attack is an opposed test and will be modified according to the Range to the Target Model and the Movement of the Attacker as well as the Movement and Facing of the Target.

The Attack roll is made with the Gunnery Skill, modified by Range, Cover and other effects as described in the following tables.

| Range | |
|---|---|
| Target is up to the end of Short range | 0 |
| Target is up to the end of Medium | -1 |
| Target it up to the end of Long range | -2 |

| Movement | |
|---|---|
| Stationary | Fire Control Rating +1 |
| Combat Speed | Fire Control Rating |
| Top Speed | Fire Control Rating -1 |

| Cover | |
|---|---|
| Open Target | +1 |
| Target has some Cover | 0 |
| Target is in Partial Cover | -1 |
| Target is in Full Cover | -2 |
| Target is behind any Solid Cover | Additional -1 |
| Scenario Effects, Perks or Flaws | Variable |
| Accuracy of Weapon | Variable |
| Vehicle Fire Control Rating at Current Speed | Variable |

Ranged Attacks made against a Target involved in Melee with other Models will not necessarily hit the intended Target and should be randomized in a mutually acceptable manner between all Models involved in Melee. If the attacking model is involved in the same Melee, they are exempt from the random targeting.

Weapon Traits may affect how damage and weapons interact with certain situations. See the Weapons section on pages 96-97 for more information.

## RANGED DEFENSE

When a unit is attacked with ranged weaponry, the Model defending rolls their Piloting Skill against the attack. Defense Rolls do not require the expenditure of an action; however, initiating a Defensive Combo Chain to add additional bonuses and effects to the defense rolls does require an action and is covered later in this book (See Defensive Dueling on page 66). When targeted by an Attack, the Model rolls its Piloting Skill plus the unit's Maneuverability Score along with the Modifiers listed on the on the Defense Modifier Chart.

Attacks are always assumed to come from the direction of the Attacker. The "Attacked from above" Modifier applies only if the attack was from a higher elevation level.

| Defense Modifiers | |
|---|---|
| Stationary Walker | -1 |
| Stationary Ground or Hover | -2 |
| Combat Speed | 0 |
| Top Speed | +1 |
| Attack directed at Defender's Rear Arc (Rear 180º) | -1 |
| Defender does not have Lock to Attacker | -1 |
| Attacked from above | -1 |

**DIRECT FIRE**

To fire directly at an opposing unit, your attacking unit must first achieve Combat Lock

**DETERMINE MODIFIERS**

- Cover modifiers
- Range modifiers
- Weapon accuracy Modifiers

**ATTACK**

The attacker applies modifiers to their roll
The defender applies the modifiers to their roll
Did the attacker roll exceed the defender roll?

**NO**

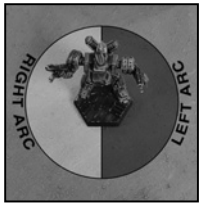
Unless your unit has additional actions, it may only complete its movement before its activation is concluded.

**YES**

Proceed to Damage.

## ARCS OF ATTACK

Each weapon listed on a Model's sheet will have an Arc listed. Right, Left, Forward and Rear arcs (R, L, F, Rr) are each 180 degree arcs measured from the centre of the model in the direction indicated. In most cases, weapons in Heavy Gear Arena will be in a Forward arc, but at the time of installing a weapon, the player may choose to place the weapon's arc in a different facing. This should be clearly noted on the sheet. Manipulator held weaponry can attack in two full arcs depending on which hand the weapon is carried. Right held weaponry can attack from Front to Right arcs. Left held weapons can attack from Front to Left arcs. Manipulator Held Weapons that require two hands to wield may only attack in their Front Arc.



## INDIRECT FIRE

Indirect Attacks are a specialized form of Attack used when you cannot gain Lock on a Target or feel that an Indirect Attack would be of better tactical use. Indirect Attacks work as normal Attacks, but use the Cover Modifiers from the Forward Observer, rather than the attacker. A weapon with the Indirect Fire (IF) trait must have a FO, otherwise treat the Attack as direct and follows the normal attack procedure.

Following the Direct Attack table's modifiers for movement, range, and other modifiers, roll the Model's Attack skill. The Attack roll is compared against a Threshold of 4 to hit the Target point. Note the unmodified (raw) roll, including extra sixes, even if the attack misses. If the Attack roll does not gain a MoS (MoF 0 or more), the shot will deviate, and potentially hit other unintended targets.

To determine the direction of any deviation, roll 1d6 and starting with 1 being directly behind the target in a straight line from the attacker – count in 60 degree increments clockwise. The Attack will Travel 1d6+MoF inches in that direction. Subtract the firing model's Sensor score from this distance (Negative Sensors add).

Any Model under the Attack's landing point must Defend as per Ranged Attacks against the raw Attack roll, ignoring any of the usual Attack Modifiers.

### INDIRECT FIRE

Indirect Fire can be difficult to master. Direct fire is simple. You point and you shoot. Indirect fire works on the idea of shooting over something to hit a spot that a target is standing on.

Earlier a Stonemason had decided to attack an Asp that was behind a wall. He had made his Active Detect check and was getting ready to throw a grenade. To throw or fire a weapon indirectly, the Stonemason must roll to see if he can get his weapons fire or grenade to land where it needs to go. The Stonemason rolls his Gunnery Skill against a Threshold of 4 (5+) and adds his modifier for being stationary (+1). The Stonemason manages to roll a 4 to which he adds his stationary bonus of +1 to get the minimum he needs to land his attack where it is supposed to go. The Asp might be in trouble! Luckily for the Asp it only needs to roll a defense against the raw roll of 4 rather than the modified roll of 5. Since the weapon is coming from above the Asp will receive a -1 penalty to its defense roll. Also the Asp will receive a further -1 to its defense roll sense it cannot detect the Stonemason through the Solid Full cover. Hmm not looking so hot for the Asp…

Later in the game, the Stonemason lucks out and finds the Asp that had survived the earlier grenade attack. He manages to get the Active Detect once again and throws another grenade. This time he is moving instead of stationary and his Gunnery roll of 3 is not enough to land the grenade where it is supposed to. The Grenade will deviate off course, but the Stonemason has to determine where it will land. The Stonemason rolls to see which 60 degree direction the grenade will deviate to. The grenade deviates toward the Gladiator. The Stonemason rolls to see how far the grenade will travel. He rolls a die and gets a six to which he adds the Margin of Failure which in this case is a 1. Since this was a grenade, the distance is halved. The Grenade travels four inches towards the Gladiator. If the grenade's blast area covers the Gladiator, the Gladiator will have to make a defense check against the Stonemason's raw attack roll of 3.

**INDIRECT FIRE**

A unit that achieves Active Lock receives a free action that allows it to use Indirect Fire.
Any unit may also use Indirect Fire if it receives target coordinates from a Forward Observation from another unit.
Only weapons with the Indirect Fire trait (IF) may be fired indirectly.

**ROLL AGAINST THRESHOLD OF 4 (5+)**

Apply the movement modifiers to attacker.
Target Designated Forward Observation gives a +1 to attacks with weapons having the Guided trait (G).

**MISS**

**ATTACK DEVIATION**

The attack deviates 1D6+the Margin of Failure of the miss in random direction determined in 60º increments around the intended target.

**HIT**

Defender rolls against unmodified attack

**AREA OF EFFECT**

Does the attack possess the Area of Effect trait (AE)?

**NO**

Defender rolls against unmodified attack

**YES**

**BLAST RADIUS**

Additional units under the blast radius (Check the weapon for the AE radius rating in inches) must roll against the unmodified result of the previous threshold roll.

**MISS**

Unless your unit has additional actions, it may only complete its movement before its activation is concluded.

**HIT**

Defender rolls against unmodifed attack

## RATE OF FIRE

When making an attack with a weapon with Rate of Fire (RoF), the player may choose to use RoF on the Attack. RoF attacks eat up more ammunition than normal attacks (see Ammunition Tracking), but in exchange, they can cover clustered enemies or increase damage to a single enemy.

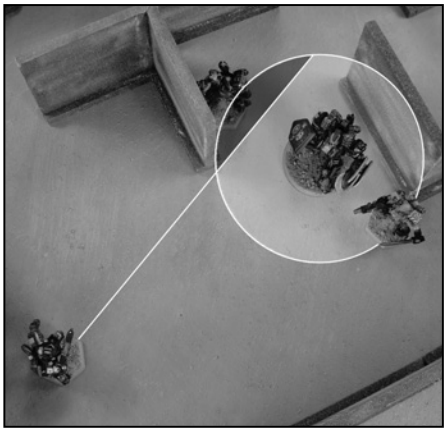
Before firing, the player must choose how much RoF they want to use. The player may use any amount of the RoF from nothing, representing a single shot, to the maximum RoF of the weapon. If a RoF of 1 or more is used, the attack may target any point up to the end of the weapon's Medium Range and generates an affect called Spray.

Spray is a radius equal to the RoF of the weapon, starting from the target point. For example, an Autocannon using RoF 2 would result in a Spray of 2 inches in radius from the Target.

Any Model touched by the Attack radius from the Spray must Defend against the attack roll. If the player does not want to saturate an area, they may opt to concentrate fire by sacrificing Spray radius for extra damage (DM). One point of Spray sacrificed will add one point to the DM of the weapon. If this reduces the Spray to 0, the attack loses the area of effect and instead the concentrated burst will only target a single Model.

Spray effects do not "bend" around cover that completely blocks targets. When using Spray, only combat or active locked targets are hit. No model behind full solid cover may receive damage from this sort of attack. A string or straightedge may help determine affected Models. If the base of the miniature or any part of a miniature without a base is covered, the model must Defend against the attack. Apply Cover penalties individually to the Attack based on the view from the Attacker to the affected Models. Note the Attacker only rolls once, regardless of the number of Models hit by the Attack. Cover penalties are applied to the original Attack roll on a case-by-case basis. Unless the Spray has another Trait attached (such as Area Effect), Spray will never affect the originator of a Spray Attack.

In the rare case of a weapon having RoF and AE or Blast, Spray granted by the RoF adds to any AE rating the weapon already possesses from Blast or AE. If a Model has a Spray IF attack, the Spray will affect all Models inside the radius, rather than only those that the Attacker can has a lock and is treated just like a normal AE attack in all ways.



## AMMUNITION TRACKING

To keep the game simple, the system does not normally track every bullet or missile fired. Instead, the ammunition load of a ranged weapon is abstracted and most ranged weapons are considered to have sufficient ammunition for the entire battle, though there are some exceptions to this rule. When an attack roll is fumbled, the weapon runs out of ammo, jams or otherwise needs attention. Place an 'Out of Ammo' counter next to the miniature or character sheet as a reminder. While the counter is in place, the Model cannot fire the weapon that ran Out of Ammo.

If the weapon does not have reloads, simply cross it off the character sheet rather than indicating with the Out of Ammo counter. Reloads are only available for Manipulator held weapons and must be purchased as a component. The reload component only applies to a single weapon. If a unit has more than one Manipulator held weapon, then the additional weapon's reloads must be purchased separately.

Rate of Fire attacks eat up ammunition quickly. When using RoF, note the raw, unmodified roll for attack. If the number is less than or equal to the result on the table below, the weapon is out of ammo. The Attack may still hit, but the weapon is Out of Ammo after the Attack is resolved. Weapons with the Limited Ammo Trait (Ammo Circles) cross out a circle each time they are used to Attack and once all circles are filled in, may no longer Attack. Limited Ammo weapons are ineligible for the Reload perk.

| RoF Used | Out of Ammo |
|---|---|
| None (RoF 0) | Fumble |
| Less than half | 2 or less |
| Half or more | 3 or less |
| Full RoF with RoF 1 weapon | 3 or less |
| Full RoF | 4 or less |

## AREA OF EFFECT

During the course of game play certain actions and attacks can result in a wide area of the board being simultaneously affected. These types of actions and attacks have a trait called an Area of Effect (AE). The most commonly used function of Area of Effect is when the trait is attached to a weapon system such as Hand Grenades, but other objects or components such as Smoke Grenades, Oil Barrels, and some Combo attacks all generate Area of Effect.

Area of Effect always has a number value attached to the trait. Usually this value is between 1 and 3. The number indicates the radius of effect in inches for the action or attack. To measure the an Area of Effect, find the center of the target and measure out the distance to the indicated number in inches. Do this towards each of the models near the target. If any part of the model is touched by the radius, the model is affected by the action or attack. Unless otherwise specified by the effect, all models including the initiator of the attack are affected by being caught under a radius of an AE action or attack.

Area of Effect can be generated from Rate of Fire; however, the rules for AE generated from Rate of Fire is handled slightly different from typical AE and is called Sweeping Fire. Sweeping Fire rules can be found in the section dealing with Rate of Fire.

## MELEE

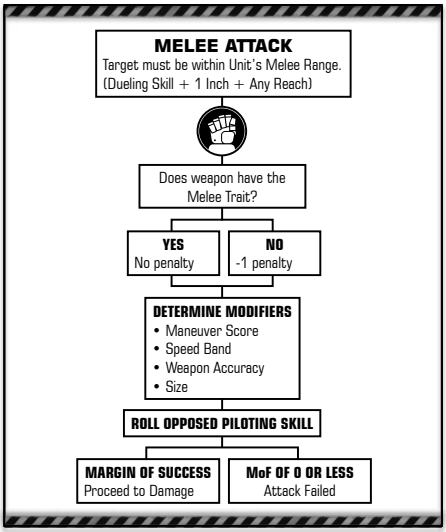
Melee Combat occurs when a Model attempts to Attack another Model using a Weapon with the Melee trait or any of the Model's appendages such as fists and legs. Melee weapons include limited distance ranged weapons that are specialized for close combat. To engage in Melee combat, the attacking unit must be within their melee range which is equal to the Duelist's Dueling skill in inches. This range can be modified by talents or weapons with the Reach trait. Defending units can always defend against attacks, but if the defender has a combo or talent that allows for counterattacks, they must be in melee range of the attacker (see Defensive Dueling on page 66). Any attacks made in Melee range of the Defender suffer a -1 penalty unless the weaponry used has the Melee trait, or if the Duelist has a talent to overcome the penalty.

Before attempting the Melee Attack, the attacking player must be decided if the attack is a standard Attack or a Ram. Rams are treated slightly differently than normal Melee Attacks (see Ramming, below). To perform a Melee Attack, both the Attacker and Defender roll Piloting Skill with the following modifiers:

| Attacker's Modifiers | |
|---|---|
| Attacker is of Greater Size | +1 |
| Weapon Accuracy of weapon | Varies |
| Attacker at Higher speed Band than Defender | +1 |
| Maneuverability Score | Varies |

| Defender's Modifiers | |
|---|---|
| Defender is of Greater Size | +1 |
| Weapon Accuracy of the Weapon Used in Defense | Varies |
| Attack directed at Rear Arc (180º) | -1 |
| Maneuverability Score | Varies |

If a Defender has a Melee weapon other than "Close Combat Attack," it may choose to defend using the weapon, as long as the Attack is not a Ram. In this case, add the weapon's Accuracy to the Piloting Roll. Note that Melee is solely based on piloting ability and as such has no modifiers for range.




## FREE STRIKES

Certain circumstances allow a Model to get a free Action which can be used to attack another Model. This is called a Free Strike. Free Strikes may not be used to generate another combo chain. Free Strikes occur against a specific Model under the following circumstances:

- Against a Model who attempted a Melee Attack or Ram against your Model and fumbled.
- Model Attacks with a weapon without the Melee Trait while in Melee.
- Fumbled Free Strikes open your Model to a Free Strike.
- A successful Defense Combo Check generates a free strike for the defender.
- A successful Combo Check generates a free strike for the attacker.

Free Strikes must be made by a weapon with the Melee trait and occur immediately after the initial event occurs or is resolved. You may not Ram as a Free Strike.

## RAMMING

If a Model decides to deliberately smash itself into another Model, the attack is considered a Ram. Rams are a specialized form of Melee Attack and may only be performed if the Model is at Combat or Top Speed. Rams are resolved as a Melee Attack, but if the Attacker is of a larger Size, the Attacker gains +1 Die to the Attack Skill rather than the standard Size effect. If the Attack is successful, both Attacker and Defender will take damage using the MoS of the Piloting roll and their opponents DM with modifiers as listed below:

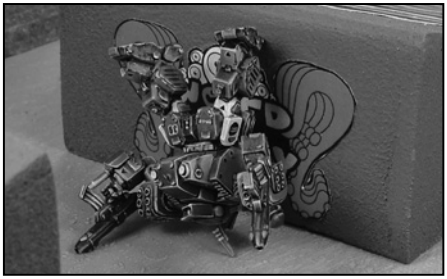
| | |
|---|---|
| **Models moving toward each other** | Double damage |
| **Defender Moving away from Attacker** | Halve Damage |

If the Ram is successful, both Models will drop one speed band, gain a Stun counter and are both considered Knocked Down. Rams are considered to have the Armor Crushing Trait.

## UNINTENTIONAL IMPACTS

Unintentional Impacts are treated as a Ram, except that the Model initiating the impact will always suffer at least one box of damage. If the defending unit has not yet activated at the time of the unintentional impact, it may activate to move out of the way. Once activated, the defending unit must complete their activation. If the defending unit has already activated resolve the unintentional impact as normal, but the defender chooses the dice result to use between the two models.

If the Impact was against a table element, the element is assumed to roll a 5 and will always Ram the impacted Model with a DM equal to the Model's size. Impacts against table elements are always "head on."

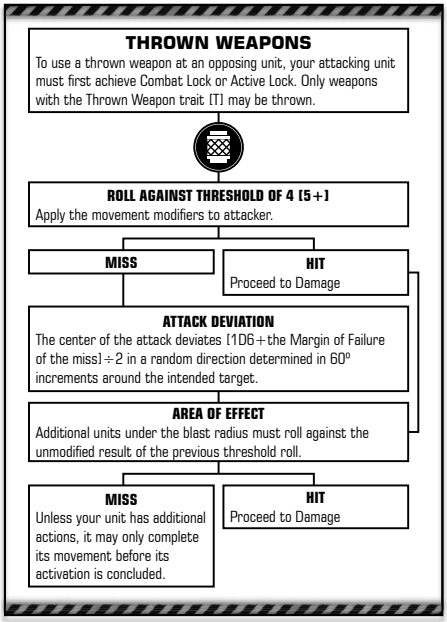


## THROWN AND PLACED WEAPONS

Thrown and Placed weapons follow slightly different rules than normal weapons. To throw a weapon, the Model must have obvious Arms or be noted as having Arms with the Arms Perk. Otherwise, the weapon may only be placed or self-detonated.

Thrown weapons can be used as Indirect Fire weapons if the weapon has AE trait. If used as an Indirect Fire weapon the attacker does not need to Forward Observer the target. Lock on the Target is still needed, and if the attack deviates, halve the distance deviated. Unlike normal weapons, Thrown weapons have only two Range Bands, Short and Medium. Short Range is up to the Attacker's Size in inches and confers no modifier to Attack. Medium Range is up to twice the Attacker's Size in inches and confers a -1 modifier to Attack.

To place an AE weapon, the Model chooses a point during their movement to set the weapon. The place is marked with a spare piece of paper or a token and the weapon detonates during the Miscellaneous phase of the Round. Use 2 dice for skill and no modifiers for the Attack. Any Model over that spot (or within the area generated by Traits) must Defend against that roll. Do not count Arc when Defending, instead use a -1 modifier for it being underneath or otherwise hidden from the Targets. Note that while you may place the weapon on a Static Model such as a building, you may not place the weapon on a mobile Model.




## SPECIAL ACTIONS

Special Actions are actions that require special circumstances or have special rules outside of the normal set of actions. Some require the Model to have particular Perks, while others are available to any Model.

### ACTIONS ALLOWED BY PERKS

Some Perks allow Models to perform certain effects by spending an Action. In these cases, the rules for these Actions are listed with the Perks or in the rules sections concerning them.

### REACTION FIRE

If a Model has unspent Actions, the Model may respond to any currently activated **Model in movement**. If the Model with unspent actions has Lock onto the moving model, it may spend an Action to make a Ranged Attack. A Model may be engaged against at most once per inch Moved or per Action performed. For an inactive Model to declare reaction fire, the player of the inactive model declares to React. By spending an action the model is able to attack. The Reaction Fire occurs after the next inch of movement, or when movement ends for the active model. Reaction Fire can also occur after the next Action performed by the active Model. Any Model may also save its Action(s) after Activation for Reaction Fire.

### DEFENSIVE PUSH

If after declaring Speed and Movement Mode for the Round, a Model has negative Defense Modifiers, it may spend one or more actions to help counteract the negative defense modifiers. This must be done at the beginning of the Model's Activation. Each Action spent will decrease the penalty by one, but may not raise the Defense Modifier above zero. Note this with a piece of paper, or with a counter. The effect lasts until the Model changes Speeds, Movement Modes or is Activated again.

### STAND BY COORDINATES

A Model may choose to wait for a another Model to Forward Observe a Target later in the round before firing. To do this, an activated Model with an Indirect Fire weapon may place one or more actions on Stand-by. Only one action per unused IF weapon may be put on Stand-by and Stand-by mode may only be chosen during Activation.

When a friendly model Forward Observes a Target, Models on Stand-by may spend their Stand-by Tokens to immediately make an Indirect Fire attack on the Forward Observed Target. The total number of Stand-by Tokens spent to fire on any Forward Observed Target may not exceed the Forward Observer's Rally Skill rating.

Stand-by tokens may only be used for Indirect Fire and are removed at the end of the Round when Actions are reset. Note that Reaction Fire does not require this Special Action.

### RALLYING THE CROWD

Duelists can expend an action to perform a Rally roll to pump the crowd's enthusiasm up. Roll the Duelist's Rally skill against a threshold of 4. If the roll succeeds, then the Duelist has successfully generated Rep equal to the MoS. The Rep points are only generated during the Miscellaneous Phase of the turn. If the roll fails, then no points are generated. Opponents can attempt to disrupt the Duelist that is attempting to Rally the Crowd by damaging the Duelist. If any boxes of damage are inflicted on the Duelist that is Rallying, then the Rallying attempt is considered to have failed. If a Duelist has more than one action, the Duelist that is attempting to Rally may use the second action to go into a Defensive Stance, but may not go on the offensive and attack. Counters generated from Defensive Combos may still be used to attack an opponent.

## DAMAGE

If an Attack hits (MoS of 1 or more), the attack may cause damage to the Model which was hit. Damage is calculated by multiplying the Damage Multiplier (DM) of the attack by the MoS and comparing the result to the Armor values on the Target Model. If the damage dealt equals or exceeds twice the Armor Value, two boxes of damage are dealt to the Target Models' damage track. If the damage equals or exceeds three times the base Armor Value then three boxes of damage are dealt to the damage track. Higher multiples (x4 or x5 of the base armor value) are possible for well constructed vehicles. Continue calculating damage for higher values using the same method as listed above.

### DAMAGE LEVELS

As Damage Boxes are filled in, the Model will be affected based on the level indicated in the damage box. Boxes of damage are always filled in left to right. Below are the damage levels and their effects, please note that the effects replace each other, rather than "stack" on top of each other:

**Sturdy:** Ablative Boxes represent backup systems, sturdy builds or similar. The Model suffers no penalties. A Unit may only ever have a maximum of two Sturdy boxes.

**Light:** When a Model takes a Light Damage, it is slightly damaged, but still functional. The Model suffers -1 penalty to all Tests for Difficult or Dangerous terrain.

**Heavy:** When a Model takes Heavy Damage, it is fairly heavily damaged and is much less battle-worthy. The Model may no longer travel at Top Speed and will immediately drop to Combat Speed if currently travelling at Top Speed. The Model also suffers a -1 penalty to all Skill rolls.

**Critical:** Critical Damage Indicates a Model is very heavily damaged and is in dire straits. The Model may no longer travel at Top Speed and will immediately drop to Combat Speed if currently travelling at Top Speed. The Model suffers a -2 penalty to all Skill rolls.

**Destroyed:** Any Damage beyond Critical means the Model is considered destroyed. Cross through all Damage Boxes horizontally and place the Model on its side or otherwise mark it in a way to note that the Model is no longer active.

From this point on the destroyed model is treated as Very Rough Terrain and may block Combat Lock and attacks by providing Cover (see Cover on page 7). In campaign play, pilots in a unit that is brought to dead status must make a health check during post game wrap up.

### OVERKILL

In some circumstances, the damage dealt is so severe that a unit is destroyed in a single attack. This type of damage is called an overkill and result from equaling or exceeding the overkill value of a unit. Overkill value is determined by multiplying the base armor with the number of damage boxes that the unit possesses. Some perks provide additional armor in certain facings. When a unit is attacked from these directions add the armor reinforcement to the base to calculate the overkill value. The maximum number of boxes any unit may have is five. If a Model is destroyed with an Overkill, the model is removed from the board as it has been damaged in a spectacular fashion leaving only scraps. Pilots caught in an overkilled unit must make a Health Check during Post Game Wrap Up.

### STUN

Certain Traits or situations will indicate that a Model gains a Stun Counter. While the Model has a Stun Counter, it suffers a -1 Modifier to all Skill Rolls. However, Stun Modifiers will not affect Defense Rolls if the Model's Defense Modifier for Speed was 0 or less before other Modifiers. A Model removes Stun Counters at the beginning of their activation or at any time by spending an Action. A Model may only ever have one Stun Counter at any time and they do not compound. Once removed, the Model may once again be given a Stun Counter.

### FRAGILE MODELS

Weak structures, exposed systems or elementary flaws make some Models easier to destroy. Fragile Models do not have a Critical damage box. Any damage received beyond Heavy counts as a result of Dead. Note that it is possible for a Model to have Sturdy Boxes and still have no Critical Box.

### KNOCKDOWN

In certain circumstances, Gears engaged in combat may be knocked down. Some combo moves generate knockdown affects. In addition to combos, a Model that gains a Stun Counter while it already has one will have to perform a Piloting check against a threshold of 4 or be Knockdown. If a knockdown occurs, the unit removes the original Stun counter and is placed on their back or side. To stand back up requires an action. For the duration of the knockdown, the Model counts as Stationary with a further -1 penalty until the unit stands back up.

If knock downed, the unit is not allowed to perform combos unless the combo is noted as allowing to be used in a knocked down state.

### PILOT EJECTION

If a Model is killed, there is a chance the crew can escape. Roll 1d6, on a 6, the crew has escaped to fight another day. Any pilot that manages to escape before their unit is destroyed does not incur a health check from the destruction of their unit.

## THE GAME ROUND

In Heavy Gear Arena, battles are broken down into sections of time called Rounds. A Round is divided into three steps that are completed then repeated until all rounds for the scenario are completed.

#### *Step 1: Player Order*

Each player rolls a number of dice equal to their highest Rally score on their team. A player may also add 1 die to their roll if they have the fewer duelists on the Table. Do not count Duelists in Reserve. The player with the highest total has the choice of going first or deferring first activation to the opposing player. In case of a tie, the players roll again.

#### *Step 2: Activation*

The players alternate choosing a duelist to activate, starting with the player chosen in Step One. When a Duelist is activated, the Model can use Actions freely anytime during their activation. Certain circumstances allow the Duelist to use their action after their activation. For example, a Model may save its Action(s) for Reaction Fire or Rallying. Unused Actions do not carry over between rounds, and are lost at the end of the Miscellaneous Phase. Once it has activated, a Model has finished and may not move again until the next Combat Round. To show that a Model is finished, note this on its Duelist Card, or by turning whatever marker used for speed sideways. Make sure you have the correct speed noted if the Model changed speeds during its Move or due to external factors such as combo effects, throws, and unintentional impacts.

Once the Model has moved, the opposing player activates one of their Duelists. If one player no longer has any Duelists to activate, the other player activates their remaining Combat Groups one by one until the remaining Duelists have all been activated.

#### *Step 3: Miscellaneous Events*

Any unused Actions are lost. During this phase, any unusual events such as the special effects of some weapon traits and calling in Duelists in reserve are resolved. All unusual events are considered to be simultaneous; their effects do not apply until the end of the Miscellaneous Events phase. At the end of the phase, all Actions are reset.

## REPUTATION

Winning a game is extremely important for a Team, but sometimes a Team can win a game, but lose in the long run. In many ways, the ethereal quality of the crowd's support is just as important as winning. In Heavy Gear Arena, Reputation (Rep) is the thing that earns corporate sponsorship, Managers and & Duelists XP, and other important resources.

In Heavy Gear Arena, Rep translates directly into benefits. Rep is earned from actions in the Arena when Duelists perform certain types of actions. Winning games also generates Rep points, but Teams that rely purely on Rep generated from wins will find themselves in dire straights when the team looks to make improvements off field.

Rep comes in two forms. Duelists generate personal Rep by performing stunts, combos, and rallying the crowd. The first twenty Rep points generated by the Duelist in a single game translates directly into personal XP to improve the Duelist in Post Game wrap up. Duelists also generate Team Rep in the same way, and can generate up to forty points in a single game. At the end of the game, the Duelist records the total amount of Rep generated in a game. These points go into the general Team Rep pool In addition to the Team Rep, up to the first twenty Rep Points generated also gets converted into the Duelist's personal XP. XP is used to improve the duelist's skills and to increase their level to access new combos and talents. Further details on improving duelists is covered on page 26.

Team Rep is used by the Team Manager in the Post Game Wrap up. As the team generates Team Rep, the running total determines the level of the Team, which directly affects the amount of Corporate support a team can draw from their sponsors. Team Rep can also be converted into XP for the Team Manager. Using XP the player can improve their Team Manager's skills and pick up new talents. Further details on improving the Team Manager is covered on page 18.

Rep is also used to hire Support Personnel and Duelists. As the Team's reputation increases, the easier it is to attract new talent. See page 33 for more details on hiring personnel.

Rep can also be used to open up or reduce the costs of Uncommon and Rare equipment. Teams usually have access to better materials just by the fact that they have fans in all the right places.

Lastly, Rep is used to attract corporate sponsorship and to ask corporate sponsors for financial or material support. More information on this is provided on page 34.

*"Ten wins in a row and I still get no respect! What the hell is wrong with crowd? Don't they appreciate me?"*

*Alex Torvas, infamous underground duelist, after his third corporate contract rejection.*

*"Its not just winning, but how you play the game that's important."*

*Kazuko Musashi after signing the single largest contract in Terra Nova Dueling history.*

## EARNING REPUTATION

In addition to some bonus Rep from Corporations, Promoters, Cheerleaders, and Arena Clowns, Duelists are the primary generators of Rep. Crowds do not attend the contests between teams solely for the cheerleaders. Well, not all of them. But the vast majority do want to see their teams taking names and giving them an entertaining show. Duelists generate Rep by the methods detailed below.

### DUELIST REP GENERATION

- The Winning Team earns 1d6+the number of turns fought in additional Rep Points.
- The Losing Team earns 1d3+the number of turns fought in additional Rep Points.
- The Duelist generates a number of Rep points equal to the completed Combo Chain.
- The Duelist only receives a single Rep point for a Combo Chain that was not completed, but in which he had at least a single successful combo check.
- The Duelist spends the round Rallying the Crowd. *(See more information on Rallying the Crowd in the Special Actions section page 13.)*

**Duelists earn 1 Rep point for each of the following**

- A Duelist completes their first Combo Chain.
- A Duelist destroys an opponent with a Combo Chain.
- A Duelist knocks down an opponent of a larger size category for the first time.
- A Duelist grapples an opponent of a smaller size category for the first time.
- A Duelist knocks an opponent into a pit for the first time.
- A Duelist makes a ramp jump for the first time.

*"Duelists. If I could run a business without them, I would. I've got a stable of six duelists, but all of them have enough attitude and ego's to fill out the entire rounding mall down in the core. Igor, my top duelist likes to go down to the cat houses, which if we weren't sponsored by Kenema Dynamic wouldn't be an issue. You know how those Northern Prophet thumpers like to have their heroes be chaste little doves. So what does that mean for me? I have to go drag him out of the that place after every game. Then there's Sable. Don't get me started on Sable. Alright, I'll tell you anyways. Sable has a problem with crystal fire. That's not exactly legal outside of the trash heap. I mean they ban that stuff in even in the South. Thirteen times! I've had to put that girl in rehab thirteen times! Do you know how much that costs? Ridiculous. If it weren't for the handlers I hired, I have no idea how I'd keep up with all of them. Excuse me, I see Willie getting in a care with Igor that's never good. We'll chat later. Oh, this was off the record by the way..."*

*Thor "the Hammer" Johnson,*
*Captain of the Thorny Whitesnakes Team.*

## STARTING A TEAM FOR CAMPAIGN PLAY

### Step 1: Choosing Your Management Style

Deciding what type of team manager or owner you want to play gives you different types of benefits. Some of the manager start off with more funds or better equipment, while other bring better management skills to the table. On pages 19-21. You can look at the different managers available and choose one to represent you in the game. This is the team manager that you will use for the duration of competitive play.

### Step 2: Hiring Duelists

Once your team manager is chosen then you can look at hiring your Gear's pilots. All of the team managers have pilots that come with them as a perk of their management style. These pilots do not cost the team manager any hiring money. After a cycle of play these duelists will have to be rehired. A team may have up to six pilots battling in the arena, but can actually have more than six pilots in reserve on their Team. At the start of the campaign, teams are limited to a maximum of six duelists. If a player wants to start with more duelists than what come with their Manager, then they may opt to hire more duelists. The player declares in the building phase the types of pilots they intend to hire and roll to determine if the pilots will come on board (See page 17 for more details on hiring duelists). If the pilots do not opt to join the fledgling team, the manager will have to wait till the next downtime cycle to try and hire again. Teams start with a minimum of two duelists. If the manager type chosen does not have the minimum two duelists attached to them then they may pick Young Gun duelists to hire. These duelists do not require hiring checks, but they do require their hiring pay.

### Step 3: Hiring Support Personnel

Gears and Pilots are great for the arena, but once they come back with damaged units somebody has to fix them. The team manager can declare a number of hiring attempts for support personnel at the beginning of the game equal to the number of total duelists that the team manager has hired in step 2. Once declared, the player rolls against the hiring threshold to determine if the support personnel are available to hire. If any personnel rolled for are unavailable, the player will have to wait till the next downtime cycle to attempt to hire the support personnel again.

### Step 4: Finding Gears

Having found pilots and the support personnel to maintain the team's assets, the team manager next needs to secure the Gears for the pilots to use. Support personnel such as fixers can help with the acquisition of equipment and are invaluable to have in a player's employ. Starting out, a team is limited to Common or Uncommon Gears and weaponry. Some of the team managers begin with access to higher quality units as a perk of the class. If a fixer has been hired by the team, the manager may attempt to locate better equipment for some of his members. During the team building phase, the fixer may attempt to find a number of Gears or weapon systems equal to the number of duelists on the team.

When the Gears and weapons are purchased equip the Gears using the simple construction system found on pages 55-56.

### Step 5: Get Playing!

Once the team has been assembled and Gears are equipped, arrange a game with an opponent or randomly roll for a game type. Most starting games are generally non-lethal in order to give the players a chance to build up their funds and their duelist's skills, but the real money and glory come from the deadlier games.

## TOURNAMENT PLAY AND QUICK GAMES

In running Heavy Gear Arena Tournaments or playing quick "pick-up" games, the campaign system is not always an ideal method of playing short competitive games. In these cases, team building is done by following a slightly different construction system.

### Step 1: Set Level Limitations

The tournament organizer should set the level limits for Gears, Duelists, and Weaponry. Salary Caps for Game Types should also be set along with Team Building Funds. The recommended amount is 1000K per the highest category Level. So if a Gear Level is set at 4, teams should be have 4000K in funds to construct their team.

### Step 2: Hiring Duelists

Players build teams by selecting their duelists first. Since Campaign Play is not used, managers and support personnel are likewise discarded in tournament play. Unlike campaign play, players do not have to roll to hire duelists. The duelists are simply hired. Once players have chosen their duelists, they can build up their duelists. Duelists costs are equal to their starting salary + the total amount of XP spent. For example, a Test Pilot is chosen by the player and 100XP worth of upgrades are purchased. The total cost of the test pilot would be 140K (100K from the XP and 40K from hiring cost).

### Step 3: Corporate Sponsorship (Optional)

Before moving to purchasing Gears, players should choose a Major and Minor Gear Manufacturer as their teams sponsors. Players must select at least half of their Gears from these manufacturers. The remaining half may be selected from any other manufacturer as long as these Gears do not violate the corporation's restrictions.

### Step 4: Gears and Guns

Players can select Gears that are available to the tournament's set level. Only one Black Listed Exclusive Gear is allowed per team if the tournament allows them. Players can select their Gears and simply pay market cost for the units. Similarly weapons and components can be purchased at market cost. Tournament organizers can also opt to increase the cost based on rarity. If prices are based on rarity then the recommended increase would be Uncommon +50%, Rare +100%, Black Listed +200%.

### Step 5: Get Playing!

We recommend tournaments revolve around four objectives. The primary goal of the players is to score the most wins in the tournament to earn the Grand Champion title. The second goal of the players should be to rack up the most Rep points to earn the Most Valuable Franchise title. In addition to the two major categories, we also recommend the Most Valuable Player award for best sportsmanship. Certificate files for all four categories can be downloaded at no cost on our website (www.dp9.com).

## BUILDING A TEAM

When playing Heavy Gear Arena, the player assumes the role of the team's manager or owner. As the team manager, the player is responsible for hiring pilots and support personnel in addition to finding equipment for the pilots to use in the arena.

Arena is based on professional games played throughout a competitive season. There are four Seasons in the Terra Novan calendar cycle and each season has five games for a total of 20 games played during the regular season. At the end of the cycle, the Grand Tournaments are played at the Gear Olympiad. Generally after the Grand Tournament, professional duelists take their earnings and become free agents, but some stay with the team for multiple seasons.

The team managers direct the team and hope to retain their talent throughout the cycle, but before they can do that they have to build their team.

### BUILDING A TEAM

So when I began my career as a manager, you could probably have consider me an Independent manager. So I'm going to explain how I got my start as a manager.

As an Independent Manager, my first step in building my team is picking my Minor Gear/Weapons/or Component Manufacturing Sponsor as well as my three Duelists. Looking through the list of the Minor Corporations, I settle on the Rucker Group. This will give me access to better weapons systems upfront.

Since I chose Rucker Group as my sponsor, I noticed that they have a requirement for fielding a Military Duelist in the games to access their benefits, so when I go to pick my three Duelists, the first choice for me is a Military Duelist. I fill out the other two spots with a Professional Duelist and a Test Pilot.

Next I choose my first Talent. I can choose any one of the Talents listed under Level 1 Independent Manager's skills list. I choose Webs within Webs to get a bonus to my Contacts skill.

Once I have selected all of the starting options for my class I move on to the next phase of Team Building. At the start of the campaign, I'm allowed to have up to six Duelists on my Team. I already have the three that came with my class, but I also attempt to hire an Underground Duelist and a Rally Racer. I make my Negotiation Roll against the Underground Duelist's Hiring Threshold of 4 to see if I can recruit him first. Unfortunately, I fall short by rolling a three. Next Post Game Wrap Up phase, I can attempt another Negotiation check with him, but the Underground Duelist isn't interested in my fledgling team. Next I try the Rally Racer. Her Hiring Threshold is slightly less than the Underground Duelist. At a threshold of 3, I have no problem rolling over the threshold. The Rally Pilot is willing to come on board my team! I note the initial hiring cost of 45K and deduct that from my starting funds of 900K. I decide the remaining two slots can be filled with Young Guns. Young Guns do not require Negotiation rolls to hire, but I do have to pay them their starting salaries. Each Young Gun costs me 30K more.

### *Building a Team Continued*

Since I've hired all of my Duelists now, I need to hire some support personnel. A high priority for me is a Fixer. Fixers allow me to find higher end equipment on the Black Market. Technicians and an Engineer are also on the top of my list. Each Duelist came with one technician each, but I need more technicians to meet the repair demands in the Post Game Wrap Up. I have six Duelists so I can choose to attempt and hire six support personnel. I decide to try and hire a Fixer, an Engineer, and four more Technicians. I really need all of these support personnel so I opt to pay them more for a better Negotiation roll. Offering to quadruple the pay for the Fixer and Engineer gives me a +3 modifier to my Negotiation skills, which ends up coming in handy as I roll a 5 on my Negotiation with the Fixer, but my incentives give me the edge and pushes my roll up to a total of 8. My Engineer roll also went well because of my incentives. For the Technicians their thresholds are lower than the Fixer and the Engineers so I only opt to double their pay for a +1 bonus. I manage to acquire three of the four Technicians. The last one I'll have to attempt and hire later down the road. I note the pay of the Fixer (40K), Engineer (40K), and three Technicians (10K each). At this point, I've spent 105K on Duelists and 110K on my support personnel. Leaving me with 685K to spend on my Gears.

Since I have all of my support personnel and Duelists in place, I decide to equip my Duelists with their machines. Since I'm starting out, I don't have that much money to spend on each of the Duelists. I have a choice of getting a few good units with decent equipment or buying minimal equipment for my Duelists. I don't have to equip all of my Duelists with Gears as they can remain out of the game until I can earn more money for a Gear. I also need to be careful to budget enough money for repairs. My best bet at this point is to concentrate on a couple of good quality Gears and equipment.

I decide to pick up a Pit Bull, Stone Mason, and a Wildcat. All of them are Common Gears so I don't need to send my Fixer out to locate the any Gears. My access to Rucker Group gives me good access to Common and Uncommon Weapons, but I will use my Fixer to locate some Components for me to upgrade my Gears. For more information on building Gears check out page 55.

After equipping the Gears and selecting my Duelist's Talents and Combo Families, my Team is ready to try their luck in the Arena.

*"I've seen team managers and owners come and go. Most of them are worthless, but sometimes you'll find someone that really knows what they're doing. I stayed with the Devil Dawgs for three cycles under Harman Zale. We took the Olympiad team cup for two of those cycles. I would have stayed for a fourth cycle, but Territorial Arms fired Zale when he married that GREL from Jan Mayen. They didn't want the scandal, but Zale took it in stride. He's managing a team called the Purple Dawgs out of Port Arthur now."*

*Jorst Dalam, Four time MVP in an interview in TN1942, just before becoming Team Captain of the Purple Dawgs.*

# TEAM MANAGERS

## TEAM MANAGERS

A duelist is nothing without all of their support networks. Gears need technicians and engineers. Duelists need agents to promote their brand, and cheerleaders are always great to have to rev the crowd up for their performance. A single duelist needs a small army to be functional in the Arena. Leading this small army of personnel and handling the egos of the duelists themselves is the team manager. Often these men and women work for a patron that actually owns the team, but in some rare occasions a team manager is also the team's owner.

Team managers can be unassuming corporate types to being just as colorful as some of the duelist personalities. A good manager knows how to generate corporate contracts, hire the best talent for on and off the field, and in a pinch they know how to work the system to their advantage. While the duelist has their duties in the arena, team managers take care of everything before the pilots and their gears ever step foot in the concrete halls of the stadium.

In Heavy Gear Arena, Team Managers are used in campaign gaming. They provide the player advantages on hiring pilots and support personnel, buying new equipment, and getting the best endorsements. Depending on which type of team manager is chosen impacts the different types of options available down the road to the player. The team managers also start with varying amounts of starting cash as well as perks related to their background.

All managers have three skills in common: Contacts, Negotiation, Organization. Contacts skill is used to find new parts, gears, and weaponry. Negotiation is used to try and hire new help, and it is also used to manage the different personality quirks of the various pilots. Organization is used to make rolls on the profitability margins of your team. Team managers begin play with their choice of one talent listed in their class at Level 1.

## IMPROVING YOUR TEAM AND MANAGER

Just as Duelists earn Rep and improve through the game, Team Managers and Team Standing are also improved at the same time. When Rep is earned by Duelists in the Arena the total number of Rep generated goes into the Team Rep pool.

As the Team Rep Pool grows, the Team Standing improves, which gives teams access to higher levels of corporate perks. Team Rep Pools are merely running totals of Rep earned by the Team.

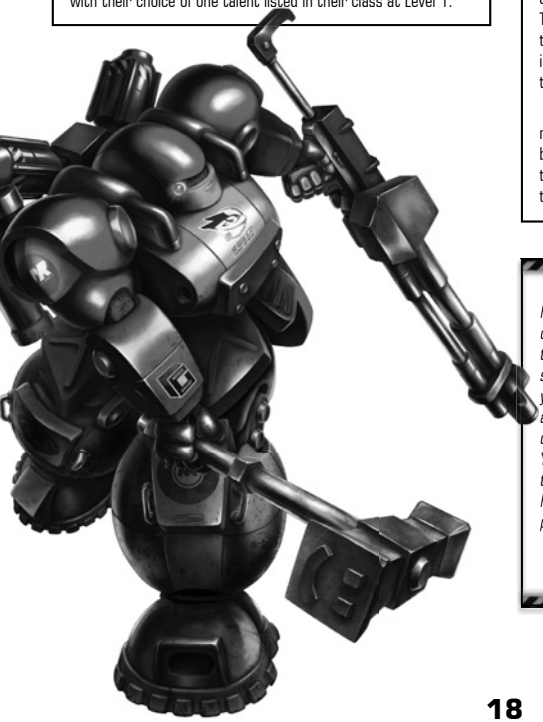
From the Team Rep Pool, Team Managers can improve their own skills or pick up new talents. During the Post Game Wrap up phase, the Team Manager may spend Rep from the Team Rep Pool, to improve either a skill or to pick up a Talent. Rep is exchanged to Experience Points (XP) at a rate of 1 to 1. So if a player needs 40 XP, they have to trade in 40 Rep from the Team Rep Pool.

| Talent Cost by Level | |
|---|---|
| Level 1 | 10 Rep |
| Level 2 | 15 Rep |
| Level 3 | 25 Rep |
| Level 4 | 35 Rep |

Team Managers, may pick up all of the talents listed for their current level at the listed rep cost. At the third level, the Team Manager must choose a branch specialization, representing a more focused style of management. Once chosen, the Team Manager is committed to that path and the alternative path's talents become unavailable to the Team Manager. Talents are only available once enough XP has been spent to push the Team Manager to the next level. A level 1 Team Manager may not access Level 2 talents till they have purchased 50XP or more upgrades either in Skills or Talents. Once the Team Manager has spent that amount, Level 2 Talents immediately become available to the player.

| Team Standing (Total Rep Earned by Team) | |
|---|---|
| Level 1 | 0-250 Rep |
| Level 2 | 251-750 Rep |
| Level 3 | 751-1,500 Rep |
| Level 4 | 1,501+ Rep |

When improving the Manager's skills, the player is limited to raising the skill to a certain level, which is listed by the skill. Each box next to the skill represents a single increase to the skill and the number inside of the box represents the cost to increase the Skill.



*"Managers. Meh. Who needs them? I mean I do all of the hard work out in the Arena and they sit back and get rich off of our work. Yeah, they keep my Gear operational, pay all of the staff, and keep my rear out of trouble after the game, but seriously do they need to be getting paid that much? Whadda ya mean I get paid more than they do? Alright, alright. Yeah, I'll admit without a good manager nothing would get done. I really didn't get this far in the circuit by just my skills and good looks. You've got to have somebody in your corner that knows what their doing. Not that I'd let my manager know I really appreciate him. The man gets enough of my money. He doesn't need my praise, too."*

*Thor "the Hammer" Johnson,*
*Captain of the Thorny Whitesnakes Team.*

# TEAM MANAGERS

| SKILLS | | | | |
|---|---|---|---|---|
| Contacts | 1 | 5 | 10 | 20 |
| Negotiation | 2 | 10 | 20 | 30 |
| Organization | 1 | 5 | 10 | 20 |

| Starting Funds | 1,250K |
|---|---|

| Level 1 Endorsement |
|---|
| Civilian Corporation |

## TALENT AGENCY MANAGER

There are a number of talent agencies for the variety of sports and entertainment venues on the planet. In the Gear dueling world, some agencies take on a more active role in finding and managing talent in their own Teams. These agencies have ties with civilian corporate markets and know how to optimize their employees exposure in these lucrative areas. Talent agency managers are most known for their ability to handle their pilots egos better than other manager types.

***Starting Bonus***

Begin play with 2 Professional Duelists without having to pay for their initial hiring cost. The Talent Manager gets a +1 to all Negotiation skill checks involving these 2 duelists.

| ADVANCEMENT | |
|---|---|
| **Level 1** | **Rep:** 0-50 |
| **Intern at the Agency**<br>**Talents:** Talent Pool, Know Your Talent, or Pushing the Limit | |
| **Level 2** | **Rep:** 51-100 |
| **Associate**<br>**Talents:** People Person, Friends In All The Right Places | |
| **Level 3 *(Select Branch)*** | **Rep:** 101-150 |
| **Junior Partner *(Influence Specialization)***<br>**Talents:** Webs Within Webs or CEO Blackbook<br>**Free Agent Manager *(Talent Recruiter)***<br>**Talents:** I Know A Guy That Knows A Guy or Webs Within Webs | |
| **Level 4 *(Branch Cont.)*** | **Rep:** 151-200 |
| **Full Partner *(Influence Specialization)***<br>**Talents:** Meet and Mingle or Wholesale Pricing<br>**Agency Owner *(Talent Recruiter)***<br>**Talents:** Careful Insights, Consummate Manipulator, or Expert Handler | |

| SKILLS | | | | |
|---|---|---|---|---|
| Contacts | 1 | 5 | 10 | 20 |
| Negotiation | 1 | 5 | 10 | 20 |
| Organization | 1 | 5 | 10 | 20 |

| Starting Funds | 1,750K |
|---|---|

| Level 1 Endorsement |
|---|
| Deep Pockets |

## NOBLE

In various areas of the planet such as the Eastern Sun Emirates, Sesshu in the Northern Lights Confederacy, or Ashington in the United Mercantile Federation, there exists an aristocratic class that tend to look for things to do with their lives. Some collect horses, cars, or mansions, but sometimes the nobility of the planet find themselves amused with the idea of owning a dueling Team. What they lack in practical skills they make up for with their wealth.

***Starting Bonus***

Begin play with a duelist of your choice without having to pay the hiring costs. The Noble gets a +1 to their Negotiation skill check with this pilot.

| ADVANCEMENT | |
|---|---|
| **Level 1** | **Rep:** 0-50 |
| **Dabbler**<br>**Talents:** People Person, Know Your Talent, or Friends in the Right Place | |
| **Level 2** | **Rep:** 51-100 |
| **Dilettante**<br>**Talents:** Consummate Manipulator, Meet and Mingle, or CEO Blackbook | |
| **Level 3 *(Select Branch)*** | **Rep:** 101-150 |
| **Well Traveled *(Influential Friends)***<br>**Talents:** Golden Tongue, Fancy Meeting You Here, or Pushing the Limit<br>**Devotee *(Eye for the Talent)***<br>**Talents:** Talent Pool, Matchstick Master, Expert Handler | |
| **Level 4 *(Branch Cont.)*** | **Rep:** 151-200 |
| **Globetrotter *(Influential Friends)***<br>**Talents:** Wholesale Pricing, Webs within Webs, or Careful Insight<br>**Connoisseur *(Eye for the Talent)***<br>**Talents:** I Know a Guy that Knows a Guy, Careful Insight, or Golden Tongue | |

# TEAM MANAGERS

| SKILLS | | | | |
|---|---|---|---|---|
| Contacts | 1 | 5 | 10 | 20 |
| Negotiation | 1 | 5 | 10 | 20 |
| Organization | 2 | 10 | 20 | 30 |

| Starting Funds | 650K |
|---|---|
| **Level 1 Endorsement** | |
| Military Backing | |

## MILITARY OFFICER

While official military dueling in professional circuits has been banned for over a century, most armies on the planet still covertly send teams into the professional circuit. These teams are usually sponsored by dummy corporations, or military friendly corporations in order to mask their real intent. Having a team in professional dueling gives the militaries an opportunity to covertly find out information on their rival's machines, track down rogue pilots, and often times military sponsored teams are used for undercover work to expose black market operations. In these situations, an officer is placed in charge of a small squad of soldiers and sent to independently pursue their objectives.

***Starting Bonus***

Begin play with a Military Duelist and his Gear without having to pay for their hiring cost. The player has an additional 200K to spend on just this duelist's Gear. The Gear can be chosen from Common, Uncommon, or Rare classes, though Exclusive Gears are not available regardless of availability levels. Duelist's Gear is purchased at market cost. All of the money must be spent on the Duelist's Gear. All components are installed. Any common or uncommon weapons or components are also purchased at market cost as well. The selection of Gears, Weaponry, and Components are limited by the Military Backing (see page 23). This duelist begins play with 10 additional Rep.

**ADVANCEMENT**

| Level 1 | Rep: 0-50 |
|---|---|
| **Junior Officer**<br>**Talents:** Know Your Talent, Friends in the Right Places, or Pushing the Limit | |
| **Level 2** | **Rep:** 51-100 |
| **Company Commander**<br>**Talents:** Talent Pool, I Know a Guy that Knows a Guy, or People Person | |
| **Level 3 *(Select Branch)*** | **Rep:** 101-150 |
| **Supply & Transport Officer *(Logistics)***<br>**Talents:** Headhunt Specialist, Matchstick Master, or Grease Monkey<br>**Tactician *(Career Officer)***<br>**Talents:** Fancy Meeting You Here, Golden Tongue, or Patron of the Little People | |
| **Level 4 *(Branch Cont.)*** | **Rep:** 151-200 |
| **Quartermaster *(Logistics)***<br>**Talents:** Expert Tech, Just Hit it a Couple of Times, or Wholesale Pricing<br>**Regimental Commander *(Career Officer)***<br>**Talents:** Expert Handler, Consummate Manipulator, or Meet & Mingle | |

| SKILLS | | | | |
|---|---|---|---|---|
| Contacts | 1 | 5 | 10 | 20 |
| Negotiation | 1 | 5 | 10 | 20 |
| Organization | 2 | 10 | 20 | 30 |

| Starting Funds | 250K |
|---|---|
| **Level 1 Endorsement** | |
| Gear Manufacturer | |

## ENGINEER

Many Gear manufacturing companies on Terra Nova love the professional dueling circuits as they can test their late stage prototypes in controlled environments while advertising their product. Engineering and Design teams sponsored by the company field test and improve on their designs. Oftentimes these 'new' designs are nothing more than tweaking an existing chassis with new materials or weapon systems, but on occasion the teams will bring out a new model out to try out. The design teams managers have to be well organized business managers as well as capable engineers.

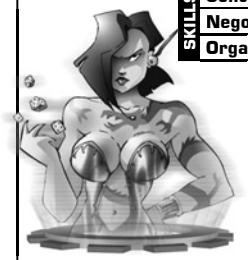
***Starting Bonus***

Choose a Gear Manufacturing firm. The player begins play with three Uncommon Gear chassis's from this company with 100K in weaponry the Gears. The player also begins play with three Test Pilots. The player does not have to pay the hiring costs for these three pilots.

**ADVANCEMENT**

| Level 1 | Rep: 0-50 |
|---|---|
| **Engineer Intern**<br>**Talents:** People Person, Talent Pool, or Grease Monkey | |
| **Level 2** | **Rep:** 51-100 |
| **Generalist Engineer**<br>**Talents:** Know your Talent, Headhunt Specialist, or Expert Tech | |
| **Level 3 *(Select Branch)*** | **Rep:** 101-150 |
| **Chief Engineer *(Tech Specialist)***<br>**Talents:** Engineering the Perfect Team, Friends in the Right Places, or Patron of the Little People<br>**Director *(Staff Management)***<br>**Talents:** Friends in the Right Places, Pushing the Limit, or Consummate Manipulator | |
| **Level 4 *(Branch Cont.)*** | **Rep:** 151-200 |
| **Master Engineer *(Tech Specialist)***<br>**Talents:** Master Tech, Just Hit it a Couple of Times, or Wholesale Pricing<br>**Executive Director *(Staff Management)***<br>**Talents:** CEO Blackbook, Fancy Meeting You Here, or Engineering the Perfect Team | |

# TEAM MANAGERS



| SKILLS | | | | |
|---|---|---|---|---|
| Contacts | 2 | 10 | 20 | 30 |
| Negotiation | 1 | 5 | 10 | 20 |
| Organization | 1 | 5 | 10 | 20 |

| Starting Funds | 1,000K |
|---|---|

| Level 1 Endorsement |
|---|
| Underworld Connections |

## GANGSTER

The dueling world is rife with criminal involvement. As much as the authorities try to keep the crime families out of the professional circuit, they never seem to be able to completely get rid of their presence. Gangster backed managers are often the best at knowing the right people in all the right places. Unfortunately criminally backed teams have trouble finding corporate sponsorship due to their less than savory reputation, but with their connections to one crime family or another they seem to do just fine getting what they need.

***Starting Bonus***

Begin play with 2 Underground Duelists. These duelists have 10 extra starting Rep.

| ADVANCEMENT | |
|---|---|
| **Level 1** | **Rep:** 0-50 |
| **Associate**<br>**Talents:** Friends in Low Places, Headhunt Specialist, or People Person | |
| **Level 2** | **Rep:** 51-100 |
| **Enforcer**<br>**Talents:** Underworld Ties, Know your Talent, or Matchstick Master | |
| **Level 3 *(Select Branch)*** | **Rep:** 101-150 |
| **Capo *(Networking)***<br>**Talents:** I Know a Guy that Knows a Guy, Meet and Mingle, or Webs within Webs<br>**Consigliere *(Dealmaker)***<br>**Talents:** Give Me a Break Bud, Golden Tongue, or Pushing the Limit | |
| **Level 4 *(Branch Cont.)*** | **Rep:** 151-200 |
| **Family Boss *(Networking)***<br>**Talents:** Consummate Manipulator, Patron of the Little People, or Expert Handler<br>**Cartel Operator *(Dealmaker)***<br>**Talents:** Strong Arming the Arms Dealers, There's More than One Blackmarket, or Careful Insight | |

| SKILLS | | | | |
|---|---|---|---|---|
| Contacts | 1 | 5 | 10 | 20 |
| Negotiation | 2 | 10 | 20 | 30 |
| Organization | 2 | 10 | 20 | 30 |

| Starting Funds | 900K |
|---|---|

| Level 1 Endorsement |
|---|
| Minor Gear Manufacturer |

## INDEPENDENT

Many of the dueling teams come from humble backgrounds. A group of people get together and raise their own funds to find a way to earn the big paycheck from the professional circuit. Not many find their fortune, but on occasion these homebrewed teams make it big in the market. Independent managers make up for their lack of wealth and big corporate connections with their talent.

***Starting Bonus***

Begin play with three duelists of your choice without having to pay the hiring costs or rolling to recruit them.

| ADVANCEMENT | |
|---|---|
| **Level 1** | **Rep:** 0-50 |
| **Overseer**<br>**Talents:** Grease Monkey, Friends in Low Places, or Webs within Webs | |
| **Level 2** | **Rep:** 51-100 |
| **Chief**<br>**Talents:** Expert Tech, Talent Pool, or I Know a Guy that Knows a Guy | |
| **Level 3 *(Select Branch)*** | **Rep:** 101-150 |
| **Man of the People *(Community Ties)***<br>**Talents:** People Person, Underworld Ties, or Headhunt Specialist<br>**Working Man *(Work Ethic)***<br>**Talents:** Engineering the Perfect Team, Expert Handler, or Just Hit it a Couple of Times | |
| **Level 4** | **Rep:** 151-200 |
| **Team Owner**<br>**Talents:** Friends in the Right Places, Wholesale Pricing, or Pushing the Limits | |

*"You either have it or you don't. Talent that is. Any punk can claim to be a manager of a team, but really what separates the great ones from the mediocre is talent. And you, my friend, are sorely lacking in it."*

*Argus McFaddyn to his opponent at the joint conference held prior to the annual White Desert Dueling Conference start up.*

# TEAM MANAGERS

## MANAGER TALENTS

Managers come from all walks of life, and many of them come into the profession with aspirations of greatness. Unfortunately, in most cases Team Managers rarely succeed in the cut throat world of Dueling. Those that do succeed have qualities that set them apart from other managers and owners. They have talent.

In Heavy Gear Arena, Talents represent raw ability. These abilities are purchased through experience and augment the manager's skills and in some cases represents the capability of deftly tapping into resources unavailable to the typical manager. Talents can be applied at anytime during the Post Game Wrap Up phase of the campaign. When used, Talents should be declared.

When talents become available to a Manager, the player may only choose talents on the duelist's level or talents from prior levels that the Manager has advanced through. In some cases, higher level talents represent an improvement of a lower level talent. The lower level talent is replaced by the higher level talent in these situations.

### RESOURCE TALENTS

Resource Talents represent pools of income available outside of the typical range of corporate sponsors. These resource talents do not take up Talent slots, but do take up a corporate sponsorship slot. Similar to regular corporate sponsors, resource availability is based on the Team's current Rep level..

### UNDERWORLD CONNECTIONS

Team Managers come from all walks of life, but occasionally a team will be backed by one of the many underworld crime families, syndicates, or rover organizations that populate the world. From the cover of legitimacy, these organizations use the Team as a cover to arrange illegal gambling, gun running, and anything else they can think of to earn a profit. Sometimes this includes throwing a game.

Teams with Underworld Connections gain access to their benefits table by performing actions either in the Arena or during the Post Game Wrap Up. Roll on the Random Underworld Events table to see what action is needed to access the list during the team's next post game wrap up. Underworld Connections fills both Major Gear and Minor Gear/Weapons manufacturing Corporate slots.

**1. Throw the Game:** The team must convincingly lose the game. In order to be convincing, the Team Rep pool for the game must exceed 15. The number of duelists on the team participating in the game. If the Team falls short of this number, the crowd grumbles that the game was rigged and the Team's underworld benefactors bar the team from accessing their benefits. If the teams succeeds, then they receive a cash bonus as well as goods equal to their current Team Rep level.

**2. Teach that Punk a Lesson:** The team must force a health check on a randomly determined enemy duelist in the next game. If the team succeeds then they may access the benefits table normally.

**3. Hitman:** The Team must overkill a randomly selected enemy target in the next game. If the overkill result is accomplished then the team may access the benefits table and receives a monetary compensation equal to the enemy duelist's current level x10K.

**4. Gun Running:** Select a Duelist that has participated in the last game. Instead of an Ego Trip roll, this Duelist has been enlisted to do protect a gun running operation. Roll to see the result of the operation: Roll a d6 for Results. 1-3 The Duelist had a running gun battle with the authorities or rival gang. The Gear receives a Light Damage Rating for the next game as well as a Health Check for the Duelist. 4-5 the Duelist came back without incident. 6 The Duelist earned some decent bonus money for going above and beyond the call of duty. Add 3d6K to the Team Coffers and pick one common or uncommon weapon system to add to the Duelist's Gear at no cost. The Team may access the benefits table regardless of the Duelist's result.

**5. I have a Deal You Can't Refuse:** Select Two Duelists that participated in the last game. Instead of an Ego Trip, these Duelists have been picked up to be hired muscle for a local racketeering operation. Roll a d6 for the result of the operation: **1-3:** Who knew that guy had an AGR under the counter! The Duelist's Gear receives a Light Damage Rating for their Gear in the next game. In addition, any regular revenue generated from racketeering operations is lost. **4-5:** Extortion Pros. The Duelists earn a bonus for being extra intimidating. Add 2d6K to the Team coffers. **6:** Monopoly of Fear. A stream of regular income has resulted from the operation. The Team earns 1d6K every Post Game Wrap-Up. Additional results increases the amount of money generated. The Team may access the benefits table regardless of results.

**6. The Boss is Ticked:** For some reason the Underworld boss that the Team is employed by has decided that the next game's rivals must be defeated to keep face. If the Team defeats rival in the next game, they will receive 20 Rep points to add to the Team Rep Pool. Losing to rival will give the Rival Team 15 Rep points. The Team must win to access the Benefits Table.

***Underworld Benefits Table:***

Normally black market goods cost ridiculous amounts of cash and are not always available to a team. Through Underworld Connections, the team may have access to normally difficult or impossible items. Unlike typical Corporate sponsorship which sales their goods at market cost, Underworld benefits still cost more. Any goods bought through Underworld Benefits cost twenty percent more than the market cost.

| Lvl | TH | Goods | Cash | Rep Cost |
|---|---|---|---|---|
| 4 | 7 | Black Listed Exclusive (Limit 1) | 125K | 100 |
| 3 | 6 | Rare | 100K | 75 |
| 2 | 4 | Secondary Engineer or Fixer | 60K | 50 |
| 1 | 3 | Uncommon or Technician | 40K | 30 |

## MILITARY BACKING

The Team Manager is secretly backed by a military institution. While officially, most of Terra Nova's militaries do not sanction professionally dueling, there are numerous reasons for them to participate covertly in professional circuits. Teams backed by military institutions use the equipment from their militaries exclusively regardless of corporate sponsorship. If Military Backing is chosen, the Player must decide which faction their team is associated with. Once chosen, the Team's Major Gear Manufacturer and Minor Gear/ Weapons Manufacturer corporate slots are filled by Military Backing. The team may only use Gears, Weapons, and Components produced by the Manufacturers listed in their category.

**North:** Northco, Shaian, Keimuri, Riley Weapon Systems

**South:** Territorial Arms, Mandeers, Dynamic Systems, Rucker Group, Obelisk

**PRDF:** Paxton Arms, Shaian, Mandeers

| Lvl | TH | Goods | Cash | Rep Cost |
|---|---|---|---|---|
| 4 | 7 | Black Listed Exclusive (Limit 1) | 125K | 100 |
| 3 | 6 | Secondary Engineer | 100K | 75 |
| 2 | 4 | Rare or Technician | 60K | 50 |
| 1 | 3 | Uncommon or Handler | 40K | 30 |

## DEEP POCKETS

Nobility and wealthy playboys sometimes indulge in running a team as a hobby. These individuals have large sums of money and when the mood strikes them, they do dip into their trust funds, family fortunes, or investments. Taking Deep Pockets replaces the Civilian Corporate Sponsorship slot.

To access the benefit, the player only has to pay the rep cost to gain access the funds. The player may do this once per Post Game Wrap Up.

| Level | Cash | Rep Cost |
|---|---|---|
| 4 | 200K | 100 |
| 3 | 150K | 75 |
| 2 | 100K | 50 |
| 1 | 60K | 30 |

## CONTACT RELATED TALENTS

***Friends in Low Places***
**Prerequisite:** None
**Upgrade Replacement:** N/A
The Team Manager is connected to the underworld. Add a +1 modifier to the Contacts skill whenever the Team Manager uses a Fixer to locate Gears, Components, and Weapons.

***Talent Pool***
**Prerequisite:** None
**Upgrade Replacement:** N/A
The Team Manager knows where to look for specialists. Add a +1 modifier to the Contact skill whenever the Team Manager is Headhunting for Support Personnel or Duelists.

***People Person***
**Prerequisite:** None
**Upgrade Replacement:** N/A
The Team Manager is heavily networked into the local scenes. Add an additional +1 to the maximum amount of Headhunt Attempts allowed in a turn.

***Careful Insight***
**Prerequisite:** None
**Upgrade Replacement:** N/A
The Team Manager is keenly aware of the ebbs and flows of social contacts. The Team Manager may reroll their Contact skill once per Turn. The second roll's results replace the first even if the roll is worse.

***Webs within Webs***
**Prerequisite:** None
**Upgrade Replacement:** N/A
The Team Manager networking reaches into every corner. Add +1 to all Contact skill rolls.

***I Know a Guy that Knows a Guy***
**Prerequisite:** None
**Upgrade Replacement:** N/A
The Team Manager has refined his contacts list and if he doesn't know the right person he knows the guy that does. Once per turn, if the Team Manager recruits new personnel, then the Team Manager may attempt to headhunt one additional Support Personnel or Duelist.

***Meet and Mingle***
**Prerequisite:** People Person
**Upgrade Replacement:** Yes
The Team Manager knows the best places to go to find just the right type of person for the jobs needed. Add +2 modifier to any contact rolls involving Headhunting for Support Personnel, Duelists, and Hired Guns.

***Underworld Ties***
**Prerequisite:** Friends in Low Places
**Upgrade Replacement:** Yes
The Team Manager has just the right types of ties to the wrong types of people. Add a +2 modifier to any rolls involving a Fixer locating black market Gears, Components, and Weaponry.

***Give Me a Break Bud***
**Prerequisite:** None
**Upgrade Replacement:** N/A
The Team Manager has good credit on the streets and is well liked. If the Fixer locates a Gear, Weapon, or Component the cost is marginally cheaper. Deduct ten percent from the final cost.

***Strong Arming the Arms Dealers***
**Prerequisite:** Give Me a Break Bud
**Upgrade Replacement:** Yes
The Team Manager does enough business to throw their weight around in the black market. If a Fixer locates a Gear, Weapon, or Component the cost is significantly cheaper. Deduct twenty percent from the final cost.

***There's more then One Black Market***
**Prerequisite:** None
**Upgrade Replacement:** N/A
The Team Manager has multiple places that they can attempt to locate the Gears, Weapons, and Components they need. Once per Turn, the Team Manager may re-roll their contacts skill for finding equipment. The second dice roll's result stands even if the result is worse.

# TEAM MANAGERS

## ENGINEERING TALENTS

***Grease Monkey***
**Prerequisite:** None
**Upgrade Replacement:** N/A
The Manager has had experience in working on machines such as Gears and is always ready to dive in and help out the team, when needed. The Team Manager can act as an extra Technician for any of the Gears on his team.

***Engineering the Perfect Team***
**Prerequisite:** Grease Monkey
**Upgrade Replacement:** Yes
The Team Manager is more than just a simple tech. He can act as an Engineer and reallocate technicians, install components, as well as other Engineering abilities. Since the Manager is busy working on his Team's Gears, the Team Manager cannot approach any corporations for equipment in the turn that this talent is used. While he can't approach Corporations for equipment, he can use Rep to ask for money.

***Expert Tech***
**Prerequisite:** None
**Upgrade Replacement:** N/A
The Team Manager has been around the block a few times and knows how to work kinks out of the toughest installations and repairs. Add a +1 modifier to any Organization Rolls involving repairs or installations.

***Master Tech***
**Prerequisite:** Expert Tech
**Upgrade Replacement:** Yes
The Team Manager is among the best engineers on the planet and it shows. His team rarely has any mechanical issues and all of their equipment is usually installed without issues. Add a +2 modifier to any Organization Rolls involving repairs or installation.

***Just Hit it a Couple of Times***
**Prerequisite:** None
**Upgrade Replacement:** N/A
The Team Manager knows he repaired the Gear properly. Sometimes a swift kick or smash with a hammer works out those unseen kinks. Once per Turn, the manager can reroll their Organization skill checks relating to repairs and installations. The result of the second roll replaces the original roll even if it is worse.

*"Whaddya mean, my Gear ain't ready to go out?!! What the hell do I pay you for, huh?"*

*Overheard in the repair bays prior to the Dominion Dueling Circuit's season closer in TN1929, Dancing Dan Doppler of the Gargantuans before being disqualified for assaulting his chief technician.*

## NEGOTIATION TALENTS

***Know your Talent***
**Prerequisite:** None
**Upgrade Replacement:** N/A
Description; The Team Manager is used to dealing with Duelists. Add a +1 modifier to Negotiation skill checks involving Duelists.

***Headhunt Specialist***
**Prerequisite:** None
**Upgrade Replacement:** N/A
The Team Manager has a knack for sealing the deal with Support Personnel. Add a +1 modifier to Negotiation skill checks involving Support Personnel.

***Consummate Manipulator***
**Prerequisite:** Know Your Talent
**Upgrade Replacement:** Yes
The Team Manager has a phenomenal grasp on the inner workings of their Duelists. Add a +2 modifier to the Team Manager's Negotiation skill checks when dealing with Duelists.

***Patron of the Little People***
**Prerequisite:** Headhunt Specialist
**Upgrade Replacement:** Yes
Support Personnel are naturally attracted to and embrace employment by the Team Manager. Add a +2 modifier to the Team Manager's Negotiation skill checks when dealing with Support Personnel.

***Golden Tongue***
**Prerequisites:** None
**Upgrade Replacement:** N/A
The Team Manager knows how to charm and impress even the hardheaded and stubborn recruits. The Manager may reroll their Negotiation Skill if they do not like the result of their initial roll. The results of the second roll stand even if the result is worse than the original.

***Matchstick Master***
**Prerequisite:** None
**Upgrade Replacement:** N/A
The Team Manager has the gift of gab. Add a +1 modifier to all Negotiation skill checks. This bonus stacks with any other bonuses.

***Expert Handler***
**Prerequisite:** None
**Upgrade Replacement:** N/A
The Team Manager has been around the block a few times. When Duelists make Ego Trip Checks, Roll an additional die of a different color. The Team Manager may choose which die result to use. If a Handler is assigned to a Duelist, this talent adds an additional die to the check, so that duelist would roll their own die, a die for their handler, and one for their manager. The Team Manager can choose the result they want to use from the three results. The Team Manager may use this talent a number of times equal to their Negotiation Skill level.

## CORPORATE RELATIONS TALENTS

***Fancy Meeting You Here***
**Prerequisite:** None
**Upgrade Replacement:** N/A
The Team Manager knows everybody that's worth knowing in the Corporate world. When rolling to attract corporate sponsorship, the Team Manager may reroll their attempt. The second roll's result replaces the initial roll even if the roll is worse.

***Friends in all the Right Places***
**Prerequisite:** None
**Upgrade Replacement:** N/A
Description; The Team Manager receives a +1 modifier for any Organization Rolls dealing with Corporations.

***CEO Blackbook***
**Prerequisite:** Friend in all the Right Places
**Upgrade Replacement:** Yes
The Team Manager receives a +2 modifier for any Organization Rolls dealing with Corporations.

***Wholesale Pricing***
**Prerequisite:** None
**Upgrade Replacement:** N/A
The Team Manager can get better than market cost deals from their Corporate Sponsors. Deduct 20 percent from any Equipment sold to the team by their corporate sponsors.

***Pushing the Limit***
**Prerequisite:** None
**Upgrade Replacement:** N/A
The Team Manager can always try to squeeze more money out of their Sponsors. Once per turn the Team Manager may approach a single sponsor and attempt to get more money out of them. The Team Manager may only ask for money one level higher than the team's current level. To ask for the money, the Team Manager must roll their Organization Skill against the Threshold Level +1 of the monetary Perk. If the Team Level is maxed out, the Team Manager may choose a Corporate Sponsor to hit up for a second time in a turn. The Rep costs for the Perk still must be met.

## *DUELISTS*

Heavy Gear Duelists come from a variety of backgrounds, but their origins date back to the time when the first Hunters and Jägers were rolling off the production line and into the hands of soldiers on the frontline. Even prior to the production of the combat walkers, combat involving mining and civilian robots was a popular option for entertainment in underground circles.

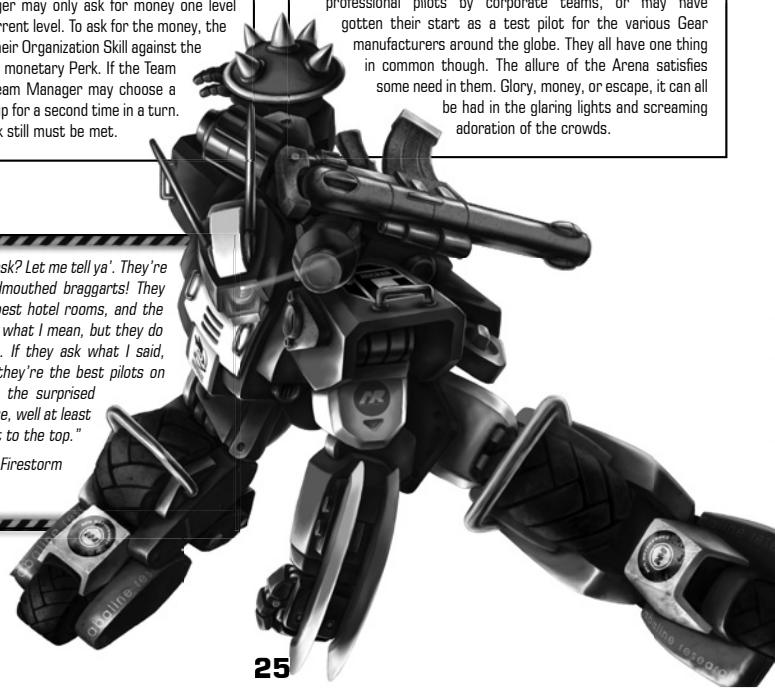
The first real expression of modern dueling evolved out of the Southern Republic Army's 53rd Heavy Gear Regiment, the Bloodhawks, under the guidance of Commandant R.C. DeLyon, the man often credited as being the first true duelist. DeLyon trained the Southern Republic's first batch of pilots in the Alps of Ankara, but he differed from other trainers around Terra Nova. His instruction deviated from the idea that the Gear was merely a walking tank showing instead how it could be utilized as an extension the pilot. Among the more important concepts reinforced by DeLyon was the code of honor that is universally recognized in both polar confederations and to a lesser extent by members of Peace River Defense Force and the NuCoal SDF regiments in the Badlands.

From DeLyon's classes, this new breed of pilot demonstrated the grace and elegance that a Gear in combat was capable of bringing to a battlefield. When tri-deo footage of military duels emerged, the images instantly captured the imagination of people around the globe. Since the 18th Terra Novan century, dueling has morphed into a variety of shapes. The military fiercely guards its traditions, while corporations and underground circuits pursue the easy money garnered from entertaining the masses with high performance shows, often at the cost of the pilots' lives.

Duelists come from all walks of life. Most of them have their backgrounds in a former military life, either as a professional soldier or a mercenary. Some duelists are recruited as professional pilots by corporate teams, or may have gotten their start as a test pilot for the various Gear manufacturers around the globe. They all have one thing in common though. The allure of the Arena satisfies some need in them. Glory, money, or escape, it can all be had in the glaring lights and screaming adoration of the crowds.

*"What's a duelist, you ask? Let me tell ya'. They're a bunch of preening, loudmouthed braggarts! They get the best Gears, the best hotel rooms, and the best company if you know what I mean, but they do pay the bills around here. If they ask what I said, just tell 'em that I think they're the best pilots on Terra Nova. What's with the surprised look there? It is sort of true, well at least with the ones that make it to the top."*

*Jaxon Meeps, Bullhead Firestorm team manager*



## IMPROVING YOUR DUELIST

| Talent Cost by Level | |
|---|---|
| Level 1 | 10 XP |
| Level 2 | 15 XP |
| Level 3 | 25 XP |
| Level 4 | 35 XP |

As duelists survive their combat experiences in the arena, they begin to learn new skills and tricks of the trade. The better the pilots get the more the crowd responds and generates interests from corporate sponsors. As duelists in the arena, these experienced pilots know how to survive and deal out massive amounts of damage, but they also know how to keep the crowd interested. All of this experience did not come naturally to the pilots. They learned their craft over the seasons of dueling.

When Duelists are hired, they begin at level 1. Players choose the Duelist's first Combo Form. The Duelist has access to all four of the combos in the chosen form. Talents and Skill upgrades require experience points (XP).

In Arena, the duelists earn experience in the form of experience points. The first twenty Rep points earned by a Duelist in battle automatically translate into XP. This XP earned during the course of a battle is used to improve the duelist's skill ratings and to buy new levels and talents. As the duelist accrues XP, they eventually earn advancement to new titles and levels. To advance levels, the duelist has to spend the XP listed to reach the benchmark. XP is attached to a Duelist. Team Rep and other Duelist's XP can not be transferred.

Duelists wanting to upgrade their Skills can spend the XP listed in the boxes to the right to upgrade the skill to the next level. In Post Game Wrap Up, individual skills can be upgraded a maximum of one level per turn. Each of the four skills can be upgraded if the Duelist has experience, but each skill can only be advanced one level. Skills can be upgrades are limited to the number of boxes next to the skill.

When duelists attain a new level, the Duelist chooses a combo family available to the class to advance or they may pick up the secondary combo family from the lower level. For example, an Underground Duelist at level 1 chose to be a kickboxer. Once he has attained level 2, the Underground Duelist can choose to advance his Kickboxer Family to level 2 or he can pick up the Pugilist Family at level 1. Once the Duelist hits level 3, they must specialize in one form and continue to advance through that Combo Family. Once a Duelist has chosen a Combo Family, they may use all of the Combos listed under the Form for the level they have in the Combo Family.

There are advantages to specializing in a particular Family. Once a Duelist has reached level 3 of a Family, they receive an additional +1 to all Dueling skill checks involving that Family's combos. This increases to a +2 modifier once the Duelist achieves Level 4 of the Family.

In addition to Combos, Duelists have Talents available to them at each level. Talents are incredibly powerful abilities that are tied to individual classes. Duelists can purchase one talent per level from their class list. When the Duelist specializes at level 3, only the talents listed under the specialist branch are available. The other branch's talents are no longer available to the Duelist.

Once the Duelist has maxed their class level out, they may go back and pick up the secondary combo families on their class list for 50XP per level of the Combo.

*"How am I so good? Glad you asked! First, I have talent. Second, I put my cycles into the arena. That's right. Train, train, and train some more. That's what keeps your edge up over these new punks that think that they can just take out vets with a lucky shot. When it comes down to it, all these guys have talent, but my training and experience make the difference."*

*Reynald the Black Fox after his 99th consecutive win in the Southern Independent Circuit*

## BUILDING AND ADVANCING DUELISTS

Once your duelists have been chosen for your Team, you have to chose the Duelist's initial Combo Family. I've hired Bruno, a Military Duelist. I picked Ranged Offense for his first Combo Family since its an area that I'm lacking in my team. He know has access to all four of the combos listed under the Ranged Offense's Level 1 entry. I can't advance his skills or pick up any talents just yet. I need to wait till he gets out in the arena and earns some experience.

After his first arena match, Bruno comes back with 15XP. Not bad for his first match! He now has xp to buy some talents and maybe advance a skill. Looking at his skill list and the Talent costs for Level 1 talents, I realize I don't have enough to advance a skill and pick up a talent. So I'm going to buy a talent for him. His skills are pretty good right now. I have a choice between Gear Specialization, Failure is not an Option, or Running Gunner. All of them are attractive choices, but I'm limited to one choice per level so I have to be careful when choosing. Considering I want him to be a ranged specialist, I'm going to pick up Running Gunner so he can fire while at top speed and not accrue the additional penalties.

In a few games, Bruno has managed to accrue more experience. This time he has 60XP to spend. I choose to level him up to the next level, but I also have the option to upgrade a skill. When I upgrade Bruno to level 2, I can either increase his Ranged Offense to Level 2 or I could make him more of a generalist and give him Sword Form at Level 1. Since Bruno is my ranged specialist, I'm going continue with his advancement of Ranged Offense. I also advance his Gunnery Skill to 3.

Bruno has accrued even more XP over the course of the next few games. He now has an additional 30XP to use. I really want to max out his Dueling, but that would require me to buy two upgrades for the skill. I'm limited to one upgrade this turn. The next turn, I will be able to spend the extra points for the upgrade.

When I have enough experience to bring Bruno up to 3rd Level, I have to commit him to a path. I could keep him on the Ranged Offensive path or I could change him over to the Sword form. If I do that, he'd have to start on with the Sword Form combos at Level 1, and on the next level, Bruno would have to stay on the Sword Form path. I decide I like him as a ranged specialist and continue on the Ranged Offensive Form. Now Bruno has access to all of the combos listed in the Ranged Family from Level 1 through 3.

Once I have maxed Bruno's level out. I can spend an additional 50XP to go back and pick up the Sword Form at Level 1 and begin building up that combo form. Each additional level of Sword Form I pick up will cost Bruno an additional 50XP.

| SKILLS | | | |
|---|---|---|---|
| Gunnery | 2 | 10 | 20 |
| Piloting | 2 | 10 | 20 |
| Dueling | 2 | 10 | 20 |
| Rally | 2 | 10 | 20 |

| | |
|---|---|
| Hiring Threshold | 4 |
| Base Pay | 40K |

## MILITARY DUELIST

These men and women are among the best duelists on the planet. At least the ones that serve in their regiments as honored duelists representing the group. Most duelists that make their way into the professional circuit aren't so glamorous. Either disgraced former regimental duelists, rookie pilots that couldn't make it passed their enlistment, or in rare cases a hidden talent emerges out of the wastelands. These gems in the rough come to the arena for other reasons than glory or wealth. Most often they arrange to settle old scores with their rivals from the Interpolar War. These pilots take leaves of absence with their regiment's blessings to finish what was left undone during the war. They join rival teams in the arena under assumed identities and often get assistance from their regiments.

**ADVANCEMENT**

**Level 1** — **Rep:** 0-50

**Soldat**
**Combo Families:** Sword Form, Staff Form, Ranged Offense
**Talents:** Gear Specialization, Failure is Not an Option, or Running Gunner

**Level 2** — **Rep:** 51-100

**DeLyon's Pride**
**Combo Families:** Sword Form, Staff Form, Ranged Offense
**Talents:** Firing Solution, Weapon Specialization, Running Gunner, or Warriors Resiliency

**Level 3 *(Select Branch)*** — **Rep:** 101-150

**Provost *(Way of the Sword)***
**Combo Family:** Sword Form
**Talents:** Melee Expert, Leap Back, or Second Weapon Specialization

**Initiate *(Way of the Staff)***
**Combo Family:** Staff Form
**Talents:** Melee Expert, Hard to Kill, or Second Weapon Specialization

**Gunman *(Way of the Gun)***
**Combo Family:** Ranged Offense
**Talents:** Running Gunner, Range Expert, or Gunslinger

**Level 4 *(Branch Cont.)*** — **Rep:** 151-200

**Maitre d'Epee *(Way of the Sword)***
**Combo Family:** Sword Form
**Talents:** Weapon Mastery, Taunt, or Gear Mastery

**Dorothean Master *(Way of the Staff)***
**Combo Family:** Staff Form
**Talents:** Weapon Mastery, Iron Hide, or Gear Mastery

**Gunslinger *(Way of the Gun)***
**Combo Family:** Ranged Offense
**Talents:** Weapon Mastery, Limit Break, or Close Quarters Gunfighter

| SKILLS | | | |
|---|---|---|---|
| Gunnery | 2 | 10 | 20 |
| Piloting | 2 | 10 | 20 |
| Dueling | 2 | 10 | 20 |
| Rally | 3 | 20 | 30 |

| | |
|---|---|
| Hiring Threshold | 3 |
| Base Pay | 45K |

## PROFESSIONAL DUELIST

Generally reviled by their military cousins, professional duelists are elite pilots that have honed their skills in the televised professional circuits around the planet. In addition to being a great pilot, the professional duelist knows that working the audience is just as important for his team. As such, most of the professional duelists develop outlandish personas around them. Many capitalize on their arena successes by promoting products during popular tri-deo broadcasts, or merchandising their persona on clothing, stickers, and a whole host of other goods.

**ADVANCEMENT**

**Level 1** — **Rep:** 0-50

**Backup Role**
**Combo Families:** Defensive Fighting, Pugilist Form
**Talents:** Taunt, Fist in the Air, or Leap Back

**Level 2** — **Rep:** 51-100

**Support Role**
**Combo Families:** Defensive Fighting, Pugilist Form
**Talents:** Flash and Flavor, The Show Must Go On, or Hard To Read

**Level 3 *(Select Branch)*** — **Rep:** 101-150

**Lead Performer *(Showmanship)***
**Combo Family:** Defensive Fighting
**Talents:** Rabble Rouser, Gear Specialization, or Soliloquy

**Director *(Connected & In Charge)***
**Combo Family:** Pugilist Form
**Talents:** Never Give Up Never Give In, Gear Specialization

**Level 4 *(Branch Cont.)*** — **Rep:** 151-200

**Virtuoso *(Showmanship)***
**Combo Family:** Defensive Fighting
**Talents:** Gear Mastery, Never Give Up Never Give In

**Maestro *(Connected & In Charge)***
**Combo Family:** Pugilist Form
**Talents:** Rally Round the Family, Gear Mastery

*"You know I was looking at Felicia's Fire and Forget method on the Trideo a few days ago and I just can't figure out how she manages to hit anything with those wild shots. Its either sheer dumb luck or unbelievable talent. I'm leaning more towards dumb luck."*

*Darryn Vargas, self proclaimed arch-rival to Valiant Team's ace duelist, after eight straight defeats during the TN1939 season by Felicia Morgyn.*

# DUELISTS

| SKILLS | | | | |
|---|---|---|---|---|
| Gunnery | 3 | 20 | 30 | |
| Piloting | 2 | 10 | 20 | |
| Dueling | 1 | 5 | 10 | 20 |
| Rally | 1 | 5 | | |

| | |
|---|---|
| Hiring Threshold | 4 |
| Base Pay | 35K |

## UNDERGROUND DUELIST

Just as dueling has a professional sport venue, some of the underground circuits on Terra Nova cater to a more bloodthirsty audience. These underground circuits utilize real ammunition and active melee weapons, and as such the duels are often just as deadly to the pilot as they are to the crowds that attend them. Generally, these dueling circuits are found in the poorest leagues or in the Badlands, where there is little sense of established governmental controls, but even in prestigious leagues like the Northern Lights Confederation and the Southern Republic have a few of these infamous underground circuits.

The pilots that are attracted to underground dueling are desperate for quick money, have a criminal background that precludes them from professional or military service, or are plain bloodthirsty lunatics that enjoy hunting down other pilots. The best underground duelists almost always work for criminal organizations like the Rostov, Forzi, or Miyazaki families. While officially sanctioned by the Emirs of Cimmaro, the arenas in Eastern Sun Emirates are generally considered an underground circuit for their sheer brutality.

**ADVANCEMENT**

**Level 1** — **Rep:** 0-50

**Fresh Meat**
**Combo Families:** Kickboxer Form, Pugilist Form
**Talents:** Tough, Failure is not an Option, or Uncanny Survival Instinct

**Level 2** — **Rep:** 51-100

**Knuckle Breaker**
**Combo Families:** Kickboxer Form, Pugilist Form
**Talents:** Suffer not the Weak, Gear Specialization, or Weapon Specialization

**Level 3 *(Select Branch)*** — **Rep:** 101-150

**Savage *(Bloodthirsty)***
**Combo Family:** Kickboxer
**Talents:** Gear Mastery, Weapon Mastery, or Limit Break

**Survivor *(Hard to Kill)***
**Combo Family:** Pugilist Form
**Talents:** Warriors Resiliency, Double Down Revamp, or Sore Loser

**Level 4 *(Branch Cont.)*** — **Rep:** 151-200

**Psycho *(Bloodthirsty)***
**Combo Family:** Kickboxer Form
**Talents:** Melee Expert, Close Quarters Gunfighter, or Second Weapon Specialization

**Death's Companion *(Hard to Kill)***
**Combo Family:** Pugilist Form
**Talents:** Hard to Kill, Iron Hide, or Gear Mastery

| SKILLS | | | | |
|---|---|---|---|---|
| Gunnery | 1 | 5 | 10 | |
| Piloting | 3 | 20 | 30 | |
| Dueling | 2 | 10 | 20 | |
| Rally | 1 | 5 | 10 | |

| | |
|---|---|
| Hiring Threshold | 3 |
| Base Pay | 40K |

## TEST PILOT

Whenever new Gears are designed and prototype models are constructed, the important task of test driving the new model goes to some of the best pilots found on Terra Nova. Sometimes these consummate professionals and their design teams are sent out to field test new models and variations, which leads them into the different circuits around the globe.

Test pilots are recruited from a number of sources, but the large majority of them are derived from a corporation's native league armies. Wherever they come from almost all of them are regarded as insane for wanting to pilot untested units in often the worst conditions.

**ADVANCEMENT**

**Level 1** — **Rep:** 0-50

**Beta Dawg**
**Combo Families:** Ranged Defense, Pugilist Form
**Talents:** Gear Specialization, Pushing the Performance, or Weapon Specialization

**Level 2** — **Rep:** 51-100

**Alpha Dawg**
**Combo Families:** Ranged Defense, Pugilist Form
**Talents:** In Tune with the Machine, Overthrow the Governor!, or Firing Solution

**Level 3 *(Select Branch)*** — **Rep:** 101-150

**Pilot Mechanic *(Gear Architectural Design)***
**Combo Family:** Pugilist Form
**Talents:** Controlled Crash, Melee Expert, or Jury Rig

**Design Chief *(Jury Rig Specialist)***
**Combo Family:** Ranged Defense
**Talents:** Jury Rig, Running Defense, or Range Expert

**Level 4 *(Branch Cont.)*** — **Rep:** 151-200

**Pilot Engineer *(Gear Architectural Design)***
**Combo Family:** Pugilist Form
**Talents:** Gear Mastery, Gear Connection, or Warrior's Resiliency

**Miracle Worker *(Jury Rig Specialist)***
**Combo Family:** Ranged Defense
**Talents:** Weapon Mastery, Gear Connection, or Double Down Revamp

| SKILLS | | | |
|---|---|---|---|
| Gunnery | 2 | 10 | 20 |
| Piloting | 2 | 10 | 20 |
| Dueling | 2 | 10 | 20 |
| Rally | 3 | 20 | 30 |

| | |
|---|---|
| Hiring Threshold | 3 |
| Base Pay | 45K |

## RALLY RACER

Not all dueling circuits revolve around killing the opposition. In fact, a large number of the legitimate games involve gears performing feats of speed. The two best known races on Terra Nova are the Yung An Rally in the South and the Death Track 1000 in the North. These pilots utilize the fastest gears on the market and much like their professional duelist counterparts, they know how to work a crowd.

On the circuits the rally racer knows how to push every ounce of power out of their gears to improve their speed and defenses. Rally racers that pilot on the extreme courses like the Yung An rally also know how to overcome dangerous terrain obstacles or ground cover.

**ADVANCEMENT**

**Level 1** — **Rep:** 0-50

**Rally NOOB**
**Combo Families:** Offensive Movement, Defensive Fighting
**Talents:** Running Defense, Pushing the Performance, or Controlled Crash

**Level 2** — **Rep:** 51-100

**Rally Jock**
**Combo Families:** Offensive Movement, Defensive Fighting
**Talents:** Gear Specialization, Leap Back, or Overthrow the Governor!

**Level 3 *(Select Branch)*** — **Rep:** 101-150

**Speed Addict *(Pushing the Limit)***
**Combo Family:** Offensive Movement
**Talents:** Kick it into Overdrive, Melee Expert, or Gear Mastery

**Gear Dancer *(Defensive Fighting)***
**Combo Family:** Defensive Fighting
**Talents:** Double Down Revamp, Gear Mastery, or Rabble Rouser

**Level 4 *(Branch Cont.)*** — **Rep:** 151-200

**Boundary Breaker *(Pushing the Limit)***
**Combo Family:** Offensive Movement
**Talents:** Double Down Revamp, Running Gunner, or Jury Rig

**Gear Gymnast *(Defensive Fighting)***
**Combo Family:** Defensive Fighting
**Talents:** Melee Expert, Taunt, or Close Quarters Gun Fighter

| SKILLS | | | | |
|---|---|---|---|---|
| Gunnery | 2 | 10 | 20 | |
| Piloting | 2 | 10 | 20 | |
| Dueling | 1 | 5 | 10 | 20 |
| Rally | 1 | 5 | 10 | 20 |

| | |
|---|---|
| Hiring Threshold | N/A |
| Base Pay | 30K |

## YOUNG GUN

Young Guns are newly minted duelists. They often represent amateurs that fight in small community dueling matches using old worker Gears, or fresh faced pilots looking to make it big in the pro circuit. The backgrounds for these individuals is a broad and open, and represents no particular specialization. Where the Young Gun excels is the flexibility of learning the ropes as they survive fight after fight. Young Guns are a dime a dozen and Team Managers have no problems filling up their team's pilot slots with them.

Team Managers do not have to roll their contact or negotiation skills to hire a Young Gun. Simply paying the base pay is enough to hire one. During the initial Team Building, the manager may hire Young Guns to fill in the rest of their Duelist slots if they do not make the rolls to hire a specialist.

**ADVANCEMENT**

**Level 1** — **Rep:** 0-50

**Fresh Meat**
**Combo Families:** Choose two combo families
**Talents:** Gear Specialization, Weapon Specialization, or Pushing the Performance

**Level 2** — **Rep:** 51-100

**DeLyon's Pride**
**Combo Families:** Same families chosen at Level 1
**Talents:** Running Defense or Leap Back

**Level 3 *(Select Branch)*** — **Rep:** 101-150

**Journeyman**
**Combo Family:** Choose 1 of the families selected before
**Talents:** Melee Expert, Range Expert, or Warriors Resiliency

**Level 4 *(Branch Cont.)*** — **Rep:** 151-200

**Master Duelist**
**Combo Family:** Continue family chosen at Level 3
**Talents:** Gear Mastery, Weapon Mastery or Hard to Kill

*"Duelists get banged up. Its just the nature of the beast. Look back in '28 when I was working as a tech for Jimmy Wallak's crew out in the Oldstead circuit, I saw half his team end up getting poured out of their cockpits. It was a cryin' mess, but you guys now don't have it nearly as bad as those boys and gals. Cybernetics, cloning body parts, and you guys play with that low impact ammo now so its nowhere near as bad as could have been. Don't worry, hon. I'm sure they'll be able to grow you another arm in no time."*

*Elena Babbage, Team Owner of the Saber Wolves, talking to Cherry Bomber, newest Duelist in the Saber Wolves, before being rushed to the hospital for emergency surgery after her cockpit was caved in by Torrez the Bull's Kodiak.*

## DUELIST TALENTS

While Combos are techniques that are learned through cycles of practice, many duelists bring inborn abilities that are unique to them. These talents manifest as the Duelist becomes familiar with their chosen style of fighting and the their team mates. Duelist Talents are unique to their classes and are only available to them at the levels indicated in their growth charts. In addition to their starting talent, Duelists can only choose one talent per level of growth even if multiple talents are offered per level. Some Talents are upgrades to existing talents. These talents replace the previous talent. As they replace the previous talent, these choices do not count towards the maximum. Some upgrade talents are focused specializations of a talent. In this case, the upgrade talent does not replace the older talent. Look in the talent's description to determine if an upgrade talent replaces an older talent. Unless otherwise noted, bonuses from talents do not stack with each other, but they will stack with bonuses gained from combo maneuvers and machine performance.

Talents generally have one of two effects in the game. They either add benefits to the Duelist in the Arena or they aid in Post Game situations. In rare cases some talents have benefits in both categories.

In the Arena, most talents can be performed as a freely without the cost of an action. Talents that require skill checks do not cost an action unless specifically noted as such. Many talents give the duelist a constant bonus. These types of bonuses do not have to be declared and are in effect at all times.

### DEFENSIVE TALENTS

***Gear Class Specialization***
**Prerequisite:** None
**Upgrade Replacement:** N/A
The Duelist's chooses a class of Gears (Light, Trooper, Heavy, Assault) to specialize their combat form. While piloting any Gear of their chosen class, the Duelist receives as +1 modifier to all Dueling and Defense rolls.

***Gear Mastery***
**Prerequisite:** Gear Class Specialization in the same class as Mastery Chassis.
**Upgrade Replacement:** No
The Duelist chooses a specific Gear type such as a Grizzly, Iguana, Warrior, etc, that they have focused their abilities into. While piloting a Gear of this chassis, the Duelist receives a +2 modifier on their Dueling and Defense rolls. In addition any Defense rolls that come up with a fumble result are treated as a 1 plus modifiers rather than a 0.

***Warrior's Resiliency***
**Prerequisite:** None
**Upgrade Replacement:** N/A
The Duelist has been through too many battles to be taken down by a lucky shot. If an attack will result in a overkill shot, the Duelist may reroll his defense roll once per turn. The Duelist must use the results of the second roll even if it is worse than the original roll.

***Hard To Kill***
**Prerequisite:** Warrior's Resiliency
**Upgrade Replacement:** Yes
The Duelist may reroll one of their defense rolls each turn. The Duelist must use the second roll's result even if the second roll is worse than the original result.

***Iron Hide***
**Prerequisite:** None
**Upgrade Replacement:** N/A
If a Health Check result is gained in the game, the Duelist can roll their Rally skill against a threshold of 4 to avoid having to roll on a Health Check in the Postgame Wrap Up.

***Tough***
**Prerequisite:** None
**Upgrade Replacement:** N/A
The Duelist can apply a -1 to any Health Check rolls.

***Uncanny Survival Instinct***
**Prerequisite:** None
**Upgrade Replacement:** N/A
Instead of the usual 6 needed to eject, Duelist only needs a 4. In addition, the Duelist may reroll their ejection roll. The second rolls results stand.

***Suffer not the Weak***
**Prerequisites:** None
**Upgrade Replacement:** N/A
The Duelist rolls their Rally Skill instead of the usual single six sided die to determine their injuries in a Health Check.

***Running Defense***
**Prerequisites:** None
**Upgrade Replacement:** N/A
The Duelist receives an additional +1 to Defense when moving at top speed. This bonus does stack with other talents and combos.

***In Tune with the Machine***
**Prerequisites:** Running Defense
**Upgrade Replacement:** Yes
The Duelist receives an additional +1 to Defense when moving at any speed. This bonus does stack with other talents and combos. In Post Game checks, the duelist contributes a +1 modifier to all repair checks on their Gear.

***Jury Rig***
**Prerequisites:** None
**Upgrade Replacement:** N/A
The Duelist can attempt to mitigate the damage penalties from Heavy and Critical Damage. The Duelist makes a Rally Check against a threshold of 4 (Heavy) or 5 (Critical). If the check is successful, the duelist treats the effects as one step less than the actual damage. For example, if a Gear has taken Heavy Damage, it still has that level of damage, but only suffers penalties as if it had light damage. In Post Game checks, the Duelist can contribute to repairs on their own Gear as if he were a technician.

***Gear Connection***
**Prerequisites:** Jury Rig
**Upgrade Replacement:** Yes
Whenever the Duelist's Gear takes damage reduce the damage penalties by one step. Damage boxes are still applied, but the effects of the damage level are treated as once category less. For example, if a Gear has taken Heavy Damage, it still has that level of damage, but only suffers penalties as if it had light damage. In Post Game checks, the Duelist's Gear is treated as having one less category of damage. So if it ends the game with Critical Damage, the Gear only has to be repaired as if it has Heavy Damage. In addition to this, the Duelist can act as an Engineer for his Gear, and only his Gear.

## MOVEMENT TALENTS

***Pushing the Performance***
**Prerequisite: None**
**Upgrade Replacement: N/A**
The Duelist adds a +1 modifier to Defense while moving as well as a +1 to their Gear's top speed. If the Gear goes stationary or is knocked down then they do not benefit from this defense bonus.

***Overthrow the Governor!***
**Prerequisite: None**
**Upgrade Replacement: N/A**
The Duelist rolls their Rally skill against a threshold of 3 and add the Margin of Success to your maximum Movement score for the turn. If the MoS is 3 or more then add +1 to the Gears Defense for the remainder of the Turn.

***Leap Back***
**Prerequisite: None**
**Upgrade Replacement: N/A**
If the Duelist is knocked down, they may make a Rally check against a threshold of 4. If the roll succeeds then the Gear is only considered to be stationary rather than knocked down.

***Controlled Crash***
**Prerequisite: None**
**Upgrade: N/A**
The Duelist can make a single Crash Stop or Crazy Ivan Maneuver per turn without incurring a stun counter.

***Kick it into Overdrive***
**Prerequisite: Controlled Crash**
**Upgrade: No**
The Duelist can use an action to make one additional shift in speed during an activation. The Duelist may use a free attack action generated from a combo check on this ability instead of making the attack. This ability can be used once per turn.

***Double Down Revamp***
**Prerequisite: None**
**Upgrade: N/A**
The Duelist may reroll a check on knockdowns, crashes, and checks related to staying on their feet.

## ATTACK TALENTS

***Failure is Not an Option***
**Prerequisite:** None
**Upgrade:** N/A
Choose a weapon system to apply this talent to. The Duelist may reroll an
Attack once per turn with that weapon system. The second result must be used even if it is worse than the initial attack roll.

***Melee Expert***
**Prerequisite:** None
**Upgrade:** N/A
The Duelist may re-roll their melee attack or combo rolls once per turn. The result of the second roll stands even if the roll is worse.

***Range Expert***
**Prerequisite:** None
**Upgrade:** N/A
The Duelist may re-roll their ranged attack or combo rolls once per turn. The result of the second roll stands even if the roll is worse.

***Running Gunner***
**Prerequisite:** None
**Upgrade:** N/A
The Duelist can fire their weapon at Top Speed as if they were at moving at Combat Speed. Use the Combat Speed Attack modifier for any ranged attacks performed at Top Speed.

***Weapon Specialization***
**Prerequisites:** None
**Upgrade:** N/A
The Duelist chooses a specific weapon type by grouping (Cannons & Recoiless; Rockets & Missiles; Support Weapons; Advanced Weapons, or Melee) to focus their talents. Any time the Duelist uses their chosen weapon group they receive a +1 Modifier to all attacks or Combo Checks.

***Weapon Mastery***
**Prerequisite:** Weapon Specialization
**Upgrade:** Yes
The Duelist further focuses their weapon specialization into one particular weapon system. Choose one specific weapon from their specialization block. For example if the Duelist has Autocannon Specialization then they could focus their mastery into the Medium Autocannon. Any time the Duelist uses their chosen weapon they receive a +2 Modifier to all attacks or Combo Checks.

***Gunslinger***
**Prerequisite:** None
**Upgrade:** N/A
The Duelist is so quick with their Gear that they can reload their Ranged weapons without having to spend an action. In addition, if the Duelist is disarmed, the Duelist can chain an action into their combo chain to recover their weapon instead of making an attack or counter.

***Firing Solution***
**Prerequisite:** None
**Upgrade:** N/A
The Duelist is extremely proficient with indirect fire weaponry. Whenever the Duelist makes an indirect fire attack, add +1 modifier to their roll.

***Limit Break***
**Prerequisite:** Gunslinger
**Upgrade:** N/A
Select two weapons per turn to fire as if they were linked. Roll one attack roll but apply modifiers for each of the weapons separately. The defender must make two defense rolls against the modified result.

***Close Quarters Gunfighter***
**Prerequisite:** None
**Upgrade:** N/A
Description: The Duelist does not suffer penalties for using a Ranged weapon in Melee.

## PERFORMANCE TALENTS

***Taunt***
**Prerequisite:** None
**Upgrade:** N/A
The Duelist can spend an action to Taunt an opponent to fight them. Roll an opposed Rally check against the opponent. If the target loses, they must move to engage the target in Melee combat on their next activation. Winning the first Taunt in a game earns a Rep Point for the initiator.

***Sore Loser***
**Prerequisite:** None
**Upgrade:** N/A
If the unit is overkilled, the Duelist can make a parting shot with a +1 modifier at the Duelist that took him out. If the duelist does not have a weapon to take out his opponent, then he may attempt to forward observe the target for the nearest team mate, who may take a free shot at the target. If this duelist gets a kill off of his parting shot, his team earns a Rep Point.

***The Show Must Go On***
**Prerequisite:** None
**Upgrade:** N/A
If a team mate is knocked down or stunned, the Duelist may make a Rally roll against a threshold of 4 to remove the effect. The Duelist may do this once per turn, and it may not be used on themselves.

***Fist in the Air***
**Prerequisite:** None
**Upgrade:** N/A
The Duelist is beginning to understand how the crowd reacts to their performance. When Rallying the Crowd add a +1 modifier to the Rally Check.

***Flash and Flavor***
**Prerequisite:** None
**Upgrade:** Yes
The Duelist knows what the crowd wants to see. When Rallying the Crowd add a +2 modifier to the Rally check.

***Rally Round the Family***
**Prerequisite:** The Show Must Go On
**Upgrade:** Yes
Once per turn, the Duelist can roll a Rally check against a threshold of 4+ the number of targeted teammates to remove any knocked down or stun counter effects. The Duelist may target any teammate that he can achieve a combat lock on.

***Never Give Up, Never Give In***
**Prerequisite:** None
**Upgrade:** N/A
If a teammate to the Duelist has rolled poorly on their Defense skill Check, the Duelist may expend an action to give his teammate an re-roll on their Defense skill. The Duelist can only do this for targets that he is able to achieve a combat lock on.

***Soliloquy***
**Prerequisite:** None
**Upgrade:** N/A
Most Duelists just give up when their unit is destroyed, but this Duelist somehow manages to give a 'dying' speech to the crowd. If the Duelist's unit is Overkilled or destroyed, then the Duelist can roll against a threshold of 4 to try and give a stirring last speech to the crowd. The Duelist earns a number of Rep points equal to his Margin of Success. This ability may be used in conjunction with Eject.

***Hard To Read***
**Prerequisite:** None
**Upgrade:** N/A
When making opposed melee attacks, the attacker suffers a -1 penalty when fighting this duelist.

***Rabble Rouser***
**Prerequisite:** Flash and Flavor
**Upgrade:** No
The Duelist is a master at manipulating the crowd to his side. When Rallying the Crowd, the Duelist can make two Rally skill checks choosing the better of the two results.

## GENERAL TALENTS

General Talents are available to all duelist classes and are tied to their class level. Once a duelist has reached the appropriate level they may purchase these talents with Rep. These talents do not count towards the total talents allowed by the class.

### *Level 1*

***Coop Combo Fighter 1***
**Prerequisite:** None
**Upgrade:** N/A
When picking up this fighting style, the duelist can coordinate attacks using the any of the Level 1 Combo Moves from the Coop Family List. Only team mates with the Coop Combo Fighter 1 talent can participate in Coop combos.

***Dual Wield***
**Prerequisite:** Identical Manipulator Held Weapons
**Upgrade:** N/A
The Duelist may equip two identical weapon systems in their hands to gain a weapon link perk with those weapons.

### *Level 2*

***Coop Combo Fighter 2***
**Prerequisite:** Coop Combo Fighter I
**Upgrade:** Yes
The Duelist can now use any Level 2 Combos from the Coop Family. Only team mates with Coop Combo Fighter 2 talent can participate in Coop Combos at this level.

***Second Action***
**Prerequisite:** None
**Upgrade:** N/A
The Duelist can add another action to their total actions.

### *Level 3*

***Coop Combo Fighter 3***
**Prerequisite:** Coop Combo Fighter 3
**Upgrade:** Yes
The Duelist can now use any Level 3 Combos from the Coop Family. Only team mates with Coop Combo Fighter 3 talent can participate in Coop Combos at this level.

***Affinity***
**Prerequisite:** None
**Upgrade:** N/A
Two duelists on a team have worked together long enough that they can initiate Coop Combos without having to make the Tag Team initiating check. Both Duelists must purchase this Talent in order for it to be in effect.

## SUPPORT PERSONNEL

Just as a Dueling Team doesn't operate with just its pilots and managers, every successful team is kept operational by an array of skilled professionals, who take care of all of the tasks needed. Core to any team's support structure are the technicians that keep the Gears operational, but equally important are people like team promoters, cheerleaders, and ring wranglers that keep the crowds entertained. While not every team has them, engineers and fixers offer a variety of options outside of the norm, and are highly coveted specialists. Team managers are always on the lookout for good support personnel since they know that without them, their teams would have little success on and out of the arena floor.

In Arena, a Team Manager can look for Support Personnel between each game. They can make a number of attempts to locate any particular type of Support Personnel equal to their Contacts skill + 1. The Manager declares what type of Support Personnel he is looking for then rolls against the Headhunt Threshold using their Contacts skill. The Margin of Success over the threshold indicates the Team Manager has located additional personnel equal to their MoS score.

Once the personnel has been located, the Team Manager rolls their Negotiation skill against the Hiring Threshold to recruit them. This roll may be attempted once per individual. If the manager fails to hire the person in this round, they may attempt a second hiring roll after their next game. The manager does not need to roll their Contacts skill to locate them again. If the second attempt fails, then the manager will have to locate a different person in the subsequent round.

Team Managers can get bonuses to their rolls by offering to pay more to a potential employee. Additionally spending Rep can guarantee a potential employee's hiring. The maximum number of Support Personnel hired through Rep during Post Game Wrap Up is still limited to Contacts Skill +1. Personnel hired with Rep still need to be paid their salary.

| Spreading the Money (Contact Modifier) | | Sign on Bonus (Negotiation Modifier) | |
|---|---|---|---|
| Spend 10K | +1 Modifier | Double Pay | +1 Modifier |
| Spend 20K | +2 Modifier | Triple Pay | +2 Modifier |
| Spend 30K | +3 Modifier | Quadruple Pay | +3 Modifier |

### TECHNICIAN

| Headhunt Thresh | Hiring Thresh | Salary |
|---|---|---|
| 3 | 3 | 5K |

Technicians are attached to individual gears and may not be shared between Gears unless the team has an Engineer. For each technician assigned to a Gear, one level of damage maybe repaired per turn.

### ENGINEER

| Headhunt Thresh | Hiring Thresh | Salary |
|---|---|---|
| 6 | 5 | 10K |

Engineers are assigned to the team. An Engineer may shift Technicians around as needed. Engineers open one type of advanced customization for the teams Engineers are also able to repair units. If the Engineer is assigned to repair a unit they may not be used to install advanced components and weapons. Engineers can repair two boxes of damage per Turn. Normally, a team is only allowed one Engineer; however, if the team is sponsored by a corporation that allows for more Engineers then the team may have more than one.

### PROMOTER (MAX 1)

| Headhunt Thresh | Hiring Thresh | Salary |
|---|---|---|
| 5 | 5 | 10K |

A Promoter gives the Team the advantage of having Rep Points going into the Arena. Roll 1d6 at the beginning of the game and add the total to the starting rank of the team's Rep. For each additional 5K (max 4) spent prior to the game, add +1 to the team's Rep.

### CHEERLEADING TEAM

| Headhunt Thresh | Hiring Thresh | Salary |
|---|---|---|
| 4 | 3 | 10K |

Add +2 to the starting Rep Points of a team. Add +1 to Team Manager's Negotiation skill when dealing with pilots.

### ARENA CLOWNS

| Headhunt Thresh | Hiring Thresh | Salary |
|---|---|---|
| 3 | 3 | 5K |

**(Maximum of 2 per team.)**

| | |
|---|---|
| Gunnery | – |
| Piloting | 2 |
| Rally | 3 |
| Dueling | – |

Arena Clowns are specialized pilots designed to entertain the crowd, usually at the expense of the opposing team's expense. The Team Manager must purchase a Gear for the clown once hired. No weapons or upgrades can be added to the Arena Clown's Gear. Arena Clowns cannot engage in any attacks, but may make defense rolls. The Arena Clown may only perform a Rally the Crowd action. If the Arena Clown is destroyed by an enemy's attack, the enemy team automatically gets 1d6-1 Rep Points. There is a risk in attacking the Arena Clown. If the Arena Clown manages to defend against an enemy attack (i.e. takes no damage), the Arena Clown makes an additional Rally the Crowd action with the Rep points going directly to the Team Pool. If the Arena Clown's Gear is damaged or destroyed in the course of the battle, their Gear is automatically repaired for the next battle. No Technicians or Engineers have to be assigned to repair the Gear.

**Special Ability:** +2 modifier to all Rally the Crowd checks.

### FIXER

| Headhunt Thresh | Hiring Thresh | Salary |
|---|---|---|
| 5 | 5 | 10K |

| Rep Spent | Negotiation Bonus |
|---|---|
| 20 Rep | +1 |
| 30 Rep | +2 |
| 40 Rep | +3 |

The Fixer can get items usually unavailable to the team. This could be an oppositional faction's weaponry or Gears, or it could be something that is in a higher tier than what's available to the team currently. (See page 55 for more details on what a fixer can do for your team.) Each Fixer allows for a single roll for purchasing black market components, Gears, and weapons.

### HANDLER

| Headhunt Thresh | Hiring Thresh | Salary |
|---|---|---|
| 5 | 4 | 10K |

The Handler is assigned to a specific Duelist. Whenever a Duelist makes an Ego Trip roll; roll a single separate colored six sided die in addition to the normal roll. The player may choose to use the normal dice roll's result or the handler's result. The Handler's roll also applies to any rolls on the sub-tables of the Ego Trip as well a the primary roll.

# SPONSORS

## CORPORATE SPONSORS

Corporations love to ride the wave of fame and adoration that fans throw towards their favorite teams. Product endorsements by popular teams have the potential to generate millions for their sponsors, and corporations will go out of their way to provide lucrative contracts to successful or popular teams. In Heavy Gear Arena, the Team's pool of Rep can be used to attract the attention of a corporation. Some corporations like Krellen Foods are easier to attract than military Gear manufacturers like Northco or Territorial Arms. Attracting Corporate sponsorship is a fairly straightforward operation for the Team Manager. In the Post Game Wrap Up, the Team Manager declares a corporation that they are trying to attract for sponsorship. Each corporation has a Rep cost and a Threshold attached to gaining it. The Team Manager is allowed 1 attempt per Post Game Wrap Up to attract a corporation. Once the Team Manager has declared his choice, he spends the Rep and attempts to roll his Contacts skill against the listed threshold. If the roll succeeds then the corporation has become a team sponsor and the manager can spend rep to get access to Corporate Perks.

Corporate Perks come in a variety of forms and are dependent on the corporation itself. Some perks include cash, hired help such as support personnel, and access to higher tech such as top of the line Gears, weaponry, and upgrades at market costs. A Team Manager can get Corporate Perks from their sponsors by spending the Rep cost and rolling their Organization skill against the threshold level of perk they want. Once the Perk Threshold is exceeded for the Corporation' Perk, that Perk is available to the team from that point forward. Unless otherwise noted, the cash perk does not require Organization skill checks. Spending Rep is all that is required for the cash. Managers may access the first level Corporate Perks of their initial sponsor during the Team Building phase. Team Managers are only allowed to request perks that are in the Team's current overall level. In addition, Team Managers may only access either a Corporate Perk or monetary benefit during Post Game Wrap Up.

Teams are allowed one Major Gear Manufacturer Sponsor, one Minor Gear and Weapons Manufacturer Sponsor and up to two Civilian Corporations Sponsors. Some corporations will have restrictions attached to either their hiring or maintenance requirements.

### *Civilian Corporations*

- Generic Corporations
- Krellen Foods
- Cascade Brewery
- Octane Soda

### *Major Gear Manufacturers*

- NorthCo (page 36)
- Territorial Arms (page 41)
- Paxton Arms: Gear Division (page 46)

### *Minor Gear/Weapons/Component Manufacturers*

- Shaian (page 49)
- Keimuri Gears (page 50)
- Mandeers (page 51)
- Dynamic Systems (page 53)
- Paxton Arms: Weapons Division (page 54)
- Riley Weapon Systems (page 54)
- Obelisk Electronics (page 54)
- Rucker Group (page 55)

## CIVILIAN SPONSORS

Civilian Sponsors generally provide monetary compensation and in some rare cases perks. Unlike the Gear and Weapons manufacturers, Civilian Sponsors do not have restrictions and instead of having the option for benefits on a chart, civilian corporations only have monetary benefits. Some Civilian Sponsors provide the team with Perks. Perks are benefits that can be invoked simply by rolling against the Corporation's sponsorship recruitment threshold. These perks can be used once per Post Game Wrap Up, but if used the team cannot benefit from that corporation's cash benefit. Perks do not cost Rep points to use. Benefits still cost Rep.

### GENERIC CIVILIAN SPONSORSHIP

Terra Nova has a whole host of corporations that are all eager to send money to successful dueling teams. Players are free to come up with their own Civilian Corporations to supplement the three examples listed. The HG Arena Decal Sheet (DP9-9193) provides a fantastic selection of alternative corporations that players can choose from. Generic Civilian Corporations all have a recruitment threshold of 3. When picking a Generic Civilian Corporation, the player simply chooses a Corporate Perk from the list below and applies it to their own corporation. Three sample Civilian Corporations are listed after this section. Players are free to chose their own or use the existing ones. All Civilian Corporations have access to the Monetary Benefit listed below.

#### *Generic Civilian Corporation Perks*

**Tech Support Outsource:** The Corporation is involved in technology or manufacturing and has spare Technicians to lend to the Team. The player can use this perk to get a Technician for his team. This technician costs the Team no money.

**Promotional Marketing:** This Corporation is involved in marketing or just show business. They know how to generate Rep quickly. At the end of a match, if the Team wins roll 2d6 and add the result to the final Team Rep Pool. If the Team lost, roll 1d6 and add the result to the final Team Rep Pool. To use this perk, the Team Manager must activate it before the match.

**Money, Money, Money! Oh Yeah!:** This corporation is wealthy and knows how to manage money. They could be a bank or an investment firm, or just plain successful. Team Managers can activate this perk and roll their Organization skill against a Threshold of 3. Each Margin of Success earns the team an extra 10K of money. This Perk maybe used in conjunction with the Cash Perk for this corporation.

**Shady Heaps:** This Corporation, while legal, has ties to the Black Market. Using this perk gives the Team a free Fixer to add to their Support Pool.

**Engineering Marvel:** The Corporation is involved in hi tech manufacturing. Uncommon Components can be bought at market cost. This perk is a passive bonus and can be used with the Monetary Perk for this company.

**Rental Property:** The Corporation is involved in real estate and networking. Activating this Perk gives the Team Manager the ability to re-roll one Negotiation or Contacts skill check during the course of the Post Game Wrap Up. The Team Manager may choose which roll to use. Either the first or the re-roll.

#### *Civilian Corporation Funds*

| Level | Cash | Rep Cost |
|---|---|---|
| 1 | 30K | 30 |
| 2 | 50K | 50 |
| 3 | 75K | 75 |
| 4 | 100K | 100 |

# CIVILIAN SPONSORS

## KRELLEN FOODS

A large and global presence on Terra Nova, Krellen Foods distributes food products all across the planet from their Mekong Dominion location. The company is most famous for their fast food chain, Weird but Tasty. The exotic cuisine is consumed by millions of Terra Novans in places as diverse as Port Oasis in the Southern Republic, Fort James in the Western Frontier Protectorate, and even by GRELs in Port Arthur in the Badlands. Krellen's marketing division enjoys one of the largest budgets on the planet. Their Weird but Tasty jingle is so well known, kids from the North and South can sing it in a variety of languages and still recognize it. Krellen Foods enjoys the wide recognition, and as part of their aggressive marketing campaign, the company looks for total market saturation, which includes dueling venues.

**Recruitment Threshold** 3

**Sponsorship perks**

**Weird But Tasty Mascot:** The Team gets access to Weird But Tasty's "Purple Poolie" mascot. In gaming terms, Poolie is a free Arena Clown, but unlike the normal clown, the opposing team does not gain any Rep points for destroying the clown. If the clown survives the entire game, then the team gets a free Money, Money, Money! Oh Yeah! roll (page 34) roll with Krellen. Purple Poolie is a garish purple and blue Viper model Gear with a rapid firing T-shirt launcher.

## CASCADE BREWERY

Cascade Brewery is based out of Innsbruck in the Northern Lights Confederacy and are the largest producers of beer on the planet. Beer and Gear Dueling are two of the most compatible markets for each other, and since Gear Dueling has been around Cascade Brewery has been sponsoring teams. In Innsbruck, the corporation is one of the major contributors for the Death Race 1000. Dueling teams love working with Cascade Brewery partially for all of the free beer they get, but also for the great publicity that comes with being associated with Cascade.

**Recruitment Threshold** 3

**Sponsorship perks**

**Free Beer Night:** Cascade has a tradition of giving out free beer on nights that their sponsored team wins. The Team earns 1d6x5 extra Rep points for their general Rep pool.

## OCTANE SODA

Octane Soda is Terra Nova's most popular carbonated drink producer. The multi-colored brand names correspond to the variety of flavors that Octane Soda produces. Some of the more infamous flavors include cawfee flavor and their latest concoction called the Rainbow Ravager, which some speculate is a mixture of all of the flavors. Octane Soda has made tremendous inroads in product recognition since the Hermes 72 satellite network opened up the rest of Terra Nova to the company. Unlike Krellen Foods which distributes and manufactures their product globally, Octane Soda licenses bottling companies around the planet to produce and distribute their product locally. The distribution market scheme has been very profitable for the company and has helped their brand expand into all reaches of the planet. Octane Soda's marketing is closing in on some of the big spenders on the planet, but they are still lagging in the bottom ten. Since TN1930, Octane Soda has started sponsoring Dueling teams. The corporation is generally paranoid about maintaining their image and is notorious for having handlers attached to team duelists.

**Recruitment Threshold** 3

**Sponsorship perks**

**Handle my People Please!:** Octane Soda provides handlers for duelists on a team for the next Post Game Wrap Up.

## NORTHCO

***Major Gear Manufacturer***

The crown jewel in the United Mercantile Federation's industry, Northco manufactures an array of products not the least of which are the numerous Gears, which the North uses regularly to defend itself. Among the more popular lines the company produces include the venerable Hunter, the top of the line Jaguar, and heavy hitting Grizzly. With the bulk of the Northern military forces supplied by the UMF based corporation, rival Gear manufacturers rarely find a means to break into the market. Among their few competitors, Shaian is Northco's only real competition. The massive corporation has had a long running feud with the Northern Lights Confederacy's top Gear producer, Shaian, for decades even though their rival manufactures components for the Northco manufactured Grizzly.

On the planet, the only corporation that can really rival the immense Northco is their Southern counterpart, Territorial Arms. The two corporations tend to co-evolve to match each other's performance, which leads to a relative level of parity between the North and the South's military technology.

| Recruitment Threshold | 6 | Rep Cost | 75 |
|---|---|---|---|

| BENEFITS | | |
|---|---|---|
| **LEVEL 1** | **Threshold:** 4 | **Rep Cost:** 30 |
| **Cash:** 50K<br>**Goods:** Uncommon Gear (NorthCo) | | |
| **LEVEL 2** | **Threshold:** 5 | **Rep Cost:** 50 |
| **Cash:** 75K<br>**Goods:** Uncommon Weapons | | |
| **LEVEL 3** | **Threshold:** 6 | **Rep Cost:** 75 |
| **Cash:** 125K<br>**Goods:** Rare Gear (NorthCo) | | |
| **LEVEL 4** | **Threshold:** 7 | **Rep Cost:** 100 |
| **Cash:** 200K<br>**Goods:** Black Listed & Exclusive Gears (NorthCo) | | |

***Sponsor Restrictions***

Northco will not work with teams that have associations with Shaian or Territorial Arms. This includes their Gears.

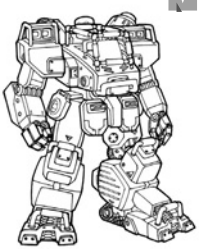
## BRICKLAYER

**Rarity** Common | **Market Cost** 64K

While the Hunter is the primary trooper model for the North, the basic chassis of the Hunter is used in civilian designs as well. The simple mechanics of the Hunter makes the Bricklayer an extremely popular choice for both civilian and military construction and labor needs. The Bricklayer is also found in the most desperate dueling teams as an extremely cheap option. Many Bricklayers are used as makeshift military Gears by strapping autocannons or other manipulator held weaponry, but the lack of fire control means that most Bricklayer pilots will rarely be able to hit anything. Duelists on the other hand have no problem utilizing close combat weaponry in the arena and the rear mounted tool arm is used in surprisingly vicious ways.

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| **Mfr.** | Northco | **Size** | 6 | **Class** | Trooper | **SLOTS** | **Type 1** | 6 |
| **Maneuver** | 0 | **Armor** | 8 / 24 | **Detect** | 2 | | **Type 2** | 0 |
| **Movement** | | | | **Sensors** | -1 | | **Type 3** | 0 |
| **Walker** | 3" / 6" | **Damage** | S L H | **Fire Con.** | -1 | | **Type 4** | 0 |
| | | | | | | | **Manip** | 2 Class 2 |

| Perks | Flaws |
|---|---|
| Arms, Searchlight (25") | Exposed Crew Compartment |



## ENGINEERING GRIZZLY

**Rarity** Common | **Market Cost** 94K

The durable Grizzly design is a perfect chassis for heavy industrial and construction usages. The incredibly powerful engine gives the unit tremendous advantage over the smaller Bricklayer. While the Grizzly isn't as reliable as the Hunter chassis, the unit is still easily repaired and modified making the Engineering Grizzly a well liked choice among civilian pilots. Duelists enjoy the massive claw like appendages and the extra mass of the unit. While not as armored as the stock Grizzly, the Engineering Grizzly is capable of amazing acrobatics in the hands of a skilled operator such as a duelist.

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| **Mfr.** | Northco | **Size** | 7 | **Class** | Assault | **SLOTS** | **Type 1** | 6 |
| **Maneuver** | -1 | **Armor** | 16 / 64 | **Detect** | 2 | | **Type 2** | 0 |
| **Movement** | | | | **Sensors** | -2 | | **Type 3** | 0 |
| **Walker** | 3" / 6" | **Damage** | S L H C | **Fire Con.** | 0 | | **Type 4** | 0 |
| **Ground** | 6" / 11" | | | | | | **Manip** | 2 Class 3 |

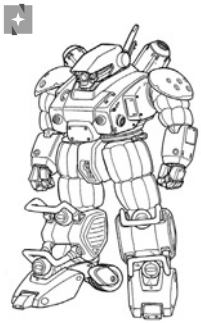
| Perks | Flaws |
|---|---|
| Arms, Reinforced Front Armor (2), Searchlight (25") | Exposed Crew Compartment, LSP (1) |

## STRIPPED-DOWN HUNTER

| Rarity | Market Cost |
|---|---|
| Common | 87K |

In the poorest league of the North, the stripped down Hunter is commonly found in the ranks of the Western Frontier Protectorate Army. The cheaper variant of the Gear is also found in many Badland's communities including Khayr ar-din. While stripping down armor shells from the upper arms and legs of a stock Hunter and replacing it with ballistic cloth is one method of achieving the designation, Northco also produces the variant officially in the WFP to meet the demands of that client's military. Northco also sees the potential markets in less affluent regions in the Badlands.

While the SD Hunter has all of the similar characteristics of a stock Hunter, the unit loses out on valuable armor in exchange for a marginal improvement in speed. The SD Hunter also loses the shoulder hard points used to mount rocket pods or missile systems. In the arena, the loss of rocket pods means little to the cash conscious manager. The extra speed often gives an edge to the duelist that they just can't get with a stock Hunter. The ease of repair is still present, which is another added benefit to the team on a shoe string budget.



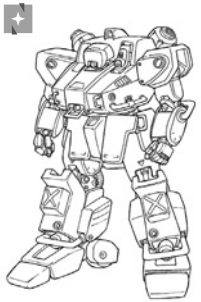
| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Mfr. | Northco | Size | 6 | Class | Light | SLOTS | |
| Maneuver | 0 | Armor | 15 / 45 | Detect | 2 | Type 1 | 6 |
| Movement | | | | Sensors | 0 | Type 2 | 0 |
| Walker | 4" / 8" | Damage | L H C | Fire Con. | 0 | Type 3 | 0 |
| Ground | 7" / 13" | | | | | Type 4 | 0 |
| | | | | | | Manip | 2 Class 2 |

| Perks | Flaws |
|---|---|
| Arms, Easy to Modify | |

## RAZORBACK

| Rarity | Market Cost |
|---|---|
| Uncommon | 95K |

One of the first completely original Gear designs developed after the Hunter, the Razorback was built for short-range anti-armor work. Its heavy armor is still unmatched by anything smaller than a Kodiak, and the massive firepower of the Razorback can potentially bring to the arena can make short work of any Gear that ventures into range. Made largely obsolete by the Kodiak and variants of the Grizzly and Jaguar, the Razorback is used primarily in second-line UMF and WFP regiments that have not yet been assigned more advanced machines, but have found a large amount of popularity in the arena circuit.



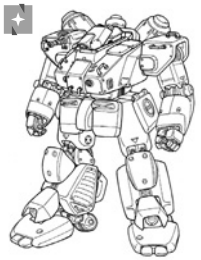
| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Mfr. | Northco | Size | 6 | Class | Heavy | SLOTS | |
| Maneuver | -1 | Armor | 20 / 60 | Detect | 2 | Type 1 | 7 |
| Movement | | | | Sensors | 0 | Type 2 | 0 |
| Walker | 3" / 6" | Damage | L H C | Fire Con. | 0 | Type 3 | 1 V-Engine |
| Ground | 5" / 10" | | | | | Type 4 | 0 |
| | | | | | | Manip | 2 Class 3 |

| Perks | Flaws |
|---|---|
| Arms | LSP (1), Defective Active Sensors |

## BEAR

| Rarity | Market Cost |
|---|---|
| Uncommon | 145K |

The Bear was the North's first true long-range fire support Gear. Previous fire-support models had been built around powerful short-range weapons, intended for both fire support and anti-armor work. The Bear's design allowed it to be used in both fire support and assault roles which would go on to inspire the design of the Grizzly. The Bear has mostly been replaced by the Grizzly in modern combat units, but still sees service in local militias and the WFPA. Often dueling teams will substitute the older Bear when they are unable to gain access to the Grizzly. The older Gear's price is usually easier for the team manager to cough up too.



| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Mfr. | Northco | Size | 7 | Class | Assault | SLOTS | |
| Maneuver | -1 | Armor | 17 / 51 | Detect | 2 | Type 1 | 7 |
| Movement | | | | Sensors | 0 | Type 2 | 0 |
| Walker | 3" / 6" | Damage | L H C | Fire Con. | 0 | Type 3 | 3 2 Shoulder, 1 Back |
| Ground | 5" / 10" | | | | | Type 4 | 0 |
| | | | | | | Manip | 2 Class 3 |

| Perks | Flaws |
|---|---|
| Arms, Double Towing Capacity | LSP (1) |

## HUNTER

**Rarity** Uncommon | **Market Cost** 170K

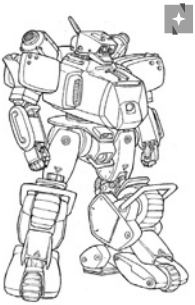
Despite being the first combat Gear, the Hunter is still the standard design used by all Northern armies. Simple, robust and reliable, the Hunter is a favorite of pilots and technicians alike. The design has been updated several times since it was first introduced, and the modern "Mark II" model comes with a VR cockpit, desert-proofing and excellent but compact sensor equipment.

Like all Gears, its humanoid form and Optical Neural Net CPU make it exceptionally agile and flexible and allow it to augment its moderate armor by taking good advantage of its speed and any available cover. Its simple, rugged systems have given it a reputation for being able to take a beating and keep fighting.

The Hunter is even easier to repair and customize than most Gears. After three hundred and fifty cycles of service, spare parts and standard modification kits are readily available. As the "father" of all modern Gear designs, spares for the Hunter can often be improvised from parts intended for other Gears.

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| **Mfr.** | Northco | **Size** | 6 | **Class** | Trooper | **SLOTS** | **Type 1** | 6 |
| **Maneuver** | 0 | **Armor** | 15 / 60 | **Detect** | 2 | | **Type 2** | 2 Shoulder Mounts |
| **Movement** | | | | **Sensors** | 0 | | **Type 3** | 0 |
| **Walker** | 4" / 7" | **Damage** | | **Fire Con.** | 0 | | **Type 4** | 0 |
| **Ground** | 6" / 12" | **S L H C** | | | | | **Manip** | 2 Class 2 |

| Perks | Flaws |
|---|---|
| Arms, Easy to Modify | |



## BOBCAT

**Rarity** Uncommon | **Market Cost** 243K

The first dedicated scout Gear was the Bobcat, which introduced the modern "humanoid head" design to the North. Its unique SMS design requires the Gear to kneel down to engage its wheels, but handles very well. Unfortunately, the design also prevents the Bobcat's legs from being armored properly, leaving them vulnerable to enemy fire. Outside of the WFP, the Bobcat was quickly phased out in favor of the cheaper Ferret and, later, the higher performance Cheetah. The WFPA still makes heavy use of the Bobcat, as its large wheels perform well in the rough terrain the WFPA needs to protect. These same characteristics make it incredibly popular in the Badlands. The fact that the Bobcat is so old, but parts are still readily available makes the unit appealing to many teams on a tight budget.

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| **Mfr.** | Northco | **Size** | 6 | **Class** | Light | **SLOTS** | **Type 1** | 6 |
| **Maneuver** | +1 | **Armor** | 13 / 39 | **Detect** | 4 | | **Type 2** | 1 Shoulder Mount |
| **Movement** | | | | **Sensors** | +1 | | **Type 3** | 0 |
| **Walker** | 4" / 8" | **Damage** | | **Fire Con.** | 0 | | **Type 4** | 0 |
| **Ground** | 7" / 13" | **L H C** | | | | | **Manip** | 2 Class 2 |

| Perks | Flaws |
|---|---|
| Arms, Improved Off-Road, TD | |

## TIGER

**Rarity** Rare | **Market Cost** 157K

In its day, the Tiger was a heavy trooper Gear. It served as the North's heavy general-purpose and elite commando Gear for almost 60 cycles, until it was made largely obsolete by the more advanced Jaguar. The UMFA still fields it as a heavy trooper Gear, and many Tigers still remain in service with regiments that have not yet been able to or are unwilling to upgrade to the Jaguar. In dueling circuits, the Tiger is highly prized for its fantastic performance and ease of access to replacement parts. Many Northern allied townships in the Badlands ended up with surplus Tigers during the post War of the Alliance refit, and a number of these Tiger's pilots can be found in amateur arenas honing their skills and earning some cash.

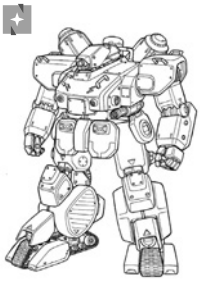
| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| **Mfr.** | Northco | **Size** | 6 | **Class** | Heavy | **SLOTS** | **Type 1** | 6 |
| **Maneuver** | 0 | **Armor** | 17 / 51 | **Detect** | 3 | | **Type 2** | 0 |
| **Movement** | | | | **Sensors** | 0 | | **Type 3** | 2 Shoulder Mounts |
| **Walker** | 4" / 8" | **Damage** | | **Fire Con.** | +1 | | **Type 4** | 0 |
| **Ground** | 6" / 12" | **L H C** | | | | | **Manip** | 2 Class 2 |

| Perks | Flaws |
|---|---|
| Arms | |

## GRIZZLY

**Rarity** Rare | **Market Cost** 200K

The Grizzly has been the most common Northern fire-support Gear since the War of the Alliance. The heavy frame needed to support its powerful weapons makes the Grizzly chassis a slow and clumsy machine compared to lighter model units which leaves it vulnerable to attack despite thick armor. The Grizzly's potential platform of firepower more than compensates for this, and the Grizzly is capable of both long-range fire support and heavy assault, and can be a devastating anti-Gear weapon if screened by lighter units. While not as simple and easy to work with as the Hunter, the Grizzly is an old, reliable design.



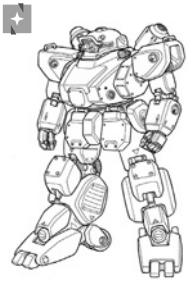
| | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Mfr.** | Northco/Shaian | **Size** | 7 | **Class** | Assault | **SLOTS** | |
| **Maneuver** | -1 | **Armor** | 18 / 72 | **Detect** | 2 | **Type 1** | 8 |
| **Movement** | | | | **Sensors** | 0 | **Type 2** | 0 |
| **Walker** | 3" / 6" | **Damage** | | **Fire Con.** | 0 | **Type 3** | 2 Shoulder Mounts |
| **Ground** | 6" / 11" | **S L H C** | | | | **Type 4** | 1 Back Mount |
| | | | | | | **Manip** | 2 Class 3 |

| Perks | Flaws |
|---|---|
| Arms, Reinforced Front Armor (2) | LSP (1) |

## JAGUAR

**Rarity** Rare | **Market Cost** 230K

Developed in TN1900 by Northco as a replacement for the Hunter, the Jaguar is generally used as a commando, strike, or heavy general purpose Gear by the Northern forces.. The Jaguar's armaments, controls, and capabilities are deliberately similar to the successful Hunter Gear. Unlike the Hunter's slightly outdated but highly standardized parts, the Jaguar uses more modern systems. This makes the Jaguar faster and more nimble than the Hunter despite carrying tougher armor and a heavier selection of weapons, but also makes it correspondingly difficult to service and modify. Most Jaguar variants are designed to provide close support with heavy weapons, as they can typically survive the attention fire support units typically receive from the enemy.



| | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Mfr.** | Northco | **Size** | 6 | **Class** | Heavy | **SLOTS** | |
| **Maneuver** | +1 | **Armor** | 16 / 48 | **Detect** | 3 | **Type 1** | 6 |
| **Movement** | | | | **Sensors** | 0 | **Type 2** | 0 |
| **Walker** | 5" / 9" | **Damage** | | **Fire Con.** | +1 | **Type 3** | 2 Shoulder Mounts |
| **Ground** | 7" / 13" | **L H C** | | | | **Type 4** | 0 |
| | | | | | | **Manip** | 2 Class 2 |

| Perks | Flaws |
|---|---|
| Arms | |

## HUNTER XMG

**Rarity** Black Listed Exclusive | **Market Cost** 218K

Recently added to Northco's massive line, the Hunter XMG is considered by most to be the unit which will replace the current version of the venerable Hunter. Most military observers note that the XMG will likely not replace the Hunter for one simple reason: the machine is too difficult to repair in the field. While the unit is in every way superior to the standard Hunter, the XMG is not popular with most technicians and mechanics. Northco is desperate to curtail this viewpoint and has started showcasing the unit in duelist teams that the company trusts implicitly. Danghen Jarak is famous for piloting one of the two original prototype models of the XMG, and has recently agreed to promote the Gear openly. The rumor floating around Khay ar-Din is that Danghen could no longer maintain his stolen Gear and as part of the amnesty offered to him and his sister, he was forced into the arrangement.

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| **Mfr.** | Northco | **Size** | 6 | **Class** | Trooper | **SLOTS** | **Type 1** | 6 |
| **Maneuver** | +1 | **Armor** | 16 / 64 | **Detect** | 4 | | **Type 2** | 0 |
| **Movement** | | | | **Sensors** | +1 | | **Type 3** | 2 Shoulder Mounts |
| **Walker** | 4" / 7" | **Damage** | S L H C | **Fire Con.** | +1 | | **Type 4** | 0 |
| **Ground** | 7" / 13" | | | | | | **Manip** | 2 Class 2 |

| Perks | Flaws |
|---|---|
| Arms, Emergency Medical | |

## KODIAK

**Rarity** Black Listed Exclusive | **Market Cost** 432K

Based on the basic Grizzly chassis, the Kodiak was developed during the War of the Alliance to help Gear columns deal with light CEF hovertanks. With considerably stronger armor and heavier direct-fire weapons hardpoints than a normal Grizzly, the Kodiak is an excellent assault machine. The high cost of constructing and maintaining them limits their deployment and sale to only the most trusted teams, but the legends surrounding their service against the CEF mean that the Kodiak is always a crowd favorite.

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| **Mfr.** | Northco | **Size** | 7 | **Class** | Assault | **SLOTS** | **Type 1** | 8 |
| **Maneuver** | -1 | **Armor** | 20 / 80 | **Detect** | 2 | | **Type 2** | 0 |
| **Movement** | | | | **Sensors** | +1 | | **Type 3** | 2 Shoulder Mounts |
| **Walker** | 3" / 6" | **Damage** | S L H C | **Fire Con.** | 0 | | **Type 4** | 2 V-Engine Mounts |
| **Ground** | 6" / 11" | | | | | | **Manip** | 2 Class 4 |

| Perks | Flaws |
|---|---|
| Arms, Improved Rear Defense, Reinforced Front Armor (2) | LSP (1) |

## TERRITORIAL ARMS

***Major Gear Manufacturer***

The South's counterpart to Northco is the monolithic Territorial Arms. Nearly the entirety of the Southern military forces rely on Gears manufactured by Territorial Arms. Most of the business that Territorial Arms earns comes from lucrative government contracts emanating from the Southern Republic Army, but largely paid for by client state militaries in the Allied Southern Territories, who only marginally benefit from the arrangement. While the company has managed to secure the lion's share of the business for itself, Territorial Arms does have a few competitors in the South. Two companies that have given the corporation headaches in the past, Dynamic Systems and Mandeers, have recently merged in order to bring newer units to the market and threaten Territorial Arms' virtual monopoly.

***Sponsor Restrictions***

Territorial Arms will not work with teams that are associated with Mandeers, Dynamic Systems, or Northco. This includes their Gears.

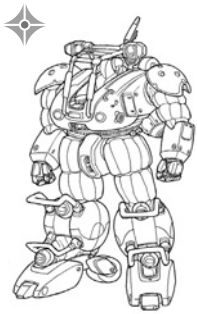
| Recruitment Threshold | 6 | Rep Cost | 75 |
|---|---|---|---|

| BENEFITS | | |
|---|---|---|
| **LEVEL 1** | **Threshold:** 4 | **Rep Cost:** 30 |
| **Cash:** 50K<br>**Goods:** Uncommon Gear (Territorial Arms) | | |
| **LEVEL 2** | **Threshold:** 5 | **Rep Cost:** 50 |
| **Cash:** 75K<br>**Goods:** Uncommon Weapons | | |
| **LEVEL 3** | **Threshold:** 6 | **Rep Cost:** 75 |
| **Cash:** 125K<br>**Goods:** Rare Gear (Territorial Arms) | | |
| **LEVEL 4** | **Threshold:** 7 | **Rep Cost:** 100 |
| **Cash:** 200K<br>**Goods:** Black Listed & Exclusive Gears (Territorial Arms) | | |

### STONEMASON

**Rarity** Common **Market Cost** 76K

A common Gear design found throughout the Southern Hemisphere in many Badland's communities, the Stonemason is a civilian market Jäger stripped of excess armor, the military sensors, communications, and weaponry. Much like the Bricklayer, the Stonemason is popular with both civilian and military markets because of its ease of maintenance and accessibility to parts. While there are other civilian produced models for industrial use, the Stonemason has been a Southern staple for its modular tool arms, but also for the familiarity with controls many veteran pilots have with the Jäger. In dueling circles, teams occasionally use the Gear in the arena. The most popular variation used in the arena is the Logger variant, which incorporates two massive forearm chainsaws, and is often used to rip through opponent's armor.



| Mfr. | Territorial Arms | Size | 6 |
|---|---|---|---|
| Maneuver | 0 | Armor | 8 / 24 |
| Movement | | Damage | S L H |
| Walker | 3" / 6" | | |

| Class | Trooper |
|---|---|
| Detect | 2 |
| Sensors | -1 |
| Fire Con. | 0 |

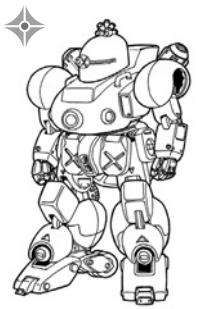
| SLOTS | | |
|---|---|---|
| Type 1 | 6 | |
| Type 2 | 0 | |
| Type 3 | 0 | |
| Type 4 | 0 | |
| Manip | 4 | Class 2 |

| Perks | Flaws |
|---|---|
| Arms, Easy to Modify | LSP (1), Exposed Crew Compartment |

### ASP

**Rarity** Common **Market Cost** 80K

After the War of the Alliance, the military needed a way to quickly replenish their forces stock of Gears. The most obvious target for the military to draw the equipment they needed came from city militia's motor pool. The city mayors protested loudly that this would leave their cities without the last line of defense. Territorial Arms offered a solution. Cycles prior to the War, the Anolis factory line had been decommissioned due to a lack of sales. Territorial Arms had been developing a new Gear specifically for city militias. Inexpensive and easy to produce, the Asp was the solution for both the military and the cities. For the price of one stock Jäger, three Asps could be purchased. The Gear is commonly derided in military circles, but for city militias, the Asp proved to be the perfect unit. Many of the Gears are found in local police departments as a crowd control Gear, and in the Badlands the cheap Gear is found in rural communities as a deterrent for rovers. While the Gear is cheap, only the most desperate teams field the inexpensive Asp. One area the Gear has found a strong following is with the professional arena clowns.



| Mfr. | Territorial Arms | Size | 6 |
|---|---|---|---|
| Maneuver | 0 | Armor | 13 / 39 |
| Movement | | Damage | S L H |
| Walker | 4" / 7" | | |
| Ground | 6" / 12" | | |

| Class | Trooper |
|---|---|
| Detect | 2 |
| Sensors | 0 |
| Fire Con. | 0 |

| SLOTS | | |
|---|---|---|
| Type 1 | 6 | |
| Type 2 | 0 | |
| Type 3 | 0 | |
| Type 4 | 0 | |
| Manip | 2 | Class 2 |

| Perks | Flaws |
|---|---|
| Arms, Reinforced Front Armor (3) | Weak Rear Facing |

## ENGINEERING COBRA

**Rarity** Common | **Market Cost** 82K

Originally, the Engineering Cobra came around from damaged Spitting Cobra Gears partially repaired and repurposed for general usage around bases. The design was popular enough for Territorial Arms to put the design into general production. Since then both military and civilian markets have enjoyed the use of the heavy loader. The Cobra's massive engine output gives the Engineering Cobra a better carrying capacity than the smaller Stonemason.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Mfr.** | Territorial Arms | **Size** | 7 | **Class** | Assault | **SLOTS** | |
| **Maneuver** | -1 | **Armor** | 19 / 57 | **Detect** | 2 | **Type 1** | 6 |
| **Movement** | | | | **Sensors** | -2 | **Type 2** | 0 |
| **Walker** | 3" / 6" | **Damage** | L H C | **Fire Con.** | 0 | **Type 3** | 0 |
| | | | | | | **Type 4** | 0 |
| | | | | | | **Manip** | 2 (Class 3) |

| Perks | Flaws |
|---|---|
| Arms | LSP (1), Exposed Crew Compartment |

## RATTLESNAKE

**Rarity** Common | **Market Cost** 105K

The first Gear to be developed to fight alongside the Jäger, the Rattlesnake is a slight variation on the pattern established by its parent. Intended to work alongside and supplement the Jäger, the Rattlesnake's armor is lighter but a heavier rocket pack gives it a bigger punch. The Rattlesnake never received the upgrades the Jäger did and it was made obsolete by the introduction of the Basilisk and the Sidewinder during the mid-19th century TN modernization of the Southern militaries. It is still used in militias, particularly in the Badlands and by the Mekong Peacekeepers and some disfavored MILICIA units. As a result of the Rattlesnake being relegated and generally decommissioned, the Rattlesnake has become pretty easy to acquire. Teams have found the design to be reliable and a good starting Gear for rookie pilots.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Mfr.** | Territorial Arms | **Size** | 6 | **Class** | Trooper | **SLOTS** | |
| **Maneuver** | 0 | **Armor** | 13 / 39 | **Detect** | 2 | **Type 1** | 6 |
| **Movement** | | | | **Sensors** | -1 | **Type 2** | 2 (Shoulder Mounts) |
| **Walker** | 4" / 7" | **Damage** | L H C | **Fire Con.** | 0 | **Type 3** | 0 |
| **Ground** | 6" / 11" | | | | | **Type 4** | 0 |
| | | | | | | **Manip** | 2 (Class 2) |

| Perks | Flaws |
|---|---|
| Arms | Defective Fire Control (1) |

## BASILISK

**Rarity** Common | **Market Cost** 107K

Another creation of VModProg, the vehicle modernization program, in the mid 19th century TN, the Basilisk was intended to serve as a light trooper Gear, a cheap, quick model that could supplement proper trooper Gears. Basically a simple version of the Jäger, the Basilisk never succeeded in its intended role. Instead, the failure of the Anolis caused the Basilisk to be pressed into service as a recon Gear, and it was often equipped with target designators and electronic warfare suites. After the introduction of the Iguana, most Basilisks were shuffled off to League militaries or MILICIA units that had fallen from favor. The Gear also reached the underground dueling circuit and became a popular alternative to the Jäger. The large domed head had tremendous surface area for advertising and team managers loved to have the Basilisk on the field as a mobile billboard, since most teams charge advertising by the square centimeter.

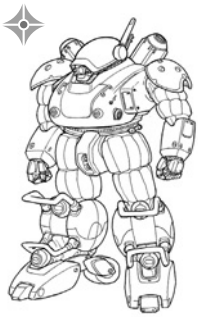
| | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Mfr.** | Territorial Arms | **Size** | 6 | **Class** | Trooper | **SLOTS** | |
| **Maneuver** | 0 | **Armor** | 15 / 45 | **Detect** | 3 | **Type 1** | 6 |
| **Movement** | | | | **Sensors** | -1 | **Type 2** | 1 (Shoulder Mount) |
| **Walker** | 4" / 7" | **Damage** | L H C | **Fire Con.** | 0 | **Type 3** | 0 |
| **Ground** | 7" / 13" | | | | | **Type 4** | 0 |
| | | | | | | **Manip** | 2 (Class 2) |

| Perks | Flaws |
|---|---|
| Arms | |

## STRIPPED-DOWN JÄGER

| Rarity | Market Cost |
|---|---|
| Common | 87K |

The Stripped Down Jäger is usually found in the MILICIA or Badland's communities that can't afford the more expensive stock Jäger. Internally, the SD Jäger is exactly the same as the standard Jäger, but the differences come from the removal armor from the upper arms and legs. Hardpoints for the rocket pods are lost in modification, which leaves the autocannon as the primary weapon system for the SD Jäger. The unarmored areas are covered in ballistic cloth armor which is cheaper to produce and has the added benefit of lightening the weight of the Gear. Since the Gear carries less weight, the SD is actually faster than its original configuration. Arena duelists that value speed over armor often use the SD Jäger variant over the stock variant.



| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Mfr. | Territorial Arms | Size | 6 | Class | Light | SLOTS | |
| Maneuver | 0 | Armor | 15 / 45 | Detect | 2 | Type 1 | 6 |
| Movement | | | | Sensors | 0 | Type 2 | 0 |
| Walker | 4" / 8" | Damage | | Fire Con. | 0 | Type 3 | 0 |
| Ground | 7" / 13" | L H C | | | | Type 4 | 0 |
| | | | | | | Manip | 2 (Class 2) |

| Perks | Flaws |
|---|---|
| Arms, Easy to Modify | |

## DARTJÄGER

| Rarity | Market Cost |
|---|---|
| Common | 158K |

Developed from the standard Jäger chassis, the Dartjäger shares most of its internal components with its parent model; however, the Dartjäger has a few features that make it stand out from the stock Jäger. The head of the Dartjäger has bulbous protrusions giving it the nickname "Bug Head". The SMS has a much more robust system designed for all terrain off-roading. The Dartjäger is very popular with duelists in the Badlands for the same reasons it was popular with the military. Speed, durability, and a rugged off-road capability translates into reliable performance. Emili Royal has made the Gear a signature of success with her string of victories in the past cycles. Territorial Arms often uses trideo footage of the duelist in their advertising campaigns.

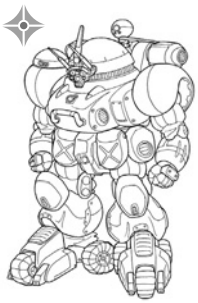
| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Mfr. | Territorial Arms | Size | 6 | Class | Light | SLOTS | |
| Maneuver | 0 | Armor | 12 / 48 | Detect | 2 | Type 1 | 6 |
| Movement | | | | Sensors | 0 | Type 2 | 1 (V-Engine) |
| Walker | 4" / 8" | Damage | | Fire Con. | 0 | Type 3 | 0 |
| Ground | 7" / 14" | S L H C | | | | Type 4 | 0 |
| | | | | | | Manip | 2 (Class 2) |

| Perks | Flaws |
|---|---|
| Arms, Easy to Modify, Improved Off-Road | Exposed Movement |

## SILVERSCALE

| Rarity | Market Cost |
|---|---|
| Uncommon | 157K |

Since the Basilisk was pressed into recon duties, the Silverscale variant of the Basilisk, was designed to maximize the unit's capabilities as a scout and spotter. A sensor boom was added to the unit along with a variety of electronics warfare capabilities. While the unit has been relegated to the MILICIA and other league armies, the Silverscale is still regarded as a good alternative to the Iguana. In the dueling circuit, Silverscales stripped of their electronic warfare capabilities are still prized Gears. The sensor boom on the back of the unit gives ranged specialists an added defensive edge that cannot be gotten anywhere else.



| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Mfr. | Territorial Arms | Size | 6 | Class | Light | SLOTS | |
| Maneuver | 0 | Armor | 14 / 42 | Detect | 5 | Type 1 | 6 |
| Movement | | | | Sensors | +1 | Type 2 | 1 (Shoulder Mount) |
| Walker | 4" / 7" | Damage | | Fire Con. | 0 | Type 3 | 0 |
| Ground | 7" / 13" | L H C | | | | Type 4 | 0 |
| | | | | | | Manip | 2 (Class 2) |

| Perks | Flaws |
|---|---|
| Arms, Sensor Boom, TD (2) | |

## ANOLIS

**Rarity** Uncommon | **Market Cost** 160K

Developed at the end of the 18th century TN, the Anolis was an overly ambitious project aimed at producing a dedicated scout Gear. Initial trials were promising, but the compact "sensor head" design proved unworkable in practice. The efficient, miniaturized engine also had a bad tendency to shut down in the middle of combat. In the early TN1930s, a group of technicians finally used modern technology to solve the Anolis' problems. Territorial Arms immediately began producing the "Anolis R" as a cheap light scout Gear. Most of the old model Anolis owners opted to buy the upgrade package offered by Territorial Arms in the cycles after the retooling. The much reviled Anolis is found in the occasional dueling team, but most teams will find alternatives to fielding the problem ridden, some say cursed, unit.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Mfr.** | Territorial Arms | **Size** | 6 | **Class** | Light | | |
| **Maneuver** | +1 | **Armor** | 11 / 33 | **Detect** | 4 | **SLOTS** | |
| **Movement** | | | | **Sensors** | +1 | **Type 1** | 6 |
| **Walker** | 5" / 9" | **Damage** | | **Fire Con.** | 0 | **Type 2** | 1 Shoulder Mount |
| **Ground** | 7" / 13" | **L H C** | | | | **Type 3** | 0 |
| | | | | | | **Type 4** | 0 |
| | | | | | | **Manip** | 2 Class 2 |

| Perks | Flaws |
|---|---|
| Arms, TD | Defective Active Sensors (1) |

## JÄGER

**Rarity** Uncommon | **Market Cost** 170K

Developed from a stolen Northern Hunter prototype, the Jäger was the chief reason for the South's rapid, decisive victory in the Southern War of TN1680. The production contract for the Jäger was granted to Territorial Arms, which has had a near-monopoly on the Southern military Gear market as a result of the contract. Since its early development, the Jäger has gone through many revisions. Subsequent minor upgrades have resulted in the current "Epsilon" model. From these military origins, the stock model Jäger has been a staple in dueling teams originating from the South. Since the parts are based on the Hunter, the Jäger's components are largely interchangeable with its Northern counterpart. This makes parts readily available on the market.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Mfr.** | Territorial Arms | **Size** | 6 | **Class** | Trooper | | |
| **Maneuver** | 0 | **Armor** | 15 / 60 | **Detect** | 2 | **SLOTS** | |
| **Movement** | | | | **Sensors** | 0 | **Type 1** | 6 |
| **Walker** | 4" / 7" | **Damage** | | **Fire Con.** | 0 | **Type 2** | 2 Shoulder Mounts |
| **Ground** | 6" / 12" | **S L H C** | | | | **Type 3** | 0 |
| | | | | | | **Type 4** | 0 |
| | | | | | | **Manip** | 2 Class 2 |

| Perks | Flaws |
|---|---|
| Arms, Easy to Modify | |

## IGUANA

**Rarity** Rare | **Market Cost** 266K

The Iguana was created in the late 19th century TN as part of the Southern modernization program. The failure of the overly-ambitious Anolis had left the South without a proper recon Gear, forcing most regiments to once again rely on Basilisks and stripped-down Jägers for recon duty. The Iguana is an impressive design. While not as fast or agile as some dedicated scout Gears, the Iguana's armor is only slightly thinner than the Jäger's. The stout little Gear is wildly popular with duelists lucky enough to get their hands on them. The Gear is in such high demand that Territorial Arms has licensed the Gear to be produced in the ESE via Skavara Heavy Industry. Most of the Iguana's that reach the Badlands are produced by the SHI, which sales the Gears for a premium.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Mfr.** | Territorial Arms | **Size** | 6 | **Class** | Light | | |
| **Maneuver** | +1 | **Armor** | 14 / 42 | **Detect** | 4 | **SLOTS** | |
| **Movement** | | | | **Sensors** | +1 | **Type 1** | 6 |
| **Walker** | 5" / 9" | **Damage** | | **Fire Con.** | 0 | **Type 2** | 1 Shoulder Mount |
| **Ground** | 7" / 14" | **L H C** | | | | **Type 3** | 0 |
| | | | | | | **Type 4** | 0 |
| | | | | | | **Manip** | 2 Class 2 |

| Perks | Flaws |
|---|---|
| Arms, TD (2), Backup Sensors | |

## BLACK MAMBA

**Rarity** Rare | **Market Cost** 266K

The Black Mamba showcases many of the recent advances in Southern Gear design. Lightweight materials and sophisticated construction have created a combination of mobility, firepower and armor that makes for a potent combat vehicle. This superiority is not without cost. In order to keep the Gear's weight down, its rear is very lightly armored, leaving it very vulnerable to surprise attacks and flanking maneuvers. Because of the high demand for the Black Mamba, very few of the Gears are found in dueling teams. Teams sponsored by Territorial Arms are fortunate to have access to the highly coveted Gear.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Mfr.** | Territorial Arms | **Size** | 6 | **Class** | Heavy | | |
| **Maneuver** | +1 | **Armor** | 17 / 51 | **Detect** | 3 | **Type 1** | 6 |
| **Movement** | | | | **Sensors** | +1 | **Type 2** | 1 V-Engine |
| **Walker** | 5" / 9" | **Damage** | L H C | **Fire Con.** | +1 | **Type 3** | 2 Shoulder Mount |
| **Ground** | 7" / 14" | | | | | **Type 4** | 0 |
| | | | | | | **Manip** | 2 Class 3 |

**Perks**: Arms, Autopilot

**Flaws**: Weak Rear Facing

## SPITTING COBRA

**Rarity** Rare | **Market Cost** 190K

The Spitting Cobra is a uniquely Southern fire-support Gear. Territorial Arms based the design on the unpopular but effective "Constrictor" series of Gears by Mandeers Heavy Industries. Like most Southern specialist Gears, the Cobra actually covers a wide variety of roles. Its heavy armor and ample protection for the pilot makes it well-suited for heavy assault roles. The Spitting Cobra's popularity with the militaries of the South make it difficult for duelist teams to gain access to the machine, but like the Black Mamba having association with Territorial Arms gives access to the advanced machine.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Mfr.** | Territorial Arms | **Size** | 7 | **Class** | Assault | | |
| **Maneuver** | -1 | **Armor** | 21 / 84 | **Detect** | 2 | **Type 1** | 7 |
| **Movement** | | | | **Sensors** | 0 | **Type 2** | 1 Shoulder Mount |
| **Walker** | 3" / 6" | **Damage** | S L H C | **Fire Con.** | 0 | **Type 3** | 1 V-Engine |
| **Ground** | 5" / 10" | | | | | **Type 4** | 1 V-Engine |
| | | | | | | **Manip** | 2 Class 3 |

**Perks**: Arms, Reinforced Crew Compartment

**Flaws**: LSP (1)

## KING COBRA

**Rarity** Black Listed Exclusive | **Market Cost** 493K

During the War of the Alliance, the AST found that their older assault Gears lacked the firepower necessary to assault heavily-entrenched CEF positions. The result was the King Cobra. The Cobra's basic weapon load was nearly identical to that of the Spitting Cobra, modified slightly for an assault role, but its armor was much heavier and its speed was higher. Territorial Arms occasionally opens up the King Cobra up for dueling team that they sponsor. The extremely expensive unit is only sold to the most trusted teams that have been with Territorial Arms for cycles. Teams that somehow manage to get their hands on a King Cobra without Territorial Arms sponsorship usually disappear before they can ever field them in the arena.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Mfr.** | Territorial Arms | **Size** | 7 | **Class** | Assault | | |
| **Maneuver** | -1 | **Armor** | 21 / 105 | **Detect** | 2 | **Type 1** | 6 |
| **Movement** | | | | **Sensors** | 0 | **Type 2** | 1 Shoulder Mount |
| **Walker** | 3" / 6" | **Damage** | S S L H C | **Fire Con.** | 0 | **Type 3** | 2 Shoulder Mounts |
| **Ground** | 6" / 11" | | | | | **Type 4** | 2 V-Engine |
| | | | | | | **Manip** | 2 Class 4 |

**Perks**: Arms, Improved Rear Defense, Reinforced Front Armor (2), Reinforced Crew Compartment

**Flaws**: LSP (1)

## PAXTON ARMS
THE PEACE RIVER CORPORATION

***Major Gear Manufacturer***

Founded in the Badlands centuries ago, the once massive global arms dealer has struggled to return to its previous glory. The loss of Peace River, the city state which was almost synonymous with the corporation, was a severe blow to the corporations profits and image. While sympathy was garnered across the globe, there were many individuals left wondering why the weapon's manufacturer couldn't protect its home city. From TN1939 to the current season, the corporation has fought hard to regain its foothold as the primary weapons manufacturer for the planet. Part of the marketing revenue for the massive corporation has gone to Dueling teams in a variety of circuits in order to generate visibility and properly demonstrate the quality of the company's product.

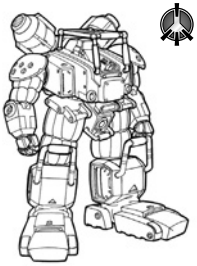
| Recruitment Threshold | 5 | Rep Cost | 100 |
|---|---|---|---|

| BENEFITS | | |
|---|---|---|
| **LEVEL 1** | **Threshold:** 4 | **Rep Cost:** 40 |
| **Cash:** 50K<br>**Goods:** Uncommon Gears (Paxton) | | |
| **LEVEL 2** | **Threshold:** 6 | **Rep Cost:** 75 |
| **Cash:** 75K<br>**Goods:** Uncommon Components | | |
| **LEVEL 3** | **Threshold:** 7 | **Rep Cost:** 100 |
| **Cash:** 125K<br>**Goods:** Rare Gears (Paxton) | | |
| **LEVEL 4** | **Threshold:** 8 | **Rep Cost:** 125 |
| **Cash:** 200K<br>**Goods:** Black Listed & Exclusive Gears (Paxton) | | |

While sponsorship is easy to come by, Paxton has been less apt to give the teams access to their higher tech.

***Sponsor Restrictions***

If Paxton is taken for the Team's Major selection then the Team's minor slot is filled by Paxton as well (See Paxton Arms: Weapons Manufacturing page 54).



### VALENCE

**Rarity** Common | **Market Cost** 42K

A general purpose work Gear designed by Paxton, the Valence is generally only found in areas of the Paxton Protectorate. The relatively new design has had trouble finding a market due to so much competition in the civilian market. In order to combat this problem, Paxton does sell the unit to dueling teams to showcase the superiority of the Gear. Most of the teams that have used the Valence have noted that it performs as well as a Bricklayer or Stonemason. As a result only the poorer teams tend to utilize the Valence to any degree. Much like the Valence's polar counterparts, the Gear has modular tool arms that can be purposed to a variety of tasks so it is still a popular Gear to use in the maintenance bays or in the arenas in the post game clean up.

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| **Mfr.** | Paxton Arms | **Size** | 6 | **Class** | Trooper | **SLOTS** | **Type 1** | 6 |
| **Maneuver** | 0 | **Armor** | 8 / 24 | **Detect** | 2 | | **Type 2** | 0 |
| **Movement** | | | | **Sensors** | -1 | | **Type 3** | 0 |
| **Walker** | 3" / 6" | **Damage** | S L H | **Fire Con.** | -1 | | **Type 4** | 0 |
| | | | | | | | **Manip** | 2 (Class 2) |

| Perks | Flaws |
|---|---|
| Arms | Exposed Crew Compartment, Exposed Movement |

### PIT BULL

**Rarity** Common | **Market Cost** 148K

Much like the Warrior on which it is based, the Pit Bull has undergone many revisions. I was first produced in the TN 1870s as a police Gear for the Peace Officer Corps (POC). I has sold much better than the Warrior thanks to its low cost, distinctive role and appearance, and great service record. Many Badlanders that fought in the War of the Alliance remember being saved from advancing GRELs by the timely arrival of a unit of Pit Bulls. Police forces around the globe have bought the vehicle and they are frequently found in the hands of Badland Militias, Rovers, and even small town marshals. The Pit Bull's speed and general utility has made is a favorite choice of some duelists as well. Every once and awhile, a few War of the Alliance veterans still pilot their Pit Bulls from the war in the arena to relive their glory days.

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| **Mfr.** | Paxton Arms | **Size** | 6 | **Class** | Light | **SLOTS** | **Type 1** | 7 |
| **Maneuver** | +1 | **Armor** | 12 / 36 | **Detect** | 3 | | **Type 2** | 0 |
| **Movement** | | | | **Sensors** | +1 | | **Type 3** | 0 |
| **Walker** | 4" / 8" | **Damage** | L H C | **Fire Con.** | 0 | | **Type 4** | 0 |
| **Ground** | 8" / 15" | | | | | | **Manip** | 2 (Class 2) |

| Perks | Flaws |
|---|---|
| Arms, Backup Sensors | Decreased Maneuverability (-1 in Ground) |

## WARRIOR

**Rarity** Common | **Market Cost** 174K

The first Warrior rolled off Paxton Arms production lines in TN 1802. Based very much on the Hunter, the Warrior fulfills much of the same role, although the Mk2 and 3 (still designated Warrior) have added an ECM suite. Like all Paxton Vehicles, it is generally more comfortable for the pilots and capable of longer patrols. Despite this, the Warrior has only seen major use in the PRDF, Badlands militias and in some Emirate forces, as the polar militaries prefer to use their home-built models. Even though the polar forces do not use the Warrior, duelists are frequent users of the Warrior due to the ease of access to them. Paxton sells the Warrior to anyone that has cash, and Duelists generally get them at a good price due to the fact that its good PR for the company. The Warrior sold to duelists does not have the standard ECM package as ECM equipment is not allowed in the arenas.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Mfr.** | Paxton Arms | **Size** | 6 | **Class** | Trooper | | |
| **Maneuver** | 0 | **Armor** | 15 / 60 | **Detect** | 2 | **Type 1** | 6 |
| **Movement** | | | | **Sensors** | 0 | **Type 2** | 2 Shoulder Mounts |
| **Walker** | 4" / 7" | **Damage** | | **Fire Con.** | 0 | **Type 3** | 0 |
| **Ground** | 6" / 12" | S L H C | | | | **Type 4** | 0 |
| | | | | | | **Manip** | 2 Class 2 |

| Perks | Flaws |
|---|---|
| Arms, Easy to Modify | |

## CRUSADER IV

**Rarity** Uncommon | **Market Cost** 172K

The Crusader was introduced as an alternative to the polar Grizzly and Cobra early in the TN 1800s, but to very poor reviews and even worse sales. Over the next few decades, Paxton Arms reworked the Crusader until a more functional vehicle was created. The Crusader IV was much better than its predecessors and was even used by some desperate polar forces in the War of the Alliance. Its extreme vulnerability to particle accelerators and electrical weapons gave it a bad reputation. Dueling Teams have loved using the venerable Crusader in the arena. The typical vibro axe used by the Crusader has always been popular with the Gear's pilots. Paxton has made some variations of the Gear specifically for the Dueling market.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Mfr.** | Paxton Arms | **Size** | 7 | **Class** | Assault | | |
| **Maneuver** | -1 | **Armor** | 19 / 95 | **Detect** | 2 | **Type 1** | 6 |
| **Movement** | | | | **Sensors** | 0 | **Type 2** | 0 |
| **Walker** | 3" / 5" | **Damage** | | **Fire Con.** | 0 | **Type 3** | 2 Shoulder Mounts |
| **Ground** | 5" / 10" | S S L H C | | | | **Type 4** | 1 V-Engine |
| | | | | | | **Manip** | 2 Class 3 |

| Perks | Flaws |
|---|---|
| Arms, Reinforced Crew Compartment | LSP (1), Vulnerable to Haywire |

## WARRIOR IV

**Rarity** Uncommon | **Market Cost** 181K

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

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Mfr.** | Paxton Arms | **Size** | 6 | **Class** | Heavy | | |
| **Maneuver** | 0 | **Armor** | 17 / 51 | **Detect** | 3 | **Type 1** | 6 |
| **Movement** | | | | **Sensors** | 0 | **Type 2** | 0 |
| **Walker** | 5" / 9" | **Damage** | | **Fire Con.** | +1 | **Type 3** | 2 Shoulder Mounts |
| **Ground** | 7" / 14" | L H C | | | | **Type 4** | 0 |
| | | | | | | **Manip** | 2 Class 2 |

| Perks | Flaws |
|---|---|
| Arms, Ram Plate (F) | |

## GLADIATOR

**Rarity** Rare | **Market Cost** 220K

Designed by Paxton to fill the demand of a high end underground dueling Gear, the Gladiator was originally an expansion on their Warrior chassis. Over the design process though, the Gladiator developed into an extremely high end Gear. Initially the PRDF wanted to utilize the advanced Gear for themselves, but they discovered that the machine burned through fuel at almost twice the rate of their other units. As a result, the only market the Gladiator had at that point was dueling market and the odd wealthy Badlands township. In the last decade, Paxton has redesigned the engine to be more fuel efficient. The Peace Officer Corp is testing the new Gladiator design alongside their regular patrols to see if the advanced unit would be appropriate for use in the PRDF.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Mfr.** | Paxton Arms | **Size** | 6 | **Class** | Heavy | **SLOTS** | |
| **Maneuver** | +1 | **Armor** | 15 / 60 | **Detect** | 2 | **Type 1** 6 | |
| **Movement** | | | | **Sensors** | 0 | **Type 2** 2 | Forearm Mounts |
| **Walker** | 5" / 9" | **Damage** | | **Fire Con.** | +1 | **Type 3** 0 | |
| **Ground** | 6" / 12" | **S L H C** | | | | **Type 4** 0 | |
| | | | | | | **Manip** 2 | Class 2 |

| Perks | Flaws |
|---|---|
| Arms, Ram Plate (F), Reinforced Crew Compartment | |

## SKIRMISHER

**Rarity** Rare Exclusive | **Market Cost** 247K

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

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Mfr.** | Paxton Arms | **Size** | 6 | **Class** | Light | **SLOTS** | |
| **Maneuver** | +1 | **Armor** | 13 / 39 | **Detect** | 5 | **Type 1** 6 | |
| **Movement** | | | | **Sensors** | +1 | **Type 2** 1 | Shoulder Mount |
| **Walker** | 5" / 10" | **Damage** | | **Fire Con.** | 0 | **Type 3** | |
| **Ground** | 8" / 15" | **L H C** | | | | **Type 4** 0 | |
| | | | | | | **Manip** 2 | Class 2 |

| Perks | Flaws |
|---|---|
| Arms, TD | |

## CATAPHRACT

**Rarity** Black Listed Exclusive | **Market Cost** 395K

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

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Mfr.** | Paxton Arms | **Size** | 8 | **Class** | Assault | **SLOTS** | |
| **Maneuver** | -1 | **Armor** | 23 / 115 | **Detect** | 3 | **Type 1** 8 | |
| **Movement** | | | | **Sensors** | 0 | **Type 2** 0 | |
| **Walker** | 3" / 6" | **Damage** | | **Fire Con.** | 0 | **Type 3** 2 | Shoulder Mounts |
| **Ground** | 6" / 12" | **S S L H C** | | | | **Type 4** 2 | V-Engine |
| | | | | | | **Manip** 2 | Class 4 |

| Perks | Flaws |
|---|---|
| Arms, Improved Rear Defense, Reinforced Crew Compartment, Emergency Medical, | LSP (1) |

## SHAIAN

***Minor Gear, Weapons & Systems Manufacturer***

Shaian is a fast rising star in the Northern Lights Confederacy. While the company has been around for decades, it wasn't until the release of the Cheetah and its variants that the company made its mark as a serious contender to Northco's dominance in the Northern militaries. With the success of the Cheetah, the company is looking at expanding its market share from recon units to the lucrative high performance elite machines currently filled by the Jaguar. In the next cycle, Shaian is planning on unveiling their newest machine, the Lion, and is hoping that the newest unit will supplant the Jaguar. As far as Shaian's relationship to Dueling teams, they enjoy taking existing units and upgrading them with their advanced actuator technology and as part of their contract with teams, they expect team members to endorse the performance of their parts at least once every interview. In addition to actuator upgrades, Shaian has access to advanced armor upgrades which utilize lighter materials capable of withstanding more punishment.

| Recruitment Threshold | 5 | Rep Cost | 75 |
|---|---|---|---|

**BENEFITS**

| LEVEL 1 | Threshold: 4 | Rep Cost: 40 |
|---|---|---|
| **Cash:** 50K<br>**Goods:** Uncommon Gear (Shaian) or Uncommon Components | | |
| **LEVEL 2** | **Threshold:** 5 | **Rep Cost:** 60 |
| **Cash:** 75K<br>**Goods:** Secondary Engineer or Advanced Actuators | | |
| **LEVEL 3** | **Threshold:** 7 | **Rep Cost:** 75 |
| **Cash:** 125K<br>**Goods:** Rare Gear (Shaian) or Rare Components | | |
| **LEVEL 4** | **Threshold:** 8 | **Rep Cost:** 100 |
| **Cash:** 200K<br>**Goods:** Black Listed Components or Tertiary Engineer | | |

***Sponsor Restrictions***

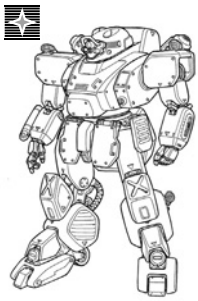
Must have at least one Cheetah in every battle. If the team does not have a Cheetah, then the team must make a one time purchase at market cost when they sign on with Shaian. The team is limited to a single Cheetah purchased from Shaian until the team reaches the minimum level.

### CHEETAH

| Rarity | Uncommon | Market Cost | 327K |
|---|---|---|---|

A small and agile design, the Cheetah is the North's primary scout Gear. It uses extremely specialized and high-performance systems to achieve its impressive speed and handling. The downside to the performance capabilities is that the Cheetah's pilot compartment is very cramped even compared to other Gear designs, requiring pilots with small statures. The vast majority of Cheetahs produced during the "Judas Syndrome" cycles in the early TN1900s were purchased by the Norlight Armed Forces, who still own more than any of the other Northern armies.

The epitome of small and fast, the Cheetah makes a poor general-purpose trooper Gear, but shines when it is able to take advantage of its speed, maneuverability, and relatively powerful weapons. The most common Cheetah variant loadouts upgrade its weapons which allows it to be used as a raider, scout, or support unit by commando teams. It often serves as a spotter for Gears or Striders with Guided weapons.



| Mfr. | Shaian | Size | 6 |
|---|---|---|---|
| Maneuver | +2 | Armor | 10 / 30 |
| Movement | | | |
| Walker | 6" / 11" | Damage | L H C |
| Ground | 8" / 15" | | |

| Class | Light |
|---|---|
| Detect | 5 |
| Sensors | +2 |
| Fire Con. | 0 |

| SLOTS | | |
|---|---|---|
| Type 1 | 6 | |
| Type 2 | 1 | Shoulder Mount |
| Type 3 | 0 | |
| Type 4 | 0 | |
| Manip | 2 | Class 2 |

| Perks | Flaws |
|---|---|
| Arms, Target Designator | |

### STRIKE CHEETAH

| Rarity | Rare | Market Cost | 340K |
|---|---|---|---|

Designed to be a raiding unit, the Strike Cheetah is an up-armored variant of the stock Cheetah. The unit does not sacrifice the speed or mobility found on the basic unit, but does lose its shoulder mounts usually reserved for rocket pods and missile systems. The Strike Cheetah is incredibly popular with both the military and the Dueling circuit. Dafnae Cornice made the unit famous after her TN1945 win against Alex Torvas. Her Fast Cat II trounced Torvas's Black Adder without suffering a single hit from her opponent.

| Mfr. | Shaian | Size | 6 |
|---|---|---|---|
| Maneuver | +2 | Armor | 12 / 48 |
| Movement | | | |
| Walker | 6" / 11" | Damage | S L H C |
| Ground | 8" / 15" | | |

| Class | Light |
|---|---|
| Detect | 5 |
| Sensors | +2 |
| Fire Con. | 0 |

| SLOTS | | |
|---|---|---|
| Type 1 | 6 | |
| Type 2 | 0 | |
| Type 3 | 0 | |
| Type 4 | 0 | |
| Manip | 2 | Class 2 |

| Perks | Flaws |
|---|---|
| Arms | |

KEIMURI GEAR

***Minor Gear, Weapons & Systems Manufacturer***

This UMF company manufactures one of the North's most popular civilian Gears. Their innovative Ferret design is often referred to a Gear Cycle or more affectionately known as the "Butt-Wheel". The civilian model is still highly collectible and Northern recon pilots have an affection with the low profile, fast Gear. In dueling circles, Keimuri's Ferrets are always crowd favorites, and the Mauler Ferret was specifically designed by duelists in Khay ar-Din for the arena. In order to capitalize on this popular design, the corporation manufactures official variants of the Mauler Ferret for teams in order to showcase the design capabilities of their products. In recent cycles, the success of two sponsored teams using Ferrets has really propelled Keimuri to seek out new talent to showcase their product lines.

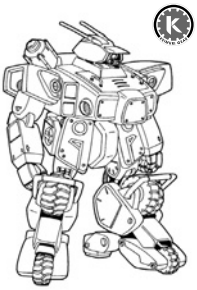
| Recruitment Threshold | 4 | Rep Cost | 70 |
|---|---|---|---|

**BENEFITS**

| LEVEL 1 | Threshold: 4 | Rep Cost: 80 |
|---|---|---|
| **Cash:** 50K<br>**Goods:** Uncommon Gears (Keimuri) or Uncommon Components | | |
| **LEVEL 2** | **Threshold: 5** | **Rep Cost: 100** |
| **Cash:** 75K<br>**Goods:** Second Engineer or Target Designator Component | | |
| **LEVEL 3** | **Threshold: 7** | **Rep Cost: 125** |
| **Cash:** 125K<br>**Goods:** Rare Gear (Keimuri) or Rare Components | | |
| **LEVEL 4** | **Threshold: 8** | **Rep Cost: 150** |
| **Cash:** 200K<br>**Goods:** Black Listed Components or Tertiary Engineer | | |

***Sponsor Restrictions***

Teams must use either a Ferret, Ferret MkII, or Weasel in their game in order to gain access the Keimuri corporate benefits. If a Ferret, Ferret MkII, or Weasel is used in the game and the team wins then the team can access benefits at half the listed Rep cost.



## WILDCAT

| Rarity | Common | Market Cost | 96K |
|---|---|---|---|

The Wild Cat was an early Keimuri joint design with Northco. The Bobcat proved to be an effective scout for its time and had many design features that made it lucrative for other battlefield roles. Keimuri designed the Wildcat to function as an intermediary trooper unit to the Hunter, but the design was largely considered a failure by Northco. Interest in the unit was only found in the WFPA and Badland's communities that needed the rugged suspension system. The Gear is still produced in limited quantities by Keimuri's WFP subsidiary and under license by Neal Motorworks in NuCoal. Duelists in less successful teams are often stuck using the Gear until they can find a better unit.

| Mfr. | Keimuri | Size | 6 |
|---|---|---|---|
| Maneuver | 0 | Armor | 14 / 42 |
| Movement | | Damage | L H C |
| Walker | 4" / 7" | | |
| Ground | 7" / 13" | | |

| Class | Trooper |
|---|---|
| Detect | 3 |
| Sensors | 0 |
| Fire Con. | 0 |

**SLOTS**

| | | |
|---|---|---|
| Type 1 | 6 | |
| Type 2 | 1 | Shoulder Mount |
| Type 3 | 0 | |
| Type 4 | 0 | |
| Manip | 2 | Class 2 |

| Perks | Flaws |
|---|---|
| Arms, Improved Off-Road | Exposed Movement |

## FERRET

| Rarity | Uncommon | Market Cost | 156K |
|---|---|---|---|

This unique scout Gear design was widely used throughout the North prior to the introduction of the Cheetah, and is still found in spotter and recon roles in many regiments. The Ferrets design features short, stubby legs and a prominent "buttwheel". When switching to its Secondary Movement System (SMS), the Ferret's legs lock together and it settles back on the buttwheel, converting the Gear into a low-signature oversized motorcycle. Even though the Ferret is largely obsolete as a combat Gear, it has been immortalized in Northern pop culture, and civilian models continue to be absurdly popular. Despite their weak armament, Ferrets are not to be underestimated. Reports from the War of the Alliance tell of Ferrets performing many seemingly-impossible stunts, including taking out a hovertank single-handed with a hand grenade. In the arenas around the planet, Ferrets are wildly popular. Pilots that master using Ferrets often earn a cult following. The fact that Ferrets are cheaper than Cheetahs help their popularity with team managers.

| Mfr. | Keimuri | Size | 5 |
|---|---|---|---|
| Maneuver | +1 | Armor | 12 / 36 |
| Movement | | Damage | L H C |
| Walker | 3" / 6" | | |
| Ground | 7" / 13" | | |

| Class | Light |
|---|---|
| Detect | 5 |
| Sensors | +1 |
| Fire Con. | 0 |

**SLOTS**

| | | |
|---|---|---|
| Type 1 | 6 | |
| Type 2 | 1 | V-Engine |
| Type 3 | 0 | |
| Type 4 | 0 | |
| Manip | 2 | Class 2 |

| Perks | Flaws |
|---|---|
| Arms, TD, Low Profile (Ground Mode) | Exposed Movement,<br>Decreased Maneuver (-2 in Walker) |

## FERRET MKII

| Rarity | Rare | Market Cost | 174K |
|---|---|---|---|

When the Cheetah was introduced to the Northern armies, Keimuri decided to upgrade their older model Ferret with newer capabilities to compete. The ground speed of the MK II is just as fast as the Cheetah's, and the Ferret MK II is cost competitive to the Cheetah. For the same reasons Ferrets are found in many teams, the MK II is equally popular to its predecessor model. Many duelists upgrade to the MK II and retire their older Ferrets to their team clowns.

| Mfr. | Keimuri | Size | 5 | Class | Light |
|---|---|---|---|---|---|
| Maneuver | +1 | Armor | 12 / 36 | Detect | 5 |
| Movement | | | | Sensors | +1 |
| Walker | 3" / 6" | Damage | L H C | Fire Con. | 0 |
| Ground | 8" / 16" | | | | |

| SLOTS | | |
|---|---|---|
| Type 1 | 6 | |
| Type 2 | 1 | V-Engine |
| Type 3 | 0 | |
| Type 4 | 0 | |
| Manip | 2 | Class 2 |

| Perks | Flaws |
|---|---|
| Arms, TD, Low Profile (Ground Mode) | Exposed Movement, Decreased Maneuver (-2 in Walker) |

## MANDEERS HEAVY INDUSTRIES

***Minor Gear, Weapons & Systems Manufacturer***

Founded in the 16th century, Mandeers is a Southern Company that specializes in energy production. During the 19th century, the company decided to branch out into Gear manufacturing and developed a number of successful and not so successful designs for the Southern Republic Army. The Viper series and Python were two well known and well regarded Gears manufactured by the company, but the aging military line has largely been replaced by more advanced models by the company's chief competitor, Territorial Arms. While Mandeers lack of military market presence has hurt the company in recent years, the massive corporation enjoys a strong following in the civilian and police market, and it has taken steps to regain its foothold in the Southern military market with its partnership with up and coming Dynamic Systems. The two companies have designed the Diamondback Gear which has a made inroads in the ESE emirate retinues and Mekongese based MILICIA units flush with corporate cash. Strangely, the Southern Republic Army, normally the recipient of newer equipment, has been left out of the bidding process. Some in the Estates General are questioning Mandeers's loyalty to the Southern Republic, but so far the company has managed to stay out of the sights of the government. Most speculate that Territorial Arms is pressuring the SRA not to procure the advanced machines for fear that Mandeers would find their way back into the largest military market in the South.

| Recruitment Threshold | 5 | Rep Cost | 70 |
|---|---|---|---|

| BENEFITS | | |
|---|---|---|
| **LEVEL 1** | **Threshold:** 4 | **Rep Cost:** 40 |
| **Cash:** 50K<br>**Goods:** Uncommon Gears (Mandeers) or Uncommon Weapons | | |
| **LEVEL 2** | **Threshold:** 5 | **Rep Cost:** 60 |
| **Cash:** 75K<br>**Goods:** Secondary Engineer or Uncommon Components | | |
| **LEVEL 3** | **Threshold:** 7 | **Rep Cost:** 75 |
| **Cash:** 125K<br>**Goods:** Rare Weapons or Rare Components | | |
| **LEVEL 4** | **Threshold:** 8 | **Rep Cost:** 100 |
| **Cash:** 200K<br>**Goods:** Black Listed Weapons (Advanced) or Tertiary Engineer | | |

***Sponsor Restrictions***

Mandeers will not work with Territorial Arms. Teams may not use any Gears manufactured by Territorial Arms. Teams that have Mandeers as a sponsor may take Dynamic Systems as a secondary choice. If this option is exercised then Mandeers becomes the Teams Major Gear Manufacturer and Dynamic Systems becomes the Minor Gear Manufacturer.

## COPPERHEAD

| Rarity | Common | Market Cost | 110K |
|---|---|---|---|

Originally produced by Territorial Arms, the Copperhead was designed in a joint venture between Mandeers. The Copperhead Gear was designed to replace the aging Rattlesnake's role on the battlefield, and lead to a number of safety advancements which would lead to the late 19th Century's VModProg refit. In TN1938, Mandeers retooled one of their civilian Gear factory lines to manufacture a second generation Copperhead as replacement Gears for units lost during the Interpolar War. Arena teams are given access to the new design Copperhead to advertise the Gear for the Badland's market, and has proven to be relatively popular with most duelists.

| Mfr. | Mandeers | Size | 6 | Class | Trooper |
|---|---|---|---|---|---|
| Maneuver | 0 | Armor | 13 / 39 | Detect | 2 |
| Movement | | | | Sensors | 0 |
| Walker | 5" / 9" | Damage | L H C | Fire Con. | 0 |
| Ground | 6" / 12" | | | | |

| SLOTS | | |
|---|---|---|
| Type 1 | 6 | |
| Type 2 | 2 | Shoulder Mounts |
| Type 3 | 0 | |
| Type 4 | 0 | |
| Manip | 2 | Class 2 |

| Perks | Flaws |
|---|---|
| Arms, Reinforced Crew Compartment | Defective Active Sensors (1) |

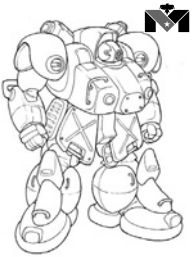
## DESERT VIPER

**Rarity** Uncommon | **Market Cost** 146K

One of the many Southern designs inspired by the Northern Razorback was the Desert Viper. The Viper was among the first designs produced by VModProg to enter service. Issues with the transmission led to the removal of the secondary movement system (SMS) and the sensor cluster in the head still does not work properly, but the design was and is still very popular. The lack of an SMS in the stock model Desert Viper means that generally speaking the Viper is not found in the arena circuit, but a few duelists have made their mark using the older assault Gear.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Mfr.** | Mandeers | **Size** | 6 | **Class** | Heavy | | |
| **Maneuver** | 0 | **Armor** | 16 / 48 | **Detect** | 3 | **SLOTS** | |
| **Movement** | | | | **Sensors** | 0 | **Type 1** | 6 |
| **Walker** | 4" / 7" | **Damage** | L H C | **Fire Con.** | 0 | **Type 2** | 0 |
| | | | | | | **Type 3** | 1 |
| | | | | | | **Type 4** | 0 |
| | | | | | | **Manip** | 2 Class 3 |

| Perks | Flaws |
|---|---|
| Arms, Rugged Movement System, Reinforced Front Armor (2), Improved Off-Road | LSP (1) Defective Active Sensors (2) |



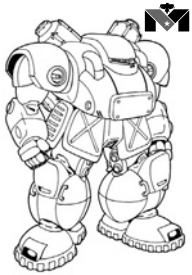
## PYTHON

**Rarity** Uncommon | **Market Cost** 167K

The Python was the first long-range support Gear introduced for the Southern military. Its predecessors, the Boa and Anaconda, had been fatally flawed and had never entered active service. The Python, based very loosely on the Northern Razorback, provided medium-range fire support for general purpose trooper Gears. It was never very popular, despite good performance and was quickly replaced by Territorial Arms' very similar Spitting Cobra Gear at the end of the 19th century TN. It still sees service in the MILICIA, Mekong Peacekeepers and, much to the chagrin of the Peacekeepers, Mekong jungle bandit bands. With ready access to the Python throughout the Badlands and in the South, the Python is a popular alternative to the more expensive Spitting Cobra for dueling teams.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Mfr.** | Mandeers | **Size** | 7 | **Class** | Assault | | |
| **Maneuver** | -1 | **Armor** | 19 / 57 | **Detect** | 2 | **SLOTS** | |
| **Movement** | | | | **Sensors** | 0 | **Type 1** | 6 |
| **Walker** | 3" / 6" | **Damage** | L H C | **Fire Con.** | 0 | **Type 2** | 1 Shoulder Mount |
| **Ground** | 5" / 10" | | | | | **Type 3** | 2 V-Engine |
| | | | | | | **Type 4** | 0 |
| | | | | | | **Manip** | 2 Class 3 |

| Perks | Flaws |
|---|---|
| Arms | LSP (1), Defective Active Sensors (1) |



## BOA

**Rarity** Uncommon | **Market Cost** 184K

Designed as the super heavy fire support Gear in the Constrictor series, the Boa never made it to the field as a general use Gear. When Mandeers designed the Boa, they wanted to make it the most well protected Gear on the market at the time; however, the added weight of the unit caused the Boa to be useless as a fire support Gear since it could not carry heavy weaponry needed to fulfill the role. The problem was solved by a NuCoal corporation, Neal Motowerks, who found a solution for the Boa's weight problem by increasing the power to the unit via a revolutionary quad engine design. The Neal Motorworks solution for the Boa instantly made the Gear a popular choice for Duelists and in recent cycles a number of winning teams have had the super heavy assault Gear on their team.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Mfr.** | Mandeers | **Size** | 7 | **Class** | Assault | | |
| **Maneuver** | -1 | **Armor** | 22 / 88 | **Detect** | 3 | **SLOTS** | |
| **Movement** | | | | **Sensors** | 0 | **Type 1** | 6 |
| **Walker** | 3" / 6" | **Damage** | S L H C | **Fire Con.** | 0 | **Type 2** | 2 Shoulder Mounts |
| **Ground** | 5" / 10" | | | | | **Type 3** | 2 V-Engine |
| | | | | | | **Type 4** | 0 |
| | | | | | | **Manip** | 2 Class 3 |

| Perks | Flaws |
|---|---|
| Arms, Reinforced Crew Compartment, Rugged Movement, Reinforced Front Armor (1) | LSP (1), Defective Active Sensors (1) |

## DYNAMIC SYSTEMS

***Minor Gear, Weapons & Systems Manufacturer***

A relatively new company in the Gear manufacturing world, Dynamic Systems began its life as a design firm the late 18th century. Their first major Gear design involved joint ventures with Territorial Arms during the South's military overhaul in the late 19th century. Among their most famous designs, the Sidewinder was a technical marvel of the time and extremely popular with pilots, who enjoyed the numerous safety features found in the unit. With a TN1940 legal victory in hand, Dynamic Systems now produces the Sidewinder and Black Adder model Gears along with advanced components for Mandeers's Diamondback Gear and a number of the Fort Neal Gears.

Though based out of Newton, Dynamic Systems has two major production facilities on Terra Nova. Timbuktu is where their primary manufacturing and design facility is located, but following the Interpolar War, a smaller components factory was built at Fort Neal to accommodate their growing partnership with Neal Motorworks. Learning from their mistakes with Territorial Arms in decades prior, Dynamic Systems entered into partnership with the Badland's manufacturer as way to curtail absorption by their Mandeers partnership.

| Recruitment Threshold | 6 | Rep Cost | 80 |
|---|---|---|---|

**BENEFITS**

| LEVEL 1 | Threshold: 4 | Rep Cost: 80 |
|---|---|---|
| **Cash:** 50K<br>**Goods:** Uncommon Gear (Dynamic Systems) or Technician | | |
| **LEVEL 2** | **Threshold:** 5 | **Rep Cost:** 100 |
| **Cash:** 75K<br>**Goods:** Secondary Engineer or Uncommon Components | | |
| **LEVEL 3** | **Threshold:** 7 | **Rep Cost:** 125 |
| **Cash:** 125K<br>**Goods:** Rare Gear (Dynamic Systems) or Rare Components | | |
| **LEVEL 4** | **Threshold:** 8 | **Rep Cost:** 150 |
| **Cash:** 200K<br>**Goods:** Black Listed Components or Tertiary Engineer | | |

***Sponsor Restrictions***

Dynamic Systems will not work with Territorial Arms. Teams may not use any Gears manufactured by Territorial Arms. Teams that have Dynamic Systems as a sponsor may take Mandeers as a secondary choice. If this option is exercised then Mandeers becomes the Teams Major Gear Manufacturer and Dynamic Systems becomes the Minor Gear Manufacturer.

### SIDEWINDER

| Rarity | Uncommon | Market Cost | 167K |
|---|---|---|---|

A short-lived precursor to the Black Mamba, the Sidewinder was the result of VModProg's attempt to resurrect the concept of a fast assault/heavy trooper Gear. A collaboration between Territorial Arms and Dynamic Systems, the Sidewinder follows the same basic design as the Jäger, but possesses much heavier armor and weapons. The pilot's compartment is particularly well-protected, making the design a favorite of Gear pilots. The Sidewinder is regularly rated the most popular Gear to pilot in the arena circuit, largely due to the extreme amount of protection offered to the pilots.

| Mfr. | Dynamic Sys. | Size | 6 |
|---|---|---|---|
| Maneuver | 0 | Armor | 16 / 64 |
| Movement | | | |
| Walker | 4" / 8" | Damage | S L H C |
| Ground | 7" / 13" | | |

| Class | Trooper |
|---|---|
| Detect | 3 |
| Sensors | 0 |
| Fire Con. | 0 |

**SLOTS**

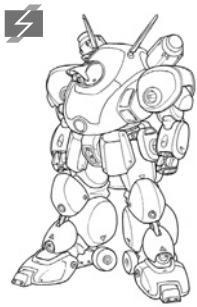
| | | |
|---|---|---|
| Type 1 | 6 | |
| Type 2 | 0 | |
| Type 3 | 2 | Shoulder Mounts |
| Type 4 | 0 | |
| Manip | 2 | Class 2 |

| Perks | Flaws |
|---|---|
| Arms, Emergency Medical, Reinforced Crew Compartment | |

### BLACK ADDER

| Rarity | Rare | Market Cost | 154K |
|---|---|---|---|

An older assault and heavy weapons Gear, the Black Adder was a further development of the Sidewinder heavy trooper Gear. While its armor is only marginally heavier than that of the Jäger, the pilot is very well-protected, making it very popular with pilots. Accessible and readily-intelligible systems have made it similarly popular with technicians, but its specialized mission profile, high price tag means that it is rarely seen in the arena, but the company has recently been able to put the Black Adder into full production with their financial windfall from their legal win against Territorial Arms. Like the Sidewinder, the Black Adder is an Arena favorite, and one of the more notorious duelists on the circuit, Alex Torvas, has used his Black Adder to great effect over the cycles.



| Mfr. | Dynamic Sys. | Size | 7 |
|---|---|---|---|
| Maneuver | 0 | Armor | 16 / 80 |
| Movement | | | |
| Walker | 4" / 7" | Damage | S S L H C |
| Ground | 6" / 12" | | |

| Class | Heavy |
|---|---|
| Detect | 2 |
| Sensors | 0 |
| Fire Con. | 0 |

**SLOTS**

| | | |
|---|---|---|
| Type 1 | 6 | |
| Type 2 | 0 | |
| Type 3 | 2 | Shoulder Mounts |
| Type 4 | 0 | |
| Manip | 2 | Class 3 |

| Perks | Flaws |
|---|---|
| Arms, Emergency Medical, Reinforced Crew Compartment | Sensor Dependent |

## PAXTON ARMS
THE PEACE RIVER CORPORATION

***Weapons Manufacturer***

Paxton has multiple divisions that are as large as many corporations in the Northern and Southern hemispheres. Paxton Arms is actually best known as a weapon's manufacturer more so than their Gear production. While their weapon's durability and quality are well regarded, Paxton marketing knows the value of promotion.

Generally speaking, Paxton tries to get teams to push all of their products, but so many corporations use Paxton weaponry, that Paxton isn't averse to using teams that use other corporations' Gears. With the destruction of their primary manufacturing facilities in Peace River in TN1939, Paxton has struggled to rebuild their market share. Companies like Rucker and Riley have made major inroads in the gaps left during the transitory period when Paxton was scrambling to repurpose secondary factories located in remote manufacturing facilities in the White Desert. With the rebuilding of Peace River, the corporation is looking to aggressively market their products and regain the lost ground from the previous decade.

| Recruitment Threshold | 5 | Rep Cost | 40 |
|---|---|---|---|
| **BENEFITS** | | | |
| **LEVEL 1** | **Threshold:** 3 | **Rep Cost:** 30 | |
| **Cash:** 50K<br>**Goods:** Uncommon Components or Weapons | | | |
| **LEVEL 2** | **Threshold:** 4 | **Rep Cost:** 50 | |
| **Cash:** 75K<br>**Goods:** Rare Weapons or Secondary Engineer | | | |
| **LEVEL 3** | **Threshold:** 5 | **Rep Cost:** 100 | |
| **Cash:** 125K<br>**Goods:** Rare Components | | | |
| **LEVEL 4** | **Threshold:** 6 | **Rep Cost:** 150 | |
| **Cash:** 200K<br>**Goods:** Black Listed Weapons or Tertiary Engineer | | | |

***Sponsor Restrictions***

In order to access the Corporate Benefits table, the Team must field at least one Paxton manufactured Gear in a game. If the Team does not field a Paxton Gear during a game, they may not access the Benefits table during the Post Game Wrap Up immediately following that game.

## RILEY! WEAPONS SYSTEMS

***Weapons Manufacturer***

The famed Western Frontier Protectorate weapons manufacturer based out of Fort Williams had been a strong presence in the Dueling community for decades. In addition to being well known for their guided mortar and pack gun systems, Riley manufacturers a range of haywire maces and staves. The haywire technology was based on captured Earth weaponry and became crowd favorites when Riley introduced them during the TN1924 Gear Olympiad. Riley has a reputation of treating teams it sponsors incredibly well, but they also demand the highest character of their teams in return. Scandal ridden teams are booted quickly. Riley also spends a great deal of money marketing to military buyers both in the North and in Badland's communities with strong associations with CNCS. As part of wanting to appeal to their client base, the company shows preference to teams with military pilots or team owners with military backgrounds.

| Recruitment Threshold | 5 | Rep Cost | 40 |
|---|---|---|---|
| **BENEFITS** | | | |
| **LEVEL 1** | **Threshold:** 4 | **Rep Cost:** 80 | |
| **Cash:** 50K<br>**Goods:** Uncommon Weapons or Components | | | |
| **LEVEL 2** | **Threshold:** 5 | **Rep Cost:** 100 | |
| **Cash:** 75K<br>**Goods:** Rare Weapons or Secondary Engineer | | | |
| **LEVEL 3** | **Threshold:** 7 | **Rep Cost:** 125 | |
| **Cash:** 125K<br>**Goods:** Rare Components | | | |
| **LEVEL 4** | **Threshold:** 8 | **Rep Cost:** 150 | |
| **Cash:** 200K<br>**Goods:** Black Listed Weapons (No Advanced) or Tertiary Engineer | | | |

***Sponsor Restrictions***

The team must have at least one military duelist or have a Military Officer Team Manager. Team Managers may only tap the corporation during post game wrap up if a military duelist from the team participated in the game.

## OBELISK ELECTRONICS

***Weapons Manufacturer***

The South's largest electronics firm, Obelisk has been in business since the early 18th century and was founded by investors to sell military grade communications and electronics equipment. Since that time, Obelisk has been aggressively expanded into the civilian market, but also into advanced weapons systems as well. Incredibly cut throat in their marketing and business practices, Obelisk has been repeatedly sued by competitors over the cycles for what they termed as unfair practices. To date, the Southern courts have shot down all challenges, which has only emboldened Obelisk to expand into new markets. Since the company is involved in a multitude of businesses and the company is largely run by former marketing executives, Obelisk is always looking for new sources to push their products. Popular teams and duelists are always top priority for Obelisk's advertising department.

| Recruitment Threshold | 6 | Rep Cost | 40 |
|---|---|---|---|
| **BENEFITS** | | | |
| **LEVEL 1** | **Threshold:** 4 | **Rep Cost:** 80 | |
| **Cash:** 50K<br>**Goods:** Uncommon Weapons or Components | | | |
| **LEVEL 2** | **Threshold:** 5 | **Rep Cost:** 100 | |
| **Cash:** 75K<br>**Goods:** Rare Components or Secondary Engineer | | | |
| **LEVEL 3** | **Threshold:** 7 | **Rep Cost:** 125 | |
| **Cash:** 125K<br>**Goods:** Tertiary Engineer or Rare Weapons | | | |
| **LEVEL 4** | **Threshold:** 8 | **Rep Cost:** 150 | |
| **Cash:** 200K<br>**Goods:** Black Listed Components or Weapons (Advanced) | | | |

***Sponsor Restrictions***

Obelisk only deals with the best teams. If a team loses two games in a row, the manager must make a Sponsorship Recruitment check to retain Obelisk. For each additional consecutive loss beyond the two incurs an additional check. While on a losing streak, benefits thresholds with Obelisk are increased by one.

RUCKER GROUP

***Weapons Manufacturer***

Rucker Design Group has in the last few decades become the best weapons manufacturing and design firms found in the Southern hemisphere. The company's autocannons and field guns are considered to be among the best produced on the planet. The duelist community commonly goes for Rucker products for their autocannons. Recently Rucker has expanded their Duelist line of weaponry by designing top of the line vibro swords. Officers in the Southern Republic Army have demanded to have their Gears equipped with Rucker MkII Vibro Rapiers. Southern Duelists have started to shift to Rucker's newer melee weapon line as the design is superior to everything that has come on the market in the last decade.

***Sponsor Restrictions***

Rucker Group's only restriction is that at least one Military Duelist is used to demonstrate their product line. If a Military Duelist is not used in a game, the Team may not access the company's benefits.

| Recruitment Threshold | 5 | Rep Cost | 40 |
|---|---|---|---|

**BENEFITS**

| LEVEL 1 | Threshold: 4 | Rep Cost: 80 |
|---|---|---|
| **Cash:** 50K<br>**Goods:** Uncommon Weapons or Components | | |
| **LEVEL 2** | **Threshold: 5** | **Rep Cost: 100** |
| **Cash:** 75K<br>**Goods:** Secondary Engineer or Rare Weapons | | |
| **LEVEL 3** | **Threshold: 7** | **Rep Cost: 125** |
| **Cash:** 125K<br>**Goods:** Rare Components or Black Listed Weapons (No Missiles) | | |
| **LEVEL 4** | **Threshold: 8** | **Rep Cost: 150** |
| **Cash:** 200K<br>**Goods:** Black Listed Components or Tertiary Engineer | | |

## EQUIPPING YOUR GEARS

Once you have bought your pilots their chassis's, they will need to get them equipped. All Gear chassis's have a number of slots that can be used to fill them with weaponry or support systems. These slots have maximum ratings associated with them and can only have one system or weapon attached or loaded into it. Some systems may take additional slots in other locations on the chassis. Of course just because you have the slots doesn't mean you have access to the weapon systems you want.

To find a Rare or Black Listed weapon or support system, the Team must have a Fixer in their employment. Note that any item listed as Exclusive is only available from a corporation and cannot be found on the Black Market. Each Fixer allows for a single availability check on the Black Market against the threshold rating (Uncommon, Rare, and Black Listed). The Team Manager makes a Contacts skill against the threshold adding any relevant talent bonuses. Team Rep can be spent to increase the chances of locating an item. Once a weapon system is found, then the cost has to be determined by the Margin of Success. Each point in the Margin of Success reduces the Bas Cost Multiplier by a one. The minimum cost for anything on the Black Market is x2. No matter what the MoS is the cost will never be reduced below a x2. If the threshold is not met then the weapon is not available to the team in this cycle. Common Weapons Equipment is automatically available to Teams without rolling and Teams only have to pay Market Cost for the equipment. Uncommon weapons and equipment is also available to teams without rolls, but a Fixer can be used to reduce the cost as Uncommon equipment and weaponry cost three times the market cost. Any equipment available from a Corporation's Perks is purchased at Market Cost. Corporate Perks become available once the Team Level is met, the Rep is paid, and the threshold for acquiring the perk has been overcome.

| Black Market | Threshold | Base Cost Multiplier |
|---|---|---|
| Uncommon | 4 | x3 |
| Rare | 5 | x5 |
| Blacklisted | 6 | x10 |

Once the weapon is paid for then the weapon or support system has to be installed by the team's technicians. Common and Uncommon Weapons do not have rolls associated with them to be installed. The Team Manager has to roll their Organization skill against the threshold of the weapon or support system's availability. If an Engineer is available, the weapon system is automatically installed if the player activates them to do the install.

| Weapons Installation Threshold | |
|---|---|
| Rare | 4 |
| Black Listed | 6 |

## ADDING COMPONENTS

Weapons like the chassis have ratings tied to rarity as well as the all important monetary cost. Common weapons and components can be purchased at market cost rates and do not require a corporate sponsor or a black market roll using a fixer. Uncommon weapons and Components are also available for direct purchase but come at a premium cost. If the player opts not roll a black market check and directly purchase an Uncommon weapon or component, the player will pay three times the listed cost.

Chassis's with basic or advanced targeting systems have additional costs related to the installation and calibration process. Basic targeting makes weapon systems easier to install and cost less in parts and time. Advanced systems require complex computer calibration, specialized equipment, and more man hours to install. Market costs include installation costs for a Gear with an average (0) Fire Control system. Gears with sub-par (-1 or less) Fire Control systems are easier to calibrate and receive a 20 percent discount from the market cost. Gears with advanced (+1) Fire Control systems are much more difficult to calibrate and cost 20 percent more than the market cost.

In addition to paying for the weapon, players must have the appropriate slot available on the chassis they want to equip. Weapons have slot ratings, which represent the minimum slot size needed to install the weapon. Some weapon systems require multiple slot locations to accommodate things such as power supplies or massive ammunition drums. When a weapon system requires more than one slot location the table will show a slot cost with a bracket separating the two values. The two values represent the minimum size slot for the weapon and then the minimum size of the secondary requirement. For example, a Light Anti Air Cannon requires a Tier 2 slot for the weapon, but also requires a second Tier 2 slot for the ammunition drums connected to the weapon. Manipulator held weapons that use both hands can carry one size level higher than the Manipulator Rating.

System installation involves non-weapon components installed into a Gear. These could include emergency medical systems, extra armor, advanced actuators, and advanced controls. All of these features take up space and cost component slots to install.

Add-on components are different from standard weapon systems in how they are incorporated into chassis slots. Components take up space on the interior as such it cuts down the amount of weight that the chassis can bear. In order to add a component the number of slots listed must be filled. The slots can come from any part of the chassis except the manipulators, and in any combination as long as the cost is met. For example, if a player wants to add advanced controls to a Jaguar, the five slots needed for the advanced control required can come from five Tier 1 slots or two Tier 1 slots and one Tier 3 slot.

# SPONSORS & GEARS

## BUILDING A GEAR

When you buy a Gear you have to equip the chassis with weapons and components. I have recently bought a Hunter for my team. I have Northco as a Major Gear Sponsor and they sold me the Hunter at market cost after some negotiation. My Minor Gear/ Weapons Manufacturing Sponsor is the Rucker Group. From prior negotiations I've secured access to Uncommon and Rare weapons systems, but unfortunately they don't manufacture missile systems. So I know where I can get most Uncommon and Rare weapons at Market Cost. If I want Missiles, I'm going to have to hit up the Black Market.

The next thing I'm looking at is the components for my Gears. Rucker unfortunately doesn't manufacture many Components, so more than likely I will have to look on the Black Market for most of my Components.

My brand new Hunter has a number of slots that I can use to attach weapons, spare ammunition, and any upgrades I can manage to find. Some of these slots are small and usually represent skirt armor, leg, and fore arm hardpoints. They can also represent internal space unused by the designers of the chassis. My Hunter has six of these small level 1 slots.

My Hunter also has two level 2 slots found on the shoulder. The remaining two slots are found on the Hunter's arms. These slots represent the manipulator hands, which can carry a variety of weapons just like a human soldier would carry a rifle. My Hunter's manipulator slots have a rating of 2.

Most Gears have Perks and Flaws that are inherent to the chassis. My brand new Hunter has the Easy to Modify Perk and Arms. These perks do not take up any slots. They already exist as a basic integrated component of the design.

The first step I take in the process is to look at what weapons I want to equip on my Hunter. I start by looking at the Manipulator slots. I like the idea of having the greater arc of fire capable with a weapon wielded in a single hand, but I could opt to carry a heavier weapon in my Hunter's manipulators. I narrow my choices down to a Light Bazooka or a Heavy Autocannon. I can equip the Light Bazooka in on Manipulator since it has a Slot Rating of 2. I can't equip it in the smaller Slot 1 Rating. If I want to go with the Heavy Autocannon, I'd need a Slot with a rating of 3 on my Gear. The only way I can do this is having the Heavy Autocannon occupy both Manipulator slots. I decide to go with the Light Bazooka.

I also decide I can afford to equip a Shield on my Hunter. Shields take up a level 2 slot and must be equipped on the Manipulator. I have both free since I went with the Bazooka.

I have two level 2 slots on the shoulder. I'd like to get an Anti Gear Missile System with 3 missiles, but Rucker Group doesn't make them available to Duelists. Anti-Gear Missile Systems are a Rare commodity on the Black Market. I can't get access to them without a Fixer. Luckily I have one on staff that I send out regularly. I opt to spend some of my Rep to increase my odds of finding the item I'm looking for. I can spend additional Rep during the Negotiation phase to bring the cost down. No matter how much Rep I have, the Black Market is never cheap. I know the best deal I can get is twice the market cost. I do manage to find one set of launchers.

I decide I need at least one good melee weapon on my Hunter. Rucker is known for their Rapiers so I opt to buy one from my Sponsor at market cost. The Vibro Rapier only requires a single Slot. I attach it to the skirt armor.

I also need reloads for my Light Bazooka. That takes up an additional level 1 slot.

Finally, I look at the remaining space I have. I have one level 2 slot on the shoulder and four level 1 slots remaining. That gives me six slots to add components. I add Field Armor 3 to help protect my new Hunter. Since Field Armor is Common, I do not have to roll for it and I pay market cost for the component. That costs 3 Slots so I mark off my Level 2 shoulder slot and one of my level 1 slots. That gives my Hunter a Base Armor of 18 instead of 15. I have two level 1 Slots remaining now. I add some Hand Grenades and Smoke Grenades to round off the last two slots.

Now I have to figure out if I can afford all of these things.

| Market Cost Item | Market Cost |
|---|---|
| Hunter Chassis | 170K |
| Light Bazooka | 39K |
| Shield | 100K |
| Vibro Rapier | 4K |
| Hand Grenades | 7K |
| Smoke Grenades | 10K |
| Field Armor 3 | 12K |

| Other Items | Market Cost | Actual Cost |
|---|---|---|
| AGM Launcher | 32/1K | 64/2K |

| Salary Cap | 377K | Actual Cost | 412K |
|---|---|---|---|

Expensive but well work the cost if it helps my Duelists survive relatively intact. For the Arena, I need to know the Salary Cap amount. For my accountant, I need to know the actual cost. He doesn't care about the market costs of things.

## COMPETING IN THE ARENA

Once a Team Manager has assembled their team, they have to earn their keep by fighting in the arena. If the players are using the campaign system, the tournament cycle is broken into four seasons. Each season has four games. At the end of the four season's of play, the top tier players play in the Grand Tournament for the title.

These competitions net the teams money as well as rep points. Money is necessary to purchase new equipment (Gears, Components, and Weaponry) or hire new personnel, (Duelists, Support, and Hired Guns). Rep is used by both duelists and Team Managers to build their characters capabilities up. Rep can also be used to attract new corporate sponsors and personnel.

Dueling teams playing in campaign play begin their careers as bottom rung participants. As they gain experience and fame, the team can grow to be a global phenomenon with multiple corporate sponsorships and elite duelists fielding top line Gears.

Arena Games are set up at these different levels of the team's career. The Campaign organizer determines the game matches, the salary caps, additional prizes, and terrain setup. Once the game has played and the rep and prizes have been settled, the players enter into the Post Game Wrap Up phase, where the team managers spend rep to look for new Corporate sponsorship, etc. Duelists spend their personal rep and try to get into trouble in that phase, unless they have incurred an injury.

### SALARY CAPS

In the dueling circuit, games are set by salary caps. Teams are limited to the amount of equipment and skilled pilots they are allowed to field. As teams grow more experienced the salary caps increase to accommodate the more skilled pilots and better equipment being used. Campaign organizers should set the maximum salary cap either for the team or by participant based on the game type. A good rule to measure salary cap is the team level times 250K for larger games and half that amount for smaller games.

To calculate the team's fielded cost take the market cost of the Gear, Components, and Weaponry and total that amount. Do not use the black market costs for determining salary cap! Next take the total experience the duelist has spent and add the duelist's base salary to determine the pilot's contribution to the salary cap. Once those two things have been determined, add the two numbers and that is the individual duelist's contribution to the salary cap.

If the duelist and their Gear would exceed the total cost, the player has two options. They can strip any weapons off of the Gear, or the Duelist can be placed in a cheaper Gear in the Team reserve. Components cannot be removed once installed. They are to integrated into the Gear to be easily modified before a game. Likewise, the Duelist may not remove or reduce combos, talents or skills to meet the Salary Cap requirements.

### CASH PRIZES

Every competition in Heavy Gear Arena generates cash for the competitors, even for the losers. While the game types have recommended cash prizes, Campaign Organizers can make adjustments if they feel like having a grittier or glitzier campaign. Some alternative prizes for games would be an additional cash prize above the basic amount, the right to a corporate sponsor, or even equipment such as a rare Gear variant, weapons, or component.

### LETHAL VS. NON-LETHAL

Some of the games in Heavy Gear Arena allow for players to choose a non-lethal option. Non-Lethal games keep the combatants from severely damaging their Gears or injuring their pilots, though it is still possible for both to occur. While this option would seem to be the more popular option for teams, fans generally disdain non-lethal combat. As a result of this, non-lethal games usually payout significantly less than their lethal counterparts.

All ranged damage in Non-Lethal games are simulated by sporting weapons and scoring sensors. The damage is simulated by the vehicle's combat computer and all damage effects are simulated. Units receiving heavy damage still incur the penalties and can no longer achieve top speed and all of their rolls still suffer a -1 penalty. Units that are killed are simply left on the board and become solid cover.

The exception to the damage rule is when duelists engage in melee combat. Gears struck by non-ranged melee weapons such as swords, fists, axes, etc will cause normal damage. Combos from these moves damage normally. Scoring sensors will register the damage normally, but mark these boxes of damage in a separate manner. If a Jaguar takes two boxes of non-lethal followed by two boxes of lethal damage, the Gear shuts down as if it was overkilled, but the real damage to the unit is only Heavy Damage for Post Game Wrap Up repairs.

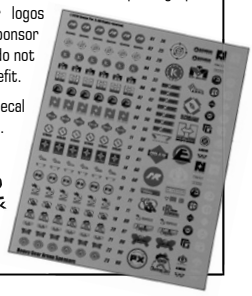
Duelists also benefit from the Non-Lethal games as they do no suffer from health checks on Non-Lethal damage. Duelists only have to make health checks for critical or dead, if all of the lethal damage taken would result in either a critical or dead condition. Combos that force health checks only apply if non-ranged melee weapons are used to deal the attack.

In the Post Game Wrap Up phase, players do not have to repair any non-lethal damage to their Gears.

### SHOW YOUR TRUE COLORS

Corporate Sponsors pay good money for advertising. When a team has gained a sponsor, the teams can benefit from additional cash by having their corporate sponsor's logo displayed on their Gears. For each Gear sporting their Corporate Sponsor logo on the miniature the team earns an additional 5K per logo per game. Only current sponsor logos apply to the cash bonus. Any sponsor logos from other corporations do not provide the team with this benefit.

DP9's Arena Sponsor Decal sheet (DP9-9193) shown right.



HERMES72 TRIDEO NETWORK

## MATCH TYPES

Heavy Gear Arena's battlefields are found in the competitive stadiums engineered for the task of containing the firepower of the multi-ton vehicles engaged in deadly fighting. Unlike real military equipment, Duelist Gears are typically equipped with low impact weaponry to keep the stadium goers relatively safe from any stray rounds, but accidents have been known to happen from time to time. The effects of the low velocity rounds still wreaks havoc on the opponent's Gears and many promoters add flare shots in with the typical rounds to give the crowd an added effects show when rounds hit.

Even with the straight up brawls that are Duelists' primary draw, crowds enjoy a variety of game types, and a good promoter will vary their shows from week to week. In Heavy Gear Arena, the players can choose to play different types of games through agreement or by rolling their game types randomly. Generally speaking if players are participating in a tournament, then the tournament organizer will set the types of games.

| Random Table (Roll 2d6) | |
|---|---|
| 2. Shoot Out | 9. Chain Dueling |
| 6. Last One Standing | 8. Team Skirmish |
| 4. Stalker Prey | 10. Pendulum |
| 5. Block and Run | 11. King of the Hill |
| 7. Lone Wolf | 12. Choose One |
| 3. Close Sparring | |

### SHOOT OUT

Also called Run and Gun matches, these games are favorites of the Ranged Specialists. Shoot Out Arenas have heavy cover and tight corridors to give the crowds a heightened sense of suspense. Duelists are limited to using direct fire weapons and one close combat weapon. Points are scored by taking out the opponents. Eliminating a duelist with ranged attacks earns the team 2 points. Close Combat eliminations earn the team 1 point.

***Match Notes***

Ranged Combo Chains Earn 1 additional Rep Point.

| | | | |
|---|---|---|---|
| **Participants** | Maximum 3 per Team | **Turns** | 5 |

| | |
|---|---|
| **Game Winner's Purse** | 100K Per Participant |
| **Game Consolation Purse** | 75K Per Participant |

**Weapons Restrictions**

No Ranged Weapons with IF. Gears are Limited to one Close Combat Weapon. Shields are Allowed.

### LAST ONE STANDING

Also known as the Meat Grinder, Last One Standing is commonly done in underground circuits as a mass brawl among independent duelists, but the Web Arena has altered the basic premise of the game by pitting one duelist against another. Two teams are pitted against each other, but only one duelist from each team is allowed on the field initially. At the end of each turn, one additional duelist is allowed into the arena. This is done for the first three rounds at which point the game is played until one team has eliminated the other team.

***Match Notes***

Sporting Weapons may be used in this game, but use the reduce the prize money if this option is used.

**Number of Participants**

3 per Team. Initially one Duelist is deployed. The second duelist is deployed at the beginning of the second turn. The last duelist is deployed at the beginning of the third turn.

**Number of Turns** Unlimited

**Game Winner's Purse**

150K Per Participant; Sporting Weapons: 40K

**Game Consolation Purse**

115K Per Participant; Sporting Weapons: 25K

**Weapons Restrictions**

None

### STALKER PREY

Also known as Cat and Mouse, Stalker Prey Games involve two opponents, one that is unarmed and the other armed. Generally, the unarmed opponent is chosen from the ranks of lighter Gears and the Stalker is chosen from assault classes. Stalker units use either ranged weapons or close combat weapons, but never both. Stalkers wins three points by eliminating the Prey unit within three turns with 2 bonus points awarded for eliminating the Prey unit in turn 1. The Stalker also earns a single bonus point for eliminating the Prey unit in turn 2. The Prey unit wins points by surviving each turn and can score an additional point by performing a knockdown on the Stalker. Stalker Prey is played in two bouts of three turns and the winner is determined by the total amount of points at the end of the two bouts.

***Match Notes***

Stalker Prey uses Sporting Weapons.

| | |
|---|---|
| **Participants** | Maximum of 1 per Team |
| **Turns** | 2 bouts of 3 turns each |
| **Game Winner's Purse** | 50K Per Participant |
| **Game Consolation Purse** | 30K Per Participant |

**Weapons Restrictions**

Sporting Weapons

## BLOCK AND RUN

Capture the Flag is the most common form of the Block and Run game and is the style played in the Web Arena. In this event, a flag is placed in the center of the arena. The two teams rush to capture the flag. Once in Melee range, the flag can be picked up using an action. The flag can be used as a staff weapon while the Duelist has it in his possession. Disarming moves and knockdowns will cause a Duelist to lose possession of the flag at which point it may be picked up with an action. During the miscellaneous phase, the team that controls the flag earns a point. Victory is determined by the number of points earned at the end of six turns.

### *Match Notes*

Teams deploy three Duelists initially and the other two are kept in reserve. As team members are eliminated, a new Duelist in reserve enters the match to take the place of their fallen comrade. When a Duelist is eliminated from the fighting, the reinforcements deploys from their initial deployment zone at the beginning of the next turn.

| | | | |
|---|---|---|---|
| **Participants** | Maximum 5 per Team | **Turns** | 6 |

| | |
|---|---|
| **Game Winner's Purse** | 100K Per Participant |
| **Game Consolation Purse** | 75K Per Participant |

**Weapons Restrictions**

No Ranged Weapons. Gears are limited to Close Combat Weapon and Shields.

## LONE WOLF

The game of desperate or the insanely macho. Lone Wolf pits a single Duelist against a team of Stalkers. The Lone Wolf is allowed the full range of weapons, but stalkers are limited to close combat weaponry; however, while the advantage looks to be in the favor of the Lone Wolf, the Stalkers win the game by defeating the Lone Wolf. The Lone Wolf controls the number of turns the game is played and receives no points if he is defeated. In the Miscellaneous Phase, the Lone Wolf declares if the next round will be the last one. The Lone Wolf earns a larger purse for each Stalker he defeats so there is a financial incentive as well as bragging rights for staying in the game longer.

### *Match Notes*

Teams deploy three Duelists initially and the other two are kept in reserve. As team members are eliminated, a new Duelist in reserve enters the match to take the place of their fallen comrade. When a Duelist is eliminated from the fighting, the reinforcements deploys from their initial deployment zone at the beginning of the next turn.

**Number of Participants**

Maximum of 5 for the Stalker Team in the Arena of which 2 are kept in reserve. The Lone Wolf Team is allowed 1 Duelist.

| | |
|---|---|
| **Number of Turns** | Controlled by Lone Wolf (See Above) |

**Game Winner's Purse**

100K Per Participant (Stalker); 150K Per Point (Lone Wolf)

**Game Consolation Purse**

75K Per Participant (Stalker); 75K (Lone Wolf)

**Weapons Restrictions**

No Ranged Weapons on the Stalkers. Stalker Gears are limited to Close Combat Weapon and Shields. The Lone Wolf has no restrictions.

## CLOSE SPARRING

Unpretentious Gear grinding brawls are always crowd pleasers. This type of match eliminates all ranged weaponry in favor of close combat weaponry. Blocking terrain such as walls and barriers are removed from the arena leaving the field open for rapid approaches and rapid encounters. Raised platforms and ramps can still be found in the arena, which helps the Duelists perform acrobatic stunts as they hack, kick, and punch at each other for the crowd's pleasure.

### *Match Notes*

Teams deploy three Duelists initially and the other three are kept in reserve. As team members are eliminated, a new Duelist in reserve enters the match to take the place of their fallen comrade. When a Duelist is eliminated from the fighting, the reinforcements deploys from their initial deployment zone at the beginning of the next turn.

| | | | |
|---|---|---|---|
| **Participants** | Maximum 6 per Team | **Turns** | 5 |

| | |
|---|---|
| **Game Winner's Purse** | 150K Per Participant |
| **Game Consolation Purse** | 115K Per Participant |

**Weapons Restrictions**

No Ranged Weapons

## CHAIN DUELING

Chain Dueling involves three matched pairs fighting each other. The Pairs fight simultaneously engaging only their chosen opponent; however, sometimes fights spill into the other chain duels. While duelists are not allowed to directly interfere with other paired fights, indirect strikes from throwing their own opponent into another duelist pair or AE attacks that strike their own targets but catch another team are considered fair game. Points are earned by defeating their chained opponent. Once the chained opponent is defeated, the victorious duelist must retreat back to their deployment zone. Points are earned once the duelist has withdrawn from battle.

### *Match Notes*

Teams may opt to use Sporting Weapons, but the Prize amount is significantly reduced.

**Number of Participants**

Maximum 3 per Team. Paired matches are randomly determined.

| | |
|---|---|
| **Number of Turns** | 6 |

**Game Winner's Purse**

100K Per Participant; Sporting Weapons: 45K

**Game Consolation Purse**

75K Per Participant; Sporting Weapons: 30K

**Weapons Restrictions**

No Ranged Weapons. Gears are limited to Close Combat Weapon and Shields.

## TEAM SKIRMISH

The run of the mill straight up brawl, Team Skirmishes pit two opposing teams against each other for a designated number of turns. The winning team is determined by the team with the most kills.

### *Match Notes*

Teams may opt to use Sporting Weapons, but the Prize amount is significantly reduced.

| | | | |
|---|---|---|---|
| **Participants** | Maximum 6 per Team | **Turns** | 6 |

| |
|---|
| **Game Winner's Purse** |
| 100K Per Participant; Sporting Weapons: 50K |
| **Game Consolation Purse** |
| 75K Per Participant; Sporting Weapons: 30K |

| |
|---|
| **Weapons Restrictions** |
| None |

## PENDULUM

Four large platforms are suspended a few meters above the Arena and the Teams fight each other in the limited space. Teams can earn points by knocking an opponent off of a platform or by defeating them. The platforms should be placed within jumping distance of each other.

### *Match Notes*

Being knocked off of a platform results in falling damage equal to three inches of distance.

| |
|---|
| **Number of Participants** |
| Maximum 3 per Team. Paired matches are randomly determined. |

| | |
|---|---|
| **Number of Turns** | 6 |

| | |
|---|---|
| **Game Winner's Purse** | 150K Per Participant |
| **Game Consolation Purse** | 125K Per Participant |

| |
|---|
| **Weapons Restrictions** |
| No Ranged Weapons. Gears are limited to Close Combat Weapon and Shields. |

## KING OF THE HILL

King of the Hill is all about taking and holding a piece of terrain, usually a raised platform found in the center of the arena. Duelists try to keep numerical superiority on the platform in order to earn points. During the Miscellaneous Phase of the Turn, the team with the most Gears on the platform earns a number of points equal to the difference in number. So if a team has four duelists on the platform and the opponent has two, the winning team would earn two points for that turn. The team with the most number of points at the end of the sixth turn wins the match.

| | | | |
|---|---|---|---|
| **Participants** | Maximum of 6 | **Turns** | 6 |

| | |
|---|---|
| **Game Winner's Purse** | 125K Per Participant |
| **Game Consolation Purse** | 100K Per Participant |

| |
|---|
| **Weapons Restrictions** |
| No Ranged Weapons. Gears are limited to Close Combat Weapon and Shields. |

## *SETTING UP THE GAME*

After the Game Type has been chosen either by the Campaign Organizer of the players, the arena itself has to be set up. The size of the board should range from 2'x 2' up to 3' x 4' at most. Any sizes larger than these results in unnecessarily long games. A typical Arena game should only last about thirty to forty minutes once the rules have been mastered. On a typical gaming night players can get two to four games finished.

Once the board size has been determined, the players should determine the types of terrain and effects they would like to use. Some Game Types require specific pieces of terrain, but the rest are left up to the participants or organizer.

While the name of the game is Heavy Gear Arena, duels can easily take place in exotic locations such as the trash heaps of Khayr ad-Din, the canyons in the Karaq Wastes, or the industrial sectors of Kenema. Future supplements will explore other locations and circuits that sometimes do not use traditional concrete and steel arenas.

Some types of terrain actually has a direct effect to game play. Ramps, explosive barrels, oil slicks, and pits all affect the duelists directly. Players or Organizers should determine which effects if any are used in the Game Type.

## *PLACING TERRAIN AND DEPLOYMENT*

Once the terrain pieces have been determined then they have to be placed in the space being used in the game. If a campaign organizer is running the game, then they will be responsible for placing the terrain in a random, but balanced coverage for both players. If the game is between two players and there is no third party intermediary overseeing the game, then the players should take turns placing terrain. For the sake of ease, the border of the playing area is considered solid walls or obstructions. Gears cannot go beyond these borders. If due to some circumstance such as a loss of control or being thrown, the Gear would go beyond the playing area, treat the Gear as having suffered an unintentional impact against a stationary object.

Once all of the terrain has been placed, the players roll the highest rally skill on their fielded team. The player with the highest rally skill roll gets to choose their deployment zone.

Players roll their rally once again for deployment order. The winner can choose to place their first duelist on the board or they can force the other player to place their duelist on the board. Players take turns placing their duelists till all of the duelists are placed on the board. When units are place, the players indicate the starting speed of the Model. Some Game Types call for units to be held in reserve. These units are not deployed at the beginning of the game. They are set aside till they are called into play.

## BOOM BOOM'S BAD HAIR DAY

Sadie had noticed Big B had been sluggish today. She couldn't quiet figure out what it was that was affecting the ancient Hunter's mood, but the young pilot knew that unless she figured it out Bowser wouldn't perform at his best in the arena. Sadie went through the list of things that she had changed in the last few days.

She had painted the new corporate sponsor logos on the shoulder. NorthCo had paid her a pretty mark for that right. Then there was the Hermes 72 Network logo. She had liked the Sparky Springer's Treehouse show since she was a kid so when the network came to her to be an official sponsor she had been ecstatic. Sadie had been so happy that she colored her hair with highlights to match Sparky's signature color. Adrianne, her adoptive mom, hadn't been so happy with the change. She had left a mess in the hotel room, and the highlights hadn't turned out exactly like she had imagined.

"Come on Big B. Tell me what's bothering you? I can't have you angry at me too." Sadie muttered to herself as she looked up at her giant metal friend. A few of the Paxton engineers that were in the hangar bay looked over at the young woman when she spoke to Bowser. Some of them even took notes. Sadie sighed as she walked over to the hydraulic lift. "Those Paxton bozos think I'm crazy for talking to you, but I know you understand me."

Bowser's engine turned on and purred gently in response. The engineers on the other end of the hangar scrambled to turn on their monitoring equipment and the ones taking notes furiously added to their logs.

Sadie looked at the group disdainfully as she popped the cockpit hatch. "Let's book outta here. I'm sick of dealing with all these Paxton types, and you and I have to figure out what's got you so down."

Without closing the hatch, Sadie kicked Bowser into action. Engaging the Gear's SMS system, Sadie peeled out of the maintenance scaffolding and out of the hangar. As the old Hunter blazed out of the hangar, the engineers had to dive for cover. Sadie laughed as the engineers hurled expletives and rude gestures at the pair. Without prompting, Bowser reached back returned the engineer's gestures with its manipulator hands. Going through the Core of Khayr ad-Dn, the pair danced their way around the crowded stalls and congested streets. Sadie could tell that Bowser was having a good time. She was too. Then all of the sudden, the ancient Gear stopped in front of a stall that a local trasher had set up. Piles of old paint cans surrounded the grease and grime encrusted woman. Sadie looked up at Bowser's head assembly. "What's up? You see something you want?" the young pilot asked.

In response, Bowser reached down to the paint cans and grabbed a handful of them. The cockpit hatch closed on Sadie as Bowser raised its arm above its head crushed the paint cans. An assortment of pink and green paint sprayed all over the head and shoulders of the old Hunter. Bowser's engines revved up a few times indicating how happy he was to Sadie. After paying the poor woman for her paint cans, Sadie couldn't stop laughing the whole way back to the hangar. Bowser had only wanted to mimic her bad hair. The Paxton engineers were going to have a field day with this one.

## SPECIAL EFFECTS TERRAIN

The glitz and glamour of the professional dueling circuit lends itself well to over the top theatrics and effects. Exploding barrels, oil slicks, fiery pits, and ramps to facilitate crazy mid-air acrobatics are all part and parcel for the sport. Game promoters are always looking for ways to jazz up their venues and sometimes some interesting options have come up. The following are some examples of the more popular terrain pieces and their effects on the game.

### BARRELS

Externally these barrels look identical to any other barrel placed on the board. Duelists can aim and shoot at any barrel on the board by making an Attack roll against a threshold of 3 (4+). If the roll to hit fails, the attack misses and the barrel does not ignite. If the roll succeeds then the token or marker is flipped over to see if it has any effects tied to it. There are a number of types of barrels that can be triggered.

Barrels can also be triggered by unintentional impacts. In the event a unit unintentionally impacts a barrel, the unit must make a defense roll against a threshold of 3. Failing to meet the threshold triggers the barrel's effects.

### EXPLODING BARRELS

Explosive barrels detonate with a tremendous force and can potentially damage everything around its 2" radius (AE 2). Any units caught under the blast radius must make a Defense check against the total of the attack roll that detonated the barrel. The exploding barrel has a damage multiplier of x15.

If the detonation occurred by unintentional impact the unit that triggered the effect uses the Defense roll for the triggering to determine the result. Any other units must make a defense against a threshold of 3 or be caught in the blast.

### OIL SLICK BARRELS

Oil slick barrels triggered with a single shot or unintentional impact create an oil slick with a 2" radius (AE 2). To move through the zone, treat the terrain as Dangerous. If the oil slick area is hit by a weapon with the Sustained Burn trait or an Area of Effect rating then the oil slick ignites. In addition to the Danger terrain check, the players must make a Defense check against a threshold of 3 or take damage as below.

If Rate of Fire was used in triggering the barrel, the result is an incendiary attack with a 2" radius and with a Damage Multiplier of x12. Units under the area of effect must make a defense roll against the Attack Roll that triggered the effect. If the defense roll fails in addition to damage the units might suffer from Sustained Burn. The incendiary attack is an instantaneous attack and does not create an oil slick.

### SMOKE BARRELS

Smoke barrels trigger a wall of thick black smoke that provides cover to any units behind it. Smoke is generated in a 2" radius and is treated as being 6" tall.

### JUMP RAMPS

Jump Ramps are generally placed in pairs with variable distances between the two but must always be placed apart at least a minimum of 6 inches. Duelists can attempt a Jump Combo to garner added Rep points. When using a ramp, add the height to the top of the ramp as added distance to the final jump roll. If the roll is high enough for the pilot to clear the ramp then the duelist must make an additional Piloting skill roll for the landing. The threshold for the landing is half the distance between the ramps.

If the pilot fails to make their Jump roll or fails to clear the ramp, then the duelist has plummeted to the arena floor. The Duelist is considered knocked down and stunned. In addition the Duelist must resolve a unintentional impact against a stationary object (floor).

### RING OF FIRE

Rings of Fire are usually placed between two ramps. When attempting to pass through a Ring of Fire during a Jump, a Piloting check against a Threshold of 4 must be made. If the Jump and Piloting check are successfully made the Duelist receives +1 Rep for his first completed Ring of Fire Jump. If the Piloting check fails, then the Gear receives x8 damage with a Sustained Burn trait.

### PITS

Sometimes deep pits are placed through the arena at strategic locations to facility spectacular knockdowns. Units that are thrown into a pit or unintentionally fall into a pit are treated as being knocked down and stunned. Until they can climb out of the pit, the units are stuck in the pit. Units with arms or climbing gear can climb out of the pit by using their movement for the turn or by successfully jumping out of the pit using the Jump Combo. Falling into a pit is treated as an unintentional impact with damage equal to the double the unit's size.

### FIRE PITS

Fire Pits function exactly as a standard pit, but with the added effect of Sustained Burn to the damage incurred from the impact.

## POST GAME WRAP UP

Everything that happens in the arena is the result of everything that happens outside of the arena. Sometimes the game is lost even before getting the players in the Arena.

Legendary manager of the Stinging Hornets, Josh Toliver, discussing the hazards of managing a team.

When the battle in the arena is over, teams collect their monetary and rep rewards, but they also have to deal with injured pilots and damaged gears. In addition to all of the results from the arena, Duelists have a bad habit of getting themselves into all sorts of trouble after the game. Juggling all of these things, is the Team Manager and his support personnel.

Post Game Wrap Ups follow a certain order.

- **Manager Advancements:** After the battle Team Rep is determined and the manager is allowed to make a single advancement in either a skill or if available a talent. The remaining Team Rep can be banked for the next turn or be used to attract new personnel or corporations.
- **Health Checks:** Any pilots injured in the battle must make health checks. Pilots without injuries can spend Rep on advancements, but must also make a Ego Trip check.
- **Hiring New Duelists and Support Personnel:** Before resolving any Ego Trips or Rep Advancements for Duelists, Team Managers can attempt to find and hire new personnel. This could include new Duelists, technicians, engineers, fixers, or a whole host of other hirable characters.
- **Ego Trips:** Any Duelist that has managed to survive a battle without injury must make an Ego Trip roll.
- **Duelist Advancement:** If the Ego Trip roll did not result in an injury, then the Duelist may spend their personal Rep to make advancements.
- **Corporate Interactions:** Team Managers at this point can try to attract new sponsorship if the Team still has open sponsorship slots available. In addition to attracting new sponsorship, the team manager may use Team Rep to earn benefits from each of the Corporate Sponsors. Each corporate sponsor may be approached once per Post Game Wrap Up.
- **Equipment Location and Installation:** Team Managers with Fixers can send each of the Fixers in their employ out to locate a specific piece of equipment. If located and purchased then the part can be installed in a Gear.
- **Repairs:** The Team Manager makes the determination of which units to repair, as well as allocating the labor to perform the repair if they have an engineer under their employ.

After all of these events are covered, then the next game can be played. Players will have a clear idea which units to deploy and with which Duelists.

## HONOR IS A FUNNY THING

Danghen Jarak looked over at Dafnae sitting in the stands and wondered how he had gotten so lucky to have someone like her care for him. She had given up on everything she had in the WFP to be with him. Her clan, her regiment, and all of the honors of being a duelist in the Northern Guard were just a few things she had relinquished to come down to the Badlands to be with him. Danghen had trouble understanding why anyone would do that for him. Anybody except his twin sister, Maena.

Maena had followed him when he deserted his position. Unlike Dafnae, who had been honorably discharged, Danghen had deserted his post as regimental duelist. He had abandoned the men and women that he had been entrusted to represent. Over a decade had passed since that time, but Danghen's conscience still gnawed at him still. What would he have changed if he knew what he knew now? He and his sister had been hunted fugitives for most of the last decade. Fugitives for the sake of Danghen's honor.

Some in the North accused Danghen of being a coward, a traitor, and thief. Danghen would only admit to the last charge. His Hunter had been the property of the military and Danghen had taken it with him into the desert. Danghen knew he wasn't a coward. His time in KADA and fighting life or death matches in the underworld dueling matches proved that point. A traitor…

Was he a traitor to his people? Danghen had trouble reconciling that accusation. He had left the North to preserve the honor of his people and himself. In TN1933 when he went AWOL, Danghen had discovered that his commander, Colonel Fitzroy, had been supplying rovers in the Badlands equipment to attack settlements sympathetic to the South. Threatening to report Fitzroy, the colonel had laughed in Danghen's face. The Northern Guard Intelligence Service had ordered the operations. There was nothing Danghen could do. So he did the only thing he could to preserve his honor. He would go to the Badlands and protect the innocent. Danghen had hoped his disappearance would shed light on the crimes. Instead, the NGIS had hunted him and his sister mercilessly. They had smeared his family name. They had labeled the twins traitors. Even with the pardon that their friend, Naed Stamens, had issued them, the NGIS still hunted them.

Danghen looked across the arena at the latest assassin sent to silence him. Even with the different Gear, Danghen recognized the movements of his former commanding officer. Danghen smiled and thanked the NGIS for once. They had sent him a foe he didn't mind fighting. Danghen waited for the lights on the display to turn green. Today, he would get to unleash the pent up fury of a man dishonored. Malkom Fitroy had made the mistake of his life stepping into the arena. Honor would be satisfied.

## MAKING REPAIRS

Gears in battle get damaged. Its inevitable. When that happens, teams have to pay out to get their units repaired. A careful manager knows to budget for the expense, but for every frugal manager, there's dozens of teams that have suffered from over zealous spending, which leads to remarkably short careers.

During the Post Game Wrap Up, any damaged Gears can be repaired. Repairs to cost money though. Parts, labor, and facilities can seriously eat into the profit margins of a team, and a good manager will invest in a solid team of Technicians and at least one Engineer early on in their team's development. Teams that ignore this generally go bankrupt after a few games.

Repairs take the expertise of technicians. At the start of a campaign, all Gears purchased come with a single Technician. Once the game starts, Gears do not automatically come with a Technician and have to be head hunted and hired. Technicians are assigned to specific Gears and can only be reallocated if the Team has an Engineer employed. Each Gear can have up to five Technicians assigned to it. Technicians can repair one level of damage on a Gear per Post Game Wrap Up. If a Gear does not have any technicians assigned to it, the Gear may still be repaired by third party Technicians at a much higher cost.

### REPAIR COSTS

***Third Party Technician***

20K per Damage Box, 3/4 Cost of Gear if Destroyed

***Technician/Engineer Repair***

10K per Damage Box, 1/2 Cost of Gear if Destroyed

***Repair Facilities + Technician/Engineer***

5K per Damage Box, 1/4 Cost of Gear if Destroyed

To repair damage boxes, no roll is required if the Team pays the cost. Team Managers can push Technicians to repair two boxes of damage for the same cost, but to push Technicians, the Team Manager must roll their Organization Skill against a threshold of 4. If the Margin of Success is 2 or greater then an additional box of Damage can be repaired.

Destroyed Gears always require an Organization skill check to repair unless a Third Party Technician is paid to repair it. If in house repairs are performed on a Destroyed unit the Team Manager rolls their Organization Skill against a Threshold of 3 along with the modifiers listed below. The Margin of Success on the repair equals the number of damage boxes are repaired. If the Organization Skill roll fails, then the Gear can be attempted to be repaired again the next Post Game Wrap Up phase.

| Gear Repair Modifier | |
|---|---|
| Gear is Common | +1 |
| Gear is Uncommon | +0 |
| Gear Is Rare | -1 |
| Gear Is Black Listed | -2 |
| Perks or Flaws | Varies |
| Engineer on Staff | +1 |
| Basic Repair Facilities | +1 |
| Advanced Repair Facilities | +2 |

### BUYING REPAIR FACILITIES

Repair Facilities offer bonuses and cost reductions and are highly coveted by Teams. However, real estate is usually limited. A Team Manager may send a Fixer out to look for a Repair Facility just as if he were searching for equipment.

| | |
|---|---|
| **Basic Repair Facility (Uncommon)** | Cost: 100K |
| **Advanced Repair Facility (Rare)** | Cost: 150K |

## HEALTH CHECKS

Its going to happen. The best of the best screw up especially when faced with other Duelists that are equally capable of dealing out the damage. When a Duelist's Gear takes critical damage or worse when their Gear nets an overkill status there's a chance that the duelist is injured as well. To avoid this problem, Duelists will often eject from their Gear rather than suffer the pain and agony of injury. Some combos are so vicious that they can spark a health check as well. If a Duelist has incurred one of those circumstances they must roll a health check. Even if multiple instances leading to a health check occur, only one health check is performed on the Duelist in the Postgame Wrap Up

To perform a Health Check, the player rolls a single six sided die and compare the result against the table below.

| Health Check Modifiers | |
|---|---|
| Overkill Result | -1 |
| Critical Result | 0 |
| Combo Check | +1 |

### HEALTH CHECKS

**0 | Incapacitated**

The Duelist is in a controlled coma that will last one to two games. Roll a d6: 1-3 The Duelist is out of for 2 games. 4-6 The Duelist is out for 1 game.

**1 | Cybernetic Hand (Arm)**

The Duelist has had to have an arm replaced by cybernetic replacements while either an advanced model or a cloned replacement is found for them. The Duelist suffers a -1 to any Combo Checks for the next game or two. Roll a d6: 1-3 The Duelist has to wait 2 games. 4-6 The Duelist has to wait one game.

**2 | Are You Sure Your Spleen Goes There?**

The Duelist has had to endure a painful surgery and hasn't quiet recovered to their full potential. -1 to any rolls performed at Top Speed for one game.

**3 | Head Wounds Make Me Look Cool**

The Duelist is suffering from a mild concussion, but swears he can pilot his Gear. While the Duelist's aim suffers a -1 modifier to all Ranged Attacks, he does benefit from a temporary boost +1 to his Rally skill. This effect lasts for a single game

**4 | It's Just a Flesh Wound!**

While there was damage to the Duelist the damage was not significant, but has made the Duelist short tempered. -1 modifier to all Rally Skill Checks for one game.

**5 | Minor Bruises and Scrapes**

The Duelist suffered a blow to their ego more so than any real damage. Deduct 1 Rep point from their last game's total.

**6 | Life Flashed Before My Eyes**

The Duelist managed to beat the odds and come out of the battle completely unscathed.

## EGO TRIPS

Duelists are notorious for their hard and fast lifestyles. Egos as large as their talent often land the pilots into serious trouble that usually involves injury to themselves, their team's reputation, or in severe occasions the loss of sponsorship.

Winners and Losers are both susceptible to the whims of their pilots' post game antics. In Heavy Gear Arena, player that have just finished their Post Game Rep Expenditures and Health Checks roll against the Ego Trip table for each uninjured Duelist that participated in their last game. Duelists with injuries are usually handcuffed to their beds till they recover from their wounds and don't find the opportunity to cause mayhem during their downtime. Ego Trips can sometimes be avoided by anticipating and bribing the individuals involved with the Duelist. If it is possible to avoid, the check has a bribe amount next to it. The bribe must be paid before the categories sub-result table is rolled.

Ego Trips are rolled using the Team Manager's Negotiation skill plus any modifiers from a Manager's talents, class abilities, and any Handlers that are attached to the Duelist. In addition to these modifiers, the Duelist's performance in the games also contribute to the Negotiation skill check as seen in the Ego Trip Modifier Chart. Check the final Negotiation Skill check roll against the Encounter Table to determine what sort of trouble the Duelists may or may not have gotten themselves into.

| Ego Trip Modifiers | |
|---|---|
| Duelist earned 20 Rep Points | -2 |
| Duelist earned 10 Rep Points | -1 |
| Duelist was on the Losing Team | -1 |
| Duelist was on the Winning Team | -2 |

### ENCOUNTERS

| Result | Description | Bribe |
|---|---|---|
| 0 | **High Speed Hiccup** | 20K |

The Duelist has taken their Gear out for some face paced drag racing against some local rovers. Roll a d6 for Results. 1-3 The Duelist crashed his Gear resulting in the Gear receiving a Light Damage Rating for the next game as well as a Health Check for the Duelist. 4-5 the Duelist broke even and came back without incident. 6 The Duelist earned some decent money in the race, which the Team Manager confiscated as a fine. Add 2d6K to the Team Coffers.

| | | |
|---|---|---|
| 1 | **Trash Heap Turf War** | 30K |

The Duelist managed to get himself wrapped up in a local gang turf war either as a favor, debt, or just for the heck of it. Roll a d6 for the results. 1-2 The Duelist didn't know it would be this bad! Their Gear receives begins with a Light Damage Result in the next game. 3-4 The Duelist partied to hard with the winning gang and has a severe hangover. -2 modifier to all Ranged Attacks in the next game. 5 The Duelist brings back a pile of cash that the Team Manager decides will go to pay for all of the ammo expended off the clock. Add 2d6K to the Team Coffers. 6 The Duelist found a nifty weapon in the Trash Heaps while bashing a rival gang member into a trash heap. Select a Melee Weapon for free, but the weapon must be equipped in the next match as the Duelist's lucky weapon. The Duelist can switch back to their regular weapon after that game.

| | | |
|---|---|---|
| 2 | **Cat Scratch Fever** | 50K |

The Duelist enjoys hitting up the local pleasure palaces a bit too much. Of course so do those corporate types. Roll a d6 for the result of the visit. 1-2 The Duelist has incriminating photos that end up in global tabloids. Roll a Contacts Check against a randomly chosen Corporate Sponsor's Threshold Rating. If there is a MoF of 1-2 then the Team Manager cannot go to that Sponsor during the next Postgame Wrap Up. If the MoF is greater than 3 then the team has lost that sponsor! 3-5 Nothing serious occurs besides the serious chewing out the Team Manager gives to the offending Duelist. 6 Blackmail! The good kind. The Duelist met with some corporate types that have wives back home. Wonder what they'd do with all of those photos the Duelist took... The Team Manager gets a +1 modifier to their next Contacts Check when dealing with one of the Team's existing sponsors or if the Team Manager wants to try to attract a new sponsor.

| | | |
|---|---|---|
| 3 | **That's Dope!** | 25K |

Hard Drinking, hitting the hookah too much, or just plain overindulging, the Duelist just doesn't know when to stop. Roll a D6 for the result 1-3 The Duelist is severely hung over from the binge. -1 to all Ranged Offense and Defense Checks. 4-5 How does he do that? The Duelist seems to have shaken off the effects without and ill effect. 6 I didn't think performance enhancers were allowed in the ring... The Duelist receives a +1 to all Defense checks.

| | | |
|---|---|---|
| 4 – 6 | **Dull Danny** | |

The Duelist surprisingly had no incidents this time around, or they were just too good at hiding it from the Team Manager. They say ignorance is bliss, but its just way too quiet...

| | | |
|---|---|---|
| 7 | **Rivalry!** | |

During the course of the week, the Duelist has managed to pick a fight with a rival pilot for the upcoming game. The tabloids have picked up on the fight and have sensationalized it! If the Duelist defeats his rival in the next game, he will receive 10 Rep points. Losing to his rival will give the Rival Duelist 5 Rep points.

| | | |
|---|---|---|
| 8+ | **Trash Talk** | |

The Duelist has gone out of their way to antagonize their corporate sponsor's rival teams. For the next 1d3 games, pick a Corporate Sponsor that the Team has currently and the Team will win 10 extra Rep points as well as a free roll on the Corporate Sponsor's monetary compensation table if they defeat their rival team. If the team loses then, they no longer benefit from the Trash Talk.

# COMBO MOVES

## COMBO CHAINS

The thing that makes a Duelist different from the typical Gear pilot is the ability to push the limits of the machine they are piloting. In Arena, two types of abilities exist: Combo Forms and Talents. Combo Forms are active abilities that can be chained together for added affects to defense, damage, attacks, movement, and crowd affects. Combo Chains require an action to begin, and the player must declare the number of Combos the Duelist is going to attempt in the chain.

A Duelist may chain a number of combos equal to their Dueling skill + 1. Melee Combo effects generally occur within Melee range which is their Dueling skill in inches measured out from the model's base. So a Duelist with a Dueling skill of 3 can chain up to 4 combos and can engage a target up to 3 inches away from their base. Duelists may move to engage multiple targets with their combos.

All Combos have thresholds. In some cases, Combo Forms increase damage or add a bonus modifier to an attack. A successful Combo Check generates a free attack action. These effects are added to the free attack roll that immediately follows the Combo check. The effects from a Combo Check must be applied to the free action that is immediately generated, and cannot be carried over to any additional attacks unless specifically noted in the description of the Combo. Avoiding the attack does not stop a Combo Chain.

Not every combo is available to every duelist classes, but some abilities and combos are shared by different classes. Its a good idea to have a mix of classes and abilities to be able to combat an opponents ability.

When performing a combo chain, a Duelist that repeatedly uses the same move in a Combo chain against the same becomes predictable. Each time the same combo move is used in a chain against the same opponent, the defender adds a +1 modifier to defend against their attacker.

## DEFENSIVE DUELING

Some Duelists are specialists at a form of combat that is Defensive in nature. While it might seem counter-intuitive for a Duelist to be concerned with purely defensive maneuvers, their Teammates would argue otherwise.

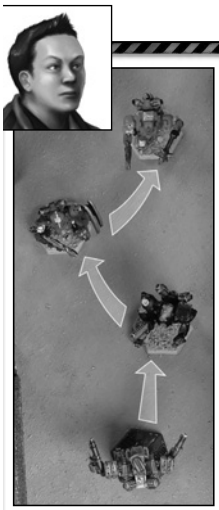
In order for a Duelist to go into a Defensive Dueling Chain, they must spend an action. Spending an action allows the Duelist to go into Defensive Fighting Mode. Duelists may enter into Defensive Fighting Mode at any time during the round as long as they have an action. Defensive Fighting Mode, allows the Duelist to use Defensive Combos. Unlike normal Combo Chains, the Duelist does not declare the number of combos to attempt. During the course of the round, the Duelist may perform up to their maximum number of Defensive Combos which is equal to their Dueling Skill + 1. Place a die next to a Duelist in Defensive Fighting Mode to represent the number of combos remaining to the Duelist.

Defensive Combos are reactive. In order to be used, the Duelist must react to an attack in order to perform a Defensive Combo. The attack does not have to be made against the Duelist in order to react. If a teammate is in the Melee Range of the Duelist, then the Duelist may react to attacks made against the teammate. In these cases, the teammates benefit from the Defensive Combo's effects.

Like regular Combos, Defensive Combos have thresholds to meet before being able to make use of the Combo's benefits. If a Duelist fails to meet the Combo's threshold, then the remaining Combos available for the round are lost. For purposes of Rep Generation, if the Duelist makes all of their thresholds on any Defensive Combo Checks, count the number of successful checks as a Combo Chain. If the Duelist fails to make a threshold on one of their Checks, but makes at least one of the checks in the chain, then the Duelist receives a single Rep point.

Unlike normal combos, Defensive Combos do not generate a free attack, unless the Defensive Combo has a counter attached to the description. Counters are free attacks generated when the opponent's attack is avoided by a successful Defense check. If a teammate is the subject of an attack, but successfully defends, then the Duelist can Counter. Not all Defensive Combos have Counters. Check the description for Counters.

Defensive Combos are marked with this icon: D



### COMBO CHAINS

The Duelist in the picture has a Dueling Skill of 3 and is at Combat SMS speed. He declares his maximum Combo Chain, which is 4 (Dueling Skill 3+1). He sees three opponents ahead of him and plans on moving through and attacking all three enemy units. His first opponent is within 3" of him, which puts him in range to be attacked. The Duelist declares a Fast Punch combo and rolls against the Combo's threshold of 3. He makes the roll with a 6 on his Dueling skill check. The successful Dueling Check has given him a free attack action. He rolls to attack and hits his opponent. The Duelist applies the damage to the opponent.

Satisfied with that attack, the Duelist decides to close the distance to his second opponent. He declares a Jump for his second Combo and places a marker behind the enemy model. The distance is 6" away. The Duelist makes his check against a threshold 3 and successfully generates a result of 7. This gives him more than enough distance to get to the declared spot. Since he made his Jump Combo check, the Duelist generates and attack which he makes while in the air. The opponent suffers a -1 to their defense for being attacked from above and also for being attacked from behind. The Duelist does massive damage with a sword strike, but decides to save the last two combos for the last opponent.

The Duelist uses his Gear's movement to close the distance this time. Once in front of the enemy, the Duelist declares his third Combo in the Chain. This time the Duelist uses a Fox Punch. The Duelist makes his Dueling skill check against the Combo's Threshold of 4 and succeeds in beating the threshold by rolling a 5. The Duelist makes his attack roll, but misses the target. The Duelist can still attempt his last combo even though the attack missed. A successful Combo Check is the only thing needed to continue to the next Combo. For the final Combo, the Duelist attempts a flashy maneuver. He declares a Cockpit Punch. The Threshold on this attempt is 5, much higher than the prior checks. The Duelist rolls, but fails to exceed the threshold. His combo chain has stopped and no attack is generated.

# STANDARD COMBOS

All duelists have access to certain combo skills. These abilities are fundamental abilities learned by even the greenest rookie on the field.

**Threshold: 3**

## JABBING PUNCH

A quick attack that does Damage equal to Size-2, but gives an Acc of +1.

## KICK

The duelist makes a check against the threshold to deliver a powerful kick. If the threshold is not met, the duelist's Gear falls on the ground and is considered stationary till the duelist can spend an action to stand back up. A successful roll allows the duelist to make an attack roll against a target with a Damage equal to Size+2.

## DISRUPTIVE FIRE

**Prerequisite:** Full RoF from a Ranged Weapon

Duelist using disruptive fire against an opponent trying a Ranged combo adds to the thresholds needed for the opponent to succeed in the opponent's current Combo Skill Check. The Margin of Success against the suppressive fire check is added to combo threshold of the opponent's combo threshold rating for their opponent's Combo Skill Check. Suppressive fire requires a combat lock of the opponent to initiate. When using the Disruptive fire, check for an Out of Ammo result using the combo check's roll.

## JUMP

When making a Jump check, the Duelist must declare their intended destination. Place a marker on the spot. The duelist attempts to jump by making a Dueling skill check against a threshold of 3. If the duelist succeeds in the roll, they can make an additional vertical and/or horizontal move equal to half of their Gear's size rating (round up) + their Margin of Success on their Duelist skill check in movement points.

Vertical distance must include upward and downward movement in MP. Horizontal movement is considered to be over clear terrain. If the unit lands on any terrain other than the declared spot, the duelist must make an immediate Piloting check against a threshold of 4 or be knocked down and take a single box of damage. If the duelist performs a vertical jump and fails to have enough MP to land on their declared spot, then the Duelist has suffered an Unintentional Impact. All attacks generated from a Vertical Jump are considered to be from above, unless the target is on an elevated position that's higher than the maximum Vertical height achieved from a Jump Combo Check. Landing on Dangerous and Difficult Terrain causes a piloting check. Once the Jump is completed, the Duelist can choose its facing.

**Threshold: 4**

## PARRY

Any duelist may attempt to parry a melee attack. The Duelist declares a Parry against a specific attacker then makes their Dueling Check. A successful parry check adds +1 to the duelist's defense skill rolls against the chosen opponent for the duration of that opponent's combo chain.

## GRAPPLE

A duelist can initiate a grapple attempt to stop an opponent's movement. The duelist rolls their Dueling skill against their target's Dueling skill. If the attacker succeeds with the threshold, they may make an attack roll against their target. If the attack succeeds then any action or movement both units are involved in immediately stops. Both gears immediately go to stationary movement and any combos being attempted by either unit immediately stop. Both units remain stationary and continue making opposed Dueling checks each turn till either the initiating Duelist ceases the grappling maneuver or is defeated by his opponent. Larger vehicles have an advantage in grappling and apply the difference in their size as a modifier to their Dueling Skills.

**Threshold: 5**

## EJECT

If a unit is overkilled or destroyed, a duelist may attempt to eject out of the unit to avoid injury or death. A successful duelist check against the threshold means the duelist has managed to bail out of their Gear before it is overkilled or destroyed.

**Threshold: 6**

## SUPPRESSIVE FIRE

Duelist using suppressive fire against an opponent trying a Ranged combo adds to the thresholds needed for the opponent to succeed in their Combo Chain. The Margin of Success against the suppressive fire check is added to combo threshold of the opponent's combo threshold rating for the remainder of their opponent's Combo Chain. Suppressive fire requires a combat lock of the opponent to initiate. When using the Suppressive fire, check for an Out of Ammo result using the combo check's roll.

**COMBO MOVES**

Duelist spends an action and declares the number of Combos they are going to attempt to Chain, chooses a Combo from their list and declares their choice.

Duelist rolls their Dueling Skill against the Combo's Threshold. Applying modifiers from the following:
- Gear's Maneuver Score
- Duelist Talens
- Combo Effects with Carry Over (Does not apply to the first combo)

**THRESHOLD MET**
Duelist generates free Action

**THRESHOLD NOT MET**
Combo Chain ends

Duelist performs the Attack appling benefits of Combo and starts the next Combo in the chain.

# OFFENSIVE MOVEMENT

## LEVEL 1
**Threshold: 3**

### MOTIVE OPERANDI

**Prerequisite:** Movement

As long as the Gear is moving, add +1 to all attack rolls.

### OVERCLOCK

**Prerequisite:** Stationary

If the Gear is at stationary and is not grappled, the duelist can shift to combat speed.

### JUMPBACK ATTACK

**Prerequisite:** Target in the Rear Arc

The Duelist moves past the target and attacks from the rear with a fast mid movement 180 degree facing change to put the target's back in the Duelist's line of sight. Once the shot has been resolved, Duelist may change their facing up to an additional 180 degrees. The defender suffers an additional -1 penalty to its defense roll.

### HOOK ATTACK

**Prerequisite:** Moving

An attack that the duelist uses their arm to hook their opponent as they move by. The duelist drags the opponent with him a number of inches equal to the MoS. The target must then make a defense check (Threshold 3) or be knocked down one speed band.

## LEVEL 2
**Threshold: 4**

### BUMP IN

**Prerequisites:** Counter

With a short burst of speed, the defending duelist may attempt to break a melee combo chain with a controlled tackle. If the Bump In succeeds against the opposing duelist then their chain is stopped and the opponent receives a stun counter. If the duelist using Bump in has a shield or buckler they may add the shield's damage rating to their dueling roll as a modifier.

### RAM THROUGH

**Prerequisite:** Ram Plate or Shield

Using the shield or a ram plate, the duelist clears a way for their Gear to move through. The Duelist can move an opponent to the left or right arc up to the MoS on their combo check if they succeed in an attack. Both units are treated as taking ramming damage.

### SKID FALL

The duelist dives at the feet of Gears and plows through anything in its path. The Duelist can strike a number of units within the MoS of the roll in a straight line. The Duelist makes a single attack roll. Each Gear in the line of attack makes a defense roll. If the defense roll fails, the Defender takes Duelist's Gear's Size+2 in damage as well as having to make a Piloting skill roll against a threshold of 4. If the Defender fails the Piloting skill roll the unit is knocked down.

### FLYING TACKLE

The Duelist can make a ram attack that has reach. Add the MoS to the Duelist's Melee Range. Add the MoS to the ram damage on a successful hit.

## LEVEL 3
**Threshold: 5**

### SKID AND CRASH

**Prerequisite:** Ram Plate or Shield; Ground Movement

The Duelist's Gear must be at least at combat speed in Ground mode to perform this controlled ram. If the roll succeeds, the attacking duelist takes no damage in the ram, but does receive a stun counter. The defending unit receives damage normally. Both units drop their speed to stationary. If the Skid and Crash fails to connect, the duelist must make an immediate Dueling roll against a threshold of 4 or crash. Treat the crash as a unintentional ram with half damage. The unit immediately becomes stationary and the duelist receives a stun counter.

### LOW TACKLE

**Prerequisite:** Combat Movement or higher

A successful tackle combo attack knocks down the enemy unit making it stationary.

### PIERCING RAM

**Prerequisite:** Combat Movement or higher

Add Armor Piercing to the Ram attack damage against the opponent.

### SHOT PUT

**Prerequisite:** Combat Movement or higher

Effects: The Duelist rushes at the target and grapples the target while moving. The target is then launched in a direction of the duelist's choosing up to the duelist's size rating + the MoS of the combo check. If the thrown Gear hits another Gear or wall treat the hit as an unintentional impact. The thrown Gear must make a defense check at a threshold of 5. If the roll fails the unit is considered knocked down.

## LEVEL 4
**Threshold: 6**

### POWER DIVE

**Prerequisite:** Jump

The duelist leaps into the air and lands in the middle of a group of targets. The duelist's attack generates an AE rating equal to their MoS. The attack is Acc 0 with a damage equal to the size of the Gear plus half the distance of the jump.

### RAM & RUN

**Prerequisite:** Combat Speed or better. Ram Plate or Shield

The duelist may ram the enemy without taking any damage to themselves or slowing down.

### RUNNING ATTACK

**Prerequisite:** Top Speed

Running in a straight line, the duelist can make melee attacks on any targets within their melee range.

### RUN AND GUN

**Prerequisite:** Top Speed

Add a bonus modifier equal to the MoS from the combo check on a ranged attack.

# DEFENSIVE FIGHTING

## LEVEL 1
**Threshold: 3**

### BLOCK D

**Prerequisite:** None

When attempting to combat a Melee Combo Chain, the defending duelist can declare a block and receive a +1 modifier to their Dueling or Defense Check if they make their combo check. If the unit is equipped with a shield or buckler, then Ranged attacks and combos may be blocked.

### FEINT D

**Prerequisite:** None

A feint is used to throw off the opponent's Combo Chain, but the more experienced the opposing duelist is the more difficult it is to trick them. Unlike typical Combos, this maneuver requires an opposed Dueling skill check against the target the Feint is used against. MoS translates into a positive modifier on their defense against the next attack from the opponent that lost the Feint. If the move does not succeed, then treat the MoF as a penalty on the next attack again the opponent that won the Feint.

### THROW D

**Prerequisite:** Counter

The duelist counters an attack by throwing the attacking Gear onto the ground or into a nearby wall. If the throw is onto the ground then the Gear is considered knocked down. If the Gear is thrown into a wall, treat it as an unintentional impact. Counters occur after a successful defense roll.

### HEAD DROP D

**Prerequisite:** Flip

If the Duelist makes a successful Flip attack against an opposing Gear, then they may declare a Head Drop. The Duelist makes a Dueling check against the threshold. If the roll succeeds then the Defending Duelist is stunned.

### FLIP D

**Prerequisite:** Counter

The Duelist tosses the opposing gear onto their back resulting in a Knockdown as well as the Defending Gear's Size+3 in damage.

## LEVEL 2
**Threshold: 4**

### REVERSE THROW D

**Prerequisite:** An attacker using a throw; Counter

If an attacker uses a throw on the duelist, the duelist may attempt to throw the attacker by using their own force against them. If the combo check succeeds, the duelist rolls against his opponents attack roll. If the roll exceeds the attacker's, the duelist has successfully reversed the throw. The unit is thrown a distance equal to the MoS + the size of the attacking unit. The duelist chooses a direction on their rear 180 degree arc.

### WEAPON GRAPPLE D

**Prerequisite:** None

Select a handheld weapon in an opponent's hand. If the grapple is a success then the weapon is at a -3 to all attacks until the grapple is broken. While weapon grapple is in effect the duelist cannot use the arm designated for the grapple for any other reason unless specified by the rules.

### ELBOW SMASH D

**Prerequisite:** None

An attack can be made with a short jab of the elbow. This technique can be used even if the duelist is grappled. The attack is at a -1 Acc and does Size+1 damage.

### CRUSHING GRAPPLE D

**Prerequisite:** Grapple

If the duelist is involved in a Gear to Gear grapple, they may make their combo check to apply damage to the enemy unit. The attack is done with an Acc 0 and damage equal to the Duelist's size+ MoS of the combo check.

## LEVEL 3
**Threshold: 5**

### FLIP & SLAM D

**Prerequisite:** Flip

If the Duelist makes a successful Flip attack against an opposing Gear, then they may declare a Flip & Slam combo, and make a Dueling Check against the threshold. If the roll succeeds, the double the Size damage taken from the slam.

### DISARM D

**Prerequisite:** None

The duelist designates a handheld weapon on a targeted model, a successful attack with at MoS of 3 or greater against the target results the target losing the targeted weapon. The weapon falls to the ground and maybe picked up with an action Any dropped weapons are recovered by the original owner.

### REACTIVE FURY D

**Prerequisite:** Counter

Successful roll allows the duelist to counter with a number of attacks equal to the Margin of Success.

### TEN STEP COUNTER KICK D

**Prerequisite:** Counter

Successful roll allows the duelist to counter attack and then make a movement equal to their MoS. This move does not provoke any free attacks.

## LEVEL 4
**Threshold: 6**

### RISING WALL D

**Prerequisite:** None

The Duelist may reroll a number of defense checks in a combo chain equal to the MoS. The duelist may only reroll once for each attack, and must take the second result regardless even if it is worse than the original roll. If the duelist has a talent that allows for a rerolled defense check, then the defense check may be rerolled a second time.

### PEEK-A-BOO STYLE D

**Prerequisite:** None

The Duelist applies the MoS as a defensive modifier for the duration of the current combo chain.

### LETHAL COUNTER D

**Prerequisite:** Counter

On a successful combo check, the defender applies the attackers and defenders size to the damage modifier of the counter attack.

### REVERSAL SUPLEX D

**Prerequisite:** Counter; Grapple

If the duelist is grappled and they make their combo check, they may attempt a Reversal Suplex attack. If the attack succeeds, the opponent is knockdowned, stunned, and receives damage equal to their size rating x2. Both Gears are no longer considered grappled after this move.

# PUGILIST FORM

## LEVEL 1
**Threshold: 3**

### FAST PUNCH
**Prerequisite:** Fist

A quick punch that is more powerful than a Jab Punch, but just as accurate. Damage Rating is equal to the Size of the unit -1 and has an Acc of +1.

### PUNCH THROUGH
**Prerequisite:** Chassis Reinforcement, Spikegun, Heavy Spikegun

Add the Armor Piercing trait to the attack.

### HOOK PUNCH
**Prerequisite:** Fist

Punching Strike generates a Stun Counter on top of normal damage.

### HEADBUTT
**Prerequisite:** None

The Defender loses the ability to use Rally for the remainder of the turn.

## LEVEL 2
**Threshold: 4**

### GRAPPLE SWING
**Prerequisite:** Grapple

The Attacker throws the unit into a wall or another Gear within melee range. The defender takes damage as an unintentional impact and also generates a Stun Counter.

### CRUSH PUNCH
**Prerequisite:** Fist

The punch attack is less accurate, but more powerful destroying armor in the process of the hit. Damage is equal to Size. Acc-1. Add the Armor Crushing trait to the punch.

### FOX PUNCH
**Prerequisite:** Fist

This fast punch seemingly comes out of nowhere. Defenders incur a penalty of -2 against this punch attack.

### KNIFE PUNCH
**Prerequisite:** Fist

Extending the Gears fingers straight out, the hand becomes as deadly as some bladed weapons. Add 3 to the base damage of the punch for the remainder of the combo chain.

## LEVEL 3
**Threshold: 5**

### COCKPIT STRIKE
**Prerequisite:** Fist

A successful strike results in the defender having to make a health check after the game as well as receiving a stun counter. This effect may only be used once per unit. Only one forced health check may be in effect per game.

### ENGINE PUNCH
**Prerequisite:** In the Rear Arc of the Targeted Gear

A successful hit from the Duelist will result in standard punch damage, but will also cause the defending Gear to drop a speed band. If the unit is at Stationary already, the unit will not be able to move during the next turn.

### POWER PUNCH
**Prerequisite:** None

The Duelist makes a punch attack by throwing their Gear's full weight into the punch. Damage is equal to twice the Size rating of the Gear with an Acc -1.

### PUMMEL 'EM
**Prerequisite:** Fist

The Duelist makes a number of punching strikes equal to their Dueling skill. The first strike's damage is equal to the Size of the Gear, Acc -1.

## LEVEL 4
**Threshold: 6**

### CRITICAL HIT
**Prerequisite:** Fist

The Duelist has learned how to strike crucial systems in the opponent's Gear. Their punch will do damage equal to three times their Gear's Size Rating with an Acc -1

### THOUSAND FIST STRIKE
**Prerequisite:** Fist

The Attacker may make a number of punch attacks equal to their dueling skill. If all of the hits strike with a MoS of 1, the attacker earns an additional Rep Point.

### THUNDERSMASH
**Prerequisite:** Fist

The duelist strikes their opponent's own electronics systems adding a Haywire Effect to their strike. Additionally, the defender must make a Piloting roll against the attacker's combo check result or be considered knocked down.

### HAYMAKER
**Prerequisite:** Fist

The attacker generates an AE attack equal to their Melee Range. The attacker is unaffected by the attack.

# KICKBOXER FORM

## LEVEL 1
**Threshold: 3**

### HIGH KICK
**Prerequisite:** Kick

If the duelist connects with his attack, then the opponent receives a stun counter.

### TORSO KICK
**Prerequisite:** Kick

This kick causes the target to suffer a -1 defense penalty on the next defense check in addition to normal kick damage.

### SHORT KICK
**Prerequisites:** Kick

A short quick kick that sacrifices damage for speed. The Duelist can make two kick attacks with Acc 0 and Damage of Size -1.

### KNEE KICK
**Prerequisites:** Kick

A powerful kick that has the potential of damaging an opponent's movement system. Damage Size+1 Acc -1. If the Margin of Success is 3 or more then deduct 1 MP from the Top Speed of their primary or secondary movement (player's choice).

## LEVEL 2
**Threshold: 4**

### ROTATION KICK
**Prerequisite:** Kick

A kick that adds the weight of the Gear into that attack. Acc 0, Damage Size + MoS of the combo check.

### JUMP & SMASH
**Prerequisites:** Kick, Jump Combo

On a successful jump combo, the duelist may attempt a kicking attack while in midair of a unit that is in their melee range. The damage is equal to Size + 3, Acc -1, add the Armor Crush trait to the attack.

### THRUST KICK
**Prerequisite:** Kick

The duelist drops towards the ground and thrusts his legs towards the target using the Gear's arms as a fulcrum point. The powerful kick launches the target back a number of inches equal to the MoS. If the target hits a wall or another Gear, treat the hit as an unintentional impact. The attack is Acc -1 and Damage equal to the Gear's Size +2. The Duelist may use this combo while Knocked Down. If the Duelist was Knocked Down before executing this combo, then they end the combo back on their feet.

### STEP BACK KICK
**Prerequisite:** Kick, Walker Mode

A kick attack that allows the Duelist to disengage from an opponents melee range. After making a kick attack, the duelist can move back a number of inches equal to the MoS on the combo check.

## LEVEL 3
**Threshold: 5**

### CLINCH KICK
**Prerequisite:** Kick, Grapple

The duelist grabs the opponent's head and brings it down to meet the upwards thrust knee. A successful attack will generate a health check on the opponent after the game. Acc 0, Damage Size x2.

### SWEEPING LOW KICK
**Prerequisite:** Kick

A successful attack against the opponent knocks the opponent down.

### HOOK KICK
**Prerequisite:** Kick

This kick propels the target into a Left or Right (Duelist's choice) Arc direction and does a tremendous amount of damage. Acc -1 Damage Size+5. The target drops one speed band and receives a stun counter.

### RABBIT KICK
**Prerequisite:** Kick

The Duelist generates a number of kick attacks equal to the MoS. Acc 0 Damage Size +1.

## LEVEL 4
**Threshold: 6**

### SPIN KICK
**Prerequisite:** Kick

The duelist generates an AE attack equal to the MoS. The Duelist is unaffected by the attack. This attack forces each struck opponent to make an additional Piloting check (threshold 6) or be knocked down. Acc 0 Damage Size+2.

### REVERSE FLIP KICK
**Prerequisite:** Kick

The duelist flips backwards and kicks his opponent in mid-flip. The attack does tremendous damage. Acc -1 Damage Size x3.

### TRIP AND SMASH
**Prerequisite:** Kick

The Duelist makes two attacks. The first attack is to force a knockdown against the target. If successful, a second kick attack follows with an Acc of 0 and Damage Size+3.

### FLYING KICK
**Prerequisite:** Kick, Top Speed

The Duelist launches himself at a target increasing his Melee Reach and delivering a power hit. The Duelist can make a flying kick attack equal to their Melee Range plus the Size of the Duelist's Gear. If the attack connects, then the opposing Gear is pushed back the same distance as the Flying Kick. If there is a wall or another Gear, the opponent suffers from an unintentional impact. If there is nothing in the way of the opponent, the opponent suffers a knockdown.

# SWORD FORM

## LEVEL 1
**Threshold: 3**

### POWERTHRUST
**Prerequisite:** Bladed Vibro Weapon
The player may take up a penalty to their combo and add the equivalent penalty to their damage rating on a successful check.

### FLAT OF THE BLADE
**Prerequisite:** Bladed Vibro Weapon
A stun token is generated against the defender if the attacker manages to damage their opponent.

### THRUST AND TWIST
**Prerequisite:** Bladed Vibro Weapon
Destroys 1 point off of the base armor with a successful hit.

### INSULTING SLAPS
**Prerequisite:** Bladed Vibro Weapon
Add an extra Rep Point if the chain is completed. The attack does not generate any damage but must hit.

## LEVEL 2
**Threshold: 4**

### VIBROSTAB
**Prerequisite:** Bladed Vibro Weapon
The duelist uses a bladed vibro weapon to create a deadly strike against a target. Add +2 to the damage rating of the vibro weapon for the remainder of the combo chain.

### LETHAL THRUST
**Prerequisite:** Bladed Weapon
The Duelist that hits with a lethal thrust add +4 to their base weapon damage.

### BERSERK
**Prerequisite:** Bladed Weapon
The Duelist makes a check against the threshold and gains a number melee attacks equal to the Margin of Success. These attacks have an additional Acc penalty of -1.

### VIBROKILL
**Prerequisite:** Vibro Weapon
Double the Vibro Weapon's Damage if the Duelist makes their Threshold check.

## LEVEL 3
**Threshold: 5**

### PRECISION STRIKE
**Prerequisite:** Bladed Weapon
If the Duelist makes their combo check, they can reserve a re-roll on an attack roll during their chain. If an attack fails to strike with their Bladed weapon attack then they may re-roll their attack. The second roll's results supersede the initial rolls results.

### HIGH STAB
**Prerequisite:** Bladed Weapon
The duelist targets the enemy's torso and cockpit. A successful attack does normal damage and gives the defending duelist a stun counter. Add +1 to any health checks in post game wrap up to the target.

### HIGH FORM
**Prerequisite:** Bladed Weapon
The duelist may add a +1 Modifier to all of their Defense Checks till the end of their combo chain.

### LOW FORM
**Prerequisite:** Bladed Weapon
The duelist may add a +1 Modifier to all of their Combo Checks till the end of their Combo Chain.

## LEVEL 4
**Threshold: 6**

### SPIN ATTACK
**Prerequisite:** Bladed Weapon
The Duelist makes a bladed weapon attack that gives his attack an AE rating equal to their Melee Range. The Duelist is unaffected by the attack.

### RAPID SLASH
**Prerequisite:** Bladed Weapon
The Duelist makes a number of blade strikes equal to their Dueling skill.

### VIBROCHOP
**Prerequisite:** Bladed Vibro Weapon
The duelist can target an enemy Gear's arm and attempt to chop it off. If the Margin of Success is 2 or less then the opposing gear takes damage as normal. If the attack is 3 or more then the attack succeeds in removing the targeted arm and any weapons it was carrying as well as normal damage. The arm may be picked up by another gear and used as a club at this point with a Damage rating of x9 and an Acc of -1.

### DISARM
**Prerequisite:** Bladed Vibro Weapon
The duelist may make a number of blade strikes equal to the MOS of the combo check. The attacks cause no damage but if the MOS of the attacks is 3 or greater they will destroy a weapon of the attacking duelists choice. If all attacks successfully destroy a weapon gain 1 additional Rep point.

# STAFF FORM

## LEVEL 1
**Threshold: 3**

### COUNTING COUP
**Prerequisites:** Crushing Weapon

Add an extra Rep Point if the chain is completed. The attack does not generate any damage, but must hit.

### STUN HAMMER
**Prerequisites:** Crushing Weapon

A stun token is generated against the defender if the attacker manages to damage their opponent.

### DOUBLE BLOW
**Prerequisites:** Crushing Weapon

The duelist strikes with the main part of their blunt weapon, and follows up with a hit from the hilt of the weapon. Successfully rolling this ability gives a second attack with the crushing weapon, but with a -3 damage rating.

### CRUSHING STRIKE
**Prerequisites:** Crushing Weapon

Add 1 additional point of Armor Crushing to any damage results.

### KNOCK ABOUT
**Prerequisite:** Crushing Weapon

A successful attack results in pilot disorientation. Randomly change the direction of the defender's gear.

## LEVEL 2
**Threshold: 4**

### FALTERING HAMMERSTRIKE
**Prerequisite:** Crushing Weapon

Forces an opposed defense check (vs. combo roll result) by the defender or drop one speed band.

### DAMAGE DEALER
**Prerequisite:** Crushing Weapon

Add 2 to the base damage multiplier of the weapon for the duration of the combo chain.

### ROCK AND A HARD PLACE
**Prerequisite:** Crushing Weapon & Terrain within Melee Range

The attack does normal damage and throws the opponent into a wall. Move the defender next to the terrain piece within melee range of the attacker's choice. The Defender must make a defense check against the combo check roll or suffer a stun counter.

### BERSERK
**Prerequisites:** Crushing Weapon

The Duelist makes a check against the threshold and gains a number melee attacks equal to the Margin of Success. These attacks have an additional Acc penalty of -1.

## LEVEL 3
**Threshold: 5**

### GUT SMASH
**Prerequisite:** Crushing Weapon

Causes the defender to roll against the combo check roll. If the roll fails, the defender drops one randomly determined hand held weapon. The weapon may be picked up by anybody with a free action. Dropped weapons are returned to teams at the end of a game unless they are destroyed.

### PRECISION STRIKE
**Prerequisites:** Crushing Weapon

If the duelist fails to strike with their crushing weapon attack then they reroll their last crushing weapon attack. The second roll's results supersede the initial rolls results.

### SWEEPING STRIKE
**Prerequisite:** Crushing Weapon with Reach

Choose a number of targets equal to the MoS of the combo check within Melee Range to engage. Make a single attack roll. Each defender must make a check against that roll.

### ABSOLUTE DENIAL
**Prerequisite:** Crushing Weapon with Reach

If the duelist strikes their opponent successfully, then the defender will take a -1 penalty for all defense rolls for the remainder of the combo chain. This penalty does stack on top of Stun Counters.

## LEVEL 4
**Threshold: 6**

### TRIPDOWN
**Prerequisite:** Crushing Weapon with Reach

A successful attack results in the defender having to make a Piloting check against the combo check result. If the defender fails their pilot check, their unit has been knocked down.

### POWER SWING
**Prerequisites:** Crushing weapon

The Duelist adds his Gear's size to the damage rating of the weapon.

### WEAPON WHACK
**Prerequisites:** Crushing weapon

The duelist can target an enemy Gear's weapon and attempt to crush it. If the Margin of Success is 2 or less then the opposing gear takes damage as normal. If the attack is 3 or more then the attack succeeds in removing the targeted weapon as well as causing damage.

### CYCLONE
**Prerequisite:** Pair of Identical Crushing Weapons or a Crushing Weapon with Reach

The attacker makes an AE attack with their melee weapons. The AE is equal to their Melee Range + the MoS of their combo check. The Duelist is unaffected by the AE attack.

# RANGED OFFENSE

## LEVEL 1
**Threshold: 3**

### SPRAY FIRE

**Prerequisites:** Ranged Weapon with RoF

Firing a burst from a ranged weapon, the duelist that succeeds against the threshold may add a +1 Acc to the weapon that was fired on the next attack.

### FEELING LUCKY PUNK?

**Prerequisite:** Ranged Weapon

The Duelist can add the Melee trait to one ranged weapon for a number attacks equal to the MoS.

### QUICK LOAD

**Prerequisite:** Ranged Weapon with Reloads

The Duelist can reload their weapon without having to expend an action.

### GUN PLAY

**Prerequisites:** Ranged Weapon

The Duelist makes a flashy attack that's a crowd pleaser. If the Duelist completes their combo chain add an extra Rep point.

## LEVEL 2
**Threshold: 4**

### LETHAL FIRE

**Prerequisites:** Ranged Weapon

Add +4 to the base damage of a single Ranged Weapon attack if the Threshold Check is made.

### DOUBLE TAP

**Prerequisites:** Ranged Weapon

The Duelist may reroll their attack if it the attack misses. The second roll's results must be used even if the second roll is worse than the original roll.

### BURST FIRE

**Prerequisites:** Ranged Weapon with RoF

The duelist can increase the Area of Effect from RoF by their Margin of Success against the threshold for the next attack.

### INFILADE

**Prerequisite:** Ranged Weapon with RoF

The Duelist generates raking fire that causes their targets to duck for cover. The Duelist can designate a number of targets in equal to his RoF. The targets suffer -1 to all their Dueling and attack skill checks for the remainder of the turn.

## LEVEL 3
**Threshold: 5**

### TRICK SHOT

**Prerequisite:** Ranged Weapon

The Duelist can ricochet a shot off of a wall to hit targets around a corner. The Duelist can direct fire at a target that is behind cover as long as they are within two inches of the edge of the terrain that is providing them cover. Defenders receive Partial Cover bonus against Trick Shots.

### WALKING FIRE

**Prerequisite:** Ranged Weapon with RoF

The Duelist can hit a number of targets which they have a combat lock on equal to their RoF rating plus the MoS.

### MAKE 'EM DANCE

**Prerequisite:** Ranged Weapon with RoF

A successful attack forces the target to move backwards equal to the MOS of the combo check. The attack causes no damage.

### IMPOSSIBLE DISARM

**Prerequisite:** Ranged weapon

A successful attack with MOS 3 or more destroys a manipulator held weapon in addition to causing damage.

## LEVEL 4
**Threshold: 6**

### SHOOTING STAR

**Prerequisites:** Two Manipulator Held Weapons with RoF

The Duelist uses both their hand held weapons at full RoF and fire's in a 360 degree arc. The Duelist can target a number of enemies in the arc equal to total RoF expended for both weapons. They may make a single attack on each available target.

### HEAD SHOT

**Prerequisite:** Ranged weapon & stationary

A successful attack forces a health check adding -2 to the final result.

### WOO FACTOR

**Prerequisite:** Hand held ranged weapon with ROF, Jump/Flip & top speed

The Duelist model may ignore the penalty of attacking at top speed for the number of attacks equal to the MOS of the combo check. In addition, the duelist does not run out of ammo during these attacks. Limited Ammo weapons does not benefit from the out of ammo benefit, but does benefit from the speed modifier benefit.

### CRITICAL HIT

**Prerequisite:** Ranged Weapon

Successfully making the Combo Check gives the AP trait to a single Ranged Weapon for the rest of the combo chain.

# RANGED DEFENSE

## LEVEL 1
**Threshold: 3**

### RETREAT FIRE
D

**Prerequisites:** Ranged Weapon with ROF rating

The duelist chooses an arc to fire a burst at and makes their duelist roll against the threshold, the duelist gets to add their Margin of Success to their Defense skill checks from any attacks coming from the arc that the retreat fire was performed on.

### CRISSCROSS FIRE
D

**Prerequisites:** Rate of Fire Ranged Weapon

The Duelist makes a Dueling roll against the threshold to pin down an enemy Gear. If the defending unit loses the combo roll, they may not make any reaction fire attacks for the remainder of the Turn. They may make attacks during their normal activation.

### COUNTER REACTION
D

**Prerequisite:** Ranged Weapon; Counter

The Duelist may chain this as a held reaction fire action. If a target fires at the Duelist and they successfully defend, they may react fire at the target for free.

### PREDICTED PATTERNS
D

**Prerequisite:** None

The Duelist generates an additional +1 to their defense roll against Ranged Attacks.

## LEVEL 2
**Threshold: 4**

### EVASIVE MANEUVERS
D

**Prerequisite:** Combat Speed or Higher

The Duelist darts from cover to cover making reactive fire against him incredibly difficult. All reactive fire attacks against the Duelist are at a -2.

### FAST STEP

**Prerequisite:** Top Speed

The Duelist pushes his Gear beyond its normal performance. Add the Gear's size + MoS to the top speed of the Gear for the remainder of the turn. The Duelist receives a +1 to their defense for the remainder of the turn.

### DIVE FOR COVER
D

**Prerequisite:** Special

The Duelist can utilize any Cover within his unmodified melee range. With a MoS of 2 or less he is considered to be in partial cover. Mos 3 or better he is considered to be in Full Cover.

### DUST BOWL
D

**Prerequisite:** Ranged weapon with ROF

The duelist shoots the ground sending plumes of dust into the air obscuring it from the attacker. A successful combo check generates a smoke cloud equal in AE to MOS. Make 1 Gunnery roll vs ROF to determine Out of Ammo effects. The attack does no damage and is considered to be at full ROF.

## LEVEL 3
**Threshold: 5**

### HANG 'EM HIGH

**Prerequisite:** Ranged Grapple Weapon

The duelist makes an attack with their grapple weapon by firing their hook over the ceiling bracings. If the attack succeeds then the enemy Gear is considered stationary and knocked down till they spend an action and make an attack against the cord (threshold 4). A successful attack (MoS 1+) means the duelist has broken free and is no long knocked down, but is still considered to be stationary.

### DEFILADE
D

**Prerequisite:** Cover

The Duelist can take a static defense position behind cover. Instead of rolling a defense, the Duelist can opt to use the terrain's defense which is based on the MoS. The duelist can choose which defense method they will use prior to being attacked. A MoS of 1 gives the Duelist a static defense of 3. MoS of 2 gives the Duelist a static Defense of 4. MoS of 3 or better gives the Duelist a static Defense of 5.

### WALL OF FIRE
D

**Prerequisite:** Counter

The Duelist can generate a counter attack on any units attacking designated teammates, including the duelist themselves. The Duelist can designate a number of teammates equal to the MoS.

### FLASH FORWARD

**Prerequisite:** Top Speed

The Duelist moves faster than the engineers' specs on their machines. For each MoS the Gear can move an additional number of inches equal to the Gear's size rating. At the end of the movement, the Duelist must make a defense check (threshold 5) or end up knocked down.

## LEVEL 4
**Threshold: 6**

### COUNTERBATTERY
D

**Prerequisite:** Ranged IF Weapon; Counter

The Duelist can immediately counter attack any attacks made against any team member with a ranged indirect fire barrage. The counter attack ignores any cover modifiers. The Duelist does not need to Forward Observe to Indirect Fire at the Target.

### FOXTROT

**Prerequisite:** Top Speed

The Duelist can dance around fire to reach cover. As long as the Duelist does not perform any Ranged Attacks, the Duelist can move from cover to cover without provoking reaction fire from opponents.

### OVERWATCH
D

**Prerequisite:** Ranged Weapon; Stationary; Counter

The Duelist holds their position and generates a number of held attacks equal to the MoS that can be used for reactive fire.

### SWINGLINE
D

**Prerequisite:** Grapple Weapon; Combat Speed or better

The Duelist makes an attack on a target. If the attack is successful the target is knocked down and considered grappled. The target can be swung into nearby targets as a massive blunt weapon (Acc -1, Damage Size x3), or the duelist may slam the target into walls to cause unintentional impact damage on the target. The duelist can continue using this target as a weapon till the target breaks free. The duelist adds half the size of the target to their melee range.

## -OP COMBOS

Coop Combos work slightly different than normal combos. Coop Combos require a minimum of two Team Mates. In order for Coop Combos to work all participating members must have the Coop Combo Fighter Talent. If a Duelist is engaged in a standard combo chain (i.e. Not a Defensive Combo) and another Team Mate is in their Melee Range, then the Duelist may declare a Coop Combo as part of their chain. The Duelist uses Tag Team to see if a Coop Combo is possible. The MoS on the Tag Team determines the number of Team Mates that may participate in the Coop Combo. When making Coop Combo threshold checks, only the initiating Duelist has to make the roll to beat the threshold. Team Mates may participate in Coop Combos even if they have already activated and moved. They only need to be within Melee Range of the initiating Duelist and possess the correct level of Coop Combo Fighter. The initiating Duelist can mix Coop Combos with their standard family of combos. Coop Combos always generate 2 Rep points instead of 1 each time they are performed. The Chain must be completed in order to receive the additional Rep.

### TAG TEAM

**Threshold:** 3

**Prerequisite:** Coop Combo Fighter I Talent

The Duelist must roll their Rally Skill versus a Threshold 3 to be able to use a Coop Combo. The Margin of Success equals the number of Team Mates that can be included in the Coop Combo maneuver. **This is not a combo. Tag Team does not cost an action to perform. It is merely a skill check to coordinate between two units to perform a Coop Combo.**

**LEVEL 1**
**Threshold: 3**

### SWING LINE

**Prerequisite:** Tag Team, Gears of equal size

Gears of the grasp each other's hands and attempt to hook an enemy Gear in their path. Participating members in the Coop Combo move in a chosen direction equal to the MoS. All units in the Melee Range of any of the participants Front Arc, must defend against an Ram attack. If damaged, the opponent is knocked down.

### COMBINATION FIRE

**Prerequisite:** Tag Team, Same Ranged Weapon

The initiating Duelist can make a combo attack with the help of teammates with the same ranged weapon . All of the ranged weapons must be capable of firing at the target. The attack uses the range from the initiator for the attack . The initiating duelist makes the attack roll, and adds a weapon link effect each participating teammate.

### GOT YOUR BACK

**Prerequisite:** Tag Team, Ranged Weaponry

Two Gears in melee range can get into this combo position and cover each other's backs. This move removes any Rear Arc penalties on both Gears and makes all of their ranged weaponry benefit from a Turret arc.

**LEVEL 2**
**Threshold: 4**

### DOUBLE PIERCE

**Prerequisite:** Tag Team, Same Bladed Weapon

A spectacular move involving a Light Class Gear being thrown by an Assault Class Gear. In order to do this maneuver, the two Duelists must be within Melee Range. The initiating duelist makes an attack roll using his Piloting to throw the Light Class Gear at an opponent. The range of the throw is equal to the Assault Class Gear's Size Rating plus the MoS of the combo check. If the Light Class Gear hits then treat the attack as a ram with double the speed and front on. The Light Class Gear can make a Piloting skill against a threshold of 5 to avoid taking damage from the Ram. If the attack does not succeed, then the Light Class Gear is treated as having suffered from an unintentional impact.

### CATAPULT

**Prerequisite:** Tag Team, Light & Assault Class Gears

A spectacular move involving a lighter gear being thrown by an Assault Class gear. In order to do this maneuver, the two Duelists must be within Melee Range. The Assault Class Gear Duelist rolls against the threshold, and if the roll results in a Margin of Success then the Assault Class Gear may throw the lighter class gear at a target with a normal opposed Dueling Check using the Combat Speed Modifier of the Light Class Gear as a modifier for the Dueling Check. If the attack succeeds then the attack is treated as a Ram by the Assault Class Gear, and the Light Class Gear can make a Dueling Check against the threshold of 4 to avoid any damage to itself. The range of the throw is equal to the Assault Class Gear's Size Rating plus both duelists' Melee Ranges. If the Move does not succeed, then the Light Class Gear is treated as having suffered from an unintentional impact.

### HELICOPTER

**Prerequisite:** Tag Team, Gears one Size level apart

If the threshold is met, the larger Gear successfully clamped on to their partner's arms and can swing the smaller Gear around in a 360 degree circle hitting everything in the range of the combined Melee range of the Gear. The initiating Duelist makes a single attack roll that each of the defenders must defend against. Damage is equal to the combined size of the participating models; Acc -1. If the threshold is not met, then the smaller Gear is launched in a random direction a number of inches equal to the MoF+2. The smaller Gear is considered stunned and may take unintentional impact damage if they hit a barrier or another gear in their path.

**LEVEL 3**
**Threshold: 5**

### BEATDOWN

**Prerequisite:** Tag Team

The initiating Duelist performs an attack. If the attack is successful (MoS 1 or more) the opponent has been Knocked Down. Participating members may make a number of attacks on the Knocked Down opponent equal to the MoS on the combo check.

### SUSTAINED FIRE

**Prerequisite:** Tag Team, Ranged Weaponry

The team members involved in the co-op move lay down a hail of fire in a particular direction. The initiating Duelist can make a number of attacks in on arc equal to the MoS on the Combo Check. In addition, each participating Team Member adds a +1 to the Gunnery Skill Check to hit the opponent.

## CO-OP COMBOS

Bruno declares a four combo chain, he can begin with Vibrochop. Then seeing that his Team Mate, Uller, is within Melee range and both of them have Coop Combo Fighter I, Bruno decides to perform a Swing Line maneuver. He makes a Tag Team check and has a MoS of 2. He sees no other eligible Team Mates in his Melee range, so he proceeds to make the Dueling skill check against the threshold of 3. He makes the roll with a 4. Bruno and Uller run down towards their opponent. Bruno makes his Piloting skill check to attack the enemy and manages to hit the target, which knocks the target down and stuns it. Bruno then decides to do a Beatdown on the Knocked Down enemy. He rolls his Tag Team combo check once again and scores a 4. Bruno and Uller can perform a Coop Combo. Bruno performs another Dueling skill check and squeaks by with a 6. After each of them attack the enemy, Bruno decides to finish up the combo chain with Lethal Thrust Combo. He makes his threshold, and delivers a spectacular attack. Bruno completed his four combo chain of which two of them were Coop Combos. He receives a total of 6 Rep for that Combo Chain.

## USING HIRED GUNS

In Heavy Gear Arena, Team Managers will occasionally need specialists to fill in areas that their Duelists are deficient. Luckily for the Team Manager, there are mercenary duelists that hire themselves out to teams. These could be independent operators that don't play well in a team long term, KADA reservists that can't devote to a team full time, or simply just a duelist that travels from circuit to circuit lending their services to the highest bidder.

In campaign play, Hired Guns can be hired by the Team Manager during the Post Game Wrap Up phase. The Team Manager headhunts and recruits hired guns just like they would any other personnel; however, Hired Guns only work for one game. Once the Hired Gun fights, they leave the team. The Team Manager does not roll any Post Game Wrap Up events for the Hired Gun, but is responsible for the cost of any repairs to the Hired Gun's Gear. Once the Hired Gun has been located and hired once, the Team Manager can re-hire the Hired Gun without having to relocate the Hired Gun. The Team Manager only needs to make a Negotiation check against the Hiring Threshold of the Hired Gun to rehire. If the roll succeeds then the Hired Gun will join the team again. The Team Manager must pay the hiring costs each time the Hired Gun is used in a game. Hired Guns will only work for Teams that have paid for repairs on their Gears during the Post Game Wrap Up. Team Managers can opt not to pay the repairs, but if that option is taken, the Hired Gun will not work for them till the balance of the repairs is paid.

### *Hired Gun Rehire Modifiers*

| Condition | Modifier |
|---|---|
| Team Won the Last Game | +1 |
| Team Lost the Last Game | -1 |
| Team Manager Paid for Rep | +1 |
| Team Manager didn't Pay for Repairs at Some Point | -1 |

While Hired Guns appear to be a good value, the low cost for hiring them is offset by the fact that any prize money earned by the Hired Gun goes to them and not the team. Also any Rep points generated by the Hired Gun does not go to the team automatically, but can be purchased by the Team Manager at the rate of 5K per Rep Point.

Most Hired Guns have some sort of restrictions for being hired, and some Duelists are only fielded in matched pairs.

## DUPLICATE HIRED GUNS

In some rare cases, teams may want to hire the same Hired Gun. If this occurs the Campaign Organizer can decide to do one of two things. He can determine that the Hired Guns are different people and let both players use the same Hired Guns, or he can have the Team Managers roll off against each other to determine which team the Hired Gun is willing to work for. If the roll off method is used, the Team Managers roll off using their Negotiation skill along with any relevant modifiers from Talents. In addition to modifiers from Talents, the Managers can throw money at the Hired Gun to elicit a favorable roll. See the chart for the modifiers that can be bought.

### *Bidding War Modifiers*

| Amount Spent | Modifier Bonus |
|---|---|
| 15K | +1 |
| 25K | +2 |
| Double the Salary | +3 |
| Agree to Buy Rep | +1 Additional Bonus |

## MAENA JARAK

Maena Jarak had always been a follower. More precisely, Maena had always been her brother's follower. Cycles of growing up alongside her brother's imposing ego and strong personality, Maena had little chance of finding her own voice, but until the pair's desertion from the Northern Guard in TN1933, Maena was comfortable letting her brother dominate their lives.

| SKILLS | |
|---|---|
| Gunnery | 4 |
| Piloting | 4 |
| Dueling | 4 |
| Rally | 2 |

| | |
|---|---|
| Age | 47 Cycles |
| Sex | Female |

| | |
|---|---|
| Hiring Rate | 50K |
| Threshold | 4 |

| Affiliation |
|---|
| Northco |

Even the choice to desert had been motivated by the need to follow her brother. While she didn't regret the decision, Maena has discovered that her brother needed her more than she needed him. The cycles of fleeing the authorities forced her to confront her submission to her brother's sense of honor. The former duelist of the famed 33rd Nova Red Rider Regiment found her voice in the arena and in the field of battle, while serving in KADA.

Later, with the twins' amnesty in hand, Maena was faced with a decision that she had never been faced with prior. She was free to choose her life's path. Danghen had chosen to stay on with KADA and earn his living testing out Northco's prototype machine in the arenas. Having been on the run for nearly a decade, Maena did something she had always wanted to do, but had never had a chance before — She went on a pilgrimage to Massada.

Unlike her brother, Maena had always been drawn to her parents' faith, but being in the Badlands for so many cycles, Maena found herself drawn to Massada, the holiest city of the Revisionist faith. In Massada, her season of meditation and reflection away from the pressures of military life and her brother surprised her; despite it all, she was drawn back to Khayr ad-Din. Maena knew that her life hadn't been about following her brother out of passive submission, but out of a sense that her brother needed her to support him. She also knew that Danghen gave back to her — He had been there push her forward.

With her absence for a cycle, many observers in the arena circuits speculated that without Maena, Danghen's successes wouldn't enjoy the status that is given to them now. Some even think that, Maena is the better pilot of the two, but in reality the pair work best when they are on the field, together.

In her Grizzly, Red Raker, Maena has honed her decades of combat into a deadly artform. She's known to be a master of both ranged and close combat. Her assault class Gear moves with a precision seen only in scout class Gears or the more advanced heavy class Gears.

### TALENTS

**Grizzly Mastery:** Maena is adept at piloting her Grizzly, Red Raker to the point that she can push it beyond the design limits regularly. Add a +2 modifier to all Dueling and Defense rolls that Maena makes while in her Grizzly.

**Melee Expert:** Maena may re-roll her melee attack or combo rolls once per turn. If she re-rolls, she must take the second result even if the roll is worse.

**Running Gunner:** Maena can fire while at Top Speed without having to spend an action. In addition, the penalty for firing at full speed is reduced by 1.

**Hard to Kill:** Maena has been known to evade the worst situations with an uncanny sense of survival. Maena may re-roll his defense roll once per turn. Even if the result is worse than her initial roll, Maena is stuck with the second roll.

**Twin Affinity:** As long as her brother is active on the board, Maena automatically can perform combo moves with Danghen without having to roll to initiate.

### HIRING RESTRICTIONS

Maena may not be hired if the team is associated with Paxton or Territorial Arms. In addition, Maena must be hired with her brother, Danghen. If the hiring threshold is reached, then both Danghen and Maena are hirable.

## DANGHEN JARAK

Danghen and his sister Maena were, until the last few cycles, fugitives from Northern military and law enforcement. In TN1933, Danghen's hot temper and disgust with his regimental commander in the Northern Guard's 17th Heavy Gear Regiment resulted in his desertion into the Badlands with Northco's experimental Hunter XMG. For cycles, Danghen wandered around the deserts fighting in underground duels to earn money and parts for his highly specialized Gear. His reputation had been well known during his term of service in the Northern Guard, but after his desertion it grew into legendary proportions. In the cycle after his departure, Danghen's twin sister, Maena, also deserted from her regiment to join her brother. The two siblings were inseparable while fighting criminals, law enforcement agents, and even former military friends.

| SKILLS | |
|---|---|
| Gunnery | 4 |
| Piloting | 4 |
| Dueling | 4 |
| Rally | 2 |

| | |
|---|---|
| Age | 47 Cycles |
| Sex | Male |

| | |
|---|---|
| Hiring Rate | 50K |
| Threshold | 4 |

| Affiliation |
|---|
| Northco |

When the Interpolar War erupted in TN1936, the siblings joined the Khayr ad-Din Army (KADA) at the urging of their former mentor, Katryne Sanz. Since their service with KADA, the siblings have reached out to their former affiliations to secure a peaceful resolution to their criminal past. Naed Stamens, their long time friend and Treasurer of the United Mercantile Federation, secured an amnesty for the twins as well as a source of income from Northco after his election in TN1945. Northco engineers were desperate to collect the data from Danghen's cycles fighting in their prototype machine, and eagerly accepted the solution on the condition that the duelist would give them access to their data and any future data collected in the ring. With the information obtained from the Hunter XMG's ONNet, the engineers were able to fix problems plaguing their more advanced XMG model. The fixes resulted in the XMG entering into the Northern Guard and UMFA's service.

Danghen's hot headedness has been tempered by his cycles in hiding. The brutal honesty of the arena and cycles of service in KADA have altered his perception of what personal honor. One thing Danghen realizes more than ever is that he would not have survived without his sister's help. Not only do the pair share the bond of twins, but the Jarak siblings have forged a bond only found by fighting side by side against overwhelming odds.

After his amnesty, Danghen took one more life-altering turn. His former lover, Dafnae Cornice, a duelist from 39th Northern Guard Heavy Gear Regiment, left the service and joined Danghen in Khayr ad-Din in TN1940, and after cycles of indecision, Danghen proposed to Dafnae. The couple married in TN1945 in a simple ceremony attended by a few friends from KADA and former friends from the twins' days in the Northern Guard.

### TALENTS

**Hunter Specialization:** Danghen is adept at piloting all Hunters, Jägers, Warriors, and their Variants. Add a +1 modifier to all Dueling and Defense rolls that Danghen makes while in these vehicles.

**MAC Specialization:** Danghen is an expert with all forms of autocannons. Add a +1 modifier to all attacks with Autocannons.

**Hard to Kill:** Danghen has been known to evade the worst situations with an uncanny sense of survival. Danghen may re-roll his defense roll once per turn. Even if the result is worse than her initial roll, Danghen is stuck with the second roll.

**Twin Affinity:** As long as his sister is active on the board, Danghen can automatically perform combo moves with Maena without having to roll to initiate.

### HIRING RESTRICTIONS

Danghen may not be hired if the team is associated with Paxton or Territorial Arms. In addition, Danghen must be hired with his sister, Maena. If the hiring threshold is reached, then both Danghen and Maena are hirable.

## SOLDIER MINERVA BONNIE

| SKILLS | |
|---|---|
| Gunnery | 3 |
| Piloting | 4 |
| Dueling | 3 |
| Rally | 1 |

| | |
|---|---|
| Age | 39 Cycles |
| Sex | Female |

| | |
|---|---|
| Hiring Rate | 50K |
| Threshold | 3 |

| Affiliation |
|---|
| NuCoal |

Soldier Minerva Bonnie was one of ten thousand vat-grown super soldiers produced to pilot the New Earth Commonwealth's hover tanks. She and her sisters were assigned to various invasion fleets organized to reclaim the old colonies Earth had abandoned hundreds of years prior to the rise of the new government. Minerva Bonnie was among the hundreds of thousands of GRELs (Genetically Recombined Elite Legionnaires) that provided the manpower for the 8th fleet's invasion force, which was headed towards Terra Nova in TN1913.

The grueling cycles of warfare left the CEF's invasion force on Terra Nova utterly defeated and the bulk of the surviving GRELs were left to fend for themselves on a planet hostile to them. Programmed for specific duties and lacking developed personalities, the GRELs had trouble adapting to their new circumstances. Bonnie, her gunner Clyde, and tank engineer Einstein, were among the many that suddenly had no direction in their lives. Without strong leadership in the encampment, factions broke out at the CEF encampment. One Jan class GREL, a leader model calling himself Mayen, clashed with the remaining senior officer, Colonel Arthur, and lead ten thousand GRELs out of the encampment to find their own way of life on the world they had been abandoned to. The former tank crew decided to join up with the charismatic leader.

The GRELs helped found a community with other Badlanders in a place that would eventually bear the name of the Jan that lead them. Bonnie, Clyde, and Einstein worked in the town's militia, but struggled to learn how to pilot the Terra Novan vehicles called Gears. Of the three, Bonnie adapted the quickest due to her natural aptitude for piloting, and Bonnie learned to love the thrill of pushing the humanoid machine to the limits. She eventually mastered an old Wildcat Gear, while her gunner Maxwell operated in the distance in his Boa Support Gear. Einstein rarely went into battle with his team, but stayed behind to repair the damage the pair's Gears would incur.

After Jan Mayen's destruction in the Interpolar War, the three GRELs fought fiercely to protect the refugees of the town. The plight of the people in Jan Mayen fell largely on deaf ears. Neither of the Polar factions wanted to address the destruction that they had caused on the peaceful settlement. Help from NuCoal and Port Arthur helped mitigate some of the worst problems, but the town needed exposure to the rest of the world. It was from this need that the three GRELs were sent to Khayr ad-Din. The town elders hoped that the three GRELs seen competing on the Hermes 72 broadcasts would shed light on the problems of Jan Mayen.

### TALENTS

**Wildcat Mastery:** Bonnie is adept at piloting her Wildcat to the point that she can regularly push it beyond its design limits. Add a +2 modifier to all Dueling and Defense rolls that Bonnie makes while in her Wildcat.

**Melee Expert:** Bonnie may re-roll her melee attack or combo rolls once per turn. If she re-rolls, she must take the second result even if the roll is worse.

**Running Defense:** Bonnie's skills at controlling her Wildcat at top speed gives her an additional +1 modifier to her defense rolls at Top Speed.

**Hard to Kill:** Bonnie has been known to evade the worst situations with an uncanny sense of survival. Bonnie may re-roll her defense roll once per turn. Even if the result is worse than her initial roll, Bonnie is stuck with the second roll.

**Born to Tango:** If Clyde is active on the board, Bonnie can automatically perform combo moves with Clyde without having to roll to initiate.

### HIRING RESTRICTIONS

While Bonnie and Clyde are open to be hired by anybody, Terra Novan's are still resentful about Earth's invasion nearly three decades ago. While Bonnie or Clyde are on a team deduct one Rep Point from the final total. Bonnie and Clyde can be hired separately though they are more effective when they are on the same team.

## SOLDIER MAXWELL CLYDE

| SKILLS | |
|---|---|
| Gunnery | 4 |
| Piloting | 4 |
| Dueling | 4 |
| Rally | 2 |

| | |
|---|---|
| Age | 39 Cycles |
| Sex | Male |

| | |
|---|---|
| Hiring Rate | 50K |
| Threshold | 3 |

| Affiliation |
|---|
| NuCoal |

Like his partner, Bonnie, Clyde was born as part of a 10,000 vat-grown series. As a GREL, he was trained to perform the duties of a hover tank gunner, and even by GREL standards, Clyde was exceptional. Although GRELs tend to be uniform in their programming and growth, occasional genetic anomalies do occur and Clyde was one of the aberrations to the super soldier program. Clyde held a natural tendency to adapt to situations and assess situations in a way that was atypical of the conformist oriented GRELs. His perceptiveness and quick thinking was largely responsible for his tank crew surviving the devastating campaigns on the Ashington Corridor as well as the cycles after the CEF's surrender. When Jan Mayen organized GRELs loyal to him to leave the encampment in the Barrington Basin, Clyde urged his crew to follow Mayen into the unknown. It was his curiosity that drove him to follow the charismatic super soldier into the unknown. The idea that something new could be created by GRELs intrigued Clyde. The former gunner wanted to see what he was capable of creating with his own hands. In the community of Jan Mayen, Clyde settled down with the Foster clan, a small family of ranchers living in the region of new town. He married the eldest daughter, Gwen, who had been widowed in the war, and helped raise Gwen's children from her prior marriage. Clyde wanted nothing more than what he had. He knew he had made the right decision in leaving the CEF encampment.

As part of the town's militia, Clyde saw his town destroyed by invading polar forces. His adopted clan's ranch was razed to the ground and the springer herds were slaughtered to feed the soldiers that had invaded his home. The events of invasion drove Clyde in to a deep seething hatred for the polar forces, and like many other members of his community it nearly destroyed him. In TN1943, while hunting a MILICIA patrol, Clyde encountered a wandering GREL in the deserts. The one-eyed Jan seemed at peace and had a presence about him that drew Clyde like Mayen had so long ago. The Jan was a follower of the Perfect Form movement, a style of Buddhism that had evolved to help GRELs overcome their hypnotraining and give them a sense of peace. Clyde abandoned his vengeance and chose to follow Perfect Form teachings.

In TN1944, the elders in the shanty towns surrounding the ruins of Jan Mayen needed to get exposure for the survivors. Clyde struggled to provide for his wife and adopted children in the terrible conditions left after the war. An agent from Prince Gable, traveling with his news reporter wife who was covering the plight of Jan Mayen, saw Bonnie and Clyde in action against local rovers. Seeing the possibility of a unique pair of duelists for the local circuits, he approached the town elders to hire the GRELs for fights in the arena. With his wife's blessing, Clyde moved his family with him to Khayr ad-Din.

### TALENTS

**Constrictor Specialization:** While piloting a Boa, Anaconda, or Python, Clyde receives a +1 modifier to all Defense and Dueling Rolls.

**Mortar Mastery:** Clyde is extremely adept at hitting targets with mortars. When firing a Mortar add a +2 modifier to the Attack Rolls.

**Energy Weapon Specialization:** Having been programmed to utilize all of the weapons systems on the Earth's advanced hover vehicles, Clyde receives a +1 modifier when firing any advanced weapons.

**Perfect Form, Perfect Grace:** Clyde's normally superior GREL reflexes have been honed by his training in Perfect Form. Clyde may make an additional attack once per turn but with a penalty of -1 to that roll.

**Hard to Kill:** Clyde has been known to evade the worst situations with an uncanny sense of survival. Clyde may re-roll his defense roll once per turn. Even if the result is worse than his initial roll, Danghen is stuck with the second roll.

**Born to Tango:** If Bonnie is active on the board, Clyde can automatically perform combo moves with Bonnie without having to roll to initiate.

### HIRING RESTRICTIONS

While Bonnie and Clyde are open to be hired by anybody, Terra Novan's are still resentful about Earth's invasion nearly three decades ago. While Bonnie or Clyde are on a team, deduct one Rep Point from the final total. Bonnie and Clyde can be hired separately though they are more effective when they are on the same team.

## ADRIANNE BILS

In the fifty cycles, Adrianne Bils has been alive, she has seen a tremendous amount of warfare, but throughout all of it she has maintained her positive outlook on life. During the War of the Alliance, she served in the Peace River Army Youth Corp and after Earth's defeat, Adrianne chose to continue to serve in the reorganized PRA, now called the Peace River Defense Force. For cycles she served in that capacity, but in TN1926 after her marriage to Silas Morose, Adrianne asked for a transfer into the Peace Officer Corp in hopes that she could stay near her husband.

| SKILLS | |
|---|---|
| Gunnery | 4 |
| Piloting | 3 |
| Dueling | 4 |
| Rally | 3 |

| | |
|---|---|
| Age | 50 Cycles |
| Sex | Female |

| | |
|---|---|
| Hiring Rate | 50K |
| Threshold | 4 |

| Affiliation |
|---|
| Paxton |

For a greater part of the Interpolar War, Peace River was largely unaffected from conflict, and Adrianne was working as a member of the city state's demonstration dueling team. The team would travel throughout the Badland's circuit participating in exhibition matches as advertisement for Paxton and as a way to generate a positive image for the Peace Officer Corp. Bils rarely had any trouble with opponents in the arena until she met Boom Boom in TN1939. The young girl piloting an old dilapidated Hunter thoroughly trounced the experienced pilot in four matches in the Karaq circuit. Adrianne wrote off the losses as flukes of her being distracted with the news of Peace River being annihilated in an explosive anti-matter blast. Thinking the humiliation was behind her, Adrianne was surprised when Boom Boom and her younger brother joined the exhibition circuit. She was equally surprised that she had been defeated by a 14 cycle child. Instead of being upset, Adrianne's motherly instincts kicked in and wondered where the children's parents were. Discovering that the two were war orphans, Adrianne took the pair under her care and would eventually adopt them into her family.

Currently, Boom Boom and Adrianne tour the Badland's circuit with the POC Demonstration team in an effort to rebuild Peace River's reputation. Adrianne has wondered why Paxton engineers have taken such a keen interest in Boom Boom's old Hunter, and has on occasion gotten into verbal arguments with Paxton managers after they tried taking the old Hunter away from her adopted daughter.

### TALENTS

**Warrior Specialization:** While piloting a Warrior, Warrior IV, or Gladiator, Adrienne receives a +1 modifier to all Defense and Dueling Rolls. MAC Mastery: Adrienne is extremely adept at using her Medium Autocannons. When using a MAC add a +2 modifier to the Attack Rolls. Gunslinger Double Tap: Adrianne's MAC's never suffer from an Out of Ammo result. In addition she can switch between her MACs and Melee weapons without expending an action.

**Running Defense:** Adrianne receives an additional +1 bonus to Defense rolls while at Top Speed.

**Running Gunner:** When at Top Speed, Adrianne's Fire Control bonuses are treated as being at combat speed rather than at top speed.

**Close Quarters Gun Fighter:** Adrianne does not suffer from Melee penalties for shooting her ranged weapons while in Melee range.

**Hard to Kill:** Adrianne has been known to evade the worst situations with an uncanny sense of survival. Adrianne may re-roll her defense roll once per turn. Even if the result is worse than her initial roll, Adrianne is stuck with the second roll.

### HIRING RESTRICTIONS

None

## 'BOOM BOOM' SADIE TOEPFER

| SKILLS | |
|---|---|
| Gunnery | 4 |
| Piloting | 4 |
| Dueling | 4 |
| Rally | 4 |

| | |
|---|---|
| Age | 24 Cycles |
| Sex | Female |

| | |
|---|---|
| Hiring Rate | 50K |
| Threshold | 4 |

| Affiliation |
|---|
| Paxton |

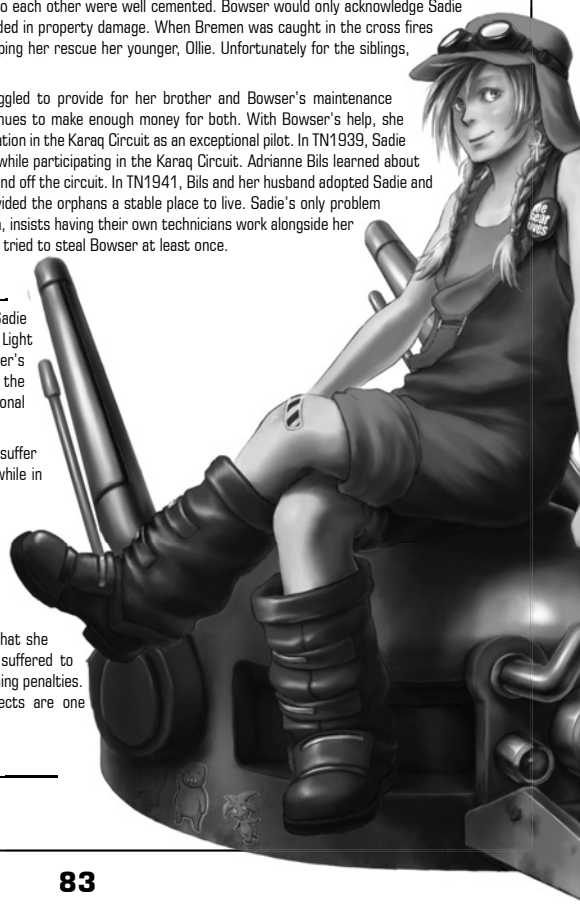
Sadie was born in the small Badland's ranching community of Bremen in the Northern Karaq Desert. Her parents were the town's only mechanics and serviced most of the region's independent ranch equipment and vehicle. The family enjoyed a simple existence that many Badlander's look for when they settle in the harsh desert equatorial region. Bremen's proximity to the Northern Lights Confederacy meant that the ranching community lived comfortably. The region had trade ties with the league to the North, but enjoyed autonomy. Many of Bremen's community had left the Northern Lights to escape religious persecution. Sadie's family was unusual in that her father was from the Southern Republic and her mother was a native Badlander. Sadie never found out why her father had left the South, but she reasoned that the reason had been bad enough that he didn't ever bring it up to her or her brother.

Of the parents, Sadie had the strongest ties with her mother. Whenever her mother left Bremen to do service calls in the region, Sadie tagged along to help her mother on the jobs. It was during one of these calls, that Sadie found Bowser. While exploring the ranch with some of the kids on the ranch, the young girl discovered the old Hunter Gear motionless under the eaves of a cliff. Initially, Sadie was worried that she had stumbled on a rover's Gear, but closer inspection revealed the old Hunter had been in that spot for cycles. Rust had built up around the intakes, armor plates, and actuators. The unit was in desperate shape. Ignoring the calls of the other children, Sadie decided that the old Hunter was more interesting than playing in the dunes and looking for hoppers.

Two hours into repairs, Sadie had managed to get the cockpit open, and without hesitation she hopped into the vehicle. As soon as she did, the Gear turned on and locked her into the cockpit. Instead of freaking out, Sadie took that as an invitation. She tried to move the Gear, but found the unit was out of gas. Using the batteries, Sadie used the motors in the Secondary Movement Systems to ride the unit back to the ranch and her mother. The rancher didn't want the Gear thinking that it was a rover's property, so Sadie and her mother took it back to Bremen. The family worked on the Gear to get it working properly, but found that it would only start for Sadie. They also discovered the unit had a habit of walking off on its own and expressing itself almost with a sentience.

A cycle after finding the Gear, Sadie and Bowser ties to each other were well cemented. Bowser would only acknowledge Sadie as his pilot and any effort to separate the two usually ended in property damage. When Bremen was caught in the cross fires of Polar forces and destroyed, Bowser aided Sadie in helping her rescue her younger, Ollie. Unfortunately for the siblings, their parents were lost in the fight.

For cycles after the incident at Bremen, Sadie struggled to provide for her brother and Bowser's maintenance needs. She reluctantly fought in underground dueling venues to make enough money for both. With Bowser's help, she consistently won in the arena's and quickly gained a reputation in the Karaq Circuit as an exceptional pilot. In TN1939, Sadie defeated her future adoptive mother four times in a row while participating in the Karaq Circuit. Adrianne Bils learned about Sadie's plight and the two formed a strong bond both on and off the circuit. In TN1941, Bils and her husband adopted Sadie and Ollie into their family. The couple and their twin sons provided the orphans a stable place to live. Sadie's only problem with the arrangement is that Adrienne's employer, Paxton, insists having their own technicians work alongside her when Bowser needs repairs or tuning. She suspects they tried to steal Bowser at least once.



### TALENTS

**Hunter Mastery:** While piloting a Hunter, Sadie receives a +2 modifier to all Defense and Dueling Rolls. Light Bazooka Mastery: Sadie is extremely adept at using Bowser's Light Bazooka. When using a LBZK add a +2 modifier to the Attack Rolls. Running Defense: Sadie receives an additional +1 bonus to Defense rolls while at Top Speed.

**Close Quarters Gun Fighter:** Sadie does not suffer from Melee penalties for shooting her ranged weapons while in Melee range.

**Hard to Kill:** Sadie has been known to evade the worst situations with an uncanny sense of survival. Sadie may re-roll her defense roll once per turn. Even if the result is worse than her initial roll, Sadie is stuck with the second roll.

**Gear Connection:** Sadie is so in tune to Bowser that she can generally compensate for any issues. Any damage suffered to Bowser is treated as being one category less for determining penalties. The boxes of damage suffered still apply, but the effects are one category less.

### HIRING RESTRICTIONS

None

## EMILI ROYAL

Emili was born in the city state of Saragossa in TN1909 to a moderately successful family of bankers, but her life would be dominated by the banking industry, but with Saragossa's better known export: terrorism. Since being absorbed by their parent league during the Unification Wars hundreds of cycles ago, the city state of Saragossa has had an on again off again love hate relationship with the Southern Republic. The Saragossan underground movement SPFI has been thorn in the side of the Southern Republic throughout most of its existence in the league. The threat is considered substantial enough for the Southern Republic to station a full legion, the Knights of Saragossa, in the city state. This legion is well known for its running conflicts in the city state and in one such battle, Hans Royal was caught up in the fight between the two groups, and his death shattered the Royal family.

| SKILLS | |
|---|---|
| Gunnery | 3 |
| Piloting | 4 |
| Dueling | 4 |
| Rally | 2 |

| | |
|---|---|
| Age | 40 Cycles |
| Sex | Female |

| | |
|---|---|
| Hiring Rate | 50K |
| Threshold | 4 |

| Affiliation |
|---|
| Territorial Arms |

Emili was too young to remember what had happened to her father, but her mother raised her to believe that SPFI had been responsible for her father's death. Her older brother's opinions wildly differed from their mother's views. Dydie had blamed the Southern Republic for his father's death and had become so embittered by the experience that he left the family to join the organization. Emili was left with her mother raising her to be pro-Republic. Emili's mother encouraged her to join the army as soon as she was old enough, and Emili did complete her training with the SRA, when her brother contacted her to beg her not to join with the oppressors. When the army discovered that Dydie had contacted Emili, they deemed the young pilot a security threat and discharged her from the service.

Torn between loyalty to her mother and her brother, Emili increasingly became jaded by the entire political machinations of her hometown. She initially found escape by joining the local Gear sports team, the Saragossa Stingers, and gained a following with her daring, some say reckless, piloting style. All of the money she earned went toward her escapist desires and several well publicized articles in the tabloids earned her notoriety as a prolific addict. With her performance suffering on the team, the Stingers discharged her from service in TN1936 after a disastrous season. Faced without a means for her escapism and desperate to leave Saragossa, Emili found herself in Khayr ad-Din later that cycle.

Picking up jobs as an independent duelist for hire, Emili had a mix of victories and spectacular losses depending on whether or not she had been high or crashing hard. By the end of the cycle, Emili was on track to a complete self destruct, but the Interpolar War and the forces in the region had other plans for the young pilot. KADA needed pilots to protect the region and would take any competent pilot to fill the ranks. With the arena scene nearly empty from the lack of interest, Emili opted to serve in the rag tag army. Secretly, she hoped a polar force would attack and put her out of her misery. Emili hadn't counted on meeting and serving under Yang Jownz. The calm Mekongese pilot took an interest in Emili and helped her clean up and gave her a sense of purpose like she had never experienced in her life. After the Interpolar War, Emili split her time between KADA and excelling as a pilot in the arena. Her winning streak put her back on track as a top tier duelist.

### TALENTS

**Jäger Mastery:** Emili is adept at piloting her Dartjäger to the point that she can push it beyond the design limits regularly. Add a +2 modifier to all Dueling and Defense rolls that Emili makes while in her Dartjäger.

**Running Gunner:** Emili can fire while at Top Speed without having the movement penalty for firing at full speed. While at Top Speed use the Fire Control rating for Combat speed instead.

**Hard to Kill:** Emili has been known to evade the worst situations with an uncanny sense of survival. Emili may re-roll her defense roll once per turn. If she re-rolls, she must take the second result even if the roll is worse.

**Controlled Crash:** Emili can make a Crazy Ivan turn or Crash Stop without incurring a stun counter.

**Double Down Revamp:** Emili can reroll any checks that would cause her to be knocked down, unintentional impacts, or any other rolls that would lead her to go stationary against her will.

### HIRING RESTRICTIONS

Emili will not work for any NorthCo, Paxton, or Shaian affiliated teams.

## YANG JOWNZ

| SKILLS | |
|---|---|
| Gunnery | 4 |
| Piloting | 4 |
| Dueling | 4 |
| Rally | 3 |

| | |
|---|---|
| Age | 46 Cycles |
| Sex | Male |

| | |
|---|---|
| Hiring Rate | 50K |
| Threshold | 4 |

| Affiliation |
|---|
| Territorial Arms |

Yang Jownz was born into the absolute squalor that is Loyang in the Mekong Dominion. His life would have been just like any other street urchin trying to survive in the toxic environment except for a chance encounter with Commandant Aristride Lazarus, Commandant of the MILICIA's Special Intervention Unit, an elite force of military operatives. Yang's attempted pick pocket failed to impress the Commandant, but the look of determination in the young boy drew the hardened commander into taking an interest in Yang's future. Taking the boy under his wing. Yang proved an able student.

Commandant Lazarus had Jownz placed with the 19th Heavy Gear Regiment stationed out of the Mekong Dominion, and the young man proved to be a superb pilot and leader. Within a few cycles, Yang had risen to the position of the regiment's duelist. The cycles leading up to the Interpolar War were difficult for the young man and when his friends in the SIU abandoned the Southern military and escaped into the Badlands. Torn between his loyalty to his mentor and the close friends he had developed, Yang chose to follow his own beliefs and followed his friends into the Badlands. The journey led him to Khayr ad-Din, where he joined up with KADA to protect his new home.

KADA proved to be a good fit for the pensive young soldier. Jownz had never looked for glory in the military, but protecting the people and his comrades aided his sense of purpose. After the cycles of serving in KADA, Yang shifted into reserve status. Funding issues kept him and others from serving full time. Bothered by the lack of funding and worrying for the safety of his adopted home, Yang chose to reluctantly participate in the Arena fights in order generate money for KADA's operations. So far his duels have been complete sell outs and wildly popular on the Hermes 72 networks. The funds Yang has earned have given KADA a necessary boost, but Yang finds himself less and less on the field and more in the arena.

### TALENTS

**Eye of the Storm:** Once per turn, Yang can take a stun counter off of a team mate.

**LAC Specialization:** Yang is an expert with all forms of autocannons. Add a +1 modifier to all attacks with Autocannons.

**Hard to Kill:** Yang has been known to evade the worst situations with an uncanny sense of survival. Yang may re-roll his defense roll once per turn. Even if the result is worse than his initial roll, Yang is stuck with the second roll.

**Melee Expert:** Yang may re-roll his melee attack or combo rolls once per turn. If he re-rolls, she must take the second result even if the roll is worse.

### HIRING RESTRICTIONS

Yang will not work for any team with Northern ties, Mandeers affiliation, or Paxton. He will also not work for anybody with criminal ties.

## THE WORLD OF HEAVY GEAR

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

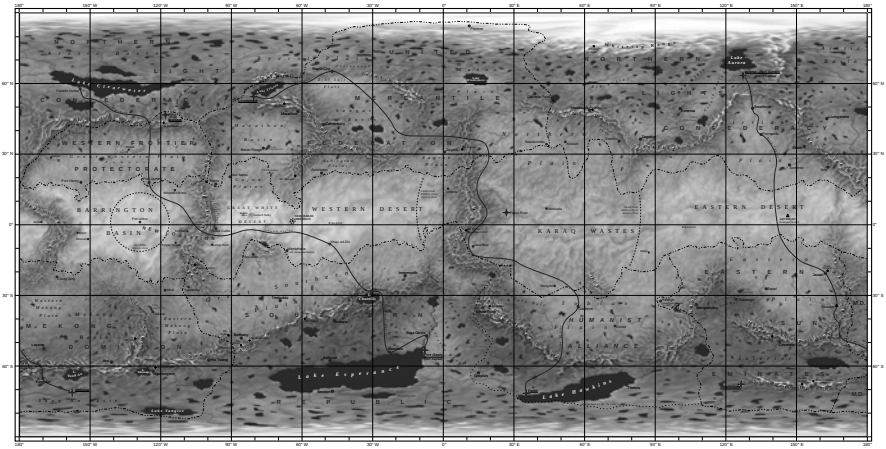
When Earth abandoned Terra Nova, the existing political order collapsed and anarchy reigned. Charismatic leaders gradually restored order and each of Terra Nova's cities, isolated from each other by hundreds of miles of untamed wilderness, became an independent city-state. Before long, city-states were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

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

Earth's ambassadors to Terra Nova were the Colonial Expeditionary Force (CEF), a high-tech army bent on bringing the independent colonies under Earth's thumb. Faced with an army of more than 400,000 highly-trained men and vat-grown supersoldiers called GRELs (Genetically Recombined Experimental Legionnaires) equipped with technology the likes of which the Terra Novan colonists had never seen, the polar confederations were forced to work together. The spies and power brokers that had been ready to sell their nations into war abruptly changed course and brought them into a hasty alliance against their common foe. The CEF, expecting an easy conquest of a fractured and crumbling colony, found instead a strong planet on the brink of war. This invasion created a united force determined to protect its independence at any cost. Even so, the CEF assault drove deep into the heartlands of both polar confederations.

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

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



# TERRA NOVA
CYLINDRICAL EQUIDISTANT PROJECTION

**LEGEND:**

| CNCS | AST | Independents | POPULATION: | |
|---|---|---|---|---|
| ● | ● | ● | 0 - 50,000 | ♣ Ruined cities |
| ● | ● | ● | 50,000 - 500,000 | *Maglev lines* |
| ● | ● | ● | 500,000 - 1,000,000 | |
| ● | ● | ● | **1,000,000+** | ✦ Mountain peaks |
| ✦ | ✦ | ✦ | ***Capitals*** | ✦ Volcanoes |

## THE PLANET OF TERRA NOVA

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

### *The North*

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

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

### *The South*

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

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

### *The Badlands*

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

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

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

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

## WEAPONS OF WAR

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

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

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

## HEAVY GEARS

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

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

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

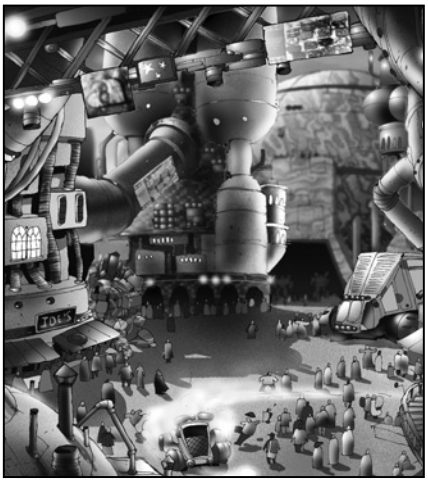
*"Spider Jahmoon's Web Arena is a sight to behold. I don't know if you've ever been there in person, but it's got to be one of the best Gear dueling arenas on the planet. At least it is now. Back in '40, the old dawg came into some serious money. Probably from the maglev corporate types for keeping the line free from damage during the war. Point is the arena and the core got a nice facelift. The Web Arena is the place to be if you own a team. The arena runs a variety of games throughout the seasons. Why? Well, kid, the crowd is a fickle beast that likes to see different sorts of entertainment. This week's king of the hill matches are fun, but do you really want to see that sort of thing week after week? Trust me there's other things out there that are just as entertaining. Like next week's chain matches. Tell you what, you highlight a story on my team, I'll give you tickets to watch us in action next week. You'll see what I mean."*

*Jarl Masterson, Team owner of the Barnabus Raiders team out of Fort Neal, talking to GSN reporter Malcolm Dawes on Khayr ad-Din's Gear Dueling Circuit*

## KHAYR AD-DIN

The city state of Khayr ad-Din originally began its existence as a small Badland's community of Monroe. The small settlement built near the Terra Nova Trans-Rail's Gamma maglev line put the community in a lucrative location to cater to the passengers as well as caravaners from the outlying towns, ranches, and oasis towers. Monroe was moderately successful in their endeavors, but the tumultuous weather patterns of the harsh Badland's desert eventually destroyed the town in a gale force white sands storm. The highly corrosive white sands obliterated the town as well as the region's infrastructure. During the rebuilding phase of the Gamma Maglev Line, TNTR began to transport waste material from Fort James, Marabou, and Port Oasis. The city states of the North and the South were having difficulty effectively disposing of the mounting waste products and the solution of dumping on the ruins of Monroe, which was already a mess that TNTR had no intention of cleaning up proved to be a viable solution. Around the remains of Monroe, refugees, criminals, and other questionable individuals found a place to call home, and TNTR turned a blind eye to what they believed was a cheap labor pool to offload the wastes the rail line brought to the region. Within decades, the once prosperous community of Monroe had been reborn into an ugly sprawling trash heap renamed Khayr ad-Din.

The city itself has for the majority of its existence has managed to stay out of polar conflicts even though the location is ideal. During the War of the Alliance, the city was relatively unaffected and remained neutral in the conflict. The power broker in the city at time was a gang lord that simply went by the Priest, who by the end of the War had transformed the city of trash into the underworld communities central hub. Underground dueling, a pastime of criminals and rovers in the region, increasingly found a home among the heaps during this period. By TN1919, when the Priest was assassinated by his lieutenant, Khayr ad-Din had become the most important location for dueling in the Badlands. The lieutenant that had murdered the Priest, had taken over the network around Khayr ad-Din, and further developed the city into a place of regional importance. Saddick 'the Spider' Jahmoon was the de facto leader of this unusual town.




Jahmoon's ties with the local TNTR representative placed him in a position to expand his network out of the trash heaps of Khayr ad-Din to the region surrounding the unusual city. Within a few cycles, Jahmoon's Web Arena was the center of dueling in the Badlands, and two lucrative contracts with polar sports broadcasters gave his organization a degree of legitimacy to the notorious city. Cycles of competition drew the best duelists of all walks to the city, and by TN1936 Khayr ad-Din had a reputation for having the greatest concentration of elite pilots in any given area on the planet. Whether this was true or not could be debated, but a number of elite pilots that went AWOL from their polar armies at the beginning of the Interpolar War found refuge in the city.

Unlike the War of the Alliance, Khayr ad-Din's position on the Gamma Maglev line was strategically important to both sides of the Interpolar War, but numerous parties were interested in keeping the region free of conflict. With funding from TNTR, NuCoal, and Jahmoon's own private stash, Duelist trainer, Katryne Sanz, was authorized to organize the Khayr ad-Din Army (KADA) to protect the region from polar armies as well as keep the Gamma Maglev operational for the Barrington region of the Badlands, something which was crucial for many of NuCoal's members. While the large majority of KADA was composed of hodgepodge regulars drawn from the dregs of the region, the elite duelists acted as a combat leaders and ferocious strike forces. The reputation of the duelists alone was enough to deter the invasion of Khayr ad-Din, and the well televised maneuvers by the Duelists inspired a whole new outlook of the mysterious city.

After the destruction of Peace River in TN1939 by the CEF and the secession of hostilities between the polar forces, the question of what to do with KADA loomed. The cost of maintaining a standing army was not an option, but the fame of the force had made the region more stable than any other period prior to its founding. Jahmoon entered into negotiations with TNTR and NuCoal to maintain a smaller force along with keeping any duelist participating in the Badland's circuit in reserve status. While the city is officially allied with NuCoal, Khayr ad-Din is not yet an official member of the military and trade alliance. This shift in policy gave the city added legitimacy and as a part of the arrangement with NuCoal, Khayr ad Din's dueling circuit exposure was increased ten-fold with the addition of Prince Gable's sports networks.

Out of Fort Neal, a member state of NuCoal, Simons and Barfeldt, a salvage operation, paid Jahmoon to salvaging and recycling rights in the Heaps, the largest of the land fields in Khayr ad-Din. While the arrangement has been profitable for Jahmoon, the trashers, denizens of the Heaps, have been less than thrilled to see their prized commodities being taken over by outsiders. S&B has made efforts to hire only local help to help with the processing, which has helped ease some of the tensions; however, a few managers and overseers have disappeared in the last few cycles.

With the increased interest in the city, the Core, the central region housing the Web Arena as well as the TNTR office tower, has received a massive facelift. The roads in the core have been paved and sewage processing to all Core facilities has become a mandatory feature. TNTR has expanded its corporate security force to patrol the Core and acts as the official law of that part of the city. Unofficially, Jahmoon is still the power of the city.

## KHAYR AD-DIN CITY OVERVIEW

**1. Gamma Maglev Line:** One of three inter-Polar high speed maglev lines linking the North to the South, the Gamma Maglev begins in Franklin Harbor in the Northern Lights Confederacy and terminates in Port Oasis in the Southern Republic. Due to the unpredictable and harsh nature of Terra Novan weather, maglev travel is the most efficient form of transport for both goods and people. The Terra Nova Trans Rail corporation maintains all three lines and represents a neutral company serving the planet rather than polar leagues. During the Interpolar War, the Gamma Maglev line remained open throughout most of its line largely due to the efforts of the Khayr ad-Din Army (KADA).

**2. Terra Nova Transrail Compound:** This large oasis tower serves multiple functions for Khayr ad-Din. Primarily, the tower serves as a station for dropping off and picking up passengers and goods. The heavily fortified compound is secured by a small, but well equipped security force. This same security force has expanded their patrol area to the well maintained Core of the city state, and represents the official face of the law. Outside of the Core, the TNTR security forces are rarely seen, and the law is dictated by individual or group might. Unlike the polar cities, TNTR does not have to satisfy the delicate balance between the Polar governments. In Khayr ad-Din, TNTR is the law. At least in the Core.

**3. Caravan Route (To Azov):** The trade route to Azov is a major route that follows the equatorial band towards the largely abandoned AST Protectorate. While Azov is not a major point of trade, the communities that lie on the old caravan route still generate goods for trade which are brought to Khayr ad-Din, and distributed to the polar leagues.

**4. The Gallows Pool:** Among the Trasher's justice is dispensed in an unofficial compact between elders called Lawgivers and a jury of whoever attends the 'trial' of the criminal. While just about anything is tolerated in Khayr ad-Din, thrill killing, rape, and sociopathic behaviors quickly attract the Lawgiver's attention. Makeshift posses capture these unwanted criminals and drag them to the plastic and metal domed chemical sludge pit which the locals call the Gallows Pool. A swift judgment by the Lawgivers ends with the criminal being thrown in the toxic substance. Death can be swift or slow and agonizing, depending on the chemicals recently dumped into the pools.

**5. The Hammer:** A small dingy bar found in the outer edges of the city, this location is the place many team managers go to find cutthroat duelists, muscle, or fixers. Only the bravest and most capable individuals find their way this far out into the city.

**6. The Ghost Town:** The remnants of Monroe can still be found if the person knows where to look. The eerie crumbling buildings stand in silent witness to all of the lives that were lost in Monroe during the white sand storm that ripped through the area hundreds of cycles ago.

**7. The House of the Fallen:** Within the former city of Monroe, the Badlanders that call this area home maintain the old city's bunker as a memorial to the spirits of the dead. The last survivors of Monroe fled to the bunker and successfully sealed the bunker, but the white sand penetrated the air filtration system killing all of the initial survivors. As an unspoken agreement among the community, the bunker is left untouched.

**8. The Orphanage of Saint Chastity:** The former site of Jahmoon's chief rival, Mother Superior's base of operation used to collect the street urchins in the city to corrupt and brainwash to her needs. The operation along with Mother Superior was destroyed by a break away group calling them selves the Heretics. Some of the denizens of Ghost Town speculate that the Heretics were backed by Jahmoon's enforcers and supplies, and there is some element of truth to this speculation as Jahmoon's bodyguard Morgana Salam was seen with the Heretic's leader, Judas, prior to the bloody strike into the old Orphanage. Ironically, while the old site was called an orphanage, they did not server in that capacity. Judas and his Heretics have established themselves in the old Orphanage taking in urchins and providing for them as a real orphanage. The older Heretics support the population of the Orphanage by scavenging in the Heaps as well as running errands for KADA. A few of their members have even joined the army.

**9. The Chop Shop:** The largest independently owned repair and processing plant in Khayr ad-Din is owned by the self described Trasher Queen, Hanah Dominic. The large compound is located in the western Heaps. Her large staff of Trashers use a variety of worker Gears to search out the mounds of polar wastes brought in by TNTR, but in the past few cycles the Dominic and her staff have been fighting a turf war with the interlopers from NuCoal. Simons & Barfeldt out of Fort Neal has aggressively cut into the premium trash brought in by TNTR, which has hurt the local trasher community that depend on scavenging and refurbishing the materials brought in by the maglev. In the cycles since the outsiders have arrived, Hanah and her gang of trashers have actively gone after managers and supervisors in order to dissuade the NuCoal company from staying, but Hanah has found a major roadblock to declaring all out war against the company. Jahmoon and TNTR both receive a significant kick back from S&B. The efficient processing plant set up near the dump points on the secondary lines are too valuable to the two biggest power brokers in the city. Recently, Hanah has engaged the local director of S&B to declare a truce. The two groups have agreed to split the incoming loads based on the types of trash being brought in. Hanah's connections to the local trashers provides the NuCoal firm a ready access to reliable labor, but more importantly, the company gains access to the outer trash heaps.

**10. The Heaps:** Found to the east and the west of the more organized Core, the Heaps represent 350 cycles of continuous waste disposal by TNTR in the region. Secondary rail lines offload the trash cars from the primary maglev line and dump the detritus along the line in random locations in the two dump zones. It is in these heaps of trash that a significant percentage of the city's population live and earn a money by scavenging useful parts from the trash. The bulk of these trashers, as the individuals living outside of the Core are called, scavenge using primitive tools and their hands to find anything that can be sold to traveling merchants. Larger operations such as Hanah Dominic's Chop Shop and S&B utilize worker Gears and large vehicles to collect valuable components and recyclable metals. These operations are extremely lucrative and highly competitive. Besides the two largest groups, smaller trasher gangs are known to get into turf wars over particularly valuable honey holes.

**11. Main Trash Dump Zone:** For the last few decades, TNTR has concentrated the bulk of their trash dumps to the west of the town. The secondary rail lines extending from the maglev line in the Core extend in various directions each capable of dumping tons of detritus from their specially designed cars.

**12. Caravan Route to Westphalia:** The heavily traveled route to Westphalia is one of the most heavily protected passages. KADA patrols the roads in the region and occasionally run afoul of MILICIA regiments similarly protecting the route. In most cases these encounters result in verbal posturing, but occasionally regimental duelists will are provoked into fighting KADA's less 'honorable' duelists. More often than not, KADA duelists defeat their military counterparts.

**13. Gamma Maglev (South)**

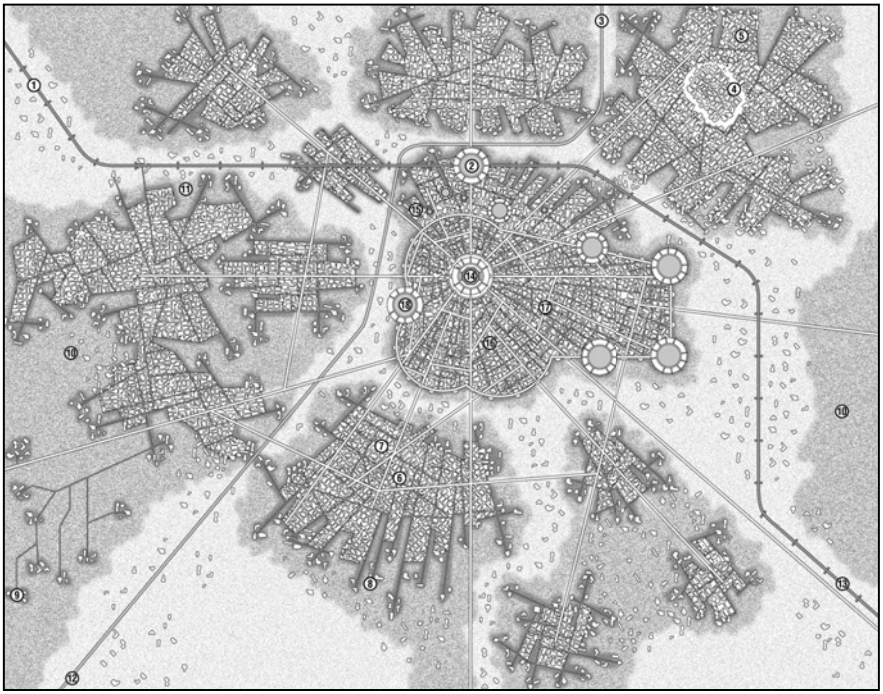
**14. Web Arena and Oasis Hotel:** The heart of the Core and the largest attraction for tourists riding on the Gamma Maglev line, the Web Arena features multiple fights throughout the evening and night. Saddick 'Spider" Jahmoon's massive arena is designed to hold roughly 20,000 individuals and as of lately the arena has been sold out on a regular basis as more tourists have braved the journey to the city. The Oasis Tower is an exclusive hotel built shortly after the construction of the Web Arena was finished. The hotel caters to gamblers and tourists that come into Khayr ad-Din to view the dueling matches in person. The Oasis Hotel is widely regarded as the only safe hotel in the town.

**15. The Bazaar and Trader's Way:** The bustling hub found in the Core is serviced by market stalls, small shops, and traveling merchants. Bartering is just as common as cash transactions and a variety of goods can be had if the consumer knows where to look. Trashers often come into the Bazaar to trade their scavenged parts for goods and services.

**16. The Sand Stone:** Found in the Core off of the Bazaar, the Sand Stone is known as the bar favored by duelists. This evolution was by design and not an accident. The owner of the Sand Stone, Marice Fryzel, used her contacts with Jahmoon, to send the duelists to her establishment. The VIP section is exclusively reserved for active duelists and their guests. Access to the restricted area is tightly controlled and the duelists enjoy privacy and the bar's most exclusive service. Since making the arrangement with Jahmoon, Fryzel has had to expand her operation three times.

**17. The Spider's Lair:** Located in the eastern Core, Saddick 'Spider' Jahmoon rules his underworld empire from a series of walled mansions and compounds collectively called the Spider's Lair. These mansions cater to the ultra rich and important guests that come to Khayr ad-Din to gamble or to enjoy the uninhibited moral standards of the city. Jahmoon takes great care of these guests and the returns he gets from them are well worth the investment. The top tier duelists are also housed in the Lair along with their managers. Only the best ever make it into the Lair.

**18. Simons & Barfeldt:** The large Oasis tower is found on the western edge of the Core and serves as both the regional headquarters and raw materials processing plant. S&B primary interest in the trash that is brought in is the raw material content. Metals, plastics, and other recyclable materials are the firm's only concern. Their ever expanding base of operations processes collected material into base components, which are shipped primarily to NuCoal cities in the west. The raw materials are used in manufacturing by multiple corporations in Prince Gable, Fort Neal, and Lance Point. TNTR and Saddick 'Spider' Jahmoon each receive a cut of S&B's profits in exchange for allowing the company to operate in the city.



## THE WEB ARENA

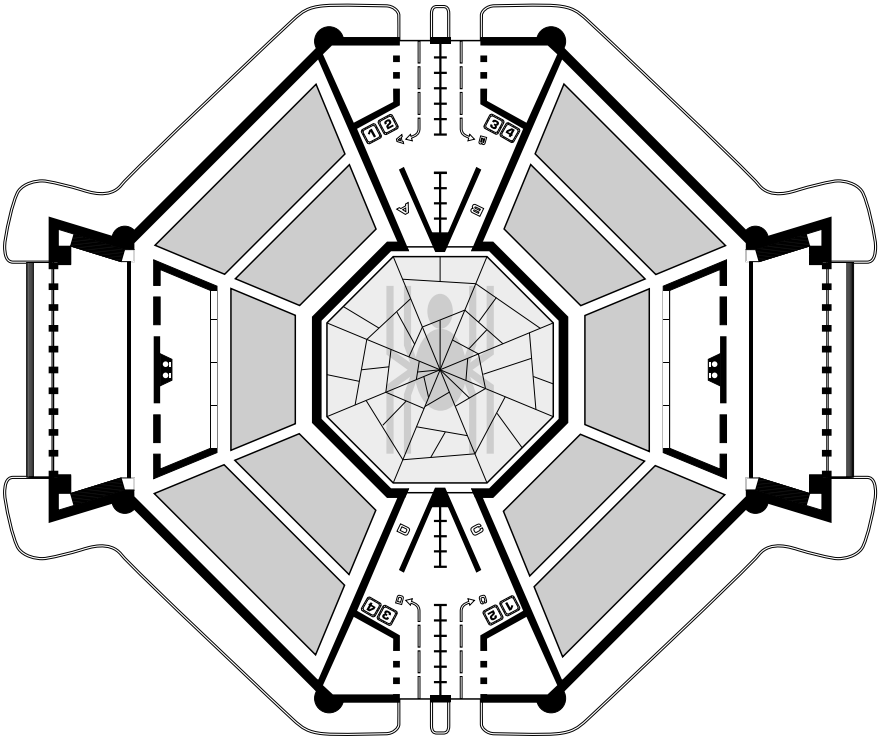
Built after Saddick 'Spider' Jahmoon's disposal of the Priest in TN1919, the massive Web Arena was finished in TN1923. Jahmoon's construction of the arena solidified his hold on the regional dueling circuits. The construction was completed in a period of time that was fortuitous to Spider and his organization. The end of the War of the Alliance left a number of former military Gear pilots looking for employment, and interest in the heroes of the war was peaked in the polar leagues meant that a professional dueling circuit was a prime opportunity for Jahmoon.

The second important component was the access to the Hermes 72 satellite network left behind by the Earth forces opened up the world to entertainment from multiple sources. Spider Jahmoon wanted to be one of those sources. Approaching Sports Star in Lyonesse in the United Mercantile Federation and Orbviz out of Ashanti in the Southern Republic, Jahmoon arranged a mutually beneficial contract to provide live feeds of the dueling in the Web Arena. Global recognition and timely investment secured Khayr ad-Din's reputation as the center of professional dueling.

Dueling teams congregate along with their sponsors to gain the fame and glory that the Web Arena offers. To climb up the rankings of the arena and stand at the top is a goal of most of these teams, but only one team can claw their way to the top.

Unlike some of the underworld and Eastern Sun Emirate competitions, Jahmoon's Web Arena is not designed to kill off the duelists in life and death fights. Early on, Jahmoon saw the value of having regular duelists that fans could identify with throughout the seasons. The Web Arena is designed to maximize the survival rate of the pilots. Emergency medical and recovery specialists are on standby to provide help to downed pilots. In addition to the medical and recovery services, the ammunition used in the Web Arena is low velocity and low impact rounds.

Crowds attending the Web Arena sit or stand spaces around the high reinforced concrete walls. The standing room around the walls provides roughly enough space for 10,000 spectators. These standing spaces only cost 5 dinars/marks. Seating in benches around the facility provides a further 10,000 spectators a place to view the entertainment. These seats only cost 10 dinars/marks. The luxury loge boxes provide protected boxes for 6 to 10 people. These boxes are rented for anywhere from 1000 to 1500 dinars/marks. During top tier matches ticket prices can spike up to 500% of the base cost.



## TERRA NOVA DUELING OLYMPIAD

The idea of a global competition featuring the best dueling teams on the planet is a relatively new idea. Conceived by Anders von Breslau, commander of Terra Novan forces during the War of the Alliance, the Olympiad has been a huge success since its founding. Every six cycles during the Autumn season, competitors from each of the leagues, Peace River, and as of the last two tournaments, NuCoal fight in a variety of tournaments to earn the gold medal for their league or city state.

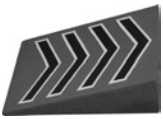
The first Olympiad held TN1921 is still regarded as the most successful of all of the Olympiads. Well over a hundred thousand spectators attended the original Olympiad, a number that has yet to be broken, though the TN1945 games came very close to meeting those numbers. Over the course of the games, the Olympiad has suffered some setbacks. The TN1927 Olympiad was rocked with a scandal after the entire Mekong Dominion team was disqualified supposedly for trying to bribe a judge. The charges proved to be false, after an in depth investigation by NorCom satellite news looked into the matter. The TN1933 games saw the Mekong Dominion teams boycotting the event. This event was also the least attended or watched event of the Olympiad. With tensions growing between the Polar leagues, the Olympiad nearly did not happen.

After the TN1933 games, the TN1939 games had been cancelled. With the Interpolar War in full sway during the intervening years, the organizers knew they couldn't get the participants. The destruction of Peace River changed all of this though. As peace negotiations were about to be hosted at Peace River, the city state was destroyed in a cataclysmic anti-matter explosion. The combination of wartime exhaustion and the shock of such a barbaric act left the population of the planet craving normalcy. The leagues' dueling circuits unanimously petitioned the Olympiad officials to host the TN1939 games. The games were dedicated to the Peace River's inhabitants. While the TN1939 games were the most watched games of the Olympiad's history, the games were the least attended due to the travel constraints brought on by the war.

The site of the Terra Nova Dueling Olympiad is hosted a few hundred kilometers north of Westphalia, but the closest maglev line is found at Khayr ad-Din. The competition location is composed of multiple arenas, oasis towers to house spectators, and other support buildings for the teams. The primary stadium is a massive structure capable of housing over a hundred thousand spectators in its stands. When the Olympiad Stadium is not hosting the Olympiad, the officials utilize the stadium for the Terra Nova Grand Championships held every cycle. The games measure the standing of the best teams from the leagues and Badland's city states. The Grand Championship is one of the most watched satellite broadcasts on the planet and draws significant crowds. The event is held in the Winter season and lasts two weeks.

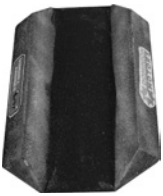
# TABLE AND TERRAIN

Corner Wall



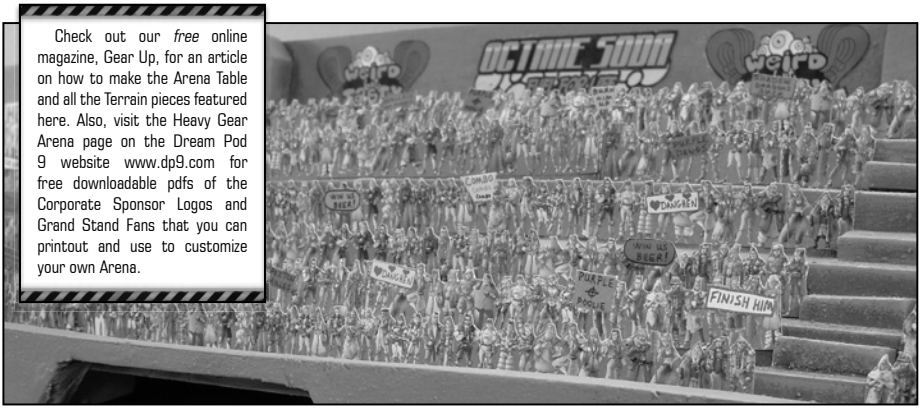
Jump Ramp

Oil Slick



Overpass or Rough Terrain

Check out our *free* online magazine, Gear Up, for an article on how to make the Arena Table and all the Terrain pieces featured here. Also, visit the Heavy Gear Arena page on the Dream Pod 9 website www.dp9.com for free downloadable pdfs of the Corporate Sponsor Logos and Grand Stand Fans that you can printout and use to customize your own Arena.



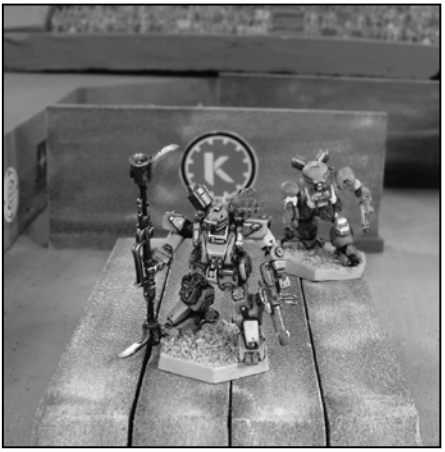
# TABLE AND TERRAIN

Raised Platform for the Main Event

Low Wall

Standard Wall

Thick Wall with slopes at each end



# WEAPONS

## CANNONS & RECOILESS WEAPONS

| Weapon Name | Code | Market Cost | Rarity | Slot | Acc | Range | Damage | RoF | Notes |
|---|---|---|---|---|---|---|---|---|---|
| Light Machine Gun | LMG | 13K | C | 1 | 0 | 6 / 24 / – | x3 | 4 | AI, M |
| Heavy Machine Gun | HMG | 14K | C | 1 | 0 | 6 / 24 / – | x4 | 3 | AI, M |
| Frag Cannon | FGC | 50K | C | 2 | +1 | 6 / 24 / – | x7 | 2 | AI, M |
| Very Light Rifle | VLR | 8K | C | 1 | 0 | 12 / 48 / ∞ | x6 | 0 | |
| Light Rifle | LRF | 15K | U | 2 | 0 | 18 / 72 / ∞ | x8 | 0 | |
| Medium Rifle | MRF | 28K | U | 2 | 0 | 24 / 96 / ∞ | x10 | 0 | |
| Heavy Rifle | HRF | 35K | R | 3 | 0 | 24 / 96 / ∞ | x12 | 0 | |
| Deployable Pack Gun | DPG | 9K | C | 1 | -1 | 12 / 48 / ∞ | x8 | 2 | M, Disposable |
| Light Anti Air Cannon | LAAC | 25K | R | 2 (2) | 0 | 12 / 48 / ∞ | x8 | 6 | AA |
| Medium Anti Air Cannon | MAAC | 31K | R | 2 (2) | 0 | 18 / 72 / ∞ | x10 | 4 | AA |
| Heavy Anti Air Cannon | HAAC | 40K | BL | 3 (3) | 0 | 18 / 72 / ∞ | x12 | 3 | AA |
| Very Light Autocannon | VLAC | 14K | C | 1 | 0 | 12 / 48 / ∞ | x6 | 2 | |
| Light Autocannon | LAC | 20K | C | 2 | 0 | 12 / 48 / ∞ | x8 | 2 | |
| Medium Autocannon | MAC | 26K | C | 2 | 0 | 18 / 72 / ∞ | x10 | 1 | |
| Heavy Autocannon | HAC | 34K | C | 3 | 0 | 18 / 72 / ∞ | x12 | 1 | |
| Very Heavy Autocannon | VHAC | 49K | R | 4 | 0 | 18 / 72 / ∞ | x15 | 1 | |
| Very Light Field Gun | VLFG | 92K | R | 4 | -1 | 30 / 120 / ∞ | x20 | 0 | IF |
| Light Field Gun | LFG | 153K | R | 5 | 0 | 30 / 120 / ∞ | x22 | 0 | IF, AE1 |
| Heavy Field Gun | HFG | 324K (3K/Shot) | BL | 6 | 0 | 48 / 192 / ∞ | x28 | 0 | IF, AE1, EA |
| Very Heavy Field Gun | VHFG | 523K (4K/Shot) | BL | 7 | 0 | 60 / 240 / ∞ | x33 | 0 | IF, AE2, EA |
| Snub Cannon | SC | 108K (3K/Shot)** | R | 3,4 | -1 | 6 / 24 / ∞ | x28 | 0 | EA |
| Harpoon Gun | HPG | 25K | R | 3 | 0 | 6 / 24 / – | x9 | 0 | M, OS, GR, CG |
| Light Panzerfaust* | LPZF | 9K | C | 2 | -1 | 6 / 24 / – | x10 | 0 | M, One Shot |
| Medium Panzerfaust* | MPZF | 18K | C | 2 | -1 | 6 / 24 / – | x15 | 0 | M, One Shot |
| Heavy Panzerfaust* | HPZF | 33K | C | 2 | -1 | 12 / 48 / – | x20 | 0 | M, One Shot |
| Rapid Fire Bazooka | RFB | 43K | U | 2 | 0 | 6 / 24 / ∞ | x14 | 2 | |
| Light Bazooka | LBZK | 39K | U | 2 | 0 | 12 / 48 / ∞ | x15 | 0 | |
| Medium Bazooka | MBZK | 68K | R | 3 | 0 | 12 / 48 / ∞ | x20 | 0 | |
| Heavy Bazooka | HBZK | 106K | R | 4 | 0 | 12 / 48 / ∞ | x25 | 0 | |

*Panzerfaust Racks have 3 Panzerfausts for both Slot and Market Cost
**3 shots included in Slot Cost. Each additional Slot increases capacity by 3 more shots.

## ROCKETS & MISSILES

| Weapon Name | Code | Market Cost | Rarity | Slot | Acc | Range | Damage | RoF | Notes |
|---|---|---|---|---|---|---|---|---|---|
| Very Light Rocket Pod | VLRP 8,32,128 | 22K,26K,36K | C | 1,2,2 | -1 | 6 / 24 / ∞ | x8 | 3,4,6 | IF |
| Light Rocket Pod | LRP 16,24,32 | 30K,35K,40K,46K | C | 1,2,3 | -1 | 6 / 24 / ∞ | x12 | 2,3,4 | IF |
| Medium Rocket Pod | MRP 9,18,36 | 66K,81K,89K | C | 1,2,3 | -1 | 12 / 48 / ∞ | x18 | 1,3,4 | IF |
| Heavy Rocket Pod | HRP 18,48 | 102K,112K | U | 3,4 | -1 | 18 / 72 / ∞ | x20 | 3,4 | IF |
| Incendiary Rocket Pod | IRP 10,20,30 | 46K,53K,61K | R | 1,2,3 | -1 | 6 / 24 / ∞ | x13 | 1,2,3 | IF, SB |
| Heavy Incendiary Rocket Pod | HIRP 24,48 | 91K,108K | BL | 3,4 | -1 | 18 / 72 / ∞ | x16 | 3,4 | IF, SB |
| Anti-Gear Missile | AGM | 32K (1K/Shot) | R | 2* | +1 | 18 / 72 / ∞ | x15 | 0 | IF, G, EA |
| Anti-Tank Missile | ATM | 109K (3K/Shot) | BL | 2,4** | +1 | 18 / 72 / ∞ | x25 | 0 | IF, G, EA |
| Heavy Anti-Tank Missile | HATM | 171K (4K/Shot) | BL | 6 | +1 | 30 / 120 / ∞ | x30 | 0 | IF, G, EA |

*AGMs have a maximum capacity of 3 but may have up to 9 shots added (for a total of 12) for a cost of 1 slot per two shots.
**Represents single-shot and three-shot mounts

## SUPPORT WEAPONS

| Weapon Name | Code | Market Cost | Rarity | Slot | Acc | Range | Damage | RoF | Notes |
|---|---|---|---|---|---|---|---|---|---|
| Light Flamer | LFL | 10K | U | 3 | +1 | 3 / 12 / – | x5 | 0 | IF, SB, M |
| Medium Flamer | MFL | 32K | U | 4 | +1 | 4 / 16 / – | x7 | 1 | AE1, IF, SB, M |
| Heavy Flamer | HFL | 61K | R | 4 | +1 | 6 / 24 / – | x9 | 2 | AE2, IF, SB, M |
| Light Guided Mortar | LGM | 59K | R | 3 | -1 | 18 / 72 / ∞ | x15 | 0 | IF, MR, AE1 |
| Heavy Guided Mortar | HGM | 123K | BL | 4 | -1 | 30 / 120 / ∞ | x20 | 0 | IF, MR, AE2 |
| Light Field Mortar | LFM | 45K | U | 3 | -1 | 24 / 96 / ∞ | x15 | 0 | IF, MR, AE3 |
| Medium Field Mortar | MFM | 82K | R | 4 | -1 | 30 / 120 / ∞ | x20 | 0 | IF, MR, AE3 |
| Heavy Field Mortar | HFM | 131K | R | 5 | -1 | 36 / 144 / ∞ | x25 | 0 | IF, MR, AE4 |
| Light Grenade Launcher | LGL | 51K | U | 3 | -1 | 6 / 24 / ∞ | x15 | 2 | IF, AE2 |
| Heavy Grenade Launcher | HGL | 80K | R | 4 | -1 | 12 / 48 / ∞ | x20 | 1 | IF, AE2 |

## GRENADES

| Weapon Name | Code | Market Cost | Rarity | Slot | Acc | Damage | Notes |
|---|---|---|---|---|---|---|---|
| Hand Grenade | HG | 7K | C | 1* | -1 | x15 | Thrown, AE2 |
| Heavy Hand Grenade | HHG | 10K | U | 1** | -1 | x25 | Thrown, AE2 |
| Haywire Grenade | HWG | 9K | R | 1* | -1 | x10 | Thrown, AE1, Haywire |
| Incendiary Grenade | IG | 12K | U | 1** | -1 | x12 | Thrown, AE2, Sustained Burn |

*Each slot represents 3 grenades carried. **Each slot represents 2 grenades carried

# WEAPONS

## ADVANCED WEAPONS

| Weapon Name | Code | Market Cost | Rarity | Slot | Acc | Range | Damage | RoF | Notes |
|---|---|---|---|---|---|---|---|---|---|
| Light Particle Accelerator | LPA | 43K | BL | 4 (4) | +1 | 12 / 48 / ∞ | x10 | 0 | MB1, H, ES |
| Heavy Particle Accelerator | HPA | 128K | BL | 6 (4) | +1 | 18 / 72 / ∞ | x15 | 0 | MB1, H, ES |
| Light Railgun | LRG | 72K | BL | 5 (4) | 0 | 30 / 120 / ∞ | x14 | 2 | ES |
| Heavy Railgun | HRG | 371K | BL | 6 (4) | 0 | 60 / 240 / ∞ | x35 | 0 | ES |
| Sniper Laser Cannon | SLC | 52K | BL | 3 (3) | +1 | 30 / 120 / ∞ | x12 | 0 | MB1, ES |
| Heavy Gatling Laser Cannon | HGLC | 76K | BL | 3 (3) | +1 | 12 / 48 / ∞ | x16 | 1 | MB3, ES |
| Light Laser Cannon | LLC | 79K | BL | 5 (4) | +1 | 30 / 120 / ∞ | x16 | 0 | MB2, ES |
| Heavy Laser Cannon | HLC | 104K | BL | 6 (5) | +1 | 30 / 120 / ∞ | x20 | 0 | MB3, ES |
| Light Pulse Laser Cannon | LPLC | 107K | BL | 5 (4) | +1 | 18 / 72 / ∞ | x20 | 0 | MB3, ES |
| Heavy Pulse Laser Cannon | HPLC | 151K | BL | 6 (5) | +1 | 18 / 72 / ∞ | x24 | 0 | MB4, ES |

## MELEE WEAPONS

| Weapon Name | Code | Market Cost | Rarity | Slot | Acc | Damage | Notes |
|---|---|---|---|---|---|---|---|
| Vibro Blade | VB | 3K | C | 1 | 0 | x8 | Melee |
| Vibro Rapier | VR | 4K | R | 1 | +1 | x6 | Melee, Armor Piercing |
| Vibro Sword | VS | 4K | U | 1 | 0 | x9 | Melee |
| Vibro Katana | VK | 6K | R | 2 | +1 | x12 | Melee, Armor Crushing |
| Heavy Vibro Sword | HVS | 10K | R | 4 | 0 | x15 | Melee |
| Mace | MA | 2K | C | 1 (M) | -1 | x9 | Melee, Armor Crushing |
| Hammer | HA | 8K | C | 3 | -1 | x13 | Melee, Armor Crushing |
| Staff | ST | 5K | C | 2 | -1 | x12 | Melee, Armor Crushing, Reach |
| Mauler Fist | MF | 8K | U | 1 | +1 | x7 | Melee, Armor Crushing |
| Chain Sword | CS | 4K | C | 1 | 0 | x9 | Melee, Overkill |
| Buzz Saw | BS | 7K | U | 1 (M) | 0 | x11 | Melee, Overkill |
| Heavy Chain Saw | HCS | 15K | C | 2 | 0 | x14 | Melee, Overkill |
| Vibro Claw | VC | 4K | U | 1 | +1 | x7 | Melee |
| Haywire Whip | HWP | 9K | BL | 1,2 (M) | +1 | x7 | Melee, Reach, Haywire, ES, Grapple |
| Vibro Halberd | VH | 8K | R | 3 | -1 | x14 | Melee, Reach |
| Chassis Reinforcement | CR | 1K | C | 1 | 0 | Size+1 | Melee |
| Spike Gun | SKG | 4K | U | 1 | 0 | x10 | Melee |
| Heavy Spike Gun | HSKG | 9K | R | 2 | -1 | x15 | Melee |
| Vibro Axe | VA | 5K | U | 2 | -1 | x12 | Melee, Armor Crushing |
| Buckler | BUCK | 45K | C | 1 | -1 | Size+1 | Melee, Special* |
| Shield | SHLD | 100K | C | 2 (M) | -2 | Size+3 | Melee, Special* |
| Lance | LA | 5K | U | 3 | -1 | x13 | Melee, Reach, One Shot |
| Haywire Lance | HLA | 6K | BL | 3 | -1 | x13 | Melee, Reach, One Shot, Haywire |

*Adds a Sturdy Box to the Gear's damage track

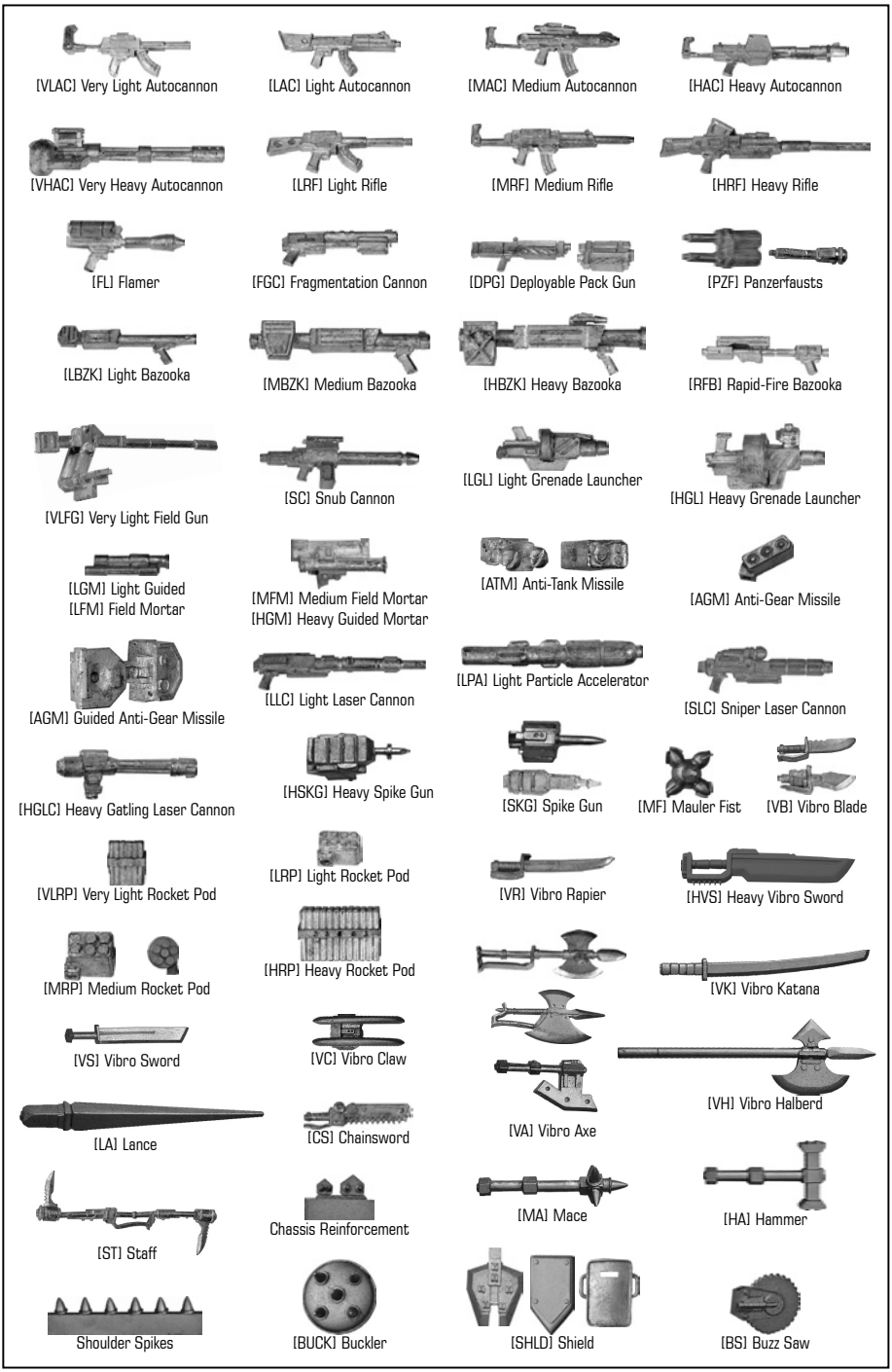
## COMPONENTS & ENHANCEMENTS

| Component Name | Cost | Rarity | Slot | Notes |
|---|---|---|---|---|
| Advanced Controls | 100K | BL | 5 | Add 1 Extra Action |
| Advanced Armor Plating | 25K | C | 3 | Add 1 Sturdy Box |
| Reinforced Cockpit | 35K | U | 2 | Add Reinforced Cockpit |
| Advanced Neural Net | 92K | BL | 2 | Add Advanced Neural Net |
| Rugged Movement | 28K | R | 4 | Add Rugged Movement |
| Backup Comms | 24K | U | 2 | Add Backup Comm |
| Shielded Aux | 19K | R | 2 | Remove Exposed Auxiliary |
| Ram Plate | 16K | C | 2 | Add Ram Plate to Front Arc |
| Emergency Medical | 42K | R | 3 | Add Emergency Medical |
| Improved Rear Defense | 50K | R | 2 | Add Improved Rear Defense |
| Oil Slick | 15K | U | 1 | Add Oil Slick (3) Perk |
| Sniper | 35K | R | 1 | Add Sniper Trait to a Weapon |

| Component Name | Cost | Rarity | Slot | Notes |
|---|---|---|---|---|
| Acrobatic Handling | 90K | BL | 3 | +1 to Melee Attack & Defense |
| Improved Engine | 22K | U | 2 | Add +2 to all Movement Speeds |
| Enclosed Cockpit | 25K | C | 2 | Remove Exposed Cockpit |
| Sensor Modernization | 33K | U | 2 | Remove Defective Active Sensors |
| Improved Off Road | 42K | R | 3 | Add Improved Off Road |
| Backup Sensors | 32K | U | 2 | Add Backup Sensors |
| Modernized Fire Control | 28K | U | 2 | Remove Defective Fire Control |
| EMP Shielding | 14K | U | 1 | Remove Vulnerable to Haywire |
| Sensor Boom | 69K | BL | 2 | Add Sensor Boom |
| Armor Refit | 22K | U | 1 | Remove Weak Rear Facing |
| Smoke Grenades | 10K | C | 1 | Add Smoke (3) Perk |
| Pistol Grip | 15K | U | – | Add Pistol Perk to an Autocannon |

| Component Name | Market Cost | Rarity | Slot | Notes |
|---|---|---|---|---|
| Advanced Actuators | 95K | BL | 3 | Add +1 to Maneuverability (Max +2) |
| Advanced Fire Control | 88K | BL | 2 | Add +1 to Fire Control (Max +1) |
| Advanced Sensors | 40K | R | 2 | Add +1 to Sensors (Max +2 Total) and Detect |
| Field Armor I | 5K | C | 1 | Add +1 to Armor, Does Not Stack with Field Armor II or III |
| Field Armor II | 8K | C | 2 | Add +2 to Armor, Does Not Stack with Field Armor I or III |
| Field Armor III | 12K | C | 3 | Add +3 to Armor, Does Not Stack with Field Armor I or II |
| Stabilizer | 30K | U | 3 | Add Stabilizer Perk to a weapon |
| Shielded Weapons | 9K/Weapon | C | 1 | Reroll any defense rolls pertaining to weapon destruction. Second result must stand. |
| Target Designator | 58K | R | 1 | Add the Target Designator (2) Perk |
| Extra Magazines | 5K x Slot Rating of Weapon | C | 1 | Manipulator Held Weapons Only. Allows Reloads. |

# WEAPONS




Check out the HG Arena Duelist Weapon Upgrade Pack (DP9-9196) for the new Duelist Melee Weapons.

## WEAPON PERKS

While Weapons are listed on the Weapons Table with the Traits that always apply, some Models' weapons may be upgraded with extra traits, in which case the trait must be listed in that Model's weapon stat block.

**Anti-Aircraft [AA]:** The Weapon may be used to fire against aerial targets, such as Gears jumping vertically. When firing at an aerial target with this weapon, the use receives a +1 to attack the target.

**Area Effect (x) [AEx]:** Weapons with area of effect traits cause damage to all targets under the AE rating of the weapon as detailed on page 11.

**Armor Crushing [AC]:** The weapon may cause damage to a Model's Armor. The Target will lose Armor equal to the MoS of the attack if it does Damage.

**Armor Piercing [AP]:** The weapon is designed to ignore Armor. If the Attack scores a MoF/MoS 0 or a higher MoS, add 2 to the value (MoF 0 becomes MoS 2, MoS 1 becomes MoS 3) for determining damage. If the Attack scored a MoF or 1 or more, the Attack does nothing.

**Blast (x) [Bx]:** Some weapons are designed to have a massive blast area. All Models in blast area take a minimum of the DM in damage, unless touching a terrain piece, in which case they take a Stun Counter. The rating next to Blast indicates the Area of Effect (AE) for the weapon.

**Disposable [DS]:** This weapon cannot be reloaded in combat. It must be reloaded during Post Game Wrap Up.

**Energy Source [ES]:** The weapon requires an energy source which takes an extra number of slots. Energy Sources are treated as components.

**Expensive Ammo [EA]:** The weapons ammunition is so expensive that the arena management will not cover the cost of the ammo. The Team must furnish their own ammo for these weapons and each shot must be recorded. Once the ammo on the Unit has been exhausted the weapon is out of ammo. Ammo cost is listed next to the weapon cost.

**Grapple [GR]:** The weapon is capable of making a ranged grapple attack. Ranged grapples do not cause the user of the weapon to go to stationary, but the user must remain within the maximum range of the weapon. If the user of the weapon leaves the maximum range, the opponent is not longer considered grappled.

**Guided [G]:** The weapon possesses an above average Guidance system and gains an a +1 modifier on any Attack against a Model that has been Forward Observed by a Model with a Target Designator (see Perks on page 101 for information on Target Designators).

**Haywire [H]:** The weapon has an electrical charge that wreaks havoc upon those it hits. If a Model is hit (MoS 1 or higher), roll one die regardless of whether it took damage. On a 1 or 2, no additional Damage is dealt. On a 3-5 the Duelist must make a Health Check at -2; and on a 6, the Gear takes a box of damage in addition to any it may have already received, and the Duelist must roll a Health Check. The Duelist may only receive a single Health Check from a Haywire Weapon.

**Indirect Fire [IF]:** The Weapon may be fired normally or using the Indirect Fire rules.

**Link:** Two or more Weapons listed as Linked may fire simultaneously with the same action against a single Target. Make a single Attack and use it for all linked Weapons. Any Model targeted must Defend against this roll once per weapon in the Link.

**Melee [M]:** The Weapon is designed for Melee use and does not provoke any penalties or free actions if used in an opponents Melee range.

**Minimum Range [MR]:** The Weapon is not designed to fire up close. It may not fire within the first 5".

**Minus Damage per Band (X) [MBx]:** The Weapons power drops over distance. Each range Band past Medium subtracts the value listed from the DM of the weapon. Thus an MB2 weapon would subtract 4 from its DM at Extreme Range.

**One Shot [OS]:** The weapon can only be used a single time. These weapons are purchased after each game and come in groups of usually 2 or 3. Like Expensive Ammo, the Unit must keep track of their ammunition and once the ammo is exhausted it may not be used for the rest of the game.

**Overkill [OK]:** the weapon generates more damage the harder it strikes. Add +1 to the base weapon damage for each Margin of Success.

**Pistol [P]:** the weapon is a shortened variant of a weapon. The slot size of the Ranged Weapon is reduced by a single level. This is a Component upgrade.

**Rate of Fire (X) [RoFX]:** the weapon has a higher rate of Fire and may use Rate of Fire Attacks as per the Rate of Fire rules (page 11).

**Reach [RC]:** The melee weapon equipped gives an extra 2" to the melee range.

**Reloads [R]:** The Model may spend an action to remove an Out of Ammo result on this weapon. Reloads are purchased as components.

**Sniper [Snp]:** The weapon listed as being Snipered has a 0 Attack Modifier at Long and a -1 at Extreme, rather than the normal Modifiers.

**Stabilizer/Stabilizer Mount:** The Model must be Stationary to use a weapon with this Trait. Stabilizers may be added as a Component to a weapon system to reduce the Slot cost of a weapon by 1. Stabilizers are a Component.

**Sustained Burn [SB]:** The Weapon uses heat or fire to cause damage. As such, any Model damaged by this weapon (1 or more boxes of damage) has a chance to keep burning after the Attack. Place a burning token next to the Model. During the Miscellaneous Phase of each Round, roll one Die. On a 5 or 6, the Model continues to burn and takes a box of Damage.

Any other means the Model is no longer burning and you can remove the token. Models may spend an Action to remove the Burning Token on themselves or a Model they are in contact with.

**Thrown [T]:** The Weapon must be Placed or Thrown as per the Placed and Throwing rules on page 13.

## GEAR PERKS & FLAWS

**Advanced Neural Net [ANN]:** the Model may add a Die to one Skill test per round due to its advanced thinking computer.

**Amphibious:** The Model is capable of entering Water terrain without flooding. The Model may travel at any speed while in Water terrain, but may not enter or exit Water at Top Speed. Treat Shallow and Deep Water as Open.

**Anti-Missile System [AMS]:** The Model in question has a system dedicated to defending itself against self-propelled projectiles. Whenever this Model is Attacked with a weapon noted as being a Missile, Rocket or Mortar, the Model may add two dice to its Defense Roll.

**Arms:** The Model in question has Arms and may use them to throw Weapons, climb or any action noted as using Arms. If the Model has arms with hands, the Model is considered to have this Perk. The following Perks and Flaws represent the unique features that some Models possess.

Arms allow Models with them to ascend Cliffs. They must use their slowest Combat Speed and each elevation level climbed up costs 2MP and down costs 3 MP. This may be combined with Climbing Equipment. If a Model cannot traverse an entire Cliff in a single movement, mark its place and treat it as if it were at Combat Speed, but it has an additional -1 Modifier to Attacks and Defense.

**Autopilot:** The Model has an automated piloting system. At the beginning of the Model's Activation, it may use the Autopilot to gain an additional Action until its next activation. However, all Defense and Difficult Terrain tests are done at a Skill of one and may never be increased. Additionally, it may never voluntarily gain a Stun Counter to slow down or turn.

**Backup Sensors:** The Model's Sensor systems are rugged. As such, it ignores up to one point of penalties caused by Damage when performing Active Lock tests.

**Climbing Equipment:** This allows Models to ascend or descend Cliffs. They must use their slowest Combat Speed and each elevation level climbed up or down costs of 2MP. If the Model has both Arms and Climbing Equipment, the cost to ascend or descend is reduced to 1 MP. If a Model cannot ascend or descend an entire Cliff in a single movement, mark its place and treat it as if it were at Combat Speed, but it has an additional -1 Modifier to attack and defense rolls.

**Defective Active Sensors:** The vehicle has Sensors that are defective or hard to manage. Subtract the Rating of this Flaw from the skill rating of the Pilot when making Active Lock Tests. If a Model has Defective Active Sensors 1 and an Rally of 1, it would be rolling 2 dice and taking the lowest for Active Lock tests. If this lowers the Skill below 0, no roll may be attempted

**Defective Fire Control:** The vehicle has targeting systems that are defective or hard to manage. Subtract the Rating of this Flaw from the skill rating of the Pilot when making Ranged Attack Tests. Thus a Model with Defective FireCon 1 and an Attack of 2 it would be rolling 1 die Ranged Attack tests.

**Difficult to Modify/Repair:** This unit is not designed very well. It takes two Technicians to repair one level of Damage unless an Engineer is assigned to repair the unit. All Organization skill checks involving adding components or performing repairs are at a -1 modifier.

**Easy To Modify/Repair:** The unit is extremely Technician friendly. When repairs are made on the unit, double the amount of damage repaired by a Technician or Engineer. In addition, add a +1 for all Organization Skill checks involving adding components or performing repairs.

**Emergency Medical:** The Duelist may ignore the first Health Check caused from Combos or Damage. If a Health Check occurs due to Overkill or a Destroy result, roll an a separate die and choose the better of two results for the Duelist.

**Exposed Crew Compartment:** The pilot is dangerously exposed. Any AE attacks which cause damage to the unit results in the pilot making an immediate health check at a -1. While it is dangerous to be in the vehicle, getting out is much easier. The Eject threshold is reduced to 4.

**Exposed FireCon:** The Models targeting systems are very vulnerable. It suffers a -1 penalty to Gunnery Skill Rolls starting at Light Damage. Heavy Damage and Critical remain the same.

**Exposed Movement:** The Model's movement systems are open to attack. It loses access to Top Speed at Light Damage rather than Heavy.

**Fire Resistant:** The Model is built to avoid damage from incendiary effects. As such, lower all Damage dealt by Sustained Burn weapons on this model by 1 box. This also means Models with this Perk are immune to the continued effects of Sustained Burn weapons.

**Haywire Resistant:** The model is shielded from Haywire effects and instead of the normal effects of Haywire, it takes no damage on a 1-4 and a Stun counter on a 5-6.

**Improved Off-Road [Imp OR]:** The Model is built to move off-road with ease. Outside of Roadways and clear ground, Rough Terrain is considered Clear/Open, and all Very Rough Terrain is considered Rough. This does not allow traversing of Impassible Terrain and does nothing to prevent dangerous terrain from affecting the Model. Note this does not help against Dense or Very Dense Terrain.

**Improved Rear Defense [IRD]:** the Model is very well protected from the Rear and does not suffer the -1 penalty to attacks from the Rear Arc in Ranged or Melee combat.

**Large Sensor Profile (X )[LSP(x)]:** The Model has a large sensor signature. As such, lower the number of Cover instances for Active Lock attempts against this Model by the Rating of the Perk.

**Low Profile:** The Model gains an additional point of Cover instance when Stationary.

**Oil (X):** by spending an attack Action, a Model with oil may launch a pool of oil behind it. Measure three inches behind the Model to place the center of the AE2 pool of Oil. If using grenades, the Model uses the Thrown Weapons rule to hit a location creating an AE2 pool of Oil. Any unit caught in the Oil pool must make a Difficult Terrain test or be knocked down. A successful check allows the unit to move through the Area of Effect. Any unit entering the Area must also make a Difficult Terrain test or be subject to knockdown. Oil will ignite if any weapon with a Sustained Burn or RoF trait is used on a Model in the pool of Oil. Any units caught in the flame or moving through the area will suffer from a Sustained Burn effect.

## GEAR PERKS & FLAWS

**Poor Off-Road Ability:** the Model was not designed to go Off Road. Outside of Roadways, Clear/Open Terrain is considered Rough, all Rough Terrain is considered Very Rough and all Very Rough Terrain is considered Impassible.

**Ram Plate (arc) [RP(arc)]:** The Model is designed to ram and will take ½ damage from any Ram or impact that comes from the Arc listed. Additionally, the Model does not suffer Armor loss for Rams in this Arc.

**Reduced Maneuverability:** The vehicle has worse Maneuverability in certain circumstances. This flaw is always accompanied by the circumstance and the value of the Maneuverability in those situations.

**Reinforced Arc X [Rx X]:** The Model has one arc that is Reinforced. Add the value of this Perk to the Armor of the vehicle against attacks made from that Arc.

**Reinforced Cockpit:** The Duelist may attempt to shrug off a forced Health Check or Stun. Roll a single d6 each time a Stun or forced Health Check occurs. If the die's result is a 6, the pilot is unaffected by either result.

**Rugged Movement:** The Model's movement systems are reinforced. As such, it ignores up to one point of penalties caused by Damage on Defense tests.

**Sensor Boom:** A sensor boom allows the Model to count itself as being any point up to an inch from its body or base when determining Lock or Cover to a Target. If the Model itself is behind a Solid Object, the Model must use Indirect Fire if Attacking

**Smoke (X):** by spending an attack Action, a Model with smoke may launch a thick Smoke cloud up to 6 inches away. If the Model is equipped with Smoke Grenades normal Thrown weapon ranges apply. The Smoke cloud has AE2 and counts as being 2 inches tall. The Smoke cloud counts as providing Cover to any Model behind it.

This may only be done a number of times per game equal to the Rating of this Perk. Smoke from Smoke Launchers and Grenades lasts until the end of the Miscellaneous Phase.

**Target Designator [TD]:** Whenever a Model with this Perks Forward Observes a target, that target is considered to be Designated for Weapons with the Guided Trait. A unit equipped with TD may not Designate a target through Full Solid terrain.

**Traceable Emissions:** The Model is easily tracked, allowing all Guided Weapons to consider this Model as Forward Observed and Designated, regardless of whether or not it actually was.

**Vulnerable to Haywire:** Rather than the usual effects of Haywire, the Model will take a Stun Counter on a 1-2 and a box of Damage and Health Checks on any other value.

**Weak Facing:** One of the facings of the Model is open to attacks or otherwise unprotected. When Attacked from the Arc indicated, treat the weapon Attacking as having the AP trait. If it already has the AP trait, the Model with AP adds 3 to MoS instead of 2. In the case of the Underbelly Arc, any attacks coming from Placed Weapons or a Lower Elevation will be considered as hitting the Underbelly.

# MANAGER SHEET

Team Name _____

Player Name _____

**Manager Name:** _____

**Class:** _____

**Title:** _____

**Money:** _____

| | |
|---|---|
| Contacts | ☐ |
| Negotiations | ☐ |
| Organization | ☐ |

**Team Level:** _____ **Team Rep:** _____

**Manager Level:** _____ **Manager Rep:** _____

## GENERAL STAFF

- ☐ Engineer 1
- ☐ Engineer 2
- ☐ Engineer 3
- ☐ Promoter
- ☐ Cheerleading Team
- ☐ Fixer 1
- ☐ Fixer 2
- ☐ Fixer 3
- ☐ Fixer 4
- ☐ Arena Clown

## DUELISTS

**DUELIST 1**

**Name**

**STAFF**

☐ Tech 1 ☐ Tech 4
☐ Tech 2 ☐ Tech 5
☐ Tech 3 ☐ Handler

**NOTES**

Sponsor Logos ☐☐☐☐

**DUELIST 2**

**Name**

**STAFF**

☐ Tech 1 ☐ Tech 4
☐ Tech 2 ☐ Tech 5
☐ Tech 3 ☐ Handler

**NOTES**

Sponsor Logos ☐☐☐☐

**DUELIST 3**

**Name**

**STAFF**

☐ Tech 1 ☐ Tech 4
☐ Tech 2 ☐ Tech 5
☐ Tech 3 ☐ Handler

**NOTES**

Sponsor Logos ☐☐☐☐

**DUELIST 4**

**Name**

**STAFF**

☐ Tech 1 ☐ Tech 4
☐ Tech 2 ☐ Tech 5
☐ Tech 3 ☐ Handler

**NOTES**

Sponsor Logos ☐☐☐☐

**DUELIST 5**

**Name**

**STAFF**

☐ Tech 1 ☐ Tech 4
☐ Tech 2 ☐ Tech 5
☐ Tech 3 ☐ Handler

**NOTES**

Sponsor Logos ☐☐☐☐

**DUELIST 6**

**Name**

**STAFF**

☐ Tech 1 ☐ Tech 4
☐ Tech 2 ☐ Tech 5
☐ Tech 3 ☐ Handler

**NOTES**

Sponsor Logos ☐☐☐☐

## TALENTS

**Level 1** _____

**Level 2** _____

**Level 3** _____

**Level 4** _____

## SPONSORS

**Major Gear Manufacturer**

**Sponsor:** _____

**Level 1 Benefit:** _____

**Level 2 Benefit:** _____

**Level 3 Benefit:** _____

**Level 4 Benefit:** _____

**Minor Gear, Weapons or Systems Manufacturer**

**Sponsor:** _____

**Level 1 Benefit:** _____

**Level 2 Benefit:** _____

**Level 3 Benefit:** _____

**Level 4 Benefit:** _____

**Civilian Sponsors**

**Sponsor:** _____

**Benefit:** _____

**Sponsor:** _____

**Benefit:** _____

## RALLY ABILITIES

**Completes their first Combo Chain. (1 Point)**
☐ D1 ☐ D2 ☐ D3 ☐ D4 ☐ D5 ☐ D6

**Rally the Crowd (Threshold: 4, Points: MoS / MoF)**
☐ D1 ☐ D2 ☐ D3 ☐ D4 ☐ D5 ☐ D6

**Overkills an opponent with a Combo Chain. (1 Point)**
☐ D1 ☐ D2 ☐ D3 ☐ D4 ☐ D5 ☐ D6

**Knocks down larger opponent for the first time. (1 Point)**
☐ D1 ☐ D2 ☐ D3 ☐ D4 ☐ D5 ☐ D6

**Grapples smaller opponent for the first time. (1 Point)**
☐ D1 ☐ D2 ☐ D3 ☐ D4 ☐ D5 ☐ D6

**Ramp Jump for the first time. (1 Point)**
☐ D1 ☐ D2 ☐ D3 ☐ D4 ☐ D5 ☐ D6

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# DUELIST SHEET

| Team Name | |
|---|---|

| Player Name | |
|---|---|

**Duelist Name:** _____

**Class:** _____

**Title:** _____

**Duelist Level:** _____

| | |
|---|---|
| Gunnery | |
| Piloting | |
| Dueling | |
| Rally | |

**Base Pay:** _____ **Salary Cap:** _____

**Duelist Rep:** _____ **Unspent:** _____

**Gear Model:** _____

| Movement | |
|---|---|
| Walker | / |
| Ground | / |

| Maneuver | |
|---|---|

| Armor | / |
|---|---|

| Damage | | | | |
|---|---|---|---|---|
| S | S | L | H | C |

| Class | |
|---|---|

| | |
|---|---|
| Action | |
| Size | |
| Market | |
| Rarity | |

| Def Mods | W | G |
|---|---|---|
| Top | +1 | +1 |
| Cbt | Maneuver | |
| Stop | -1 | -2 |

| | |
|---|---|
| Detect | |
| Sensors | |
| Fire Con. | |

| PERKS | |
|---|---|
| FLAWS | |

| COST | Gear | Weapons & Components | Total |
|---|---|---|---|
| | + | | = |

## TALENTS [PAGE 30-32]

| | |
|---|---|
| Level 1 | |
| Level 2 | |
| Level 3 | |
| Level 4 | |

**Standard Combos [Page 67]**

**TH 3 - Jabbing Punch, Kick, Disruptive Fire, Jump**

**TH 4 - Parry, Grapple**

**TH 5 - Eject**

**TH 6 - Suppresive Fire**

## COMBO MOVES [PAGE 68-76]

| | Combo Family |
|---|---|
| Level 1 | |
| Level 2 | |
| Level 3 | |
| Level 4 | |

## SLOTS AVAILABLE

| | # | Component/Effect | Cost/NA |
|---|---|---|---|
| TYPE 1 | 1 | | |
| | 2 | | |
| | 3 | | |
| | 4 | | |
| | 5 | | |
| | 6 | | |
| | 7 | | |
| | 8 | | |
| TYPE 2 | 1 | | |
| | 2 | | |
| TYPE 3 | 1 | | |
| | 2 | | |
| TYPE 4 | 1 | | |
| | 2 | | |

| MANIPULATOR | Class | Arc | Component | Cost |
|---|---|---|---|---|
| | | | | |
| | | | | |
| | | | | |
| | | | | |

## WEAPONS

| Name | Arc | Acc | Range | Dam | Notes | RoF | Slot | Rarity |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |

| Rep | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|

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# DUELIST SHEET

| Team Name | |
|---|---|

| Player Name | |
|---|---|

**Duelist Name:** Maena Jarak

**Class:** Hired Guns

**Title:**

**Duelist Level:** 4

| | |
|---|---|
| Gunnery | 4 |
| Piloting | 4 |
| Dueling | 4 |
| Rally | 2 |

**Base Pay:** **Salary Cap:** 1,172K

**Duelist Rep:** **Unspent:**

**Gear Model:** Grizzly

| Movement | | |
|---|---|---|
| Walker | 3 | 8 |
| Ground | 6 | 13 |

| Maneuver | 0 |
|---|---|

| Armor | 18 / 72 |
|---|---|

| Damage | | | | |
|---|---|---|---|---|
| S | S | L | H | C |

| Class | Assault |
|---|---|

| Action | 2 |
|---|---|
| Size | 7 |
| Market | 200K |
| Rarity | R |

**Def Mods**

| | W | G |
|---|---|---|
| Top | +1 | +1 |
| Cbt | Maneuver | |
| Stop | -1 | -2 |

| | |
|---|---|
| Detect | 2 |
| Sensors | 0 |
| Fire Con. | 0 |

## TALENTS [PAGE 30-32]

| | |
|---|---|
| Level 1 | Grizzly Mastery |
| | Melee Expert |
| Level 2 | Running Gunner |
| | |
| Level 3 | Hard to Kill |
| | |
| Level 4 | Twin Affinity |
| | |

**Standard Combos [Page 67]**

**TH 3 - Jabbing Punch, Kick, Disruptive Fire, Jump**
**TH 4 - Parry, Grapple**
**TH 5 - Eject**
**TH 6 - Suppresive Fire**

## COMBO MOVES [PAGE 68-76]

| | Combo Family |
|---|---|
| Level 1 | Ranged Offsense |
| | Offensive Movement |
| Level 2 | Ranged Offsense |
| | Offensive Movement |
| Level 3 | Ranged Offsense |
| | Offensive Movement |
| Level 4 | Ranged Offsense |
| | Offensive Movement |

PERKS: Arms, Reinforced Front Armor (2), Improved Engive, Advanced Actuators

FLAWS: Large Sensor Profile (1)

| COST | Gear | | Weapons & Components | | Total |
|---|---|---|---|---|---|
| | 200K | + | 472K | = | 672K |

## SLOTS AVAILABLE

| | # | Component/Effect | Cost/NA |
|---|---|---|---|
| TYPE 1 | 1 | Advanced Actuators | 95K |
| | 2 | Reloads (HAC) | 15K |
| | 3 | Improved Engine | 22K |
| | 4 | | |
| | 5 | | |
| | 6 | | |
| | 7 | | |
| | 8 | | |
| TYPE 2 | 1 | | |
| | 2 | | |
| TYPE 3 | 1 | MRP / 36 | 89K |
| | 2 | MRP / 36 | 89K |
| TYPE 4 | 1 | HGM | 123K |
| | 2 | | |

| | Class | Arc | Component | Cost |
|---|---|---|---|---|
| MANIPULATOR | 3 | F | HAC | 34K |
| | 3 | F | Vibro Axe | 5K |
| | | | | |
| | | | | |

## WEAPONS

| Name | Arc | Acc | Range | Dam | Notes | RoF | Slot | Rarity |
|---|---|---|---|---|---|---|---|---|
| HAC | F | 0 | 18 / 72 / ∞ | x12 | | 0 | 3 | C |
| MRP / 36 | F | -1 | 12 / 48 / ∞ | x18 | IF | 0 | 3 | C |
| MRP / 36 | F | -1 | 12 / 48 / ∞ | x18 | IF | 0 | 3 | C |
| HGM | F | -1 | 31 / 120 / ∞ | x20 | IF, MR, AE 2 | 0 | 4 | BL |
| VibroAxe | F | -1 | Melee | x12 | Melee, Armor Crushing | 0 | 2 | U |

Rep 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40

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# DUELIST SHEET

| Team Name | |
|---|---|

| Player Name | |
|---|---|

**Duelist Name:** Danghen Jarak

**Class:** Hired Guns

**Title:**

**Duelist Level:** 4

| | |
|---|---|
| Gunnery | 4 |
| Piloting | 4 |
| Dueling | 4 |
| Rally | 2 |

**Base Pay:** **Salary Cap:** 1,004K

**Duelist Rep:** **Unspent:**

**Gear Model:** Hunter XMG

| Movement | | |
|---|---|---|
| Walker | 4 | 7 |
| Ground | 6 | 13 |

| Maneuver | +2 |
|---|---|

| Armor | 16 / 64 |
|---|---|

| Damage | | | | |
|---|---|---|---|---|
| S | S | L | H | C |

| Class | Trooper |
|---|---|

| Action | Size | Market | Rarity |
|---|---|---|---|
| 2 | 6 | 218K | B.L.E. |

| Def Mods | W | G |
|---|---|---|
| Top | +1 | +1 |
| Cbt | Maneuver | |
| Stop | -1 | -2 |

| | |
|---|---|
| Detect | 4 |
| Sensors | +1 |
| Fire Con. | +1 |

## TALENTS [PAGE 30-32]

| | |
|---|---|
| Level 1 | Hunter Specialization |
| Level 2 | MAC Specialization |
| Level 3 | Hard to Kill |
| Level 4 | Twin Affinity |

**Standard Combos [Page 67]**

**TH 3 - Jabbing Punch, Kick, Disruptive Fire, Jump**
**TH 4 - Parry, Grapple**
**TH 5 - Eject**
**TH 6 - Suppresive Fire**

## COMBO MOVES [PAGE 68-76]

| | Combo Family |
|---|---|
| Level 1 | Pugilist Form |
| | Offensive Movement |
| Level 2 | Pugilist Form |
| | Offensive Movement |
| Level 3 | Pugilist Form |
| | Offensive Movement |
| Level 4 | Pugilist Form |
| | Offensive Movement |

PERKS: Arms, Emergency Medical

FLAWS:

| COST | Gear | | Weapons & Components | | Total |
|---|---|---|---|---|---|
| | 218K | + | 296K | = | 524K |

## SLOTS AVAILABLE

| | # | Component/Effect | Cost/NA |
|---|---|---|---|
| TYPE 1 | 1 | Advanced Actuators | 95K |
| | 2 | Reloads (LGL) | 15K |
| | 3 | Chain Sword | 4K |
| | 4 | Ram Plate | 16K |
| | 5 | | |
| | 6 | | |
| | 7 | | |
| | 8 | | |
| TYPE 2 | 1 | | |
| | 2 | | |
| TYPE 3 | 1 | MRP / 36 | 89K |
| | 2 | MAC | 26K |
| TYPE 4 | 1 | | |
| | 2 | | |

| | Class | Arc | Component | Cost |
|---|---|---|---|---|
| MANIPULATOR | 2 | F | LGL | 51K |
| | 2 | F | | |
| | | | | |
| | | | | |

## WEAPONS

| Name | Arc | Acc | Range | Dam | Notes | RoF | Slot | Rarity |
|---|---|---|---|---|---|---|---|---|
| MAC | F | 0 | 18 / 72 / ∞ | x10 | | 1 | 2 | C |
| LGL | F | -1 | 6 / 24 / ∞ | x15 | IF, AE 2 | 2 | 3 | U |
| MRP / 36 | F | -1 | 12 / 48 / ∞ | x18 | IF | 0 | 3 | C |
| Chain Sword | F | 0 | Melee | x9 | Melee, Overkill | 0 | 1 | C |
| | | | | | | | | |

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# DUELIST SHEET

| Team Name | |
|---|---|

| Player Name | |
|---|---|

**Duelist Name:** Soldier Minerva Bonnie

**Class:** Hired Guns

**Title:**

**Duelist Level:** 4

| | |
|---|---|
| Gunnery | 3 |
| Piloting | 4 |
| Dueling | 3 |
| Rally | 1 |

**Base Pay:** **Salary Cap:** 738K

**Duelist Rep:** **Unspent:**

**Gear Model:** Wildcat

| Movement | |
|---|---|
| Walker | 6 / 9 |
| Ground | 9 / 15 |

| Maneuver | 0 |
|---|---|

| Armor | 14 / 56 |
|---|---|

| Damage | | | | |
|---|---|---|---|---|
| S | S | L | H | C |

| Class | Trooper |
|---|---|

| Action | 2 |
|---|---|
| Size | 6 |
| Market | 96K |
| Rarity | Common |

**Def Mods**

| | W | G |
|---|---|---|
| Top | +1 | +1 |
| Cbt | Maneuver | |
| Stop | -1 | -2 |

| | |
|---|---|
| Detect | 3 |
| Sensors | 0 |
| Fire Con. | 0 |

## TALENTS [PAGE 30-32]

**Level 1** Wildcat Mastery
Melee Expert

**Level 2** Running Defense

**Level 3** Hard to Kill

**Level 4** Born to Tango

**PERKS** Arms, Improved Off-Road, Target Designator, Improved Engine

**FLAWS** Exposed Movement

| COST | Gear | | Weapons & Components | | Total |
|---|---|---|---|---|---|
| | 96K | + | 162K | = | 258K |

**Standard Combos [Page 67]**

**TH 3 - Jabbing Punch, Kick, Disruptive Fire, Jump**
**TH 4 - Parry, Grapple**
**TH 5 - Eject**
**TH 6 - Suppresive Fire**

## COMBO MOVES [PAGE 68-76]

| | Combo Family |
|---|---|
| Level 1 | Pugilist Form |
| | Sword Form |
| Level 2 | Pugilist Form |
| | Sword Form |
| Level 3 | Pugilist Form |
| | Sword Form |
| Level 4 | Pugilist Form |
| | Sword Form |

## SLOTS AVAILABLE

| | # | Component/Effect | Cost/NA |
|---|---|---|---|
| TYPE 1 | 1 | Vibro Claw | 4K |
| | 2 | Vibro Rapier | 4K |
| | 3 | Target Designator | 58K |
| | 4 | Hand Grenades (3) | 7K |
| | 5 | Hand Grenades (3) | 7K |
| | 6 | Reloads (MAC) | 10K |
| | 7 | Chassis Reinforcement | 1K |
| | 8 | | |
| TYPE 2 | 1 | Improved Engine | 22K |
| | 2 | | |
| TYPE 3 | 1 | | |
| | 2 | | |
| TYPE 4 | 1 | | |
| | 2 | | |

| | Class | Arc | Component | Cost |
|---|---|---|---|---|
| MANIPULATOR | 2 | F | MAC | 26K |
| | 2 | F | Buckler | 45K |
| | | | | |
| | | | | |

## WEAPONS

| Name | Arc | Acc | Range | Dam | Notes | RoF | Slot | Rarity |
|---|---|---|---|---|---|---|---|---|
| MAC | F | 0 | 18 / 72 / ∞ | x10 | | 1 | 2 | C |
| HG (6) | F | -1 | Thrown | x15 | Thrown, AE 2 | 0 | 1 | C |
| Vibro Claw | F | +1 | Melee | x7 | Melee | 0 | 1 | U |
| Vibro Rapier | F | +1 | Melee | x6 | Melee, Armor Piercing | 0 | 1 | R |
| Buckler | F | -1 | Melee | Size+1 | Melee, Special | 0 | 1 | C |

| Rep | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|

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# DUELIST SHEET

| Team Name | |
|---|---|

| Player Name | |
|---|---|

**Duelist Name:** Soldier Maxwell Clyde

**Class:** Hired Guns

**Title:**

**Duelist Level:** 4

| | |
|---|---|
| Gunnery | 4 |
| Piloting | 4 |
| Dueling | 4 |
| Rally | 2 |

**Base Pay:** **Salary Cap:** 1,221K

**Duelist Rep:** **Unspent:**

**Gear Model:** Boa

| Movement | | |
|---|---|---|
| Walker | 3 | 6 |
| Ground | 5 | 10 |

| | |
|---|---|
| Maneuver | 0 |

| Def Mods | W | G |
|---|---|---|
| Top | +1 | +1 |
| Cbt | Maneuver | |
| Stop | -1 | -2 |

| | |
|---|---|
| Armor | 22 / 110 |

| Damage | | | | |
|---|---|---|---|---|
| S | S | L | H | C |

| | |
|---|---|
| Class | Assault |
| Detect | 3 |
| Sensors | 0 |
| Fire Con. | 0 |

| Action | Size | Market | Rarity |
|---|---|---|---|
| 2 | 7 | 184K | U |

## TALENTS [PAGE 30-32]

| | |
|---|---|
| Level 1 | Constrictor Specialization |
| | Mortar Mastery |
| Level 2 | Energy Weapon Specialization |
| | Perfect Form, Perfect Grace |
| Level 3 | Hard to Kill |
| | |
| Level 4 | Born to Tango |
| | |

**Standard Combos [Page 67]**

**TH 3 - Jabbing Punch, Kick, Disruptive Fire, Jump**
**TH 4 - Parry, Grapple**
**TH 5 - Eject**
**TH 6 - Suppresive Fire**

## COMBO MOVES [PAGE 68-76]

| | Combo Family |
|---|---|
| Level 1 | Ranged Offense |
| | Offensive Movement |
| Level 2 | Ranged Offense |
| | Offensive Movement |
| Level 3 | Ranged Offense |
| | Offensive Movement |
| Level 4 | Ranged Offense |
| | Offensive Movement |

PERKS: Arms, Reinforced F. Arm. (1), Reinforced Crew, Rugged Move., Sensor Mod., Advanced Actuators

FLAWS: Large Sensor Profile (1)

| COST | Gear | | Weapons & Components | | Total |
|---|---|---|---|---|---|
| | 184K | + | 527K | = | 711K |

## SLOTS AVAILABLE

| | # | Component/Effect | Cost/NA |
|---|---|---|---|
| TYPE 1 | 1 | Sensor Modernization | 33K |
| | 2 | Advanced Actuators | 95K |
| | 3 | Hand Grenades (3) | 7K |
| | 4 | Hand Grenades (3) | 7K |
| | 5 | | |
| | 6 | | |
| | 7 | | |
| | 8 | | |
| TYPE 2 | 1 | Vibro Axe | 5K |
| | 2 | MRP / 18 | 81K |
| TYPE 3 | 1 | HGLC (Energy Source) | 76K |
| | 2 | | |
| TYPE 4 | 1 | HGM | 123K |
| | 2 | | |

| | Class | Arc | Component | Cost |
|---|---|---|---|---|
| MANIPULATOR | 3 | F | HGLC | 76K |
| | 3 | F | Shield | 100K |
| | | | | |
| | | | | |

## WEAPONS

| Name | Arc | Acc | Range | Dam | Notes | RoF | Slot | Rarity |
|---|---|---|---|---|---|---|---|---|
| HGLC | F | +1 | 12 / 48 / ∞ | x16 | MB 3, ES | 1 | 3 | BL |
| MRP / 18 | F | -1 | 12 / 48 / ∞ | x18 | IF | 0 | 2 | C |
| HGM | F | -1 | 30 / 120 / ∞ | x20 | IF, MR, AE 2 | 0 | 4 | BL |
| Vibro Axe | F | -1 | Melee | x12 | Melee, Armor Crushing | 0 | 2 | U |
| Shield | F | -2 | Melee | Size+3 | Melee, Special | 0 | 2 | C |

| Rep | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|

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# DUELIST SHEET

| Team Name | |
|---|---|

| Player Name | |
|---|---|

**Duelist Name:** Adrianne Bils

**Class:** Hired Guns

**Title:**

**Duelist Level:** 4

| | |
|---|---|
| Gunnery | 4 |
| Piloting | 3 |
| Dueling | 4 |
| Rally | 3 |

**Base Pay:** **Salary Cap:** 830K

**Duelist Rep:** **Unspent:**

**Gear Model:** Gladiator

| Movement | |
|---|---|
| Walker | 5 / 9 |
| Ground | 6 / 12 |

| | |
|---|---|
| Maneuver | +1 |

| | |
|---|---|
| Armor | 15 / 60 |

| Damage | | | | |
|---|---|---|---|---|
| S | S | L | H | C |

| | |
|---|---|
| Class | Heavy |

| | |
|---|---|
| Action | 2 |
| Size | 6 |
| Market | 220K |
| Rarity | Rare |

**Def Mods**

| | W | G |
|---|---|---|
| Top | +1 | +1 |
| Cbt | Maneuver | |
| Stop | -1 | -2 |

| | |
|---|---|
| Detect | 2 |
| Sensors | 0 |
| Fire Con. | +1 |

PERKS: Arms, Ram Plate, Reinforced Crew Compartment

FLAWS:

| COST | Gear | | Weapons & Components | | Total |
|---|---|---|---|---|---|
| | 220K | + | 110K | = | 330K |

## TALENTS [PAGE 30-32]

| | |
|---|---|
| Level 1 | Warrior Specialization |
| | Running Defense |
| Level 2 | Running Gunner |
| | |
| Level 3 | Close Quarters Gun Fighter |
| | |
| Level 4 | Hard to Kill |
| | |

**Standard Combos [Page 67]**

**TH 3 - Jabbing Punch, Kick, Disruptive Fire, Jump**
**TH 4 - Parry, Grapple**
**TH 5 - Eject**
**TH 6 - Suppresive Fire**

## COMBO MOVES [PAGE 68-76]

| | Combo Family |
|---|---|
| Level 1 | Ranged Offense |
| | Ranged Defense |
| Level 2 | Ranged Offense |
| | Ranged Defense |
| Level 3 | Ranged Offense |
| | Ranged Defense |
| Level 4 | Ranged Offense |
| | Ranged Defense |

## SLOTS AVAILABLE

| | # | Component/Effect | Cost/NA |
|---|---|---|---|
| TYPE 1 | 1 | Reloads (MAC) | 10K |
| | 2 | Spike Gun | 4K |
| | 3 | Hand Grenades (3) | 7K |
| | 4 | Hand Grenades (3) | 7K |
| | 5 | | |
| | 6 | | |
| | 7 | | |
| | 8 | | |
| TYPE 2 | 1 | | |
| | 2 | | |
| TYPE 3 | 1 | | |
| | 2 | | |
| TYPE 4 | 1 | | |
| | 2 | | |

| | Class | Arc | Component | Cost |
|---|---|---|---|---|
| MANIPULATOR | 2 | F | MAC Pistol | 41K |
| | 2 | F | MAC Pistol | 41K |
| | | | | |
| | | | | |

## WEAPONS

| Name | Arc | Acc | Range | Dam | Notes | RoF | Slot | Rarity |
|---|---|---|---|---|---|---|---|---|
| MAC Pistol | F | 0 | 18 / 72 / ∞ | x10 | Pistol | 1 | 2 | C |
| MAC Pistol | F | 0 | 18 / 72 / ∞ | x10 | Pistol | 1 | 2 | C |
| SKG | F | 0 | Melee | x10 | Melee | 0 | 1 | U |
| HG (6) | F | -1 | Thrown | x15 | Thrown, AE 2 | 0 | 1 | C |
| | | | | | | | | |

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# DUELIST SHEET

| Team Name | |
|---|---|

| Player Name | |
|---|---|

**Duelist Name:** 'Boom Boom' Sadie Toepfer

**Gear Model:** Bowser (Hunter Commando)

**Class:** Hired Guns

**Title:**

**Duelist Level:** 4

| | |
|---|---|
| Gunnery | 4 |
| Piloting | 4 |
| Dueling | 4 |
| Rally | 4 |

**Base Pay:** **Salary Cap:** 947K

**Duelist Rep:** **Unspent:**

| Movement | | |
|---|---|---|
| Walker | 4 | 7 |
| Ground | 6 | 13 |

| | |
|---|---|
| Maneuver | +1 |

| | |
|---|---|
| Armor | 16 / 80 |

| Damage | | | | |
|---|---|---|---|---|
| S | S | L | H | C |

| | |
|---|---|
| Class | Assault |

| | |
|---|---|
| Action | 3 |
| Size | 6 |
| Market | 218K |
| Rarity | one of a kind |

**Def Mods**

| | W | G |
|---|---|---|
| Top | +1 | +1 |
| Cbt | Maneuver | |
| Stop | -1 | -2 |

| | |
|---|---|
| Detect | 4 |
| Sensors | +1 |
| Fire Con. | +1 |

PERKS: Arms, Emergency Medical, Advanced Controls, Advanced Armor Plating, Easy to Modify

FLAWS:

| COST | Gear | | Weapons & Components | | Total |
|---|---|---|---|---|---|
| | 218K | + | 110K | = | ~~437K~~ priceless |

## TALENTS [PAGE 30-32]

**Level 1** Hunter Mastery

**Level 2** Close Quarters Gun Fighter

**Level 3** Hard to Kill

**Level 4** Gear Connection

**Standard Combos [Page 67]**

**TH 3 - Jabbing Punch, Kick, Disruptive Fire, Jump**
**TH 4 - Parry, Grapple**
**TH 5 - Eject**
**TH 6 - Suppresive Fire**

## COMBO MOVES [PAGE 68-76]

| | Combo Family |
|---|---|
| Level 1 | Kickboxer |
| | Ranged Offense |
| Level 2 | Kickboxer |
| | Ranged Offense |
| Level 3 | Kickboxer |
| | Ranged Offense |
| Level 4 | Kickboxer |
| | Ranged Offense |

## SLOTS AVAILABLE

| | # | Component/Effect | Cost/NA |
|---|---|---|---|
| TYPE 1 | 1 | Advanced Controls | 100K |
| | 2 | Reloads (LBZK) | 10K |
| | 3 | Hand Grenades (3) | 7K |
| | 4 | Hand Grenades (3) | 7K |
| | 5 | | |
| | 6 | | |
| | 7 | | |
| | 8 | | |
| TYPE 2 | 1 | SKG | 4K |
| | 2 | | |
| TYPE 3 | 1 | Advanced Armor Plating | 25K |
| | 2 | | |
| TYPE 4 | 1 | | |
| | 2 | | |

| | Class | Arc | Component | Cost |
|---|---|---|---|---|
| MANIPULATOR | 2 | F | LBZK | 76K |
| | 2 | F | | |
| | | | | |
| | | | | |

## WEAPONS

| Name | Arc | Acc | Range | Dam | Notes | RoF | Slot | Rarity |
|---|---|---|---|---|---|---|---|---|
| LBZK | F | 0 | 12 / 48 / ∞ | x15 | | 0 | 2 | U |
| SKG | F | 0 | Melee | x10 | Melee | 0 | 1 | U |
| HG (6) | F | -1 | Thrown | x15 | Thrown, AE 2 | 0 | 1 | C |
| | | | | | | | | |
| | | | | | | | | |

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# DUELIST SHEET

| Team Name | |
|---|---|

| Player Name | |
|---|---|

**Duelist Name:** Emili Royal

**Class:** Hired Guns

**Title:**

**Duelist Level:** 4

| | |
|---|---|
| Gunnery | 3 |
| Piloting | 4 |
| Dueling | 4 |
| Rally | 2 |

**Base Pay:** **Salary Cap:** 830K

**Duelist Rep:** **Unspent:**

**Gear Model:** Dartjager

| Movement | |
|---|---|
| Walker | 6 / 10 |
| Ground | 9 / 16 |
| Maneuver | +1 |

| Armor | 12 / 60 |
|---|---|
| Damage | S S L H C |
| Class | Light |
| Detect | 2 |
| Sensors | 0 |
| Fire Con. | 0 |

| Action | 2 |
|---|---|
| Size | 6 |
| Market | 158K |
| Rarity | Common |

**Def Mods**

| | W | G |
|---|---|---|
| Top | +1 | +1 |
| Cbt | Maneuver | |
| Stop | -1 | -2 |

PERKS: Arms, Improved Engine, Easy to Modify, Advanced Actuators, Improved Rear Defense

FLAWS: Exposed Movement System

| COST | Gear | Weapons & Components | Total |
|---|---|---|---|
| | 158K + | 215K | = 373K |

## TALENTS [PAGE 30-32]

| | |
|---|---|
| Level 1 | Jager Mastery |
| | Running Gunner |
| Level 2 | Hard to Kill |
| | |
| Level 3 | Controlled Crash |
| | |
| Level 4 | Double Down Revamp |
| | |

**Standard Combos [Page 67]**

**TH 3 - Jabbing Punch, Kick, Disruptive Fire, Jump**
**TH 4 - Parry, Grapple**
**TH 5 - Eject**
**TH 6 - Suppresive Fire**

## COMBO MOVES [PAGE 68-76]

| | Combo Family |
|---|---|
| Level 1 | Offensive Movement |
| | Defensive Fighting |
| Level 2 | Offensive Movement |
| | Defensive Fighting |
| Level 3 | Offensive Movement |
| | Defensive Fighting |
| Level 4 | Offensive Movement |
| | Defensive Fighting |

## SLOTS AVAILABLE

| | # | Component/Effect | Cost/NA |
|---|---|---|---|
| TYPE 1 | 1 | Advanced Actuators | 95K |
| | 2 | Reloads (LAC) | 10K |
| | 3 | Hand Grenades (3) | 7K |
| | 4 | Hand Grenades (3) | 7K |
| | 5 | Vibro Claw | 4K |
| | 6 | | |
| | 7 | | |
| | 8 | | |
| TYPE 2 | 1 | HPZF | 33K |
| | 2 | | |
| TYPE 3 | 1 | | |
| | 2 | | |
| TYPE 4 | 1 | | |
| | 2 | | |

| | Class | Arc | Component | Cost |
|---|---|---|---|---|
| MANIPULATOR | 2 | F | LAC | 20K |
| | 2 | F | Buckler | 25K |
| | | | | |
| | | | | |

## WEAPONS

| Name | Arc | Acc | Range | Dam | Notes | RoF | Slot | Rarity |
|---|---|---|---|---|---|---|---|---|
| LAC | F | 0 | 12 / 48 / ∞ | x8 | | 2 | 2 | C |
| HPZF | F | -1 | 12 / 48 / ∞ | x20 | M, One Shot | 0 | 2 | C |
| HG (6) | F | -1 | Thrown | x15 | Thrown, AE 2 | 0 | 1 | C |
| Vibro Claw | F | +1 | Melee | x7 | Melee | 0 | 1 | U |
| Buckler | F | -1 | Melee | Size+1 | Melee, Special | 0 | 1 | C |

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# DUELIST SHEET

| Team Name | |
|---|---|

| Player Name | |
|---|---|

**Duelist Name:** Yang Jounz

**Class:** Hired Guns

**Title:**

**Duelist Level:** 4

| | |
|---|---|
| Gunnery | 4 |
| Piloting | 4 |
| Dueling | 4 |
| Rally | 3 |

**Base Pay:** **Salary Cap:** 988K

**Duelist Rep:** **Unspent:**

**Gear Model:** Black Mamba

| Movement | | |
|---|---|---|
| Walker | 5 | 9 |
| Ground | 7 | 14 |

| Maneuver | +1 |
|---|---|

| Armor | 19 / 95 |
|---|---|

| Damage | | | | |
|---|---|---|---|---|
| S | S | L | H | C |

| Class | Heavy |
|---|---|

| Action | Size | Market | Rarity |
|---|---|---|---|
| 2 | 6 | 266K | Rare |

**Def Mods**

| | W | G |
|---|---|---|
| Top | +1 | +1 |
| Cbt | Maneuver | |
| Stop | -1 | -2 |

| | |
|---|---|
| Detect | 3 |
| Sensors | +1 |
| Fire Con. | +1 |

PERKS: Arms, Autopilot, Armor Refit, Advanced Armor Plating, Field Armor 2

FLAWS:

| COST | Gear | | Weapons & Components | | Total |
|---|---|---|---|---|---|
| | 266K | + | 232K | = | 498K |

## TALENTS [PAGE 30-32]

**Level 1** Eye of the Storm

**Level 2** LAC Specialization

**Level 3** Hard to Kill

**Level 4** Melee Expert

**Standard Combos [Page 67]**

**TH 3 - Jabbing Punch, Kick, Disruptive Fire, Jump**
**TH 4 - Parry, Grapple**
**TH 5 - Eject**
**TH 6 - Suppresive Fire**

## COMBO MOVES [PAGE 68-76]

| | Combo Family |
|---|---|
| Level 1 | Sword Form |
| | Ranged Offense |
| Level 2 | Sword Form |
| | Ranged Offense |
| Level 3 | Sword Form |
| | Ranged Offense |
| Level 4 | Sword Form |
| | Ranged Offense |

## SLOTS AVAILABLE

| | # | Component/Effect | Cost/NA |
|---|---|---|---|
| TYPE 1 | 1 | Armor Refit | 22K |
| | 2 | Advanced Armor Plating | 25K |
| | 3 | Vibro Rapier | 4K |
| | 4 | Reloads (LAC) | 10K |
| | 5 | Hand Grenades (3) | 7K |
| | 6 | Hand Grenades (3) | 7K |
| | 7 | | |
| | 8 | | |
| TYPE 2 | 1 | | |
| | 2 | | |
| TYPE 3 | 1 | Field Armor 2 | 8K |
| | 2 | MRP / 36 | 89K |
| TYPE 4 | 1 | | |
| | 2 | | |

| | Class | Arc | Component | Cost |
|---|---|---|---|---|
| MANIPULATOR | 2 | F | LAC | 20K |
| | 2 | F | Buckler | 45K |
| | | | | |
| | | | | |

## WEAPONS

| Name | Arc | Acc | Range | Dam | Notes | RoF | Slot | Rarity |
|---|---|---|---|---|---|---|---|---|
| LAC | F | 0 | 12 / 48 / ∞ | x8 | | 2 | 2 | C |
| MRP / 36 | F | -1 | 12 / 48 / ∞ | x18 | IF | 0 | 3 | C |
| Vibro Rapier | F | +1 | Melee | x6 | Melee, Armor Piercing | 0 | 1 | R |
| Buckler | F | -1 | Melee | Size+1 | Melee, Special | 0 | 1 | C |
| HG (6) | F | -1 | Thrown | x15 | Thrown, AE 2 | 0 | 1 | C |

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PAX TON
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ALLIED SOUTHERN TERRITORIES

THE SOUTHERN REPUBLIC
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HEAVY GEAR BLITZ!

## WELCOME TO TERRA NOVA

HEAVY GEAR ARENA

In the 62nd century, on the distant planet of Terra Nova and beyond, the colonial planets are at war with a hostile Earth. ***Heavy Gear Blitz*** is a fast and furious combined arms miniatures game featuring tanks, infantry, and Gears: multi-ton humanoid fighting vehicles designed to overcome the harsh terrain of the battlefield. Build armies to dominate your enemies and conquer your opponents with in-depth tactical play. The War for Terra Nova rages on! Are you ready to join?

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