HEAVY GEAR

DP9-USA

BLITZ!

QUICKSTART RULES

DREAM POD 9
WWW.DP9.COM

Welcome to the tabletop wargame HEAVY GEAR BLITZ!

Heavy Gear takes place on the distant human colony of Terra Nova, a water-poor world with a large equatorial desert zone called the Badlands which separates the political enemies of the North and South. Peace River and NuCoal inhabit the Badlands region, while Earth's Colonial Expeditionary Force and its subjugated colony worlds threaten Terra Novan freedom.

Heavy Gear Blitz focuses on a combined arms approach to wargaming. "Gears," 4 - 5m tall piloted robots, feature heavily in the game, but are also joined by heavier units such as tanks and non-humanoid mecha called Striders. Infantry also plays an important part in the 62nd Century battlefield. All of these combat units allow tactical flexibility and different styles of gameplay. Included in this quickstart are two sample forces with cut-out standee models for players to use while learning how to play with the quickstart rules.

In addition to the army lists, this booklet gives you everything you need to digest the basic rules. The core rulebook expands on the quickstart rules, and provides players with the opportunity to engage in-depth modern tactical simulation. The *Heavy Gear Blitz: Core Rules* is available in PDF, Black and White (DP9-9997), and in full color (DP9-9997c). In addition to the the rulebook, field guides are available to help you build one of the many army factions available in the game.

This quickstart package gives you everything you need to start playing a game of Heavy Gear Blitz. While the full rulebook has more detailed and extensive rules covering other situations and other kinds of vehicles, these quickstart rules are all you need to start out. Once you're comfortable with them, you may want to buy a copy of the *Heavy Gear Blitz: Core Rules* and start branching out with a faction Field Guide.

NORTHERN TASK FORCE DEAL

SOUTHERN TASK FORCE DEAL

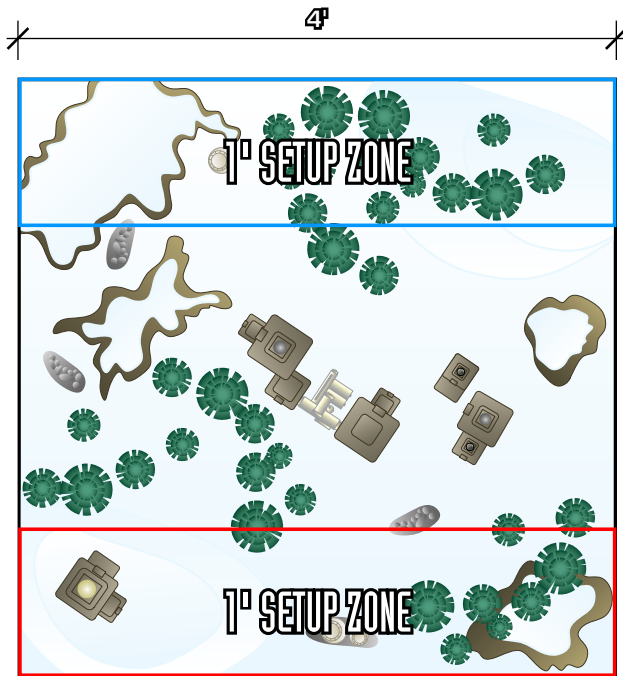P.R.D.F. TASK FORCE DEAL

NUCOAL TASK FORCE DEAL

GAME-TABLE SETUP

In order to play a game of Heavy Gear Blitz, you'll want a tabletop, playing area about 4' by 4'. While it's not necessary, having some terrain will make your battles much more interesting. Practically anything can be pressed into service as terrain. Food containers can serve as buildings, upturned bowls as hills, office supplies as rocks or small walls. Heavy Gear uses 1/144th scale terrain, which is close to "N" scale terrain and models.

Once you've got the terrain arranged to the satisfaction of both players, you can start setting up your Gears. Each player should pick opposite edges of the table and place their Gears within 1 foot of this edge. Placing them facing your opponent is strongly recommended.

Each player rolls one d6 and the player with the highest roll chooses to deploy one combat group (Squad of Gears or Strider) or to make his opponent deploy a combat group. Each player alternates deploying combat groups till all combat groups have been deployed. Once the armies have been deployed the game round can begin.

At least 4'

GAME A – 1' SETUP ZONE

GAME B – 1' SETUP ZONE

GAME B – 1' SETUP ZONE

At least 4'

GAME A – 1' SETUP ZONE

4'

1' SETUP ZONE

4'

1' SETUP ZONE

Typical Game-Table sizes suggested for 750TV games
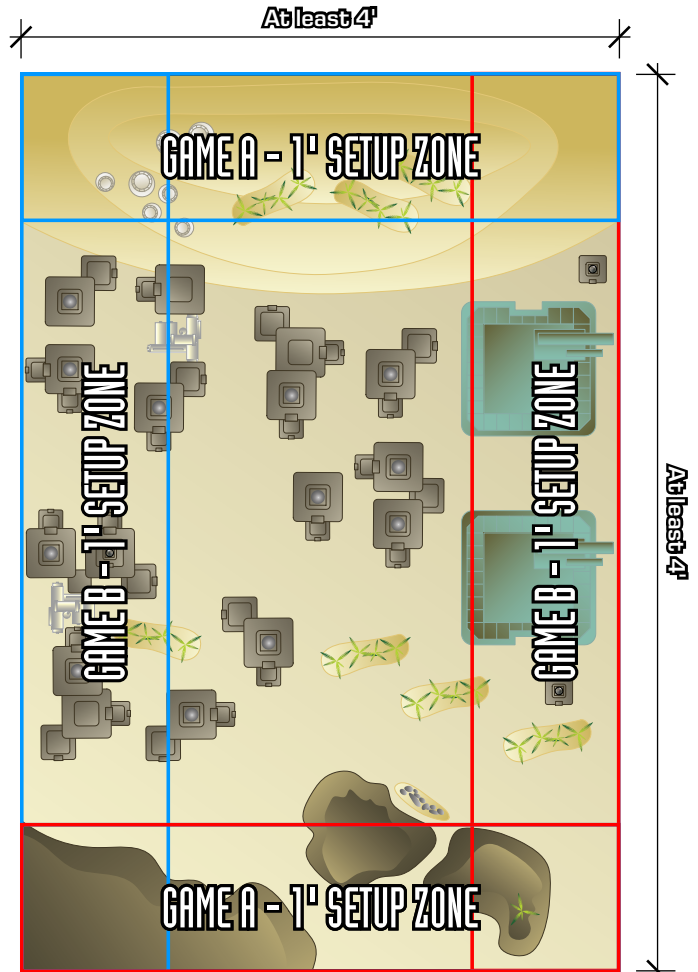
Game-Table sizes suggested for games larger than 750TV

Player 1 ——
Player 2 ——
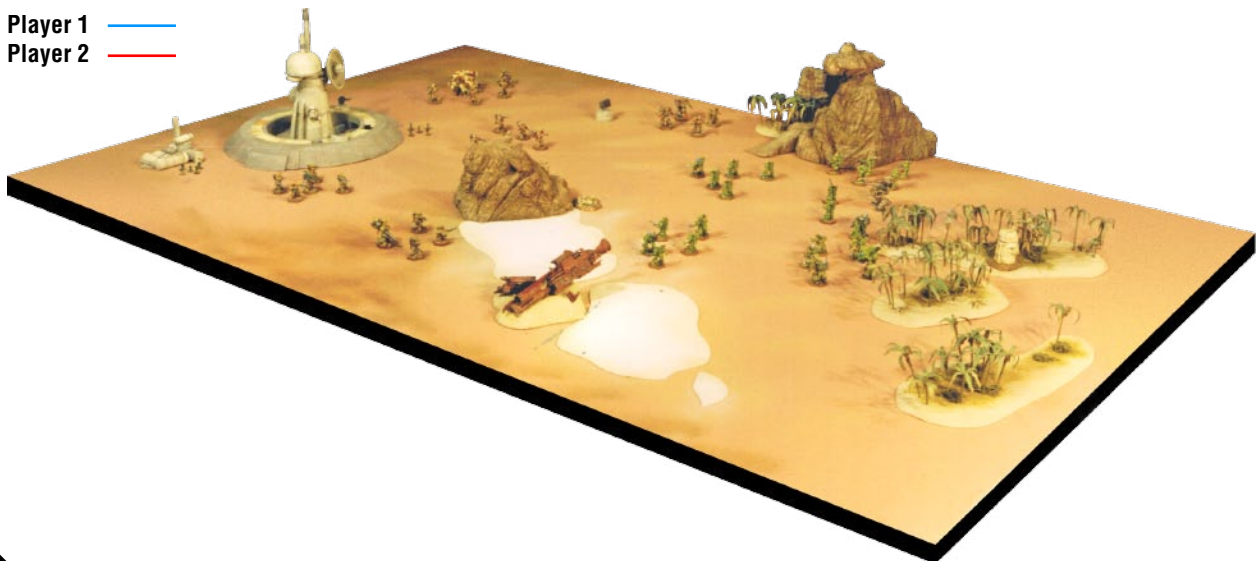
GAME ROUNDS

Once you've both finished deploying your Gears, gameplay proceeds in a series of rounds. The length of a round isn't fixed. When acting, your Models will move and act one at a time. The miscellaneous phase has been omitted from the Quickstart Rules.

1 INITIATIVE

◆ To decide who goes first, both players roll one die at the start of each round. Whoever rolls higher chooses who goes first that round. If the results are the same, re-roll.

TACTICAL TIP: WHY IS IT IMPORTANT TO CHOOSE WHO GOES FIRST?

A common tactic is to force your opponent to move first if you win initiative. This potentially gives your units the chance to react to your opponent with Reaction Fire. Additionaly, you can activate units in response to your opponent. This gives you the potential to counter your opponent's best units.

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2 ACTIVATIONS: MOVEMENT AND ACTIONS

◆ All of a player's models are organized into Combat Groups. Starting with the player going first this round, the two players alternate activating Combat Groups.

◆ When a Combat Group is activated, the models in that Combat Group move and act one at a time. When a model has completed its activation, they are 'Used' and cannot move again until the next round. Each model must finish moving and any actions (or holding their Action) before another model can start.

◆ If a model in the group moves or acts, the activation of any model activated prior is considered 'Used', and if it has any potentially remaining actions or movement they cannot be used.

◆ Once all Combat Groups have activated the round is finished and the model's actions are replinished. Players repeat the round from the top.

DICE AND ROLLING

Dice rolls are made with regular six-sided dice. When a roll is called for, the number of dice to roll will be specified as a Skill. Roll a number of dice equal to the specified Skill and the result of the roll is the highest result on any single die. If multiple 6s are rolled, add 1 to the result for each extra 6. If all dice come up 1, the result is a Fumble, and counts as a result of 0. No modifiers ever apply to a Fumble.

Dice rolls will be made against either Thresholds or other dice rolls. If rolling against a specified 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 rolling against another dice roll (when shooting, for example), one player will be designated the "attacker" and the other the "defender". If the attacker's result is higher than the defender, the attacker has succeeded. If the attacker's result is less than or equal to the attacker, the attack has failed.

If a dice roll succeeds, the Margin of Success (MoS) is the dice roll minus the Threshold or the defender's roll. If it fails, the Margin of Failure (MoF) is the Threshold or the defender's roll minus the attacker's role.

Unless otherwise stated in the starter army lists, Skill values for Attack and Defense are Level 2 and Electronic Warfare is Level 1.

Rolling 2D6	Example
+ = 5	When two or more dice are rolled together, the result of the roll is the highest face value of any single dice.
+ = 7	If more than one "6"is rolled, each extra "6" adds 1 to the result. For instance, rolling 2D6 and getting face values of 6 and 6 would count as a result of 7.
Fumble + = 0	If every dice shows a "1", the dice roll is a Fumble, and always counts as a final result of 0.
Unskilled Roll + = 3	When rolling 0D6 (if the Skill is 0, or modifiers reduce the Skill to 0), roll 2D6 and take the lowest face value. If either dice shows a 1, count the result as a Fumble.
(+ Mod) + +2 = 7	Modifiers to the result of a roll are listed as +x (for a bonus) or -x (for a penalty). Add the modifier to the result of the roll, using the sum as the final result.
(- Mod) + -3 = 0	If the dice roll number is reduced below zero, count the final result as 0.

HEAVY GEAR BLITZ RESOURCES

Getting into Heavy Gear Blitz! offers a player a tremendous host of possibilities, so much so, that new players may feel intimidated by the array of army build available. To help with making these choices the following tools are available for the player.

THE GEAR GARAGE ARMY BUILDER, BY SAMULI AURA

WWW.DP9.COM/GEAR-GARAGE

Also available is Gear Garage, a free army builder utility designed by Samuli Aura, this utility incorporates material from all of the books released to date, including Gear UP. The program lets players create army lists quickly allowing a variety of print options including datacards or compact army list layouts.
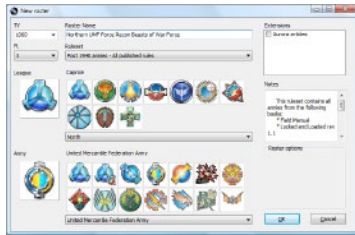
GEAR UP MAGAZINE

WWW.DP9.COM/GEAR-UP

Found exclusively on Drivethru RPG, Dream Pod 9's e-zine is a free magazine featuring articles on modeling, terrain building, official rules, and field-testing rules. Check it out!

DREAM POD 9 FORUM

WWW.DP9FORUM.COM

The Dream Pod 9 Forum is an accessible, friendly, and helpful community of gamers. Registering is free and quick!

GAME AIDS

A variety of free game aids such as token sheets are available for download on the DP9 website.

Also available for purchase are official Heavy Gear Blitz Movement Dice and Tokens (DP9-998).

Additional game aids such as the token sheets pictured above are available for free on WWW.DP9.COM.

...Letting you make your own dice and counters!

HEAVY GEAR BLITZ WEAPON & UNIT DATA

In Heavy Gear Blitz every weapon and every unit including Gears, infantry, tanks, and striders have a series of data associated with them. In the Field Manual Core Rulebook and Field Guide army lists these data are collected on Datacards, in this Quickstart Rules booklet we've compiled them into army lists to keep things simple for you to print out. The following examples cover what these data mean to your game .

1 ACTIONS
The number of actions a model has available to it in a single round.

2 MODIFIERS
Models have different Defence modifiers depending on their current movement mode Walker (W) on Line 1 or Ground (G) on Line 2 its speed Combat (CBT) or (TOP). Line 3 lists the modifiers used by the Model when making an Attack Skill roll.

3 SIZE
Model's size is simply how large it is. Size is important for melee and detection purposes.

4 ELECTRONICS AND SENSORS
The Detection (DETECT) rating represents the ability to passively detect other Models. Sensor is modifier used when the pilot actively rolls his Electronics Warfare (EW) skill. Comm is the modifier used for Active Comm rolls. AutoComm is the automatic communications.

5 ARMOR AND DAMAGE
The Model's Armor rating specifies how well it resists damage. When a Model takes damage, one or more damage boxes are crossed off. The Overkill Rating is the amount of damage required to completely destroy the vehicle in a single attack.

6 SKILLS
These specify how good the Model's crew is at different tasks. The four skills are Attack (Att), Defence (Def), Electronic Warfare (EW), and Leadership (LD).

7 WEAPONS
The Models weapons are listed as rows in this area. The columns define the stats for each weapon. ARC specifies the direction the weapon fires in. Accuracy (ACC) is a mdifier for Attack roll with the weapon. RANGE lists the three range bands of weapons which are Combat Optimal (0 modifier of the Attack roll), Suboptimal (-1), and Extreme range (-2). DM is the weapon's Damage Multiplier. Traits are perks or flaws that modify the weapon's operation - for example, Guided (G), Indirect Fire (ROF), or Reloads (R), ROUNDS lists any limited ammo for the weapon such as the Hand Grenade (HG) with only 3 Grenades.

8 PERKS / FLAWS
Miscellaneous abilites or limitations of the Model that can sometimes modify how Model takes damge.

UNIT DATA

Name	TV	Weapons	Perks	Aux	Att/Def /EW/Ld	Det/Sens /Comm/AComm	Actions	Size	Armor	Damage	Movement					Attack		
Jaguar (CGL) (AC)	85	MAC [F] (R) LRP/32 [F] (IF) APGL [FF] (IF, AI, AE3, M , OOOOOO) **HG** [F] (T, AI, AE2 , OOO) **VB** [F] (M) **PHYSICAL** [] (M)	Airdroppable, Arms,		3/3/2/2	3/0/+1/4	1	6	16	L H C	M Speed Stop Cbt Top					Stop Cbt Top		
											W 5 /9 0 1 2					2 1 0		
											G 7 /13 -1 1 2							
Swaps:		Options: *Att, Def 3 10TV,*																

WEAPON DATA

7 EXAMPLE WEAPONS	CODE	NAME	ACC	RANGE	DAM	ROF	TRAITS
	MAC	Medium Autocannon	0	18 / 72 / oo	x10	1	
	LRP/32	Light Rocket Pack	-1	6 / 24 / oo	x12	4	IF
	HG	Hand Grenade	-1		x15	0	T, AI, AE2
	VB	Vibroblade	0		S+2	0	M
	APGL	Anti-Personnel Grenade Launcher	-1	6 / 24 / --	x4	-1	IF, AI, AE3, M
	PHYSICAL	PHYSICAL Attack	0		S+0	0	M

MOVEMENT

Gears and other vehicles move using Movement Points (MPs). The number of MPs available to a Gear is determined by its current speed (Stationary, Combat Speed, or Top Speed) and its movement mode (Walker or Ground), and is listed on its card.

Vehicles may change their speed and their movement mode one per turn before moving. Speed may only be changed by one level up or down, so a vehicle must spend a turn at Combat Speed between Top Speed and Stationary. Vehicles at Top Speed must spend at least their Combat Speed MP allowance or shift to Combat Speed. If a vehicle changes movement modes, its MP limit for the turn is always equal to the models current speed.

Additionally, moving at Top Speed requires the model to use an action. (See Actions)

Use the following terrain table to determine how many MPs it costs for a Gear to move 1 inch in the given type of terrain using its current movement type.

Terrain	Walker	Ground
Clear	1 MP	1 MP
Rough	2 MP	3 MP
Sand	3 MP	2 MP
Woods	3 MP	3 MP

Hills are divided into 1 inch high increments called elevation levels. Moving up one level costs 2 MP. Moving downhill costs 1 MP. This only pays for the cost of moving up the hill, not into the terrain on it.

Vehicles also have a facing. Clearly designate one side of the miniature's base as its front. Facing determines how the vehicle can move and how it takes damage.

BLITZ MOVEMENT TOKEN/DICE GUIDE

GROUND MODE AT COMBAT SPEED

can only move forward, and can make one free turn of 60º for every 2" moved

GROUND MODE AT TOP SPEED

can only move forward, and can make one free turn of up to 60º for every 3" moved

WALKER MODE AT COMBAT SPEED

can move in any direction and can turn freely at no MP cost

WALKER MODE AT TOP SPEED

move like Ground Vehicles at Combat Speed

STATIONARY GEARS

may move 1 inch in any direction (adjusting its position) and can turn freely.

STATIONARY GEARS GOING HULL DOWN

This is a tactic not covered in the Quickstart Rules.

ACTIONS & ATTACHING

The main Action of your Gears will be taking is attacking their enemies. Each Gear can attack once per round at any point during its movement. Gears may not attack once they are Used, with the exception of Reaction Fire. A gear that spent its only action to move at Top Speed may also not attack.

When attacking, the attacker rolls a number of dice equal to its Attack Skill and the defender rolls a number of dice equal to its Defense Skil. If the attacker wins, the attack hits and will deal damage. If the defender wins, the attack misses. A number of modifiers can apply to the attacker's or defender's rolls, add these to the final result before comparing the two rolls.

	Modifier (all ranges measured in inches)	Effect
Range	Target is up to end of Combat Optimal	0
	Target is up to the end of Sub Optimal	-1
	Target is up to the end of Extreme	-2
Cover	Target no Cover	+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 Attack Rating at Current Speed	On Datacard

WEAPON ARCS

In order to attack a target, it must be inside the weapon's arc, which determines the direction it can fire in.

FRONT ARC (F)
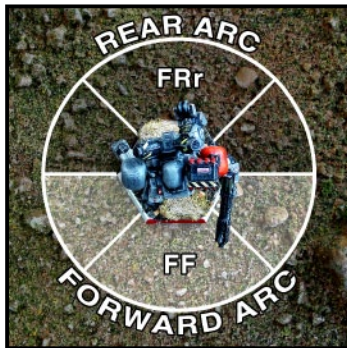is the front 180 degrees (3 faces) of the Gear's Hex base.

FIXED FRONT (Ff)
is the front center 90 degrees (middle front face).

REAR (Rr)
is the back 180 degrees (3 faces) of the Gear's Hex base.

FIXED REAR (FRr)
is the back center 90 degrees (middle back face).

DIRECT FIRE
To fire directly at an opposing unit, your attacking Model must first achieve Combat Lock to the Target Model

DETERMINE MODIFIERS
- Cover modifier
- RANGE modifier
- ACC modifier
- ATTACK modifier
- Damage penalty

ATTACK
The attacker applies modifiers to their roll
Defender applies modifiers to their roll (pg. 16)
Did the attacker roll exceed the defender roll?

NO
Unless your Model has additional actions, it may only complete its movement before its activation is concluded.

YES
Proceed to calculate Damage.

TACTICAL TIP: WHY CAN'T I HIT ANYTHING?

In Heavy Gear, the key to success is generating the positive modifiers for your attack and to generate the most negatives on the defender. While dice do randomize your chances, managing the modifiers to your advantage by maneuvering and using your combat group leaders you will consistently give you hits and as a result more damage. As a defender make sure you deny your opponent the ability to generate modifiers.

ATTACK MODIFIERS

These modifiers apply to the attacker's roll.

COVER

Cover is measured from a "Models-eye view" from the attacker.

If the Target is not blocked at all, it is considered to be an Open Target and the attacker gains a +1 to the attack roll.

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 (+0).

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.

Full Cover

Partial Cover

Some Cover

No Cover

RANGE

Weapon in Heavy Gear have different range bands which affect accuracy. All weapons have Combat Optimal (0 modifier) and Sub-Optimal ranges (-1 Modifier), and some weapons have a third range band called Extreme (-2 Modifier). Combat Optimal and Sub-Optimal ranges have numbers in their weapon brackets indicating the maximum range in inches that the weapon can fire with the associated modifier. If a weapon has the Extreme range band the weapon will have an infinity symbol indicated in the last column. Weapons with Extreme range bands can fire any distance on the board.

ATTACKERS MOVEMENT MODIFIER & WEAPON ACCURACY

Both are listed on the Model's card. Attackers Movement Modifier depends on the Model's speed, while Weapon Accuracy depends on the weapon chosen.

INDIRECT FIRE

Weapons with Indirect Fire can be launched over obstructions to strike at an enemy without fear of retaliation. This requires a spotter, or forward observer. To act as a spotter, a friendly Model must spend an action on forward observation to mark a specific enemy Model for friendly IF attacks for the remainder of the round (or until the target moves). The observer must be able to see the Model.

Once a Model is marked, any friendly Model acting at a later point in the round may perform Indirect Fire against it as their action. The attacking Model rolls a number of dice equal to its Attack Skill versus a Threshold of 4, modified for Range, Attack Modifier, Weapon Accuracy for the Model performing the IF Attack and Cover between the spotter and the target point. A success means that it has struck the target point, a failure indicates a scatter. If the attack scatters, roll 1 dice and count clockwise in 60 degree increments from a line between attacker and target point. The landing point is moved a number of inches equal to the MoF in the indicated direction.

Deviation Chart

**Arrow indicates
direction of attack**

Any target under the landing point must defend (as is Ranged Attacks) against the unmodified attack roll. Area Effect modifies this normally.

INDIRECT FIRE

A Model that achieves Active Lock receives a free action that allows it to use Indirect Fire.

Any Model may also use Indirect Fire if there is an available Forward Observation from a friendly Model.

Only weapons with the Indirect Fire trait [IF] may be fired indirectly.

ROLL AGAINST THRESHOLD OF 4 [5+]

- Apply the movement modifiers to attacker.
- cover modifier from forward observation
- range modifier
- damage modifier
- ACC modifiers of weapon

MISS	HIT

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

AREA OF EFFECT
Does the Attack possess the Area of Effect trait [AE]?

NO	YES
Target Model rolls Defense against the raw attack result.	Target Model rolls Defense against the raw attack result.

BLAST RADIUS
Additional Models within the blast radius [The AE radius rating in inches] rolls Defense against the raw attack result.

MISS	HIT
Unless your Model has additional actions, it may only complete its movement before its activation is concluded.	Proceed to calculate Damage

TACTICAL TIP: WHY WOULD I USE INDIRECT FIRE??

Indirect Fire (IF) is potent killer in the game. With many Indirect Fire weapons having high damage and a excellent coverage area, the biggest initial drawback many players see is that the raw die roll result is what the defender rolls against. A raw die roll might not seem particularly great and your chances seem lower to actually hit, but Indirect Fire has two key modifiers that are typically applied against the defender. First Indirect Fire always counts as an attack from above which gives the defender a -1 modifier. Next, make sure the model firing is behind cover and your target cannot achieve Lock to your model. Any model unable to detect its attacker receives a -1 penalty to their defense rolls. Combine this with coordinated attack (-1 penalty) and crossfire (-1 penalty), a defender or if your lucky a group of defenders could be defending with huge penalties.

RATE OF FIRE (ROF) ATTACKS

Before resolving an attack, the Attacking model may choose to use RoF if the weapon used has the RoF trait. If you do, you must specify how much RoF will be used, from nothing, up to the RoF rating of the weapon.

If RoF 1 or more is used, the Attack generates a Spray, a Burst, or a combination of the two.

If any RoF is used for Spray, the Attack may target any point on the board within Sub-Optimal Range or less that the Attacking Model has a Lock to. The Spray Attack affects any Models within a radius equal to the RoF used from the Target Point; a LAC using RoF 2 would generate a Spray with a 2" radius from the Target Point. Spray Attacks cannot "bend" around cover; Models that have Full, Solid Cover between themselves and the Target Point are not effected by the Spray Attack. Defending Models that the Attacking Model does not have a Lock to are similarly unaffected by the Spray Attack. The Attacking Model is never affected by a Spray Attack.

The Attacking Model makes a single Attack roll, but applies Cover modifiers to each Target Model individually. Use the Cover modifier from the Attacking Model to a specific Defending Model (not from the Target Point to the Defending Model).

If a Spray Attack is made during an Indirect Attack, the Spray affects all Models within the radius of effect, even if there is Solid Cover between them and the Target Point, or the Attacker does not have Lock to the Model. In the case of a weapon having both RoF and the AE or Blast Traits, RoF used for Spray simply adds to the relevant Trait.

If any RoF is used for Burst Fire, each point of RoF adds one point to the Damage [DM] of the weapon.

HAND GRENADES

Hand Grenades use the IF rules, but do not require a spotter. They can be thrown at any target the throwing Model can see. Treat the Model as its own spotter for the purpose of modifiers.

THE TWO RANGES OF GRENADES:
COMBAT OPTIMAL (Short):
(+0 modifier)   = Attacker's Size in inches
SUB-OPTIMAL (Medium):
(-1 modifier)   = Size x 2

CROSSFIRE

A Target Model that is subjected to multiple ranged Attacks may experience Crossfire, and suffer a -1 penalty to its Defense roll. Attacking Models (beyond the first) that make ranged Attacks along a line that is more than 90 degrees distant from prior Attacks generate the Crossfire penalty. Only ranged Attacks made from within Sub Optimal range or less count towards Crossfire.

Indirect Fire and Thrown weapons count toward Crossfire, while Melee Attacks and Placed weapons do not. A weapon whose DM is less than one-third the Target's Armor does not count toward Crossfire.

If a Target Model moved between Attacks, use the current positions of the Attacking Models to determine if Crossfire applies. Thus, a Command Point may allow a Targeted Model to escape Crossfire if it moves a sufficient amount.
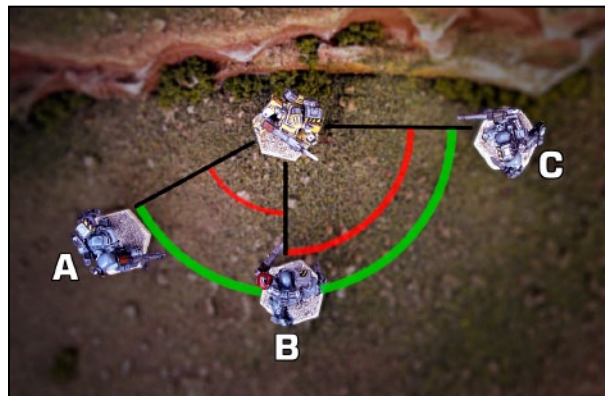
A + B cannot get Crossfire
B + C cannot get Crossfire
A + C can get Crossfire

DAMAGE

When an attack strikes a target, that target may take damage. Multiply the attack's MoS by the Damage Multiplier (DM) of the weapon used. The result is the attack's damage. Compare the damage to the target's Armor, and use the following table to determine the effects.

Damage vs. Armor	Effect
Dam < Armor	No effect
Dam > or = Armor	1 boxes of damage
Dam > or = 2x Armor	2 boxes of damage
Dam > or = 3x Armor	3 boxes of damage
Dam > or = 4x Armor	4 boxes of damage
Exceeds Overkill Value	Unit is destroyed

Cross off the appropriate number of boxes from the target's damage track. If the target is overkilled, it is instantly and explosively destroyed and removed from the table. Otherwise, the effects of the damage depend on the last box crossed off.

```
ARMOR   ##      SIZE    #
DAMAGE
    [   ] S  L   H   C
         Sturdy
          Light
          Heavy
        Critical
```
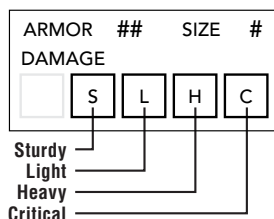
Sturdy: No additional effects.
Light: No effect in these Quickstart rules.
Heavy: The target has a -1 penalty to all rolls, and cannot travel at Top Speed.
Critical: The target has a -2 penalty to all rolls, and cannot travel at Top Speed.

If the Gear takes any damage beyond its Critical box, it is destroyed. Tip it over and treat it as Rough Terrain.

Damage Counters are included on the Counter Sheet on page 24. Counters are placed by the model to represent damage level.

DEFENSE MODIFIERS

These modifiers apply to the defender's roll.

DEFENDER'S MOVEMENT MODIFIER
These are listed on the Model's card, and vary based on movement mode and speed.

ANGLE OF ATTACK
-1 against attacks from attackers in the Rear arc. (Back half of the miniature).

CROSSFIRE
-1 against Crossfire attacks (see page 12).

EXAMPLE:
Joes gear has hit an enemy hunter with a LAC for an MoS of 3. The LAC has a DM of X8, so joes gear does 24 points of damage. Against a hunter's 15 points of armor, that's enough to do one box of damage.

If Joes Gear had been very lucky on his roll, he might have managed an MoS of 6 instead of 3. This would've done 48 points of damage, instantly destroying the enemy Hunter!

OTHER ACTIONS

The following Actions show a limited number of the many options available in the full rules. Many of these require the Models to have saved an Action

REACTION FIRE

If a Model has saved its Action, it may respond to any currently Moving Model by spending the Action to make a Ranged Attack. A Model may be acted against at most once per inch Moved on the Table or per Action performed. For an inactive Model to do so, the inactive Model must declare it will spend an Action to React. The Reaction Fire occurs after the next inch of Movement (when movement ends if the Model keeps moving but stops at less than a full inch) or the next Action performed by the Active Model.

STAND BY FOR COORDINATES

A Model may choose to wait for a Forward Observation of a Target later in the Round before firing. During its Activation, a Model may spend an Action on any weapon with the Indirect Fire [IF] Trait to generate a Stand-by token for that weapon. Only a single Action may spent per weapon, and that weapon may not be used for an Attack during the Model's Activation. When a friendly Model succeeds with a Forward Observation, Models may spend Stand-by tokens to immediately make an Indirect Fire or Thrown Attack on the Target Model of the Forward Observation. The total number of Stand-by tokens spent to fire on any Forward Observed Target may not exceed the Forward Observer's Electronic Warfare Skill rating. Stand-by tokens are removed during the Miscellaneous Phase of the Round.

WE'RE IN TROUBLE

During its Activation, after declaring Movement Speed and Mode, a Model may spend Actions to offset any negative Defense modifier. Each Action spent will decrease the penalty by one, but may not raise the Defense modifier above zero. Note the new Defense modifier. The new Defense modifier applies until the Model is Activated again, or changes Movement Speed or Mode.

COMMAND ACTIONS

COORDINATED ATTACK

A Combat Group Leader may spend an Action to nominate a Target Model for its Combat Group to concentrate fire against. The Combat Group Leader must have Lock to the Target Model. All Models in the Combat Group benefit from this effect. The Target Model will suffer -1 Defense to any Defense roll caused by this Combat Group. Only one Model may be nominated by the Combat Group Leader per Round and if the Leader has multiple Actions, it may benefit from the Special Action as well.

TACTICAL TIP: SHOULD I REACT OR NOT?

Reaction Fire is a very tempting option and has it's role in the game, but it might not always be the best use of your model's action. As Reaction Fire does not benefit or add to crossfire and coordinated attacks, you will have to decide if reacting against a unit is worth it. Remember modifier generation is key to success.

TACTICAL TIP: STAND BY? WHY SHOULD I?

Activating your fire support combat groups and putting them on stand by is a crucial step in order to make the best use of your forward observers. By placing your heavy hitting indirect fire units on stand by allows you to instantly react and fire to a Forward Observation. If the model was not placed on Stand By, it would have to wait till its activation in order to fire at the forward observed model by which time your opponent may have moved the model away denying you the ability to fire at his models!

PERKS AND FLAWS

Many Models have special qualities or equipment. These are their Perks and Flaws. Examples include…

AUTOPILOT

The Model has a more sophisticated autopilot, capable of basic piloting even under combat conditions. It may turn on its Autopilot at the start of the round. It only rolls 1 dice for defense that turn, but may make a second attack.

REINFORCED ARC

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.

WEAK FACING

One of the Model's facing has inadequate protection, camera coverage or is otherwise poorly defended. Add 2 to the MoS of any successful attack (including MoF 0) coming from that facing.

SNIPER [SNP]

Weapons with this Trait are more accurate over long ranges. This weapon has a +0 penalty at Sub-optimal range and a -1 penalty at Extreme range.

SENSOR BOOM

The Model may choose any point up to one inch away from its base (or body, if there is no base) when determining Lock or Cover of a Target Model. Models with multiple actions may choose different points for each instance of determining Lock or Cover on a Target Model. If the Model is completely behind Cover, it may only make Indirect Fire Attacks while using the Sensor Boom Trait.

INDIRECT FIRE

Indirect Fire allows the weapon to be fired indirectly.

OTHER WEAPONS AND TRAITS

There are other weapons, like Melee weapons (such as Vibro Blades) as well as other traits and ratings on weapons, like Anti-Infantry (AI) that are not used in the Quickstart rules.

AREA EFFECT

Area Effect weapons attack using a large blast that covers a wide area. The AE weapon has a listed rating, which is the radius of the area effect in inches. Every target, friendly and enemy, within the area effect must defend against the attack and take damage if hit.   The attack always comes from the direction of the attacking Model.

INTRODUCTION:

In this section of the quickstart rules, two sets of armies have been presented for use. The first set are two simple General Purpose Squad armies for learning the basic mechanics of the game. These five man squads represent a single combat group in the game and are an excellent way to learn the rules as all five models have similar attributes with the exception of weapons and skills. The second set of armies included showcase larger forces of a typical gaming level (750TV). Each army contains three combat groups: one strike, one general purpose, and one strider. The variety of combat groups and models in the second set of armies offers a more robust playing experience by showcasing the different types of units and their role on the battlefield.

ARMY COMMANDER:

Each army has an Army Commander (AC). Army Commanders represent the force's leadership and are typically not going to be frontline models. When appointing an Army Commander be sure to choose a model with good defense modifiers. As the Army Commander should generally performing command related functions, weapon upgrades are generally not found on Army Commanders or Combat Group Leaders. Command models are best utilized for their ability to issue Command Points and for their Leadership bonus in determining initiative order in the case of the Army Commander. These options are found in the full version of the game.

TACTICAL TIP: TAKING IT SLOW . . .

With so many options and getting started with the rules, the game can seem overwhelming. Take it easy and start with one combat group to learn the basics. If you feel comfortable with the basics add the Strike Squad or the Strider Squad to see how combat groups activate and interact. Finally add the last combat group and brawl it out! While the quickstart rules gives you a firm foundation, for the full experience check out the Heavy Gear Core Rulebook.
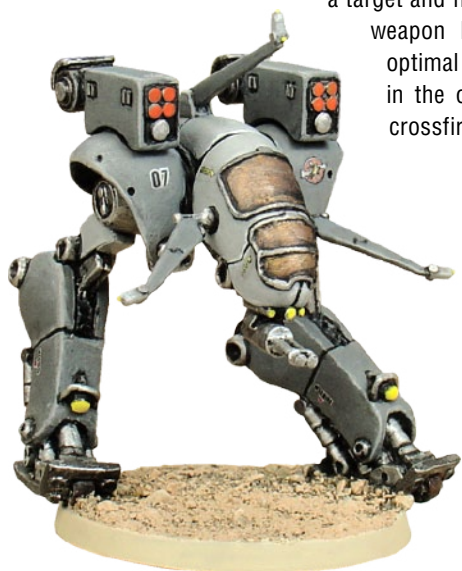
COMBAT GROUPS:

Combat Groups are units that are activated as a group, though in some cases Combat Groups may only be a single model such as the strider combat group bellow. A combat group will always have a Combat Group Leader (CGL), which is able to issue distinct actions reserved for them such as coordinated attack and command points. Command Points are not used in the quickstart rules, but offer players an additional layer of tactical flexibility. Combat Group models do not follow any unit cohesion rules and can be separated by any amount of distance though they do benefit from certain modifier generating actions such as coordinated fire and crossfire, if they remain within a certain distance.

GENERAL PURPOSE SQUAD:

General Purpose (GP) Squads/Cadres are Combat Groups largely composed of standard trooper Gears. General Purpose Squads work well for screening (i.e. providing cover) for more expensive models, seizing objectives, and slowing down opponents. General Purpose Gears can also act as Forward Observers for heavy hitting indirect fire units. In addition to all of the above, a combat group of GP's can effectively target and generate enough bonuses to take down high value targets with their special weapons equipped Gears. In the General Purpose Squads presented here, each squad has a mixture of autocannons and one heavy weapon. For the North, one Hunter is equipped with a powerful Snub Cannon (SC). The Snub Cannon's purpose is to destroy heavily armored tanks, but the size of the weapon limits the ammunition available to the unit. The Snub Cannon in the Northern Combat Group also has the Dedicated Tankhunter Upgrade which increases the SC Accuracy from -1 to 0 and it receives the Sniper Upgrade. For the South, the heavy weapon is the Light Bazooka (LBZK). As an anti-Gear weapon, the Light Bazooka is a potent weapon against light to medium armored units. The Light Bazooka trades damage potential for the ability to carry more ammunition. To effectively use either weapon, use your other squad mates to generate penalties on a target and finish it with the heavy weapon by firing it from an optimal position (i.e. target in the open and caught in a crossfire).

STRIKE SQUAD:

Strike Squads are composed of the best pilots and Gears. As they have the best equipment on the board and are generally the most skilled combat groups, they are expected to be the highest performing models in the game. Both Northern and Southern Strike Squads contain a mixture of Trooper and Elite models. In the North, the Combat Group Leader and two other models are Jaguars (Elites) and the two remaining models are in Hunters (Troopers). The Southern Strike Cadre is composed of three Black Mambas (Elite) and two Jagers (Troopers). Both squads have impressive fire power attached to their units. Use your Trooper models to help generate crossfire and coordinated modifiers against targets for the two Elite modesl with upgraded weaponry to finish off. Be careful to not expose your elite models unnecessarily. While they have good defense bonuses, a concerted effort by trooper models can take out these high value models using crossfire and coordinated attack. Move using cover to reach your targets.

STRIDER SQUADS:

Strider Squads can number anywhere from one to three models. Striders bridge the gap between Gears and tanks in fire power. The larger cousin to the Gear has multiple actions due to having multiple crew members, and these actions can be used to bolster defense or to fire one of its many powerful weapons. Striders generally carry high damage weapons similar to tanks, but lack the armor of main battle tanks. In dense jungle or rock strewn boards, Striders have the advantage of walking through these obstacles. In the Northern Strider Squad, the Mammoth provides an impressive array of weapons including a Snub Cannon (SC) and a bay of highly accurate anti-tank missiles (ATM). Even though the Mammoth boasts an impressive 25 points of armor (27 from the front arc), it should be kept in as much cover as possible as it lacks the higher mobility of the Gears. In the event of an enemy model closing into to attack, the Mammoth fire its Anti-Tank Missiles or Snub Cannon to vaporize his opponents. The South has the Naga in its Strider Cadre. This impressive Strider houses two bays of Anti-Tank Weapons and it has greater mobility than the Mammoth. The Naga should use its mobility to keep out of reach of the enemy. In addition to it's mobility the Naga also has Sensor Booms allowing it to Forward Observe around cover.

SAMPLE NORTHERN GUARD ARMY

Roster	PL	TV	Faction	Field Guide	SPs	Base CPs
New Roster	4	750	North	Northern Guard	5	4

Strike Squad (Elite) [Army Command Group] TV: 345

	Name	TV	Weapons	Perks	Aux	Att/Def /EW/Ld	Det/Sens /Comm/AComm	Actions	Size	Armor	Damage	Movement	Attack
01	Jaguar (CGL) (AC)	85	MAC [F] (R) LRP/32 [F] (IF) APGL [FF] (IF, AI, AE3, M , OOOOOO) HG [F] (T, AI, AE2 , OOO) VB [F] (M) PHYSICAL [] (M)	Airdroppable, Arms,		3/3/2/2	3/0/+1/4	1	6	16	L H C	M Speed Stop Cbt Top W 5/9 0 1 2 G 7/13 -1 1 2	Stop Cbt Top 2 1 0
	Swaps:					Options: Att, Def 3 10TV,							
02	Jaguar	75	AGM [FF] (IF, G , OOOOOO) MAC [F] (R) APGL [FF] (IF, AI, AE3, M , OOOOOO) HG [F] (T, AI, AE2 , OOO) VB [F] (M) PHYSICAL [] (M)	Airdroppable, Arms,		2/2/2/0	3/0/+1/4	1	6	16	L H C	M Speed Stop Cbt Top W 5/9 0 1 2 G 7/13 -1 1 2	Stop Cbt Top 2 1 0
	Swaps:					Options: Drop LRP for AGM 10TV,							
03	Jaguar	85	MBZK [F] () LRP/32 [F] (IF) APGL [FF] (IF, AI, AE3, M , OOOOOO) HG [F] (T, AI, AE2 , OOO) VB [F] (M) PHYSICAL [] (M)	Airdroppable, Arms,		3/3/2/0	3/0/+1/4	1	6	16	L H C	M Speed Stop Cbt Top W 5/9 0 1 2 G 7/13 -1 1 2	Stop Cbt Top 2 1 0
	Swaps:					Options: Swap *AC for MBZK 10TV, Att, Def 3 10TV,							
04	Hunter	55	MBZK [F] () LRP/24 [F] (IF) APGL [FF] (IF, AI, AE3, M , OOOOOO) HG [F] (T, AI, AE2 , OOO) VB [F] (M) PHYSICAL [] (M)	Arms,		2/2/2/0	2/0/0/3	1	6	15	S L H C	M Speed Stop Cbt Top W 4/7 -1 0 1 G 6/12 -2 0 1	Stop Cbt Top 1 0 -1
	Swaps:					Options: Swap *AC for MBZK 10TV,							
05	Hunter	45	LAC [F] (R) LRP/24 [F] (IF) APGL [FF] (IF, AI, AE3, M , OOOOOO) HG [F] (T, AI, AE2 , OOO) VB [F] (M) PHYSICAL [] (M)	Arms,		2/2/2/0	2/0/0/3	1	6	15	S L H C	M Speed Stop Cbt Top W 4/7 -1 0 1 G 6/12 -2 0 1	Stop Cbt Top 1 0 -1
	Swaps:					Options:							

General Purpose Squad (Core) TV: 225 Options: Tankhunters

	Name	TV	Weapons	Perks	Aux	Att/Def /EW/Ld	Det/Sens /Comm/AComm	Actions	Size	Armor	Damage	Movement	Attack
06	Headhunter (CGL)	45	LAC [F] (R) LRP/24 [F] (IF) APGL [FF] (IF, AI, AE3, M , OOOOOO) HG [F] (T, AI, AE2 , OOO) VB [F] (M) PHYSICAL [] (M)	Arms,		2/2/1/1	2/0/1/5	1	6	15	S L H C	M Speed Stop Cbt Top W 4/7 -1 0 1 G 6/12 -2 0 1	Stop Cbt Top 1 0 -1
	Swaps:					Options:							
07	Hunter	40	LAC [F] (R) LRP/24 [F] (IF) APGL [FF] (IF, AI, AE3, M , OOOOOO) HG [F] (T, AI, AE2 , OOO) VB [F] (M) PHYSICAL [] (M)	Arms,		2/2/1/0	2/0/0/3	1	6	15	S L H C	M Speed Stop Cbt Top W 4/7 -1 0 1 G 6/12 -2 0 1	Stop Cbt Top 1 0 -1
	Swaps:					Options:							
08	Hunter	40	LAC [F] (R) LRP/24 [F] (IF) APGL [FF] (IF, AI, AE3, M , OOOOOO) HG [F] (T, AI, AE2 , OOO) VB [F] (M) PHYSICAL [] (M)	Arms,		2/2/1/0	2/0/0/3	1	6	15	S L H C	M Speed Stop Cbt Top W 4/7 -1 0 1 G 6/12 -2 0 1	Stop Cbt Top 1 0 -1
	Swaps:					Options:							
09	Hunter	55	SC [F] (SNP, Acc=0 , OOO) APGL [FF] (IF, AI, AE3, M , OOOOOO) HG [F] (T, AI, AE2 , OOO) VB [F] (M) PHYSICAL [] (M)	Arms,		2/2/1/0	2/0/0/3	1	6	15	S L H C	M Speed Stop Cbt Top W 4/7 -1 0 1 G 6/12 -2 0 1	Stop Cbt Top 1 0 -1
	Swaps:					Options: Swap *AC and LRP for SC 5TV, Tankhunter SC Upgrade (3) 10TV,							
10	Hunter	45	MAC [F] (R) LRP/24 [F] (IF) APGL [FF] (IF, AI, AE3, M , OOOOOO) HG [F] (T, AI, AE2 , OOO) VB [F] (M) PHYSICAL [] (M)	Arms,		2/2/1/0	2/0/0/3	1	6	15	S L H C	M Speed Stop Cbt Top W 4/7 -1 0 1 G 6/12 -2 0 1	Stop Cbt Top 1 0 -1
	Swaps:					Options: Swap LAC for MAC 5TV,							

Strider Squad (Specialist) TV: 180

	Name	TV	Weapons	Perks	Aux	Att/Def /EW/Ld	Det/Sens /Comm/AComm	Actions	Size	Armor	Damage	Movement	Attack
11	Mammoth (CGL)	180	MAC [F] () ATM [F] (IF, G , OOOO OOOO) SC [F] () LMG [FF] (AI, M) LMG [FF] (AI, M) PHYSICAL [] (M)	Arms, Reinforced Armor (f 2), Backup Sensors,	TD (1),	2/3/2/2	3/+1/0/4	2	9	25	S S L H C	M Speed Stop Cbt Top W 3/5 -3 -2 -1 /	Stop Cbt Top 1 0 -1
	Swaps:					Options:							

Roster	PL	TV	Faction	Field Guide		SPs	Base CPs
Mekong Quickstart Army	3	750	South	Mekong Dominion Peacekeepers		4	4

Strike Cadre (Elite) [Army Command Group] TV: 350 Options: Add Jäger

Name	TV	Weapons	Perks	Aux	Att/Def /EW/Ld	Det/Sens /Comm/AComm	Actions	Size	Armor	Damage	Movement	Attack	
Black Mamba (CGL) (AC)	90	MAC [F] (R) LRP/32 [F] (IF) APGL [FF] (IF, AI, AE3, M , OOOOO) APGL [FRr] (IF, AI, AE3, M , OOOOO) HG [F] (T, AI, AE2 , OOO) VB [F] (M) PHYSICAL [] (M)	Airdroppable, Arms,	Autopilot,	3/3/2/2	3/+1/+1/4	1	6	17	L H C	M Speed Stop Cbt Top / W 5/9 0 1 2 / G 7/14 -1 1 2	Stop Cbt Top / 2 1 0	01
Swaps:						Options: *Att, Def 3 10TV,*							
Black Mamba	70	MAC [F] (R) LRP/32 [F] (IF) APGL [FF] (IF, AI, AE3, M , OOOOO) APGL [FRr] (IF, AI, AE3, M , OOOOO) HG [F] (T, AI, AE2 , OOO) VB [F] (M) PHYSICAL [] (M)	Airdroppable, Arms,	Autopilot,	2/2/2/0	3/+1/+1/4	1	6	17	L H C	M Speed Stop Cbt Top / W 5/9 0 1 2 / G 7/14 -1 1 2	Stop Cbt Top / 2 1 0	02
Swaps:					Options:								
Black Mamba	90	VLRP/32 [F] (IF) HGL [F] (IF, AE2) APGL [FF] (IF, AI, AE3, M , OOOOO) APGL [FRr] (IF, AI, AE3, M , OOOOO) HG [F] (T, AI, AE2 , OOO) VB [F] (M) PHYSICAL [] (M)	Airdroppable, Arms,	Autopilot,	3/3/2/0	3/+1/+1/4	1	6	17	L H C	M Speed Stop Cbt Top / W 5/9 0 1 2 / G 7/14 -1 1 2	Stop Cbt Top / 2 1 0	03
Swaps: *Jäger->Black Mamba 25 TV*				Options: *Swap MAC for HGL 15TV, Swap LRP for VLRP/32 -5TV, Att, Def 3 10TV,*									
Jäger50		LBZK [F] () LRP/24 [F] (IF) APGL [FF] (IF, AI, AE3, M , OOOOOO) HG [F] (T, AI, AE2 , OOO) VB [F] (M) PHYSICAL [] (M)	Arms,		2/2/2/0	2/0/0/3	1	6	15	S L H C	M Speed Stop Cbt Top / W 4/7 -1 0 1 / G 6/12 -2 0 1	Stop Cbt Top / 1 0 -1	04
Swaps:				Options: *Swap *AC for LBZK 5TV,*									
Jäger50		LBZK [F] () LRP/24 [F] (IF) APGL [FF] (IF, AI, AE3, M , OOOOOO) HG [F] (T, AI, AE2 , OOO) VB [F] (M) PHYSICAL [] (M)	Arms,		2/2/2/0	2/0/0/3	1	6	15	S L H C	M Speed Stop Cbt Top / W 4/7 -1 0 1 / G 6/12 -2 0 1	Stop Cbt Top / 1 0 -1	05
Swaps:				Options: *Swap *AC for LBZK 5TV,*									

General Purpose Cadre (Auxiliary) TV: 220 Options: Add Jäger

Name	TV	Weapons	Perks	Aux	Att/Def /EW/Ld	Det/Sens /Comm/AComm	Actions	Size	Armor	Damage	Movement	Attack	
Command Jäger (CGL)	45	LAC [F] (R) LRP/24 [F] (IF) APGL [FF] (IF, AI, AE3, M , OOOOOO) HG [F] (T, AI, AE2 , OOO) VB [F] (M) PHYSICAL [] (M)	Arms,		2/2/1/1	2/0/+1/4	1	6	15	S L H C	M Speed Stop Cbt Top / W 4/7 -1 0 1 / G 6/12 -2 0 1	Stop Cbt Top / 1 0 -1	06
Swaps: *Jäger->Command Jäger 5 TV*			Options:										
Jäger40		LAC [F] (R) LRP/24 [F] (IF) APGL [FF] (IF, AI, AE3, M , OOOOOO) HG [F] (T, AI, AE2 , OOO) VB [F] (M) PHYSICAL [] (M)	Arms,		2/2/1/0	2/0/0/3	1	6	15	S L H C	M Speed Stop Cbt Top / W 4/7 -1 0 1 / G 6/12 -2 0 1	Stop Cbt Top / 1 0 -1	07
Swaps:				Options:									
Jäger40		LAC [F] (R) LRP/24 [F] (IF) APGL [FF] (IF, AI, AE3, M , OOOOOO) HG [F] (T, AI, AE2 , OOO) VB [F] (M) PHYSICAL [] (M)	Arms,		2/2/1/0	2/0/0/3	1	6	15	S L H C	M Speed Stop Cbt Top / W 4/7 -1 0 1 / G 6/12 -2 0 1	Stop Cbt Top / 1 0 -1	08
Swaps:				Options:									
Jäger45		LBZK [] () LRP/24 [F] (IF) APGL [FF] (IF, AI, AE3, M , OOOOOO) HG [F] (T, AI, AE2 , OOO) VB [F] (M) PHYSICAL [] (M)	Arms,		2/2/1/0	2/0/0/3	1	6	15	S L H C	M Speed Stop Cbt Top / W 4/7 -1 0 1 / G 6/12 -2 0 1	Stop Cbt Top / 1 0 -1	09
Swaps:				Options: *Swap *AC for LBZK 5TV,*									
Jäger50		LGL [F] (IF, AE2) LAC [F] (R) LRP/24 [F] (IF) APGL [FF] (IF, AI, AE3, M , OOOOOO) HG [F] (T, AI, AE2 , OOO) VB [F] (M) PHYSICAL [] (M)	Arms,		2/2/1/0	2/0/0/3	1	6	15	S L H C	M Speed Stop Cbt Top / W 4/7 -1 0 1 / G 6/12 -2 0 1	Stop Cbt Top / 1 0 -1	10
Swaps:				Options: *Swap *AC for Paratrooper rifle 10TV,*									

Strider Cadre (Specialist) TV: 180

Name	TV	Weapons	Perks	Aux	Att/Def /EW/Ld	Det/Sens /Comm/AComm	Actions	Size	Armor	Damage	Movement	Attack	
Naga (CGL)	180	MAC [F] () ATM [F] (IF, G , OOOO) ATM [F] (IF, G , OOOO) PHYSICAL [] (M)	Sensor Boom,	TD (1),	2/3/2/2	4/0/0/3	2	8	23	S L H C	M Speed Stop Cbt Top / W 4/7 -3 -2 -1 / G 6/12 -4 -2 -1	Stop Cbt Top / 1 0 -1	11
Swaps:				Options:									

SEE WEAPONS LIST FOR WEAPON RECOGNITION AND GAME STATS

SAMPLE NORTHERN GUARD ARMY WEAPONS LIST

NORTHERN WEAPONS	CODE	NAME	ACC	RANGE	DAM	ROF	TRAITS
	LAC	Light Autocannon	0	12 / 48 / oo	x8	2	
	MAC	Medium Autocannon	0	18 / 72 / oo	x10	1	
	MBZK	Medium Bazooka	0	12 / 48 / oo	x20	0	
	SC	Snub Cannon	-1	6 / 24 / oo	x28	0	
	SC	SC for (TankHunter)	0	6 / 24 / oo	x28	0	SNP
	LRP/24	Light Rocket Pack	-1	6 / 24 / oo	x12	3	IF
	LRP/32	Light Rocket Pack	-1	6 / 24 / oo	x12	4	IF
	AGM	Anti-Gear Missile	+1	18 / 72 / oo	x15	0	IF, G
	ATM	Anti-Tank Missile	+1	18 / 72 / oo	x25	0	IF, G
	LMG	Light Machine Gun	0	6 / 24 / --	x3	4	AI, M
	HG	Hand Grenade	-1		x15	0	T, AI, AE2
	VB	Vibroblade	0		S+2	0	M
	APGL	Anti-Personnel Grenade Launcher	-1	6 / 24 / --	x4	-1	IF, AI, AE3, M
	PHYSICAL	PHYSICAL Attack	0		S+0	0	M

*Tankhunter Option: SC accuracy to 0, add Sniper Trait. +0 penalty at optional & sub - optional range and a -1 penalty at extreme range

SAMPLE SOUTHERN MEKONG DOMINION PEACEKEEPERS WEAPONS LIST

SOUTHERN WEAPONS	CODE	NAME	ACC	RANGE	DAM	ROF	TRAITS
	LAC	Light Autocannon	0	12 / 48 / oo	x8	2	
	LAC	Light Autocannon	0	12/ 48 / oo	x8	2	
	LGL	Light Grenade Launcher	-1	6 / 24 / oo	x15	2	IF, AE2
	MAC	Medium Autocannon	0	18 / 72 / oo	x10	1	
	LBZK	Light Bazooka	0	12 / 48 / oo	x15	0	
	HGL	Heavy Grenade Launcher	-1	12 / 48 / oo	x20	1	IF, AE2
	LRP/24	Light Rocket Pack	-1	6 / 24 / oo	x12	3	IF
	LRP/32	Light Rocket Pack	-1	6 / 24 / oo	x12	4	IF
	VLRP/32	Very Light Rocket Pack	-1	6 / 24 / oo	x8	4	IF
	ATM	Anti-Tank Missile	+1	18 / 72 / oo	x25	0	IF, G
	HG	Hand Grenade	-1		x15	0	T, AI, AE2
	VB	Vibroblade	0		S+2	0	M
	APGL	Anti-Personnel Grenade Launcher	-1	6 / 24 / --	x4	-1	IF, AI, AE3, M
	PHYSICAL	PHYSICAL Attack	0		S+0	0	M

HEAVY GEAR COUNTER ASSEMBLY

To assemble your Northern and Southern Heavy Gear paper counters, just print out these pages, cut them out on the indicated lines, fold them according to the examples below, and glue the blank flap to the bottom of the counter.

APPLY GLUE HERE →

APPLY GLUE HERE

FOLD

FOLD

FOLD

FOLD

FOLD

FOLD

MAMMOTH

ATM
SC
MAC
LMG X2

NAGA

ATM X2
MAC

FOLD
FOLD
FOLD
FOLD

JAGUAR AC	JAGUAR	JAGUAR	HUNTER	HUNTER
VB HG LRP/32 MAC	VB HG AGM MAC	VB HG LRP/32 MBZK	VB HG LRP/24 MBZK	VB HG LRP/24 LAC
01	02	03	04	05

JAGUAR AC	JAGUAR	JAGUAR	HUNTER	HUNTER

FOLD

HEAD HUNTER CGL	HUNTER	HUNTER	HUNTER	HUNTER
VB HG LRP/24 LAC	VB HG LRP/24 LAC	VB HG LRP/24 LAC	VB HG SC	VB HG LRP/24 MAC
06	07	08	09	10

FOLD

HEAD HUNTER CGL	HUNTER	HUNTER	HUNTER	HUNTER

FOLD

STRIKE CADRE

G.P. CADRE

FOLD

BLACK MAMBA AC	BLACK MAMBA	BLACK MAMBA	JÄGER	JÄGER
VB HG LRP/32 MAC	VB HG LRP/32 MAC	VB HG VLRP/32 HGL	VB HG LRP/24 LBZK	VB HG LRP/24 LBZK
01	02	03	04	05

BLACK MAMBA AC — BLACK MAMBA — BLACK MAMBA — JÄGER — JÄGER

COMMAND JÄGER CGL	JÄGER	JÄGER	JÄGER	JÄGER
VB HG LRP/24 LAC	VB HG LRP/24 LAC	VB HG LRP/24 LAC	VB HG LRP/24 LBZK	VB HG LRP/24 LGL
06	07	08	09	10

COMMAND JÄGER CGL — JÄGER — JÄGER — JÄGER — JÄGER

FOLD

KEY

Movement Counters
Stationary | Hull Down

Primary (W)
CBT Speed | Top Speed

Secondary (G)
CBT Speed | Top Speed

Actions
ACTION | STUN
STANDBY | NO AMMO
HIDING | DESIGNATED
CP | FO
Command Point | Forward Observation

Damage Counters
S — Sturdy | L — Light
H — Heavy | C — Critical
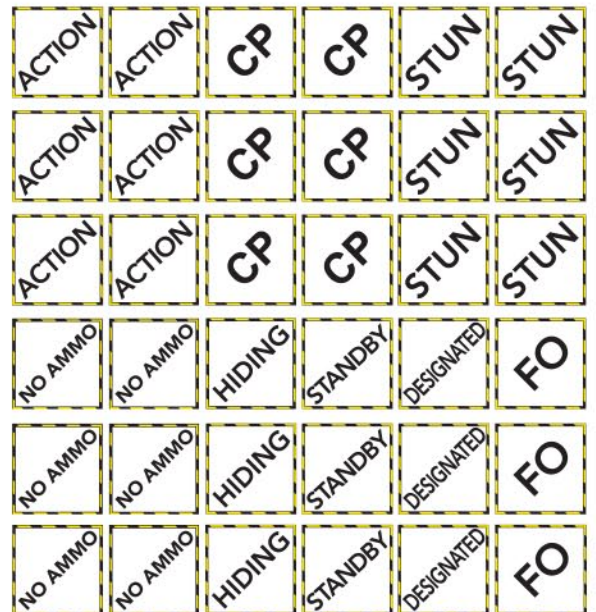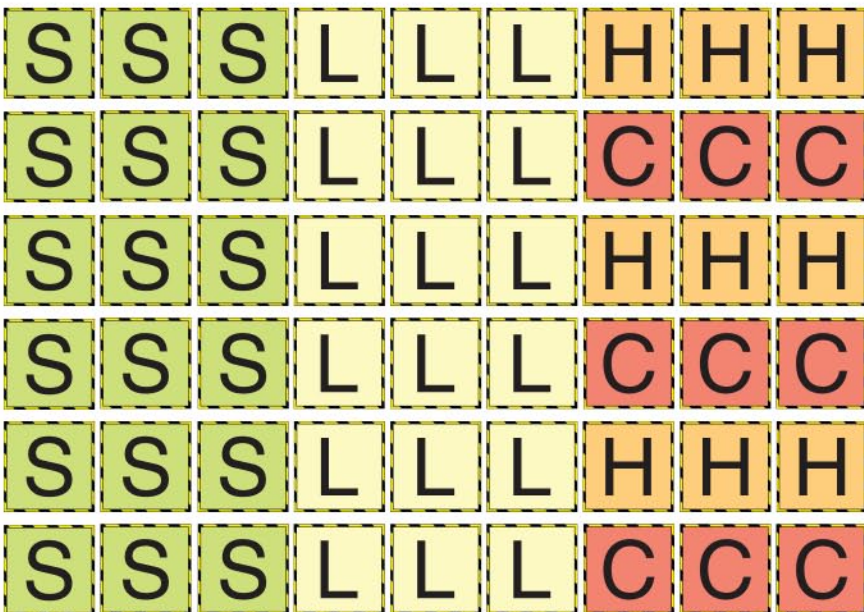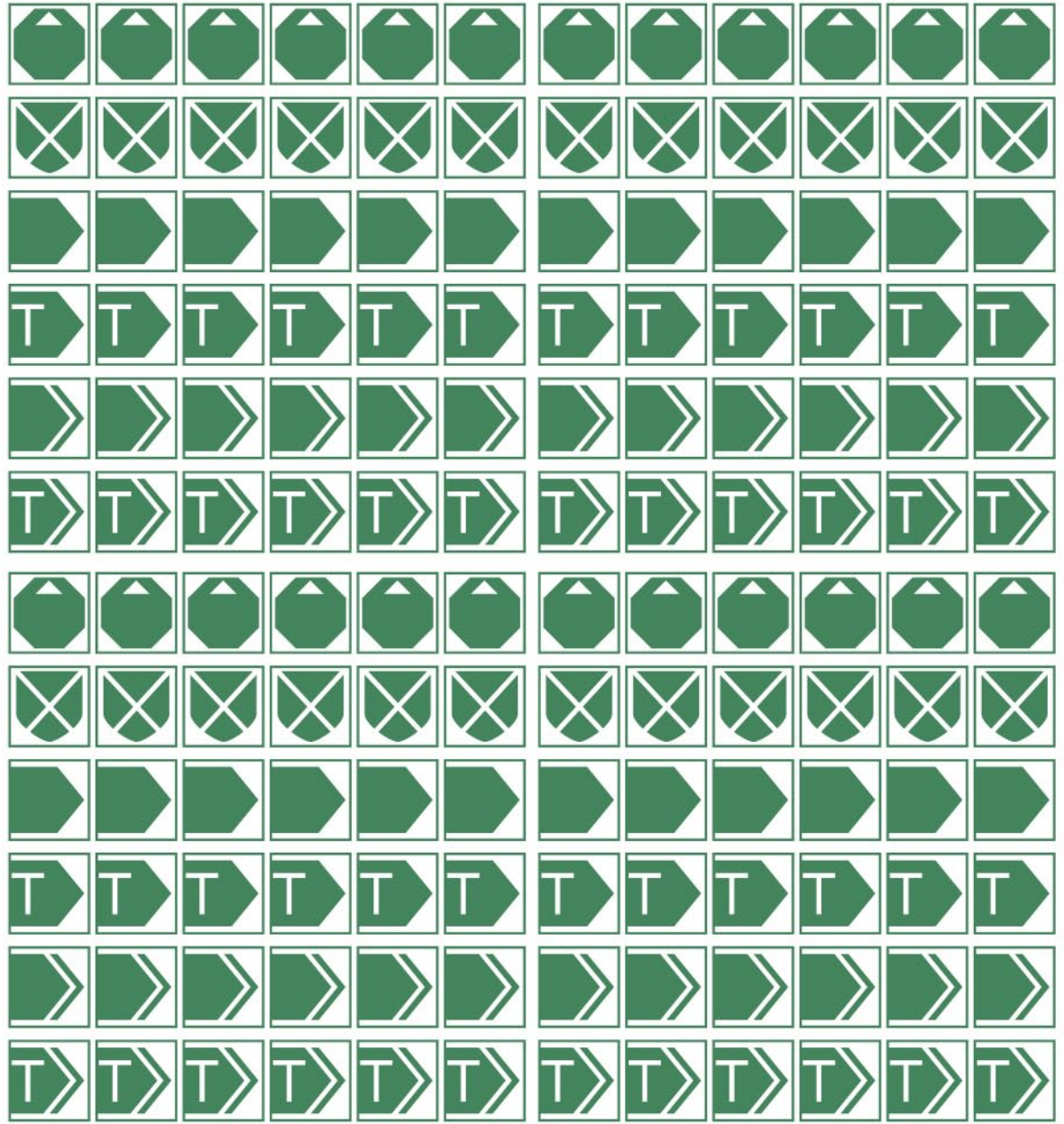
HEAVY GEAR BLITZ!

TWO PLAYER STARTER KIT

CONFEDERATED NORTHERN CITY STATES

HUNTER

TWO PLAYER STARTER KIT

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