



Heavy Gear Arena FAQs

Since Heavy Gear Arena's release there have been some questions asked with regularity on the forums. Some of these Q&A's will be included as part of the attached Errata. This section covers some of the more frequently seen questions.

Q: How many actions do Duelists start with?

A: All Duelists begin the game with 1 action. Additional actions can be purchased with a General Talent called Second Action, or by purchasing the Advanced Controls Component for the Gear they are piloting. The maximum number of actions available to a maxed out Duelist is three.

Q: Do General Talents count towards maximum Talents allowed for a Duelist per level?

A: No. General Talents can be picked up at anytime as long as the level restriction is met. These talents do not count towards class talent maximums.

Q: Can I purchase Class Talents that I didn't pick up in an earlier level?

A: Yes. You can pick up Talents from prior levels, but remember that you are limited to a maximum of one Class Talent per level.

Q: Do punch/kicks count as having F/L or F/R arcs?

A: Yes.

Q: Can I get Black List Gears if I don't have the right type of sponsor?

A: Black List Gears are exclusive to their Sponsors. If you do not have the sponsor, you cannot get Black Listed Gears.

Q: Do Military Managers get access to all of the sponsors listed in their faction choice?

A: Yes. For example if you pick a Northern Military Manager, you get access to NorthCo, Shaian, Keimuri, and Riley Weapon Systems. They may only use Gears and Components from available to these manufacturers and may never use any other manufacturer's Gears or Components. So no Boas and Asps for the Northern Military Manager, but plenty of Ferrets, Cheetahs, and Bobcats.

Q: What's the arcs of the weapons? Its not listed in the weapon chart.

A: When you add a weapon to a Gear you determine which arc you want it to face. You can have that shoulder mounted LRP facing the Rear Arc if you want, but it has to be recorded at the time of installation.

Q: So I can have a hand held Rocket Pack?

A: Yes. You can mount any weapon in a manipulator if you meet the size requirements.

Q: What does the class of the manipulator mean?

A: It's the maximum weapon slot size that single manipulator can hold. Remember a weapon held by two manipulators can go up one slot size, but loses the ability to fire to the Left or Right Arc.

Q: Can I switch between my manipulator held ranged weapons and my close combat melee weapons?

A: Yes. Your manipulator held weapons are interchanged between use. This is done freely and does not cost an action. You do not drop the hand held weapon to use the melee weapon.

Q: What happens to weapons, when I buy a new weapon to install on a Gear?

A: These weapons go into your Team's pool. Weapons can be dismounted and reused. Most components cannot be removed once installed. The exception to this rule is the Stabilizer, Extra Clips, and Pistol Grips. These are attached to a weapon system and go with the weapon when it is removed.

Q: Can I switch my Duelists between Gears?

A: Yes. In fact it's not a bad idea to have back up Gears and Duelists. Generally speaking if you are playing a campaign, a savvy manager will invest in some Gears with the Easy to Repair perk. These Gears are inexpensive to repair and can be upgraded to be as good as many of the basic load-outs of premium Gears. Having back-up Duelists also allows you to field a full team even if one of your Duelists is put out of commission due to injury.

Q: Are Technicians tied to a Gear?

A: No, Technicians are tied to a Duelist. If you switch the Duelist into a different Gear his Technicians go with him. If you have an Engineer, they can move Technicians around as needed.

Q: Why do Shields suck so bad and cost so much?

A: An important rule was left off of the Shields and Bucklers. When making a defense check with a Shield, the Shield receives a +2 to piloting. Bucklers receive a +1 to all defense rolls. When making attacks with the shield and buckler they utilize their normal accuracy modifiers.

Q: Can I sell Gears or Components if I'm in a pinch?

A: Yes. You can always sell undamaged Gears or components for Market Cost.

Q: I just played my first game and I got totally wiped out. How the heck do I get back into the game without going bankrupt?

A: There's a couple of things that can be done at the beginning of the game. First, don't rush towards the most expensive top of the line Gears at the beginning of the game. Have a good mix of low end Gears that are cheap to repair. Second, at the beginning of the campaign both players should probably look at playing non-lethal games to build up cash. If you want to play more aggressively you can use the following rule.

Corporate Kickbacks

Corporations don't like to see the teams they sponsor wiped out for the remainder of the season. If over half your team is wiped out in a game, your team manager may tap one of their sponsors to pay for the repair costs of their Gears. If the team manager uses this option they may not draw on any of the corporation's perks for the turn.

Q: Are the Flamer weapon sizes incorrect?

A: Oops. Those should be LFL (Size 2), MFL (Size 2), HFL (Size 3)

Q: Which weapons qualify for Pugilist Form?

A: The Arms Perk, Mauler Fist, Buzz Saw, Vibro Claw, Chassis Reinforcement, Spike Gun, and Heavy Spike Gun.

Q: Which weapons qualify for Sword Form?

A: Vibro Blade, Vibro Rapier, Vibro Sword, Heavy Vibro Sword, Vibro Katana, Vibro Axe, Chain Sword, Heavy Chain Saw, and Vibro Halberd.

Q: Which weapons qualify for Staff Form?

A: Mace, Staff, Shield, Buckler, Hammer, Vibro Axe, Heavy Vibro Sword, Heavy Chain Saw, Lance, Vibro Halberd, and Haywire Lance.

HEAVY GEAR ARENA FAQ

Q: Some of the Duelists begin with Rep. Do these Rep points go to the Team Pool?

A: These points go to the running total for the team, but they are considered spent for the Team.

Q: Engineers get 100K to equip their three starting Gears. Is that per Gear or for the whole team?

A: The Engineer gets 100K per Gear.

Q: Is it possible to lose a Corporate Sponsor?

A: The only way to lose a Sponsor is by a very rare occurrence involving one of your Duelists and one of their Ego Trips (Cat Scratch Fever). Beyond that, you cannot lose a Sponsor.

Q: Engineers and Independent Manager types have access to their Corporate Sponsors abilities at Level 1, but do Gangsters and Military Officers have access to their special sponsorship abilities?

A: Gangsters and Military Officers have access to Uncommon Gears and Equipment at level one, but they must follow the restrictions of their talents. Gangsters still have to pay 20 percent above Market Costs, and Military Officers are limited to choosing only faction related Gears and Equipment.

Q: When dealing with Corporate Perks, do I lose access to lower level benefits once I reach a higher level?

A: No. You can still use all of the perks from levels below as long as you paid the Rep cost.

Q: Do I have to keep paying the Rep Cost to access Corporate Perks?

A: No. Once you have paid the Rep Cost and made your manager's Organization Skill check, you can access the Perk once per turn. The only exception is Rep for Cash. Rep for Cash costs Rep every single time.

Q: What do I use to determine my repair costs on my Gear?

A: The base chassis's market cost. So if I'm repairing a Grizzly, I'm only looking at the 200K Market Cost. Weapons, components, etc do not get calculated into the repair costs.

Q: When I repair my Gears does everything get repaired included damaged armor lost to Armor Crushing?

A: Yes. The Gears get completely repaired.

Q: Can I pick up two Minor Sponsors instead of a Major or Minor Sponsor?

A: Unless specifically specified, no. For example, Mandeers and Dynamic Systems are both Minor Sponsors, but can be taken in lieu of a Major Sponsor.

Q: Test pilots have access to 'In Tune with the Machine' talent at Level 2, however that has as a prerequisite Running Defense, which they don't have access to until Level 3. Is that correct?

A: Running Defense should be Level 2 and In Tune with the Machine should be Level 3.

Q: The Military Officer Manager's Career Officer Tree has access to the talent Patron of the Little People, but not the prerequisite of Headhunt Specialist.

A: They can pick it up without having the prerequisite.

Q: The Underworld Manager tree Networking gets the 'Meet and Mingle' talent, which requires People Person as a prerequisite, but at no point does the Underworld Manager get People Person.

A: They can pick it up without having the prerequisite.

HGA 1.0 ERRATA

Page 4 - Skills:

“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.”

Should read:

“Gunnery is used for ranged attacks, while Piloting is used for Melee attacks and all Defense rolls.”

Page 7 - Actions:

level 1 Duelists have 1 action

Page 12 - Melee Flowchart:

Melee range is Dueling Skill + Reach in inches
not Dueling Skill + 1 inch + any reach

Page 16 - Tournament Play and Quick Rules: Step 5: Get Playing

There are Three tournament categories, not Four
Grand Champion
Most Valuable Franchise
Most Valuable Player

Page 20 - Engineer: Starting Bonus:

“The player starts with three Uncommon Gear chassis with 100K in weaponry for each Gear.”

Page 28 - Test Pilot Talents:

Gear Connection should be Level 3
Running Defense should be Level 2

Page 32 - Flash and Flavor Prerequisite:

Fist in the Air

Page 33 - Technician:

Technicians are attached to Pilots and may only repair their Pilot’s Gear unless the team has an Engineer. For each technician working on a Gear, one level of damage may be repaired per turn.

Page 37 - Razorback:

Size: 7

Page 67 - Disruptive Fire:

Should read:

Duelists using disruptive fire against an opponent trying a Ranged combo add to the thresholds needed for the opponent to succeed in their current Combo Skill Check. The Margin of Success against the Disruptive fire check is added to the combo threshold of the opponent’s combo threshold rating for that Combo

Skill Check.

Disruptive fire requires a combat lock on the opponent to initiate. When using the Disruptive fire, check for an Out of Ammo result using the combo check’s roll.

Page 69 - Throw:

The duelist counters an attack by throwing the attacking Gear onto the ground or into a wall within Melee range.

Page 71 - Hook Kick:

Distance thrown is the Duelist’s Melee range.

Page 76 - Double Pierce:

Two duelists within each other’s melee range and with the same bladed weapon can make a coordinated attack against a target within their melee range. If the threshold is met by the initiating Duelist, then both units can make an attack against the target and apply the armor piercing quality to their attacks. Gears already equipped with Armor Piercing weapons do not get the armor piercing benefit, but they can reroll one of their attacks. The second roll’s results replace the initial roll regardless of the results.

Page 96 -

Heavy Guided Mortar (HGM)

should have the Guided (G) trait

Light Flamer (LFL) should be Slot 2

Medium Flamer (MFL) should be Slot 2

Heavy Flamer (HFL) should be Slot 3

Page 97 -

Shields add +2 and Bucklers +1 to all defense rolls

Page 99 - Anti-Infantry (AI):

A weapon with the AI trait grants +2 to attack rolls vs units with the Infantry(Inf) trait.

Climbing Gear (CG): A Gear equipped with a weapon having the CG trait is treated as having the Climbing Equipment Gear Perk (pg 100).

Sniper [Snp]: The weapon listed as being Snipered has a 0 Attack Modifier at Medium Range and a -1 at Long, rather than the normal Range Modifiers.

Page 101 -

Reinforced Cockpit should be Reinforced Crew Compartment