

## HEAVY GEAR BADLANDS RALLY REFERENCE SHEET

PLAY SEQUENCE	MOVEMENT	IMPACTS
Check initiative for pole position. Players deploy and activate in clockwise rotation starting with the pole position player. First Round only.	Moving one hex costs one Movement Rating (MR). Gears may not enter non-race course hexes. Gears may only move forward or backward at Cruising Speed. Gears only move forward at Top Speed.	Impact Damage roll is equal to either MOS of Push, Skid distance result, or number of dice rolled to Jump. Roll 4+ to damage plus modifiers.
Start new Round with Initiative Check. Leader wins tied rolls. Winner activates first.	Turning: Cruising Speed: no cost to turn, no limit on turns.	Impacting terrain, always add 2D6 to the Damage Roll.
Players activate one model in sequence to use movement or action(s) in any combination. After all Gears have activated, begin new Round.	Turning: Top Speed only: +1 additional MR to turn one hex facing.	Impacting another Gear, compare Armor Ratings and apply the difference as a modifier to the appropriate Gear. <i>Example: a AR4 Gear impacts a AR5 Gear. The AR4 Gear suffers +1D6 to the damage roll and the AR5 Gear suffers -1D6 to the damage roll.</i>
	Moving into Rough terrain: Top Speed only: +1 additional MR.	

Roll: A Roll requires a Gear to roll 2D6 (+modifiers). Compare each die to the Roll's Augment Rating to determine success. Each result that equals or beats the Augment Rate is one success.	OD6: If dice modifiers for a Check or Roll would result in OD6 or less, the Check/Roll automatically fails.
Check: A Check requires a Gear to roll 2D6 (+modifiers). Choose one result die and add 1 to the total for each non-result die that equals or beats the Check's Augment Rating.	All Attack Checks require the target to make a Defense Check: 2D6 plus modifiers.

ATTACK CHECK (2D6) MODIFIERS	DAMAGE ROLL (OD6 BASE; REQUIRES 4+)
Flank +1D6 or Rear +2D6	Margin of Success +MOS D6
Weapon Bonus (see weapon)	Power > Armor = +1D6 per point greater than
Rattled -1D6	Power < Armor = -1D6 per point less than
Top Speed -1D6	Roll damage D6. Each 4+ rolled does 1 Hit damage to target Gear
Outside of Optimum range -1D6	



DEFENSE CHECK (2D6) MODIFIERS	BURN RUBBER AND JUMP ROLL (2D6) MODIFIERS	RATTLED EFFECTS
Rattled -1D6	Rattled -1D6	Cruising speed only
Top Speed +1D6	Top Speed +1D6	-1D6 to all Checks and Rolls
Cover +1/+2D6	Equipment Modifiers +D6	Must Recover if at 0 Hits.

ACTION OPTIONS	EFFECT
Attack (Attack Check)	vs target Defense Check. MOS 0+ causes a Damage Roll.
Reaction Attack (Attack Check)	May use to respond to one Ranged Attack targeting this Gear with a simultaneous attack, or may Melee Attack a target, while Passive. May not React Attack after activating.
Push (Attack Check)	Move target directly away from this Gear as it moves, up to the MOS of the check. May cause Impacts.
Jump (Defense Roll)	Move over (skip) one hex per success, ignoring terrain and Gears. May cause Impacts. No Reaction Attacks allowed targeting 'jumped over' hexes. Jumped hexes still cost Movement Rating. Landing hex costs normal MR.
Burn Rubber (Defense Roll)	Each success adds +1 to total Movement Rating
Rally the Crowd (no Test required)	Add +1D6 to following Round's Initiative Check
Recover (no Test required)	May only use Cruising Speed. Roll 1D6 and recover Hits equal to result. A Gear reduced to 0 hits must choose to Recover as its action for the Round.

## WEAPON SUMMARY TABLE

RALLY WEAPONS	RANGE (OPT/MAX HEXES)	POWER	BONUS
Autocannon	3-9 / 18	6*	Burst: 1D6
Rocket Pack	3-9 / 18	7*	Blast
Rifle	6-12 / 24	6*	
Pack Gun	1-3 / 6	5*	Burst: 2D6
Machine Gun	2-4 / 8	3*	Burst: 2D6
Bazooka	2-4 / 8	7*	HEAT
Vibro Blade	1	1D6*	Melee
Combat Weapon**	1***	1D6*	Melee, Impact
Grenade Launcher**	3-6 / 12	8*	Blast, AE

\*Power may vary. \*\*Weapon found on additional datacards. \*\*\*Range may vary.

## WEAPON BONUSES

### AREA EFFECT

Area Effect (AE) attacks from this weapon can hit targets in adjacent hexes to the original target if at least one Attack Check dice equals or beats the Attack Augment rating. Adjacent Gears suffer half the damage rolled, rounding down (excepting blast damage).

### BURST: XD6

Add the Burst Ratings number of dice to any Attack Check made by this weapon.

### BLAST

This weapon may cause damage even if the Attack Check misses (MOF1+). If at least one Attack Check dice equalled or beat the Attack Augment rating and the Power of the weapon is greater than the target's armor rating, then roll 1D6 for a Blast Damage Roll.

### HEAT (HIGH EXPLOSIVE ANTI-TANK)

Damage Roll results of six cause two Hits of damage instead of one.

### IMPACT

Any attack by this weapon that causes damage will cause the target Gear to Spin Out and Skid.

### MELEE

This weapon does not compare Power to Armor rating. Always add the number of dice indicated by the weapon power rating to the MOS of the attack when determining the total dice for the Damage Roll. These dice are an automatic addition to the damage roll, do not roll the rating dice to determine the power.

## UPGRADES

### THE MOVES

Uncanny luck or skill? This player may choose which direction to Spin Out and Roll a 2D6 Check for the number of turns on a Spin Out and select the highest roll. If either result is a 6, the Skid is cancelled, and the Gear gets to continue its activation (if it was Active) and gets a free Rally the Crowd token (see Spin Outs, page 12).

### SPEED DEMON

Though all Rally pilots are known for an unhealthy attachment to speed, some take it to the next level. Add one additional die when using the Burn Rubber Action.

### COILED HYDRAULIC ENHANCERS

We 'found' these last night in a neighboring garage... May add one additional die to any Jump Checks.

### SPONSORSHIP: PAINT

They pay the cash, they get the splash! Add one additional die to any Initiative Checks (including Checks for Pole Position and Contested Results).

### WHACKER: 1 HAND

I call it Nancy, but you can call it Sir. A spiked club, the Whacker is a Melee Weapon that is POW 7, and has a range of 1-2 hexes for Normal and Reaction Attacks. (The Whacker may attack a target up to 2 hexes away with Lock).

### TWINS

Special jobs require special tools. Choose one of the following weapons on your Gear: Vibro Blade, Autocannon, or Rifle. The Gear now carries two of these weapons, and both weapons are fired as a single weapon using a single action. Reduce the weapon's Range attribute to 2-4 / 8 if it is an Autocannon or Rifle. This Gear's Attack Augment Rating improves by 1 (for example 4+ becomes 3+) when using this weapon. Otherwise the weapon retains its normal bonus.

