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HEAVY GEAR

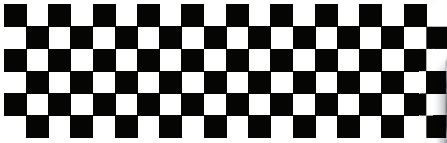
BADLANDS RALLY



**RACING
BOARD GAME**



DREAM POD 9
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HEAVY GEAR

BADLANDS RALLY

GAME COMPONENTS

- ◆ 1 Badlands Rally rules booklet with quick rules reference tables on the back cover.
- ◆ 1 Race Course map board.
- ◆ 4 Rally Gear models: Viper, Pitbull, Jerboa, and Ferret.
- ◆ 6 six-sided dice (D6).
- ◆ 4 Rally Gear datacards in color for the models included, plus MkII variants on the backs in black & white.
- ◆ 8 additional Rally Gear datacards in b&w (see **Expanding The Game Section**, page 16)
- ◆ 2 quick reference cards and assorted cardboard tokens for game effects.

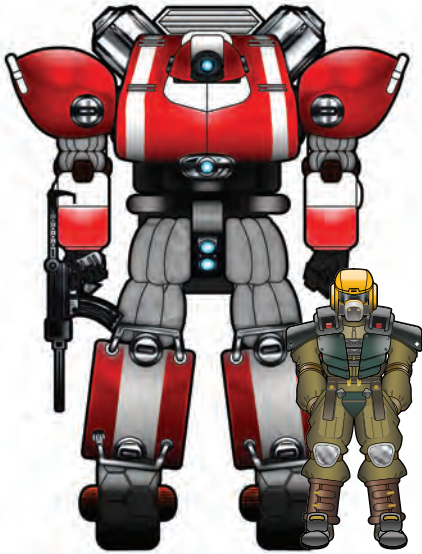
Welcome to Badlands Rally, an expandable board game set in the Heavy Gear universe on the planet Terra Nova in the year TN1949. Two to four players experience the fast-paced, full contact experience of racing the most agile machines ever seen in the colonies, the Heavy Gears. Get your Gear on and get racing!

Join our growing community of players exploring life on the new frontier world of Terra Nova. Find us at Dream Pod 9 (WWW.DP9.COM) to keep up to date on new releases, articles, and updates relating to Badlands Rally and all our games set in the Heavy Gear universe.

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WHAT IS A GEAR?

A Heavy Gear is mechanized walker vehicle, or mecha, used as a highly mobile platform for traveling, fighting, or heavy work. Gears are common on Terra Nova due to the very rough terrain. They are cheap, durable and allow one person to do the labor of many. A Gear weighs one to four tons and stands from three to six meters tall. The pilot sits in the chest with their head enclosed in a virtual-reality helmet within the Gears head. A powerful hydraulic/electric engine called a v-engine on the Gears back provides power and a combination of servo motors and hydraulics allows a full range of dynamic motion. Computer cores known as NNets allow a Gear to be trained to roughly canine-level intelligence. Recessed wheels or tracks in the feet allow Gears to reach astounding speeds with excellent agility, precisely the performance required to create a premier racing machine.

GEAR RACING

Gear racing was born the instant a Gear walked off the first assembly line. The anthropomorphic shape and daring actions of Gear racers created overnight broadcast celebrities. The natural state of a Gear race is a white-knuckled, high-speed brawl where ex-military pilots, rally racers, and every other type of dubious character fight their way up from the bush leagues. Promoters mitigate the worst violence with low velocity or limited yield rounds, but serious property damage is inevitable. Pilot death is rare, though animosity between pilots can be very real, and their egos need very little to provoke an off-hours impromptu race. These races reflect the wild and nearly lawless life in the Badlands of Terra Nova.

THE BADLANDS RALLY

The Badlands Rally is not the most prestigious Gear racing course, but it has a special notoriety. The desert expanses are dotted with the ubiquitous stoneheads of Terra Nova, while the Badlands Roadhouse Bar and Grill, dug out of the natural caverns of the area, serves as both headquarters and pits. Gear racing teams come to The Badlands to show that they are the toughest racers on the planet. Start your engines! Another race is about to begin, and your reputation is only as good as your last race!

“Not every dispute at the Badlands Roadhouse ends with a race, but every race ends a dispute.”

~Attributed to Salima “Viper” Klyde, new proprietor of the Badlands Grill, and noted Pilot of “Curly Sue,” a Gear so modified that it often defies description even by the best announcers in the business.

RULES • TERMINOLOGY

DICE

The Badlands Rally uses standard D6 (six sided) dice. You will roll one or more dice to determine the success or failure of actions and movement.

RATING

A Rating is any number that describes a limit to how a model functions in Badlands Rally. Example: Armor 5: the number 5 is the rating of the Gears armor.

ACTIVE PLAYER

The Active Player is the player who is currently taking their turn. All non-active players are considered Passive Players.

ACTIVE PLAYER PRIORITY

If, during a player's activation, there is any choice in what order to resolve actions and effects, the Active Player chooses. Example: *The active player declares cruising posture, and a passive player declares a reaction melee attack since the active Gear is in range and arc of the passive Gear. The attack must resolve before the active Gear leaves the hex, but the active Gear does not have to resolve it until it has a chance to turn around to face the passive model with its stronger front armor.*

TESTS: ROLLS & CHECKS

Each time the success of an action or event is in question it is resolved by making a Test. The two types of Test are a Roll or a Check. A Check is used when the result of a Test is opposed by a check made by a passive player. A Roll is used for an Unopposed Test, any Test that does not involve another player's Gear. Each Gear has three **Augment Rating** attributes used to resolve Tests; Attack, Defense, and Initiative. Augment Ratings are shown on the datacards.

MAKING A ROLL

A Roll requires rolling a number of dice. Most Rolls start with a base of 2 dice (2D6), and add or subtract dice depending on the modifiers. Each is independently compared to the appropriate Augment Rating to determine the success of the Roll. When a Roll uses a particular Augment Rating to determine the result of the roll, it will specify that Augment. Example: A Defense Roll uses the Defense Augment rating. Each dice that equals or beats the Augment Rating adds one to the total number of successes.

EXAMPLE ROLL: 3D6

vs Augment 4+
(3 Successes)

+1 +1 +1 = 3



vs Augment 3+
(2 Successes)

+1 +1 +0 = 2



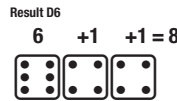
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MAKING A CHECK

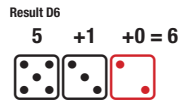
A Check is a roll of the dice to decide success or failure that uses one dice as a Result Dice value (face value) plus a possible bonus generated from comparing the result of all other dice rolled against the applicable Augment to generate a final result. Players making an Attack Check compare their final result against the target player's final Defense Check result. When making a Check, roll 2D6, (adding or subtracting dice based on any applicable modifiers), select one of the rolled D6's as the Result D6. Any non-Result D6 that equals or beats the applicable Augment Rating adds +1 to the Result D6 to give a final result total.

EXAMPLE CHECK: 3D6

Check with Augment 4+
(final result total = 8)



Check with Augment 3+
(final result total = 6)



When a Check uses a particular Augment, it will specify that Augment. Example: A Defense Check uses the Defense Augment Rating.

CHECK RESULTS


The difference between the attacker's final result and the defender's final result is the Margin. A positive Margin is a success (also called the **Margin of Success**, or **MOS**). A negative Margin is a failure (**Margin of Failure** or **MOF**). Any result with a Margin of zero (MOSO) or greater is a success. The greater the MOS of a Check, the more successful the result of an action will be.


Note that a Roll is not a Check: A Roll tests each die against the Augment Rating and counts the number of successes, while a Check gives a single number result that is compared to the results of an opposing player's Check.


0D6 MISSES

If modifiers would cause a Test to be reduced to 0D6 or less then the result of the Test is considered an automatic failure. Example: A Pitbull wishes to fire its Bazooka. It starts with a base 2D6, but it is Rattled (-1D6) and the target is outside of the optimum range of 1-4 hexes (-1D6). Since the Pitbull has a Check of 0D6 after the modifiers the attack will automatically miss.

HEAVY GEAR BADLANDS RALLY DATACARD







STAT	RATING
Cruising Speed	7
Top Speed	15
Initiative	5+
Attack	4+
Defense	4+
Armor	5
Hits	2 / 2
Actions	1

The name of the model

The stat ratings contain all the relevant information about the Gear chassis' performance and limits.

This image identifies your Gear

WEAPON	RANGE	POWER	BONUS
Autocannon	3-9 / 18	6	Burst: 1D6
Vibro Blade	1	2D6	Melee

This section contains all the relevant information about the Weapons carried by the Gear.

SPECIAL Urban Modification: No cost to turn on hard pack/road.
Exposed Movement: Defense checks of 1 or 2 cause a Spin Out and Skid.

Under the weapons are listed the model's special features and rules.

Proxy datacard for the Wildcat.

Datacard can be used to Proxy the following additional Gears.

GEAR ATTRIBUTES

Speed (Cruising and Top): This is the distance in hexes that the model can move each round. This distance may be reduced by turns and rough terrain at Top Speed. The speed ratings are also referred to as Movement Rating, or MR for short.

Augments (Initiative, Attack, Defense): The Augments are used as target numbers for each type of Test. The lower the Augment Rating the easier it is to succeed in actions.

Armor: The Armor rating reduces the number of damage dice that may be rolled by an attack.

Hits: The Hits rating indicates the total damage that can be sustained before the Gear Spins Out and Skids, and at what point the Gear becomes Rattled.

Action: Each Gear has one action each round.

HOW TO PLAY

1. CHOOSING YOUR HEAVY GEAR

Gear selection is made by rolling a D6. The player with the highest roll gets to select their Gear first. The other players make their selection in descending order. When you've chosen your Gear, be sure to take its corresponding datacard.

In a two player game, each player may start with two Gears.

2. UPGRADE YOUR HEAVY GEAR

Each player rolls for one upgrade (optional for beginners; see **Upgrade Section**, page 15)

3. POLE POSITION

Check for Pole Position for each player by rolling a 2D6 Initiative Check (use the Initiative Augment on the Gear's datacard). The winner of the Check (reroll ties if necessary) has the Pole Position and places their Gear first on any starting position at the Start Zone (take the Badlands Rally Token to indicate they have Pole Position). Player rotation moves to the left to place Gears in Start Zone. The first Round begins with the player who won the Pole Position.

4. ACTIVATION

Each Round, players activate their Gear(s) in clockwise order completing all movement and action effects before passing play to the player to the left. The player currently activating a model is the **Active** player. All other players are **Passive** until their activation.

4.1 SPEED

The player starts their activation by declaring speed (Cruising or Top Speed).

4.2 ACTIVATE

The Active player may spend their action or movement rating in any order. An action may be spent before, during, or after movement has completed.

4.3 END ACTIVATION

At the end of their activation, the Gear returns to Cruising speed and loses any unused action(s).

NOTE: Passive Gears may make a **Reaction Attack** targeting the Active Gear in special cases; see **Special Actions Section**, page 13.

5. ROUND END

After each Gear has completed their activation, the Round is over.

6. NEW ROUND

Check Initiative by rolling a 2D6 Initiative check for each player, with modifiers. The player who wins the Initiative Check has the Initiative and will activate first in the next Round (the player takes the Badlands Rally token to show that they have Initiative for the Round). If the winning result is a tie, then the player who is ahead of the other(s) wins the tie (reroll if it is unclear who is in the lead). Play continues to the left.

Continue playing Rounds until the game victory conditions have been met (see **Winning The Game Section**, page 14).



TERRAIN KEY

RACE COURSE HEXES



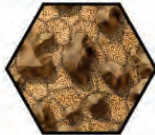
Crusing Speed: 1 MR
Top Speed: 1 MR

HARD PACK



Crusing Speed: 1 MR
Top Speed: 1 MR

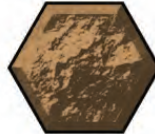
NORMAL



Crusing Speed: 1 MR
Top Speed: 2 MR

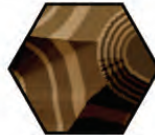
ROUGH

NON-RACE COURSE HEXES



Provides 1D6 Cover
Can be Jumped over

LEVEL 1



Provides 2D6 Cover
May Prevent Lock
May not be Jumped over

LEVEL 2



Provides 2D6 Cover
May Prevent Lock
May not be Jumped over

LEVEL 2 STRUCTURE

SPEED

- ◆ Before activating, declare what Speed a Gear will use for the activation, either Cruising or Top Speed.
- ◆ At Cruising Speed, a Gear may turn at any point during their movement at no extra Movement Rating (MR) cost, and suffers no extra MR cost for Rough terrain hexes.
- ◆ At Top Speed, a Gear must pay 1 MR per hex facing turned and may turn as many hex facings as it has MR remaining. And must pay 1 extra MR to enter a Rough terrain hex.
- ◆ Gears always return to Cruising Speed at the end of their activation; Top Speed represents a short burst of speed.

MOVEMENT

- ◆ To move a Gear, advance one hex space directly forward by spending 1 point of its Movement Rating (MR). The Terrain Key to the left shows the Speed and total MR cost to enter each type of race course hex.
- ◆ All normal movement (i.e., not Jumping) must be into race course hexes (Hard Pack, Normal, and Rough hexes).
- ◆ A Gear at Top Speed must spend one additional MR to enter a Rough terrain hex, using a total of 2 MR points to enter it.
- ◆ A Gear at Top Speed must pay one point of MR per hex facing turned and may turn as many hex facings as it has MR remaining.
- ◆ Non-course hexes (Level 1, Level 2, and Structures) may not be entered during normal movement, though some may be crossed by using special movement actions (see **Special Movement Section**, page 7).
- ◆ A Gear may not end its movement on non-race course hexes.
- ◆ A Gear may not move over Level 2 hexes by any means.
- ◆ A Gear may move backwards around the track, but only at Cruising Speed (see **It's a Race!** Section below).

IT'S A RACE!

In Badlands Rally, a Gear should not travel around the track opposite to the direction of play. A player may break this rule by moving their Rattled token one step ahead on the Rattled tracker each turn they move in opposition to the direction of play. The Gear does not get a Rattled token or suffer the normal Rattled penalties. At the end of its movement, a Gear may be facing any direction without this penalty; only the actual direction moved around the track counts. Likewise, a Gear at Cruising Speed may move backwards (i.e., with its back facing the direction of play) without penalty.

GAME NOTE

In fun games, there may be cases where a player realizes that there is no chance of winning due to bad luck or other circumstances. The player can still affect the outcome of the game, however, by targeting or blocking other players. It's even possible for a losing player to encourage so much combat between the other players that they still manage to sneak past for a last-minute win. It's Not Over Till It's Over!

SPECIAL MOVEMENT

COST: 1 ACTION

When making a Special Movement Test, if all Test dice are a 1 when making a Special Movement Test the Gear will Spin Out and Skid 1D6 hexes (see **Spin Outs and Skids Section**, page 12). A Gear may not use Special Movement types if it is moving backwards.

BURN RUBBER AND JUMP ROLL (2D6) MODIFIERS
Rattled -1D6
Top Speed +1D6
Equipment Modifiers +D6

BURN RUBBER

Make a Roll against the Gear's Defense Augment rating. Add any modifiers that apply. The model adds +1 to its Movement Rating for each success. *Example: A Jerboa (Defense Augment 3+) rolls to Burn Rubber at Top Speed. The roll results are 5, 3, and 2. With two successes, the 5 and the 3, the Jerboa may add 2 points to its movement rating this activation, giving it a total of 18 for the turn.*

JUMP

A Jump is a special movement that allows Gears to make dramatic leaps over Level 1 terrain and other Gears.

PROCEDURE

- ◆ Gears may attempt to Jump over race course hexes, hexes with Gears, and Level 1 terrain hexes.
- ◆ Roll Defense plus modifiers (see Burn Rubber and Jump Modifiers Table above).
- ◆ The Gear may roll up to the total allowed dice to jump, but not more dice than remaining MR.

If Successful

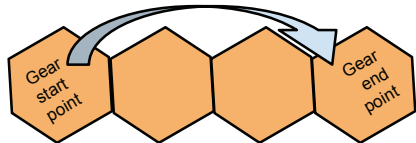
- ◆ Move the Gear directly forward and over hexes, Level 1 terrain, and other Gears, equal to the number of successes. A Gear with one success will jump over one hex and land in the second hex.
- ◆ Immediately spend MR equal to the number of hexes moved (counting the hexes that were jumped over).
- ◆ Ignore MR penalties for Rough terrain (except the hex the Gear lands in, which still costs the normal amount of MR).
- ◆ A Gear may not turn while Jumping.
- ◆ A Gear must move as far as the roll and MR allows.
- ◆ A Gear may not be **Reaction Attacked** in hexes it Jumps over (see **Special Actions Section**, page 13).

If a Gear tries to Jump over another Gear or Level 1 terrain, and would land on the terrain or the Gear, then the Jumping Gear stops in the last hex before the other Gear/terrain and Spins Out. Both Gears suffer an Impact (See **Impacting Terrain or Gear Section**, page 12). A Gear cannot Jump further than Movement Rating would allow it to move.

EXAMPLE

A Ferret at Top Speed attempts a Jump. It rolls 3D6 (2D6 Jump + 1D6 Top Speed) and checks them against the Gear's Defense Augment rating and scores two successes, so it must spend 3 MR to jump over two hexes and land in the third. If the Ferret had only two MR remaining, then it could only roll 2D6 and could Jump only one hex and land in the second.

Jump Roll results in 2 successes



Total 3 MR cost of the Jump

(2 MR for hexes successfully jumped over plus 1 MR for the normal hex it landed in. If the hex landed in was a Rough terrain it would cost an extra 1 MR, bring the total Jump cost to 4 MR.)



ATTACKING

COST: 1 ACTION

WEAPON ATTRIBUTES

Weapons have four attributes that define what they are and how they resolve an attack. These attributes are:

- ◆ Name: The common name of the weapon type.
- ◆ Range: Optimum Range is listed first, followed by the Maximum Range after a slash. (See Range, page 9).
- ◆ Power: How hard the weapon hits.
- ◆ Bonus: A special rule, or rules, that affect how the weapon hits or does damage. This attribute uses a single name, found on the Weapon Bonus list (see **Weapon Bonus**, page 10).

SUMMARY

To make an Attack Check, the attacking Gear must spend its action and declare a target Gear. If the Gear has Lock (below). Determine range to the target (below). The attacking player chooses one weapon to attack with. The attacking Gear makes an Attack Check and the target Gear makes a Defense Check. If the result is a margin of failure (MOF, where the target's final result is higher than attacker's), then the attack misses. If the Check results in a margin of success of zero or higher (MOSO+), the attack has hit! Proceed to **Roll Damage Section**, page 10.

ATTACK CHECK

- ◆ Target must be in front 180-degree arc of the attacker.
- ◆ Check both range and Lock to target.
- ◆ Select one weapon.
- ◆ Verify Attack and Defense Check modifiers.
- ◆ Make Attack and Defense Checks.
- ◆ Compare results to find MOS or MOF.
- ◆ If MOS is 0+ then make a Damage Roll (page 10).

ATTACK CHECK (2D6) MODIFIERS
Flank +1D6 or Rear +2D6
Weapon bonus (see weapon)
Rattled -1D6
Top Speed -1D6
Outside of Optimum range -1D6

DEFENSE CHECK (2D6) MODIFIERS
Rattled -1D6
Top Speed +1D6
Cover +1/+2D6

NOTE

A player may count the range to any targets before declaring an action.

LOCK

Lock, or Line of Sight, is used to determine if a Gear is allowed to target another with weapons fire. There is Lock if there is a direct line that can be drawn from any point in the attacking Gear's hex to the defending Gear's hex that would not cross Level 2 terrain, a Structure, or another Gear-occupied hex.

- ◆ Lock may only be attempted within the front arc of a Gear (180 degrees to front).
- ◆ If the Gear does not have lock then it must choose another target.
- ◆ Gears completely obscured by Level 2 hexes or other Gear-occupied hexes may not be attacked.
- ◆ Gears partially obscured by Level 2 hexes, Level 1 hexes or other Gears have Cover (see below).

COVER

Partial Cover by Level 2 hex(es) adds 2D6 to a Defense Check per instance. An instance is one or more joined hexes of the same level. If there in a break in Level 2 terrain of one hex or more then a second instance occurs and adds an additional 2D6, etc.

Partial Cover from Level 1 hex(es) adds 1D6 to a Defense Check per instance of Level 1 Terrain. If there in a break in Level 1 terrain of one hex or more then a second instance occurs and adds an additional 1D6, etc.

A Gear may not count a cover terrain bonus if the cover is closer to the attacker than the target.

COVER EXAMPLES



RANGE

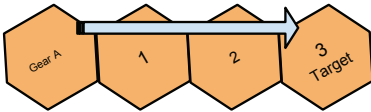
Weapons in Badlands Rally have an Optimum Range (or just Range) in which they are most effective, measured by counting the hexes between models. If the target is within this range, then the weapon suffers no penalties for range. Any attack closer or further than the weapon's Optimum Range will suffer a -1D6 penalty to the Check. An attack using a weapon where the range is greater than the Maximum Range automatically misses.

SUMMARY

If target is:

- ◆ Within Optimum Range: no modifier.
- ◆ Closer or further, than Optimum Range: -1D6 modifier.
- ◆ Beyond Maximum Range: attack misses.

Example: Range to target

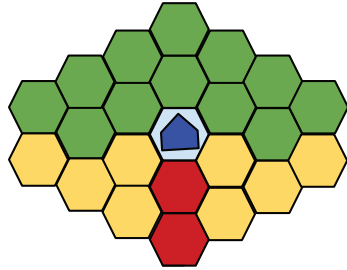


Range to target is 3 hexes.

ATTACK CHECK MODIFIER

FLANK AND REAR

If a Gear is being targeted from its Flank (from a hex behind the line of hexes in the front of the Gear), add +1D6 to the Attack Check. If the Gear is being targeted from an attack directly in line with the back of the Gear, add +2D6 to the Attack Check.



ARCS



Position To Target

No Bonus

Defender Position

May be Locked and attacked



+1D6 Bonus to Attack Check

May not be locked or attacked



+2D6 Bonus to Attack Check

May not be locked or attacked

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.



DAMAGE

DAMAGE ROLL. (0D6 BASE; REQUIRES 4+)

If a hit is caused (an Attack Check result of MOSO+), then the attacking player makes a Damage Roll for the attack. To make a Damage Roll, add up all the dice from the margin of success (MOS) and any bonus or penalty dice modifiers from comparing Power to Armor. The term for this is POWvAR (POWer Versus Armor Rating, see below). Roll the damage dice. Each die that equals or beats a 4+ will cause 1 hit of damage to the target.

Note: In the case of the Bazooka's HEAT weapon bonus every 6 rolled for damage will count as two damage instead of one.

EXAMPLE

A Ferret (Armor 4, 2/1 Hits) is hit by a Bazooka (Power 7) with a MOS4. The total number of the damage dice is 7 (4 for MOS + 3 for POWvAR = 7). The attacker then Rolls seven dice, with each dice that rolls a 4+ causing a Hit to the target. In the Ferret's case most probably all of its three Hits.

DAMAGE ROLL (0D6 BASE; REQUIRES 4+)

Margin of Success +MOS D6	
Power > Armor = +1D6 per point greater than	Power < Armor = -1D6 per point less than
Roll damage D6. Each 4+ does 1 Hit damage to target Gear.	

TRACKING DAMAGE EXAMPLE

Hits	2/1
Example A: 1 Damage point, no effect, leaves 1/1 remaining Hits	
Example B: 2 Damage points, Rattled (Crusing Speed only, -1D6 to all Checks and Rolls), leaves 0/1 remaining Hits	
Example C: 3 Damage points, Rattled (Crusing Speed only, -1D6 to all Checks and Rolls) and causes a Spin Out and a possible Skid (see Spin Outs and Skids, page 12), leaves 0/0 remaining Hits. Must choose Recover action next activation.	

WEAPON POWER RATING VS ARMOR

For each point of rating that the weapon Power is greater than Armor, add 1D6 to the Damage Roll. For each point of rating that Power is less than Armor, subtract 1D6 from the Damage Roll. If a negative modifier would make the Damage Roll zero dice or less, then the attack does no damage.

NOTE: A simple calculation: Power Rating - Armor Rating will also give the modifier.

EXAMPLE

Example: A Street Viper (Armor 5) is attacked by a Machine Gun (Power 3). The Machine Gun Power Rating is two less than the target's Armor Rating, so the Damage Roll is reduced by 2D6.

HITS

A Gear's Hit rating shows how much damage the Gear can take before being Rattled and/or being forced to Spin Out, and Skid. The Hits rating is two numbers divided by a backslash. Example: Hits 2/1 is two Hull and one Structure. Reduce the Hits rating by the damage caused starting with the Hull and then proceeding to the Structure.

If the Hull is reduced to zero, then the Gear is Rattled and Off Balance (see Rattled, page 11, and Spin Out and Skids, page 12).

A Gear that has both Hull and Structure ratings reduced to zero will automatically Spin Out and Skid (see Spin Out and Skid, page 12).

The number of hits a Gear has cannot be reduced below zero. If an attack would cause more damage than hits remaining, the excess hits add to the distance the Gear will Skid (see Skids, page 12).

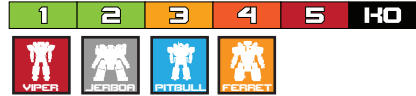


RATTLED TRACKING

Being Rattled represents both accumulated wear and tear on the Gear and the physical condition of the pilot. A Gear is Rattled each time it loses all of the Hull portion of its Hits Attribute. Each time a Gear is Rattled, it will receive a Rattled Token. Until the Gear Recovers (see Recovery, page 13) at least one Hull rating, the Rattled token will remain. A Gear with a Rattled token suffers a -1D6 penalty to all Tests it makes and cannot move at Top Speed. A Gear may only have one Rattled counter at a time. A Rattled Gear cannot be Rattled again until its next activation.



RATTLED TRACKER



The Rattled Tracker section on the map is used to note how many times a Gear has been Rattled. Counters are provided for this purpose. A Gear that reaches its fifth Rattled result will suffer the penalties of being Rattled even if it Recovers its hits (see Recover, page 13). A Gear that reaches the sixth Rattled result is Knocked Out of the race! However, a Gear that is KO'd after crossing the finish line for either a contested or uncontested victory may still win or contest, and might still win the race...even if it's in pieces!

Note: Players may choose to use the included Gear Counters to keep track of how many times each Gear has been Rattled on the map board's Rattled Tracker. Players can also use coins or pencil and paper to keep count of the number of times their Gear has been Rattled. Any mutually agreeable method is allowed, as long as the count is open knowledge to all players.

RATTLED EFFECTS

- | |
|------------------------------|
| Combat Speed only |
| -1D6 to all Checks and Rolls |
| Must Recover if at 0 Hits. |

SPIN OUTS AND SKIDS

SPIN OUTS

A Spin Out represents a Gear temporarily losing control and traction, causing it to revolve or swerve on the track. Such is the extreme maneuverability of Gears that they can recover from this kind of setback almost instantly. When an active Gear Spins Out, it immediately ends its activation. A Gear that Spins Out will immediately make a 1D6 check (do not modify for Rattled), resulting in a number of turns to the left or right equal to the result (attacker's choice or player to the left if not resulting from an attack). If a 6 is rolled for the Spin Out, the Gear has recovered with style (full circle); it does not Skid or end its activation, and the Gear's player takes a free Rally the Crowd action Token and places it on their datacard. This may stack with other Rally the Crowd tokens, if their action that round was to Rally the Crowd (see page 13). Each Gear can only Spin Out and Skid once per activation in each round.

SUMMARY

An Active Gear that Spins Out immediately ends its activation, even if it hasn't used its Action yet. Spin Outs can be caused by:

- ◆ Being reduced to zero Hits.
- ◆ Rolling all 1's for a Defense Test.
- ◆ Impacting another Gear or Terrain and suffering Damage.
- ◆ Suffering Damage from another Gear's Impact.

A Gear that Spins Out due to being reduced to zero Hits may only choose the Recovery action in its next activation and until then it counts as Off Balance until it Recovers (see Recovery, page 13). An Off Balance Gear may still be targeted by attacks which will cause it to Spin Out and Skid again during another player's activation. If any additional damage is taken, it may cause the Gear to make more Spin Outs, Skids, and Impacts but will not cause additional Rattled effects or add to the Rattled Tracker until the Rattled Gear's next activation.



SKID

If an attack or action causes a model to Skid, move it directly forward a distance of 1D6 hexes (roll Spin Out direction before Skidding). If an attack causes more damage than Hits that remain on a Gear, the excess damage adds to the Skid distance.

EXAMPLE

A Viper with 2 Hits remaining suffers 4 damage reducing it to zero Hits and adds 2 to the 1D6 hexes of Skid distance. The Viper Spins Out first, then Skids in the forward direction. It rolls a 2 for the Skid, for a total of 4 hexes of Skid distance (roll of 2 plus 2 for the additional damage).

IMPACTING TERRAIN OR GEARS

If a Skid, Jump, or Push would force a Gear to move into a Non-Race Course hex or a hex occupied by another Gear, the Skidding, Jumping, or Pushed Gear will stop in the last Race Course hex before the Terrain, or Gear, and suffer an Impact Damage Roll.

IMPACT DAMAGE

When impacting terrain, always add 2D6 to the Damage Roll.

When impacting another Gear, compare Armor Ratings and apply the difference as a modifier to the appropriate Gear. *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.*

Damage is caused by Impacts by:

- ◆ Push: Roll Damage Dice equal to the MOS of the Push action.
- ◆ Jump: Roll Damage Dice equal to the number of dice rolled for the Jump test.
- ◆ Skid: Roll Damage Dice equal to the total Skid distance result.

If damage is caused from an Impact with another Gear, then any impacted Gear that suffers any damage at all from the Impact (even a single point!) will Spin Out and Skid. This may cause a chain reaction of Spin Outs, Skids, and Impacts to occur; resolve each in the active player's choice of order before the active player moves further.

NOTE: Remember that each Gear can only Spin Out and Skid once during its activation round and when a Gear Spins Out it immediately ends its activation, unless a 6 is rolled and it recovered with style.

SPECIAL ACTIONS

COST: 1 ACTION

RECOVERY

A Gear that uses its action to Recover rolls 1D6 and adds the resulting value of Hits to its current Hit Rating (up to its maximum), and must select Cruising Speed for the activation. A Gear reduced to 0 Hits must choose the Recovery action. If the Recovery result is a 6, then the Gear regains the action used to recover, though it must still travel at Cruising Speed. If a Gear has already used its Action before it's activated in a Round and has been reduced to zero hits, and must use a Recovery action, it will still Recover but only one hit will be Recovered. Do not roll 1D6 for the number of hits recovered.

PUSH

A Push is when one Gear attempts to move another Gear to a different position, or ram it into a solid object (causing an Impact). A Push is an Attack Check that has a range of 1 hex and allows the target Gear to be pushed a number of hexes up to the MOS of the Check. This move is directly away from the attacking Gear and the active Gear must move and spend MR as normal to follow to maintain the Push.

The target Gear will Impact if the pushing Gear can use Movement Rating to Push the target into Terrain or another Gear (see Impacting Terrain or Gears, page 12). The active Gear does not have to move the target Gear the maximum distance allowed by the MOS. If the Push attack roll results in a fumble (Result die of 1) then the attacker Spins Out and Skids 1D6 hexes instead.

EXAMPLE

A Viper attempts to push a Ferret into a wall 2 hexes away. The attack check results in a MOS3. The Viper spends three movement rating (MR) to push the Ferret to the wall. The last movement causes an impact with 3D6 (MOS) plus a 2D6 bonus for impacting terrain. If the wall had been directly behind the Ferret, the Street Viper would have to spend only 1 MR to push the Ferret into the wall.

RALLY THE CROWD

No Test is required. Add one die to the following round's Initiative Check (may not use Rally to modify a contested victory test). Events or rules may cause a model to make additional free Rally the Crowd actions (such as a Spin Out rolls of a 6). Each event will add another die to the Initiative Check and all additional Rally dice will stack for the Check. In the event of a tied Initiative Check, then the player who is ahead of the other(s) wins the tie (reroll if it is unclear who is in the lead). Re-rolls also get all additional Rally dice as part of the Initiative Check.



REACTION ATTACK

COST: 1 ACTION

A Reaction Attack may be used by a Passive Gear if it has not yet activated in a Round. A Reaction Attack may be used if the Active Gear begins its movement in close proximity to a Passive Gear and moves within range of the Passive Gear's Melee weapon, or by the Passive Gear if the Active Gear attacks it. Making a Reaction Attack uses that Gear's action for the Round, meaning that when it activates later in the Round, the Gear will not be able to use its action.

Melee attacks (weapons with a maximum range of 4" or less) may be used as a reaction to an active Gear's movement. When an Active Gear will leave a hex in the front arc of a Passive Gear, and in range of a Melee weapon, it may be the target of a Reaction Attack. A Passive Gear may otherwise only make a Reaction attack if an active Gear first makes an attack action targeting it and the Passive Gear has Lock to the target.

If a Gear is targeted by a Melee Reaction Attack, and has not used its action, it may react by making a turn or choosing to use its action to attack before it leaves the hex. If more than one Gear acts/reacts, then all attacks happen simultaneously, resolve each attack action in any order. Damage effects don't apply until after all simultaneous attacks have been made.

NOTE: It is a courtesy to other players to declare what a Gear is doing if that Gear may be the target of a Reaction Attack. A player may not rush a move to avoid a possible Reaction Attack.

SUMMARY

A Gear may make a Reaction Attack if:

- ◆ The Gear has not yet activated this round.
- ◆ A target would leave a hex in Melee Range and Lock of the Passive Gear.
- ◆ A target makes a Melee or Ranged Attack targeting the Passive Gear.

TIMING OF REACTIONS

Though a Reaction Attack is triggered by the active Gear it is the active Gear's choice when the Reaction Attack resolves, as long as it occurs before the movement to another hex is resolved (see **Active Player Priority**, page 3). Example: A Gear may have a Passive Gear in its rear facing when it activates. After the Active Gear declares its Speed for the activation, the Passive Gear should declare if it will be making a Reaction Attack (reacting to proximity). The Active Gear then has the option to turn around and either make a simultaneous Attack action, or simply turn and reduce the attackers flank or rear bonus (assuming it is willing to some of its Movement Rating for turning, if it's at Top Speed), before it continues its movement. Note that all Reaction Attacks resulting from a single Active movement resolve simultaneously; surrounding a Gear or bracketing it with more than one other Gear will allow an attacker to get the flank or back bonus by forcing the target Gear to have its back or flank to at least one opponent.

WINNING THE GAME!

UNCONTESTED VICTORY

A player wins the game if they can achieve an Uncontested Victory. An Uncontested Victory is when a Gear has completed all laps by moving into or past the start/finish zone and is the only Gear to do so in that round.

If more than one Gear has also completed all laps and moved into or past the zone in the same round, then the result is Contested.

CONTESTED VICTORY

When a result is Contested at the end of a round, then all contesting Gears must Test with a 2D6 Initiative Check (-1D6 if Rattled) and subtract the total number of Rattled results suffered (kept track of on the Rattled Tracker) from the total, to a minimum of zero. The highest result is the winner! (The Gear that is in the lead wins a tie.)

SCENARIO WIN

Some scenarios have an alternate win condition in addition to the normal Victory condition. See the **Scenarios Section**, to the right.

EXAMPLE

A Ferret and a Pitbull both contest the victory. Neither Gear is Rattled, so both players roll a 2D6 Initiative Check. The Ferret has a Check result of 5 and the Pitbull has a Check result of 4. The Ferret was rattled three times, which reduces its final result to 2. The Pitbull was Rattled once which reduces its final result to 3. The Pitbull has won! If the results were still tied then the Gear in the lead would be the winner.

GAME NOTE

A Round is the time it takes to for all actions/movement to occur. All actions within a Round occur within the same fraction of time. When more than one model crosses the line in the same round, it requires a photo finish, with all kinds of shenanigans possible. The Rattled effect represents race events that would slow a Gear down (in addition to possible health effects) over the course of a race.

SCENARIOS:

To play a scenario, either choose one scenario at random (roll 1D6) or select a scenario mutually agreeable to all players.

1-2: RACE DAY

Roll 1D6: result of a 1-4, race two laps, on a result of 5-6, the race is three laps. Standard victory conditions.

3: GRUDGE MATCH

Two laps. Each time a Gear reduces a target to Rattled status, it gains one free Rally action. Standard victory conditions.

4: RACE AND RETURN

Two laps. The second lap must be run in the reverse direction ("It's a Race" applies to the direction of each lap). Standard victory conditions.

5: SHOW-OFF CENTRAL

Two laps. Each time a Gear successfully Jumps over another Gear, they may make a free Rally action. Standard victory conditions.

6: DERBY

Three laps. In addition to counting the number of times each Gear is Rattled, count the number of Spin Outs caused by your Gear(s) against other Gears (mark it on paper). The first Gear to cause a total of six Spin Outs by the end of any Round during the race wins. Otherwise the winner is by standard victory conditions. If multiple Gears have caused six or more Spin Outs by the end that same Round, then the tied Gears must make an Initiative Check for a Contested Victory with the standard modifiers.

OPTIONAL RULE

A GENTLEPERSONS SPORT

There are places on Terra Nova where it is considered unsporting to attack during the first round of a rally race. Players may choose to use this option if excessive damage is being caused on the starting lines, though it usually results in lower broadcast ratings and so is not usually recommended for competitive races.



UPGRADES

Upgrades are a great way to add more variety and special abilities to your games. You can either give each player a random upgrade that they get to use for that game or let each player secretly choose the same number of upgrades. As more upgrades are released on the Dream Pod 9 website (WWW.DP9.COM) you will be able to upgrade your Gears with more fantastic equipment and skills.

It is recommended to play with one upgrade per Gear, though if all players agree, more than one upgrade can be used. If playing a campaign, do not use the upgrades shown; equipment and skills must instead be purchased. If in doubt always roll randomly 1D6 for upgrades for one-off challenge games. When learning the game, players may choose to leave out upgrades for the first game or two. Place the token with the upgrade name next to your Gear or Gear datacard to remind yourself you have it.

Alternatively, players may turn the Upgrade Counters over and mix them up and then randomly select one.



UPGRADE TYPE ROLL 1D6 OR CHOOSE

1: 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).



2: 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.



3: COILED HYDRAULIC ENHANCERS

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



4: 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).



5: 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).



6: 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.



EXPANDING THE GAME

Badlands Rally is an expandable game. Included on the back of the 4 main Rally Gear datacards are MkII version datacards. A player may choose to use the MkII version of the Rally Gear datacard instead of the standard version if they wish. The MkII version is not a better Gear; it merely plays differently and allows a player to explore more options.

A Badlands Rally game should be played with no more than four Gears per player and not more than 8 Gears total. When playing team games, players should paint their team of Gear figures similarly so that they can be easily distinguished from the other team. Additionally, finishing the base and painting the arcs (front, flank, rear) is recommended. Decals for sponsors and additional details are also available.

Also included with the game are eight additional datacards (4 double-sided b&w datacards) that allow players to use the expansive range of Heavy Gear miniatures from Dream Pod 9 to expand their Badlands Rally game options. Because of the visual nature of the game, it is recommended that players use an appropriate model to represent the Gear on the datacard; some suggestions for good visual matches (Proxy) are included on the bottom of the datacards. However, players can certainly represent their Gear with any Gear miniature they like.

Rally Gears are often so customized for racing that the base Gear chassis is not as important as the components of the model, so any appropriately sized Gear model may substitute, or proxy, for any of the Gears on the datacards. Note, however, that the weapons and stats a Gear has listed on the datacard are to be used unchanged in the game, regardless of the weapons or features modeled on the figure. Just assume that any visual differences are sponsored decorations!

Future Badlands Rally releases will include single pack miniatures, more Rally datacards for existing Heavy Gear miniatures, and new maps with additional terrain types like towns, roads, etc. Plus campaign rules to play linked games with a team of rally racer pilots and a stable of Gears. Play a full season of rally racing leading up to the championship. It is a great way for a group of friends to play Badlands Rally together. Until the campaign rules are available, players are encouraged to track their scores and wins for their overall personal standings.

You can also have the full 3D effect for your map by adding some of Dream Pod 9's resin terrain (stoneheads, tower, destroyed gears, etc.), shown below all painted up.

Have fun and get racing!



EXAMPLE ONE LAP GAME

Here is a sample game showing the sequence of play. This sample lap covers many common game situations and shows a little of how the players use their Gears to race in Badlands Rally. Each instance of a rule will be explained in more detail the first time it occurs and then only referred to thereafter. This is to illustrate the details of the rules without cluttering up each Round with repetitive detail.

To start, the two players, Dave and Sam, have rolled 1D6 each for Gear selection and Dave has won so he has chosen the Rally Ferret, a very fast and agile Gear with a good mix of weaponry. Sam responds by choosing the Rally Viper, a brutal machine that can keep up with the Ferret but also carries heavier weapons. The Viper has the muscle, is tougher and corners better allowing it to keep up. The Ferret has the slick moves, a good balance of weapons, and higher agility. It's a race between two very different high performance machines and some skilled pilots. Lets see how the race starts.

The players each make a 2D6 Initiative Check for the Pole Position. Dave rolls a 5 and 3. Dave uses the high value of 5 and then compares the second dice to the Ferret's Initiative Augment value of 3+. it equals or beats the augment so he adds 1 to the high value for a Total Result of 6. Sam rolls a 5 and a 4 for a Total Result of 5 (5+0 with augment 5+). Dave wins the Pole Position and places his Ferret Gear on the line in the center of the Start Zone facing down the straightaway. Sam then places the Viper Gear on the line next to the Ferret.



Round 1: Since Dave (The Ferret) has the Pole Position he starts.

Dave- Chooses Top Speed. Sam does not elect to use a Reaction Attack to attack the Ferret as it passes the Viper. The Ferret has 16 Movement Rating (MR) at Top Speed and uses 7 MR to move seven hexes forward then must spend 1 MR to turn, advances one hex for 1 MR, and spends 2 MR to enter the first Rough Terrain hex. The Ferret now has 5 MR left. He chooses to spend 2 MR to move two more hexes forward , 1 MR to turn , 1 MR to advance one more hex and 1 MR to turn. Dave could Burn Rubber to move further but staying ahead is his plan so he's going to use the Rally The Crowd action to get a Rally token for an bonus Initiative dice for the next round. After his activation the Ferret slips into lower gear and returns to Cruising Speed ending Dave's activation. Sam is now the Active Player.



Sam- Chooses Top Speed. Sam has to keep up or risk the Ferret getting too far ahead. Sam moves the Viper forward around the corner placing him in the Flank of the Ferret at range 0. At this range the Autocannon would be -1D6 to the attack check so he decides to attack with his Vibro Blade. He makes an attack check of 2D6 (base) -1D6 (Top Speed) and +1D6 (Flank) for a total of 2D6. He gets a 5 and 4. Since the 4 beats the Attack Augment of 4+ he gets to add one to the 5 and gets a total attack check result of 6. The Ferret gets a Defense check of 2D6 (no modifiers) and gets a Total Check Result of 5. The Margin of Success is one (MOS1), it is hit and the MOS adds one dice to the damage roll. A melee weapon does not compare power vs armor so it just adds 2D6 to generate a damage roll. The damage rolls gets 1D6 from MOS and 2D6 from the weapon Power. Sam Rolls the 3D6 and gets 5, 3, 1. Only one dice beat the standard 4+ required to succeed so the Ferret takes one hit of damage and is marked with a damage token. Sam then ends the Viper's activation and returns to Cruising Speed.



Round 2: Dave's Ferret wins the Initiative Check (Dave had an extra 1D6 when he rolled due to his Rallying the Crowd).

Dave- Chooses Top Speed. The Ferret speeds off rounding the corner. This time the Ferret chooses make a Burn Rubber Roll 2D6 plus 1D6 for going Top Speed, so he Rolls a total of 3D6 and gets 6, 4, 2. Two dice make the Ferrets Defense Roll of 3+ it gets to Burn Rubber for 2 extra MR, allowing it to move forward into the rough terrain hex and gain a bit on the Viper.



Sam- Chooses Cruising Speed. At Cruising Speed the Viper does not have to spend additional MR to turn or enter Rough Terrain so he can maneuver quickly around the corner. The Viper moves up to position #1 on the image below, and is now 3 hexes behind the Ferret, and interrupts its movement to fires the Autocannon. This time it is a hit with a MOS of 2 adding 2D6 for MOS to the 2D6 for the Autocannon's power 6 verses armor 4 for POWvAR, for a total of a 4D6 Damage Roll. The Roll causes three hits of damage in total, reducing the Ferret to zero hits. As the attacker Sam moves the Ferret's Rattled Track token to the first position, then Rolls for Spin Out and Skid. Sam Rolls 1D6 for the Spin Out direction and gets a 1. Since Sam attacked he can choose the make the Ferret Spin Out to the left. He rolls 1D6 for the distance and adds 1 for the total damage that exceed the hits the Ferret had remaining. The Ferret careens into the nearby wall and stops at position #2 on the image. No extra damage is done since the Ferret was already at zero. The Viper finishes up its remaining movement ending in position #2 on the image, to the cheers of the crowd.



Round 3: Sam's Viper wins the Initiative Check.

Sam-Chooses Top Speed. He takes the top route, moves the Viper over the second set of rough terrain, ends his move just past the Stone Head and Rallies the crowd.



Dave-Is Rattled and must choose Cruising Speed. The Ferret has to choose Cruising Speed due to being reduced to zero hits and must roll 1D6 to recover lost hits and rolls a 4 getting all the Hits back, and removes the 3 Damage Tokens and the Rattled Token. He then moves the Ferret around the s-bend and lines up for the corner, ignoring rough terrain and turning penalties because he's at cruising speed.



Round 4: Sam's Viper wins the Initiative Check (Sam had an extra 1D6 on the Roll due to his Rallying the Crowd).

Sam- Chooses Top Speed, maneuvers around the last large stone head and Burns Rubber for two extra hexes with his action.



Dave- Chooses Top Speed, zips past the wrecked Barnaby and Jumps over a Level 1 Terrain hex and into the Rough Terrain in the Viper's flank to end his movement three hexes behind the Viper.



Round 5: Dave's Ferret wins the Initiative Check.

Dave- Chooses Top Speed. Time for revenge! At Top Speed the Ferret gets 4D6 to attack the Viper in the flank with the Pack Gun and wins the Check with a MOS of 3. The Viper suffers two damage from the Damage Roll and is Rattled. The score on the Rattled Tracker is now tied at 1-1. The Ferret moves past the Viper and races for the Finish Zone!



Sam- The Viper is Rattled and must choose Cruising Speed. He elects to move behind the Ferret and fire with the Autocannon from a flanking position. If the shot can Rattle the Ferret again then the Viper has a better chance for a win. The shot misses and the Viper finishes its activation. All that remains is to Check Initiative to determine who has won the Contested Victory.

The race is a Contested Victory because both Gears have entered or crossed the Finish Zone in the same Round. Both models must Check Initiative (2D6) and subtract their Rattled count from the result. If the result is a tie the Ferret will win because it is in the Lead. As the Viper is still Rattled, it has a penalty of 1D6 and only rolls 1 dice, rolling a 4, which is then reduced by the 1 Rattled result suffered during in the game, giving a final result of 3. The Ferret rolls a 6 and 3 (equals or beats its Initiative Augment rating of 3+) making a 7, which is then reduced by the 1 Rattled result it suffered earlier in the game, giving a final result of 6. The Ferret wins the Check, and the race! Till next time Dave!



Ferret Wins!

HEAVY GEAR BADLANDS RALLY RACING BOARD GAME

Rules Version 1.3

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To Hugh Browne Jr. and Michael Onsrud for creating and running the Buttwheel 500 at Templecon these last few years; it made the Ferret a fan favorite and created Buttwheel lovers everywhere.

A big shout out to fans and anyone who has ever posted a racing mod to the Dream Pod 9 Forum.

We feel your need for speed!

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>	
Roll: A Roll requires a Gear to roll 2D6 (+modifiers). Compare each dice 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	Power < Armor = -1D6 per point less than
Rattled -1D6		Roll damage D6. Each 4+ rolled does 1 Hit damage to target Gear	
Top Speed -1D6			
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.		