



**HUNTER**  
**HEAVY GEAR**  
**BLITZ**

<b>ATT</b>		<b>DETECT</b>	<b>2</b>
<b>DEF</b>		<b>SENSORS</b>	<b>0</b>
<b>EW</b>		<b>COMM</b>	<b>0</b>
<b>LD</b>		<b>AUTOCOMM</b>	<b>3</b>

	<b>SPD</b>	<b>STOP</b>	<b>CBT</b>	<b>TOP</b>
<b>W</b>	4 / 7	-1	0	1
<b>G</b>	6 / 12	-2	0	1
<b>ATTACK</b>	1	0	-1	

<b>ARMOR</b> 15	<b>OVERKILL</b> 60
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<b>ACTIONS</b> 1	<b>SIZE</b> 6
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<b>DAMAGE</b>	<b>S L H C</b>
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**PERKS** Arms

**FLAWS**

**AUX**

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
LAC	F	0	12 / 48 / ∞	x8	2	R	
LRP/24	F	-1	6 / 24 / ∞	x12	3	IF	
APGL	FF	-1	6 / 24 / --	x4		IF, AI, AE3, M	OOOOOO
HG	F	-1	THROWN	x15		T, AI, AE2	OOO
VB	F	0		S+2		M	
PHYSICAL				S		M	

**OPTIONAL HUNTER OR JAGER LAC WEAPONS SWAP**

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
MAC	F	0	18 / 72 / ∞	x10	1	(Hunter & Jager)	
SC	F	-1	6 / 24 / ∞	x28		(Hunter Only)	OOO
LBZK	F	0	12 / 48 / ∞	x15		(Jager Only)	

## ACTIONS ①

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

## MODIFIERS ②

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

## SIZE ③

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

## ELECTRONICS AND SENSORS ④

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

## ARMOR AND DAMAGE ⑤

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.

## SKILLS ⑥

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

## WEAPONS ⑦

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 modifier for any 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 (IF), Rate of Fire (ROF), or Reloads (R). ROUNDS lists any limited ammo for the weapon such as the Hand Grenade (HG) with only 3 Grenades.

## PERKS / FLAWS ⑧

Miscellaneous abilities or limitations of the Model that can sometimes modify how a Model takes damage.

## THE GAME ROUND

In a game of Heavy Gear Blitz, the battle is broken down into sections of time called Rounds. A Round is divided into four steps, that must be resolved in sequence, then the next rounds begin

### STEP ONE: PLAYER ORDER

Each player rolls 1d6. You add +1 to your roll if your current Army Commander has a higher Leadership than your opponent's Army Commander. You also add +1 to your roll if you have the fewest Combat Groups on the Table. Do not count Combat Groups in Reserve or any remaining Airstrikes, Artillery Strikes or Defensive Options towards this total. The player with the highest result has the choice of going first or deferring first activation to the opposing player. In case of a tie, the players roll again.

### STEP TWO: ACTIVATION

Players alternate choosing Combat Groups to activate, starting with the player chosen in Step One. When a Combat Group is activated, its Models activate one at a time. The Models may be activated in any order, but one Model must complete its activation before the next model begins. Models can use Actions freely only when they are activated, but certain circumstances may allow them limited use of Actions during another Model's activation. For example, a Model may save its Actions for Reaction Fire or Electronic Warfare. See Model Actions on page 10 for more details.

Once it has completed its activation, a Model is considered Used and may not activate again until the next Combat Round. To show that a Model is Used, note this on its Blitz! Databar, or by turning sideways whatever marker you use for Movement Mode or Speed. Make sure you have the correct speed noted if the Model changed speed band during its activation.

Once every Model in the Combat Group has activated, the opposing player activates one of their Combat Groups. If one player no longer has any Combat Groups to activate, the other player activates their remaining Combat Groups one by one until they have all been activated. If a player ever has fewer than half their opponents Unactivated Combat Groups left to activate, then the player may "pass" and require their opponent to Activate another Combat Group.

### STEP THREE: SUPPORT EVENTS

Once all Combat Groups on the table are Used, Step Three begins. Step Three is divided into the Reserves, Airstrike and Artillery phases, with each phase proceeding in the given order. During each phase, alternate activating as in Steps One and Two, with the same player order. If only one player has options for one of these phases, all options for that phase are resolved in the order the player wishes at which point the next phase begins. Full details for Airstrikes, Artillery, and Reserves are detailed in Scenarios on pages 42 to 45 of Locked & Loaded.

### STEP FOUR: MISCELLANEOUS EVENTS

Once all Support Events have been resolved, Step Four begins. Remove any unused Actions from Models that are still in play. During this phase, any unusual events such as the special effects of some weapon traits are resolved. All unusual events are considered to be simultaneous; their effects do not apply until the end of the Miscellaneous Events phase. At the end of this step, remove the Used status from all Combat Groups.

## DEMO CHEAT SHEET (ORDER OF ESSENTIAL TOPICS TO COVER)

### DICE ROLLING (p.4)

### DETERMINE PLAYER ORDER (Initiative p.6)

At the beginning of each round players roll a single dice to determine who has the option of activating first.

### ACTIVATION > Movement (p.7-8) > Cover (p.12) > Shooting (p.13)

The player that wins initiative chooses one of his models and ACTIVATES it.

That player can then: 1. Move & shoot, 2. Shoot then move, or 3. Shoot at any point during their move.

If the player wishes to change speed or movement type, he/she must do so before moving.

Attacker calculate all applicable modifiers by following the flow chart and table of (p.13) and rolls dice, the defender does the same using all applicable modifiers on the table on (p.16).

### Damage (p.18)

Apply any damage caused to attacked models by placing the appropriate damage counter next to the model.

### Alternate Activation (modified for demo purposes)

Once the player has finished activating one of his models, it's the opponent's turn to choose one of his models and do the same. It's important to note that this is different from the normal rules where entire combat group are activated and play alternates between the player's combat groups, not individual models.

### Reaction Fire (p.19)

Teach Reaction Fire if the opportunity presents itself as it is a core concept of Heavy Gear Blitz.

### ROF use (p.16)

Teaching the uses of Rate of Fire, which adds tactical depth to the use of certain weapons.

### Crossfire (p.13)

A core concept in the tactics of Heavy Gear Blitz. Giving a disadvantage to the defender and making damage more likely.

### Coordinated Fire (p.19)

An alternate use of the leader's action and giving a disadvantage to a single defender.

### END OF TURN

Continue the round until all models has been activated. Then reset movement counters and roll initiative for the next round. Demo games should be about 3 rounds or 15 minutes to grasp all the core game concepts, if you have more time go to the full 5 rounds and include the optional demo content.

### OPTIONAL DEMO CONTENT

These additional game concepts make Heavy Gear the most realistic mecha combat game today. They are optional in the demo, but greatly increases a player's tactical options and illustrates well the realities of Gear Warfare. It is highly recommended to incorporate these concepts in your demos.

**Thrown weapons like Grenades (p.15) and Command Points (p.22)  
Forward Observation (p.10) and Indirect Fire (p.14)**