

Heavy Gear Blitz October 2017 LRB update (Mk2) (Beta)

Rules:

p13: 2.0 General Concepts: Add to end of first paragraph: "The standard Battlefield should be 4'x4' for a medium sized or 100 Threat points Value (TV) game. This can vary based on the table size available. The table dimensions will change the game experience. It is recommended that players try out a variety of table sizes, scenery density, and deployment area. Above all table choices should ensure that both players have fun."

P16: Opposed Rolls: Example:3. Change [5] to "[4]".

P16 Opposed Rolls: Note bubble #1: Replace text with "Note: There is no requirement in an opposed roll for the acting/reacting player to roll equal to or greater than their skill to move on to the comparing rolls step. Opposed rolls will always have a minimum value of 1, as that is the lowest value that can be rolled on a six sided dice."

P32 Area Terrain as cover: Replace with: "Models within area terrain with a height equal to at least half the model's height benefit from the area terrain modifier if there is more than 1" of area terrain between them at their attacker or the origin of an attack. Area terrain with a height that is equal or greater than a model also requires sensor lock unless the target is within 1" of the edge of the terrain and there is less than 1" of intervening terrain."

P27 Orders: change 5.5d to "5.5c".

P27 Orders: Change 5.5f to "5.5d".

P27 Orders: Add: "5.5e Fire Teams (Activation Order): Two or more models in this combat group may combine their attacks to increase the effectiveness. All models that participate in a Fire Team must be in formation (See 5.3). Select one target model and a weapon in optimal range of the target. Designate one model as the attacking model and chain an action from each other model participating in the Fire Team. Each other participating model must have a weapon of the same type the activating model is attacking with and be in optimal range of the target model. Add Standard modifiers and trait modifiers as normal for each participating model. Make one attack roll. If the weapons used in the attack have an AP:X trait use the highest AP:X trait rating to resolve the attack. A combat group may form any number of Fire Teams as long as there are actions remaining that can be chained to an attack action. *Example: A Hunter Gunner attacks a target model with a MAC. It chains two attacks from Friendly Hunters with LACs. One Hunter is in the rear of the target. The Attack roll is 2D6 (Base Dice) + 2D6 (+2 Fire Team participants) +3D6 (3x Burst Trait) +1D6 (Rear) for a total of 8D6 to the attack roll.*

P33 7.4 Hiding (action): Replace all (including bullets) with: A Gear, Infantry, or Strider model that selects the Braced or Combat Speed posture may spend an action to Hide. Place a Hidden token next to the model. A model with a Hidden token gains a free re-roll for any Defense roll that the model makes while benefiting from a cover modifier. A model with a Hidden token will lose the token if it moves more than 2" each activation after hiding, is engaged in melee, or selects the top speed posture. A model with a Hidden token loses the benefit of the token if it uses an Electronic Warfare or Communication Action including acting as a relay or giving an order for the remainder of the current activation.

Note: Shooting does not remove a Hidden Token. Hiding represents the model taking a knee, crouching down, or otherwise intentionally making itself a much harder target.

Add "P33: Hiding: Add: 7.4a Hull Down: A vehicle model that is using the Braced posture and is adjacent to Instance terrain or elevated terrain that provides cover from an attack may add an additional +1D6 modifier to the defense roll. "

P33 7.7 Sensor Boosting: Add: "A model that Sensor Boosts for a friendly model can also take the EW test to detect Stealth models for any model that it sensor boosts for. This does not require an action."

P40: Melee Combat: Engaged in Melee: Replace "Models that are in range of of an enemy model and have lock to them are Engaged with the target." with "A model in range of an enemy melee category weapon is engaged in melee combat with the enemy model if it has Lock, or Sensor Lock."

P42: 13.2 Impacts: 4th bullet: Change "Apply only the critical damage standard modifier (See 2.2)." to "Add +1D6 to the Impact piloting roll if the model is crippled. Add this dice after applying the +/-XD6 for difference in armor rating."

P45: Forward Observation: Add Note: "Note: A model receiving a Forward Observation Comms event must use an action or a standby token to chain an attack to the FO action. If the model is on standby then it may benefit from the Braced modifier to attack."

p49: Add: "Deploying transported models: Before deployment any model with the APC:X trait or the Transport:X/Y trait may be indicated to be carrying any specific model of a type and number allowed by the trait. Any model that can transport another model may do so when they are using a special deployment option (See 15.4)."

P51 Recovery Vehicles and Combat Medics: replace 2nd paragraph with: "Friendly infantry models destroyed within 3" of a model with the Medic trait are set aside together. These models are only worth 1TV towards the Casualties objective regardless of their Threat Value."

Add: "Patch Up (action): A Medic Model may spend an action to remove one point of damage from a friendly infantry unit within 3". This action may only be used on Infantry units with an Infantry Movement type (I:X") of 5" or less."

P52 & 53: RULES: FLYING MODELS & VTOLS [ALPHA] at top of pages Remove: "[ALPHA]".

p54: LT listing: Remove extra IN listing from the LT listing (second line).

P59 A2.2 Generic Primary Unit upgrades: Add: 0-2 Mechanics: Up to two models per unit with the UA:EG (Engineer) may be upgraded with the Mechanic trait for +1 TV. Up to one model per support unit with the UA:EG (Engineer) may be upgraded.

P59 A2.3 Generic Veteran Upgrades: Add: "Combat Master: This model adds the Parry:1 trait to one melee weapon or improved the rating of one Parry trait by 1 for +1TV. This model may gain the Reversal trait for +2TV."

P59 A2.3 Generic Veteran Upgrades: Add: "Fast Shot: This model may add the Link Trait to one weapon that does not have the link trait for +2TV. If added to a melee weapon the weapon also gains the Reach:1" trait."

P59 A2.3 Generic Veteran Upgrades: Add: "Crack Shot: This model does not suffer the Split Fire penalty to attack rolls for +2TV.

P60 A2.4 Duelist Upgrades: Add "Haywire Whip: O-1 Duelist model may replace one melee weapon with a Light Haywire Whip (LHW) for +2 TV. A LHW is a PEN:6 melee category weapon with the AP:1, Reach 2", Brawler:X, and Haywire traits where X is the model's range to the target, rounding down. *Example: A target is 1" away so the LHW has Brawler 1.*

Models

North:

P70 NLC: Fighting Staff Upgrade: Replace with "A fighting staff upgrade adds a Medium Vibro Blade weapon with the Reach:2", Parry:2, and Brawler:1 traits to an upgraded model."

P73 Destroyer Hunter: Change TV to 7.

P73 Assault Hunter: Change TV to 6.

P74 Destroyer Jaguar: Change TV to 10.

P74 Assault Jaguar: Change TV to 10.

P74 Assault Tiger: Change TV to 10.

P74 Destroyer Tiger: Change TV to 10.

P75 Strike Cheetah: Change TV to 9.

P78 Assault Wildcat: Change TV to 7.

P79 Para Strike Hunter: Change TV to 7.

P79 Para Strike Cheetah: Change TV to 10.

P82 Destroyer Kodiak: Change TV to 18.

P75 Leopard: Remove "(unreleased)"

P84 Lion: Remove "(Beta)"

P76 Weasel Traits: Change ECCM (G) to "ECCM (Aux)".

P83 Mad Dog R: Fix Typo: Change UA:RS to "UA:FS".

P87 Tyburr: Replace LTG with LFG (T).

South

P101 Striking Jager: Change TV to 6.

P101 Sidewinder Striker: Change TV to 10.

P102 Strike Black Mamba: Change TV to 10.

P103 Asp and Salamander: Change Limited:MI to "Limited: MI, IN".

P106 Striking Iguana: Change TV to 9.

P107 Para Striking Jager: Change TV to 7.

P107 Para Striking Iguana: Change TV to 10.

P115 Fire Dragon: Change HRP (T, Precise, Range 6-18/48") to "HRP (T, AE:3", Precise, Range: 6-18/48")".

Peace River

P127 Scourge Warrior: Change TV to 7.

P129 Shamshir Gladiator: Change TV to 12.

P128 Scourge Pitbull: Change TV to 6.

P130 Shamshir Mustang: Change TV to 10.

P131 Skirmisher: Change TV to 9.

P131 Vanguard Skirmisher: Change TV to 9.

P131 Sweeper Skirmisher: Change TV to 9.

P131 Assassin Skirmisher: Change TV to 11.

P133 Argos: Change TV to 19.

P134 Uhlan Change to:

Model	TV	UA (Simple)	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Uhlan (unreleased)	28	ST	W:4" G:5"	11	5 / 3	2	3+	5+	5+	HAC (Arm, Burst: 2), MAC (FT+F, Auto, Link), HRP (AE:3, Link), HHG, APGL (Auto), HSG (ARM)	Arms, AMS, Brawler:1	Strider 3"
Kestros Uhlan	28	ST	W:4" G:5"	11	5 / 3	2	3+	5+	5+	HGL (Arm, IF, PEN:10, AS), MAC (FT+F, Auto, Link), HRP (AE:3, Link), HHG, APGL (Auto), HSG (ARM)	Arms, AMS, Brawler:1	Strider 3"
Fusillade Uhlan	30	ST	W:4" G:5"	11	5 / 3	2	3+	5+	5+	HPL (Arm), MAC (FT+F, Auto, Link), HRP (AE:3, Link), HHG, APGL (Auto), HSG (ARM)	Arms, AMS, Brawler:1	Strider 3"
Lord (Uhlan upgrade)	+2	+(CMD)	-	-	-	-	-	-	4+	-	+Init:1, ECCM, ECM:1	
Tank Hunter (Uhlan Upgrade)	+6	ST (0-1)								-HRP(Link, AE:3), +MTG (Link, IF)		

P136 Red Bull (All Variants): Weapons: Add "LRC (FT+F, Auto)".

NuCoal

P146 NuCoal Special Rules: Port Arthur GREL Allies: Add: "Models with the name FLAIL from the CEF models list may not be selected."

P146 HAPF sub list: Allies: South: (add at end:) Hetairoi models from the South Models List may be chosen for HAPF Primary units with a Unit Availability of HV.

P148 Chasseur Hellfire: Change TV to 6.

P148 Chasseur Hellfire: Change TV to 8.

P149 Cuirassier Hellfire: Change TV to 10.

P148 Assault Wildcat: Change TV to 7.

P152 Chasseur Paratrooper Hellfire: Change TV to 7.

P153 Espion (All): Change TV to 13.

P157 Demolisher Valence: Change TV to 3.

P154 Hussar Spear: Change HRP (T, Link) to "HRP (T, AE:3", Link)".

Leagueless:

p161: LDM & LM sub-lists. Limited Options: Replace last sentence with: "No Gear or Strider models with an Advanced Category weapons can be selected."

Back Talons

P168 Dark Jaguar Assault Pack: Change TV to 15.

P168 Dark Mamba Assault Pack: Change TV to 17.

P168 Dark Cheetah Assault pack: Change TV to 14.
P168 Dark Skirmisher Assault Pack: Change TV to 14.
P172 Eagle Suppression Pack: Change TV to 17.
P172 Eagle Assault Pack: Change TV to 15.
P172 Owl (Stock): Traits: Change Init:1 to "Init:2".
P173 Raven Assault Pack: Change TV to 14.
P173 Raptor Assault Pack: Change TV to 20.
P174 Vulture (all): Remove (aux) trait from Jump Pack.
P174 Vulture Assault pack: Change TV to 22.

CEF:

P182 F6-16: Change LCW (Arm) to "LCW (Arm, Parry:1)".
P182 CF6-16-S: Change LCW (Arm) to "LCW (Arm, Parry:1)".
P183 BF2-21: Change LCW (Arm) to "LCW (Arm, Parry:1)".
P183 BF2-25 Change all LSG/LCW to "LCW (Arm, Parry:1)".
P184 BF2-19: Change MCW (Arm) to "MCW (Arm, Parry:1)".

Caprice:

P196 Acco: Change CW (AP:1, Pen:5) to "LCW (AP:1, Parry:1)"
P196 Bashan: Change W:8" to "W:7" ". Change AR:7 to "AR:6".
P197 Apehek: Change W:7" to "W:6" ". Change AP:7 to "AR:6".
P197 Kadesh: Change AR:8 to "AR:7".
P198 Meggido: Change AR:9 to "AR:8".
P198 Ammon: Change W:5" to "W:4" "Change AR:11 to "AR:10". Change H/S:4/4 to "H/S:5/3". Remove Low Profile.
P198 Missile Support Ammon: Change TD:2 to TD:1.
P199 Moab: Change HCW (Link) to "HCW (AP:1, Link, Parry:1)".
P199 Hamath: Change LCW (Link) to "LCW (AP:1, Link, Parry:1)".

Utopia:

Add Ettin.

Model	TV	UA	MR	AR	HS	A	GU	PI	EW	Weapons	Traits	Type
ISKR Ettin	18	GP	W:5	8	5 / 1	2	4+	5+	5+	MPA, HRP (AE:3", Link), APGL	Implacable, NAI, Stable	Gear: 2"
ISKR Ettin Barrage	18	FS	W:5	8	5 / 1	2	4+	5+	5+	MPA, MATM (Range:6-24/36, Link), APGL	Implacable, NAI, Stable	Gear: 2"
ISKR Ettin Bulwark	20	FS	W:5	8	5 / 1	2	4+	5+	5+	MPA, MRL (Link, FT+F, AA, Link), APGL	Implacable, NAI, Stable	Gear: 2"
ISKR Ettin Node	18	GP (CMD), FS (CMD)	W:5	8	5 / 1	2	4+	5+	5+	MPA, HRP (AE:3", Link), APGL	Implacable, SIN:6", SatUp:5+, Stable	Gear: 2"

Add Harpy (Commando N-KIDU upgrade)

Model	TV	UA	MR	AR	HS	A	GU	PI	EW	Weapons	Traits	Type/Height
Harpy (Commando N-KIDU upgrade)	+3	VL (0+)	H:10	4	3 / 3	1	4+	3+	5+	+LRP (Haywire)	+Agile	Vehicle: 1.5"

Add Gilgamesh

Model	TV	UA	MR	AR	HS	A	GU	PI	EW	Weapons	Traits	Type/Height
Gilgamesh Command Tank	30	HT										Vehicle: 2"
Gilgamesh Command Tank Body		HT	G:6"	11	6 / 4	3	5+	6+	5+	MRL (FT+F), MRC (FT+R, Auto), MRC (FT+L, Auto), APGL	Comms:1, NAI, OffRoad:2, Resist:H, Sensors:18", Stable	
Gilgamesh Command Tank Turret (Gilgamesh Command Tank upgrade)	+16	(CMD)		11	6 / 2	2	4+	6+	4+	HPA (T, PEN:10), HRP (T, AE:4", Link), 2x MMG (FT, Auto)	Attached: Gilgamesh Command Tank Body, AMS, Comms:3, Init:2 (Aux), NCM:18", Recovery, Resist:H, Sensors:18", TD:1	
Gilgamesh Support Tank Turret (Gilgamesh Command Tank upgrade)	+8			11	6 / 2	2	4+	6+	5+	HSC (T, PEN:12), HRP (T, AE:4, Link), 2x MMG (FT, Auto)	Attached: Gilgamesh Command Tank Body, AMS, NCM:18", Recovery, Resist:H, Sensors:18", TD:1	
Note: A Gilgamesh Command Tank must upgrade to have either a Command Tank Turret or a Support Tank Turret.												
Mortar support module	+8	HT	-	8	4 / 4	1	4+	6+	6+	MGM (T), MFM (T), MMG (L/R, Auto)	Attached: Gilgamesh Body, NAI, Stable	Vehicle: 1.5"
Missile Support module	+10	HT	-	8	4 / 4	1	4+	6+	6+	MATM (T), MABM (T), MSAM (T), MMG (L/R, Auto)	Attached: Gilgamesh Body, NAI, Stable, TD:1	Vehicle: 1.5"
Enkidu Transport module	+2	HT	-	8	4 / 4	1	4+	6+	6+	MMG (L/R, Auto)	Attached: Gilgamesh Body, NAI, Stable, Transport: 3 N-KIDU	Vehicle: 1.5"
Note: A Gilgamesh may have 0, 2, or 4 modules attached to it.												

P204 Recce Armiger: Change LLC (Arm) to "LLC (Arm, Silent)".

P204 Missile Support Recce Armiger: Change LLC (Arm) to "LLC (Arm, Silent)".

P204 Recon N-Kidu (All Variants): Add "(Silent)" to all weapons except LRP.

p206: Commando N-KIDU: Add upgrade: "Missile Pack (Commando N-KIDU upgrade), +1TV, +LRP".

Eden:

None

Generic Support:

P214 Rocket Turret: Add "(AE:3)" to HRP weapon.

Model Traits

Add: "[Brawler:X] Brawler:X: Add a +XD6 modifier to any attack with a melee weapon or any special melee attack made by this model (See 12.0). Multiple instances of the brawler trait are cumulative."

Add: "[Reversal] Reversal: If this model is the target of an enemy melee attack from its front arc and the attack misses treat the attack as an attack from this model instead using one melee weapon to resolve the effects. *Example if the attack rolls a MOS:-2 and misses it then counts as a hit on the attacking model with a MOS:2.* "

Add "[Mechanic] Field Mechanic: This model may spend an action to Repair one friendly gear, strider, or tank model it is in base to base contact with. A model that is repaired removes one damage point. A model that is repaired may not move or use actions or reactions until the following turn and is defenseless. "

[Limited:X] Limited Availability:X: Replace all with "This model may only be included in units that share the UA of X. "X" may be either a standard UA or a unique UA of the limited unit. Models with Multiple UAs listed with their Limited trait must select one listed UA to apply

when constructing a Force. *Example: A model has UA: GP(0+), IN and the Trait Limited:MI, IN. This model may only be included in GP units that either all models have the Limited:MI trait or in units that have the UA:IN.*"

[Mount] Mount: Replace all with "This model does not have a rear arc. It's front arc extends 360 degrees around the model. Unless noted otherwise all weapons on a model with the Mount trait have the Fast Turret arc (FT) trait. Non-melee attacks targeting a mount model at 6" or less range gain a +1D6 modifier to the attack roll."

Add: [Duelist] Duelist: This model may select Duelist upgrades (See A2.4) and uses the "Lead by Example" and "Lone Wolf" rules (See A2.4).

[Sensor Boom]: Add: "A Sensor Boom does not allow a model to ignore the effects of solid cover when making attacks. A model that attacks with a Sensor Boom may be the target of a snap fire attack that can target the increased silhouette. If the snap fire hits and does damage it does no Structure or Hull damage but removes the sensor boom trait from the list of model traits.

[Shield:X] Shield:X: replace all with: "A Shield provides an additional instance of partial cover (+XD6 to defense) against attacks from the front arc. The rating of the roll is X. Add: "Multiple shield traits do not stack their modifiers. Apply only one shield trait to each attack."

[Stealth] Stealth: Replace all with "A model with Stealth adds 1D6 to the cover modifier of terrain it is using as cover. A model with stealth and full cover may only be targeted if the attacker can roll a 2D6 EW skill test in addition to being within Sensor Range, standard modifiers apply. This bonus is lost for the duration of the attack if this model attacks with a non-silenced weapon. *Example a Cover rating of 2D6 would become 3D6. A Hunter with EW:6+ wants to attack a Snake Eye Mamba with Stealth. It braces for an extra 1D6 and rolls 3D6. The result is [2, 4, 6]. The Hunter may attack if it is in sensor range (See 7.3).*"

Weapon Traits:

[AP:X] Armor Piercing:X: Replace all with "This weapon does damage equal to the MOS of the attack up to X or normal damage, whichever is greater. *Example: A PEN:8 weapon with AP:2 hits an AR:10 target with a MOS:3. Normal damage is one (8+3-10 = 1) so the attack does 2 damage, limited by AP:2.*"

[Brawler:X] Brawler:X: Delete (replaced by reworded version in model traits.)

[Link] Linked Weapons: Replace with "Add the Split:2 trait to this weapon or add +1 to the X rating of an existing Split:X trait".

Add: "[Parry:X] Parry:X: Add a +XD6 modifier to the defense roll of this model when it is the target of a melee attack or a special melee attack originating from the front arc."

[Precise] Precise: Remove "Note".

[Silent] Silenced: Attacking with a silenced weapon does not cause a model with the Stealth trait to lose the benefits of Stealth.

Weapons:

Anti-Vehicle Rocket Pack: Change: AE:4" to AE:2". Add: AP1. Delete: Ballistic.

Artillery Rockets: Add "AP:1".

Combat Weapon: Add "Parry:2".

Railgun: Change AP:2/4/6 to "AP:2/3/4".

Shaped Explosives: Change AP:2/3/4 to "AP:4".

Spike Gun: Change PEN to "5/6/7". Change AP:2/4/6 to "AP:3".

Vibroblade: Change PEN to "5/7/9". Change AP:1/3/5 to "AP:2". Add "Parry:1".