

HEAVY GEAR ARENA

GEARS, GUNS, & THE GLORY OF THE GAME

QUICK START RULES















DREAM POD 9
www.dps.com

INTRODUCTION

Welcome to Heavy Gear Arena, the fast-paced competitive world of Gear Dueling. A world where multi-ton humanoid robotic vehicles fight in steel and concrete arena's for the entertainment of the crowd.

DICE & ROLLING

♦ Heavy Gear Arena uses normal 6-sided dice. The number of dice to be used in a roll is either specified or based on the models skill rating.

Rolling 2D6	Example
 +  =5	When two or more dice are rolled together, the result of the roll is the highest face value of any single dice.
 +  =7	If more than one "6" is rolled, each extra "6" adds 1 to the result. For instance, rolling 2D6 and getting face values of 6 and 6 would count as a result of 7.
 +  Fumble =0	If every dice shows a "1", the dice roll is a Fumble, and always counts as a final result of 0.
 +  Unskilled Roll =3	When rolling OD6 (if the Skill is 0, or modifiers reduce the Skill to 0), roll 2D6 and take the lowest face value. If either dice shows a 1, count the result as a Fumble.
 +  (+Mod) +2 =7	Modifiers to the result of a roll are listed as +x (for a bonus) or -x (for a penalty). Add the modifier to the result of the roll, using the sum as the final result.
 +  (-Mod) -3 =0	If the dice roll number is reduced below zero, count the final result as 0.

♦ If a roll beats a threshold or an opposed roll the difference is referred to as a Margin of Success (MOS). Inversely, if a roll FAILS to beat a threshold or opposed roll, the difference is referred to as a Margin of Failure (MOF).

GAME SETUP

Arena is recommended to be played on a 3'x3' surface with a lot of terrain. Unless otherwise stated, all measurements are in inches. Players take turns deploying their teams, alternating one model at a time. All models respective speed and movement modes are determined during deployment.

ROUNDS

♦ A game will last either the number of rounds specified by the match type or by the players themselves. The players roll off to determine who starts the game. The player with the highest roll goes first.

♦ Players activate one model at a time by moving and completing its actions. Once a model's activation

has been completed, the second player takes his turn to activate a model.

Players alternate activating one model at a time until all models have been activated.

♦ Once all models have been activated, the round is complete and moves into the miscellaneous phase where status effects, if any, are resolved.

MOVEMENT

♦ Gears move using movement points. A models movement points (MP) are determined by its current speed and movement mode.

♦ At the start of its activation, a model must declare its speed. Additionally, a model may only change its speed normally by one level per turn.

♦ A model must also declare its movement type at the start of its activation if it is eligible to do so.

♦ Unless stationary, a model must move at least 1". If at top speed, a model must move at least 1" above their combat speed rating.

♦ Unless in walker mode, a model must first shift to stationary before moving in reverse.

♦ Before making a turn, a model must first move the minimum distance (forward or in reverse) determined by its movement type. A turn is a single 60° facing change (one hex facing), use the following table to determine turning arcs by movement type:

Movement Type	Turning arcs
Stationary Walker	Unrestricted, any number of turns
Combat Speed Walker	Unrestricted, any number of turns
Top Speed Walker	1 turn arc per 2 inches
Stationary Ground	2 turn arcs only
Combat Speed Ground	1 turn arc per 2 inches
Top Speed Walker	1 turn arc per 3 inches

♦ Use the following table to determine the MP cost when traveling through terrain:

Terrain	MP Cost
Clear	1MP
¹ Soft	2MP
² Rough/Dense	3MP
² Very Rough/Very Dense	4MP

¹ Increase cost by 1MP for Soft when in Walker mode

² Decrease cost by 1MP for Rough and Very Rough when in Walker mode

♦ Any terrain type may be declared difficult or dangerous terrain. A model entering or starting its move in difficult or dangerous terrain must pass a Piloting Ski check or immediately drop to stationary and take one box of damage. Difficult terrain has a threshold of 3 and dangerous terrain a threshold of 5.

ACTIONS

All models are required to spend an action for the following:

- ♦ Starting a combo chain
- ♦ Attacking
- ♦ Using special actions
- ♦ Using a perk or talent that requires an action as specified
- ♦ Using active lock or forward observation The following does not require a model to spend an action:
 - ♦ Defending against an attack (ranged or melee)
 - ♦ Moving at top speed
 - ♦ Using a perk or talent that does not specify the need for an action

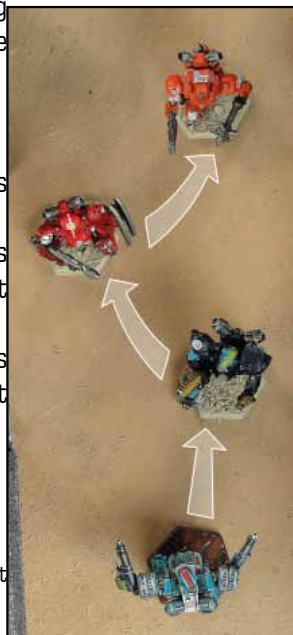
COMBO CHAINS

♦ A duelist may chain a number of combos equal to his DUEL skill + 1. A duelist must attempt more than 1 combo for it to be considered a chain. Declare the number of combos to be chained before commencing the chain.

♦ To attempt a combo, a player must roll their DUEL skill with the following modifiers added to the roll:

- ♦ Maneuver value
- ♦ Talent effects
- ♦ Previous combo effects (if applicable)
 - ♦ +1 if a Duelist has reached level 3 of that Family of combos
 - ♦ +2 if a Duelist has reached level 4 of that Family of combos

These bonuses are not cumulative with each other.



- ♦ A successful combo check generates a free action (free strike) that can only be used to make an attack. This action must be expended or forfeited before moving onto the next combo in the chain.
- ♦ Effects and bonuses that are generated from combos only apply to the free attack (free strike) generated unless specified.

DEFENSIVE COMBO CHAINS

- ♦ A model may spend an action at any time to go into defensive mode.
- ♦ While in defensive mode a model may use defensive combos vs any opposing model attempting a combo chain within its melee range.
- ♦ A model may attempt a number of defensive combos equal to its DUEL skill + 1.
- ♦ If a model fails a combo check for any reason it may not use any more defensive combos for that round.

GEARS
AND GUNS
AND GLORY

Black Mamba

TALENTS

◆ Unless specified talents DO NOT require an action to be spent to use.

ATTACKING & DEFENDING

- ◆ Roll a number of dice equal to the Gunnery skill for ranged attacks
- ◆ Roll a number of dice equal to the Piloting skill for melee attacks
- ◆ Roll a number of dice equal to the Piloting skill to defend vs attacks.

ATTACK MODIFIERS

Use the modifiers below when making an attack, all modifiers are cumulative:

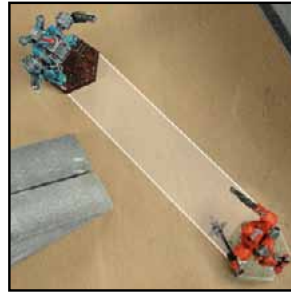
*Use only the Melee attack modifiers for melee attacks.

Range	
Target is up to the end of Short range	0
Target is up to the end of Medium	-1
Target is up to the end of Long range	-2

Movement	
Stationary	Fire Control Rating +1
Combat Speed	Fire Control Rating
Top Speed	Fire Control Rating -1

Cover	
Open Target	+1
Target has some Cover	0
Target is in Partial Cover	-1
Target is in Full Cover	-2
Target is behind any Solid Cover	Additional -1
Scenario Effects, Perks or Flaws	Variable
Accuracy of Weapon	Variable
Vehicle Fire Control Rating at Current Speed	Variable

*Use only the Melee modifiers for melee defense



No Cover



Some Cover



Partial Cover



Full Cover

DEFENSIVE MODIFIERS

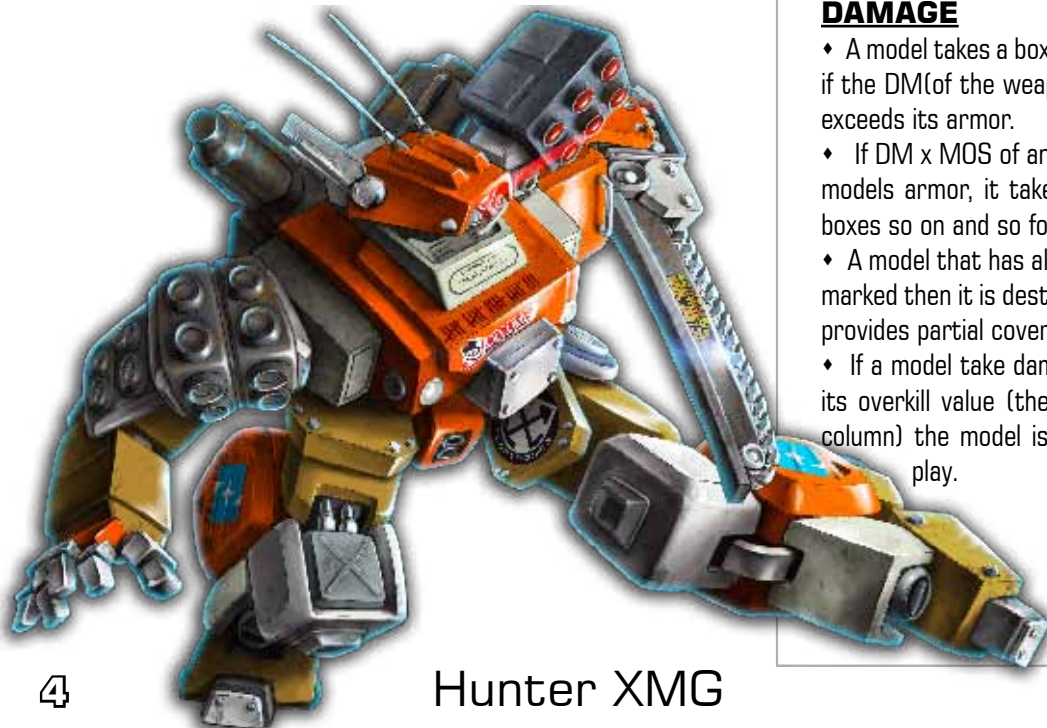
Use the modifiers below when Defending, all modifiers are cumulative

Defense Modifiers	
Stationary Walker	-1
Stationary Ground or Hover	-2
Combat Speed	0
Top Speed	+1
Attack directed at Defender's Rear Arc (Rear 180°)	-1
Defender does not have Lock to Attacker	-1
Attacked from above	-1
Larger Size	+1
Weapon Accuracy	Varies

*Use only the Melee modifiers for melee defense.

DAMAGE

- ◆ A model takes a box of damage on its damage track if the DM(of the weapon)x MOS of attack equals or exceeds its armor.
- ◆ If DM x MOS of an attack is double the defending models armor, it takes 2 boxes. If triple it takes 3 boxes so on and so forth.
- ◆ A model that has all its boxes in its damage track marked then it is destroyed and becomes terrain and provides partial cover.
- ◆ If a model take damage equal too or greater then its overkill value (the second number in the armor column) the model is destroyed and removed from play.



RATE OF FIRE

- ♦ A model may use ROF to increase the DM of a weapon.
- ♦ A model may use ROF to attack an area with a spray attack. 1 point of ROF adds 1" to the spray attack area. A spray attack *may be used to attack any point up to the end of weapons medium range. See Area Effect for further details on using spray.
- ♦ A model that successfully defends vs a spray attack suffers from no additional effects that the attack might generate. It just misses.
- ♦ Use the following table when using ROF to determine out of ammo results.

RoF Used	Out of Ammo
None (RoF 0)	Fumble
Less than half	2 or less
Half or more	3 or less
Full RoF with RoF 1 weapon	3 or less
Full RoF	4 or less



INDIRECT FIRE

- ♦ A model may make an IF attack as long as it has lock to its target. If lock cannot be achieved normally a model must attempt an active lock.
- ♦ An IF attack must attack a model. Roll Gunnery vs a threshold of 4 and use the attack modifiers to determine placement.
- ♦ If MOS is achieved the attack lands on target. If there is no MOS the attack deviates 1d6 +MOF in a random direction. Roll 1d6 to determine direction with 1 being directly behind the target in a straight line from the attacker.
- ♦ Any models under the effected area must defend vs the raw die roll for placement.

AREA EFFECT

- ♦ Weapons with Blast, AE or ROF can generate an area of effect. The radius of the area effect is determined by the Blast/AE rating and the amount of ROF used. An area effect generated by ROF is called spray.
- ♦ Find the center of the target and measure out the Blast/AE rating or amount of ROF used in inches.
- ♦ If using Blast or AE, ALL models with any part within the radius are effected by the attack.
- ♦ If using ROF to generate a spray, only models that the attacker has lock to are effected by the attack. Spray attacks do not bend around cover nor do they effect models in full-solid cover.
- ♦ If a weapon has both the ROF and AE traits any spray generated by ROF adds to the AE rating of the weapon.
- ♦ If a spray is used together with an IF attack, treat the spray as if it were AE instead.

THROWN & PLACED WEAPONS

- ♦ A thrown weapon follows the same rules for Indirect Fire. Halve the deviation distance when using thrown weapons.
- ♦ A model may place a weapon along the path of its movement, This location is marked with a token and it detonates during the miscellaneous phase. The attack is made is made with a skill of 2 and counts as coming from below, defenders suffer a -1 penalty to their defense rolls but to not from any other arc penalties such as from the rear.

WEAPON ARCS

- ♦ Right, Left, Front , Rear arcs are all set at 180°.





PUGILIST FORM

LEVEL 1
Threshold: 3

FAST PUNCH

Prerequisite: Fist

A quick punch that is more powerful than a Jab Punch, but just as accurate. Damage Rating is equal to the Size of the unit -1 and has an Acc of +1.

PUNCH THROUGH

Prerequisite: Chassis Reinforcement, Spikegun, Heavy Spikegun

Add the Armor Piercing trait to the attack.

HOOK PUNCH

Prerequisite: Fist

Punching Strike generates a Stun Counter on top of normal damage.

HEADBUTT

Prerequisite: None

The Defender loses the ability to use Rally for the remainder of the turn.

LEVEL 2
Threshold: 4

GRAPPLE SWING

Prerequisite: Grapple

The Attacker throws the unit into a wall or another Gear within melee range. The defender takes damage as an unintentional impact and also generates a Stun Counter.

CRUSH PUNCH

Prerequisite: Fist

The punch attack is less accurate, but more powerful destroying armor in the process of the hit. Damage is equal to Size. Acc-1. Add the Armor Crushing trait to the punch.

FOX PUNCH

Prerequisite: Fist

This fast punch seemingly comes out of nowhere. Defenders incur a penalty of -2 against this punch attack.

KNIFE PUNCH

Prerequisite: Fist

Extending the Gears fingers straight out, the hand becomes as deadly as some bladed weapons. Add 3 to the base damage of the punch for the remainder of the combo chain.

LEVEL 3
Threshold: 5

COCKPIT STRIKE

Prerequisite: Fist

A successful strike results in the defender having to make a health check after the game as well as receiving a stun counter. This effect may only be used once per unit. Only one forced health check may be in effect per game.

ENGINE PUNCH

Prerequisite: In the Rear Arc of the Targeted Gear

A successful hit from the Duelist will result in standard punch damage, but will also cause the defending Gear to drop a speed band. If the unit is at Stationary already, the unit will not be able to move during the next turn.

POWER PUNCH

Prerequisite: None

The Duelist makes a punch attack by throwing their Gear's full weight into the punch. Damage is equal to twice the Size rating of the Gear with an Acc -1.

PUMMEL 'EM

Prerequisite: Fist

The Duelist makes a number of punching strikes equal to their Dueling skill. The first strike's damage is equal to the Size of the Gear, Acc -1.

LEVEL 4
Threshold: 6

CRITICAL HIT

Prerequisite: Fist

The Duelist has learned how to strike crucial systems in the opponent's Gear. Their punch will do damage equal to three times their Gear's Size Rating with an Acc -1

THOUSAND FIST STRIKE

Prerequisite: Fist

The Attacker may make a number of punch attacks equal to their dueling skill. If all of the hits strike with a MoS of 1, the attacker earns an additional Rep Point.

THUNDERSMASH

Prerequisite: Fist

The duelist strikes their opponent's own electronics systems adding a Haywire Effect to their strike. Additionally, the defender must make a Piloting roll against the attacker's combo check result or be considered knocked down.

HAYMAKER

Prerequisite: Fist

The attacker generates an AE attack equal to their Melee Range. The attacker is unaffected by the attack.

OFFENSIVE MOVEMENT



COMBO MOVES

LEVEL 1 Threshold: 3

MOTIVE OPERANDI

Prerequisite: Movement

As long as the Gear is moving, add +1 to all attack rolls.

OVERCLOCK

Prerequisite: Stationary

If the Gear is at stationary and is not grappled, the duelist can shift to combat speed.

JUMPBACK ATTACK

Prerequisite: Target in the Rear Arc

The Duelist moves past the target and attacks from the rear with a fast mid movement 180 degree facing change to put the target's back in the Duelist's line of sight. Once the shot has been resolved, Duelist may change their facing up to an additional 180 degrees. The defender suffers an additional -1 penalty to its defense roll.

HOOK ATTACK

Prerequisite: Moving

An attack that the duelist uses their arm to hook their opponent as they move by. The duelist drags the opponent with him a number of inches equal to the MoS. The target must then make a defense check (Threshold 3) or be knocked down one speed band.

LEVEL 2 Threshold: 4

BUMP IN

Prerequisites: Counter

With a short burst of speed, the defending duelist may attempt to break a melee combo chain with a controlled tackle. If the Bump In succeeds against the opposing duelist then their chain is stopped and the opponent receives a stun counter. If the duelist using Bump in has a shield or buckler they may add the shield's damage rating to their dueling roll as a modifier.

RAM THROUGH

Prerequisite: Ram Plate or Shield

Using the shield or a ram plate, the duelist clears a way for their Gear to move through. The Duelist can move an opponent to the left or right arc up to the MoS on their combo check if they succeed in an attack. Both units are treated as taking ramming damage.

SKID FALL

The duelist dives at the feet of Gears and plows through anything in its path. The Duelist can strike a number of units within the MoS of the roll in a straight line. The Duelist makes a single attack roll. Each Gear in the line of attack makes a defense roll. If the defense roll fails, the Defender takes Duelist's Gear's Size+2 in damage as well as having to make a Piloting skill roll against a threshold of 4. If the Defender fails the Piloting skill roll the unit is knocked down.

FLYING TACKLE

The Duelist can make a ram attack that has reach. Add the MoS to the Duelist's Melee Range. Add the MoS to the ram damage on a successful hit.

LEVEL 3 Threshold: 5

SKID AND CRASH

Prerequisite: Ram Plate or Shield; Ground Movement

The Duelist's Gear must be at least at combat speed in Ground mode to perform this controlled ram. If the roll succeeds, the attacking duelist takes no damage in the ram, but does receive a stun counter. The defending unit receives damage normally. Both units drop their speed to stationary. If the Skid and Crash fails to connect, the duelist must make an immediate Dueling roll against a threshold of 4 or crash. Treat the crash as a unintentional ram with half damage. The unit immediately becomes stationary and the duelist receives a stun counter.

LOW TACKLE

Prerequisite: Combat Movement or higher

A successful tackle combo attack knocks down the enemy unit making it stationary.

PIERCING RAM

Prerequisite: Combat Movement or higher

Add Armor Piercing to the Ram attack damage against the opponent.

SHOT PUT

Prerequisite: Combat Movement or higher

Effects: The Duelist rushes at the target and grapples the target while moving. The target is then launched in a direction of the duelist's choosing up to the duelist's size rating + the MoS of the combo check. If the thrown Gear hits another Gear or wall treat the hit as an unintentional impact. The thrown Gear must make a defense check at a threshold of 5. If the roll fails the unit is considered knocked down.

LEVEL 4 Threshold: 6

POWER DIVE

Prerequisite: Jump

The duelist leaps into the air and lands in the middle of a group of targets. The duelist's attack generates an AE rating equal to their MoS. The attack is Acc 0 with a damage equal to the size of the Gear plus half the distance of the jump.

RAM & RUN

Prerequisite: Combat Speed or better. Ram Plate or Shield

The duelist may ram the enemy without taking any damage to themselves or slowing down.

RUNNING ATTACK

Prerequisite: Top Speed

Running in a straight line, the duelist can make melee attacks on any targets within their melee range.

RUN AND GUN

Prerequisite: Top Speed

Add a bonus modifier equal to the MoS from the combo check on a ranged attack.



SWORD FORM

LEVEL 1
Threshold: 3

POWERTHRUST

Prerequisite: Bladed Vibro Weapon

The player may take up a penalty to their combo and add the equivalent penalty to their damage rating on a successful check.

FLAT OF THE BLADE

Prerequisite: Bladed Vibro Weapon

A stun token is generated against the defender if the attacker manages to damage their opponent.

THRUST AND TWIST

Prerequisite: Bladed Vibro Weapon

Destroys 1 point off of the base armor with a successful hit.

INSULTING SLAPS

Prerequisite: Bladed Vibro Weapon

Add an extra Rep Point if the chain is completed. The attack does not generate any damage but must hit.

LEVEL 2
Threshold: 4

VIBROSTAB

Prerequisite: Bladed Vibro Weapon

The duelist uses a bladed vibro weapon to create a deadly strike against a target. Add +2 to the damage rating of the vibro weapon for the remainder of the combo chain.

LETHAL THRUST

Prerequisite: Bladed Weapon

The Duelist that hits with a lethal thrust add +4 to their base weapon damage.

BERSERK

Prerequisite: Bladed Weapon

The Duelist makes a check against the threshold and gains a number melee attacks equal to the Margin of Success. These attacks have an additional Acc penalty of -1.

VIBROKILL

Prerequisite: Vibro Weapon

Double the Vibro Weapon's Damage if the Duelist makes their Threshold check.

LEVEL 3
Threshold: 5

PRECISION STRIKE

Prerequisite: Bladed Weapon

If the Duelist makes their combo check, they can reserve a re-roll on an attack roll during their chain. If an attack fails to strike with their Bladed weapon attack then they may re-roll their attack. The second roll's results supersede the initial rolls results.

HIGH STAB

Prerequisite: Bladed Weapon

The duelist targets the enemy's torso and cockpit. A successful attack does normal damage and gives the defending duelist a stun counter. Add +1 to any health checks in post game wrap up to the target.

HIGH FORM



Prerequisite: Bladed Weapon

The duelist may add a +1 Modifier to all of their Defense Checks till the end of their combo chain.

LOW FORM

Prerequisite: Bladed Weapon

The duelist may add a +1 Modifier to all of their Combo Checks till the end of their Combo Chain.

LEVEL 4
Threshold: 6

SPIN ATTACK

Prerequisite: Bladed Weapon

The Duelist makes a bladed weapon attack that gives his attack an AE rating equal to their Melee Range. The Duelist is unaffected by the attack.

RAPID SLASH

Prerequisite: Bladed Weapon

The Duelist makes a number of blade strikes equal to their Dueling skill.

VIBROCHOP

Prerequisite: Bladed Vibro Weapon

The duelist can target an enemy Gear's arm and attempt to chop it off. If the Margin of Success is 2 or less then the opposing gear takes damage as normal. If the attack is 3 or more then the attack succeeds in removing the targeted arm and any weapons it was carrying as well as normal damage. The arm may be picked up by another gear and used as a club at this point with a Damage rating of x9 and an Acc of -1.

DISARM

Prerequisite: Bladed Vibro Weapon

The duelist may make a number of blade strikes equal to the MOS of the combo check. The attacks cause no damage but if the MOS of the attacks is 3 or greater they will destroy a weapon of the attacking duelist's choice. If all attacks successfully destroy a weapon gain 1 additional Rep point.



LEVEL 1 Threshold: 3

SPRAY FIRE

Prerequisites: Ranged Weapon with RoF

Firing a burst from a ranged weapon, the duelist that succeeds against the threshold may add a +1 Acc to the weapon that was fired on the next attack.

FEELING LUCKY PUNK?

Prerequisite: Ranged Weapon

The Duelist can add the Melee trait to one ranged weapon for a number attacks equal to the MoS.

QUICK LOAD

Prerequisite: Ranged Weapon with Reloads

The Duelist can reload their weapon without having to expend an action.

GUN PLAY

Prerequisites: Ranged Weapon

The Duelist makes a flashy attack that's a crowd pleaser. If the Duelist completes their combo chain add an extra Rep point.

LEVEL 2 Threshold: 4

LETHAL FIRE

Prerequisites: Ranged Weapon

Add +4 to the base damage of a single Ranged Weapon attack if the Threshold Check is made.

DOUBLE TAP

Prerequisites: Ranged Weapon

The Duelist may reroll their attack if it the attack misses. The second roll's results must be used even if the second roll is worse than the original roll.

BURST FIRE

Prerequisites: Ranged Weapon with RoF

The duelist can increase the Area of Effect from RoF by their Margin of Success against the threshold for the next attack.

INFILADE

Prerequisite: Ranged Weapon with RoF

The Duelist generates raking fire that causes their targets to duck for cover. The Duelist can designate a number of targets in equal to his RoF. The targets suffer -1 to all their Dueling and attack skill checks for the remainder of the turn.

LEVEL 3 Threshold: 5

TRICK SHOT

Prerequisite: Ranged Weapon

The Duelist can ricochet a shot off of a wall to hit targets around a corner. The Duelist can direct fire at a target that is behind cover as long as they are within two inches of the edge of the terrain that is providing them cover. Defenders receive Partial Cover bonus against Trick Shots.

WALKING FIRE

Prerequisite: Ranged Weapon with RoF

The Duelist can hit a number of targets which they have a combat lock on equal to their RoF rating plus the MoS.

MAKE 'EM DANCE

Prerequisite: Ranged Weapon with RoF

A successful attack forces the target to move backwards equal to the MOS of the combo check. The attack causes no damage.

IMPOSSIBLE DISARM

Prerequisite: Ranged weapon

A successful attack with MOS 3 or more destroys a manipulator held weapon in addition to causing damage.

LEVEL 4 Threshold: 6

SHOOTING STAR

Prerequisites: Two Manipulator Held Weapons with RoF

The Duelist uses both their hand held weapons at full RoF and fire's in a 360 degree arc. The Duelist can target a number of enemies in the arc equal to total RoF expended for both weapons. They may make a single attack on each available target.

HEAD SHOT

Prerequisite: Ranged weapon & stationary

A successful attack forces a health check adding -2 to the final result.

WOO FACTOR

Prerequisite: Hand held ranged weapon with ROF, Jump/Flip & top speed

The Duelist model may ignore the penalty of attacking at top speed for the number of attacks equal to the MOS of the combo check. In addition, the duelist does not run out of ammo during these attacks. Limited Ammo weapons does not benefit from the out of ammo benefit, but does benefit from the speed modifier benefit.

CRITICAL HIT

Prerequisite: Ranged Weapon

Successfully making the Combo Check gives the AP trait to a single Ranged Weapon for the rest of the combo chain.



DANGHEN JARAK

Danghen and his sister Maena were, until the last few cycles, fugitives from Northern military and law enforcement. In TN1933, Danghen's hot temper and disgust with his regimental commander in the Northern Guard's 17th Heavy Gear Regiment resulted in his desertion into the Badlands with Northco's experimental Hunter XMG. For cycles, Danghen wandered around the deserts fighting in underground duels to earn money and parts for his highly specialized Gear. His reputation had been well known during his term of service in the Northern Guard, but after his desertion it grew into legendary proportions. In the cycle after his departure, Danghen's twin sister, Maena, also deserted from her regiment to join her brother. The two siblings were inseparable while fighting criminals, law enforcement agents, and even former military friends.

SKILLS		
Gunnery		4
Piloting		4
Dueling		4
Rally		2

Age	47
	Cycles

Hiring Rate	50K
Threshold	4

Affiliation	Northco
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When the Interpolar War erupted in TN1936, the siblings joined the Khayr ad-Din Army (KADA) at the urging of their former mentor, Katryne Sanz. Since their service with KADA, the siblings have reached out to their former affiliations to secure a peaceful resolution to their criminal past. Naed Stamens, their long time friend and Treasurer of the United Mercantile Federation, secured an amnesty for the twins as well as a source of income from Northco after his election in TN1945. Northco engineers were desperate to collect the data from Danghen's cycles fighting in their prototype machine, and eagerly accepted the solution on the condition that the duelist would give them access to their data and any future data collected in the ring. With the information obtained from the Hunter XMG's ONNet, the engineers were able to fix problems plaguing their more advanced XMG model. The fixes resulted in the XMG entering into the Northern Guard and UMFA's service.

Danghen's hot headedness has been tempered by his cycles in hiding. The brutal honesty of the arena and cycles of service in KADA have altered his perception of what personal honor. One thing Danghen realizes more than ever is that he would not have survived without his sister's help. Not only do the pair share the bond of twins, but the Jarak siblings have forged a bond only found by fighting side by side against overwhelming odds.

After his amnesty, Danghen took one more life-altering turn. His former lover, Dafnae Cornice, a duelist from 39th Northern Guard Heavy Gear Regiment, left the service and joined Danghen in Khayr ad-Din in TN1940, and after cycles of indecision, Danghen proposed to Dafnae. The couple married in TN1945 in a simple ceremony attended by a few friends from KADA and former friends from the twins' days in the Northern Guard.

TALENTS

Hunter Specialization: Danghen is adept at piloting all Hunters, Jägers, Warriors, and their Variants. Add a +1 modifier to all Dueling and Defense rolls that Danghen makes while in these vehicles.

MAC Specialization: Danghen is an expert with all forms of autocannons. Add a +1 modifier to all attacks with Autocannons.

Hard to Kill: Danghen has been known to evade the worst situations with an uncanny sense of survival. Danghen may re-roll his defense roll once per turn. Even if the result is worse than her initial roll, Danghen is stuck with the second roll.

Twin Affinity: As long as his sister is active on the board, Danghen can automatically perform combo moves with Maena without having to roll to initiate.

HIRING RESTRICTIONS

Danghen may not be hired if the team is associated with Paxton or Territorial Arms.

If the hiring threshold is reached, then Danghen is hireable.

Team Name _____

Duelist Name: Danghen Jarak

Class: Hired Guns

Gunnery	4
Piloting	4
Dueling	4
Rally	2

Title: _____

Duelist Level: 4

Base Pay: _____ **Salary Cap:** 1,004K

Duelist Rep: _____ **Unspent:** _____

TALENTS [PAGE 30-32]

Level 1	Hunter Specialization
Level 2	MAC Specialization
Level 3	Hard to Kill
Level 4	Twin Affinity

Standard Combos [Page 67]

TH 3 - Jabbing Punch, Kick, Disruptive Fire, Jump

TH 4 - Parry, Grapple

TH 5 - Eject

TH 6 - Suppressive Fire

COMBO MOVES [PAGE 68-76]

Combo Family	
Level 1	Pugilist Form Offensive Movement
Level 2	Pugilist Form Offensive Movement
Level 3	Pugilist Form Offensive Movement
Level 4	Pugilist Form Offensive Movement

WEAPONS

Name	Arc	Acc	Range	Dam	Notes	RoF	Slot	Rarity
MAC	F	0	18 / 72 / ∞	x10		1	2	C
LGL	F	-1	6 / 24 / ∞	x15	IF, AE 2	2	3	U
MRP / 36	F	-1	12 / 48 / ∞	x18	IF	0	3	C
Chain Sword	F	0	Melee	x9	Melee, Overkill	0	1	C

Rep | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40

Player Name _____

Gear Model: Hunter XMG

Movement	Armor 16 / 64	Action
Walker 4 / 7	Damage 2	
Ground 6 / 13	S S L H C	

Maneuver +2

W	G
+	+

Def Mods	Top	+1	+1	Class Trooper	Market 218K	
	Cbt	Maneuver				
	Stop	-1	-2	Detect	4	Rarity B.L.E.
				Sensors	+1	
			Fire Con.	+1		

PERKS Arms, Emergency Medical

FLAWS

Cost	Gear	Weapons & Components	Total
	218K +	296K	= 524K

SLOTS AVAILABLE

#	Component/Effect	Cost/NA
TYPE 1	1 Advanced Actuators	95K
	2 Reloads (LGL)	15K
	3 Chain Sword	4K
	4 Ram Plate	16K
	5	
	6	
	7	
	8	

#	Component/Effect	Cost/NA
TYPE 2	1	
	2	

#	Component/Effect	Cost/NA
TYPE 3	1 MRP / 36	89K
	2 MAC	26K

#	Component/Effect	Cost/NA
TYPE 4	1	
	2	

MANIPULATOR	Class	Arc	Component	Cost
	2	F	LGL	51K
	2	F		

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YANG JOWNZ

Yang Jownz was born into the absolute squalor that is Loyang in the Mekong Dominion. His life would have been just like any other street urchin trying to survive in the toxic environment except for a chance encounter with Commandant Aristride Lazarus, Commandant of the MILICIA's Special Intervention Unit, an elite force of military operatives. Yang's attempted pick pocket failed to impress the Commandant, but the look of determination in the young boy drew the hardened commander into taking an interest in Yang's future. Taking the boy under his wing, Yang proved an able student.

SKILLS	Gunnery	4
	Piloting	4
	Dueling	4
	Rally	3
Age	46 Cycles	
Hiring Rate	50K	
Threshold	4	
Affiliation		
Territorial Arms		

Commandant Lazarus had Jownz placed with the 19th Heavy Gear Regiment stationed out of the Mekong Dominion, and the young man proved to be a superb pilot and leader. Within a few cycles, Yang had risen to the position of the regiment's duelist. The cycles leading up to the Interpolar War were difficult for the young man and when his friends in the SIU abandoned the Southern military and escaped into the Badlands. Torn between his loyalty to his mentor and the close friends he had developed, Yang chose to follow his own beliefs and followed his friends into the Badlands. The journey led him to Khayr ad-Din, where he joined up with KADA to protect his new home.

KADA proved to be a good fit for the pensive young soldier. Jownz had never looked for glory in the military, but protecting the people and his comrades aided his sense of purpose. After the cycles of serving in KADA, Yang shifted into reserve status. Funding issues kept him and others from serving full time. Bothered by the lack of funding and worrying for the safety of his adopted home, Yang chose to reluctantly participate in the Arena fights in order generate money for KADA's operations. So far his duels have been complete sell outs and wildly popular on the Hermes 72 networks. The funds Yang has earned have given KADA a necessary boost, but Yang finds himself less and less on the field and more in the arena.

TALENTS

Eye of the Storm: Once per turn, Yang can take a stun counter off of a team mate.

LAC Specialization: Yang is an expert with all forms of autocannons. Add a +1 modifier to all attacks with Autocannons.

Hard to Kill: Yang has been known to evade the worst situations with an uncanny sense of survival. Yang may re-roll his defense roll once per turn. Even if the result is worse than his initial roll, Yang is stuck with the second roll.

Melee Expert: Yang may re-roll his melee attack or combo rolls once per turn. If he re-rolls, she must take the second result even if the roll is worse.

HIRING RESTRICTIONS

Yang will not work for any team with Northern ties, Mandeers affiliation, or Paxton. He will also not work for anybody with criminal ties.

Team Name

Player Name

Duelist Name: Yang Jownz

Gear Model: Black Mamba

Class: Hired Guns

Gunnery	4
Piloting	4
Dueling	4
Rally	3

Title:

Duelist Level: 4

Base Pay: Salary Cap: 988K

Duelist Rep: Unspent:

TALENTS [PAGE 30-32]

Level 1	Eye of the Storm
Level 2	LAC Specialization
Level 3	Hard to Kill
Level 4	Melee Expert

Standard Combos [Page 67]

TH 3 - Jabbing Punch, Kick, Disruptive Fire, Jump

TH 4 - Parry, Grapple

TH 5 - Eject

TH 6 - Suppressive Fire

COMBO MOVES [PAGE 68-76]

Combo Family	
Level 1	Sword Form
Level 1	Ranged Offense
Level 2	Sword Form
Level 2	Ranged Offense
Level 3	Sword Form
Level 3	Ranged Offense
Level 4	Sword Form
Level 4	Ranged Offense

WEAPONS

Name	Arc	Acc	Range	Dam	Notes	RoF	Slot	Rarity
LAC	F	0	12 / 48 / ∞	x8		2	2	C
MRP / 36	F	-1	12 / 48 / ∞	x18	IF	0	3	C
Vibro Rapier	F	+1	Melee	x6	Melee, Armor Piercing	0	1	R
Buckler	F	-1	Melee	Size+1	Melee, Special	0	1	C
HG (6)	F	-1	Thrown	x15	Thrown, AE 2	0	1	C

Rep 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40

Movement	Walker 5 / 9	Ground 7 / 14	Armor 19 / 95	Action 2
Maneuver	+1		Damage S S L H C	Size 6
Def Mods	W +1	G +1	Class Heavy	Market 266K
Top	+1 +1		Detect 3	Rarity Rare
Cbt	Maneuver		Sensors +1	
Stop	-1	-2	Fire Con. +1	

PERKS	Arms, Autopilot, Armor Refit, Advanced Armor Plating, Field Armor 2		
FLAWS			
COST	Gear 266K	Weapons & Components 232K	Total = 498K

SLOTS AVAILABLE

#	Component/Effect	Cost/NA
1	Armor Refit	22K
2	Advanced Armor Plating	25K
3	Vibro Rapier	4K
4	Reloads (LAC)	10K
5	Hand Grenades (3)	7K
6	Hand Grenades (3)	7K
7		
8		

TYPE 2	1		
TYPE 2	2		

TYPE 3	1	Field Armor 2	8K
TYPE 3	2	MRP / 36	89K

TYPE 4	1		
TYPE 4	2		

MANIPULATOR	Class	Arc	Component	Cost
	2	F	LAC	20K
	2	F	Buckler	45K

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WEAPONS

CANNONS & RECOILLESS WEAPONS

Weapon Name	Code	Market Cost	Rarity	Slot	Acc	Range	Damage	RoF	Notes
Light Machine Gun	LMG	13K	C	1	0	6 / 24 / -	x3	4	AI, M
Heavy Machine Gun	HMG	14K	C	1	0	6 / 24 / -	x4	3	AI, M
Frag Cannon	FGC	50K	C	2	+1	6 / 24 / -	x7	2	AI, M
Very Light Rifle	VLR	8K	C	1	0	12 / 48 / ∞	x6	0	
Light Rifle	LRF	15K	U	2	0	18 / 72 / ∞	x8	0	
Medium Rifle	MRF	28K	U	2	0	24 / 96 / ∞	x10	0	
Heavy Rifle	HRF	35K	R	3	0	24 / 96 / ∞	x12	0	
Deployable Pack Gun	DPG	9K	C	1	-1	12 / 48 / ∞	x8	2	M, Disposable
Light Anti Air Cannon	LAAC	25K	R	2 (2)	0	12 / 48 / ∞	x8	6	AA
Medium Anti Air Cannon	MAAC	31K	R	2 (2)	0	18 / 72 / ∞	x10	4	AA
Heavy Anti Air Cannon	HAAC	40K	BL	3 (3)	0	18 / 72 / ∞	x12	3	AA
Very Light Autocannon	VLAC	14K	C	1	0	12 / 48 / ∞	x6	2	
Light Autocannon	LAC	20K	C	2	0	12 / 48 / ∞	x8	2	
Medium Autocannon	MAC	26K	C	2	0	18 / 72 / ∞	x10	1	
Heavy Autocannon	HAC	34K	C	3	0	18 / 72 / ∞	x12	1	
Very Heavy Autocannon	VHAC	49K	R	4	0	18 / 72 / ∞	x15	1	
Very Light Field Gun	VLFG	92K	R	4	-1	30 / 120 / ∞	x20	0	IF
Light Field Gun	LFG	153K	R	5	0	30 / 120 / ∞	x22	0	IF, AE1
Heavy Field Gun	HFG	324K (3K/Shot)	BL	6	0	48 / 192 / ∞	x28	0	IF, AE1, EA
Very Heavy Field Gun	VHFG	523K (4K/Shot)	BL	7	0	60 / 240 / ∞	x33	0	IF, AE2, EA
Snub Cannon	SC	108K (3K/Shot)**	R	3,4	-1	6 / 24 / ∞	x28	0	EA
Harpoon Gun	HPG	25K	R	3	0	6 / 24 / -	x9	0	M, OS, GR, CG
Light Panzerfaust*	LPZF	9K	C	2	-1	6 / 24 / -	x10	0	M, One Shot
Medium Panzerfaust*	MPZF	18K	C	2	-1	6 / 24 / -	x15	0	M, One Shot
Heavy Panzerfaust*	HPZF	33K	C	2	-1	12 / 48 / -	x20	0	M, One Shot
Rapid Fire Bazooka	RFB	43K	U	2	0	6 / 24 / ∞	x14	2	
Light Bazooka	LBZK	39K	U	2	0	12 / 48 / ∞	x15	0	
Medium Bazooka	MBZK	68K	R	3	0	12 / 48 / ∞	x20	0	
Heavy Bazooka	HBZK	106K	R	4	0	12 / 48 / ∞	x25	0	

*Panzerfaust Racks have 3 Panzerfausts for both Slot and Market Cost
 **3 shots included in Slot Cost. Each additional Slot increases capacity by 3 more shots.

ROCKETS & MISSILES

Weapon Name	Code	Market Cost	Rarity	Slot	Acc	Range	Damage	RoF	Notes
Very Light Rocket Pod	VLRP 8,32,128	22K,26K,36K	C	1,2,2	-1	6 / 24 / ∞	x8	3,4,6	IF
Light Rocket Pod	LRP 16,24,32	30K,35K,40K,46K	C	1,2,3	-1	6 / 24 / ∞	x12	2,3,4	IF
Medium Rocket Pod	MRP 9,18,36	66K,81K,89K	C	1,2,3	-1	12 / 48 / ∞	x18	1,3,4	IF
Heavy Rocket Pod	HRP 18,48	102K,112K	U	3,4	-1	18 / 72 / ∞	x20	3,4	IF
Incendiary Rocket Pod	IRP 10,20,30	46K,53K,61K	R	1,2,3	-1	6 / 24 / ∞	x13	1,2,3	IF, SB
Heavy Incendiary Rocket Pod	HIRP 24,48	91K,108K	BL	3,4	-1	18 / 72 / ∞	x16	3,4	IF, SB
Anti-Gear Missile	AGM	32K (1K/Shot)	R	2*	+1	18 / 72 / ∞	x15	0	IF, G, EA
Anti-Tank Missile	ATM	109K (3K/Shot)	BL	2,4**	+1	18 / 72 / ∞	x25	0	IF, G, EA
Heavy Anti-Tank Missile	HATM	171K (4K/Shot)	BL	6	+1	30 / 120 / ∞	x30	0	IF, G, EA

*AGMs have a maximum capacity of 3 but may have up to 9 shots added (for a total of 12) for a cost of 1 slot per two shots.
 **Represents single-shot and three-shot mounts

SUPPORT WEAPONS

Weapon Name	Code	Market Cost	Rarity	Slot	Acc	Range	Damage	RoF	Notes
Light Flamer	LFL	10K	U	3	+1	3 / 12 / -	x5	0	IF, SB, M
Medium Flamer	MFL	32K	U	4	+1	4 / 16 / -	x7	1	AE1, IF, SB, M
Heavy Flamer	HFL	61K	R	4	+1	6 / 24 / -	x9	2	AE2, IF, SB, M
Light Guided Mortar	LGM	59K	R	3	-1	18 / 72 / ∞	x15	0	IF, MR, AE1
Heavy Guided Mortar	HGM	123K	BL	4	-1	30 / 120 / ∞	x20	0	IF, MR, AE2
Light Field Mortar	LFM	45K	U	3	-1	24 / 96 / ∞	x15	0	IF, MR, AE3
Medium Field Mortar	MFM	82K	R	4	-1	30 / 120 / ∞	x20	0	IF, MR, AE3
Heavy Field Mortar	HFM	131K	R	5	-1	36 / 144 / ∞	x25	0	IF, MR, AE4
Light Grenade Launcher	LGL	51K	U	3	-1	6 / 24 / ∞	x15	2	IF, AE2
Heavy Grenade Launcher	HGL	80K	R	4	-1	12 / 48 / ∞	x20	1	IF, AE2

GRENADES

Weapon Name	Code	Market Cost	Rarity	Slot	Acc	Damage	Notes
Hand Grenade	HG	7K	C	1*	-1	x15	Thrown, AE2
Heavy Hand Grenade	HHG	10K	U	1**	-1	x25	Thrown, AE2
Haywire Grenade	HWG	9K	R	1*	-1	x10	Thrown, AE1, Haywire
Incendiary Grenade	IG	12K	U	1**	-1	x12	Thrown, AE2, Sustained Burn

*Each slot represents 3 grenades carried. **Each slot represents 2 grenades carried

WEAPONS

Weapon Name	Code	Market Cost	Rarity	Slot	Acc	Range	Damage	RoF	Notes
Light Particle Accelerator	LPA	43K	BL	4 (4)	+1	12 / 48 / ∞	x10	0	MB1, H, ES
Heavy Particle Accelerator	HPA	128K	BL	6 (4)	+1	18 / 72 / ∞	x15	0	MB1, H, ES
Light Railgun	LRG	72K	BL	5 (4)	0	30 / 120 / ∞	x14	2	ES
Heavy Railgun	HRG	371K	BL	6 (4)	0	60 / 240 / ∞	x35	0	ES
Sniper Laser Cannon	SLC	52K	BL	3 (3)	+1	30 / 120 / ∞	x12	0	MB1, ES
Heavy Gatling Laser Cannon	HGLC	76K	BL	3 (3)	+1	12 / 48 / ∞	x16	1	MB3, ES
Light Laser Cannon	LLC	79K	BL	5 (4)	+1	30 / 120 / ∞	x16	0	MB2, ES
Heavy Laser Cannon	HLC	104K	BL	6 (5)	+1	30 / 120 / ∞	x20	0	MB3, ES
Light Pulse Laser Cannon	LPLC	107K	BL	5 (4)	+1	18 / 72 / ∞	x20	0	MB3, ES
Heavy Pulse Laser Cannon	HPLC	151K	BL	6 (5)	+1	18 / 72 / ∞	x24	0	MB4, ES

ADVANCED WEAPONS

Weapon Name	Code	Market Cost	Rarity	Slot	Acc	Damage	Notes
Vibro Blade	VB	3K	C	1	0	x8	Melee
Vibro Rapier	VR	4K	R	1	+1	x6	Melee, Armor Piercing
Vibro Sword	VS	4K	U	1	0	x9	Melee
Vibro Katana	VK	6K	R	2	+1	x12	Melee, Armor Crushing
Heavy Vibro Sword	HVS	10K	R	4	0	x15	Melee
Mace	MA	2K	C	1 (M)	-1	x9	Melee, Armor Crushing
Hammer	HA	8K	C	3	-1	x13	Melee, Armor Crushing
Staff	ST	5K	C	2	-1	x12	Melee, Armor Crushing, Reach
Mauler Fist	MF	8K	U	1	+1	x7	Melee, Armor Crushing
Chain Sword	CS	4K	C	1	0	x9	Melee, Overkill
Buzz Saw	BS	7K	U	1 (M)	0	x11	Melee, Overkill
Heavy Chain Saw	HCS	15K	C	2	0	x14	Melee, Overkill
Vibro Claw	VC	4K	U	1	+1	x7	Melee
Haywire Whip	HWP	9K	BL	1,2 (M)	+1	x7	Melee, Reach, Haywire, ES, Grapple
Vibro Halberd	VH	8K	R	3	-1	x14	Melee, Reach
Chassis Reinforcement	CR	1K	C	1	0	Size +1	Melee
Spike Gun	SKG	4K	U	1	0	x10	Melee
Heavy Spike Gun	HSKG	9K	R	2	-1	x15	Melee
Vibro Axe	VA	5K	U	2	-1	x12	Melee, Armor Crushing
Buckler	BUCK	45K	C	1	-1	Size +1	Melee, Special*
Shield	SHLD	100K	C	2 (M)	-2	Size +3	Melee, Special*
Lance	LA	5K	U	3	-1	x13	Melee, Reach, One Shot
Haywire Lance	HLA	6K	BL	3	-1	x13	Melee, Reach, One Shot, Haywire

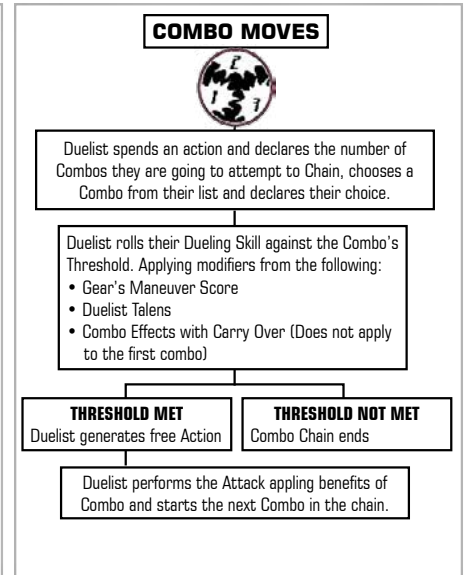
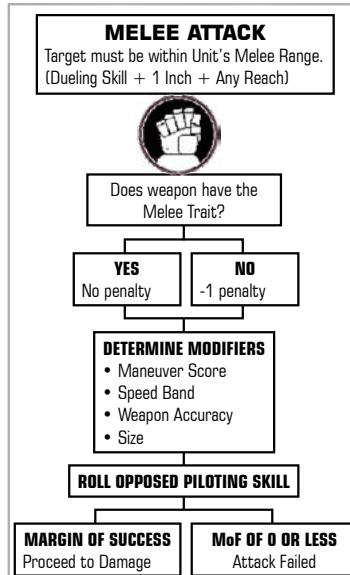
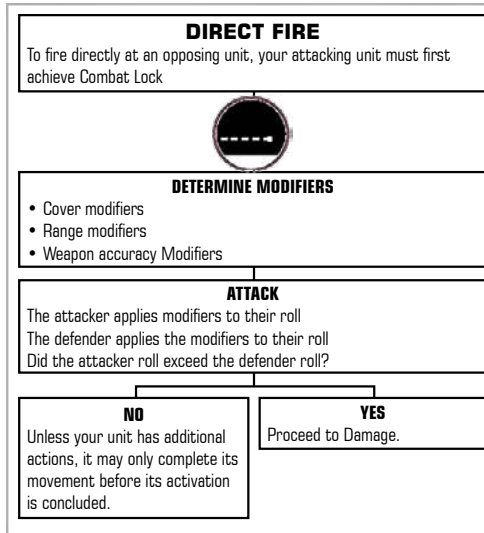
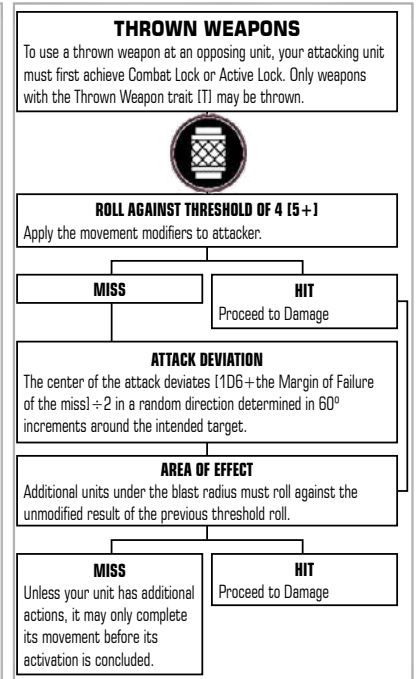
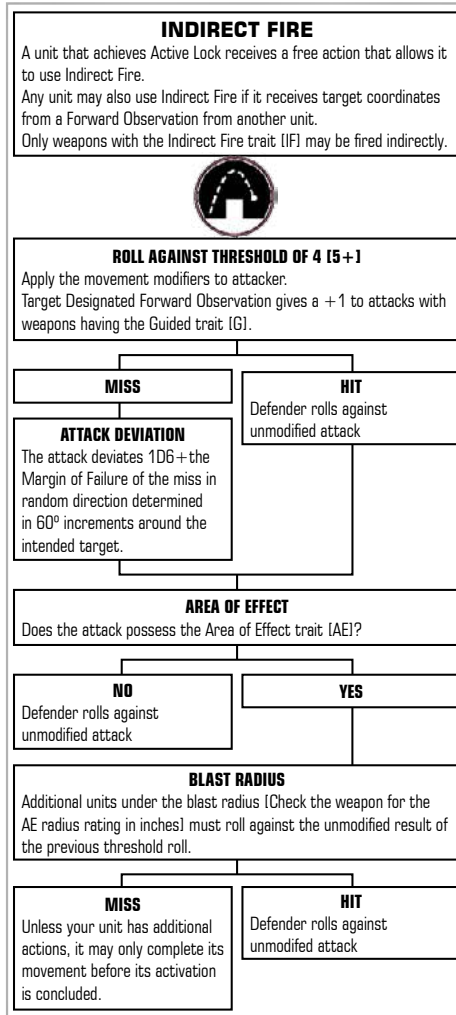
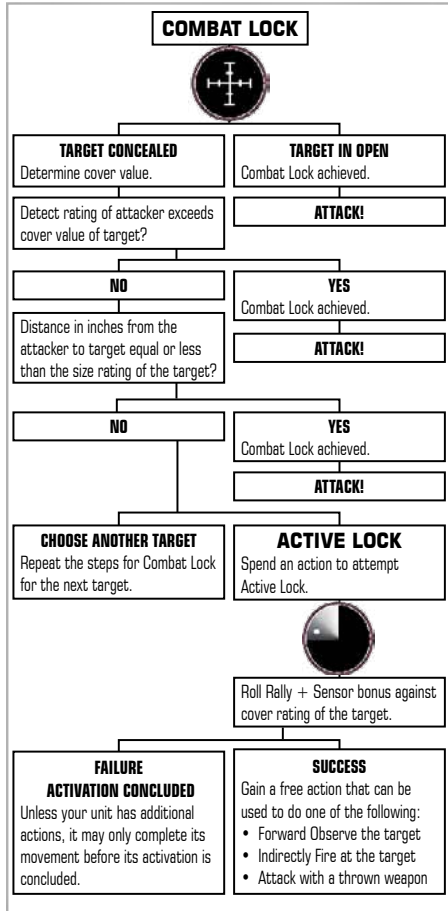
MELEE WEAPONS

*Adds a Sturdy Box to the Gear's damage track

Component Name	Cost	Rarity	Slot	Notes	Component Name	Cost	Rarity	Slot	Notes
Advanced Controls	100K	BL	5	Add 1 Extra Action	Acrobatic Handling	90K	BL	3	+1 to Melee Attack & Defense
Advanced Armor Plating	25K	C	3	Add 1 Sturdy Box	Improved Engine	22K	U	2	Add +2 to all Movement Speeds
Reinforced Cockpit	35K	U	2	Add Reinforced Cockpit	Enclosed Cockpit	25K	C	2	Remove Exposed Cockpit
Advanced Neural Net	92K	BL	2	Add Advanced Neural Net	Sensor Modernization	33K	U	2	Remove Defective Active Sensors
Rugged Movement	28K	R	4	Add Rugged Movement	Improved Off Road	42K	R	3	Add Improved Off Road
Backup Comms	24K	U	2	Add Backup Comm	Backup Sensors	32K	U	2	Add Backup Sensors
Shielded Aux	19K	R	2	Remove Exposed Auxiliary	Modernized Fire Control	28K	U	2	Remove Defective Fire Control
Ram Plate	16K	C	2	Add Ram Plate to Front Arc	EMP Shielding	14K	U	1	Remove Vulnerable to Haywire
Emergency Medical	42K	R	3	Add Emergency Medical	Sensor Boom	69K	BL	2	Add Sensor Boom
Improved Rear Defense	50K	R	2	Add Improved Rear Defense	Armor Refit	22K	U	1	Remove Weak Rear Facing
Oil Slick	15K	U	1	Add Oil Slick (3) Perk	Smoke Grenades	10K	C	1	Add Smoke (3) Perk
Sniper	35K	R	1	Add Sniper Trait to a Weapon	Pistol Grip	15K	U	-	Add Pistol Perk to an Autocannon

COMPONENTS & ENHANCEMENTS

Component Name	Market Cost	Rarity	Slot	Notes
Advanced Actuators	95K	BL	3	Add +1 to Maneuverability (Max +2)
Advanced Fire Control	88K	BL	2	Add +1 to Fire Control (Max +1)
Advanced Sensors	40K	R	2	Add +1 to Sensors (Max +2 Total) and Detect
Field Armor I	5K	C	1	Add +1 to Armor; Does Not Stack with Field Armor II or III
Field Armor II	8K	C	2	Add +2 to Armor; Does Not Stack with Field Armor I or III
Field Armor III	12K	C	3	Add +3 to Armor; Does Not Stack with Field Armor I or II
Stabilizer	30K	U	3	Add Stabilizer Perk to a weapon
Shielded Weapons	9K/Weapon	C	1	Reroll any defense rolls pertaining to weapon destruction. Second result must stand.
Target Designator	58K	R	1	Add the Target Designator (2) Perk
Extra Magazines	5K x Slot Rating of Weapon	C	1	Manipulator Held Weapons Only. Allows Reloads.



HEAVY GEAR ARENA

GEARS, GUNS, & THE GLORY OF THE GAME

TWO PLAYER STARTER KIT



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- ♦ Tape measure
- ♦ 4x six-sided dice



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HEAVY GEAR ARENA

GEARS, GUNS, & THE GLORY OF THE GAME

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