

# BASIC RULES

## REPUTATION

Winning a game is extremely important for a Team, but sometimes a Team can win a game, but lose in the long run. In many ways, the ethereal quality of the crowd's support is just as important as winning. In Heavy Gear Arena, Reputation (Rep) is the thing that earns corporate sponsorship, Managers and & Duelists XP and other important resources.

In Heavy Gear Arena, Rep translates directly into benefits. Rep is earned from actions in the Arena when Duelists perform certain types of actions. Winning games also generates Rep points, but Teams that rely purely on Rep generated from wins will find themselves in dire straights when the team looks to make improvements off field.

Rep comes in two forms. Duelists generate personal Rep by performing stunts, combos, and rallying the crowd. The first twenty Rep points generated by the Duelist in a single game translates directly into personal XP to improve the Duelist in Post Game wrap up. Duelists also generate Team Rep in the same way, and can generate up to forty points in a single game. At the end of the game, the Duelist records the total amount of Rep generated in a game. These points go into the general Team Rep pool. In addition to the Team Rep, up to the first twenty Rep Points generated also gets converted into the Duelist's personal XP. XP is used to improve the duelists's skills and to increase their level to access new combos and talents. Further details on improving duelists is covered on page 26.

Team Rep is used by the Team Manager in the Post Game Wrap up. As the team generates Team Rep, the running total determines the level of the Team, which directly affects the amount of Corporate support a team can draw from their sponsors. Team Rep can also be converted into XP for the Team Manager. Using XP the player can improve their Team Manager's skills and pick up new talents. Further details on improving the Team Manager is covered on page 18.

Rep is also used to hire Support Personnel and Duelists. As the Team's reputation increases, the easier it is to attract new talent. See page 33 for more details on hiring personnel.

Rep can also be used to open up or reduce the costs of Uncommon and Rare equipment. Teams usually have access to better materials just by the fact that they have fans in all the right places.

Lastly, Rep is used to attract corporate sponsorship and to ask corporate sponsors for financial or material support. More information on this is provided on page 34.

*"Ten wins in a row and I still get no respect! What the hell is wrong with crowd? Don't they appreciate me?"*

*Alex Torvas, infamous underground duelist, after his third corporate contract rejection.*

*"Its not just winning, but how you play the game that's important."*

*Kazuko Musashi after signing the single largest contract in Terra Nova Dueling history.*

## EARNING REPUTATION

In addition to some bonus Rep from Corporations, Promoters, Cheerleaders, and Arena Clowns, Duelists are the primary generators of Rep. Crowds do not attend the contests between teams solely for the cheerleaders. Well, not all of them. But the vast majority do want to see their teams taking names and giving them an entertaining show. Duelists generate Rep by the methods detailed below.

### DUELIST REP GENERATION

- ◆ The Winning Team earns 1d6+the number of turns fought in additional Rep Points.
- ◆ The Losing Team earns 1d3+the number of turns fought in additional Rep Points.
- ◆ The Duelist generates a number of Rep points equal to the completed Combo Chain.
- ◆ The Duelist only receives a single Rep point for a Combo Chain that was not completed, but in which he had at least a single successful combo check.
- ◆ The Duelist spends the round Rallying the Crowd. (See more information on Rallying the Crowd in the Special Actions section page 13.)

### Duelists earn 1 Rep point for each of the following

- ◆ A Duelist completes their first Combo Chain.
- ◆ A Duelist destroys an opponent with a Combo Chain.
- ◆ A Duelist knocks down an opponent of a larger size category for the first time.
- ◆ A Duelist grapples an opponent of a smaller size category for the first time.
- ◆ A Duelist knocks an opponent into a pit for the first time.
- ◆ A Duelist makes a ramp jump for the first time.

*"Duelists. If I could run a business without them, I would. I've got a stable of six duelists, but all of them have enough attitude and ego's to fill out the entire rounding mall down in the core. Igor, my top duelist likes to go down to the cat houses, which if we weren't sponsored by Kenema Dynamic wouldn't be an issue. You know how those Northern Prophet thumpers like to have their heroes be chaste little doves. So what does that mean for me? I have to go drag him out of the that place after every game. Then there's Sable. Don't get me started on Sable. Alright, I'll tell you anyways. Sable has a problem with crystal fire. That's not exactly legal outside of the trash heap. I mean they ban that stuff in even in the South. Thirteen times! I've had to put that girl in rehab thirteen times! Do you know how much that costs? Ridiculous. If it weren't for the handlers I hired, I have no idea how I'd keep up with all of them. Excuse me, I see Willie getting in a care with Igor that's never good. We'll chat later. Oh, this was off the record by the way..."*

*Thor "the Hammer" Johnson, Captain of the Thorny Whitesnakes Team.*

# COMBO MOVES

## COMBO CHAINS

The thing that makes a Duelist different from the typical Gear pilot is the ability to push the limits of the machine they are piloting. In Arena, two types of abilities exist: Combo Forms and Talents. Combo Forms are active abilities that can be chained together for added affects to defense, damage, attacks, movement, and crowd affects. Combo Chains require an action to begin, and the player must declare the number of Combos the Duelist is going to attempt in the chain.

A Duelist may chain a number of combos equal to their Dueling skill + 1. Melee Combo effects generally occur within Melee range which is their Dueling skill in inches measured out from the model's base. So a Duelist with a Dueling skill of 3 can chain up to 4 combos and can engage a target up to 3 inches away from their base. Duelists may move to engage multiple targets with their combos.

All Combos have thresholds. In some cases, Combo Forms increase damage or add a bonus modifier to an attack. A successful Combo Check generates a free attack action. These effects are added to the free attack roll that immediately follows the Combo check. The effects from a Combo Check must be applied to the free action that is immediately generated, and cannot be carried over to any additional attacks unless specifically noted in the description of the Combo. Avoiding the attack does not stop a Combo Chain.

Not every combo is available to every duelist classes, but some abilities and combos are shared by different classes. Its a good idea to have a mix of classes and abilities to be able to combat an opponents ability.

When performing a combo chain, a Duelist that repeatedly uses the same move in a Combo chain against the same becomes predictable. Each time the same combo move is used in a chain against the same opponent, the defender adds a +1 modifier to defend against their attacker.

## DEFENSIVE DUELING

Some Duelists are specialists at a form of combat that is Defensive in nature. While it might seem counter-intuitive for a Duelist to be concerned with purely defensive maneuvers, their Teammates would argue otherwise.

In order for a Duelist to go into a Defensive Dueling Chain, they must spend an action. Spending an action allows the Duelist to go into Defensive Fighting Mode. Duelists may enter into Defensive Fighting Mode at any time during the round as long as they have an action. Defensive Fighting Mode, allows the Duelist to use Defensive Combos. Unlike normal Combo Chains, the Duelist does not declare the number of combos to attempt. During the course of the round, the Duelist may perform up to their maximum number of Defensive Combos which is equal to their Dueling Skill + 1. Place a die next to a Duelist in Defensive Fighting Mode to represent the number of combos remaining to the Duelist.

Defensive Combos are reactive. In order to be used, the Duelist must react to an attack in order to perform a Defensive Combo. The attack does not have to be made against the Duelist in order to react. If a teammate is in the Melee Range of the Duelist, then the Duelist may react to attacks made against the teammate. In these cases, the teammates benefit from the Defensive Combo's effects.

Like regular Combos, Defensive Combos have thresholds to meet before being able to make use of the Combo's benefits. If a Duelist fails to meet the Combo's threshold, then the remaining Combos available for the round are lost. For purposes of Rep Generation, if the Duelist makes all of their thresholds on any Defensive Combo Checks, count the number of successful checks as a Combo Chain. If the Duelist fails to make a threshold on one of their Checks, but makes at least one of the checks in the chain, then the Duelist receives a single Rep point.

Unlike normal combos, Defensive Combos do not generate a free attack, unless the Defensive Combo has a counter attached to the description. Counters are free attacks generated when the opponent's attack is avoided by a successful Defense check. If a teammate is the subject of an attack, but successfully defends, then the Duelist can Counter. Not all Defensive Combos have Counters. Check the description for Counters.

Defensive Combos are marked with this icon: 



## COMBO CHAINS

The Duelist in the picture has a Dueling Skill of 3 and is at Combat SMS speed. He declares his maximum Combo Chain, which is 4 (Dueling Skill 3+1). He sees three opponents ahead of him and plans on moving through and attacking all three enemy units. His first opponent is within 3" of him, which puts him in range to be attacked. The Duelist declares a Fast Punch combo and rolls against the Combo's threshold of 3. He makes the roll with a 6 on his Dueling skill check. The successful Dueling Check has given him a free attack action. He rolls to attack and hits his opponent. The Duelist applies the damage to the opponent.

Satisfied with that attack, the Duelist decides to close the distance to his second opponent. He declares a Jump for his second Combo and places a marker behind the enemy model. The distance is 6" away. The Duelist makes his check against a threshold 3 and successfully generates a result of 7. This gives him more than enough distance to get to the declared spot. Since he made his Jump Combo check, the Duelist generates an attack which he makes while in the air. The opponent suffers a -1 to their defense for being attacked from above and also for being attacked from behind. The Duelist does massive damage with a sword strike, but decides to save the last two combos for the last opponent.

The Duelist uses his Gear's movement to close the distance this time. Once in front of the enemy, the Duelist declares his third Combo in the Chain. This time the Duelist uses a Fox Punch. The Duelist makes his Dueling skill check against the Combo's Threshold of 4 and succeeds in beating the threshold by rolling a 5. The Duelist makes his attack roll, but misses the target. The Duelist can still attempt his last combo even though the attack missed. A successful Combo Check is the only thing needed to continue to the next Combo. For the final Combo, the Duelist attempts a flashy maneuver. He declares a Cockpit Punch. The Threshold on this attempt is 5, much higher than the prior checks. The Duelist rolls, but fails to exceed the threshold. His combo chain has stopped and no attack is generated.



# STANDARD



## STANDARD COMBOS

All duelists have access to certain combo skills. These abilities are fundamental abilities learned by even the greenest rookie on the field.

**Threshold: 3**

### JABBING PUNCH

A quick attack that does Damage equal to Size-2, but gives an Acc of +1.

### KICK

The duelist makes a check against the threshold to deliver a powerful kick. If the threshold is not met, the duelist's Gear falls on the ground and is considered stationary till the duelist can spend an action to stand back up. A successful roll allows the duelist to make an attack roll against a target with a Damage equal to Size+2.

### DISRUPTIVE FIRE

**Prerequisite:** Full RoF from a Ranged Weapon  
Duelist using disruptive fire against an opponent trying a Ranged combo adds to the thresholds needed for the opponent to succeed in the opponent's current Combo Skill Check. The Margin of Success against the suppressive fire check is added to combo threshold of the opponent's combo threshold rating for their opponent's Combo Skill Check. Suppressive fire requires a combat lock of the opponent to initiate. When using the Disruptive fire, check for an Out of Ammo result using the combo check's roll.

### JUMP

When making a Jump check, the Duelist must declare their intended destination. Place a marker on the spot. The duelist attempts to jump by making a Dueling skill check against a threshold of 3. If the duelist succeeds in the roll, they can make an additional vertical and/or horizontal move equal to half of their Gear's size rating (round up) + their Margin of Success on their Duelist skill check in movement points.

Vertical distance must include upward and downward movement in MP. Horizontal movement is considered to be over clear terrain. If the unit lands on any terrain other than the declared spot, the duelist must make an immediate Piloting check against a threshold of 4 or be knocked down and take a single box of damage. If the duelist performs a vertical jump and fails to have enough MP to land on their declared spot, then the Duelist has suffered an Unintentional Impact. All attacks generated from a Vertical Jump are considered to be from above, unless the target is on an elevated position that's higher than the maximum Vertical height achieved from a Jump Combo Check. Landing on Dangerous and Difficult Terrain causes a piloting check. Once the Jump is completed, the Duelist can choose its facing.

**Threshold: 4**

### PARRY

Any duelist may attempt to parry a melee attack. The Duelist declares a Parry against a specific attacker then makes their Dueling Check. A successful parry check adds +1 to the duelist's defense skill rolls against the chosen opponent for the duration of that opponent's combo chain.

### GRAPPLE

A duelist can initiate a grapple attempt to stop an opponent's movement. The duelist rolls their Dueling skill against their target's Dueling skill. If the attacker succeeds with the threshold, they may make an attack roll against their target. If the attack succeeds then any action or movement both units are involved in immediately stops. Both gears immediately go to stationary movement and any combos being attempted by either unit immediately stop. Both units remain stationary and continue making opposed Dueling checks each turn till either the initiating Duelist ceases the grappling maneuver or is defeated by his opponent. Larger vehicles have an advantage in grappling and apply the difference in their size as a modifier to their Dueling Skills.

**Threshold: 5**

### EJECT

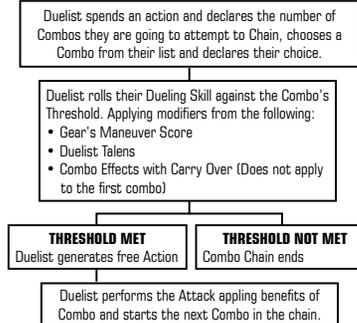
If a unit is overkilled or destroyed, a duelist may attempt to eject out of the unit to avoid injury or death. A successful duelist check against the threshold means the duelist has managed to bail out of their Gear before it is overkilled or destroyed.

**Threshold: 6**

### SUPPRESSIVE FIRE

Duelist using suppressive fire against an opponent trying a Ranged combo adds to the thresholds needed for the opponent to succeed in their Combo Chain. The Margin of Success against the suppressive fire check is added to combo threshold of the opponent's combo threshold rating for the remainder of their opponent's Combo Chain. Suppressive fire requires a combat lock of the opponent to initiate. When using the Suppressive fire, check for an Out of Ammo result using the combo check's roll.

## COMBO MOVES



# OFFENSIVE MOVEMENT



**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.

# DEFENSIVE FIGHTING



## LEVEL 1 Threshold: 3

### BLOCK

**Prerequisite:** None

When attempting to combat a Melee Combo Chain, the defending duelist can declare a block and receive a +1 modifier to their Dueling or Defense Check if they make their combo check. If the unit is equipped with a shield or buckler, then Ranged attacks and combos may be blocked.

### FEINT

**Prerequisite:** None

A feint is used to throw off the opponent's Combo Chain, but the more experienced the opposing duelist is the more difficult it is to trick them. Unlike typical Combos, this maneuver requires an opposed Dueling skill check against the target the Feint is used against. MoS translates into a positive modifier on their defense against the next attack from the opponent that lost the Feint. If the move does not succeed, then treat the MoF as a penalty on the next attack again the opponent that won the Feint.

### THROW

**Prerequisite:** Counter

The duelist counters an attack by throwing the attacking Gear onto the ground or into a nearby wall. If the throw is onto the ground then the Gear is considered knocked down. If the Gear is thrown into a wall, treat it as an unintentional impact. Counters occur after a successful defense roll.

### HEAD DROP

**Prerequisite:** Flip

If the Duelist makes a successful Flip attack against an opposing Gear, then they may declare a Head Drop. The Duelist makes a Dueling check against the threshold. If the roll succeeds then the Defending Duelist is stunned.

### FLIP

**Prerequisite:** Counter

The Duelist tosses the opposing gear onto their back resulting in a Knockdown as well as the Defending Gear's Size +3 in damage.

## LEVEL 2 Threshold: 4

### REVERSE THROW

**Prerequisite:** An attacker using a throw; Counter

If an attacker uses a throw on the duelist, the duelist may attempt to throw the attacker by using their own force against them. If the combo check succeeds, the duelist rolls against his opponents attack roll. If the roll exceeds the attacker's, the duelist has successfully reversed the throw. The unit is thrown a distance equal to the MoS + the size of the attacking unit. The duelist chooses a direction on their rear 180 degree arc.

### WEAPON GRAPPLE

**Prerequisite:** None

Select a handheld weapon in an opponent's hand. If the grapple is a success then the weapon is at a -3 to all attacks until the grapple is broken. While weapon grapple is in effect the duelist cannot use the arm designated for the grapple for any other reason unless specified by the rules.

### ELBOW SMASH

**Prerequisite:** None

An attack can be made with a short jab of the elbow. This technique can be used even if the duelist is grappled. The attack is at a -1 Acc and does Size+1 damage.

## CRUSHING GRAPPLE

**Prerequisite:** Grapple

If the duelist is involved in a Gear to Gear grapple, they may make their combo check to apply damage to the enemy unit. The attack is done with an Acc 0 and damage equal to the Duelist's size+ MoS of the combo check.

## LEVEL 3 Threshold: 5

### FLIP & SLAM

**Prerequisite:** Flip

If the Duelist makes a successful Flip attack against an opposing Gear, then they may declare a Flip & Slam combo, and make a Dueling Check against the threshold. If the roll succeeds, the double the Size damage taken from the slam.

### DISARM

**Prerequisite:** None

The duelist designates a handheld weapon on a targeted model, a successful attack with a MoS of 3 or greater against the target results the target losing the targeted weapon. The weapon falls to the ground and maybe picked up with an action Any dropped weapons are recovered by the original owner.

### REACTIVE FURY

**Prerequisite:** Counter

Successful roll allows the duelist to counter with a number of attacks equal to the Margin of Success.

### TEN STEP COUNTER KICK

**Prerequisite:** Counter

Successful roll allows the duelist to counter attack and then make a movement equal to their MoS. This move does not provoke any free attacks.

## LEVEL 4 Threshold: 6

### RISING WALL

**Prerequisite:** None

The Duelist may reroll a number of defense checks in a combo chain equal to the MoS. The duelist may only reroll once for each attack, and must take the second result regardless even if it is worse than the original roll. If the duelist has a talent that allows for a rerolled defense check, then the defense check may be rerolled a second time.

### PEEK-A-BOO STYLE

**Prerequisite:** None

The Duelist applies the MoS as a defensive modifier for the duration of the current combo chain.

### LETHAL COUNTER

**Prerequisite:** Counter

On a successful combo check, the defender applies the attackers and defenders size to the damage modifier of the counter attack.

### REVERSAL SUPLEX

**Prerequisite:** Counter; Grapple

If the duelist is grappled and they make their combo check, they may attempt a Reversal Suplex attack. If the attack succeeds, the opponent is knockdowned, stunned, and receives damage equal to their size rating x2. Both Gears are no longer considered grappled after this move.



# 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.

# KICKBOXER FORM



## LEVEL 1 Threshold: 3

### HIGH KICK

**Prerequisite:** Kick

If the duelist connects with his attack, then the opponent receives a stun counter.

### TORSO KICK

**Prerequisite:** Kick

This kick causes the target to suffer a -1 defense penalty on the next defense check in addition to normal kick damage.

### SHORT KICK

**Prerequisites:** Kick

A short quick kick that sacrifices damage for speed. The Duelist can make two kick attacks with Acc 0 and Damage of Size -1.

### KNEE KICK

**Prerequisites:** Kick

A powerful kick that has the potential of damaging an opponent's movement system. Damage Size+1 Acc -1. If the Margin of Success is 3 or more then deduct 1 MP from the Top Speed of their primary or secondary movement (player's choice).

## LEVEL 2 Threshold: 4

### ROTATION KICK

**Prerequisite:** Kick

A kick that adds the weight of the Gear into that attack. Acc 0, Damage Size + MoS of the combo check.

### JUMP & SMASH

**Prerequisites:** Kick, Jump Combo

On a successful jump combo, the duelist may attempt a kicking attack while in midair of a unit that is in their melee range. The damage is equal to Size + 3, Acc -1, add the Armor Crush trait to the attack.

### THRUST KICK

**Prerequisite:** Kick

The duelist drops towards the ground and thrusts his legs towards the target using the Gear's arms as a fulcrum point. The powerful kick launches the target back a number of inches equal to the MoS. If the target hits a wall or another Gear, treat the hit as an unintentional impact. The attack is Acc -1 and Damage equal to the Gear's Size +2. The Duelist may use this combo while Knocked Down. If the Duelist was Knocked Down before executing this combo, then they end the combo back on their feet.

### STEP BACK KICK

**Prerequisite:** Kick, Walker Mode

A kick attack that allows the Duelist to disengage from an opponents' melee range. After making a kick attack, the duelist can move back a number of inches equal to the MoS on the combo check.

## LEVEL 3 Threshold: 5

### CLINCH KICK

**Prerequisite:** Kick, Grapple

The duelist grabs the opponent's head and brings it down to meet the upwards thrust knee. A successful attack will generate a health check on the opponent after the game. Acc 0, Damage Size x2.

### SWEEPING LOW KICK

**Prerequisite:** Kick

A successful attack against the opponent: knocks the opponent down.

### HOOK KICK

**Prerequisite:** Kick

This kick propels the target into a Left or Right (Duelist's choice) Arc direction and does a tremendous amount of damage. Acc -1 Damage Size +5. The target drops one speed band and receives a stun counter.

### RABBIT KICK

**Prerequisite:** Kick

The Duelist generates a number of kick attacks equal to the MoS. Acc 0 Damage Size +1.

## LEVEL 4 Threshold: 6

### SPIN KICK

**Prerequisite:** Kick

The duelist generates an AE attack equal to the MoS. The Duelist is unaffected by the attack. This attack forces each struck opponent to make an additional Piloting check (threshold 6) or be knocked down. Acc 0 Damage Size +2.

### REVERSE FLIP KICK

**Prerequisite:** Kick

The duelist flips backwards and kicks his opponent in mid-flip. The attack does tremendous damage. Acc -1 Damage Size x3.

### TRIP AND SMASH

**Prerequisite:** Kick

The Duelist makes two attacks. The first attack is to force a knockdown against the target. If successful, a second kick attack follows with an Acc of 0 and Damage Size +3.

### FLYING KICK

**Prerequisite:** Kick, Top Speed

The Duelist launches himself at a target increasing his Melee Reach and delivering a power hit. The Duelist can make a flying kick attack equal to their Melee Range plus the Size of the Duelist's Gear. If the attack connects, then the opposing Gear is pushed back the same distance as the Flying Kick. If there is a wall or another Gear, the opponent suffers from an unintentional impact. If there is nothing in the way of the opponent, the opponent suffers a knockdown.



# 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 of 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

**COUNTING COUP**

**Prerequisites:** Crushing Weapon

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

**STUN HAMMER**

**Prerequisites:** Crushing Weapon

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

**DOUBLE BLOW**

**Prerequisites:** Crushing Weapon

The duelist strikes with the main part of their blunt weapon, and follows up with a hit from the hilt of the weapon. Successfully rolling this ability gives a second attack with the crushing weapon, but with a -3 damage rating.

**CRUSHING STRIKE**

**Prerequisites:** Crushing Weapon

Add 1 additional point of Armor Crushing to any damage results.

**KNOCK ABOUT**

**Prerequisite:** Crushing Weapon

A successful attack results in pilot disorientation. Randomly change the direction of the defender's gear.

**LEVEL 2**  
 Threshold: 4

**FALTERING HAMMERSTRIKE**

**Prerequisite:** Crushing Weapon

Forces an opposed defense check (vs. combo roll result) by the defender or drop one speed band.

**DAMAGE DEALER**

**Prerequisite:** Crushing Weapon

Add 2 to the base damage multiplier of the weapon for the duration of the combo chain.

**ROCK AND A HARD PLACE**

**Prerequisite:** Crushing Weapon & Terrain within Melee Range

The attack does normal damage and throws the opponent into a wall. Move the defender next to the terrain piece within melee range of the attacker's choice. The Defender must make a defense check against the combo check roll or suffer a stun counter.

**BERSERK**

**Prerequisites:** Crushing 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.

**LEVEL 3**  
 Threshold: 5

**GUT SMASH**

**Prerequisite:** Crushing Weapon

Causes the defender to roll against the combo check roll. If the roll fails, the defender drops one randomly determined hand held weapon. The weapon may be picked up by anybody with a free action. Dropped weapons are returned to teams at the end of a game unless they are destroyed.

**PRECISION STRIKE**

**Prerequisites:** Crushing Weapon

If the duelist fails to strike with their crushing weapon attack then they reroll their last crushing weapon attack. The second roll's results supersede the initial rolls results.

**SWEEPING STRIKE**

**Prerequisite:** Crushing Weapon with Reach

Choose a number of targets equal to the MoS of the combo check within Melee Range to engage. Make a single attack roll. Each defender must make a check against that roll.

**ABSOLUTE DENIAL**

**Prerequisite:** Crushing Weapon with Reach

If the duelist strikes their opponent successfully, then the defender will take a -1 penalty for all defense rolls for the remainder of the combo chain. This penalty does stack on top of Stun Counters.

**LEVEL 4**  
 Threshold: 6

**TRIPDOWN**

**Prerequisite:** Crushing Weapon with Reach

A successful attack results in the defender having to make a Piloting check against the combo check result. If the defender fails their pilot check, their unit has been knocked down.

**POWER SWING**

**Prerequisites:** Crushing weapon

The Duelist adds his Gear's size to the damage rating of the weapon.

**WEAPON WHACK**

**Prerequisites:** Crushing weapon

The duelist can target an enemy Gear's weapon and attempt to crush it. 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 weapon as well as causing damage.

**CYCLONE**

**Prerequisite:** Pair of Identical Crushing Weapons or a Crushing Weapon with Reach

The attacker makes an AE attack with their melee weapons. The AE is equal to their Melee Range + the MoS of their combo check. The Duelist is unaffected by the AE attack.


**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.

# RANGED DEFENSE



## LEVEL 1 Threshold: 3

### RETREAT FIRE D

**Prerequisites:** Ranged Weapon with ROF rating

The duelist chooses an arc to fire a burst at and makes their duelist roll against the threshold, the duelist gets to add their Margin of Success to their Defense skill checks from any attacks coming from the arc that the retreat fire was performed on.

### CRISSCROSS FIRE D

**Prerequisites:** Rate of Fire Ranged Weapon

The Duelist makes a Dueling roll against the threshold to pin down an enemy Gear. If the defending unit loses the combo roll, they may not make any reaction fire attacks for the remainder of the Turn. They may make attacks during their normal activation.

### COUNTER REACTION D

**Prerequisite:** Ranged Weapon; Counter

The Duelist may chain this as a held reaction fire action. If a target fires at the Duelist and they successfully defend, they may react fire at the target for free.

### PREDICTED PATTERNS D

**Prerequisite:** None

The Duelist generates an additional +1 to their defense roll against Ranged Attacks.

## LEVEL 2 Threshold: 4

### EVASIVE MANEUVERS D

**Prerequisite:** Combat Speed or Higher

The Duelist darts from cover to cover making reactive fire against him incredibly difficult. All reactive fire attacks against the Duelist are at a -2.

### FAST STEP

**Prerequisite:** Top Speed

The Duelist pushes his Gear beyond its normal performance. Add the Gear's size + MoS to the top speed of the Gear for the remainder of the turn. The Duelist receives a +1 to their defense for the remainder of the turn.

### DIVE FOR COVER D

**Prerequisite:** Special

The Duelist can utilize any Cover within his unmodified melee range. With a MoS of 2 or less he is considered to be in partial cover. MoS 3 or better he is considered to be in Full Cover.

### DUST BOWL D

**Prerequisite:** Ranged weapon with ROF

The duelist shoots the ground sending plumes of dust into the air obscuring it from the attacker. A successful combo check generates a smoke cloud equal in AE to MoS. Make 1 Gunnery roll vs ROF to determine Out of Ammo effects. The attack does no damage and is considered to be at full ROF.

## LEVEL 3 Threshold: 5

### HANG 'EM HIGH

**Prerequisite:** Ranged Grapple Weapon

The duelist makes an attack with their grapple weapon by firing their hook over the ceiling bracings. If the attack succeeds then the enemy Gear is considered stationary and knocked down till they spend an action and make an attack against the cord (threshold 4). A successful attack (MoS 1+) means the duelist has broken free and is no long knocked down, but is still considered to be stationary.

### DEFILADE D

**Prerequisite:** Cover

The Duelist can take a static defense position behind cover. Instead of rolling a defense, the Duelist can opt to use the terrain's defense which is based on the MoS. The duelist can choose which defense method they will use prior to being attacked. A MoS of 1 gives the Duelist a static defense of 3. MoS of 2 gives the Duelist a static Defense of 4. MoS of 3 or better gives the Duelist a static Defense of 5.

### WALL OF FIRE D

**Prerequisite:** Counter

The Duelist can generate a counter attack on any units attacking designated teammates, including the duelist themselves. The Duelist can designate a number of teammates equal to the MoS.

### FLASH FORWARD

**Prerequisite:** Top Speed

The Duelist moves faster than the engineers' specs on their machines. For each MoS the Gear can move an additional number of inches equal to the Gear's size rating. At the end of the movement, the Duelist must make a defense check (threshold 5) or end up knocked down.

## LEVEL 4 Threshold: 6

### COUNTERBATTERY D

**Prerequisite:** Ranged IF Weapon; Counter

The Duelist can immediately counter attack any attacks made against any team member with a ranged indirect fire barrage. The counter attack ignores any cover modifiers. The Duelist does not need to Forward Observe to Indirect Fire at the Target.

### FOXTROT

**Prerequisite:** Top Speed

The Duelist can dance around fire to reach cover. As long as the Duelist does not perform any Ranged Attacks, the Duelist can move from cover to cover without provoking reaction fire from opponents.

### OVERWATCH D

**Prerequisite:** Ranged Weapon; Stationary; Counter

The Duelist holds their position and generates a number of held attacks equal to the MoS that can be used for reactive fire.

### SWINGLINE D

**Prerequisite:** Grapple Weapon; Combat Speed or better

The Duelist makes an attack on a target. If the attack is successful the target is knocked down and considered grappled. The target can be swung into nearby targets as a massive blunt weapon (Acc -1, Damage Size x3), or the duelist may slam the target into walls to cause unintentional impact damage on the target. The duelist can continue using this target as a weapon till the target breaks free. The duelist adds half the size of the target to their melee range.



# COOPERATIVE

## CO-OP COMBOS

Coop Combos work slightly different than normal combos. Coop Combos require a minimum of two Team Mates. In order for Coop Combos to work all participating members must have the Coop Combo Fighter Talent. If a Duelist is engaged in a standard combo chain (i.e. Not a Defensive Combo) and another Team Mate is in their Melee Range, then the Duelist may declare a Coop Combo as part of their chain. The Duelist uses Tag Team to see if a Coop Combo is possible. The MoS on the Tag Team determines the number of Team Mates that may participate in the Coop Combo. When making Coop Combo threshold checks, only the initiating Duelist has to make the roll to beat the threshold. Team Mates may participate in Coop Combos even if they have already activated and moved. They only need to be within Melee Range of the initiating Duelist and possess the correct level of Coop Combo Fighter. The initiating Duelist can mix Coop Combos with their standard family of combos. Coop Combos always generate 2 Rep points instead of 1 each time they are performed. The Chain must be completed in order to receive the additional Rep.

### TAG TEAM

**Threshold:** 3

**Prerequisite:** Coop Combo Fighter I Talent

The Duelist must roll their Rally Skill versus a Threshold 3 to be able to use a Coop Combo. The Margin of Success equals the number of Team Mates that can be included in the Coop Combo maneuver. **This is not a combo. Tag Team does not cost an action to perform. It is merely a skill check to coordinate between two units to perform a Coop Combo.**

## LEVEL 1 Threshold: 3

### SWING LINE

**Prerequisite:** Tag Team, Gears of equal size

Gears of the grasp each other's hands and attempt to hook an enemy Gear in their path. Participating members in the Coop Combo move in a chosen direction equal to the MoS. All units in the Melee Range of any of the participants Front Arc, must defend against an Ram attack. If damaged, the opponent is knocked down.

### COMBINATION FIRE

**Prerequisite:** Tag Team, Same Ranged Weapon

The initiating Duelist can make a combo attack with the help of teammates with the same ranged weapon. All of the ranged weapons must be capable of firing at the target. The attack uses the range from the initiator for the attack. The initiating duelist makes the attack roll, and adds a weapon link effect each participating teammate.

### GOT YOUR BACK

**Prerequisite:** Tag Team, Ranged Weaponry

Two Gears in melee range can get into this combo position and cover each other's backs. This move removes any Rear Arc penalties on both Gears and makes all of their ranged weaponry benefit from a Turret arc.

## LEVEL 2 Threshold: 4

### DOUBLE PIERCE

**Prerequisite:** Tag Team, Same Bladed Weapon

A spectacular move involving a Light Class Gear being thrown by an Assault Class Gear. In order to do this maneuver, the two Duelists must be within Melee Range. The initiating duelist makes an attack roll using his Piloting to throw the Light Class Gear at an opponent. The range of the throw is equal to the Assault Class Gear's Size Rating plus the MoS of the combo check. If the Light Class Gear hits then treat the attack as a ram with double the speed and front on. The Light Class Gear can make a Piloting skill against a threshold of 5 to avoid taking damage from the Ram. If the attack does not succeed, then the Light Class Gear is treated as having suffered from an unintentional impact.

### CATAPULT

**Prerequisite:** Tag Team, Light & Assault Class Gears

A spectacular move involving a lighter gear being thrown by an Assault Class gear. In order to do this maneuver, the two Duelists must be within Melee Range. The Assault Class Gear Duelist rolls against the threshold, and if the roll results in a Margin of Success then the Assault Class Gear may throw the lighter class gear at a target with a normal opposed Dueling Check using the Combat Speed Modifier of the Light Class Gear as a modifier for the Dueling Check. If the attack succeeds then the attack is treated as a Ram by the Assault Class Gear, and the Light Class Gear can make a Dueling Check against the threshold of 4 to avoid any damage to itself. The range of the throw is equal to the Assault Class Gear's Size Rating plus both duelist's 'Melee Ranges. If the Move does not succeed, then the Light Class Gear is treated as having suffered from an unintentional impact.

### HELICOPTER

**Prerequisite:** Tag Team, Gears one Size level apart

If the threshold is met, the larger Gear successfully clamped on to their partner's arms and can swing the smaller Gear around in a 360 degree circle hitting everything in the range of the combined Melee range of the Gear. The initiating Duelist makes a single attack roll that each of the defenders must defend against. Damage is equal to the combined size of the participating models; Acc -1. If the threshold is not met, then the smaller Gear is launched in a random direction a number of inches equal to the MoF+2. The smaller Gear is considered stunned and may take unintentional impact damage if they hit a barrier or another gear in their path.

## LEVEL 3 Threshold: 5

### BEATDOWN

**Prerequisite:** Tag Team

The initiating Duelist performs an attack. If the attack is successful (MoS 1 or more) the opponent has been Knocked Down. Participating members may make a number of attacks on the Knocked Down opponent equal to the MoS on the combo check.

### SUSTAINED FIRE

**Prerequisite:** Tag Team, Ranged Weaponry

The team members involved in the co-op move lay down a hail of fire in a particular direction. The initiating Duelist can make a number of attacks in on arc equal to the MoS on the Combo Check. In addition, each participating Team Member adds a +1 to the Gunnery Skill Check to hit the opponent.