

# HOW TO RUN A DEMO OF HEAVY GEAR BLITZ

## Introduction

This document is for Pod Squad members to give them a general idea of how to run a demo of Heavy Gear Blitz at a local game store or local convention(s). The goal of the demo is to show a new player(s) the basic game functions of the Gears, combat and dice rolling and damage resolution in HGB. Pod Squad members should have a good knowledge of the core rules of Heavy Gear Blitz as per the Field Manual. Pod Squad members should also have a copy of the Field Manual.

## Basic Suggestions

When running demonstrations of Heavy Gear Blitz we suggest all Pod Squad members follow these suggestions:

- 1- Keep it simple. Too much information all at once can be overwhelming for a new player(s) and can be a turn off. Ideally a demo should run no more than 15 minutes. To keep a demo of HGB simple the following rules aren't used (3" melee combat, Electronic Warfare: EW, ECM, ECCM).
- 2- Be friendly and upbeat. We want new player(s) to not only enjoy the demo but also get excited about playing the game. When questionable tactical situations come up, give the benefit of the doubt to the new player(s). Also offer advice/ suggestions to the new player(s) as well, for example after explaining a rule or giving advice or a suggestion allow the new player(s) to re-do an activation if they wanted to do something different after hearing your suggestion/advice.
- 3- Be attentive and helpful. Give new player(s) your full attention at all times during the demo. Give clear helpful answers to all the questions they may ask.
- 4- Keep it fast paced. As suggested above a demo should last no more than three rounds of combat or 15 minutes. Keep the demo light, friendly, and helpful to the new player(s)
- 5- New Player(s) are looking for basic game information and concepts not a ton of details. Keep the demos brief and concise all the while showing the new player(s) the game mechanics without bogging the demo down in details.

## Necessary Materials

To be able to effectively run a 3 vs. 3 demo of Heavy Gear Blitz, you will need the following Gears: 3 Jagers and 3 Hunters (i.e. The Starter Box Set contents). The Gears should be loaded out with the following weapons loads (Hand Genades are already on the models).

### South:

Command Jager: Command Jager head, LAC, LRP.  
Jager number 1: LAC, LRP.  
Jager number 2: LBZK, LRP.

### North:

Headhunter: Headhunter Head, LAC, LRP.  
Hunter number 1: LAC, LRP.  
Hunter number 2: SC.

Optionally you can swap one of the standard LACs from a Hunter and Jager for a MAC with its longer range.

We strongly recommend that the miniatures be painted. You will also need the Hunter datacard reference sheet included. Further you will need 4 six sided dices, 2 for each player, the set of blitz counters from the sheet included (key and counters to cut out).

Ideally the demo should be done on a 2' by 2' table. You should also have 3-4 pieces of terrain for your demo table to help explain the cover rules and how they affect combat. Rocks, crates, and Large Stone Heads make ideal cover for the demo board.

## **The Basic Demo**

The first thing to explain to a new player(s) is a quick run through of what a Gear is. Basically explain what they are mechanically and how they move. This is the mainly fluff section of the demo that allows new player(s) who may have never played a Mecha game before understand what HGB is all about.

Next do a quick run through on how Gears move, explaining what Walker and Ground modes are, turning in these modes, measuring, and how they are armed. Explain what the weapons are in general, and then let the new player(s) pick which Gears he'd liked to play.

Finally explain how we read dice results in Heavy Gear.

## **Deployment and Game Play**

To begin the demo show the new player(s) how we roll for deployment. Explain that if he wins he has the option of deploying first or having you deploy first. Once you have both deployed roll for initiative. Explain how like the deployment roll the winner of the initiative roll has the option of going first or having you go first. After you both have deployed play the demo as normal game explaining shooting and damage only after the first shots are fired and damage has been done. Below is a list of things you can explain as you or the new player(s) moves their first Gear:

- 1- Being in the open gives your opponent a +1 to hit.
- 2- Range modifiers. (i.e. optimal,sub-optimal,extreme.)
- 3- Being shot in the rear leaves you with -1 to defence.
- 4- Being caught in a cross-fire leaves you with -1 defence.
- 5- Attack/Defence modifiers used during the shooting phase.
- 6- The benefits/disadvantages of Ground vs. Walker movement.
- 7- How to activation and movement works.

## **Players Seeking More In Depth Demos**

While most new player(s) will be happy with the basic demo of HGB you will more than likely run into a player(s) who'd like to play with more of the advance rules in the game. For an advanced demo you can show:

- 1- Thrown Weapons (Hand Grenades)
- 2- Forward Observation and Indirect Fire
- 3- Command Points

## **Conclusion:**

Remember to keep the demo's light, friendly and face-paced. Be up beat and positive about the game. We hope that this document will be helpful not only to Pod Squad Members.

Make sure to inform the player(s) about the Dream Pod 9's website ([www.dp9.com](http://www.dp9.com)) and Facebook page ([www.facebook.com/dreampod9](http://www.facebook.com/dreampod9)) for the latest info and our Dream Pod 9 Forum ([www.dp9forum.com](http://www.dp9forum.com)) online community for rules questions and support. Plus our free Gear Garage army building software ([www.dp9.com/gear-garage](http://www.dp9.com/gear-garage)) and free Gear Up online e-zine ([www.dp9.com/gearup](http://www.dp9.com/gearup)).

Keep up the good fight ,  
Pod Squad Regimental Sergeant Major  
Hugh Browne Jr.