



HEAVY GEAR: SAMPLE GAME PLAY

This example was done to show exactly how the Heavy Gear game system works. It is recommended that you actually lay out the maps and use the counters as you read through the example in order to get a better understanding of how the command points and movement systems work.

Set-Up: Lay out the maps necessary to the example. In this case, only two of the four maps are used. Take two different maps and lay them out side by side, with the one whose numbering starts with a 0 (zero) on the left and the one whose numbering starts with a 1 (one) on the right. The HG logos should both be at the lower right-hand side. Hexes 0114 and 1115 should be adjacent. Assume that the top of the maps (the side with hex 0404 in the middle) is the north side.

Step 0: Before anything else, both sides have to agree on the TV (threat value) of the battle. In this case, the TV used is 5500, which will allow both side to take a Commando squadron/cadre. This makes for a fast battle, with a lot of opportunity for tactics. Katja, the Northern Player, decides that her Cheetah A will be her leader, while Miranda, the Southern Player, picks the Spitting Cobra as her leader. This gives Katja and Miranda 3 dice for their Tactics roll as well as all Leadership rolls.

Once the units are picked, both Players make a Tactics roll, to determine the first Player to place her units and also to determine the amount of TCPs (tactical command points) available for the battle. Katja rolls a 5, a 4 and a 5, for a result of 5 (remember, the highest die roll is the total). Miranda rolls a 6, a 6, and a 3 for a total of 7 (when multiple sixes are rolled, any additional six acts as a +1 modifier). Katja will place the first unit and will have 5 TCPs for the rest of the game, Miranda will have 7 and will place her units after Miranda. Katja's units will come in the eastern side of the map while Miranda's will come in from the western side of the map.

The Northern Player places her first unit, Cheetah A, on hex 1288, facing towards hex 1302. The Southern Player places Iguana A, her first unit, on hex 0217, facing towards hex 0218. Both Players keep on alternating placing units, until all their units have been placed. The placement of the units is as follow:

Katja	Hex	Facing	Miranda	Hex	Facing
Cheetah A	1288	1302	Iguana A	0217	0218
Cheetah B	1404	1403	Iguana B	0159	0160
Cheetah C	1303	1317	Iguana C	0174	0173
Jaguar A	1171	1170	Black Mamba A	0290	0291
Grizzly A	1157	1156	Spitting Cobra A	0275	0276

Both sides declared that all their units are going at top speed, ground movement, for maximum mobility.

Set up phase is done.

TURN 1

Step 1: Neither Player declares evasive maneuvers or extra actions at this point.

Step 2: Both Katja and Miranda roll for initiative. Katja rolls a 6 and a 4, for a total of 6, while Miranda rolls a 5 and a 3. Initiative goes to Katja, who receives a Command Point (CP) for this turn only. If she does not spend it, she will lose it.

Since both Players have the same amount of combat groups (in this case, one squadron/cadre each) on the map, it is Katja's choice as to who goes first. She elects to let Miranda activate her combat group first.

Step 3: Miranda decides to move her Iguanas first, and then move her Spitting Cobra and Black Mamba. She'll hide the Spitting Cobra and the Black Mamba in the forest that is closest to the middle of the map and use the Iguanas to draw fire. She hopes that their speed will keep them alive.

All of her units are at Top Speed, Ground, which means that the Iguanas must spend between 8 and 14 movement points, the Spitting Cobra between 6 and 10, and the Black Mamba between 8 and 14. Keep in mind that the terrain for any hex is determined by the dot at the center. For example, hex 0150 is considered a clear hex, while hex 0122 is considered to be jungle, since the dot is standing on jungle.

The first Iguana, unit A, will take the following path: starting in hex 0217, through hexes 0218, 0219, 0220, 0221, 0222, 0223 (change facing), 0238, 0253, 0268, 0283, 0298 (change facing), 0299, 0300 (change facing), 0315. The unit ends its movement facing toward hex 0316. It spent exactly 14 MPs, one for each clear hex it went through.

The second Iguana, unit B, takes this path: starting in hex 0174, through hexes 0175, 0176 (change facing), 0162 (change facing), 0163, 0164 (change facing), 0179, 0194 (change facing), 0195, 0196, 0197, ending its movement facing 0198. It spent one MP per hex, except for hex 0197 (jungle hex, 3 MPs when in Ground Movement). It spent 12 MPs and could not enter hex 0198 since it did not have the 3 MPs (1 for clear terrain, 2 for Level 1 elevation) necessary to enter the hex.

The third Iguana, unit C, will take the following path: starting in hex 0159, through hexes 0160, 0161 (change facing), 0176, 0191 (change facing), 0192, 0193 (change facing), 0208, 0223, 0238, 0253, 0268 and finally 0283, facing 0284. It spent exactly 14 MPs, one for each clear hex it went through, except for hex 0191 which cost him 3 MPs (1 for clear, 2 for the elevation). The other hill hexes it was in (hexes 0192, 0193) cost it one MP each, since it was already at that elevation.

The Black Mamba, unit A, will move from hex 0290 to 0291, 0292, 0293, 0294 (change facing), 0309 (change facing), 0310, 0311 (change facing), 0326 and finally 0327, facing 0328. The total cost for its movement is 14 MPs, with hex 0291 costing 2 MPs (rough ground), hexes 0310 and 0327 costing 3 MPs each (jungle).

The last unit, the Spitting Cobra, only has 10 MPs. It will only move on clear hexes, taking the following path: 0276, 0277 (change facing), 0292 (change facing), 0293, 0294, 0295 (change facing), 0281 (change facing), 0282, 0283, 0284. Its final facing will be toward hex 0299.

Miranda declares at this time that all of her units, except for Cheetah A, are switching to Ground combat speed. Cheetah A will stay at Ground Top Speed. None of the units fire this turn since they have no one to shoot at. Furthermore, since their turn is over, they are not allowed snap fire. The only way a unit could fire would be by using a CP when a target presents itself.

Now it is Katja's turn. All of her units are at Top Speed, Ground. This means that her Cheetah units must spend between 9 and 15 MPs, the Jaguar between 8 and 13 and the Grizzly between 7 and 11. Her units are slightly faster than Miranda's, which Katja will try to exploit by attempting to outflank Miranda's units.

Katja will move her first Cheetah, unit A, to hex 1290 (facing 1289), spending 15 MPs. Katja declares this unit will go down to Ground Combat Speed next turn. Since that unit is in range of Iguana A, it will fire its pack gun. The range is four hexes, (which includes the hex the Iguana is in, but not the one the Cheetah is in) or medium range for the pack gun. Katja will roll 3 dice at -4 (+1 for Attribute, 0 for Fire Control, -1 for Weapon Accuracy, -1 for range, -3 for Top Speed penalty, for a total of -4). Not too good odds, but you never know. Miranda smiles as she gets to roll 3 dice at +4 (+1 for Attribute, +1 for Maneuver, +2 for moving 14 hexes, -0 for front arc of attack, for a total of +4). Needless to say, Katja is hoping for a fumble on the part of Miranda. Katja rolls a 5, a 3 and a 2, for a result of 5, minus 4, for a final total of 1. Not great. Miranda, for her part, can roll anything but a fumble. She rolls a 6, a 3 and a 2, for a roll of 6 plus 4, which gives her a whopping 10. Katja mumbles and scratches of 1 ammo for her pack gun.

The second unit, Cheetah unit B, will move to hex 1347, expanding its full 15 MPs. Katja declares it will go down to Ground Combat Speed next turn. Quickly calculating her odds, she decides not to fire that unit this turn. Her last three units — the Cheetah C, the Jaguar A and the Grizzly A — move to hexes 1276 (facing 1275), 1190 (facing 1189) and 1211 (facing 1210) respectively. Katja also reduces their movement to Ground Combat Speed for next turn. None of them fire since their odds of hitting are too low.

Step 4: Since Miranda and Katja are using the basic rules only, nothing happens this turn. Katja loses her extra command point, however.

TURN 2

Step 1: Miranda declares that Iguana A is going to be doing evasive maneuvers. None of Katja's units are declaring extra actions or evasive maneuvers.



Step 2: Initiative time. Miranda grabs the dice and rolls first. She rolls a 4, a 2 and a 1, for a total of 4. Not great, but not bad either. Katja picks up the dice and rolls. Smiling, she records her roll: a 6, a 5 and a 5. She has initiative again, and gets 2 extra CPs for the turn (6 - 4, gives a MoS of 2).

Katja lets Miranda go first.

Step 3: Miranda decides to bite the bullet and bring out her big gun: the Spitting Cobra moves first, from hex 0284 to hex 0359, facing 0360. Looking Cheetah B (hex 1347) squarely in the eyes, she declares that she will be firing at Cheetah B. Katja declares that she will be using a CP in order to fire first on the Spitting Cobra. Katja now has 6 CP left (5 from the beginning and 1 more for the turn). Miranda smiles and lets her do it.

Katja will fire first, since she spent a CP. If Miranda had spent a CP as well, she would have fired first. Katja declares that she is saturating the hex the Spitting Cobra is in with her Pepperbox, costing her 24 points of ammo. She will roll 3 dice at -4 (+1 for Attribute, 0 for Fire Control, -1 for Accuracy, -2 for long range, +1 for saturating the hex and -3 for having moved at Top Speed last turn). She rolls a 6, a 2 and a 1, for a final roll of 2. Miranda smiles, once again. She will roll 2 dice at -1 (+1 for Attribute, -1 for Maneuver, -1 for only

moving 4 hexes and 0 for a front arc attack). She rolls her dice and comes up with a 1 and a 1! Drats, fumble! This gives her a defensive roll of 0, which gives Katja a Margin of Success (MoS) of 2. Multiplying the MoS (2) by the damage multiplier of the Pepperbox (x12) yields a result of 24 points of damage. Not enough to really hurt the Spitting Cobra, but still does a Light Damage. Miranda scratches one box of damage on her unit's armor. Katja smiles and now rolls on the System Damage table, looking under the Light Damage column. She rolls a 2 and rolls on Subtable B: Structural Damage. She rolls again and gets a 1 this time. The Cobra is lucky and gets away with only a -1 MP to its Top Speed ratings.

Looking quite confident, Miranda picks up the dice. It's payback time! Quickly calculating the odds, Miranda plans on saturating the Cheetah's hex using her HRP/48 (32 ammo), and figures that she gets 2 dice at +2 (+1 for Attribute, 0 for Fire Control, -1 for Accuracy, 0 for range, no movement penalty and +2 for saturation fire). She rolls a 6 and a 6, for a total of (6 + 1 + 2 =) 9. Katja gulps and picks up the dice. She will roll 3 dice at +5 (+1 for Attribute, +2 for Maneuver, +2 for movement and +0 for arc). Oops... No fumble, but close: a 2, a 1 and a 1 come up, for a total of 7. The MoS is marginal (9 - 7, for a MoS of 2), but still good enough do to Overkill damage to the small Cheetah (2 x 20 =

BEGINNERS CAMPAIGN ALTERNATIVE

It is possible, if all Players agree to it, to play a smaller version of the campaign that does not require a full 30 vehicles to be placed on the map. Unfortunately, due to space and time restrictions, it was not possible to include the material in the campaign book. We felt, however, that it was important to include this alternative in the box set, so we decided to add it on this errata sheet. Only some scenarios need to be modified; some remain as they were and are not listed in the following table. It is also recommended to play the battle on two maps instead of four, aligned to get roughly the same proportions as the original mission maps. Approximate the entry zones for each mission based on the mission maps provided in the campaign book.

Scenario	North Units	New Entry	South Units	New Entry
1- Rahnguard Oasis	A. Section 2 — Recon	n/a	W. Djinns — Recon	n/a
2- Operation Shroud	B. Section 3 — General Purpose	n/a	S. Shaitans — General Purpose	Defense Cadre
	B. Section 3 — Strike	n/a	S. Shaitans — Light Blitz	Entry Area South
3- Plain Assault	C. Section 4 — Strike	n/a	B. Daemons — Recon	Location 2
	C. Section 4 — Heavy Blitz	n/a	B. Daemons — Strike	Location 3
4- Lightning Wipe Out	A. 2 — General Purpose	3 Gears at N1, 2 at N4	W. Rakshasas — Strike	Split between East and West Wings
	A. Section 2 — Recon	Split between N2 and N3	W. Rakshasas — Commando	3 Gears in Main Forces, 2 in Rear Guard
	Command Badger	n/a	n/a	n/a
6- Raid!	C. Section 1 — General Purpose	Split between N1 and N2	Blue Djinns — Recon	n/a
	Badger APCs (as listed)	1 in N1, 1 in N2	n/a	n/a
7- Miracle Knights	B. Section 1 — G. Prps. (active)	n/a	Sky Djinns — Recon	Split between S1 and S4
	B. Section 1 — Strike (inactive)	n/a	Sky Djinns — Fire Support	Split between S2 and S3
	Badger APC (x1)	n/a	n/a	n/a
	Std. Infantry Squad	n/a	n/a	n/a
8- Roma Plateau	C. Section 3 — Recon	Split between NL1, NL3 and NL5	Blue Daemons — General Purpose	2 Gears in S1, 3 Gears in S2
	C. Section 3 — Light Blitz	Split between NL2, NL3 and NL4	Blue Daemons — Strike	2 Gears in S1, 3 Gears in S3
	n/a	n/a	Caïman APCs (x2, 1 H. Wpns. Escd. each)	1 APC in S2, 1 APC in S3
9- Parade and Riposte	C. Section 4 — G. Purpose	n/a	Blue Daemons — General Purpose	n/a
	C. Section 4 — Heavy Blitz	n/a	Blue Daemons — Recon	n/a
	Recon Infantry Squads (x2)	n/a	Standard Infantry Escouades (x3)	n/a
11- Showdown	A. Section 4 — G. Purpose	Split between N1 and N3	Heavy Weapons Infantry Escouades (x10)	n/a
	Badger APC	Split between N2 and N4	n/a	n/a
	n/a	n/a	n/a	n/a

ERRATA

• Command Points always have priority over the normal initiative sequence. Also, command points can override and have initiative over command points that have been declared moments before. In other words, if Player 1 spends command points to intervene before Player 2 (whose turn it is to activate a unit), Player 2 may spend a command point to act before Player 1 (thus overriding Player 1's command point). Player 1 can act after Player 2, then Player 2 can continue with his normal initiative.

• The counters have value listed on them. Front left: Vehicle identification letter. Front right: Base Armor Rating of the vehicle. Rear left: Walker Combat/Top Speed. Rear Right: Ground Combat/Top Speed.

• In the Southern Player's Guide, p. 20, Sections 1 to 4 should be named Daemons, Djinns, Rakshasas and Shaitans respectively.

• On Mission 2 Map, the rightmost communication tower is marked "Entry Area South" instead of "Communication Tower." "Entry Area South" should apply to the triangular zones at the bottom of the map.