HEAVY GEAR
AREN


QUICK START RULES
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.

<table>
<thead>
<tr>
<th>Rolling 2D6</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>When two or more dice are rolled together, the result of the roll is the highest face value of any single dice.</td>
</tr>
<tr>
<td></td>
<td>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.</td>
</tr>
<tr>
<td>Fumble</td>
<td>If every dice shows a “1”, the dice roll is a Fumble, and always counts as a final result of 0.</td>
</tr>
<tr>
<td>Unskilled Roll</td>
<td>When rolling 0D6 (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.</td>
</tr>
<tr>
<td>(+Mod)</td>
<td>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.</td>
</tr>
<tr>
<td>(-Mod)</td>
<td>If the dice roll number is reduced below zero, count the final result as 0.</td>
</tr>
</tbody>
</table>

- 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 model’s 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:

<table>
<thead>
<tr>
<th>Movement Type</th>
<th>Turning arcs</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stationary Walker</td>
<td>Unrestricted, any number of turns</td>
</tr>
<tr>
<td>Combat Speed Walker</td>
<td>Unrestricted, any number of turns</td>
</tr>
<tr>
<td>Top Speed Walker</td>
<td>1 turn arc per 2 inches</td>
</tr>
<tr>
<td>Stationary Ground</td>
<td>2 turn arcs only</td>
</tr>
<tr>
<td>Combat Speed Ground</td>
<td>1 turn arc per 2 inches</td>
</tr>
<tr>
<td>Top Speed Walker</td>
<td>1 turn arc per 3 inches</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Terrain</th>
<th>MP Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear</td>
<td>1MP</td>
</tr>
<tr>
<td>*Soft</td>
<td>2MP</td>
</tr>
<tr>
<td>*Rough/Dense</td>
<td>3MP</td>
</tr>
<tr>
<td>*Very Rough/Very Dense</td>
<td>4MP</td>
</tr>
<tr>
<td>¹ Increase cost by 1MP for Soft when in Walker mode</td>
<td></td>
</tr>
<tr>
<td>² Decrease cost by 1MP for Rough and Very Rough when in Walker mode</td>
<td></td>
</tr>
</tbody>
</table>

- 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 anmelee)
- 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 combo’s 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 combo’s 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 combo’s
  - +2 if a Duelist has reached level 4 of that Family of combo’s

These bonuses are not cumulative with each other.

- A successful combo check generates a free action (free strike) that can be 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 combo’s vs any opposing model attempting a combo chain within its melee range.
- A model may attempt a number of defensive combo’s equal to its DUEL skill +1.
- If a model fails a combo check for any reason it may not use any more defensive combo’s for that round.
**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.

<table>
<thead>
<tr>
<th>Range</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Target is up to the end of Short range</td>
<td>0</td>
</tr>
<tr>
<td>Target is up to the end of Medium</td>
<td>-1</td>
</tr>
<tr>
<td>Target it up to the end of Long range</td>
<td>-2</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Movement</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stationary</td>
<td>+1</td>
</tr>
<tr>
<td>Combat Speed</td>
<td></td>
</tr>
<tr>
<td>Top Speed</td>
<td>-1</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Cover</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Open Target</td>
<td>+1</td>
</tr>
<tr>
<td>Target has some Cover</td>
<td>0</td>
</tr>
<tr>
<td>Target is in Partial Cover</td>
<td>-1</td>
</tr>
<tr>
<td>Target is in Full Cover</td>
<td>-2</td>
</tr>
<tr>
<td>Target is behind any Solid Cover</td>
<td>-1 Additional</td>
</tr>
<tr>
<td>Scenario Effects, Perks or Flaws</td>
<td>Variable</td>
</tr>
<tr>
<td>Accuracy of Weapon</td>
<td>Variable</td>
</tr>
<tr>
<td>Vehicle Fire Control Rating at Current Speed</td>
<td>Variable</td>
</tr>
</tbody>
</table>

*Use only the Melee modifiers for melee defense.

**DEFENSIVE MODIFIERS**
Use the modifiers below when defending, all modifiers are cumulative

<table>
<thead>
<tr>
<th>Defense Modifiers</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stationary Walker</td>
<td>-1</td>
</tr>
<tr>
<td>Stationary Ground or Hover</td>
<td>-2</td>
</tr>
<tr>
<td>Combat Speed</td>
<td>0</td>
</tr>
<tr>
<td>Top Speed</td>
<td>+1</td>
</tr>
<tr>
<td>Attack directed at Defender’s Rear Arc (Rear 180º)</td>
<td>-1</td>
</tr>
<tr>
<td>Defender does not have Lock to Attacker</td>
<td>-1</td>
</tr>
<tr>
<td>Attacked from above</td>
<td>-1</td>
</tr>
<tr>
<td>Larger Size</td>
<td>+1</td>
</tr>
<tr>
<td>Weapon Accuracy</td>
<td>Variable</td>
</tr>
</tbody>
</table>

*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.

<table>
<thead>
<tr>
<th>RoF Used</th>
<th>Out of Ammo</th>
</tr>
</thead>
<tbody>
<tr>
<td>None (RoF 0)</td>
<td>Fumble</td>
</tr>
<tr>
<td>Less than half</td>
<td>2 or less</td>
</tr>
<tr>
<td>Half or more</td>
<td>3 or less</td>
</tr>
<tr>
<td>Full RoF with RoF 1 weapon</td>
<td>3 or less</td>
</tr>
<tr>
<td>Full RoF</td>
<td>4 or less</td>
</tr>
</tbody>
</table>

**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.
- 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°.
**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.

**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 Gear’s 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.

**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.

**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.
**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.

**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 Duellist’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 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.
Sword Form

**Power Thrust**
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.

**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.

**Vibrokil**
Prerequisite: Vibro Weapon
Double the Vibro Weapon’s Damage if the Duelist makes their Threshold check.

**Level 1**
Threshold: 3

**Level 2**
Threshold: 4

**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.
**Ranged Offense**

**Spray Fire**
**Prerequisites:** Ranged Weapon with RoF
Firing a burst from a ranged weapon, the duelist that succeed 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 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.

When the Interplanetary 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
Title: 
Duelist Level: 4
Base Pay: 
Salary Cap: 1,004K
Duelist Rep: 
Unspent: 

TALENTS [PAGE 30-32]

Hunter Specialization
MAC Specialization
Hard to Kill
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]

Player Name

Gear Model: Hunter XMG

Movement
Walker: 4 / 4
Ground: 6 / 13

Maneuver: +2

Armor: 16 / 64

Def Mods
Top: +1 +1
Cbt: Maneuver
Stop: -1 -2

Duelist Rep:

COST FLAWS

Arms, Emergency Medical

SLOTS AVAILABLE

Component/Effect
1. Advanced Actuators
2. Reloading (LGL)
3. Chain Sword
4. Ram Plate

WEAPONS

Name | Arc | Acc | Range | Dam | Notes | RoF | Slot | Rarity
--- | --- | --- | --- | --- | --- | --- | --- | ---
MAC | F | 0 | 18 / 72 / ∞ | x10 | IF, AE 2 | 1 | 2 | C
LGL | F | -1 | 6 / 24 / ∞ | x15 | IF | 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

Copyright 2011 Dream Pod 9, Inc. Permission granted for personal use.
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.

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. 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, he 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

Duelist Name: Yang Jownz
Class: Hired Guns
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]

Player Name

Gear Model: Black Mamba

Movement
Walker 5 / 9
Ground 4 / 14
Maneuver +1

Armor 19 A5
Action 2

Damage
Size S S L H C

Class Heavy
Market

Def Mods
Top +1 +1
Cbt Maneuver
Stop -1 -2

Detect 3
Sensors +1
Fire Con. +1

Arms, Autopilot, Armor Refit, Advanced Armor Plating, Field Armor 2

COST, FLAWS, PERKS

Gear Weapons & Components Total
266K + 232K = 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

Class Arc Component Cost

MANIPULATOR

2 F LAC 20K
2 F Buckler 45K

WEAPONS

Name Arc Acc Range Dam Notes RoF Slot Rarity
LAC F 0 12 / 48 / 8 x8
MRP / 36 F -1 12 / 48 / 8 x18 IF
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

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<th>Weapon Name</th>
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<td>6 / 24 / ∞</td>
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**Represents single-shot and three-shot mounts**

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<th>Slot</th>
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<th>Damage</th>
<th>RoF</th>
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<tr>
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<td>12 / 48 / –</td>
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*Each slot represents 3 grenades carried. **Each slot represents 2 grenades carried*
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### Melee Weapons

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<td>Buckler</td>
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<td>Melee, Reach, One Shot, Haywire</td>
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*Adds a Sturdy Box to the Gear’s damage track*

### Components & Enhancements

<table>
<thead>
<tr>
<th>Component Name</th>
<th>Cost</th>
<th>Rarity</th>
<th>Slot</th>
<th>Notes</th>
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<td>Advanced Actuators</td>
<td>100K</td>
<td>BL</td>
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<td>Add 1 Extra Action</td>
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<td>Advanced Armor Plating</td>
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<td>Add Oil Slick (3) Perk</td>
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<td>Add Sniper Trait to a Weapon</td>
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<td>Extra Magazines</td>
<td>5K x Slot Rating of Weapon</td>
<td>C</td>
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---

### Advanced Weapons

### Melee Weapons

### Components & Enhancements

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**Reference Flow Chart**

### Combat Lock

**Target Concealed**
- Determine cover value.

**Target in Open**
- Combat Lock achieved.

**Attack**
- No
  - Combat Lock achieved.

**Distance in inches from the attacker to target equal or less than the size rating of the target?**

**Choose Another Target**
- Repeat the steps for Combat Lock for the next target.

**Active Lock**
- Spend an action to attempt Active Lock.

**Roll**
- Roll Rally + sensor bonus against cover rating of the target.

**Success**
- Gain a free action that can be used to do one of the following:
  - Forward Observe the target
  - Indirectly Fire at the target
  - Attack with a thrown weapon

**Failure**
- Activation Concluded
  - Unless your unit has additional actions, it may only complete its movement before its activation is concluded.

### Indirect Fire

**Target Designated Forward Observation**
- Gives a +1 to attacks with weapons having the Guided trait [G].

**Attack Deviation**
- The attack deviates 1D6 + the Margin of Failure of the miss in random direction determined in 60° increments around the intended target.

**Area of Effect**
- Does the attack possess the Area of Effect trait [AE]?

**Miss**
- Defender rolls against unmodified attack

**Hit**
- Defender rolls against unmodified attack

**Additional Units**
- Under the blast radius must roll against the unmodified result of the previous threshold roll.

### Direct Fire

**To fire directly at an opposing unit, your attacking unit must first achieve Combat Lock**

### Throw Weapons

**Roll Against Threshold of 4 [4+1]**
- Apply the movement modifiers to attacker.

**Miss**
- Proceed to Damage

**Hit**
- Proceed to Damage

### Thrown Weapons

**Area of Effect**
- Additional units under the blast radius must roll against the unmodified result of the previous threshold roll.

**Miss**
- Unless your unit has additional actions, it may only complete its movement before its activation is concluded.

**Hit**
- Proceed to Damage

### Melee Attack

**Target**
- Must be within Unit’s Melee Range.
  - (Dueling Skill + 1 Inch + Any Reach)

**Does weapon have the Melee Trait?**

**Yes**
- Proceed to Damage

**No**
- No penalty
- -1 penalty

### DetermineModifiers

- Maneuver Score
- Speed Band
- Weapon Accuracy
- Size

**Roll Opposed Piloting Skill**

**Margin of Success**
- Proceed to Damage

** Margin of 0 or Less**
- Attack Failed

**COMBO MOVES**

**Duelist spends an action and declares the number of Combos they are going to attempt to Chain, chooses a Combo from their list and declares their choice.**

**Duelist rolls their Dueling Skill against the Combo’s Threshold. Applying modifiers from the following:**
- Gear’s Maneuver Score
- Duelist Talents
- Combo Effects with Carry Over (Does not apply to the first combo)

**Threshold Met**
- Duelist generates free Action

**Threshold Not Met**
- Combo Chain ends

**Duelist performs the Attack applying benefits of Combo and starts the next Combo in the chain.**
Heavy Gear Arena is a fast paced, highly customizable tactical battle game set in the award winning Heavy Gear setting. For centuries, Terra Nova’s best pilots have taken their Gears, advanced robotic fighting machines, and pitted them against each other in the world of sports dueling. Only the best stay in the games and earn their legendary reputations. Of course, reputations only get you so far. Winning equals’ money for upgrading your team and its equipment, the support of your adoring fans brings fame and more importantly the corporate sponsors, or just the thrills, pilots come from all over to find the thing they’re desperate for in Khayr ad-Din.

- Full-content small-format rulebook
- 4x “Hired Gun” duelist miniatures
- Tape measure
- 4x six-sided dice

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