Heavy Gear Blitz 3rd Edition League Rules

Leagues are groups of players that are organized to play games at regular intervals. Leagues may have as few as two players or as many as 20 or more.

These specific league rules are designed with the idea of people playing regularly in order to practice for upcoming tournaments or other major events. They may be modified as needed for the consideration of their specific league.

Campaigns are a series of games. These league rules are built around a campaign of six games per player. When all players have completed six games, the campaign is considered to be completed and a new campaign may be started. The number of games may be adjusted to fit the needs of individual leagues.

Periodicity

Games may be played during a one or two week period. All the players within the league are not required to meet on the same day. Members may instead meet up during the given period of time to play. If everyone regularly meets on a specific day each week, then that is very helpful. However, not everybody's **schedule** will support this, so allowing players to play on an alternate day and remain in the league is very useful. If the league grows, then quarterly tournaments or other major events will likely have more competitors.

An **organizer** is anyone who is running the league. The organizer may be a player. There may be more than one organizer, which can be helpful to distribute responsibilities such as maintaining rosters of players, scheduling, locations, and even coordinating materials such as terrain and other needed items.

Forces are semi-persistent. This means that you will start with one force and build onto it after each game. Players start with a 50 TV force and build up to a 150 TV force.

Modifying Forces Between Battles

After every two games players will increase the TV total of their force.

Below is the TV total for each game:

Games one and two: 50 TV
Games three and four: 100 TV
Games five and six: 150 TV

Also after each game, one combat group may be replaced entirely. All other combat groups must remain. Remaining models may receive upgrades from the rulebook.

Late entries may pick up in the middle of a campaign by adjusting their entry force as needed. For example, if everyone has already played two games, then a new player will need to start with 100 TV force instead of a 50 TV force.

The **winner** is normally the player that won the most games. However, an alternate method may be chosen if there is a tie.

Pairings should be done with players that have played an equal number of games. At first, everyone is considered to have zero games. However, due to many reasons, players may come across situations where pairing players with an equal number of games is not possible.

If it is not possible to always pair players equally, then one player may be called upon by an organizer to play a game with no benefit to them so that another player has a chance to rank up within the league.

Survivors are models that are not destroyed during a battle. Players may select one survivor after each game to gain 1 TV. This TV may only be used by this model for upgrades. **Note:** If a player enters the campaign in the middle of its progression, then they will not have accrued any survivor TV.

Styles of Leagues

Leagues may be fashioned in many ways. There are classic Heavy Gear Sourcebooks such as Operation Jungle Drums, Battle of Two Towers, and many others that can be used and adapted as desired.

Below is one theme that does not require additional sourcebooks and uses ranks found in the Heavy Gear Universe. It is loosely considered more casual because all players benefit as they continue to play, regardless of whether they win or lose. This is useful for an initial run for a new league. This could be modified to create a more competitive environment by requiring that only winning results allow promotions and additional unique upgrades.

Rank	Requirement	Upgrades (Optional)
-	Play 6 games	Winner is determined
Major	Play 5 games	+1 CP for the Force Commander
Captain	Play 4 games	+1 Unique Upgrade
Lieutenant	Play 3 games	+1 Unique Upgrade
Sergeant Major	Play 2 games	+1 Unique Upgrade
Sergeant	Play 1 games	+1 Unique Upgrade
Lance Corporal	None	+1 Unique Upgrade

You are free to customize your league's style based on your needs and resources.

Unique Upgrades

As players rank up, they may select unique upgrades. Once selected, these upgrades cannot be exchanged for other upgrades and are maintained until the league's current campaign has completed.

All players select one unique upgrade before their first game.

Each unique upgrade may only be used once during a single game. They may be used again during subsequent games. You may declare the use of these unique upgrades at any time during any one combat group's activation. After that combat group has completed its activation, the upgrade goes away.

Available Unique Upgrades
Hurry Up – One model may add +1 to their MR.
Designated Marksman – One model may increase their gunnery skill by 1.
Stick and Move – One model may increase their piloting skill by 1.
Nerds – One model may increase their EW skill by 1.
Try Again – One model may reroll any one roll once.
Reach Out – One model may increase the optimal range of one ranged weapon by 10.
Kensei – One model may increase the damage of one melee attack by 1.
Rook – One model may decrease the damage it takes from one attack by 1.
Saved – Double the damage restored by one heal or repair action.
Swag – One model may add one to the amount of ammo for a weapon that has limited ammo.
Concentrate – One model may add one die to any one roll.

Tracking

Organizers will need to keep track of the players and their forces. Below is a simple tracking tool that can be used. Organizers may use this or create their own. Progress can be posted on bulleting boards or electronic media for all players to see.

League:_____

Player's name	Games	Wins	Rank	Notes

Organizers will also need a process for tracking each player's force. The Gear Grinder website can be useful for this. Players may save forces, share them and print them off for convenience.

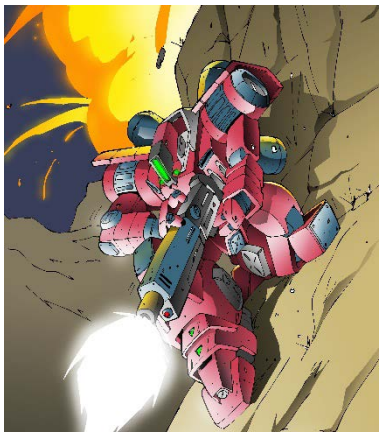
http://hgbtools.infohell.net/

Objectives

Objectives should include regular objectives from the rulebook. There are optional objectives within the rulebook that can be used as well. Optional objectives include; Casualties per Turn, King of the Hill, Protect the Camels, Regimental Duels, and Weather. There are also several ways to change how objectives are selected or assigned. They are found in the Optional Rules Chapter.

An additional option is to add one unique objective for each game. This would be in addition to the objectives that are normally used. This adds optional ways to score Victory Points (VP) and additional levels of interactions between players. They may be selected by an organizer or randomly applied to each game.

Additional Unique Objectives



Annihilation	Hold the Line
Assassinate+	Incursion
Data Mine	Own It
Escort Duties	Supply Raid
Espionage	Two Towers

Annihilation

Players will score one VP if they destroy at least half of their opponent's total number of models.

Assassinate+

Players will attempt to assassinate their opponent's leaders. The player that destroys the highest number of commanders scores one VP.

Data Mine

Players compete to scan three markers placed in the middle of the table. The player that scans more of these markers scores one VP.

Use standard deployment zones from the rules.

Place three markers on the centerline between the players' deployment zones. One will be in the very center of the table. The other two will be placed equidistant between the center supply marker and the edge of the table.

Players may use a scan, or detailed scan actions, to attempt to remove the marker from the table. The scan marker is considered to have an EW skill of 5+ and will use two dice for the opposed roll.

Escort Duty

Each player receives a Camel Truck or similar vehicle to add to their force. They will be treated as a Control Marker. Players receive one VP if they control the other player's Camel Truck at the end of the game.

Players can move their own Camel Truck, but they cannot use them to attack, take actions or issue orders. They are indestructible but are affected by status effects such as haywire and immobilized.

Each round, players will activate and move these vehicles first, before any of their other combat groups.

Espionage

Each player receives a unique token, terrain piece or similar item. Players will compete to scan, or detailed scan, this object. Whoever succeeds in scanning the other player's object first scores one VP.

Use standard deployment zones from the rules.

The object is placed at the edge of their deployment zone closest to their opponent. This will be placed before deployment.

This object is considered to have an EW skill of 3+ with the ECCM trait (3 dice for opposed rolls). They are indestructible but are affected by status effects such as haywire.

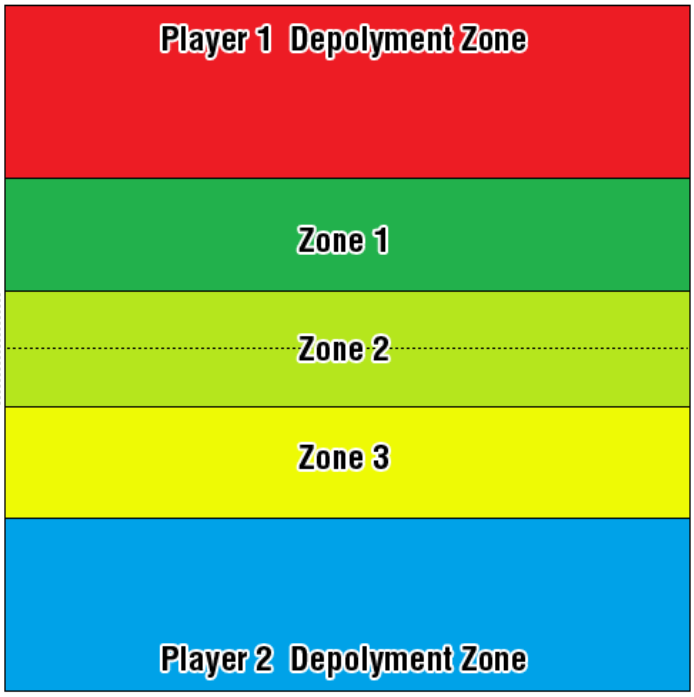
Of note, the Sensor Array from DP9 is an excellent choice for this, but other models can be used as well.

Hold the Line

Players will compete to control the three center zones of the battlefield. The player that controls the majority of these zones scores one VP.

Use standard deployment zones from the rules.

Divide the middle of the battlefield like on the right, with three zones between the deployment zones. At the end of the game, a players controls a zone if they have more models in that zone.



Incursion

Players will attempt to control the other players deployment zone. If a player succeeds in controlling the other player's deployment zone, then they will score one VP.

A player controls another player's deployment zone if they have more models within said zone at the end of the game.

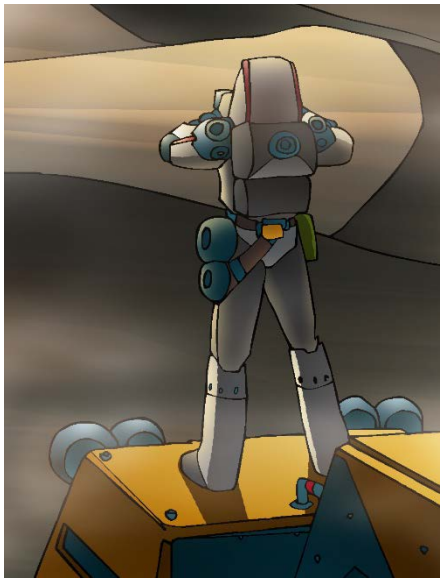
Own It

Players compete to control four zones in the middle of the table. Whoever controls the majority of these zones scores one VP.

Use standard deployment zones from the rules.

The area between the deployment zones is divided up into four equal zones. Whoever has more models within a zone at the end of a game controls it.

Supply Raid



Players compete to grab three supplies placed in the middle of the table. Whoever has the most supply markers at the end of the game scores one VP.

The model that picked up the supply marker must stay alive until the end of the game in order to be counted.

Use standard deployment zones from the rules.

Place three markers on the centerline between the players' deployment zones. One will be in the very center of the table. The other two will be placed equidistant between the center supply marker and the edge of the table.

Players may use models to grab these supply markers. To do so, one model will need to come into base contact with the marker and spend an action to pick it up. Once that is done, the marker is removed from the table and that model is considered to be carrying the supply marker.

Two Towers

Players will attempt to destroy the other player's "tower". Players will score one VP for destroying the other player's tower.

Use standard deployment zones from the rules.

Each player will receive a fortification to place at the edge of their deployment zone closest to their opponent. These will be placed before deployment. The players control these towers and use their actions and weapons if available.

Of note, the Outpost from DP9 is an excellent choice for this, but other models can be substituted instead.

***Organizers may modify the rules in this document as needed to adapt them to their available resources and the needs of their league.**

Credits: Special thanks to Jon and Adam at The Late Night Wargames and everyone else at the Roost. Jon and Adam have been spending countless hours on their fan made Heavy Gear Blitz Tournament System and have coordinated their efforts with the Rooster's work on this League Ruleset. Many of the features are very similar and this League ruleset will help set players up to learn their Tournament System. The Roost is full of some very bright alpha testers who challenge the Rooster at every corner, all of which is highly appreciated.

Sincerely,
Rooster
August 2021

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