QUICK START: BEGINNER PLAYERS START HERE

JUST STARTING OUT INTRODUCTION

If you're a new player just starting our the latest edition of Heavy Gear Blitz, you most likely picked up this Quick Start Rulebook along with one or more of our four new plastic miniature army boxes or the two player starter set. At present we have army boxes for the North, South, Colonial Expeditionary Force (CEF), and Caprice factions, plus a two player starter set that includes the North and South armies and a copy of this rulebook.

The Quick Start Rulebook includes all the rules and appendices needed to play following the quick start section. Plus the North, South, CEF, and Caprice force options and model lists for the new plastic miniatures. We recommend that you download our free Living Rulebook ebook, available via a link on the www.dp9.com website. The Living Rulebook includes faction background and history, along with their complete model lists. Plus it includes the Peace River, NuCoal, Leagueless, Black Talon, Utopia, and Eden factions with their background and complete model lists. Extra pdf downloads are also included with the Living Rulebook ebook, like badlands buildings, stoneheads, and rock terrain sheets that you can download, print, and cutout to make your first battlefield table top to play the game on.

Northern Army Box DP9-9340

Southern Army Box DP9-9341

CEF Army Box DP9-9342

Caprice Army Box DP9-9343

Heavy Gear Blitz Living Rulebook ebook DP9-9337

Badlands Buildings

Stoneheads

Rock Terrain

Free Living Rulebook Extra Downloads

MODEL ASSEMBLY FOR YOUR FIRST GAME

We'll go over the basics of Heavy Gear miniature assembly for the new plastic miniatures on this page, with what tools and supplies you'll need and safety tips to follow. We'll use the Southern Jager Gear in the example below as we'll be using General Purpose (GP) squads of Jagers and Northern Hunters in most of the Quick Start demo learning games on the pages that follow.

Tools and Supplies Needed (Clippers, Super Glue or Plastic Model Glue, Hobby Knife, Fine Grit Hobby Files or Sandpaper, and Hand Drill with 1/16 bit).
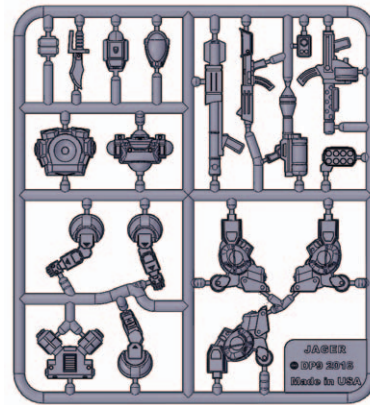
Jager Parts Sprue

TO ASSEMBLE YOUR GEARS, FOLLOW THESE STEPS:

♦ Carefully remove the parts from the sprue with clippers for your first model.

♦ Use a fine grit hobby file or a hobby knife to trim any excess flash from parts.

♦ Assemble one model at a time to prevent mixing of parts.

♦ When gluing wait until glue is set before advancing to the next of the following gluing steps.

1. Using super or plastic glue attach the legs to the hips (select leg pose)
2. Use glue to attach the models feet to the hex or round base.
3. Use glue to attach engine to torso.
4. Clip or cut the gun grip off and glue to right arm
5. Use glue to attach arms to torso one at a time.
6. Use glue to attach torso/arms/engine assembly to hips.
7. Use glue to attach head to torso.
8. Use glue to attach rocket pod to shoulder mount (models left side).

Jager Exploded Parts View

SAFETY TIP:

Hobby knives are very sharp and must be used with great care, or serious injuries can occur. We urge you to use clippers when removing parts for the sprue. And use a fine grit hobby file whenever possible to remove any plastic flash or smoothing out the area where the part was connected to the sprue.

Jager with special right arm with weapon across torso.
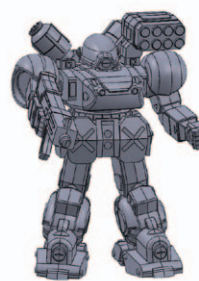
Jager standing pose legs and straight right arm.
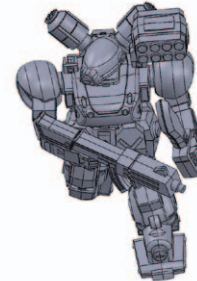
Jager with running pose right leg used & special right arm.

Assembled plastic Jager models (Stock, Command, Striking, and Stock). Forming a Combat Group with GP Squad Primary Unit.

QUICK START: BEGINNER PLAYERS START HERE

PRIMING AND PAINTING YOUR MODELS

Now that you have assembled your models we'll touch on the basics of priming and painted them. If the plastic models got dirty or oily from your fingers while assembling you should wash them with soapy water and then let them fully dry before priming. It's important that the plastic surfaces are clean for the primer to get a strong bond to the surface. We have found that fine grey primer works best and is a neutral color when you go to paint up the models in either light or dark color schemes.

We have selected a grey paint scheme for the Southern Jagers and a tan paint scheme for the Northern Hunters, with a black wash to get the lowered lining details and a lighter grey or tan to highlight the edges. But, you're the commander and can decide on any paint scheme you like. We have some painting guides on the DP9 website and will be posting more in the future.

Southern General Purpose (GP) Primary Unit of Jagers primed in grey above and painted in grey paint scheme below.

Northern General Purpose (GP) Primary Unit of Hunters (UC, Assault, Stock, and Headhunter) painted in tan paint scheme below.

HEAVY GEAR BLITZ MASTER SERIES PAINT SET

Produced by our friends over at Reaper Miniatures, the set includes 36 Master Series paints designed by Dream Pod 9 and formulated by Reaper Miniatures. The set can be purchased on the Dream Pod 9 or Reaper Miniatures online stores.

Color Chart above shows all 36 colors with Heavy Gear themed naming.

YOUR FIRST BATTLEFIELD (GAME TABLETOP)

It's always nice to play on a beautiful wargaming table (Battlefield) with lots of terrain and buildings to hide behind, that takes time and resouces to make. We want to get you started fast so we have made some free to download and print pdf sheets with Badlands Buliding, Stoneheads, and Rock Terrain with their heights indicated on them. All you need to do is get the free Living Rulebook ebook and they are included in the extra downloads. These sheets can be printed and cut out. See the example below for a possible layout.

Easy to make Battlefield using black table with cutout Badlands Buildings, Stoneheads, and Rocks.

Battlefield using black table with painted resin Badlands Buildings, Stoneheads, and styrofoam Rocks.

Badlands Outpost resin terrain set.

Four Stoneheads in Sand resin terrain (above)
Four Stoneheads resin terrain (below).

MODELLING TIP:

You can make styrofoam rocks using pieces of foam insulation panels available at most home renovation stores. Simply cut it into small rock and hill shapes and then paint them with 2 coats of white carpenter glue to seal them. Once the glue is dry you can paint them and the foam won't melt any more.
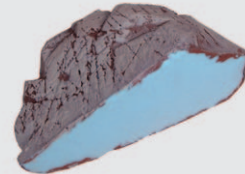
Also Free Downloadable Papercraft Buildings availabe on the DP9 Website. See the Urban and Military Base Themed examples below.

Demo Table Battlefield made using a 28" diameter piece of 0.25" MDF board with styrofoam hills and rocks, resin stoneheads and destroyed vehicles glued on and painted. Plus some of our resin Badlands Buildings placed on top.

QUICK START: BEGINNER PLAYERS START HERE

USING THE QUICK START RULES SECTION

New players should read this section to learn the basics of how to play the game of Heavy Gear Blitz and all the components needed. This section specifically omits some special case rules to simplify play for your first few games. The Rules section later contains all the complete and up to date game rules.

GAME SCALE

Heavy Gear Blitz uses 1/144th or N gauge as a model scale with all models being to scale. This makes an ordinary human approximately 0.5" (13 mm) tall on the table top Battlefield. Heavy Gear models range from about 20 mm tall for a Ferret in ground mode to 48 mm for a Kodiak and Strider models can be even larger. A basic trooper Gear like the 14' (4.3 m) tall Hunter or Jager uses a 30 mm tall model.
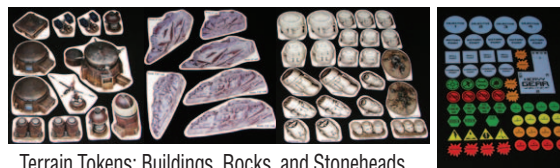
COMPONENTS

4 Hunter Gears, for the Northern player.

Tape Measure and at least 4 Dice (D6).

4 Jager Gears, for the Southern player.

Terrain Tokens: Buildings, Rocks, and Stoneheads.

Status & Damage Tokens, for use by both players.

THE OBJECTIVE OF THE GAME

Heavy Gear Blitz is a competitive game where each player controls a Force of Models. By moving and attacking with their models the players try to achieve their Objectives. In the Learning Scenario the goal is to be the first player to destroy or critically damage all the opposing models. At the end of the sixth Round if no player has achieved victory then the game ends. In the case of the game ending after six Rounds the player with the most Threat value Points (TV) remaining is the winner.

COMMON GAME TERMS

Below are some common games terms found in Heavy Gear Blitz and a quick explanation of each.

Models, Units, and Unit Availability:
Throughout the rules the term "model" refers to a fully assembled model complete with base. The term "Unit" refers to a group of models that have been designated together to comprise a unit. We use Unit Availability (UA) codes (GP, SK, FS, etc) to let you know which models can placed together in a Unit.

Combat Groups:
A combat group is made up of a Primary Unit with 4 to 6 actions, in the case of this demo a UA: GP squad of 4 Hunters or Jagers with 1 action each. So in the full game you could add 2 more Hunters or Jagers to your Primary Unit bring them up to 6 actions each. The combat group can also include a Support Unit with half the number of actions as the Primary (rounded up). The Support unit can also be a different UA type than the Primary. So for example you could add up to 2 action Support Unit with UA:SK including 2 Jaguars or Black Mambas with 1 action each. Making the North Force 1 Combat Group with 6 models (4 Hunters and 2 Jaguars) and the South Force 1 Combat Group with 6 models (4 Jagers and 2 Black Mambas).

Force:
The game term used for a faction army of models. A Force is made up of one or more Combat Groups.

Threat Value:
Is the points cost given to each model and is used when building your Force to make balanced battles.

Actions:
Each model has 1 or more actions, which are used to attack or do other functions. Most gears have 1 action, but a tank could have 3. The total number of actions is also used to help balance the players combat groups.

Commander:
A Commander is a model that is selected to be a leader of a Force of models, or a Combat Group of models. Commanders take initiative tests, give orders, and distribute command point Rerolls. For the demo the Commander is the Combat Group Leader (CGL) and has an Initiative Skill of 5+ and 1 Command Point.
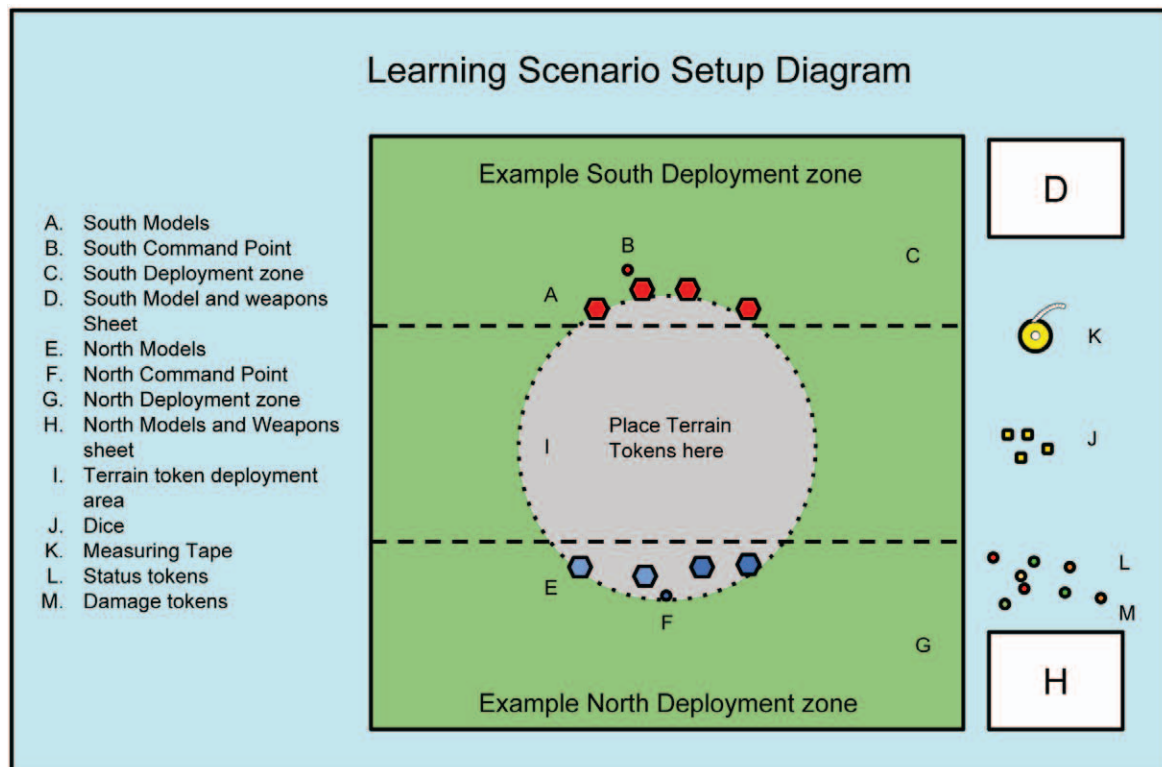
Command Points:
A Commander may use a command point to reroll all the dice of any roll made by a friendly model within 6" of the commander, including the commander. The commander may also use their command point to give an Order as a free action at any time during their activation.

COMMAND POINT

DEMO GAME LEARNING SCENARIO SETUP

1. On a stable surface like a dining or kitchen table mark a two foot square play area (2' x 2')

2. Each player should choose which faction they will play by choosing one of the units.

3. Place the terrain tokens in the center of the play area within eight inches of the middle of the board with at least four inches between each piece or groupings of pieces.

4. The player who chose the North faction will have the initiative for deployment and will choose which table edge they wish to use for deployment. The North player then places each of their models within 8" of the chosen table edge.

5. The South player will then deploy their models within 8" of the opposite edge.

6. Each player indicates one model to be their commander - that model receives a command point token.

Notes: The next page includes the North and South Forces and Weapons Sheets with permission to photocopy, for use playing the demo. And the last page of the Quick Start Rulebook has a Game Tokens Sheet with all the status, damage, command point, and other tokens that you can also photocopy and cutout and use in the demo learning scenario.

Learning Scenario Setup Diagram

Example South Deployment zone

A. South Models
B. South Command Point
C. South Deployment zone
D. South Model and weapons Sheet
E. North Models
F. North Command Point
G. North Deployment zone
H. North Models and Weapons sheet
I. Terrain token deployment area
J. Dice
K. Measuring Tape
L. Status tokens
M. Damage tokens

Place Terrain Tokens here

Example North Deployment zone

Learning Scenario Setup on round Demo Table Battlefield.

Closer sideview of the Learning Scenario Setup on the Demo Table.

QUICK START: DEMO GAME FORCES AND WEAPONS SHEET

NORTH FORCES AND WEAPONS SHEET

North Combat Group #1 includes a Primary Unit with the GP Unit Availability (UA) code and the following models:

1x Hunter UC with Medium Frag Cannon main weapon.
1x Assault Hunter with Light Snub Cannon main weapon.
1x Hunter with Light Auto-Cannon main weapon.
1x Headhunter with Light Auto-Cannon main weapon.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
N1 Hunter UC	6	GP, SK	W:5" G:6"	6	4 / 2	1	4+	4+	6+	MFC (Arm), LRP, APGL, LPZ, LVB (Arm)	Arms	Gear 1.5"
N2 Assault Hunter	7	GP, FS	W:5" G:6"	6	4 / 2	1	4+	4+	6+	LSC (Arm), APGL, LVB (Arm)	Arms	Gear 1.5"
N3 Hunter	6	GP(0+), FS, ST, HT	W:5" G:6"	6	4 / 2	1	4+	4+	6+	LAC (Arm), LRP, APGL, LPZ, LVB (Arm)	Arms	Gear 1.5"
N4 Hunter +Headhunter upgrade	6	GP(0+), FS, ST, HT	W:5" G:6"	6	4 / 2	1	4+	4+	6+	LAC (Arm), LRP, APGL, LPZ, LVB (Arm)	Arms	Gear 1.5"
Headhunter upgrade	+1	+(CMD)	-	-	-	-	-	-	5+	-	Comms:1	

Weapon Type	Code	Range	L	M	H	Traits	Category
Auto-Cannon	*AC	6-18 / 36"	6	7	8	Burst:1, Split:2	Ballistic
Anti-Vehicle Rocket Pack	*RP	6-18 / 36"	7	8	9	AE:4"	Ballistic, Indirect
Snub Cannon	*SC	3-9 / 18"	8	9	10	AP:2/3/4, AS	Ballistic
Frag Cannon	*FC	3-9 / 18"	5	6	7	Ammo: AP:1, Ammo: Frag (AI)	Ballistic
Panzerfaust	*PZ	3-6 / 9"	6	7	8	AP:2/3/4	Ballistic
Vibro Blade	*VB	0-0 / 0" ***	7	8	9	AP:1/3/5	Melee
Anti-Personnel Grenade Launchers	APGL	0"	3	-	-	Proximity: 3", AI, Frag	Ballistic, Indirect

SOUTH FORCES AND WEAPONS SHEET

South Combat Group #1 includes a Primary Unit with the GP Unit Availability (UA) code and the following models:

2x Jager with Light Auto-Cannon main weapon.
1x Striking Jager with Light Bazooka main weapon.
1x Command Jager with Light Auto-Cannon main weapon.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
S1 Jager	6	GP (0+), SK, FS, ST, HT	W:5" G:6"	6	4 / 2	1	4+	4+	6+	LAC (Arm), LRP, APGL, LHG, LVB (Arm)	Arms	Gear 1.5"
S2 Striking Jager	7	GP, SK, FS	W:5" G:6"	6	4 / 2	1	4+	4+	6+	LBZ (Arm), LRP, APGL, LVB (Arm)	Arms	Gear 1.5"
S3 Jager +Command Upgrade	6	GP (0+), SK, FS, ST, HT	W:5" G:6"	6	4 / 2	1	4+	4+	6+	LAC (Arm), LRP, APGL, LHG, LVB (Arm)	Arms	Gear 1.5"
Command upgrade	+1	+(CMD)	-	-	-	-	-	-	5+	-	+Comms:1	
S4 Jager	6	GP (0+), SK, FS, ST, HT	W:5" G:6"	6	4 / 2	1	4+	4+	6+	LAC (Arm), LRP, APGL, LHG, LVB (Arm)	Arms	Gear 1.5"

Weapon Type	Code	Range	L	M	H	Traits	Category
Auto-Cannon	*AC	6-18 / 36"	6	7	8	Burst:1, Split:2	Ballistic
Anti-Vehicle Rocket Pack	*RP	6-18 / 36"	7	8	9	AE:4"	Ballistic, Indirect
Bazooka	*BZ	6-12 / 24"	7	8	9	AP:2/3/4	Ballistic
Grenades	*HG	3-6 / 9"	8	9	10	AE:3", Blast, AP:1	Indirect
Vibro Blade	*VB	0-0 / 0" ***	7	8	9	AP:1/3/5	Melee
Anti-Personnel Grenade Launchers	APGL	0"	3	-	-	Proximity: 3", AI, Frag	Ballistic, Indirect

HEAVY GEAR BLITZ: DEMO GAME LEARNING SCENARIO

The Interpolar War: The world of Terra Nova once again convulses with war between the two superpowers of the Northern Confederated City States and the Allied Southern Territories. Armies clash with no more rational objective than the crushing of their foes.

PLAYING HEAVY GEAR BLITZ

Heavy Gear Blitz is a game that is played over six Rounds. Each Round consists of three phases: The Initiative phase, the Activation phase, and the Cleanup phase.

1. Initiative phase: Players roll off to determine which player will choose who activates first in the Round.

2. Activation phase: In turns each player will activate one unit of models, one at a time.

3. Cleanup phase: Some status tokens are removed in this phase, used Actions and Command Points are refreshed.

PHASE 1: INITIATIVE PHASE

In the Learning Scenario each player rolls Two six-sided dice (2D6) and chooses one die with the highest value to be their result. If the second die rolled is a five or a six then the player may add one to the value of their result. The Initiative roll is a special kind of roll where a clear winner is required and the rolls are rerolled until a clear winner is determined.

> **Demo Game Learning Scenario Starts**
>
> North player rolls (2D6) and gets 5 and 3, giving a result of 5.
>
> South player rolls (2D6) and gets 5 and 5, giving a result of 6.
>
> South player wins Initiative with the higher roll and chooses to Activate First.

PHASE 2: ACTIVATION PHASE

During the Activation phase the players alternate activating their units. The player with the Initiative for the Round will choose if they will Activate a unit first or second.

When a player Activates a unit they select one model from that unit and Activate it completely before moving on to the next model in the unit.

When activating a model a player must first choose its posture. There are three postures to choose from: Braced for shooting, Combat Speed, and Top Speed. And then select its Movement Type normaly Walker or Ground.
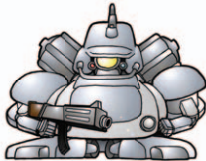
Braced for shooting does not allow a model to move and it may only make one 90 degree turn. The model gains a +1D6 modifier to any Attack Rolls the model makes but a -1D6 modifier to any Defense Rolls it makes while Braced. After Bracing to fire the model returns to Combat speed at the end of its activation.

Combat Speed is the default posture that is assumed to be used unless stated otherwise. A model using the Combat Speed posture may make one Move up to the maximum of the movement type selected indicated in the MR column of the Model sheet. There are no bonuses or penalty modifiers for combat speed.

Top Speed allows a model to make two Moves of up to the maximum of the movement type selected indicated in the MR column of the Model sheet. Each Move may use a different Movement Type. The model gains a +1D6 modifier to any Defense Rolls the model makes but a -1D6 modifier to any Attack Rolls it makes while at Top Speed.

W: Walker Movement Type: A walker model is not affected by difficult terrain and may make any number of turns and move in any dirrection (forward, backward, sideways, etc.) when it moves.

G: Ground Movement Type: A ground model halves its movement in difficult terrain and may make one Turn of up to 90 degrees during each move.

> South player activates their GP unit and selects model #1 Jager to activate first. They then look at the Movement Rating (MR) on the models stat line, shown below. And select to move at Combat Speed using the Walker Movement Type, allowing them to move the model up to 5" in any direction. The player moves the model #1 Jager upto 5" using a tape measure into position to attack one of the North models.

	Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
S1	Jager	6	GP (0+), SK, FS, ST, HT	W:5" G:6"	6	4 / 2	1	4+	4+	6+	LAC (Arm), LRP, APGL, LHG, LVB (Arm)	Arms	Gear 1.5"

QUICK START: DEMO GAME LEARNING SCENARIO

> Now that the South players model #1 Jager has moved into position to attack we need to check how many Actions (A) it has on the model stats to know how many attacks it can make. All the models selected for the demo have just 1 action each. The player selects the LAC (Arm) a Light Auto-Cannon mounted on the arm which has good range and the Burst:1, Split:2 traits, after looking over the Weapons Table shown below. And declares thier attack on the north model, then measures the range using a measuring tape and rolls their attack dice.

	Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
S1	Jager	6	GP (0+), SK, FS, ST, HT	W:5" G:6"	6	4 / 2	1	4+	4+	6+	LAC (Arm), LRP, APGL, LHG, LVB (Arm)	Arms	Gear 1.5"

| Weapon Type	Code	Range	L	M	H	Traits	Category
Auto-Cannon	*AC	6-18 / 36"	6	7	8	Burst-1, Split-2	Ballistic

USING ACTIONS

When activating each model may use one Action as indicated by the "A" attribute on the model stat line. This action may be used to make one attack. The attack may occur at any point of a model's activation either before, during, or after a Move. To attack in the middle of a move simply measure part of the models Move and then complete the move once the attack is resolved.

ATTACK ACTIONS

To resolve an attack action follow these steps:

1. Select a target. (Must be in the front 180 degree arc of the firing model.)

2. Measure the range to the target. (Check if its in the Optimum range of a weapon listing, which is the range X-Y defined before the / and follow by its Maximum range, otherwise penalty modifiers may effect the attack roll made by that weapon.)

3. Select a weapon to attack with.

4. Each model rolls 2D6, add or subtract modifier dice before rolling.

5. Roll the dice.

6. Compare roll with the defender's roll to see if a hit is caused and if so, how successful.

7. Resolve damage.
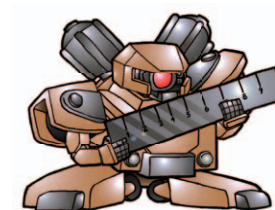
WEAPON ATTRIBUTES

Each weapon has attributes that detail how it can be used. For the purposes of this Learning Scenario the only weapon categories to consider are the Ballistic category, the Indirect category, and the Melee category.

Ballistic category weapons suffer a -1D6 modifier at ranges greater or less than the weapons optimum range.

Indirect category weapons suffer a -1D6 modifier at optimum range and a -2D6 modifier at ranges greater or less than optimal range. Attacks by Indirect category weapons ignore terrain cover modifiers for the Defender of an attack.

Melee category weapons have very short ranges but can allow multiple attacks for models with more than one action per round.

Multiple Categories: If a weapon has more than one category select one to use each time it attacks.

MODEL AND WEAPON TRAITS

Traits are keywords that describe special rules that apply to a model or a weapon.

[Arms]: This model can use a weapon with the Arm Arc to Snap Fire. This model may purchase Grenades, Shaped Charges, and Panzerfausts upgrades. This model may climb vertical terrain without requiring the Climbing trait (See 6.5f).

[AE:X"] Area Effect X": Models within X inches of a target Primary model or point are Secondary targets. (See 10.2).

[AP:X] Armor Piercing:X: A Target with an Armor Rating higher than the Penetration Rating of the attack will suffer damage equal to the Margin of Success up to the rating of the trait, or normal damage, whichever is greater. Area Effect attacks with the AP trait only resolve the AP trait against primary targets.

[AS] Anti-Structure: Double the Margin of Success of an attack when resolving damage against Terrain, Structures, or Fortifications.

[Burst:X]: Add a +XD6 modifier to any attack roll made with this weapon.

[Split:X] Split Fire:X: This weapon may split attacks between X targets (See 10.5: must be within 6" and attacks have -1D6 modifier).

[AI] Anti-Infantry: This weapon may do more than one damage per attack against models with the Infantry type.

[Frag] Fragmentation: Weapon with Frag add a +2D6 modifier to attack rolls targeting Infantry.

South player model #1 is in position to attack and has checked the range, which is 7" and inside of the LAC optimum range of 6" - 18". The South Player rolls 3D6 for their attack roll (2 for the basic attack at combat speed +1 for the LAC weapon Burst trait) and gets 6, 5, and 3. He keeps the 6 as the highest dice rolled and checks the other two against the model Gunnery skill (GU) which is 4+, so the 5 gives a +1 to his highest dice roll of 6 making his total Roll a 7.

The North Player checks if he has any cover defenses modifiers, but has none, so only rolls the basic 2D6 for their defense roll and gets a 3 and 1. He keeps the 3 as the highest dice rolled and checks the other one against the model Piloting skil (PI) which is 4+ and does not improve the Defense roll which is 3.

The Defense roll of 3 is then subtracted from the Attack roll of 7 giving a 4 Margin of Success (MOS).
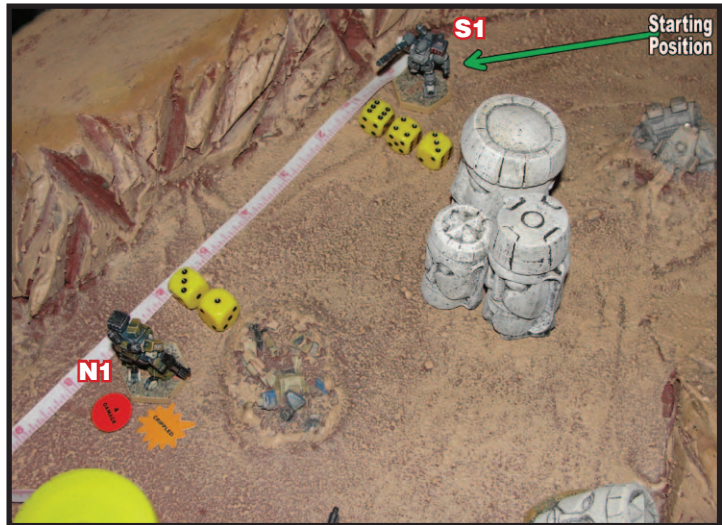
Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
N1 Hunter UC	6	GP, SK	W:5" G:6"	6	4/2	1	4+	4+	6+	MFC (Arm), LRP, APGL, LPZ, LVB (Arm)	Arms	Gear 1.5"

Damage is then calculated by taking the MOS of 4 and added it to the attacking Weapon Penetration, for the LAC the penetration is 6 (found in the "L" column of the weapons listing). Then the Armor (AR) of the defending model is subtracted. Hunter UC has AR: 6, which make the Total Damage 4.

The North player takes a red 4 damage chip and places beside the model and also checks the model Hull/Structure Rating (H/S) on sees that it is 4/2 for the Hunter UC. As the damage has used all 4 points of Hull the model now also get a Crippled Token applied to it.

ROLLING TO ATTACK

Regardless of weapon type the attack procedures are the same: The attacker and defender both take two dice (2D6) and add or subtract dice for any modifiers (-/+XD6).

The attacker uses their Gunnery skill (GU) for a Ballistic or Indirect attack. For a melee attack use the Piloting skill (PI).

The defender always uses their Piloting skill (PI) for a Defense roll.

Each player rolls the dice and chooses their highest value dice as their result die.

A Skill is used to determine if the non-reult dice add a bonus to the result die. If any non-result dice are equal or greater than the Skill used it will add +1 to the value of the result dice.

Example: A Hunter with GU:4+ rolls three dice to attack with an autocannon. It rolls a 6, a 4, and a 2. The 6 is the result and since the 4 is equal or greater than the Gunnery Skill of 4+ it adds one to the 6 making it a total result of 7.

Subtract the defender's total result from the attackers total result. If the value is zero or greater the attack has resulted in a hit! The greater the difference between the rolls the greater the Margin and the more damage the hit may make.

ATTACK AND DEFENSE MODIFIERS

Attacker modifiers
-1D6 Model is Crippled.
-1D6 Ballistic category at sub-optimal range.
-1D6 Indirect category at optimal range.
-2D6 Indirect category at sub-optimal range.
+1D6 Weapon has the Burst trait.
+1D6 Attack Gear or Strider from Back Arc.

Defense Modifiers
-1D6 Model is Crippled.
+1D6 Model is behind Light cover*.
+2D6 Model is behind Heavy cover*.
*Any part of the base must be behind the cover and the cover must be at least half the height of the model.

Zero Dice rolls
If a roll is reduced to 0D6 or less the result is a 1.

DAMAGE
To determine Damage you need to know the Penetration rating of the weapon.

Add the margin (MOS) of the attack to the Pen of the weapon and subtract the Armor rating of the target model. The result is the number of damage points the model will suffer.

Example: a Hunter with AR:6 is hit with a margin of 2 by a weapon with a PEN:7. 2+7-6 = 3 damage points.

DAMAGE CAPACITY
Each model in the demo has a damage capacity rating of 6 divided into Hull and Structure ratings: Example 4/2.

The first number is the Hull rating, the second number is the Structure rating. Apply damage to Hull first before applying it to the structure. When all six points have been removed the model is destroyed. Place a destroyed token next to the model. Destroyed models count as light cover and cannot be activated. When all Structure points have been removed the model will count as Crippled. Place a Crippled token next to the model. Crippled models may not move at top speed and have a -1D6 modifier to all rolls.

1 DAMAGE

2 DAMAGE

3 DAMAGE

4 DAMAGE

DESTROYED

CRIPPLED

QUICK START: DEMO GAME LEARNING SCENARIO

OVERKILL

If a model suffers a number of damage points from a single attack greater than or equal to the sum of the models starting hull and structure point ratings then it has been **Overkilled**. An Overkilled model is still destroyed but is removed from the Battlefield instead of generating terrain. Destroyed wrecks may be attacked in the hope of Overkilling them to remove cover. Wrecks always have a defense check of 1D6 with no modifiers.

Example: A Hunter Gear with a Hull and Structure rating of 4/2 has been reduced to 2/2 and is hit by a powerful attack that does 4 damage. The Hunter will be Destroyed but not Overkilled. A hit that did 6 damage would overkill the Hunter and remove it from the table.

The North player seeing that the is now going to be Crippled mainly due to a bad Defense roll considers using a Command Point to have the model reroll its Defense roll but decides not to use the Command Point. Instead he decides on returning fire with what we call a Snap Fire action before the Crippled Token takes effect.

The player selects the MFG (Medium Frag Cannon) as it's the only arm mounted weapon available and needed for Snap Fire and that has with the range to reach the Jager. The range of 7" is within the MFG Optimum range of 3" - 9".

The North Player picks up 2D6 and makes the Snap Fire attack.

Returning Fire [Snap Fire]

When attacked a model may choose to use it's action for the turn to make a Snap Fire action to attack and return fire at the model shooting at it. When returning fire only weapons with either the Arms or Fast Turret firing arcs can be used. Resolve this Snap Fire attack after the triggering attack is resolved.

Rerolls

When a Command Point Token or an Order allows a reroll all the dice must be rerolled and the second result, even if it is worse, is used. If both players wish to use a reroll than the players must declare so starting with the activating player.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
N1 Hunter UC	6	GP, SK	W:5" G:6"	6	4 / 2	1	4+	4+	6+	MFC (Arm), LRP, APGL, LPZ, LVB (Arm)	Arms	Gear 1.5"

Weapon Type	Code	Range	L	M	H	Traits	Category
Frag Cannon	FC	3-9 / 18"	5	6	7	Ammo: AP:1, Ammo: Frag (AI)	Ballistic

The North Player rolls a 6 and 4, and keeps the 6 as the highest dice rolled and checks the other dice against the model Gunnery skill (GU) which is 4+, so the 4 gives a +1 to his highest dice roll of 6 making his total Snap Fire Attack Roll a 7.

The South Player checks for any defenses modifiers, but has none, so only rolls the basic 2D6 for their defense roll and gets a 4 and 3. He keeps the 4 as the highest dice rolled and checks the other one against the model Piloting skil (PI) which is 4+ and does not improve the Defense roll which is 4.

The Defense roll of 4 is then subtracted from the Attack roll of 7 giving a 3 Margin of Success (MOS). Damage is then calculated using the MOS (of the Attack) + PEN (of the MFG) - AR (of the Jager) = DAM, so 3 + 6 - 6 = 3 Damage.

The South player takes an orange 3 damage chip and places beside the model, its taken serios damage but not crippled yet.

Place a Action Used Token on the model that did the Snap Fire to remind you that the unit has already used its action when it comes time to move it in the Action Phase.

ORDERS

Orders represent tactical leadership and are available to any Commander model. To give an Order, a commander model must be Active at the time and must spend a Command Point. Orders do not use an action, so the commander model can still also do a regular attack or other action.

Order: Coordinated Attack

Place a Coordinated Attack Token next to a model within 12" of the commamder model for the demo (full games use Sensor Lock, see Rules 7.0b). For the rest of the unit's activation any attack that targets that model may re-roll it's attack roll once and takes the new result. Best used by Activating the commander model first and issuing the Order before its action is taken. Remove the Coordinated Attack Token at the end of the Combat Groups activation.

Order: Evade

Place an Evade Token next to the unit commander. The commander and any friendly model in formation (within 6" for the demo) may reroll any defensive roll once and takes the new result. Best used by Activating the commander model last and issuing the Order after its Action is taken, as all models in formation suffer a -1D6 on any Action or EW rolls they make while evading (See Rules 5.5d). Remove the Evade Token in the Cleanup phase.

Note: See Rules 5.5, for Radio Silence and Damage Control Orders.

South player activates model #2 Striking Jager and moves it at Walker Combat Speed for its full 5" into a position with cover to the left and rear. The player then declares an attack on the North 1 Hunter MP from its Back Arc with the Light Bazooka (LBZ), in an attempt to finish it off, and measures the range to be within the Optimum at 7". Then proceeds to roll 3D6 (2D6 for normal combat speed attack and an extra 1D6 for attacking the Gear model from its Back Arc).

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
S2 Striking Jager	7	GP, SK, FS	W:5" G:6"	6	4 / 2	1	4+	4+	6+	LBZ (Arm), LRP, APGL, LVB (Arm)	Arms	Gear 1.5"

| Weapon Type	Code	Range	L	M	H	Traits	Category
Bazooka	*BZ	6-12 / 24"	7	8	9	AP: 2/3/4	Ballistic

South player rolls a 5, 4, and 1 with the models GU of 4+ that gives a total roll of 6.

North player only gets to roll 1D6 (2D6 for combat speed posture -1D6 for the Crippled Token) and rolls a 5.

The South player MOS is 1, and then damage is calculated with MOS 1 + PEN 7 for the LBZ - AR 6 for the model attacked = 2 Damage total. (The weapon trait AP: 2/3/4 does not change the result in this case.)

South player adds a 2 Damage chip to the model and is informed by the North player that it finished off the last 2 points of Structure and the model is now Destroyed. Place a Destroyed Token beside the model which remains on the Battlefield and can be used for cover until it is Overkilled.

North player model 1 can't return fire this time as it has no actions left. But the North model 2 could if it wanted as it's with 6" of model 1, but it chooses to keep its action for its activation phase.
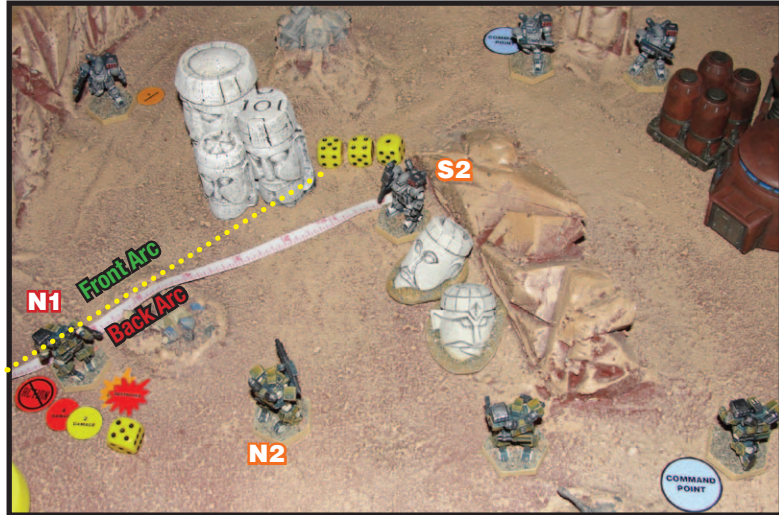
South player activates the model #4 Jager and moves it at Walker Combat Speed forward 3". Then declares an attack on the north model #4 Headhunter and that the Jager will finish its move by backing up into cover after the attack is resolved. The player selects the Light Anti-Vehicle Rocket Pack (LRP) using its Ballistic option as there is a clear line of sight and checks the range, which is 7".

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
S4 Jager	6	GP (0+), SK, FS, ST, HT	W:5" G:6"	6	4 / 2	1	4+	4+	6+	LAC (Arm), LRP, APGL, LHG, LVB (Arm)	Arms	Gear 1.5"

| Anti-Vehicle Rocket Pack	*BZ	6-18 / 36"	7	8	9	AE:4"	Ballistic, Indirect

South player then proceeds to roll 2D6 and rolls 6 and 4, which gives a result of 7.

North model #4 has no cover and rolls 2D6 and gets a 6 and 4, as well giving a 7 result. The South player MOS is 0 which is still a hit.

The damage is calculated with MOS 0 + PEN 7 for the LRP - AR 6 for the model attacked = 1 Damage total. The player puts a 1 damage chip beside the Headhunter, decides not to Snap Fire back and the South player finishes the move, backing the Jager into cover.

South player then activates model #3 the Command Jager and moves it into a position centered between the 3 other models and within 6" of each of them. Then declares an attack on North model #3 the Assault Hunter using the LAC and checks the range, which is 8". And proceeds to roll 2D6 getting a 3 and 1, giving a result of 3. The North model has no cover and rolls 2D6 getting a 5 and 2, giving a result of 5.

The South player Margin is -2, so the attack misses.
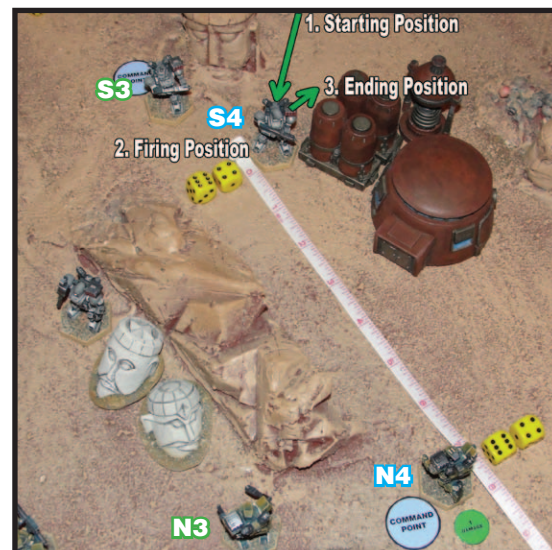
The South player then uses the Command Point to issue the Evade Order, putting down it token beside the model. Now all models within Formation (within 6") of the Commanders model, get a free Defense reroll if they want, until the Cleanup phase.

That ends the South Player Activation and the North Player can now activate one of the 3 surviving models to move and attack.

The North player decides to activate the Commander model #4 Headhunter first. And moves it at Walker Combat Speed into a better firing position and then issues a Coordinated Attack Order on the South model #2 Striking Jager. From now to the end of the Combat Groups activation, attackers on that target get a free Attack reroll if they want.

The North model #4 Headhunter then declares an attack on the South model #2 using a Light Panzerfaust (LPZ) and checks the range, which is 5". North player then proceeds to roll 2D6 and rolls 4 and 2, which gives a result of 4.

South model #2 has light cover and rolls 3D6 getting 5, 4, and 4 giving a 7 result. The North player Margin is -3, so the attack misses.

North player elects to use the free Attack reroll getting 6 and 5, giving the new result of 7. The MOS is now 0 and damage is calculated with MOS 0 + PEN 6 for the LPZ - AR 6 for the model attacked = 0 Damage, but a possible Marginal Hit.
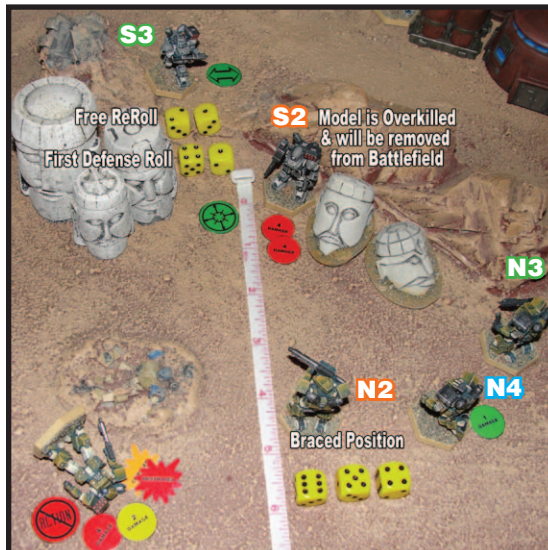
Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
N4 Hunter +Headhunter upgrade	6	GP(0+), FS, ST, HT	W:5" G:6"	6	4 / 2	1	4+	4+	6+	LAC (Arm), LRP, APGL, LPZ LVB (Arm)	Arms	Gear 1.5"
Headhunter upgrade	+1	+(CMD)	-	-	-	-	-	-	5+		-	Comms:1

Weapon Type	Code	Range	L	M	H	Traits	Category
Panzerfaust	*PZ	3-6 / 9"	6	7	8	AP:2/3/4	Ballistic

The North player gets to make a Marginal Hit Roll by rolling 1D6 and if the result is a 4, 5, or 6 the target takes one damage. The player rolls a 3 so the Striking Jager model does not take any damage. The south player did not have use their Evading free Defense reroll on this attack, as their initial roll was pretty good.

The player now activates the model #2 Assault Hunter and declares that it will be using the Braced posture and is attacking the Striking Jager model with the Light Snub Cannon and the range is 4". Braced gives +1D6 so now 3D6 will be rolled for the attack, and the player gets a great roll of 6, 5, and 5 making a total result of 8. The LSC weapon traits (AP:2/4/4, AS) will have no effect as the weapons PEN:8 is equal or greater to the AR:6 its attacking and the target is not a structure.

The South players has no cover and rolls 2D6 getting a 4 and 1, giving a 4 result. This would give the North player a MOS of 4 + PEN :8 of the LSC - AR:6 of the model making 6 total damage, that would Overkill the model. So the South player has to use the Evading reroll now, he rolls the dice and disaster strikes getting a 2 and 1, for a result of 2. The new damage total is now 8 and the model is Overkilled and removed from the Battlefield.
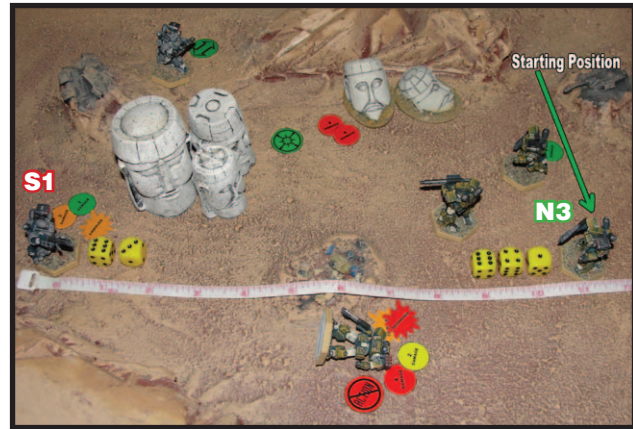
Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
N2 Assault Hunter	7	GP, FS	W:5" G:6"	6	4 / 2	1	4+	4+	6+	LSC (Arm), APGL, LVB (Arm)	Arms	Gear 1.5"

Weapon Type	Code	Range	L	M	H	Traits	Category
Snub Cannon	*SC	3-9 / 18"	8	9	10	AP:2/3/4, AS	Ballistic

North player activates the last model #3 Hunter and moves it at Walker Combat Speed into a direct line of sight position to fire on South model 1. Then declares an attack on the model using the LAC and checks the range to be 11", in Optimum range. The LAC has Burst:1 so the North player rolls 3D6 for the attack and gets 6, 4, and 1 which give a 7 result.

The South players checks for cover, but has none so rolls 2D6 getting a 6 and 3 giving a result of 6. This gives the North player a MOS of 1, which is then added to the PEN:6 of the LAC and the AR:6 of the Jager is removed giving a total damage of 1. The South player decides not to try a free reroll after their last bad result. A one damage chip is added to the model bring the total damage to 4, taking its last Hull point. The South model #1 is now Crippled and a Crippled token is placed by it.

North player activation is now finished, move on to the Cleanup Phase.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
N3 Hunter	6	GP(0+), FS, ST, HT	W:5" G:6"	6	4 / 2	1	4+	4+	6+	LAC (Arm), LRP, APGL, LPZ, LVB (Arm)	Arms	Gear 1.5"

Weapon Type	Code	Range	L	M	H	Traits	Category
Auto-Cannon	*AC	6-18 / 36"	6	7	8	Burst-1, Split-2	Ballistic

PHASE 3: CLEANUP PHASE

Remove status tokens and damage chips from Destroyed or Overkilled models. Remove Order and other tokens like used Actions that don't carry over to the next round. Damage chips and Crippled tokens remain on surviving modles. And finally the Command Points are refreshed and your ready to start round 2.

CONTINUE PLAYING ROUNDS 2 TO 6, IF NEEDED TO DECLARE THE WINNER!

Repeat the round with its three phases (Initiative, Activation, and Cleanup) upto 5 more times to declare the winner. After that take the time to read thru the Rules section and download the free Living Rulebook ebook with all the faction background and complete model lists. Visit www.dp9.com and click the link at the top right.

CLEANUP PHASE
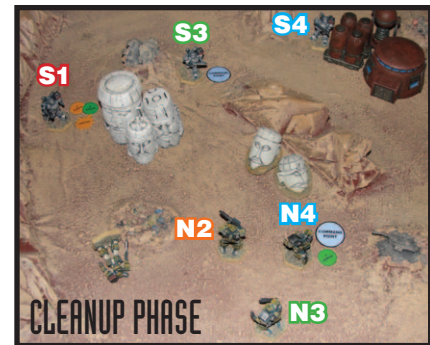
## COMMANDER & STATUS TOKEN PACKS, PATCHES, & DECAL PACKS

There are a few support products we have available, like our acrylic Commander Token Packs for the different factions and Status Token Packs to keep track of damage and effects during play. Maybe a Patch of the faction your playing or a faction Decal Pack to add some logos, numbers and markings on your miniatures once they are painted up. These are available on the Dream Pod 9 Online Store (www.store.dp9.com) or via your local game store.
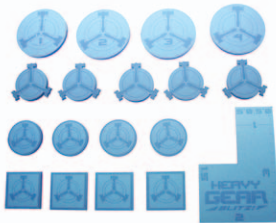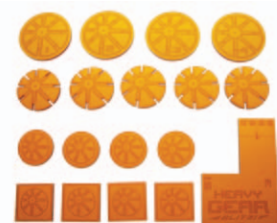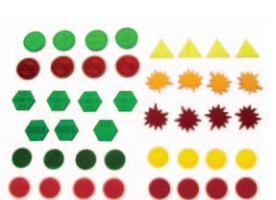
Northern Commander Tokens Pack

Southern Commander Tokens Pack
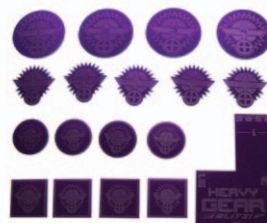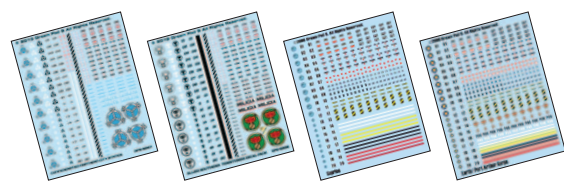
CEF Commander Tokens Pack

Caprice Commander Tokens Pack

Heavy Gear Blitz Status Tokens Pack

CNCS, AST, CEF, & Caprice Patches

CNCS (North), AST (South), CEF/PAK, & Caprice Decals Packs