



Heavy Gear Carnage
In the war torn wastes
Of the past, the present and the future

Since the beginning of time, mankind had a fascination with building huge machinations aiding them in battle.

While the first designs were rather primitive



or valued design over functionality,

Later iterations

became a representation of their leader,



were built to fit into the environment,



were built to endure.



And while some designed their Mechs for pure efficiency



Other designs made no sense at all.



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Requirements

Each player will need:

- The Data Sheet for his Mech (which can be found in the back of this rulebook)
- Up to 6 six sided dice of one color plus another one of a different color (to check for critical hits) plus another two of yet another color (to count Heat generated)
- A model representing a Mech (the pilot inside the Mech does not need a representation. The model can literally be anything looking like a big robot on legs with guns in his hands or even guns instead of arms.
- At least one other player to play against. McWarrior gets better, when played with more players, as then you can play exciting team versus team battles.

Additionally players need at least a 2'x2' area to play in as well as some terrain to decorate this area:

Rocks, model trees or painted layers of foamcore representing hills for rural areas, model streets and buildings for urban areas to begin with.



Setting up a Mech

A Mech consists of 6 body parts:

- 1.) Head
- 2.) Torso
- 3.) Left Arm
- 4.) Right Arm
- 5.) Left Leg
- 6.) Right Leg

For each body part, points have to be bought. You have to buy 1 point per part at least and you can buy 6 points per part at most. You start by buying the first point for 1 bolt. Then you buy each further point consecutively paying its costs in bolts. (So the 1st point costs 1 bolt, the 2nd costs 2 bolts and so on ..) A regular Mech can be constructed for 40-60 bolts, but Mechs that have been constructed for more or even fewer bolts are not unheard of either. For an introductory game, 40 bolts per player are recommended.

On a Mech's Datasheet you fill out all the points for a Mech's body part you have NOT bought, so only those points you have bought for a body part are empty at the beginning of a game.

Each bodypart provides a different effect for the Mech:

Head

For an attack roll this number or lower on each die to score a hit (see arms: each arm provides a number of dice to roll).

Torso

Can use this many heat before overheating. Also, excess hits to other parts go here.

Left Arm

Roll this many dice in an attack for the weapon mounted here.

Right Arm

Roll this many dice in an attack for the weapon mounted here.

Left + Right Leg

Move sum of both legs in inches per movement action.

Also, each point bought for a part gives that part a higher sustainability: Whenever a part takes a hit, that part's points get reduced by the amount of hits taken (see combat for details).

A Mech has a front side and a back side. Draw a line from one shoulder to the other to "divide" the Mech into front and back.

Upgrades

Each body part of a Mech may receive up to 1 upgrade for its costs in bolts, which is stated in parantheses next to the upgrade's name. For the arms these upgrades usually will be some kind of weapon. For the other body parts there are pieces of equipment usually upgrading the Mech in one way or another. On a Mech's Datasheet there are fields linked to the different body parts marked with the body parts in question. You may note down the selected Upgrade there.

Head

Rocket Launcher (1). *Active*

A Rocket Launcher comes with 6 rockets and is usually mounted on the Mech's shoulders. For one action that does not generate any Heat a pilot performs an Attack action, firing off any number of remaining rockets, rolling 1 die per rocket launched to check for hits. A rocket fired off is gone for the remainder of the game and thus cannot be reused. Rockets can be fired off like a far-range weapon and they ignore the -1 modifier on the Base Target Number if the target is within cover.

Reaction protocol (2). *Active*

Perform the Overwatch action. Generate 1 Heat and receive +1 on each die rolled checking whether this Mech may react for the remainder of this turn.

Targeting System (3). *Active*

Perform an Attack action. Generate 1 Heat to reroll all dice not resulting in a hit once and take the new result.

Torso

Evasion Protocol (1). *Passive*

Whenever this Mech would receive a critical hit, reroll the crit die once and take the new result instead. Using the Evasion Protocol does not generate any Heat.

Heat Exchanger (2). *Passive*

Once per game the pilot may use the heat exchanger to reset the Mech's current Heat immediately to 0. Using the Heat Exchanger does not generate any Heat.

Additional Armor (3). *Passive*

Reduce all hits this Mech receives by 1, no matter the body part hit. Using Additional Armor does not generate any Heat.



Arms

Melee Weapon (1). *Active*

Required for attacks in base to base contact. Attacking in melee gives a pilot a +1 on the Base Target Number in combat.

Attacking in Melee generates 1 Heat.

Energy Shield (X). *Active*

As an Energy Shield can have different levels of protective strength, it comes with flexible costs. You have to start by buying the 1st level. Then you buy each further level consecutively. Each level bought costs its level+1 in bolts. Whenever your Mech receives hits, the hits is first reduced from the protective levels of the Energy Shield. As long as there is at least 1 level of the Energy Shield remaining, once during his turn a pilot may use 1 action to generate 1 Heat to restore 1 level of the Energy Shield up to the number of levels you have bought.

Ranged Weapon (1-3). *Active*

The costs for a Ranged Weapon depend on whether it is a Short Range Weapon (1), a Long Range Weapon (2) or a Far Range Weapon (3). The Weapon type determines by name the maximum range a weapon can fire. Ranges for weapons are up to 8" (short), 8"-16" (long) and 16"-32" (far). Firing in short range gives a +1 to the Base Target Number, at long range does not give any modifier at all, at far range gives a -1 on the Base Target Number. Firing a Weapon generates 1 Heat.

A Short Range Weapon may be fired twice per action generating 1 Heat for both shots altogether.

When hitting your target with a Far Range Weapon, the target is pushed back in a straight line from your Mech a number of inches equal to the amount of hits it received (or as far as possible). After firing off a Far Range Weapon, you have to generate 1 Heat to reload it.

Legs

Upgrades for legs are installed in both legs. The costs in parantheses are the costs for the installation in both legs altogether. As soon as any leg receives a critical hit, the entire Upgrade is destroyed.

Boosters (1). *Active*

Generate 1 Heat to move 2X" during each Run action this turn. When using Boosters, to move X inches through difficult terrain, only X Heat need to be generated.

Jump Jets (2) *Active*

Jump Jets are installed in both legs, so upon selecting Jump Jets for one leg you automatically install Jump Jets in the other leg, too. Both installations cost 2 bolts altogether. During a Move action, Jump Jets allow a pilot to have his Mech ignore any one piece of terrain by jumping over it. Treat the piece of terrain as if it was not there at all. The Mech's move has to end in a valid position, though, where the model can stand without toppling over. After the use of jump jets the Mechs move ends for this action. Each use of the Jump Jets generates 1 Heat.

Grappling Feet (3). *Active*

Generate 1 Heat to use this Mech to climb perpendicular surfaces during the Move action. The Move action must end in a position allowing the Mech's model to stand without toppling over, though, or be immediately followed up by Run actions until the model can be placed in a position where it can stand without toppling over.

Creation of a pilot

Within a Mech's Torso there is the control center, operated by a human pilot. Each pilot brings one skill you can select from the list below. A pilot's skill description tells you when and how you may use that skill. You can give your pilot a name, if you want to, but make sure to write his skill into the lower right box on your Data Sheet.

Blind Fire

During an attack this pilot does not need to be able to draw a line of sight to a target. When no line of sight can be drawn, reduce the dice rolled by one die.

Cover Expert

This pilot knows how to make the best use of cover. While this Mech is in or behind cover, a Mech attacking this Mech has to reroll each hit once and take the second result.

Dodge

Upon being selected as a target for a ranged attack, this pilot may move his Mech up to 1" into any direction. If he becomes an invalid target this way, the other pilot can select a new target if possible. If for the attacker selecting a new target is not possible, his Mech does not generate Heat either.

Fighter

This pilot may reroll any number of dice for a melee attack, but has to use the second result rolled.

Eagle Eye

For this pilot, short range goes up to 10", long range goes up to 18", far range goes up to 26".

Multitasker

This pilot may interrupt the own Move action to perform one Attack action, generating Heat as usual. After the Attack action is finished, the pilot may continue with the Move action and move the Mech any part or all of the remaining Move action.

Naturalist

This pilot can move the Mech through soft cover without reducing it to difficult terrain.

Observant

After his final activation this turn, this Pilot goes into Overwatch without generating Heat.

Range Master

Before a match this pilot swaps the modifier for short range EITHER with long range OR with far range.

Sniper

Whenever you roll for a ranged attack, you may reroll 1 die using the second result.

Techie

This pilot knows, how to navigate even the most damaged Mech. With this pilot during a Move action you may move your Mech up to 2" into any direction, even if there are no points left in the Mech's legs.

Uplink

Once a turn this pilot can use 1 action not generating any Heat by himself to have any other allied Mech immediately perform a Run or an Attack action. The other Mech generates Heat as usual.

Terrain

There are five kinds of terrain:

Solid terrain

Soft cover

Difficult terrain

Impairing terrain

Open terrain

In the descriptions below some examples are stated to give you a rough idea of what is what. Agree with the other players which piece of terrain counts as what.

Solid terrain is anything a Mech can neither see nor walk through. Concrete buildings or greater rock formations for example.

Soft cover (trees or wooden buildings for example) is terrain providing cover when shot into or through. Soft cover counts as difficult terrain when walking through it. As soon as a Mech walks more than halfway through soft cover, the cover is destroyed and only difficult terrain remains. (You may want to mark or replace the according piece of terrain.)

Difficult terrain is all kind of terrain slowing a Mech down on his advance but won't hinder the Mech shooting across.

Impairing terrain won't let a Mech move through at all, but it may still fire across unhindered, such as a lake or a rift.

Open terrain is just placed on the table to make it look more beautiful. It does not hinder the Mech in any way.

Turn

Each turn players go through 3 phases in this order:

Upkeep Phase

Initiative Phase

Action Phase

Perform the steps of those phases as described below.

Upkeep phase

Reduce your Mech's current Heat level by 1.

Initiative Phase

Roll 1D6, add the point value of your Mech's Head. From highest to lowest result select at which position on this turn you want to go. A position taken cannot be selected by anyone else. On equal results, the Mech with higher Head may select first. If still equal, roll again, vying for position - higher roll gets to select first.

Action phase

During the action phase players get to activate their pilot/Mech unit in order determined during initiative.

In that order, all players go through their first action. After each Mech has acted once, all players go through their second action, again in order of initiative, then through a third action and so on.

A player may forfeit any further actions for this turn at any time. In that case only any remaining players get to perform actions. (Exception: the player goes on overwatch - see below.)

Once per turn each pilot can perform one Move Or Take Aim action with his Mech not generating any Heat at all.

On top of that a pilot may have his Mech perform more actions, with each action generating Heat according to the number in parantheses behind the action's name.

A pilot can have his Mech generate Heat equal to the points bought for his torso without consequences.

If the pilot has his Mech generate more Heat, the Mech can receive damage or even damage its own internal systems.

You may want to use two dice to count the Heat generated:

One die to count the Heat that is safe to generate, the other die to count each point of Heat when overheating.

(Check the following page for details.)

So for each action perform these steps in order:

- Generate Heat
- Check for overheating
- If overheated, roll a die. If the die's result is higher than the amount of Heat this Mech has overheated, the Mech can perform the desired action. If, however, the die's result is equal to or below the amount of Heat this Mech has overheated, receive the number rolled in hits (see combat). Also, this Mech cannot perform any action any more until his Heat level has sunken to a level equal to or below his current Torso points.

Example:

A Mech has 3 Torso points.

In this turn, the pilot already has generated 3 Heat without consequences. He generates another Heat (being at 4/overheated by 1), rolls a 5 and continues. He generates yet another heat (being at 5/overheated by 2), rolls a 4 and continues. As he is daring today, he generates yet another Heat (being at 6/overheated by 3), rolls a 2 and finishes his turn, receiving 2 hits on his Mech.

To make things worse: This Mech will spend the next 3 turns cooling down.

- If the Mech is not overheated yet perform the desired action.



Actions

Move OR Take Aim (0)

Move the sum of the points in each leg in inches, turning as many times as you want. Walking through difficult terrain (bushes, piles of trash, vehicle wrecks) requires 2 points per full inch walked through.

A Mech may move through soft cover but destroys it that way, reducing it to difficult terrain.

At the end of a Move action you may turn the Mech to have it face into any direction.

Moving out of melee: As melee between Mechs is more about brute-forcing your way through your opponent than the elegant dance of thrusting and parrying, no Mech ever gets to retaliate or something. So if you want to move your Mech out of melee, just do so.

Instead of performing a Move action a pilot can use his systems to Take Aim on another Mech, giving him a +1 modifier on the Base Target Number. Directly after a Take Aim action an Attack action must follow.

As described above, this action can only be selected once per activation!

Run (X)

Move X inches, turning as many times as you want. To move X inches through difficult terrain, 2X Heat need to be generated.

A Mech may run through soft cover but destroys it that way, reducing it to difficult terrain.

At the end of a Run action you may turn the Mech to have it face into any direction.

Attack (1/2)

If you want to attack an opposing Mech, at first you have to check, whether it is in range of your weapon. If it is not, just assume you have opted for a different action here. If it is, continue: Roll a number of dice equal to the arm you are using. Additionally roll one more die, the "crit die", you can tell apart from the others (e.g. by color or by size).

Note: Some Mechs are designed with big hand-like grasping Mechanisms holding weapons. Those Mechs can discard these weapons to fight in melee. Technically all Mechs with a fist or at least one arm without a weapon can fight in melee. However, only a Mech with a dedicated melee weapon on one arm receives a +1 modifier on his base target number when attacking with that arm.

While Mechs can have different kinds of weapons on each arm, some Mechs have the same weapon on each arm. Those Mechs can deliver synchronized fire by firing off both weapons at their target simultaneously, rolling only once for an attack, but with a bonus (see below for details).

For all attacks the Base Target Number is your current value of Head points. This Base Target Number can be modified by different factors. Some of them already have been stated before and are listed here again only to have all of them in one place:

- +1 Target is within short range
- +1 Attacker attacks in melee using a dedicated melee weapon
- +1 If there is an option to attack the target's back side
- +1 Attacker is in a position higher than defender's head
- +1 Synchronized fire
- 1 Target is within long range
- 1 Target is behind cover
- 1 Target has performed a Run action this turn

All boni and mali are cumulative! So, synchronized fire (+1) on a target within short range (+1) behind cover (-1) results in a bonus of +1 to the Base Target Number. The modified Base Target Number is your Final Target Number.

Each die rolled which is not the "crit die" with a result equal to or less than your Final Target Number scores 1 hit.

If you scored at least 1 hit, roll another die and compare that die's result against the table of body parts (see chapter **Setting up a Mech**) to check which body part you have hit. Reduce the current points of that body part by the amount of hits you scored by ticking off the according number of empty circles left on that body part. If you scored more hits than the determined body part has remaining points, any excess damage goes into the torso. Once the torso has reached 0 remaining points, the Mech is destroyed. Place the model lying on the ground. It now becomes a piece of difficult terrain.

(Don't worry. The Mech's pilot is ejected and lands somewhere far, far away to live on and to fight another day... Just remember to TRACK THAT POD!)

Also, if you scored at least 1 hit and the "crit die" rolled a 1, the damage caused is critical. In that case check, whether the according body part contains an upgrade. If it does, the upgrade is destroyed and cannot be used anymore. If it does not, the torso receives 1 damage.

Attacking with 1 weapon generates 1 Heat.

Attacking with synchronized weapons generates 2 Heat.

Overwatch (1)

The player's turn ends immediately. However, at any time during another player's action you may try to interrupt that player's action in order to react. Roll a die. If the result of the die rolled is higher than your Mech's current Heat, your pilot may react by performing a Run or an Attack action. You have to generate Heat as usual for that action and thus check for overheating before actually performing the desired action.

Use Upgrade (X)

Use any one Upgrade labeled *Active*. Using an Upgrade usually allows you to perform or to enhance an action by generating additional Heat. Hence the X in this action's cost: Refer to an Upgrade's description to find out what it allows you to do and how many Heat is generated.



Scenarios

Scenarios either are an everyone versus everyone (EVE) scenario or a team versus team (TVT) scenario which is played with two teams battling each other. Each scenario requires a setup zone: Players set up their Mechs in opposing corners, placing their Mech as close to a corner as possible.

One player or one team sets up the terrain, the other team gets to select which corner it wants to start in.

Some scenarios allow a Respawn rule.

Whenever a Mech is destroyed, during the next Upkeep phase the Mech is redeployed with his Pilot in his corner.

A pilot may opt to selfdestruct his Mech at any time. In that case, too, the Mech redeployes together with his pilot in this corner during the next Upkeep phase.

As soon as a Mech destroys itself, it drops everything it carried in base contact upon being placed lying on the gaming area.

Last Mech Standing (EVE)

The classic: Mechs are duking it out until only one Mech / one pilot remains

Theft (EVE)

Place a token in the center of the gaming area. For one action not generating any Heat, a Mech can pick up the token when in base contact to it. As soon as a Mech carrying the token receives at least one hit, he drops the token in base contact.

Capture The Flag (TVT)

Place just outside of each team's corner a flag counter.

A Mech moving through the zone that is 4" within the opposing team's starting corner picks up that team's flag automatically, no extra action required.

A Mech carrying a flag getting destroyed drops the flag in place, from where it can be picked up by other Mechs by moving over the flag, no extra action required.

A Mech moving across the own team's flag makes the flag teleport back into the own team's corner.

As soon as a pilot delivers the opposing flag into the own corner with the own flag in place, his team scores 1 Victory Point and the opposing flag is returned.

The first team to score 2 Victory Points wins the game.

Capture The Flag is played with the Respawn rule.

King Of The Hill (TVT)

You need 5 tokens per team showing a team's allegiance.

Additionally you need 5 neutral tokens.

Place one neutral token in the very center of the board as well as one neutral token in the center of each quarter of the board.

A neutral token can be replaced with a token of the Mech's allegiance by a Mech in base contact for one action not generating any Heat. A token of a team's allegiance can only be replaced with a neutral token by a Mech in base contact for one action not generating any Heat.

During each Upkeep phase, teams count the tokens on the gaming are representing their allegiance. For each such token the team receives 1 Victory Point. The first team to get 10 VPs wins.

King Of The Hill is played with the Respawn rule.

Here, however, a Mech can be redeployed at any token of the own allegiance.

Mass Carnage (TVT)

The same as Last Man Standing, but with teams:

The first team to eliminate all other Mechs from the opposing team wins.

Rampage (TVT)

Rampage is all about eliminating the opposing Mechs.

Each opposing Mech eliminated scores the eliminating Mech's team 1 Victory Point.

The first team to score 10 Victory Points wins.

Rampage is played with the Respawn rule.

Tug Of War (TVT)

You need 3 tokens per team showing a team's allegiance.

Additionally you need 3 neutral tokens.

Place one neutral token in the very center of the gaming area.

Place the remaining two tokens each in the center of the central token and a team's setup zone.

A neutral token can be replaced with a token of the Mech's allegiance by a Mech in base contact for one action not generating any Heat. A token of a team's allegiance can only be replaced with a neutral token by a Mech in base contact for one action not generating any Heat.

The first team to have all 3 tokens replaced with tokens of the own allegiance wins the game.

Tug Of War is played with the Respawn rule.

Here, however, a Mech can be redeployed at any token of the own allegiance.

Battle For Port Oldsand

Battle For Port Oldsand is a campaign game, which can (and will) be played by 2 to 4 players across multiple sessions.

Being not only a transshipment port where ships from the whole world meet, but also harbouring this world's main space port, Port Oldsand is a highly valuable strategic complex of towering skyscrapers and dense industrial quarters.

Also, Port Oldsand has become a battlefield.

Highly ranked commanders have gathered the most skilled pilots in their Mechs around them and now they are fighting for control of Port Oldsand.

You are one of those commanders. Gather your troops, spread your influence, seize the city.

Preparing the campaign

As you play each encounter with 4 mechs per player, players will need a 3'x3' gaming area.

In the back of the book you will find a map of Old Portsand. You may want to print it out and find some means to mark the districts to show, which district belongs to which player.

Pawns taken from a boardgame or colored glass nuggets will do.

At the beginning of the campaign all players agree upon which district is their individual starting district. A starting district is the home territory of a player and can never be conquered.

This is really just a question of „I like this name best“.

Also, each player receives 150 bolts to create 4 starting Mechs with. For each Mech he creates a separate pilot too. Each pilot can bring a unique skill.

Furthermore, for each district that is not a starting district of another player each player defines one separate pilot.

That pilot lives there and can be added to the repertoire of pilots available to the player once the district has been claimed.

The campaign operator

Finally you all get to designate one of the players as the campaign operator. The campaign operator's job is to keep track of who has claimed which districts as well as to inform the players on a regular basis about the status of the Invasion.

Invasion

The players invade Port Oldsand move by move.

To perform a move a player decides to extend his influence by claiming any one of the other districts that is not another player's starting district.

The campaign operator always is the first to pick a district. He then marks the district on the map.

Then he asks the other players for their moves (without telling them his move). The other players tell the campaign operator their move which consist of picking a district, too. They do not tell each other, which district they have picked.

Once the campaign operator has received each other player's move, he marks on his map which player has picked which district.

Now there can be several possible states for the map:

- A player is the only player claiming a district that has not been claimed by another player previously. This can happen especially in the early stages of the invasion. That player has claimed a new district.
- Two or more players have picked the same district. This district has been laid under siege by those players.

In any case, the campaign operator reports the current state of the map to all the players.

At every district under siege the players having picked that district have to meet and play through an encounter.

Encounter

All players having laid a district under siege need to meet to battle out, who will claim the district.

To play out an Encounter, at first players get to set up their warband. A warband consists of 4 mechs and their pilots.

To build the mechs, a player gets 150 bolts + 10 bolts per district he already has claimed.

Additionally a player may man the mechs with one pilot each selected from the four pilots generated at the beginning of the campaign as well as from all pilots available to him due to having already claimed a district.

One player rolls a die to determine which scenario is played:

1. Capture The Flag *
2. Kig Of The Hill
3. Mass Carnage
4. Rampage
5. Tug Of War *
6. The player whose district is the place of the encounter gets to decide. If the encounter takes place in a district not yet claimed by any player, roll again.

* When more than 2 players meet for an encounter, modifications have to be made to each encounter.

For an Encounter taking place in a district not yet claimed by a player, players take turns setting up pieces of terrain until everyone is content with the setup.

For an Encounter taking place in a district already claimed by a player, the player having claimed the district is this district's owner, the others are the invaders.

The invader gets to set up the district while the owner is first to select his starting position.

The winner of an Encounter claims the district and will be the new owner.

Modifications to Encounters

Encounters with 3 players

2 players have their setup zone in the left and right corner of one edge of the gaming area. The 3rd player has his setup area in the centre of the edge opposing the other 2 players.

Encounters with 4 players

Each player gets his setup zone in his own corner.

Capture The Flag

If playing this scenario with 3 or 4 players, instead of placing a flag in each corner, place one flag only in the centre of the gaming area. The player who is first to bring this flag into his setup zone wins the szenario.

Also, If playing this scenario in a district already claimed by a player, at the beginning of the game the owner gets to move the flag 4" in a straight line towards his setup zone. This is the new place the flag is returned upon being delivered in a setup zone.

Tug Of War

Place one neutral token into the centre of the gaming area.

Additionally place one neutral token on the middle of each line running from the central token to each setup zone.

The first player to control any 3 tokens replaced with tokens of his own allegiance wins this szenario.

End Phase

At the end of an Encounter one of the players has won by fulfilling the scenario's winning criteria.

That player now claims the district and becomes the new owner. The new owner sends the result of the Encounter to the campaign operator.

The campaign operator in turn tracks the progress on his map and also informs all the other players of the new status. (This way all other players can track the progress of the campaign, too, if they want to.)

The first player to be the owner of 6 districts wins the Campaign.



Credits

For this iteration of the rulebook a shoutout goes out to Dall-E for aiding with the creation of the drawn mechs at the beginning of the rulebook.

Also, to a certain site where you can pin images and remove their sources.

So, to be honest, I cannot tell who took the photos of the mechs. However, if you notice your photo here, do drop me a note whether it's ok for you to have your photo displayed here. My contacts are below.

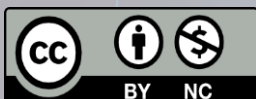
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Port Oldsamb



Sunset Site



Red Road



The Heart



High Way



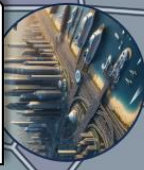
Leisurelane



Nightdrive



Old Port



Starport

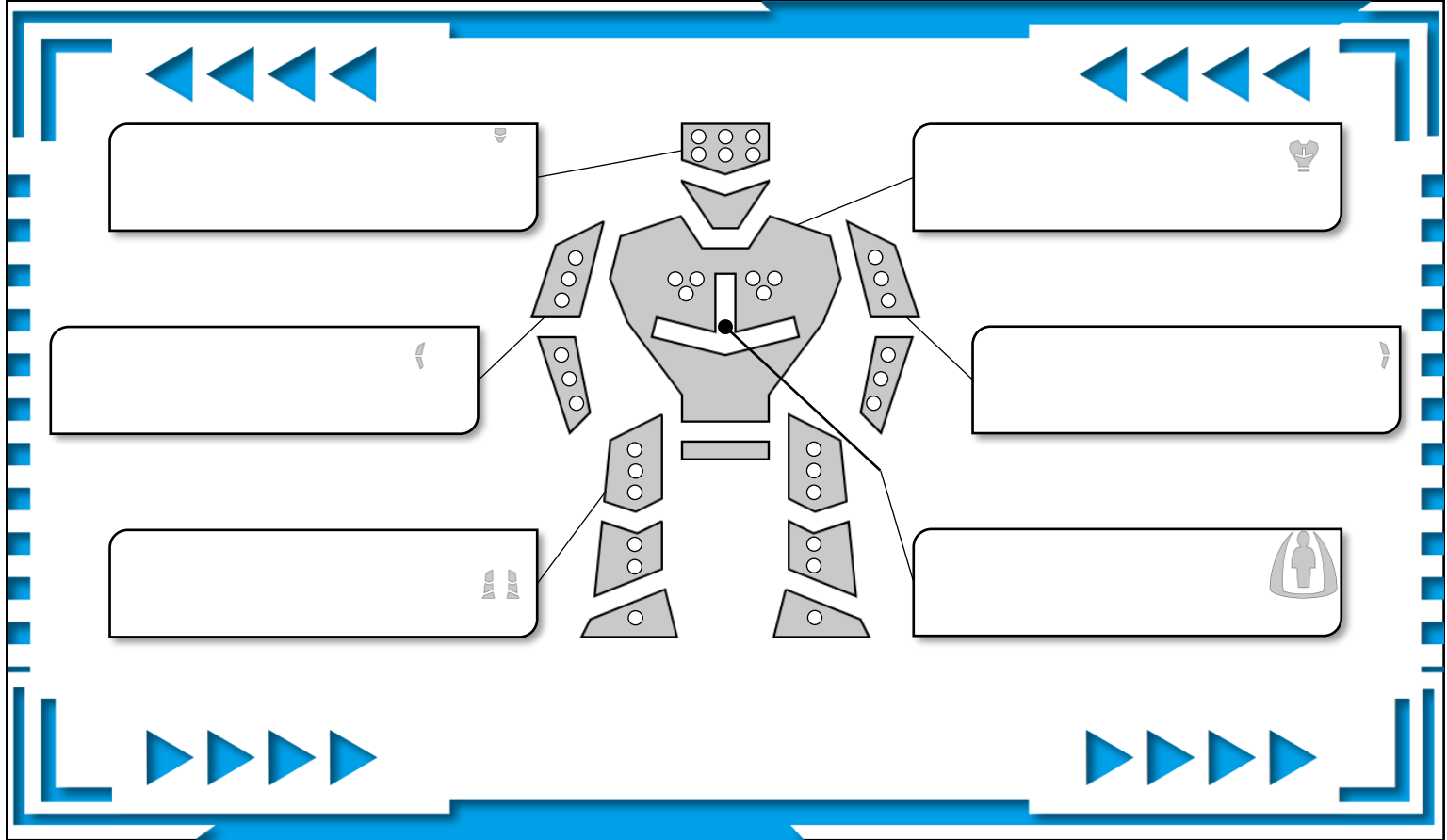


Riverside



Moonshae





Data Sheets

