

Heavy Gear Blitz! Tournament System v0.3.5

Overview



Figure 1: HGBTS Cover

Heavy Gear Blitz! Tournament System (HGBTS) is an unofficial system for organized play with Heavy Gear Blitz!

All HGBTS tournaments must comply with the basic Heavy Gear Blitz! rules. In case of discrepancy between these rules and the Heavy Gear Blitz! rules, this document takes precedence.

Here's a PDF Version

The purpose of these rules is to facilitate the organization of and participation in Heavy Gear tournaments in a way that allows all members of the player community to be a part of a worldwide system with common ground rules so that play experience is transferable between metas and system balance exists in the same frame of reference.

Tournament Rules

An HGBTS tournament pits 4 or more players in one-on-one games over 3 or more Tournament Games.

Tournament Type

HGBTS Tournaments will be one of three types: * Matched Scenarios - Each round will be one mission selected from the HGBTS Matched Scenarios ###

Matched Objective Scenarios. The Organizer must make the chosen Scenarios known when the tournament is first announced so that players can take them into account when building their Army Lists. * Meeting Engagements - These tournaments will use the Meeting Engagement mission generator. * Advanced Operations - These tournaments will use the Advanced Operations mission generator.

Tournament Rounds

A tournament with many players generally requires more Tournament Rounds:

Number of Players	Tournament Rounds
4-8	3
9-16	4
17+	5

Treat this table as a guideline, the Organizer has final say in the number of Tournament Rounds.

Tournament Tiers

Tournament Tiers determine the number of Army Points players can use to build their armies.

- **Skirmish Tier** - 100-149 TV (100 or 125 recommended for most tournaments).
- **Battle Tier** - 150+ TV.

Army Composition Rules

The Organizer must make the Tournament Tier and the Threat Value known when the event is first announced so players can take that into account when building their Army Lists.

- Each player submits two Army Lists, both lists must be constructed from the same faction and sub-list.
- Leagueless forces must use the same upgrade options for both lists. The factions selected for The Source and Additional Source must be the same. Any rules selected from Northern Influence, Southern Influence, or Protectorate Sponsored, must be the same in both lists as well.
- Lists must observe all rules for army building set forth in the Heavy Gear Blitz! rulebooks.
- Each player must bring easily accessible copies of each of their complete army lists, and submit a copy of both of their lists to the Organizer before the first Tournament Round begins.

- Additionally, every player must be able to provide an easily accessible copy of the list they are using to their opponent upon request.

The Tournament Organizer can require players turn in their Army Lists in advance to check their validity.

Players choose which of their Army Lists to use in a Tournament Round at the *beginning of that Round*, after they have been informed of who their opponent is, what faction they face, and which table they will be using. After both players have selected their army lists, they should take a moment to exchange and review each other's lists before the game begins.

Extended Content

By default, Extended Content from the DP9 Community Site is legal in HGBTS tournaments. If a Tournament Organizer would like to omit them from their event, they can do so with the By The Book optional rule.

Named characters may be used, and may take upgrades from the Standard Upgrade list. They may be taken as Duelists or Combat Group Leaders, provided their rules do not prohibit it. They *may not* take additional Command, Veteran or Duelist Upgrades or other modifications to their profile from faction or sublist rules, unless explicitly mentioned in their own rules.

Table Sizes

Skirmish Tier games are played on a 4'x4' game table and treats any mission using Long Edge deployment as Narrow Edge instead (no need to play sideways). Battle Tier games are played on a 6'x4' game table.

Game Length

All games in HGBTS are played with 4 rounds.

If games are unable to be finished within the time allowed by the event, when time is called, you will score as if the current turn had ended, and then score as if the game has ended. After scoring the final turn and end of game, the scores will be reported as normal.

Secondary Objectives

Some missions will require players to select secondary missions objectives. Follow the normal rules for selecting Objectives on page 19 of the main rules. Any markers generated from secondary objectives must be placed at least 6" from the markers for the mission in play.

Event Scoring

Ranking during a tournament is determined by the player's Tournament Points score. After each Round, players are awarded Tournament Points depending on their game's outcome.

The decisiveness of a player's victory and its associated Tournament Points reward is measured by the difference in Objective Points scored by each player, as per this table:

Outcome	Tournament Points	Conditions
Victory	3	Earning more Objective Points than the opponent
Bye	3	Player was assigned a Bye.
Tie	1	Earning as many Objective Points as the opponent
Defeat	0	Earning fewer Objective Points than the opponent
Offensive Bonus	+1	Earning 4 or more Objective Points
Defensive Bonus	+1	Losing with only 1 less Objective Point

Once the last Tournament Round has finished, it is the duty of the Organizer to rank the players according to their total Tournament Points scores.

- The winner of the tournament is the player who ranked first, that is, the one with the highest Tournament Points score.
- If two or more players are tied for the same position, they are ranked according to their total Objective Points.
- If both their Tournament Points and Objective Points scores are equal, players are ranked according to their total Survival Points. If this fails to break the tie, players are ranked according to the total of the Objective Points achieved by their opponents in the tournament.

Player Pairings

- Pairings for the first Tournament Round are assigned at random.
- From the second Tournament Round onwards, a Swiss system is used. Players are ranked according to their Tournament Points scores, and ties are broken by comparing total Objective Point/Survival Point scores as above.
- Once all players are ranked, opponents are assigned in descending order of ranking (first against second, third against fourth, etc.).

Odd Numbers of Players (Byes)

If the number of players in the tournament is not even, each Tournament Round one of the players will have to wait for the next Tournament Round to play; that player is said to be "Given a Bye."

A player who takes a Bye is awarded a Victory (worth 3 Tournament Points), 0 Objective Points and 0 Survival Points for that Round.

- The Organizer must make sure that a single player is never given more than one Bye during a tournament.
- For the first Tournament Round, the player given a Bye is determined at random.
- In subsequent Tournament Rounds, the player with the lowest ranking takes a Bye, unless that player had already taken a Bye in one of the previous Tournament Rounds. In that case, the player with the next lowest ranking who had not previously taken a Bye is given the Bye.
- Once the last Tournament Round ends, calculate the average Objective and Survival Points in Rounds played for players given a Bye. The average is applied as the score for their Bye round.

Participants

In order to take part in an official HGBTS event, players are required to bring everything they need to play, including:

- Miniatures.
- Tape measure.
- Templates and markers.
- Dice.
- Army lists.

Participation in HGBTS events implies knowledge and acceptance of all rules in this document as well as any rules set forth by the event Organizer.

Sportsmanship

All participants in an event, whether Organizers, Players, or guests, are expected to conduct themselves in a friendly and considerate manner at all times. If a participant disrupts the good atmosphere of an event, the Organizer may remove them from play.

Minimum player etiquette includes giving the opponent time to clearly see the results on your dice before picking them up, sharing with the opponent all open information from your army list and clarifying it as often as requested, and waiting for the opponent to declare any reactions, order expenditure, reroll opportunities, etc. before proceeding with play.

Miniatures

All miniatures used by the players must be from the DP9 official Heavy Gear range and must be assembled with at least their main components and based if appropriate, using the base supplied with the figure or another of the appropriate size, as detailed in the Heavy Gear Blitz! Rulebook.

Each miniature must represent faithfully the unit it stands for, including its equipment and weapon options. If a player does not have the official miniature, then at the tournament organizer's discretion, they can use a different DP9 miniature as a stand-in, but they must clearly inform their opponent of what that figure represents.

Line of Sight (LOS)

For the sake of clarity, every figure in play must display its 180° Line of Sight arc by means of distinct painted markings on its base or by some other clearly visible means.

Painting

Unless otherwise specified by the rules of the event, figures do not need to be painted. Painting is recommended to enjoy the experience of hobby to the maximum.

Proxies

Under no circumstances can miniatures from other brands or manufacturers be used as proxies. The use of other DP9 miniatures is allowed; however, players must inform their adversary which unit is being represented. The figure must use the same size silhouette and base as the unit being represented.

Converted Figures

Use of converted figures is allowed, and in fact encouraged, as long as most or all the figure is composed of parts from DP9 miniatures and the figure accurately represents the unit and weapon option it stands for. The figure must use the same size base as the unit being represented.

Army Lists

Army Lists must conform to the rules laid out in the Heavy Gear Blitz! rulebooks and the special rules of the event, if there are any.

Game Rules

The Official Game Rules and Official Army Lists are those published by DP9 on the official Heavy Gear Blitz! website. All game rules, FAQs, Rules Errata, and army lists published up to one week before the date of an event apply to that event.

Organizers

The Event Organizer is the person, store, or club that will organize and manage the event. Organizers are expected to be an example of good conduct, whether

they are participating in the event as players or not.

Duties of the Event Organizer

The Organizer is responsible for: * Ensuring that the rules of the event and the game rules are observed. * Providing an adequate venue for the event, as well as anything else required to play (tables, scenery, etc.). * Establishing the times and duration of each game.

Referees

During events, Referees are the ultimate authority in matters of game rules, which is why they are expected to make fair rulings and to devote all the time necessary to solving the players' doubts. To make the Referee's job easier, players are encouraged to try to solve their disputes in a friendly manner, and only turn to the Referee if an agreement cannot be reached.

Once requested, the Referee's rulings are final, *even if they contradict the rules*. This is for the sake of speed of play and overall smooth execution of the tournament. It therefore behooves the referee to have excellent and accurate understanding of the rules.

A Referee can establish the sanction they consider appropriate if a player doesn't follow the rules determined by the Organizer. The Referee and the Organizer of the event will often be the same person.

If they are not, the Organizer is bound by the rulings of the Referee like any other participant, both in matters of game rules and conflict resolution.

To prevent conflicts of interest, it is advisable but not mandatory for the Referee to abstain from participating in the event as a player. If the Referee is playing in the event, a Secondary Referee should be used for rule calls in the game involving the Referee.

Keywords

Actions and Orders

Interact

Interact is a catchall action for interacting with scenario objectives. Interact will change the game state of objectives in varying ways, which will be defined in the scenario rules.

Common Rules of Interact:

- If the model is crippled or destroyed due to reaction fire when declaring Interact, the action is not resolved and is considered to have failed.
- Interact must be declared when in base to base contact with an objective or objective marker.

You Have One Job

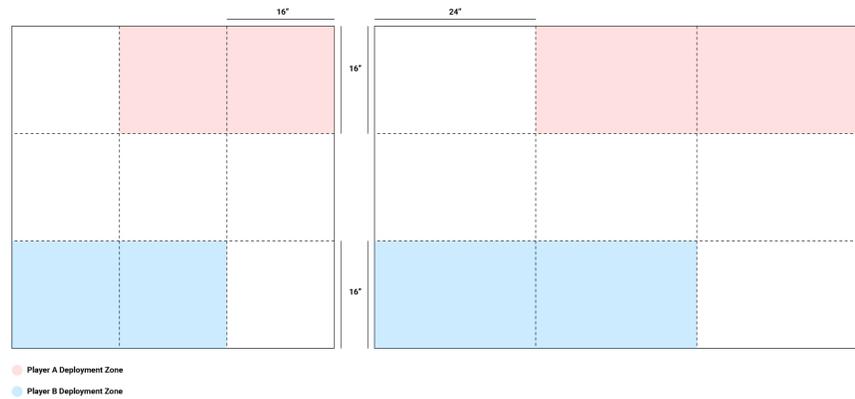
You Have One Job is a new type of order. A commander issues this order to a single friendly model under its command to interact with a scenario objective or scenario effect.

- It must be the ordered model's activation
- If the interaction is with a scenario objective, the friendly model must be in base to base contact. Base contact may not be required for effects. See the scenario rules.

Deployment Types

Corner Deployment

Divide the battlefield into nine equal zones (three lengthwise and three widthwise). One player may deploy in one corner ninth plus one adjoining ninth. The opponent deploys in a mirrored deployment zone on the other side of the battlefield (opposite corner and adjacent ninth).

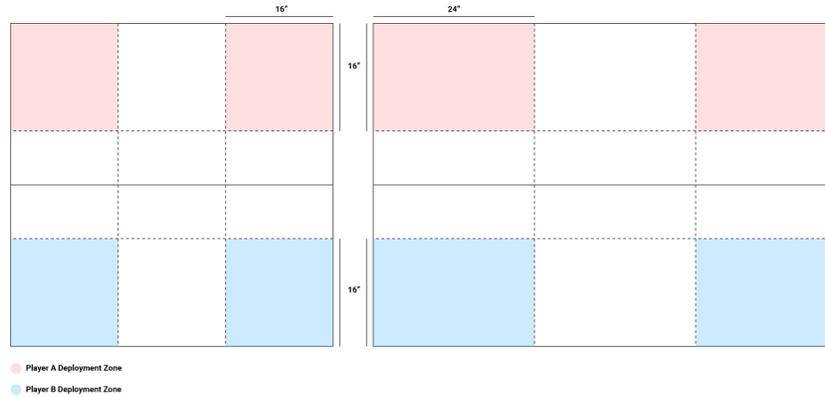


Sample corner deployment map:

Split Corner Deployment

Each player has two square deployment zones that are 1/3 of the width and depth of the table, located on the corners of their half of the table. The area where Special Deployment models may set up is modified in this mission, but all other rules regarding the deployment are followed as normal (formation, water terrain, etc.):

- Sub and Airdrop deployment may deploy anywhere in their table half.
- Recon may deploy up to 6" outside their deployment zone.
- Special Operations deployment deploy within 6" of any table edge in their table half.



Sample split corner deployment map:

Mechanics

Command Group

The command group is the combat group containing the Force Leader.

Force Type

Some missions require each army be given a force type.

- The primary role of the combat group including the Force Leader sets overall force type, e.g. if your FL is in your RC group, your force type is RC.
- Force Type (and matchup with opponent's Force Type) sets the mission.
- FL type need not match CG type, but must be legal via sublist rule or secondary role.
- Secondary Objectives cannot be chosen by Force Leader's group, must be chosen from the other CGs.
- When writing an army list for Black Talons, they may choose the Special Operations role instead of their normal Army Role. Make note of this on the army list.

High Value Asset

High Value Asset tokens are 25mm tokens which are placed next to a model to indicate that model is in possession of a High Value Asset. Move the token with the model until the token is dropped or leaves play.

If the model carrying a High Value Asset token is destroyed, it drops the token in base to base with it. When dropped, roll 1d6. On a 5+, the token is destroyed and leaves play.

Dropped tokens may be picked up with an Interact action.

Objectives

The missions in HGBTS will use different objective types for various missions. Rules for these can be found below.

Objective Types

Objective Types are used in conjunction with one of the Scoring Methods (below) to generate objectives for a mission. An example would be a Dominate Marker, which uses the Dominate scoring method with the Marker type to determine how the scoring criteria.

- **Marker:** Markers are represented by a 40mm base or token. The scoring area for Markers is the area within 4" of the marker. Models without LOS to the token, and destroyed models are ignored when determining if the objective will be scored.
- **Sector:** A sector is a defined area of the battlefield, normally with a rectangular geometry. The Mission Rules will define the boundaries for any Sectors in use.

Scoring Methods

These methods are used to determine the scoring criteria for an objective zone or marker. Models are considered to be in the scoring area if a majority of their silhouette is in the area. In all circumstances, a model which is destroyed cannot be used to determine if the objective will be scored.

- **Control:** A marker or area is “controlled” if you have more models than your opponent in the scoring area.
- **Secure:** A marker or area is “secured” if you have more actions than your opponent in the scoring area.
- **Dominate:** A marker or area is “dominated” if you have more points of models than your opponent in the scoring area. Models which are Crippled are worth 50% of their TV.

Kill Objective

A model is killed for the purposes of this objective if it's remaining Hull and Structure are reduced to 0 or below at the end of the game.

Scan Marker

A Scan Marker is a 40mm objective marker. Scan Markers may not be placed within 12" of another Scan Marker.

Scan Marker objectives are scored when a model performs a successful Detailed Scan action on the marker. The Scan Marker is treated as having rolled a 5.

Supply Marker

See p19 of the main rules under Raid.

Survival Points

The total TV of a player's models, with remaining H/S greater than 0 at the end of the game is that player's Survival Points. Models which are Crippled only count for 50% (rounded up) of their TV.

Optional Rules

A tournament organizer may choose to employ any number of the following optional rules to apply to all games played during the event. Usage of these rules should be announced alongside the mission selection for a tournament. Some of these rules are experimental for future versions of Heavy Gear Blitz, so please use them and share your feedback.

Blind Missions

The missions are not announced in advance. Players must make their armies for any possible mission.

By The Book

Extended Content from the DP9 Community site will not be used.

Restricted Combat Groups

When this Optional Rule is in use, each player is limited to a set number of combat groups, determined by the event organizer. The suggested limit is 1 Combat Group per full 50TV, plus one. So at 125 TV, each player would have at most 3 Combat Groups. When this Optional Rule is in use, the event organizer may also decide that Pass Tokens will not be used.

Protect the Camels

Camel Trucks may be used as Control Markers, instead of using normal Control Markers. The vehicle(s) will be deployed as regular models by the player's force, and these Camel Trucks take damage as a normal model would.

The player's objective will be to simply keep them alive until the end of the game. Each Hold Objective selected will relate to a maximum of two Camel Trucks. Each Camel which is not destroyed at the end of the game is worth 1 Objective Point.

Season Beta Special Rules

The following rules are in use for the duration of Season Beta of HGBTS. Tournament Organizers may choose to exclude some or all of them at their discretion. Any rules not in used for an event should be noted in the event information.

Companion Rules

All Rules from the Alpha/Beta section of the 3.1 Companion are in use, as well as the units from the New Model section.

Flex-Actions

By default, only the *Save-Action* and *Mo-Actions* are used. Alternatively, a TO may choose to also a different combination of Flex-Actions, though we do not suggest using both Save-Actions and Pull-Actions.

Mechanized Deployment

Any vehicle with the Transport trait that is deployed with embarked infantry or gears may deploy up to 6" outside their deployment zone.

Mechanized Deployment may not be used with other deployment skills such as AirDrop or Sub. Vehicles which have an Armor attribute greater than 8 or VTOL trait may not use this special rule.

Pass Tokens

After rolling for initiative, the player with fewer remaining Combat Groups will generate a number of Pass Tokens equal to the difference. During the Activation Phase, a Player may spend a Pass Token instead of selecting one of their Combat Groups to activate. This immediately ends that players activation without activating any of their Combat Groups.

Urban Sensor Interference

Sensors may only pass through a single medium cover building, effectively treating the second building the sensors would pass through as heavy cover.

Frequently Asked Questions

This FAQ is provided for players at HGBTS events to have a common understanding of the rules. If any of these rules are answered by an official source, the official source takes precedent.

###Core Rules

####Counterstrike

- Does the model with Counter-Battery Sensors need to have sensor lock to the target of Counterstrike? Does Stealth work against Counterstrike?
 - No, Stealth has no effect against the sensor range used for Counterstrike. The target of a Counterstrike only need to be in the sensor range of the model with CBS, it does not need to be Sensor Locked, though will count as being Sensor Locked for the purposes of resolving the attack.

####Cover

- What kind of cover do models provide?
 - Medium

####Focus

- When an attack is made with Focus, do all targets, including those from Area of Effect and Split gain the +1D6?
 - Yes. Using Focus on an attack will apply to all targets of the attack.

####Rerolls

- Can Marginal hits, Fire:X, Haywire, or Corrosion rolls be re-rolled by either player?
 - No.

####Special Deployment

- If a transport and the units inside the transport are in the same combat group, can they make use of special deployment rules available to the transport but not the units inside? For example, a HPC-64 is transporting three teams of Grel, they form a single combat group, but only the HPC-64 has the Airdrop rule.
 - Yes. Units inside a transport are effectively ignored for determining eligibility of Special Deployment.

####Weapons

####Bomb

What is the optimal range for a Bomb? The weapon range is 0“/-. Optimal range is defined as the range before the slash, meaning only models within 0” (base contact) are considered to be in optimal range.

####Traits

####Area Of Effect

- Can you attack a model you cannot see with Area Of Effect?
 - Only with an Indirect Attack.
- If an attack AOE targets a point that is in optimal range, but one of the targets in the AOE is outside of optimal range, does the attack suffer the -1D6 penalty for being out of optimal range?
 - Yes.

- Can an attack with an AOE weapon target a model outside the maximum range of that weapon?
 - The primary target must be within the weapon’s maximum range. Models targeted by the AOE but if they are outside the weapons maximum range may still be hit, but will count as being outside of optimal range.
- How do I get to roll 2D6 or more on secondary targets on an Indirect Attack?
 - Linked or Burst weapons, with Brace or LTHI will get you to enough dice, rear arc bonuses also will help. Remember that Fire Mission/TD bonuses do not apply to secondary targets. For example, a Brawler Black Mamba fires its MGL on indirect mode at a target, the player really wants to deal some damage so the group leader uses the Let Them Have It order, making the Mamba stable. It will roll 2D6 base, +1 for Burst, +1 for being Stable, but suffer -1D6 for using an Indirect Attack, which will make the attack roll on 3D6. Any secondary targets in the area will be at an additional -1D6, for a total of 2D6.

####Precise

- Does Precise work on secondary targets of an Area Effect weapon?
 - Yes. Precise will work on any targets of the attack that are in optimal range.

####Transport

- How do you interact with models in a transport? When are they in formation? Can you hack them? Can you shoot at them? Can they be secondary targets from AE/Split?
 - Unless specified otherwise (such as Open Topped Transports), measure distances to and from the unit from the hull of the vehicle transporting them. They can be targeted by ECM Hack and Jam, but may not be the primary or secondary target attacks.
- Does ECM Protect work from within a transport?
 - Yes. If a transported model uses ECM Protect, then measure the range for their ECM Protect from the transported model.
- What speed is the unit being transported by a vehicle count as moving at?
 - While being transported, a unit counts as being at the same speed as the vehicle transporting it (Combat Speed, Top Speed, or Braced).
- Can a Drone be transported in place of a single Infantry Team on a vehicle with “Transport: 1 Infantry Team”?
 - No, if the model is listed transporting something other than the 3 types listed in the trait (X Drones, X Squads, X Gears), then it may only carry precisely that. Similarly you cannot transport an Infantry Squad in place of a N-KIDU in a Gilgamesh.
- Can an Infantry Single be transported by a vehicle with “Transport: 1 Infantry Team”?

- Yes, for the purposes of Transport an Infantry Single will count as an Infantry Team.

####Supply

- Does supply replenish one or all weapons on the target model?
 - All weapons.

####Upgrades

####Duelist Auto

- Does the Auto upgrade work on the Hussar's HRC (Combo), HVB (Combo) weapon?
 - No. The upgrade will only apply to the ranged portion of the weapon

####Factions

####North

- **Task Built.** Do I need to be playing a North force to use Task Built on Bricklayers, Engineering Grizzly, Camel Trucks and Stingers?
 - No. Any army using these models from the Universal model list may take the Task Built upgrade for them.
- **Prospectors.** Does Prospectors allow two gears per force to be added to those roles, or can every combat group take two gears with Climber?
 - Two per force.
- **Dragoon Squad.** Does every member of the Dragoon Squad need to be a veteran?
 - No.
- **Surplus Hunters, Pristine Antiques, Ol' Trusty.** What counts as a Hunter?
 - All model variants listed under: Hunter (p.82), Stripped-Down Hunter (p.83), Para Hunter (p.83), Spearhead Hunter (p.84), Armored Hunter (p.84), Bearhunter (p.84), Hunter XMG (p.85), and Hunter MP (p.93). Additionally any Extended Content unit that states it counts as a Hunter.
- **Surplus Jaguar.** What counts as a Jaguar?
 - All model variants listed under: Jaguar (p.86), Nemesis Jaguar (p.87), and Jaguar MP (p.93). Additionally any Extended Content unit that states it counts as a Jaguar.

####South

- **Police State.** How many of each MP variant may be added to a combat group in this way?
 - Up to two of each variant in primary roles, or one in secondary roles. In effect, treat the MP models as having the GP, SK, FS or SO roles, in addition to their normal roles.
- **Amphibians.** Does Amphibians allow two gears per force to be added to those roles, or can every combat group take two of those models?

- Two per force.
- **Recon Hun.** How do the Universal Drones purchased with the Recon Hun work?
 - They will be added to the same combat group as the Recon Hun, regardless of role, and they are not limited to 1-2 of any variant.

####Peace River

- **Architects.** Does this allow an allied Strider into a duelist?
 - No. This only applies to Striders from the Peace River list.
- **High Tech.** Does this allow models with advanced weapons to be taken in any role?
 - No. High Tech effectively adds “+” to any of the roles the unit has, but only for the purposes of Primary units.

####NuCoal * **Humanist Tech.** Which Variants of the Fire Dragon are allowed? * Fire Dragon, Water Dragon, or Force Dragon. While the Fire Dragon may sound like it’s a specific variant, it’s referring to the family of striders, including the Fire Dragon, Water Dragon and Force Dragon. The same goes for the Hetairoi and Sagittarius. * **Port Arthur Korps.** This is with regard to the Port Arthur Korps rule for all NuCoal Forces, not referring to the sublist rules. Can F6-16 with the Stealth upgrade be taken in SO roles? * No, only GP or SK units. * **PAK - Allies, HAPF - Southern Surplus.** Can models with the SO role be taken as allies? * Yes, but not as members of SO units. For example a Snakeye Black Mamba may be taken as a member of a SK unit.. * **PAK - Acquired Tech.** Are HPC-64s, F6-16s, LHT-67s and LHT-71s restricted by the *Port Arthur Korps* rule in the faction rules, with regards to what roles they may be taken in? * No. Acquired Tech takes precedent, and those units may be taken in any roles they are normally allowed.

####Leagueless

- **We Came From the Desert.** What is the purpose of this upgrade? Isn’t this covered by taking NuCoal as an Additional Source?
 - This is a flavorful upgrade for Leagueless forces who may include Sandriders, but might not be backed by NuCoal.

####Black Talons

- Why are there no models with the SO role?
 - Black Talons forces are all already on special operations! They have their own roles within the special operation they are executing. That said they are still able to select a SO objective with the *Special Operators* rule.

####CEF

- What models count as a Frame?
 - All units described as a Frame under Unit Type in their description. CEF Frames listed for convenience: F6-16, F2-21, F2-25, and F2-19.

- **Minerva, Advanced Interface Network (AIN), Dueling Frames, Valkyries, Dual Lasers, EW Duelists.** Do these rules apply to allied Caprice Frames?
 - Yes, except when a rule specifically refers to CEF Frames.
- **Valkyries.** Can I take an allied Armiger or Mount as a duelist, as well as a CEF Frame?
 - No, if you wish to use two duelists in CEFFF, both must be in Frames.
- **Dual Lasers.** Can models with Dual Lasers purchase the Shield upgrade?
 - No.
- **Alternate Approach and Something to Prove.** What counts as GREL for the purposes of this rule?
 - These rules only apply to GREL infantry (p.222).

####Caprice

- What models count as a Mount?
 - All units described as a Mount under Unit Type in their description. Listed for convenience: Acco, Bashan, Aphek, Kadesh, Meggido, Ammon, Moab, Hamath, and Anab.
- **Dueling Mounts.** Are Caprice forces restricted to these models as Duelists?
 - No.
- **Dueling Mounts.** Can Caprice Allies in other forces take one of these models as a Duelist?
 - Yes.
- **Cybernetic Upgrades.** Does this apply to any universal infantry taken by any force, like *Task Built* from North?
 - No, however any Universal Infantry may be taken as Caprice Allies, in which case they would be eligible for Cybernetic Upgrades.
- **Commander's Investment.** Does this allow a unit variant without a “+” role to be taken more times than normal in the combat group?
 - No. In effect treat your Force Commander model as having the GP, SK, FS, RC, and SO roles.
- **Appropriations.** Can you have a mix of CEF Frames, Utopian APes, and Eden Golems?
 - Yes. You may mix any of the models from that list in the combat group, as well as including models from Caprice list. For example, you could have a F6-16, a Support APE, a Spatha Centaur, and an Acco in the same group (whether you should is a different debate).

####Utopia

- What counts as an Armiger?
 - All units described as a Armiger under Unit Type in their description. Listed for convenience: Commando Armiger, Reece Armiger, Support Armiger.
- **Drone Hacking.** Do friendly models destroyed with this rule count towards scoring objectives? For example, if I detonate a N-KIDU PAZU

which was the target of the Assassinate Objective?

– Yes.

####Eden

- What models count as a Golem?
 - All units described as a Golem under Unit Type in their description. Listed for convenience: Constable, Man at Arms, Centaur, Griffin, Doppel, Warlock, Animus, and Druids.
- **Joust You Say.** Does this only apply for the first attack made after a jetpack move of at least 4 inches?
 - Yes. However, if the model is capable of several attacks, and your first attack was after your first move, you could attack again at the end of your second move, and benefit from this rule again (if you moved another 4+ inches).

####Universal Models

- **Universal Drones.** How do Demo Drones interact with missions like Wipe Them Out and Pave the Way?
 - Detonating Demo Drones cannot prevent the enemy from scoring their objectives. When a Demo Drone uses its BB weapon, effectively reduce the number of actions in the group by 1 with regard to scoring. For example a group selected by Pave the Way with 5 actions will normally require destroying 3 actions worth to score VPs. If one of the models in that group was a Demo Drone, and that Demo Drone used its BB, treat the group as having had 4 actions with regards to scoring, so only 2 actions worth will need to be destroyed. to score. If the combat group is entirely Demo Drones, and all are detonated, the objective will still be scored.
- **Bricklayers, Engineering Grizzly, Camel Trucks and Stingers.** May these models in non-Northern forces use the Task Built upgrade?
 - Yes.
- **Druids.** May Druids in non-Eden forces use *Lancers* and *Joust You Say*?
 - Yes.

Matched Scenarios

The tactical flexibility of the game mechanics of Heavy Gear Blitz allows for the games to be much more than simply setting out to exterminate the enemy. In the HGBTS (Heavy Gear Blitz! Tournament System), the organized game system of Heavy Gear Blitz, games are laid out with a set number of objectives to meet (e.g. take control of a building), or specific game conditions (e.g. Special Terrain Areas).

o These kinds of games are referred to as missions or scenarios, and they recreate tactical situations as well as operations from the military sphere and espionage circles of the highest levels. Granted, a mission or a scenario means a higher level

of difficulty, requiring greater planning of the Army List as well as a more polished set of tactical and gaming abilities on the part of the player. However, they also mean a greater level of fun and entertainment than the regular extermination game.

See the menu for a complete list of scenarios!

Commanding Presence

Deployment	Secondary Objectives	Objective Markers
Standard	2 Objectives	Control Sector

Primary Objectives

Objective Points	Timing	Condition
1	End of Round	Control More Sectors
2	End of Game	Control More Sectors

Objective Placement

Divide the area outside of both players' deployment zones into four equal quadrants. These are the sectors to be controlled.

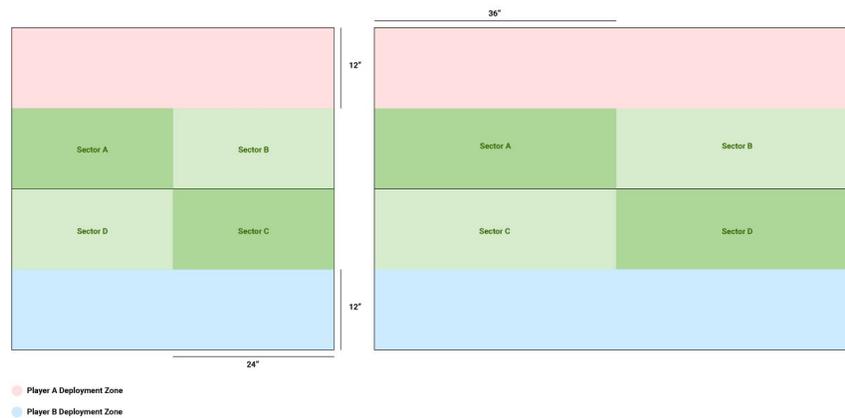


Figure 2: Commanding Presence

Coup D'Etat

Deployment	Secondary Objectives	Objective Markers
Standard	2 Objectives (No Assassinate)	None

Note: If an army is subject to a special rule requiring it to take the Assassinate objective, that special rule is ignored for this mission.

Primary Objectives

Objective Points	Timing	Condition
1	End of Game	Destroy More TV
1	End of Game	Kill same number of Commanders
3	End of Game	Kill more Commanders
2	End of Game	Kill the enemy Force Commander



Figure 3: Coup D'Etat

Eye of the Storm

Deployment	Secondary Objectives	Objective Markers
Scattered	2 Objectives	Scan Marker, Control Sector

Scattered Deployment

The table is divided into 4 sectors, numbered 1-4. When deploying each combat group, the deploying player must roll a D6.

Roll	Effect
1-4	Group is deployed in the corresponding sector.
5	Group is deployed in a sector of the deploying player's choice
6	Group is deployed in a sector of the opponent's choice

- Combat groups must be deployed in formation.
- No model may deploy within 6" of an enemy model.
- Special Deployment Options
 - Recon - You may deploy 6" outside your chosen sector.
 - Airdrop/Submerged - You may deploy in a neighboring sector, following the airdrop/submerged rules (rolling for airdrop or in a body of water).
 - Special Operations - You may deploy in a 6" strip along the table edge up to 12" outside of your chosen sector.

Primary Objectives

Objective Points	Timing	Condition
1	End of Round 2	Scan same number of Scan Markers
2	End of Round 2	Scan more Scan Markers
1 each	End of Game	Control Sectors

Objective Placement

Each sector has a Scan Marker placed at its center.

The player that won the deployment initiative chooses a table edge to be theirs. For the purposes of placing Capture/Control Markers and for Break the Line, each player has a 12" deployment zone, as shown in grey in the figure.

Special Rules

There is a passing tempest, which has the following effects.

- During the first round of the game, the entire table is considered to be covered in Smoke and thus grants +1d6 defense to all units except Elevated VTOLs. Smoke does not stack with this bonus.
- All VTOLs must be elevated for the entirety of the first round of the game.

High Ground

Deployment	Secondary Objectives	Objective Markers
Standard	2 Objectives	Control Marker, Scan Marker

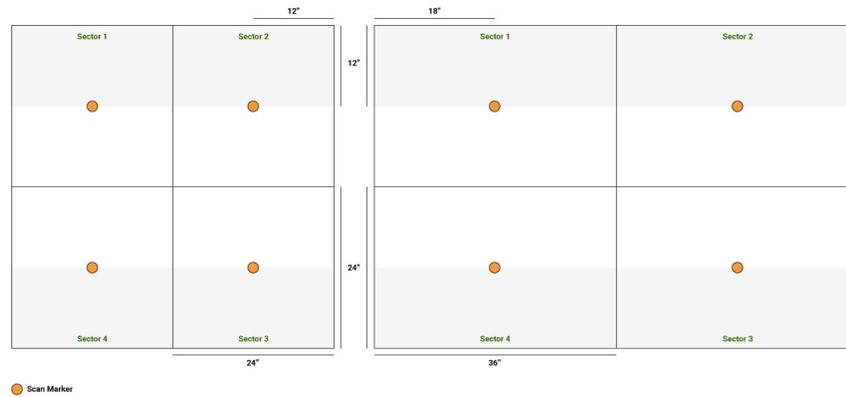


Figure 4: Eye of the Storm

Primary Objectives

Objective Points	Timing	Condition
1	On Completion	Successfully scan a Scan Marker
1	On Completion	Successfully scan the Control Marker
3	End of Game	Control the Control Marker

Objective Placement

- 1 Control Marker at the *center* of the table.
- 2 Scan Markers placed on the center line, equidistant from the central Control Marker and the table edge.

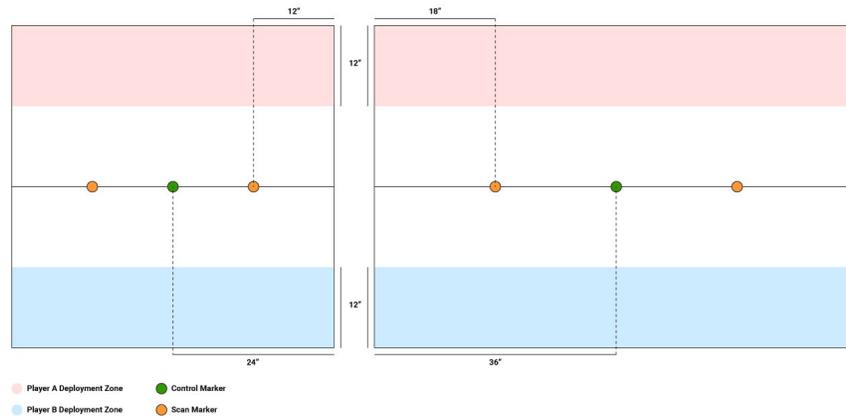


Figure 5: High Ground

Hold the Line

Deployment	Secondary Objectives	Objective Markers
Standard	2 Objectives	Control Sectors

Objective Placement

The area between deployment zones is divided into three equal sectors, each the full width of the table.

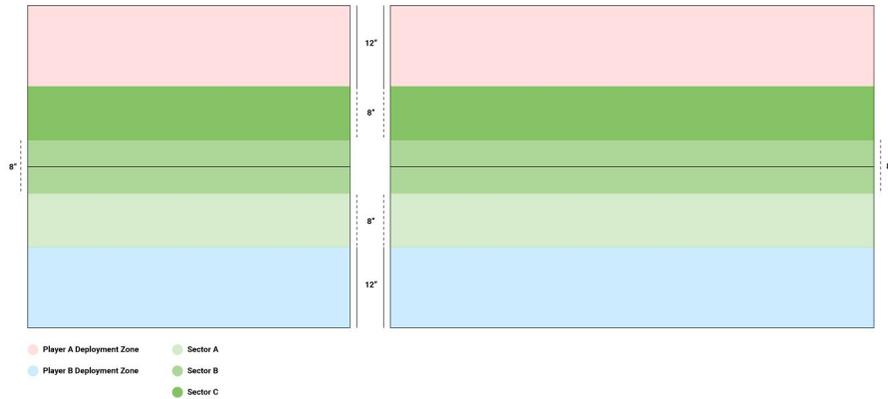


Figure 6: Hold the Line

Incursion

Deployment	Secondary Objectives	Objective Markers
Standard	2 Objectives	Control Marker

Primary Objectives

Objective Points	Timing	Condition
3	End of Game	Control objective in enemy table half
2	End of Game	Control central objective
1	End of Game	Control objective in your table half

Objective Placement

Place three Control Markers, one placed in the center of the board, the other two placed 12" from the central objective, directly towards either deployment zone.

Prisoner Exchange

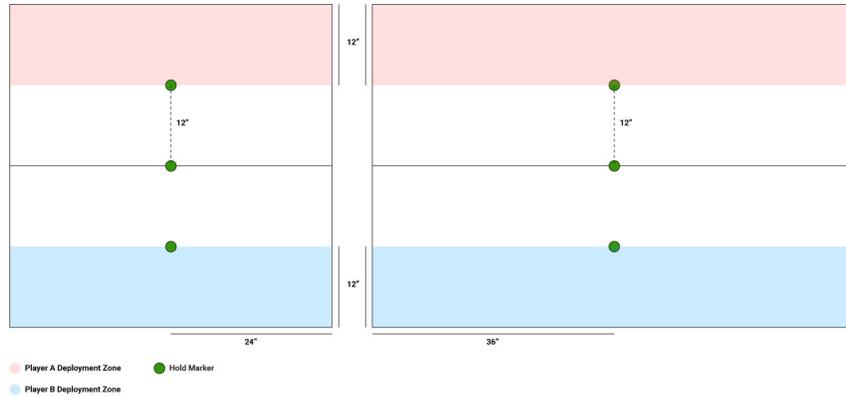


Figure 7: Incursion

Deployment	Secondary Objectives	Objective Markers
Standard	2 Objectives	Control Marker

Primary Objectives

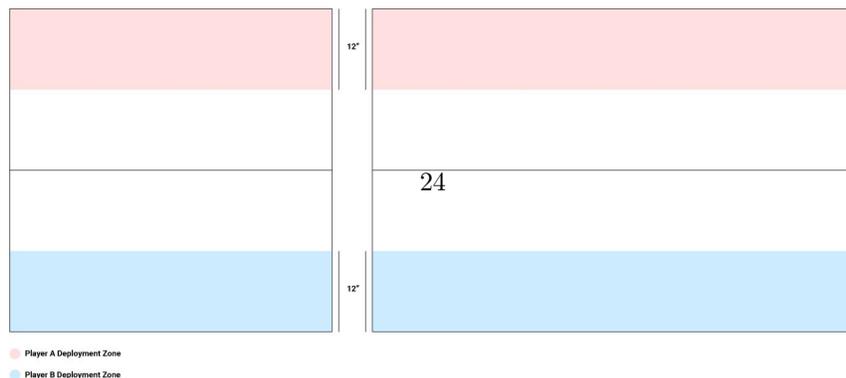
Objective Points	Timing	Condition
2	End of Game	Control Camel Trucks (2 OP each)
2	End of Game	Control both Camel Trucks

Objective Placement

Each player receives one camel truck, which they may deploy normally in their deployment zone. At the end of the game, treat the camel truck as a Control Marker. These camels may not be used to transport any models.

Special Rules

- Your opponent controls your camel truck as if it was the sole member of an additional combat group in their army.
- Camel trucks do not take damage, but may be affected by ECM attacks and the Haywire effects of the Particle Accelerator class of weapons.



Deployment	Secondary Objectives	Objective Markers
Standard	2 Objectives	Control Sectors

Primary Objectives

Objective Points	Timing	Condition
1	End of Game	Control a sector (1/sector)
2	End of Game	Control the enemy Deployment Zone

Objective Placement

Divide the area outside of both players' deployment zones into four equal quadrants. These are the sectors to be controlled.

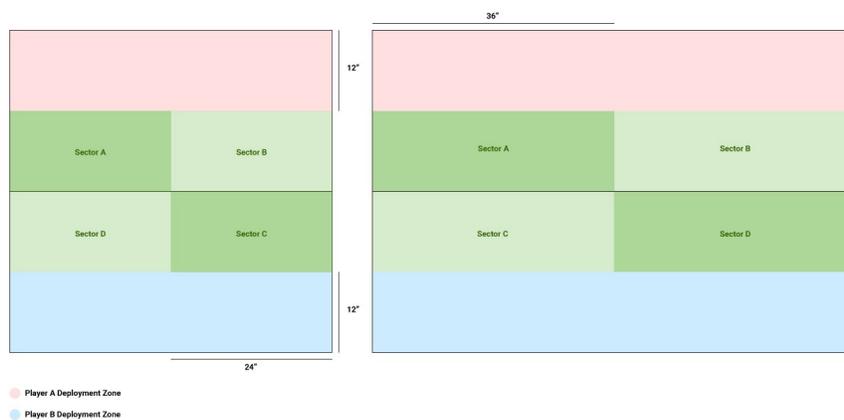


Figure 9: Sector Control

Seize Control

Deployment	Secondary Objectives	Objective Markers
Split Corner	2 Objectives	Scan Marker, Supply Marker

Primary Objectives

Objective Points	Timing	Condition
1	On Completion	Successfully scan a Scan Marker
1	End of Game	Opponent does not control your Supply Marker
2	End of Game	In possession of enemy Supply Marker

Objective Placement

- 3 Scan Markers. Each placed along the center line, one in the center of the table, and the other two spaced equally between the center objective and the edge of the table on either side.
- Each player has one Supply Marker placed a quarter of the way up the table, from the center of their table edge.

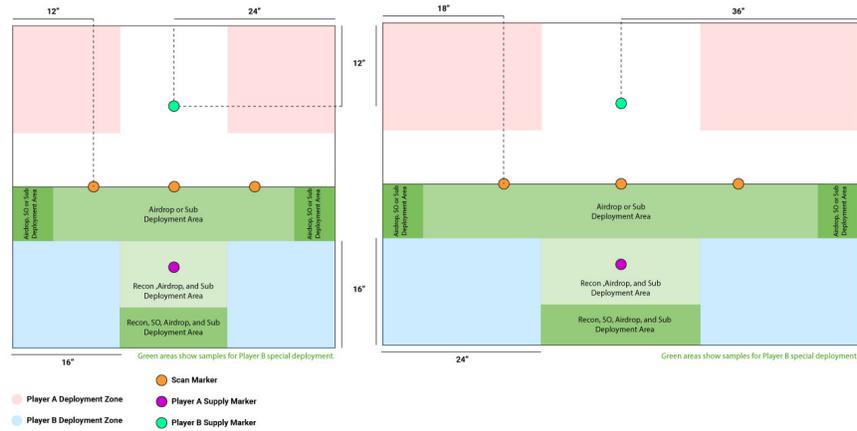


Figure 10: Seize Control

Superiority

Deployment	Secondary Objectives	Objective Markers
Standard	2 Objectives	Control Marker, Control Sector

Primary Objectives

Objective Points	Timing	Condition
1	On Completion	Successfully scan the Control Marker
2	End of Game	Control more Control Markers

Objective Placement

Two objectives are placed in each half of the table, a quarter of the table width from either side, and equally between the center line and the edge of the deployment zone.

A Control Marker can only count as being controlled by a player, if that player has successfully scanned it first.

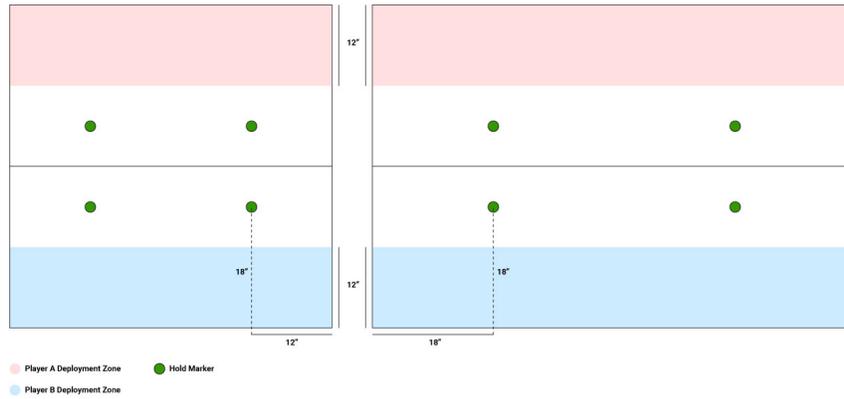


Figure 11: Superiority

Supply Drop

Deployment	Secondary Objectives	Objective Markers
Standard	2 Objectives	Supply Marker

Primary Objectives

Objective Points	Timing	Condition
2	End of Game	Hold a Supply Marker (2/marker)

Objective Placement

Do not place the Supply Markers at the start of the game. At the start of the first turn, before initiative is rolled, randomly determine which direction the supply drop is approaching from (left to right, or right to left). This will determine the order the supply markers are placed. Starting on the second turn, before initiative is rolled place a supply marker on the appropriate position. For

example, if the approach is left to right, on turn 2 a supply marker will be placed on the left supply marker position, turn 3 will be in the center, and turn 4 will be on the right.

When a model carrying a Supply Marker is destroyed, place the Supply Marker token in base contact with the model that was carrying it.

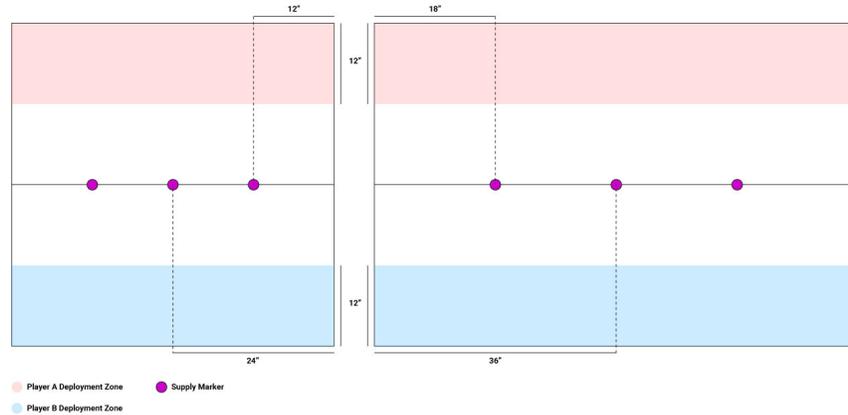


Figure 12: Supply Raid

Supply Raid

Deployment	Secondary Objectives	Objective Markers
Standard	2 Objectives	Supply Marker

Primary Objectives

Objective Points	Timing	Condition
1	End of Game	Control a Supply Marker (1/marker)
2	End of Game	Control more Supply Markers
1	End of Game	Your opponent does not control any Supply Markers

Objective Placement

3 Supply Markers are across the center line. One at the center of the table, and two equidistant between the central objective and the short table edge. These may be secured by either player.

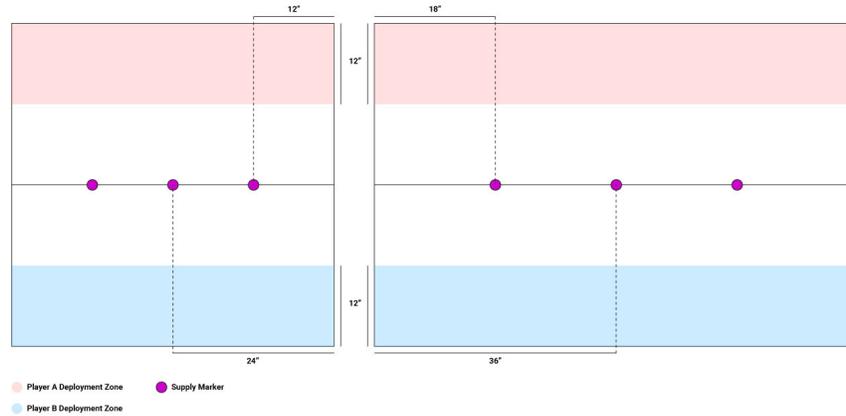


Figure 13: Supply Raid

Total Annihilation

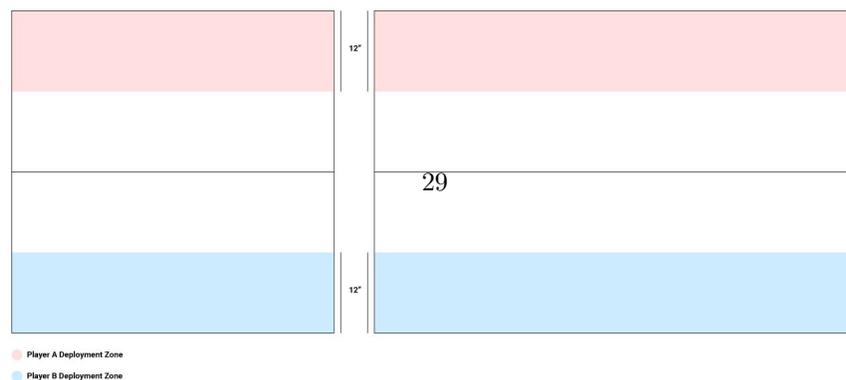
Deployment	Secondary Objectives	Objective Markers
Standard	2 Objectives	None

Primary Objectives

- **Destroy**, the total TV value of destroyed enemy models. Crippled models count as 50% of their TV (rounded up).
- **Survive**, Your Survival Points at the end of the game. Remember, Crippled models count as 50% of their TV (rounded up).

Values for 125 TV games have been included, use percentage in other size games.

Objective Points	Timing	Condition	% of TV	at 125 TV
1	End of Game	Destroy	25-50	32-62 TV
2	End of Game	Destroy	51-75	63-93 TV
3	End of Game	Destroy	> 75	> 93 TV
1	End of Game	Survive	25-50	32-62 TV
2	End of Game	Survive	51-75	63-93 TV
3	End of Game	Survive	> 75	> 93 TV



Deployment	Secondary Objectives	Objective Markers
Narrow Edge	2 Objectives	Outpost

Primary Objectives

Objective Points	Timing	Condition
1	End of Game	Enemy Outpost Crippled
2	End of Game	Enemy Outpost Destroyed
1	End of Game	Your Outpost Crippled
2	End of Game	Your Outpost not Crippled or Destroyed

Objective Placement

Each player receives one Outpost (from Fortifications unit entries), which is deployed at the front-center point of their deployment zone.

This Outpost is in its own combat group, is not a Combat Group Leader, and does not cost TV. The Outpost otherwise acts as a normal part of the owners army.

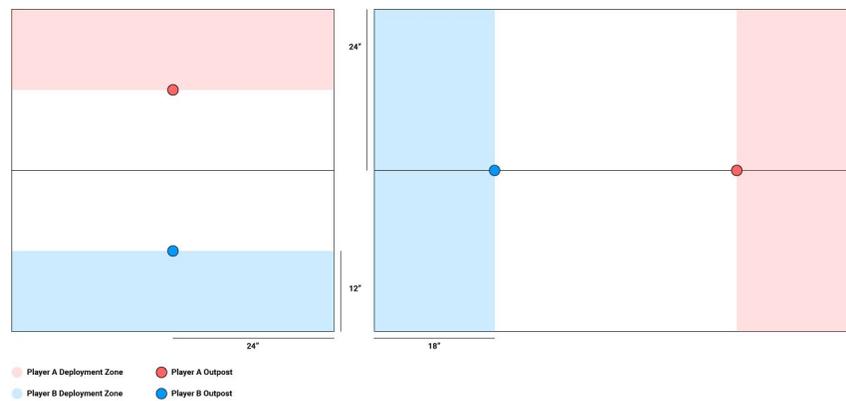


Figure 15: Two Towers

Meeting Engagements



If a tournament is of the Meeting Engagements asymmetric type, instead of using the standard scenarios, each player will have a mission generated based on the Force Type force they're playing.

Mission Rules

Before each match, players should secretly select which list they will use for that tournament round and reveal them at the same time. Each player will have a Primary Mission based on the Force Type of their selected army. If both players have the same Force Type, play a Mirror Match Mission instead of using their normal primary missions. Additionally, each player will select two Secondary Missions as normal.

Primary Missions

Based on the Force Type of your army, your Primary Mission will be generated from the following list. Each player can score a maximum of 6 OP from their Primary Mission:

- **GP – Blockade:** Score 6 OP, -1 for each enemy model in your deployment zone.
- **SK – Seize Ground:** Treat the area between the enemy deployment zone and the midline of the table, and the area between the midline and your own deployment zone as two Control Sectors. Score 2 TV for each sector you control at the end of the game, and additional 2 TV if the enemy Force Leader is destroyed.
- **RC – Observe and Report:** Place 3 Scan Marker anywhere in the enemy deployment zone. Your opponent then places 3 additional Scan

Markers anywhere on the table, but outside their deployment zone and not within 6" of another scan marker. Score 1 OP for each marker that you successfully Detailed Scan.

- **SO – Sever the Head:** Determine the 6 most expensive enemy models, score 1 OP each that is destroyed. If two models are the same cost when determining the most expensive, you must select one to be the target. If all enemy models are destroyed, full points are scored, regardless of the number of models.
- **FS – Assault:** Score 1 OP for each enemy combat group that is not destroyed, but reduced below 50% of its starting actions. Score 2 OP for each enemy combat group you destroy, to a max of 6 OP. If all enemy combat groups are destroyed, full points are scored, regardless of the number of combat groups.

Mirror Match Missions

If both players Army Role is the same, a special mission will be played for both players primary mission, secondary missions are generated as normal.

- **GP vs GP** - Battle of Attrition
- **SK vs SK** - Regimental Duel
- **RC vs RC** - Enemy Contact
- **SO vs SO** - Night Fight
- **FS vs FS** - Assert Dominance

Secondary Missions

Each player will select two Standard Missions from the Heavy Gear: Blitz rule book, following the rule book and sublist rules for valid selections. An additional 4 Objective Points may be earned in this fashion. Each player will have up to 10 possible points to score during the game.



Battle of Attrition (GP)

A bloody grind as two forces of line troops clash on the battlefield.

- **Deployment:** Deployment zones are 16" deep instead of 12". Models may not be set up in the enemy half of the table.
- **Scoring:** Calculate both players Survival Points and consult the table below. Score the only the highest OP for each Condition.

OP Scored	Condition	100 TV	125 TV	150 TV
1	Enemy Survival Points	51-75 TV	63-93 TV	76-112 TV
2	Enemy Survival Points	25-50 TV	32-62 TV	38-75 TV
3	Enemy Survival Points	> 25 TV	> 32 TV	> 38 TV
3	Your Survival Points	> 75 TV	> 93 TV	> 112 TV
2	Your Survival Points	51-75 TV	63-93 TV	76-112 TV
1	Your Survival Points	25-50 TV	32-62 TV	38-75 TV

Regimental Duel (SK)

Two forces take pride in their chosen champions defending their regimental honor.

- **Deployment:** Use standard 12" deployment zones. Each player must deploy their Champion within 12" of the center point of the table, the rest of their combat group will deploy normally.
- **Scoring:** Nominate a single Duelist, or your FC, to be your Champion.
 - Destroy the enemy Champion: 2 OP.

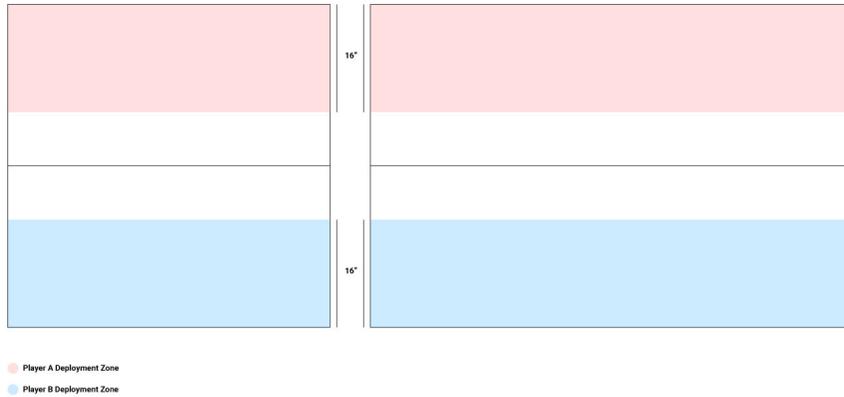


Figure 16: Regimental Duel

- Your Champion deals the blow that destroys the enemy Champion: 1 OP.
- Your Champion is not destroyed at the end of the game: 1 OP.
- More Survival Points at the end of the game: 2 OP.

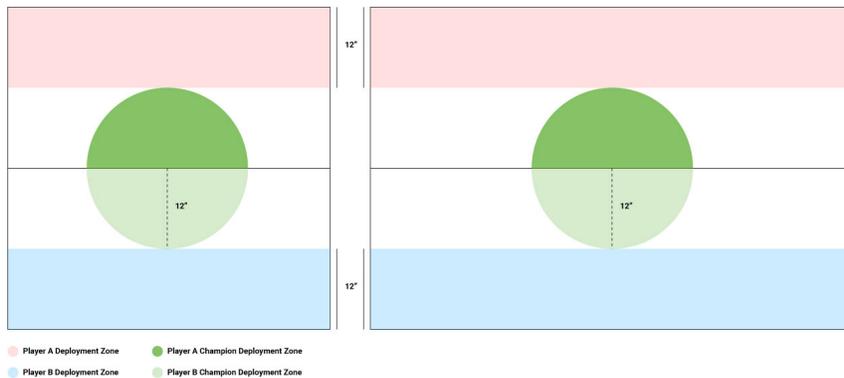


Figure 17: Regimental Duel

Enemy Contact (RC)

Patrols moving through the cover of night suddenly find themselves right on top of the enemy, and cut off from reinforcements, when all hell breaks loose. There is an opportunity to take out a high value target, but survival and escape are

paramount.

- **Deployment:** Instead of deploying normally, each player will deploy in a 12" wide strip, 6" from the center line, and 6" from their own table edge. Units with Recon Deployment may deploy 6" closer to the center line edge, and Airdrop Deployment may deploy anywhere in their own table half. Spec Ops deployment may deploy within 6" of any table edge in their half of the table.
- **Scoring:**
 - Destroy the enemy Force Leader: 2 OP.
 - Control the 12" deep zone (what would be a standard deployment zone) along the enemy table edge: 3 OP.
 - Prevent the enemy from controlling the Control Sector along your own table edge: 1 OP.

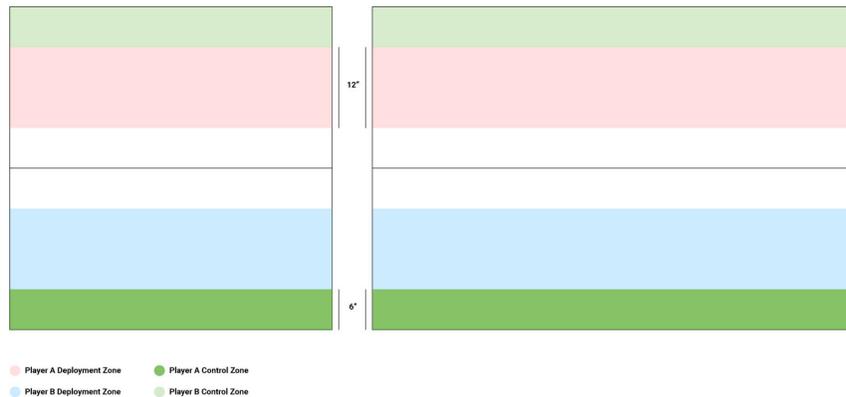


Figure 18: Enemy Contact

Night Fight (SO)

In the cover of night, two shadowy forces engage in brutal combat.

- **Deployment:** Instead of normal deployment zones, each player may deploy their forces within 16" of one of the corners on their side of the table.
 - Recon Deployment may deploy an additional 6" from either corner.
 - Airdrop Deployment may deploy anywhere in their own table half.
 - Spec Ops deployment may deploy within 6" of any table edge on their own table half.
 - Any unit capable of both Airdrop and Spec Ops deployment may deploy within 6" of any table edge, but roll for damage as per Airdrop Deployment.

- **Scoring:**
 - Destroy more enemy Commanders: 2 OP
 - Destroy the same number of Commanders: 1 OP
 - Destroy the enemy FC: 2 OP
 - Destroy more TV worth of the enemy forces: 2 OP
- **Special Condition:**
 - **Night Fight:** Line of Sight is limited to 24", Sensors are unaffected.

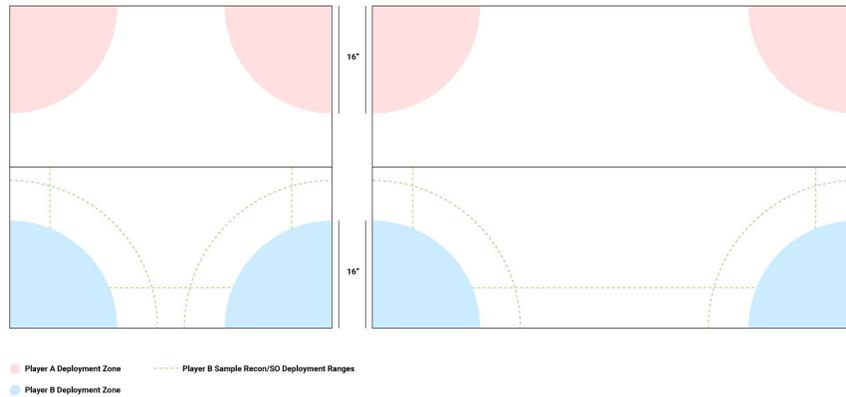


Figure 19: Night Fight

Assert Dominance (FS)

The most powerful war machines on Terra Nova battle for control of the battlefield.

- **Deployment:** Use standard 12" deployment zones.
- **Scoring:** Divide the area between deployment zones into four Control Sectors. Score 1 OP for each table Control Sector you control at the end of the game. Score 2 OP if you control the enemy Deployment Zone.

Advanced Operations

If a tournament is of the Advanced Operations asymmetric type, instead of using the standard scenarios, the Force Type of each player will determine the mission they're playing.

This way, each player will have 5 missions to prepare for, determined by their opponent. In addition to the Army Composition Rules, each of the players list must have the same Force Type for the Advanced Operations mission system!

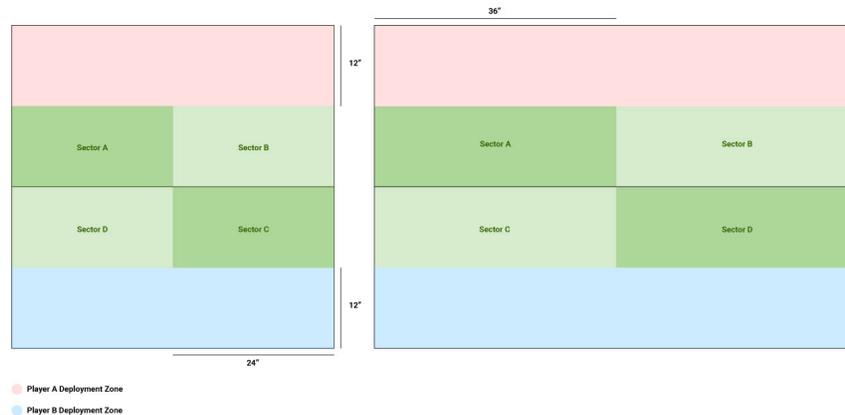


Figure 20: Assert Dominance

Mission Selection

Using each player's Force Type, reference the following table to determine the mission to be played:

	GP	SK	RC	SO	FS
GP	Pitched Battle	Encirclement	Reconnoiter	Supply Line Strike	Attrition
SK		Establish Supply	Supply Search	Prisoner Transfer	Ambush
RC			Triangulation	Plausible Denial	Wild Weasel
SO				Spy vs Spy	Fire Support
FS					Clash of Titans

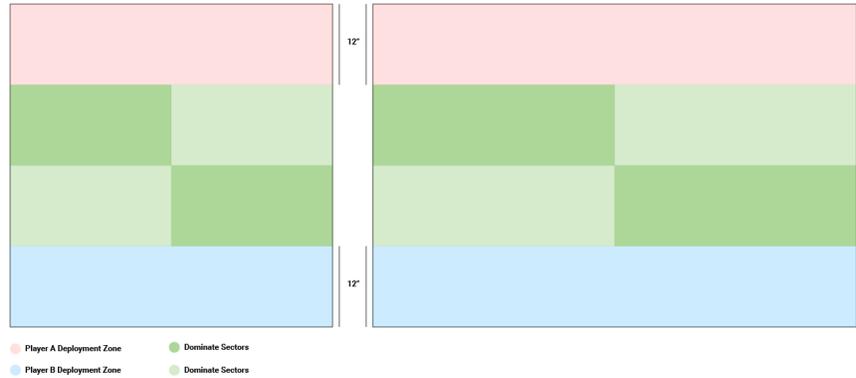
Secondary Missions

Each player will select two Standard Missions from the Heavy Gear: Blitz rule book, following the rule book and sublist rules for valid selections. An additional 4 Objective Points may be earned in this fashion. Each player will have up to 10 possible points to score during the game.

Ambush (FS versus SK)

An SK force sets up an ambush on an advancing FS force.

- **Deployment Zone:** Standard 12" Deployment
- **Table Setup:** Divide the area between the deployment zones into a 2x2 grid of equal-sized Dominate Sectors
- **FS Objectives:** Push through the Ambush!
 - 1 Point - Dominate more sectors than the SK player at the end of a turn.
 - 2 Points - Dominate all sectors at the end of the game.
- **SK Objective:** Open Fire! 37
 - 2 Points - Eliminate 50% of the actions in the FS player's Command Group by the end of Turn 2.
 - 2 Points - Eliminate 100% of the actions in the FS player's Command Group.
 - 1-2 Points - Destroy the two most expensive models in the FS role, 1 point each. If the enemy only has a single FS model, then destroying it will score 2 points.

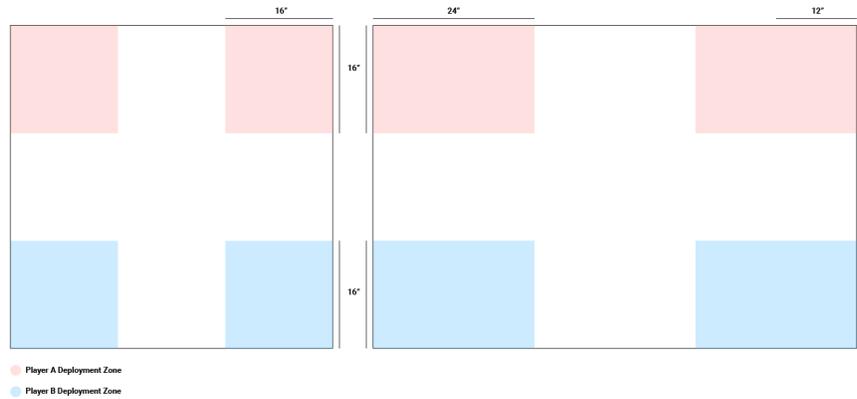


Deployment Map:

Attrition (FS vs GP)

The FS Force is making a big push and the GP Force is going to make them pay for it!

- **Deployment Zone:** Split Corner Deployment
- **FS Objective:** Decimate the Enemy
 - 1 Point - Casualties per Turn - At the end of each round count the total TV points of destroyed models for each force (only count models destroyed that turn). The FS Player will score 1 VP if they destroyed more TV of models that round.
 - 2 Points - Kill the enemy Force Leader
- **GP Objective:** Make Them Pay
 - 1 Point - GP Survival Points more than 25% of starting total.
 - 1 Point - GP Survival Points more than 50% of starting total.
 - 1 Point - GP Survival Points more than 75% of starting total.
 - 1 Point - Enemy Survival Points less than 50% of their starting total.
 - 2 Points - Kill the enemy Force Leader.

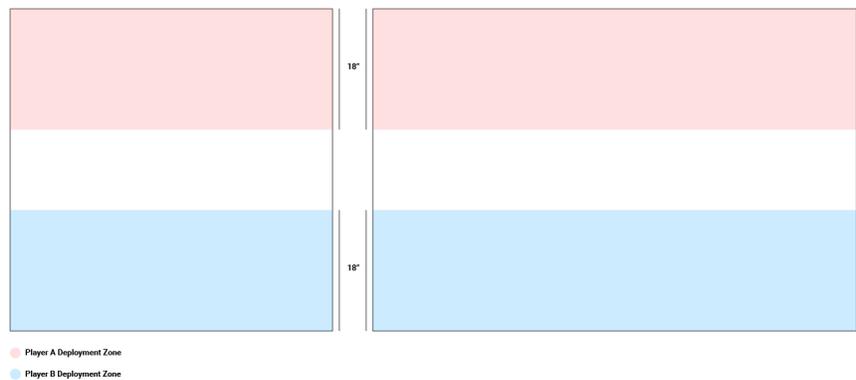


Deployment Map:

Clash of Titans (FS vs FS)

The big guns are here, and it's an absolute mess!

- **Deployment Zone:** 18" deployment zone. Special Operations, Airdrop, and Sub deployments are still deployed 12" past the deployment zone.
- **FS Objectives:** Annihilation
 - 1 Point - Enemy Survival Points less than 25% of their starting total.
 - 1 Point - Enemy Survival Points less than 50% of their starting total.
 - 1 Point - Enemy Survival Points less than 75% of their starting total.
 - 1 Point - Your Survival Points greater than 25% of your starting total.
 - 1 Point - Your Survival Points greater than 50% of your starting total.
 - 1 Point - Your Survival Points greater than 75% of your starting total.

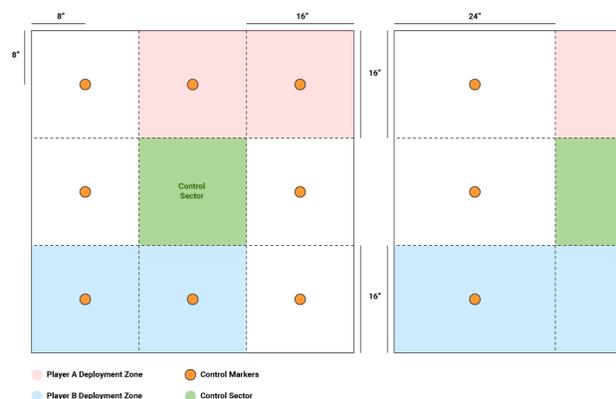


Deployment Map:

Encirclement (SK vs GP)

The SK Force breaks through a small gap in the battle line and attempts an encirclement while the GP Force desperately tries to plug the gap.

- **Deployment Zone:** Corner Deployment
- **Table Setup:**
 - Divide the table into 3 rows and 3 columns, i.e. 9 equal regions.
 - Place a Control Marker at the center of each of the 8 regions bordering a table edge.
 - The center region is considered a Control Sector.
- **SK Objective:** Encirclement
 - 1 Point - Score a Control Marker at the end of the game, maximum of 4 points.
 - 2 Points - Control an unbroken path of scored Control Markers from your deployment zone to the GP player's deployment zone. This will be 4 markers in total, including both players deployment zones.
- **GP Objective:** Plug the Gap
 - 1 Point - At the end of the turn, control the Control Sector.
 - 1 Point - Control the control markers in the corner regions that are not used as deployment zones, 1 point each.



Sample corner deployment map, set up, and scoring areas.

- **Scoring Example.**
 - **SK Objectives:** This player scores 4 points for securing Control Markers, plus 2 points for controlling a path of markers linking both deployment zones, for a total of 6 points.
 - **GP Objectives:** This player scored the Control Sector for 3 turns, and at the end of the game, controls marker in one of the non-deployment zone corners, for a total of 4 points.

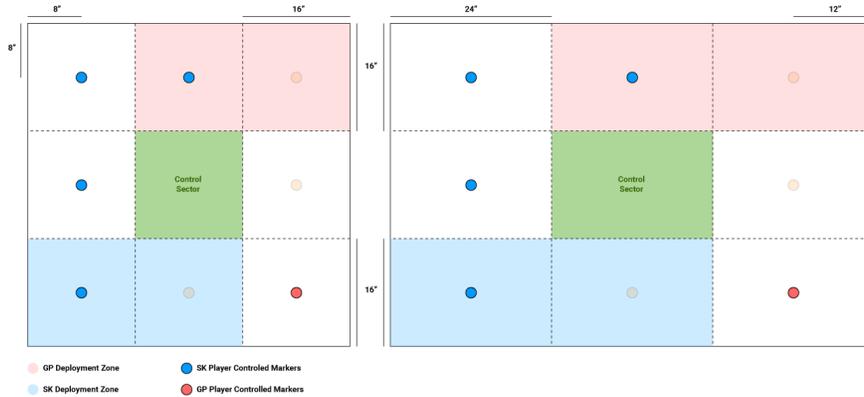


Figure 21: Encirclement Scoring

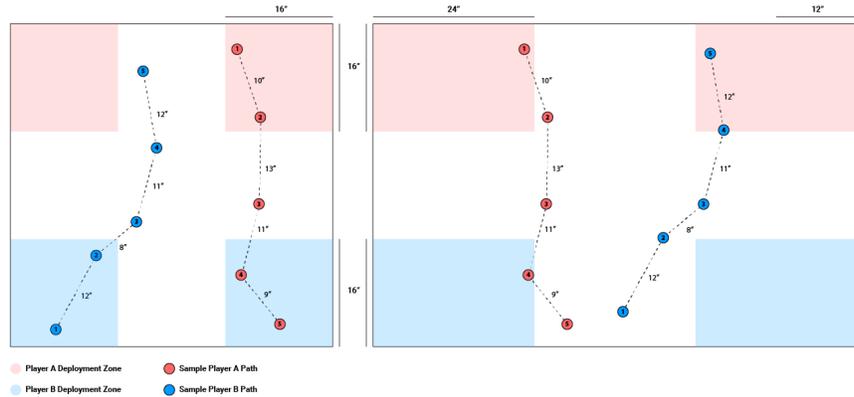
Establish Supply (SK vs SK)

Two SK Forces are both trying to secure a supply line through the same territory.

- **Deployment Zone:** Split Corner Deployment
- **Table Setup:** After deployment zones have been chosen, starting with the player who selected the deployment zones each player will use, do the following:
 - Each player places a 40mm Start token within 6" of their table edge.
 - Each player places a 40mm End token within 6" of the enemy table edge.
 - Each player places 3 40mm Control Markers, termed "Waypoint" for this mission, on the table, marking a path between the Start and End tokens.
 - * These Waypoint tokens must be within 18" of the next token in the path.
 - * At least one must be within 18" of the Start and another within 18" of the End token.
 - * Waypoint tokens are cons
- **SK Objective:** Plant Beacons
 - 1 Point - Plant a Beacon at Waypoint (1 per each)
 - 1 Point - Control a Waypoint with a Beacon at the end of the game.
- **Special Rules**
 - Planting Beacons - Any commander may plant a Beacon at a Waypoint via the Interact action or as the result of a successful You Have One Job order.
 - Disrupting Waypoints
 - * Players disrupt a Waypoint via an Interact action or a You Have

One Job order.

- * Disrupted Waypoints require two more models than their opponent at that Waypoint to control it.

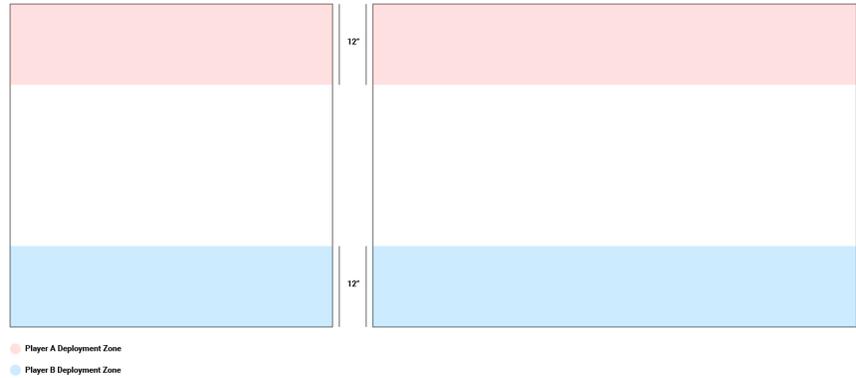


Deployment Map:

Fire Support (SO vs FS)

A SO force tries to silence the big guns by taking out their leadership!

- **Deployment Zone:** Standard 12" deployment zone
- **Table Setup:**
 - The SO player's table half is a Dominate Sector.
- **SO Objective:** Take out and secure the enemy FC!
 - 2 Points - Destroy the enemy Force Leader! If overkilled, leave it in place as a wreck.
 - 1 Point - Dominate the FS Deployment Zone.
 - 1 Point - Starting Turn 2, at the end of each turn, control the enemy Force Commander as if it were a Control Marker objective. The force commander will count as an enemy model for the purposes of scoring, unless it is a wreck.
- **FS Objective:** Advance!
 - 1 Point - Dominate more zones at the end of the turn.
 - 1 Point - Dominate more zones at the end of the game.
 - 1 Point - At the end of the game have the all surviving members of your Command Group outside your deployment zone. Do not score if all members have been Destroyed.
- **Special Rules**
 - Hold the Line - Divide the middle of the battlefield, between the deployment zones, into three equal Dominate Zones, parallel with the deployment zones. At the end of the turn, a player controls a zone if they have more models in that zone.

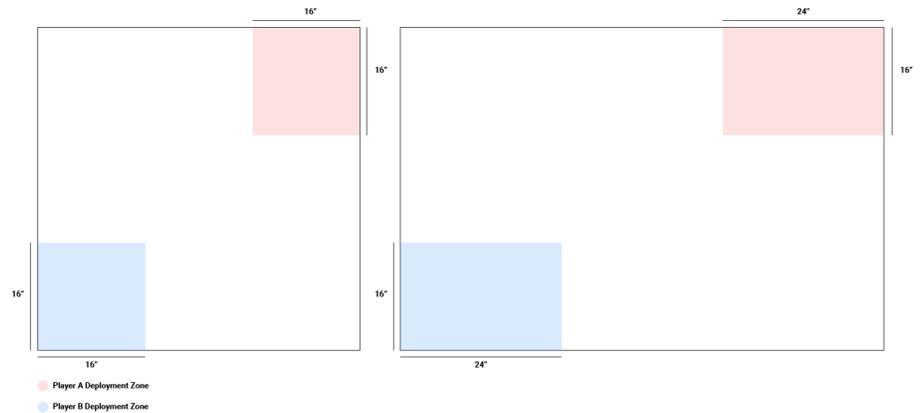


Deployment Map:

Spy vs Spy (SO vs SO)

Two special operations forces meet under the cover of night to engage in clandestine warfare!

- **Deployment Zone:** Corner Deployment
- **SO Objectives:** Stay quiet!
 - 1 Point - Destroy an enemy commander (max 3). If all enemy commanders have been destroyed, score 3 points.
 - 1 Point - If an enemy commander is destroyed with a Silent weapon while the firing model is in the “Hidden” state or via a melee attack (max 2).
 - 1 Point - Destroy the enemy Force Commander.
- **Special Rules**
 - Night Fighting - LOS is limited to Sensor Range. Starting turn 2, before rolling for Initiative, roll 1D6. On a 4+ the dawn has come and this rule is no longer used.

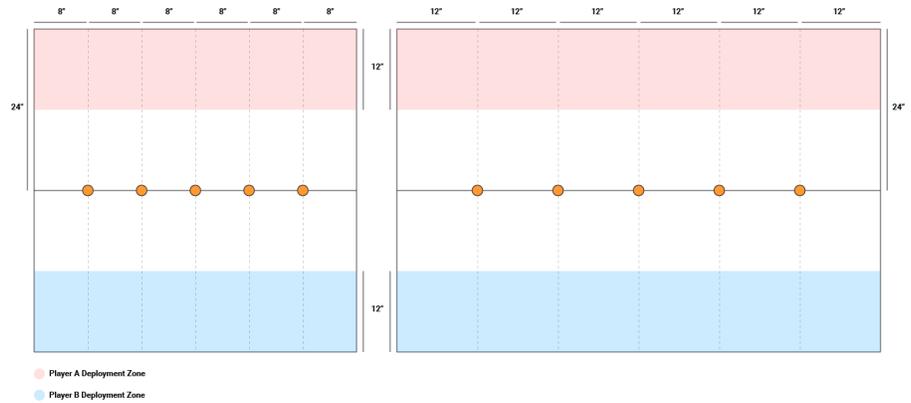


Deployment Map:

Pitched Battle (GP vs GP)

Two forces meet on equal footing and struggle to maintain their forward momentum.

- **Deployment Zone:** Standard 12” deployment zone
- **Table Setup:** Place five 40mm Control Markers equally spaced along the centerline between both players. These objectives should be 8” from one another and 8” from the table sides.
- **GP Objective:** Push Them Back!
 - 1 Point - At the end of a game turn, have more Control Markers in the enemy table side
 - 2 Points - At the end of the game, have more Control Markers in the enemy table half
- **Special Rules**
 - Check to see which players control each Control Marker at the end of each game turn.
 - If a player controls a Control Marker at the end of a game turn, they may move it up to 4” in any direction before objective scoring is done!

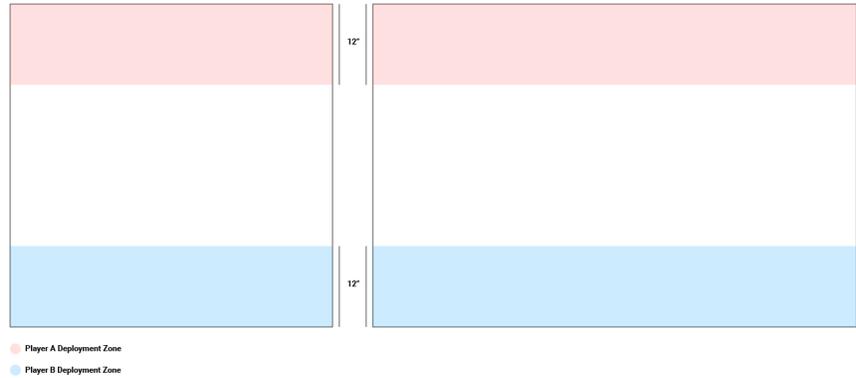


Deployment Map:

Plausible Denial (SO vs RC)

A RC unit stumbles upon an SO unit operating in their jurisdiction and scrambles to report the infiltration!

- **Deployment Zone:** Standard 12” deployment zone
- **Table Setup:**
 - The SO player chooses three of their commanders to start with a High Value Asset marker.
- **RC Objectives:** Gather Evidence
 - 1 Point - Detailed Scan or ECM Attack an enemy commander with an High Value Asset marker (max 3). If all enemy commanders have been scanned, score 3 points.
 - 1 Point - Be in possession of a HVA Token at the end of the game (max 3).
- **SO Objectives:** Leave No Witnesses!
 - 1 Point - Be in possession of an HVA Token at the end of the game (max 3).
 - 2 Points - At the end of the game, all HVA Tokens are in your possession or destroyed.
 - 1 Point - Kill the RC Force Commander.
- **Special Rules**
 - When a model controlled by the RC player successfully uses Detailed Scan or ECM Attack against one of the three commanders starting with High Value Asset tokens, immediately transfer the HVA token to the scanning model.
 - If the SO force has less than three commanders eligible for carrying a High Value Asset marker at the start of the game, the RC player is considered to be in possession of each “missing” HVA token for the entirety of the game.



Deployment Map:

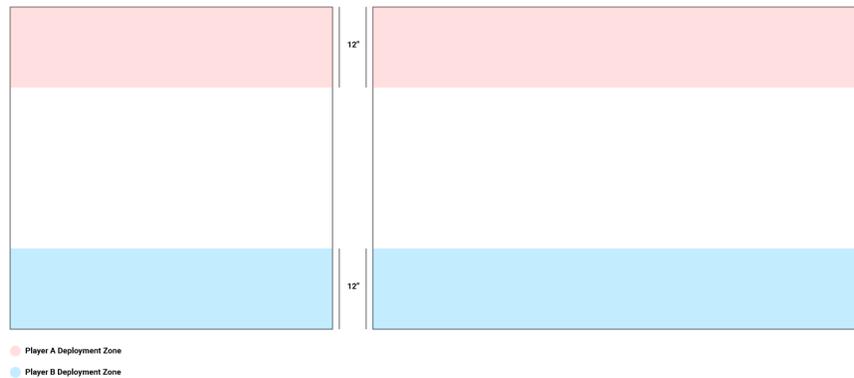
Prisoner Transfer (SO vs SK)

The SO forces have tracked the location of one of their high ranking officials who has been captured by enemy forces. The SK forces are attempting to hold off SO forces long enough for reinforcements arrive, while keeping control of the prisoner.

- **Deployment Zone:** Standard 12" Deployment
- **Table Setup:**
 - The SK player deploys the Leader/Prisoner at least 6" from any table edge in their deployment zone when they deploy their Command Group is deployed.
 - * This does not affect special deployment options (i.e. the rest of the Command Group may airdrop, in formation with each other but not with the leader).
 - * The SK player may deploy up to 2 models in base contact with the Leader/Prisoner, for the purposes of locking it in combat.
- **SO Objective:** Rescue and Retaliate!
 - 1 Point for the Leader/Prisoner leaving the SK player's deployment zone by the end of the game.
 - 1 Points for the Leader/Prisoner leaving the SK player's half by the end of the game.
 - 1 Points for the Leader/Prisoner being in the SO player's deployment zone by the end of the game.
 - 1 Points - The SK player has no models in silhouette contact with the Prisoner at the end of the game.
 - 2 Points - Destroy the enemy Force Leader.
- **SK Objective:** Secure the Prisoner!
 - 1 Point for each friendly model in silhouette contact with the Prisoner at the end of the game, up to 2.
 - 1 Point - Casualties per Turn - At the end of each round count the

total TV points of destroyed models for each force. The SK Player will score 1 VP if they destroyed more TV of models that round.

- Special Rules
 - Leader/Prisoner - The SO player gains a Bricklayer to be added to their Command Group. This Bricklayer has no weapons.
 - It may be targeted, but does not take damage. It still suffers the effects of Haywire for the purposes of Crippling.
 - It does not affect special deployment options, as above, and may not be the recipient of orders and does not affect being in formation for the purposes of declaring orders.
 - It activates and takes actions when the Command Group activates, as if it were part of that group at list construction.
 - This additional action does not count for secondary objectives such as Clear the Way.
 - Acco in Caprice forces may Lockup the Prisoner as if they had the Hands trait.



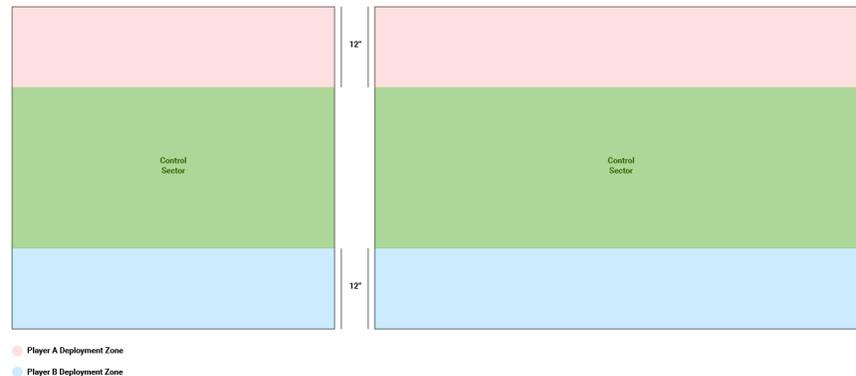
Deployment Map:

Reconnoiter (RC vs GP)

The RC Force tries to encircle and disrupt the GP Forces attempts to call in for reinforcements ahead of an attack.

- **Deployment Zone:** Standard 12" deployment zone
- **Table Setup:**
 - The area between both deployment zones is considered a Secure Sector
 - The both players deployment zones are considered a Secure Sector
- **RC Objective:** Disruption
 - 1 Point - At the end of the turn, an enemy commander is Jammed (max 4). If all enemy commanders are destroyed or jammed at the end of the game, score 4 points instead.
 - 2 Points - At the end of the game, secure the GP player's deployment

- zone.
- **GP Objective:** Take and Hold
 - 1 Point - At the end of the turn, secure the area between both deployment zones.
 - 2 Points - At the end of the game, secure the RC player's deployment zone.



Deployment Map:

Supply Disruption (SO vs GP)

The GP force escorts a formation of 2 Camel Trucks carrying supplies across the table.

- **Deployment Zone:** Standard 12" deployment
- **Table Setup:** After deployment zones have been chosen, the GP player will place five Control Markers, named Waypoints 1 through 5, in the following manner:
 - The GP player places Waypoint 1, within 6" of their table edge.
 - The GP player then places Waypoint 5, within 6" of the enemy table edge.
 - Finally, the GP player places Waypoints 2 through 4, marking a path between the Start and End tokens.
 - * These Waypoint tokens must be within 18" of the next token in the path.
 - * At least one must be within 18" of the Start and another within 18" of the End token.
 - * Once all Waypoints have been placed, the GP player will set up two Camel Trucks within 4" of Waypoint 1.
- **SO Objective:** Delay The Convoy
 - 1 Point - Score 1 point for each Supply Marker taken from a Camel Truck and held at the end of the game.
 - 1 Point - Score 1 point for each disrupted Waypoint at the end of the

- game (max 4).
- **GP Objective:** Escort Supplies
 - 1-5 Points - At the end of the game score points equal to the number of the Waypoint that the Camel is at.
 - 1 Point - The SO player controls no Supply Markers taken from the Camel Truck at the end of the game.
 - **Special Rules:**
 - Camel Caravan
 - * The Camel Trucks do not take damage, cannot move (other than being placed near a Waypoint), and cannot be locked in melee, but otherwise acts as members of the Force Leaders combat group.
 - Waypoints
 - * At the end of a turn, if the next Waypoint in order is controlled by the GP player, place the Camel Trucks within 4" of that Waypoint (or as close as possible if there is no room). For example if the Camel is at Waypoint 2 and the GP player controls Waypoint 3 at the end of the turn, the Camel is placed within 4" of Waypoint 3.
 - * For the purposes of controlling the Waypoints, Leaders count as two models.
 - Stolen Supplies
 - * The Camel Trucks both carry a Supply Marker for the SO player, do not remove the Camel Truck when the Supply Marker is picked up.
 - Disrupt Waypoints
 - * The SO player may Disrupt a Waypoint via an Interact action or a You Have One Job order.
 - * The SO player may move a Disrupted Waypoint up to 6" from its initial position, but it must remain within 18" of the previous and next Waypoint. Each Waypoint may only be Disrupted once.

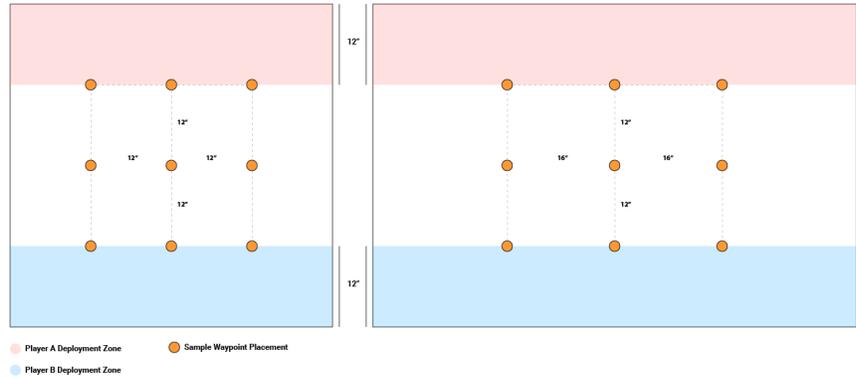


Deployment Map:

Supply Search (RC vs SK)

A RC Force is raiding a SK supply dump for juicy intel and other assets.

- **Deployment Zone:** Standard 12" Deployment
- **Table Setup:**
 - Place a square grid of nine 40mm Supply Markers, centered in the middle of the table, spaced 12" apart.
- **RC Objective:** Find and Secure the High Value Assets
 - 2 Points - Have an High Value Asset token at the end of the game (max 6).
- **SK Objective:** Defend the High Value Assets
 - 1 Point for each High Value Asset token *not* held by the RC player at the end of the game.
 - 1 Point for each High Value Asset not destroyed at the end of the game.
- **Special Rules**
 - High Value Assets
 - * After deployment zones are chosen, the SK player secretly makes a note of which three of the nine Supply Markers contains a High Value Asset token.
 - * If the RC player never retrieves one or more of the tokens, is is considered to be not held and not destroyed.
 - Scan Supplies
 - * The RC player may treat the Supply Markers as Scan Markers.
 - * If a marker is successfully scanned, the SK player is obligated to remove two Supply Markers with do *not* contain High Value Assets.
 - Retrieve High Value Assets
 - * The RC player may declare the Interact action or You Have One Job order while in base to base with a Supply Marker to attempt to retrieve a High Value Asset token.
 - * If the action or order is successful, the Supply Marker is removed.
 - * If the Supply Marker does not contain a High Value Asset, the active player may choose to apply a legal (i.e. one they could buy during list construction) Standard or Veteran upgrade to the model which attempted to retrieve the Asset. A model may not be under the effects of more than one upgrade in this manner, with the most recently applied upgrade taking precedence.
 - * If the Supply Marker does contain a High Value Asset, place a token next to the retrieving model.
 - * The SK player is not obligated to reveal whether or not the Supply Marker contains a High Value Asset until a successful action or order is resolved.

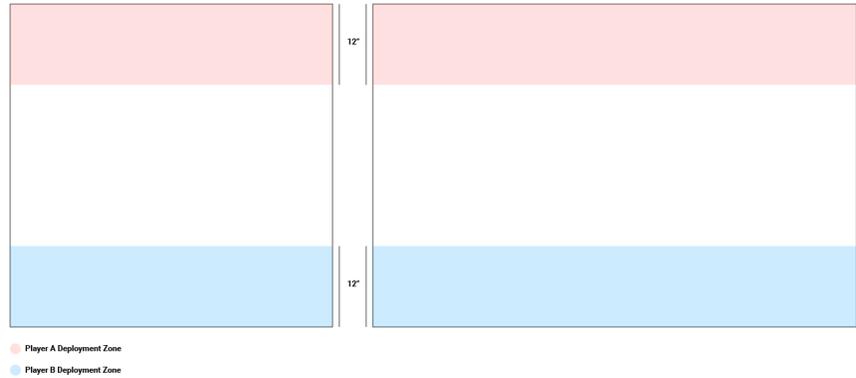


Deployment Map:

Triangulation (RC vs RC)

Two Recon elements battle it out to triangulate a distress signal of a High Value Target's crashed aircraft in the desert.

- **Deployment Zone:** Standard 12" deployment zone
- **Table Setup:** After deployment is complete, both players secretly pick a terrain element on the table to be their triangulation marker.
- **RC Objectives:** Triangulate the Distress Signal
 - 2 Points for using Sensor Sweep on the opponent's triangulation point. May be scored once per turn, maximum 6 points.
- **Special Rules:**
 - **Sensor Sweep** - As the result of using an action or You Have One Job order you may:
 - * Make an unopposed EW roll.
 - * If successful, your opponent will measure half of the sensor radius of the declaring model.
 - * Your opponent will let you know if the triangulation marker is in the radius.
 - Sensor Sweep may be jammed, and Jammed models may not declare the use of Sensor Sweep.



Deployment Map:

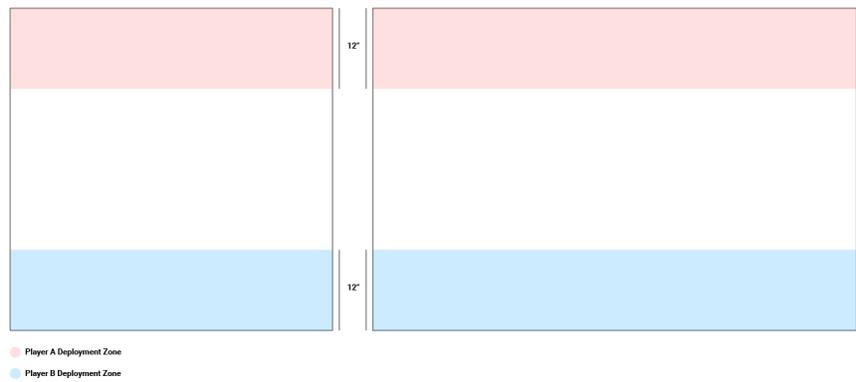
Wild Weasel (RC vs FS)

In an effort to establish air superiority, the RC force is marking targets for airstrikes, particularly a pair of AA towers.

- **Deployment Zone:** Standard 12” deployment zone
- **Table Setup:**
 - After deployment zones are chosen, the FS player places a pair of Rotary Cannon Turrets on their side of the table, 12” outside of their deployment zone.
- **RC Objectives:** Danger Close!
 - 1 Point - Destroying a Rotary Cannon Turret.
 - 1 Point - Having called in an airstrike (max 2 per turn, max 4 points).
- **FS Objectives:** Establish Air Defense
 - 1 Point - Activating a Rotary Cannon Turret
 - 1 Point - Destroying at least 50% of the actions of the RC Command Group
 - 1 Point - Destroying 100% of the actions of the RC Command Group
 - 2 Points - Destroying the enemy Force Leader.
- **Special Rules:**
 - Activating Rotary Cannon Turrets - The FS player (only) may Interact with the Rotary Cannon fortification to “Activate” it.
 - * Once activated, the Rotary Cannon Turret is controlled by the FS player and:
 - May only declare Reaction Fire against Airstrikes only, no other actions or attacks are allowed.
 - The Rotary Cannons are not part of any combat group and may not be activated in the active turn.
 - Airstrikes
 - * At the start of each turn, the RC force gains two Airstrike Tokens (any combination of High Explosive or Napalm, RC player’s

choice)

- * These airstrikes can only be used as part of a Fire Mission with the Forward Observation action being declared by:
 - A member of the Command Group
 - A model under the effects of the You Have One Job order.
- * An Airstrike is considered to be successfully called in if:
 - An Airstrike Token hits an enemy model during a Forward Observation.
 - An Airstrike Token hits an enemy model as a Basic Airstrike.



Deployment Map: