

HEAVY GEAR



DESIGN COMMENTARY

Heavy Gear is such a great universe. The intent is not so much to perfectly translate every aspect of the game as to make it playable and usable with Savage Worlds rules, while keeping with the spirit and ambiance so dear to Terra Nova. Also, an effort has been made to keep the published material usable with the least effort possible, keeping your library (and purchases!) useful. The bare minimum needed to play would be the Heavy Gear 3rd Edition Player's Handbook (DP9-925), but a copy of the Silhouette Core Rules could come in handy in case of « shakey » conversion situations.

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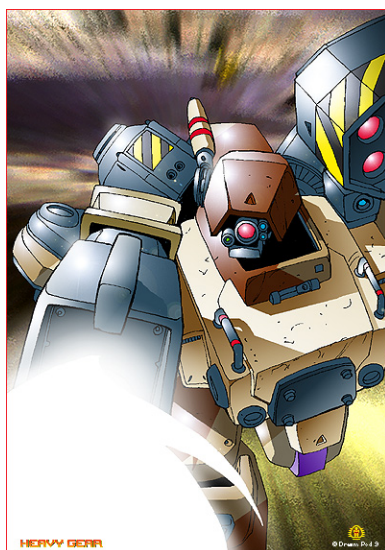
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SYSTEM & SETTING

As a reference, if you're using HG material, here are the approximate equivalents for Tresholds.

Table X.Y: Difficulties Conversion

SW Action Difficulties	Rating	SilCore Tresholds
+2	Routine	2
+1	Easy	3
0	Moderate	4
-1	Challenging	5
-2	Difficult	6
-4	Very Difficult	7



Edges & Professional Edges

Most Edges and Hindrances can be used without modifications. For flavor, you can rename a few ones, for instance « Ace » to « Duelist ».

Magic and everything Magic-related is obviously not available, as are psionics and other otherworldliness.

Vehicle Rules

Savage Worlds Vehicle Rules can be used without modifications once the vehicle statistics have been properly converted. Savage Worlds tends to use a more « fudgy » approach, and do not expect the gritty tactical realism of Heavy Gear's Tactical Rules to translate perfectly. As far as I can see, Chase rules can also be used for some Gear-Enhanced Action!

Way of the Brave and Close Combat

Heavy Gear is not normally very Close-Combat oriented, so it feels fine to stick to the « normal » damage rules.

CHARACTERS

Although characters work best when created with Savage Worlds rules, guidelines are given below to convert sourcebooks NPCs and old characters from the SilCore to Savage Worlds'. As there are only humans available as a race, keep the standard rules for them. A case could be made for GRELEs being creatures.

Attributes

For every point in the corresponding attributes (see table below), add a die type starting with d6. For instance, a CRE of +1 and a KNO of +2 ill give you +3 or a d12 in Smarts. Attributes of 0 indicate a d6, and -1 or less a d4. This can lead to some distortion with character attributes, so feel free to correct to 5 attribute points or more for major NPCs.

Attributes Conversion Table

Savage Worlds Attribute	SilCore Attributes	Suggested Edges/Hindrances
Smarts	CRE + KNO	
Spirit	WIL + PSY	Luck
Vigor	HEA + FIT	
Strength	STR + BLD	Brawny
Agility	AGI + PER	Level Headed
-	INF	Mean, Charismatic.
-	APP	Ugly, Attractive, Very Attractive



If you end up with negative values lower than -1, assign d4 to the attribute, and give an appropriate Hindrance (Minor per -1, Major per -2) to boot. Values above +3 should similarly get Edges above d12 for consistency. This can give irregular results, such as a character with weak attributes and lots of Edges/Hindrances, so feel free to adjust accordingly.

Vigor and Strength both use secondary attributes in their accounting, effectively factoring BLD and FIT multiple times. STA, UD and AD are not used.

Skills

Translate skills using the **Skill Conversion Table**, but keep in mind SilCore skills are « narrower » than SW skills, and that characters generally have more. Start with a skill of « 0 », and add dice according to the table. For example, an NPC with a skill of 2/2 in Notice should get a d6 in Notice in the Savage Worlds equivalent.



You should add together *all* relevant skills before converting. A very offensive SilCore character with a Melee of 2/2 and a Hand-to-Hand of 2/2 should have a cumulative d10 in Fighting.

Two skills are not present in the conversion table as they do not have SilCore equivalents: Guts and Taunt. Keep them in mind when translating a character, and give some levels if it fits the concept. There is also a new skill, Information Warfare, that I could not resist keeping separate to preserve the « Heavy Gear » feeling.

New Skill: Information Warfare (Smarts)

Electronic Warfare is a catch-all Skill that covers the myriad aspects of sensor operations, electronic counter-measures (ECM), and electronic counter-counter-measures (ECCM). This Skill is used for detection rolls, electronic jamming and other similar activities. This also covers communication devices, and computer hacking up to a point.

Skill Values Conversion Table

Skill/Cpx	Dice	Skill/Cpx	Dice
1/1	+0*	4/1	+5
1/2	+1	4/2	+6
1/3	+3	4/3	+8
1/4	+5	4/4	+10
1/5	+8	4/5	+12
2/1	+1	5/1	+8
2/2	+2	5/2	+9
2/3	+4	5/3	+10
2/4	+6	5/4	+12
2/5	+9	5/5	+15
3/1	+3	*For every three 1/1 Skill, you can give a +1 Dice on relevant skills.	
3/2	+4		
3/3	+5		
3/4	+8		
3/5	+10		

« Overflow »

Values that go over d12 can be managed in the following ways:

- Give a Minor Edge for every +1, or a Major Edge for every +2 over d12. Suggested Edges can be found in the Skill Conversion table.
- Go over to d12+1, d12+2, and so on.
- Assign points to another skill (Guts or Taunt for instance, as they are absent from the table).

Skill Conversion Table

SilCore Skill	SW Skill	Suggested Edges	SilCore Skill	SW Skill	Suggested Edges
Animal Handling	Riding	Beast Master	Navigation (spec)	Boating	
Archery	Shooting	Marksman, Steady Hands	Negotiation	Persuasion	Charismatic, Strong Willed
Athletics	Climbing, Swimming,	Acrobat, Fleet-Footed	Notice	Notice or Tracking	Alertness
Business	Persuasion	Charismatic, Connections	Personal Flight Device	Piloting	
Combat Sense	Notice	Level Headed, Danger Sense	Performance Art	Knowledge (Art)	
Craft (spec)	Knowledge (Craft)		Pilot (spec)	Piloting , Driving or Boating	Ace
Defense	Fighting	Block, Hard to Kill, Dodge, Combat Reflexes	Riding	Riding	
Demolition/Traps	Lockpicking		Seduction	Persuasion	Charismatic, Attractive
Disguise	Stealth		Sleight-of-Hand	Streetwise or Lockpicking	Thief
Etiquette (spec)	Persuasion	Charismatic, Connections	Small Arms	Shooting	Marksman, Steady Hands
Forgery (spec)	Streetwise		Social Sciences (spec)	Knowledge (Social Sciences)	Scholar
Gambling	Gambling		Stealth	Stealth	
Gunnery (spec)	Shooting	Steady Hands	Streetwise	Streetwise or Lockpicking	Thief
Hand-to-hand	Fighting	First Strike	Survival	Survival or Tracking	Woodsman
Heavy Weapons	Shooting	Rock and Roll!	Teaching	Knowledge (Teaching)	Scholar
Information Warfare	Information Warfare*		Technical Sciences	Repair	Mr. Fix It
Interrogation	Intimidation or Investigation	Investigator	Tinker	Repair	Gadgeteer, Mr. Fix It, McGuyver
Language(spec)	Knowledge (Language)	Scholar	Throwing	Throwing	Marksman, Steady Hands
Leadership	Convert high scores to Command Edges.	Command Edges	Trivia/Lore (spec)	Common Knowledge or Knowledge (specific)	Scholar
Medecine	Healing	Healer	Visual Art (spec)	Knowledge (Arts)	
Melee	Fighting	Sweep, First Strike, Florentine	Zero-G	REMOVED IN FAQ	
Natural Sciences	Knowledge (Natural science)	Scholar	*New Skill Note: Guts and Taunt are not present, since they have no SilCore equivalents.		

Quick and dirty character conversion recap

- 1) Translate Attributes using the **Attributes Conversion Table**.
- 2) Take INF and APP into account with Edges/Hindrances. Adjust for weird values.
- 3) Translate Skills using the **Skill Conversion Table** and **Skill Value Conversion Table**.
- 4) Give levels in Guts or Taunt if appropriate.
- 5) Give Edges/Hindrances for what's left (APP, etc.). Adjust for weird values.
- 6) Blast Away!

WEAPONS AND EQUIPMENT

Starting money & Salary

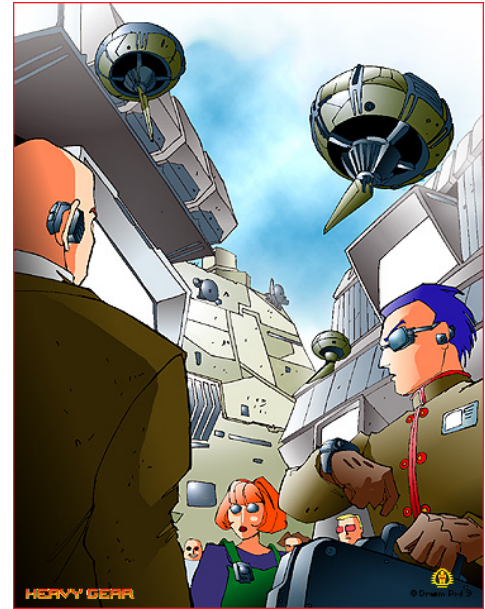
Dinars and Marks should be considered equivalent to the Savage Worlds « credit ». Heavy Gear 3rd Edition refers to Salaries for monetary issues. I suggest assuming that the character gets 5% of his starting salary in equipment, and 1% as « pocket money ». For instance, a southern policeman with a salary of 30000 Dinars/year would have 1500 Dinar's worth of equipment and 300 Dinars in his pocket. Appropriate Edges/Hindrances work as usual on those totals.

Weapons

For the sake of simplicity, I suggest using the listed Savage Worlds statistics for equivalent weapons. A 9mm pistol is a 9mm pistol after all. For « exotic » weapons (like full-automatic shotguns), adjust accordingly with your GM's approval. Sadly, as you'll see below, the same reasoning cannot be used for Gears, but we'll get to that later.

Vibroweapons

Vibroweapons are lethal (and expensive) blade weapons found on Terra Nova. They typically doubles the damage of matching weapon (a Str+2 sword becomes a Str+4 sword), or « boosts » a die type in case of The Way of the Brave. That die type can exceed without penalty the character's strength.



GEARS

Ahhh... Heavy Gears. It's the heart of the matter, isn't it? 5 meters tall machines of war with enough weapons to level a city. What's not to like? I found out that the Gear statistics often map much more easily than expected (RoF for instance), eliminating many issues.



Comms & Sensors

Preserve Comm and Sensor ratings, and make Information Warfare rolls when judged appropriate by the GM to detect another vehicle, or to conduct ECM/ECCM.

Movement & Maneuver

Keeping in mind that 1MP=6kph in SilCore, you can convert MPs to Savage Worlds « inches of movement » by multiplying by 4. (3,84 in fact, but let's keep this simple).

For instance, a Hunter Gear with a movement of 4/7 and a SMS of 6/12 would have an acceleration of 16 and a Top Speed of 28 in « walker mode », and an acceleration of 24 with a Top Speed of 48 with its « Ground » Secondary Movement System (SMS).

Maneuver scores are added to Driving rolls made by the pilot of the craft as usual, as some Gears make it easier to perform difficult maneuvers.

Armor

All Gears, with their inherent resistance to small arms fire, benefit from an automatic « Heavy Armor » perk, and 60 points of Armor. The gear's Armor rating is used as a Toughness value, and

added to the base Gear armor.

The Jager's armor rating of 15 would be considered in Savage Worlds terms a 75 (60) Toughness/Armor. Adjust accordingly for specific perks (halve the Black Mamba's rear facing to 39(30) for instance)

Crew

Gear usually are single-crewed vehicles. In case of multiple crewed vehicles, each one can operate a different weapon per turn, but only one can make Driving and Piloting rolls.

Size

Gears default to Size +5, and are subject to relevant bonus/penalties on attack rolls.

They are considered to have a default Str equivalent to their size, adjusted according to appropriate Perks and Flaws.

Size is already included in the default 60 Armor Rating attributed to Gears.

Weapons

Arc

The Firing Arc(s) of the weapon remain the same, F being able to fire in a 90 degrees arc centered in front of the vehicle, and FF weapons in a 45 degrees arc also centered in front of the vehicle. Only F and FF weapons can be used in Chase rules.

Range

Multiply the Base range by x50m for Short, x100m for Medium and x400m for Long ranges. Point Blank and Extreme ranges are not used.

Accuracy

Weapon accuracy is added to the character's roll when using the weapons.

ROF

SilCore's weapon's Rate of Fire is added to 1 to figure out its equivalent in SW terms. For instance, a MAC with a RoF of +1 would be considered a RoF 2 weapon in SW.

Damage

The weapon's damage is converted according to the **Damage Conversion table**.

Damage Conversion Table

Dmg	Dice	AP	Comments
1-4	3d6	40	Anti-Infantry
5-9	3d8	60	Heavy Weapon
10-14	3d10	60	Heavy Weapon
15-19	4d8	60	Heavy Weapon
20-24	5d8	60	Heavy Weapon
25-29	5d10	80	Heavy Weapon

Special

Anti-Infantry: When attacking infantry, disregard the penalty for larger sizes to hit smaller sizes.

Area: Use the small burst template for Area Effect (0), medium for Area Effect(1) and large burst template for Area Effect (2+)

Perks&Flaws

Most Perks and Flaws can be roughly translated without rules conversions.

Threat Value

Until further news, assume threat value doesn't vary from what's

stated in SilCore.

A Word on Tanks and Other Vehicles

Please note that these rules are not really meant for Tanks & Striders, as high Armor Values and Crew members can distort the Savage Worlds vehicle combat. Feel free to experiment on the topic, though. Landship could be likened to Battle Cruisers, with according rules being used, and an Aircraft conversion is squarely in the realm of the possible!

CONCLUSION

Heavy Gear is first and foremost one of the richest and profound sci-fi universe. Have fun while rampaging through Caprice and Terra Nova using those rules. As tweaking and adjustments are inevitable for any conversion worth its salt, I would appreciate feedback (especially playtesting feedback) by [on the PEG inc. Forums](#), or by e-mail at alexrpg (a) chezalex (.) net. Thanks to DP9 for this incredible work, and please support the line!

Lex, signing out in Marabou.

