

[Mobile pdf] Heavy Gear Silhouette Core Miniature Rules - The War Goes On

# Heavy Gear Silhouette Core Miniature Rules - The War Goes On

*Phillipe Boule*

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#641814 in Books Heavy Gear Tactical 3rd Edition 2005 #File Name: 1897042019 | File size: 31.Mb

**Phillipe Boule : Heavy Gear Silhouette Core Miniature Rules - The War Goes On** before purchasing it in order to gage whether or not it would be worth my time, and all praised Heavy Gear Silhouette Core Miniature Rules - The War Goes On:

The Silhouette Core Heavy Gear Miniature Rules includes rules for the following: New Melee Scale (includes rules for converting RPG characters into miniature stats) Duelist Scale (for one on one duelist gear battles) Tactical Scale (the main Heavy Gear miniature battle scale) New Fleet Scale (for massive battles with landships and squad counters) A core miniature game rulebook for all players; Requires the use of six-sided dice (not included) and some Dream Pod 9 miniatures. For two to six players, age 8 and older.