

GAME SEQUENCE

- ◆ Determine the TV limit
- ◆ Generate an army list
- ◆ Place terrain on the table
- ◆ Players make an opposed Initiative check
- ◆ Models held for reserve deployment
- ◆ Deployment: (see scenario).
- ◆ Game begins. See Turn Sequence (See 3.1).
- ◆ Game ends most Victory points wins.

ROUND SEQUENCE

- ◆ Setup
- ◆ Action
- ◆ Cleanup

STANDARD MODIFIERS APPLY TO ALL TESTS A MODEL MAKES.

Standard Modifier	Dice Modifier	Modifier (Defence)
Critical: (Model has lost all Hull points)	-1D6	-1D6
Posture: Combat posture	+0D6	+0D6
Posture: Braced posture	+1D6	-1D6
Posture: Top Speed	-1D6	+1D6

INITIATIVE CHECK (BASE 2D6) MODIFIERS:

Modifier	Effect
Testing model is critically damaged	-1D6
Command trait rating *	+/- D6 (varies)

* If there are no commanders available the test is taken with a CMD:-.

TERRAIN EFFECTS ON MOVEMENT TYPES TABLE:

Movement Type	Open	Difficult	Impassable
Walker	No effect	No effect	Destroyed *
Ground	No effect	Use 2" of MR to move 1" **	Destroyed *
Hover	No effect	Use 3" of MR to move 1"	Destroyed *

* Some traits (Hover movement, Jump Packs and Booster Rockets) may allow Impassable terrain to be crossed safely (See A.3).

** Vehicles with the Offroad:XD6 trait ignore difficult terrain effects to movement.

POSTURE EFFECTS TABLE

Posture	Action Test Modifier	Defense Test Modifier *	# Moves Allowed
Combat	None	None	1
Braced	+1D6	-1D6	0
Top Speed	-1D6	+1D6	2

* Whenever the PILOT skill is not being used for a defense check, such as a dangerous terrain test it uses the normal action test modifiers.

RANGE ATTACK ACTION SUMMARY:

- ◆ Determine Lock
- ◆ Check Range
- ◆ Select Weapon
- ◆ Spend Action
- ◆ Verify Modifiers (GUN and PILOT)
- ◆ Make Checks
- ◆ Compare Results
- ◆ Apply damage

ATTACK AND DEFENSE CHECK MODIFIERS TABLE [IN ADDITION TO STANDARD MODIFIERS]

Attack Check Modifiers (BD2D6)	Defense Check Modifiers (BD2D6)
+Standard modifiers	+Standard modifiers
Sub-optimal range:-1D6 * & **	Adjacent Cover :+1-3D6
Flank (Back 180' arc):+1D6	Adjacent Full Cover:+1-3D6 + Detection
Elevation:+1D6 ***	Additional cover: +1D6
Weapon trait modifiers:+xD6	Additional full cover: +1-3D6 per cover + Detection
Indirect Fire weapon:-1D6	Model Trait modifiers:+xD6
Beam Weapon:+/-GUN	

* Minus 2D6 if a missile category weapon being fired without Active Guidance (11.2)

** This modifier does not apply to Beam category weapons (-1 GUN instead)

*** Elevation is counted if the target model's silhouette is entirely lower than the attacker, and the attack is not an Indirect Fire attack.

MODIFIERS TO DAMAGE TABLE

Modifier	Effect
Weapon Penetration rating (PEN)	Add PEN to the MOS
Target Armor Rating (AR)	Subtract AR from the MOS
Weapon/Armor traits	Varies. See traits A.4

AE AND BLAST DAMAGE SUMMARY TABLE

Target	Defend against AE attack	Roll Blast:XD6 damage? *
Primary	Always Check defense against attack	If attack result is => GUN, or target was hit by attack.
Secondary	Check defense only if attack check => GUN or attack hits primary target. Resolve ½ damage	Only if attack result is => GUN and model is in a blast AE.

* Blast damage is BDXD6 at TN4+ no modifiers. TN6+ if target has AR > PEN or Blast Resistance trait

MELEE MODIFIERS TABLE (BD2D6):

Name	Requirement	Effect
Flanked	The attacker is completely within the target's back (B) 180 degree arc. Note: A model with the Flank: XD6 trait will modify this bonus to the value of their trait. A model must begin it's activation in the back arc of a model to gain this bonus.	+1D6
Overwhelm	The attacker gains 1D6 for each additional friendly model also engaged with the target.	+1D6 / other attacking model
Brawler (trait)	The attacker / defender has the Brawler trait.	+XD6
Defenseless	A model without a weapon in the melee category.	-1D6

COMMAND ATTRIBUTES

Rank	Command (CMD) Skill rating:	Command Points (15.5)
Commanding Officer (CO)	3+	2
Executive Officer (XO)	4+	1*
Unit Leader (CGL)	4+	1
Second in Command (2iC)	5+	1*
Squad member	NA	0

*These CP count as Skill Points until the XO or 2iC replaces a destroyed CO or CGL (See 15.6)

COMMS TEST MODIFIERS [BD2D6]

Comms Roll modifiers	Effect
Comms:+XD6 trait	+XD6
Comms boosting actions	+XD6
Comms jamming (From ECM)	-XD6

SUMMARY OF EW ACTIONS

EW Action	Code	Equipment Required *	Range	Effect	EW Counter action
Forward Observation	FO	-	Detection	Identify target for Indirect Fire Weapons	CJ
Active Guidance	FO:AG	Target Designator (TD:X)	Detection	Identify target for Indirect attack by Guided weapons, ignores IF modifier.	CJ
Comms Boost	CB	-	6"	Add +1D6 modifier for each action used, and XD6 per rating of Comms:X	None
Sensor Boost	SB	Sensors: 18"+	6"	Firing model(s) use Lock from Sensor Boosting model.	None
Sensor Jamming	SJ	ECM:X (SJ)	Detection	Action/Reaction: modifier to target attack checks	EW test to reduce (Action only)
Sensor Interference	SI	ECM:X	6"	Add +1D6 to any defence checks by models within 6".	None
Automatic Comms **	-	-	6"	Range that Orders (See 15.4a), CPs (See 15.5) and FOs cannot be jammed.	None
Comms Jamming	CJ	ECM:X (CJ)	Detection	Action/Reaction: Reduction of all Comms tests in Detection range.	None

* Equipment may have a rating of OD6. Any equipment with a specialty ECM action available may also use a basic ECM action requiring only the ECM:X trait.

** Autocomms does not require an action but is included for completeness.

BALLISTIC WEAPONS: [STANDARD -1D6 TO ATTACK CHECK OUTSIDE OF OPTIMUM RANGE]

Common Name	Code	Range	L (PEN)	M (PEN)	H (PEN)	Traits
Anti-Vehicle Rocket Pack	*RP	6-12 / 24"	7	8	9	AE:4", Blast:1D6, IF
Anti-Personnel Grenade Launchers	APGL	-	3	-	-	Proximity: 3", AI, Frag
Auto-Cannon	*AC	6-18 / 36"	6	7	8	Burst:+1D6
Rotary Cannon	*RC	6-12 / 24"	6	7	8	Burst:+2D6, Split:2
Bazooka	*BZ	3-12 / 24"	7	9	11	AT
Flamer	*FL	0-6 / 12"	2/0F	3/1F	4/2F	Fire, Spray, Split:3, AI
Frag Cannon	*FC	3-9 / 18"	5	6	7	Ammo: AP, Ammo: Frag (AI)
Grenade Launcher	*GL	3-12 / 24"	7	8	9	AE:3", Blast:2D6, Split:2, IF (Range 9-18/36")
Machine Gun	*MG	3-18 / 24"	2	3	4	AI, Burst:+2D6
Pack Gun	PG	0-9 / 18"	6			Burst:+2D6, Split:2
Panzerfaust	*PZ	0-6 / 12"	8	10	12	AT
Railgun	*RG	12-36 / 72"	7	9	11	Ammo: AP
Rifle	*RF	12-36 / 72"	6	7	8	-
Snub Cannon	*SC	3-12 / 24"	8	10	12	Ammo: AT, Ammo: AS
Tank Gun	*TG	12-36 / 72"	8	10	12	Ammo: AT

* On all these weapon tables is replaced by the Letter of the penetration rating code of the weapon (L, M, H).

BEAM WEAPONS: [-1 TO GUN AT SUB-OPTIMAL RANGES, +1 TO GUN AT OPTIMAL RANGE]

Common Name	Code	Range	L (PEN)	M (PEN)	H (PEN)	Traits
Laser Cannon	*LC	12-36 / 72"	6	8	10	-
Gatling Laser	*LG	3-12 / 24"	6	7	8	Burst:+1D6, Split:2
Particle Accelerator	*PA	6-18 / 36"	7 / OH	8 / 1H	9 / 2H	Haywire
Pulse Laser	*PL	12-24 / 48"	8	9	10	-

MISSILE WEAPONS: [-2D6 TO ATTACK CHECK OUTSIDE OF OPTIMUM RANGE WITHOUT ACTIVE GUIDANCE.]

Common Name	Code	Range	L (PEN)	M (PEN)	H (PEN)	Traits
Anti-Tank Missile	*ATM	12-36 / 72"	8	10	12	AT, Guided
Air Burst Missile	*ABM	12-36 / 72"	4	6	8	AI, AE:5", Blast:1D6, Guided
Surface to Air Missile	*SAM	12-36 / 72"	5	7	9	AA, Flak, Guided
Artillery Missile	*AM	18-48 / 96"	7	9	11	AE: 4", AS, Blast:2D6 (AE:2"), Guided

INDIRECT FIRE WEAPONS: [APPLY THE -1D6 INDIRECT FIRE PENALTY TO ATTACKS WITH THESE WEAPONS]

Common Name	Code	Range	L (PEN)	M (PEN)	H (PEN)	Traits
Artillery Rockets	*AR	12-24 / 48"	7	8	9	AE: 4", Blast:2D6
Anti- Personnel Rockets	*APR	9-18 / 36"	3	5	7	AI, AE: 6"
Field Mortar	*FM	18-36 / 72"	7	9	11	AE 5", Blast:2D6 (AE:2")
Guided Mortar	*GM	18-36 / 72"	6	8	10	AE: 4", Blast:1D6 (AE:2"), Guided
Artillery Gun	*AG	36-72 / 144"	8	10	12	AE: 4", Blast:2D6
Field Gun	*FG	12-48 / 96"	8	9	10	Ammo:AE:3" (Blast:2D6), Ammo:AT, Ammo:AS
Grenades **	*HG	3-6 / 9"	9	11	13	AE:3, Blast:2D6

** May only be used for IF if firing model has the arms trait

MELEE WEAPONS: MAY USE MULTIPLE ACTIONS TO ATTACK ANY NUMBER OF TIMES EACH ROUND.

Common Name	Code	Range	L (PEN)	M (PEN)	H (PEN)	Traits
Combat Weapon	*CW	0" **	5	7	9	
Vibro Blade	*VB	0" **	7	9	11	AT
Spike Gun	*SG	0" **	6	8	10	AP
Shaped Explosives	*SE	0" ***	9	11	13	AE:0", AS, Blast:3D6, Brawler:-2D6

** Range may vary based on Reach trait. *** May only be used if attacker model has the arms trait. These weapons are normally only effective against static targets like bunkers.

WEAPON TRAITS

[AA] Anti-Aircraft: This weapon may resolve attack checks against Aircraft using their normal GUN Skill instead of GUN 6+.

[AE:X"] Area Effect:X": Models within X" of the center of target model must check defense against the attack check. If hit the models suffer ½ total damage result.

[AI] Anti-Infantry: This weapon may do more than 1 damage per hit against Infantry models (See 2.14).

[Ammo: X] Ammunition: The rating indicates the trait(s) that particular ammo type conveys. Any attack must declare a single ammo type that will be used if it has a choice. Example: Ammo: Frag adds the Frag trait to the weapon.

[AP] Armor Piercing: Add the MOS to the PENvAR of the weapon twice when targeting Gears, Striders, and Vehicles. Example: An attack results in a MOS3. AP causes MOS to double to 6 when calculating damage.

[AS] Anti-Structure: Attack checks targeting structures (buildings and fortifications) attack using their normal GUN skill instead of 6+.

[AT] Anti-Tank: When an AT attack succeeds with a MOS:1+each check die that equals or beat the skill of the attacker adds +1 to the damage total in addition to normal damage after comparing PEN to AR (See 9.0). IF the PEN of the attack is less than the AR of the target model then only results of a 6 will cause additional damage.

[BW] Backup Weapon: This weapon may be fired instead of another arm arc weapon. Only one weapon may be fired each activation, both weapons may be fired in a round if one or both are used for Snap fire reactions that do not react to the same action.

[Blast:XD6] Blast:XD6: Primary targets of an Area Effect attack with Blast:XD6 may be hit by the blast effect if the attack check equals or exceed the GUN skill of the attacker or the attack hits. Blast damage has a TN:4+ versus the target with BDxD6 (no modifiers) where X is the rating of the Blast trait. Each Roll success will cause one damage. A target with AR greater than the PEN rating of the weapon gains the blast resistance trait (TN:6+ to damage) (See 10.X).

[Burst: X] Burst: Add +XD6 to attacks checks made with this weapon.

[Flak] Flak: Weapons with Flak add +2D6 to attack checks targeting flying models.

[Frag] Fragmentation: Weapons with Frag add +2D6 to attack checks targeting Infantry models.

[Guided] Guided: This weapon may chain an attack action to an active guidance action (see 14.3b) or fire using a direct action resolved with a GUN attack check.

[IF] Indirect Fire: This weapon may chain an attack to a forward observation action but counts as a weapon in the indirect fire category if it does (see 8.4).

[LA:X] Limited Ammo:X: This weapon may only fire a number of times equal to the rating.

[Linked] Linked: Improve the Attack check skill rating by 1. Example a 5+ becomes a 4+.

[PEN:X] Penetration:X: The PEN rating of this weapon is X instead of the normally listed rating in the weapon tables.

[PEN:X/Y] Penetration:X + Persistent damage type rating Y: This attack uses the persistent damage type Fire (F), Haywire (H), or Corrosion (C) (See 9.3). If the attack has no X rating then resolve only persistent damage token effects.

[Point] Point Defense: This weapon may be used for any number of snap fire attacks. These snap fire attacks still require an action (See 10.4).

[Precise] Precise: Add +2D6 (instead of +1D6) to attack checks when in the Braced posture. May not be used for Indirect fire attacks.

[Proximity:X] Proximity:X: Weapons with this trait have an area effect rating that originates from the center of the firing model but does not include the model firing the weapon in the area of effect. Do not halve damage for secondary targets hit with proximity.

[Range:X-Y/Z"] Range: Replace the normal range of this weapon with optimal range X-Y and maximum range Z".

[Reach:X"] Reach: X": This weapon has a range of X". The entire range is optimal.

[Split:X] Split Fire:X: This weapon may Split attacks (See 10.5).

[Spray] Spray: Targets only gain a cover bonus from full heavy cover.

[Silent] Silenced: Attack actions with this weapon do not remove hidden tokens. Stealth models attacking with this weapon do not lose their stealth modifier.

[Stabilizer] Stabilizer: The model must be in the braced posture to use actions with this weapon or system.

Army Name: _____

Faction / Sub-List: _____

Combat Group 1 - Primary Unit: _____ **Actions:** _____ **UA:** _____

Model Name(s), Upgrades, and Notes	TV	Quantity	Total
Commander(s):		Unit TV Total=	

Combat Group 1 - Support Unit: _____ **Actions:** _____ **UA:** _____

Model Name(s), Upgrades, and Notes	TV	Quantity	Total
		Unit TV Total=	

Combat Group 2 - Primary Unit: _____ **Actions:** _____ **UA:** _____

Model Name(s), Upgrades, and Notes	TV	Quantity	Total
Commander(s):		Unit TV Total=	

Combat Group 2 - Support Unit: _____ **Actions:** _____ **UA:** _____

Model Name(s), Upgrades, and Notes	TV	Quantity	Total
		Unit TV Total=	

Combat Group 3 - Primary Unit: _____ **Actions:** _____ **UA:** _____

Model Name(s), Upgrades, and Notes	TV	Quantity	Total
Commander(s):		Unit TV Total=	

Combat Group 3 - Support Unit: _____ **Actions:** _____ **UA:** _____

Model Name(s), Upgrades, and Notes	TV	Quantity	Total
		Unit TV Total=	

Army TV Total: _____

SB - Standby
 HI - Hiding
 HD - Hull Down
 DM - Damage
 DE - Destroyed
 HY - Haywire
 FR - Fire
 CS - Corrosion

AC - Active Sensors
 CF - Coordinated Fire
 RS - Radio Silence
 CH - Charge
 IF - Incoming Fire
 FS - Full Speed Ahead
 CP - Command Point
 SP - Skill Point

TM - Transporting Models
 IM - Immobilized
 SJ - Sensor Jamming
 CJ - Comms Jamming
 CB - Comms Boosting
 SB - Sensor Boost
 SI - Sensor Interference
 SA - Satellite Counter Battery

Standby	Hiding	Hull Down	Damage	Destroyed	Haywire	Fire	Corrosion	Active Sensors	Coordinated Fire
Standby	Hiding	Hull Down	Damage	Destroyed	Haywire	Fire	Corrosion	Active Sensors	Coordinated Fire
Standby	Hiding	Hull Down	Damage	Destroyed	Haywire	Fire	Corrosion	Active Sensors	Coordinated Fire
Standby	Hiding	Hull Down	Damage	Destroyed	Haywire	Fire	Corrosion	Active Sensors	Coordinated Fire
Standby	Hiding	Hull Down	Damage	Destroyed	Haywire	Fire	Corrosion	Active Sensors	Coordinated Fire
Standby	Hiding	Hull Down	Damage	Destroyed	Haywire	Fire	Corrosion	Active Sensors	Coordinated Fire
Radio Silence	Charge	Incoming Fire	Full Speed Ahead	Command Point	Skill Point	Transporting Models	Immobilized	Sensor Jamming	Comms Jamming
Radio Silence	Charge	Incoming Fire	Full Speed Ahead	Command Point	Skill Point	Transporting Models	Immobilized	Sensor Jamming	Comms Jamming
Radio Silence	Charge	Incoming Fire	Full Speed Ahead	Command Point	Skill Point	Transporting Models	Immobilized	Sensor Jamming	Comms Jamming
Radio Silence	Charge	Incoming Fire	Full Speed Ahead	Command Point	Skill Point	Comms Boosting	Sensor Boost	Sensor Interference	Satellite Counter Battery
Radio Silence	Charge	Incoming Fire	Full Speed Ahead	Command Point	Skill Point	Comms Boosting	Sensor Boost	Sensor Interference	Satellite Counter Battery
Radio Silence	Charge	Incoming Fire	Full Speed Ahead	Command Point	Skill Point	Comms Boosting	Sensor Boost	Sensor Interference	Satellite Counter Battery