

HEAVY GEAR MINIATURE RULES REFERENCE SHEETS

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The following sections have been updated to clarify rules and add new rules. Also included are pages with the complete listing of perks and flaws, quick play game tables, weapons tables, TV calculation of custom gears and the melee character worksheet.

1.3 - RATINGS, SKILLS, AND SKILL TESTS

☐ Crew Skills

Level	Type	Pilot.	Gunn.	Elect. War.	Leader.	TV Mult.
1	Rookie	1/0	1/0	1/0	1/0	x0.5
2	Qualified	2/0	2/+1	1/0	2/0	x1
3	Veteran	3/+1	3/+1	2/0	3/0	x3
4	Elite	4/+1	4/+1	3/0	4/0	x4
5	Legendary	5/+1	5/+1	4/0	5/0	x5

1.7 - THE COMBAT ROUND

◆ Step Two: Initiative Phase

The second paragraph should read as follows: The side winning the initiative roll decides which side will act first (activate one of its combat groups, move and attack).

1.8 - NUMBER OF ACTIONS

■ Possible Action Examples (added to listing)

- pickup gun or reload ammo/ROF

1.10.3 ACTIVE SENSOR LOS

Fumbles automatically make you fail the sensor roll and the minimum threshold after modifiers can only reach zero (0), it can't go negative.

☐ Concealment Threshold

"Minus defender's movement rate" should read as follows:

- -1 per inch moved by the defender's vehicle

1.10.4 COMMUNICATIONS, ECM AND ECCM EFFECTS

It is assumed that all units can freely communicate with one another on the battle field as most vehicles have a 10km communication range or greater, unless ECM is used to block it. If ECM is present the player must make a communications roll using the units Electronic Warfare Skill + the communications rating of the vehicle, he must roll greater than the ECM Threshold for communications to work.

1.11.2 DEFENDER MODIFIERS

◆ Multiple Attacker Penalty (MAP)

In large, pitched battles, one doesn't always have time to react to incoming fire from multiple attackers in a short time frame. A penalty of -1 is applied to the Defense roll of a unit when defending against a second attacker from the same Combat Group as the first attacker. An individual unit firing multiple times at the target does not increase the defender's penalty. Another -1 is added for each additional attacker from the same Combat Group, up to a maximum penalty of -3 (4 attackers or more). If a unit from a new Combat Groups attacks no penalty is applied, only when the second unit from the new group attacks is the penalty applied and so forth. (Penalty has been added to the Quick Play Game Tables)

1.12 ATTACKS USING RATE OF FIRE (ROF)

The ROF of each weapon is now the number of times it can do a ROF Attack. Weapons with a ROF of 0 can't do ROF Attacks and can only fire one shot at a time. Each time a ROF Attack is used to do a Special rapid-fire attack the number of ROF Attacks left is reduced by 1 until it reaches 0 and can no longer do the Special ROF attacks, but can continue to fire single shot attacks. If a weapon has 5 or less ammo (grenades, single use weapons and such are included in this), keep track of it, otherwise, ignore the number of shots. In the case of guns, they can be reloaded with a new ammo clip (all gears now are assumed to have extra ammo clips) to recover their full number of ROF Attacks or shots if the gun has a 0 ROF (requiring the use of an action to reload). There is one exception to the gun reloading rule, the Deployable Pack Gun (DPG), which can't be reloaded. Missiles and mortars can not be reloaded on the battlefield, and can not regain their ROF once it is used up, but can continue to fire single shots. The Special rapid-fire options are explained in the sections that follow.

1.12.2 AREA EFFECT WEAPONS

■ Area Effect Example

Example: Gear Alpha selects an area effect weapon, the Anti-Personnel Grenade Launcher (APGL) which is an anti-infantry weapon with no -2 penalty and an AEO (1" diameter area of effect, DM x3). To fire at standard infantry squads Beta and Gamma (10 troopers with 5 damage points each). You can use a quarter to represent the targeted area and all unit bases touched by it are in the area of effect. Alpha rolls a Margin of Success (MoS) of 1 doing 3 points of damage to each trooper. If Alpha had rolled a MoS of 2 doing 6 points of damage to each trooper, both squads would have been instantly wiped out. Firing a normal weapon without area of effect takes 50 points of damage to wipeout each squad.

1.13.4 PICKING UP GUNS

When you destroy an enemy gear you can retrieve that gear's handheld weapons and ammo (**Only Handheld Weapons, grenades, etc, not missile packs or other mounted weapons**). This takes one action to do and the weapon is in the state that it was just before the gear was destroyed (with any damage it took, and whatever ROF or ammo that was left). If you want to reload the ammo/ROF a second action is required. But you can get a better gun for the remainder of the battle at no extra TV cost.

2.2.1 SIMPLIFIED DAMAGE RULES

Instead of precisely allocating damage, this system abstracts it and reduces book-keeping to a strict minimum. It is recommended for large games (20,000TV+). If Damage is equal or greater than Armor a Light Damage is inflicted, if twice or more a Heavy Damage is inflicted, if three times or more unit is Overkilled (destroyed and removed). Damage can be marked on the datacard or use small counters.

Light Damage: Units that receive Light Damage are mildly shaken up by the attack, but not seriously damaged. If a Unit accumulates two Light Damage hits, both are immediately removed and replaced with a single Heavy Damage result.

Heavy Damage: Units that receive a Heavy Damage result are permanently affected. All values for MP allowance(s) and weapon damage are halved, rounding up. If a Unit ever has two Heavy Damage results placed on it, it is Overkilled and immediately eliminated from the game in a spectacular explosion.

Overkill: an Overkill results in the Unit being destroyed and removed from play.

3.3 ARMY LIST INTRODUCTION

Battle Force Composition

A Battle Force, your army, is a group of units assembled in Combat Groups of 1 to 6 miniatures. Each has a different name depending on their origin, be it squadron, cadre, patrol, team, etc. There are four types of Combat Groups: Core, Elite, Specialist and Support. Each will be covered in it's own section and list the different units and options available to that particular Combat Group.

The first Combat Group you field can be any type (Elite, Specialist, Support or Core) but the second Combat Group must be a Core Combat Group which are always the most numerous in a Battle Force (making up one third to half of the forces). The third Combat Group can be any type, the fourth must be Core, fifth any type, sixth must be Core and so on. These army list rules are designed to make for easy pickup games and tournaments.

In the case of special scenarios (pregenerated by Dream Pod 9 or agreed to by all players) different Battle Force Compositions are allow. If you have a scenario that calls for a massive Tank battle, it makes sense that you would not have to field Core groups of Gears with your Support groups of Tanks.

3.5 NORTHERN & 3.9 SOUTHERN CORE COMBAT GROUPS

Options: - Upgrade: 0-2 Troopers (Hunters or Jagers only) may upgrade one of it's weapons. Change LAC to MAC (40 ammo), just add 20 to the unit's base TV or LRP/24 to MRP/9 (9 ammo), just add 66 to the unit's base TV (Qualified level).

3.6 NORTHERN & 3.10 SOUTHERN ELITE COMBAT GROUPS

Options: - Upgrade: 0-3 Troopers (Hunters or Jagers only) may upgrade one of it's weapons. Change LAC to MAC (40 ammo), just add 20 to the unit's base TV or LRP/24 to MRP/9 (9 ammo), just add 66 to the unit's base TV (Qualified level).

Available units: - Command Gears added to the listing: Kodiak or King Cobra.

3.7 NORTHERN & 3.11 SOUTHERN SPECIALIST COMBAT GROUPS

Composition: 3-5 Specialist Gears, 0-1 Command Gear, 0-2 Trooper Gears, 0-1 Heavy Trooper Gear.

Options: - Upgrade: 0-2 Troopers (Hunters or Jagers only) may upgrade one of it's weapons. Change LAC to MAC (40 ammo), just add 20 to the unit's base TV or LRP/24 to MRP/9 (9 ammo), just add 66 to the unit's base TV (Qualified level).

Available units: - Command Gears added to the listing: Kodiak or King Cobra.

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1.15 - PERKS

Perks with the designation (AUX) count as Auxiliary Systems for damage purposes.

Airdroppable unit can be airdropped allowing it to be placed anywhere on the board at start of the game as long as other enemy units doesn't have LoS on it.

Autopilot (AUX) can be used to keep a vehicle moving in a straight line or performing 60° turns. In tactical terms, they dodge attacks as a level 1 pilot and can be programmed to ram large targets without endangering the crew.

Backup Sensors ignore any Sensor damage effect on the first Auxiliary System Hit on the Systems Damage Table, but then loses this Perk.

Camo Netting gives +1 Concealment when in Woodland or Jungle and stationary.

Easy to Modify The vehicle is designed to be easily modified or repaired. Add +2 to all technical Skill rolls to modify or repair the vehicle.

Electronic Counter Measures (ECM) (AUX) are devices used to jam communication systems. Using ECM to jam requires one Action per roll and an Electronic Warfare Skill test. Range is identical to the vehicle's base communication Range.

Electronic Counter-Counter Measures (ECCM) (AUX) are devices used to block jamming systems or punch through their effects. works the same as ECM.

Heat Resistant Armor The Rating is added to the vehicle's Armor when the vehicle is attacked by Heat-based weapons (Bazookas, Mortars, Grenades, Missiles, Lasers, Particle Beam).

High Towing Capacity The vehicle is equipped with a high torque, heavy duty powerplant and a rugged transmission. Its towing capacity is doubled.

Hostile Environment Protection: Desert The vehicle can withstand extended exposure to desert conditions without needing special maintenance.

Improved Off-Road Ability The vehicle pays one less MP for any terrain type that requires more than one MP to move through, down to a minimum of 1.

Manipulator Arm or Tool Arm can lift an object equal to its Rating. Arms can punch, for a Damage Multiplier equal to the Rating of the arm.

Passenger Seating does not confer any extra Actions, nor can they control it. Damage is applied to passengers on Crew hits, randomized with the actual crew.

Reinforced Armor The vehicle has one or more facings with better armor. When vehicle is hit on reinforced facing, Perk's rating is added to the Base Armor.

Reinforced Crew Compartment The vehicle may ignore the first "Crew Hit" on the Systems Damage Table, but then loses this Perk.

Rugged Movement Systems The vehicle may ignore the first movement hit on the Systems Damage Table, but then loses this Perk.

Searchlight The vehicle has a high-power Searchlight. At night, the vehicle's F (or Rt, L, or Rr, depending on where the searchlight is mounted) firing arc is treated as if it were in daylight, up to the searchlight's maximum range.

Smoke Launchers (AUX) range 1" and can be fired at any time during movement at no Action cost. 1" radius smokecloud with Obscurement of 2, until end of turn.

Shielded Weapons One weapon damage effect (destruction or penalty) on the Fire Control Damage Table may be ignored. The Perks is then destroyed.

Satellite Uplink (AUX) allows for long range communications via satellite or the unit to task a laser satellite to an Orbital Strike mission.

Sniper Systems add a +1 modifier to the attack roll at Long and Extreme ranges.

Stealth system makes a vehicle difficult to detect with sensors.

Target Designator (AUX) used to lock-on Guided weapons, vehicle attacks with the designator: its Base Range is equal to its Rating. It has +0 Acc. not modified by Fire Control, and does no damage. A successful attack "paints" the target for incoming Guided munitions until the end of the round, not affected by ECM.

Tool Arm The vehicle has an arm with a specialized tool attachment, such as an earthmoving scoop. It can lift an object whose Size is equal or under its Rating (but cannot lift an item whose Size is greater than twice the vehicle's). Half the Ratings of other, weaker arms can be added to the Rating. Some tool arms can punch opponents; this attack type has a DM equal to the rating of the arm.

Weapon Link Only one Action to fire linked weapons. The link's Accuracy and Base Range are equal to the worst Accuracy and Range among the link's weapons. Each weapon attacks separately, but as soon as one weapon misses all the other weapons not yet rolled for automatically miss (but still use their ammunition).

Acrobatic Handling Adds Rating to maneuver for Close Combat and defending against point blank attacks.

Advanced Controls Adds 1 action, regardless of Number of crew.

Advanced Neural Net Spend 1 action to add +1 to maneuver until end of turn. May be used only once a turn.

Ammo/Fuel Containment Ignore first Ammo/Fuel hit. Still lose armor.

Amphibious May travel across Water, paying MP as per movement type. Does not grant Submarine movement.

Automation Rating is added to total crew. If no living crew remain, the vehicle can only be operated by remote control.

Backup Communications Ignore first AUX hit that affects Comms.

Anti personnel charges May be fired at point blank against attackers. No action to fire. Roll 2 dice, adding Rating to roll. DM is x3, counts as AI. Each firing uses 1d6 charges.

Battle Arm Similar to Manipulator arms, but cannot pick up and use weapons.

Chaff/Flare Add rating versus Defense rolls versus Guided weapons.

Chassis Reinforcement Chassis Reinforcement is a weapon system that adds 1 to the DM of punches and kicks.

Counter Battery Sensors If within 1/2 Sensor range of an Indirectly Fired weapon, the Operator may attempt to locate the firing unit. Use Elect. War. skill, and CBS Rating x Sensor Range as base Range. The threshold for the test is 1. If successful, may relay co-ordinates like a forward observer.

Emergency Medical Ignore first "Crew Stunned" result. Still lose armor.

HEP Extreme Cold Can operate in Extreme Cold.

Improved Rear Defense Vehicle has no penalty if attacked from the Rear.

Jump Jets The vehicle may jump up to the rating in MP forward and up to 1/2 the Rating in MP upwards once per movement.

Laboratories Rating is added to any tests under the Laboratories' area.

Large Doors A number of passengers equal to twice the Size of the vehicle may enter or exit at no cost. 2 crewmembers may enter or exit (one action).

Limited Life Support Provides life support for crew up to a week. includes immunity to outside chemical or airborne contaminants

Low Profile Vehicle gains +1 Obscurement when behind 2 points or more of obscurement and when Hull Down.

Pintle Mount May mount a single infantry weapon. The weapon has a 180 degree fire arc chosen at start of game, suffers a -1 penalty for any movement upto combat speed & -2 for top speed, in addition to other modifiers.

Ram Plate When damaged by an Impact (Ram, crash, etc) in the arc of the Plate, the vehicle takes only 1/2 damage.

Reinforced Chassis Ignore first Structure hit, but still lose armor.

Shield Adds 1/2 it's rating to base Armor in front or side arc (players choice). Plus the player may spend an action to reroll a failed defense roll. If second roll is successful, vehicle is hit as per first roll, but add full shield rating to the base armor. If vehicle suffers light damage, the shield rating is halved. If it takes heavy damage after using shield, Shield is destroyed.

Stabilizer Mount Vehicle must spend one action and remain stationary to engage mounts and can then fire oversized weapons mounted on vehicle. Movement afterwards negates preparation.

1.16 - FLAWS

They represent defects and problems with the vehicle. Sometimes, these defects are planned into the vehicle as a cost-cutting measure.

Annoyance includes weird noises, bad smells, false alarm signals, a cramped cockpit, etc. This Flaw has no tactical effect.

Large Sensor Profile A design feature makes the vehicle highly visible to sensors. The Flaw's rating is subtracted from the vehicle's Concealment when the vehicle is submitted to an enemy sensor search.

Defective (Active Sensors, Fire control) The vehicle's systems are on the blink. One die is rolled before a Skill test. If the roll is equal to or less than the Rating, the Rating is applied as a negative modifier to the test.

Exposed (AUX Systems, Crew Compartment or Movement) Whenever a hit is rolled on the Systems Damage Table, the damage becomes one step worse (i.e. Light damage becomes Heavy, and Heavy Damage destroys the vehicle.

Exposed Fire Control Systems +1 modifier is applied when rolling for damage on the Fire Control Damage Table.

Fragile Chassis +1 modifier is applied when rolling on the Structural Dam. Table.

Hazardous Ammo/Fuel Storage adds +2 to Ammo/Fuel hit rolls when the "Ammo/Fuel Hit" result is obtained on the Fire Control Damage Table.

Poor Off-Road Ability Whenever entering terrain that costs two or more MP, the MP cost is increased by one.

Sensor Dependent If the sensors are damaged or destroyed, the vehicle is running blind and cannot attack, nor can it move.

Weak Facing The vehicle has a weak facing (arc of defense). When the vehicle is attacked on that side, halve its Base Armor (round up).

Decreased Maneuver Lower maneuver by Rating when in listed movement mode.

Fuel Inefficient Increases fuel consumption.

Poor Towing Capacity Towing capacity is halved.

Unstable -1 to Maneuver when at Top speed.

Vulnerable to Haywire effects Haywire weapons roll an additional die against vehicle with this flaw.

Weak Point If the point/system is successfully targeted with a called shot, reduce Base Armor by the rating of this Flaw.



Standard Crew Skills

Level	Type	Pilot.	Gunn.	Elect. War.	Leader.	TV Mult.
1	Rookie	1/0	1/0	1/0	1/0	x0.5
2	Qualified	2/0	2/+1	1/0	2/0	x1
3	Veteran	3/+1	3/+1	2/0	3/0	x3
4	Elite	4/+1	4/+1	3/0	4/0	x4
5	Legendary	5/+1	5/+1	4/0	5/0	x5

Vehicles in the game are assumed to be piloted by Qualified pilots, Skill 2 (2d6) with x1 TV Multiplier for the starting Threat Values.

Leadership Tactical Command Point Roll

Level	Min-Max
Rookie (1d6)	1-6
Qualified (2d6)	1-7
Veteran (3d6)	1-8
Elite (4d6)	1-9
Legendary (5d6)	1-10

Using Command Points

•	Extra action (no penalty)
•	Defensive maneuvering (+2 to single defense roll)
•	Activate a unit out of sequence (if it hasn't been activated already)
•	About-face (change facing 180°)
•	Reroll any dice roll

OFF-TABLE SUPPORT:

Artillery Strikes cost 100 TV each and are purchased at the start of the game. They are only used during the Miscellaneous Events Phase. The Commander or Second in Command units must still be alive to give permission for the Artillery Strike. The unit calling in the strike must have a LoS to the targeted area, a working communications system and have saved an action to call in the Artillery Strike (sent using communications) and beat any ECM if present. Assuming successful communications the Attack is roll using only 1d6 with a +1 modifier (no other attack roll modifiers apply), if a 1 is rolled it's a fumble and the attack fails. The defender rolls his or her defence normally. A successful attack (MOS 1 or greater) Saturates the target area (1" diameter) and does x 12 Damage to any units present in the area. The Area remains saturated until the start of the next Miscellaneous Events Phase and any units remaining or wanting to pass through the area must make a defense roll against the attack threshold previously rolled.

Air Strikes cost 300 TV each and are purchased at the start of the game. They are only used during the Miscellaneous Events Phase. The Commander or Second in Command units must still be alive to give permission for the Air Strike. The unit calling in the strike must have a LoS to the targeted area, a working communications system and have saved an action to call in the Air Strike (sent using communications) and beat any ECM if present. Assuming successful communications the Attack is roll using 2d6 with a +2 modifier (no other attack roll modifiers apply), if only ones are rolled it's a fumble and the attack fails. The defender rolls his or her defence normally. A successful attack (MOS 1 or greater) does x 15 Damage to the unit targeted.

Orbital Strikes cost 1000 TV each and are purchased at the start of the game. They are only used during the Miscellaneous Events Phase. The Commander or Second in Command units must still be alive to give permission for the Orbital Strike and the unit with the Satellite Uplink must still be alive to task the Orbiting laser Satellite. The unit calling in the strike must have a LoS to the targeted area, a working communications system and have saved an action to call in the Orbital Strike (sent using communications) and beat any ECM if present. Assuming successful communications the Attack is roll using 3d6 (no other attack roll modifiers apply), if only ones are rolled it's a fumble and the attack fails. A successful attack totally destroys the targeted unit (this surgical strike only destroys one unit) no defense roll can be made by the defender.

Perks and Flaws Games Effects

Perks with the designation **(AUX)** count as Auxiliary Systems for damage purposes.

Airdroppable unit can be airdropped allowing it to be placed anywhere on the board at start of the game as long as other enemy units doesn't have LoS on it.

Autopilot (AUX) can be used to keep a vehicle moving in a straight line or performing 60° turns. In tactical terms, they dodge attacks as a level 1 pilot.

Backup Sensors ignore Sensor damage effect on the first Auxiliary System Hit.

Camo Netting gives +1 Concealment when in Woodland or Jungle and stationary.

Electronic Counter Measures (ECM) (AUX) are devices used to jam communication systems. Using ECM to jam requires one Action per roll and an Electronic Warfare Skill test. Range is identical to the vehicle's base communication Range.

Electronic Counter-Counter Measures (ECCM) (AUX) are devices used to block jamming systems or punch through their effects. works the same as ECM.

Heat Resistant Armor Rating added to the vehicle's Armor when attacked by Heat-based weapons (Bazookas, Mortars, Grenades, Missiles, Lasers, Particle Beam).

Improved Off-Road Ability The costs one less MP for any terrain type, min. 1MP.

Manipulator Arm or Tool Arm can lift an object equal to its Rating. Arms can punch, for a Damage Multiplier equal to the Rating of the arm.

Reinforced Armor The vehicle has one or more facings with better armor. When vehicle is hit on reinforced facing, Perk's rating is added to the Base Armor.

Reinforced Crew Compartment Vehicle may ignore the first "Crew Hit" on table.

Rugged Movement Systems Vehicle may ignore the first Movement Hit on table.

Smoke Launchers (AUX) range 1" and can be fired at any time during movement at no Action cost. 1" radius smokecloud with Obscurement of 2, until end of turn.

Shielded Weapons One weapon damage effect (destroyed,-1,-2) may be ignored.

Satellite Uplink (AUX) allows for long range communications via satellite or the unit to task a laser satellite for an Orbital Strike mission.

Sniper Systems add a +1 modifier to the attack roll at Long and Extreme ranges.

Stealth system makes a vehicle difficult to detect with sensors.

Target Designator (AUX) used to lock-on Guided weapons, vehicle attacks with the designator: its Base Range is equal to its Rating. It has +0 Acc. not modified by Fire Control, and does no damage. A successful attack "paints" the target for incoming Guided munitions until the end of the round, not affected by ECM.

Acrobatic Handling Adds Rating to maneuver.

Advanced Controls Adds 1 action, regardless of Number of crew.

Advanced Neural Net 1 action to add +1 to maneuver until end of turn.

Ammo/Fuel Containment Ignore first Ammo/Fuel hit. Still lose armor.

Automation Rating is added to total crew. If no living crew remain, the vehicle can only be operated by remote control.

Backup Communications Ignore first AUX hit that affects Comms.

Chaff/Flare Add rating versus Defense rolls versus Guided weapons.

Chassis Reinforcement Chassis Reinforcement is a weapon system that adds 1 to the DM of punches and kicks.

Emergency Medical Ignore first "Crew Stunned" result. Still lose armor.

Improved Rear Defense Vehicle has no penalty if attacked from the Rear.

Jump Jets The vehicle may jump up to the rating in MP forward and up to 1/2 the Rating in MP upwards once per movement.

Low Profile Vehicle gains +1 Obscurement when behind 2 points or more of obscurement and when Hull Down.

Ram Plate When damaged by an Impact (Ram, crash, etc) in the arc of the Plate, the vehicle takes only 1/2 damage.

Reinforced Chassis Ignore first Structure hit, but still lose armor.

Large Sensor Profile rating is subtracted from the vehicle's Concealment when the vehicle is submitted to an enemy sensor search.

Defective (Active Sensors, Fire control) 1d6 is rolled before a Skill test. If the roll is equal or less than the Rating, the negative Rating is applied to the test.

Exposed (AUX Systems, Crew Compartment or Movement) Whenever a hit is rolled on the Systems Damage Table, the damage becomes one step worse.

Exposed Fire Control Systems +1 modifier added to rolls on the fire control table.

Fragile Chassis +1 modifier is applied when rolling on the Structural Dam. Table.

Hazardous Ammo/Fuel Storage adds +2 to Ammunition/Fuel hit rolls Table.

Poor Off-Road Ability Whenever entering terrain that costs two or more MP, the MP cost is increased by one.

Weak Facing The vehicle has a weak facing (arc of defense). When the vehicle is attacked on that side, halve its Base Armor (round up).

Decreased Maneuver Lower maneuver by Rating when in listed movement mode.

Unstable -1 to Maneuver when at Top speed.

Vulnerable to Haywire effects Haywire weapons roll an additional die.

Weak Point If the point/system is successfully targeted with a called shot, reduce Base Armor by the rating of this Flaw.



THE COMBAT ROUND

[Step Zero:	Set-up Phase]
Step One:	Declaration Phase
Step Two:	Initiative Phase
Step Three:	Activation Phase
Step Four:	Miscellaneous Events Phase

Repeat Steps One to Four until the battle is resolved or pre-planned objectives are met. A combat group may only move and act once per combat round. If one player no longer has any combat groups left to use, he skips his phases until the end of the combat round.

POSSIBLE ACTION EXAMPLES

- fire one weapon or one set of linked weapons once
- pickup gun or reload ammo/ROF
- use a target designator (if successful get a free Comm. action)
- perform a single physical attack (ramming, kicking, punching, vibro blade, etc) or throw an object (grenade, vibro blade, etc)
- activate ECM to jam Communications
- activate ECCM to unjam Communications
- activate active sensors to get a lock through Concealment (if successful get a free Communication action)
- activate Communications to send coordinates
- act as a forward observer unit
- place a unit in standby mode to receive a fire support mission
- embark/disembark one or more crewmen or passengers

TERRAIN COSTS

Terrain Type	Walker MP	Ground MP	Hover MP	Obscurement
Clear	1	1	1	-
Rough	1	2	1	-
Sand	2	2	1	-
Woodland	1	2	2	1
Jungle	2	3	3	2
Swamp	3	4	1	1
Water	2*	3*	1	2**
Deep Water	2*	3*	1	4**
Urban†	2	1	2	1
Dense Urban†	3	2	3	2
up 30° slope	add 2	add 2	add 4	-
down 30° slope	add 1	-	-	-

* Only Amphibious walkers and ground vehicles may enter Water. Other walkers and ground vehicles will flood and automatically be put out of action if they enter Water terrain. Amphibious vehicles cannot enter or exit water while moving at Top speed.

** Water only produces Obscurement if the defender is in Water and is not a hovercraft. Only affects normal sensors; vehicles with the Aquatic Sensors Perk do not suffer any Obscurement effects from Water or Deep Water terrain.

† Damage Point Capacity: 80 per square inch for Urban, 100 for Dense Urban.

DETECTION THRESHOLD MODIFIERS

Applied to attacker's Electronic Warfare skill roll	
• Sensor Bonus	variable, by default 0
Applied to defender's Concealment Threshold	
• Stealth Bonus	variable, by default 0
• Movement Penalty	-1 per inch moved by target
• Combat Penalty	-1 per weapon fired by target

ATTACK ROLL

Roll **Gunnery Skill/Attribute** plus these modifiers:

• Fire Control			
The Fire Control rating of the vehicle			
• Weapon Accuracy			
The Accuracy rating of the weapon			
• Range			
Point Blank	+1	Long	-2
Short	+0	Extreme	-3
Medium	-1		
• Attacker's Movement			
Stationary	+2	Combat Speed	+0
Half Combat Speed or less	+1	Top Speed	-3
• Minus the Obscurement Total from Terrain and/or if unit is Hull Down.			

DEFENSE ROLL

Roll **Piloting Skill/Attribute** plus these modifiers (min. 0 can't go neg.):

• Maneuver			
The Maneuver rating of the vehicle			
• Defender's Movement			
Inches Moved	Defense Mdf.	Inches Moved	Defense Mdf.
0	-3	7-9	+1
1-2	-2	10-19	+2
3-4	-1	20-99	+3
5-6	+0	100-999	+4
• Arc of Attack			
Attack is from Point Blank or Rear			-1
• Multiple Attacker Penalty (MAP) from the same combat group			
- 1 for Second Attacker, -2 for Third, upto max. of -3 for Forth or more.			

DETAILED DAMAGE VS ARMOR

Damage to armor	Outcome	What happens
Dam. < Base Arm.	No Effect	Nothing; armor is merely scratched
Dam. = or > Base Arm.	Light Dam.	-1 Armor; Roll on Syst. Damage Table
Dam. = or > Base Arm. x 2	Heavy Dam.	-2 Armor; Roll on Syst. Damage Table
Dam. = or > Base Arm. x 3	Overkill	Vehicle Destroyed

FIRE ARCS

F or FF	forward (180 degrees)
Rr	rear (180 degrees)
T	turreted (360 degrees)

TACTICAL SYSTEM FUMBLE EFFECTS

Situation	Fumble Effect
Initiative	lose automatically; if both fumble, reroll
Attack	miss automatically
Defense	hit automatically unless attack also fumbles; for damage purposes treat roll as 0
Active Sensors	fail to achieve LOS automatically
High Speed 180° turn	crash; take Light (1-4) or Heavy (5-6) dam.

SYSTEMS DAMAGE

Damaged System	Light DAM.	Heavy DAM.
1 Fire Control	SubTable A	Roll on SubTable A and add +1
2 Structure	SubTable B	Roll on SubTable B and add +1
3 Crew	Crew stunned (-1 action for 1 round)	10% casualties, min 1.
4 Movement	-1 MP	1/2 remaining MP (round down) & -2 maneuver
5 Auxilliary Syst.	-1 to 1d6	1d6 Aux. Systems Destroyed Aux. Systems (roll on Auxilliary Systems Table below)
6 Roll Twice on this table *		

* If the attack was a called shot, the attacker hits his target location (as effects 1 to 5 on table depending on target).

SUBTABLE A: FIRE CONTROL DAMAGE

1	-1 to a single Weapon
2	-2 to a single Weapon
3	-1 to all Weapons
4	Single Weapon destroyed
5	Fire Control system destroyed (-5 to attacks)
6	Roll Twice on this table
7	Ammunition/Fuel Hit — roll 1 die:
1-3	Ammo Storage & Fuel Tank Ruptured, vehicle can't move or fire weapons
4-6	Chain Reaction! Ammo & Fuel Explodes! Vehicle Destroyed & Crew Killed

SUBTABLE B: STRUCTURAL DAMAGE

1	-1 MP
2	1/2 remaining MP (round down)
3	-1 to Maneuver
4	-2 to Maneuver
5	Power transfer failure; No movement
6	Roll Twice on this table*
7	Catastrophic Structural Damage — roll 1 die:
1-3	Catastrophic crew compartment failure, 75% casualties, minimum 1
4-6	Complete structural failure; vehicle is destroyed, but crew survives

AUXILLIARY SYSTEMS DAMAGE (roll for each Aux. Syst. damaged)

1	Target Designator then Sensors if perk not present or destroyed
2	Autopilot then Sensors if perk not present or destroyed
3	Smoke Launchers then Sensors if perk not present or destroyed
4	ECM then Communications. if perk not present or destroyed
5	ECCM then Communications. if perk not present or destroyed
6	Satellite Uplink then Comm. if perk not present or destroyed

RAMMING

Ramming Direction	Impact Speed
Head On	Attacker Speed + Defender Speed
Side	(Attacker Speed + Defender Speed)/2 (round up)
Rear	Attacker Speed - Defender Speed

IMPACT SPEED MODIFIERS

Impact Speed	Dmg Mod	Impact Speed	Dmg Mod
1-2	-2	10-19	+2
3-4	-1	20-99	+3
5-6	+0	100-999	+4
7-9	+1		



CANNONS AND RECOLLESS WEAPONS

Code	Name	TV Rating	Range	Dam.	Acc.	RoF	Ammo (ea.)	Min. Size	Special
VLMG	Very Light Machinegun	25	1/2/4/8	x2	0	+3	0.02	2	Anti-Inf.
LMG	Light Machine Gun	52	1/2/4/8	x3	0	+4	0.05	3	Anti-Inf.
HMG	Heavy Machine Gun	59	1/2/4/8	x4	0	+3	0.09	3	Anti-Inf.
FGC	Frag. Cannon	195	1/2/4/8	x7	+1	0	0.75	5	(With Frag. Ammo included) Anti-Inf., AE=0
VLRf	Very Light Rifle	44	2/4/8/16	x6	0	0	0.18	3	-
LRf	Light Rifle	92	3/6/12/24	x8	0	0	0.36	4	-
MRF	Medium Rifle	165	4/8/16/32	x10	0	0	0.66	4	-
HRf	Heavy Rifle	209	4/8/16/32	x12	0	0	0.85	5	-
DPG	Deployable Pack Gun	58	2/4/8/16	x8	-1	+2	0.15	3	Disposable
LAAC	Light Anti-Air. Cannon	121	2/4/8/16	x8	0	+6	0.28	4	-
MAAC	Medium Anti-Air. Cannon	176	3/6/12/24	x10	0	+4	0.51	4	-
HAAC	Heavy Anti-Air. Cannon	230	3/6/12/24	x12	0	+3	0.68	5	-
VLAC	Very Light Autocannon	69	2/4/8/16	x6	0	+2	0.18	3	-
LAC	Light Autocannon	108	2/4/8/16	x8	0	+2	0.28	4	-
MAC	Medium Autocannon	163	3/6/12/24	x10	0	+1	0.51	4	-
HAC	Heavy Autocannon	220	3/6/12/24	x12	0	+1	0.68	5	-
VHAC	Very Hvy Autocannon	324	3/6/12/24	x15	0	+1	1.01	5	-
LAG	Light Artillery Gun	1107	25/50/100/200	x12	-2	+1	4.4	8	Ind. Fire, AE=0, Min. Range 10
VLFg	Very Lt Field Gun	525	5/10/20/40	x20	-1	0	2.10	6	Indirect Fire
LFg	Light Field Gun	915	5/10/20/40	x22	0	0	3.65	8	Indirect Fire
HFG	Heavy Field Gun	1945	8/16/32/64	x28	0	0	7.78	10	Indirect Fire
VHFG	Very Hvy Field Gun	3134	10/20/40/80	x33	0	0	12.54	12	Indirect Fire
SC	Snub Cannon	524	1/2/4/8	x28	-1	0	2.10	6	-
LPZ	Light Panzerfaust	14	1/2/4/8	x10	-1	0	-	2	Disposable
MPZ	Medium Panzerfaust	30	1/2/4/8	x15	-1	0	-	2	Disposable
HPZ	Heavy Panzerfaust	55	2/4/8/16	x20	-1	0	-	3	Disposable
RFB	Rapid-Fire Bazooka	278	1/2/4/8	x14	0	+2	0.79	4	-
LBZK	Light Bazooka	234	2/4/8/16	x15	0	0	0.93	4	-
MBZK	Medium Bazooka	409	2/4/8/16	x20	0	0	1.63	4	-
HBZK	Heavy Bazooka	634	2/4/8/16	x25	0	0	2.53	5	-

ROCKETS & MISSILES

Code	Name	TV Rating	Range	Dam.	Acc.	RoF	Ammo (ea.)	Min. Size	Special
VLRP/8	Very Lt. Rocket Pack/8	114	1/2/4/8	x8	-1	+3	0.26	3	Indirect Fire
VLRP/32	Very Lt. Rocket Pack/32	129	1/2/4/8	x8	-1	+4	0.26	3	Indirect Fire
VLRP/128	Very Lt. Rocket Pack/128	165	1/2/4/8	x8	-1	+6	0.26	3	Indirect Fire
LRP/8	Light Rocket Pack/8	194	1/2/4/8	x12	-1	+1	0.58	3	Indirect Fire
LRP/16	Light Rocket Pack/16	209	1/2/4/8	x12	-1	+2	0.58	3	Indirect Fire
LRP/24	Light Rocket Pack/24	226	1/2/4/8	x12	-1	+3	0.58	3	Indirect Fire
LRP/32	Light Rocket Pack/32	245	1/2/4/8	x12	-1	+4	0.58	3	Indirect Fire
MRP/9	Med. Rocket Pack/9	425	2/4/8/16	x18	-1	+1	1.33	4	Indirect Fire
MRP/18	Med. Rocket Pack/18	469	2/4/8/16	x18	-1	+3	1.33	4	Indirect Fire
MRP/36	Med. Rocket Pack/36	494	2/4/8/16	x18	-1	+4	1.33	4	Indirect Fire
IRP/10	Inc. Rocket Pack/10	339	1/2/4/8	x13	-1	+1	1.02	4	Ind. Fire, Slow Burn Inc.
IRP/20	Inc. Rocket Pack/20	363	1/2/4/8	x13	-1	+2	1.02	4	Ind. Fire, Slow Burn Inc.
IRP/30	Inc. Rocket Pack/30	390	1/2/4/8	x13	-1	+3	1.02	4	Ind. Fire, Slow Burn Inc.
HRP/24	Heavy Rocket Pack/24	596	3/6/12/24	x20	-1	+3	1.71	5	Indirect Fire
HRP/48	Heavy Rocket Pack/48	623	3/6/12/24	x20	-1	+4	1.71	5	Indirect Fire
HIRP/24	Hvy Inc. Rocket Pack/24	606	3/6/12/24	x16	-1	+3	1.70	5	Ind. Fire, Slow Burn Inc.
HIRP/48	Hvy Inc. Rocket Pack/48	641	3/6/12/24	x16	-1	+4	1.70	5	Ind. Fire, Slow Burn Inc.
AAM	Anti-Aircraft Missile	2066	8/16/32/64	x10	+1	0	8.30	7	Guided, Min. Range 10
ABM	Airburst Missile	508	3/6/12/24	x10	0	0	2.00	6	AE=1
AGM	Anti-Gear Missile	756	3/6/12/24	x15	+1	0	15.12	4	Guided, Indirect Fire
ATM	Anti-Tank Missile	1956	3/6/12/24	x25	+1	0	39.12	6	Guided, Indirect Fire
HATM	Heavy AT Missile	3075	5/10/20/40	x30	+1	0	61.50	9	Guided, Indirect Fire



SUPPORT WEAPONS

Code	Name	TV Rating	Range	Dam.	Acc.	RoF	Ammo (ea.)	Min. Size	Special
LFL	Light Flamer	14	0/0/0/0	x5	+1	0	0.06	2	Slow Burn
MFL	Med Flamer	68	0/0/0/1	x7	+1	+1	0.17	2	Slow Burn, Indirect Fire
HFL	Heavy Flamer	134	0/0/1/2	x9	+1	+2	0.27	3	Slow Burn, Ind. Fire
APM	Anti-Personnel Mortar	95	2/4/8/16	x4	0	0	0.36	3	Anti-Inf., Ind. Fire, AE=0, Min Rg 2
LGM	Light Guided Mortar	304	3/6/12/24	x15	-1	0	6.05	4	Guided, Ind. Fire, Min Range 3
HGM	Heavy Guided Mortar	632	5/10/20/40	x20	-1	0	12.60	5	Guided, Ind. Fire, Min Range 5
LFM	Lt. Field Mortar	522	4/8/16/32	x15	-1	0	2.09	5	Indirect Fire, AE=0, Min Rg 4
MFM	Med. Field Mortar	947	5/10/20/40	x20	-1	0	3.79	6	Indirect Fire, AE=0, Min Rg 5
HFM	Hvy Field Mortar	1516	6/12/24/48	x25	-1	0	6.06	7	Indirect Fire, AE=0, Min Rg 6
APGL	Anti-Personnel G.L.	29	1/2/4/8	x3	-1	0	0.10	2	Anti-Inf., Indirect Fire, AE=0
LGL	Light G.L.	316	1/2/4/8	x15	-1	+2	0.90	4	Indirect Fire
HGL	Heavy G.L.	529	2/4/8/16	x20	-1	+1	1.63	5	Indirect Fire

ADVANCED WEAPONS

Code	Name	TV Rating	Range	Dam.	Acc.	RoF	Ammo (ea.)	Min. Size	Special
LPA	Light Particle Acc.	270	2/4/8/16	x10	+1	0	1.07	6	-1 Dam. per R.B., Haywire
HPA	Heavy Particle Acc.	672	3/6/12/24	x15	+1	0	2.68	8	-1 Dam. per R.B., Haywire
LRG	Light Railgun	603	5/10/20/40	x14	0	+2	1.93	7	-
HRG	Heavy Railgun	3339	10/20/40/80	x35	0	0	13.35	12	-
SLC	Sniper Laser Cannon	371	5/10/20/40	x12	+1	0	1.48	4	-1 Dam. per R.B.
HGLC	Gatling Laser	350	2/4/8/16	x16	+1	+1	1.06	4	-3 Dam. per R.B.
LLC	Light Laser Cannon	483	5/10/20/40	x16	+1	0	1.93	5	-2 Dam. per R.B.
HLC	Heavy Laser Cannon	623	5/10/20/40	x20	+1	0	2.48	5	-3 Dam. per R.B.
LPLC	Lt Pulse Laser Cannon	474	3/6/12/24	x20	+1	0	1.90	5	-3 Dam. per R.B.
HPLC	Hvy Pulse Laser Cannon	642	3/6/12/24	x24	+1	0	2.57	5	-4 Dam. per R.B.

CLOSE COMBAT

Code	Name	TV Rating	Range	Dam.	Acc.	RoF	Ammo (ea.)	Min. Size	Special
CR	Chassis Reinfor.	Veh. Size	0/0/0/0	+1 Dam.	0	0	n/a	n/a	Physical Attack Only
MF	Mauler Fist	61	0/0/0/0	x9	+1	0	n/a	3	Armor Crushing
HWP	Haywire Whip	110	0/0/0/0	x7	+1	0	0.44	4	Entangle, Haywire
CS	Chain Sword	20	0/0/0/0	x9	0	0	n/a	3	-
VB	Vibroblade*	16	0/0/0/0	x8	0	0	n/a	3	Armor Piercing
VR	Vibrorapier	27	0/0/0/0	x6	+1	0	n/a	3	Armor Piercing
VA	Vibroax**	34	0/0/0/0	x10	-1	0	n/a	3	Armor Crushing
SKG	Spike Gun	38	0/0/0/0	x12	-1	0	0.15	3	-
HSKG	Heavy Spike Gun	66	0/0/0/0	x14	-1	0	0.27	4	Armor Piercing
HWG	Haywire Grenade***	10 each	0/0/0/0	x10	-1	0	n/a	2	Haywire
HG	Hand Grenade***	11 each	0/0/0/0	x15	-1	0	n/a	2	Anti-Infantry
HHG	Heavy Grenade***	21 each	0/0/0/0	x25	-1	0	n/a	2	-
SDG	Self-Destruct Grenade***	60 each	0/0/0/0	x30	-1	0	n/a	2	AE=0

*Vibroblade can be thrown 1" using the Piloting Skill but does not have the Armor Piercing Special when Thrown, **Vibroax can be thrown 1" using the Piloting Skill, but if the unit wants either the Vibroblade or Vibroax back it must move into the area where it was thrown and spend one action to pick it up on the next turn. ***Grenade can be thrown 1" using the Piloting Skill.

WEAPON SPECIAL CHARACTERISTICS

Anti-Infantry: The weapon can negate the cover advantages of infantry units, either through accuracy or sheer volume of firepower, and does not suffer the normal -2 modifier when attacking infantry.

Area Effect: The weapon explodes or otherwise causes damage to a widespread area (AE=0 has a 1" diameter area and AE=1 has a 3" diameter area).

Guided: Guided weapons have all the benefits of indirect fire weapons. In addition, they gain a +2 modifier on their attack roll versus targets that have been "tagged" by an allied target designator.

Haywire: The weapon's attack causes an electrical discharge. The weapon gets two rolls on the Systems Damage Table when it scores Light or Heavy Damage on an opponent.

Indirect Fire: The weapon has the ability to perform indirect fire, that is, fire in a high arcing trajectory above obscuring material.

Minimum Range: The weapon is unable to fire at a target that is too near to it. The weapon cannot be used to attack targets whose range is less than the weapon's minimum range.

Minus Damage per Range Band: The weapon loses power over distance due to atmospheric interactions. The Damage Multiplier drops by the Rating for each range band past Short.

Armor Crushing: The weapon removes 1 extra armor on a successful Light damage hit and 2 extra armor on a successful Heavy damage hit.

Armor Piercing: The weapon halves the armor of the target (rounded up).

Incendiary: Incendiary weapons are intended to ignite and burn their targets.



☐ Threat Value (TV) Calculation Table

Vehicle	Size	DTV	+ MTV	+ Punch	= Chasis Subtotal	+ Weapon Load	= Subtotal /3 =	TV
Hunter	6	298	+ 392	+ 9	= 699	+ _____	= _____ /3 = _____	
Headhunter	6	298	+ 429	+ 9	= 736	+ _____	= _____ /3 = _____	
Cheetah	6	800	+ 696	+ 9	= 1505	+ _____	= _____ /3 = _____	
White Cat	6	800	+ 933	+ 9	= 1742	+ _____	= _____ /3 = _____	
Jaguar	6	552	+ 268	+ 9	= 829	+ _____	= _____ /3 = _____	
Grizzly	7	257	+ 236	+ 12.25	= 505.25	+ _____	= _____ /3 = _____	
Kodiak	7	304	+ 745	+ 12.25	= 1061.25	+ _____	= _____ /3 = _____	
Mammoth	9	313	+ 794	+ 20.25	= 1127.25	+ _____	= _____ /3 = _____	
Jager	6	298	+ 392	+ 9	= 699	+ _____	= _____ /3 = _____	
Jager Command	6	298	+ 429	+ 9	= 736	+ _____	= _____ /3 = _____	
Iguana	6	464	+ 950	+ 9	= 1423	+ _____	= _____ /3 = _____	
Chatterbox	6	470	+ 1268	+ 9	= 1747	+ _____	= _____ /3 = _____	
Black Mamba	6	618	+ 295	+ 9	= 922	+ _____	= _____ /3 = _____	
Spitting Cobra	7	327	+ 167	+ 12.25	= 506.25	+ _____	= _____ /3 = _____	
King Cobra	7	331	+ 913	+ 12.25	= 1256.25	+ _____	= _____ /3 = _____	
Naga	8	301	+ 144	+ 0	= 445	+ _____	= _____ /3 = _____	
Warrior	6	301	+ 488	+ 9	= 798	+ _____	= _____ /3 = _____	
Chieftain	6	301	+ 526	+ 9	= 836	+ _____	= _____ /3 = _____	
Warrior IV	6	401	+ 488	+ 9	= 898	+ _____	= _____ /3 = _____	
Chieftain IV	6	401	+ 778	+ 9	= 1188	+ _____	= _____ /3 = _____	
Crusader IV	7	267	+ 148	+ 12.25	= 427.25	+ _____	= _____ /3 = _____	
Ferret	5	319	+ 302	+ 6.25	= 627.25	+ _____	= _____ /3 = _____	
Wild Ferret	5	319	+ 260	+ 6.25	= 585.25	+ _____	= _____ /3 = _____	
Type 6-16	6	350	+ 526	+ 9	= 885	+ _____	= _____ /3 = _____	
Type 2-07	6	350	+ 515	+ 9	= 874	+ _____	= _____ /3 = _____	
MOAB	9	204	+ 287	+ 0	= 491	+ _____	= _____ /3 = _____	

3.1 THREAT VALUE CALCULATION OF CUSTOM GEARS

For those players who want to customize the Gears or Striders in their Comdat Groups or Dueling Gears we have listed most of the basic chasis above with the Offensive TV (Weapon Load) removed, you can see the Defensive TV (DTV), Miscellaneous TV (MTV) and the Offensive Cost for the vehicle to Punch if it is able to. Using the weapons tables on the previous pages you can choose your own weapon load, remembering the make sure the min. size of the weapon fits on the chasis and add enough ammo, see existing datacards for standard ammo amounts for the different weapons. The total TV of the weapons is then entered in the table above and totaled with the Chasis Subtotal of the DTV, MTV and Punch already done for you. That new Subtotal is then divided by 3 and rounded down to give the final TV. Below is an example of how a basic Hunter's Offensive TV is added up.

Hunter Weapon (ammo)

LAC (60): LAC costs 108 + 0.28 for each ammo = 124.80
 LRP (24): LRP/24 costs 226 + 0.58 for each ammo = 239.92
 APGL (6): APGL costs 29 + 0.1 for each ammo = 29.6
 HG (3): HG costs 11 each x 3 = 33
 VB: VB costs 16
 Total Offensive TV (Weapon Load) = 443.32
 Hunter Chasis Subtotal = 699
 New TV = (443.32 + 699)/3 = 1142.32/3 = 380.77 (round down to 380)

Now if we removed the LAC (60) and put a MAC (40) and added 3 more HG.
 MAC (40): MAC costs 163 + 0.51 for each ammo = 183.40
 HG (3): HG costs 11 each x 3 = 33
 Total Offensive TV (183.40 + 33 + 239.92 + 29.6 + 33 + 16) = 534.92
 New TV = (534.92 + 699)/3 = 1233.92/3 = 411.31 (round down to 411)

You can use the blank datacard provided below to write in your new custom gear (vehicle) stats and threat value.

HEAVY GEAR

NAME:

TV: _____

Crew: _____

FireCon: _____

Sens: / _____

Size: _____

Actions: _____

Man: _____

Com: / _____

WEAPONS:

Name	Arc	Acc	BR	Dam.	ROF	Ammo.

PERKS/FLAWS:



4.7.4 CHARACTER WORKSHEET

This is a Worksheet for converting characters from the RPG to Melee Scale.

☐ Calculating Attributes

Body (BOD): AGI ___ + BLD ___ + FIT ___ = ___/3 = ___

Note TV Cost from Chart above: ___

Awareness (AWR): KNO ___ + CRE ___ + PER ___ = ___/3 = ___

Note TV Cost from Chart above: ___

Spirit (SPI): PSY ___ + WIL ___ + INF ___ = ___/3 = ___

Note TV Cost from Chart above: ___

Total TV Costs: ___

☐ Calculating Derived Attributes

Melee Damage (MD): 3+ BOD ___ = ___, Minimum 1.

Additional Damage or Natural Weapons: ___, TV Cost: ___

Damage Thresholds:
Heavy Damage is equal to 5 x (BOD ___ + SPI ___) +25 = ___ with a minimum of 2.

Heavy Damage ___/2 =Light Damage ___

Heavy Damage ___ x 2 = Overkill ___

Natural Armor ___, TV Cost: ___

System Shock: 5+ SPI ___ = ___

No TV Cost

Move: Base speed (Jogging) is equal to 4+BOD ___ = ___

Jogging ___ x2 = Running ___

Jogging ___ x 3 = Running ___

Additional Movement: ___

Cost: ___

Total TV Cost for additional Derived attributes: ___

☐ Choosing Skills

Archery: RPG Level ___ + CPX ___ = ___/2 = Melee Level ___

Melee Level ___ x 2 = TV ___

Combat Sense: RPG Level ___ + CPX ___ = ___/2 = Melee Level ___

Melee Level ___ x 2 = TV ___

Defense: RPG Level ___ + CPX ___ = ___/2 = Melee Level ___

Melee Level ___ x 2 = TV ___

Gunnery: RPG Level ___ + CPX ___ = ___/2 = Melee Level ___

Melee Level ___ x 2 = TV ___

Hand-to-Hand: RPG Level ___ + CPX ___ = ___/2 = Melee Level ___

Melee Level ___ x 2 = TV ___

Heavy Weapons: RPG Level ___ + CPX ___ = ___/2 = Melee Level ___

Melee Level ___ x 2 = TV ___

Information Warfare: RPG Level ___ + CPX ___ = ___/2 = Melee Level ___

Melee Level ___ x 2 = TV ___

Leadership: RPG Level ___ + CPX ___ = ___/2 = Melee Level ___

Melee Level ___ x 2 = TV ___

Medicine: RPG Level ___ + CPX ___ = ___/2 = Melee Level ___

Melee Level ___ x 2 = TV ___

Melee: RPG Level ___ + CPX ___ = ___/2 = Melee Level ___

Melee Level ___ x 2 = TV ___

Pilot: RPG Level ___ + CPX ___ = ___/2 = Melee Level ___

Melee Level ___ x 2 = TV ___

Riding: RPG Level ___ + CPX ___ = ___/2 = Melee Level ___

Melee Level ___ x 2 = TV ___

Small Arms: RPG Level ___ + CPX ___ = ___/2 = Melee Level ___

Melee Level ___ x 2 = TV ___

Stealth: RPG Level ___ + CPX ___ = ___/2 = Melee Level ___

Melee Level ___ x 2 = TV ___

Throwing: RPG Level ___ + CPX ___ = ___/2 = Melee Level ___

Melee Level ___ x 2 = TV ___

Total TV Cost for Skills: ___

☐ Choosing Equipment

Item	Cost
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
TOTAL:	___

☐ Calculating Final Melee TV

Total Attribute Cost	___
+ Total Derived Modifiers Cost	___
+ Total Skill Costs	___
+ Equipment Costs	___
= Final TV	___

☐ Datacard

Name: _____

TV: _____

BOD _____	AWR _____	SPI _____
Defense _____	Archery _____	Leadership _____
Hand-to-Hand _____	Combat Sense _____	Riding _____
Melee _____	Gunnery _____	Pilot _____
Hvy Weapons _____		

SPECIAL:

Stealth _____	Info War _____	Small Arms _____
Throwing _____	Medicine _____	

MD: _____ DT: ___/___/___ SysShock _____

MOVE: ___/___/___ 000000000

HEAVY GEAR

NAME: _____

TV: _____

BOD _____	AWR _____	SPI _____
Defense _____	Archery _____	Leadership _____
Hand-to-Hand _____	Combat Sense _____	Riding _____
Melee _____	Gunnery _____	
Pilot _____	Hvy Weapons _____	

Stealth _____	Info War _____	SPECIAL
Throwing _____	Medicine _____	Small Arms _____

MD: _____ DT: ___/___/___ **SysShock** _____

MOVE: ___/___/___ 00000

NOTES:

Equipment (points): _____