HEAVY GEAR BLITZ!

996-610

RULEBOOK

THE SCIENCE FICTION TACTICAL GAME

Welcome to Heavy Gear Blitz. The World of Heavy Gear. The Planet of Terra Nova. The North. The South. The Badlands. Weapons of War. Gears. Striders. Tanks and Hovertanks. Landships. Aircraft. Basic Rules. Units and Combat Groups. Time Frame . Game Scale and Measurement . Tabletop Features . Dice and Dice Rolling. Rating, Skills and Skill Tests. Thresholds and Opposed Tests. Margin of Success / Margin of Failure . Datacards. Blitz Dice. Game Markers . The Game. Pre-Battle Phase . Commanders. Set-up Phase . The Combat Round . Step One: Initiative . Step Two: Activation . Step Three: Miscellaneous Events. Actions. Special Actions. Evasive Maneuvers. Hull-Down . Stand-by Mode . Snap Fire! . Movement. Stationary. Combat Speed. Top Speed. Reverse movement. Movement Modes: Walker mode. Ground mode. Hover mode. Hopper mode. High-Speed Maneuvers . Multiple Movement Modes . Terrain Type and MP cost . Elevation Changes . Roads. Line of Sight . Detection Rating. Autodetection. Active Detection . Attacks . Attacker Modifiers. Defender Modifiers . Fire Arcs. Physical Attacks . Melee Attacks. Punching. Kick. Retaliation! . Ramming. Special Attacks. Area of Effect. Indirect Fire. Forward Observation. Indirect Attacks. Placement. Damage. IF and AE granted by RoF. IF and AE granted by weapons. Guided Weapons. Rate of Fire Attacks. RoF AE. Combining weapon AE and RoF AE. Ammunition Tracking. Command Points. Damage . Damage versus Armor table. Damage Effects. Light Damage. Heavy Damage. Critical Damage. Overkill. Note on AUX damage. Sturdy Units. Fragile Units . Armor Perks and Flaws . Destroying Buildings.

Dream Pod 9

HEAVY GEAR BLITZ!

TABLE OF CONTENTS

CHAPTER 1: THE WORLD
WELCOME TO HEAVY GEAR BLITZ 4
THE WORLD OF HEAVY GEAR 4
THE PLANET OF TERRA NOVA 5
WEAPONS OF WAR 6
CHAPTER 2: BASIC RULES
DICE AND DICE ROLLING 8
DATACARDS 10
BLITZ DICE 11
CHAPTER 3: THE GAME
THE GAME 12
THE COMBAT ROUND 12
ACTIONS 13
SPECIAL ACTIONS 13
MOVEMENT 14
MOVEMENT MODES 15
MULTIPLE MOVEMENT MODES 16
TERRAIN TYPE AND MP COST 16
LINE OF SIGHT 18
DETECTION RATING 19
AUTODETECTION 19
ACTIVE DETECTION 19
ATTACKS 20
PHYSICAL ATTACKS 20
SPECIAL ATTACKS 21
COMMAND POINTS 25
DAMAGE 26
DAMAGE EFFECTS 26
DESTROYING BUILDINGS 28
INFANTRY RULES 28
CHAPTER 5: ELECTRONIC WARFARE
ELECTRONIC WARFARE 32
COMMUNICATIONS, ECM AND ECCM 32
TARGET DESIGNATORS 33
STEALTH EFFECTS 33
DRONES 33
CHAPTER 6: EQUIPMENT
SUPPORT ASSETS 34
AIR STRIKES 34
OFF-BOARD ARTILLERY 34
WEAPON TABLES 35
WEAPON SPECIAL RULES 38
AUXILIARY SYSTEMS 39
ARMOR PERKS AND FLAWS 40
PERKS AND FLAWS 41
CHAPTER 7: ADVANCED RULES
MORALE 44
PILOT EJECTION 45
WALKER KNOCKDOWN 45
MOS/MOF CAP. 45
OPTIONAL ROF RULES 45
OPTIONAL GRENADE RULES 45
CHAPTER 8: FIELD GUIDES
ARMY STRUCTURE 46
LEGACY UNITS 46
NORTHERN GUARD FIELD GUIDE 48
SOUTHERN MILICIA FIELD GUIDE 54
PRDF FIELD GUIDE 60
CHAPTER 9: SCENARIO
RANDOM SCENARIO GENERATOR 66
STEP 1: LOCATION AND TERRAIN TYPE 66
STEP 2: WEATHER AND TIME OF DAY 68
STEP 3: DETERMINE MISSION AND GAME LENGTH 69
STEP 4: DETERMINE TACTICAL STANCE 71
STEP 5: DETERMINE DEPLOYMENT 71
LEAGUES AND TOURNAMENTS 72
CHAPTER 10: DATACARDS 73
CHAPTER 11: REFERENCES
REFERENCES SHEETS 78

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INTRODUCTION

The year was 1995. It was a very hot day in July, if I recall correctly. I had just graduated High School and was hanging out with a friend I hadn't seen for a very long time. He had just picked up a new game. Funny black and yellow cover with a mecha on it and "A New Era Has Just Begun" along the side. That was my first introduction to Heavy Gear. In between giving ourselves pancreatic shock from overly strong iced tea and nearly immolating ourselves with his father's habanero jerk stew (seeds included), we built gears and battled it out using little rubber dinosaurs for miniatures. My gears always had the extra powerful loudspeakers and they always got blown off. In short, it was good fun.

Over the years, I got more involved in Heavy Gear and I watched the game grow and things change,. More factions appeared and background information was added. The rules were tweaked and adjusted. But it was always additions and eventually, things got to the point where the multiplication and extra math and complicated army lists just weren't fun anymore. Something needed to be done. Heavy Gear was supposed to be the coolest, fastest mecha game in the world and it wasn't.

I wish I could say I was the man who stuck his neck out and said we needed to do a brand new edition, but I wasn't. That distinguished honor goes to Phil LeClerc, our sculptor. He started on the task of redefining Heavy Gear, going back to the basics of what made the game fun and getting rid of the clunk and extraneous stuff. Thanks to him and the wonderful people on the Dream Pod 9 Forum (http://www.dp9forum.com), we were able to do what once looked impossible.

Assumptions were challenged, ideas rethought, the scale changed and at the same time, care was taken to ensure the heart of the Silhouette system remained the same. Things were streamlined to allow many squads on the field at once without having the game bog down. Every change was driven by the mantra "Is this cool? Is this fun? Is this elegant enough?" But we weren't done there. One major obstacle for players was the arcane methodology behind the army lists and the lack of "pick up" game support. So with that in mind, we changed the TV system and refocused the game on the core of what Heavy Gear was about: the planet of Terra Nova and the Gears.

INTRODUCTION

The result? Well, we hope it's a tighter, more focused Heavy Gear. Starting with Terra Nova itself, we'll explore the various militaries and units, taking care to make each one as unique and interesting as possible. Then we'll head out into the universe and introduce the Colonial factions and the menace of Earth. For those who played Earth, we've included basic conversion guidelines and will be releasing some simple "get you by" lists for them on the web until we can revisit them more thoroughly

It is another hot summer day here as I write this introduction and like that day so long ago, I feel excited about Heavy Gear. The battle for Terra Nova has started and, once again, a new era has just begun.

John Buckmaster
July 1, 2006

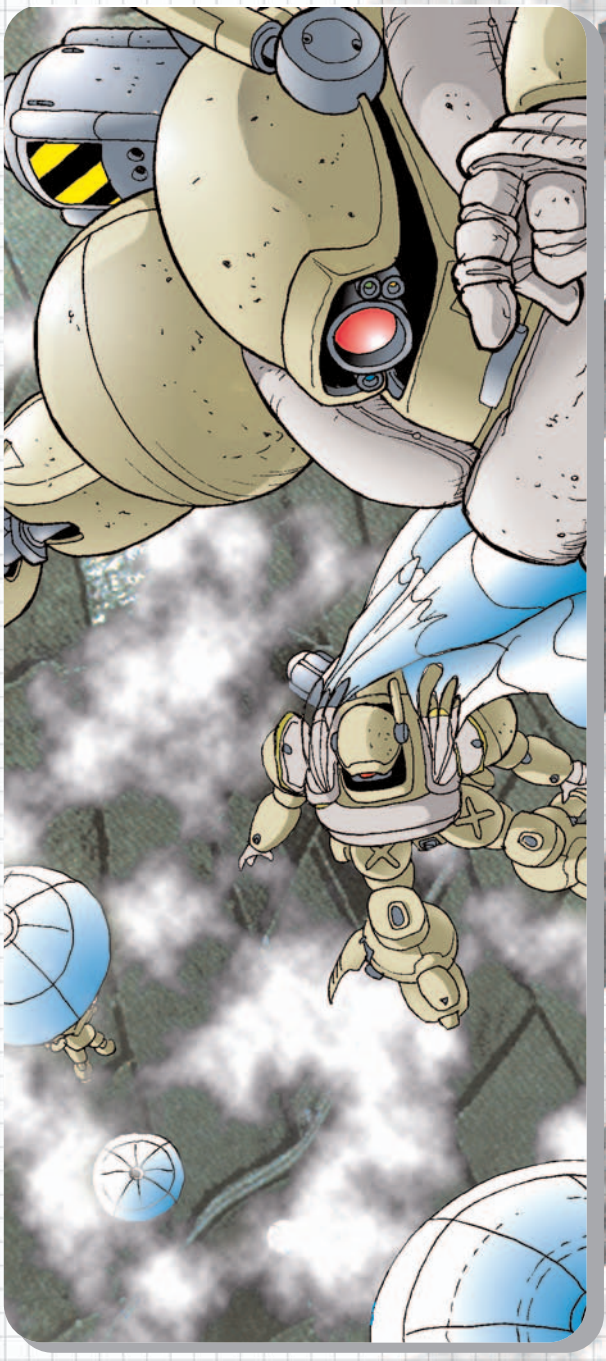
Dedication: For those who believed, for those who stayed loyal and for those who have just arrived. We salute you.

SPECIAL THANKS:

From John: To Beth for being there and putting up with my mad ramblings, to Phil for starting this mess and having confidence in me, and finally to Nick and the forum guys for pointing out simple stuff I missed. As Red would say, "keep your sticks on the ice!"

From Phil: To my master, Jean Rasmussen, who made me that good at sculpting, to Marc-Alex and everyone who ever played toy soldiers with me, to Jock for being so bright and to Robert for giving me the best job in the world. Merci!

From Everyone: To the forum guys (particularly Albertorius, Brad "Gambit" Bellows, Gareth Perkins and Jake Staines) because without you this simply would not have been possible. To Nick, Jonathan, Oscar, Jason and Francis for going beyond the call of duty. To the original Pod Crew for creating Heavy Gear. To Steve Smith and Rick Green for teaching us that if it isn't broken, we're not trying hard enough. And most importantly, thank you (yes, you holding the book) for trying this game.



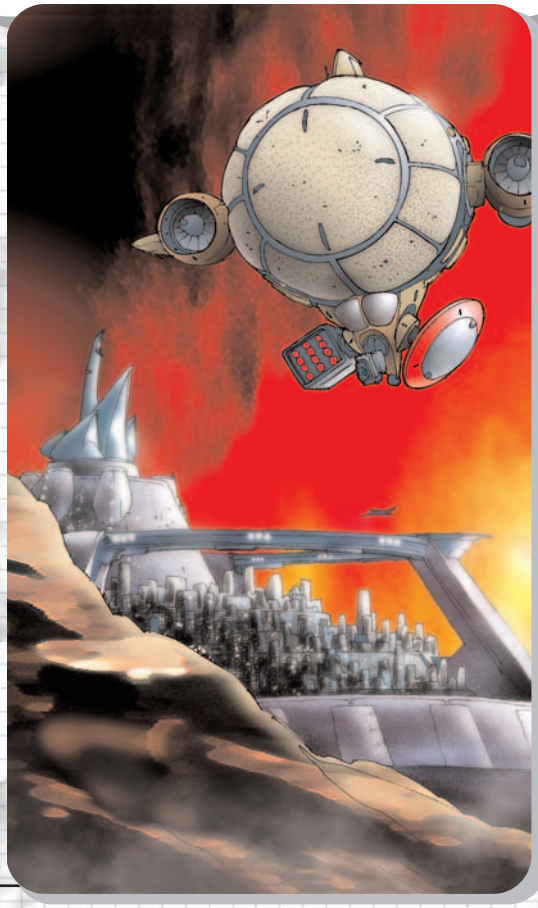
THE WORLD OF HEAVY GEAR

Welcome to Heavy Gear Blitz

Blitz is the fourth edition of the Heavy Gear wargame. Using the same 1/144th-scale miniatures as previous editions, Blitz provides streamlined rules that are easier to play, allowing anyone to enjoy the game. The new, simpler rules put the focus back where it should be: on outwitting your opponents with clever strategy and tactics and reducing their Gears to so much scrap metal.

This book provides you with the basics you need to play Blitz. Within it, you'll find the rules of the game, some fundamental information about the world of Heavy Gear and basic force lists for the Northern Guard, Southern MILICIA and Peace River Defense Force, to help you start building your armies. In the future, we'll be releasing more army books covering the factions here in more detail and introducing new armies. Like the basic lists, these books will focus on expressing the character of the armies and providing simple rules for building forces for play.

While Heavy Gear has a detailed history and world, this just provides background for your tabletop carnage. You can totally disregard this if you want or can set your battles at any point in the timeline.



The World of Heavy Gear

Heavy Gear is set on the distant human colony world of Terra Nova. Settled by colonists from Earth in the 52nd century, it had been occupied by humans for five hundred years when Earth abruptly withdrew support, casting Terra Nova and the other nine colonies into chaos. Thanks to its long history, Terra Nova's settlers had good prospects for the future, even without Earth's support. While still a young world, it had cities, settlements and all the infrastructure needed to support a modern human society.

When Earth abandoned Terra Nova, the existing political order collapsed and anarchy reigned. Charismatic leaders gradually restored order and each of Terra Nova's cities, isolated from each other by hundreds of miles of untamed wilderness, became an independent city-state. Before long, city-states were banding together for mutual protection against raiders and to dominate their neighbors. Over the next two local centuries, the Wars of Unification lead to the formation of seven great Leagues, aligned into two confederations – the Confederated Northern City-States (CNCS) and the Allied Southern Territories (AST).

Each confederation expanded to occupy the hospitable land around one of the planetary poles. The vast Badlands, a thousand kilometer wide band of desert running around Terra Nova's equator, became the focus of many wars between the two. These wars were brought to an abrupt end by St. Vincent's War. A battle for the remains of a colonial-era Gateship called the St. Vincent released a biologically-engineered plague on an unsuspecting planet, killing millions of children. Their will to fight broken, the two confederations settled into a wary peace, then, as friction built between them once more, a tense Cold War. This was the era of the Judas Syndrome, with power brokers and spies across the planet trading information and manipulating entire nations for their own gain. Another Interpolar war seemed imminent. All this changed in TN 1913, when Earth again made contact with her daughter colony.

Earth's ambassadors to Terra Nova were the Colonial Expeditionary Force (CEF), a high-tech army bent on bringing the independent colonies under Earth's thumb. Faced with an army of more than 400,000 highly-trained men and vat-grown supersoldiers called GRELs (Genetically Recombined Experimental Legionnaires) equipped with technology the likes of which the Terra Novan colonists had never seen, the polar confederations were forced to work together. The spies and power brokers that had been ready to sell their

nations into war abruptly changed course and brought them into a hasty alliance against their common foe. The CEF, expecting an easy conquest of a fractured and crumbling colony, found instead a strong planet on the brink of war. This invasion created a united force determined to protect its independence at any cost. Even so, the CEF assault drove deep into the heartlands of both polar confederations.

The grinding war between the colonial defenders and the CEF invaders suddenly shifted in TN 1916, when the Northern and Southern armies worked together in the Battle of Baja to achieve their first decisive victory against the invaders. This was also the incentive needed for Paxton Arms, a massive weapons manufacturer based in the Badlands city of Peace River, to officially enter the war on the side of the Alliance. They had originally declared their neutrality, but had in reality been sneaking arms and supplies to various militias and freedom fighters, who came together to fight as the Peace River Army. Paxton's intervention provided the exhausted Alliance with fresh troops and a plentiful source of supplies. In TN 1917, faced with a hopeless war on three fronts, the CEF retreated, abandoning over a hundred thousand troops – mostly GRELs – on the planet's surface.

At first it seemed that the peace might last. But as cycles passed without another CEF invasion, tensions again built up between the CNCS and the AST. Alliances have frayed, old grudges are not easily forgotten and all hell is about to break loose.

The Planet of Terra Nova

Terra Nova is much warmer than Earth. Open bodies of water are virtually unheard-of and are limited to a few lakes and small seas near the poles. Most of the planet's water is found in the vast series of underground tunnels called the MacAllen Network and sites where these tunnels are near the surface are of great value. The northern hemisphere is mountainous and temperate, while the south is covered by tropical jungles and swamps. In-between is the inhospitable but resource-rich Badlands desert, used as a battlefield and source of mineral wealth by the polar confederations.

The North

The northern hemisphere is united under the CNCS, a relatively equal partnership between three nations: the Northern Lights Confederacy (NLC), the United Mercantile Federation (UMF) and the Western Frontier Protectorate (WFP). There are occasional border disputes and squabbles between these leagues, but they generally cooperate, bound by a mutual fear of the expansionist South and common cultural bonds. Most Northerners are members of the Revisionist Church, a faith born on Terra Nova during the long Reconstruction after Earth abandoned the colony. Both sentiments are running high in TN 1935 thanks to the assassination of a prominent Revisionist leader and a Southern military build-up.

The CNCS military is the Northern Guard (NG), a professional all-volunteer force made up of soldiers drawn from the regular militaries of the three member-leagues. Each League maintains its own independent army. The Norlight Armed Forces are by far the largest and are extremely zealous, the UMF Army is the best-equipped thanks to the massive manufacturing might of the Mercantile city-states, while the WFP Army is neither large nor well-equipped, but very well-trained, with considerable field experience.

The South

The southern hemisphere is ruled by the Allied Southern Territories (AST), a puppet alliance used by the powerful Southern Republic (SR) to rule their client-states. The Mekong Dominion (MD), Eastern Sun Emirates (ESE) and Humanist Alliance (HA) were conquered in fact if not in name by the SR long ago. The

leaders of these nations have more to gain by working with the Republic than against it, but the ordinary people are less happy, as they have no common ties of culture or economics to their oppressors and often must be kept in line by force. Recent cycles have seen an upswing in rebellions, requiring an increase in the size of the Southern armed forces to re-pacify their cities. The North has been fanning the flames of rebellion and many Southerners are crying for war to punish them for their meddling.

The common defense of the AST is handled by the MILICIA, composed primarily of conscripts drawn from throughout the South and those the League forces no longer want, including criminals. The real might of the South is the merciless Southern Republican Army (SRA). The other leagues are allowed to maintain their own armies, but with strict limits on their sizes, deployment and equipment. The Mekong Peacekeepers (MP) are superbly trained and focused on operations in dense urban and jungle areas, the ESE has no army of its own with each Emir maintaining his or her own retinue, and the Humanist Alliance Protection Force (HAPF) are a small but fanatical force with high-tech weapons, sometimes reverse-engineered from CEF designs.

The Badlands

No single political entity has yet managed to dominate the Badlands. Most of the vast deserts are unoccupied or home only to small groups of homesteaders trying to eke out a life from the land or rovers seeking to steal. The rich mineral resources found throughout the Badlands are coveted by the polar confederations to feed their domestic economies. The confederations also seek to claim strategic land and the sealed Oasis Tower cities for forward bases.

The most significant power in the Badlands is Peace River, home of Paxton Arms. While Paxton Arms sells weapons to both polar confederations, they've also placed the lands around Peace River under their protection. The Peace River Defence Force (PRDF), equipped with the best weapons Paxton Arms can manufacture, patrols this stretch of desert, protecting the residents against both rovers and polar aggressors. The PRDF is well-trained but overstretched and some are beginning to wonder if Paxton Arms has not bitten off more than it can chew.

Another up-and-coming Badlands power is NuCoal, a coalition of small, independent city-states. This would be unremarkable but for the presence of Port Arthur, founded by the abandoned CEF troops. The might of the Arthurian Korps forces the polar confederations to respect NuCoal.

Assorted other minor city-states dot the Badlands. Most are typical frontier towns, of interest only to lowlifes, drifters and those that live nearby. The exception is the "city of trash", Khayr ad-Din. The site of a vast junkyard, Khayr ad-Din has long been home to the most successful underground Gear dueling league on the planet. Recently, a Northern expatriate Gear Trainer named Katryne Sanz has been organizing the duelists into a makeshift army.

Weapons of War

The face of war on Terra Nova was changed forever by the invention of the Heavy Gear. Combat walkers had been used in the past, as far back as the early third millennium, but they were either clumsy, vulnerable all-terrain tanks or relegated to engineering duties. The one exception was the terrifying Paladin walking tanks used by the genetically-engineered Prime Knights, but their technology has never been duplicated. The Heavy Gear (called a Gear for short), developed from the construction walkers used in the colonial era, placed the combat walker in a totally new role.

The Gear is a compromise between an infantryman's flexibility and an armored vehicle's resilience and firepower. They have excellent all-terrain mobility and can operate (albeit in different roles) in warfare in open, mountainous, forested or urban terrain. Each is effectively a one-man Infantry Fighting Vehicle, which protects the pilot and allows him to carry far more payload and move far faster than an ordinary trooper. Their design makes Gears extraordinarily flexible – they can swap handheld weapons on the battlefield and completely change their load-out in a matter of hours. Mass-produced Gears are cheap enough to form a major part of the modern Terra Nova army.

Gears were instrumental in defeating the CEF invasion, but military tacticians are quick to point out that Gears still depend heavily on support from infantry, heavy armor, artillery and aircraft.

Gears

Gears are used by armies on Terra Nova as all-purpose support vehicles and high-mobility combat units. Each is controlled by a single pilot located in the torso, with the pilot's head extending into the Gear's head. Gear cockpits are always cramped, with little spare space. A pair of joysticks, each sporting several thumb switches and finger-activated triggers, as well as two foot pedals are used for control. The pilot receives information about the outside world by way of a sophisticated VR helmet. With this helmet, the trooper can see as if the cockpit were open to the outside, with relevant readouts superimposed over the landscape.

In order to operate well in multiple terrain types, Gears are usually equipped with two movement systems. The primary is the standard bipedal walker movement system, used for rough terrain or precise maneuvering. The Secondary Movement System (SMS) is most often a conventional powered wheel or tread system, which allows the Gear to move like a high-tech rollerskater. It cannot handle rough terrain well, but provides considerably more speed.

The marvel of technology that makes the Gear work is the sophisticated neural network CPU located under the pilot's seat. This CPU takes the pilot's input and translates it to actual movement. Each must be trained painstakingly and individually and is almost as valuable as the human pilot. All pilots are trained to remove the CPU and take it with them when evacuating the Gear, if at all possible. Gear CPUs are not sentient, but many pilots treat them like they are. Particularly experienced CPUs are about the equal of a smart dog. Thanks to these CPUs, Gears are capable of near-human motion and can perform very complicated maneuvers.

Striders

Strider is the term used on Terra Nova to refer to the wide variety of non-humanoid walker vehicles used by both militaries and civilians. Striders come in a wide variety of body types and most are heavy fire-support units, halfway between a Gear and a tank. If properly supported, they can be very effective. They generally have two crewmen, a pilot and a gunner, though exact roles vary widely. Like Gears, Striders take advantage of advanced neural network CPUs to control the vehicle's movement, though their activities are generally much more limited.

Tanks and Hovertank

The punch of an army on Terra Nova, as it has been for centuries, is the heavy armored tank units. Tough, powerful and fast, tanks fill the same roles the same ways they always have. Their weapon load-out has changed little and most tanks are built around a single heavy cannon, with smaller weapons, often battlefield lasers, for support. They work best in open terrain, where they can take advantage of their speed and range. In tight spaces, their lack of maneuverability and all-terrain ability makes them vulnerable to assaults by more mobile units.

The CEF's Hovertanks are a drastic departure from the usual tank design. Using powerful turbofans and vectored-thrust nozzles, they are fast and maneuverable. While lightly-armored compared to conventional tanks, they carry powerful, advanced weapons. The signature weapon of the HT-68, the core of the CEF forces, was a heavy particle cannon that has not yet been duplicated by Terra Novan engineers.

Landships

Terra Nova's equivalent of a wet navy are the titanic landships. Using the planet's peculiar magnetic properties, these massive vessels can cruise above the ground. They are hideously expensive and each League can only afford to field a handful. Each transports a sizeable detachment of troops and carries considerable firepower. Each generally operates independently, forming up into task forces only for major campaigns.

Aircraft

The role of aircraft on the battlefields of Terra Nova has changed drastically. Powerful lasers provide accurate, long-range anti-aircraft fire, severely curtailing the long-range assaults aircraft once made possible. To make matters worse, Terra Nova's unpredictable weather and fierce storms make long-range aircraft flight unfeasible. Because of this, aircraft are generally limited to short-range close support for ground forces. In addition to traditional aircraft and helicopters, the armies of Terra Nova make use of "Hoppers", short-ranged VTOLs optimized for ground attack.

BASIC RULES

The Heavy Gear Blitz Combat game is played using miniatures representing battle tanks, Striders, infantry and Gears — 4m tall humanoid combat machines. The game is played on a table decorated with terrain pieces to simulate the battlefield.

Units and Combat Groups

A Unit is a single Vehicle or single Infantry Squad, normally represented on the table by a single miniature. Infantry are one exception; they are normally represented by three bases with three infantrymen on each base. To better represent military organization, Units are grouped in Combat Groups of 1 to 6 Units that work as a team. Combat Groups need not maintain any form of Unit coherency, but using them in concert with each other will allow for combined efforts and ease of communications. The Field Guides will nominate a Combat Group Leader for each Combat Group. This becomes important if using the optional Morale rules and in the event your Army Commander is killed.

Time Frame

Each Combat Round represents approximately 5 seconds of real-life events.

Game Scale and Measurement

The scale of the miniatures is 1/144, close to "N" scale. One inch equals 12 feet or 3.6 meters. All distance values in the game (Movement, Ranges, Areas) are in inches. Measurements are taken to and from the front of the of a miniature's base. In the case of Units with multiple bases, measure from the frontmost base. For Units without bases, designate a standard point to measure from on the front of the miniature. You are allowed to measure anything at any time during the game.

Tabletop Features

The game is best played on a table or other flat surface of around 3 feet by 6 feet. All tabletop features, such as hills, forests and buildings, are in scale with the miniatures. Taking advantage of the terrain is an essential part of the game, as different terrain types will give you cover or slow you down. Terrain and its effects are fully explained later.

Dice and Dice Rolling

The Heavy Gear Blitz system uses ordinary six-sided dice to add a random element to the game. The common abbreviation for this is 1D6 for a single die, 2D6 for two dice, 3D6 for three dice and so on.

When two or more dice are rolled together, only the highest result on any one die is used. If more than one "6" is rolled, each extra "6" adds one (1) to the result. If every die turns up "1", the die roll is a Fumble and counts as an overall result of zero. Unless specifically mentioned otherwise, all rolls work in this way.

Modifiers from various effects will affect the total of a roll. If a negative modifier lowers the total below zero, the final result is always zero and cannot go any lower. No modifiers can modify a Fumble result.

Example 1: *Player A rolls two dice. The dice read 3 and 5. The total of the dice roll is 5 (the highest individual die result).*

Example 2: *Player B rolls five dice. The dice read 1, 6, 4, 6 and 6. The total of this roll is 8 (the highest roll +2 for the extra sixes).*

Example 3: *Player C rolls three dice. The dice read 1, 1 and 1. He has Fumbled the dice roll. The total is considered to be 0.*

Example 4: *Player Y rolls two dice and has a +2 modifier. The dice read 1 and 5. The total of the die roll is 7 (highest roll +2).*

BASIC RULES

Rating, Skills and Skill Tests

Units have two primary skills – Attack and Defense – as well as two secondary skills – Electronic Warfare and Leadership. The ratings for these are detailed in each squad's listing in the Field Guides.

Skill Level represents the number of dice to be rolled for the test, as defined below:

THE ATTACK (ATT) SKILL IS USED TO PERFORM SHOOTING AND MELEE ATTACKS.

THE DEFENSE (DEF) SKILL IS MAINLY USED TO AVOID ATTACKS, BUT MAY ALSO BE USED TO PERFORM DIFFICULT PILOTING MANEUVERS.

THE ELECTRONIC WARFARE (EW) SKILL IS NEEDED TO USE SYSTEMS SUCH AS COMMUNICATIONS, SENSORS OR ECM.

THE LEADERSHIP (LD) SKILL IS USED TO DETERMINE INITIATIVE EACH COMBAT ROUND AND DURING THE SET-UP PHASE. IN ADDITION, IT IS USED TO DETERMINE MORALE EFFECTS WHEN USING THE OPTIONAL MORALE RULES.

Exception: *Unskilled. In some cases, a Unit may have a skill Rating of 0 (Unskilled). In this case, the Unit may still attempt tasks that require that skill. Roll two dice, but pick the lowest instead of the highest before adding modifiers. If either die comes up a "1," the roll is a Fumble.*

Thresholds and Opposed Tests

When you are required to take a skill test, simply roll the dice, pick the highest as normal, add any applicable modifiers and record the result. The result is then compared to either another skill roll (opposed test) or a Threshold. In all cases the opposed skill or Threshold will be listed, although some things may modify either.

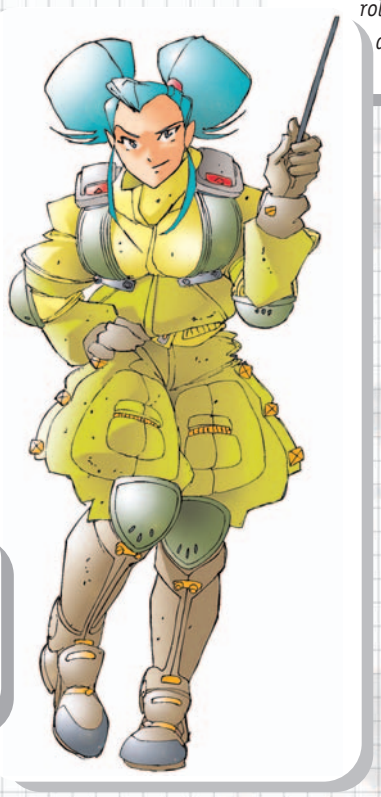
Margin of Success / Margin of Failure

The difference between the result of a skill test and a Threshold or an opponent's result is called a Margin of Success (MoS) if the result is a positive number and a Margin of Failure (MoF) if the result is zero or a negative number. These margins are used to calculate damage and game effects. Any MoS is considered a success, while a MoF of 0 or more is a failure.

Example 1: *Joe Gear shoots at some faceless goon. Joe's roll is 6 and his opponent's is 4; Joe has a Margin of Success of 2 and hits the goon.*

Example 2: *The Goon tries to get Joe back. He rolls 5 and Joe Gear also rolls 5. The goon's Margin of Failure is 0 and his attack misses.*

Example 3: *Miranda is trying to detect an enemy Unit with her Spitting Cobra's sensors. The enemy detection Threshold is 7. Miranda rolls a 5: a MoF of 2. She's clueless and slightly enraged.*

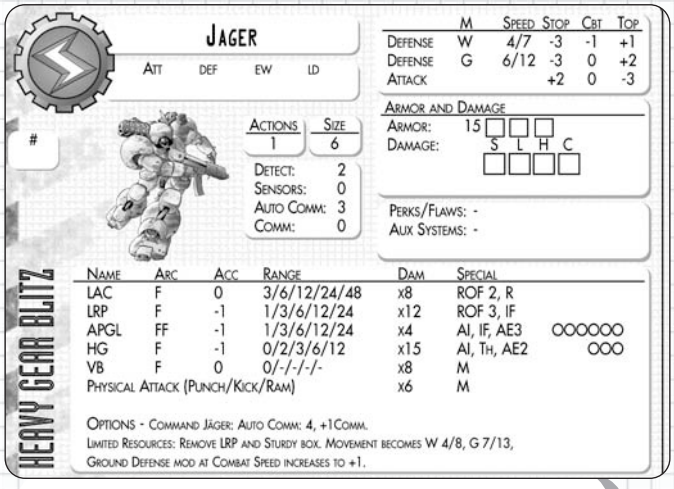


A Note on Rounding:

Unless otherwise specified, rounding is done normally (0.5 and higher rounds up, anything lower rounds down).

DATACARDS

Each Unit has a Blitz Datacard, displaying all Unit statistics you'll need during the game, such as armor, weapons and speed, as well as all Unit-specific modifiers. Datacards for most Units can be downloaded for free from our website at www.DP9.com. Datacards are best used in plastic card protectors or in binder sheets designed for cards. This way you can use water-soluble markers on the plastic to indicate damage and effects without damaging the cards.



NAME AND IDENTIFICATION: You can note the Unit's number in the box under the Faction Logo.

SKILLS: These specify how good the Unit's crew is at different tasks. The four skills are Attack (Att), Defense (Def), Electronic Warfare (EW) and Leadership (Ld).

ACTIONS, SIZE AND ELECTRONICS: The number of Actions a Unit can take in a round. Actions include things like shooting enemies and activating ECM. The Unit's size is simply how large or heavy it is. The Detection rating is its ability to passively detect other Units. Sensors is the modifier used when the pilot actively uses his Unit's Sensors to try and find an enemy. Auto Comm specifies how good the Unit's communications system is on its own. Comm is the modifier to an Active Comm roll, used to attempt to punch through jamming.

MODIFIERS: Units have different modifiers for different actions depending on their Speed. Each of the three columns corresponds to one Speed - Stationary, Combat Speed or Top Speed. Each row corresponds to a type of action. The "Attack" row lists the modifiers used when the Unit attempts to shoot at something. The "Defense" row lists the modifiers used when the Unit is being shot at. It also gives the Unit's Movement Type (walker, ground, hover, etc) and the maximum number of MPs it can spend at Combat Speed and Top Speed.

Some Units, like Gears, have multiple movement types. In these cases, the Unit will have one Defense line per movement type, but will still only have a single Attack line. The modifiers from the appropriate Defense line for the movement type the Unit is currently using apply to all Defense rolls.

ARMOR: The Unit's Armor rating specifies how well it resists damage.

DAMAGE: When a Unit does take damage, one or more of these damage boxes are crossed off. There are several levels of damage: Light (L), Heavy (H) and Critical (C), each with increasing levels of penalties. Hard-to-damage or reliable Units may also have Sturdy (S) boxes, which can absorb damage without adverse effects. Some especially fragile Units may lack a Critical box.

DAMAGE PERKS AND FLAWS: Any Perks and Flaws that modify how a Unit takes damage are listed here. These can improve or worsen its armor or prevent certain damage effects.

WEAPONS: Most Units will have one or more weapons. This listing gives the stats for each. Arc specifies the direction the weapon fires in. Acc is the Accuracy, a modifier for an attack roll with that weapon. DM is the weapon's Damage or Damage Multiplier (DM). Special lists any Special traits that modify the weapon's operation - Guided or Indirect Fire, for example or extra ammo. PB/S/M/L/EX are the weapon's "range bands".

RANGE BANDS: Every weapon has five range bands: Point-Blank (PB), Short (S), Medium (M), Long (L) and Extreme (EX). Each range band starts from just after the end of the previous range band and runs out to the listed value. Units in a more distant range band are harder to hit.

PERKS/FLAWS: Miscellaneous abilities or limitations of the Unit. Being Airdroppable or having a Large Sensor Profile are examples of Perks or Flaws.

AUX SYSTEMS: Special purpose Units typically have a variety of non-weapon systems. These are listed under Aux Systems. Typical Aux Systems include Electronic Countermeasures (ECM), Smoke Launchers and Target Designators (TD).

BLITZ DICE

Blitz Dice

To aid in keeping track of Speed and Damage, you may wish to use a Blitz Die and counters for each unit. Please note that

these are totally optional but provide visual cues to assist with even faster game play.

The Die is placed in contact with the rear of the miniature's base in either Locked or Unlocked position (see below). All Units start with their Blitz Die in the Unlocked position (arrow pointing towards the miniature). After a Unit's activation, its Blitz Die is placed in Locked position (arrow pointing any other direction). A Locked Unit may not act again until the next Combat Round. At the end of the Miscellaneous Phase, all Blitz Dice are placed in the Unlocked position (arrow pointing toward the miniature).

The Die indicates the Speed and movement mode of the Unit: Stationnary (Stop Sign), Primary Combat Speed (Single Arrow), Primary Top Speed (Single Arrow with a ' T'), Secondary Combat Speed (Double Arrow), Secondary Top Speed (Double Arrow with a 'T') and Hull-Down (Shield). Each change of Speed or movement mode is immediately marked with this die.

If the Unit suffers damage, the appropriate marker is placed on the miniature's base or next to the miniature. There are three damage markers: Light (yellow), Heavy (orange) and Critical (red).

STATIONARY

PRIMARY MOVEMENT; COMBAT SPEED

PRIMARY MOVEMENT; TOP SPEED

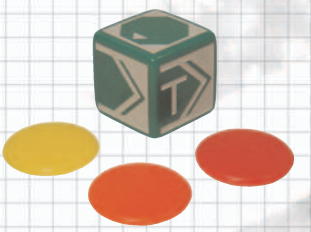
SECONDARY MOVEMENT; COMBAT SPEED

SECONDARY MOVEMENT; TOP SPEED

HULL DOWN

Game Markers

We have included a counter sheet at the end of the book that will allow you to keep track of everything during the game. These can be used on their own or in conjunction with the Blitz Die. If you do not use the Blitz Die, you can mark a Locked Unit by turning its Datacard 90 degrees to the right or any other easily identifiable method as long as your opponent is aware of the method used. Special Actions and certain game effects are also marked with counters.



Blitz Dice (DP9-998)

THE GAME

Every time you play Heavy Gear Blitz there will be a scenario with a set of victory conditions for each player. These can range from a simple "destroy as many opposing units as possible" to more complex scenarios like "seize the high ground." Although destroying enemy units may not be the primary focus of a scenario, it generally helps you achieve objectives and is lots of fun! The game will last until a set condition is met, be it a time limit, a certain number of rounds or your opponent being wiped out. Both players add up Victory Points at the end of the game as detailed in the scenario. The player with the most Victory Points is the winner.

Pre-Battle Phase

Each player must prepare an army before the battle starts, using the Field guides (see Field Guides, p46). Then the table must be set up and terrain effects agreed on. Make sure to allocate dimensions and types to buildings (see Buildings, p28) and decide which, if any, of the Advanced Rules you wish to use. Both players must agree for an Advanced Rule to be used.

Commanders

An overall Commanding Unit must be chosen for your Army as listed in the Field Guides. If your Commander is removed from the game, the Unit with the next highest Leadership takes over and you will lose Command Points. If this new Commander is also removed, repeat the process. If multiple Units have the same Leadership, the player may choose the Commander. See Command Points on page 25 for more information on their effects.

Set-up Phase

Players start by rolling their set-up initiative using the Commander's Leadership skill. Re-roll ties. In tournament or scenario games, setup options will be explained in the scenario.

In pickup games, setup and deployment is dictated by the Scenario Generator (see p.66). If you wish to play a straight battle, both sides get the Assault mission with the Skirmish Line deployment. The player who won Initiative may choose to deploy first or second.

The Combat Round

In a game of Heavy Gear Blitz, the battle is broken down into "parcels" of time called Combat Rounds. A Round is divided into three steps.

Step One: Initiative

Initiative determines which side has the advantage during the present Combat Round. Both commanders make an opposed Leadership test. The highest result wins. Draws are re-rolled. The winner chooses which player will activate a Combat Group first.

Step Two: Activation

The side whose turn it is chooses a Combat Group to activate. Each of the Group's Units is activated in turn. An active Unit must move based on its current declared Speed and may resolve any Action(s) they have at any point along their movement. Before moving a Unit, the player must announce if the Unit is changing Speed or Movement mode (if applicable, see Multiple Movement modes on p 16 for more information).

Once activated, the Unit may not act again until the next Combat Round. A Unit that has finished its activation is said to be Locked. The exceptions to this are the Stand-By action and Command Point-granted actions, which are fully explained further on. After a Unit has moved and acted (or forfeited its chances to do so), note its current Speed, and movement mode.

Once every Unit in the Combat Group is Locked, the opposing player activates one of their Combat Groups. If one player no longer has any Combat Groups to use, the opponent activates their remaining groups one by one until they have all been activated.

Step Three: Miscellaneous Events

Once all Units on the table are Locked, Step 3 begins. During this phase, any unusual events are resolved, such as off-table attacks and incendiary effects. All action tokens are removed and all Units are unlocked, meaning all actions will be "refreshed" for the beginning of next round. Morale tokens remain unless otherwise specified.

Actions

Each time it is activated, a Unit can perform a number of actions equal to its Actions Rating, reflecting the number of crew and the quality of onboard systems. These actions are used to perform tasks on the battlefield. Not everything requires an Action, but many things are tied to them. They may then be used for Snap Fire at any point in the round until the Unit is activated. Once a Unit is activation, any Actions that were not used or turned into Stand-By Actions are lost when the Unit becomes Locked. Additional Actions or Re-rolls may be granted by the use of Command Points (see page 25) and are resolved when the CP is spent.

Each Action can come with one or more "free rolls". These rolls do not consume an Action, but must accompany one. Examples include attempting to punch through ECM or ECCM with an Active Comms roll, getting a sensor lock with an Active Detection roll and similar.

The following tasks require an Action:

- Attacking an enemy unit
- Using Active ECM or ECCM.
- Acting as a forward observer.
- Using a Target Designator
- Calling in reserves, artillery barrages or air strikes.

The following tasks do not require an action:

- Moving. A unit moves only when it is activated.
- Transferring a Command Point. A commander can do this at any time.
- Turning automated ECM or ECCM on or off.

Special Actions

Some Actions alter the way a Unit behaves in a Combat Round or change the order in which they may act. They all have unique effects and are described below.

Evasive Maneuvers

Evasive Maneuvers are declared before you roll Defense and take an action to perform. The Unit taking Evasive Maneuvers gains +1 to this Defense roll, but -1 to all non-Defense rolls until the end of the round. Units with multiple actions may do this more than once, but the penalties to other rolls are cumulative. Since the Evasive Maneuvers affect only a single Defense Roll, modifiers to Defense are not cumulative, you only gain +1. Note that as this uses an action, Units with a single action will need a Command Point to perform other actions.

Hull-Down

Hull-Down refers to a battlefield position where only the Unit's weapons and other necessary systems are exposed to enemy fire, the hull itself being protected by a natural or man-made obstacle. Going Hull-Down helps a Unit to defend itself when it is immobile or slow moving and represents an effort to make the best of the available cover. Infantry can only go Hull-Down inside buildings, destroyed vehicles, or terrain features designated as foxhole/trenches (count as rough terrain), because only then do they get optimal protection.

To go Hull-Down, a Unit must move into contact with a terrain element or be inside Soft or Heavy Cover and then spend an Action. You may not go Hull-Down while traveling at Top Speed and the effects of Hull-Down are only applied to attacks coming from the arc in which the cover lies. A Hull-Down position must be indicated on the unit's Blitz Die and/ or by Hull Down counters.

A Unit that goes Hull-Down gains certain bonuses based on the terrain it is in contact with or lying down in (take the best if two or more options are available): Soft or Heavy Cover grants one Hull-Down counter, while Hard Cover confers two Hull-Down counters. The terrain must hide at least half of the miniature to allow it to go Hull-Down. In the following activation

phase, the Unit has to remain Stationary (see Movement, below) or the bonus is lost and the Unit will have to spend another action to go Hull-Down again.

Hull-Down counters work like Sturdy Boxes (see Sturdy Units, p. 27) while the unit is Hull-Down. Unlike Sturdy Boxes, they may prevent a Unit from being Overkilled. One Hull-down counter will turn an Overkill into a Critical, two will turn an Overkill into a Heavy. Hull-Down counters are always used first, so an Overkill after the Hull-Down Counters are used up will still kill a Unit, regardless of any Sturdy Boxes it may have. Units which are Hull-Down may forgo their 1" of movement for being "Stationary" and instead "refresh" one Hull-Down counter on their activation without spending an action to go Hull-Down again. This represents them adjusting to the newly altered landscape or otherwise shoring up their position.

Stand-by Mode

A unit that goes on Stand-by is waiting for firing co-ordinates. It may "stand-by" any or all of its actions, allowing it to attack even after its activation if it receives co-ordinates from a Forward Observer or a "tag" from a Target Designator. Place the appropriate number of Stand-by markers near the model as a reminder. Stand-by Actions must be used before the Miscellaneous Phase or they will be lost. Units on Stand-by may not take any action other than to attack Indirectly after receiving co-ordinates or a "tag" from a Target Designator (See Target Designators, p.33).

If the player so chooses, the Unit may Snap Fire, but the Unit will forfeit all remaining Stand-by actions and will suffer a -1 modifier to the Attack in addition to any normal modifiers.

Snap Fire!

This Action may be taken at any time during the Combat Round. When a Unit is activated, any opposing Unit that has remaining actions (generally Units that have not been activated yet) with a valid LOS may use one (or more) of their actions to attack the active Unit at any point during the active Unit's movement. Defense is rolled as normal against the Snap Fire. The active Unit may be attacked multiple times, but it must move at least 1" between each attack. Mark that the firing Unit has spent an action after the Snap Fire attempt. If Snap Fire is declared at the same movement spot as the active player declares an action or event (for example, shooting in the middle of movement at the same point your opponent declares a Snap Fire), the active player's action goes first.

In addition, Multiple Attacker penalties do not apply to Snap Fire. Note that Snap Fire only allows attacks with weapons on targets detectable without Active Detection. It does not allow Forward Observation, Target Designation, or any other form of action.

Movement

A Unit's movement Speed is expressed in Movement Points (MP). One MP provides 1" of movement in clear terrain. A Unit may be slowed down by or prevented from entering some areas by especially difficult terrain, depending on movement mode. The movement mode and Speed of a Unit will affect its ability to turn and Maneuver. It also affects the Unit's ability to Attack and Defend.

Units have three Speeds: Stationary, Combat and Top Speed. The Speed determines the number of MP it can spend per Round. Speed changes are announced before the Unit begins movement. Speed may be increased or decreased by one (and only one) stage per Combat Round. As soon as the change occurs, the Unit uses the new Speed's Movement Points and Defense modifiers and indicates it on the datacard or with a suitable counter. A Unit need not move it's Maximum MPs for the speed, but must move it's minimum as noted in the speed descriptions..

Stationary: A Unit minimizing its movement is considered Stationary. The Unit may move up to 1" or turn up to 180 degrees. Being Stationary maximizes stability and greatly improves the chances of attacking successfully, but makes the Unit an easy target.

MOVEMENT

COMBAT SPEED: A Unit moving at Combat Speed balances Speed and stability. Most combat takes place at this Speed, hence the name. Units at combat Speed must spend at least 1 MP.

TOP SPEED: Traveling at Top Speed greatly reduces firing accuracy, but a makes the Unit harder to hit. Traveling at this Speed makes maneuvering hazardous; units risk crashing when turning too quickly. Units at Top Speed must spend more MPs than the maximum Combat Speed for their current movement mode.

REVERSE MOVEMENT: Units are allowed to move backward up to their Combat Speed. Reverse movement is only possible if the Unit was Stationary at the start of its reversed movement (i.e.: you must first stop to go in reverse). Switching from reverse to Combat Speed also requires the unit to stop (go Stationary) in-between. The exception is Walkers at Combat Speed who may move in any direction.

MOVEMENT MODES

There are four movement modes: Walker (Gears, Striders and Infantry), Ground (Gear SMS, APCs and Tanks), Hover (Hovertanks) and Hopper (Helicopters, Flying Drones). Each movement mode affects the way a Unit negotiates terrain and its ability to turn.

WALKER MODE (W): Walker are common on Terra Nova. Whatever the actual numbers of legs they have, walkers are highly mobile compared to other Unit types. Walkers are able to move in any direction, even sideways or backwards and may turn as they wish as long as they are traveling at Combat Speed or less. These advantages are lost if they accelerate to Top Speed or change movement modes. At Top Speed, a Walker gets a free 60-degree turn for each inch of forward movement and may not go backwards. Any turn beyond that costs 1 MP and requires a High-Speed Maneuver test.

GROUND MODE (G): Ground movement represents wheeled and tracked vehicles. Ground Units may only move forward, and receive a free 60-degree turn for every inch moved forward at Combat Speed or may spend 1 MP to turn in any direction they choose. When at Top Speed, the ground Unit must move two inches forward to perform a free a 60-degree turn. Sharper or more frequent turns cost 1 MP and require a High-Speed Maneuver test.

HOVER MODE (H): Hover Units can move easily over virtually any terrain, including water. However, they are bound by inertia and, without direct contact with the ground, lack the traction needed to make sharp turns. Hover Units may only move forward, and must move two inches forward for a free 60-degree turn at Combat Speed. When at Top Speed, a Hover Unit must move four inches forward for a free 60-degree turn. Hover Units wishing to turn faster than this must spend 1 MP for every 60 degrees beyond their allowance and make a High-Speed Maneuver test if at Top Speed. This means a Hover Unit at Top Speed would spend 1 MP to attempt a 60 degree turn after only 2 two inches or to attempt a 120 degree turn after 4 inches (the first 60 degrees are free).

HOPPER MODE (R): Normal aircraft rarely take a direct part in ground combat, even though their support is invaluable. Vertical/Short Take-Off and Landing Units (V/STOLs), commonly referred to as Hoppers on Terra Nova, are much more suited to battlefield support. They move exactly like Hover Units, but can also gain or lose altitude. It costs 1 MP to go up or down 1". The Unit's altitude can be marked on a piece of paper near its base or on its Datacard. As long as the Unit' altitude is higher than a terrain piece, they may move over it as if it were clear terrain. All attacks made by the Unit or against it add the current altitude to the range. Hoppers are obviously never affected by Elevation changes, except in case of a collision.

HIGH-SPEED MANEUVERS

When a Unit tries to turn too quickly at Top Speed, it must make a Defense Skill test against a Threshold of 2 plus the terrain MP cost. Only one test is made per turn regardless of how many degrees were traversed. If the test is tied or failed, the Unit keeps on going in a straight line for 1D6" and does not turn. The Unit then stops, even if it has MPs remaining. If anything lies in the path of the Unit, a collision occurs (see the ramming section, p.21 for details). If the test is Fumbled, the Unit crashes, taking Light Damage and halting its movement immediately, without the additional skid movement. Units using Hopper movement will lose altitude equal to the MoF of the test rather than skid. If they touch the ground or water (Altitude 0) they count as falling (see the Elevations and Ramming sections), using the MoF to determine Damage as normal. This also applies to unfortunate Units that have skidded off a cliff.

MOVEMENT

Multiple Movement Modes

Units with multiple movement types can change modes during combat. A Unit can only change modes while Stationary or at Combat Speed. Changes between modes must be announced before the Unit moves and can only be done once per Combat Round. This means that a Unit cannot switch Speed and Movement Mode in the same round. If, for example, you wished to switch from a Ground movement of 6 to a Walker movement of 4, you could spend a maximum of 4 MP using the Walker MP costs.

Terrain Type and MP cost

Each terrain type has a different MP cost representing how hard it is to cross. If the cost is "n/a", Units using that movement mode simply cannot travel through that area. Note that hoppers can fly over terrain if their altitude level is greater than the height of the terrain in inches.

TERRAIN TYPE	W	G	H /R
CLEAR	1	1	1
ROUGH	1	2	1
SAND	2	2	1
WOODLAND	2	4	N/A
JUNGLE	3	N/A	N/A
SWAMP	3	4	1
WATER*	N/A	N/A	1
BUILDINGS	2#	N/A	N/A
WHITE SAND**	2	2	1
WHITE SAND ROUGH**	1	2	1
WHITE SAND DEPOSIT**	2	2	1
SNOW	2	2	1
DEEP SNOW	3	4	1
ICE	2	3	1
TAR SANDS	3	4	1

*ONLY UNITS WITH THE "AMPHIBIOUS" PERK CAN ENTER WATER TERRAIN, THEY TREAT IT LIKE ROUGH TERRAIN. OTHER UNITS WILL FLOOD AUTOMATICALLY AND BE PUT OUT OF ACTION. AN AMPHIBIOUS UNIT MAY NOT ENTER OR LEAVE WATER TERRAIN WHILE TRAVELING AT TOP SPEED. HOVER UNITS CAN TRAVEL OVER WATER, BUT IF THEY CRASH DUE TO A FUMBLED HIGH-SPEED MANEUVER TEST, THEY SINK AND ARE CONSIDERED DESTROYED.

**SEE THE SCENARIOS SECTION (P.66) FOR SPECIAL RULES REGARDING THESE TERRAIN TYPES.

#BUILDINGS ARE CONSIDERED IMPASSABLE TO ALL UNITS EXCEPT INFANTRY.

Elevation Changes

Because miniatures have a hard time standing on slopes, hills are normally abstracted by 1" vertical increments called Elevation Levels. An elevation Level does not represent a cliff, unless it is 2 or more Levels high, in which case it becomes impassable without appropriate gear. When moving over Elevation changes, an extra MP cost must be paid to go up or down in addition to the normal terrain MP cost, as described below:

TERRAIN TYPE	W	G	H
UP 1 LEVEL	ADD 2	ADD 2	ADD 3
DOWN 1 LEVEL	ADD 1	FREE	FREE

If your terrain is not "terraced," each inch of vertical movement on slopes of more than 30 degrees counts as changing an elevation level. Cliffs are represented by sheer drops of 2 or more levels (since 1 inch cliffs can be easily climbed by nearly anything in scale). You may find it worthwhile to put some sort of indicator on the Elevation levels in this case.

It is possible for a Unit to fall off of a cliff due to missing a High-Speed Maneuver test or even willingly decide to jump or run off a cliff. Jumping or Falling is resolved as a High-Speed Maneuver test at the edge of the cliff with an additional +2 to the Threshold for each Level Fallen or Jumped down. Failure means you take Damage as if Ramming, using the MoF to determine effects (See Ramming, p.21). Infantry Units are assumed to have rappelling gear and may descend cliffs but not climb them. Infantry are not allowed to jump due to the distances involved generally being rather fatal.

Units with Climbing Gear or Manipulator Arms may climb buildings or cliffs at a rate of 2 MP per Level. Units with both Climbing Gear and Manipulator Arms reduce this to 1 MP per Level. The Unit may not shoot or take other actions while climbing and counts as Stationary if shot at. If the Unit is damaged, it will fall, taking damage as normal. Units may climb especially tall terrain by spending multiple turns climbing. Mark the distance climbed on a piece of paper next to the figure.

Roads

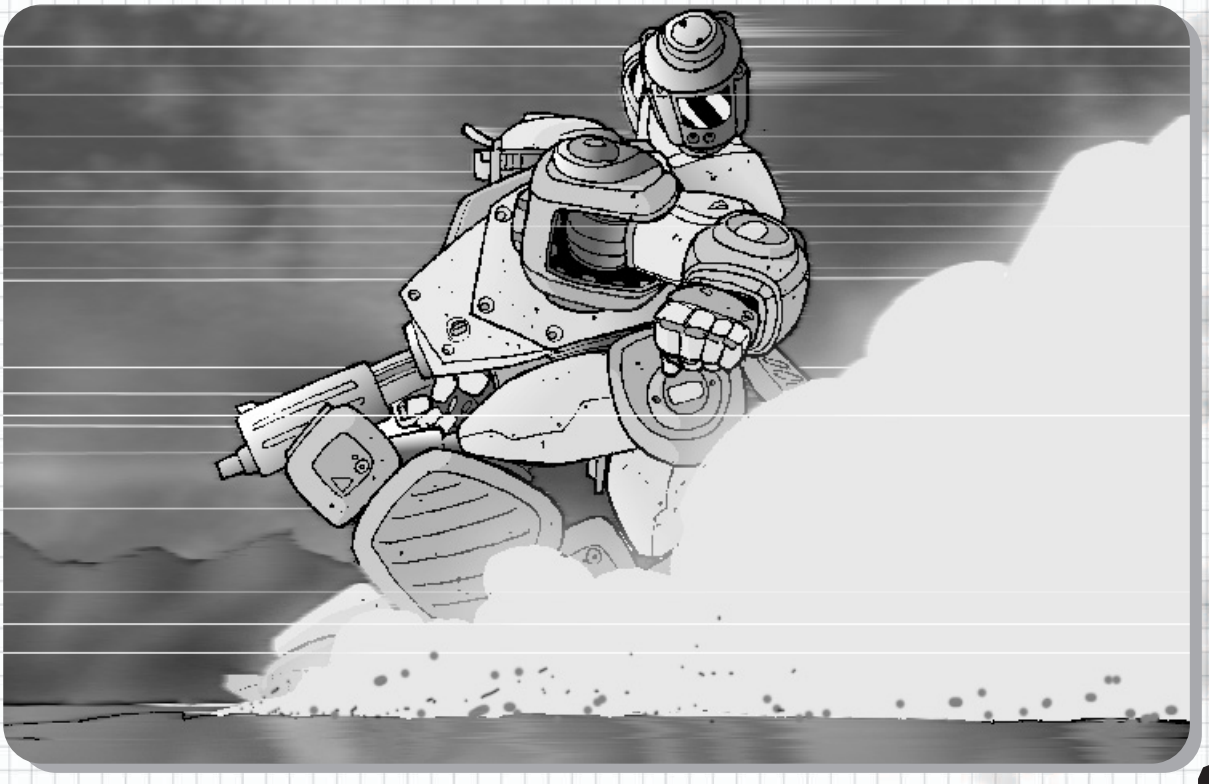
Roads that are marked on the table count as clear terrain for all units and will grant moment bonuses for some units that travel on them. Units in Ground or Walker movement will move 1.5 inches for each full MP spent on the road.

Example 1: *Gear A is moving at Combat Speed using its Walker movement mode. It has 4 MPs that can be used to move in any direction it wants. The next Combat Round, it changes mode and now uses its Ground movement mode. It must now abide by all the normal Ground movement rules.*

Example 2: *Tank X is moving on Ground mode at Combat Speed. It has 5 MP. The tank moves forward 1" and then turns 60 degrees, followed by 4 more inches of forward movement. At the end of the move, the tank turns 60 degrees again and ends its movement. It has used 5 MPs.*

Example 3: *Gear B has to get on top of a nearby hill to get a clear view of the battlefield. It has 5 MPs, wants to go up 2 Elevation Levels and is traveling on clear terrain. It starts its movement at the Elevation Level's edge and it pays 3 MPs to travel up one Level (terrain MP cost + 2). Now it only has 2 MPs left, not enough to travel up one more Level. Its movement stops, as it cannot pay to go up another level.*

Example 4: *Hovertank Q is chasing Gear Z through the narrow streets of a Badlands town. The Gear is running and suddenly makes a right turn, conveniently succeeding on its High-Speed Maneuver test. The Hovertank, moving at Top Speed (25 MP), starts its activation 3" away from the building's corner. Since this is less than its minimum turning requirement (4") it must pay 1 MP in order to turn and must also make a High-Speed Maneuver test. The terrain MP Cost is 1, so the test is made against a Threshold of 3. The Hovertank's pilot gets a total of 2 on the roll. The vehicle will skid 1D6 inches forward. To add to the Hovertank pilot's bad luck, another building is 3" away. He rolls a 5 for the skid distance and crashes into the building. This is not a good day for the pilot, as he now has to flip to the Ramming section to find out how much damage his vehicle takes.*



Line of Sight

Units equipped with Sensors can "see" most other units on the battlefield as a "blip" on their radar screen. To attack a target, a Unit's sensors must lock-on: this is called obtaining a Line of Sight (LoS). To find out whether a Unit has a LoS to another Unit, simply check by looking from the highest point of the miniature. If you can clearly see the target model, you have LoS. Any terrain that interferes with the LoS to a target is called Cover. Anything that diminishes LoS is Concealment, including smoke, fog, rain and stealth systems (see Electronic Warfare, Perks and Flaws, as well as Terrain and Weather Effects). Concealment and Cover combine into Obscurement, which must be overcome to lock-on and achieve LoS. The Obscurement is applied as a negative modifier to an Attack roll.

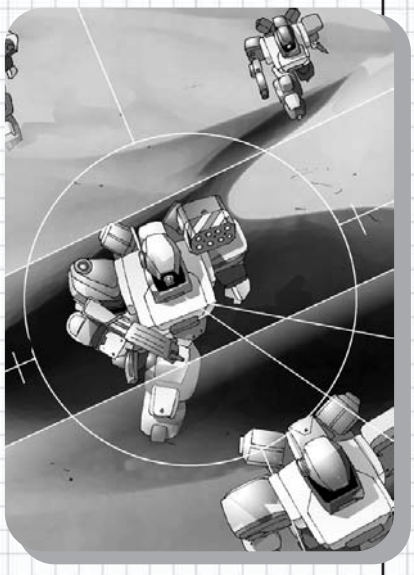
Terrain between the two Units may provide Cover if it hides enough of the Model. If the terrain in question is half the height of the miniature or higher and any straight line path to any part of the miniature or its base touches the terrain, it is used for the Cover modifier. Total the distance of each type of terrain that applies before consulting the chart below:

Modifiers are cumulative. Solid Cover will provide +1 for each instance of Solid Cover in the way. If Solid Cover hides the entire miniature, direct attacks may not be made, but a Forward Observer with LoS or a successful Active Detection test will enable an Indirect Fire attack to fire over the top of intervening terrain.

Example 1: *Gear Alpha, controlled by Uncle Red, is trying to shoot Gear Omega, controlled by Harold (doesn't that name sound impressive? Omegaaah. Omega!). Gear Omega is behind 3 inches of Woods, 4 inches of Rocks and 5 inches of Swamp, for a total of 8 inches of Light Cover (0, but there is a minimum of 1 since there's more than 2 inches) and 4 inches of Hard cover (1) for a total of 2. In addition, the rocks hide the whole of Gear Omega, so there is an additional 1 for a total of 3 points of obscurement. This will be subtracted from Gear Alpha's Attack Roll assuming Gear Alpha can detect gear Omega.*

Example 2: *Harold, who controls Gear Omega, is trying to shoot Gear Beta (again controlled by his Uncle Red) through 1 inch of Woods, 2 inches of Houses and 6 inches of Rocks. The Woods provide no cover as there is not enough in the way (minimum of 3 inches needed) and the Houses and Rocks are totaled before applying modifiers meaning there is a total of 8 inches of Hard Cover for a total of 2 Obscurement (1 for each 3 inches). Uncle Red forgot that cover is totaled rather than counted separately and thought the Obscurement would be higher, something Harold has no problems explaining to Red ad nauseam.*

TYPE	EXAMPLES	EFFECT
HIDDEN OR TOUCHING	ENTIRE MINIATURE CANNOT BE SEEN OR MINIATURE IS TOUCHING A TERRAIN PIECE.	+1
LIGHT	WOODS, SWAMP, HEAVY BUSHES, ETC.	+1 PER FULL 9 INCHES, MINIMUM 1 IF MORE THAN 2 INCHES ARE PRESENT
HEAVY	JUNGLE, SOFT STRUCTURES, LIGHT FORTIFICATIONS, ETC.	+1 PER FULL 6 INCHES, MINIMUM 1 IF MORE THAN 1 INCH IS PRESENT
HARD	BUILDINGS, ROCKS, TRENCHES, VEHICLE WRECKS, ETC.	+1 PER FULL 3 INCHES, MINIMUM 1
	IF ANY IS PRESENT	
SOLID	HILLS, BUNKERS, ETC.	+1 PER INSTANCE



DETECTION

Detection Rating

Every Unit has a Detection Rating, representing the effects of its Sensors operating in automated mode. If the crew's EW Skill Level is higher than the Unit's Detection Rating, add 1 to the Rating. This represents the pilot being much more capable of tweaking and interpreting the equipment. If Obscurement is greater than the Unit's Detection Rating, the pilot cannot get a lock and the Unit may not attack. LoS may still be acquired, but only with an Active Detection Test. See below for more details.

Autodetection

All Units are automatically detected if there is no Obscurement between them and the Detecting Unit or if they are closer than their Size in inches to the Detecting Unit. Units with Traceable Emissions add the Rating of the Flaw to their size as large heat sources and heavy exhaust fumes tend to be noticeable even without sensors. Units that are Hull-Down count as half their size, rounded up.

Example 1: *Gear A (Detection Rating 2) attacks Gear B, which is hiding behind a small hill (solid cover). The enemy Gear is more than half hidden, so the Obscurement value is 1. This is less than Gear A's Detection Rating, so it can attack.*

Example 2: *Gear B escapes by running inside a jungle. In a subsequent Combat Round, Gear A tries to attack Gear B again, but this time there is 14" of jungle terrain between them which completely hides Gear B, causing 3 points of Obscurement. This is more than Gear A's Detection Rating (2), so it cannot attack its target. If Gear B (size 6) was within 6" it would be detected automatically.*

Example 3: *Two tanks are fighting in a small town. Tank U attacks Tank R, which is at the other end of the town. Tank R is 12" away and three buildings cross the Line of Sight: one is 2" wide, the second is 3" wide and one is 4" wide, for a total of 9" of Hard Cover. In addition, Tank R is touching one of the buildings. Cross-referencing the value on the Cover table, this gives an Obscurement value is 3, plus 1 for the miniature touching the cover for a total of 4, which is more than Tank U's Detection Rating. However, Tank R is size 13, so it is automatically detected. Tank U can attack Tank R, but with a hefty -4 modifier.*

Active Detection

Most 62nd century combat vehicles carry sophisticated sensor suites to locate enemy Units lurking nearby. By performing an Active Detection Test, these systems can be used to obtain a combat lock-on even if visual LoS is blocked. Active detection tests do not require an action. A successful lock grants a LoS for the unit performing the test only. A draw, failure or Fumble does not grant LoS.

The LoS gained from an Active Detection test only applies to Actions taken by this Unit this round, but applies to all Actions taken by the Detecting Unit this round. The MoS of the Active Detection Test may be used for Indirect Fire co-ordinates (See Indirect Fire, p.22). The LoS granted by the Active Detection Test may be used for Forward Observation for Indirect Fire. In this case, reduce the Target's Obscurement value by the MoS (to a minimum of 0), but only for the Indirect Fire placement roll. Active Detection Tests are an EW test, adding in the Sensor Rating of the Unit against a Threshold. The Threshold is equal to:

COVER VALUE

+ CONCEALMENT (DEFENDER STEALTH, LOW PROFILE, WEATHER EFFECTS, CAMO NETTING, ETC. IF PRESENT).
- LARGE SENSOR PROFILE RATING (IF PRESENT).
- 1 PER WEAPON USED BY THE TARGET SINCE ITS LAST ACTIVATION.
- 1 PER ACTIVE DETECTION OR ACTIVE COMMS TEST PERFORMED BY THE TARGET SINCE ITS LAST ACTIVATION.
- 1 IF THE TARGET HAS AUTOMATED OR ACTIVE ECM CURRENTLY IN USE.
- 1 IF THE TARGET HAS AUTOMATED OR ACTIVE ECCM CURRENTLY IN USE.
- VARIABLE AMOUNT BASED ON THE TARGET'S SPEED THIS ROUND: 0 FOR STATIONARY, 2 FOR COMBAT, 4 FOR TOP.
- THE THRESHOLD MAY NEVER GO BELOW 1.

Active Detection may only be attempted once per attack or Forward Observation action. If this test fails, you may choose a target that does not require an Active Detection test as the target of the attack or Forward Observation. Note that you may not attempt Active Detection with Snap Fire, as the Unit is reacting.

ATTACKS

Attacks

If a Unit has LoS to a target within the range and firing arc of one or more of its weapons, it may use an Action and attack that target with one of those weapons. When a Ranged Attack occurs, an opposed Skill test is required to determine whether or not the attack succeeds. The attacker uses its Attack skill and the Defender uses its Defense skill, both modified by the appropriate modifiers. If the attacker wins the Skill test, the attack succeeds. If the defender wins or a draw occurs, the attack misses. The Margin of Success of the attack is used to determine Damage (see the Damage section, below). Many weapons have special abilities that can affect the way they attack or the damage they cause. See the Special attacks and Weapon Special Rules sections for full details.

Note that as long as a weapon is not Out of Ammo, a unit may attack with it multiple times per round if the Unit has actions to do so.

ATTACKER MODIFIERS	
ATTACK MODIFIER:	VARIES, DEFAULT IS 0
WEAPON ACCURACY:	VARIES, DEFAULT IS 0

RANGE MODIFIER	
POINT BLANK:	+2
SHORT RANGE:	+1
MEDIUM RANGE:	0
LONG RANGE:	-1
EXTREME RANGE:	-2

OBSCUREMENT: APPLIED AS A NEGATIVE MODIFIER TO THE ATTACK ROLL.

DEFENDER MODIFIERS

DEFENSE MODIFIER: VARIES, DEFAULT IS 0. SEE THE UNIT'S DATACARD FOR THE UNIT'S CURRENT MODIFIERS BASED ON MOVEMENT MODE AND SPEED.

MULTIPLE ATTACKERS PENALTY: -1 FOR EACH SUCCESSIVE ATTACK FROM THE SAME COMBAT GROUP AFTER THE FIRST (MAX -3).

ANGLE OF ATTACK MODIFIERS: -1 FOR ALL ATTACKS COMING FROM THE REAR ARC, THIS BECOMES -2 IF THE ATTACKER CANNOT BE AUTOMATICALLY DETECTED AND IS ATTACKING FROM THE REAR.

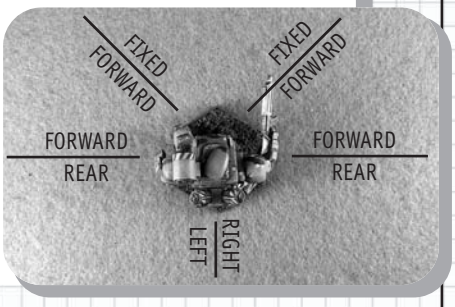
Fire Arcs

Weapons may only be fired in the arc they have listed, as described below. If no Arc is listed, the default Arc is Forward (F). If multiple arcs can apply (for example, being directly in front of a vehicle with L and R arcs), any weapon that can affect the enemy may do so.

FORWARD (F), RIGHT (R), LEFT (L), REAR (RR): THESE ARE 180 DEGREE ARCS TO THE SIDE OF THE MINIATURE INDICATED BY THE NAME.THIS INCLUDES THE LINE DOWN THE CENTER OF THE MODEL.

FIXED ARCS: THESE ARCS ARE 90 DEGREE ARCS IN THE DIRECTION INDICATED BY THE NAME AND ARE DESIGNATED AS A NORMAL ARC PREFIXED BY AN F. E.G. FF BEING FIXED FORWARD AND FRR BEING FIXED REAR.

TURRETED (T): THIS ARC IS A 360-DEGREE ARC, ALLOWING THE UNIT TO FIRE IN ANY DIRECTION.



Physical Attacks

Physical Attacks include all attempts to damage an enemy by ramming, punching, kicking or using melee weapons. If a Unit can detect an enemy before moving into physical contact with an enemy unit (miniatures or bases touching), it may attempt a physical attack. Physical attacks are treated exactly like shooting attacks and use the same modifiers. The only difference is that Physical Attacks can only be made at when the Units touch each other and almost always gain the +2 Point Blank modifier. The Unit's Datacard lists all the possible physical attacks that the Unit can make, as well as the Damage Multiplier of each.

MELEE ATTACKS: ATTACKS MADE USING MELEE WEAPONS (VIBROBLADE, VIBROAXE AND SIMILAR).

PUNCHING: ATTACKS MADE WITH A UNIT'S PUNCH-CAPABLE ARMS.

KICK: ATTACKS MADE WITH A WALKER UNIT'S LEGS. A UNIT THAT IS TRAVELING AT TOP SPEED CAN MAKE A RUNNING KICK AND ADD 2 TO ITS DAMAGE MULTIPLIER FOR THE ATTACK.

Retaliation!

If the result of a Physical Attack is a Fumble, the defending Unit is granted a free retaliation attack so long as the attack was not a Ramming attack. This is a free action and it is treated just like a normal Physical Attack. You may choose not to retaliate.

Ramming

Unlike other physical attacks, ramming is made with opposed Defense rolls, including any movement modifiers and without the Point Blank attack modifier. You may not Retaliate against a Ram. Successful rams inflict damage on both the attacker and the defender. As such, if a ram attempt results in a Margin of Success for the attacker, both units take damage using their opponent's Size as the DM, modified by the following:

ATTACKER TRAVELING AT TOP SPEED:	+2
DEFENDER RAMMED FROM THE FRR ARC (BACK 90):	-2
HEAD-ON RAM (BOTH UNITS ARE IN EACH OTHER'S FF ARCS):	+2

The ramming Unit's movement stops at the point of impact and it is considered Stationary the start of next round. If the attempt fails, the Unit continues its movement normally. Note that Fumbling a Ram does not grant the opponent a Retaliation attack. Crashes are resolved as head-on Rams. See the "Destroying Buildings" section on p.28 for building sizes in event of a Ram or crash involving a building. Falls and Jumps are resolved as Head-on Rams, with the ground counting as the same size as the Unit, plus 1 for each Level fallen.

Example: *A Hun tank (Armor 25, R3) traveling at Combat Speed rams a Hunter Gear (Armor 15) head-on. The tank is size 10 and the Gear size 6. The tank's final Attack result is 5. The gear will take 5 (MoS) x 12 (tank size + 2 for being hit head-on) = 60 damage points: an Overkill result. The gear is crushed under the tank's tracks. The tank itself will suffer 5 (MoS) x 8 (Gear size +2 for being hit Head-on) =40 Damage, enough to inflict a Light Damage to it. It hurt, but on the other hand, the Gear is history…*

Special Attacks

Many weapons have exotic effects, cause large explosions, can fire in bursts or even indirectly. Effects are noted as abbreviations in the weapon information on a Unit's datacard and are explained below.

Area of Effect AE

The weapon's impact creates an explosion that covers a large area. If the weapon has its own Area Effect, the number following "AE" indicates the blast radius in inches. (e.g.: AE2 = a 2" radius blast). You may target points on the table, normally between multiple Units, with AE fire (including AE fire granted by RoF). In all cases, the Attack is made using normal modifiers to the target point, be it a Unit or spot on the table. Any Unit with any part of the miniature or its base touched by the AoE must defend against the Attack roll, subtracting any Cover (not Concealment) between the center of the AE and the targeted Unit(s) from the Attack roll on a case-by case basis. Units targeted by this type of attack and not behind or touching Cover will always take a minimum of base DM in damage, regardless of the actual Defense roll due to concussion effects.

Example: *Harold Fires his Visigoth's HFG directly, rather than using Indirect Fire. He targets a spot directly between two of his Uncle Red's Warrior gears. The Visigoth is at Medium Range (0), is stationary (+2), and has no Obscurement between it and the target point. Harold manages to roll a total of 5 and the HFG has an AE of 1, meaning all Units within 1 inch of the target point must defend against Harold's Attack roll. Both Warriors are within the blast and one is behind some Hard Cover (1 point) so it must defend against a 4, while the other defends against a 5. Conveniently enough, Uncle Red manages to roll well on both Defense tests, but the Warrior in the open still takes 28 damage (Base DM of a HFG) due to concussion effects.*

SPECIAL ATTACKS

Indirect Fire IF

Indirect Fire is primarily used for long-range fire support such as artillery, but it is also very useful to attack targets (including points on the ground) that are out of visual sight. Only weapons that are noted with an "IF" may use Indirect Fire and only if they receive co-ordinates from a Forward Observer (FO). A unit may serve as Forward Observer for its own IF, but this would require two actions.

Forward Observation:

To act as a Forward Observer, a Unit must have LoS to the intended target, be it a tree, building, opposing Unit or point on the ground. Relaying the co-ordinates of the target to friendly units requires an action. Forward Observers may also attempt an Active Detection test to obtain LoS and reduce Obscurement as described in Active Detection. If the test is failed, you may choose another target that does not require Active Detection to Detect.

When ECM is present, the Unit may also have to roll Active Comms to beat the ECM, as detailed in ECM (see p.32). No extra actions are needed as it is assumed the Unit can relay information using various efficient automated systems. Note that as per the Actions and EW rules, if the Active Comms test fails, the FO attempt also fails. You may not make another attempt without spending another action, but you may choose another target as above.

Indirect Attacks:

While the FO must have LoS to the target, that attacker does not. The "attack" is made against the co-ordinates of the target, not the target itself and so the procedure works a bit differently than normal attacks. The attack is divided into a placement roll and damage procedure.

Placement:

Before making the placement roll, the attacker chooses an easily identifiable point on the table that will serve as the "cardinal" scatter point. If the point is not declared before the placement roll, the other player may choose the cardinal scatter point. The placement roll itself is an attack roll with standard modifiers for range, attacker movement and accuracy made against a Threshold of 4 plus the Obscurement between the FO and the Target. In the case of the FO using Active Detection, the Obscurement value will be lowered by the FO's Active Detection MoS, to a minimum of 0. If the roll succeeds the IF attack was placed on target and hits the intended spot. If the roll does not succeed (MoF 0 or more), it will scatter a number of inches equal to the MoF (half an inch in the case of MoF 0).

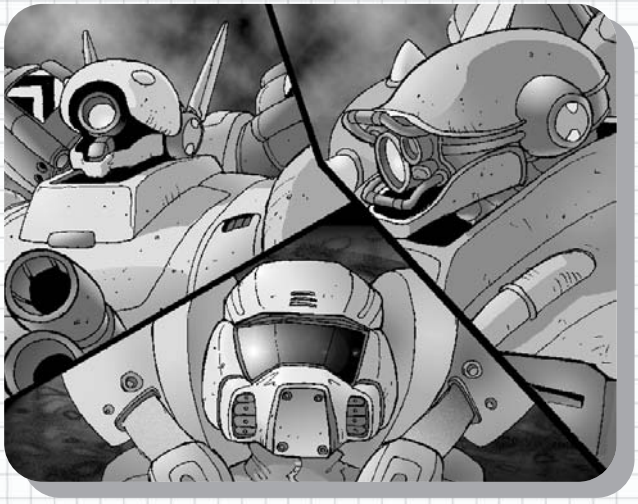
To determine the direction of the scatter, roll 1d6 and – starting with 1 being directly towards the "cardinal" scatter point – count in 60 degree increments to the right. Using a spare hex-based miniature may help.

Damage:

Any Unit with its base or Miniature under the landing spot will be targeted by the attack. The Attack is determined based on the unmodified placement roll, but subtract 1 if the targeted Unit is in or touching any Cover as it is assumed the targeted Unit will try to benefit from the Cover. The targeted unit(s) must roll Defense against that value, modified as usual. The attack is assumed to be from the arc the attacking Unit is in.

IF and AE granted by RoF:

Indirect Fire Attacks with AE granted by RoF (see below) are resolved as if the IF attack hit every Unit under the AE individually. Use the above procedure for every unit targeted.



IF AND AE GRANTED BY WEAPONS:

Indirect Fire attacks with Area Effect granted only by the weapon will affect everyone in the Area Effect exactly like with Area Effect attacks above, including Concussion Damage.

Example: *Maena and Danghen, the Jarek twins, are fighting some nasty Rovers in the Badlands. Maena's Grizzly is presently Stationary and Hull-Down behind a dune. Danghen's Hunter is closing on the bandits and he sends firing co-ordinates to his sister as soon as he sees them. An old Tiger Gear (Armor 17) is slowly walking along a pick-up truck filled with loot. Danghen has a clear view (no Obscurement) and uses an Action to send the co-ordinates back to Maena. A few seconds later, the unmistakable "thump!" of the Heavy Guided Mortar breaks the silence. Maena's attack roll is a 6. The target spot is pretty far away (-1 for Long range), but since the Grizzly is Stationary, she benefits from a +2 modifier, bringing her total to 6 –1 + 2 = 7. The Threshold was only 4 since Danghen had a clear line of sight. This means the Tiger is directly under the shot and must Defend versus the original roll of 6 (the original unmodified roll). The Tiger's pilot rolls a 3. The MoS of 3, multiplied by the Mortar Damage of x20 (total damage 60), easily overkills the Tiger.*

GUIDED WEAPONS G

Some Indirect Fire weapons are Guided (G). This means that they can lock in to a laser "tag" to increase their chances of hitting a target. Target Designators (TD) are used to do just that. A Unit with a TD can "paint" a target for direct fire and Indirect Fire Guided attacks. See the Electronic Warfare section for details.

RATE OF FIRE ATTACKS RoF

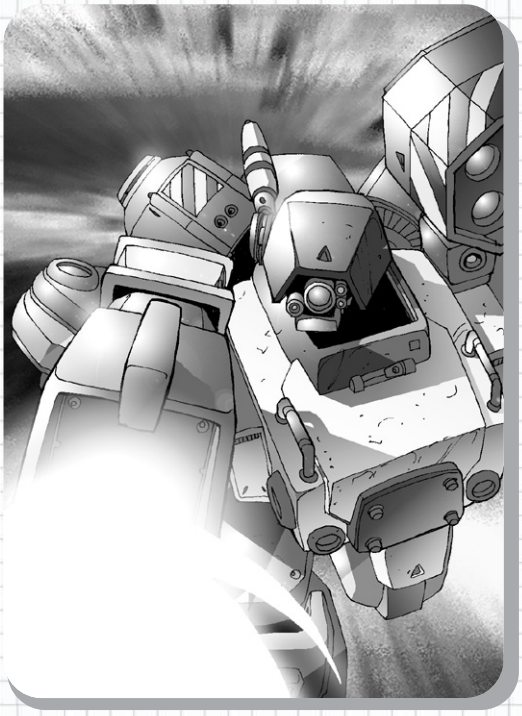
When making an attack with a weapon with RoF, you may choose to use Rate Of Fire on the attack. RoF attacks generally eat up more ammunition than normal attacks (see Ammunition Tracking below), but in exchange, they can cover many enemies or deal considerable damage to a single enemy.

Before firing, you must choose how much Rate of Fire you wish to use. You may use any amount of the Rate of Fire from nothing (single shot), all the way to the maximum listed. If an RoF of 1+ is used, the attack may target any point up to Long Range and generates an effective AE equal to the RoF of the weapon, so a RoF +2 Autocannon would result in an Area Effect of 2. Any Unit with any part of the miniature or its base covered by the Area of Effect will be affected. If you do not want to saturate an area, you may concentrate fire by sacrificing AE for extra DM. One point of AE sacrificed will add one point to the DM of the weapon. If this reduces the AE to 0, the attack becomes a concentrated burst and will only target a single Unit.

RoF AE: AE granted by RoF may not "bend" around cover that completely blocks LoS to targets. In effect, the AE circle is truncated by any Cover that would block LoS to a Unit. A string or straightedge may help determine affected units. If the base of the miniature or any part of a miniature without a base is covered, it must Defend against the attack. Apply cover and obscurement penalties individually to the Attack based on the LoS from the attacker to the affected Units. Note the attacker only rolls once, regardless of the number of Units hit by the attack. Obscurement penalties are applied to the original attack roll on a case-by-case basis.

Combining weapon AE and RoF AE: In the rare case of a weapon having RoF and AE, AE granted by the RoF adds to any AE the weapon already possesses. You may not sacrifice AE the weapon has as a trait, only that granted by RoF. Attacks of this sort follow the rules for AE Attacks (see AE, above) rather than those for AE granted by RoF.

Example: *Kurt, our trigger happy autocannon nut, decides he wants to really get two units standing close to each other. He is using a LAC, which has a DM of x8, RoF +2 and the two units are within Medium range. Kurt wants to use the full RoF of his gun and so would with the options of an AE2, an AE1 with +1 to his DM or adding his entire RoF to his DM against a single Unit. He opts to do +1 to the DM and an AE of 1. He targets a point between the two enemy gears and rolls a total of 3. One Gear is behind 1 point of Obscurement and thus must roll Defense against a (3 - 1 =) 2 while the other is in the open and must Defend against the 3. If either does the unlikely and fails the roll, they will take MoF times (8 +1 RoF =) 9 Damage.*



Ammunition Tracking

To keep the game simple, the system does not normally track every bullet or missile fired. Instead, the ammunition load of a ranged weapon is abstracted and most ranged weapons are considered to have sufficient ammunition for the entire battle. No attempt is made for most weapons to count ammo after every shot. When an attack roll is fumbled, the weapon runs out of ammo, jams or otherwise needs attention. Place an 'Out of Ammo' counter next to the miniature or Datacard as a reminder – while this counter is in place, the Unit cannot fire the weapon that ran Out of Ammo. If the weapon does not have reloads, simply cross it off the datacard rather than indicating with the Out of Ammo counter.

Rate of Fire attacks eat up ammunition rather quickly. When using RoF, the weapon will run out of ammunition if all the dice rolled for the attack are equal to or less than the number shown on the chart below, not including any modifiers. In this case, the attack may still hit, but the weapon is Out of Ammo after that attack. Wise commanders will note that a re-roll might prevent a weapon from running out of ammo at an inopportune moment.

ROF USED	AMMO CHECK (UNMODIFIED ATTACK ROLL)
NONE (ROF 0)	FUMBLE
LESS THAN HALF	2 OR LESS
HALF OR MORE	3 OR LESS
FULL ROF WITH ROF 1 WEAPON	3 OR LESS
FULL ROF	4 OR LESS

IF ALL DICE SHOW UP THE INDICATED VALUE OR LESS, THE WEAPON RUNS OUT OF AMMO AND GAINS AN OUT OF AMMO COUNTER.

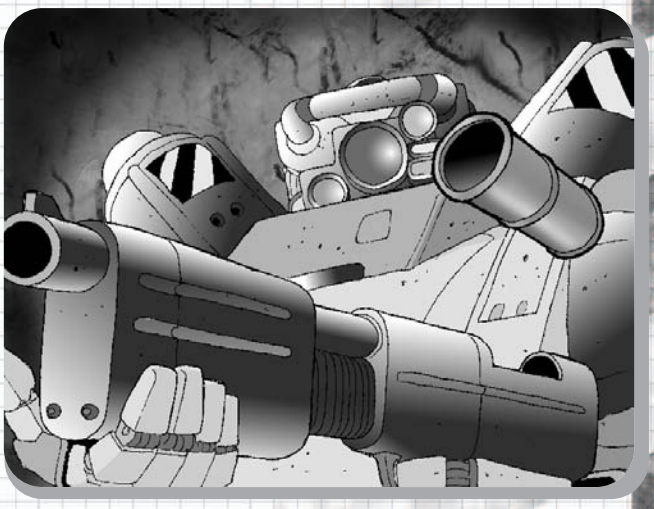
If an 'R' is listed in the weapon stats, the weapon can be reloaded. Spend one Action to reload the weapon and remove the 'Out of Ammo' counter.

Some weapons have very limited ammo load, while others eat ammo so fast that a clip can be emptied in a few seconds. If this is a case, a weapon has Limited Ammunition, which is denoted as empty circles on the weapon stats line. Every time you fire a shot with such a weapon, mark off one of these circles. When they are all crossed out, the weapon is out of ammo for the rest of the game and cannot be reloaded.

COMMAND POINTS

Ammunition Tracking Example

Example: *Kurt, our autocannon fiend, used his autocannon's full +2 RoF during his attack last round and while he still hit, not one of his dice rolled higher than a 4. Kurt receives an 'Out of Ammo' counter and a lecture from his CO about fire discipline. He must now spend an Action to Reload his weapon. If the player controlling Kurt wanted to, he could have spent a Command Point to Re-roll the Attack or to take an action so he could reload immediately, but he used them all much earlier in the game and now Kurt's surrounded. Wise Commanders would take note of this and ration both ammunition and Command Points.*



Command Points

Command Points (CPs) are an abstract way of showing command decisions and special effects. The number of Command Points each force gets is listed in the Field Guide for the force in question. (See Field Guides, p.46.)

The Commander may transfer Command Points to any Unit, but may attempt to transfer a maximum number of CPs equal to his Leadership Skill Level per round. Each individual Unit may benefit from a single Command Point per round. Transferring CPs does not require an Action. If ECM cover is present, the Commander must make a Communications Test as described in the Electronic Warfare section, otherwise the transfer is assumed to occur automatically with no roll needed. If the test is failed, the Command Point is not transferred and thus is not lost, but it does count as an attempt against the maximum number that can be transferred. Commanders may use CPs just like any other Unit, but they do not need to test if ECM is present, as they are in effect, using their own knowledge and abilities.

If your Commander is removed from the game, the Unit with the next highest Leadership takes over and you lose a number of CPs equal to the difference in their levels (If levels are the same, you lose 1 CP anyway). This comes from your current number, rather than total and does not include any bonus CPs from special Units or perks. If this new Commander is also removed, repeat the process. If multiple Units are an option, the choice of Commander is up to the player.

SPENDING A COMMAND POINT ALLOWS YOU TO:

- RE-ROLL ANY DIE ROLL. THE SECOND ROLL ALWAYS STANDS, EVEN IF IT IS WORSE THAN THE FIRST.
- ACTIVATE A UNIT OUT OF SEQUENCE (IF THE UNIT HASN'T BEEN ACTIVATED ALREADY). THIS MAY INTERRUPT AN ACTIVATION OR ACTION IN PROGRESS, BUT MAY NOT INTERRUPT ANY EFFECT GRANTED BY A COMMAND POINT.
- GIVE A UNIT AN EXTRA ACTION, EVEN IF IT IS LOCKED (USED ALL OF ITS ACTIONS). THIS MAY INTERRUPT AN ACTIVATION OR ACTION IN PROGRESS AND MAY BE USED TO ALLOW THE UNIT TO ATTACK AGAIN WITH THE SAME WEAPON IF IT IS NOT OUT OF AMMO.
- ALLOW A UNIT TO TAKE A "FINAL SHOT" WHEN DESTROYED. THE UNIT MAY NOT MOVE, BUT MAY MAKE A SINGLE CLOSE COMBAT OR RANGED ATTACK WITH ALL THE USUAL MODIFIERS.
- IF USING THE MORALE RULES, A COMMAND POINT MAY BE SPENT TO IMMEDIATELY HALVE THE NUMBER OF MORALE TOKENS ON A COMBAT GROUP, ROUNDING UP, WITH A MINIMUM OF TWO REMOVED. THE UNIT DOES NOT NEED TO BE OUT OF LOS OF THE ENEMY FOR THIS TO OCCUR. THIS COUNTS AS ONE CP EXPENDITURE AND ONLY THE COMBAT GROUP'S LEADER COUNTS AS HAVING BENEFITTED.

DAMAGE

Damage

An attack's damage is equal to the weapon's Damage Multiplier times the Margin of Success of the attack roll. The final damage is compared to the target's Armor Rating. Check the Damage versus Armor listing below.

When a Unit takes damage, it must be marked on the Datacard or with damage counters. If the Unit does not have enough damage boxes to mark all damage, it is Overkilled. Damage effects are cumulative; see the listing below:

SCRATCHED PAINT	DAMAGE IS LESS THAN THE BASE ARMOR.
LIGHT DAMAGE	DAMAGE IS EQUAL TO OR GREATER THAN THE BASE ARMOR.
HEAVY DAMAGE	DAMAGE IS EQUAL TO OR GREATER THAN TWICE THE BASE ARMOR.
OVERKILL	DAMAGE IS EQUAL TO OR GREATER THAN THREE TIMES THE BASE ARMOR.

LIGHT DAMAGE + LIGHT DAMAGE =	HEAVY DAMAGE
LIGHT DAMAGE + HEAVY DAMAGE =	CRITICAL DAMAGE
HEAVY DAMAGE + HEAVY DAMAGE =	OVERKILL
CRITICAL DAMAGE + ANY RESULT, = OTHER THAN SCRATCH PAINT.	OVERKILL

Damage Effects:

Light Damage (-1 Armor): Units taking Light Damage are mildly shaken up by the attack, but not seriously damaged. Reduce the Unit's base Armor by 1 (one) for future attacks and mark the Datacard appropriately or add a Light Damage counter to either the miniature or the Datacard. Light Damage has no other adverse effects, the only danger is that the next attack might cripple or even destroy the Unit.

Heavy Damage (-2 Armor, -1 to Attack, Defense and EW. Max move Combat Speed): A solid hit that seriously reduces the Unit's performance. Mark the Datacard appropriately or add a Heavy Damage counter to either the miniature or the Datacard. Reduce the Unit's base Armor by 2 (two); Attack, Defense and EW rolls get a -1 penalty. The unit may now only move up to Combat Speed and will slow down if at Top Speed. If so, the sudden deceleration means the crew must make a High-Speed Maneuver test.

Critical Damage (-3 Armor, -2 to Attack, Defense and EW. Aux Systems Destroyed, max move Combat Speed): Reduce the Unit's base armor by 3 (three), Attack, Defense and EW rolls get a -2 penalty and Auxiliary Systems (including Communications, Sensors/Detection, ECM and ECCM) are destroyed. Mark the Datacard appropriately or add a Critical Damage counter to either the miniature or the Datacard. The unit may now only move up to Combat Speed and will slow down if at Top Speed. If so, the sudden deceleration means the crew must make a High-Speed Maneuver test.

Overkill (Unit Destroyed): Overkill results in the Unit being destroyed. If the Unit suffered an Overkill result in a single attack, it is removed from the table. If the Unit was destroyed by cumulative hits, consider it a wreck. Mark the location by tipping the model over or replace it with some other counter and count it as Hard Cover for the rest of the game.

A note on AUX damage: When AUX systems are destroyed, you may only use Autodetection. You may not use Automated Comms, Detection Rating, ECM, ECCM or any active rolls with those systems. AUX systems are listed in perks and Flaws (see p.41).

DAMAGE

Sturdy Units

Some Units are referred to as "Sturdy"; this represents redundant equipment, extra armor plates, reinforced structure, etc. Sturdy Units add one or more boxes to their damage track. Each Sturdy Box absorbs one Light Damage result or turns a single

Heavy Damage result into a Light Damage. It is possible to have 2 Sturdy Boxes absorb a single Heavy Damage if you wish. Overkill results may not be ignored. Every time a Sturdy Box absorbs damage, mark it off. Once all Sturdy Boxes are used, the Unit tracks damage as usual.

Fragile Units

Weak structures, exposed systems or elementary flaws make some Units easier to destroy. Fragile Units do not have a Critical damage box. Any damage received beyond Heavy counts as Overkill. Note that it is possible for a Unit to have Sturdy Boxes and no Critical Box.

Armor Perks and Flaws

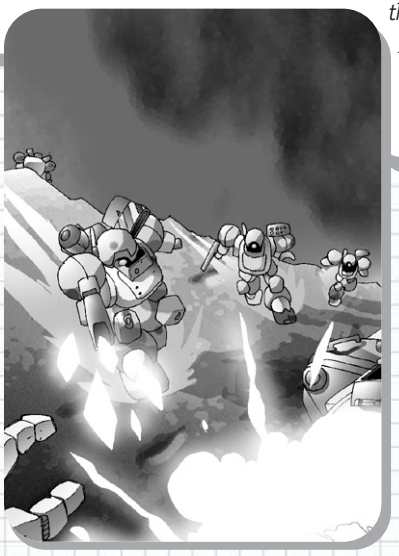
Armor Perks affect the way damage is applied to a Unit. Those Perks are noted directly under the unit's Armor Rating. See the Perks and Flaws section for full details.

Example 1: *A Black Mamba receives 24 points of damage. This is more than its Armor value (17), but less than twice its armor (34), so it takes Light Damage.*

Example 2: *The Same Gear takes another Light Damage. Since it is already affected by a Light Damage effect, both are replaced by a Heavy Damage Marker and all of the Heavy Damage game effects comes into play immediately.*

Example 3: *A battered White Cat Electronic Warfare Gear is hit by a Rocket attack. It was damaged earlier in the battle and already has Heavy Damage. It defends valiantly, but still fails by 1 (one), taking Light Damage. Sadly, the Gear is "Fragile" and does not have a Critical Damage Level: the damage counts as an Overkill.*

Example 4: *Colonel Proust's Kodiak is hit in the back by an Anti-Tank Missile (Dam x25). He must defend against an Attack roll of 4. Proust rolls a 5. His Kodiak has the "Improved Rear Defense" Perk, so he does not suffer from the –1 modifier from being attacked from the rear and is traveling at Walker Combat Speed (Kodiak's Defense modifier at this Speed is –2), bringing his total Defense roll to 3. His Kodiak takes 25 damage, enough to punch through its Armor value of 20 (it has the "Reinforced Armor, R3, Front" Perk, obviously useless in this case). This is Light Damage, but the Kodiak has Field Armor (counts as a "Sturdy" Perk), so the damage is absorbed with no further effects. The next attack will cause damage normally.*



BUILDINGS

Destroying Buildings

Buildings are treated as Units with a Defense Roll of 0 (this is never modified, so an attack roll of 1 or higher will hit). Each section of a building takes damage separately. Each section has its own Size Rating based on the physical dimensions of the model and will receive Sturdy or Fragile notes based on this as well. Armor Rating is based on the type of Building. Before the battle, each building should be classified according to dimensions and type. Use common sense with this, as something with a spire may not necessarily be as large as it seems.

If Infantry occupies the building, they must defend normally against the same Attack. When a building takes damage while an Infantry Unit is Hull Down in it, the Unit loses Hull Down counters even if it successfully defended against the attack (1 for Light, 2 for Heavy), representing the degradation of available cover.

When the building takes Heavy Damage, it can be entered like Woodland terrain and counts as soft cover. When is Overkilled, it collapses and counts as rough terrain. Any Infantry Unit inside at this point is considered destroyed, other Units count as Ramming the building at Combat Speed (no modifiers to size).

Unless it is required by the mission, buildings are rarely attacked by military personnel, as local support may often be crucial in an engagement. We assume that all civilians have been evacuated from the combat zone unless otherwise specified in a scenario.

MODEL DIMENSIONS	SIZE RATING	NOTES
2"X2"X2" OR LESS	3	FRAGILE, NO CRITICAL DAMAGE
UP TO 3"X3"X3"	5	NO CHANGES
UP TO 4"X4"X4"	8	+1 STURDY BOX
UP TO 5"X5"X5"	11	+2 STURDY BOXES
UP TO 6"X6"X6"	15	+3 STURDY BOXES
ANYTHING LARGER		DIVIDE INTO SMALLER SECTIONS.

TYPE OF MATERIAL	ARMOR
LIGHT (SHACK, LIGHT STRUCTURE, SCAFFOLDING, ETC)	10
MEDIUM (NORMAL CONSTRUCTION, SKYSCRAPERS, ETC.)	15
HEAVY (OASIS TOWERS, CONCRETE BUILDINGS, ETC)	20
REINFORCED (CITY-STATE WALLS, BUNKERS, ETC.)	25

Infantry Rules

While Gears are the mainstay of the various Terra Novan armies, the honest trooper is still a crucial part of any military organization. Infantry use a different Datacard than vehicular Units and are commonly grouped into Combat Groups of two squads. Infantry only have one generic Infantry Skill that they use for all tests. An Infantry squad is normally represented on the table by three hex bases with two to three troopers on each base. Each base must remain within 2" of another base in the same squad and if any base moves, the entire squad is assumed to have moved as well. Only the closest base to the enemy is used for range calculation purposes. The number of bases in a squad will be dictated by the Field Guides (see p.46). Infantry are assumed to be able to move, attack, and see in 360 degrees.

Infantry Movement

Infantry move like Walkers with a Combat Speed of 2 and a Top Speed of 4. They do not apply movement modifiers towards Attacking or Defending (range modifiers are not due to movement and still apply) and while they cannot attack at Top Speed, they are immune to High-Speed Maneuver tests while using Walker movement. The exception is Stationary, where they gain a +1 to attack. This represents them being able to defend themselves well and their ability to attack very quickly, but not having fire control systems to help them out. Infantry Heavy Weapons require the squad to remain Stationary the round they are fired in. Finally, Infantry always count as having the Improved Off-Road Ability Perk, on foot or on ATVs.

INFANTRY

Infantry and All-Terrain Vehicles

Some infantry Units are equipped with small All-Terrain Vehicles like dirt bikes and quads. These are treated just like a Unit with Multiple Movement systems. When using the ATVs, the Unit has a Ground Speed of 8 MPs and a Top Speed of 16. While moving at Combat Speed, they have a -1 modifier to their weapon attacks, but receive a +1 bonus to Defense. At Top Speed, they have a +2 to Defense but may not attack. They must remain Stationary if firing Heavy Weapons.

Infantry and Buildings

Infantry excel at urban fighting. An Infantry Unit may enter and move through any building at an MP cost of 2 per inch. In the subsequent round they can entrench themselves and gain the "Hull-Down" bonus by spending an action.

Armored Personal Carriers

Soldiers are frequently carried into battle by Armored Personal Carriers (APCs). For troops to mount or dismount, the vehicle must have the Transport Perk and be Stationary. For each action spent by the transport, a single squad may enter or exit the vehicle. This increases to two squads per action if the Transport has the Large Doors Perk. When an Infantry Unit dismounts from an APC, place each of the bases in contact with the transport vehicle. A Unit disembarking from a transport is not allowed to move any further and can attack with Basic weapons only. Note that Units mounted on ATVs cannot be transported by a Troop transport, they must be transported by a vehicle transport.

Infantry Attacks

Infantry Units are generally equipped with two types of weapon: Basic and Heavy. When Infantry Units go on the offensive, each Action allows them to get one attack per weapon type, although it counts as a single attack in regards to multiple attacker penalties. Those attacks must be made against the same target. Shooting performed with Basic weapons benefits from an additional RoF bonus equal to the number of bases remaining in the squad. These additional RoF points may only be used for additional Area Effect (see RoF Attacks, p.23). Heavy Weapons do not gain an additional RoF bonus. Unlike other Units, infantry never run out of ammunition and do not need to worry about reloading. Heavy Weapons require the squad to remain Stationary in order to fire them.

Attacks Against Infantry and Damage Effects

Being such small targets (compared to the vehicles around them) and being able to make use of almost any cover available, all attacks against Infantry halve their DM (rounded down) unless caused by Anti-Infantry Weapons. Infantry otherwise take damage like any other Unit: by comparing the attack's damage to the infantry Unit's armor value. However, unlike other units, we don't bother tracking the damage. Each full multiplier of the Infantry's armor value simply removes one Base with no other effects. Attacks that did not use RoF or do not have AE may only remove a maximum of 1 base, regardless of damage dealt, because one bullet generally can kill only so many soldiers.

Troopers within a squad are assumed to pick up Heavy Weapons, so they are always available even if the squad loses one or two bases. In effect, the Heavy Weapons are always destroyed last.

INFANTRY

Special Effects that apply to Infantry

Anti-Infantry Weapons: These do normal damage against infantry, but are capped at a maximum of MoS 6 against non-Infantry Units.

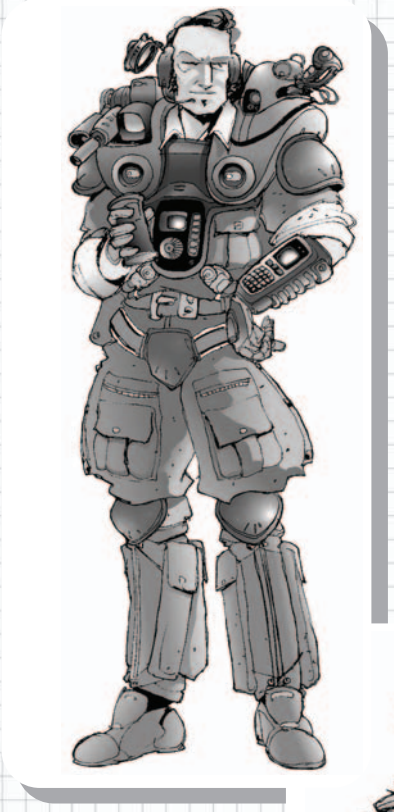
Area of Effect (including RoF): Infantry are also very vulnerable to blast weapons. The total Damage is multiplied by the number of bases touched by the AE.

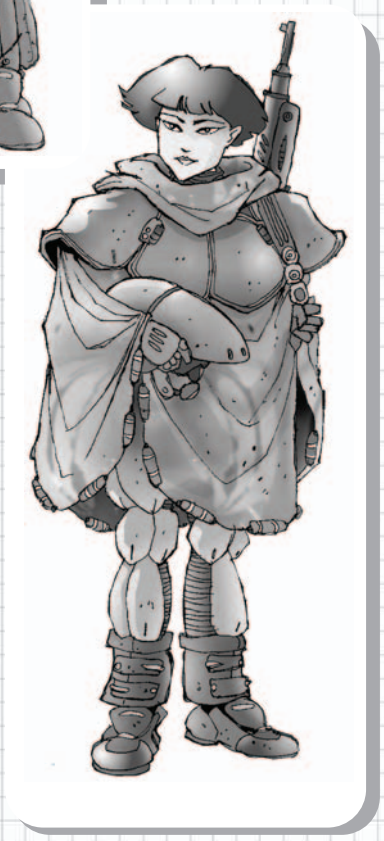
Example 1: *An Standard Infantry Unit is attacked by a regular weapon, in this case a Light Autocannon (LAC). The Attack succeeds by a MoS of 1, causing (8 / 2 x 1=) 4 Damage, not enough to beat the Infantry Unit's Armor value of 8, so no Bases are removed. Had there been enough damage to remove bases, a maximum of one base could be removed as the weapon did not use RoF or have AE.*

Example 2: *The same Unit is hit again. This time the attacker uses full RoF to add to his DM and gets a MoS of 3, for a total of (10 /2 x 3 =) 15 points of damage. This beats their Armor value, but isn't quite two times higher, so the Unit loses one base.*

Example 3: *A second infantry unit is attacked by an autocannon, but the attacker uses his RoF to make the attack AE2. The attack manages to touch two bases and gain a MoS of 1. The damage is first halved, because it's a normal weapon against infantry and then doubled because of the number of bases touched. In the end he does 8 Damage, enough to take out one Base.*

Example 4: *Getting a clue from previous attempts, a second Gear attacks a third Infantry Unit with its Anti-Personal Grenade Launcher (APGL) and gets a MoS of 2. The weapon is AE3 and touched all three Bases so the APGL does (MoS 2 x DM 4 x3 for bases touched =) 24 Damage, just enough to take out all three bases in the squad.*





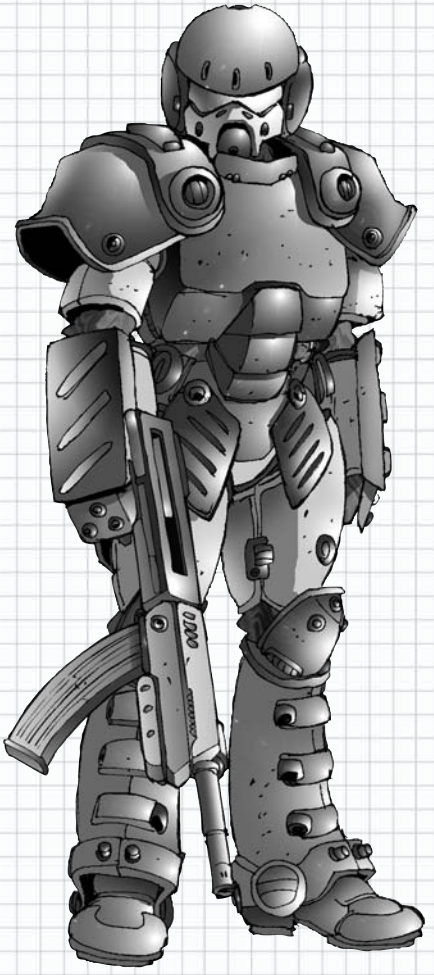
INFANTRY

Infantry Size

A single infantry base is considered Size 2 and additional bases in a squad add 1 to this value. Thus a two man Sniper Squad (1 base) is Size 2, while a normal Squad (3 bases) is Size 4. If a Unit takes damage, their overall size is dropped by 1 per base lost.

Infantry and Electronic Warfare

While Infantrymen carry the latest in miniaturized communication devices, it cannot compare to the large electronics suites carried in vehicles. Their Automated Communications and Detection Ratings are equal to their Skill Level, with no modifiers. Lacking the sophisticated systems found in vehicles, they cannot use Active Detection.



ELECTRONIC WARFARE

Electronic Warfare is a catch-all term for Communications, Sensors and various Electronic Countermeasures and tricks used to secure the war for battlefield command and control.

Communications, ECM and ECCM

Communications is used for transmitting command points, calling for Indirect Fire, artillery strikes and air strikes. Electronic Countermeasures (ECM) will interfere with enemy Communications, while Electronic Counter-Countermeasures (ECCM) will help negate enemy ECM and boost friendly Comms. For convenience, friendly ECM does not affect friendly Units, only enemy Units.

Every Unit has an Automated Comms value, representing its base Communications capability. Some more specialized Units have ECM or ECCM. Automated ECM and ECCM values are equal to the base Rating of the system if present. Crew with an EW Skill higher than the Automated ECM or ECCM value may add 1 to the Automated ECM or ECCM (or both) if the system is present. You cannot gain a level 1 in ECM or ECCM if the system is not present on the Unit, no matter what your crew's EW skill is.

Using ECM and ECCM.

ECM and ECCM are turned off by default, but may be turned on at no action cost at any point during a Unit's Activation. Turning ECM or ECCM on means that the unit in question generates their Automated ECM or ECCM Rating until the system is turned back off.

There are times when you may wish to increase the ECM or ECCM values above their Automated Ratings. In this case, the crew must spend an action to roll EW and add the appropriate Rating. The result is the new ECM or ECCM value until the end of the round. A Unit may attempt this multiple times a round, but they must take the highest result of all the attempts.

If multiple ECM or ECCM values are on the field, take only the best value from each side for each system.

Communicating

If there is no enemy ECM in play or the Automated Comm value plus friendly ECCM value exceeds the enemy's ECM, then the Unit has Open Communications and no roll is required to Communicate with friendly Units. This means you may freely transmit Command Points, act as a Forward Observer and relay co-ordinates for Indirect Fire or call in support options such as Off-Board Artillery and Air Strikes.

If the Unit does not have Open Comms, a Communications roll will be required to perform any of those actions or anything else that requires Communication. Roll EW plus the Comm Rating and the friendly ECCM value. If the total beats the enemy's ECM value, the communication has successfully gone through. (Note the sender does the test, not the receiver). Even though the communications test required a roll, it does not eat up one of the Unit's actions. Active Comms may only be used to attempt to punch through ECM jamming once per Forward Observation or Call (Reserves, Air strikes, etc.) Action. In addition, it may only be rolled once per Command Point transfer attempt.

Example 1: *A Hunter has a Automated Communications value of 3. There is currently no ECM present on the battlefield. It may communicate freely.*

Example 2: *A Jaguar is trying to transmit a Command Point to a friendly Unit. The Jaguar has a Automated Communications value of 4. There is currently an ECM Threshold on the battlefield with a total of 6. The Jaguar cannot transmit the Command Point unless it rolls EW + Communications.*

Example 3: *The Hunter from above is trying to call co-ordinates and the current ECM Threshold on the battlefield is 4. A friendly Unit is providing ECCM 2. The total Automated Communications value for the Hunter is 5 (3 + 2 = 5). The Hunter may freely transmit co-ordinates without needing to make a Communications roll.*

ELECTRONIC WARFARE

Alternative Communications

Radios are not the only way to communicate on the battlefield. Visual cues - like hand signals, Laser communicators, flashing headlights or even good old-fashioned shouting are all efficient methods. Units may always communicate with each other if the sending and receiving units are within 10" and have a valid LOS to each other. This does not use an action. This communication may not be "daisy-chained." The sending Unit must be within 10" and have valid LoS to the Unit(s) that are to utilize the sent information.

Target Designators

If a Unit carrying a Target Designator has LoS to an enemy Unit, you can attempt to tag that enemy Unit with the TD. The nature of the Target Designator makes it much like Sniping with your electronics and as such the procedure works like a cross between shooting and communicating.

The Tagging Unit makes an EW roll, adding in the TD and Comm ratings of the Unit, as well as attack modifiers for moving. The Threshold is equal to 5 plus the enemy's Defensive Movement modifier. If enemy ECM is present, it gets added to the Threshold and friendly ECCM will get added to the EW roll as per the ECM/ECCM rules above.

- **ROLL:** EW + COMMS + TD RATING + ATTACK MOVEMENT MODIFIERS + ECCM IF ECM IS PRESENT
- **THRESHOLD:** 5 + DEFENSIVE MOVEMENT MODIFIERS + ECM IF PRESENT.

If successful, the Targeted Unit is considered tagged. All Guided weapons gain a +2 to attack Units that are tagged (if using IF, this is added to the placement roll, but not to damage). The test also serves as a Forward Observer call for Guided weapons only, allowing Guided weapons with IF to fire on the location of the tagged Unit without LoS. Any IF weapons that are not Guided would require a normal Forward Observation check. Units remain tagged until the end of the round or until they move, whichever comes first.

Example: *Lumpy the Iguana pilot wants to tag a Warrior that's moving at Top Speed. Lumpy is moving at Combat Speed and his TD is Rating 3, but there is a Level 3 ECM interfering and no ECCM for a total Threshold of (5 +2 for movement +3 for ECM =) 8. Lumpy Rolls a 4, + 3 for his TD and +2 for his Comms for a total of 9, a Mos of 1. Just enough to Tag the target. The Spitting Cobra on Stand-by behind a hill decides now would be good time to unleash his Light Guided Mortar and gets the +2 modifier to its placement roll to hit the spot the Warrior is on. It's going to be a rough day for the PRDF.*

Stealth Effects

Some Units are equipped with special systems that reduce their overall sensor signature: these are grouped under the Perk "Stealth". During daytime, the value of the Perk is added to Concealment only when the Unit is in Cover – Stealth does not confer invisibility. At Night, the value of the Perk always counts as Concealment. While Stealth does not confer invisibility, the extra shielding and noise dampening normally associated with it will help it remain undetected. The Rating of the Stealth Perk is subtracted from the Size of the Unit for auto-detection purposes, but may not lower the size below 1/2 of its original value, rounding up.

Drones

Drones are remote-controlled vehicles with limited artificial intelligence. They are generally slaved to another Unit, called the Master Unit. They may operate on their own with Attack, Defense and EW skills of 1 or their Master Unit may take over by spending an action. If the Master Unit has more than 1 action, it may still move and act normally afterwards, otherwise it must remain Stationary since the pilot's attention is focused on handling the Drone. If ECM is present, controlling the drone may require a Communication check to beat the jamming as normal. If the Roll fails, the drone may act on it's own as normal or take a Stand-by action. If the roll succeeds, the drone may be controlled.

Drones can only be activated once per round and cannot benefit from Command Points. When you control the Drone, the Drone activates immediately with full actions and uses the Master Unit's Skill Levels until the end of the Combat Round. Only the individual drone's Master Unit may control a drone, other Units do not have the required encryption keys. If the Master Unit is destroyed the Drone can continue acting using its own skills. Drones do not count for Morale purposes and are not affected by Morale.

SUPPORT ASSETS

Air Strikes

Air Strikes are made by aircraft, generally flying fast and high enough to be unaffected by on-board AA fire. Each air strike is paid for individually and may be set to arrive at a set time (write down the round it will arrive on a piece of paper at the beginning of the game) or by making a successful Comms test. If the Comms test is successful, the air strike will arrive in 1d6 rounds.

Air Strikes arrive during the Miscellaneous Events phase and the owning player must choose a straight line path from one table edge to another. Anything within 6 inches of this path may be attacked with the appropriate weapon type. The aircraft may make a number of attacks against targets along this path equal to the Attacks trait of the aircraft, using the weapon indicated, and rolls with an Attack Skill of 2 using the ACC of the listed Weapon and any Obscurement caused by terrain the Unit is directly standing in or touching as modifiers. Any weapons with the Guided trait will still gain the +2 bonus against Units currently tagged by a Target Designator and within attack range. Once an attack run is made, the Air Strike is used up and may not be used again.

Air Strikes may be aborted to intercept enemy aircraft at any point. Both sides roll 2 dice and add the appropriate modifier (intercepting Units use Intercept, while the target Unit uses Defense). A MoF means the attack run still occurs, while MoS of 3 or less means the attack was driven off and will attempt another run in 1d6 rounds. A MoS of 4 or more means the aircraft was destroyed and no attack run may be made. Aircraft may make any number of intercept attempts, but will return to base and count as being "used" if they succeed in driving off or destroying an enemy aircraft.

TYPE	ATTACKS	WEAPON	INTERCEPT	DEFENSE
FIGHTER	2	LACS	2	0
FIGHTER-BOMBER	2	AGMS	0	1
BOMBER	4	ATMS	N/A	1

NOTE THAT AIR STRIKES OCCUR SO QUICKLY AND FROM SO HIGH UP THAT UNITS ON THE TABLE MAY NOT ATTACK THE AIRCRAFT PERFORMING THE AIR STRIKE.

Off-Board Artillery

Off-Board Artillery is treated like an Indirect Fire attack that needs to be preplanned or a Forward Observer. Target Designators will not function for this purpose.

Pre-planned artillery strikes must be written down before the game, listing the round they will arrive in and the target point on the table. It will arrive in the Miscellaneous Phase of that round and follow the attack procedure below. This may be kept secret, but you must show the opponent the note when the artillery arrives.

To call in an artillery strike, you must make a Forward observation attempt as per the IF rules. If the Forward Observer's call goes through, mark the spot on the table and the attack will arrive and be resolved 1d6 rounds later in the Miscellaneous Events phase.

The Attack and Damage is treated as an Indirect Fire attack with an Attack Skill of 2 and without modifiers. However, it will scatter double the normal distance if it misses. Due to the nature of Artillery, it is best used to target Stationary objects or to keep enemy heads down, rather than for "sniping."

SALVO	DM	NOTES
LIGHT	X12	AE2
MEDIUM	X18	AE3
HEAVY	X22	AE5

Weapon Tables

CANNONS AND RECOILLESS WEAPONS

WEAPON NAME	CODE	PB	SR	MR	LR	ER	ACC	DAM	ROF	NOTES
VERY LIGHT MACHINE GUN	VLMG	1	3	6	12	24	0	X 2	3	AI
LIGHT MACHINE GUN	LMG	1	3	6	12	24	0	X 3	4	AI
HEAVY MACHINE GUN	HMG	1	3	6	12	24	0	X 4	3	AI
FRAG. CANNON*	FC	1	3	6	12	24	1	X 7	0	AI, ROF2*
VERY LIGHT RIFLE	VLR	3	6	12	24	48	0	X 6	0	
LIGHT RIFLE	LR	3	9	18	36	72	0	X 8	0	
MEDIUM RIFLE	MR	6	12	24	48	96	0	X 10	0	
HEAVY RIFLE	HR	6	12	24	48	96	0	X 12	0	
DEPLOYABLE PACK GUN	DPG	3	6	12	24	48	-1	X 8	2	
LIGHT ANTI-AIRCRAFT CANNON	LAAC	3	6	12	24	48	0	X 8	6	AA
MEDIUM ANTI-AIR CANNON	MAAC	2	3	6	12	24	0	X 10	4	AA
HEAVY ANTI-AIR CANNON	HAAC	4	9	18	36	72	0	X 12	3	AA
VERY LIGHT AUTOCANNON	VLAC	4	9	18	36	72	0	X 6	2	
LIGHT AUTOCANNON	LAC	3	6	12	24	48	0	X 8	2	
MEDIUM AUTOCANNON	MAC	4	9	18	36	72	0	X 10	1	
HEAVY AUTOCANNON	HAC	4	9	18	36	72	0	X 12	1	
VERY HEAVY AUTOCANNON	VHAC	4	9	18	36	72	0	X 15	1	
LIGHT ARTILLERY GUN	LAG						-2	X 12	1	ARTILLERY, IF, AE2
VERY LIGHT FIELD GUN	VLFG	8	15	30	60	120	-1	X 20	0	IF
LIGHT FIELD GUN	LFG	8	15	30	60	120	0	X 22	0	IF, AE1
HEAVY FIELD GUN	HFG	12	24	48	96	192	0	X 28	0	IF, AE1
VERY HEAVY FIELD GUN	VHFG	15	30	60	120	240	0	X 33	0	IF, AE2
SNUB CANNON	SC	1	3	6	12	24	-1	X 28	0	
LIGHT PANZERFAUST	LPZF	1	3	6	12	24	-1	X 10	0	
MEDIUM PANZERFAUST	MPZF	1	3	6	12	24	-1	X 15	0	
HEAVY PANZERFAUST	HPZF	3	6	12	24	48	-1	X 20	0	
RAPID-FIRE BAZOOKA	RFB	1	3	6	12	24	0	X 14	2	
LIGHT BAZOOKA	LBZK	3	6	12	24	48	0	X 15	0	
MEDIUM BAZOOKA	MBZK	3	6	12	24	48	0	X 20	0	
HEAVY BAZOOKA	HBZK	3	6	12	24	48	0	X 25	0	

*FRAG CANNONS ARE BASICALLY GIANT SHOTGUNS AND AS SUCH, THEIR ROF REPRESENTS THE CHOKE SETTING RATHER THAN EXTRA AMMUNITION EXPENDITURE. IT WILL ONLY RUN OUT OF AMMO ON A FUMBLE.

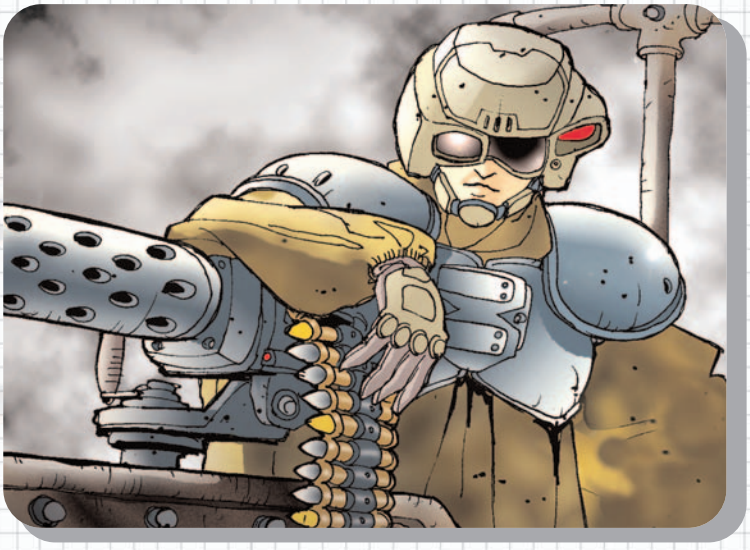
ROCKETS AND MISSILES

NOTE: MANY ROCKET PODS OF THE SAME CLASS HAVE DIFFERENT AMMO LOADS, REPRESENTED BY THEIR VARYING ROF VALUE. FOR EXAMPLE, TWO UNITS WITH LRPS MIGHT HAVE A DIFFERENT ROF VALUE.

WEAPON NAME	CODE	PB	SR	MR	LR	ER	ACC	DAM	ROF	NOTES
VERY LIGHT ROCKET PACK	VLRP	1	3	6	12	24	-1	X 8	3 TO 6	IF
LIGHT ROCKET PACK	LRP	1	3	6	12	24	-1	X 12	1 TO 4	IF
MEDIUM ROCKET PACK	MRP	3	6	12	24	48	-1	X 18	1 TO 4	IF
HEAVY ROCKET PACK	HRP	4	9	18	36	72	-1	X 20	3 TO 4	IF
INCENDIARY ROCKET PACK	IRP	1	3	6	12	24	-1	X 13	1 TO 3	IF, SB
HEAVY INCENDIARY RP	HIRP	4	9	18	36	72	-1	X 16	3 TO 4	IF, SB
LIGHT ARTILLERY MISSILE	LAM						-3	X12	4	AE3, IF, ARTILLERY
ANTI-AIRCRAFT MISSILE	AAM	12	24	48	96	192	1	X 10	0	IF, AA
AIRBURST MISSILES	ABM	4	9	18	36	72	0	X 10	0	IF, AE3
ANTI-GEAR MISSILE	AGM	4	9	18	36	72	+1	X 15	0	IF, G
ANTI-TANK MISSILE	ATM	4	9	18	36	72	1	X 25	0	IF, G
HEAVY ATM	HATM	7	15	30	60	120	+1	X 30	0	IF, G

SUPPORT WEAPONS

WEAPON NAME	CODE	PB	SR	MR	LR	ER	ACC	DAM	ROF	NOTES
LIGHT FLAMER	LFL	0	2	3	6	12	1	X 5	0	SB, IF
MEDIUM FLAMER	MFL	1	2	4	8	16	1	X 7	1	AE1, SB, IF
HEAVY FLAMER	HFL	2	3	6	12	24	1	X 9	2	AE2, SB, IF
ANTI-PERSONNEL MORTAR	APM	3	6	12	24	48	0	X 4	0	IF, AI, AE4, MR
LIGHT GUIDED MORTAR	LGM	4	9	18	36	72	-1	X 15	0	IF, G, AE1, MR
HEAVY GUIDED MORTAR	HGM	7	15	30	60	120	-1	X 20	0	IF, G, AE2, MR
LIGHT FIELD MORTAR	LFM	6	12	24	48	96	-1	X 15	0	IF, AE3, MR
MEDIUM FIELD MORTAR	MFM	7	15	30	60	120	-1	X 20	0	IF, AE3, MR
HEAVY FIELD MORTAR	HFM	9	18	36	72	144	-1	X 25	0	IF, AE4, MR
ANTI-PERSONNEL G.L.	APGL	1	3	6	12	24	-1	X 4	0	IF, AI, AE3
LIGHT GRENADE LAUNCHER	LGL	1	3	6	12	24	-1	X 15	2	IF, AE2
HEAVY GRENADE LAUNCHER	HGL	3	6	12	24	48	-1	X 20	1	IF, AE2



ADVANCED WEAPONS

WEAPON NAME	CODE	PB	SR	MR	LR	ER	ACC	DAM	ROF	NOTES
LIGHT PARTICLE ACCELERATOR	LPA	3	6	12	24	48	+1	X 10	0	MB1, H
HEAVY P. ACCELERATOR	HPA	4	9	18	36	72	+1	X 15	0	MB1, H
LIGHT RAILGUN	LRG	7	15	30	60	120	0	X 14	2	
HEAVY RAILGUN	HRG	15	30	60	120	240	0	X 35	0	
SNIPER LASER CANNON	SLC	7	15	30	60	120	+1	X 12	0	MB1,
HEAVY GATLING L. CANNON	HGLC	3	6	12	24	48	+1	X 16	1	MB3,
LIGHT LASER CANNON	LLC	7	15	30	60	120	+1	X 16	0	MB2
HEAVY LASER CANNON	HLC	7	15	30	60	120	+1	X 20	0	MB3
LIGHT PULSE LASER CANNON	LPLC	4	9	18	36	72	+1	X 20	0	MB3
HEAVY PULSE L. CANNON	HPLC	4	9	18	36	72	+1	X 24	0	MB4

CLOSE COMBAT AND THROWN WEAPONS

WEAPON NAME	CODE	PB	SR	MR	LR	ER	ACC	DAM	NOTES
CHASSIS REINFORCEMENT	CR	0	0	0	0	0	0	ADD 1 TO SIZE	M
CHAIN SWORD	CS	0	0	0	0	0	0	ADD 3 TO SIZE	M
KICK	K	0	0	0	0	0	0	SIZE	M
PUNCH	P	0	0	0	0	0	0	SIZE	M
VIBROBLADE	VB	0	0	0	0	0	0	ADD 2 TO SIZE	M
VIBRORAPIER	VR	0	0	0	0	0	+1	ADD 0 TO SIZE	M, AP
VIBROAXE	VA	0	0	0	0	0	-1	ADD 4 TO SIZE	M, AC
SPIKE GUN	SG	0	0	0	0	0	-1	X 12	M
HEAVY SPIKE GUN	HSG	0	0	0	0	0	-1	X14	M, AP
HAYWIRE GRENADE	HWG	0	2	3	6	12	-1	X 10	T, H, AE1
HAND GRENADE	HG	0	2	3	6	12	-1	X 15	T, AI, AE2
HEAVY HAND GRENADE	HHG	0	2	3	6	12	-1	X 25	T, AE2
SELF-DESTRUCT GRENADE	SDG	0	2	3	6	12	-1	X 30	T, AE3

INFANTRY BASIC WEAPONS

WEAPON NAME	PB	SR	MR	LR	ER	ACC	DAM	ROF	NOTES
RIFLE		1	3	6	12	24	0	X 2	0 AI
ASSAULT RIFLE	1	3	6	12	24	1	X 2	0	AI
HEAVY RIFLE	1	3	6	12	24	0	X 3	0	AI

INFANTRY HEAVY WEAPONS

WEAPON NAME	PB	SR	MR	LR	ER	ACC	DAM	ROF	NOTES
LIGHT MACHINE GUN	3	6	12	24	48	0	X 3	2	AI
CHAINGUN		1	3	6	12	24	0	X 3	4 AI
ANTI-GEAR RIFLE	4	9	18	36	72	+1	X 7	0	
GRENADE RIFLE	1	3	6	12	24	0	X 8	0	AI, IF, AE2
ROCKET LAUNCHER	1	3	6	12	24	0	X 14	0	AE1
LIGHT MORTAR	4	9	18	36	72	-1	X 12	0	AI, MR, IF,
AE3									
SNIPER RIFLE*	3	6	12	24	48	0	X 4	1	AI
SNIPER LASER RIFLE*	6	12	24	48	96	+1	X 4	0	AI

*ALL SNIPER RIFLES ARE ASSUMED TO HAVE SNIPER SYSTEMS (SEE PERKS, BELOW)

Weapon Special Rules

Many weapons have exotic effects or limitations. These are noted as abbreviations.

Air to Ground – AG:

The weapon is designed to attack the ground from a flying Unit and counts only Altitude or ground distance, whichever is greater, when attacking Units on the ground. Some units will have this added to normal weapon stats. In this case, it will be listed on the Datacard.

Anti-Aircraft – AA:

The weapon is designed to attack flying units and counts only Altitude or ground distance, whichever is greater, when attacking Units in the air. Some units will have this added to normal weapon stats. In this case, it will be listed on the Datacard.

Anti-Infantry – AI:

Weapons with AI do normal damage against infantry, but are capped at a maximum of MoS 6 against non-Infantry Units.

Area of Effect – AEx:

The weapon's impact creates an explosion that covers a large area. The number following "AE" indicates the blast radius, in inches. (E.g. AE2 = a 2" radius blast). Any Unit with any part of the miniature or its base covered by the blast is considered inside the Area of Effect.

Armor Piercing – AP:

The Armor of the target is halved for damage calculation. AP weapons never cause Overkill, except by accumulation (the Unit must already have received damage).

Armor Crushing – AC:

The weapon destroys and crushes Armor panels. It removes twice the normal number of Armor points when it causes damage (2 for Light, 4 for heavy).

Artillery:

Some weapons are designed to fire at extremely long range. These weapons do not have ranges values. Their reach is effectively unlimited, but cannot fire at targets closer than 24". All Shooting is performed as if it occurred at Medium Range.

Guided – G:

The weapon can lock onto a Target Designator's "tag." When attacking a target that was previously tagged by a Target Designator, the attack receives a +2 bonus. It does not need to fire indirectly to get this bonus.

Haywire – H:

The weapon discharges powerful electrical pulses that can cause internal damage to vehicles and electrocute living beings. When a Unit is damaged by a Haywire weapon, it might take further damage from the attack. Roll 1D6, on a 4+ the Unit takes an additional Light Damage.

Indirect Fire – IF:

The weapon can fire indirectly. See the Indirect Fire section for details.

Melee – M:

The weapon is designed for close-quarter fighting. Some melee weapons are hand-held and add their Damage Bonus the Unit's size to produce its final Damage Multiplier, while others are self-powered and have their own Damage Multiplier. Melee weapons can only be used when the attacking Unit is touching its opponent (i.e.: is in base to base contact) and all Attacks benefit from the +2 Point Blank range modifier. Melee weapons never run out of Ammo.

Minus Damage per Range Band – MB:

Damage from this weapon goes down as range goes up. Each range band beyond Point Blank reduces weapon's Damage Multiplier by the number listed. For example, a x24, MB4 weapon fired at Long Range would have a x12 DM.

Minimum Range – MR:

Designed for long-range fire, the weapon suffers from a -1 penalty when shooting at short range. These weapons cannot be fired at Point Blank range.

Reloads – R:

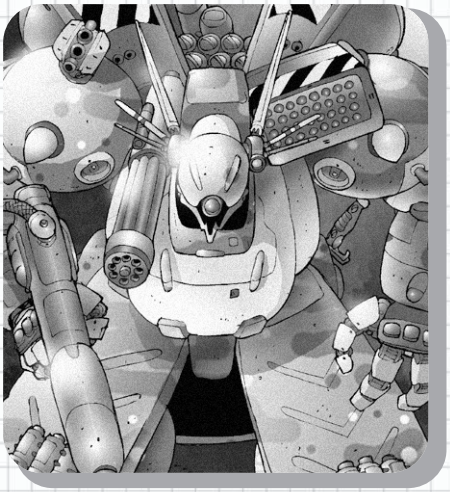
Weapons with this have extra ammunition can be reloaded in battle when they run out of ammo. This will be listed on the Datacard, rather than in the weapon listings, as a hand-held variant may be able to Reload but the same weapon mounted in a turret may not.

Slow Burn – SB:

Sticky flammable material covers the target and may burn for a while. Roll 1D6 in the Miscellaneous Phase, on a 5+ the target keeps on burning. It will take another Light damage each round until the fire dies out or the Unit is destroyed. The Unit may use its Action(s) to try and put out the fire: two actions will put out a fire (two Units may participate). If only one Action is used, the Unit keeps on burning on a roll of 6+ rather than the normal 5+.

Throw – T:

The weapon is designed to be thrown. In this case, it is not fired like normal weapons, but instead is placed as per the Indirect Fire rules even if the attacking unit has LoS, although no FO Action is necessary in this case. It may also be used with a Forward Observer. Thrown weapons always do damage as per the Indirect Fire rules and count as Indirect Fire weapons for all purposes.



AUXILIARY SYSTEMS

Auxiliary systems are systems that are not essential to the functioning of the Unit. While not listed below, Sensors/Detection, Communications, ECM and ECCM are also AUX systems.

Anti-missile System (AMS):

Generally taking the form of small turreted machine guns or lasers, Anti-missile systems have a skill Level of 2 plus their Rating. When the Unit (or another Unit from the same Combat Group) is attacked by missiles, mortars or rockets, the Unit's AMS will try to shoot down the attack. The AMS makes the first Defense roll: in case of success (MoS 1 or more) the attack is stopped. Against RoF attacks, it will reduce the RoF bonus by its Margin of Success. If the RoF bonus drops below zero, the attack is stopped. If the AMS fails to stop the attack you must defend against it normally, although any RoF destroyed by the AMS is not counted in the attack. The Defending player may choose whether the lost RoF points reduce the attack's bonus AE or DM.

Anti-Personnel Charges:

This system can detect and attack close-by enemy infantry. They are considered Skill Level 2 for attack purposes, have a damage multiplier of x4 and the Anti-Infantry Perk. Anti-Personnel charges do not require an Action to activate and can only attack infantry Units that are in base-to-base contact. The system may be used a number of times equal to its Rating.

Autopilot:

Autopilots may be activated during the Initiative phase. The Unit gains an additional Action per Combat Round while the Autopilot maneuvers the Unit. Movement is limited to straight lines and free 60-degrees turns in accordance with the Unit's movement mode. All Defense rolls are made as a Level 1 pilot. Command Points may not be used to assist the Autopilot in the Defense of the Unit, but may be used by the pilot to re-roll Attacks.

Counter-Battery Sensors:

when a Unit with this Perk is attacked indirectly, it may immediately use Active Detection to try and lock-on to the firing Unit.

Jump Jets:

Thrusters allow the Unit to make jumps on the battlefield. It takes an Action to use Jump Jets and the Rating of the Perk is a bonus movement that can be used in addition to normal movement without switching modes. Jump Jet movement functions like Hopper movement.

Target Designator (TD):

This Perk is used to mark targets for Guided weapons. A successful hit "tags" the target for the remainder of the round. Any Guided weapon attacks against that target are made with a +2 modifier.

Satellite Uplink:

The Unit has access to an orbital relay and as a result can get real-time information on the battlefield. As long as this Unit is alive, you gain one free Command Point per round. This Command Point lasts only until the end of the round. Extra Satellite Uplinks do not generate extra CPs. You can get at most one bonus CP per turn from having Satellite Uplinks.

Searchlight (SL):

The unit may use this to fight better at night. See "Weather and Time of Day," p..68.

Smoke Launchers (Smoke):

Once per round, a Unit with Smoke launchers may launch a thick smoke cover up to 3 inches away from the miniature. The Smoke has AE3 and provides 2 points of obscurement for 6 rounds (use a spare die to count the number of rounds left). This may only be done a number of times indicated on the Unit's Datacard and does not use an action. Smoke can be represented by cotton balls stretched out over the affected area.

Stealth:

Various systems make the Unit hard to detect. This Perk's rating is added to the Unit's Concealment value while under cover or at night – it is useless in the open during the day.

ARMOR PERKS AND FLAWS

Backup Communication:

The Unit can still use its Communication system when it is destroyed. If the system would count as destroyed a second time, this no longer applies and the system is destroyed.

Backup Sensors:

The Unit can still use Detection Rating if Sensors are destroyed, but may not roll Active Detection.

Exposed Aux:

Sensor clusters, ECM pods or various electronic equipment cover the Unit and are easily damaged. The Unit's Auxiliary Systems are destroyed at the Heavy Damage Level instead of Critical.

Exposed Fire Control:

The Unit's targeting systems are easily damaged. The Attack penalty is first applied when the Unit takes Light Damage (Light Damage –1, Heavy Damage –2 and Critical Damage –3).

Exposed Movement:

The Unit's transmission is easy to damage. The Defense penalty is first applied when the Unit takes Light Damage (Light Damage –1, Heavy Damage –2 and Critical Damage –3). It does not affect the reduction to Combat Speed.

Improved Rear Defense:

The Unit is very well armored and reduces the rear attack modifier by 1 (to 0 if you can Autodetect the attacker or -1 if you can't).

Reinforced armor (rF):

One the Unit's facing (usually the front) is reinforced. When an attack comes from that arc, add the Rating to the Armor before determining damage.

Rugged Movement System:

No Defense penalty is applied when the Unit takes Heavy Damage; rather it is applied at the Critical damage Level. (Light Damage 0, Heavy Damage 0 and Critical Damage –1). It does not affect the reduction to Combat Speed.

Shielded weapons:

The Unit's weapons are unaffected by Heavy Damage results. The -1 penalty is only applied at the Critical damage Level. (Light Damage 0, Heavy Damage 0 and Critical Damage –1).

Weak Facing:

One of the Unit's facings (usually the rear) is considerably less armored. When an attack comes from that arc, the armor value is halved.

PERKS

Acrobatic Handling:

The Rating is applied to Attack and Defense rolls made at Point Blank range.

Advanced Neural Net:

The highly evolved Neural Net gives the pilot one re-roll per Combat Round.

Airdroppable:

These Units may be dropped from low-flying aircraft before the battle. Combat groups consisting completely of Units with this Perk can be placed after both sides have set up (If both sides have Airdroppable units, place in normal order). Airdroppable Units may be placed anywhere on the battlefield as long as no non-Airdroppable enemy Unit has a line of sight (LOS) to them.

Amphibious:

These Units can move through or under water. Only Amphibious Units can enter Water terrain; other Units will flood and automatically be put out of action if they enter Water, except Hover and Hopper who can simply fly over it. Amphibious Units cannot enter or exit Water terrain at Top Speed.

Camo Netting:

+1 to Concealment when in Soft Cover and Stationary.

Drone:

A drone is a remote–controlled vehicle. Drones are generally slaved to a Master Unit which controls them or they may operate on their own as a Level 1 pilot. See the Electronic Warfare section for details.

Ejection System:

Crewmen may escape a destroyed Unit on a roll of 4+ if the optional rule is used.

Fire Resistant:

Units with this Perk do not keep burning after being hit by Slow Burn Weapons.

Improved off-road ability:

-1 MP cost when moving through terrain with a MP cost of more than 1.

Large Doors:

Double the number of Units a Transport may embark or disembark per action. This also increases the likelihood of passenger survival. If the optional escape rules are used, the Transported troops roll escape on a 4 instead of a 6.

Low Profile:

+1 to Concealment when behind cover of any type and +2 if Hull-Down.

Ram Plate:

A Unit with a Ram Plate will take half damage from any Rams (including falls) in the arc of the Ram Plate.

Sniper System:

Add +1 to the attack roll at long and extreme range. The modifiers become: Point Blank: +2, Short +1, Medium: +0, Long: +0, Extreme: -1.

Stabilizer Mount:

Units with this Perk mount over-sized weapons and need to assume a prepared position in order to fire. The Unit must be Stationary and spend an Action to get into that position; only then is it allowed to fire its over-sized weapon. If the Unit moves, it will need to spend another Action in order prepare its position again.

Sensor Boom:

A sensor boom is a tool arm that allows the Unit to see over intervening terrain. When checking for Line of Sight, you may use a point within 1" of the Unit instead of the Unit itself, representing the boom extending to scan the area.

Transport:

The Unit has a cargo area or can transport passengers. The type of cargo is always specified with this Perk. The most common transport in the game is a troop transport. A transport must be Stationary and spend Actions to unload cargo. Infantry and Vehicles may be unloaded at 1 Unit per Action spent by the Transport and the Transport must be no more than altitude 1 to deploy Units. Note that Infantry Units mounted on ATVs cannot be transported by a Troop transport, they must be transported by a vehicle transport. Transports bought as part of a Combat Group in the Field Guides count as part of that Combat Group for activations and Multiple Attacker Penalties.

If a Transport is hit while transporting Units, the attacking player must roll a single die against the following Damage type Thresholds:

- LIGHT DAMAGE: 5
- HEAVY DAMAGE: 3
- CRITICAL DAMAGE 1

If the roll gets a MoS of 1 or more, the transported Unit takes damage equal to the base damage multiplier of the weapon that hit. This is in addition to any damage suffered by the transport. Units that are unlucky enough to find themselves in an Overkilled Unit must test for escape like crew if the optional rule is used (one test per base). If successful, place surviving Units in contact with the wreckage. They may not move or act until the next round. If the optional rule is not in effect, they are destroyed.

Weapon Link:

Two or more identical weapons on the Unit are linked. The attacker may choose to fire with one or more of them as a single action. Roll only once for all weapons, but the Defender must roll Defense against each weapon fired. All weapons must be fired using the same RoF and effects. Note that if the dice result would cause an Out of Ammo result, both weapons are Out of Ammo and require one action each to reload if they can be.

FLAWS:

Cannot Glide:

The Unit will automatically crash on a failed High-Speed Maneuver test.

Defective (Active Sensors, Fire Control):

The Unit's systems are on the blink. One die is rolled before the appropriate skill test (Active Detection for Sensors, Attack for Fire Control). If the die roll is equal to or lower than the Rating, the Rating is applied as a negative modifier to the test.

Large Sensor Profile (LSP):

The Unit shows up like a lightbulb on Sensors. The Flaw's Rating counts as negative Concealment and affects Active Detection Tests made against the Unit.

Poor Off-Road Ability:

The Unit is not designed to travel off-road. Add 1 to the cost of any terrain with an MP cost over 1.

Overheating:

The Unit suffers Light Damage if it moves and fires a weapon two rounds in a row or if it travels at Top Speed for more than three rounds in a row.

Sensor Dependent:

The unit may not use Autodetection, it must instead rely entirely on Detection rating and Active Detection. If Sensors are destroyed, the unit is blind: It cannot move and must make all Attack and Defense tests as if Unskilled.

Traceable Emissions:

The Unit is exceptionally noisy, smokey or otherwise easy to detect and lock on to. When the Unit is in cover, the Rating of the Flaw reduces the Obscurement value (to a minimum of 0). Guided weapons lock automatically, without needing a Tag (+2 to all Guided attacks, IF still requires a FO). Tagging a Unit with Traceable Emissions grants no additional bonus other than to serve as a FO if needed. Units also add the Flaw Rating to their Size for purposes of Automatic Detection.

Unstable:

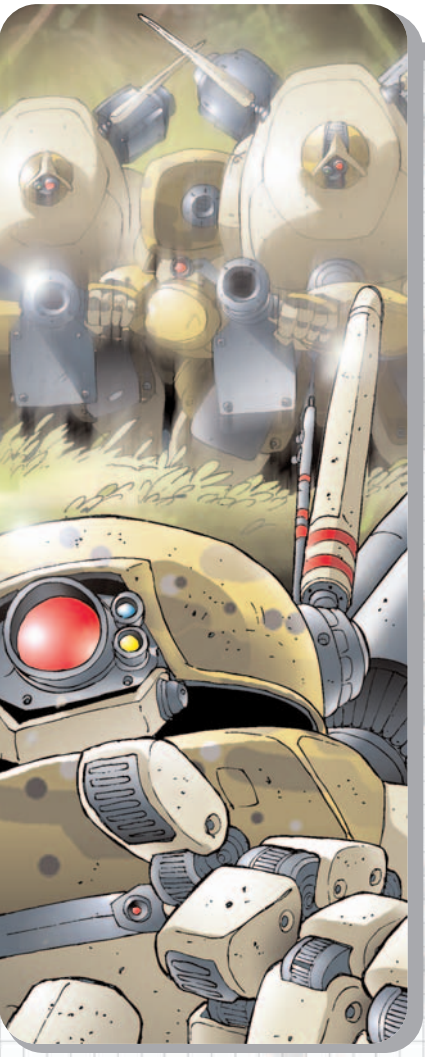
-1 to Defense rolls at Top Speed. A High-Speed Maneuver test must be made each Combat Round at Top Speed even if not turning and Unit must also test when traveling at Top Speed in terrain with a MP cost greater than 1.

Random Shutdown:

The Unit can suddenly freeze in action. Roll 1D6 every Combat Round against a Threshold of (1+ Rating). Failure causes the Unit to shutdown for 1D6 Combat Rounds.

Vulnerable to Haywire:

The Unit has lots of electronics onboard. Any Haywire hit will cause another Light damage on a roll of 2+ instead of 4+.



ADVANCED RULES

Morale

The willingness to fight of military personnel is sometimes more important than its equipment. Being shot at, having artillery fire fall on your head or being jammed into a tiny Gear cockpit while all hell breaks loose can have undesirable effect on a soldier's mind. Over time, accumulated stress will reduces a Combat Group's effectiveness to nothing.

Every time a Unit in a Combat Group suffers from one of the following events, place the listed number of Morale tokens on the Datacard of the leader of the Combat Group or use a die on the Datacard to note how many tokens are present. The Leader of a Combat Group will be specified in the Field Guides (See p.46).

Sniper Attacks are attacks that come from Units your Combat Group cannot Detect automatically or with Detection Rating and did not get a Lock-on with Active Detection this round. Note that if multiple listed events result from the same action, only apply the event with the highest modifier.

Demoralized:

A Combat Group's Demoralized Threshold is equal to half its Breakpoint, rounded up (see below). Any Unit with this many or more moral tokens is considered Demoralized and suffers a -1 to all Attack and EW rolls.

FRIENDLY UNIT IN ANOTHER COMBAT GROUP DESTROYED WITHIN 10."	+1
ANY UNIT IN THE COMBAT GROUP DESTROYED.	+2
ANTI INFANTRY ATTACK AGAINST INFANTRY REGARDLESS OF DAMAGE.	+1
INFANTRY BASE IS REMOVED BY AN ATTACK.	+1
INDIRECT FIRE OR SNIPER ATTACK.	+1, MAXIMUM 1 PER ROUND.
INCENDIARY ATTACK (SB) AGAINST INFANTRY.	+1
ENEMY UNIT WITHIN 10" DESTROYED BY ANOTHER FRIENDLY COMBAT GROUP.	-1
COMBAT GROUP DESTROYS AN ENEMY UNIT.	-1 TO THAT COMBAT GROUP

Broken:

A Combat Group may accumulate a number of Morale tokens equal to 4 + the Group's Commander's Leadership skill Level. This is referred to as the Breakpoint. When this happens, the Unit is considered broken: it may no longer attack, but may move and Defend. It may attempt EW, but all EW tests still suffer the -1 modifier.

Infantry and Morale

When an Infantry Group is attacked, chances are they will hit the ground. Dug-in Infantry, however, are very difficult to dislodge. A Stationary Infantry Unit may remove one (1) Morale token at the end of the round.

Regrouping

To regroup, a Combat Group must have all its Units in cover or out of LOS of the enemy. The Group leader must use an Action to roll a Leadership test against a Threshold equal to the number of Morale tokens they presently have. In case of success, one token is removed. If a Combat Group is not damaged for an entire round, the Group Leader may attempt a Leadership roll at the end of the Miscellaneous Phase as if the Combat Group were out of LoS to the enemy.

As long as a Unit is not Broken, it may Attack as normal. It is often prudent to spend some extra time regrouping to ensure the Group is not easily Broken again. As noted in the Command Points section, commanders may spend a Command Point to immediately halve the number of Morale tokens on a Unit (rounding up, minimum of 2 removed). The Unit does not need to be out of LoS of the enemy for this to occur.

Loss of a Leader

If the Combat group's designated Leader is lost, any other Unit within the Group may take over, using its Leadership skill instead. The Breakpoint is automatically lowered to 3, unless the new skill Levels make it higher. Remember that if a Unit does not have the Leadership Skill listed, it rolls as Unskilled.

Mission Priority

Most missions are Average Priority, meaning the troops participating are reasonably committed to the mission and morale works as listed. Otherwise, consult the following table based on the scenario listing (or based on the scenario you created):

VERY HIGH PRIORITY:	+2 TO BREAKPOINT
HIGH PRIORITY:	+1 TO BREAKPOINT
NORMAL PRIORITY:	NO CHANGE
LOW PRIORITY:	-1 TO BREAKPOINT
VERY LOW PRIORITY:	-2 TO BREAKPOINT

NOTE THAT CHANGES TO BREAKPOINT ALSO AFFECT THE DEMORALIZED THRESHOLD.

Pilot Ejection

When a Unit is Overkilled, there is a chance that its crew might escape. Roll a Defense Skill test with an additional die for each crewman beyond the first. This is done with no modifiers against a Threshold of 6. On a MoS of 1 or more some of the crew survive! Surviving crew are represented by a single Infantry base.

The crew is considered unarmed and moves just like a normal Infantry Unit (2 Walker MPs). It will defend at the normal Skill Level. As long as the crew stays alive, the Unit escaped from is only considered to be Damaged for Victory Point purposes. The crew must try to reach their home edge. Any successful attack made against the crew automatically destroys them. Friendly Units with the "Transport" Perk can pick up the surviving crew. Units with manipulators can also pick up surviving crew, but if they suffer from any damage while carrying personnel in their hands, the transported personnel are automatically killed.

Walker Knockdown

When a walker takes a great deal of damage there is always a chance that it will get knocked down by the force of the attack. When the total damage of an attack is equal to or greater than twice the Walker's size, it might fall down: The defender makes a Defense test with no modifiers against a Threshold of (MoS +1). If the test is failed, the Walker falls down and must spend 1 MP to get back up again. If the test is Fumbled, the walker falls down hard, takes Light Damage and must spend an action to get back up.

Walkers with their base touching the top of a cliff may fall down the cliff if the test is failed. In this case, roll a die. Counting the front of the miniature as side 1, the Unit will fall in a direction corresponding to the number rolled. If this direction is toward the cliff, the Unit falls down the cliff, rather than either of the two options above. Use the MoF for the Fall/Ramming damage as normal. See the Ramming section for more info.

MoS/MoF Cap.

Some people find that Weapon damages and certain effects can get "over the top" with exceptional Margins of Success or Failure. As an option in your home games, you may restrict the maximum Margin of Success or Failure of all weapons to 7 or lower if it fits your group's gaming style.

Optional RoF Rules

You will probably note that the RoF fire rules leave a bit out. Specifically, it is conceivable that a Unit could be between the attacking Unit and the Area Effect and not get hit. This is to keep things fairly simple. If you want a more realistic and deadly variant for your home games, use the rules as written but anything that is between the attacker and the far edges of the AE caused by the RoF attack must also defend against the attack.

Optional Grenade Rules

Grenade weapons (those designated as grenades) can be placed instead of thrown. The grenade is simply be dropped wherever Unit wants along its movement and uses an unmodified Attack roll to determine damage at that point. This is generally not very useful as it will blow the Unit up as well. Grenades, however, can also be set to detonate after a set period rather than on impact. To do this, you must determine the number of rounds the weapon will lay dormant before going off and mark it down, with a maximum of 6 rounds. The weapon will go off at the end of the round marked on the paper. If the weapon is deployed by throwing, it scatters as normal, write the roll down on a piece of paper to determine effect when it detonates.

FIELD GUIDES

Army Structure

The following are simplified "get-you-by" Field Guides and are designed to create a basic Gear-oriented army for each faction covered. Later on, we will release larger Army books which will add more Unit types and cover differing organizational setups for each faction. Each Squad or Section is its own Combat Group unless otherwise specified.

Players normally agree on a TV limit for the game they are playing. 500TV is a skirmish, 1000 is a normal sized game that should take under 3 hours to play and 2000 or more is a large game that will take a fair amount of time to play. Both sides choose an army up to the agreed upon TV. It is recommended that beginning players try a Skirmish or two before moving on to larger games.

You may note some units cost more in some squads than in others. This is due to usefulness, options available and skills listed in the squad. "Standard Loadout" refers to the basic model shown on the Datacard. If the text does not specify, assume Standard Loadout.

The Army charts give the minimum and maximum number of Squads needed for every full 1000 TV game you are playing. Formation type is down the left, while Combat Group types are along the top. Cross reference to obtain the number of Combat Groups of that type you can take. X+ means you need X number and may take more. X-Y means you must take at least X and can take up to Y. 0 means you simply cannot take that Combat Group in that particular formation. 0+ would mean you do not need to take any, but may take as many as you have TV for.

Each additional 1000 TV or portion thereof adds 1 to any minimums and 1 to any maximums in the squad listings (if the option is 0+ or 0, these do not change). If you are playing less than 1000 TV, Squad minimums are halved, rounding up and Support Option maximums (Air Strikes, Off-Board Artillery) are halved, rounding down. In addition, Command Squads are optional at less than 1000 TV, the Unit with the highest Leadership will act as Army Commander. If Multiple Units have the same Ld, you may choose which one you want as the leader.

The Squad listings also give the Skills and levels for Units in the Squad. If a Unit does not have a Skill listed, it is assumed to be 0 (Unskilled).

Legacy Units

Unfortunately, we can't list all the Units from older books in the "get-you-by" Field Guides. If a Unit does not appear in these lists or in upcoming army books, you may use it in tournaments as a basic version of the same chassis as long as it is consistently applied. As an example two Razor Fang Black Mambas would count as two Black Mambas, provided both had the same options (weapons, upgrades, etc. must be the same).

For friendly games, you may use these Units if your opponent agrees, but it does take a bit of work to convert the stats and they are intentionally given a higher TV. A converted Unit may only be subbed in for another Unit of the same Chassis and will have the same skills as the rest of the squad. This will limit the usefulness of some Units but keeps things easier to balance. Note that when we publish the army books, some Units will end up with slightly tweaked TVs and stats to reflect their roles. Some of the old TVs were incorrectly calculated and as such old units will have different TVs in proportion to other units.

The following Perks become Sturdy Boxes: Reinforced Crew, Reinforced Chassis, Emergency Medical, HEAT Armor, Ammo/Fuel Containment System, Easy to Modify. The following Flaws will turn a Unit into a Fragile Unit (removing the critical box): Brittle Armor, Fragile Chassis, Hazardous Ammo/Fuel Storage, Weak Point (any, but not Weak Facing), Exposed Crew Compartment, Difficult to Modify.

The Automated Communications value is equal to the square root of the Communication system's range in kilometers, rounding down. Detection Rating is the Sensor Range in km. Blitz TV is equal to the old Threat value, divided by 10, rounding up to the next multiple of 5 and adding 10. Thus, something with a Threat Value of 760 would have a Blitz TV of (760/10 =76, rounding up to next multiple of 5 is 80 +10 =) 90. Any weapon hand held weapon with 30 or more ammo will normally get Reloads, as will any weapon with the Ammo Storage Perk. Hull-mounted weapons rarely get the Reloads trait. Any weapon 8 or less ammo will have Limited Ammo with circles equaling the ammo count.

Defense modifiers are the sum of the maximum movement modifier and the Maneuver of the Unit, in addition to any Perks or Flaws that affect Maneuver. The Attack modifier is equal to the attack movement modifier (as if using all MPs) plus any FireCon,. Automation is included directly in the Actions of the Unit.

For Armies not covered in this book, use the old squad setups. Units are assumed to have Attack and Defense skill of 2, EW skill of 1 and the Squad leader will have a Ld of 1. Army Commanders and Command Points work as per the Northern Guard Field Guide and any squad may bump their Squad Leader's Ld value by 1 (to level 2) for +10 TV.

NORTHERN GUARD FIELD GUIDE

The burden of protecting the Northern hemisphere of Terra Nova falls on the shoulders of the Northern Guard. The Guard is made up of soldiers both recruited or on loan from the three Northern Leagues and their protectorates. As a coalition force, the Guard does not generally have access to the most up to date equipment (that enviable position falls to the United Mercantile Federation Army), but it is better equipped overall and has higher morale than their Southern counterpart, the MILICIA. In times of war, national regiments are loaned to the Northern Guard to ensure unified command and control. Due to this, the national armies of the North have adopted the standard Northern Guard organizational structure.

NORTHERN GUARD FIELD GUIDE

Northern Guard Army Types:

	GP Squad	Recon	Strike	Fire Support	Infantry Section	Strider	Tank	Air Strikes	Off-board Artillery
Gear	2+	0-2	0-3	0-2	0+	0-2	0-1	0-2	0-2
Infantry	0+	0-1	0-2	0-1	4+	0-1	0-1	0-3	0-3
Tank	0+	0-1	0-1	0-1	0+	0-1	1+	0-1	0-4

Northern Guard Special Rules:

Rallying Cry: Whether it's "For the Prophet" or "Remember Rahnguard," the forces of the North have always had a cause or cry to spur them onwards. If you are playing with the Morale rules, you may roll your current Commander's Leadership once per round against a Threshold of 4, 6 if the designated Commander has been killed. If you succeed, your units do not receive morale tokens resulting from friendly Units being Destroyed. This includes units in their own Combat Group. If you fail, you get twice as many morale tokens as usual for friendly Unit deaths.

Chaplains:

The prevalence of Revisionism in the North is reflected in the makeup of the Northern Guard and many soldiers, especially those from the NLC, are devout Revisionists. Chaplains or Monks of the Sorrento Revisionist faith often serve as active members of regiments, tending to the souls of their fellow soldiers and, in some cases, joining them in battle.

One Unit in your force may be upgraded to a Chaplain. The Chaplain has the same skills as the rest of the Combat Group and may be the Combat Group Leader or even the Army Commander. The Combat Group the Chaplain is a part of gains one CP per round as if they had a Satellite Uplink, but this CP may only be used on the Combat Group the Chaplain is in and may only be used for Re-rolls or removing Morale tokens. This costs 30TV.

In addition, the Chaplain, if in a Gear, may be upgraded to a Warrior Monk for +5 TV. The Warrior Monk gains a Gear-sized fighting staff (Range 0, DM is Size +2, ACC 0 and is both Melee and Armor Crushing) and may roll an additional die in Melee Combat.

The Chaplain's Unit should be designated with a small goblet or other such symbol painted on it.

Command and Special Units

One Squad must be designated as the army Command Squad. The Squad Leader becomes the Army Commander and gains +1 to its Leadership and Defense skills. This costs 25 TV.

Command Points

The Northern Guard gain a number of Command Points equal to their army Commander's Leadership Skill, plus one for each Combat Group in the army after the first. Sniper Squads, Air Support and Off-Board Artillery do not count towards this. Maximum Starting CPs is equal to 6 + 2 for every 500 TV in your army.

COMBAT GROUP LISTINGS

General Purpose Squad — TV: 205

A GP Squad consists of 4 Hunters and one Headhunter all with standard Loadout.

Skills:
All members have Attack 2, Defense 2, EW 1. The Headhunter has Ld 1 and is the Combat Group Leader.

One General Purpose Squad per 1000 TV may be upgraded to Veteran Status. Attack and Defense become 3 and EW becomes 2. Leadership is increased by an additional level for the commander. +20 TV per Unit in the squad. The veteran squad may also add Field Armor (an additional Sturdy Box) to any member for +15 TV each.

General Purpose Options:

> THE SQUAD MAY ADD AN ADDITIONAL HUNTER FOR +40 TV.
> SWAP THE HEADHUNTER FOR A JAGUAR WITH STANDARD LOADOUT AND SAME LD FOR +15 TV.
> SWAP ONE HUNTER FOR A CHEETAH WITH STANDARD LOADOUT FOR +25 TV.
> ONE HUNTER MAY BE UPGRADED TO A HUNTER URBAN COMMANDO - SWAP LAC FOR FGC, (F, RELOADS), SWAP LRP FOR HMG (F, NO RELOADS), SWAP HGS FOR HHGS (F, LIMITED AMMO 3), ADD HPZF (F, LIMITED AMMO 4) FOR +5 TV.
> INCREASE LEADERSHIP OF HEADHUNTER OR JAGUAR BY 1 LEVEL (TO 2) FOR +10 TV.
> ADD A CLOAK (CAMO NETTING) TO ANY MEMBER FOR +5 TV PER MEMBER.
UP TO 3 MEMBERS OF THE SQUAD MAY DO ONE OF THE FOLLOWING:
> SWAP THEIR AUTOCANNON AND LRP FOR A SNUB CANNON (F, LIMITED AMMO 3) FOR +5 TV.
> SWAP THEIR LAC FOR A MAC (F, RELOADS) FOR +5 TV.
ANY MEMBERS THAT CARRY A MAC OR SNUB CANNON MAY CARRY LPZFS (F, LIMITED AMMO 2) AT +5 TV.

Recon Squad — TV: 350

A Recon Squad consists of 4 Cheetahs and a Jaguar all with Standard Loadout.

Skills:
All members have Attack 2, Defense 2, EW 2. The Jaguar has Ld 1 and is the Combat Group Leader.

Recon Options:

> THE SQUAD MAY ADD AN ADDITIONAL CHEETAH FOR +70 TV.
> SWAP UP TO 2 CHEETAHS FOR JAGUARS WITH STANDARD LOADOUT FOR -5 TV EACH.
> SWAP ANY CHEETAH FOR A FERRET WITH STANDARD LOADOUT FOR -30 TV EACH.
> UPGRADE UP TO TWO FERRETS TO WILD FERRETS - REMOVE LRP AND TARGET DESIGNATOR, ADD ECM2, ECCM2, SAT UPLINK, EXPOSED AUX, VULN TO HAYWIRE. THIS IS -5 TV PER FERRET (-35 FROM CHEETAH).
> INCREASE LEADERSHIP OF JAGUAR BY 1 LEVEL (TO 2) FOR +10 TV.
> INCREASE THE EW SKILL OF ANY MEMBER BY +1 (TO 3) FOR +10 TV EACH.
> ADD FIELD ARMOR (AN ADDITIONAL STURDY BOX) TO ANY MEMBER FOR +25 TV EACH.
> ADD A CLOAK (CAMO NETTING) TO ANY MEMBER FOR +5 TV PER MEMBER.
> ADD ONE RECON DRONE TO ANY MEMBER (MAX 1 DRONE PER UNIT) + 20 TV.
> ADD ONE HUNTER-KILLER DRONE TO ANY MEMBER (MAX 1 DRONE PER UNIT) + 5 TV.

Strike Squad — TV: 300

A Squad consists of 2 Jaguars and 3 Hunters, all with Standard Loadout.

Skills:
All members have Attack 3, Defense 3, EW 2. One Jaguar has Ld 2 and is the Combat Group Leader.

Options:

> INCREASE LEADERSHIP OF THE COMMANDING JAGUAR BY 1 LEVEL (TO 3) FOR +10 TV.
> TURN ONE JAGUAR INTO A SECOND IN COMMAND (LEADERSHIP 1) FOR +10 TV.
> ANY HUNTER MAY BE UPGRADED TO A JAGUAR WITH STANDARD LOADOUT FOR +20 TV EACH.
> ANY HUNTER MAY BE UPGRADED TO A HUNTER URBAN COMMANDO - SWAP LAC FOR FGC (F, RELOADS), SWAP LRP FOR HMG (F, NO RELOADS), SWAP HGS FOR HHGS (F, LIMITED AMMO 3), ADD HPZF (F, LIMITED AMMO 4) FOR +5 TV EACH.
> UP TO TWO HUNTERS MAY BE SWAPPED FOR GRIZZLIES WITH STANDARD LOADOUT FOR +45TV. ADD AN ADDITIONAL +5 TV TO LINK THE ROCKET PODS.
> ONE HUNTER MAY BE UPGRADED TO A KODIAK WITH STANDARD LOADOUT FOR +65 TV.
> ADD FIELD ARMOR (AN ADDITIONAL STURDY BOX) TO ANY MEMBER FOR +20 TV EACH.
> ADD A CLOAK (CAMO NETTING) TO ANY MEMBER FOR +5 TV PER MEMBER..
> ANY MEMBER MAY SWAP THEIR AUTOCANNON AND LRP FOR A SNUB CANNON (F, LIMITED AMMO 3) FOR +5 TV.
> ANY MEMBER MAY SWAP THEIR LAC FOR A MAC (F, RELOADS) FOR +5 TV.
> ANY MEMBER MAY SWAP THEIR AUTOCANNON FOR A MEDIUM BAZOOKA (F, NO RELOADS) FOR + 10 TV.
> ANY MEMBER MAY CARRY MPZFS (F, LIMITED AMMO 2) AT +10 TV EACH.
> ADD ONE HUNTER-KILLER DRONE TO ANY MEMBER (MAX 1 DRONE PER UNIT) FOR + 5TV.

Fire Support Squad — TV: 285

A Squad consists of 1 Headhunter, 2 Hunters and 2 Grizzlies, all with Standard Loadout

Skills:
All members have Attack 2, Defense 2, EW 1. The Headhunter has Ld 1 and is the Combat Group Leader.

Options:

> THE SQUAD MAY ADD AN ADDITIONAL HUNTER FOR +40 TV.
> SWAP THE HEADHUNTER FOR A JAGUAR WITH STANDARD LOADOUT AND SAME LD FOR +15 TV.
> SWAP ONE HUNTER FOR A CHEETAH WITH STANDARD LOADOUT FOR +25 TV.
> SWAP ONE HUNTER FOR A GRIZZLY WITH STANDARD LOADOUT FOR +45 TV.
> ANY GRIZZLY MAY LINK THEIR ROCKET PODS FOR AN ADDITIONAL +5 TV.
> INCREASE LEADERSHIP OF HEADHUNTER OR JAGUAR BY 1 LEVEL (TO 2) FOR +10 TV.
> ADD FIELD ARMOR (AN ADDITIONAL STURDY BOX) TO ANY MEMBER FOR +20 TV EACH.
> ADD A CLOAK (CAMO NETTING) TO ANY MEMBER FOR +5 TV PER MEMBER..
> ANY UNIT MAY SWAP THEIR AUTOCANNON FOR A MEDIUM BAZOOKA (F, NO RELOADS UNLESS GRIZZLY) FOR + 10 TV.
> ADD A DEMOLITIONS DRONE TO ANY UNIT (MAX ONE PER UNIT) + 5 TV.

COMBAT GROUP LISTINGS

Strider Squad — TV: 175

A Squad consists of 1 Mammoth.

Skills:
All members have Attack 2, Defense 2, EW 2 and one Unit has Ld 2 and is the Combat Group Leader.

Strider Options

> ADD UP TO TWO MORE MAMMOTHS FOR +175 TV EACH.
> THE SQUAD MAY SWAP ANY MAMMOTH FOR AN ASSAULT MAMMOTH - SWAP THE MAC FOR A HAC, SWAP ATM FOR SC. DROP SENSORS TO 0 AND DETECTION TO 2. THIS IS -60 TV PER UNIT.
> ANY UNIT MAY HAVE THEIR ATTACK SKILL UPGRADED TO LEVEL 3 FOR + 10 TV EACH.
> ANY UNIT MAY HAVE THEIR DEFENSE SKILL UPGRADED TO LEVEL 3 FOR +10 TV EACH.
> ANY UNIT MAY HAVE THEIR EW SKILL UPGRADED TO LEVEL 3 FOR +10 TV EACH.
> THE LEADER MAY UPGRADE ITS LD TO LEVEL 3 FOR +10 TV.
> ADD CAMO NETTING TO ANY MEMBER FOR +5 TV PER MEMBER
> THE SQUAD MAY BE VETERANS. ALL UNITS IN THE SQUAD CAN HAVE THE LD SKILL AT 1 FOR +10 TV PER UNIT.
> ADD A RECON DRONE TO ANY UNIT (MAX ONE PER SQUAD) +20 TV EACH.

Tank Squad — TV: 185

A Tank Squad consists of 1 Klemm Light Tank.

Skills:
All members have Attack 2, Defense 2, EW 1. One Tank has Ld 1 and is the Combat Group Leader.

Tank Options

> ADD UP TO TWO MORE KLEMMS FOR +185 TV EACH.
> UPGRADE ANY TANK TO AN ALLER +100 TV PER UNIT.
> ANY UNIT MAY HAVE THEIR ATTACK SKILL UPGRADED TO LEVEL 3 FOR +10 TV EACH.
> ANY UNIT MAY HAVE THEIR DEFENSE SKILL UPGRADED TO LEVEL 3 FOR +10 TV EACH.
> ANY UNIT MAY HAVE THEIR EW SKILL UPGRADED TO LEVEL 2 FOR +10 TV EACH.
> THE LEADER MAY UPGRADE ITS LD TO LEVEL 2 FOR +10 TV.
> ADD CAMO NETTING TO ANY MEMBER FOR +5 TV PER MEMBER
> ADD A DRONE TO ANY UNIT (MAX ONE PER SQUAD): HUNTER-KILLER + 5 TV, RECON +20 TV EACH.

Infantry Section TV: 30

An Infantry Section consists of 2 squads, each squad consisting of 3 bases. All bases are armed with 7mm Assault Rifles.

Skills:
All Squads are considered to have Level 2 Infantry skill and Armor 8. Choose one squad to be the Combat Group Leader.

Infantry Options

> THE SECTION MAY BE MOUNTED IN A BADGER APC (MAY NOT BE PARATROOPERS OR MOUNTED ON ATVS) FOR +20 TV. THE BADGER CREW HAS ATTACK AND DEFENSE 2, EW1, LD1. THE BADGER LACS MAY BE LINKED AT AN ADDITIONAL +5 TV.
> THE SECTION MAY BE GRANTED MEDIUM ARMOR (+1 ARMOR) AT +5 TV OR HEAVY ARMOR (+2 ARMOR) AT +10 TV.
> ANY SQUAD MAY CARRY ONE TYPE OF HEAVY WEAPON AT THE COSTS LISTED : LIGHT MACHINE GUN +5 TV, CHAINGUN +5 TV, ANTI-GEAR RIFLE +5 TV, GRENADE RIFLE +10 TV, ROCKET LAUNCHER +10 TV, LIGHT MORTAR +15 TV, TARGET DESIGNATOR (RATING 2) +10 TV.
> ANY SQUAD MAY BE GIVEN ATVS AT A COST OF 10 TV PER SQUAD.
> ANY SQUAD MAY BE UPGRADED TO PARATROOPERS (AIRDROPPABLE PERK) +5TV.
> ADD CAMO NETTING TO ANY SQUAD FOR +5 TV PER SQUAD.
ADD A DRONE TO ANY SQUAD (MAX ONE PER SQUAD): HUNTER-KILLER OR DEMOLITION + 5 TV EACH, RECON +20 TV EACH.

The Section may be given a Sniper Squad (1 base, Infantry Skill 3, Armor 9, Camo Netting, Stealth 2, armed with Sniper Rifle) for 15 TV. This squad acts as its own combat group and may be upgraded to Heavy Armor (+1 armor) at +5 TV. The Sniper Rifle may be upgraded to a Laser sniper rifle for +5 TV. The squad may also take a single Recon drone for + 20 TV.

Air Strikes

> FIGHTER RUN:	15 TV
> FIGHTER-BOMBER RUN:	75 TV
> BOMBER RUN:	200 TV

Off-Board Artillery

> LIGHT ARTILLERY SALVO:	5 TV
> MEDIUM ARTILLERY SALVO:	15 TV
> HEAVY ARTILLERY SALVO:	40 TV

SOUTHERN MILICIA FIELD GUIDE

The MILitary Intervention/Counter-Insurgency Army (MILICIA) is the Southern hemisphere's first line of defense. Unfortunately, it is generally made up of conscripts and those the Southern Leagues' own armies don't want, including convicts. The resulting lack of morality and morale has led to some very unfortunate incidents with civilians and many reports of desertion or "independent procurement" of necessary supplies, sometimes even from other Southern militaries. This, along with its subordinate position to the better trained and funded Southern Republic Army has led to some command and organizational "issues." Things in the MILICIA are slowly changing as the South realizes a unified front is more effective and as higher tech equipment becomes more readily available through legitimate channels.

Southern MILICIA Army Types:

	CONVICT GEAR	GP CADRE	RECON	STRIKE	FIRE SUPPORT	INFANTRY	CON. INFANTRY	STRIDER	TANK	AIR STRIKES	OFF-BOARD ART.
GEAR	0-2	2+	0-2	0-3	0-2	0+	0-2	0-2	0-1	0-1	0-3
CONVICT (GEAR)	2+	0+	0-1	0-2	0-1	0+	0+	0-1	0-1	0	0-2
INFANTRY	0-2	0+	0-1	0-2	0-1	4+	0-2	0-1	0-1	0-1	0-4
CONVICT (INF)	0+	0+	0-1	0-2	0-1	0+	6+	0-1	0-1	0	0-2
TANK	0-2	0+	0-1	0-1	0-1	0+	0-2	0-1	1+	0-1	0-4

Southern MILICIA special rules:

Variable Morale: The bulk of the troops in the MILICIA are conscripted and the MILICIA is seen as an expendable force by the Southern Republic. If playing with the Morale rules, roll 1 die for each Cadre other than the Commander's Cadre. On a 1, it doesn't want to be there, thinks it's being sent to die or similar. Lower that Cadre's Breakpoint by 1. On a 6, they are determined to show command a thing or two and survive no matter the odds. Raise the Combat Group's Breakpoint by 1.

Limited Resources: Any Jäger in the army may be stripped down; remove the LRP and the Sturdy box. Movement becomes W 4/8, G 7/13, G Defense mod at Combat speed increases to +1. This does not cost anything and, if done, the Jäger cannot take any options that give additional Sturdy Boxes.

Command and Special Units

One Cadre with an Iguana or Black Mamba must be designated as the army Command Cadre. The Cadre Leader (who must be in an Iguana or Black Mamba) becomes the Army Commander and gains +1 to its Attack, Defense, EW and Ld skills. This costs 50 TV.

Command Points

The MILICIA gain a number of Command Points equal to double their army Commander's Leadership Skill, has and an additional +1 for every 4 full Combat Groups in the army. Sniper Escouades, Air Strikes, Off-Board Artillery and Convict Units of any type do not count towards this. Maximum Starting CPs is equal to 6 + 2 for every 500 TV in your army.

COMBAT GROUP LISTINGS

Convict Cadre — TV: 150

A Convict Cadre consists of 4 Jägers all with standard Loadout.

Skills:
All members have Attack 2, Defense 1, EW 0. One Jäger has Ld 1 and is the Combat Group Leader.

Convict Cadre Options

> ADD AN EXTRA JÄGER FOR +35 TV.

SPECIAL:
> IF USING MORALE RULES, CONVICT UNITS DO NOT COUNT AS FRIENDLY UNITS FOR NON-CONSCRIPT UNITS. THIS COSTS NOTHING.
> THE CADRE MAY BE "FRESH MEAT." LOWER ALL ATTACK SKILLS TO 1, -5 TV PER UNIT IN THE CADRE.

General Purpose Cadre — TV: 165

A Cadre consists of 3 Jägers and one Command Jäger all with standard Loadout.

Skills:
All members have Attack 2, Defense 2, EW 1. The Command Jäger has Ld 1 and is the Combat Group Leader.

General Purpose Options

> THE CADRE MAY ADD AN ADDITIONAL JÄGER FOR +40 TV.
> SWAP THE COMMAND JÄGER FOR A BLACK MAMBA WITH STANDARD LOADOUT AND SAME LD FOR +20 TV.
> SWAP THE COMMAND JÄGER FOR AN IGUANA WITH STANDARD LOADOUT AND SAME LD FOR +15 TV. YOU MAY SWAP THE IGUANA'S PACK GUN FOR AN LAC (F, RELOADS) FOR AN ADDITIONAL +5 TV.
> UP TO TWO JÄGERS MAY BE UPGRADED TO FLÄMMJÄGERS - SWAP LAC FOR MFL (F, RELOADS) SWAP LRP WITH AN IRP (F, +2 ROF, NO RELOADS), ADD FIRE RESISTANT. THIS COSTS +10TV EACH.
> INCREASE LEADERSHIP OF THE CADRE LEADER BY 1 LEVEL (TO 2) FOR +10 TV.
> ADD A CLOAK (CAMO NETTING) TO ANY MEMBER FOR +5 TV PER MEMBER.

UP TO 3 MEMBERS OF THE CADRE MAY DO ONE OF THE FOLLOWING:
> SWAP THEIR LAC FOR A PARATROOPER RIFLE (F, LAC+ LGL, RELOADS FOR BOTH) FOR +10 TV PER UNIT.
> SWAP THEIR LAC FOR A LBZK (F, NO RELOADS) FOR + 5 TV PER UNIT.
> SWAP THEIR LAC FOR A MAC (F, WITH RELOADS) FOR +5 TV PER UNIT.

ONE GENERAL PURPOSE CADRE PER 1000 TV MAY BE UPGRADED TO VETERAN STATUS. ATTACK AND DEFENSE BECOME 3 AND EW BECOMES 2. LEADERSHIP IS INCREASED BY AN ADDITIONAL LEVEL FOR THE COMMANDER. +20 TV PER UNIT IN THE CADRE. THE VETERAN CADRE MAY ALSO ADD FIELD ARMOR (AN ADDITIONAL STURDY BOX) TO ANY MEMBER FOR +15 TV EACH.

Recon Cadre TV: 250

A Cadre consists of 4 Iguanas, all with standard Loadout.

Skills:
All members have Attack 2, Defense 2, EW 2. One Iguana has Ld 1 and is the Combat Group Leader.

Recon Cadre Options

> THE CADRE MAY ADD AN ADDITIONAL IGUANA FOR +60 TV.
> SWAP UP TO 2 IGUANAS FOR BLACK MAMBAS WITH STANDARD LOADOUT FOR +5 TV EACH.
> SWAP ANY PACK GUN TO AN LAC (F, RELOADS) FOR +5 TV.
> SWAP ONE IGUANA FOR A CHATTERBOX WITH STANDARD LOADOUT FOR 0 TV.
> INCREASE LEADERSHIP OF THE CADRE LEADER BY 1 LEVEL (TO 2) FOR +5 TV.
> INCREASE THE EW SKILL OF ANY MEMBER BY +1 (TO 3) +10 TV EACH
> ADD FIELD ARMOR (AN ADDITIONAL STURDY BOX) TO ANY MEMBER FOR +20 TV EACH.
> ADD A CLOAK (CAMO NETTING) TO ANY MEMBER FOR +5 TV PER MEMBER..
> ADD ONE RECON DRONE TO ANY MEMBER (MAX 1 DRONE PER UNIT) + 20 TV.
> ADD ONE HUNTER-KILLER DRONE TO ANY MEMBER (MAX 1 DRONE PER UNIT) + 5 TV.

Strike Cadre TV: 260

A Cadre consists of 2 Back Mambas and 2 Jägers all with standard Loadout.

Skills:
All members have Attack 3, Defense 3, EW 2. One Black Mamba has Ld 2 and is the Combat Group Leader.

Strike Cadre Options

> ADD AN ADDITIONAL JÄGER FOR +50 TV.
> SWAP ANY JÄGER FOR A BLACK MAMBA WITH STANDARD LOADOUT FOR +20 TV
> UP TO TWO JÄGERS MAY BE UPGRADED TO SPITTING COBRAS FOR +40 TV EACH.
> ANY SPITTING COBRA MAY BE CHANGED TO A STRIKING COBRA - SWAP HAC FOR A MBZK (F, NO RELOADS), REMOVE HRP, LGM. AT -25 TV PER UNIT.
> ANY JÄGER MAY BE UPGRADED TO A FLÄMMJÄGER - SWAP LAC FOR MFL (F, RELOADS) SWAP LRP WITH AN IRP (F, +2 ROF, NO RELOADS), ADD FIRE RESISTANT. THIS COSTS +10 TV EACH.
> ANY JÄGER MAY SWAP THEIR LAC FOR A MAC (F, RELOADS) FOR +5 TV.
> INCREASE THE LEADERSHIP THE COMMANDING BLACK MAMBA BY 1 LEVEL (TO 3) FOR +10 TV.
> TURN ONE BLACK MAMBA INTO A SECOND IN COMMAND (LEADERSHIP 1) +10 TV.
> ONE JÄGER MAY BE UPGRADED TO A KING COBRA WITH STANDARD LOADOUT FOR +70 TV.
> UP TO TWO JÄGERS MAY BE UPGRADED TO BLITZ JÄGERS - SWAP THE LAC FOR A MAC (F, RELOADS) AND THE LRP WITH AN ATM (F, LIMITED AMMO 2) FOR +55 TV.
> ADD FIELD ARMOR (AN ADDITIONAL STURDY BOX) TO ANY MEMBER FOR + 20TV EACH.
> ADD A CLOAK (CAMO NETTING) TO ANY MEMBER FOR +5 TV PER MEMBER..
> ANY BLACK MAMBA OR JÄGER MAY SWAP THEIR AUTOCANNON FOR A LIGHT BAZOOKA (F, NO RELOADS) FOR +5 TV.
> ANY BLACK MAMBAS MAY SWAP THEIR MAC AND LRP FOR A HGL (F, RELOADS) AND A VLRP (F, +4 ROF) FOR + 20 TV.
> ADD ONE HUNTER-KILLER DRONE TO ANY MEMBER (MAX 1 DRONE PER UNIT) + 5TV.

COMBAT GROUP LISTINGS

Fire Support Cadre — TV: 305

A Cadre consists one Jäger and three Spitting Cobras of all with standard Loadout.

All members have Attack 2, Defense 2, EW 1. The Jäger has Ld 1 and is the Combat Group Leader.

Fire Support Cadre Options

> THE CADRE MAY ADD AN ADDITIONAL JÄGER FOR +40 TV.
> SWAP THE LEADER FOR A COMMAND JÄGER OR BLACK MAMBA WITH STANDARD LOADOUT AND SAME LD FOR +5/+30 TV.
> SWAP ONE JÄGER FOR AN IGUANA WITH STANDARD LOADOUT FOR +20 TV.
> SWAP ONE JÄGER FOR A SPITTING COBRA WITH STANDARD LOADOUT FOR +40 TV
> ANY JÄGER MAY BE UPGRADED TO A BLITZ JÄGER. - SWAP THE LAC FOR A MAC (F, RELOADS) AND SWAP THE LRP WITH AN ATM (F, LIMITED AMMO 2) FOR +55 TV.
> ANY JÄGER MAY SWAP THEIR LAC FOR A MAC (F, RELOADS) FOR +5 TV.
> INCREASE LEADERSHIP OF COMMAND BY 1 LEVEL (TO 2) FOR +5 TV.
> ADD FIELD ARMOR (AN ADDITIONAL STURDY BOX) TO ANY MEMBER FOR +20 TV EACH.
> ADD A CLOAK (CAMO NETTING) TO ANY MEMBER FOR +5 TV PER MEMBER..
> ANY NON SPITTING COBRA UNIT MAY SWAP THEIR AUTOCANNON FOR A HGL (F, NO RELOADS) FOR + 10 TV.
> ADD A DEMOLITIONS DRONE TO ANY UNIT (MAX ONE PER UNIT) FOR + 5 TV.

Strider Cadre — TV: 180

A Cadre consists of 1 Naga.

Skills:
All members have Attack 2, Defense 2, EW 2 and one Unit has Ld 2 and is the Combat Group Leader.

Strider Cadre Options

> ADD UP TO TWO ADDITIONAL NAGAS FOR +180 TV EACH.
> THE CADRE MAY SWAP ANY NAGA FOR A LONGFANG NAGA – REMOVE BOTH ATMS, ADD 2 LFG (F, NO RELOADS) AND STABILIZER MOUNTS FOR THE LFGS. THIS COSTS -100 TV PER UNIT.
>ANY UNIT MAY HAVE THEIR ATTACK SKILL UPGRADED TO LEVEL 3 FOR +10 TV EACH.
> ANY UNIT MAY HAVE THEIR DEFENSE SKILL UPGRADED TO LEVEL 3 FOR +10 TV EACH.
> ANY UNIT MAY HAVE THEIR EW SKILL UPGRADED TO LEVEL 3 FOR +10 TV EACH.
> THE LEADER MAY UPGRADE ITS LD TO LEVEL 3 FOR +10 TV.
> THE CADRE MAY BE VETERANS. ALL UNITS IN THE CADRE CAN HAVE THE LD SKILL AT 1 FOR +10 TV EACH.
> ADD CAMO NETTING TO ANY MEMBER FOR +5 TV PER MEMBER
> ADD A RECON DRONE TO ANY UNIT (MAX ONE PER CADRE) +25 TV EACH.

Tank Cadre TV: 190

A Tank Cadre consists of 2 Hun Light Tanks.

Skills:
All members have Attack 2, Defense 2, EW 1. One Tank has Ld 1 and is the Combat Group Leader.

Tank Cadre Options

> ADD AN ADDITIONAL HUN FOR +95 TV.
> UPGRADE ANY TANK TO A VISIGOTH FOR +165 TV PER UNIT.
> ADD UP TO TWO GEARS WITH STANDARD LOADOUT: +40 TV PER JÄGER,+60 TV PER IGUANA, +65 TV PER BLACK MAMBA.
>ANY UNIT MAY HAVE THEIR ATTACK SKILL UPGRADED TO LEVEL 3 FOR +10 TV EACH.
- ANY UNIT MAY HAVE THEIR DEFENSE SKILL UPGRADED TO LEVEL 3 FOR +10 TV EACH.
> ANY UNIT MAY HAVE THEIR EW SKILL UPGRADED TO LEVEL 2 FOR +10 TV EACH.
> MAKE ONE OF THE GEARS THE CADRE LEADER: +5 TV.
> THE LEADER MAY UPGRADE ITS LD TO LEVEL 2 FOR +10 TV.
> ADD CAMO NETTING TO ANY MEMBER FOR +5 TV PER MEMBER
> ADD A DRONE TO ANY UNIT (MAX ONE PER CADRE): HUNTER-KILLER + 5 TV, RECON +20 TV EACH.
> ADD A DEMOLITIONS DRONE TO ANY UNIT (MAX ONE PER UNIT) FOR + 5 TV.

Infantry Section TV: 25

An Infantry Section consists of 2 Escuades, each Escouade consisting of 3 bases. All bases are armed with 7mm Rifles. (Note: this is not the assault rifle.)

Skills:
All Escuades are considered to have Level 2 Infantry skill and Armor 8. Choose one Escouade to be the Combat Group Leader.

Infantry Options

> ANY ESCOUADE MAY BE MOUNTED IN A CAIMAN (MAY NOT BE PARATROOPERS OR MOUNTED ON ATVS) FOR +15 TV. THE CAIMAN CREWS HAVE ATTACK AND DEFENSE 2, EW 1, LD1.
> THE SECTION MAY BE GRANTED MEDIUM ARMOR (+1 ARMOR) AT +5 TV OR HEAVY ARMOR (+2 ARMOR) AT +10 TV
> ANY ESCOUADE MAY CARRY ONE TYPE OF HEAVY WEAPON AT THE COSTS LISTED : LIGHT MACHINE GUN +5 TV, CHAINGUN +5 TV, ANTI-GEAR RIFLE +5 TV, GRENADE RIFLE +10 TV, ROCKET LAUNCHER +10 TV, LIGHT MORTAR +15 TV, TARGET DESIGNATOR (RATING 2) +10 TV.
> ANY ESCOUADE MAY BE GIVEN ATV'S AT A COST OF 10 TV PER ESCOUADE.
> ANY ESCOUADE MAY BE UPGRADED TO PARATROOPERS (AIRDROPPABLE PERK) FOR +5 TV.
> ADD CAMO NETTING TO ANY ESCOUADE FOR +5 TV PER ESCOUADE
> ADD A DRONE TO ANY UNIT (MAX ONE PER ESCOUADE): HUNTER-KILLER OR DEMOLITION + 5 TV EACH, RECON +20 TV EACH.

THE SECTION MAY BE GIVEN A SNIPER ESCOUADE (1 BASE, INFANTRY SKILL 3, ARMOR 9, CAMO NETTING, STEALTH 2, ARMED WITH SNIPER RIFLE) FOR 15 TV. THIS ESCOUADE ACTS AS ITS OWN COMBAT GROUP AND MAY BE UPGRADED TO HEAVY ARMOR (+1 ARMOR) AT +5 TV. THE SNIPER RIFLE MAY BE UPGRADED TO A LASER SNIPER RIFLE FOR +5 TV. THE ESCOUADE MAY ALSO TAKE A SINGLE RECON DRONE FOR + 20 TV.

THE INFANTRY SECTION MAY BE CONVICTS. IN THIS CASE, LOWER THE COST TO 15 TV PER SECTION, LOWER THE INFANTRY SKILL TO 1, MAY NOT BE PARATROOPERS, INCREASE LEADERSHIP OR TAKE SNIPER ESCUADES. CONVICT INFANTRY DO NOT COUNT AS FRIENDLY UNITS FOR NON-CONSCRIPT UNITS.

Air Strikes

> FIGHTER RUN: 15 TV
> FIGHTER-BOMBER RUN: 75 TV
> BOMBER RUN: 150 TV

Off-Board Artillery

> LIGHT ARTILLERY SALVO: 5 TV
> MEDIUM ARTILLERY SALVO: 15 TV
> HEAVY ARTILLERY SALVO: 40 TV

PRDF FIELD GUIDE

The Peace River Defense Force started out rather inauspiciously in TN1913 when Paxton Arms and its City State of Peace River declared itself neural in the Interpolar War against Earth. This act allowed Paxton to secretly build up caches of arms and equipment while at the same time securing a network of connections with various Badlands resistance groups. In TN1916, it unleashed the Peace River Army upon the unsuspecting Invaders. This motley collection of civilians and freedom fighters managed to cause enough disruption that the Polar Armies were able to start a new offensive. By TN1917, the War of the Alliance was over and Paxton declared itself the protector of a large section of the Badlands. The Peace River Army became the Peace River Defense Force, dedicated to protecting the people who were continually walked on by the Polar forces. While small in number, the PRDF maintains a high level of training and technology, allowing it to accomplish much more than seems possible given the area it must protect.

PRDF FIELD GUIDE

PRDF Army Types:

	GP SQUAD	ANTI-ROVER	RECON	STRIKE FIRE SUPPORT	INFANTRY SECTION	TANKSTRIDER	AIR STRIKES	OFF-BOARD ARTILLERY
GEAR	1+	0+	0+	0+	0+	0+	0-3	0-2
INFANTRY	0+	0+	0-1	0-2	0-1	2+	0-1	0-3	0-3
TANKSTRIDER	0+	0+	0-1	0-1	0-1	0+	1+	0-3	0-4
PAXSEC	0+	2+	0-1	0-1	0	0+	0	0-1	0

PRDF Special Rules:

Sense of Duty:

All PRDF Combat Groups have their Breakpoints increased by 1. In addition, when defending (Rearguard, Delay, Hold), every PRDF Combat group treats the mission as High Priority.

Burden of Duty:

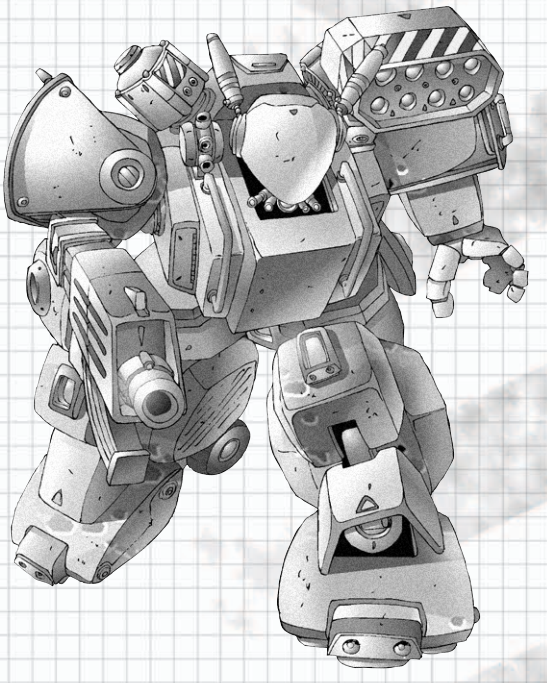
All PRDF members know they are the only thing that protects the innocent people of the Badlands and every loss they take is one less defender of the people. PRDF Combat groups receive an extra Morale token whenever a member of that Combat Group is destroyed.

Command and Special Units

One Squad must be designated as the army Command Squad. The Squad Leader becomes the Army Commander and gains +1 to its Attack, Defense, EW and Ld skills. This costs 50 TV.

Command Points

The PRDF gain a Number of Command Points equal to the double the Army Commander's Leadership Skill, plus one for each Combat Group. Air Strikes, Off-Board Artillery, Infantry and General Purpose Squads do not count towards this. Maximum Starting CPs is equal to 6 + 2 for every 500 TV in your army.



COMBAT GROUP LISTINGS

General Purpose Squad — TV: 250

A General Purpose Squad consists of 4 Warriors and one Chieftain (as Warrior, but +1 Comms, Automated Comm 4) all with standard Loadout.

Skills:
All members have Attack 2, Defense 2, EW 2. The Chieftain has Ld 2 and is the Combat Group Leader.

General Purpose Options

> SWAP THE CHIEFTAIN FOR A CHIEFTAIN IV FOR + 30 TV.
> UPGRADE ANY LAC TO A MAC (F, RELOADS) FOR +5 TV EACH.
> ADD AN ARMORED JACKET (STURDY BOX) TO ANY UNIT FOR +10 TV EACH.
> ADD EXTRA AMMO TO THE APGL (REMOVE LIMITED AMMO CIRCLES) FOR +5 TV PER UNIT.
> ADD A LMG (F, NO RELOAD) TO ANY UNIT +5 TV.
> ADD A CLOAK (CAMO NETTING) TO ANY MEMBER FOR +5 TV PER MEMBER.

UP TO TWO MEMBERS MAY SWAP THEIR AUTOCANNONS FOR ONE OF THE FOLLOWING:
> FRAG CANNON (F, RELOADS) FOR +5 TV.
> RFB (F, RELOADS) FOR +10 TV.

ONE GENERAL PURPOSE SQUAD PER 1000 TV MAY BE UPGRADED TO VETERAN STATUS. ATTACK AND DEFENSE BECOME 3 AND LEADERSHIP IS INCREASED BY AN ADDITIONAL LEVEL FOR THE COMMANDER. +25 TV PER UNIT IN THE SQUAD.

Anti-Rover Squad — TV: 150

An anti-Rover Squad consists of 5 Pit Bulls with Standard Loadout.

Skills:
All members have Attack 2, Defense 2, EW 1. One Pit Bull has Ld 2 and is the Combat Group Leader.

Anti-Rover Options

> ADD AN ARMORED JACKET (STURDY BOX) TO ANY UNIT FOR +10 TV EACH.
> ADD A CLOAK (CAMO NETTING) TO ANY MEMBER FOR +5 TV PER MEMBER.
> ANY UNIT MAY SWAP IT'S LAC FOR A FRAG CANNON (F, RELOADS) FOR +5 TV.

Strike Squad TV: 400

A Squad consists of 4 Warrior IVs and one Chieftain IV, all with Standard Loadout.

Skills:
All members have Attack 3, Defense 2, EW 2. The Chieftain IV has Ld 2 and is the Combat Group Leader.

Strike Squad Options

> UPGRADE ANY UNIT'S EW SKILL BY 1 (TO 3) +10 TV EACH.
> UPGRADE THE CHIEFTAIN IV'S LD TO 3 FOR +10 TV.
> UPGRADE ANY LAC TO A MAC (F, RELOADS) FOR +5 TV EACH.
> UPGRADE ANY LAC TO A FRAG CANNON (F, RELOADS) FOR +5 TV.
> UPGRADE ANY LAC TO A RFB (F, RELOADS) FOR +10 TV
> ADD AN ARMORED JACKET (STURDY BOX) TO ANY UNIT +30 TV EACH.
> ADD EXTRA AMMO TO THE APGL (REMOVE LIMITED AMMO CIRCLES) FOR +5 TV PER UNIT.
> ADD A LMG (F, NO RELOADS) TO ANY UNIT +5 TV.
> ADD A CLOAK (CAMO NETTING) TO ANY MEMBER FOR +5 TV PER MEMBER.
> ADD A DRONE TO ANY UNIT (MAX ONE PER UNIT): HUNTER-KILLER + 5 TV, RECON +20 TV EACH.

Fire Support Squad TV: 360

A Squad consists of 2 Crusader mk IVs, Two Warriors and one Warrior IV all with standard Loadout.

Skills:
All members have Attack 2, Defense 2, EW 2. The Warrior IV has Ld 2 and is the Combat Group Leader.

Fire Support Squad Options

> UPGRADE ANY LAC TO A MAC (F, RELOADS) FOR +5 TV EACH.
> ADD AN ARMORED JACKET (STURDY BOX) TO ANY UNIT +20 TV EACH.
> SWAP ANY WARRIOR FOR A WARRIOR IV FOR +35 TV.
> SWAP UP TO 2 WARRIORS FOR CRUSADER MK IVS +45 TV EACH.
> UPGRADE ANY LAC TO A MAC +5 TV EACH.
> UPGRADE ANY LAC TO A FRAG CANNON (F, RELOADS) FOR +5 TV.
> UPGRADE ANY LAC TO A RFB (F, RELOADS) FOR +10 TV
> UPGRADE ONE WARRIOR IV TO A CHIEFTAIN IV FOR +10 TV.
> ADD A CLOAK (CAMO NETTING) TO ANY MEMBER FOR +5 TV PER MEMBER.
> ADD A DRONE TO ANY UNIT (MAX ONE PER UNIT): HUNTER-KILLER + 5 TV, RECON +20 TV EACH.

COMBAT GROUP LISTINGS

Recon Squad — TV: 350

A Squad consists of 2 Cheetahs, 2 Iguanas and one Chieftain IV, all with standard Loadout.

Skills:
All members have Attack 2, Defense 2, EW 2. The Chieftain IV has Ld 2 and is the Combat Group Leader.

Recon Squad Options

> UPGRADE ANY UNIT'S EW SKILL BY 1 (TO 3) +5 TV EACH.
> UPGRADE THE CHIEFTAIN IV'S LAC TO A MAC FOR +5 TV.
> SWAP ONE CHEETAH FOR A FERRET WITH STANDARD LOADOUT FOR -30 TV .
> SWAP ONE IGUANA FOR A FERRET WITH STANDARD LOADOUT FOR -25 TV.
> UPGRADE ANY FERRETS TO WILD FERRETS - REMOVE LRP AND TARGET DESIGNATOR, ADD ECM2, ECCM2, SAT UPLINK, EXPOSED AUX, VULN TO HAYWIRE FOR -5 TV PER FERRET. (-35 FROM CHEETAH, -30 FROM IGUANA).
> UPGRADE ANY PACK GUN TO A LAC (F, RELOADS) FOR +10 TV.
> ADD AN ARMORED JACKET (STURDY BOX) TO ANY UNIT +25 TV EACH.
> ADD A CLOAK (CAMO NETTING) TO ANY MEMBER FOR +5 TV PER MEMBER..
> ADD A DRONE TO ANY UNIT (MAX ONE PER UNIT): HUNTER-KILLER + 5 TV, RECON +20 TV EACH.

Tankstrider Squad — TV: 160

A Squad consists of One Red Bull mk II Tankstrider with standard Loadout.

Skills:
All members have Attack 3, Defense 2, EW 1. One Red Bull mk II has Ld 2 and is the Combat Group Leader.

Tankstrider Squad Options

> ADD UP TO TWO ADDITIONAL RED BULL MK II'S FOR +160 TV EACH.
> ADD CAMO NETTING TO ANY MEMBER FOR +5 TV PER MEMBER
> ADD A DRONE TO ANY UNIT (MAX ONE PER UNIT): HUNTER-KILLER + 5 TV, RECON +20 TV EACH.

COMBAT GROUP LISTINGS

INFANTRY SECTION — TV: 30

The Section consists of 2 squads. Each Squad consists of 3 bases. All bases are armed with 7mm Assault Rifles.

SKILLS:
The Squad is considered to have Level 2 Infantry skill and Armor 9. Choose one squad to be the Combat group leader.

INFANTRY SECTION OPTIONS

> THE SECTION MAY BE MOUNTED IN A HOPLITE APC (MAY NOT BE PARATROOPERS OR MOUNTED ON ATVS) FOR +30 TV. THE HOPLITE CREW HAS ATTACK AND DEFENSE 2, EW1, LD1.
> THE SECTION MAY BE GRANTED HEAVY ARMOR (+1 ARMOR) AT +10 TV.
> ANY SQUAD MAY CARRY ONE TYPE OF HEAVY WEAPON AT THE COSTS LISTED : LIGHT MACHINE GUN +5 TV, CHAINGUN +5 TV, ANTI-GEAR RIFLE +5 TV, GRENADE RIFLE +10 TV, ROCKET LAUNCHER +10 TV, LIGHT MORTAR +15 TV, TARGET DESIGNATOR (RATING 2) +10 TV.
> ANY SQUAD MAY BE GIVEN ATVS AT A COST OF 10 TV PER SQUAD.
> ANY SQUAD MAT BE UPGRADED TO PARATROOPERS (AIRDROPPABLE PERK) FOR +5 TV.
> ADD CAMO NETTING TO ANY SQUAD FOR +5 TV PER SQUADR
> ADD A SINGLE DRONE TO ANY SQUAD: HUNTER-KILLER OR DEMOLITION + 5 TV EACH, RECON +20 TV EACH.

EVERY SECTION BOUGHT ALLOWS ACCESS TO A SNIPER SQUAD (1 BASE, INFANTRY SKILL 3, ARMOR 9, CAMO NETTING, STEALTH 2, ARMED WITH SNIPER RIFLE) FOR 15 TV. THIS SQUAD ACTS AS ITS OWN COMBAT GROUP AND MAY BE UPGRADED TO HEAVY ARMOR (+1 ARMOR) AT +5 TV. THE SNIPER RIFLE MAY BE UPGRADED TO A LASER SNIPER RIFLE FOR +5 TV. THE SQUAD MAY ALSO TAKE A SINGLE RECON DRONE FOR + 20 TV.

AIR STRIKES — VARIABLE TV

> FIGHTER RUN: 20 TV
> FIGHTER-BOMBER RUN: 90 TV
NOTE: ALL PAXTON AIR STRIKES GET +1 TO THEIR DEFENSE AND INTERCEPT ROLLS DUE TO STEALTH CAPABILITIES.

OFF-BOARD ARTILLERY — TV: 5

> LIGHT ARTILLERY SALVO: 5 TV

RANDOM SCENARIO GENERATOR

The following Scenario generator will provide a wide variety of options for players. There are five steps in determining the scenario. Nominate one player to roll or alternate rolls between players. If you do not have access to a wide variety of tabletop terrain, you may skip the Location and Terrain type step.

Step 1: Location and Terrain Type

Roll once to determine Location and again to determine Terrain Type based on location. Check the Terrain Type notes to determine table setup.

	1-2	3-4	5-6
	NORTH	SOUTH	BADLANDS
1	BROKEN GROUND	BROKEN GROUND	DESERT
2	MOUNTAINS	MOUNTAINS	DESERT
3	WOODLAND	WOODLAND	BROKEN GROUND
4	PLAINS	JUNGLE	MOUNTAINS
5	POLAR	SWAMP	WHITE DESERT
6	URBAN	URBAN	URBAN

Terrain Descriptions

Desert:

Although they are composed of a multitude of different terrain types, the Badlands still feature quite a lot of empty and dusty deserts. At least half the table must be Sand terrain.

Broken Ground:

In the transition between the flat deserts of the equatorial Badlands and the rocky mountains and steamy jungles of the hemispheres lie savannahs and hilly terrain that bears resemblance to both. Broken Ground battlefields have at least half the table be covered with Rough terrain or hills with two elevation changes.

Mountains:

For a time, Terra Nova was very geologically active - the large mountain ranges that dot the planet are proof of this. Mountain battlefields must have at least 1/3 of the table made up of hilly terrain with at least 3 elevation levels. 1/4 of the table should also be rough terrain and the remaining areas may be any terrain type, including clear, but preferably wooded.

Jungle:

The hot and humid climates of the lower basins of the southern hemisphere have allowed huge rainforests to prosper. The dense vegetation and the high humidity wreak havoc with sensors, making combat a lethal, close-range affair. The battleground is designated as a Jungle when at least half of the playing surface is Jungle terrain.

Woodland:

Not all Terra Novan forests are densely-packed, steamy jungles. In many places the trees grow far enough from one another to allow the existence of a flourishing vegetation floor. These forests have at least half the table designated as Woodland terrain.

Swamp:

In some regions of the planet, water from the MacAllen network seeps to the surface and develops into swamplands. The battleground is a Swamp when at least half the table is Swamp terrain. At least 1/4 of the terrain should also be Rough, Woodland or Jungle.

Polar: Because of its position in the Helios system, Terra Nova features very few locations that can be truly referred to as polar. They do exist, but combat there is quite unlikely because there is simply nothing worth fighting over. Polar battlegrounds must have Snow or Ice terrain covering at least half of the playing surface

Plains:

Some parts of the planet are flatter and used for agriculture. Unfortunately for the residents of these areas, agriculture is often a target in wartime. For a Battlefield to count as Plains, at least 1/2 of the table must be Clear terrain and 3/4 of the table must be free of elevation changes. The remaining 1/2 may be any other type as long as no elevation change is greater than 2 levels.

White Desert:

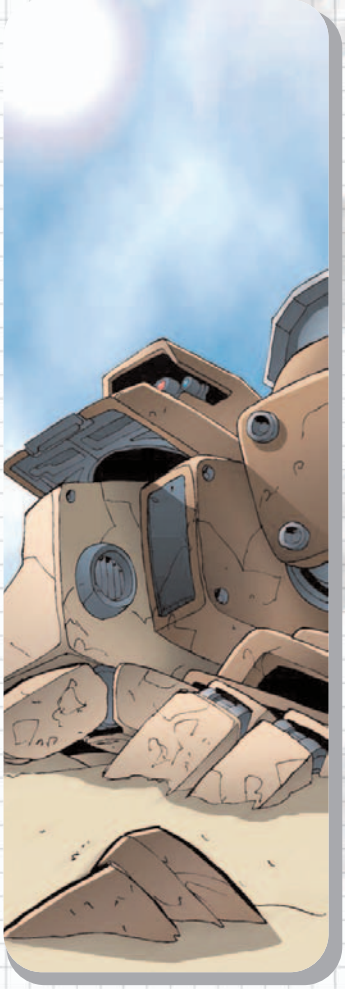
White sand is one of the most dangerous substances on the planet - few will willingly fight nearby its corrosive influence. White Deserts have at least 1/2 the table covered in White Sand or 1/4 of the table covered in White Sand Rough terrain.

Urban:

Battles rarely occur within the heavily fortified walls of a city-state and are much more likely in the crowded streets of neighboring towns and villages. Urban battlefields normally have at least 1/2 the table are or more covered in Buildings. City and town streets count towards this, but other roadways do not.

White Sand Effects

White Sand is a very corrosive sand unique to Terra Nova. Any unit entering White Sand terrain may take damage for every 6" or portion thereof crossed as the sand eats away at Units and personnel. Crossing White Sand means a unit must roll Defense versus a Threshold of 4 or take a Light Damage, while White Sand Rough is Threshold 5. Hover Units gain +1 to this roll. Any unit crossing White Sand Deposits will take an automatic Light Damage. Hoppers at Level 3 or higher do not take damage from White Sand in any way, as they are flying high enough to avoid it.



Step 2: Weather and Time of Day

Roll once on the weather chart and once on the Time of Day chart to determine the Battlefield conditions. If you wish, you may skip this step and assume the weather is Clear and the battle takes place during the day.

	WEATHER	TIME OF DAY
1	CLEAR	DAYLIGHT
2	CLEAR	DAYLIGHT
3	WINDS	DAYLIGHT
4	RAIN/SNOW	DAWN/DUSK
5	SNOWSTORM/SANDSTORM/HEAVY RAIN	NIGHT
6	FOG/SMOKE	NIGHT

Weather/Time of Day Effects

Daylight:

The battle occurs under normal conditions.

Dawn/Dusk:

The battle occurs literally between night and day. The scenario is treated as being a normal day scenario, but with all Detection Ratings reduced by one. Detection Ratings may not go lower than 1.

Fog/Smoke:

The entire battlefield is covered with a rolling fog or smoke that makes visual identification nearly impossible. Each full 15 inches of fog counts as one point of Concealment.

Snowstorm/Sandstorm/Heavy Rain:

The battle takes place under extreme conditions with winds or precipitation blocking obscuring view . Add 1 to Concealment for every 6 full inches between the Unit and its target.

Night:

The battle takes place at night. Stealth always applies at night, even in the open and all Detection ratings are halved (rounding up, minimum of 1). Units with spotlights may use normal Detection rules for anything within range and arc of the searchlight, but the Unit that used the searchlight is automatically detected by anyone on the battlefield until the end of the round that it activated its searchlight. Using a searchlight does not use an action.

Rain/Snow:

The battle takes place under a light rain or snow. Add 1 to Concealment for every 15 full inches between the Unit and its target.

Winds:

Heavy winds blanket the battlefield, lifting dust clouds and making air support very difficult. All weapons with Minus Damage per Range Band (MB) lose an additional point of Damage Multiplier per Range Band due to the dust. Air Strikes are delayed by a further 1d6-1 rounds, even if they were planned to arrive at a set time. Roll when the Attack was supposed to occur.

Step 3: Determine Mission and Game Length

Each Player rolls on the following table for their mission. Each mission will dictate the Victory Points you gain for the scenario. VPs are normally based on the TV of the Combat groups on the field, with the VP value of a Combat Group being equal to its TV. Sometimes missions will interact in odd ways, but this happens in real life and is part of the fun.

	MISSION
1	PATROL
2	ASSAULT
3	BREAKTHROUGH
4	DELAY
5	REARGUARD
6	LAST STAND

Missions

Patrol

You've been assigned to guard the back end of nothing. Odds are the enemy is somewhere a million miles away getting drunk, who would want this lump of dirt?

Victory Points Gained: Every one of your Combat Groups above half strength (in models) at the end of the game is worth double its full value. Every other Combat group with models still alive is worth its full value.

Victory Points Lost: Every Combat Group destroyed subtracts double its value from your VP.

Morale Notes: Very Low Priority Mission

Assault

Kill them, kill them all. It's that simple. Your force has been given the duty of wiping out as many of the enemy as possible to deplete their strength.

Victory Points Gained: Full value for any Combat Group reduced below half strength, double if you wipe them out completely.

Victory Points Lost: Every enemy Combat Group at half Strength or above (in numbers) will deduct their full value from your VPs

Morale Notes: Normal Priority Mission

Breakthrough

You must smash the enemy's lines and gain as much ground as possible.

Victory Points Gained: Full points for every one of your combat Groups in the enemy deployment zone at the end of the game, as long as it has 1/2 or more of its models. Every enemy Combat Group reduced to less than half strength grants its full value to your VPs.

Victory Points Lost: Each of your Combat Groups still in your deployment zone at the end of the game deducts its full value from your VPs, regardless of its strength. Every Combat Group in neutral territory Deducts 1/4 of its value from your VPs, regardless of its strength

Morale Notes: Normal Priority Mission

Rearguard

Command needs just a little more time. You must delay the enemy at all costs.

Victory Points Gained: Full points for any Combat Group reduced below half strength, double if you wipe them out completely.

Victory Points Lost: Each of your Combat Groups still in your deployment zone at the end of the game deducts its full value from your VPs, regardless of its strength

Morale Notes: Roll 1 die, on an even, it's a High Priority Mission, otherwise it is a Low Priority Mission.

Defend

Your job is to stand your ground and defend your territory from the enemy.

Victory Points Gained: Gain full value of every enemy Combat group Destroyed and full value of every combat group in your force that survives above half models.

Victory Points Lost: Lose the full value of every enemy Combat Group in your deployment zone at the end of the battle, regardless of its strength.

Morale Notes: Roll 1 die, on 5 or higher, it's a High Priority Mission, On a 3 or 4, it is a Normal Priority mission and on a 1 or 2 it is a Low Priority Mission

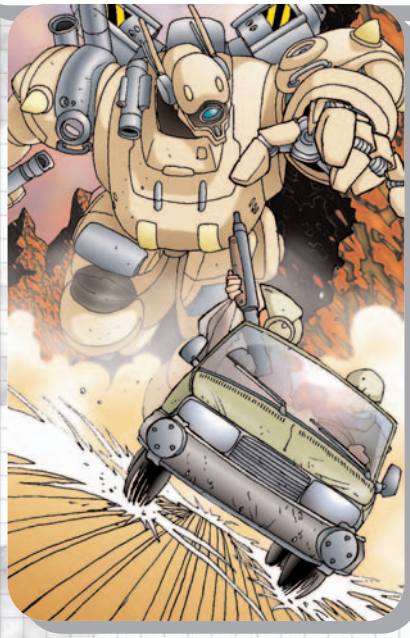
Last Stand

No retreat, No surrender. It doesn't matter if reinforcements won't come or the ground drops out beneath you. You are soldiers and you will do your duty.

Victory Points Gained: Twice the value of any Combat Group at that is above half strength in models at the end of the game and full value for any Combat Group that has models left.

Victory Points Lost: Lose full value of any Combat Group wiped out.

Morale Notes: Very High Priority Mission.



Notes on VP conditions:

Combat Groups that are Broken at the end of the game count as being destroyed. Combat Groups that are demoralized at the end of the game count as having lost an additional Unit before figuring out if the unit is above, at or below half strength. Strength is always measured by number of models in the Combat Group, rather than TV.

Air Strikes and Off-Board Artillery do not count towards VPs gained by their owner. The opposing player may count an air strike as being Destroyed if it was destroyed or at half strength if it was driven off.

Game Length

Normally, only one roll is required to determine game length. The exception is for unpredictable games. Default Game Length is 5 rounds + 1 round for every 500 TV of the game's TV limit.

Note that certain conditions may terminate a game before the round limit is reached. Examples can include time running out at a Tournament, one side being wiped out, acts of pets, etc. In this case, determine VPs as normal at the time the game was terminated.

Game Length Table

1	DEFAULT GAME LENGTH
2	DEFAULT GAME LENGTH +1 ADDITIONAL ROUND
3	DEFAULT GAME LENGTH +2 ADDITIONAL ROUNDS
4	DEFAULT GAME LENGTH +3 ADDITIONAL ROUNDS
5	DEFAULT GAME LENGTH +4 ADDITIONAL ROUNDS
6	UNPREDICTABLE. ROLL 1 DIE AGAINST A THRESHOLD OF 1 AT THE END OF EACH ROUND AFTER THE DEFAULT LENGTH. A MOS OF 1 OR HIGHER MEANS THE GAME CONTINUES AND YOU PLAY ANOTHER ROUND. IF PLAY CONTINUES, ADD 1 TO THE THRESHOLD EACH TIME.

Step 4: Determine Tactical Stance

After determining missions, each player may choose his or her tactical stance. This has effects on reserves and initiative, but does not in any way dictate the actions of the player. The basic choices are covered below.

Aggressive: The player may re-roll initiative tests for the entire game (only 1 re-roll per test) and may hold 1/4 of his or her total Combat Groups in reserve (not including Air Strikes or Off-Board Artillery).

Defensive: Up to 1/2 of the Defensive Player's Combat Groups (not including Air Strikes or Off-Board Artillery) may start the game in Stand-by mode or may be placed in Hull-down positions during setup. Units on Stand-by at the beginning of the game may fire a maximum of one time before they are activated.

Neutral: The player may hold up to 1/2 of his or her total Combat Groups in reserve (not including Air Strikes or Off-Board Artillery). In addition, the Neutral player gains +2 CPs, which may increase their total CPs past the normal limit for the game size

Reserves

Reserves may be set to arrive at a set time (write down the round and the Combat Groups that will arrive on a piece of paper at the beginning of the game) or by nominating which Combat Groups are being called in and the Army Commander spending an action to radio it in. This requires a successful Comms Test at a Threshold of 3 plus an ECM and ECCM effects as normal. The reserves will arrive at the beginning of the round written down or the round after the call was made.

Reserves may be brought onto the table from any table edge within the controlling player's deployment zone and may arrive at Top Speed. If the controlling player is set up without a table edge, pick a table edge at random. If holding a Combat Group comprised entirely of Airdroppable Units in Reserve, the Player may bring them in as reserves from any table edge, including his opponents' edge(s), rather than from his or her home edge.

Step 5: Determine Deployment

The game now begins with the Set-up Phase. The winner of the Set-up Phase Initiative Roll may choose the deployment type or pass the opportunity to his or her opponent. The player who did not choose the deployment type then chooses his or her deployment zone and the opposing player deploys a Combat Group first. Players then alternate placing Combat Groups until they no longer have any to

Skirmish Line

Player A Deployment
Center Neutral
Player B Deployment

Deep

Player A Deploy-ment	Center Neutral	Player B Deploy-ment

Chance Encounter

1	2	3
4	CN	4
3	2	1

For Chance Encounter, players must set up in opposite identically-numbered sectors.

Stuck in the Middle

Player B (1)	Player B (2)	Player B (3)
Player B (4)	Player A	Player B (4)
Player B (3)	Player B (2)	Player B (1)

For Stuck in the Middle, Player B must set up in opposite identically-numbered sectors.

Skirmish Line:

Divide the table into three along the width (short edge). The center third is neutral and the players use the other thirds as deployment zones.

Deep:

As Skirmish line, but divide the table along the length instead.

Chance Encounter:

Divide the table into three along both the length and width (like a tic-tac-toe board). Players then set up in opposing "Ninths."

Stuck in the middle:

As per Chance Encounter, but one player is deployed in the center and the opposing player divides his or her forces amongst two opposing "Ninths.".

LEAGUES AND TOURNAMENTS

Whether it's simply a friendly league or a full-blown tournament with prizes, many players enjoy organized play of some sort. The following guidelines are presented to help organize tournaments and leagues. The primary difference between leagues and tournaments is time frame and objectives. Leagues are played over an extended period and can be friendly, seeking only to determine an overall winner, or competitive with prizes. Tournaments are generally condensed into a single day and are always for some sort of prize. In all cases an even number of players is preferred for ease of organizing, but odd numbers can be accommodated.

General Guidelines

For both leagues and tournaments, a few things are required: Players, a place to play, terrain, and an organizer. Generally, the local game store is preferred. Most game stores will let you use the space for free if you ask politely and you can often pick up new players. Play area varies according to tournament, but a minimum number of play areas equal to half the participants is required. Leagues may get away with much less unless you organize a single "league night" where everyone shows up and plays.

Terrain can be as simple as spare odds and ends, or as complex as fully detailed and textured tabletops. That said, presentation is generally important, as good looking terrain will make games more pleasant and help show off the game to new players. A felt mat and simple pieces of painted Styrofoam for hills is all it really takes, but more detailed an varied terrain will help make your games more fun. Organizing a "terrain building night" can be a great way to kick off a league or start a club, as well as help out your gaming store.

The most important guideline, of course, is have fun! If the players are not enjoying themselves, then something should be changed. Not everyone enjoys competitive play.

Leagues

Basic leagues are normally fairly simple to organize. The players and organizer should decide how long the League will last. The players will be paired off and given a set period to play their game and report results. They will then be given a new opponent round-robin style, ensuring no player plays the same opponent twice. The player with the highest total VPs at the end of the league is the winner.

More complex leagues involving maps and campaign style play can be done, but they do require a lot more involvement and work on behalf of the organizer(s).

Tournaments.

Tournaments are run as per leagues above, but are conducted in a much shorter period of time. Each round will be dictated based on the TV limit of the tournament, the size of the play areas and the time allotted for the tournament. Every round should be accompanied with a break to allow players to move miniatures, report results, grab refreshments, etc. In addition, no player should play in the same play area twice.

Generally, the lower the TV, simpler the terrain and smaller the play area, the less time is required for the tournament. Standard tournaments should be 1000 TV and played in an area of a minimum of 3 feet by 4 feet (this means you can fit two play areas per large gaming table), and rounds will last an hour to an hour and a half. Larger areas will allow for more dynamic and realistic tactics, and extra terrain will help break up battlefields so that games do not become overly one sided. Both will increase playtime, however.

It is best if the terrain is laid out ahead of time. Scenarios may be rolled for, but some organizers may find that predetermining the scenario will make for more even results. The player with the highest total VPs at the end of the last round is the winner.

DATACARDS

Hunter

Att def ew ld

	M	Speed	Stop	Cbt	Top
Defense	W	4/7	-3	-1	+1
Defense	G	6/12	-3	0	+2
Attack			+2	0	-3

Actions: 1 | Size: 6

Detect: 2
Sensors: 0
Auto Comm: 3
Comm: 0

Armor and Damage
Armor: 15 ☐☐☐
Damage: S L H C ☐☐☐☐

Perks/Flaws: -
Aux Systems: -

Name	Arc	Acc	Range	Dam	Special
LAC	F	0	3/6/12/24/48	x8	ROF 2, R
LRP	F	-1	1/3/6/12/24	x12	ROF 3, IF
APGL	FF	-1	1/3/6/12/24	x4	AI, IF, AE3 OOOOOO
HG	F	-1	0/2/3/6/12	x15	AI, Th, AE2 OOO
VB	F	0	0/-/-/-/-	x8	M
Physical Attack (Punch/Kick/Ram)				x6	M

Option - Headhunter: Auto Comm: 4, +1Comm.

HEAVY GEAR BLITZ

Cheetah

Att def ew ld

	M	Speed	Stop	Cbt	Top
Defense	W	6/11	-1	+2	+4
Defense	G	8/15	-1	+3	+4
Attack			+2	0	-3

Actions: 1 | Size: 6

Detect: 5
Sensors: +2
Auto Comm: 5
Comm: +1

Armor and Damage
Armor: 10 ☐☐☐
Damage: L H C ☐☐☐

Perks/Flaws: -
Aux Systems: ECM 3, TD2

Name	Arc	Acc	Range	Dam	Special
DPG	F	-1	3/6/12/24/48	x8	ROF 2
LRP	F	-1	1/3/6/12/24	x12	ROF 3, IF
HG	F	-1	0/2/3/6/12	x15	AI, Th, AE2 OOOO
VB	F	0	0/-/-/-/-	x8	M
Physical Attack (Punch/Kick/Ram)				x6	M

HEAVY GEAR BLITZ

Jaguar

Att def ew ld

	M	Speed	Stop	Cbt	Top
Defense	W	5/9	-2	+1	+2
Defense	G	7/13	-2	+2	+3
Attack			+3	+1	-2

Actions: 1 | Size: 6

Detect: 3
Sensors: 0
Auto Comm: 4
Comm: +1

Armor and Damage
Armor: 16 ☐☐☐
Damage: L H C ☐☐☐

Perks/Flaws: Airdroppable
Aux Systems: -

Name	Arc	Acc	Range	Dam	Special
MAC	F	0	4/9/18/36/72	x10	ROF 1, R
LRP	F	-1	1/3/6/12/24	x12	ROF 4, IF
APGL	FF	-1	1/3/6/12/24	x4	AI, IF, AE3 OOOOOO
HG	F	-1	0/2/3/6/12	x15	AI, Th, AE2 OOO
VB	F	0	0/-/-/-/-	x8	M
Physical Attack (Punch/Kick/Ram)				x6	M

HEAVY GEAR BLITZ

Ferret

Att def ew ld

	M	Speed	Stop	Cbt	Top
Defense	W	3/6	-4	-2	-1
Defense	G	7/13	-2	+2	+3
Attack			+2	0	-3

Actions: 1 | Size: 5

Detect: 5
Sensors: +1
Auto Comm: 5
Comm: +1

Armor and Damage
Armor: 12 ☐☐☐
Damage: L H C ☐☐☐

Exposed Move.

Perks/Flaws: Low Profile (Ground only)
Aux Systems: TD2

Name	Arc	Acc	Range	Dam	Special
DPG	F	-1	3/6/12/24/48	x8	ROF 2
LRP	F	-1	1/3/6/12/24	x12	ROF 3, IF
HG	F	-1	0/2/3/6/12	x15	AI, Th, AE2 O
VB	F	0	0/-/-/-/-	x7	M
Physical Attack (Punch/Kick/Ram)				x5	M

Option - Wild ferrets: Remove LRP and Target Designator, Add ECM2, ECCM2, Sat Uplink, Exposed AUX, Vulnerable to Haywire.

HEAVY GEAR BLITZ

Grizzly

Att def ew ld

	M	Speed	Stop	Cbt	Top
Defense	W	3/6	-4	-2	-1
Defense	G	6/11	-4	-1	+1
Attack			+2	0	-3

Actions: 1 | Size: 7

Detect: 2
Sensors: 0
Auto Comm: 3
Comm: 0

Armor and Damage
Armor: 18 ☐☐☐
Damage: L H C ☐☐☐

rF 2

Perks/Flaws: LSP 1
Aux Systems: -

Name	Arc	Acc	Range	Dam	Special
HAC	F	0	4/9/18/36/72	x12	ROF 1, R
MRP	F	-1	3/6/12/24/48	x18	ROF 3, IF
MRP	F	-1	3/6/12/24/48	x18	ROF 3, IF
HGM	F	-1	7/15/30/60/120	x20	IF, G, AE2, MR
HMG	FF	0	1/3/6/12/24	x4	ROF 3, AI
VB	F	0	0/-/-/-/-	x9	M
Physical Attack (Punch/Kick/Ram)				x7	M, x8 Kick Damage

HEAVY GEAR BLITZ

Kodiak

Att def ew ld

	M	Speed	Stop	Cbt	Top
Defense	W	3/6	-4	-2	-1
Defense	G	5/11	-4	-1	+1
Attack			+2	0	-3

Actions: 1 | Size: 7

Detect: 2
Sensors: +1
Auto Comm: 4
Comm: +1

Armor and Damage
Armor: 20 ☐☐☐
Damage: L H C ☐☐☐

rF 3, Imp. Rear Def.

Perks/Flaws: LSP 1
Aux Systems: -

Name	Arc	Acc	Range	Dam	Special
LPA	F	+1	3/6/12/24/48	x12	MB1, H
MRP	F	-1	3/6/12/24/48	x18	ROF 4, IF
AGM	F	+1	4/9/18/36/72	x15	IF, G
HMG	F	0	1/3/6/12/24	x4	ROF 3, AI
HMG	F	0	1/3/6/12/24	x4	ROF 3, AI
HG	F	-1	0/2/3/6/12	x15	AI, Th, AE2 OOOOOO
HHG	F	-1	0/2/3/6/12	x25	Th, AE2 OOOOOO
APGL	FF	-1	1/3/6/12/24	x4	AI, IF, AE3 OOOOOO
VB	F	0	0/-/-/-/-	x9	M
Physical Attack (Punch/Kick/Ram)				x7	M

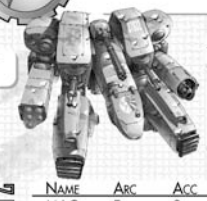
HEAVY GEAR BLITZ

DATACARDS

Mammoth

Att Def Ew Ld

#



	M	Speed	Stop	Cbt	Top
Defense	W	3/5	-5	-3	-2
Attack			+2	0	-3

Actions 2 | Size 9

Detect: 3
Sensors: +1
Auto Comm: 4
Comm: 0

Armor and Damage
Armor: 25 ☐☐☐
Damage: S S L H C ☐☐☐☐☐
rF 2, Backup Sensors

Perks/Flaws: LSP 2, Sensor Dep, Improved Off-Road
Aux Systems: TD 1

HEAVY GEAR BLITZ

Name	Arc	Acc	Range	Dam	Special
MAC	F	0	4/9/18/36/72	x10	ROF 1
ATM	F	+1	4/9/18/36/72	x25	IF, G OOOOOOOO
SC	F	-1	1/3/6/12/24	x28	
LMG	F	0	1/3/6/12/24	x3	ROF 4, AI
LMG	F	0	1/3/6/12/24	x3	ROF 4, AI
Physical Attack (Punch/Kick/Ram)				x9	M

Option - Assault Mammoth: Swap the MAC for a HAC, Swap ATM for SC, Drop Sensors to 0 and Detection to 2.

Aller

Att Def Ew Ld

#

	M	Speed	Stop	Cbt	Top
Defense	G	5/10	-5	-2	0
Attack			+2	0	-3

Actions 3 | Size 14

Detect: 2
Sensors: 0
Auto Comm: 4
Comm: 0

Armor and Damage
Armor: 40 ☐☐☐
Damage: S S L H C ☐☐☐☐☐
rF 5, Backup Sensors, Rugg. move.

Perks/Flaws: LSP 2, Sensor Dep, Sniper System (HRG)
Aux Systems: Autopilot, Smoke x10

HEAVY GEAR BLITZ

Name	Arc	Acc	Range	Dam	Special
HRG	T	0	15/30/60/120/240	x35	
LPLC	T	+1	4/9/18/36/72	x12	MB3, AA
MAC	T	0	4/9/18/36/72	x10	ROF 1
LMG	T	0	1/3/6/12/24	x3	ROF 4, AI
LMG	T	0	1/3/6/12/24	x3	ROF 4, AI
Physical Attack (Ram)				x14	M

Klemm

Att Def Ew Ld

#

	M	Speed	Stop	Cbt	Top
Defense	G	6/11	-4	-1	+1
Attack			+2	0	-3

Actions 3 | Size 10

Detect: 1
Sensors: 0
Auto Comm: 4
Comm: 0

Armor and Damage
Armor: 25 ☐☐☐
Damage: S L H C ☐☐☐☐
rF 5, Backup Sensors

Perks/Flaws: -
Aux Systems: Autopilot

HEAVY GEAR BLITZ

Name	Arc	Acc	Range	Dam	Special
ATM	T	+1	4/9/18/36/72	x25	IF, G, OOOOOO
LAC	T	0	3/6/12/24/48	x8	ROF 2
APGL	FF	-1	1/3/6/12/24	x4	AI, IF, AE3
Physical Attack (Ram)				x10	M

Badger APC

Att Def Ew Ld

#

	M	Speed	Stop	Cbt	Top
Defense	G	10/20	-6	-1	0
Attack			+2	0	-3

Actions 2 | Size 8

Detect: 2
Sensors: 0
Auto Comm: 3
Comm: 0

Armor and Damage
Armor: 12 ☐☐☐
Damage: S L H ☐☐☐
Exposed Firecon.

Perks/Flaws: Transport 2 Squads
Aux Systems: -

HEAVY GEAR BLITZ

Name	Arc	Acc	Range	Dam	Special
LAC	T	0	3/6/12/24/48	x8	ROF 2
LAC	T	0	3/6/12/24/48	x8	ROF 2
Physical Attack (Ram)				x8	M

Jager

Att Def Ew Ld

#

	M	Speed	Stop	Cbt	Top
Defense	W	4/7	-3	-1	+1
Defense	G	6/12	-3	0	+2
Attack			+2	0	-3

Actions 1 | Size 6

Detect: 2
Sensors: 0
Auto Comm: 3
Comm: 0

Armor and Damage
Armor: 15 ☐☐☐
Damage: S L H C ☐☐☐☐

Perks/Flaws: -
Aux Systems: -

HEAVY GEAR BLITZ

Name	Arc	Acc	Range	Dam	Special
LAC	F	0	3/6/12/24/48	x8	ROF 2, R
LRP	F	-1	1/3/6/12/24	x12	ROF 3, IF
APGL	FF	-1	1/3/6/12/24	x4	AI, IF, AE3 OOOOOO
HG	F	-1	0/2/3/6/12	x15	AI, Th, AE2 OOO
VB	F	0	0/-/-/-/-	x8	M
Physical Attack (Punch/Kick/Ram)				x6	M

Options - Command Jäger: Auto Comm: 4, +1Comm.
Limited Resources: Remove LRP and Sturdy box. Movement becomes W 4/8, G 7/13, Ground Defense mod at Combat Speed increases to +1.

Iguana

Att Def Ew Ld

#

	M	Speed	Stop	Cbt	Top
Defense	W	5/9	-2	+1	+2
Defense	G	7/14	-2	+2	+3
Attack			+2	0	-3

Actions 1 | Size 6

Detect: 4
Sensors: +1
Auto Comm: 5
Comm: +2

Armor and Damage
Armor: 14 ☐☐☐
Damage: L H C ☐☐☐
Backup Sensors

Perks/Flaws: -
Aux Systems: ECM 2, TD3

HEAVY GEAR BLITZ

Name	Arc	Acc	Range	Dam	Special
DPG	F	-1	3/6/12/24/48	x8	ROF 2
LRP	F	-1	1/3/6/12/24	x12	ROF 3, IF
VB	F	0	0/-/-/-/-	x8	M
Physical Attack (Punch/Kick/Ram)				x6	M

DATACARDS

Chatterbox

Att def ew ld

#

Actions	Size
1	6

Detect: 4
Sensors: +2
Auto Comm: 7
Comm: +2

	M	Speed	Stop	Cbt	Top
Defense	W	5/9	-2	+1	+2
Defense	G	7/14	-2	+2	+3
Attack			+2	0	-3

Armor and Damage
Armor: 14 ☐☐☐
Damage: L H C ☐☐☐

Backup Sensors & Comm, Vuln. to Haywire

Perks/Flaws: -
Aux Systems: ECM 3,ECCM 2, Satellite Uplink

Name	Arc	Acc	Range	Dam	Special
DPG	F	-1	3/6/12/24/48	x8	ROF 2
APGL	FF	-1	1/3/6/12/24	x4	AI, IF, AE3 OOOOOO
VB	F	0	0/-/-/-/-	x8	M
Physical Attack (Punch/Kick/Ram)				x6	M

HEAVY GEAR BLITZ

Black Mamba

Att def ew ld

#

Actions	Size
1	6

Detect: 3
Sensors: +1
Auto Comm: 4
Comm: +1

	M	Speed	Stop	Cbt	Top
Defense	W	5/9	-2	+1	+2
Defense	G	7/14	-2	+2	+3
Attack			+3	+1	-2

Armor and Damage
Armor: 17 ☐☐☐
Damage: L H C ☐☐☐

Weak Facing (R)

Perks/Flaws: Airdroppable
Aux Systems: Autopilot

Name	Arc	Acc	Range	Dam	Special
MAC	F	0	4/9/18/36/72	x10	ROF 1, R
LRP	F	-1	1/3/6/12/24	x12	ROF 4, IF
APGL	FF	-1	1/3/6/12/24	x4	AI, IF, AE3 OOOOOO
APGL	FRr	-1	1/3/6/12/24	x4	AI, IF, AE3 OOOOOO
HG	F	-1	0/2/3/6/12	x15	AI, Th, AE2 OOO
VB	F	0	0/-/-/-/-	x8	M
Physical Attack (Punch/Kick/Ram)				x6	M

HEAVY GEAR BLITZ

Spitting Cobra

Att def ew ld

#

Actions	Size
1	7

Detect: 2
Sensors: 0
Auto Comm: 3
Comm: 0

	M	Speed	Stop	Cbt	Top
Defense	W	3/6	-4	-2	-1
Defense	G	5/10	-4	-1	+1
Attack			+2	0	-3

Armor and Damage
Armor: 21 ☐☐☐
Damage: S L H C ☐☐☐☐

Perks/Flaws: LSP 1
Aux Systems: -

Name	Arc	Acc	Range	Dam	Special
HAC	F	0	4/9/18/36/72	x12	ROF 1, R
MRP	F	-1	3/6/12/24/48	x18	ROF 3, IF
HRP	F	-1	4/9/18/36/72	x20	ROF 4, IF
LGM	F	-1	4/9/18/36/72	x15	IF, G, AE1, MR
LMG	FF	0	1/3/6/24/48	x3	ROF 4, AI
HG	F	-1	0/2/3/6/12	x15	AI, Th, AE2 OOOOOO
VB	F	0	0/-/-/-/-	x9	M
Physical Attack (Punch/Kick/Ram)				x7	M

HEAVY GEAR BLITZ

King Cobra

Att def ew ld

#

Actions	Size
1	7

Detect: 2
Sensors: 0
Auto Comm: 4
Comm: +1

	M	Speed	Stop	Cbt	Top
Defense	W	3/6	-4	-2	-1
Defense	G	6/11	-4	-1	+1
Attack			+2	0	-3

Armor and Damage
Armor: 21 ☐☐☐
Damage: S S L H C ☐☐☐☐☐

rF2, Improved Rear Defense

Perks/Flaws: LSP 1
Aux Systems: -

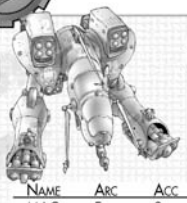
Name	Arc	Acc	Range	Dam	Special
LPA	F	+1	3/6/12/24/48	x10	MB1, H
MRP	F	-1	3/6/12/24/48	x18	ROF 3, IF
HRP	FF	-1	4/9/18/36/72	x20	ROF 4, IF
LGM	F	-1	4/9/18/36/72	x15	IF, G, AE1, MR
LAC	F	0	3/6/12/24/48	x8	ROF 2, R
APGL	FF	-1	1/3/6/12/24	x4	AI, IF, AE3 OOOOOO
HG	F	-1	0/2/3/6/12	x15	AI, Th, AE2 OOOOOO
VB	F	0	0/-/-/-/-	x9	M
Physical Attack (Punch/Kick/Ram)				x8	M

HEAVY GEAR BLITZ

Naga

Att def ew ld

#



Actions	Size
2	8

Detect: 4
Sensors: 0
Auto Comm: 3
Comm: 0

	M	Speed	Stop	Cbt	Top
Defense	W	4/7	-5	-3	-1
Defense	G	6/12	-5	-2	0
Attack			+2	0	-3

Armor and Damage
Armor: 23 ☐☐☐
Damage: S L H C ☐☐☐☐

Perks/Flaws: LSP 1, Sensor Boom
Aux Systems: TD 1

Name	Arc	Acc	Range	Dam	Special
MAC	F	0	4/9/18/36/72	x10	ROF 1
ATM	F	+1	4/9/18/36/72	x25	IF, G, OOOO
ATM	F	+1	4/9/18/36/72	x25	IF, G, OOOO
Physical Attack (Kick/Ram)				x8	M

Option: Long Fang Naga - Remove both ATMs, add 2 LFGs (F, no Reloads) and Stabilizer Mounts for the LFGs.

HEAVY GEAR BLITZ

Visigoth

Att def ew ld

#

Actions	Size
3	13

Detect: 2
Sensors: 0
Auto Comm: 4
Comm: 0

	M	Speed	Stop	Cbt	Top
Defense	G	5/10	-5	-2	0
Attack			+2	0	-3

Armor and Damage
Armor: 40 ☐☐☐
Damage: S S L H C ☐☐☐☐☐

rF 5, Backup Sensors, Rugg. move.

Perks/Flaws: LSP 2, Sensor Dep.
Aux Systems: Smoke x10

Name	Arc	Acc	Range	Dam	Special
HFG	T	0	12/24/48/96/192	x28	IF, AE1
HAC	T	0	4/9/18/36/72	x12	ROF 1
LLC	T	+1	7/15/30/60/120	x16	MB2, AA
MRP	F	-1	3/6/12/24/48	x18	ROF 1, IF
MRP	F	-1	3/6/12/24/48	x18	ROF 1, IF
Physical Attack (Ram)				x13	M

HEAVY GEAR BLITZ

DATACARDS

Hun

Att Def Ew Ld

	M	Speed	Stop	Cbt	Top
Defense	G	6/12	-4	-1	+1
Attack			+2	0	-3

#

Actions	Size
2	10

Detect: 2
Sensors: 0
Auto Comm: 4
Comm: +1

Armor and Damage
Armor: 25 ☐☐☐
Damage: S L H C ☐☐☐☐
rF 3, Shielded Weapons

Perks/Flaws: Amphibious
Aux Systems: Autopilot

Heavy Gear Blitz

Name	Arc	Acc	Range	Dam	Special
HR	T	0	6/12/24/48/96	x12	
LLC	T	+1	7/15/30/60/120	x16	MB2, AA
MRP	F	-1	3/6/12/24/48	x18	ROF 4, IF
Physical Attack (Ram)				x10	M

Caiman APC

Att Def Ew Ld

	M	Speed	Stop	Cbt	Top
Defense	G	8/16	-6	-2	0
Attack			+1	-1	-4

#

Actions	Size
2	8

Detect: 2
Sensors: 0
Auto Comm: 2
Comm: 0

Armor and Damage
Armor: 13 ☐☐☐
Damage: S L H C ☐☐☐☐
Shielded Weapons

Perks/Flaws: Transport 1 Squad
Aux Systems: -

Heavy Gear Blitz

Name	Arc	Acc	Range	Dam	Special
MAC	T	0	4/9/18/36/72	x10	ROF 1
LMG	T	0	1/3/6/12/24	x3	ROF 4, AI
Physical Attack (Ram)				x8	M

Warrior

Att Def Ew Ld

	M	Speed	Stop	Cbt	Top
Defense	W	4/7	-3	-1	+1
Defense	G	6/12	-3	0	+2
Attack			+2	0	-3

#

Actions	Size
1	6

Detect: 3
Sensors: 0
Auto Comm: 4
Comm: 0

Armor and Damage
Armor: 15 ☐☐☐
Damage: S L H C ☐☐☐☐

Perks/Flaws: -
Aux Systems: ECM 1

Heavy Gear Blitz

Name	Arc	Acc	Range	Dam	Special	
LAC	F	0	3/6/12/24/48	x8	ROF 2, R	
LRP	F	-1	1/3/6/12/24	x12	ROF 3, IF	
APGL	FF	-1	1/3/6/12/24	x4	AI, IF, AE3	OOOOOO
HG	F	-1	0/2/3/6/12	x15	AI, Th, AE2	OOO
VB	F	0	0/-/-/-/-	x8	M	
Physical Attack (Punch/Kick/Ram)				x6	M	

Option - Cheiftain: +1, Comm

Warrior IV

Att Def Ew Ld

	M	Speed	Stop	Cbt	Top
Defense	W	5/9	-3	0	+1
Defense	G	7/14	-3	+1	+2
Attack			+3	+1	-2

#

Actions	Size
1	6

Detect: 3
Sensors: 0
Auto Comm: 4
Comm: 0

Armor and Damage
Armor: 17 ☐☐☐
Damage: L H C ☐☐☐

Perks/Flaws: Ram Plate (F)
Aux Systems: ECM 2

Heavy Gear Blitz

Name	Arc	Acc	Range	Dam	Special	
LAC	F	0	3/6/12/24/48	x8	ROF 2, R	
MRP	F	-1	3/6/12/24/48	x18	ROF 3, IF	
APGL	FF	-1	1/3/6/12/24	x4	AI, IF, AE3	OOOOOO
HG	F	-1	0/2/3/6/12	x15	AI, Th, AE2	OOO
VB	F	0	0/-/-/-/-	x8	M	
Physical Attack (Punch/Kick/Ram)				x6	M	

Option - Cheiftain IV: +1 Comm.

Pit Bull

Att Def Ew Ld

	M	Speed	Stop	Cbt	Top
Defense	W	4/8	-2	0	+2
Defense	G	8/15	-3	+1	+2
Attack			+2	0	-3

#

Actions	Size
1	6

Detect: 3
Sensors: +1
Auto Comm: 3
Comm: +1

Armor and Damage
Armor: 12 ☐☐☐
Damage: L H C ☐☐☐
Backup Sensors

Perks/Flaws: -
Aux Systems: ECM 1, Searchlight (FF, 30")

Heavy Gear Blitz

Name	Arc	Acc	Range	Dam	Special	
LAC	F	0	3/6/12/24/48	x8	ROF 2, R	
LMG	F	0	1/3/6/12/24	x3	ROF 4, AI	
APGL	FF	-1	1/3/6/12/24	x4	AI, IF, AE3	OOOOOO
APGL	FRr	-1	1/3/6/12/24	x4	AI, IF, AE3	OOOOOO
VB	F	0	0/-/-/-/-	x8	M	
Physical Attack (Punch/Kick/Ram)				x6	M	

Crusader IV

Att Def Ew Ld

	M	Speed	Stop	Cbt	Top
Defense	W	3/5	-4	-2	-1
Defense	G	5/10	-4	-1	+1
Attack			+2	0	-3

#

Actions	Size
1	7

Detect: 2
Sensors: 0
Auto Comm: 3
Comm: 0

Armor and Damage
Armor: 19 ☐☐☐
Damage: S S L H C ☐☐☐☐☐
Vulnerable to Haywire

Perks/Flaws: LSP 1, Wpn Link (MRPs)
Aux Systems: ECM 1

Heavy Gear Blitz

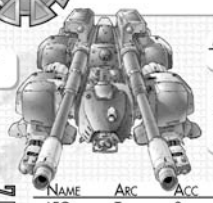
Name	Arc	Acc	Range	Dam	Special	
HAC	F	0	4/9/18/36/72	x12	ROF 1, R	
MRP	F	-1	3/6/12/24/48	x18	ROF 3, IF	
MRP	F	-1	3/6/12/24/48	x18	ROF 3, IF	
HGM	FF	-1	7/15/30/60/120	x20	IF, G, MR, AE2	
APGL	F	-1	1/3/6/12/24	x4	AI, IF, AE3	OOOOOO
APGL	F	-1	1/3/6/12/24	x4	AI, IF, AE3	OOOOOO
VA	F	0	0/-/-/-/-	x11	M, AC	
Physical Attack (Punch/Kick/Ram)				x7	M	

DATACARDS

Red Bull MkII

Att Def Ew Ld

#



	M	Speed	Stop	Cbt	Top
Defense	W	3/6	-6	-4	-3
Defense	G	5/9	-6	-3	-2
Attack			+2	0	-3

Actions	Size
3	12

Detect: 5
Sensors: +1
Auto Comm: 4
Comm: 0

Armor and Damage
Armor: 40 ☐☐☐
Damage: S L H ☐☐☐
Backup Sensors, Rugged Move.

Perks/Flaws: LSP 3, Wpn Link (LFGs), Improved Off-Road, Sensor Dep.
Aux Systems: AP Charges 1

Name	Arc	Acc	Range	Dam	Special
LFG	T	0	8/15/30/60/120	x22	IF, AE1
LFG	T	0	8/15/30/60/120	x22	IF, AE1
LAAC	T	0	3/6/12/24/48	x8	ROF 6, AA
Physical Attack (Kick/Ram)				x12	M

HEAVY GEAR BLITZ

Hoplite APC

Att Def Ew Ld

#

	M	Speed	Stop	Cbt	Top
Defense	G	9/18	-6	-2	-1
Attack			+2	0	-3

Actions	Size
2	8

Detect: 2
Sensors: 0
Auto Comm: 3
Comm: 0

Armor and Damage
Armor: 12 ☐☐☐
Damage: L H C ☐☐☐
Rugged Move.

Perks/Flaws: Transport 2 Squads, Searchlight (50", T), Ram Plates (F)
Aux Systems: -

Name	Arc	Acc	Range	Dam	Special
LR	T	0	4/9/18/36/72	x8	
APGL	T	-1	1/3/6/12/24	x4	AI, IF, AE3
Physical Attack (Ram)				x8	M

HEAVY GEAR BLITZ

Infantry

Skill Level

	M	Speed	Stop	Cbt	Top
Defense	W	2/4	0	0	0
Attack			+1	0	0

Armor

Base

Type	Name	Arc	Acc	Range	Dam	Special
STD						
HVY						

HEAVY GEAR BLITZ

Drones

Hunter-Killer Drone

Actions: 2; Size: 3; Detect: 3;
Sensors: 0; Auto Comm: 4; Comm: 0; Armor: 4
Exp. Move. Weapons: VLMG (T)
Perks/Flaws: Drone, Can't Glide, Sensor Dep.

	M	Speed	Stop	Cbt	Top
Defense	R	8/15	-2	+2	+3
Attack			+2	0	-3

Demolition Drone

Actions:1; Size:3; Detect: 3; Sensors: 0;
Auto Comm: 4; Comm: 0; Armor: 4
Weapons: SDG (F, limited ammo: 1)
Perks/Flaws:Drone, Sensor Dep.

	M	Speed	Stop	Cbt	Top
Defense	G	2/3	-3	-2	-2
Attack			+1	-1	-4

Recon Drone

Actions: 1; Size: 2; Detect: 3; Sensors: 0;
Auto Comm: 4; Comm: 0; Armor: 3;
Perks/Flaws: Drone, Low Profile, Backup Sensors; Aux Systems: TD1

	M	Speed	Stop	Cbt	Top
Defense	H	6/12	-5	-2	0
Attack			+1	-1	-4

HEAVY GEAR BLITZ

REFERENCE SHEET

The Combat Round

STEP 1: INITIATIVE
STEP 2: ACTIVATION
STEP 3: MISCELLANEOUS EVENTS

Actions

The following tasks require an Action:

- ATTACKING AN ENEMY UNIT
- USING ACTIVE ECM OR ECCM.
- ACTING AS A FORWARD OBSERVER.
- USING A TARGET DESIGNATOR
- SPECIAL ACTIONS
- CALLING IN RESERVES, ARTILLERY BARRAGES OR AIR STRIKES.

The following tasks do not require an action:

- MOVING. A UNIT MOVES ONLY WHEN IT IS ACTIVATED.
- TRANSFERRING A COMMAND POINT.
- TURNING AUTOMATED ECM OR ECCM ON OR OFF.

Special Actions

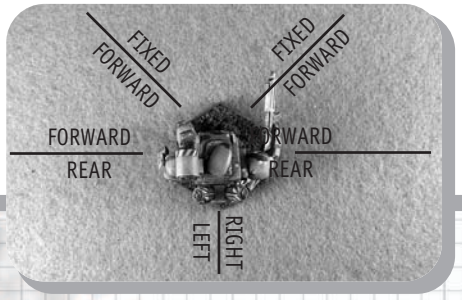
Evasive Maneuvers: Spend 1 action to gain +1 to a single Defense roll and a -1 to all other rolls for the round. May be done multiple times if you have the actions,

Hull Down: Spend an action while next to a terrain piece to gain extra protection.

Stand-By: Allows Units to do Indirect fire after their activation.

Snap Fire: Spend an action during an enemies' movement to attack them.

Fire Arc Diagram



Moving and Turning

Speed or Movement Mode changes must be announced before the Units moves. Speed may be increased or decreased by one (and only one) stage per Combat Round OR the Movement Mode can be switched. You may not do both.

TYPE	MIN. MOVE
WALKER: CBT	NONE
TOP	1″
GROUND: CBT	1″
TOP	2″
HOVER: CBT	2″
TOP	4″
HOPPER: CBT	2″
TOP	4″

Note: *If a Unit does not move the minimum distance before turning it must make a High-Speed Maneuver Test.*

Terrain Cost

TERRAIN TYPE	W	G	H /R
CLEAR	1	1	1
ROUGH	1	2	1
SAND	2	2	1
WOODLAND	2	4	N/A
JUNGLE	3	N/A	N/A
SWAMP	3	4	1
WATER*	N/A	N/A	1
BUILDINGS	2#	N/A	N/A
WHITE SAND**	2	2	1
WHITE SAND ROUGH**	1	2	1
WHITE SAND DEPOSIT**	2	2	1
SNOW	2	2	1
DEEP SNOW	3	4	1
ICE	2	3	1
TAR SANDS	3	4	1

*ONLY UNITS WITH THE "AMPHIBIOUS" PERK CAN ENTER WATER TERRAIN, THEY TREAT IT LIKE ROUGH TERRAIN.
**SEE THE SCENARIO SECTION (P. 66) FOR SPECIAL RULES REGARDING THESE TERRAIN TYPES.
#BUILDINGS ARE CONSIDERED IMPASSABLE TO ALL UNITS EXCEPT INFANTRY.

REFERENCE SHEET

Cover

TYPE	EFFECT
HIDDEN OR TOUCHING	+1
LIGHT	+1 PER FULL 9 INCHES, MINIMUM 1 IF MORE THAN 2 INCHES ARE PRESENT
HEAVY	+1 PER FULL 6 INCHES, MINIMUM 1 IF MORE THAN 1 INCH IS PRESENT
HARD	+1 PER FULL 3 INCHES, MINIMUM 1 IF ANY IS PRESENT
SOLID	+1 PER INSTANCE

Modifiers are cumulative. Solid Cover will provide +1 for each instance of Solid Cover in the way. If Solid Cover hides the entire miniature, direct attacks may not be made, but a Forward Observer with LoS or a successful Active Detection test will enable an Indirect Fire attack to fire over the top of intervening terrain.

Detection

Detection Rating: If total Obscurement is equal to or less than Detection Rating, enemy Unit can be detected.

Autdetection: Units totally in the open or within their Size in inches to an enemy are automatically detected.

Active Detection

Roll EW + Sensor against:

+ COVER VALUE.
+ CONCEALMENT (DEFENDER STEALTH, LOW PROFILE, WEATHER EFFECTS, CAMO NETTING, ETC. IF PRESENT).
- LARGE SENSOR PROFILE RATING (IF PRESENT).
- 1 PER WEAPON USED BY THE TARGET SINCE ITS LAST ACTIVATION.
- 1 PER ACTIVE DETECTION OR ACTIVE COMMS TEST PERFORMED BY THE TARGET SINCE ITS LAST ACTIVATION.
- 1 IF THE TARGET HAS AUTOMATED OR ACTIVE ECM CURRENTLY IN USE.
- 1 IF THE TARGET HAS AUTOMATED OR ACTIVE ECCM CURRENTLY IN USE.
- VARIABLE AMOUNT BASED ON THE TARGET'S SPEED THIS ROUND: 0 FOR STATIONARY, 2 FOR COMBAT, 4 FOR TOP.

The Threshold may never go below 1.

Attack Roll

Attacker Modifiers

ATTACK MODIFIER:	VARIES, DEFAULT IS 0
WEAPON ACCURACY:	VARIES, DEFAULT IS 0
RANGE MODIFIER:	
POINT BLANK:	+2
SHORT RANGE:	+1
MEDIUM RANGE:	0
LONG RANGE:	-1
EXTREME RANGE:	-2
OBSCUREMENT:	APPLIED AS A NEGATIVE MODIFIER TO THE ATTACK ROLL.

Defense Roll

Defender Modifiers

Defense Modifier: varies, default is 0. See the unit's datacard for the Unit's current modifiers based on Movement Mode and speed.

Multiple Attackers penalty: -1 for each successive attack from the same combat group after the first (max -3).

Angle of attack modifiers: -1 for all attacks coming from the rear arc, this becomes -2 if the attacker cannot be automatically detected and is attacking from the rear.

Damage

SCRATCHED PAINT	DAMAGE IS LESS THAN THE BASE ARMOR.
LIGHT DAMAGE	DAMAGE IS EQUAL TO OR GREATER THAN THE BASE ARMOR.
HEAVY DAMAGE	DAMAGE IS EQUAL TO OR GREATER THAN TWICE THE BASE ARMOR.
OVERKILL	DAMAGE IS EQUAL TO OR GREATER THAN THREE TIMES THE BASE ARMOR.

Damage accumulation:

LIGHT DAMAGE + LIGHT DAMAGE	**HEAVY DAMAGE**
LIGHT DAMAGE + HEAVY DAMAGE	**CRITICAL DAMAGE**
HEAVY DAMAGE + HEAVY DAMAGE	**OVERKILL**
CRITICAL DAMAGE + ANY RESULT OTHER THAN SCRATCHED PAINT	**OVERKILL**

REFERENCE SHEET

Damage Effects

LIGHT DAMAGE:	-1 ARMOR
HEAVY DAMAGE:	-2 ARMOR, -1 TO ATTACK, DEFENSE AND EW. MAX MOVE COMBAT SPEED
CRITICAL DAMAGE:	-3 ARMOR, -2 TO ATTACK, DEFENSE AND EW. AUX SYSTEMS DESTROYED, MAX MOVE COMBAT SPEED
OVERKILL:	UNIT DESTROYED

NOTE 1: IF THE UNIT SLOWS DOWN DUE TO DAMAGE, THE SUDDEN DECELERATION MEANS THE CREW MUST MAKE A HIGH-SPEED MANEUVER TEST.

NOTE 2: AUX DAMAGE: WHEN AUX SYSTEMS ARE DESTROYED, YOU MAY ONLY USE AUTODETECTION.

Ammunition Tracking

ROF USED	AMMO CHECK (UNMODIFIED ATTACK ROLL)
NONE (ROF 0)	FUMBLE
LESS THAN HALF	2 OR LESS
HALF OR MORE	3 OR LESS
FULL ROF WITH ROF 1 WEAPON	3 OR LESS
FULL ROF	4 OR LESS

If all dice show up the indicated value or less, the weapon runs out of ammo and gains an 'Out of Ammo' counter.

Reload: Weapon listed "R" can be reloaded. Spend one Action to reload the weapon and remove the 'Out of Ammo' counter.

Limited Ammunition: Every time you fire a shot, mark off one circle. When they are all crossed out, the weapon is out of ammo for the rest of the game.

Ramming and Falls

ATTACKER TRAVELING AT TOP SPEED:	+2
DEFENDER RAMMED FROM THE FRR ARC (BACK 90):	-2
HEAD-ON RAM(BOTH UNITS ARE IN EACH OTHER'S FF ARCS):	+2

Falls and Jumps are resolved as Head-on Rams, with the ground counting as the same size as the Unit, plus 1 for each Level fallen.

ECM and ECCM

Automated Rating: equal to level of perk (+1 if EW Skill is higher than Rating)

Active: roll EW+Rating to get Active Threshold. Effect is immediate, lasts until end of Round.

Friendly ECCM only affects the enemy while friendly ECCM only affects friendlies. Highest enemy ECM adds to communication and specified thresholds. Friendly ECCM adds to Communication and other specified rolls only when enemy ECM is present.

Target Designation

Roll: EW + Comms + TD Rating + Attack Movement Modifiers + ECCM if ECM is present

Threshold: 5 + Defensive Movement Modifiers + ECM if present.

Command Points

Spending a Command Point allows you to:

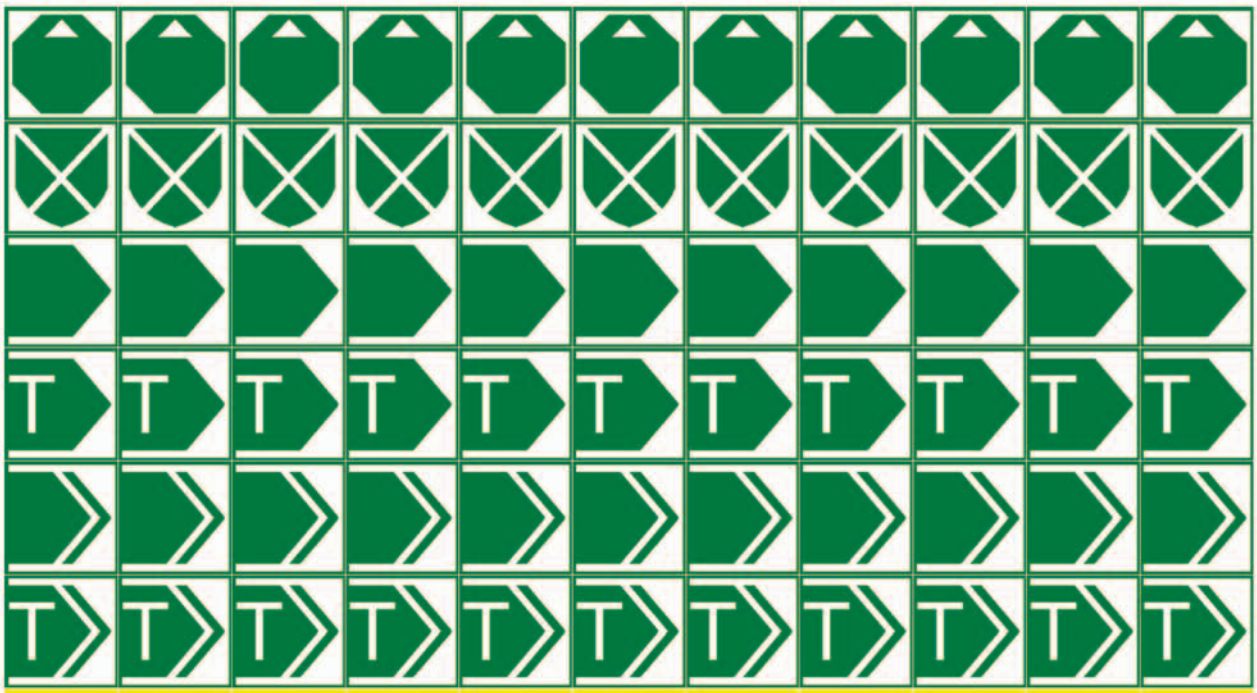
- RE-ROLL ANY DIE ROLL.
- ACTIVATE A UNIT OUT OF SEQUENCE (IF THE UNIT HASN'T BEEN ACTIVATED ALREADY).
- GIVE A UNIT AN EXTRA ACTION, EVEN IF IT IS LOCKED (USED ALL OF ITS ACTIONS).
- ALLOW A UNIT TO TAKE A "FINAL SHOT" WHEN DESTROYED
- IF USING THE MORALE RULES, A COMMAND POINT MAY BE SPENT TO IMMEDIATELY HALVE THE NUMBER OF MORALE TOKENS ON A COMBAT GROUP, ROUNDING UP, WITH A MINIMUM OF TWO REMOVED

Airstrikes

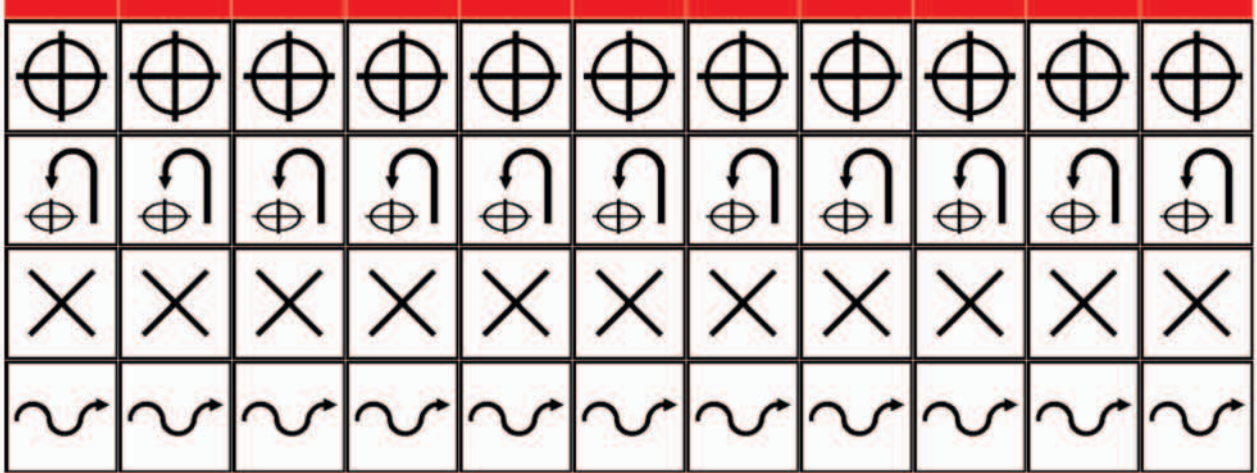
TYPE	ATTACKS	WEAPON	INTERCEPT	DEFENSE
FIGHTER	2	LACS	2	0
FIGHTER-BOMBER	2	AGMS	0	1
BOMBER	4	ATMS	N/A	1

Off-Board Artillery

SALVO	DM	NOTES
LIGHT	X12	AE2
MEDIUM	X18	AE3
HEAVY	X22	AE5



LIGHT DAMAGE	LIGHT DAMAGE	LIGHT DAMAGE	LIGHT DAMAGE	LIGHT DAMAGE	LIGHT DAMAGE	LIGHT DAMAGE	LIGHT DAMAGE	LIGHT DAMAGE	LIGHT DAMAGE	LIGHT DAMAGE
HEAVY DAMAGE	HEAVY DAMAGE	HEAVY DAMAGE	HEAVY DAMAGE	HEAVY DAMAGE	HEAVY DAMAGE	HEAVY DAMAGE	HEAVY DAMAGE	HEAVY DAMAGE	HEAVY DAMAGE	HEAVY DAMAGE
CRITICAL DAMAGE	CRITICAL DAMAGE	CRITICAL DAMAGE	CRITICAL DAMAGE	CRITICAL DAMAGE	CRITICAL DAMAGE	CRITICAL DAMAGE	CRITICAL DAMAGE	CRITICAL DAMAGE	CRITICAL DAMAGE	CRITICAL DAMAGE



COMMAND POINT	COMMAND POINT	COMMAND POINT	COMMAND POINT	COMMAND POINT	COMMAND POINT	COMMAND POINT	COMMAND POINT	COMMAND POINT	COMMAND POINT	COMMAND POINT
TAGGED!	TAGGED!	TAGGED!	TAGGED!	TAGGED!	TAGGED!	TAGGED!	TAGGED!	TAGGED!	TAGGED!	TAGGED!
MORALE	MORALE	MORALE	MORALE	MORALE	MORALE	MORALE	MORALE	MORALE	MORALE	MORALE

A NEW ERA HAS JUST BEGUN

HEAVY GEAR BLITZ!

Welcome to the 62nd century and the world of Terra Nova. Colonized by humans, left to fend for itself, and divided between two rival superpowers, recent events have brought this once-united planet once more to the brink of war. The harsh battlefields of Terra Nova are home to a new type of fighting machine: the 15 foot tall war walkers called Heavy Gears. Filling a role between tanks and infantry, it has radically altered the face of warfare. The battle for Terra Nova has begun. Will you fight for honor, for pride, or for a land to call your own?

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