

SPECIAL ABILITIES

ACTIVE PHASE ARRAY (APA)	(-1/-2) to target point for direct-fire Combat Rolls vs. enemy model(s) in range (24"/30"). Requires Special Action (1 AP) to activate each turn.
ADV TARGETING COMPUTER	Requires active Target-Lock, (-1/-2) to target point for direct-fire Combat or Strike-Point Rolls.
AIRBORNE	Allows infantry model(s) to use the Move Action: Dismount (1 AP) anywhere along the flight path of a transporting aircraft during either models' activation.
AMBUSH	Allows for delayed deployment. Once activated, may deploy anywhere on its "half" of the game board. May not deploy within 5" of any enemy model (10" of enemy model with Model Task: Recon).
AMMO	Combat Roll Critical Fumble requires an additional (1d6) roll, with a target point (2). Roll of "1" results in "jam" for ALL the model's same-type weapon systems for remainder of game.
AMMO BIN	Model may clear ONE Ammo or Ltd Ammo "jam" for each rating level per game.
AMPHIBIOUS	Allows model to cross water-based terrain objects (+1 MV per inch moved).
ANTI-AIRCRAFT	(-1/-2) to target point for direct-fire Combat Rolls vs Move Class: Air. Increases NoE engagement range (18"/24").
ANTI-INFANTRY	Allows for FREE Combat Roll vs. ANY infantry model moving within 1" of equipped model. Target Point (5), RAV (-/2).
AoE	Allows for Combat Roll vs ANY non-aircraft model caught within stated radius of final Strike-Point.
ASSAULT	Reduces Run 'N Gun weapon penalty by (-1) per rating level. Does NOT provide Combat Roll bonus.
BLASTER	Combat Roll Critical Success (+1d6): Blaster 1 "11-12," Blaster 2 "10-12," or Blaster 3 "9-12" die-roll.
BULKY	Model requires two "slots" of space when transported.
C3	(+1) per rating level to Force Groups' C3 point-pool.
CHAIN-FIRE POD	Allows other equipped models in same squad to use model's successful Strike-Point location. Requires activating model to use Target-Lock Action first.
CHAMELEON	(+1/+2) to an attacking model's target-point at ranges (18"-36") and (36"+).
COMBAT ENGINEER	Allows for the deployment of applicable Battlefield Support Assets with a (-1) target point SM per rating level to any required die-rolls.
COUNTER-BATTERY	Allows indirect-fire Combat Roll (2 AP/target point (8) vs. enemy model) with final Strike-Point within 12" of equipped model (no Strike-Point Roll required).
COUNTER-MEASURES	Block any target-lock or SA: TAG targeted at model with successful Target Point Roll (10). (-1) SM per rating level to roll. Critical Fumble disables system for remainder of game.
DROPSHIP	Aircraft models only: Transport one CAV or two vehicle models per rating level.
ECM	Block any enemy Target-Point Action located within range effect (24"/30"). May block any enemy SA: APA or SA: ECM with successful Opposed Roll. Requires Special Action (1 AP) to activate each turn.
ENCUMBERED	Reduce current MV by (-1) per rating level.
EST	Share current target-lock with squad if enemy model is 36" or closer to activating model.
FCS (FIRE CONTROL SYSTEM)	Requires two or more FCS-equipped models in Squad to use. (+1/+2) to Strike-Point Roll.
FIRE-PROOF	(1) Prevents Model State: Burning (0 AP). (2) Prevents Model State: Burning (0 AP). Requires Special Action to activate: Remove Model State: Burning from ANY model within 3" radius of model.
FIST	Allows for the use of applicable Battlefield Support Packages with a (-1) to any Drift Rolls.
FULL-AUTO	Reroll 1d6 of any Combat Roll once, keeping the new result.
GRENADIER	Infantry model receives (-1) to target point for SA: Close-Combat Combat Roll.
GUN PORT	Allows direct-fire Ranged Assault by one infantry model being transported into the model's Left or Right Firing Arc per rating level.
HARD	Use RAV "HARD" for determining damage from a successful hit.
IMPROVED HANDLING	Wheeled-vehicle, quad CAV, and aircraft models only: Model may move forward (1") and up to (1") left or right (1 MV). Hover or grav-vehicle, quad-CAV, and aircraft models only: Model may move (1") "sideways," left or right (1 MV).
IMPROVED RANGE	Reduce the designated range band's target point by (-1).
LARGE SENSOR PROFILE	(-1) to any attacker's Combat Roll target point.
LAUNCHER	Serves as deployment point for one cruise missile per rating level.

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LTD AMMO	Combat Roll Critical Fumble requires an additional (1d6) roll, with a target point (3). Roll of "1" or "2" results in "jam" for ALL the model's same-type weapon systems for remainder of game.
LOCKED-ON	Allows the use of the Target-Lock Action as a Free Action (0 AP).
MINIMUM RANGE	Minimum Range: Cannot be used as part of a Combat Action against a target within the stated range.
ORBITAL FLIGHT	Allows model non-atmospheric flight. Includes SA: Reduced Turn and Shielded.
OVERDRIVE	Declared before Combat Roll: (x2) dmg, Critical Fumble disables for remainder of game. Roll additional (1d6) with target-point equal to number of weapons fired (+1). Failed roll results in weapon system loss for one turn.
POINT DEFENSE	Requires successful Target Point Roll (10): Allows for model to intercept ANY artillery, guided missile, mortar, or rocket attack with a final Strike-Point within (2") radius. (-1) SM per rating level. Critical Fumble disables system.
POP-UP	Vehicles/Infantry: Allows for direct-fire Combat Action from behind adjacent (E1) Cover, relative to model. Aircraft: Allows for direct-fire Combat Action from behind adjacent (E2+) Cover or when flying Nap of Earth.
RAT	Infantry models only: Model receives Light Cover.
REDUCED TURN	(+1) MV for ANY 90-degree Facing Change (no FREE turn).
REINFORCED	Reduce Combat Damage Table result by (-1) per rating level. Cannot be adjusted below (0).
RELENTLESS	Reduce the loss of ANY MV and Pilot Check target points by (-1).
RE-SUPPLY	Reload the ammo bins of any friendly model it is currently B2B with, using the Special Action (1 AP) to activate.
RUGGED	Repair up to two non-lingering Damage Tracks when making successful Repair Action Target Point Roll.
SATELLITE UPLINK	Request one Battlefield Support Strike: Hammer Strike per turn with successful 1d6 Target point Roll (6), placing strike point location anywhere within 36" of equipped model.
SHIELDED	Model is immune to all nano-disassembler and ion disruptor effects.
SHOCK	Requires targeted model to make ONE Target-Point Roll vs stated value on ANY successful "hit" or receive Model State: Suppressed.
SLOW-FIRE	Prevents weapon system use during two consecutive turns.
SMART	Allows for the weapon system to adjust AoE or RAV (+1) by reducing the other by (-1). Cannot be adjusted below (0) and requires declaration before Combat Roll.
SMOKE	Requires Special Action to activate: Generate Smoke Cloud, AoE (23), centered on current location OR Smoke Line, AoE (1), per (1") moved. Provides Light Cover bonus and LoS for SA: TAG.
SOFT	Use RAV "SOFT" for determining damage from a successful hit.
SPECIALIST	Model is restricted to Specialist Squad only.
STORM	Infantry models only: Mount/Dismount Action (0 AP) from ground-based models.
STRIKE	Range determines number of dice used for Combat Roll. Short: 4d6 (discard two), Medium: 3d6 (discard one), Long: 2d6, and Extreme: 2d6 (discard one).
SUPERIOR MOBILITY	Model ignores (-) MV when moving through rough, light woods, or (E1) terrain objects.
TAG	Allows for the use of guided-missiles and other laser-based weapon systems. Does NOT provide target-lock (no ATC). Requires Special Action to "share."
TRANSPORT	Provides one "slot" per rating level for transporting infantry models only.
TURRET	Allows for equipped model 360-degree arc of fire. Vehicle models adjacent (1" or less) to E1 hills with the SA: Turret may choose to be "hull-down," allowing for it to make Combat Rolls from Heavy Cover.
UNIQUE	Allows for ONLY one model of this type in Force Group.
WIZZO	(-1) to any Strike-Point of direct-fire Combat Roll.

MODEL STATES

MODEL STATE: BURNING	(+2) to any required die-roll and (-2) MV while affected. SA: Soft models only: (+1) damage point per turn.
MODEL STATE: DOUBLE-TIME	(+2) to any attacker's Combat Roll target point.
MODEL STATE: HACKED	(+2) to any required die-roll and (-2) MV while affected.
MODEL STATE: KNOCKED-DOWN	Model is Prone. (-2) to any attacker's Combat Roll target point.
MODEL STATE: STATIONARY	(-2) to any attacker's Combat Roll target point. (-1) to model's direct-fire Combat and Strike-Point Rolls.
MODEL STATE: SUPPRESSED	(+2) to any die-roll AND cannot move towards ANY enemy model while affected.
MODEL STATE: STUNNED	(+2) to any die-roll AND (0) Action Points while affected.