

# REFERENCE

## TERRAIN EFFECTS MODIFIER TABLE

TERRAIN TYPE	MOVE CLASS						
	FOOT	WHEELED	TRACKED	HQVER	GRAY	WALKER/QUAD	AIR
OPEN/CLEAR	1	1	1	1	1	1	1
ROADS/PAVED	+1 MV	+1 MV	+1 MV	1	1	+1 MV	1
ROUGH/BROKEN	2	4	2	+1	1	2	1
RUBBLE	2	NA	2	NA	1	2	1
LIGHT WOODS	1	4	2	4	3	2	1
HEAVY WOODS	1	NA	3	NA	4	3	1
SWAMP/MARSH	3	NA	NA	1	1	4	1
WATER D1	NA	NA	NA	1	1	2	1
WATER D2	NA	NA	NA	1	1	3	1
STRUCTURE	1	NA	2	NA	NA	2	1
ELEVATION E1	+1	+1	+1	+1	+1	+1	NA
ELEVATION E2	NA	NA	NA	NA	NA	NA	NA

## COMBAT DAMAGE TABLE

FINAL	RESULT
0	One damage point to defending model.
1	One damage point to defending model.
2	One damage point to defending model.
3	One damage point to defending model. Pilot Check (-1).
4	One damage point to defending model. Pilot Check (-1).
5	Two damage points to defending model. Pilot Check.
6	Two damage points to defending model. Pilot Check.
7	Two damage points to defending model. Pilot Check (+1) & Suppressed.
8	Two damage points to defending model. Pilot Check (+1) & Suppressed.
9	Two damage points to defending model. Pilot Check (+2) & Suppressed.
10+	Three damage points to defending model & Critical Damage Roll!

## STRUCTURE DAMAGE TABLE

FINAL	RESULT
0	One damage point to section.
1	One damage point to section.
2	Two damage points to section.
3	Two damage points to section.
4	Three damage points to section.
5	Three damage points to section.
6	Four damage points to section.
7	Four damage points to section.
8	Five damage points to section.
9	Five damage points to section.
10+	Five damage points to section & Critical Role.

## CRITICAL DAMAGE TABLE

ROLL 2d6	RESULT
2	Breeder Destroyed. <b>Model State:</b> Stationary & (0 AP).
3	Breeder Damaged. (1 AP).
4	Leg/Drive System Crippled. MV 1/2.
5	Leg/Drive System Damaged. MV (-1).
6	<b>Model State:</b> Knocked Down & Stunned.
7	<b>Model State:</b> Knocked Down & Stunned.
8	<b>Model State:</b> Knocked Down & Stunned.
9	Weapon Systems Damaged. (+1) Combat Roll SM.
10	Weapon Systems Crippled. (+2) Combat Roll SM.
11	Targeting Systems Destroyed. No Combat Actions.
12	Cockpit/Crew Compartment Breached. Pilot/Crew Killed.

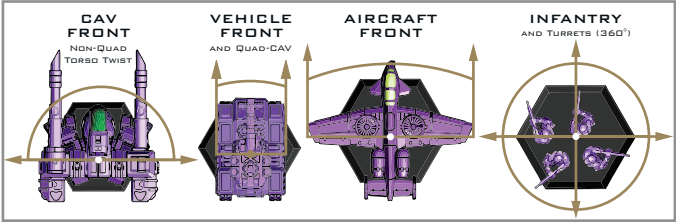
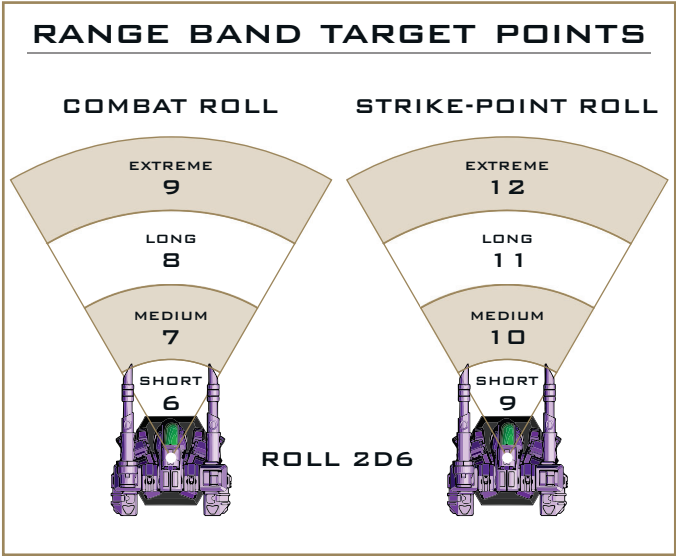
## STRUCTURE CRITICAL DAMAGE TABLE

ROLL 2d6	RESULT
2	Section Burning! Reduce Armor Class & Damage Points by one per turn. <sup>1</sup>
3	Section Structural Integrity Compromised. Reduce Armor Class by three.
4	Section Structural Integrity Compromised. Reduce Armor Class by two.
5	Section Structural Integrity Compromised. Reduce Armor Class by two.
6	Section Structural Integrity Compromised. Reduce Armor Class by one.
7	Section Structural Integrity Compromised. Reduce Armor Class by one.
8	Section Structural Integrity Compromised. Reduce Armor Class by one.
9	Section Structural Integrity Compromised. Reduce Armor Class by two.
10	Section Structural Integrity Compromised. Reduce Armor Class by two.
11	Section Structural Integrity Compromised. Reduce Armor Class by three.
12	Section Implodes! Reduce to Terrain Type: Rubble. <sup>2</sup>

<sup>1</sup>All models in the section receive **Model State: Burning**.

<sup>2</sup>Light & Heavy Infantry removed from play.

All other model types receive one point of damage



MODIFIER	SITUATION
+2	Critical Hit: <i>Weapon Systems Crippled</i> .
+1	Critical Hit: <i>Weapon Systems Damaged</i> .
+2	Model State: <i>Burning, Hacked, Stunned, or Suppressed</i> (attacker).
+1	Multiple Targets (per additional target).
+1	Run 'N Gun (per declared weapon).
-1	Battlefield Upgrade: <i>Marksman</i> .
-2	Battlefield Upgrade: <i>Sharpshooter</i> .
-1	Consecutive Attempt(s) (same Strike-Point only).
-1	Model State: <i>Stationary</i> (attacker).
-1	LoS (to declared Strike-Point).
-1	SA: <i>Adv Targeting Computer</i> (per Rating Level, requires Target-Lock).
-1	SA: <i>FCS</i> (per additional model, max 2).
-1	SA: <i>Wizzo</i> .
-1	Upgrade: <i>Semi-Guided</i> (requires SA: TAG).

ACTION TYPES TABLE

REPEATABLE ACTIONS	PAGE
MOVE	18
REGROUP	35
NON-REPEATABLE ACTIONS	
TARGET-LOCK	35
COMBAT	24
SPECIAL	35
REPAIR	35
FREE ACTIONS	

COMBAT ROLL SITUATION MODIFIERS

MODIFIER	SITUATION (Direct-Fire)
+2	Critical Hit: <i>Weapon Systems Crippled</i> .
+1	Critical Hit: <i>Weapon Systems Damaged</i> .
+2	Defensive Fire.
+2	Heavy Cover.
+1	Light Cover.
+2	Model State: <i>Burning, Hacked, Stunned, or Suppressed</i> (attacker).
+2	Model State: <i>Double-Time</i> (defender).
+1	Multiple Targets (per additional target).
+1	Run 'N Gun (per weapon fired).
+1/+2	SA: CHAMELEON (target range 18"-36", 36"+).
-1	Back Arc (vs. non-infantry models only).
-1	Battlefield Upgrade: <i>Marksman</i> .
-2	Battlefield Upgrade: <i>Sharpshooter</i> .
-1	Model State: <i>Stationary</i> (attacker).
-2	Model State: <i>Stationary</i> (defender).
-1	Point-Blank (3" range or less, non-infantry models only).
-1	SA: <i>Adv Targeting Computer</i> (per rating level, requires target-lock).
-1	SA: <i>Anti-Aircraft</i> (per rating level, vs. Move Class: Air only).
-1	SA: <i>APA</i> (per rating level).
-1	SA: <i>Large Sensor Profile</i> (defender).
-1	SA: <i>Wizzo</i> .
MODIFIER	SITUATION (Indirect-Fire)
+1	Light Cover.
+2	Heavy Cover.
+2	Model State: <i>Double-Time</i> (defender).
+2	SA: <i>Counter-Battery</i> .
-2	Model State: <i>Stationary</i> (defender).
-1	SA: <i>Large Sensor Profile</i> (defender).
-1	Salvo Fire (per additional weapon fired).