

REFERENCE

TERRAIN EFFECT MODIFIERS

Movement Class

Terrain Type	Foot	Wheeled	Tracked	Hover	Grav	Walker	Air
Open	1	1	1	1	1	1	1
Road/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 1	NA	NA	NA	1	1	2	1
Water 2	NA	NA	NA	1	1	NA	1
Structure	1	NA	2	NA	NA	2	1
Elevation 1	1	1	1	1	1	1	NA
Elevation 2	NA	NA	NA	NA	NA	NA	NA

COMBAT DAMAGE TABLE

MoS	Result
0	One damage point to defending model. (RA Only)
0	One damage point to both models & move back 1". (CCA Only)
1	One damage point to defending model.
2	One damage point to defending model.
3	One damage point to defending model. Pilot (6). ¹
4	One damage point to defending model. Pilot (6). ¹
5	Two damage points to defending model. Pilot (6). ¹
6	Two damage points to defending model. Pilot (7). ¹ & Suppressed.
7	Two damage points to defending model. Pilot (7). ¹ & Suppressed.
8	Two damage points to defending model. Pilot (7). ¹ & Suppressed.
9	Two damage points to defending model. Pilot (8). ¹ & Suppressed.
10+	Three damage points to defending model & Critical Damage Table roll!!

STRUCTURE DAMAGE TABLE

MoS	Result
0	One damage point to structure.
1	One damage point to structure.
2	One damage point to structure.
3	Two damage points to structure.
4	Two damage points to structure.
5	Two damage points to structure.
6	Three damage points to structure.
7	Three damage points to structure.
8	Three damage points to structure.
9	Four damage points to structure.
10	Four damage points to structure.
11+	Four damage points to structure & Structure Critical Damage Table roll!!

CRITICAL DAMAGE TABLE

2d6	Result
2	Breeder Destroyed. ² Model State: Stationary. No Actions.
3	Breeder Damaged. Lose 1 Action Point.
4	Leg or Drive System Crippled. Move reduced by half.
5	Leg or Drive System Damaged. Move Value (-1).
6	Knock-Down ¹ (Prone) and Stunned.
7	Knock-Down ¹ (Prone) and Stunned.
8	Knock-Down ¹ (Prone) and Stunned.
9	Weapon Systems Damaged. Combat Roll (-1).
10	Weapon Systems Crippled. Combat Roll (-2).
11	Targeting Systems Destroyed. No Combat Actions.
12	Cockpit or Crew Compartment Destroyed. Pilot/Crew Killed.

STRUCTURE CRITICAL DAMAGE TABLE

2d6	Result
2	Section Burning! Damage Points (-1) per turn. ³
3	Structural Integrity Damaged. Armor Value (-3).
4	Structural Integrity Damaged. Armor Value (-2).
5	Structural Integrity Damaged. Armor Value (-2).
6	Structural Integrity Damaged. Armor Value (-1).
7	Structural Integrity Damaged. Armor Value (-1).
8	Structural Integrity Damaged. Armor Value (-1).
9	Structural Integrity Damaged. Armor Value (-2).
10	Structural Integrity Damaged. Armor Value (-2).
11	Structural Integrity Damaged. Armor Value (-3).
12	Section Implodes! Reduced to Terrain Type: Rubble. ⁴

¹Applies to CAV models only.

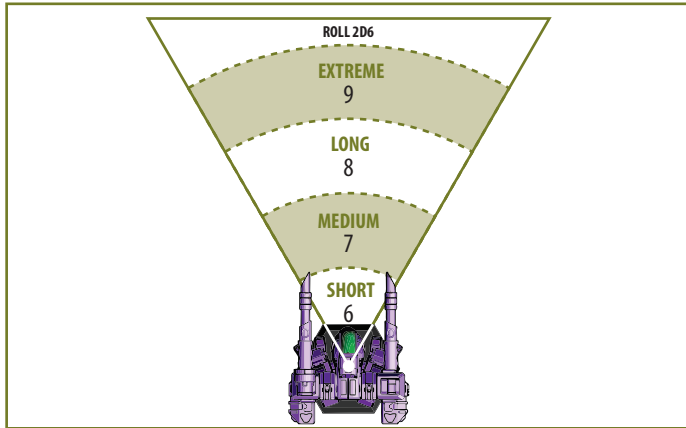
²In-flight Aircraft models destroyed.

³All models in Section receive Model State: Burning

⁴Light & Heavy Infantry destroyed. All other models one damage point.

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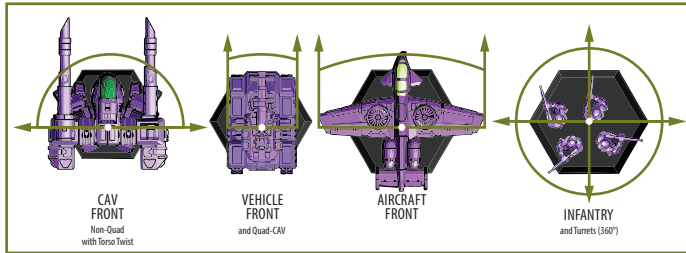
DIRECT-FIRE TARGET POINT



INDIRECT-FIRE TARGET POINT



FIRING ARCS



DIRECT-FIRE SITUATION MODIFIERS

Value	Combat Roll Situation Modifier
-2	Defensive Fire
-2	Heavy Cover
-1	Light Cover
-2	Model State: Burning, Hacked, or Suppressed
-1	Multiple Targets (per additional target)
-1	Run 'N Gun (per weapon fired)
-1	SA: CHAMELEON (target Rng 18"+)
-2	SA: Double-Time (target)
-2	Weapon Systems Crippled
-1	Weapon Systems Damaged
+1	Back Firing Arc (vs non-infantry models only)
+1	Battlefield Upgrade: Marksman
+2	Battlefield Upgrade: Sharpshooter
+2	Model State: Stationary
+1	Point-Blank ≤ (3")
+1	Salvo Fire Strike (per additional weapon fired)
+1	SA: Active Phase Array (per rating level)
+1	SA: Adv Targeting Comp & target-lock (per rating level)
+1	SA: Anti-Aircraft (per rating level, vs MV Class: Air only)
+1	SA: Large Sensor Profile (target)
+1	SA: Wizzo

ACTION LIST

Repeatable Actions	Non-Repeatable Actions	
Move	Mount/Dismount	Target-Lock
Break	Combat	Repair
Regroup	Special	

STRIKE-POINT SITUATION MODIFIERS

ROLL 2D6
10+

Value	Strike-Point Roll Situation Modifier
-2	Model State: Burning, Hacked, or Suppressed
-1	Multiple Targets (per additional target)
-1	Range Band: Medium
-2	Range Band: Long
-3	Range Band: Extreme
-1	Run 'N Gun (per weapon fired)
-2	Weapon Systems Crippled
-1	Weapon Systems Damaged
+1	Consecutive Attempt(s) (same strike-point, no move)
+1	LoS (declared strike-point)
+1	SA: Adv Targeting Comp & target-lock (per rating level)
+1	SA: FCS (per additional model, max 2)
+1	SA: Wizzo
+1	Upgrade: Semi-Guided & SA: TAG

INDIRECT-FIRE SITUATION MODIFIERS

ROLL 2D6
6+

Value	Combat Roll Situation Modifier
-1	Light Cover
-2	Heavy Cover
-2	SA: Counter-Battery
-2	SA: Double-Time (target)
+2	Model State: Stationary
+1	Salvo Fire Strike (per additional weapon fired)

CLOSE-COMBAT SITUATION MODIFIERS

Value	Combat Roll Situation Modifier
-1	Model State: Burning, Hacked, or Suppressed
-2	SA: Double-Time (target)
-2	Weapon Systems Crippled
-1	Weapon Systems Damaged
+1	Back Firing Arc (vs non-infantry models only)
+2	Battlefield Upgrade: Ace Pilot
+1	Battlefield Upgrade: Veteran Pilot
+1	Multiple Attackers (per additional infantry model only)
+1	SA: AEGIS (defending model only)
+1	SA: Anti-Infantry (vs infantry models only)
+1	SA: Blitz
+1	SA: Grenadier