

# 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)
0	One damage point to both models & move back 1". (CCA)
1	One damage point to defending model.
2	One damage point to defending model.
3	One damage point to defending model. Pilot (6).
4	One damage point to defending model. Pilot (6).
5	Two damage points to defending model. Pilot (6).
6	Two damage points to defending model. Pilot (7) & Suppressed.
7	Two damage points to defending model. Pilot (7) & Suppressed.
8	Two damage points to defending model. Pilot (7) & Suppressed.
9	Two damage points to defending model. Pilot (8) & Suppressed.
10+	Three damage points to defending model & Critical Hit!

## 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 & Critical Hit!

## CRITICAL DAMAGE TABLE

### 2d6 Result

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

## STRUCTURE CRITICAL DAMAGE TABLE

### 2d6 Result

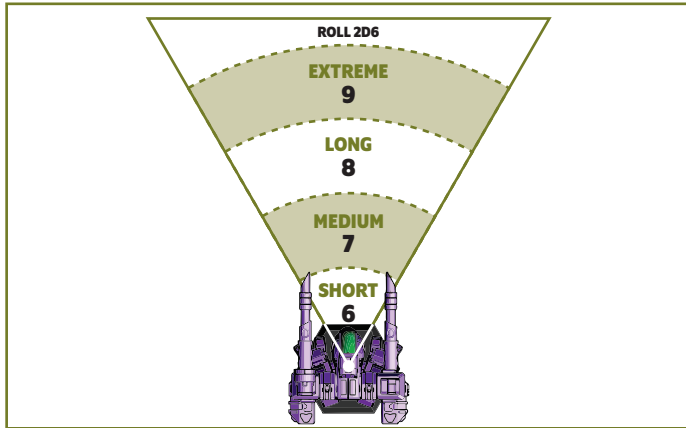
2	Section Burning! Damage Points reduced by one per turn. <sup>1</sup>
3	Structural Integrity Damaged. Armor Value reduced by three.
4	Structural Integrity Damaged. Armor Value reduced by two.
5	Structural Integrity Damaged. Armor Value reduced by two.
6	Structural Integrity Damaged. Armor Value reduced by one.
7	Structural Integrity Damaged. Armor Value reduced by one.
8	Structural Integrity Damaged. Armor Value reduced by one.
9	Structural Integrity Damaged. Armor Value reduced by two.
10	Structural Integrity Damaged. Armor Value reduced by two.
11	Structural Integrity Damaged. Armor Value reduced by three.
12	Section Implodes! Reduced to Terrain Type: Rubble. <sup>2</sup>

<sup>1</sup>All models in Section receive Model State: Burning

<sup>2</sup>Light & Heavy Infantry destroyed. All other models one damage point.

# REFERENCE

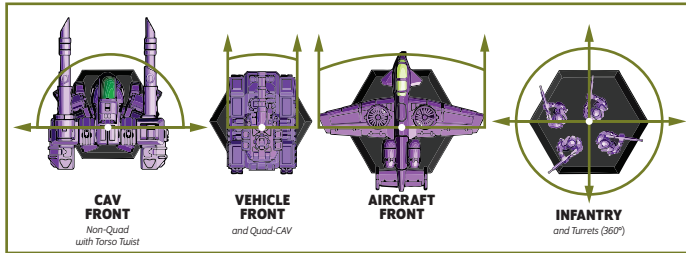
## DIRECT-FIRE TARGET POINT



## 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: Disabled, Immobile, or Prone (target)
+1	Model State: Stationary (target)
+1	Point-Blank (Rng 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

Move  
Break  
Regroup

### Non-Repeatable Actions

Mount/Dismount  
Combat  
Special

Target-Lock  
Repair

## STRIKE-POINT SITUATION MODIFIERS

Value	Combat 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

Value	Combat Roll Situation Modifier
-1	Light Cover
-2	Heavy Cover
-2	SA: Counter-Battery
-2	SA: Double-Time (target)
+1	Back Firing Arc (vs non-infantry models only)
+2	Model State: Disabled, Immobile, or Prone (target)
+1	Model State: Stationary (target)
+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