

SILHOUETTE CORE

DP9-919



HEAVY GEAR™



THE WAR GOES ON

MINIATURE RULES

MELEE, DUELIST, TACTICAL AND FLEET SCALE COMBAT

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DREAM POD 9



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The use of the male gender throughout this manual should in no way imply the
 exclusion of the female gender or suggest that the game is intended exclusively
 for a male audience. It is our hope that female gamers will find this product just
 as interesting as their male counterparts.

Dream Pod 9 can be reached online at our web site www.dp9.com or
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1.0 - INTRODUCTION

Heavy Gear takes place in the year AD 6142 - TN 1948 in the local calendar - on one of nine inhabited planets discovered by Mankind outside of the solar system during the dynamic renaissance after a terrible ice age on Earth. A little over 400 years ago Earth abandoned its colonies because of some crisis on Earth, only to return more recently with an invasion fleet and armies of Grel super soldiers to reclaim the colonies. Welcome to the sun scorched world of Terra Nova, that humanities hardest pioneers call home and serm to fight over to no end, be it between the North and South or the remnants of Earth's failed invasion force.

The Silhouette Core Heavy Gear Miniature Rules focuses exclusively on the table top tactical game component of the Heavy Gear. Within this manual, you will find all the rules and vehicle stats you will need to play the tactical game in its different forms. Four different scales of play are possible with the rules provided. The first is the Tactical Scale which is the main combat scale for Heavy Gear with lots of miniatures for the North, South and Earth forces already existing for the scale. The second is the new Melee Scale which also you to convert your roleplaying character into miniature stats and fight it our with other characters, creatures and vehicles. The third is the Duelist Scale, formally call the Shirmish Scale, where Duelists from all over Terra Nova fight it out one on one for honor and the cheering crowds. Duelist Scale uses the existing miniatures and packs of Dueling weapons are available to customize the Dueling gears. The forth is a new ruleset called Fleet Scale for massive battles between the North and South's fleets of landships and squads of Gears, Striders, Armor, Infantry and Aircraft or the Earth's Battle Frames, Hovertanks and Grels. Fleet Scale uses a new smaller scale of miniatures for the landships and squad counters which is now available with more on the way

The book is divided into six chapters. The first is the core rules and advanced rules for Heavy Gear tactical combat used in Tactical, Melee and Duelist Scales. The second chapter is optional rules that can be used by players if all agree to use them. The third chapter is on the Tactical Scale with quick play tables, weapon tables, gear customization, scenarios, new army list rules and finally some vehicle datacards. Chapter Four focuses on the Melee Scale, with special rules only used in the scale, rules on converting SilCORE RPG stats into miniature stats, a worksheet to help out, game tables and some Melee Scale character and creature datacards. Chapter Five presents the Duelist Scale with rules used only in that scale, scenarios, game tables, special weapons, dueling arena suggestion and Duelist datacards. Chapter Six is the new Fleet Scale with rules for the new scale, combat tables, landship fleet composition, suggested starting forces, scenario ideas and Fleet Scale datacards.

Some of the major rules changes in this new edition of the tactical rules include the following: We no longer have to keep track of ammo, instead we use the weapons Rate of Fire (ROF) to just keep track of how many special ROF firing attacks you can do before have to spend an action to reload. Command Points are now only rolled at the start of the game and can now be used to re-roll any dice roll during the game. The command points roll each combat round have been removed, as they de-balanced the game. The fixed forward firing arc is now treated as a forward firing arc to save time that was wasted trying figure out if the targeted vehicle was in the fire arc. The defensive roll attacked-from arcs have also been changed, removing the rear flank and giving a rear or point blank attack a -1 on the defense roll. All physical attacks - Punch, Kick, Ramming, Thrown Object (Grenade, Vibroblade, Vibroax, etc.) are now rolled using the Piloting Skill and modifiers. Gears with the airdroppable perk can now be placed anywhere on the table at the start of the game so long as the enemy forces have no line of sight to see them. There are new rules for ECM and ECCM, they both have to be rolled separately now. Using the sensors action now comes with a free communications action if a sensor lock is achieved. Target Designator action also comes with a free communications action if the target is successfully painted. Plus there is a new Standby Mode action for Fire Support missions to take advantage of forward observers and targets painted by a target designator. New Artillery, Air and Orbital Strike rules have been added, which are used in the Miscellaneous Events Phase of the game. The main combat tables have been changed so that the vehiche's crew can not be killed on a light damage. A new table has been added for the Auxilery Systems Damage, which lets you know what is damaged or destroyed (perks, sensors or communication). The perks have been condensed into a short listing on the quick play tables with game effects.

The last major change is that the way you build your armies with Combat Groups has been completely revamped, with standard rules for building a Combat Group, what units can go into it and what options they can take. General Purpose Squads are now called CORE Combat Groups and a CORE Group is require for each additional Combat Group you want to field. Additional Groups include Elite, Specialist and Support. The gears, vehicles and infantry have been broken down into different types (Trooper Gear, Heavy Trooper Gear, Specialist Gear, Command Gear, Striders, Armor, Infantry).

We have tried our best to make the game more fun and faster to play. Remember the most important rule is to have fun, and if you don't like a particular rule and the other players agree then don't use it.





1.2 - DICE AND DIE ROLLING

The Silhouette CORE system uses everyday six-sided dice to add a random element to the game. These are sometimes referred to as “1d6” in the rules, “2d6” for two dice, 3d6 for three, and so on. The same die rolling convention is used for both the roleplaying and wargaming aspects of the rules, so this is not repeated in the respective rule sections.

When two or more dice are rolled simultaneously, their results are not added together. **Instead, the highest result is considered to be the outcome of the die roll. If more than one “6” is rolled, each extra “6” adds one (1) to the total.** If every die rolled turns up “1,” the die roll is a Fumble and counts as an overall result of zero and no modifiers may change this value. Unless specifically mentioned otherwise, all die rolls work in this way.

The totals of die rolls are often influenced by modifiers. Modifiers are added to the total of a die roll. If negative modifiers lower the total below zero, the final result is always zero and cannot go any lower. **Modifiers are not applied to Fumbles** (except for Melee Scale, where the rules change).

Die Rolling Examples

Example 1: Player A rolls two dice. The dice read 3 and 5. The total of the die 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 die roll is 8 (the highest roll + 2 for the two extra sixes).

Example 3: Player C rolls three dice. All three dice read 1. He has fumbled the die roll. The total is considered to be 0.

Example 4: Player D 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).

1.3 - RATINGS, SKILLS, AND SKILL TESTS

In Heavy Gear, pilots are rated in terms of their Skills. A Skill is a learned talent or ability which is often improved with practical experience. There are only four important Skills in the tactical game: Piloting, Gunnery, Electronic Warfare and Leadership. It is a common practice to rate a pilot in terms of his general training. For example, a pilot rated as Veteran is assumed to have an average Skill level of 3 (3d6) in the basic tactical game Skills (Piloting and Gunnery); see the *Crew Skills* table below showing: Level, Type, Piloting (# of d6 rolled/+ any modifier to the roll), Gunnery (# of d6 rolled/+ any modifier to the roll), Electronic Warfare (# of d6 rolled/+ any modifier to the roll), Leadership (# of d6 rolled/+ any modifier to the roll) and the Threat Value Multiplier (# that the vehicle's Threat Value is multiplied with this level of crew to give the vehicles new Threat Value for game balancing).

Crew Skills

Level	Type	Pilot.	Gunn.	Elect. War.	Leader.	TV Mult.
1	Rookie	1/0	1/0	1/0	1/0	x0.5
2	Qualified	2/0	2/+1	1/0	2/0	x1
3	Veteran	3/+1	3/+1	2/0	3/0	x3
4	Elite	4/+1	4/+1	3/0	4/0	x4
5	Legendary	5/+1	5/+1	4/0	5/0	x5

Skills indicate the quality of a vehicle's crew. All vehicles in the game are assumed to be piloted by Qualified pilots, Skill 2 (2d6) and their starting Threat Values are based on this. Higher Skill indicates greater ability and is more costly in Threat Value to field.

Piloting

The Skill of piloting and maneuvering a walker vehicle. Piloting is required to evade attacks, initiate physical attacks (punch, kick, attack with a vibro blade, etc) and perform difficult maneuvers. Driving and Naval Piloting are used for ground and naval vehicles respectively, but they serve the same purpose.

Gunnery

The Skill of aiming vehicle-mounted weapons or using fire control mechanisms. Gunnery is crucial to all ranged attacks.

Electronic Warfare (EW) / Communications

The Skill of using sensors, jamming equipment, communications and other electronic packages in combat vehicles. This Skill is used to jam communications and punch through jamming. Also, when calculating a vehicle's Detection value and for checking the position of an object using the vehicle's sensor systems to see through obscurity.

Leadership

The commanding officer's Skill at leading troops and planning tactics. Leadership Skill is used to roll command points at the start of the game and to roll combat initiative each combat round.

Standard Crew

We provide below a selection of sample Heavy Gear pilots which you can use in tactical scenarios. They are listed with a corresponding Threat Value modifier; multiply the Gear's TV by this value to determine the final Threat Value of the pilot/Gear team. By default, most tactical games should be played with Qualified pilots.

1.4 - MARGIN OF SUCCESS/FAILURE

Combat involves an element of chance. Most attacks and tactical actions in heavy Gear require Skill Tests. They consist of a die roll whose result is compared to another die roll. The difference between both rolls is called Margin of Success (MoS) for the winner and Margin of Failure (MoF) for the loser. If the roll is a tie, the MoS is zero. For instance, an Qualified attacker uses his Gunnery Skill and rolls two dice: a “1” and a “4.” The defending Veteran defender rolls three dice for his Piloting Skill: a “2,” a “3,” and a “6.” The attacker has a MoF of 2 and fails to hit his opponent.

1.5 - COMBAT UNITS AND COMBAT GROUPS

The standard **combat unit**, represented on the mapboard by a miniature or a counter, is either a single vehicle or a ten-person infantry squad. To speed up game play, combat units are generally organized into groups of two or more vehicles; that's called a **combat group**. Gears are commonly grouped into squadrons of five (5) vehicles.



1.6 - VEHICLE DATACARD

Each vehicle has an appropriate datacard that details the necessary statistics for game play. These sheets allow clear tally of damage and other important information. The infantry datacard is similar but is discussed in the infantry section, page 47.

● ARMOR

Armor represents the toughness of the vehicle's protective hide and general structure. The Light damage, Heavy damage, and Overkill Thresholds are equal to one, two, and three times this base value, respectively.

● THREAT VALUE

Everything on the battlefield has a **Threat Value**. It reflects a combat unit's offensive, defensive and miscellaneous abilities. The higher the number, the more powerful the unit is in that particular field. Games can be easily balanced by allocating an equal amount of points to each side.

● SIZE

Every vehicle is assigned a **Size** value based upon its mass. Size values are primarily used to determine the outcome of physical attacks like ramming attempts. The following table lists the mass range that each Size value roughly represents.

● SIZE TO MASS CHART

Size	Mass in Tons	Size	Mass in Tons
1	0-0.08	6	4.5-7.3
2	0.09-0.3	7	7.4-10
3	0.4-1.1	8	11-16
4	1.2-2.4	9	17-22
5	2.5-4.4	10	23-30

● FIRE ARCS

Fire Arcs determine whether or not a given weapon can be aimed at a target. There are six standard arcs: Forward (F), Right (Rt), Left (L), Rear (Rr), Fixed Forward (FF) and Turret (T).

● AMMUNITION

To streamline record keeping we no longer keep track of ammunition only the ROF in the basic rules. Keeping track of every round of ammunition is now an Optional Rule and is still listed on the datacards for those who want to use the rules.

● FIRE CONTROL

Fire Control is a catch-all category for targeting devices and stabilizers. This rating is used as a modifier to all attack rolls.

● SENSORS

Sensors rating/range in kilometers is the quality of a vehicle's detection systems. It covers all systems, regardless of their actual nature.

● SPEED

A vehicle's speed is translated directly into **Movement Points** (MP). Moving across terrain costs a certain number of Movement Points. Each vehicle can move at two different rates. The first one, called **Combat Speed**, is the highest speed a vehicle can achieve and still participate efficiently in combat. The number after the slash, **Top Speed**, is twice as fast as **Combat Speed**, but the vehicle's finesse is strongly impaired. Gears can use both the Walker and Ground movement types (first and second arrows).

● CREW


Combat vehicles always carry a **Crew**. In high-tech vehicles, robotic systems replace live crew members, but they are considered crew nonetheless. Additional personnel increases the number of actions a vehicle can perform during a combat round. The blank rectangle at the right of the card is to write down the Skill level.

● PERKS AND FLAWS

The **Perks and Flaws** section lists any special characteristics the vehicle has that affect its performances on the battlefield.

● DAMAGE MULTIPLIER

The **Damage Multiplier** (Dam) of a weapon is a rating of how destructive the weapon's attack is. Damage Multipliers work on an exponential scale, not a linear one: a Damage Multiplier of x10 is four times as effective as a Damage Multiplier of x5!



HEAVY GEAR GRIZZLY
NORTHERN GUARD

TV: 888	Crew: 1	FireCon: 0	Sens: 0/2		
Size: 7	Actions: 1	Man: -1	Com: 0/10		

WEAPONS:				PERKS/FLAWS:			
Name	Arc	Acc	BR	Dam.	ROF	Ammo	
HAC	F	0	3	x12	1	30/	2 x MAN.ARM 7
MRP/18 F	-1	2	x18	3	18/	18/	RE.ARMOR 2(F)
MRP/18 F	-1	2	x18	3	18/	18/	L.SENS.PROFIL 1
HMG	FF	0	1	x4	3	300/	
DPG	F	-1	2	x8	2	30/	
HGM	F	0	5	x20	0	12/	
VB	F	0	0	x8	0	-	

● MANEUVER

Maneuver indicates a vehicle's ease of control and its responsiveness to sudden changes of direction. The value is used as a modifier to all Piloting Skill rolls, including Defense rolls and point blank attacks (punches, kicks, thrown vibroblade, grenade, etc)

● ACCURACY

The **Accuracy** (Acc) of each individual weapon affects the odds of successfully damaging opponents. It is applied as a modifier to each attack roll made with the weapon. Accuracy can drop because of damage during game play.

● COMMUNICATIONS

Communications rating/range in kilometers is especially important to allow units to talk to each other during battle and to coordinate fire.

● BASE RANGE

Of the weapon is also called **Short Range** (S) and is one of 4 ranges with **Medium** (M) 2 times, **Long** (L) 4 times and **Extreme** (Ex) 8 times the **Base Range** (BR).

● RATE OF FIRE

The **Rate of Fire** (ROF) of a weapon is how fast it can shot. A weapon with an ROF of 0 fires can only fire a single shot at a time and extra actions are required to fire the weapon more than once. Weapons with ROF of 1 or more are rapid-loading and can fire many more shots during the same interval of time. They can lay down a hail of fire to saturate an area with firepower or hit more than one target at once, but expend considerable amounts of ammunition to doing so. Each time the ROF is used to do a rapid-fire attack the ROF is reduced by 1 until it reaches 0 and can no longer do rapid-fire attacks, but can continue to fire single shot attacks. In the case of guns, they can be reloaded with a new ammo clip to recover their full ROF (requiring the use of an action). Missiles and mortars can not be reloaded on the battlefield, and can not regain their ROF once it is used up. Rapid-fire options are explained later.

1.7 - THE COMBAT ROUND

A tactical game is subdivided into combat rounds that simulate approximately 30 seconds of real life events, in the case of the Tactical Scale (1 inch = 50 meters). Where Melee Scale is 6 seconds (1 inch = 2 meters), Duelist Scale is 6 seconds (1 inch = 10 meters) and Fleet Scale is 5 minutes (1 inch = 500 meters). Players normally get one action during that round, which can be used to shoot, communicate important information or scan the area. While the fact that shooting once every thirty seconds may appear unrealistic to some Players, we must point out that Player Characters involved in tactical combat are only shooting when they get an opportunity. In a computer simulation, everything can be adjusted every thousandth of a second, so simultaneous combat and repetitive shooting are a possibility. For a pen-and-paper-and-miniatures simulation, combat has to be broken down into "chunks" of time and distances in order to be manageable.

If Players truly want to have the opportunity to make several attacks during the round, they can still do so, but at a cost in accuracy since the crew will be trying to get more things done in the same amount of time and will thus be less careful. It is possible to declare several actions instead of just one for the round, but this will cause a penalty to each action.

During each combat round, the following four steps occur in order, except Step Zero, which only occurs at the beginning of the game.

◆ Step Zero: Set-up Phase

A battle always begins with the Set-up Phase, which occurs only once. An overall Commander unit and Second in Command unit must be chosen for each side. Their identities can remain secret, but must be noted down for future reference. It is better if your Commander and Second in Command units Leadership Skills are at least one level above normal, veteran units with 3d6 on their Leadership Skills (used to roll Command Points at the start of the game and combat initiative). If the Commander becomes a casualty, he or she is replaced by the Second in Command. If both are put out of action, all future Leadership Skills are rolled at the Skill level of the pilot with the highest Leadership Skill.

Players start by rolling their set-up initiative which is rolled using the Leadership Skill of each sides Commander. Fumbles count as a die result of one. Reroll ties. The winner chooses which Player will begin placing his or her combat groups upon the map. Players should alternate, each placing one combat group at a time on the mapboard. After placing a unit, the Player must declare what mode of movement it is using: Primary Movement (Walker for Gears), Secondary Movement (Ground for Gears, must vehicles don't have a secondary movement system) and the speed it is moving at: Stationary, Hull Down, Combat or Top Speed. This can easily be kept track of using a small d6 beside each unit (1 - Stationary, 2 - Hull Down, 3 - Primary Combat, 4 - Primary Top Speed, 5 - Secondary Combat and 6 - Secondary Top Speed) or you can record it on the units datacard or on a sheet of paper. During set-up Players should agree on which terrain features are to be use on the game table and set up on the first three inches on opposite sides (or other starting areas as a agreed by players).



If, during the first round, a unit is attacked before it has been moved, it is treated as if it were moving at the maximum distance possible for its speed for the purpose of defense rolls.

Once all the units have been placed on the battlefield, each player will roll his or her Tactical Command Points (TCP) for the game, simply roll the Leadership Skill of your Commander and recording it on a sheet of paper or

use some 6 sided dice not used for dice rolling to keep track of it. Command points represent an actions reserved for unexpected situations and can be played at any time during the game; they are fully explained further on.



□ Leadership Tactical Command Point Roll

Level	Min-Max	Level	Min-Max
Rookie (1d6)	1-6	Elite (4d6)	1-9
Qualified (2d6)	1-7	Legendary (5d6)	1-10
Veteran (3d6)	1-8		

◆ Command Points

Command points represent the commander reacting to or anticipating the enemy's actions. Tactical Command Points (TCPs) are available throughout the game, but cannot be regained once spent.

Command Points may be used by any unit with a functional Communication system. They can be used as an additional regular action incurring no penalty. One Command Point can be used to buy a +2 modifier to a single Defense roll. A Command Point can be used to activate a unit out of sequence — to get out of harm's way, for example. In the latter case, the unit must not have been activated (i.e., moved) previously, and it cannot be moved again when its combat group is activated (though it may act if it has any actions left). A Command Point may be used to turn a unit around by up to 180 degrees, even if it has been activated before (and thus has no MP left). Finally a command point can be used to reroll any dice roll.

□ Using Command Points

•	Extra action (no penalty)
•	Defensive maneuvering (+2 to single defense roll)
•	Activate a unit out of sequence (if it hasn't been activated already)
•	About-face (change facing 180°)
•	Reroll any dice roll

◆ Step One: Declaration Phase

Both sides declare any extra actions and individual evasive maneuvers for the round. Use one or more pennies on the datacard or beside the unit to mark extra actions taken to avoid confusion during game play. For a unit taking evasive action just place a dime on the datacard or beside the unit, whichever the Player finds more suitable.





◆ Step Two: Initiative Phase

Initiative determines which side has the advantage during the present round of combat. Each side rolls an action test based on their commander's Leadership Skill. If only two machines are left facing each other on the battlefield, the Piloting Skill is used instead of the Leadership Skill. The highest result wins. Draws are rerolled.

The side winning the initiative roll decides which side will act first (activate one of its combat groups, move and attack).

◆ Step Three: Activation Phase

The side whose turn it is to play may move any or all units in one of their combat groups. Units that shift speeds (Combat to Top and vice-versa) must declare so immediately after movement (the new movement will only be applicable next round). Actions, such as firing or activating a system, may be resolved at any time before, during or after the movement. Attack penalties are based on the unit's total movement; for example, if Combat Speed is announced, the unit cannot spend more than Combat MPs.

Each unit moves and takes its actions before another unit is activated. If a unit does not move or act when its combat group is activated, it *cannot* do so at a later point in the round, unless it is placed in a Standby mode using an action, used for Speciality Units (fire support) with guided and/or long range weapons waiting to receive the call that a target designator has painted the target or that a forward observer has a target to fire at. The unit fires one weapon once only if a successful call is received. If not the Standby action was wasted and lost.

At any time during the activated unit's movement, any enemy unit that has not already been activated may use one (or more) of its actions to fire or perform a task against the moving unit (and only against the moving unit). This is called "snap fire." Attacks may be directed at any point along the moving unit's path, but the unit's full movement counts towards the Defense roll. The total MP allocation of the target is used to determine the defense speed modifier, even though the actual displacement may be shorter, because this is a hurried reaction for the attacker. Snap firing does not cost Command Points (unless the firing unit needs to turn around to fire), but it reduces by 1 the total number of attacks which the snap firing unit has for the round. The defender must spend at least one MP or end its movement before each of the attacker's actions if more than one action is used. Forward observers (units that spend an action feeding enemy coordinates to their people) must always act before the firing unit(s).

Once every unit in the combat group has moved and acted (or forfeited its chance to do either), the other side activates one of his own combat groups, which may move and take action. This exchange goes back and forth until all groups have moved and acted.

A combat group may only move once per combat round. If one Player no longer has any combat groups left to use, the opponents activates their remaining combat groups one by one until they all have been moved.

◆ Step Four: Miscellaneous Events Phase

During this phase, any unusual events, such as Artillery, Air and Orbital Strikes (Tactical Scale) resolved.

Repeat Steps 1 to 4 until the battle is resolved or pre-planned objectives are met. A combat group may only move once per combat round.



1.8 - NUMBER OF ACTIONS

A vehicle's actions are limited by the total number of crewmen. All vehicles automatically get one action. Vehicles with two or more crewmen get additional actions at no cost. This is listed on the vehicle record sheet. Some or all of these additional actions can be lost when crew casualties occur. It takes two crewmen to have a total of two actions each round. It takes four crewmembers to have four actions. If the number of crewmembers goes below that minimum, one action is lost. A crewless unit cannot perform actions. It is possible to take more actions than allowed during a combat round, but each additional action causes a -1 penalty on all actions.

■ Possible Action Examples

- fire one weapon or one set of linked weapons once
- pickup gun or reload ammo/ROF
- use a target designator (if successful get a free Comm. action)
- perform a single physical attack (ramming, kicking, punching, vibro blade, etc) or throw an object (grenade, vibro blade, etc)
- activate ECM to jam Communications
- activate ECCM to unjam Communications
- activate active sensors to get a lock through Concealment (if successful get a free Communication action)
- activate Communications to send coordinates
- act as a Forward Observer Unit
- place a unit in Standby mode to receive a fire support mission
- embark/disembark one or more crewmen or passengers

■ Number of Actions Examples

Example 1: A Hunter Gear has a crew of one person. This vehicle gets its one automatic action and no free additional actions. If the Hunter needed to perform three actions in a single turn (2 more than its normal allocation), it would receive a -2 penalty on all three actions.

Example 2: A tank has a crew of four people. This vehicle gets its one automatic and two additional actions due to its crew complement, for a total of three actions per turn (without penalty). If the tank needed to perform four actions, it would suffer a -1 penalty on all four actions. No benefit is gained from performing less than three actions.

Example 3: If the tank's crew were injured and one crewmember was incapacitated, the vehicle would have an effective crew of 3, giving it only one additional action (instead of 2). The short-handed tank would now be able to perform up to 2 actions without penalty.

1.9 - MOVEMENT AND TERRAIN

A vehicle can cross a certain number of areas based on its movement points (MPs). The vehicle record sheet contains the values for Combat Speed and Top Speed. Combat Speed allows a vehicle to engage in offensive actions unhindered. Top Speed is twice as fast as Combat Speed, but severely impairs offensive actions.

Speeds are listed in MPs; one MP equals movement across one clear mapboard hex or about 6 kph across clear terrain. Thus a vehicle with a Combat Speed of 12 MPs moves at about 72 kph. Every turn, each vehicle receives as many Movement Points as its current speed (Combat or Top).

1.9.1 - STATIONARY/HULL DOWN

If a vehicle is at combat speed at the start of its movement (**Not Top Speed**) it can choose to not move and is considered **Stationary** and gains an additional +2 on attack rolls due to the additional stability of not moving. But not moving does have its disadvantages, with a penalty of -3 on your defence rolls when attacked. To making record keeping easy, the Player puts down a small 1d6 with the 1 showing beside his or her unit to represent that it is Stationary.

We have added the option of going **Hull Down** at the end of your movement, this allows the vehicle to dig itself in and take advantage of an additional +1 obscurement when attacked, making it harder to hit. Going Hull Down requires that you spend 1 MP to dig in (Gears dive to the ground to find cover, other vehicles hide behind what ever obscurement they can find). Vehicles that have gone Hull Down must pay 1MP to get up or remove themselves from the obscurement, when they want to



move next turn, or on a later turn. This 1 MP cost prevents them from going to Top Speed at the end of their movement, they must stay in Combat Speed that turn. The following turn after that providing they use their full Combat Speed they can switch to Top Speed at the end of movement. To making record keeping easy, the Player puts down a small 1d6 with the 2 showing beside his or her unit to represent that it is Hull Down. If the unit only used half or less of combat speed to go Hull Down it still gets the +1 on its attack. If the unit remains Hull Down next turn it will get the +2 on its Attack for being Stationary.

1.9.2 - COMBAT SPEED

A vehicle normally receives a number of movement points equal to its Combat Speed value. If the vehicle expends none of these movement points to move, it is considered stationary and gains an additional +2 on attack rolls due to the additional stability of not moving. Otherwise, the vehicle is said to be traveling at Combat Speed. Attacks can be made normally at this rate of movement. Vehicles moving at half their Combat Speed or less gain an additional +1 to their attack rolls due to the additional stability provided by lower speeds. But moving slow does have its disadvantages, with penalties on your defence rolls when attacked.

◆ Reverse Movement

A vehicle moving at up to half Combat Speed can opt to move backward instead of forward. Reverse movement is not possible at higher speeds. Half the Combat Speed means an extra +1 modifier to the attack roll for extra stability. This is particularly efficient when using several vehicles in a combat group that is retreating from the field: enemy units will think twice before attacking them.

1.9.3 TOP SPEED

A vehicle that expends its full Combat Speed MPs can shift to Top Speed in the next round. This shift must be declared by the Player immediately after moving the unit. The vehicle is considered to be at Top Speed for attack and defense purposes for the rest of the combat round.

In subsequent combat rounds, the vehicle receives movement points equal to its Top Speed value. The vehicle must expend a number of movement points **greater** than its Combat Speed while moving at Top Speed. A vehicle may return to Combat Speed after any number of rounds of Top Speed movement. The Player declares the return to Combat Speed immediately after moving the unit.

Players should put a small 1d6 with the 4 showing for Primary Top Speed or 6 showing for Secondary Top Speed. This helps to prevent disputes over the speed at which a vehicle is moving.

■ Speed Examples

Example: A Hunter Gear is rolling at Combat Speed (6 MPs). It may spend anywhere between 0 and 6 MPs. If it spends zero, it is considered to have stopped moving and is immobile. If it spends the full 6 MPs, it has the option to shift to Top Speed. The Hunter's Player opts to do this and declares the speed shift immediately after moving the Hunter. To making record keeping easy, the Player puts down a small 1d6 with the 6 showing to represent Secondary Top Speed beside his or her unit on the battlefield.

1.9.4 MULTIPLE MOVEMENT SYSTEMS

Vehicles with multiple movement systems, such as walking and rolling, are able to switch modes during combat. **A vehicle may ONLY switch modes while at Stationary or at Combat Speed, not at Top Speed.** During the switching round, the initial movement mode is used to determine the available MPs. The vehicle expends MPs as its original movement mode until the switch is declared. The remaining MPs are expended at the terrain cost of the new movement mode. If the vehicle has already spent more MPs in movement than it would have in the system it switches to, then it stops moving after the switch.

A vehicle with multiple movement systems may only switch modes once per round. This option must be announced during the movement phase.

■ Movement System Examples

Example: A Hunter pilot is currently moving at Combat Speed with his Ground Secondary Movement System (6 MPs). After moving 4 inches, he decides to switch to Walker mode. His Walker Combat Speed is 4 MPs; having already reached this limit, his movement ends. If he had only moved 2 inches before switching, he would have had 2 more MPs to spend.

1.9.5 TURNING

A vehicle spends zero Movement Points to turn 60 degrees or less. Turning more than 60 degrees and up to 360 degrees (full spin) in a single turn costs one MP. Multiple turns can be performed along a vehicle's movement, as long as each turn is followed by at least one inch of forward movement before another turn is performed.

Any vehicle that turns more than 60 degrees while moving at Top Speed requires a Piloting Skill roll versus a Threshold equal to (3 + Terrain MP cost). This test does not count as an Action. If the test is a draw or success, the vehicle turns without complications. If the test is failed, the vehicle skids forward one inch, if something is in the path, consider it a ram, but still turns. If the test is Fumbled, the vehicle crashes: this ends the vehicle's movement, even if it has MPs left to expend. Roll one die and assign either Light (1-3) or Heavy (4-6) damage, depending upon the number rolled.

1.9.6 TERRAIN

Terrain affects both a unit's movement and the ability of other units to spot and attack it. These two factors are measured by a given terrain's Movement Point Cost (MP Cost) and its Obscurement. The rougher and thicker the terrain, the higher these two numbers. Some terrain types merely slow down a unit, which is reflected by their higher MP cost but their low Obscurement.

The terrain on which more than 50% of the base (or the miniature itself if it has no base) rest count as the terrain type the vehicle currently resides in. In case of disagreement, roll one die (1-3 owner's call, 4-6 opponent's call).

The following chart lists the MP cost for the various types of transmission to traverse different types of terrain. Certain types of terrain also reduce visibility and provide cover, which is represented by their Obscurement value.

■ Terrain Cost

Terrain Type	Walker MP	Ground MP	Hover MP	Obscurement
Clear	1	1	1	-
Rough	1	2	1	-
Sand	2	2	1	-
Woodland	1	2	2	1
Jungle	2	3	3	2
Swamp	3	4	1	1
Water	2*	3*	1	2**
Deep Water	2*	3*	1	4**
Urban†	2	1	2	1
Dense Urban†	3	2	3	2
up 30° slope	add 2	add 2	add 4	-
down 30° slope	add 1	-	-	-

* Only Amphibious walkers and ground vehicles may enter Water. Other walkers and ground vehicles will flood and automatically be put out of action if they enter Water terrain. Amphibious vehicles cannot enter or exit water while moving at Top speed.

** Water only produces Obscurement if the defender is in Water and is not a hovercraft. Only affects normal sensors; vehicles with the Aquatic Sensors Perk do not suffer any Obscurement effects from Water or Deep Water terrain.

† Damage Point Capacity: 80 per square inch for Urban, 100 for Dense Urban.

■ Movement & Terrain Example

Example: An Armored Personnel Carrier (APC) is moving at Combat Speed (10 MPs). It begins in a Clear terrain. It travels forward two inches across Clear terrain (expending 2 MPs) and then turns 60 degrees clockwise (expending 0 MPs). The APC then moves forward 3 inches across Rough terrain (expending 6 MPs, 2 per inch of Rough terrain), turns 120 degrees counterclockwise (expending 1 MP, since it is more than 60 degrees), and ends its movement. The remaining 1 MP is wasted and does not carry over to the next round.



1.9.7 STACKING

The term “stacking” refers to how many units can reside in a single battlefield 1 inch area. While in Tactical Scale 1 inch represent an area 50 meters wide (2 meters for Melee, 10 meters for Duelist and 500 meters for Fleet), a certain security margin must be observed during the chaos of combat lest accidents happen. For this reason, the number of units allowed in a single 1 inch area is limited by stacking. As you can't stack miniatures, stacking is represented miniatures and/or their bases touching and the range is considered to be Point Blank (0).

In Tactical each 50-meter area can take up to a total of 30 Size points worth of vehicle and other units. The Size of each vehicle is always noted on its record sheet. Five or less infantrymen count as the equivalent of a Size 3 vehicle for stacking purposes (an entire squad of ten would thus take up 6 points).

1.10 LINE OF SIGHT & OBSCUREMENT

It is a requirement for a unit to “see” its target to fire. The ability to detect and target an opposing unit is called, for simplicity, having a Line of Sight (LOS). This does not necessarily implies that the target is within human visual sight, merely that it can be acquired and locked on by the sensors and fire control computers available to the detecting unit. Units are considered to have a Line of Sight to their target unless one of the following conditions exists:

☐ Blocked Line of Sight

- The target is beyond the detecting unit's Sensor range.
- Any terrain between the two units is one or more elevation levels higher than both the units.
- Either unit is within the dead zone of an intervening elevation level. A unit is within a dead zone if it is adjacent to an interceding elevation increase.
- The Concealment value between the vehicle and the target is greater than the vehicle's Detection rating.

1.10.1 CONCEALMENT

The Concealment value is equal to the Obscurement score of all terrain directly between the two units. If one of the two vehicles is on a higher elevation than the other, only the terrain directly in the line of sight between the two units are counted for Concealment purposes. Obscurement makes a target more difficult to detect and hit, and thus cause penalties that are applied to the attacker's roll.

The Terrain table indicates the Obscurement value (per inch) for each type of terrain. Only whole inches contribute Obscurement; fractions of distance are disregarded.

1.10.2 DETECTION RATING

Sensors and crewmen are always on the lookout for enemy units. Every vehicle has a passive Detection Rating: this value is used to calculate whether a unit can gain line of sight to its target. All units, including infantry, get a Base Detection Rating of 4 in daylight and 2 at night. A vehicle also has a Passive Sensor value equal to its Sensor rating plus its crew's Electronic Warfare Skill level. The final Detection Rating is either the Base Detection Rating or the Passive Sensor value, whichever is higher. This represents how much Concealment a vehicle can see through. Unassisted vision has a range of 1 kilometer (20" in the tactical scale); if sensors are available, their range is used instead.

☐ Line of Sight Examples

Example 1: Alpha is faced with a Jäger and has taken shelter in jungle vegetation. Three inches of Jungle (Obscurement 2) lie between the two, for a total Concealment value of 6. This is greater than the Jäger's Detection score of 4, so Alpha remains hidden and cannot be attacked.



Example 2: Gear Beta is within range of an enemy APC (6") but both units are just behind ridges. The APC is hidden and cannot be fired upon. If the Gear was to climb on the nearest ridge, it would still not be able to see the APC because the vehicle is located in the dead zone at the base of the ridge. If the Gear moves to the other ridge, however, it will then see the APC directly below itself.

1.10.3 ACTIVE SENSOR LOS

Most of the 62nd century combat vehicles carry sophisticated sensor suites to locate enemy units lurking nearby: radar, motion detectors, IR and UV cameras, etc. By performing an active sensor sweep, these systems can be used to obtain a combat lock-on on an enemy unit even when visual or passive sensor LOS is blocked. Please note that sensors don't go through elevation changes (mountains and small hills) only through Obscurement.

An Electronic Warfare Skill test is rolled against a Concealment Threshold (see table below). A success gives the detecting unit a LOS to the defender. A draw, failure, or fumble does not grant LOS. Vehicles with no sensors cannot perform an Active Sensor detection. Active Sensor sweeps, unlike passive or visual detection, require a full action to complete. Fumbles automatically make you fail the sensor roll and the minimum threshold after modifiers can only reach zero (0), it can't go negative.

☐ Concealment Threshold

•	Base Threshold = Concealment value
•	plus defender vehicle's Stealth rating
•	minus attacker vehicle's Sensor rating
•	-1 per inch moved by the defender's vehicle
•	-1 for every weapon fired by the defender's vehicle

☐ Active Sensor Example

Example: Gear Alpha cannot normally detect Gear Beta, since the total Obscurement value of the terrain between the two machines is greater than the Detection Rating of Alpha (which is 4). Two inches of Jungle intervene between the two and Beta is in a Swamp. This produces a Concealment value of (2+2+1=) 5. Alpha's unit leader, however, is expecting trouble and orders the Gear to do an active sensor sweep to try to lock-on to the faint readings from Beta's direction. The Concealment value of 5 is the base Threshold for Alpha's sensor Skill test.

Beta last moved two inches. This reduces the Threshold by 2 points, down to 3. Beta did not fire any weapons this round. To add to Alpha's difficulties, Gear Beta is an experimental combat model with the Stealth Perk at a rating of 2. This is added to the Threshold, producing a final Threshold of 5.

Alpha's Sensors are rated at +1. Alpha's pilot spends an action and rolls his EW Skill test, obtaining a 5. He adds his Sensor rating (+1) to the roll and obtains a final score of 6. This is enough to detect Beta — Alpha needed to get a higher score (6 or better) than the Threshold of 5 to detect the enemy Gear. Now that Alpha has successfully done an active sensor lock on the Beta he gets a free communication action to relay the coordinates to friendly forces. If he had failed the lock then no free communication is given.



1.10.4 COMMUNICATIONS, ECM AND ECCM EFFECTS

It is assumed that all units can freely communicate with one another on the battle field as most vehicles have a 10km communication range or greater, unless ECM is used to block it. If ECM is present the player must make a communications roll using the units Electronic Warfare Skill + the communications rating of the vehicle, he must roll greater than the ECM Threshold for communications to work.

Electronic Countermeasures and Electronic Counter Countermeasures are used to affect communications. ECM and ECCM Thresholds (Electronic Warfare Skill + rating) an action is required to activate them and each is rolled immediately after the action is spent to activate the system, the ECM and/or ECCM rolls (Thresholds) are marked down for future reference, but their effects are not felt until the beginning of the next round and the number is reduce by 1 each round after that.

If ECM is active and functional during the initiative phase, all Communication rolls for the round are affected and must beat the ECM Threshold. The unit which is trying to communicate is the one testing, not the receiver. Transferring Command Points also requires a Communication test from the commanding unit. ECM affects all enemy units within the emitter's Sensor range.

If ECCM is active during the initiative phase of the turn, all active ECM systems within the communication range of the ECCM unit must compare their own Threshold to the ECCM's Threshold. If the ECCM Threshold is equal or higher than the ECM's Threshold, the ECM has no effect that turn.

ECM units may spend as many action as they want during the turn to try and increase the ECM Threshold, but only the highest roll is taken in order to beat the ECCM in the next round. Likewise, ECCM units may spend as many action as they want to try to raise its own Threshold for the next round, but only the highest roll is taken. Friendly units are not affected by their side's ECM.

1.10.5 STEALTH EFFECTS

Some vehicles are equipped with special systems that reduce their overall sensor signature: these are grouped under the Perk Stealth. During daytime, the rating of a Stealth system is added to the Concealment total only when there is Obscurement between attacker and defender, Stealth does not confer invisibility.

Stealth systems are always added to the defender's Concealment at night, since most stealth vehicles are painted in dark shades and feature silent running drive trains, making it hard to locate them with human senses and sensors alike.

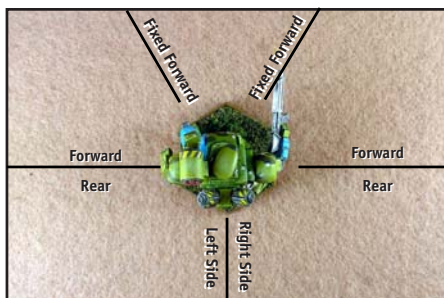
1.10.6 FIRING ARCS

Vehicles may only target opponents that are within their weapons' firing arcs. Each weapon is mounted within a certain arc and can only fire in it; targets which lie outside the arc cannot be targeted.

There are six common firing arcs: Forward (F) 180-degree, Right (Rt) 180-degree, Left (L) 180-degree, Rear (Rr) 180-degree, Fixed Forward (FF) 120-degree and Turreted (T) 360-degree. Side arcs include directly forward and backward and are mostly used for large vehicles like landships. The fixed forward arc is a 120-degree arc on a vehicle's front facing, this firing arc is an optional rule and is now treated as a forward arc or rear or side depending on the case, to speedup game play. Note that side or rear fixed arcs (optional rule) are also possible, but uncommon. Turreted arcs span 360 degrees.

Infantry squads do not have facing, as the men can quickly turn around to respond to a threat or to move. They do not have firing arcs and may attack anything in a 360-degree radius around them.

□ Firing Arcs Diagram



1.11 ATTACKS

If a unit has a Line of Sight to a target within its weapon's firing arc and range, it can attack that target. When an attack occurs, an opposed Skill test is required to determine the success of the attack. The attacker uses his unit's Gunnery Skill and the defender uses his unit's Piloting Skill to make the test, both rolls modified by the appropriate Attributes and situation modifiers.

If the attacker wins the Skill test, the attack succeeds. If the defender wins or if a draw occurs, the attack misses. The following table contains a list of the modifiers to both rolls; they are explained further in the text.

□ Attack And Defense Modifiers

Attack Roll Modifiers:	
-	Targeting System Rating
-	Weapon Accuracy Rating
-	Range Modifier
-	Attacker Movement Modifier
-	Obscurement Penalty
Defense Roll Modifiers:	
-	Maneuver Rating
-	Defender Movement Modifier
-	Arc of Attack Modifier
-	Multiple Attacker Penalty Modifier
Possible Outcomes:	
If Attackers total is above Defender's	HIT
If Attacker's total is equal to or below Defender's	MISS

■ Attack Example

Example 1: Gear Alpha shoots at Gear Beta. Alpha moved at Combat Speed and used up all his MPs (+0). His targeting system and weapon accuracy are both rated at +0. He is attacking within the "Short" base range band (2 inches) of his weapon (+0). There is no obscuring terrain. Alpha's pilot rolls his Gunnery Skill roll and obtains a total of 6. Since Alpha's modifiers total up to +0, his final attack roll is 6.

Beta must now make his defense roll. On his last move, Beta traveled 7 hexes (+1). Beta's Maneuver rating is +1. Alpha's attack occurs in Beta's forward defense arc (+0). Beta's pilot rolls his Piloting Skill test and obtains a score of 5. This is modified by the situation bonuses to yield a final total of 7. Since 7 is definitely greater than or equal to 6, Beta avoids Alpha's attack.

Example 2: Later, Gear Alpha is again shooting at Gear Beta. Alpha moved at Top Speed (-3). His fire control system was damaged during the battle and Alpha now receives a -1 modifier to all attacks. He is 5 inches away from Beta, and is therefore at Long range with his weapon (-2). In addition, two inches of Woodlands terrain (Obscurement 1 each) lay between the two (-2). Alpha rolls his Gunnery Skill test and obtains the remarkable roll of 7. Unfortunately, after the total -8 penalty is applied, the final total is -1 and he misses.

1.11.1 ATTACHER MODIFIERS

Life is not a firing range; combat is always harder under certain conditions, easier under others. Modifiers resolve this by introducing penalties and bonuses to each and every combat roll.

Apart from the quality of the vehicle's Fire Control computer and the accuracy of the weapon, three other factors apply: the range to the target, the obscurement (or cover) between the attacker and defender and the attacker's own movement.



◆ Range

Every ranged weapon is rated by a value known as its Base Range. The Base Range is further expanded into four Range Bands, each one doubling the maximum distance of the preceding band. The further away the target, the harder it is to hit and damage it.

Although there is no theoretical limit on certain weapons' ranges, such as lasers and particle accelerators, the ranges given are practical combat ranges that take into account both the increased difficulty of aiming and the loss of energy caused by distance. Point Blank is the range band for attacks that occur when two miniatures and/or bases are touching or within 1 inch of one another.

□ Range Modifiers

Point Blank	Same area bases and/or minis touching or within 1 "	+1
Short	(from miniature to the base range in inches)	0
Medium	(from previous to two (2) times base range)	-1
Long	(from previous to four (4) times base range)	-2
Extreme	(from previous to eight (8) times base range)	-3

◆ Obscurement

Various terrain types, such as swamped and wooded areas, obscure a target and make it difficult to hit. The Concealment value of the defender is subtracted from the attacker's roll to represent both the lack of accuracy and the damage absorption caused by the intervening cover.

Indirect fire is an exception to this. Since the attack is arcing through the air above the intervening terrain, some of the Obscurement may be ignored.

□ Obscurement Modifiers

Swamp	1
Woodlands	1
Jungle	2
Water	2*

* Only produces Obscurement in the defender's hex and only if defender is not a Hover, Naval or Amphibious vehicle.

◆ Attacker Movement

A moving gun platform has a higher chance of missing than a stationary one. Conversely, a unit that is moving slowly generally have less trouble keeping their weapons trained on a target. Stationary attackers (i.e., that have spent no MP) are the best firing platforms.

Since the penalty for moving slowly are higher than the attack benefits gained, Players must be careful to place their slow-moving units in a position where return fire is least likely.

□ Movement Modifiers

Stationary	+2
Half Combat Speed or less	+1
Combat Speed	+0
Top Speed	-3

1.11.2 DEFENDER MODIFIERS

The Defense roll is an actual dodging of the attack, but is rather an abstract representation of the target's attempts at evasion and its use of any available cover (both impossible to properly represent at the fifty-meter ground scale). Targets rely on the following modifiers to help them avoid shots and blows. In general, the only defense of large and ungainly vehicles is their speed, as their poor Maneuver rating will often severely hamper their defense.

Attacks coming from the rear or point blank are much more dangerous than attacks just from the front, both because the crew's attention is much more focused on the front arc and has less time to react to close in attacks. Also if multiple attacks are made on a vehicle in a short time by a single combat group it gets harder to avoid them. Please note, the minimum defence roll you can get after all modifiers is zero (0) it can not go negative.

◆ Maneuver Value

Each vehicle has a set maneuver value by design. Negative maneuver values are for slow ponderous vehicles like battleships and large tanks. Positive maneuver values are for fast and agile vehicles like motorcycles, combat helicopters and Gears.

◆ Target Speed

An enemy platform's speed affects how easy it is to hit. Speed modifiers are determined according to the following ever-increasing scale. If the target has yet to move in the round, its last recorded movement is used to determine its modifier. On the first round of combat, assume that the vehicle has moved the maximum number of hexes for its current speed in its current terrain.

◆ Target Speed Modifiers

Hexes Moved	Defense Modifier
0	-3
1-2	-2
3-4	-1
5-6	+0
7-9	+1
10-19	+2
20-99	+3

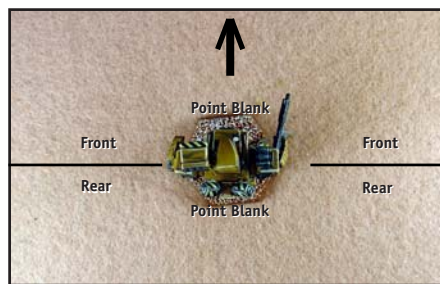
◆ Defense Arc

The defender's orientation, when attacked, can reduce his chances of successfully escaping the attack, either because of inattention or thinner armor. Most combat vehicles carry less armor on their back than on the front, due to unavoidable engineering concerns. More importantly, however, pilots cannot dodge attacks they cannot see coming or don't have time to react to.

□ Defense Arc Modifiers

If attack is in the defender's Front	0
If attack is from defender's Rear or Point Blank*	-1

*Minis and/or bases are touching or within 1 inch of one another.



◆ Multiple Attacker Penalty (MAP)

In large, pitched battles, one doesn't always have time to react to incoming fire from multiple attackers in a short time frame. A penalty of -1 is applied to the Defense roll of a unit when defending against a second attacker from the same Combat Group as the first attacker. An individual unit firing multiple times at the target does not increase the defender's penalty. Another -1 is added for each additional attacker from the same Combat Group, up to a maximum penalty of -3 (4 attackers or more). If a unit from a new Combat Groups attacks no penalty is applied, only when the second unit from the new group attacks is the penalty applied and so forth.

1.11.3 PHYSICAL ATTACKS

There are few vehicles that can make effective physical attacks. Ground vehicles are capable of ramming, but few commanders exercise the option. With humanoid Heavy Gears, the old-fashioned close-in attacks have become common. Ramming, punching, kicking, stomping, all manner of melee and thrown items like Vibroblades, Vibroaxes and Grenades. All physical attacks use the attacker's Piloting Skill modified by the vehicle's Maneuver rating, instead of his or her Gunnery Skill.



◆ Ramming

Impact at high speeds can be devastating. Frontal collisions are almost always deadly, while impacts from either side or from the rear are slightly less dangerous. Ramming is a standard Opposed Skill roll. Unlike other attack forms, ramming inflicts collision damage on both the attacker and the defender.

When checking for ramming damage, impact speed is first determined based upon the direction of the incoming ram. Head on collisions add the speeds of the attacker and defender. Side impacts take the attacker's speed, and rear collisions take the difference between the two speeds.

Once the impact speed has been established, a damage modifier is determined using the Impact Speed Table (below). This damage modifier is added to the Size of each vehicle involved in the collision to determine its actual Damage Multiplier. Each vehicle will take an amount of damage equal to the Margin of Success of the Attack multiplied by its opponent's Impact Damage Multiplier. The larger the unit, the more damage it will inflict on the other unit involved in the collision. If the attacker gets a MoF and still had MPs to spend, he moves one hex forward and stops there; otherwise, he stops in the collision hex.

◆ Ramming Speed

Ramming Direction	Impact Speed
Head On	Attacker Speed + Defender Speed
Side	Attacker Speed
Rear	Attacker Speed - Defender Speed

□ Impact Speed Modifiers

Impact Speed	Damage Modifier
1-2	-2
3-4	-1
5-6	+0
7-9	+1
10-19	+2
20-99	+3

□ Ramming Example

Example: Gear Alpha (Size 6) rams tank Beta (Size 12) in the side. Alpha traveled 8 inches that round. Beta had last moved 7 inches. Since this is a side impact, the impact speed is equal to the attacker's movement, or 8. A quick glance at the Impact Speed Table shows this to produce a +1 damage modifier. Thus, Alpha's impact Damage Multiplier is (6 + 1 =) 7 and Beta's impact Damage Multiplier is (12 + 1 =) 13. If Alpha has a Margin of Success of 2 for the ramming attack, then Alpha will take (13 x 2 =) 26 in damage and Beta will take (7 x 2 =) 14 in damage. Maybe Gear Alpha's pilot should reconsider this course of action!

□ Physical Attack Example

Example: All weapons destroyed, Gear Omicron (Size 6) decides to run up to the light tank it disabled last turn and finish it off with a well-placed kick. The damaged tank is not very maneuverable and rolls a low 2 as defense. With modifiers, Omicron's pilot rolls a 6, for a MoS of 4. The final damage is (4 x 6 =) 24 points of damage. The Gear jumps on the hapless tank's hull and kicks the turret clean off.

◆ Punching

An arm or an equivalent appendage is required to punch. The Gears are the most common punching vehicles, but construction machines equipped with hydraulic arms can achieve a similar effect if the latter are sturdy enough to withstand the impact (this is noted in the Perk's description on the vehicle sheet). Punch attacks require a Piloting Skill roll (modified by the Maneuver rating) versus the defender's own Piloting (or Infantry Skill, if attacking infantry units). The Damage Multiplier of a vehicle's punch is normally equal to the rating of the punching arm, but the pilot may elect to "pull" the punch to lower the DM and thus reduce the damage.

◆ Kicking and Stomping

Kicking other vehicles and stomping infantry squads are both valid attacks for a Walker vehicle. Kick attacks require a Piloting Skill roll (modified by the Maneuver rating) versus the defender's own Piloting (or Infantry Skill, if attacking infantry units). If successful, the Margin of Success is worked out and the damage calculated as normal. The Damage Multiplier of a kick is equal to the Size of the vehicle. If the vehicle is capable of putting its full weight upon the target, the damage is doubled.

◆ Throwing

Throwing is the attack used to hurl items, like vibroblades, vibroaxes or grenades. At least one arm is required for throwing. Battle and Tool Arms may not be used to throw objects, unless they have been specifically designed to do so. They may not be used for another function, and the Battle Arm cannot pick up the projectile by itself.

When an object is thrown, the attack roll is made using the Piloting Skill roll, modified by the Maneuver rating is made. We only allow items like Vibroblades, Vibroaxes and Grenades to be thrown very short distances (1" in Tactical Scale) on the game table, so range modifiers are not needed.

◆ Melee Weapons

Much like punching, attacking with various handheld weapons is a Gear battle signature. The pilot attacks the target using his Piloting Skill, applying the Maneuver rating as a modifier. If successful, the Margin of Success is worked out and the damage calculated as normal. A melee weapon's Damage Multiplier is listed in the Weapon section of the vehicle record sheet, along with any special effect or rule.

1.11.4 EVASIVE MANEUVERS

Evasive maneuvers allow the pilot to avoid incoming attacks. An evasive maneuver counts as an action and MUST be declared at the beginning of the combat round (units may not "abort" to evasive maneuvers later in the round). Performing evasive actions adds a +3 bonus to all defense rolls for the combat round, but forbids the vehicle from attacking or performing ANY other action that round. Multiple "evasive actions" cannot be performed to accumulate defensive bonuses. For a unit taking evasive action just place a dime on the datacard or beside the unit, whichever the Player finds more suitable.





1.11.5 CALLED SHOTS

A gunner may elect to perform a called shot versus a specific component of a vehicle rather than aim for the center of mass. Possible targets are Fire Control, Structure, Crew Compartments, Movement Systems, and Auxiliary Systems. These locations are represented by 1 to 5 on the Systems Damage Table. Called shots take a -1 modifier on their attack. If the called shot hits, the odds of hitting the specific component are increased: result 6 now also correspond to the desired location.

Called shots, being less likely to hit than other attacks, are usually best used for specific objectives. For example, destroying a vehicle's movement system helps to capture it, while specifically targeting the fragile antennae array of the Gear providing ECM cover to the opponent is more likely to silence it than a random hit to the structure.

◆ Called Shot Example

Example: Gear Alpha's pilot holds a grudge against Gear Beta's pilot and performs an aimed shot towards Beta's crew compartment. Alpha takes a -1 on his attack roll, but if he hits Beta, his odds of hitting the crew compartment are slightly increased. When Alpha's Player rolls on the Systems Damage Table, either a "3" or a "6" result will hit the crew compartment. Normally, only the "3" is a crew compartment hit — a "6" usually results in a "Roll twice on this table" result.

1.11.6 INDIRECT FIRE

Indirect fire is used by artillery batteries and other vehicles that have weapons capable of indirect fire. Indirect fire is primarily used for long range fire support, though it is also useful to attack targets that are out of visual line of sight. Only weapons that are specifically designated as indirect firing weapons may use this form of attack.

To fire indirectly, an allied unit must be designated as the forward observer. The forward observer must have a valid LOS to the target. Being a forward observer takes up one action (and possibly a Communication roll to beat ECM, if any is present). However, a single forward observer can relay firing coordinates to multiple indirect fire units.

Indirect attacks can be performed over obstacles, including interfering elevation levels, because the attacks are angled over the obstructions. The attack receives the forward observer's Obscurement modifier to attack instead of his own. If the attack is successful, however, only the target hex's Obscurement counts, thus increasing the MoS. If the attack fails, the shot scatters in a random direction by a number of hexes equal to the MoF.

■ Indirect Fire Example

Example 1: Gears Alpha and Beta are allies. Gear Gamma is their enemy. Gears Alpha and Gamma cannot see each other due to an obstructing hill. However, Gear Alpha has an indirect fire weapon. Beta has a line-of-sight with Gamma and can serve as a forward observer for Gear Alpha. If Beta expends one action to serve as a forward observer, Alpha may fire indirectly at Gear Gamma using the Obscurement between Gears Beta and Gamma as his own Obscurement modifier.



Example 2: The total Obscurement between Beta and Gamma is 0, because only Beta's own hex has any Obscurement. Beta can then transfer the information (at the cost of one action) to Alpha, who fires with Beta's Obscurement penalty, but its own range and Accuracy modifiers. If it hits, the MoS is increased by removing all Obscurement except Gamma's own hex. If it misses, the shot scatters randomly by a distance equal to the Margin of Failure.

1.12 ATTACKS USING RATE OF FIRE (ROF)

The Rate of Fire (ROF) of a weapon is how fast it can shoot. A weapon with an ROF of 0 fires can only fire a single shot at a time and extra actions are required to fire the weapon more than once. Weapons with ROF of 1 or more are rapid-loading and can fire many more shots during the same interval of time. This allows them special attack option like Burst Fire to increase damage, Walking Fire to hit more than one target and Saturation Fire to saturate an area with firepower. But they expend considerable amounts of ammunition to doing so. In order to save time on the record keeping of ammunition used and speed up the game, we now keep track of the ROF used and not ammunition. The old ammunition costs for these Special attacks can be found in the Optional Rules Section.

The ROF of each weapon is now the number of times it can do a ROF Attack. Weapons with a ROF of 0 can't do ROF Attacks and can only fire one shot at a time. Each time a ROF Attack is used to do a Special rapid-fire attack the number of ROF Attacks left is reduced by 1 until it reaches 0 and can no longer do the Special ROF attacks, but can continue to fire single shot attacks. If a weapon has 5 or less ammo (grenades, single use weapons and such are included in this), keep track of it, otherwise, ignore the number of shots. In the case of guns, they can be reloaded with a new ammo clip (all gears now are assumed to have extra ammo clips) to recover their full number of ROF Attacks or shots if the gun has a 0 ROF (requiring the use of an action to reload). There is one exception to the gun reloading rule, the Deployable Pack Gun (DPG), which can't be reloaded. Missiles and mortars can not be reloaded on the battlefield, and can not regain their ROF once it is used up, but can continue to fire single shots. The Special rapid-fire options are explained in the sections that follow.

1.12.1 BURST FIRE

Burst fire is a typical example of the effect-based rule rather than worry about each and every bullet or rocket sent toward the enemy by a rapid fire weapon, they are generalized and abstracted into a form that is easier (and faster) to use during the game.

Any weapon with a Rate of Fire (ROF) rating of 1 or greater is capable of burst fire. The full value of the Rate of Fire is added to the weapon's Damage Multiplier. This represents the increased damage effect caused by the pounding of many projectiles upon the target's armor (remember, Silhouette's Damage Multipliers increase exponentially). 1 ROF attack is used to keep track of the large amounts of ammunition expended (not entirely realistic, but much faster game-wise).

■ Burst Fire Example

Example 1: A Hunter fires its light autocannon at the enemy. His gun has a ROF of 2. He elects to do a burst fire adding the ROF to the Damage Multiplier of the gun which is x8 there by giving a new Damage Multiplier of $(2 + 8 =) 10$ if he hits. He rolls his attack and hits with a Margin of Success of 2. The total damage of the attack is 20 points. He now makes on his datacard that 1 of his 2 ROF attacks has been used. He can do 1 more ROF Burst Fire attack adding the full ROF bonus of 2 to the Damage Multiplier. Then he will be out of ROF attacks and can only fire single shot attacks with the gun. He must then spend an action to reload the gun, regaining its full number of 2 ROF attacks.

Example 2: A Hunter fires its light rocket pack at the enemy. His LRP/24 has a ROF of 3. He elects to do a burst fire adding the ROF to the Damage Multiplier of the LRP which is x12 there by giving a new Damage Multiplier of $(3 + 12 =) 15$ if he hits. He rolls his attack and hits with a Margin of Success of 2. The total damage of the attack is 30 points. He now makes on his datacard that 1 of his 3 ROF attacks with the LRP/24 has been used. He can do 2 more ROF Burst Fire attack adding the full ROF bonus of 3 to the Damage Multiplier. Then he will be out of ROF attacks and can only fire single shot attacks with the missiles. The LRP (Missiles) can not be reloaded on the battlefield to regain their ROF attacks.



◆ Walking Fire

Weapons with a ROF of 1 or more can be used to attack multiple targets in a single action by walking the burst of fire across the targets. A Player must declare that he is walking fire before any attacks are made. The Player then chooses the targets of his attack. A number of targets equal to the weapon's ROF plus one may be attacked. All targets must be within the weapon's firing arc. Each separate attack is rolled separately. Each individual target may not be attacked more than once per round by the same weapon (no extra attacks against one target). The number of ROF Attacks available from the weapon used is then reduced as in the case of Burst Fire.

▣ Walking Fire Example

Example: The Hunter sprays rocket fire across 3 targets. Since the rocket pod LRP/24 has a Rate of Fire of 3, he could chose to attack up to 4 targets in a single attack (basic target plus 3 others from the ROF). Each separate attack is rolled separately and all 3 have the same Damage Multiplier of x12 if hits are successful.

◆ Saturation Fire

Weapons with a ROF of 1 or more can be used to saturate a 1" area in Tactical Scale and automatically attack anyone entering it. The weapon is put on full automatic fire and ammunition is emptied liberally in the target zone, filling the air with a virtual wall of projectiles. Every unit that is in the target area or enters the area later in the combat round suffers an attack automatically, regardless of speed, maneuver or allegiance.

To perform saturation fire, the attacker chooses a 1" area. He then rolls his attack normally except that half the weapon's ROF (rounded down) is added to his total. The ROF is not used to increase the Damage Multiplier. After rolling, the attacker records the total attack roll. Any unit in the area, or that enters the area later in the combat round, must surpass this number or be damaged by the saturation fire. The Margin of Failure of the defender is treated as the Margin of Success in a normal attack (i.e. total damage = Margin of Failure x Damage Multiplier of weapon). There is a limitation to this type of fire: the saturation zone cannot be further than twice the base range of the weapon. The number of ROF Attacks available from the weapon used is then reduced as in the case of Burst Fire and Walking Fire.

▣ Saturation Fire Example

Example: The Hunter, our ever vigilant autocannon fiend, decides to saturate a certain 1" area using one of his light autocannon's 2 ROF Attacks. The Hunter empties its massive clip into the tiny 1" gameboard area (representing a 50-meter area in Tactical Scale). It's attack roll turns up a 6. The Hunter adds 1 (half the LAC's 2 ROF) to the total, bringing it to 7. Any unit presently in that area, or that enters that area later in the round, must immediately roll a normal defensive roll versus a Threshold of 7 (Hunter's attack roll). If one of these defenders failed the roll, he would be treated as if he had received a successful attack from the Hunter's light autocannon. The poor schmoe's Margin of Failure would be multiplied by the autocannon's Damage Multiplier of x8.

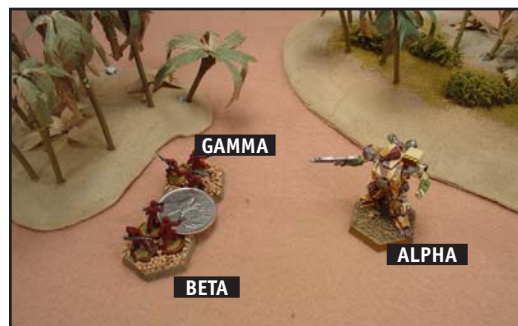


1.12.2 AREA EFFECT WEAPONS

Area effect weapons damage everything in their radius, irrespective of friend or foe. These weapons are rated in Area Effect (AE), followed by the radius (in inches) of their blast area. An AE of radius 0 means that only the target 1" area is affected (anything present in the target 1" area must defend against the attack). A single attack roll is made, while each and every vehicle and squad (allies included) in the affected area roll their defense against this value separately. Even if the blast is completely defended against (e.g. Margin of Success equal to 0), any unit in the blast zone still takes half the explosion's Damage Multiplier in concussion damage.

▣ Area Effect Example

Example: Gear Alpha selects an area effect weapon, the Anti-Personnel Grenade Launcher (APGL) which is an anti-infantry weapon with no -2 penalty and an AE0 (1" diameter area of effect, DM x3). To fire at standard infantry squads Beta and Gamma (10 troopers with 5 damage points each). You can use a quarter to represent the targeted area and all unit bases touched by it are in the area of effect. Alpha rolls a Margin of Success (MoS) of 1 doing 3 points of damage to each trooper. If Alpha had rolled a MoS of 2 doing 6 points of damage to each trooper, both squads would have been instantly wiped out. Firing a normal weapon without area of effect takes 50 points of damage to wipeout each squad.





1.13 DAMAGE

The Armor rating of a vehicle represents the toughness of its best armored location. Aiming for the weaker points of the structure thus increase the chances of damaging the unit. A weapon's damage increases with the Margin of Success of its attack, since weapon damage is rated as a multiplier to the Margin of Success. Thus the better the marksman, the greater the damage.

• **Total Damage = Margin of Success x Damage Multiplier**

This final damage is compared to the Base Armor of the target vehicle. The following table, *Damage versus Armor*, lists the possible outcomes. Only the most severe effect applies. For example, if a vehicle suffers Heavy Damage because it took damage exceeding twice its Base Armor value, it does not suffer Light Damage even though it obviously took damage in excess of its Base Armor rating.

□ Damage versus Armor

Damage versus Armor	Damage smaller than Armor
Outcome	No Effect
What to Do	Nothing; Damage bounces off
Damage versus Armor	Damage greater or equal to Armor
Outcome	Light Damage
What to Do	1 to Armor Rating; -roll on Systems Damage Table, Light
Damage versus Armor	Damage greater or equal to 2 x Armor
Outcome	Heavy Damage
What to Do	-2 to Armor Rating; roll on Systems DamageTable, Heavy
Damage versus Armor	Damage greater or equal to 3 x Armor
Outcome	Overkill
What to Do	Vehicle Destroyed; remove counter
Armor = Vehicle Base Armor	

□ Vehicle Damage Example

Example: Gear Alpha fires his bazooka at tank Beta. Alpha's modified attack roll is 7. Beta's modified defense roll is 4. Alpha hits with a Margin of Success of (7-4=) 3. If Gear Alpha's bazooka has a Damage Multiplier of x20, his total damage is (3 x 20 =) 60. Tank Beta has a Base Armor value of 25. Since 60 is over double that value but not triple it, the tank takes Heavy Damage.

1.13.1 SYSTEMS DAMAGE

The attacker rolls 1d6 to find the location of the hit. When multiple possibilities exist for exactly which vehicle component is damaged, such as when a weapon is damaged, a single die is rolled. If the result is an odd number, the defender chooses which system is damaged. If the result is an even number, the attacker chooses which system is damaged.

For example, a defender might receive a "-1 to Single Weapon" damage effect. If this defender has more than one weapon, a die is rolled. If the number is odd, the defender will probably choose to penalize his most feeble weapon ("we lose more vibroknives that way"). If the number is even, the attacker will most likely opt to damage the defender's main weapon. The penalty is then applied to the Accuracy of the weapon chosen.

If the damage table indicates damage to a system that is not present on the vehicle (or that has already been totaled), the vehicle takes no further damage beyond the loss of Armor points. A vehicle is not destroyed until it is either down to zero Armor point, it receives damage in excess of three times its Armor in a single attack, or the System Damage table result indicates that it is destroyed.

□ Vehicle Damage Example

Example: Following on the previous attack, a roll on the Systems Damage table produces a 2: Structural Damage. This requires a roll on the Structural Damage Subtable B, and this die roll is a 4. One is added to the result, as directed in the previous table. This brings the total to 5: Power Transfer Failure/No Movement. The tank can no longer move, probably because of extensive damage to its treads or gearboxes. It also loses two points of Armor.

◆ Fire Control

Fire Control is a catch-all category that represent the vehicle's targeting devices, acquisition gear and its weaponry. If more than one weapon system is present, all damage received is randomized following the procedure outlined in the previous section.

The damage penalties are applied to the affected weapon's Accuracy. If a weapon's cumulative penalties ever reach a total of -5, the weapon is put out of commission and cannot be used anymore. If the penalties drop to -6 or lower, the weapon is completely destroyed and blown off the hull.

◆ Structure

Structure hits damage the vehicle's frame and structural integrity. The hull and other components are twisted out of shape or ripped apart, causing further damage to the mechanisms within. Most Structure hits are fairly straightforward: loss of Movement Points are applied to one Movement Type, while Maneuver losses affect the vehicle as a whole.

Power Transfer Failure hits destroy the vehicle's transmission, effectively putting all movement systems out of service. It is still possible to fire weaponry, though. Catastrophic Crew Compartment Failure is just that: the vehicle's structure collapses, trapping the crew between the very armor plates that were supposed to protect them. The Reinforced Crew Compartment Perk is ineffective against this, but the Reinforced Structure Perk will absorb the hit as normal.

◆ Crew

"Crew Stunned" results means one action is lost. If the actions were already taken that round, the lost actions carry over to the following round(s). Command points may also be used to pay the action debt. A chit can be placed on the game sheet as a reminder of action owed.

The Crew result on the System Damage Table is also used to determine damage among the vehicle's passengers, if any are aboard. One die is rolled to determine whether the crew or the passengers take the hit. Damage is then applied as normal. Passengers cannot normally replace lost crew, though allowances can be made for this in a scenario.

◆ Movement

Any penalty to the speed of the vehicle is applied to one of its Top Speeds; the Combat Speed is then recalculated as needed. If all Movement Systems are totaled, either through successive minuses (max. -5) or Heavy Damage, the vehicle's defense rolls are equal to zero from now on.

◆ Auxiliary Systems

Auxiliary systems include Sensors, Communications and any Perks which are labeled as auxiliary systems (e. g. Autopilot, ECM, ECCM, Smoke Launchers, Satellite Uplink and Target Designators).

If a vehicle's sensors or fire control are utterly destroyed, the vehicle may still perform actions that require these systems, but it suffers a -5 modifier. If a vehicle's communications system is destroyed, the vehicle may not be used as a forward observer and may not receive Command Points.

Damaged AUX Perks have a -1 to any roll involving those particular systems (for example, -1 on any Sensor roll with Aquatic Sensors), or a 20% loss in efficiency (on systems like mining equipment). If a system's cumulative penalties reach -5 (100% efficiency loss), it is considered destroyed.

□ System Damage Example

Example: In the middle of a furious firefight, Gear Theta is hit by a light autocannon. The MoS is equal to 4. The 32 points of the attack cause a Heavy Damage result. Rolling one die, we get a 1 (Fire Control). Rolling on Subtable A, we get a 3, plus 1 for Heavy Damage. The result is "Single Weapon Destroyed." Gear Theta's Player must now roll 1d6 to determine which weapon is destroyed. The result (a "5") indicates that he can choose which one he loses, probably the smaller one. Had the number been even, his opponent would have made that choice for him.



☐ Systems Damage Table: Light Damage

Roll	Damaged System	Result
1	Fire Control	Roll on Subtable A
2	Structure	Roll on Subtable B
3	Crew	Crew stunned (-1 action for 1 round)
4	Movement	-1 MP
5	Auxiliary Systems	-1 to 1d6 Systems Roll each on Subtable C
6	Roll Twice on this table*	-

* If the attack was a called shot, the attacker hits his target location (as effects 1 to 5 on table, depending on target).

☐ Systems Damage Table: Heavy Damage

Roll	Damaged System	Result
1	Fire Control	Roll on Subtable A and add +1
2	Structure	Roll on Subtable B and add +1
3	Crew	10% casualties, min. 1
4	Movement	1/2 remaining MP (round down) & -2 Maneuver
5	Aux. Systems	1d6 Systems destroyed Roll each on Subtable C
6	Roll Twice on this table*	-

* If the attack was a called shot, the attacker hits his target location.

☐ Subtable A: Fire Control Damage

Die Roll	Effect
1	-1 to a single Weapon
2	-2 to a single Weapon
3	-1 to all Weapons
4	Single Weapon destroyed
5	Fire Control system destroyed (-5 to attacks)
6	Roll Twice on this table
7	Ammunition/Fuel Hit (roll 1d6)
1-3	Ammo Storage & Fuel Tank Ruptured, vehicle can't move or fire weapons
4-6	Chain Reaction! Ammo & Fuel Explodes! Vehicle Destroyed & Crew Killed

☐ Subtable B: Structural Damage

Die Roll	Effect
1	-1 MP
2	1/2 remaining MPs (round down)
3	-1 to Maneuver
4	-2 to Maneuver
5	Power Transfer Failure; no movement
6	Roll Twice on this table
7	Catastrophic structural damage (roll 1 dice)
1-3	Vehicle is destroyed but the crew survives
4-6	Crew Compartment failure, 75% casualties, minimum 1

☐ Subtable C: Auxilliary Systems Damage

Die Roll	Effect
1	Target Designator then Sensors if perk not present or destroyed
2	Autopilot then Sensors if perk not present or destroyed
3	Smoke Launchers then Sensors if perk not present or destroyed
4	ECM then Communications. if perk not present or destroyed
5	ECCM then Comm. if perk not present or destroyed
6	Satellite Uplink then Comm. if perk not present or destroyed

1.13.2 DAMAGE TO ARMOR

Armor loses its effectiveness when damaged due to cracking and structural fatigue. Bits and parts may fall off, or chinks may develop through which the next attack will reach a vital system or component inside, hastening the vehicle's demise.

When a vehicle receives Light Damage, it loses 1 point of Base Armor permanently in addition to the effect outlined in the System Damage Table. Heavy Damage causes a vehicle to lose 2 points of Base Armor permanently, in addition to the system damage. Each point of Base Armor that is lost reduces the amount needed to inflict Heavy Damage by 2 and the amount need to produce Overkill by 3 (for example, a Hunter with 15/30/45 Base Armor would drop to 14/28/42 after a Light Damage result).

Even if the vehicle has specialized armor-related perks (such as Reinforced Armor), damage is always taken off the Base Armor rating. This is mostly done to simplify bookkeeping and keep the game moving along.

◆ Armor Loss

Example: Gear Alpha has 15 points of Base Armor (15/30/45). It receives 24 points of damage in one attack, enough to cause Light Damage. The Armor thus drops by one point and becomes (14/28/42). It then receives 28 points of damage. Normally, this would cause Light Damage, but because of the previous hit lowering the Armor, it now causes Heavy Damage. The Armor drops by two points, becoming (12/24/36). Any future hit of 36 points or more will kill the Gear.

1.13.3 DAMAGE TO ARMS

Arms (whether of the Battle, Tool or Manipulator type) are normally part of the vehicle's basic chassis but are considered weapons for damage purposes. If no other weapon system is carried by the machine, the arm are automatically affected on "Weapon" hits. If other weapon systems are present, the damage is randomized following the usual procedure. Any damage to the arm is also applied to the weapon being carried in that arm. Handheld weapons are usually specified in the design; if not, the weapons are not affected.

Penalties caused by damage are applied equally to all functions of the arm: handheld weapon fire, punching, manipulation, etc. If an arm's cumulative penalties ever reach a total of -5, the arm is put out of commission and cannot be used anymore. If the penalties drop to -6 or lower, the arm is completely destroyed and blown off the hull.

1.13.4 PICKING UP GUNS

When you destroy an enemy gear you can retrieve that gear's handheld weapons and ammo (**Only Handheld Weapons, grenades, etc, not missile packs or other mounted weapons**). This takes one action to do and the weapon is in the state that it was just before the gear was destroyed (with any damage it took, and whatever ROF or ammo that was left). If you want to reload the ammo/ROF a second action is required. But you can get a better gun for the remainder of the battle at no extra TV cost.





1.14 - INFANTRY RULES

Infantry Quality Level	Stamina	Skill	TV Mult.
Rookie	3	1	0.5
Qualified	3	2	1
Veteran	4	3	3
Elite	4	4	4
Legendary	5	5	5

Infantry Armor Type	Protection	Encumbrance
Light Flak	2	0
Heavy Flak	4	1*
Turtleshell	6	2*

* No encumbrance for Veteran, Elite or Legendary troops

Standard Weapons	Accuracy	Damage	Range	ROF
7mm Rifle	0	x2	1/2/4/8	0
7mm Assault Rifle	0	x2	1/2/4/8	1
9mm Heavy Rifle	0	x3	1/2/4/8	0
15mm Sniper Rifle	+1	x4	2/4/8/16	0

Heavy Weapons	Accuracy	Damage	Range	ROF
9mm Lt. Machine gun	0	x3	2/4/8/16	2
9mm Chaingun	0	x3	1/2/4/8	4
24mm Anti-HG Rifle	+1	x7	3/6/12/24	0
37mm Grenade Rifle*	0	x8	1/2/4/8	0
50mm Rocket Launcher	0	x14	1/2/4/8	0
62mm Light Mortar*	-1	x12	3*/ 6/12/24	0
Sniper Laser Rifle	+1	x4	4/8/16/32	0

* Indirect Fire weapon. ** Cannot fire at range 2 or less.

◆ Squad Damage Track

The infantry datacards: (#) lists the members numerically 1 to 10. The first member is always the leader and has a standard weapon. If he is killed, the squad's leadership Skill rating drops to 1 (all other Skill rolls are unchanged). The second column is the Weapon reads "STD/HVY" refers to standard weapons (STD) or heavy weapons (HVY) carried by a trooper. The third column is composed of ten boxes. Each box represents one damage point. Each trooper can take a number of damage points equal to his Stamina plus his Armor rating. Cross out the extra boxes for each trooper. When the infantry squad takes damage, cross out one of these boxes for each point of damage the unit takes.

◆ Movement

Infantry squads on foot receive 2 Movement Points per round. Infantry units do not have Top Speeds, and always move at Combat Speed. They use the Walker terrain movement costs, but it never costs infantry more than 2 MPs to travel through one area (in short, they can always move at least one inch per round). There is one exception to this, however: elevation changes. While the squads are assumed to be equipped with all the latest climbing gear, they can only go down the cliffs, not up. No more than two elevation changes are possible per 1" traveled.

◆ Optional Movement Options

Some specialized infantry squads have modes of transportation other than walking. Some rapid deployment teams are equipped with jetpacks or tiny unarmed all-terrain vehicles (dirt bikes and the like). Because they require extra supplies and training, these units are more costly to field and thus comparatively rare.

◆ Sensors

Infantry have Detection values of 4 during the day and 2 at night, with a range of 1 km (20 hexes). They are assumed to have small personal communicators that are sufficient to allow them to coordinate their actions with the rest of their teammates. If tested, have a range of 10 km and a Communication rating of -2.

◆ Infantry Actions and ROF Bonus Table

Infantry units have one action per squad, which is normally used to attack. When an infantry unit goes on the offensive, it gets one attack per gun type at the cost of a single action. All attack rolls are made with the unit's Infantry Skill (with any applicable modifiers). Weapons of the same type must attack the same target.

Min. Number of Troopers w/Weapon	ROF bonus
1	0
2	+1
4	+2
8	+3

◆ Attacks Versus Infantry

Due to their small sizes, dispersed formation and uncanny ability to take advantage of any available cover, infantry do not suffer any defense modifiers for their slow movement: their movement modifier is always 0. In addition, a -2 penalty modifier is applied to any unit other than other infantry squads attempting to target them.

Some vehicles are equipped with specialized anti-infantry weapons which ignore the -2 modifier due to their special targeting systems or method of attack. These weapons are marked with the letters "AI" (for "Anti-Infantry") in their description.

◆ Applying Damage to Infantry and Hit Location Table

The table indicates which trooper is the first one to take damage. If the trooper runs out of damage points, he is considered a casualty and the remaining damage points are applied to the next trooper either up or down the list (depending on the die result), and so on. If damage remains to be allotted up past trooper #1 or down past trooper #10, the damage loops around to the other end of the squad's damage track (i. e. to #10 or #1, respectively).

Die Roll	Start at Trooper #	Direction
1	1	down
2-3	2	down
4-5	9	up
6	10	up

◆ Area Effect Weapons versus Infantry

When a weapon with both the Anti-Infantry and an Area Effect hits an area that contains an infantry unit, the damage is inflicted upon each trooper instead of working its way through the squad.

◆ Individual Infantryman Threat Value

Infantry squads are easy to generate. Choose the Skill rating (stamina, armor, and weapons, the total of the Stamina and Armor is the the Infantryman's Damage Points. Then calculate the Threat rating according to the following formula.

Infantry TV = square root ((Damage Points)² x Weapon Damage Multiplier)

Then add up all the individual infantryman threat values to get the squad total.

HEAVY GEAR INFANTRY

Name:	Quality:	Armor:
Encumbrance:	Stamina:	TV:

WEAPONS: _____ Range _____

Name/Type:	Acc	S/M/L/Ex Dam. ROF
------------	-----	-------------------

DAMAGE TRACK

1	[] [] [] []	6	[] [] [] []	[] [] [] []
2	[] [] [] []	7	[] [] [] []	[] [] [] []
3	[] [] [] []	8	[] [] [] []	[] [] [] []
4	[] [] [] []	9	[] [] [] []	[] [] [] []
5	[] [] [] []	0	[] [] [] []	[] [] [] []



1.15 - PERKS

Perks with the designation (AUX) count as Auxiliary Systems for damage purposes.

Airdroppable unit can be airdropped allowing it to be placed anywhere on the board at start of the game as long as other enemy units doesn't have LoS on it.

Autopilot (AUX) can be used to keep a vehicle moving in a straight line or performing 60° turns. In tactical terms, they dodge attacks as a level 1 pilot and can be programmed to ram large targets without endangering the crew.

Backup Sensors ignore any Sensor damage effect on the first Auxiliary System Hit on the Systems Damage Table, but then loses this Perk.

Camo Netting gives +1 Concealment when in Woodland or Jungle and stationary.

Easy to Modify The vehicle is designed to be easily modified or repaired. Add +2 to all technical Skill rolls to modify or repair the vehicle.

Electronic Counter Measures (ECM) (AUX) are devices used to jam communication systems. Using ECM to jam requires one Action per roll and an Electronic Warfare Skill test. Range is identical to the vehicle's base communication Range.

Electronic Counter-Counter Measures (ECCM) (AUX) are devices used to block jamming systems or punch through their effects. works the same as ECM.

Heat Resistant Armor The Rating is added to the vehicle's Armor when the vehicle is attacked by Heat-based weapons (Bazookas, Mortars, Grenades, Missiles, Lasers, Particle Beam).

High Towing Capacity The vehicle is equipped with a high torque, heavy duty powerplant and a rugged transmission. Its towing capacity is doubled.

Hostile Environment Protection: Desert The vehicle can withstand extended exposure to desert conditions without needing special maintenance.

Improved Off-Road Ability The vehicle pays one less MP for any terrain type that requires more than one MP to move through, down to a minimum of 1.

Manipulator Arm or Tool Arm can lift an object equal to its Rating. Arms can punch, for a Damage Multiplier equal to the Rating of the arm.

Passenger Seating does not confer any extra Actions, nor can they control it. Damage is applied to passengers on Crew hits, randomized with the actual crew.

Reinforced Armor The vehicle has one or more facings with better armor. When vehicle is hit on reinforced facing, Perk's rating is added to the Base Armor.

Reinforced Crew Compartment The vehicle may ignore the first "Crew Hit" on the Systems Damage Table, but then loses this Perk.

Rugged Movement Systems The vehicle may ignore the first movement hit on the Systems Damage Table, but then loses this Perk.

Searchlight The vehicle has a high-power Searchlight. At night, the vehicle's F (or Rt, L, or Rr, depending on where the searchlight is mounted) firing arc is treated as if it were in daylight, up to the searchlight's maximum range.

Smoke Launchers (AUX) range 1" and can be fired at any time during movement at no Action cost. 1" radius smokecloud with Obscurement of 2, until end of turn.

Shielded Weapons One weapon damage effect (destruction or penalty) on the Fire Control Damage Table may be ignored. The Perks is then destroyed.

Satellite Uplink (AUX) allows for long range communications via satellite or the unit to task a laser satellite to an Orbital Strike mission.

Sniper Systems add a +1 modifier to the attack roll at Long and Extreme ranges.

Stealth system makes a vehicle difficult to detect with sensors.

Target Designator (AUX) used to lock-on Guided weapons, vehicle attacks with the designator: its Base Range is equal to its Rating. It has +0 Acc. not modified by Fire Control, and does no damage. A successful attack "paints" the target for incoming Guided munitions until the end of the round, not affected by ECM.

Tool Arm The vehicle has an arm with a specialized tool attachment, such as an earthmoving scoop. It can lift an object whose Size is equal or under its Rating (but cannot lift an item whose Size is greater than twice the vehicle's). Half the Ratings of other, weaker arms can be added to the Rating. Some tool arms can punch opponents; this attack type has a DM equal to the rating of the arm.

Weapon Link Only one Action to fire linked weapons. The link's Accuracy and Base Range are equal to the worst Accuracy and Range among the link's weapons. Each weapon attacks separately, but as soon as one weapon misses all the other weapons not yet rolled for automatically miss (but still use their ammunition).

Acrobatic Handling Adds Rating to maneuver for Close Combat and defending against point blank attacks.

Advanced Controls Adds 1 action, regardless of Number of crew.

Advanced Neural Net Spend 1 action to add +1 to maneuver until end of turn. May be used only once a turn.

Ammo/Fuel Containment Ignore first Ammo/Fuel hit. Still lose armor.

Amphibious May travel across Water, paying MP as per movement type. Does not grant Submarine movement.

Automation Rating is added to total crew. If no living crew remain, the vehicle can only be operated by remote control.

Backup Communications Ignore first AUX hit that affects Comms.

Anti personnel charges May be fired at point blank against attackers. No action to fire. Roll 2 dice, adding Rating to roll. DM is x3, counts as AI. Each firing uses 1d6 charges.

Battle Arm Similar to Manipulator arms, but cannot pick up and use weapons.

Chaff/Flare Add rating versus Defense rolls versus Guided weapons.

Chassis Reinforcement Chassis Reinforcement is a weapon system that adds 1 to the DM of punches and kicks.

Counter Battery Sensors If within 1/2 Sensor range of an Indirectly Fired weapon, the Operator may attempt to locate the firing unit. Use Elect. War. skill, and CBS Rating x Sensor Range as base Range. The threshold for the test is 1. If successful, may relay co-ordinates like a forward observer.

Emergency Medical Ignore first "Crew Stunned" result. Still lose armor.

HEP Extreme Cold Can operate in Extreme Cold.

Improved Rear Defense Vehicle has no penalty if attacked from the Rear.

Jump Jets The vehicle may jump up to the rating in MP forward and up to 1/2 the Rating in MP upwards once per movement.

Laboratories Rating is added to any tests under the Laboratories' area.

Large Doors A number of passengers equal to twice the Size of the vehicle may enter or exit at no cost. 2 crewmembers may enter or exit (one action).

Limited Life Support Provides life support for crew up to a week. includes immunity to outside chemical or airborne contaminants

Low Profile Vehicle gains +1 Obscurement when behind 2 points or more of obscurement and when Hull Down.

Pintle Mount May mount a single infantry weapon. The weapon has a 180 degree fire arc chosen at start of game, suffers a -1 penalty for any movement upto combat speed & -2 for top speed, in addition to other modifiers.

Ram Plate When damaged by an Impact (Ram, crash, etc) in the arc of the Plate, the vehicle takes only 1/2 damage.

Reinforced Chassis Ignore first Structure hit, but still lose armor.

Shield Adds 1/2 it's rating to base Armor in front or side arc (players choice). Plus the player may spend an action to reroll a failed defense roll. If second roll is successful, vehicle is hit as per first roll, but add full shield rating to the base armor. If vehicle suffers light damage, the shield rating is halved. If it takes heavy damage after using shield, Shield is destroyed.

Stabilizer Mount Vehicle must spend one action and remain stationary to engage mounts and can then fire oversized weapons mounted on vehicle. Movement afterwards negates preparation.

1.16 - FLAWS

They represent defects and problems with the vehicle. Sometimes, these defects are planned into the vehicle as a cost-cutting measure.

Annoyance includes weird noises, bad smells, false alarm signals, a cramped cockpit, etc. This Flaw has no tactical effect.

Large Sensor Profile A design feature makes the vehicle highly visible to sensors. The Flaw's rating is subtracted from the vehicle's Concealment when the vehicle is submitted to an enemy sensor search.

Defective (Active Sensors, Fire control) The vehicle's systems are on the blink. One die is rolled before a Skill test. If the roll is equal to or less than the Rating, the Rating is applied as a negative modifier to the test.

Exposed (AUX Systems, Crew Compartment or Movement) Whenever a hit is rolled on the Systems Damage Table, the damage becomes one step worse (i.e. Light damage becomes Heavy, and Heavy Damage destroys the vehicle).

Exposed Fire Control Systems +1 modifier is applied when rolling for damage on the Fire Control Damage Table.

Fragile Chassis +1 modifier is applied when rolling on the Structural Dam. Table.

Hazardous Ammo/Fuel Storage adds +2 to Ammo/Fuel hit rolls when the "Ammo/Fuel Hit" result is obtained on the Fire Control Damage Table.

Poor Off-Road Ability Whenever entering terrain that costs two or more MP, the MP cost is increased by one.

Sensor Dependent If the sensors are damaged or destroyed, the vehicle is running blind and cannot attack, nor can it move.

Weak Facing The vehicle has a weak facing (arc of defense). When the vehicle is attacked on that side, halve its Base Armor (round up).

Decreased Maneuver Lower maneuver by Rating when in listed movement mode.

Fuel Inefficient Increases fuel consumption.

Poor Towing Capacity Towing capacity is halved.

Unstable -1 to Maneuver when at Top speed.

Vulnerable to Haywire effects Haywire weapons roll an additional die against vehicle with this flaw.

Weak Point If the point/system is successfully targeted with a called shot, reduce Base Armor by the rating of this Flaw.



2.0 - OPTIONAL AMMUNITION RULES

The following is the old way that weapons with a ROF of 1 or more could use special attacks. The ROF is used to increase the number of bullets used for each special attack. This requires that you keep track of every round of ammunition on your datacard. If a weapon's ammunition drops to zero, it is out of ammo and can no longer fire, guns must then be reloaded with a new ammo clip requiring that an action be used to do that. Missiles and mortars can not be reloaded on the battle field and are gone after all are used.

◆ Burst Fire

Burst fire is a typical example of the effect-based rule design philosophy that permeates the Silhouette system. Rather than worry about each and every bullet or rocket sent toward the enemy by a rapid fire weapon, they are generalized and abstracted into a form that is easier (and faster) to use during the game.

Any weapon with a Rate of Fire (ROF) rating of 1 or greater is capable of burst fire. The Rate of Fire is added to the weapon's Damage Multiplier when the weapon is used against vehicles and other hard targets such as buildings and other structures. This represents the increased damage effect caused by the pounding of many projectiles upon the target's armor (remember, Silhouette's Damage Multipliers increase exponentially, not linearly). A successful burst fire attack versus infantry and other soft targets, on the other hand, adds the ROF bonus to the attack roll instead of the Damage Multiplier to represent the devastating effect of the multiple rounds on the unprotected target(s).

Ten rounds of ammunition are expended (not entirely realistic, but much simpler game-wise) for every point of Rate of Fire bonus used in the attack. Burst fire has the effect of lowering the weapon's total effective damage for the ammo fired because many rounds will simply not connect with the target. To conserve ammunition, the attacker may elect to use only part of the weapon's entire ROF rating. If the ROF rating is equal to zero (by choice or by design), only one round of ammunition is expended per firing of the weapon.

■ Burst Fire Example

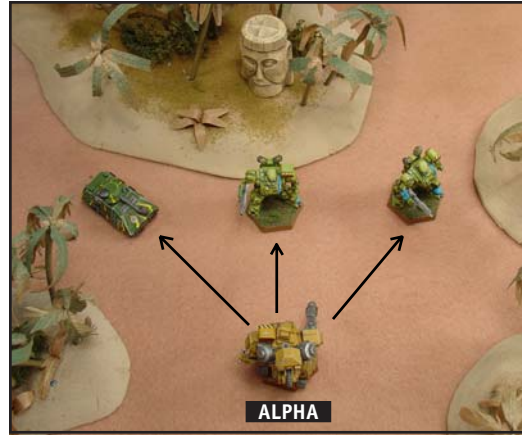
Example: Smitty fires his 20mm autocannon at the enemy. His gun has a ROF bonus of 2. He elects to fire with the full ROF bonus, expending 20 rounds of ammunition. He hits with a Margin of Success of 2. His gun's normal Damage Multiplier is x8; since his ROF is 2, this now becomes $(8 + 2) = 10$. The total is now 20 points of damage. Had he elected to use an ROF bonus of 1 his total damage would have been $((8 + 1) \times 2) = 18$. He would, however, have saved himself 10 shots. Had he used his full ROF bonus of 2 against infantry, the bonus would have been applied directly to his Margin of Success. This raises his Margin of Success to 4, thereby causing $(8 \times 4) = 32$ points of damage to the hapless infantry unit.

◆ Missile ROF

Unlike other weapons, rocket and missile launch systems do not expend 10 rounds of ammunition per point of ROF bonus used in the attack. Instead, the number of rockets or missiles used doubles for every point of ROF that is applied to an attack. Thus, an attack with ROF +1 requires 2 missiles, ROF +2 requires 4 missiles, ROF +3 requires 8 missiles, ROF +4 requires 16 missiles, and so on, doubling every time. This reduction in ammunition cost both represents the increased effectiveness of rockets and acts as a counterpoint to their vulnerability to anti-missile devices.

◆ Walking Fire

Weapons capable of burst fire can be used to attack multiple targets in a single action by walking the burst across the targets. A Player must declare that he is walking fire before any attacks are made. The Player then chooses the targets of his attack. A number of targets equal to the weapon's ROF plus one may be attacked. For each extra target, the weapon's ROF is reduced by one for damage purposes (but not for ammo expenditure). All targets must be within the weapon's firing arc. Each separate attack is rolled separately. Each individual target may not be attacked more than once per round by the same weapon (no extra attacks against one target).



■ Walking Fire Example

Example: Gear Alpha sprays rocket fire across three targets. Since the rocket pod has a Rate of Fire of +4, he could choose to attack up to five targets in a single attack (basic target plus four others). Since he is attacking two extra targets, his effective Rate of Fire for each individual attack is +2, two points of ROF having been expended to switch target. Alpha still expends 16 rockets.

◆ Saturation Fire

A burst fire weapon (ROF equal to or greater than +1) can be used to saturate a mapboard 1" area and automatically attack anyone entering it. The weapon is put on full automatic fire and ammunition is emptied liberally in the target zone, filling the air with a virtual wall of projectiles. Every unit that is in the target area or enters the area later in the combat round suffers an attack automatically, regardless of speed, maneuver or allegiance.

To perform saturation fire, the attacker chooses an area. He then rolls his attack normally except that half the weapon's ROF (rounded down) is added to his total. The ROF is not used to increase the Damage Multiplier or Margin of Success of the attack. After rolling, the attacker records the total attack roll. Any unit in the area, or that enters the area later in the combat round, must surpass this number or be damaged by the saturation fire. The Margin of Failure of the defender is treated as the Margin of Success in a normal attack (i.e. total damage = Margin of Failure x Damage Multiplier of weapon). There are two limitations to this type of fire: the saturation zone cannot be further than the Medium range of the weapon, and the weapon uses 30 shots of ammunition (or 8 rockets) per ROF point used in the attack. If the weapon does not have this much ammo left, the result still stands (although the ammo magazine is emptied). At least 10 rounds of ammunition (or 4 rockets) are required to saturate a hex.

■ Saturation Fire Example

Example: Smitty, our ever vigilant autocannon fiend, decides to saturate a certain 1" area using all of his autocannon's ROF of +2. Smitty empties his massive clip into the tiny 50-meter area. His attack roll turns up a 7. Smitty adds 1 (half his ROF bonus) to the total, bringing it to 8. Any unit presently in that area, or that enters that area later in the round, must immediately roll a normal defensive roll versus a Threshold of 8 (Smitty's attack roll). If one of these defenders failed the roll, he would be treated as if he had received a successful attack from Smitty's autocannon. The poor schmoe's Margin of Failure would be multiplied by the autocannon's Damage Multiplier of 8. It is a pity that Smitty is now out of ammo, but then again, his opponents are likely to get shredded to itty, bitty pieces.



2.1 MORALE

A unit's state of mind on the battlefield can have a surprising impact on the outcome. Though soldiers are trained to perform under adverse conditions, it does not always override the instincts of self-preservation. In the Silhouette system, Morale is treated as something that reduces the effectiveness of a unit in combat. It does not force a unit to take any particular action. Under a given circumstance the unit is required to test to see if its courage holds, and should it fail then that unit becomes less concerned with fighting as it does self preservation since a few people truly fight to the death.

2.1.1 MORALE CHECKS

Morale Tests are made using the Leadership skill when specific situations or casualties occur (listed under the *Morale Test* table below). A unit has a Morale Threshold based on its Skill level. The Threshold is modified for the conditions and the situation that required the Morale Test. Each time a unit fails a Morale Test, it suffers a cumulative -1 penalty to all Action tests (*not including Defense tests*), including further Morale Tests. If multiple situations occur, the modifiers are cumulative. Fanatical units never make Morale tests.

A unit's Morale Threshold can be changed by plus or minus one; the Threshold cannot be higher than 5 or lower than 1. Add or subtract (minimum x0.25) the TV modifier from the TV multiplier for Skill level.

☐ Morale Threshold

Skill Level	Threshold
Rookie	5
Regular	4
Veteran	3
Elite	2
Legendary	1
Fanatical	n/a

☐ Morale Threat Value Modifiers

Threshold Modifier	TV Modifier
+1	-1
+0	+0
-1	+1
Fanatical	+4

◆ Pinned Infantry

Any time an infantry squad is forced to make a Morale test, it may become Pinned. If the Morale test fails, they are pinned into place (no movement), but may still fire their weapons. If fumbled, the squad may do nothing for the round. If a squad is suffers casualties, it is automatically pinned for the remainder of the round and must pass a Morale test to get moving again.

2.1.2 CONDITIONS AND SITUATIONS

There are situations common to all battlefields that can affect morale a battle. The two biggest factors that affect a unit's morale before they even enter battle are the perceived mission priority and level of fatigue. The perceived priority of the mission - the units are doing the fighting, not the generals - modifies the Morale Threshold based on whether it is low, medium or high. Units that are fresh to the frontlines, or had several days of rest, are considered Rested. Units that have seen regular combat without rest, or undergone forced marches, are considered Fatigued.

There are two weapons that almost universally fear and respected on the battlefield: artillery and fire. Artillery and mortar fire - essentially indirect fire weapons with an area of effect - is from an unseen attacker, it is loud, and it causes only the most courageous to find cover. Direct fire weapons with an area of effect that included here also since they also fill the air with deadly shrapnel, Fire has a profound affect on the human psyche when used as a weapon. In both cases a unit or squad that suffers a fire or artillery attack increases the Morale Threshold and requires a morale check.

Infantry subject to the intense firepower of an anti-infantry weapon are also affected. An infantry squad attacked by an anti-infantry weapon is required to make a morale check. Witnessing friendly units being destroyed within a 180-degree arc to the front of the unit or squad also forces a Morale test. (Seeing people you know die can be very traumatic.)

When a vehicle suffers damage or a near miss (MoS 0), the unit makes a Morale test (ignore for Fleet scale). When a squad suffers casualties, the squad makes a Morale test modified by the number of casualties suffered. Use the appropriate set of modifiers from the table below.

☐ Morale Threshold Modifiers

PRIORITY	MODIFIER
Low priority mission	+2
Medium priority mission	+0
High priority mission	-2
FATIGUE	MODIFIER
Rested	-2
Tired	+0
Fatigued	+2

☐ Morale Tests

SITUATION	MODIFIER
Unit/squad witnesses friendly destroyed	+0
Unit/squad under fire by AE weapon	+1
Unit/squad suffers fire attack	+2
UNIT DAMAGE*	MODIFIER
Unit suffers Near Miss (MoS 0)	+0
Unit suffers Light Hit	+1
Unit suffers Heavy Damage	+2
SQUAD DAMAGE*	MODIFIER
Infantry attacked by AI weapon	-1
Suffered 1 or 2 casualties	+0
Per 1 additional casualty	+1

* Apply only the single highest modifier.

☐ Example: Morale Tests

Example 1: Two infantry squads (Regular skill) are hidden on opposite corners of the street waiting to ambush enemy tanks as they move through the intersection. But the first tank sees one of the squads as it moves down the street, so it opens fire with its machinegun. Since the squad was attacked by an anti-infantry weapon, the squad makes a morale check during the Miscellaneous event phase against a Threshold of 3 (4 - 1 = 3). The heavy machinegun on the tank inflicts four casualties against the second squad, so the Morale Threshold is increased to 6 (4 + 2 = 6).

Example 2: The infantry respond by firing several anti-tank missiles. The missile from one squad is deflected by the front glacis of the tank (MoS 0), but another missile severely damages the tracks on one side (Heavy hit). The tank makes a morale check with a +2 modifier to its Morale Threshold. If the second missile had missed, the modifier would be zero.





2.1.3 RALLYING

The penalties cause by failed Morale tests will soon prove crippling, but they can be removed by performing an action called Rally. By spending one action to roll a new Morale Check, the unit may make another Leadership Skill test. If successful, the Morale penalty is reduced by one (i.e. a single -1 penalty is removed). Only one Rally attempt is made per action, but multiple attempts are possible if there are sufficient actions available. If the unit rallied away from the enemy (no LOS to any enemy unit) all Morale penalties are automatically removed.

Alternately, units in the same combat group may benefit from the higher Leadership skill of a leader. The leader uses an action to make a Morale test using his Leadership skill. The result is used all members of the leader's combat group (leader included) within LOS that have a functioning communication system (battles are noisy, and a soldiers won't just follow any voice on the radio), or are within one inch of the leader.

Example: Rallying

The infantry squad from the previous example failed its morale check, so it is currently suffering a -1 penalty to all actions. To remove the modifier the squad must Rally. The squad uses one Action to make another morale check, so the player rolls one die (Combat Sense is level 1 for a Regular squad) and gets a result of 4. But this is modified by -1 for the morale penalty, so the final result is 3. The squad did not rally.

The platoon commander is with the other squad across the street, so he has LOS to the other squad and both squads have radios. The platoon commander uses an action to make a leadership test with three dice (he's a Veteran), and gets a result of 6 for a final result 5. The squad has successfully rallied and no longer suffers the morale penalty.

2.2 ADVANCED OPTIONS

The following optional rules cover additional environments and options. Most are special case rules that apply only to specific situations, may slow down play a little.

2.2.1 SIMPLIFIED DAMAGE RULES

Instead of precisely allocating damage, this system abstracts it and reduces book-keeping to a strick minimum. It is recommended for large games (20,000TV+). If Damage is equal or greater than Armor a Light Damage is inflicted, if twice or more a Heavy Damage is inflicted, if three times or more unit is Overkilled (destroyed and removed). Damage can be marked on the datacard or use small counters.

Light Damage: Units that receive Light Damage are mildly shaken up by the attack, but not seriously damaged. If a Unit accumulates two Light Damage hits, both are immediately removed and replaced with a single Heavy Damage result.

Heavy Damage: Units that receive a Heavy Damage result are permanently affected. All values for MP allowance(s) and weapon damage are halved, rounding up. If a Unit ever has two Heavy Damage results placed on it, it is Overkilled and immediately eliminated from the game in a spectacular explosion.

Overkill: an Overkill results in the Unit being destroyed and removed from play.

2.2.2 DRONES

Drones can operate as independent units, using their computer's skills and actions if they have them. Any friendly unit with a communications system may attempt to take control of the Drone. If the drone is remote-controlled, this requires a successful Elect Warfare check vs 1 + modifiers for Comms, range, ECM, ECCM, etc. If the drone is wire-controlled, no test is needed. The operator "transfers" some or all of his actions to the drone, replacing all of the drone's actions and using the operators skill for those actions. The transfer may give the drone more actions than it starts with, and the drone may not use its own actions while under the control of another unit.

If using remote-control, the operator suffers a -1 penalty due to lag time and if piloting through satellite uplink, there is a -2 penalty for lag. Wire-guided drones suffer no penalties, but the wire can be cut. Each round the operator must make a piloting test vs. the ground MP cost of the terrain the vehicle ends in. If the test is failed, one action must be spent to free the wire, as it is now stuck. If the test is fumbled, the wire snaps and the vehicle is no longer capable of being controlled by the wire. Any damage effect that would injure or kill the crew removes the drone's ability to receive instruction, forcing it to rely on its own actions if it has any. Drones unable to act or

receive instructions are considered "destroyed" for tactical purposes. A Drone may only receive instructions from one unit per turn, but a controlling unit may direct the actions of multiple Drones per turn.

2.2.3 FIRESTARTING

Incendiary weapons can be used to start fires. To ignite a one inch area, a total of 100 points of Intensity must be fired into it. No attack roll is necessary. Persistent Incendiaries add their Intensity times two. Once the area is ignited, it is considered to be a fire of Intensity 10. At the end of every round thereafter, its Intensity is increased by one until it reaches 20. Once it reaches 20, every adjoining square inch ignites as an Intensity 10 fire. Fire will only spread downwind. Vehicles crossing a burning area must pass a Piloting Skill test versus a Threshold equal to half the area's Intensity. If failed, treat as an Incendiary attack versus the vehicle, with a Margin of Success equal to the Margin of Failure. Treat fumbles as if the Incendiary attack's Margin of Success is equal to the test Threshold.

Only Woodlands and Jungle can be ignited. Rough and Clear terrains can be grasslands or scrub and thus can be ignited. Sand, Swamp and Water cannot ignite, unless they are covered with oil or a similar flammable substance.

The damage points required to ignite or destroy terrain are halved in Skirmish scale, so a total of 50 Intensity points must be fired into it. No attack roll is necessary. Persistent Incendiaries have double the Intensity of other incendiary weapons. Once the 10-meter area is ignited, it is considered to be a fire of Intensity 8. At the end of every combat round thereafter, its Intensity is increased by one until it reaches 20. Once it reaches 20, every adjoining square inch ignites as an Intensity 8 fire.

2.2.4 HULL-DOWN POSITIONS

Hull-down refers to a battlefield position where only the weapons are exposed to enemy fire, the hull itself being protected by a natural or man-made obstacle. This reduces the chances of being hit while not impeding the attacker's own fire. Aircraft cannot use Hull-Down positions, VTOLs (with Stall Speed of zero) and vehicles with Nap-of-Earth Flight Perk excepted.

Because of the ground scale, useful land feature are not readily apparent on the map. Instead, an abstracted system is used: by spending additional MPs than the terrain type requires, a vehicle can entrench itself behind hard cover almost anywhere. It is assumed that there are suitable terrain features in the area.

The MP cost (see Hull-Down Table, below) represents the fact that the unit must move out of its way, find suitable cover, slow down and park itself into the hull-down position. Some terrain types offer less defensive positions than others, and this is reflected in the MP cost. Units that go Hull Down gain +1 Obscurement and can still use direct fire weapons and systems. If the unit chose to go Full Hull-Down and maximize the available cover, it gains +2 Obscurement, but can only use indirect fire weapons and systems.

Any vehicle with the Walker movement may assume a Prone position in order to gain the Hull-Down benefits. This reduces the Hull-Down maneuver's MP cost by 1, but requires 1 MP to get back up. A prone walker may remain Hull-Down while moving if it continues to pay the Hull-Down MP cost. Infantry are considered prone walkers for going Hull-Down.

Hull-Down MP Costs

TERRAIN TYPE	MP COST
Clear	n/a
Rough, Woodland	+2
Sand, Moon Dust	+3
Jungle	+1
Swamp	+1
Water, Liquid Gases*	+3
Snow, Frozen Gases	+2
Ice	+3
Urban	+2
Dense Urban	+1
Elevation change**	+1

* These only protect if the unit is capable of immersing itself completely.

** It is assumed that the unit is located at the edge of the elevation level.



2.2.5 MAN-MADE STRUCTURES

Man-made structures include habitations, buildings, bridges, roads and other large immobile constructs. They accumulate damage points instead of receiving Light/Heavy Damage effects. Each structure has a Damage Point Capacity; if it takes more damage points than this, the structure is reduced to rubble. When hit by ROF weapons or systems, the ROF bonus is added to the MoS before calculating the total damage points received.

2.2.6 Bridges

Bridges span narrow bodies of water, such as rivers and straits, or chasms, such as canyons and gullies. Movement across bridges has the same MP cost as Clear terrain. Each square inch section of Bridge is rated on three Attributes: Damage Point Capacity, elevation level, and Size capacity.

The Size capacity of a bridge section is the maximum Size that it can safely support. If a vehicle of larger Size attempts to cross, one die is rolled. If the die roll is equal to or less than the difference between the vehicle's Size and the bridge's Size capacity, the bridge loses one tenth of its original Damage Point Capacity per point of Size difference. The die roll is repeated until the bridge does not take damage (at which point you stop rolling) or until it collapses. If a vehicle is six or more Size points greater than the bridge's capacity, the bridge will immediately collapse. If this happens, one die is rolled: if the result is 3 or less, the adjoining bridge section collapses as well. Everything on a collapsing bridge takes falling damage based upon the number of elevation levels fallen.

In Duelist scale (Skirmish), even small bridges can be fully represented. Movement across bridges still has the same MP cost as clear terrain, unless a road has been built on it. Each bridge section is rated by the three usual attributes: Damage Point Capacity, Elevation Level, and Size Capacity. Obviously, each section will have a lower Damage Point Capacity and Elevation Level to reflect the change in scale: divide the tactical scale's values by a factor of five, rounding up.

Apply the normal tactical scale rules for Size Capacity. If converting a tactical scale bridge to Duelist scale, keep the same overall Size Capacity for each Duelist scale bridge section.

2.2.7 Roads

These have 100 Damage Point Capacity per square inch of land area. Any Ground vehicle traveling on a road for its entire movement gains additional MPs equal to half its current speed (Combat or Top), rounded down. Additionally, if a vehicle (of any type) follows the path of a road, it pays the MP cost of Clear terrain instead of whatever terrain the road crosses.

Roads can be built over bridges. These use the bridge's Damage Point Capacity but still confer movement bonus to vehicles. Urban terrains (see below) are assumed to have small streets, but they do not receive the road movement bonus due to obstructions in urban settings (speed bumps, parked vehicles, pedestrians, etc.). Any major streets or highways are represented by roads through Urban terrain.

2.2.8 Railroads

A railroad is the same as a road, game-wise. An area can be designed as either a Road, a Rail, or both. Railroads and roads work exactly the same way, except that only vehicles with the Railroad movement type can derive a MP bonus from a Rail (they also multiply their towing capacity by 10). Vehicles using Railroad movement must follow the rail at all times, unless they switch to another movement mode. They can change direction only when the rail changes direction, and they can switch rail lines only at a junction.

2.2.9 Urban Terrain

Any square inch of area can easily hold several buildings since it is 50 meters across (10 meters in Duelist). Any area containing small buildings is considered to be Urban terrain. Any area containing large buildings is a Dense Urban terrain. Both types favor Ground vehicles, offering poor traction for Walkers and restricted maneuver space for Hoverers.

□ Terrain Costs

Terrain	Walker	Ground	Hover	Obscurement
Urban*	2	1	2	1
Dense Urban*	3	2	3	2

*Damage Point Capacity: 80 per square inch (assuming generic buildings) for Urban, 100 per square inch for Dense Urban.

Urban terrain in the Duelist scale is considered to be a single building about the size of a house (16 damage points). Dense Urban terrain is considered to be a larger, more strongly built building (20 damage points). A large building may be spread over several square inches, but each square inch is treated separately for damage purposes.

Infantry may spend one MP to enter either form of building. Vehicles may not normally enter a building. If the building has lost one half of its damage points or more, vehicles may then enter it at the same movement cost as Rough terrain (it has destroyed sections and gaping holes in it).

The building can lose these damage points as the result of being rammed. House-sized buildings (Urban terrain) count as an immobile Size 6 vehicle for damage calculation purposes. Larger buildings (Dense Urban terrain) are considered to be immobile Size 12 vehicles.

Because they do not move, the buildings' defense rolls are always equal to zero against ramming attacks.

Damage intentionally inflicted on a buildings can also result in damage to units inside the building from falling debris and spalling. Any unit with a building that is damaged suffers the same attack at half the Damage Multiplier and the MoS reduced by 1. (A building, with a tank inside, is attacked by a weapon with DM x10 and MoS 3. The tank suffers an attack of DM x5 and MoS 2.) Conversely, if the attack is directed at the unit, the building suffers an attack equal to the full Damage Multiplier times the MoF - which may still damage the unit inside.

Unlike other terrain types, Urban and Dense Urban terrain do not have reduced Obscurement values in the Duelist scale. Instead, the Obscurement of the two types of terrain is doubled. Duelist scale Urban terrain have an Obscurement value of 2, while Dense Urban terrain have an Obscurement value of 4. The increased Obscurement effect comes from the fact that Duelist scale Urban terrain represents actual structures, rather than an abstracted landscape of alleys, road and gaps where a line of sight can be drawn. Structures block line of sight completely (disregarding glass-plated buildings for simplicity) and are hard to shoot through even when sensors provide the target's location.2

◆ Walls

A special type of Urban terrain which crosses an entire Duelist scale area. In the tactical scale, walls are considered to be part of the Urban terrain located in the area and are disregarded for simplicity. In the more-detailed Duelist scale, walls can be both useful (as cover) and downright annoying (as obstacle). In order to keep the game simple and fast moving, walls have been standardized. A typical wall stands at about three meters tall and is made of stone or ferroconcrete.

Walls made of lighter material, such as wood fences, have little defensive value for vehicles and are disregarded for simplicity. Walls are impassable unless they are damaged, destroyed, climbed or jumped over. Obviously, the vehicle must have the capacity to climb or jump for the latter options to work.

A typical wall segment of one inch has a Damage Point Capacity of 12 for a standard Wall and 16 for a Dense Wall. If involved in a collision, treat Walls as stationary Size 4 objects, while Dense Wall are Size 10. If the Wall section loses one half of its damage points or more, vehicles may cross it at the same movement cost as Rough terrain (by going through the gaps).

Most large vehicles are able to fire over walls, gaining the wall's full Obscurement benefit but not being impeded in their own at-tacks. For simplicity, any unit of Size 4 or more can fire over walls. Units with the Low Profile Perk may not fire over walls when under Size 15, because they are too low to be able to clear the wall.

Infantry units disregard walls for movement and fire. It is assumed that they can climb over them using any convenient stairs or walk-ways, or their own climbing equipment. They may also simply go through doors, if any are present. Infantry units gain full Obscurement from the wall when placed in the Wall area, even if attacked by a unit in the same area.



2.2.10 CLIMBING AND FALLING

Any terrain with an elevation change of two or more levels is considered to be a cliff. Vehicles may not normally ascend or descend cliffs. The one exception are walkers with arms. Infantry may climb or descend cliffs at normal costs for elevation changes, but may not exceed Combat Speed. If a walker has arms that can lift a vehicle of its own size, it can climb up or down a cliff face. The walker must pass a Piloting test with a threshold of 4 for every elevation level climbed. The walker ascends or descends the cliff face at a rate of 1 elevation level per combat round, regardless of available MPs. If the walker fails or fumbles a Piloting roll, it falls the remaining elevation levels. Climbing consumes a vehicle's entire MP allotment and is considered to be equal to expending the vehicle's entire Combat Speed MP. Climbing walkers and infantry are in poor defensive positions and suffer -2 on all defense rolls.

DUELIST SCALE FALLING DAMAGE = (TWO DICE X VEHICLE SIZE X ELEVATION FALLEN) / 2

TACTICAL SCALE FALLING DAMAGE = TWO DICE X VEHICLE SIZE X ELEVATION FALLEN

2.2.11 NIGHT OPERATIONS

Nighttime functions as daytime, except that Concealment from terrain and other sources is double the normal rating for Visual detection. Vehicles without sensors (not infantry) will move only at half speed and have a -1 modifier applied to weapon fire.

Some units are equipped with powerful searchlights. Searchlights can be turned on or off at the beginning of each round. Any sensor inquiry or weapon fire directed at the vehicle is also treated as if it were in daylight, regardless of the arc of the searchlight. Enemy fire can target the searchlight(s) by performing an Aimed Shot. If successful, the searchlight is automatically taken out.

2.2.12 REPAIRS

Damage suffered by a vehicle is usually easy to spot and repair, but the cause can remain unpredictable until a technician looks at the problem. In many campaigns, characters will have the opportunity to repair vehicles that survived previous battles.

Each tech has (Technical Skill level) x 5 Labor Points to repair vehicles. Each tech gets his Labor Points every day if equipped with abundant spare parts and tools. If either parts or tools are lacking, halve the Labor Points (quarter them if both are inadequate).

Each attempt to repair a damage effect requires a number of Labor Points equal to the vehicle's Size plus modifiers from the Damage Effect Modifier table. Enough technicians must supply the required Labor Points; if double the points are available, the job takes half as long, etc.

Once the required points are expended, the technicians must succeed a Technical Skill test for each repair. If differing Skill levels are used to repair a vehicle, the effective Skill level is the average (rounding up). The Thresholds for the various types of repairs are found in the Repair Threshold table. Failed or draw results fail to complete the repair; keep note of the dice result, and add future repairs' die results until the Threshold is met. Fumble results produce a Light damage result in addition to failing to produce any repairs.

Damage Effect Modifier

DAMAGE EFFECT	LABOR POINT MODIFIER
Armor Loss	+1 per point
MP Loss	+1 per MP
Maneuver Loss	+2 per point
Accuracy Loss	+1 per point/weapon
System Destroyed	+5
Power Transfer Failure	+5
Crew Compartment Failure	+10
Complete Structural Failure	+Size
Auxiliary System	+Perk cost

Repair Threshold Table

DAMAGE EFFECT	TECH SKILL THRESHOLD
Armor Rating Loss	1 per point
MP Loss	1+1 per MP
Maneuver Loss	2+2 per point
Accuracy Loss	2+1 per point/system
System Destroyed	5
Power Transfer Failure	5
Crew Compartment Failure	7
Complete Structural Failure	8
Auxiliary Systems Perk	3+10%of Perk cost (round down)

◆ Example: Repairing a Vehicle

Jackie has Tech Sciences (Mechanical) of 2 with a Complexity of 2. Assuming she has all of the required equipment, she has ((2+2) x 5 =) 20 Labor Points to repair vehicles with today. She is attempting to repair a beat-up Hunter Heavy Gear with 5 points of Armor loss (5 Labor Points), 4 Movement Points lost (4 Labor Points), 2 points of Maneuver Loss (4 Labor Points), and a Power Transfer Failure (5 Labor Points). This adds up to a total of (5 + 4 + 4 + 5 =) 18 Labor Points. She can repair this in one (long) day.

The Armor Loss has a Threshold 5 to repair, as are the Movement Point Loss and the Power Transfer Failure. The Maneuver Loss has a Threshold of 6. Jackie rolls to repair the Armor Loss, and gets a 3. This is not enough to repair the Armor, so she notes down the result, and rolls again. This time she gets a 4, which added to the 3 that she got previously, beats the Threshold of 5. The Armor has been repaired. The Movement Point Loss and the Maneuver loss are repaired without problems, but Jackie botches her roll when trying to repair the Power Transfer Failure. She doesn't get any work done, and notices that the drive train is cracked and must be repaired (Light Damage, roll of 4). She has to repair the equivalent of 1 MP Loss, and 1 Armor Loss on top of having to repair the Power Transfer Failure. This means she not only has to pay the Labor Points to try and repair the Power Transfer Failure again, she also must pay Labor Points for the other damage. This pushes Jackie over the 20 Labor Points she has today, she will need an extra day.

2.2.13 WALKER HNOCKDOWN

Whenever a vehicle using the Walker movement type takes large amount of damage, it may be knocked down. If the total damage received in one attack is equal to or higher than twice the vehicle's Size, the pilot must pass a Piloting test against a Threshold equal to (attack MoS + 1). If failed, the walker falls down. If Fumbled, the walker falls down hard, taking Light damage. Walkers must spend one MP to stand up before they can spend MPs on movement.

2.2.14 COMBAT ENGINEERING

Combat engineering is a blanket term that covers any notification done to the battlefield either improve an attacker's position or hamper an enemy's progress and fighting ability. Such tasks are usually assigned to field engineers or infantry squads, called Pioneers, with minimal engineering training. Engineering squads carry extra equipment such as digging tools and demolition charges and have additional training, and consequently cost more than an equivalent infantry unit. Most of the time, any other infantry squad can accomplish the same tasks as engineers, but they take longer to finish the work and deliver an inferior product.

2.2.15 WIRE OBSTACLES

Wire obstacles - whether they be barbed or razor wire, or similar suitable material like adhesive foam - are designed to slow the advance of enemy units.

Any unit may attempt to move through the wire obstacle, but it suffers an attack when it does so. The attack entangles the unit; it does not damage it. If the attack is successful, the unit is stuck until it can attempt to free itself next round.

There are several ways to clear a wire obstacle. The first is ramming with a vehicle to flatten and tear apart the obstacle. Treat the obstacle as a Size 3 vehicle with armor equal to its DM. Reduce the obstacles DM by one per Light hit or two per Heavy hit; Overkill results clears the obstacle. Area of Effect weapons can also attack the obstacle, again using DM as the armor rating. Infantry squads can spend the turn cutting their way through the obstacle using the squad Sizing rating for the DM against the obstacle's armor.



☐ Wire Obstacles Table

Name	Type	Acc	BR	DM	ROF	Perks/Flaws	TV
Wire Obstacle	P	0	M	x2	+0	AI, Entangle	4 per inch
Dense Wire Obst.	P	0	M	x4	+0	AI, Entangle	16 per inch

2.2.16 FASCINES

Fascines are a simple tool with a variety of battlefield uses. Each is constructed as a simple bundle of wood, or wood or metal rods that are linked together as a sheet and rolled into a bundle. Fascines cost 5 TV each.

Fascines can be rolled into trenches and ditches to allow units to cross. An infantry squad or vehicle with manipulator arms can roll a fascine two inches per round (double down hills) until it drops into a trench or ditch. If carried by a vehicle, it can be deployed into the space directing in front or behind of the vehicle by spending an action. Since the fascine is usually carried on the vehicle's deck, the player should choose whether it is carried on the forward or rear deck. If carried on the front, vehicles cannot fire weapons in the Fixed Forward arc, or in the Fixed Rear arc if carried on the rear deck.

If the fascine is unrolled, it forms a ten meter long section of road (five fascines to create a road through one inch at Tactical scale). An infantry squad or vehicle with manipulator arms can deploy one fascine as a road in two rounds. Fascines deployed in this manner can be used to cross wire obstacles without being affected by the obstacle.

2.2.17 MINEFIELDS

Minefields are deployed prior to the battle, or deployed during a battle by a special system; minefields deployed prior to a battle start with a Threshold of 6.

There are two ways to clear a minefield. First, the minefield can run out of ammunition, i.e. enough of the mines have exploded to create huge gaps in the field. Second, the minefield can be cleared with Minebuster systems that reduce the Threshold to zero.

☐ Minefield Data

Name	Type	Acc	BR	DM	ROF	Perks/Flaws	AmmoTV/inch
Anti-Infantry	P	0	M	x3	+1	AI	50 9
Improved AI	P	0	M	x5	+1	AI	50 18
Anti-Armor	P	0	M	x12	+0	HEAT	50 24
Hvy Anti-Armor	P	0	M	x18	+0	HEAT	50 54
Haywire	E	0	M	x10	+0	HW	50 40

2.2.18 Prepared Positions

Revetments and foxholes are defensive positions built into the ground for vehicles and infantry, respectively. They allow a unit to go hull-down in just about any environment (except water, obviously). A revetment will shelter any Size 4 or larger unit; smaller defensive works for infantry are called foxholes. Trenches are an interconnected system of foxholes.

A unit using a revetment or foxhole is automatically considered to be hull-down and gain all the usual benefits. Revetments subtract 10 from the DM x MoS result before determining damage to the target. It costs only one MP to park a unit in a revetment or foxhole since it is a prepared position. Trenches small units to move while remaining hull-down the entire time. Revetments protect a fixed 180-degree facing, and can only be entered from the opposite side.

Revetments, foxholes and trenches are extremely hard to destroy since they are just holes in the ground with some reinforcement on one side. Each can take 200 points of damage before becoming unusable, but will only take damage from weapons with the Anti-Structure perk, or with a damage multiplier of x15 or greater.

☐ Prepared Positions

Prepared Position	TV
Revetment	100 per position
Foxhole	25 per squad
Trench	50 per inch

2.2.19 Anti-Vehicle Obstacles

Anti-vehicle obstacles are designed to impede the movement of ground vehicles. Obstacles are placed to prevent or coerce vehicles from advancing along certain routes, and are rarely left undefended since they could simply be cleared by weapon fire or engineers. As part of an overall defensive plan, obstacles delay and redirect an attacker to maximize the defender's time for inflicting damage, reinforcing the axis of advance and organizing a counterattack.

Dragon's Teeth are reinforced concrete blocks unevenly spaced through an area. Attempting to traverse Dragon's Teeth causes a vehicle to pitch wildly, making shooting extremely difficult (-3 penalty when moving through the obstacle). There is also the risk that the vehicle could become high-centered. A Piloting test against a Threshold of 4 is required per inch of movement through the obstacle. A fumbled roll means the vehicle has become stuck and it cannot move again unless towed out of the obstacles. One inch of Dragon's Teeth can be cleared with 100 Damage Points.

Hedgehog's are iron girders welded together to form six-armed crosses. When pushed, they dig into the ground; when run over they can snag treads and tires. Attempting to move through a field of Hedgehogs requires a Piloting test against a Threshold of 3. If the roll is failed, the vehicle is stuck until it can make a successful Piloting test. If the test is fumbled, the vehicle takes an automatic Light Damage result to its Movement system. One inch of Hedgehogs can be cleared with 50 Damage Points, or by any vehicle with an arm with Rating 3 or higher.

Ditches are large trenches deep enough or wide enough to prevent ground vehicles from crossing them. Crossing a ditch requires three Movement Points and a Piloting test against a Threshold of 5; vehicles with the Improved Off-Road perk gain a +1 bonus. If the roll is failed, the vehicle is stuck until it can make a successful Piloting test. If the test is fumbled, the vehicle takes an automatic Light Damage result to its Movement system. See the next section for filling in a ditch.

2.2.20 Mining Equipment and Tool Arms

Mining equipment and tool arms can be used for any number of functions on the battlefield. The most common are for clearing terrain to open new fields of fire, dig or clear prepared positions, and dig or fill ditches.

When clearing terrain it takes 40 rounds for Light Mining equipment, and 13 rounds for Heavy Mining equipment, to reduce the terrain by one level and divide this time by the number of units involved (round off). (For example, two Heavy Mining vehicles can reduce a level in 7 rounds.)

☐ Clearing Terrain

Starting Type	Becomes 0
Jungle	Woodland
Woodland	Rough
Dense Urban	Urban
Urban	Rough
Rough	Clear

To move earth, you can move Size in cubic meters per round with Light duty, or Size x 2 with Heavy. Add the rating of any arms specifically designed as Earth movers to this. The table gives the volume of earth to move to dig the positions; it takes half the time to fill the position.

☐ Digging Terrain

Position Dug	Earth Moved
Revetment	120 cubic meters per position
Foxhole	25 cubic meters per 10-man infantry squad
Trench	50 cubic meters per inch
Ditch	80 cubic meters per inch

2.2.21 WEATHER

Weather is an important element to consider when planning a battle. Modern meteorological predictions alleviate the problem somewhat, but one does not always get to choose the time and place of an engagement. For Duelist battles, the distance is considered to be five times the given distances (One inch = five inches).



2.2.22 Rain

Rain is a common weather occurrence in many settings. In addition to making the troops soaking wet and miserable, it also has an affect on visibility & terrain.

Light Rain adds +1 Concealment value per two inches. Long periods of continuous or intermittent light rain will turn exposed soil and dirt roads to mud. If it has been raining for more than six hours, the ground is considered Mud.

Heavy Rain adds +1 Concealment value per inch. In addition, it turns exposed soil and dirt roads into thick mud, making it more difficult to progress. In areas where there is long grass or other ground cover to stabilize the soil, infantry moving on foot are not affected; however, vehicles moving through these areas will quickly destroy the ground cover and create a muddy mess.

Rain, of any kind, will not allow the employment of any kind of air support or aerial reconnaissance unless the aircraft has an active sensor system.

2.2.23 Monsoon

Monsoons deluge large regions with heavy precipitation that lasts from weeks to months. During these rains, the ground becomes so diluted that standing water quickly covers the land as far as the eye can see. In cities, only the very largest sewers can even begin to deal with the huge amounts of water trying to make it's way into the system. During the heaviest rains, the streets of towns look more like rivers than roads. Anyone caught in the brunt or these torrential rains could be swept away almost instantly, as are small cars and the occasional house.

Treat a Monsoon as Heavy Rain for Obscurement. The saturation of the ground with water, and the resulting standing water also makes movement more difficult in general; add +1 Movement Point for all terrain to move one inch for all units.

The conditions make it very hard to hear someone hear shouted orders or see visual signals. Command Distance is reduced to one inch for any order.

2.2.24 Thunderstorm

Thunderstorms combine high winds and localized Heavy Rain. The rain is localized since it is only falling directly beneath the storm cell, but that does not limit the area affected by the thunderstorm since multiple storm cells can develop and link together to form much larger storms. Light rain will fall from the trailing clouds for a short time after the thunderstorm has passed.

The strong, gusting winds associated with thunderstorms make accurate indirect fire nearly impossible. The very short line-of-sight possible in a thunderstorm means any misses have a very good chance of landing on the forward observer calling in indirect fire. If a unit stills attempts an indirect fire, apply an additional -2 modifier to the attack roll.

The conditions make it very hard to hear someone hear shouted orders or see visual signals. Command Distance is reduced to one inch for any order.

2.2.25 Snow Fall

Falling snow, can be considered Light or Heavy. Light Snow adds +1 to the Concealment value per inch. Heavy Snow adds +2 to the Concealment value per inch.

Snow, of any kind, will not allow the employment of any kind of air support or aerial reconnaissance unless the aircraft has an active sensor system.

2.2.26 Blizzard

Blizzards combine heavy snow with high winds and colder wind chills that can easily drop the apparent temperature below -50 Celsius. Visibility drops to zero very quickly, and drifting snow becomes a problem. Getting a soldier to fight in a blizzard is near impossible. A Blizzard adds +2 to the Concealment value per inch. The temperature is automatically considered to be Extreme Cold for any exposed units ñ this includes infantry and vehicles with the Exposed Crew Flaw ñ due to wind chill. Units without

Hostile Environment Protection: Extreme Cold suffer a -1 penalty to all action tests.

The strong, gusting winds associated with thunderstorms make accurate indirect fire nearly impossible. The very short line-of-sight possible in a thunderstorm means any misses have a very good chance of landing on the forward observer calling in indirect fire. If a unit stills attempts an indirect fire, apply an additional -2 modifier to the attack roll.

The conditions make it very hard to hear someone hear shouted orders or see visual signals. Command Distance is reduced to one inch for any order.

◆ Dangerous Terrain Modifiers

If using the Dangerous Terrain optional rule, the following weather, or conditions resulting from the weather, adds a +1 penalty to the Threshold of any Dangerous Terrain test.

☐ Dangerous Terrain Modifiers

Blizzards	Mud	Heavy Snow	
Ice	Sandstorm	Dust Cloud	Fog

2.2.27 Ice

Any water will freeze during an extended period of cold temperatures, even rivers. While it provides a clear path to move along (across a lake or river), thin ice and potential loss of traction can cause severe problems.

If a Piloting test is fumbled by a vehicle or infantry squad, it has fallen through the ice into the freezing water; the vehicle or infantry squad is destroyed. Any unit, vehicle or infantry, moving through same spot where a unit has broken through the ice is also destroyed as the hole widens.

2.2.28 Mud

Mud is an unwelcome fact of life for soldiers. It fouls equipment, bogs down vehicles, and generally makes life in the field a very uncomfortable mess. All terrain types increase their MP cost by one.

Vehicles that are stationary in mud have a tendency to sink in a little deeper than if they were moving. If a vehicle spends one or more turns Stationary, it must make a Piloting test against the terrain MP cost with a +1 modifier to continue moving, otherwise it is completely stuck until towed out.

Infantry also spend a time face down in the mud trying to avoid enemy fire, and mud has a tendency to get into a firing chambers and down barrels. The squad's effective Rate of Fire for any and all weapons is reduced by 1.

◆ Extreme Temperatures

Any vehicle that lacks the appropriate Hostile Environment Protection Perk automatically suffers Light Damage when pushed to Top Speed. In addition, such vehicles must roll one die at the beginning of each combat turn. On a roll of one, the vehicle breaks down for a number of turns equal to the roll of one die.

Infantry cannot properly function in extreme temperatures unless they have special gear to protect them. When so equipped, infantry functions normally. Unless so noted, infantry are automatically equipped at no cost in a special environment scenario.

2.2.29 Sandstorms

In deserts, the worst conditions are the height of the afternoon heat, and sandstorms. No one can face the conditions brought about by these storms unprotected and survive. The average wind storm reaches 112 to 128 kilometers per hour, and they occur at least once a week. The greatest danger in a sandstorm is getting lost, or permanently damaging eyes and ears. The best way to combat such a storm is by covering ears, mouth, and nose with a cloth, and waiting out the end of the storm. These storm will interfere with any radio communications, so troops must be prepared to be out of touch with each other for the duration of sandstorms. A sandstorm adds +2 to Concealment value per inch.



For vehicles operating in a sandstorm without the Hostile Environment Protection (Desert) Perk, there is a 1 in 3 (a result of five or six on a single die roll) chance that it will shutdown completely as sand clogs air filters and mechanical systems.

Sandstorms will not allow the employment of any kind of air support or aerial reconnaissance.

The strong winds and blowing associated with sandstorms make accurate indirect fire impossible - indirect fire is not allowed.

The conditions make it very hard to hear someone hear shouted orders or see visual signals. Command Distance is reduced to one inch for any order.

2.2.30 Heat Haze

When Heat Haze is affecting the battlefield use double the distance in inches to the target when determining the range.

The strong thermal updrafts of rising hot air in the desert during extremely hot days make accurate artillery fire slightly more difficult. If the battlefield is affected by Heat Haze, apply an additional -1 modifier to the artillery attack roll.

2.2.31 Dust Clouds

On desert or dusty battlefields, wheels, tracks and hover jets from vehicles throw up sand or dust into the air. This has the dual affect of blocking line of sight into and out of the dust cloud, but it also makes it obvious that a vehicle is moving across the battlefield.

For each inch of Sand or Dust terrain a vehicle moves through at Top Speed, a dust cloud rises from the ground. The dust cloud settles to the ground during the Miscellaneous Events Phase of the next Turn unless another vehicles moves through the dust cloud. Dust Clouds add +1 to Concealment value per inch.

2.2.32 Clouds and Fog

When the atmospheric conditions are right, water in the atmosphere condenses and becomes visible as clouds or fog. This can affect visibility to a certain degree, whether from the sky (clouds) or on the ground (fog).

When it is not raining or snowing, clouds can still fill the sky, partially or completely. They have little real affect on the battlefield except for light levels and possibly lowering the temperature a few degrees. The most direct and noticeable affect of cloud cover is its affect on the employment of aircraft on the battlefield. Clouds will not allow the employment of any kind of air support or aerial reconnaissance on a roll of five or six on one die, unless the aircraft has an active sensor system.

There is also the possibility of precipitation — either rain or snow — when there is cloud cover, so roll one die at the beginning of the battle. On a result of six, it begins to rain or snow, depending on the seasonal temperature.

Fog adds +1 to the Concealment value of per inch. Fog will not allow the employment of any kind of air support or aerial reconnaissance unless the aircraft has an active sensor system.

2.2.33 ELECTRONIC WARFARE

Electronic Counter Measures (ECM) and Electronic Counter Counter Measures (ECCM) are used to affect communication and sensor transmissions. Each has several uses, all of which cost one action to activate; each system can use only one effect per round (though multiple systems may be bought). ECM and ECCM are activated and paid for at the beginning of the round, when actions are announced; their effects last only for the round.

ECM - Jam Communications: When the system is activated, make an Electronic Warfare Skill test and add the rating. This is the Threshold to beat for any communication attempted within or originating from the ECM's range (the emitter rolls Electronic Warfare + Comm rating). If failed or Fumbled, the communication doesn't go through. Transferring Command Points through ECM requires this Comm test; if failed, the CP is lost.

ECM - Degrade Sensors: When the system is activated, make an Electronic Warfare Skill test and add the rating. This is the Threshold to beat for any active sensor test attempted within or originating from the ECM's range (the

detecting unit rolls Electronic Warfare + Sensors rating). If failed or fumbled, add the MoF to the Concealment of the target of Active Sensors (potentially breaking the LOS).

ECM - Spoof Attack: When attacked by Missile or Guided systems, make an Electronic Warfare Skill test and add the rating of the system. This acts as a second Defense roll; if either Defense roll is successful, the attack fails.

ECCM - Counteract ECM: When the system is activated, make an Opposed Electronic Warfare Skill test and add the rating of the system. Compare to one active ECM system in range \bar{n} if beat, subtract the MoS from the ECM Threshold.

ECCM - Degrade ECM Range: When the system is activated, make an Opposed Electronic Warfare Skill test and add the rating of the system. Compare to one active ECM system in range \bar{n} if beat, subtract the MoS (in km) from the ECM's range.

2.2.34 REALITY DISTORTION FACTORS

In some genres the fantastical or super advanced allow a level of action beyond anything that would be considered possible. Or it could be the average person is just trying to accomplish the extraordinary. If players agree to use these rules, they must agree on which of the three Reality Distortion Factors (RDF) to use before the game.

The lowest is **Gritty**: at this level, firefights are very dangerous and heroes are just brave people taking great risks. While not a perfect simulation of everyday Real Life, this is as close as it gets.

The middle level is **Adventurous**. This is recommended as the default RDF for most games and is used by default for miniature games. Heroes and villains tend to stand out just a bit more than Joe Average, and death is easier to avoid.

The highest Reality Distortion Level is called **Cinematic**. This is movie- or anime-like combat where the laws of physics are temporarily on vacation, heroes and villains are larger than life and puny screen extras are mere cannon fodder.

2.2.35 Reality Distortion and Skill Tests

"Game style can be changed quickly and easily by selecting a Reality distortion Factor of Gritty, Adventurous or Cinematic. You may apply one or all changes to the game play to customize your games. For Gritty games, additional sixes do not add +1 to the total. In Adventurous and Cinematic games, the dice are read normally. For more realistic damage results in any Reality Distortion Level, it is recommended that the Maximum MoS be capped at 6."

2.2.36 Reality Distortion

To allow different game style, Armor degradation is subject to an optional Reality Distortion effect. This simulates the armor-piercing power of modern weaponry, or the "always goes out with a bang" movie effect. This is the number of Armor points removed after each damaging hit.

RDF and Armor Loss

REALITY LEVEL	LIGHT DAMAGE	HEAVY DAMAGE
Gritty	0	-1
Adventurous	-1	-2
Cinematic	-2	-4





Standard Crew Skills

Level	Type	Pilot.	Gunn.	Elect. War.	Leader.	TV Mult.
1	Rookie	1/0	1/0	1/0	1/0	x0.5
2	Qualified	2/0	2/+1	1/0	2/0	x1
3	Veteran	3/+1	3/+1	2/0	3/0	x3
4	Elite	4/+1	4/+1	3/0	4/0	x4
5	Legendary	5/+1	5/+1	4/0	5/0	x5

Vehicles in the game are assumed to be piloted by Qualified pilots, Skill 2 (2d6) with x1 TV Multiplier for the starting Threat Values.

Leadership Tactical Command Point Roll

Level	Min-Max
Rookie (1d6)	1-6
Qualified (2d6)	1-7
Veteran (3d6)	1-8
Elite (4d6)	1-9
Legendary (5d6)	1-10

Using Command Points

- Extra action (no penalty)
- Defensive maneuvering (+2 to single defense roll)
- Activate a unit out of sequence (if it hasn't been activated already)
- About-face (change facing 180°)
- Reroll any dice roll

OFF-TABLE SUPPORT:

Artillery Strikes cost 100 TV each and are purchased at the start of the game. They are only used during the Miscellaneous Events Phase. The Commander or Second in Command units must still be alive to give permission for the Artillery Strike. The unit calling in the strike must have a LoS to the targeted area, a working communications system and have saved an action to call in the Artillery Strike (sent using communications) and beat any ECM if present. Assuming successful communications the Attack is roll using only 1d6 with a +1 modifier (no other attack roll modifiers apply), if a 1 is rolled it's a fumble and the attack fails. The defender rolls his or her defence normally. A successful attack (MOS 1 or greater) Saturates the target area (1" diameter) and does x 12 Damage to any units present in the area. The Area remains saturated until the start of the next Miscellaneous Events Phase and any units remaining or wanting to pass through the area must make a defense roll against the attack threshold previously rolled.

Air Strikes cost 300 TV each and are purchased at the start of the game. They are only used during the Miscellaneous Events Phase. The Commander or Second in Command units must still be alive to give permission for the Air Strike. The unit calling in the strike must have a LoS to the targeted area, a working communications system and have saved an action to call in the Air Strike (sent using communications) and beat any ECM if present. Assuming successful communications the Attack is roll using 2d6 with a +2 modifier (no other attack roll modifiers apply), if only ones are rolled it's a fumble and the attack fails. The defender rolls his or her defence normally. A successful attack (MOS 1 or greater) does x 15 Damage to the unit targeted.

Orbital Strikes cost 1000 TV each and are purchased at the start of the game. They are only used during the Miscellaneous Events Phase. The Commander or Second in Command units must still be alive to give permission for the Orbital Strike and the unit with the Satellite Uplink must still be alive to task the Orbiting laser Satellite. The unit calling in the strike must have a LoS to the targeted area, a working communications system and have saved an action to call in the Orbital Strike (sent using communications) and beat any ECM if present. Assuming successful communications the Attack is roll using 3d6 (no other attack roll modifiers apply), if only ones are rolled it's a fumble and the attack fails. A successful attack totally destroys the targeted unit (this surgical strike only destroys one unit) no defense roll can be made by the defender.

Perks and Flaws Games Effects

Perks with the designation **(AUX)** count as Auxiliary Systems for damage purposes.

Airdroppable unit can be airdropped allowing it to be placed anywhere on the board at start of the game as long as other enemy units doesn't have LoS on it.

Autopilot (AUX) can be used to keep a vehicle moving in a straight line or performing 60° turns. In tactical terms, they dodge attacks as a level 1 pilot.

Backup Sensors ignore Sensor damage effect on the first Auxiliary System Hit.

Camo Netting gives +1 Concealment when in Woodland or Jungle and stationary.

Electronic Counter Measures (ECM) (AUX) are devices used to jam communication systems. Using ECM to jam requires one Action per roll and an Electronic Warfare Skill test. Range is identical to the vehicle's base communication Range.

Electronic Counter-Counter Measures (ECCM) (AUX) are devices used to block jamming systems or punch through their effects. works the same as ECM.

Heat Resistant Armor Rating added to the vehicle's Armor when attacked by Heat-based weapons (Bazookas, Mortars, Grenades, Missiles, Lasers, Particle Beam).

Improved Off-Road Ability The costs one less MP for any terrain type, min. 1MP.

Manipulator Arm or Tool Arm can lift an object equal to its Rating. Arms can punch, for a Damage Multiplier equal to the Rating of the arm.

Reinforced Armor The vehicle has one or more facings with better armor. When vehicle is hit on reinforced facing, Perk's rating is added to the Base Armor.

Reinforced Crew Compartment Vehicle may ignore the first "Crew Hit" on table.

Rugged Movement Systems Vehicle may ignore the first Movement Hit on table.

Smoke Launchers (AUX) range 1" and can be fired at any time during movement at no Action cost. 1" radius smokecloud with Obscurement of 2, until end of turn.

Shielded Weapons One weapon damage effect (destroyed,-1,-2) may be ignored.

Satellite Uplink (AUX) allows for long range communications via satellite or the unit to task a laser satellite for an Orbital Strike mission.

Sniper Systems add a +1 modifier to the attack roll at Long and Extreme ranges.

Stealth system makes a vehicle difficult to detect with sensors.

Target Designator (AUX) used to lock-on Guided weapons, vehicle attacks with the designator: its Base Range is equal to its Rating. It has +0 Acc. not modified by Fire Control, and does no damage. A successful attack "paints" the target for incoming Guided munitions until the end of the round, not affected by ECM.

Acrobatic Handling Adds Rating to maneuver.

Advanced Controls Adds 1 action, regardless of Number of crew.

Advanced Neural Net 1 action to add +1 to maneuver until end of turn.

Ammo/Fuel Containment Ignore first Ammo/Fuel hit. Still lose armor.

Automation Rating is added to total crew. If no living crew remain, the vehicle can only be operated by remote control.

Backup Communications Ignore first AUX hit that affects Comms.

Chaff/Flare Add rating versus Defense rolls versus Guided weapons.

Chassis Reinforcement Chassis Reinforcement is a weapon system that adds 1 to the DM of punches and kicks.

Emergency Medical Ignore first "Crew Stunned" result. Still lose armor.

Improved Rear Defense Vehicle has no penalty if attacked from the Rear.

Jump Jets The vehicle may jump up to the rating in MP forward and up to 1/2 the Rating in MP upwards once per movement.

Low Profile Vehicle gains +1 Obscurement when behind 2 points or more of obscurement and when Hull Down.

Ram Plate When damaged by an Impact (Ram, crash, etc) in the arc of the Plate, the vehicle takes only 1/2 damage.

Reinforced Chassis Ignore first Structure hit, but still lose armor.

Large Sensor Profile rating is subtracted from the vehicle's Concealment when the vehicle is submitted to an enemy sensor search.

Defective (Active Sensors, Fire control) 1d6 is rolled before a Skill test. If the roll is equal or less than the Rating, the negative Rating is applied to the test.

Exposed (AUX Systems, Crew Compartment or Movement) Whenever a hit is rolled on the Systems Damage Table, the damage becomes one step worse.

Exposed Fire Control Systems +1 modifier added to rolls on the fire control table.

Fragile Chassis +1 modifier is applied when rolling on the Structural Dam. Table.

Hazardous Ammo/Fuel Storage adds +2 to Ammunition/Fuel hit rolls Table.

Poor Off-Road Ability Whenever entering terrain that costs two or more MP, the MP cost is increased by one.

Weak Facing The vehicle has a weak facing (arc of defense). When the vehicle is attacked on that side, halve its Base Armor (round up).

Decreased Maneuver Lower maneuver by Rating when in listed movement mode.

Unstable -1 to Maneuver when at Top speed.

Vulnerable to Haywire effects Haywire weapons roll an additional die.

Weak Point If the point/system is successfully targeted with a called shot, reduce Base Armor by the rating of this Flaw.



THE COMBAT ROUND

[Step Zero:	Set-up Phase]
Step One:	Declaration Phase
Step Two:	Initiative Phase
Step Three:	Activation Phase
Step Four:	Miscellaneous Events Phase

Repeat Steps One to Four until the battle is resolved or pre-planned objectives are met. A combat group may only move and act once per combat round. If one player no longer has any combat groups left to use, he skips his phases until the end of the combat round.

POSSIBLE ACTION EXAMPLES

- fire one weapon or one set of linked weapons once
- pickup gun or reload ammo/ROF
- use a target designator (if successful get a free Comm. action)
- perform a single physical attack (ramming, kicking, punching, vibro blade, etc) or throw an object (grenade, vibro blade, etc)
- activate ECM to jam Communications
- activate ECCM to unjam Communications
- activate active sensors to get a lock through Concealment (if successful get a free Communication action)
- activate Communications to send coordinates
- act as a forward observer unit
- place a unit in standby mode to receive a fire support mission
- embark/disembark one or more crewmen or passengers

TERRAIN COSTS

Terrain Type	Walker MP	Ground MP	Hover MP	Obscurement
Clear	1	1	1	-
Rough	1	2	1	-
Sand	2	2	1	-
Woodland	1	2	2	1
Jungle	2	3	3	2
Swamp	3	4	1	1
Water	2*	3*	1	2**
Deep Water	2*	3*	1	4**
Urban†	2	1	2	1
Dense Urban†	3	2	3	2
up 30° slope	add 2	add 2	add 4	-
down 30° slope	add 1	-	-	-

* Only Amphibious walkers and ground vehicles may enter Water. Other walkers and ground vehicles will flood and automatically be put out of action if they enter Water terrain. Amphibious vehicles cannot enter or exit water while moving at Top speed.

** Water only produces Obscurement if the defender is in Water and is not a hovercraft. Only affects normal sensors; vehicles with the Aquatic Sensors Perk do not suffer any Obscurement effects from Water or Deep Water terrain.

† Damage Point Capacity: 80 per square inch for Urban, 100 for Dense Urban.

DETECTION THRESHOLD MODIFIERS

- Applied to attacker's Electronic Warfare skill roll
- Sensor Bonus variable, by default 0
- Applied to defender's Concealment Threshold
- Stealth Bonus variable, by default 0
 - Movement Penalty -1 per inch moved by target
 - Combat Penalty -1 per weapon fired by target

ATTACH ROLL

Roll **Gunnery Skill/Attribute** plus these modifiers:

- Fire Control
- The Fire Control rating of the vehicle
- Weapon Accuracy
- The Accuracy rating of the weapon
- | | | | |
|-------------|----|---------|----|
| • Range | | | |
| Point Blank | +1 | Long | -2 |
| Short | +0 | Extreme | -3 |
| Medium | -1 | | |
- Attacker's Movement
- | | | | |
|---------------------------|----|--------------|----|
| Stationary | +2 | Combat Speed | +0 |
| Half Combat Speed or less | +1 | Top Speed | -3 |
- Minus the Obscurement Total from Terrain and/or if unit is Hull Down.

DEFENSE ROLL

Roll **Piloting Skill/Attribute** plus these modifiers (min. 0 can't go neg.):

- Maneuver
- The Maneuver rating of the vehicle
- Defender's Movement
- | | | | |
|--------------|--------------|--------------|--------------|
| Inches Moved | Defense Mdf. | Inches Moved | Defense Mdf. |
| 0 | -3 | 7-9 | +1 |
| 1-2 | -2 | 10-19 | +2 |
| 3-4 | -1 | 20-99 | +3 |
| 5-6 | +0 | 100-999 | +4 |
- Arc of Attack
- Attack is from Point Blank or Rear -1
- Multiple Attacker Penalty (MAP) from the same combat group
- 1 for Second Attacker, -2 for Third, upto max. of -3 for Forth or more.

DETAILED DAMAGE VS ARMOR

Damage to armor	Outcome	What happens
Dam. < Base Arm.	No Effect	Nothing; armor is merely scratched
Dam. = or > Base Arm.	Light Dam.	-1 Armor; Roll on Syst. Damage Table
Dam. = or > Base Arm. x 2	Heavy Dam.	-2 Armor; Roll on Syst. Damage Table
Dam. = or > Base Arm. x 3	Overkill	Vehicle Destroyed

FIRE ARCS

F or FF	forward (180 degrees)
Rr	rear (180 degrees)
T	turreted (360 degrees)

TACTICAL SYSTEM FUMBLE EFFECTS

Situation	Fumble Effect
Initiative	lose automatically; if both fumble, reroll
Attack	miss automatically
Defense	hit automatically unless attack also fumbles; for damage purposes treat roll as 0
Active Sensors	fail to achieve LOS automatically
High Speed 180° turn	crash; take Light (1-4) or Heavy (5-6) dam.

SYSTEMS DAMAGE

Damaged System	Light DAM.	Heavy DAM.
1 Fire Control	SubTable A	Roll on SubTable A and add +1
2 Structure	SubTable B	Roll on SubTable B and add +1
3 Crew	Crew stunned (-1 action for 1 round)	10% casualties, min 1.
4 Movement	-1 MP	1/2 remaining MP (round down) & -2 maneuver
5 Auxilliary Syst.	-1 to 1d6	1d6 Aux. Systems Destroyed Aux. Systems (roll on Auxilliary Systems Table below)
6 Roll Twice on this table *		

* If the attack was a called shot, the attacker hits his target location (as effects 1 to 5 on table depending on target).

SUBTABLE A: FIRE CONTROL DAMAGE

1	-1 to a single Weapon
2	-2 to a single Weapon
3	-1 to all Weapons
4	Single Weapon destroyed
5	Fire Control system destroyed (-5 to attacks)
6	Roll Twice on this table
7	Ammunition/Fuel Hit — roll 1 die:
1-3	Ammo Storage & Fuel Tank Ruptured, vehicle can't move or fire weapons
4-6	Chain Reaction! Ammo & Fuel Explodes! Vehicle Destroyed & Crew Killed

SUBTABLE B: STRUCTURAL DAMAGE

1	-1 MP
2	1/2 remaining MP (round down)
3	-1 to Maneuver
4	-2 to Maneuver
5	Power transfer failure; No movement
6	Roll Twice on this table*
7	Catastrophic Structural Damage — roll 1 die:
1-3	Catastrophic crew compartment failure, 75% casualties, minimum 1
4-6	Complete structural failure; vehicle is destroyed, but crew survives

AUXILLIARY SYSTEMS DAMAGE (roll for each Aux. Syst. damaged)

1	Target Designator then Sensors if perk not present or destroyed
2	Autopilot then Sensors if perk not present or destroyed
3	Smoke Launchers then Sensors if perk not present or destroyed
4	ECM then Communications. if perk not present or destroyed
5	ECCM then Communications. if perk not present or destroyed
6	Satellite Uplink then Comm. if perk not present or destroyed

RAMMING

Ramming Direction	Impact Speed
Head On	Attacker Speed + Defender Speed
Side	(Attacker Speed + Defender Speed)/2 (round up)
Rear	Attacker Speed - Defender Speed

IMPACT SPEED MODIFIERS

Impact Speed	Dmg Mod	Impact Speed	Dmg Mod
1-2	-2	10-19	+2
3-4	-1	20-99	+3
5-6	+0	100-999	+4
7-9	+1		



CANNONS AND RECOLLESS WEAPONS

Code	Name	TV Rating	Range	Dam.	Acc.	RoF	Ammo (ea.)	Min. Size	Special
VLMG	Very Light Machinegun	25	1/2/4/8	x2	0	+3	0.02	2	Anti-Inf.
LMG	Light Machine Gun	52	1/2/4/8	x3	0	+4	0.05	3	Anti-Inf.
HMG	Heavy Machine Gun	59	1/2/4/8	x4	0	+3	0.09	3	Anti-Inf.
FGC	Frag. Cannon	195	1/2/4/8	x7	+1	0	0.75	5	(With Frag. Ammo included) Anti-Inf., AE=0
VLRf	Very Light Rifle	44	2/4/8/16	x6	0	0	0.18	3	-
LRf	Light Rifle	92	3/6/12/24	x8	0	0	0.36	4	-
MRF	Medium Rifle	165	4/8/16/32	x10	0	0	0.66	4	-
HRf	Heavy Rifle	209	4/8/16/32	x12	0	0	0.85	5	-
DPG	Deployable Pack Gun	58	2/4/8/16	x8	-1	+2	0.15	3	Disposable
LAAC	Light Anti-Air. Cannon	121	2/4/8/16	x8	0	+6	0.28	4	-
MAAC	Medium Anti-Air. Cannon	176	3/6/12/24	x10	0	+4	0.51	4	-
HAAC	Heavy Anti-Air. Cannon	230	3/6/12/24	x12	0	+3	0.68	5	-
VLAC	Very Light Autocannon	69	2/4/8/16	x6	0	+2	0.18	3	-
LAC	Light Autocannon	108	2/4/8/16	x8	0	+2	0.28	4	-
MAC	Medium Autocannon	163	3/6/12/24	x10	0	+1	0.51	4	-
HAC	Heavy Autocannon	220	3/6/12/24	x12	0	+1	0.68	5	-
VHAC	Very Hvy Autocannon	324	3/6/12/24	x15	0	+1	1.01	5	-
LAG	Light Artillery Gun	1107	25/50/100/200	x12	-2	+1	4.4	8	Ind. Fire, AE=0, Min. Range 10
VLFg	Very Lt Field Gun	525	5/10/20/40	x20	-1	0	2.10	6	Indirect Fire
LFg	Light Field Gun	915	5/10/20/40	x22	0	0	3.65	8	Indirect Fire
HFG	Heavy Field Gun	1945	8/16/32/64	x28	0	0	7.78	10	Indirect Fire
VHFG	Very Hvy Field Gun	3134	10/20/40/80	x33	0	0	12.54	12	Indirect Fire
SC	Snub Cannon	524	1/2/4/8	x28	-1	0	2.10	6	-
LPZ	Light Panzerfaust	14	1/2/4/8	x10	-1	0	-	2	Disposable
MPZ	Medium Panzerfaust	30	1/2/4/8	x15	-1	0	-	2	Disposable
HPZ	Heavy Panzerfaust	55	2/4/8/16	x20	-1	0	-	3	Disposable
RFB	Rapid-Fire Bazooka	278	1/2/4/8	x14	0	+2	0.79	4	-
LBZK	Light Bazooka	234	2/4/8/16	x15	0	0	0.93	4	-
MBZK	Medium Bazooka	409	2/4/8/16	x20	0	0	1.63	4	-
HBZK	Heavy Bazooka	634	2/4/8/16	x25	0	0	2.53	5	-

ROCKETS & MISSILES

Code	Name	TV Rating	Range	Dam.	Acc.	RoF	Ammo (ea.)	Min. Size	Special
VLRP/8	Very Lt. Rocket Pack/8	114	1/2/4/8	x8	-1	+3	0.26	3	Indirect Fire
VLRP/32	Very Lt. Rocket Pack/32	129	1/2/4/8	x8	-1	+4	0.26	3	Indirect Fire
VLRP/128	Very Lt. Rocket Pack/128	165	1/2/4/8	x8	-1	+6	0.26	3	Indirect Fire
LRP/8	Light Rocket Pack/8	194	1/2/4/8	x12	-1	+1	0.58	3	Indirect Fire
LRP/16	Light Rocket Pack/16	209	1/2/4/8	x12	-1	+2	0.58	3	Indirect Fire
LRP/24	Light Rocket Pack/24	226	1/2/4/8	x12	-1	+3	0.58	3	Indirect Fire
LRP/32	Light Rocket Pack/32	245	1/2/4/8	x12	-1	+4	0.58	3	Indirect Fire
MRP/9	Med. Rocket Pack/9	425	2/4/8/16	x18	-1	+1	1.33	4	Indirect Fire
MRP/18	Med. Rocket Pack/18	469	2/4/8/16	x18	-1	+3	1.33	4	Indirect Fire
MRP/36	Med. Rocket Pack/36	494	2/4/8/16	x18	-1	+4	1.33	4	Indirect Fire
IRP/10	Inc. Rocket Pack/10	339	1/2/4/8	x13	-1	+1	1.02	4	Ind. Fire, Slow Burn Inc.
IRP/20	Inc. Rocket Pack/20	363	1/2/4/8	x13	-1	+2	1.02	4	Ind. Fire, Slow Burn Inc.
IRP/30	Inc. Rocket Pack/30	390	1/2/4/8	x13	-1	+3	1.02	4	Ind. Fire, Slow Burn Inc.
HRP/24	Heavy Rocket Pack/24	596	3/6/12/24	x20	-1	+3	1.71	5	Indirect Fire
HRP/48	Heavy Rocket Pack/48	623	3/6/12/24	x20	-1	+4	1.71	5	Indirect Fire
HIRP/24	Hvy Inc. Rocket Pack/24	606	3/6/12/24	x16	-1	+3	1.70	5	Ind. Fire, Slow Burn Inc.
HIRP/48	Hvy Inc. Rocket Pack/48	641	3/6/12/24	x16	-1	+4	1.70	5	Ind. Fire, Slow Burn Inc.
AAM	Anti-Aircraft Missile	2066	8/16/32/64	x10	+1	0	8.30	7	Guided, Min. Range 10
ABM	Airburst Missile	508	3/6/12/24	x10	0	0	2.00	6	AE=1
AGM	Anti-Gear Missile	756	3/6/12/24	x15	+1	0	15.12	4	Guided, Indirect Fire
ATM	Anti-Tank Missile	1956	3/6/12/24	x25	+1	0	39.12	6	Guided, Indirect Fire
HATM	Heavy AT Missile	3075	5/10/20/40	x30	+1	0	61.50	9	Guided, Indirect Fire



SUPPORT WEAPONS

Code	Name	TV Rating	Range	Dam.	Acc.	RoF	Ammo (ea.)	Min. Size	Special
LFL	Light Flamer	14	0/0/0/0	x5	+1	0	0.06	2	Slow Burn
MFL	Med Flamer	68	0/0/0/1	x7	+1	+1	0.17	2	Slow Burn, Indirect Fire
HFL	Heavy Flamer	134	0/0/1/2	x9	+1	+2	0.27	3	Slow Burn, Ind. Fire
APM	Anti-Personnel Mortar	95	2/4/8/16	x4	0	0	0.36	3	Anti-Inf., Ind. Fire, AE=0, Min Rg 2
LGM	Light Guided Mortar	304	3/6/12/24	x15	-1	0	6.05	4	Guided, Ind. Fire, Min Range 3
HGM	Heavy Guided Mortar	632	5/10/20/40	x20	-1	0	12.60	5	Guided, Ind. Fire, Min Range 5
LFM	Lt. Field Mortar	522	4/8/16/32	x15	-1	0	2.09	5	Indirect Fire, AE=0, Min Rg 4
MFM	Med. Field Mortar	947	5/10/20/40	x20	-1	0	3.79	6	Indirect Fire, AE=0, Min Rg 5
HFM	Hvy Field Mortar	1516	6/12/24/48	x25	-1	0	6.06	7	Indirect Fire, AE=0, Min Rg 6
APGL	Anti-Personnel G.L.	29	1/2/4/8	x3	-1	0	0.10	2	Anti-Inf., Indirect Fire, AE=0
LGL	Light G.L.	316	1/2/4/8	x15	-1	+2	0.90	4	Indirect Fire
HGL	Heavy G.L.	529	2/4/8/16	x20	-1	+1	1.63	5	Indirect Fire

ADVANCED WEAPONS

Code	Name	TV Rating	Range	Dam.	Acc.	RoF	Ammo (ea.)	Min. Size	Special
LPA	Light Particle Acc.	270	2/4/8/16	x10	+1	0	1.07	6	-1 Dam. per R.B., Haywire
HPA	Heavy Particle Acc.	672	3/6/12/24	x15	+1	0	2.68	8	-1 Dam. per R.B., Haywire
LRG	Light Railgun	603	5/10/20/40	x14	0	+2	1.93	7	-
HRG	Heavy Railgun	3339	10/20/40/80	x35	0	0	13.35	12	-
SLC	Sniper Laser Cannon	371	5/10/20/40	x12	+1	0	1.48	4	-1 Dam. per R.B.
HGLC	Gatling Laser	350	2/4/8/16	x16	+1	+1	1.06	4	-3 Dam. per R.B.
LLC	Light Laser Cannon	483	5/10/20/40	x16	+1	0	1.93	5	-2 Dam. per R.B.
HLC	Heavy Laser Cannon	623	5/10/20/40	x20	+1	0	2.48	5	-3 Dam. per R.B.
LPLC	Lt Pulse Laser Cannon	474	3/6/12/24	x20	+1	0	1.90	5	-3 Dam. per R.B.
HPLC	Hvy Pulse Laser Cannon	642	3/6/12/24	x24	+1	0	2.57	5	-4 Dam. per R.B.

CLOSE COMBAT

Code	Name	TV Rating	Range	Dam.	Acc.	RoF	Ammo (ea.)	Min. Size	Special
CR	Chassis Reinfor.	Veh. Size	0/0/0/0	+1 Dam.	0	0	n/a	n/a	Physical Attack Only
MF	Mauler Fist	61	0/0/0/0	x9	+1	0	n/a	3	Armor Crushing
HWP	Haywire Whip	110	0/0/0/0	x7	+1	0	0.44	4	Entangle, Haywire
CS	Chain Sword	20	0/0/0/0	x9	0	0	n/a	3	-
VB	Vibroblade*	16	0/0/0/0	x8	0	0	n/a	3	Armor Piercing
VR	Vibrorapier	27	0/0/0/0	x6	+1	0	n/a	3	Armor Piercing
VA	Vibroax**	34	0/0/0/0	x10	-1	0	n/a	3	Armor Crushing
SKG	Spike Gun	38	0/0/0/0	x12	-1	0	0.15	3	-
HSKG	Heavy Spike Gun	66	0/0/0/0	x14	-1	0	0.27	4	Armor Piercing
HWG	Haywire Grenade***	10 each	0/0/0/0	x10	-1	0	n/a	2	Haywire
HG	Hand Grenade***	11 each	0/0/0/0	x15	-1	0	n/a	2	Anti-Infantry
HHG	Heavy Grenade***	21 each	0/0/0/0	x25	-1	0	n/a	2	-
SDG	Self-Destruct Grenade***	60 each	0/0/0/0	x30	-1	0	n/a	2	AE=0

*Vibroblade can be thrown 1" using the Piloting Skill but does not have the Amor Peircing Special when Thrown, **Vibroax can be thrown 1" using the Piloting Skill, but if the unit wants either the Vibroblade or Vibroax back it must move into the area where it was thrown and spend one action to pick it up on the next turn. ***Grenade can be thrown 1" using the Piloting Skill.

WEAPON SPECIAL CHARACTERISTICS

Anti-Infantry: The weapon can negate the cover advantages of infantry units, either through accuracy or sheer volume of firepower, and does not suffer the normal -2 modifier when attacking infantry.

Area Effect: The weapon explodes or otherwise causes damage to a widespread area (AE=0 has a 1" diameter area and AE=1 has a 3" diameter area) .

Guided: Guided weapons have all the benefits of indirect fire weapons. In addition, they gain a +2 modifier on their attack roll versus targets that have been "tagged" by an allied target designator.

Haywire: The weapon's attack causes an electrical discharge. The weapon gets two rolls on the Systems Damage Table when it scores Light or Heavy Damage on an opponent.

Indirect Fire: The weapon has the ability to perform indirect fire, that is, fire in a high arcing trajectory above obscuring material.

Minimum Range: The weapon is unable to fire at a target that is too near to it. The weapon cannot be used to attack targets whose range is less than the weapon's minimum range.

Minus Damage per Range Band: The weapon loses power over distance due to atmospheric interactions. The Damage Multiplier drops by the Rating for each range band past Short.

Armor Crushing: The weapon removes 1 extra armor on a successful Light damage hit and 2 extra armor on a successful Heavy damage hit.

Armor Piercing: The weapon halves the armor of the target (rounded up).

Incendiary: Incendiary weapons are intended to ignite and burn their targets.



☐ Threat Value (TV) Calculation Table

Vehicle	Size	DTV	+ MTV	+ Punch	= Chasis Subtotal	+ Weapon Load	= Subtotal /3 =	TV
Hunter	6	298	+ 392	+ 9	= 699	+ _____	= _____ /3 = _____	
Headhunter	6	298	+ 429	+ 9	= 736	+ _____	= _____ /3 = _____	
Cheetah	6	800	+ 696	+ 9	= 1505	+ _____	= _____ /3 = _____	
White Cat	6	800	+ 933	+ 9	= 1742	+ _____	= _____ /3 = _____	
Jaguar	6	552	+ 268	+ 9	= 829	+ _____	= _____ /3 = _____	
Grizzly	7	257	+ 236	+ 12.25	= 505.25	+ _____	= _____ /3 = _____	
Kodiak	7	304	+ 745	+ 12.25	= 1061.25	+ _____	= _____ /3 = _____	
Mammoth	9	313	+ 794	+ 20.25	= 1127.25	+ _____	= _____ /3 = _____	
Jager	6	298	+ 392	+ 9	= 699	+ _____	= _____ /3 = _____	
Jager Command	6	298	+ 429	+ 9	= 736	+ _____	= _____ /3 = _____	
Iguana	6	464	+ 950	+ 9	= 1423	+ _____	= _____ /3 = _____	
Chatterbox	6	470	+ 1268	+ 9	= 1747	+ _____	= _____ /3 = _____	
Black Mamba	6	618	+ 295	+ 9	= 922	+ _____	= _____ /3 = _____	
Spitting Cobra	7	327	+ 167	+ 12.25	= 506.25	+ _____	= _____ /3 = _____	
King Cobra	7	331	+ 913	+ 12.25	= 1256.25	+ _____	= _____ /3 = _____	
Naga	8	301	+ 144	+ 0	= 445	+ _____	= _____ /3 = _____	
Warrior	6	301	+ 488	+ 9	= 798	+ _____	= _____ /3 = _____	
Chieftain	6	301	+ 526	+ 9	= 836	+ _____	= _____ /3 = _____	
Warrior IV	6	401	+ 488	+ 9	= 898	+ _____	= _____ /3 = _____	
Chieftain IV	6	401	+ 778	+ 9	= 1188	+ _____	= _____ /3 = _____	
Crusader IV	7	267	+ 148	+ 12.25	= 427.25	+ _____	= _____ /3 = _____	
Ferret	5	319	+ 302	+ 6.25	= 627.25	+ _____	= _____ /3 = _____	
Wild Ferret	5	319	+ 260	+ 6.25	= 585.25	+ _____	= _____ /3 = _____	
Type 6-16	6	350	+ 526	+ 9	= 885	+ _____	= _____ /3 = _____	
Type 2-07	6	350	+ 515	+ 9	= 874	+ _____	= _____ /3 = _____	
MOAB	9	204	+ 287	+ 0	= 491	+ _____	= _____ /3 = _____	

3.1 THREAT VALUE CALCULATION OF CUSTOM GEARS

For those players who want to customize the Gears or Striders in their Comdat Groups or Dueling Gears we have listed most of the basic chasis above with the Offensive TV (Weapon Load) removed, you can see the Defensive TV (DTV), Miscellaneous TV (MTV) and the Offensive Cost for the vehicle to Punch if it is able to. Using the weapons tables on the previous pages you can choose your own weapon load, remembering the make sure the min. size of the weapon fits on the chasis and add enough ammo, see existing datacards for standard ammo amounts for the different weapons. The total TV of the weapons is then entered in the table above and totaled with the Chasis Subtotal of the DTV, MTV and Punch already done for you. That new Subtotal is then divided by 3 and rounded down to give the final TV. Below is an example of how a basic Hunter's Offensive TV is added up.

Hunter Weapon (ammo)

LAC (60): LAC costs 108 + 0.28 for each ammo = 124.80
 LRP (24): LRP/24 costs 226 + 0.58 for each ammo = 239.92
 APGL (6): APGL costs 29 + 0.1 for each ammo = 29.6
 HG (3): HG costs 11 each x 3 = 33
 VB: VB costs 16
 Total Offensive TV (Weapon Load) = 443.32
 Hunter Chasis Subtotal = 699
 New TV = (443.32 + 699)/3 = 1142.32/3 = 380.77 (round down to 380)

Now if we removed the LAC (60) and put a MAC (40) and added 3 more HG.
 MAC (40): MAC costs 163 + 0.51 for each ammo = 183.40
 HG (3): HG costs 11 each x 3 = 33
 Total Offensive TV (183.40 + 33 + 239.92 + 29.6 + 33 + 16) = 534.92
 New TV = (534.92 + 699)/3 = 1233.92/3 = 411.31 (round down to 411)

You can use the blank datacard provided below to write in your new custom gear (vehicle) stats and threat value.

HEAVY GEAR

NAME:

TV: _____

Crew: _____

FireCon: _____

Sens: / _____

Size: _____

Actions: _____

Man: _____

Com: / _____

WEAPONS:

Name	Arc	Acc	BR	Dam.	ROF	Ammo.

PERKS/FLAWS:



3.2 TACTICAL SCENARIOS

Now you've learned the rules, created a battle force (see the next page) and painted your miniatures, what do you do next? You mash some metal!

To the casual observer, a military conflict seems to revolve around the elimination of the enemy. Even though the destructive nature of war cannot be denied, the truth is a little more complex. Military vehicles cost money, pilots and personal have to be trained, in short, such valuable asset must be used with care. This is why a Battle Force will always go to war with specific objectives to achieve. We have included a random scenario generator to enable rapid creation of scenarios with type, objective, time limit, location and terrain. You can also just do a no-nonsense "engage and destroy", where the last one standing wins. As long as all players agree anything goes and remember the most important thing is to have fun.

3.2.1 TACTICAL SCENARIO GENERATOR

Mission Design Table (Roll 1d6 for Type, Objective and Time Limit)

1d6	Type	Objective	Time Limit
1	Capture	All forces	None
2	Defend	Communications	None
3	Destroy	ECM	Random
4	Destroy	Object	Random Increasing
5	Disable	Terrain	Objective
6	Provide	Vehicle	Objective

Mission Types

Capture: The enemy has something you want. It might be a physical object, like a vehicle or a terrain feature, or it might be a more abstract condition (control of the communication airwaves, for example). It must be held (i.e. only friendly vehicle within 200 meters) for at least three rounds or until the end of the game, if a time limit is present.

Defend: The enemy wants something you have. It might be a physical object, like a vehicle or a terrain feature, or it might be a more abstract condition (control of the communication airwaves, for example). It must be held (i.e. only friendly vehicle within 200 meters) for at least three rounds or until the end of the game, if a time limit is present.

Destroy: The objective, whatever its actual nature, must be denied to the enemy. It must be destroyed before the end of the game.

Disable: The objective, whatever its actual nature, must be denied to the enemy. It must be disabled (no movement, no action of any kind) before the end of the game.

Provide: The objective must be provided to the rest of the armed forces of your side. It might be an actual item, in which case it has to be delivered beyond the enemy line. Or it might be a condition, such as ECM cover. If the latter, it must be provided for at least three rounds or until the end of the game, if a time limit is present.

Mission Objectives

All forces: All units present on the table for that side. Regardless of the mission type and the task(s) involved, all units are equally affected.

Communications: This means that clear communication channels must be available to friendly forces or denied to the enemy. Clear communications are available if at least one vehicle is able to use its Communication system.

ECM: This means that ECM cover must be available to friendly forces or denied to the enemy. ECM cover is available if at least one vehicle is able to use its ECM system.

Object: An object is considered vital by headquarters. It is probably something small that can be picked up and carried by a Gear or an infantryman.

Terrain: A terrain feature (50 by 50 meter zone, or one hex) is considered vital by headquarters. It may be a high ground, or perhaps it is the entrance to a subterranean access tunnel.

Vehicle: One of the vehicles is considered vital by headquarters. It might be a prototype, or it is piloted by someone important.

Time Limits

None: The game ends when the Players have no more time to play, or one of the forces in presence is completely destroyed (or retire from the field).

Random: The game proceeds normally for five rounds. A die is then rolled to know the number of rounds remaining before the end of the game.

Random Inc.: The game proceeds normally for five rounds. A die is then rolled versus a Threshold that starts at 1 but increases by one every round. If the die roll does not exceed the Threshold, only one more round is played before the scenario ends.

Objective: Once one side has completed its scenario objectives, only one more round is played before the scenario ends.

Location Table (Roll 1d6)

1-2 North 3-4 Badlands 5-6 South

Terrain Table (Roll 1d6)

1d6	North	Badlands	South
1	Broken Ground	Desert	Broken Ground
2	Mountains	Desert	Mountains
3	Woodland	Broken Ground	Woodland
4	Jungle	Mountains	Jungle
5	Polar	White Desert	Swamp
6	Urban	Urban	Urban

Terrain Description Table

Desert: Although they are constituted of a multitude of different terrain types, the Badlands still feature quite a lot of empty and dusty flat deserts. Desert battleground has at least 50% of the playing surface made up of Clear or 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 terrains that bear resemblances to both. Broken Ground battlefields have at least 50% of the playing surface made up of Rough hexes; many feature at least a one elevation change.

Mountains: For a time, Terra Nova was very geologically active — the large mountain ranges that dot the planet are proof of this. Mountain battlefields have at least 75% of the playing surface made up of Rough terrain. Alternatively, it may be composed of any type of terrain provided there are at least three different levels.

Woodland: Not all Terranovan 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 50% of the playing surface made up of Woodland terrain.

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 wreck havoc with sensors, making combat a lethal close range affair. The battleground is designated as a Jungle when at least 50% of the playing surface is made up of Jungle terrain. Really dense forests (75% of the surface is made up of Woodland terrain), such as can be found in the North, can also be considered jungles.

Swamp: In some regions of the planet, water from the MacAllen network seeps to the surface and helps develop a swamp ecology. The battleground is a Swamp when at least 50% of the playing surface is made up of Swamp terrain. Zones with 75% Water terrain also count as a Swamp (the water zones are shallow pools or a river delta).

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 battleground have at least 50% of the playing surface made up of Snow or Ice terrain.

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 25% of their surface covered by White Sand, or 50% by 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. This type of battleground is composed of at least 50% of Urban or Dense Urban terrain (in any proportion, not including Roads or Bridges).



3.3 ARMY LIST INTRODUCTION

The hardest part when making army list rules is to make sure that both sides are more or less equal. Of course, in real life combat is rarely fair, but **Heavy Gear** is a game – unfair combat would rapidly become very frustrating for one of the players. That’s why Threat Values and Army list are used to make sure that the force present are evenly matched.

This chapter provides official army composition rules that allow the players to assemble their own personalized Battle Force, representing not actual regiments, but the troops sent on a particular mission. This flexible system makes it possible to create a varied but still balanced force that suites the player’s fighting style as well as allowing the use of any vehicle you like.

Balancing massed combat

Mass combat allows each unit to use its abilities to the maximum: APCs can carry infantry, target designators can paint targets for fire support and so on. Because of this, the threat Value a valid representation of the general combat efficiency of the vehicle. Each side should agree on a point total and buy their Battle Force with it. The following table shows a few suggestions of point totals.

Suggested point total

TV point per side*	battle	Number of Units	approximate time
2500	Patrol	5-6	1hrs
5000	Skirmish	7-15	2-3hrs
10000	Raid	16-20	3-4hrs
15000	Minor battle	21-30	5-6hrs
30000	Major battle	31 +	8hrs +

* Based on Qualified pilots. TV increases when higher level pilots are used.

Battle Force Composition

A Battle Force, your army, is a group of units assembled in Combat Groups of 1 to 6 miniatures. Each has a different name depending on their origin, be it squadron, cadre, patrol, team, etc. There are four types of Combat Groups: Core, Elite, Specialist and Support. Each will be covered in its own section and list the different units and options available to that particular Combat Group.

The first Combat Group you field can be any type (Elite, Specialist, Support or Core) but the second Combat Group must be a Core Combat Group which are always the most numerous in a Battle Force (making up one third to half of the forces). The third Combat Group can be any type, the fourth must be Core, fifth any type, sixth must be Core and so on. These army list rules are designed to make for easy pickup games and tournaments.

In the case of special scenarios (pregenerated by Dream Pod 9 or agreed to by all players) different Battle Force Compositions are allowed. If you have a scenario that calls for a massive Tank battle, it makes sense that you would not have to field Core groups of Gears with your Support groups of Tanks.

Unit Types

A Combat Group may include different kinds of units depending its role on the battlefield. Most Combat Groups consist of a single type of vehicle, but combined forces are also possible.

There are 6 types of units available to a formation:

- Command Gear: Have better communications and can call special attacks.
- Trooper Gear: Basic machines like the Hunter and Jager.
- Heavy Trooper Gear: Assault Gears with lots of firepower (bigger guns).
- Specialist Gear: A gear that is very good at something but not so much at everything else, like scout, fire support, and Electronic warfare-equipped Gears.
- Armour: Includes Striders, Tanks, APCs and light vehicles.
- Infantry: The humble grunt is still an important part of modern warfare and few Combat Groups are totally without them.

Each Combat Group entry will have a composition rule that will tell you what unit types are available to it.

Commander

You must assign a commander and a second in command to your Battle Force. The Commander should always be a veteran pilot, unless your army consist of a single Combat Group, and cannot be an Infantry unit. He must be assigned to a specific Combat Group, and should be assigned a Command vehicle, if the Combat Group allows it. You do not have to assign command to the most skilled pilot in your army, but it does help, as the commander’s Leadership Skill is used to roll command points and initiative.

Qualified Pilots

All Combat Groups are considered to be made of qualified troops. Each type will tell what upgrade (or downgrade) is available for that particular group. Remember that the better the troops, the higher the TV cost, and the fewer the number of models you can field.

WHAT THE ENTRIES MEAN

Combat Group Type: Earth, Core, Elite, Specialist or Support.

Number of Units: The minimum and maximum number of units you can have in the Combat Group.

Composition: The different unit types available. Remember that the total number of vehicles must remain under the maximum number of units!

Options: The different variations possible within the Combar Group, like the pilot’s qualities and the Combat Group’s equipment.

Average Threat Value: A figure allowing you to have an idea of the cost of such a Combat Groups. If a the value of a group you have created is over twice the average TV indicated, you probably will be accused of being a cheesy player but your Combat Group will still be “legal”.

Available Units: A listing of units available to the Combat Group for each type (Command, Trooper, Heavy Trooper, Specialist, etc).

Note on previous products:

This army list system in no way means that the numerous and often exotic squadrons and cadres presented in our earlier publications are not valid anymore, they are just not “legal” anymore as far as competitive play is concerned. Players running pure RPG or integrated RPG-Tactical campaigns can freely ignore those rules in favour of style, common sense, historical facts or simply story telling. But tournament or regular one-off games must abide by these standards, unless of course both players agree beforehand.



3.4 EARTH COMBAT GROUPS

The structure of CEF Battle Force depends greatly upon their assigned duties and mission. A combination of armored assault units, mechanised infantry and artillery support. In general, all combat groups are expected to perform one central task, break the enemy lines and seize ground.

Number of Units: 1-5

Composition: Any number of Hover tanks, Battle frames or GREL infantry. Units types can be mixed, but infantry must be assigned a transport if their groups includes Hover tanks or Battle Frames.

Options:

- Any number of pilots can be upgraded to veteran.
- Any infantry units may be attached a transport (Attached transports are not counted in the maximum number of units).
- Off-table support: Any Combat Group can purchase a number of Artillery Strikes equal to the highest skill level in the group.

Average Threat Value: Varies greatly; CEF combat groups very often have large TV totals, because they are very powerful weapons platforms.

Available Units:

- Type 6-16 Battle Frame
- Type 2-07 Battle Frame
- Type 55 Battle Frame
- HT-64 Hover tank
- HT-72 Hover tank
- HPC-64 Hover APC (can be attached to infantry)
- GREL Infantry





3.5 NORTHERN CORE COMBAT GROUP

Core Combat Groups represent the most numerous Formation type in an army. Often referred to as "General Purpose", they are the backbone of any Battle Force with their ability to perform almost any task, though not always as well as Elite or Specialist Combat Groups. One Core Combat Group is required for each Elite, Specialist or Support Combat Group fielded.

Number of units: 4-6

Composition: 4-6 Trooper Gears, 0-1 (Specialist, Heavy Trooper or Command Gear).

Options:

- Downgrade: All pilots to Rookie (multiply all unit's TV by 0.5).
- Upgrade: A single pilot may be upgraded to Veteran level (multiply unit's TV by 3).
- Upgrade: 0-2 Troopers (Hunters only) may upgrade one of its weapons. Change LAC to MAC (40 ammo), just add 20 to the unit's base TV or LRP/24 to MRP/9 (9 ammo), just add 66 to the unit's base TV (Qualified level).
- Upgrade: Combat Group to airborne (all units must have the Airdroppable Perk).
- Upgrade: Add 3 more Grenades (x15 Dam.) to any unit, just add 11 to the unit's base TV (Qualified level).
- Upgrade: Add the Smoke Launchers Perk to any unit, just add 12 to the unit's base TV. Gives 3 smoke shots at a range of 1" and can be fired at any time during movement at no Action cost, until all shots are used. Creates a 1" radius smokecloud with Obscurement of 2, until end of turn, does no damage.
- Off-table support: Available only if the Combat Group includes a Command Gear. A number of Artillery Strikes equal to the highest skill level in that group can be purchased.

Average Threat Value: 1000-3000

Available units:

- Trooper Gears: Hunter, Hunter Paratrooper (Airdroppable Perk).
- Heavy Trooper Gears: Assault Hunter, Hunter Commando (Airdroppable Perk), Tiger.
- Specialist Gears: Cheetah, Ferret, Bear.
- Command Gear: Headhunter.



3.6 NORTHERN ELITE COMBAT GROUP

These are the hard-hitting Combat Groups, they can break the enemy lines and conduct ambushes. Generally the Commander is assigned to this Combat Group. Elite groups normally have better machines than the Core units and can be made entirely of Heavy Trooper Gears.

Number of units: 3-5

Composition: 1 Command Gear, 2-4 Heavy Trooper Gears, 0-3 Trooper Gears, 0-1 Specialist Gear.

Options:

- Upgrade: Any number of pilots may be upgraded to Veteran Level (multiply unit's TV by 3). 0-2 Pilots may be upgraded to Elite (multiply unit's TV by 4). 0-1 Pilot may be upgraded to Legendary (multiply unit's TV by 5).

- Upgrade: 0-3 Troopers (Hunters only) may upgrade one of its weapons. Change LAC to MAC (40 ammo), just add 20 to the unit's base TV or LRP/24 to MRP/9 (9 ammo), just add 66 to the unit's base TV (Qualified level).

- Upgrade: Combat Group to airborne (all units must have the Airdroppable Perk).

- Upgrade: Add 3 more Grenades (x15 Dam.) to any unit, just add 11 to the unit's base TV (Qualified level).

- Upgrade: Add the Smoke Launchers Perk to any unit, just add 12 to the unit's base TV. Gives 3 smoke shots at a range of 1" and can be fired at any time during movement at no Action cost, until all shots are used. Creates a 1" radius smokecloud with Obscurement of 2, until end of turn, does no damage.

- Off-table support: Available to Combat Groups with a Command Gear. A number of combined Artillery, Air and/or Orbital Strikes equal to the highest skill level in that group can be purchased. For Orbital Strikes the Combat Group must include a unit with a Satellite Uplink Perk (White Cat Specialist Gear).

Average Threat Value: 4000-10000

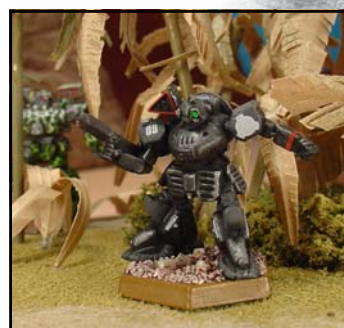
Available units:

- Trooper Gears: Hunter, Hunter Paratrooper (Airdroppable Perk).

- Heavy Trooper Gears: Jaguar (Airdroppable Perk), Strike Jaguar (Airdroppable Perk), Jaguarundi, Assault Hunter, Hunter Commando (Airdroppable Perk), Tiger.

- Specialist Gears: Cheetah, Cheetah Paratrooper (Airdroppable Perk), Ferret, White Cat (Satellite Uplink Perk), BlackCat, Bear, Grizzly, Assault Grizzly, Peacemaker Razorback, Kodiak.

- Command Gears: Jaguar (Airdroppable Perk), Headhunter, Sabertooth, Kodiak.





3.7 NORTHERN SPECIALIST COMBAT GROUP

The most varied type of Combat Group is the Specialist. These squads can be made up of Scout, Fire Support and/or Electronic Warfare units. While generally designed with a single type of job in mind, they can be quite versatile when used properly.

Number of units: 3-5

Composition: 3-5 Specialist Gears, 0-1 Command Gear, 0-2 Trooper Gears, 0-1 Heavy Trooper Gear.

Options:

- Upgrade: Any number of pilots can be upgraded to Veteran Level (multiply unit's TV by 3). 0-1 Pilots can be upgraded to Elite (multiply unit's TV by 4).
- Upgrade: 0-2 Troopers (Hunters only) may upgrade one of its weapons. Change LAC to MAC (40 ammo), just add 20 to the unit's base TV or LRP/24 to MRP/9 (9 ammo), just add 66 to the unit's base TV (Qualified level).
- Upgrade: Combat Group to airborne (all units must have the Airdroppable Perk).
- Upgrade: Add 3 more Grenades (x15 Dam.) to any unit, just add 11 to the unit's base TV (Qualified level).
- Upgrade: Add the Smoke Launchers Perk to any unit, just add 12 to the unit's base TV. Gives 3 smoke shots at a range of 1" and can be fired at any time during movement at no Action cost, until all shots are used. Creates a 1" radius smokecloud with Obscurement of 2, until end of turn, does no damage.
- Off-table support: Available to Combat Groups with a Command Gear. A number of combined Artillery, Air and/or Orbital Strikes equal to the highest skill level in that group can be purchased. For Orbital Strikes the Combat Group must include a unit with a Satellite Uplink Perk (White Cat Specialist Gear).

Average Threat Value: 3000-8000

Available units:

- Trooper Gears: Hunter, Hunter Paratrooper (Airdroppable Perk).
- Heavy Trooper Gears: Jaguar (Airdroppable Perk), Strike Jaguar (Airdroppable Perk), Jaguarundi, Assault Hunter, Hunter Commando (Airdroppable Perk), Tiger.
- Specialist Gears: Cheetah, Cheetah Paratrooper (Airdroppable Perk), Ferret, White Cat (Satellite Uplink Perk), Black Cat, Bear, Grizzly, Assault Grizzly, Peacemaker Razorback, Kodiak, Den Mother.
- Command Gears: Jaguar (Airdroppable Perk), Headhunter, Sabertooth, Kodiak.



3.8 NORTHERN SUPPORT COMBAT GROUP

The biggest and the smallest guys, Support Combat Groups are non-Gear or combined forces made of large vehicles like striders and main battle tanks as well as infantry and APCs and sometimes even a gear or two. They fulfill the role that purely Gear Combat Groups struggle to achieve, namely dedicated artillery, heavy assault and ground occupation.

Number of units: 1-5

Composition: 1-5 Strider, Armor or Infantry, 0-2 Trooper Gears.

Options:

- Upgrade: Any number of pilots can be upgraded to Veteran Level (multiply unit's TV by 3). 0-1 Pilots can be upgraded to Elite (multiply unit's TV by 4).
- Upgrade: Add the Smoke Launchers Perk to any unit, just add 12 to the unit's base TV. Gives 3 smoke shots at a range of 1" and can be fired at any time during movement at no Action cost, until all shots are used. Creates a 1" radius smokecloud with Obscurement of 2, until end of turn, does no damage.
- 1-2 Infantry units can be attached to a transport vehicle to carry them (Badgers carry 20 passengers add 214 TV for each required).

Average Threat Values:

- Light Tanks: 500-5000
- Main Battle Tanks: 2500-30000
- Striders: 1000-10000
- Infantry: 100-1500
- Mechanized Infantry: 800-3000

Available units:

- Striders: Mammoth, Assault Mammoth.
- Armor: Badger APC, Klemm Light Tank, Aller Main Battle Tank, Defence Turrets.
- Infantry: Standard Infantry, Wallabies.
- Trooper Gear: Hunter.





3.9 SOUTHERN CORE COMBAT GROUP

Core Combat Groups represent the most numerous Formation type in an army. Often referred to as "General Purpose", they are the backbone of any Battle Force with their ability to perform almost any task, though not always as well as Elite or Specialist Combat Groups. One Core Combat Group is required for each Elite, Specialist or Support Combat Group fielded.

Number of units: 4-6

Composition: 4-6 Trooper Gears, 0-1 (Specialist, Heavy Trooper or Command Gear).

Options:

- Downgrade: All pilots to Rookie (multiply all unit's TV by 0.5).
- Upgrade: A single pilot may be upgraded to Veteran level (multiply unit's TV by 3).
- Upgrade: 0-2 Troopers (Jagers only) may upgrade one of its weapons. Change LAC to MAC (40 ammo), just add 20 to the unit's base TV or LRP/24 to MRP/9 (9 ammo), just add 66 to the unit's base TV (Qualified level).
- Upgrade: Combat Group to airborne (all units must have the Airdroppable Perk).
- Upgrade: Add 3 more Grenades (x15 Dam.) to any unit, just add 11 to the unit's base TV (Qualified level).
- Upgrade: Add the Smoke Launchers Perk to any unit, just add 12 to the unit's base TV. Gives 3 smoke shots at a range of 1" and can be fired at any time during movement at no Action cost, until all shots are used. Creates a 1" radius smokecloud with Obscurement of 2, until end of turn, does no damage.
- Off-table support: Available only if the Combat Group includes a Command Gear. A number of Artillery Strikes equal to the highest skill level in that group can be purchased.

Average Threat Value: 1000-3000

Available units:

- Trooper Gears: Jager, Jager Paratrooper (Airdroppable Perk).
- Heavy Trooper Gears: Blitz Jager, Sidewinder, Black Adder.
- Specialist Gears: Iguana, Desert Viper, Pit Viper.
- Command Gear: Command Jager.



3.10 SOUTHERN ELITE COMBAT GROUP

These are the hard-hitting Combat Groups, they can break the enemy lines and conduct ambushes. Generally the Commander is assigned to this Combat Group. Elite groups normally have better machines than the Core units and can be made entirely of Heavy Trooper Gears.

Number of units: 3-5

Composition: 1 Command Gear, 2-4 Heavy Trooper Gears, 0-3 Trooper Gears, 0-1 Specialist Gear.

Options:

- Upgrade: Any number of pilots may be upgraded to Veteran Level (multiply unit's TV by 3). 0-2 Pilots may be upgraded to Elite (multiply unit's TV by 4). 0-1 Pilot may be upgraded to Legendary (multiply unit's TV by 5).

- Upgrade: 0-3 Troopers (Jagers only) may upgrade one of its weapons. Change LAC to MAC (40 ammo), just add 20 to the unit's base TV or LRP/24 to MRP/9 (9 ammo), just add 66 to the unit's base TV (Qualified level).

- Upgrade: Combat Group to airborne (all units must have the Airdroppable Perk).

- Upgrade: Add 3 more Grenades (x15 Dam.) to any unit, just add 11 to the unit's base TV (Qualified level).

- Upgrade: Add the Smoke Launchers Perk to any unit, just add 12 to the unit's base TV. Gives 3 smoke shots at a range of 1" and can be fired at any time during movement at no Action cost, until all shots are used. Creates a 1" radius smokecloud with Obscurement of 2, until end of turn, does no damage.

- Off-table support: Available to Combat Groups with a Command Gear. A number of combined Artillery, Air and/or Orbital Strikes equal to the highest skill level in that group can be purchased. For Orbital Strikes the Combat Group must include a unit with a Satellite Uplink Perk (Chatterbox Specialist Gear).

Average Threat Value: 4000-10000

Available units:

Trooper Gears: Jager, Jager Paratrooper (Airdroppable Perk).

Heavy Trooper Gears: Black Mamba (Airdroppable Perk), Brawler Black Mamba (Airdroppable Perk), Blitz Jager, Sidewinder, Black Adder.

Specialist Gears: Iguana, Iguana Paratrooper (Airdroppable Perk), Chatterbox (Satellite Uplink Perk), Flamm Jager, Desert Viper, Pit Viper, Spitting Cobra, Striking Cobra, King Cobra.

Command Gears: Black Mamba (Airdroppable Perk), Command Jager, Command Sidewinder, King Cobra.





3.11 SOUTHERN SPECIALIST COMBAT GROUP

The most varied type of Combat Group is the Specialist. These squads can be made up of Scout, Fire Support and/or Electronic Warfare units. While generally designed with a single type of job in mind, they can be quite versatile when used properly.

Number of units: 3-5

Composition: 3-5 Specialist Gears, 0-1 Command Gear, 0-2 Trooper Gears, 0-1 Heavy Trooper Gear.

Options:

- Upgrade: Any number of pilots can be upgraded to Veteran Level (multiply unit's TV by 3). 0-1 Pilots can be upgraded to Elite (multiply unit's TV by 4).
- Upgrade: 0-2 Troopers (Jagers only) may upgrade one of its weapons. Change LAC to MAC (40 ammo), just add 20 to the unit's base TV or LRP/24 to MRP/9 (9 ammo), just add 66 to the unit's base TV (Qualified level).
- Upgrade: Combat Group to airborne (all units must have the Airdroppable Perk).
- Upgrade: Add 3 more Grenades (x15 Dam.) to any unit, just add 11 to the unit's base TV (Qualified level).
- Upgrade: Add the Smoke Launchers Perk to any unit, just add 12 to the unit's base TV. Gives 3 smoke shots at a range of 1" and can be fired at any time during movement at no Action cost, until all shots are used. Creates a 1" radius smokecloud with Obscurement of 2, until end of turn, does no damage.
- Off-table support: Available to Combat Groups with a Command Gear. A number of combined Artillery, Air and/or Orbital Strikes equal to the highest skill level in that group can be purchased. For Orbital Strikes the Combat Group must include a unit with a Satellite Uplink Perk (White Cat Specialist Gear).

Average Threat Value: 3000-8000

Available units:

- Trooper Gears: Jager, Jager Paratrooper (Airdroppable Perk).
- Heavy Trooper Gears: Black Mamba (Airdroppable Perk), Brawler Black Mamba (Airdroppable Perk), Blitz Jager, Sidewinder, Black Adder.
- Specialist Gears: Iguana, Iguana Paratrooper (Airdroppable Perk), Chatterbox (Satellite Uplink Perk), Flamm Jager, Desert Viper, Pit Viper, Snake-eye Black Mamba (Airdroppable Perk), Spitting Cobra, Striking Cobra, Support Cobra, King Cobra.
- Command Gears: Black Mamba (Airdroppable Perk), Jager Command, Command Sidewinder, King Cobra.



3.12 SOUTHERN SUPPORT COMBAT GROUP

The biggest and the smallest guys, Support Combat Groups are non-Gear or combined forces made of large vehicles like striders and main battle tanks as well as infantry and APCs and sometimes even a gear or two. They fulfill the role that purely Gear Combat Groups struggle to achieve, namely dedicated artillery, heavy assault and ground occupation.

Number of units: 1-5

Composition: 1-5 Strider, Armor or Infantry, 0-2 Trooper Gears.

Options:

- Upgrade: Any number of pilots can be upgraded to Veteran Level (multiply unit's TV by 3). 0-1 Pilots can be upgraded to Elite (multiply unit's TV by 4).
- Upgrade: Add the Smoke Launchers Perk to any unit, just add 12 to the unit's base TV. Gives 3 smoke shots at a range of 1" and can be fired at any time during movement at no Action cost, until all shots are used. Creates a 1" radius smokecloud with Obscurement of 2, until end of turn, does no damage.
- Infantry units can be attached to a transport vehicle to carry them (Caimans carry 10 passengers add 214 TV each required).

Average Threat Values:

- Light Tanks: 500-5000
- Main Battle Tanks: 2500-30000
- Striders: 1000-10000
- Infantry: 100-1500
- Mechanized Infantry: 800-3000

Available units:

- Striders: Naga, Long-fang Naga.
- Armor: Caiman APC, Hun Light Tank, Visigoth Main Battle Tank, Defence Turrets.
- Infantry: Standard Infantry, Jackrabbits.
- Trooper Gear: Jager.





HEAVY GEAR JAGER



SOUTHERN MILICIA

TV: 15 Crew: 1 FireCon: 0 Sens:0/2
Size: 6 Actions: 1 Man: 0 Com:0/10

WEAPONS:							PERKS/FLAWS:	
Name	Arc	Acc	BR	Dam.	ROF	Ammo.	EASY TO MODIFY	
LAC	F	0	2	x8	2	60/		
LRP/24	F	-1	1	x12	3	24/		
APGL	F	-1	1	x3	0	6/		
HG	F	-1	0	x15	0	3/		
VB	F	0	0	x8	0	-		

HEAVY GEAR BLACK MAMBA



SOUTHERN MILICIA

TV: 17 Crew: 1 FireCon: 1 Sens:1/3
Size: 6 Actions: 1 Man: 1 Com:1/12

WEAPONS:							PERKS/FLAWS:	
Name	Arc	Acc	BR	Dam.	ROF	Ammo.	AIRDROPPABLE AUTOPILOT	
MAC	F	0	3	x10	1	40/		
LRP/32	F	-1	1	x12	4	32/	2 x MAN.ARM 6	
APGL	FF	-1	1	x3	0	6/	WEAK FACE (R)	
APGL	FR	-1	1	x3	0	6/		
HG	F	-1	0	x15	0	3/		
VB	F	0	0	x8	0	-		

HEAVY GEAR IGUANA



SOUTHERN MILICIA

TV: 14 Crew: 1 FireCon: 0 Sens:1/4
Size: 6 Actions: 1 Man: 1 Com:2/30

WEAPONS:							PERKS/FLAWS:	
Name	Arc	Acc	BR	Dam.	ROF	Ammo.	BACKUP SENS. ECM 2	
DPG	F	-1	2	x8	2	30/	2 x MAN.ARM 6	
LRP/24	F	-1	1	x12	3	24/	TARG.DESIGN. 3	
VB	F	0	0	x8	0	-		

HEAVY GEAR SPITTING COBRA



SOUTHERN MILICIA

TV: 21 Crew: 1 FireCon: 0 Sens:0/2
Size: 7 Actions: 1 Man: -1 Com:0/10

WEAPONS:							PERKS/FLAWS:	
Name	Arc	Acc	BR	Dam.	ROF	Ammo.	2 x MAN.ARM 7 L.SENS.PROFIL 1 REINF. CREW	
HAC	F	0	3	x12	1	30/		
MRP/18	F	-1	2	x18	3	18/		
HRP/48	F	-1	3	x20	4	48/		
LMG	FF	0	1	x3	4	400/		
LGM	F	-1	3	x15	0	10/		
HG	F	-1	0	x15	0	6/		
VB	F	0	0	x8	0	-		

HEAVY GEAR KING COBRA



SOUTHERN MILICIA

TV: 21 Crew: 1 FireCon: 0 Sens:0/2
Size: 7 Actions: 1 Man: -1 Com:1/18

WEAPONS:							PERKS/FLAWS:	
Name	Arc	Acc	BR	Dam.	ROF	Ammo.	HEAT ARMOR 6 IMPR. REAR DEF. 2 x MAN.ARM 7 RE.ARMOR 2(F) REINF. CREW L.SENS.PROFIL 1 CHASSIS REINF.	
LPA	F	1	2	x10	0	12/		
MRP/18	F	-1	2	x18	4	18/		
HRP	F	-1	3	x20	3	24/		
LAC	FF	0	2	x8	2	120/		
LGM	F	-1	3	x15	0	10/		
APGL	FF	-1	1	x3	0	6/		
HG	F	-1	0	x15	0	6/		
VB	F	0	0	x8	0	-		

HEAVY GEAR CHATTERBOX



SOUTHERN MILICIA

TV: 14 Crew: 1 FireCon: 0 Sens:2/4
Size: 6 Actions: 1 Man: 1 Com:2/50

WEAPONS:							PERKS/FLAWS:	
Name	Arc	Acc	BR	Dam.	ROF	Ammo.	SATELLITE UPLINK ECM 3 ECCM 2 2 x MAN.ARM 6 BACKUP SENSORS SEARCHLIGHT 2 BACKUP COMM. VULNERABLE TO HAYWIRE EFFECTS	
DPG	F	-1	2	x8	2	30/		
APGL	F	-1	1	x3	0	6/		
VB	F	0	0	x8	0	-		

HEAVY GEAR NAGA



SOUTHERN MILICIA

TV: 23 Crew: 2 FireCon: 0 Sens:0/4
Size: 8 Actions: 2 Man: -2 Com:0/12

WEAPONS:							PERKS/FLAWS:	
Name	Arc	Acc	BR	Dam.	ROF	Ammo.	HEAT ARMOR 2 TARGET DESIGN. 1 3 X TOOL ARM 1 L.SENSOR PROFILE 1	
MAC	F	0	3	x10	1	200/		
ATM	F	1	3	x25	0	4/		
ATM	F	1	3	x25	0	4/		

HEAVY GEAR LONG FANG NAGA



SOUTHERN MILICIA

TV: 23 Crew: 2 FireCon: 0 Sens:0/4
Size: 8 Actions: 2 Man: -2 Com:0/12

WEAPONS:							PERKS/FLAWS:	
Name	Arc	Acc	BR	Dam.	ROF	Ammo.	HEAT ARMOR 2 STAB. MOUNT x2 FOR LFG TARGET DESIGN. 1 3 X TOOL ARM 1 L.SENSOR PROFILE 1	
LFG	FF	0	5	x22	0	12/		
LFG	FF	0	5	x22	0	12/		
MAC	F	0	3	x10	1	200/		

HEAVY GEAR INFANTRY



SOUTHERN MILICIA

Name: Std. Quality: 2 Armor: 2
Encumbrance: 0 Stamina: 3 TV: 74

WEAPONS:							PERKS/FLAWS:	
Name/Type	Arc	Acc	S/M/L/Ex	Dam.	ROF			
9mm LMG/Heavy		0	2/4/8/16	x3	2			
7mm Assault Rifle		0	1/2/4/8	x2	1			

DAMAGE TRACK

1 LDR 6 STD

2 STD 7 STD

3 STD 8 STD

4 STD 9 STD

5 HVY 0 HVY



4.1 MELEE SCALE

The rules in this section are designed to allow combat using standard 25mm to 28mm scale figures. While the equipment lists are aimed primarily at Heavy Gear, they can be used for almost any setting, substituting names of equipment for special abilities and spells, so a Medipack would become a healing spell and so on.

4.1.1 SCOPE

These rules are based on the Tactical rules found earlier in the book and are adapted from the SilCORE Roleplaying rules (DP9-909). Table Scale is 1 Movement Unit (MU) equals 2 meters, with 1 MU being 1 inch. This means that ranged weapons sometimes end up with their Short and Medium ranges covering the entirety of a normal playing field. It is recommended that a fair amount of terrain be placed on the table to break up firing lines and encourage tactical movement.

Each side should have a maximum 15 or so figures, as larger numbers are best dealt with in Duelist Scale (Skirmish) or Tactical Scale. Each side should start with equal and agreed upon Melee Scale TV, 1000 per side is recommended as a starting point, and should be good for 10 figures per side. Melee Scale TV is the sum of all character's TV and their equipment, and does not equal Tactical Scale TV.

Please note that in Melee Scale, a fumble does not count as zero, but instead counts as a 1 plus any modifiers as it does in the RPG. Modifiers may never bring a roll below zero. All Melee Scale games use only the Melee Scale movement and combat charts. Support options such as air artillery and orbital strikes cannot be bought. Unless covered by the Melee Scale rules, all rules from the Tactical Scale convert over directly. Thus saturation Fire by **Characters** cover a 1 MU area.

4.2 CHARACTER INFORMATION

All Characters have a set of attributes, skills and equipment that describe what their capabilities on a battlefield are.

4.2.1 ATTRIBUTES

Attributes are zero-average, just like in the Roleplaying game, but for ease of play in Melee Scale, we have reduced the base attributes to 3, rather than 10, similar to the 3-stat version of statistics found on page 29 of the SilCORE Roleplaying Rules. In addition, the attributes for Melee Scale include other derived values that are necessary for Tactical use.

4.2.2 Basic Attributes

Any time a test of a Basic Attribute is called for, roll 2 dice, pick the highest and add that Attribute along with any modifiers.

Body (BOD): The physical prowess and power a character has. To convert from the RPG attributes, it is equal to the average of AGI, BLD and FIT

Awareness (AWR): The character's mental abilities and perception. If converting, it is equal to the average of KNO, CRE, and PER.

Spirit (SPI): The general willpower, fighting spirit and charisma of the character. If converting, it is equal to the average of PSY, WIL, and INF.

4.2.3 Derived Attributes

Melee Damage (MD): How much damage a character does with bare hands or adds to a weapon's Damage. It is equal to 3+ BOD, minimum 1. If using the Melee or Hand-to-Hand skills, add the skill level to the DM.

Damage Thresholds: These are much like Damage Thresholds for vehicles, but it is, relatively speaking, much harder to kill a character in one blow. Heavy Damage is equal to $5 \times (BOD + SPI) + 25$, with a minimum of 2. Light Damage is equal to half of that, and Overkill is equal to twice the Heavy Damage Threshold. Note that Armor adds to each threshold individually.

System Shock: The amount of trauma a character can take before dying. A character has a number of boxes equal to 5 plus Spirit, minimum one.

Move: This is similar to movement for vehicles. By default, the standard mode is Walking, but certain creatures or characters may have flight or other kinds of movement. Base speed (Jogging) is equal to $4+BOD$ in MU, minimum of 1, unless the Character/creature is immobile. Running (top speed), is equal to twice that, and Sprinting is three times Jogging. See the section on moving for more info.

4.2.4 SKILLS

Skills function much like skills in the standard Tactical game, and unlike the RPG, Complexity is not used in order to keep things simple. Thus, take the average of the CPX and Skill Level to get the skill level for this game.

Each skill is tied to an attribute to keep things clear and logical while playing. Some characters may have Specialties in their skill, in which case, add 1 to the effective rating of the skill when rolling related to that specialty. As an example, a person with a Small Arms skill of 2 and a specialty in pistols would roll 3 dice when attacking with a pistol. Only one specialty can apply on any given Roll.

Attributes re added into the roll, so if the above character rolling 3 dice with the pistol had a -1 BOD, the character would roll 3 dice, pick the highest and subtract 1, then add in any further modifiers. If a character does not have any levels in a skill, that character may still attempt to use that skill by rolling 2 dice and picking the lowest. With Unskilled rolls, multiple sixes do not grant an additional +1 and if either die comes up a 1, the character has fumbled.

4.2.5 Body Skills

Defense: This is used to avoid either melee attacks or ranged attacks.

Hand-to-Hand: This is used to attack in close combat without a weapon. Hand-to-Hand attacks may do bruising Damage if the player wishes.

Melee: Used for attacks and defenses with close combat weapons. Defense modifiers for close combat also apply to melee if being used defensively

Pilot: Used to pilot vehicles. Many kinds of Piloting exist, players must agree to either use a generic Pilot skill, or Piloting skills as per the SilCORE RPG book (see DP9-909, page 225)

Stealth: Stealth is not rolled like other skills, instead it is added to Defense rolls *when the character is in cover*.

Throwing: Used for thrown weapons such as grenades

4.2.6 Awareness Skills

Archery: Used for bows and crossbows

Combat Sense: Used to determine turn Initiative and the chain of command for each side.

Gunnery: Use of vehicle mounted or other large weapons. Many kinds of Gunnery exist, players must agree to either use a generic Gunnery skill, or multiple Gunnery skills as per the SilCORE RPG book (see DP9-909, page 223)

Heavy Weapons: The usage of weapons noted as heavy weapons.

Information Warfare: used for Communication, Sensors, and Electronic warfare.

Medicine: Used for healing characters and using medipacks.

4.2.7 Spirit Skills

Leadership: Used to determine Chain of Command and to grant Initiative Command Points

Magic/Psionics: Not normally used in heavy gear, but is included here for special abilities of creatures and other "odd" abilities.

Riding: The ability to Ride and control a creature. See Creatures and Vehicles, below.



4.2.8 SPECIAL

Small Arms: For weapons designated as Small Arms. When using Small arms up to the short Range band, use BOD, otherwise, use Awareness.

4.3 PLAYING THE GAME

Unless otherwise specified, the Melee Scale rules follow the same rules as the Tactical game.

4.3.1 SETUP

Setup works similarly to the Tactical game. Each character is considered a separate combat group and is placed and activated independently. The Commander of each side does not need to be identified to your opponent, but should be written down, along with the chain of command, denoting who takes over in the event the leader is taken out of action. The Commander is normally the character with the highest Combat Sense and Leadership skills for that side.

4.3.2 GAME ORDER

Setup works exactly like in the Tactical game, including determination of Command Points using Leadership skill. But the initiative for each round is determine by rolling your commander's Combat Sense, rather than Leadership skill.

4.3.3 ACTIONS

Each character has one action, unless granted additional actions by Racial Abilities or other such special ability. Each action may be used to do one of the following:

- attack
- perform a specific effect or action such as activating a computer or picking up a weapon.
- start a vehicle
- recover from knockdown
- Snap fire at a target
- Reload a weapon

Additional actions may be declared before activating a character. Each additional action imposes a -1 penalty to all actions in a turn. Thus if a character with 1 action attempted 3 actions, all actions, including the first, would suffer a -2 penalty. Unlike in the RPG, actions may not be delayed or readied.

◆ Detection in Melee Scale.

Rather than using the standard Detection rules from tactical Scale, Line of Sight is determined by visually checking whether or not a model could "see" another model. If the other model is completely hidden behind cover, there is no Line of Sight. Some players find placing a laser pointer or string near the head of their model and attempting to get the beam or string to touch the enemy model is a good way of eliminating disputes over LoS. As always, take precautions and avoid shining the laser into anyone's eyes.

Characters can see approximately 300 degrees around. On a hex base, this means they can see anything except items directly in their rear arc, and may fire at anything within that region.

4.3.4 MOVEMENT

Unlike vehicles, most living creatures may break into a full run or sprint without needing to spend a turn at "combat" speed. Characters may jog, run, sprint, or stay stationary on any of their turns. Running imposes penalties to actions, while sprinting makes performing actions even more difficult. A character may go prone to get into certain areas or to get better shots. In this case, the maximum movement is the half character's Jog speed. Place the figure face down to indicate Prone. Recovering from Prone takes 1/2 a character's movement. While Prone, characters count as being 1/2 an MU tall, and all LoS to and from the character should be based on this.

If running or sprinting, any turn of 90 degrees or more requires a BOD test with a Threshold of 5. If using Hex bases, any turn of up to 1 hex side requires no test, anything of 2 hex side or more requires a test versus a threshold of 3+ the number of hex sides turned. Failure means the character skids for 1 MU in the direction he was running before turning.

Special movement types negate all penalties for moving in that terrain. A character with Water movement would suffer no penalties for swimming, while one with flight could ignore ground terrain while moving. Normally the effects of the special movement will be documented in the character's information

4.3.5 Jumping, Climbing, and Falling

Climbing: If Climbing something with easy handholds, such as a Ladder, consider vertical movement the same as horizontal. If the slope is rough or fairly steep, each MU moved counts as 2. If the slope is near vertical or very rough, each MU moved counts as 3. Some slopes may be even more difficult or completely impassible. (See Terrain Effects, Below)

Jumping: A character may make a BOD test at Threshold 2, modified as if it were a Close Defense test. The character may jump MoS Mus forward, and up to 1/4 that value vertically.

Falling: If a character falls for any reason (knocked down while climbing, missing a jump, etc.), they may take falling Damage. Measure the distance from where the character fell to the most logical impact area. For each MU fallen, roll 2 dice (picking highest as usual) and multiply by 2 for damage. Thus, if a character fell 3 MUs, you would roll 6 dice, picking highest, and multiply by 6 to get the damage dealt. After falling, a Character is considered "knocked Down" (See Damage, Below)

Impacts: Impacts normally do not occur in Melee scale, but if they do, use the ramming rules from tactical, remembering to divide distance by 3 (2.5 if you wish to be perfectly correct), multiply damage by 10, and that characters are normally only size 1.

4.3.6 DAMAGE

Calculating Damage works the same as in the Tactical Game. What damage does, however, is different.

Light Damage: Light Damage inflicts 1 point of System Shock

Heavy Damage: Heavy damage inflicts 2 points of System Shock

Overkill: Overkill means the Character died quickly. Remove the model from the table, unless otherwise specified, no medical treatment can save a model that has been Overkilled.

4.3.7 Effects of Damage

For each point of System Shock a character has, a -1 penalty is applied to all actions and to movement values. Each time a character is wounded, the character must make a SPI test at a Threshold of 1+ the number of System Shock the character currently has filled in. Failure or fumble means the character falls unconscious from the shock. Lie the model on its back and mark it to indicate that it is unconscious. If nothing is done to revive the character by the end of the next turn, remove the model as if it had been killed.

Some weapons and fist attacks are capable of or have the option of dealing Bruise Damage. In this case, Stage the damage down by 1 level so a Light becomes nothing, a Heavy Becomes a Light and so on. Regardless of the actual Damage dealt, the character hit must make a BOD test as above to prevent unconsciousness. Bruise damage cannot kill a character, but any damage that would kill a character (before staging down) knocks the character unconscious as above.

Each time a character takes a Heavy Damage and is not knocked unconscious or killed, Make a BOD test with a Threshold of 2+ current System Shock. If Failed, the character is knocked down, place the figure on it's back. If knocked down near an cliff, or other such precarious position, make a SPI test with a threshold of 4. Failure or fumble means the character falls. If knocked down when climbing, the character also falls. If a character is knocked down, but not unconscious, roll the figure over into the Prone



position at the beginning of the character's next activation (see movement for rules regarding Prone and movement).

If a Character's System shock fills up completely, the character will die at the end of the turn unless treated.

Each time a character is wounded, another character in base contact may attempt to heal the wounded character. Treating a character requires a Medicine test at a threshold equal to 2+ the System Shock. Success lowers the System Shock by 1 **OR** returns a character to consciousness. Treatment may be given to revive a character from unconsciousness and/or once per wound per round until it is treatment is successful.

4.4 ADVANCED RULES

Advanced Rules are the unique aspects of the rules that apply to Melee Scale. For the most part the rules work the same as in tactical, but presented below are revisions and more advanced rules for Melee Scale. These options may be combined, but all of the negative effects must also apply.

Blind Fire: Blind Fire Occurs when a character fires at another character without full knowledge of where they are. Any character within 2MU, even if not visible. Characters firing a gun or heavy weapon may be detected at 5MU. Characters who have been detected may be fired upon if there is a way of doing so, such as indirect fire or remote bombs.

Called shots: a gunner may elect to perform a called shot versus a specific component of a vehicle rather than aim for the center of mass. Possible targets are Fire Control, Structure, Crew Compartments, Movement Systems, and Auxiliary Systems. These locations are represented by 1 to 5 on the Systems Damage Table. Called shots take a -1 modifier on their attack. If the called shot hits, the odds of hitting the specific component are increased: result 6 now also correspond to the desired location.

For scenario purposes, high precision shots versus tiny targets (headlights, for example) are possible. The shot must be aimed (-1 Accuracy) and a Margin of Success of at least 3 is required to hit. If the MoS is lower than 3 but above 0, the attack hits the targeted location but not the tiny target. For example, a gunner wishing to blow out a headlight on the Gear's structure would make a precision shot; if the MoS is under 3, he hits the Structure instead. Small targets and their locations are mentioned in the scenario when this option is available.

Called shots, being less likely to hit than other attacks, are usually best used for specific objectives. For example, destroying a vehicle's movement system helps to capture it, while specifically targeting the fragile antennae array of the Gear providing ECM cover to the opponent is more likely to silence it than a random hit to the structure.

- **Called Shots:** called shots in Melee Scale allow you to affect a Character in a more specific manner. By dropping one die from your skill, you may:
 - Increase the threshold of the Knockout test by one, or force a Knockdown test even on a Light damage
 - Aim for the legs/wings/etc and lower movement: Light is 75% speed, Heavy is 1/2 speed, and Overkill means the character cannot move with that movement type
 - Knock a weapon out of the character's hands if in close combat.. Roll 2 dice, if both are ones, the weapon is useless, otherwise it lands MoS x 1/2 MU away in a random direction.
 - Increase the DM of their weapon by 3. This may be done multiple times, but skill may not be reduced below 1 die in this manner.

Charging: Charging occurs when a character sprints or runs directly at another character to engage in melee combat. In this case, ignore attacker penalties and instead give the charging character a +1 to his attack roll.

Command Points: Command points are generated and function exactly as in the tactical game, with one exception:

- each character is considered a separate unit

Deception Attacks: A character may voluntarily lower his own attack skill level to lower an enemy's skill level on defense. The lowest a Character may lower his skill to is Unskilled.

Fast and Lightning Attacks: A Character may attempt a Fast Attack by taking a -1 or a -2 penalty to a //single// attack roll. If the attack roll is successful, the character uses the MoS for 2 strikes or 3 strikes, respectively, doing damage separately for each strike. So a character could take a -2 to attack, and assuming the character managed a MoS of 2, he would to damage 3 times at MoS 2.

Fire and Extreme Cold: Fire has an exceptionally nasty effect on people. The intensity of the fire is equal to it's DM + MoS of attack if a weapon, and Intensity if a normal fire. Roll 2 dice and pick the highest, multiplying the value by the Intensity of the fire. This value is the damage dealt to a character. If the fire does heavy Damage or more, remove the character as the pain incapacitates the character.

Some Fires may burn for multiple rounds. In this case, treat the fire as having the Persistent perk from the tactical rules, and use the fire spreading rules from those rules. Please note that vehicle scale damage is 10x the character scale damage (so an Intensity 15 Melee Scale fire is an Intensity 2 for Tactical purposes)

Free Strikes: If an enemy is within reach (see Reach, below) of the character, and does any of the following:

- Reloads
- Fumbles a close defense (including parries)
- Moves away from the character or turns it's rear flank or rear to the character
- any other mutually agreed on action, such as picking up a dropped weapon.

The character may attack the enemy without using an action. Regardless of how many opportunities for Free Strikes a character is given, only one Free Strike may be attempted by a character each turn.

Morale: Morale works differently than in the Tactical game. Once 1/4 of a side's forces have been knocked out, killed, or otherwise removed from table, the Acting Commander must make a Leadership test at Threshold 4. Failure means that side is shaken by their losses, and must retreat off the board or suffer a -1 penalty to [[all]] tests, including Leadership tests. Command points can allow rerolls of this test. Each time another character is knocked out, killed, or otherwise removed from table, the Acting Commander must make another test including the penalty.

A commander may attempt to rally by spending one action and rolling Leadership against a Threshold 4. Remember to include penalties for Morale. Each Point of MoS removes 1 point of negative modifiers. Some Characters are immune to the effects of Morale, and if the Morale rules are being used, their Threat value, after equipment, should be multiplied by 1.5

Rate of Fire: Characters may walk fire, saturate, and use bursts as per the normal rules. Note that since characters are technically infantry, RoF is added to the attack roll against characters. Saturation Fire will fill up 1 Muas per normal.

Reach: A character has a Reach of 1 MU, plus any bonuses for Race or weapons. **OPTION:** If you own the SiCORE Roleplaying book and all players agree, the character's Complexity in Melee or Hand to Hand can increase this by 1/2 a MU per each point of CPX above 2.

Shooting into Close Combat: Shooting directed at a character within 1/2 MU of another character is randomized between all characters involved. If the attack is even, the attacker chooses who gets hit, if the roll was odd, the defender chooses.

Throwing: For the purposes of these rules, it is assumed that characters will be throwing lighter objects or objects intended for throwing. When throwing an object at an enemy, roll Throwing as the attack roll. If the aiming spot is a stationary object incapable of defense, the defense is considered 0 plus the Defensive modifiers for the thrower. Base range for Throwing is equal to 3 + BOD, with a minimum of 0. If the BR is 0, then Medium range is considered to be 1 MU. Some weapons may list BR as Throw + X. In this case add the value to the Thrown Range, so something with Throw +3 would give the character +3 to his base thrown range with that weapon.



In the case of objects that may deviate and yet still have an effect, such as Grenades, a second roll is needed. In this case, the first roll is for placement. If the test is successful, the object lands where it is supposed to. If it fails, the object deviates by 1/2 a MU per point of MoF. Determine direction as you would for Indirect Fire. After determining where the object lands, a second throwing roll is made as the attack roll. No modifiers are used on this roll, but all characters in the blast radius of the weapon make Defense tests as normal, including modifiers for over and movement etc.

Toxins: Unlike the RPG, the Melee Scale rules are only concerned with whether a Toxin can incapacitate a character. As such, each Toxin will be listed with a Potency (POT) and an effective Damage Multiplier. A character injected or exposed to a Toxin must make a BOD test versus the Potency. The MoF is multiplied by the effective DM to determine the Damage.

◆ Larger Battles

If you wish to do larger battles, you may wish to use simplified skills, similar to the Tactical game and assume that damage less than Heavy is negligible and Heavy Damage or more removes a model. You may also wish to ignore the more detailed rules such as Free Strikes and Called Shots. Each squad counts as a separate combat group and should maintain a maximum of 2 MU between characters at all times, and normal Tactical Morale rules should be used. Using an average skill and average attribute will also speed things up. This will allow you to play a more squad-based game without moving to Skirmish or Tactical scale.

4.4.1 CREATURES AND VEHICLES.

Creatures and vehicles often make a large impact in character battles. Below are a set of guidelines to using creatures and animals in your game.

4.4.2 Creatures

Since creatures have differing stats in the RPG, the conversion to Melee Scale works a bit differently as well. BOD is Calculated the same way, AWR is the average of INS and PER, and SPI is equal to WIL. Other Melee Scale Attributes work the same.

Independent Creatures: Independent Creatures are treated as separate characters and act accordingly. Unfortunately, due to being creatures, they cannot be given Command Points to do anything other than re-roll a test or activate out of turn

Ridden Creatures: Ridden creatures and their rider count as one unit unless separated. While mounted, the character uses the mounts' movement and BOD for any movement or impact related tests. The Character's Ride skill is used instead of Defense, and any actions the character takes may not use more dice than he has in Ride. Thus if a character has a 3 in Melee, and a 2 in Ride, he may only roll 2 dice.

Attacks against a mounted unit are resolved as normal, with one exception. If the attack roll is even, the attack hits the rider, if the roll was odd, it hit the mount. Mounted figures use Ride to test for knockdown, if the test is failed, they are knocked off of the mount and may suffer Falling/Impact damage. If the Mount is killed or otherwise taken out of action, it is assumed the rider may escape and fight on his own. Remove the mounted figure and place an unmounted figure on the table in the same spot. If the rider is killed or otherwise disabled, the mount functions as an Independent Creature.

Swarms: In basic Melee Scale, Swarms are not used, but for those with the SILCORE Roleplaying Book, Swarms may be used exactly as-is. They are best used for specific scenarios and should be run by an arbitrator or other impartial method. They have no TV cost.

4.4.3 Vehicles

Vehicles in Melee Scale function much as they do in Tactical or Skirmish scale. The differences have to do with scaling, and it is recommended that you precalculate any scaling needed to ensure the game runs quickly.

To scale a vehicle into Melee Scale, do the following calculations:

- Multiply weapon Ranges by 25.

- Multiply weapon DM by 10
- Multiply Armor and Armor effects by 10. Note that in this scale a light will remove 10 Armor and a Heavy will remove 20.
- Multiply Movement by 2.5
- Multiply TV by 10. Remember to add in the TV of the pilot to the new TV. Note that this is not retroactive. Melee TV cannot be divided by 10 to get Tactical TV.
- Area effect weapons have a primary and secondary blast radius. AEO is a 3MU primary and a 10MU secondary. Each point of AE beyond the first adds 5MU to both the primary and the secondary blast radiuses. Within the primary Blast radius, characters and items take normal damage. Within the secondary they take half damage.
- Saturation fire is a 3MU radius from the target point.

Please note that creatures and characters will normally count as infantry, and as such any weapon without the Anti-Infantry Perk will suffer a -2 to hit. Crew hits have any damage above the base armor of the vehicle applied to the character, and normal character wounding rules apply. For vehicles with Exposed Crew flaws, crew hits are always applied directly to characters. It takes one Action to start a vehicle that is not running. Entering and exiting vehicles is part of movement.

4.4.4 TERRAIN EFFECTS

When setting up, it is recommended that all players discuss the terrain and agree upon it's effects before play commences. In general, terrain falls into one of the following categories:

Clear - No modifiers

Rough ground or a steep slope: 1/2 movement

Broken ground or a very steep slope: 1/3 movement

Slippery: Require BOD roll at Threshold 4 for every 2 MU moved.

Special terrain can have individual effects. An example would be Water, which counts as Rough Ground for movement unless you have Water Movement, and requires a BOD test at a Threshold 4 each round at the start of movement to prevent going under. After going under, a character may not move and must make a BOD test at +1 Threshold. If the test is successful, the character can begin moving again next round, but still must make the BOD test at the beginning of movement. If failed again, add +1 to the Threshold of the test and continue. Once the threshold is higher than the maximum roll a character can get, the character drowns and is removed from the table. Characters may rescue other characters, but the Threshold for the BOD test is then a base of 5.





4.5 OPTIONAL EQUIPMENT

The following equipment list presents more advanced options for characters and items may not be taken without all players agreeing.

Comm Set (50 TV +3 per point of ECCM): A Comm Set allows a character to radio in for support. In game terms, a character may make Information Warfare test at Threshold 3 to call in for support. The player must nominate and mark a spot on the game board, and if the test is successful, support comes in 1d6 turns, resulting in MoS blasts aimed at the designated spot. These blasts are treated as any grenade type, and are treated as Grenade attacks with a Skill of 2dice against a threshold of 4 to hit. Range and attributes do not affect this roll.

Comm sets may also have ECCM capabilities. If so, they will be listed with a modifier that is added to the roll if a Jammer is active is present.

Jammer (10 TV +5 per point of ECM): Jammers disrupt enemy comm sets and Radios by throwing up an ECM shield. By spending one action, the character may roll Information Warfare adding in the rating of the Jammer, which can be 0. The result of this roll becomes the Threshold for a character with a Comm Set to call in for support. ECM lasts until that character's next action.

Jump Pack (15 TV): This pack gives characters a flight movement of 5/10/15 and gives a -1 Encumbrance modifier. Jumps cost 1/2/4 fuel, respectively, and the Jump Pack has 10 Fuel points.

Medipack (15 TV): These are advanced Field trauma kits. A character in contact with a wounded model may apply the kit at the cost of an action. The kit immediately restore consciousness if the character is unconscious, and if the character makes a successful Medicine test versus a Threshold 4, it will heal MoS boxes of system Shock. The kit is one-use, and a character may only carry 2.

Night Vision Goggles (3 TV): These allow characters to ignore penalties for dim or low lighting while performing actions outside of close combat.

Radio (5 points + 3 per point of ECCM): This allows communications between members of the same team when not within visual or audio Range. If ECCM is present, an Information Warfare Roll must be made. Add the ECCM Rating to this roll.

Stealth Suit (3 TV per rating): This is a camouflage or holosuit meant to hide the character. The rating of the suit adds to the Stealth skill level of the character.

Stimkit (20 TV): Stimkits do not require any skill to administer, but do take an action to activate. After activation, a character no longer suffers penalties from system shock or knockdown from damage, but still retains his current System Shock and will die if system shock fills up. Every time a character takes an action, he must roll BOD versus a Threshold of 5 with no modifiers. Failure means the character takes an additional Light Damage, while a fumble results in the character takes a Heavy Damage (though he suffers no penalties for either). Stimkits last for an entire battle.

Armor

Armor	Value	Encumbrance	Cost
Light Flak Vest	15	0	8
Light Flak Suit	20	0	10
Medium Flak Vest	25	0	13
Medium Flak Suit	30	0	15
Heavy Flak Vest	35	-1	16
Heavy Flak Suit	40	-1	18
Turtleshell	50	-2	20

NOTE: encumbrance applies to all tests while wearing the armor. Characters with a positive BOD may ignore 1 point of Encumbrance for each point of BOD they have above 0. This applies to all tests.

Melee Scale Charts

Attack/Defense mods		
Situation	Melee Att/Def	Ranged Att/Def
Cover		
Light (1/4 of fig. covered)	0/+1	0/+1
Medium (1/2 of fig. covered)	-1/+2	0/+2
Heavy (3/4 of fig. covered)	-2/+3	-1/+2
Hidden (all of fig. hidden)	No LoS, can't attack or be hit	
Facing		
Front	0/0	0/0
Rear	0/-1	0/-1
Multiple Attackers*	-1 per extra attacker, max -3	same as Melee
Movement		
Stationary	+2/-3	+2/-3
Prone	-1/-2	+1/0
Jogging	0/0	0/0
Running	-1/+2	-1/+2
Sprinting	-2/+3	-3/+3
Climbing**	-3/-2	-3/-2
Knocked Down	Can't attack/-3	Can't attack/-3
Range		
Point Blank (Half BR)	N/A	+1/0
Short (BR)	N/A	0/0
Medium (2x BR)	N/A	-1/0
Long (4x BR)	N/A	-2/0
Extreme (8x BR)	N/A	-3/0
Environment		
Normal lighting	0/0	0/0
Very Bright or very Dim	-1/-1	-1/-1
Dark	-2/-2	-2/-2
Pitch Black/Blind	-3/-3	-3/-3

*Multiple attacker penalty applies in order, so if character A attacks character C, then character B attacks character C, character C gets -1 for being attacked by character B. If Character A attacks character C again in the same round, there is no Multiple attacker penalty as character A was the first attacker.

**Cannot use 2-handed weapons to attack.

Terrain Modifier Table

Terrain Modifiers	Effect
Clear	no mods
Rough Ground/steep slope	1/2 Move
Broken Ground/ Very steep slope	1/3 Move
Slippery	BOD test (see rules)
Water	As rough+special (see Rules)

Using Command Points

Each character is considered a separate unit

•	Extra Action (no penalty)
•	Defensive maneuvering (+2 to single defense roll)
•	Activate a unit out of sequence (if it hasn't been activated already)
•	About-face (change facing 180°)
•	Reroll any dice roll



4.6 WEAPONS

Melee Weapon	ACC	Reach	DM	Base Range	RoF	Points
Chain	-1	+1 1/2 MU	MD+6	Melee	0	5
Chainsaw*	-1	+1/2 MU	MD+15	Melee	0	7
Club	0	0	MD+3	Melee	0	2
Hatchet	0	0	MD+7	Throw	0	4
Hunting Knife	0	0	MD+5	Throw	0	3
Large Sword*	0	+1 MU	MD+13	Melee	0	6
Machete	0	0	MD+8	Melee	0	4
Quarterstaff, Wood*	0	+1 MU	MD+7	Melee	0	5
Short Spear	0	0	MD+7	Throw	0	3
Sword	0	+1/2 MU	MD+9	Melee	0	5
Vibroknife	0	0	MD+8	Throw	0	4
VibroMachete	0	0	MD+12	Throw	0	5
Vibrosword	0	+1/2 MU	MD+17	Throw	0	7

*two-handed weapon. Only 1 two-handed weapon may be carried, and a maximum of 3 one-handed can be carried, unless opponent agrees otherwise.

Ranged Weapons	ACC	DM	Base Range	RoF	Ammo	Notes	Cost/extra clip
Compound Bow*	0	MD+10	4	-1	10/quiver	AI, IF	12/3
Crossbow*	0	12	4	-2	10/quiver	AI	10/3
Hand Crossbow	0	7	2	-1	10/quiver	AI	8/3
Recurve Bow*	0	MD+7	4	-1	10/quiver	AI, IF	10/4
Repeating Crossbow*	-1	9	4	0	6	AI	8/4
Short Bow*	0	MD+4	3	-1	15/quiver	AI, IF	8/3
Pistol, Light	0	10	3	0	10	AI	9/4
Pistol, Medium	0	15	3	0	9	AI	10/4
Pistol, Heavy	0	24	4	0	8	AI	12/4
Rifle, Light*	0	18	23	0	1	AI	16/1
Rifle, Medium*	0	24	25	0	20	AI	25/10
Rifle, Heavy*	0	28	30	0	10	AI	30/8
Assault Rifle*	0	28	33	1	40	AI	40/20
Shotgun*	0	28	4	0	10	AI, Scatter	15/6
Autoshotgun*	0	28	3	1	50	AI	28/18
Sniper Rifle*	1	40	50	0	5	AI	33/15
SMG, Light	0	12	11	2	40	AI	25/10
SMG, Medium*	0	18	13	2	30	AI	30/15
SMG, Heavy*	0	24	15	2	30	AI	35/20

*two-handed weapon. Only 1 two-handed weapon may be carried, and a maximum of 3 one-handed can be carried, unless opponent agrees otherwise.

Heavy Weapons	ACC	DM	Base Range	RoF	Ammo	Notes	Cost/Reload
Anti-Armor Guided Missile*	1	150	75	0	1	G, IF, HEAT	75 per Missile
Anti Armor Rifle*	1	70	75	0	5		100/35
Chaingun*	0	30	25	4	Belt	AI	180
Grenade Rifle*	0	As Grenade	25	0	5	AI, IF	20+grenade cost
Heavy Machine Gun*	0	42	65	3	Belt	AI	300
Light Mortar*	-1	120	75	0	5	AI, IF, Min Range(-1), HEAT	200/50
Light Machine Gun*	0	30	50	2	Belt	AI	150
Medium Machine Gun*	0	32	63	3	Belt	AI	200
Rocket Launcher*	0	140	25	0	1	HEAT	50 per Rocket
Target Designator*	0	0	20	0	Unlimited	TD	35

*two-handed weapon. Only 1 two-handed weapon may be carried, and a maximum of 3 one-handed can be carried, unless opponent agrees otherwise.

Any weapon with Belt ammo or HEAT must be set up prior to firing at the cost of 1 action, and may not move while firing. Vehicle mounted weapons ignore this as do characters with a BOD of +3 or more.

Grenade	ACC	DM	Base Range	RoF	Area	Cost Per
Concussion	0	30	Throw	0	3	10
Fragmentation	0	26/14	Throw	0	2/5	10
Incendiary	0	24/8	Throw	0	2/3	8
Smoke	0	Smoke	Throw	0	3	5

NOTE: All Grenades count as AI. The second number under 'Area' is the secondary damage area. Those within the primary damage area take the first damage listed, those within the secondary blast take the second DM. Incendiary Grenades follow the rules for Incendiary weapons, and count as Persistent. Smoke Grenades block line of sight to anyone looking through the area, and last for 3 turns.



4.7 CALCULATING MELEE TV

The following section shows you how to calculate Melee Scale TV for characters imported from the RPG or for creations of your own. It is recommended that players with the SiLCORE Roleplaying Rules create characters and creatures using those rules and convert following the notes in the skill/attribute descriptions above.

Please note that this points system requires common sense and a bit of "fudging," as melee scale is more open to options than other scales.

Attributes

Each one of the 3 main Attributes (BOD, AWA, SPI) is worth a number of TV as listed:

Level	TV	Level	TV
-7 or lower	0	0	10
-6	1	+1	15
-5	2	+2	20
-4	3	+3	25
-3	4	+4	30
-2	5	+5	35
-1	8	each additional +1	+5

4.7.1 Skills

Archery, Combat Sense, Defense, Gunnery, Hand-to-Hand, Heavy Weapons, Information Warfare, Leadership, Medicine, Melee, Pilot, Riding, Small Arms, Stealth, Throwing and any other skills if allowed in game are totaled and multiplied by 2 to get TV.

Specializations cost 3 TV per specialization

4.7.2 Movement

Base (derived) movement costs no points. Additional speed/movement is 1 TV per point of movement. Lowered movement is -1 TV per point of lowered movement. Thus a character with +5 to his base speed or 5 as a base speed in another movement type costs an additional 5 TV

4.7.3 Special Abilities and Natural Weapons

Special abilities are costed individually and should be governed by common sense. Use Equipment Costs to help determine costs. Natural weapons are worth roughly 1/2 DM, and Armor is worth roughly 1 point per point of protection.

Example: Converting a Mordred

The following is an example of how to convert a Mordred-Class GREL from the RPG to the Melee Scale. The Mordred can be found on page 137 of the Heavy Gear Third Edition Player's Handbook

Calculating Attributes

Body (BOD):	AGI 1+ BLD 4 + FIT4 = 9/3 = +3
Note TV Cost from Chart above:	25
Awareness (AWR):	KNO -2 + CRE -2 + PER 1 = -3/3 = -1
Note TV Cost from Chart above:	8
Spirit (SPI):	PSY -1 + WIL 1 + INF -1 = -1/3 = 0.333, rounds to 0
Note TV Cost from Chart above:	10
Total TV Costs:	43

Calculating Derived Attributes

Melee Damage (MD):	3+ BOD 3 = 6, Minimum 1.
Additional Damage or Natural Weapons:	0, TV Cost: 0
Damage Thresholds:	
Hvy. Dmg is equal to 5 x (BOD 3+ SPI 0) +25 =	40, with a minimum of 2.
Heavy Damage 40/2 =	Light Damage 20
Heavy Damage 40x 2 =	80 Overkill

Natural Armor 0, TV Cost:	0
System Shock: 5+ SPI 0 =	5
No TV Cost	
Move: Base speed (Jogging) is equal to 4+BOD 3=	7
Jogging 7 x2 =	Running 14
Jogging 7x 3 =	Running 21
Additional Movement:	none
Cost:	0
Total TV Cost for additional Derived attributes:	0

Choosing Skills

Archery: RPG Level 0 + CPX 0 = 0/2 =	Melee Level 0
Melee Level 0 x 2 =	0
Combat Sense: RPG Level 2 + CPX 1 = 3/2 =	Melee Level 1.5, rounds to 2
Melee Level 2x 2 =	TV 4
Defense: RPG Level 2+ CPX 1 = 3/2 =	Melee Level 1.5, rounds to 2
Melee Level 2x 2 =	TV 4
Gunnery: RPG Level 0 + CPX 0 = 0/2 =	Melee Level 0
Melee Level 0 x 2 =	0
Hand-to-Hand: RPG Level 2+ CPX 1 = 3/2 =	Melee Level 1.5, rounds to 2
Melee Level 2x 2 =	TV 4
Heavy Weapons: RPG Level 2+ CPX 1 = 3/2 =	Melee Level 1.5, rounds to 2
Melee Level 2x 2 =	TV 4
Information Warfare: RPG Level 0 + CPX 0 = 0/2 =	Melee Level 0
Melee Level 0 x 2 =	0
Leadership: RPG Level 0 + CPX 0 = 0/2 =	Melee Level 0
Melee Level 0 x 2 =	0
Medicine: RPG Level 1+ CPX 1 = 2/2 =	Melee Level 1
Melee Level 1 x 2 =	TV 2
Melee: RPG Level 2+ CPX 1 = 3/2 =	Melee Level 1.5, rounds to 2
Melee Level 2x 2 =	TV 4
Pilot: RPG Level 0 + CPX 0 = 0/2 =	Melee Level 0
Melee Level 0 x 2 =	0
Riding: RPG Level 0 + CPX 0 = 0/2 =	Melee Level 0
Melee Level 0 x 2 =	0
Small Arms: RPG Level 2+ CPX 1 = 3/2 =	Melee Level 1.5, rounds to 2
Melee Level 2x 2 =	TV 4
Stealth: RPG Level 0 + CPX 0 = 0/2 =	Melee Level 0
Melee Level 0 x 2 =	0
Throwing: RPG Level 1+ CPX 1 = 2/2 =	Melee Level 1
Melee Level 1 x 2 =	TV 2
Total TV Cost for Skills: 4 + 4 + 4 + 4 + 2 + 4 + 4 + 2 =	28

Choosing Equipment

Item	Cost
Turtleshell Armor	20
Hunting Knife	3
Chaingun	180
Radio w/. +1 ECCM	8
TOTAL:	211

Calculating Final Melee TV

Total Attribute Cost	43
+ Total Derived Modifiers Cost	0
+ Total Skill Costs	28
+ Equipment Costs	211
= Final TV	282

Filling in the Datacard

Since GRELs are immune to morale, we noted that ability along with a summary of how and when it works in the notes section.

See Modred Class Grel datacard at the end of the melee scale section.



4.7.4 CHARACTER WORKSHEET

This is a Worksheet for converting characters from the RPG to Melee Scale.

Calculating Attributes

Body (BOD): $AGI _ + BLD _ + FIT _ = _ / 3 = _$

Note TV Cost from Chart above: $_$

Awareness (AWR): $KNO _ + CRE _ + PER _ = _ / 3 = _$

Note TV Cost from Chart above: $_$

Spirit (SPI): $PSY _ + WIL _ + INF _ = _ / 3 = _$

Note TV Cost from Chart above: $_$

Total TV Costs: $_$

Calculating Derived Attributes

Melee Damage (MD): $3 + BOD _ = _$, Minimum 1.

Additional Damage or Natural Weapons: $_$, TV Cost: $_$

Damage Thresholds:
 Heavy Damage is equal to $5 \times (BOD _ + SPI _) + 25 = _$
 with a minimum of 2.
 Heavy Damage $_ / 2 =$ Light Damage $_$
 Heavy Damage $_ \times 2 =$ Overkill $_$

Natural Armor $_$, TV Cost: $_$

System Shock: $5 + SPI _ = _$

No TV Cost

Move: Base speed (Jogging) is equal to $4 + BOD _ = _$
 Jogging $_ \times 2 =$ Running $_$
 Jogging $_ \times 3 =$ Running $_$

Additional Movement: $_$

Cost: $_$

Total TV Cost for additional Derived attributes: $_$

Choosing Skills

Archery: $RPG \text{ Level } _ + CPX _ = _ / 2 =$ Melee Level $_$
 Melee Level $_ \times 2 =$ TV $_$

Combat Sense: $RPG \text{ Level } _ + CPX _ = _ / 2 =$ Melee Level $_$
 Melee Level $_ \times 2 =$ TV $_$

Defense: $RPG \text{ Level } _ + CPX _ = _ / 2 =$ Melee Level $_$
 Melee Level $_ \times 2 =$ TV $_$

Gunnery: $RPG \text{ Level } _ + CPX _ = _ / 2 =$ Melee Level $_$
 Melee Level $_ \times 2 =$ TV $_$

Hand-to-Hand: $RPG \text{ Level } _ + CPX _ = _ / 2 =$ Melee Level $_$
 Melee Level $_ \times 2 =$ TV $_$

Heavy Weapons: $RPG \text{ Level } _ + CPX _ = _ / 2 =$ Melee Level $_$
 Melee Level $_ \times 2 =$ TV $_$

Information Warfare: $RPG \text{ Level } _ + CPX _ = _ / 2 =$ Melee Level $_$
 Melee Level $_ \times 2 =$ TV $_$

Leadership: $RPG \text{ Level } _ + CPX _ = _ / 2 =$ Melee Level $_$
 Melee Level $_ \times 2 =$ TV $_$

Medicine: $RPG \text{ Level } _ + CPX _ = _ / 2 =$ Melee Level $_$
 Melee Level $_ \times 2 =$ TV $_$

Melee: $RPG \text{ Level } _ + CPX _ = _ / 2 =$ Melee Level $_$
 Melee Level $_ \times 2 =$ TV $_$

Pilot: $RPG \text{ Level } _ + CPX _ = _ / 2 =$ Melee Level $_$
 Melee Level $_ \times 2 =$ TV $_$

Riding: $RPG \text{ Level } _ + CPX _ = _ / 2 =$ Melee Level $_$
 Melee Level $_ \times 2 =$ TV $_$

Small Arms: $RPG \text{ Level } _ + CPX _ = _ / 2 =$ Melee Level $_$
 Melee Level $_ \times 2 =$ TV $_$

Stealth: $RPG \text{ Level } _ + CPX _ = _ / 2 =$ Melee Level $_$
 Melee Level $_ \times 2 =$ TV $_$

Throwing: $RPG \text{ Level } _ + CPX _ = _ / 2 =$ Melee Level $_$
 Melee Level $_ \times 2 =$ TV $_$

Total TV Cost for Skills: $_$

Choosing Equipment

Item	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
TOTAL:	_____

Calculating Final Melee TV

Total Attribute Cost	_____
+ Total Derived Modifiers Cost	_____
+ Total Skill Costs	_____
+ Equipment Costs	_____
= Final TV	_____

Datacard

Name: _____

TV: _____

BOD _____	AWR _____	SPI _____
Defense _____	Archery _____	Leadership _____
Hand-to-Hand _____	Combat Sense _____	Riding _____
Melee _____	Gunnery _____	Pilot _____
Hvy Weapons _____		

SPECIAL:

Stealth _____	Info War _____	Small Arms _____
Throwing _____	Medicine _____	

MD: _____ DT: _____/_____/_____ SysShock _____

MOVE: _____/_____/_____ 0000000000

HEAVY GEAR

NAME: _____

TV: _____

BOD _____	AWR _____	SPI _____
Defense _____	Archery _____	Leadership _____
Hand-to-Hand _____	Combat Sense _____	Riding _____
Melee _____	Gunnery _____	
Pilot _____	Hvy Weapons _____	

Stealth _____	Info War _____	SPECIAL
Throwing _____	Medicine _____	Small Arms _____

MD: _____ DT: _____/_____/_____ **SysShock** _____

MOVE: _____/_____/_____ 00000

NOTES:

Equipment (points): _____



4.8 ADVANCED CHARACTER OPTIONS

The following sections are more advanced character options and are recommended for more experienced players or those who wish their Melee Scale games to play closer to the RPG.

4.8.1 Perks and Flaws

In the RPG, many characters have Perks and Flaws that affect combat abilities. The following is a list of the ones that come into play in Melee Scale and their Melee Scale TV. Note that Melee Scale TV does not translate to perk or Flaw value. Simply add the value to the Melee Scale TV of the character.

Acute Senses (see description): Increase AWR by 1 and recalculate TV based on the new value.

Animal Kinship (2 TV): This Character receive a +1 bonus to any Riding rolls performed.

Blind Fighting (2 TV per level) Each level of this Perk allows the character to ignore 1 point of penalties due to lighting while in close combat.

Immunity (optional, 3 TV): If using the Drug/toxin and Disease rules from the Roleplaying game, the character is immune to the effects of one drug, toxin or disease.

Intuition (5 TV): Characters with this perk have penalties for being shot from the Rear Flanks and the Rear are reduced by 1.

Light Sleeper (2): This Perk only comes into play during surprise attack/night attack scenarios and is paid for only then. The character gains +2 to the AWR roll to wake up/notice intruders

Low Light Vision (special) This works like night vision goggles and is costed the same.

Lucky (7 TV): Once per game, the character may reverse the penalties on his roll, so a -3 would become a +3.

Strong Immune System (optional, 3 TV): The character gains a +1 to his BOD roll to resist any drug, disease or Toxin. May only be taken if the Drug/toxin and Disease rules from the Roleplaying game are used.

Thick Skinned (3 TV): The Character gains +5 to his Heavy Damage Threshold. Recalculate the other thresholds as appropriate

Addiction (-2 TV): The character has an addiction and must 1d6 before each game. On a Roll of 1 or 2, the character did not get the substance and suffers a -1 to all rolls during that game. If the Drug/toxin rules from the RPG are used, the addicted character may have the effects of the drug active during the game.

Animal Antipathy (-4 TV): The character suffers a -1 penalty to all Ride rolls and Independent Creatures will move toward and attack this character if he is in Line of Sight.

Bad Luck (-5 TV): Once per game, your opponent may reverse reverse the penalties on this characters roll, for example, a +3 would become a -3.

Blind (-10 TV): The Character cannot see, and as such all movement must be performed at 1/2 jogging speed, all attacks and actions are penalized as for the Pitch Black/Blind entry in the combat charts. Blind Fighting will help negate penalties in close combat, but Ranged combat always suffers these penalties. Blind Characters may only notice characters within 3 MU.

Bloodlust (-8 TV): The character always attacks the nearest enemy character, regardless of the wishes of the player, but the player may choose which weapon is used. In addition, the character may not disengage from close combat until all opponents have been killed (not knocked down or knocked out). If there are no enemies in sight, an AWR test at a Threshold of 6 must be made or the character will mistake friendly characters as enemies. If this occurs, an AWR test may be made at the same Threshold at the beginning of each round to "snap out of" the rage and find an actual enemy. If the character is attacked by an enemy, he will no longer attack friendly characters and instead go after the enemy that attacked him.

Code of Honor (optional, variable TV): This Flaw can only be taken with the permission of an opponent. A character's Code of Honor must be clearly written down and the Character may not act against it. The points refunded are based on the severity of the Code. "May not attack characters who have been knocked out or knocked down," may refund 2 points, whereas "may only attack in close combat, face to face with no weapons" may refund 3 and so on. Discuss the amount of points refunded with your opponent or the GM of the game.

Heavy Sleeper (optional, -2 TV): This Flaw only comes into play during surprise attack/night attack scenarios and is paid for only then. The character suffers -3 to the AWR roll to wake up/notice intruders.

Insomniac (-3 TV): Before each game, roll 1 die. On a 1-3, the character has not slept well recently and suffers a -1 to all tests made for the duration of the game.

Lame (-5 TV): The character only has one leg and as such may not Run or Sprint and suffers a -1 penalty to all movement related tests.

Motion Sickness (-1 TV): The character suffers -1 to all tests made while in a moving vehicle or while riding an animal.

One-Armed (-3 TV): The Character may not use 2 handed weapons and suffers a -2 modifier for attempting anything that requires 2 hands, such as climbing.

One-Eye (-2 TV): The Character suffers -1 to all ranged combat tests.

Paraplegic (-8 TV): The character is missing both legs, and as such must Crawl or use a motive device such as a wheelchair or scooter. These devices are bought as a movement type.

Sickly(-3 TV): The Character has a chronic disease and suffers -1 to all BOD tests for movement and action.

Thin Skinned (-3 TV): The Character suffers -5 to his Heavy Damage Threshold. Recalculate the other Thresholds as appropriate

Twitchy (-3 TV): The Character has suffered neurological damage and is paranoid or "twitchy." Each round, roll one die if not involved in close combat. On a roll of a 1, the character shoots or attacks something that isn't actually there and loses his action.

Weak Immune System (optional, -2 TV TV): The character suffers a -1 to his BOD roll to resist any drug, disease or Toxin. May only be taken if the Drug/toxin and Disease rules from the Roleplaying game are used

4.8.2 Cyberwear

In Heavy Gear, cyberwear is an option for characters. The options below work much like Perks and Flaws, but are entirely optional and must be agreed upon by all players before taking.

Cyberarm Advance (4 TV each): Increases AD and UD while specifically using that arm. Paired Cyberarms increase BOD by +1 for any tests that involve Arms, such as climbing, and add 1 to both UD and AD permanently.

Cyberleg Advanced (3 TV Each): Increases Base movement by 1. When used in Pairs, this bonus is doubled.

Cyberspine (note): A Cyberspine Adds +1 to a character's BOD permanently, this will alter the derived attributes such as movement and Damage Thresholds. In additions, it adds 20 Armor to any attacks from the Rear. The armor is cumulative with any worn armor and with Duraskin. The TV of this is equal to 10 and the cost to raise BOD by 1.

Cybereye Advanced (5 TV): Cancels up to 2 points of Ranged attack penalties from range, lighting, or movment. Paired Advanced Cybereyes Cancel up to 3 points of penalties.

Cyberears (3 TV): Cyberears are capable of using SONAR to "see," and may cancel up to 2 points of Lighting or Blindness related penalties. In addition, the Ears may be equipped with a radio at the cost listed in the equipment section. Cyberears are always equipped in pairs.

Duraskin (4/9 TV): Duraskin adds 10 or 20 armor to the Character, cumulative with other armor, but any person attempting to treat the character's injuries suffers a -1 penalty to their rolls. Duraskin costs 4 points for 10 Armor and 9 points for 20.



HEAVY GEAR

MORDRED-CLASS GREL (SHOCKTROOPER)
TV: 282
(71 WITHOUT EQUIPMENT)



BOD +3	AWR -1	SPI 0
Defense 2	Archery 0	Leadership 0
Hand-to-Hand 2	Combat Sense 2	Riding 0
Melee 2	Gunnery 0	
Pilot 0	Hvy Weapons 2	
Stealth 0	Info War 0	SPECIAL
Throwing 1	Small Arms 2	
MD: 6	DT: 20/40/80	SysShock
MOVE: 7/14/21		OOOOO

NOTES: GRELS are considered immune to the effects of morale and should have their total TV including equipment multiplied by 1.5 if you are using the morale rules.
Equipment (points): Turtleshell Armor (20), Hunting Knife (3), Chaingun (180), Radio + 1 ECCM (8)

HEAVY GEAR

JAN-CLASS GREL (COMMAND)
TV: 155
(67 WITHOUT EQUIPMENT)



BOD +2	AWR 0	SPI +1
Defense 1	Archery 0	Leadership 2
Hand-to-Hand 1	Combat Sense 2	Riding 0
Melee 1	Gunnery 0	
Pilot 1	Hvy Weapons 0	
Stealth 0	Info War 1	SPECIAL
Throwing 0	Medicine 1	Small Arms 1
MD: 5	DT: 20/40/80	SysShock
MOVE: 6/12/18		OOOOO

NOTES: GRELS are considered immune to the effects of morale and should have their total TV including equipment multiplied by 1.5 if you are using the morale rules.
Equipment (points): Turtleshell Armor (20), Sword (5), Heavy SMG w/ 1 reload (55), Radio + 1 ECCM (8)

HEAVY GEAR

BADLANDS MARSHALL
TV: 97
(49 WITHOUT EQUIPMENT)



BOD +1	AWR 0	SPI 0
Defense 1	Archery 0	Leadership 0
Hand-to-Hand 1	Combat Sense 0	Riding 2
Melee 0	Gunnery 0	
Pilot 1	Hvy Weapons 0	
Stealth 0	Info War 0	SPECIAL
Throwing 0	Medicine 0	Small Arms 2
MD: 4	DT: 15/30/60	SysShock
MOVE: 5/10/15		OOOOO

NOTES: May be given Leadership at a cost of 2 TV per level. May ride Springer at cost of Springer
Equipment (points): Medium Flak Vest (13), Machete (4), Heavy Pistol w/1 reload (16), Shotgun (15)

HEAVY GEAR

FIELD MEDIC
TV: 100
(47 WITHOUT EQUIPMENT)



BOD 0	AWR +1	SPI 0
Defense 1	Archery 0	Leadership 0
Hand-to-Hand 0	Combat Sense 1	Riding 0
Melee 0	Gunnery 0	
Pilot 1	Hvy Weapons 0	
Stealth 0	Info War 0	SPECIAL
Throwing 0	Medicine 3	Small Arms 1
MD: 3	DT: 13/25/50	SysShock
MOVE: 4/8/12		OOOOO

NOTES:
Equipment (points): Light Flak Suit (10), Medium Pistol (10), Hunting Knife (3), two Medipacks (30)

HEAVY GEAR

GEAR DUELIST
TV: 90
(55 WITHOUT EQUIPMENT)



BOD +1	AWR 0	SPI 0
Defense 1	Archery 0	Leadership 0
Hand-to-Hand 0	Combat Sense 2	Riding 0
Melee 2	Gunnery 2	
Pilot 2	Hvy Weapons 0	
Stealth 0	Info War 0	SPECIAL
Throwing 0	Medicine 0	Small Arms 1
MD: 4	DT: 13/25/50	SysShock
MOVE: 4/8/12		OOOOO

NOTES:
Equipment (points): Medium Flak Suit (15), Medium Pistol (10), Sword (5), Radio no ECCM (5)

HEAVY GEAR

INFANTRY GRUNT
TV: 143
(50 WITHOUT EQUIPMENT)



BOD 0	AWR 0	SPI 0
Defense 2	Archery 0	Leadership 0
Hand-to-Hand 1	Combat Sense 1	Riding 0
Melee 1	Gunnery 0	
Pilot 0	Hvy Weapons 2	
Stealth 0	Info War 0	SPECIAL
Throwing 2	Medicine 1	Small Arms 2
MD: 3	DT: 13/25/50	SysShock
MOVE: 4/8/12		OOOOO

NOTES: May be upgraded to Elite Trooper. Increase BOD, MOVE and MD by +1. DT: 15/30/60. Add 5 TV. May be given Leadership at a cost of 2 TV per level.
Equipment (points): Medium Flak Suit (15), Assault rifle w/one reload (60), Hunting Knife (3), Radio no ECCM (5), 1 Frag Grenade (10)

HEAVY GEAR

ARMADILLO BEAST (CREATURE)
TV: 150



BOD +3	AWR 0	SPI 0
Defense 2	Archery 0	Leadership 0
Hand-to-Hand 2	Combat Sense 1	Riding 0
Melee 0	Gunnery 0	
Pilot 0	Hvy Weapons 0	
Stealth 0	Info War 0	SPECIAL
Throwing 0	Medicine 0	Small Arms 0
MD: 6	DT: 20/40/80	SysShock
MOVE: 10/20/30		OOOOO

NOTES: Armor 75, cannot be ridden. Natural weapons: Tusks (MD+24), Tail-Lash (MD+19), use Hand-to-Hand, target must be within Reach.

HEAVY GEAR

RIDING SPRINGER
TV: 65



BOD +3	AWR +1	SPI +1
Defense 0	Archery 0	Leadership 0
Hand-to-Hand 1	Combat Sense 2	Riding 0
Melee 0	Gunnery 0	
Pilot 0	Hvy Weapons 0	
Stealth 0	Info War 0	SPECIAL
Throwing 0	Medicine 0	Small Arms 0
MD: 6	DT: 20/40/80	SysShock
MOVE: 10/20/30		OOOOO

NOTES: Natural weapons: Kick (MD+14), use Hand-to-Hand, target must be within Reach.

HEAVY GEAR

AERIAL TOUSSAIN (DAK)
TV: 65



BOD -1	AWR +1	SPI -1
Defense 1	Archery 0	Leadership 0
Hand-to-Hand 3	Combat Sense 1	Riding 0
Melee 0	Gunnery 0	
Pilot 0	Hvy Weapons 0	
Stealth 0	Info War 0	SPECIAL
Throwing 0	Medicine 0	Small Arms 0
MD: 2	DT: 5/10/20	SysShock
MOVE: 3/6/9		OOOO

NOTES: Flight Movement 5/10/15. Dive: may "charge" an opponent from air from up to 50MU away, must have clear path in a straight line. Gains +2 to attack rather than normal +1. Bite (MD+4), Talons (MD+8), use Hand-to-Hand, target must be within Reach. The Dak cannot be ridden.



5.1 DUELIST SCALE (SKIRMISH SCALE)

The Duelist scale rules are an optional rule set intended to simulate fast and furious action-by-action, short-range combat between small numbers of units. These rules can also be used to simulate combat in heavily restricted environments, such as FIBUA (Fight In Built Up Area), jungles or canyons, with greater accuracy than the normal 50-meter/inch scale allows. They are also particularly well suited to miniature tabletop play, as they require less table surface and allow more detail to be added to the battlefield.

Duelist fighting takes place in a shorter time span and over shorter distances than its tactical counterpart. All combat rounds are 6 seconds long, while each inch of ground represents about ten meters. Because both time and distance are scaled down, the Movement allowances remain the same. This is not entirely accurate, but it allows combat to be played on a reasonably sized area without vehicles traveling across the table in one or two turns. With the increased weapon ranges (all ranges are multiplied by x5), combat will be deadly, as fighting moves to short and medium ranges.

The following Duelist scale rules are changes and additions to the tactical combat rules. Unless a rule is specifically modified here, assume it is the same as for the standard tactical wargame.

□ Duelist Terrain Costs

Terrain Type	Walker MP	Ground MP	Hover MP	Naval/Sub MP	Obscurement
Clear	1	1	1	n/a	-
Rough	1	2	2	n/a	-
Sand	2	2	1	n/a	-
Woodland	2	4	n/a	n/a	+1/5"
Jungle	3	n/a	n/a	n/a	+1/3"
Swamp	3	4	1	n/a	+1/5"
Water	3*	4*	1	1	+1/3"†
Going up 30° slope	+2	add 2	add 4	n/a	-
Going down 30° slope	+1	0	0	n/a	-

* Only Amphibious vehicles may enter Water terrain. Other vehicles will flood and automatically be put out of action. Amphibious vehicles cannot enter or exit Water while moving at Top Speed.

† Water only produces Obscurement if the defender is in Water and can submerge.

◆ Urban Terrain

Urban terrain in the Duelist scale is considered to be a single building about the size of a house (16 damage points per square inch). Dense Urban terrain is considered to be a larger, more strongly built building (20 damage points per square inch). If a building has lost half of its damage points or more, vehicles may then enter it at the same movement cost as Rough terrain. House-sized buildings count as immobile Size 6 vehicles for ramming purposes; larger buildings are immobile Size 12 vehicles. Because they do not move, the buildings' defense rolls are always equal to zero against attacks.

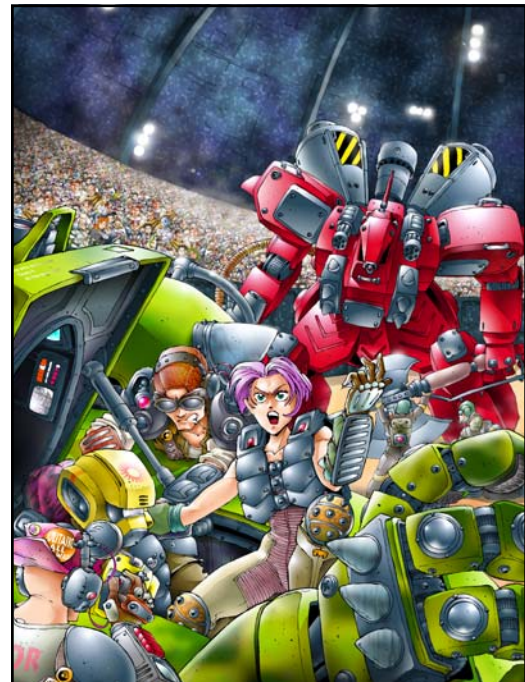
A typical wall stands at about three meters tall and is made of a resilient material such as stone or ferroconcrete. Walls made of lighter material, such as wood fences, have little defensive value for vehicles and are disregarded for simplicity. Walls are impassable unless they are damaged, destroyed, climbed or jumped over. A typical wall segment of one inch has a Damage Point Capacity of 12 for a standard Wall and 16 for a Dense Wall. If involved in a collision, treat Walls as stationary Size 4 objects, while Dense Wall are Size 10. If the Wall segment loses one half of its damage points or more, vehicles may cross it at the same movement cost as Rough terrain (by going through the gaps). Most large vehicles are able to fire over walls, gaining the wall's full Obscurement benefit but not being impeded in their own attacks. For simplicity, any unit of Size 4 or more can fire over walls.

5.1.1 MOVEMENT

Vehicle movement is more streamlined in skirmish level fighting, but the mechanics of movement work much the same as in the basic tactical game. Instead of simply declaring a change from Combat Speed to Top Speed or vice versa after movement, in Duelist scale combat this change requires the expenditure of an Action (the change still takes place after movement).

The other big difference is in the Movement Point costs of the various types of terrain. When dealing with 50-meter increments, some averaging must be made to account for natural variation: for example, ground-effect vehicles cannot normally cross a forest because they lack the required leverage to knock down trees that are in their way. Movement is still allowed through Forest terrain in the basic game, however, because trails, clearings or small dirt roads might exist that would allow them to pass.

Duelist scale leaves a lot less room for suppositions, and so the MP costs of the various terrain types have been changed to take this into account. Some terrains are now prohibited to certain types of units; these are marked "n/a" in the table below.





5.1.2 LINE OF SIGHT AND DETECTION

In the Duelist scale, all Obscurement-producing terrain types cause one point of Obscurement per terrain type, not inches, crossed by the line-of-sight between attacker and target. For example, if there is Jungle terrain in the line-of-sight, the Obscurement modifier is +1. If the LoS also crossed Swamp terrain, the Obscurement modifier would be +2, and so on. Additional Obscurement may be caused by great distances: the Duelist Terrain Cost table lists the minimum number of inches required to produce one more point of Obscurement for each terrain type.

◆ Partial Cover

If an obstacle covers at least half of a vehicle, and that vehicle is in base to base contact with the obstacle, then the defending player may claim partial cover and gain a bonus to its Armor. This bonus applies only as long as the unit is in contact with the terrain feature, and is not reduced by damage received. If the vehicle is not in base to base contact with the cover, and an attacker can still see at least half of the vehicle or more, then a shot may be fired with no penalty to either the attacker or the defender.

Light Cover include trees, bushes, wooden fences, etc. If a defender is in base to base contact with a terrain feature identified as being light cover, then the base Armor of the defender receives a +2 bonus.

Heavy Cover include boulders, concrete, reinforced barricades and walls, etc. If a defender is in base to base contact with a terrain feature identified as being heavy cover, then the base Armor of the defender receives a +4 bonus.

5.1.3 COMBAT

Multiple Attacker Penalty (MAP): In large, pitched battles, one doesn't always have time to react to incoming fire from multiple attackers. A penalty of -1 is applied to the Defense roll of a unit when defending against a second attacker from the same Combat Group as the first attacker. Another -1 is added for each additional attacker, up to a maximum penalty of -3 (4 attackers or more).

Area Effect Weapons: these weapons cover a certain area on the playing surface. Everything within the blast zone is subject to the attack. A single Attack roll is made, while each unit completely within the blast zone must make a Defense roll to determine their own fate. Even if the attack is completely defended against, any unit completely or partially in the blast zone still suffers half the explosion's Damage Multiplier in concussion damage.

□ Area Effect Diameter

Weapon Area Effect	Blast Radius
AE0	2.5"
AE1	5"
AE2	7.5"
AE3	10"

ROF Fire: Is handled in the same way as in the standard tactical game. But if you use the Ammunition Optional Rules then vehicles expend only 5 points of ammunition per point of ROF instead of tactical's 10 points, but missile ROF remains unchanged. The mechanics of Saturation Fire remain unchanged as well. Saturation Fire covers an area five inches by one, oriented in any way the attacker desires. All part of the pattern, however, must have a direct line of sight with the weapon (unless it's indirect fire); no curving patterns to reach targets behind walls!

5.1.4 ADVANCED CLOSE COMBAT SYSTEM

Close combat occurs when one Gear attacks another with a zero-range weapon, such as a vibroblade, a mauler fist, or even just a bare manipulator. (The Advanced Close Combat System, however, does not cover Grenade attacks.) These rules are intended to add an extra dimension of detail and suspense to close combat. Players have the chance to gain an advantage against their opponents. They also have the opportunity to make better their defenses. These rules reflect the true nature of close combat as something of a game unto itself as the combatants seek the openings that grant them victory over their opponents. In much the same way that a spectator enjoys the flash and clash of hard metal in the arena, Players can recreate that excitement as they seek to outplay their adversaries.

The Advanced Close Combat System requires some changes to the normal combat modifiers. First, the Point Blank range modifier is ignored. This change reflects the fact that the Defender can move beyond the Attacker's reach with little difficulty. Second, Movement Modifiers for the Attack and Defense rolls are also ignored, unless either combatant is moving at Top Speed. If the Attacker is moving at Top Speed, the Attack Roll is modified by -1. If the Defender is moving at Top Speed, the Defense Roll is modified by +1. This change reflects the intimate, in-your-face nature of close combat, though a high-speed Attacker will always be somewhat off-balance and a high-speed Defender will always have an extra advantage to defense.

When a Player declares a close-combat attack, the Players controlling the units involved must decide how their units are going to attack or defend. There are six moves available for offense and six for defense. The offensive moves (for the attacking unit) are the following: Power Strike (1), Rapid Strike (2), Low Strike (3), High Strike (4), Feint (5) and Probe (6). The defensive moves (for the defending unit) are these: Withdraw (1), Optimized (2), Low Block (3), High Block (4), Feint (5) and Counter (6). The numbers in parentheses identify the move: to choose a move for their unit, the controlling Player selects the appropriate number on a six-sided die and hides the result from the opponent.

If the Attacker is using a Macromove, the Macromove must be declared before the selected moves are revealed. Once both Players have made their decisions, they reveal their selections and consult the Advanced Close Combat Result Matrix, next page. Find the attacking Player's choice along the top row and the defending Player's choice along the left-hand column. The intersection of these two moves reveals a pair of modifiers to apply to each combatant's Skill rolls. The Defender applies the result to the left of the slash ("/"); the Attacker applies the result to the right.

These rules can be used in conjunction with the combat Macromoves (Armor Piercing Attacks, Called Shot Against Specific Damage Locations, and Area Effect with ROF Weapons) to add to the effects given in the results matrix.





5.1.5 MACROMOVES

A Duelist may attempt Macromoves on their turn, limited only by the number of actions they take and the restrictions of the Macromoves. For a more detailed version of Dueling, please see the Heavy Gear 3rd edition Players Handbook.

Armor Piercing Attacks: By taking a -2 to the attack roll, the damage dealt by the weapon is considered Armor Piercing (halves opponent's Armor). If the Weapon already has Armor Piercing, Armor is divided by 3 instead.

Concentrated Fire: The Duelist may Saturate a 3 MU (Dueling scale, 1MU in Tactical) area with a RoF attack in an attempt to knock an opponent down. The attack roll suffers a -2 penalty, and the damage of the weapon is considered halved. Any unit moving through the area during the turn, or present in the area must roll defense as normal against a Saturation Fire attack. If the Defense is failed, the unit is knocked over and must spend an action righting itself. The attack uses ammunition as per a normal saturation attempt.

Pushing the Envelope: By spending an action and rolling piloting against a Threshold of 5, the Duelist may temporarily increase the Combat Speed (but not Top Speed) of his vehicle. Each point of MoS increases the Combat speed of his vehicle increases the Combat speed of his unit by 1, up to a maximum of the unit's Top speed. Failing the roll indicates the unit has shifted to top speed. The speed increase lasts until the unit activates again.

Duelist's Luck: Once per turn, any Duelist may re-roll a failed roll without use of a Command Point by taking a -1 penalty to the re-roll.

5.2 DUELING PERKS

Dueling vehicles often incorporate modifications that deviate from standard battlefield models. The following Perks represent some of the capabilities of machines expressly designed for the dueling arena. Most of these modifications involve altering the vehicle's weapon load to become non-lethal for sport dueling purposes. As such they have low Threat Values because they do not increase the battlefield efficiency of the machine.

◆ Acrobatic Handling AUX/R

The maneuvering systems of battlefield Gears are designed with overall motion in mind. War machines must be able to move quickly and efficiently over varying terrain, but elaborate jumps are well beyond the needs of the military. All these factors are important in duels as well, but there is an added need for close-combat maneuverability. Being able to jump and flip the Gear through tight obstacle courses and to avoid multiple tackling opponents is not only useful but extremely crowd pleasing.

The rating of Acrobatic Handling is added to the Gear's maneuverability score for close combat attacks and defenses, and when defending against point-blank attacks. The Perk gives no advantage for any attack made from

short range or further. Acrobatic Handling also modifies any rolls made to make jumps, flips or kicks.

No Gear may take a rating in Acrobatic Handling higher than one above their Maneuver rating. Gears with negative modifier ratings and vehicles without the Walker movement type may not take Acrobatic Handling.

◆ Scoring Sensors AUX

Professional sport Duelists often use a complex system of weapon simulations rather than actual arms. While these virtual arms can be used alone, they are more effective when opposing Gears are equipped with a special sensor net designed for this purpose. Several settings are possible for the sensors (which are set before a match begins). In scoring mode, the sensor net divides the Gear into a series of locations, assigning points based on the precision and intensity of a hit. In shut-down mode, the net keeps track of virtual damage and shuts down the Gear when it is "destroyed." In virtual mode, the sensor relays information from each hit to various systems of the Gear, shutting them down based on calculated damage.

When used in battle against Gears or other vehicles equipped with Sporting Weapons, the effects of battle damage depend on the mode of the Scoring Sensors. When in virtual mode, keep track of damage in the normal fashion (although none of the damage actually occurs, unless in close combat). In shut-down mode, keep track of damage but do not apply modifiers unless the system is destroyed. In scoring mode, there is no need to keep track of damage, only hit location for scoring purposes. To determine score, roll on the System Damage table and award one point for Structure or Auxiliary Systems hits, two for Fire Control or Movement hits, and three for Crew hits.

◆ Sporting Weapons

Usually paired with Scoring Sensors (see above), the Sporting Weapons perk transforms a Gear's actual weapons into harmless virtual arms. Rounds are replaced with blanks while arms are loaded with harmless laser pointers. Complex pointer rockets, grenades and mortar shells are created by combining a smoke round with a very mild haywire round. Vibro-weapons can be converted by stopping the vibration and putting a targeting charge along the blade. A similar charge can be applied to Gear fists and ram plates, but in these cases true damage is not negated.

◆ Trideo Link-up AUX

All military sensor and communications systems can be used to relay simple video images to a remote location, but few Gears have the special equipment required for a full trideo feed. First developed for vehicles used by reporters, the trideo link involves mounting twin stereoscopic cameras on the machine. The feed from these cameras is relayed through the vehicle's communications system (which is also slightly modified), enabling distant spectators to watch a duel or other encounter as if they were there. The trideo feed also includes a back-up recorder, allowing the storing of an hour of images in the vehicle proper.

On Gears, trideo cameras are usually mounted in special armored shoulder assemblies or on either side of the sensor head. The cameras can also be mounted on thin tool arms, hence allowing greater visibility, but this exposes the sensitive equipment to a degree that makes such a mounting impractical in combat models.





5.3 DUELING WEAPONS LIST

Name	Code	TV Rating	Range	Dam.	Acc.	RoF	Ammo	Min. Size	Special
Vibroax*	VA	34	0/0/0/0	x10	-1	0	N/A	3	Armor Crushing
Vibroclaws	VC	24	0/0/0/0	x8	+1	0	N/A	2	-
Vibrorapier	VR	27	0/0/0/0	x6	+1	0	N/A	3	Armor Piercing
Lance	LN	28	0/0/0/0	x13	-1	0	N/A	3	-
Heavy Lance	HLN	28	0/0/0/0	x15	-2	0	N/A	3	Armor Crushing, Clumsy
Explosive Lance	ELN	33	0/0/0/0	x14	-1	0	0.14	3	-
Haywire Lance	HWLN	61	0/0/0/0	x9	+1	0	0.25	3	Haywire
Whip	WP	55	0/0/0/0	x7	+1	0	N/A	3	Entangle
Haywire Whip	HWP	110	0/0/0/0	x7	+1	0	0.44	4	Entangle, Haywire
Net Gun	NG	222	1/2/3/4	x6	0	0	0.89	5	Entangle
Chain Sword	CS	20	0/0/0/0	x9	0	0	N/A	3	-
Mauler Fist	MF	61	0/0/0/0	x9	+1	0	N/A	3	Armor Crushing
Mace	MC	11	0/0/0/0	x8	-1	0	N/A	2	-
Morningstar	MS	38	0/0/0/1	x10	-2	0	N/A	3	Entangle
Piston Punch	PP	13	0/0/0/0	x10	0	0	N/A	2	Clumsy
Heavy Spike Gun	HSKG	66	0/0/0/0	x14	-1	0	0.27	4	Armor Piercing

*Vibroax can be thrown 1" using the Piloting Skill, but if the unit wants the Vibroax back it must move into the area where it was thrown and spend one action to pick it up on the next turn.

5.4 DUELING WEAPONS AND CUSTOMIZING

While most duels are fought using standard battlefield weapons, several new types of armament have been exclusively developed for these specialized battles. Many of these weapons are crowd-pleasing arms that put style over substance, but others are classic weapons preferred by traditional Duelists. Dueling Gears can be customized using the weapons listed above and those listed in the Tactical Scale weapon tables. Make sure the min. size of the weapon fits on your size gear. Add up the new Offensive Threat Value of all the weapons and use the TV Calculation Table in the Tactical Scale Section to calculate the new TV of your customized duelist gear. Just try to keep in the spirit of dueling, we are not likely to see artillery guns and such in a dueling arena and remember one important rule, don't shoot the spectators. Following are some of the special characteristics of the duelist weapons.



◆ Dueling Weapons Characteristics

Armor-Piercing: The weapon is highly efficient when penetrating armor, concentrating all its energy on a single location of the armor to enhance its force. Armor-piercing weapons halve the defending vehicle's Armor rating to determine damage. Vibroblades and high-kinetic projectiles are often Armor-Piercing.

Armor-Crushing: The weapon is highly efficient when destroying armor and structure. If the attack is successful, the target loses twice the usual Armor points (2 for Light damage and 4 for Heavy damage) in addition to the system damage. "Hammerhead" missiles, acid sprayers and rotating saws are examples of Armor-Crushing weaponry.

Clumsy: These weapons are large or unwieldy. They cause a -1 penalty to the Maneuver rating of the vehicle while carried.

Entangle: Weapons with the Entangle characteristic can be used to immobilize an opponent. A vehicle hit by such a weapon either receives damage from it or is ensnared, unable to move or fight (attacker's choice). To escape an entangling attack, a Piloting skill roll must be made versus the Margin of Success of the attack. This is modified by the difference between the Damage Multiplier of the weapon and the Size of the trapped vehicle. If the vehicle has arms, half the rating of the largest arm (rounded up) is applied to the Piloting roll.

Ranged entangling weapons are attached to an ultra-resistant cable, which is itself attached to a winch. The winch can be used to drag the vehicle forward or, if the target is lighter than the vehicle, drag it toward the winch. The maximum weight that can be handled by the cable is equal to the Damage Multiplier expressed in Size capacity. For example, a x3 winch could drag a weight equivalent to Size 3, or 1.1 ton. Several cables can be used together to pull more weight. Thus, two x3 cables could drag up to 2.2 tons together.

If the Margin of Success of the ranged entangling attack is equal to or higher than 3, the entangling weapon is now attached to the target. It can be detached and reeled in at any time at the cost of one action. It is possible for a target to be both attached to the weapon and ensnared at the same time. The cable itself can take up to its rating in damage points before being severed. However, ranged attacks have a -3 penalty to hit because the cable is so small. Point-blank attacks on the cable have no such penalty.



5.5 DUELING TACTICAL SCENARIOS

Setting up for a duel in Skirmish Scale is usually very simple. The most basic encounters involve two machines facing off against each other in a relatively clear battlefield. Duels that require a slightly more elaborate set-up, however, can also be very exciting. The sections below cover the most common and interesting duel types suitable for Skirmish Scale tactical combat.

◆ Skirmish Matches

These basic duels require no special set-up. Terrain should include several elevation changes and obscuring terrain types to complicate the tactical situation. Most skirmishes are fought until one opponent or the other scores 5 hits.

Any map can be used to represent the terrain. The edges of the maps are the inner walls of the arena and units may not exit the map except at designated entry/exit points (there should be one such door per Player or team).

◆ Shoot-Outs

These duels are usually fought in complex urban terrain. The battlefield should be set up with plenty of walls, Urban and Dense Urban hexes, making line of sight very hard to achieve. Like skirmishes, these duels are usually fought until 5 hits are scored.

Shoot-outs greatly benefit from the use of the more advanced Urban terrain rules found on page 80 of this book. The map should be liberally sprinkled with walls and buildings to make line of sight hard to achieve.

◆ Stalker-Prey Duels

This duel of cat and mouse should be fought on a complex playing surface. Plenty of walls, elevation changes, jungles and woodland hexes and other complications should make the Stalker's job difficult. Some open groups should also be featured, however, so that the Prey may dart across in search of bragging rights. Obviously, firing positions for the Stalker should be available to make the Prey's bravado worth bragging about.

◆ Lone Wolf

Terrain for the Lone Wolf duel type should be set up with limited terrain to allow the wolf to hide, but still allow the stalkers to find him. To heighten tension, the length of time between stalker-repairs can be decreased to only a minute or two (10-20 Skirmish Scale rounds). This is particularly appropriate in a small playing field with limited terrain and Obscurement.

◆ Tag Team

Tag Team skirmishes are fought like the simple battles in a fairly clear field, except that two team bases are designated. In these base zones, the partners wait to be tagged. Tagging counts as an Action for the exiting unit. In scenarios using sporting arms, units in the base zone can recover from damage at the rate recovering one lost MP, Fire Control bonus point, Maneuverability bonus point, destroyed auxiliary system, or destroyed weapon every two rounds. Alternatively they may choose to recover one lost point of armor every round. The pilot chooses the order in which elements are repaired.



Duelist Scale

Time:	Each round lasts 6 seconds
Ground Scale:	Each 1" represents 10 meters
Movement Points:	Remain identical
Weapons' Rate of Fire:	Remain identical
Weapons' Ranges:	multiply by 5
Actions:	One extra action allowed maximum

MACROMOVES

Macromove	Threshold
Armor Piercing	Opposed
Concentrated Fire	Opposed
Pushing the Envelope	5
Duelist's Luck	Special

Standard Crew Skills

Level	Type	Pilot.	Gunn.	Elect. War.	Leader.	TV Mult.
1	Rookie	1/0	1/0	1/0	0/0	x0.5
2	Qualified	2/0	2/+1	1/0	1/0	x1
3	Veteran	3/+1	3/+1	2/0	2/0	x3
4	Elite	4/+1	4/+1	3/0	3/0	x4
5	Legendary	5/+1	5/+1	4/0	4/0	x5

Vehicles in the game are assumed to be piloted by Qualified pilots, Skill 2 (2d6) with x1 TV Multiplier for the starting Threat Values.

Leadership Tactical Command Point Roll

Level	Min-Max
Rookie (1d6)	1-6
Qualified (2d6)	1-7
Veteran (3d6)	1-8
Elite (4d6)	1-9
Legendary (5d6)	1-10

Using Command Points

- Extra action (no penalty)
- Defensive maneuvering (+2 to single defense roll)
- Activate a unit out of sequence (if it hasn't been activated already)
- About-face (change facing 180°)
- Reroll any dice roll

You can only use 1 command point per turn

COMBAT MOVE DESCRIPTIONS

Combat Move	Description
Power Strike	The Attacker puts everything behind the blow he is trying to land.
Rapid Strike	The Attacker strikes with a series of quick blows in an attempt to overwhelm the Defender.
Low Strike/Block	The Attacker or Defender concentrates on striking or blocking strikes to the lower body.
High Strike/Block	The Attacker or Defender concentrates on striking or blocking strikes to the upper body.
Feint	The Attacker or Defender attempts to mislead his opponent so that he can land or avoid a blow.
Probe	The Attacker looks for an opening to exploit. Each successive, successful Probe against a single opponent adds +1 (max. +3) to the next close combat attack (other than Probe) made by the Duelist. No damage is inflicted.
Withdraw	The Defender seeks to maintain as much distance between himself and the Attacker.
Optimized	An all-around defensive stance that allows the Defender to efficiently deal with most attacks.
Counter	The Defender concentrates on countering the Attacker's blows.

ADVANCED CLOSE COMBAT RESULT MATRIX

Defender Move	Attacker Move					
	Power Strike (1)	Rapid Strike (2)	Low Strike (3)	High Strike (4)	Feint (5)	Probe (6)
Withdraw (1)	Def +2/DM +2	+0/Att +1	Def +1/+0	Def +1/+0	+0/+0	+0/+0
Optimized (2)	Def +1/DM -1	Def +1/+0	+0/+0	+0/+0	Def +1/+0	+0/Att -2
Low Block (3)	Def -1/+0	+0/DM -1	Def +2/+0	Def -2/+0	Def -1/+0	+0/+0
High Block (4)	Def -1/+0	+0/DM -1	Def -2/+0	Def +2/+0	Def -1/+0	+0/+0
Feint (5)	+0/DM -1	+0/+0	+0/DM -1	+0/DM -1	+0/+0	+0/Att -1
Counter (6)	Ret/Def -1	Def -1/+0	Ret/+0	Ret/+0	Def -1/+0	Ret/Def -1

ADVANCED CLOSE COMBAT RESULTS

Result	Effect
Att	The Attack roll is modified by the indicated modifier.
Def	The Defense roll modified by the indicated modifier.
DM	The Damage Multiplier of the weapon is modified by the indicated modifier.
Ret	The Defender finds an opening and gains a retaliatory attack against the Attacker. Once the Attacker's attack is resolved (with no modifiers for Attacker or Defender), the Defender makes an attack with -1 modifier. The Attacker's defense might also be modified.

GRENADE THROWING RANGES

Arm Size	Short	Medium	Long	Extreme
5	1 MP (8 m)	2 MP (16 m)	3 MP (32 m)	6 MP (64 m)
6	1 MP (10 m)	2 MP (20 m)	4 MP (40 m)	8 MP (80 m)
7	1 MP (12 m)	2 MP (24 m)	5 MP (48 m)	10 MP (96 m)

GENERIC TERRAIN OBSCUREMENT

Terrain Height	Standing Obscurement	Kneeling/Hull-Down Obscurement	Height Relative to Hunter Miniature
1.5 m or less	0	+1	Below the knee
1.6 m to 3 m	+1	+2	Knee to waist
3.1 m to 5 m	+2	Blocked	Waist to head
5 m or taller	Blocked	Blocked	Above the head



5.5.1 DUELING ARENA

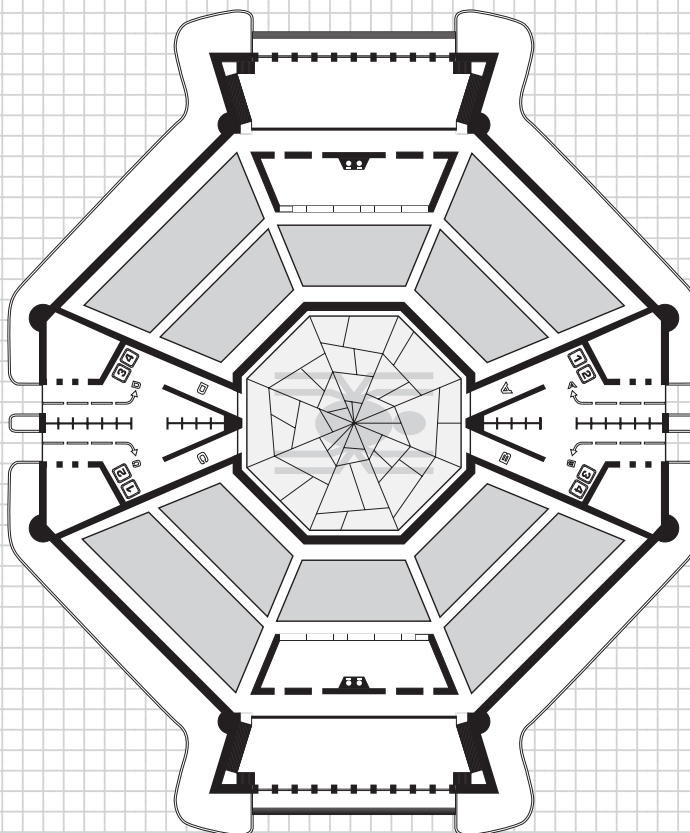
The Dueling arenas of Khayr ad-Din have seen may a duelist, one of the most famous arenas is The Web Arena shown below, incase you want to make one.

DIAGRAM KEY

- 1 Arena exterior
- 2 Public Entrance
- 3 Reception and Entertainment Hall
- 4 Trideo Satellite Broadcast Booth.
- 5 Standard Seating
- 6 Standing Audience
- 7 . Dressing Room and Maintenance
- 8 Vehicle Bay
- 9 Gladiator Entrance
- 10 Access To Combat Arena
- 11 Combat Arena
- 12 Heavy Reinforced Wall
- 13 Gambling Loges

THE WEB ARENA

The pride and joy of Khayr ad-Din, the Web Arena sits in the center of an open oasis tower. Extravagant lodges and inexpensive standing-room seats combine to fill the arena with screaming fans and wealthy gamblers, making it the place to be seen in the city. Duelists themselves appreciate the availability of emergency medical services and the fame that results from live trideo coverage. The Arena is named after the web-like pattern of its combat field and the appellation of its patron, Saddik the Spider.



5.5.2 FAMOUS DUELISTS AND DATACARDS

The pages that follow have datacards of some of the most famous ones dueling gears. As well as the professional televised dueling league on Terra Nove with the Famous Shadow Dragons and the Infamous Vanguard of Justice, have fun and enjoy the show. If you want to make your own custom duelist gear, refer to the earlier rules and used the blank datacard back in the Tactical Scale Section.

HEAVY GEAR

PA-09 GLADIATOR

PAXTON

15

5/9

6/12

TV:	508	Crew:	1	FireCon:	0	Sens:	0/2
Size:	6	Actions:	1	Man:	+1	Com:	0/10

WEAPONS:								PERKS/FLAWS:	
Name	Arc	Acc	BR	Dam.	ROF	Ammo.		HEP: Desert, 2x	
VA	F	-1	0	x10	0	-		Man. Arm R6,	
MAC	F	0	3	x10	1	30/		Reinf. Chassis,	
SKG	F	-1	0	x12	0	-		Reinf. Armor	
CR	F	0	0	+1	0	-		(2)Crew Shield	

HEAVY GEAR

RAPIER IGUANA

SOUTHERN MILIC

14

5/9

7/14

TV:	732	Crew:	1	FireCon:	+1	Sens:	1/3
Size:	6	Actions:	2	Man:	+1	Com:	1/12

WEAPONS:								PERKS/FLAWS:	
Name	Arc	Acc	BR	Dam.	ROF	Ammo.		Adv. Controls	
VR	F	+1	0	x6	0	-		2xMan. Arm	
DPG	F	-1	2	x8	+2	30/		HEP: Desert	
								Ram Plate	
								Shield (4)	

HEAVY GEAR

NEMESIS JAGUAR

NOTHERN GUARD

15

5/9

7/13

TV:	600	Crew:	1	FireCon:	0	Sens:	0/2
Size:	6	Actions:	2	Man:	+1	Com:	0/10

WEAPONS:								PERKS/FLAWS:	
Name	Arc	Acc	BR	Dam.	ROF	Ammo.		Acrob. Handl.	
MAC	F	0	3	x10	1	30/		Adv. Controls	
RP/32	F	-1	1	x12	+4	32/		Airdroppable	
VR	F	+1	0	x3	0	-		HEP: Desert, 2x	
CR	F	0	0	+1	0	-		Man. Arm R6, Reinf. Crew,	



6.1 FLEET SCALE

The rules for Fleet battles are a simplification and abstraction of the existing rules to allow players to quickly and easily fight battles between a large number of units. Smaller vehicles are grouped into squads, but the big vehicles are represented individually. Each Action Round is five minutes long, and the scale is dependent on the battle's environment: Land, Air or Space. Except where noted in the following pages, Fleet battles are fought using all the previously described rules for movement, detection, attacking, defending, and squads. The rules for damage have been modified for Fleet scale vehicles to make it easier to track and record damage to large vehicles.

It is important to note that a battle in Fleet scale is completely unlike any battle fought in Skirmish or Tactical scale. A player does not control a small unit, but many small units in addition to the massive "ships-of-the-line" that may be present on the battlefield. The fleet commander in not some senior NCO or junior officer, he is a general or admiral with the responsibility to direct a battle fought by hundreds, or thousands, of soldiers who control equipment and vehicles worth billions in currency.

Here's another way of looking at it using units from **Heavy Gear**. For a Tactical scale battle where each side has a force of fifteen Gears, and the battle is fought on a table that is six feet long by four feet wide, how big is the equivalent battle in Fleet scale? The Fleet battle would involve three Gear squad stands and be fought within an area seven inches long by five inches wide!

□ Fleet Scale and Stacking Limits

	Horiz. Scale (1" =)	Vert. Scale (1" =)	Max. Fleet Size Points
Land	500 meters	200 meters	15

6.1.1 CREATING A FLEET

A Fleet is created based on the Table of Organization for the specific setting and faction. This is done partly to balance the sides, and partly done to reflect the unique character of the different factions. Players need only agree to a maximum Threat Value for each side before choosing units. The Fleet Organization tables serve as a guide for selecting larger vehicles, but there is no limitation set on the number or type of squads that players can select beyond common sense and the carrying capacity of the larger vehicles.

Whatever the composition of the fleet, each squad or vehicle has a single Skill level used for all of its rolls..

□ Experience and Skill Level

Experience	Skill Level	TV Multiplier
Rookie	1	x0.5
Regular	2	x1
Veteran	3	x3
Elite	4	x4
Legendary	5	x5

6.1.2 ACTION ROUND

The first phase of the Action Round is the Setup Phase, which happens only once during the game. After assembling a fleet and setting up the battlefield, the players need to select one unit to act as commander and one unit to act as second-in-command - in case the commander is destroyed. Players do not need to reveal which units are the commander and second-in-command unless the unit is destroyed. Players must also decide whether their fleet vehicles will act as a solo or in a group; squads always act in groups of two or more units called squadrons, based on the Fleet vehicle they are assigned to.

Next, the players make an Opposed Leadership Skill test to determine the Home Edge for each side. The winner may select his side's Home Edge. The Home Edge is the physical edge of the battlefield from which the players will deploy their fleets, and where retreating units must withdraw to in order to escape the battle. Players take turns placing their units within six inches of their Home Edge, starting with the player that lost the roll for Home Edge.

Once the Setup Phase is complete, the game proper begins with the Initiative Phase. Units declare the number of actions they are spending on Evasive Maneuvers or Careful Aim. Commanders must declare their Command action and roll for Command Points. (Players may wish to declare these actions in secret by writing down on paper, and then reveal the actions at the start of the Action Phase.) Finally, players roll an Opposed Skill test using their commanders to determine which side has the Initiative that turn. The winner decides which side will act first at the beginning of Phase Two.

◆ Counters and Markers

Throughout the game, actions are used and modifiers change.

To keep track of the number of actions used, and the value of any modifiers, players can use counters, markers or small dice.

Electronic Warfare can vary a vehicle's Defensive or Offensive EW from +3 to -3, so use a small die (using a different color for each) to track the current value.

In the Action Phase, players alternate moving and acting with their solo and grouped Fleet vehicles and Squadrons. The winner of Initiative decides who acts first during the Phase. When activating a group during this phase, the player chooses one unit to move and act before selecting the next unit within the group.

The Action Round is completed during the End Phase. Evasive Maneuver effects are reset, and any rolls for Cascading Damage are made. If one side has been eliminated, or cannot effectively continue the battle, the remaining side is declared the winner. Alternately, one side may have achieved the necessary conditions for victory.

□ Action Round Summary

0. Setup Phase (Once Only)
•Build Fleet.
•Setup battlefield.
•Select the Command and Second-in-Command units.
•Roll for Home Edge.
•Deploy units.
1. Initiative Phase
•Units declare Evasive Maneuver actions.
•Units declare Careful Aim actions.
•Declare Command action and roll for Command Points.
• Roll Initiative.
2. Action Phase
•Players alternate moving and acting with all single, and groups of, squads and Fleet vehicles.
3. End Phase
•Reset Evasive Maneuver and Careful Aim modifiers to zero.
•Reset Obscurement modifiers to zero.
•Roll for Cascading Damage.
•Roll Morale Tests for affected units. (optional)

6.1.3 Actions

The datacard lists the number of actions the unit can perform each round. The player can choose to perform any number of the following actions, and may perform each multiple times, so long as the total number of actions does not exceed the unit's total actions. Some actions are restricted to either Fleet vehicles or squads.

Attack: The unit attacks a target with a valid LOS with one weapon. Multiple Attack actions can fire the same weapon multiple times during the Action Phase.

Active Sensors: The unit makes a Skill Test according to the Detection rules to achieve LOS with a target it cannot acquire with passive sensors.

Careful Aim: The unit takes the time and attention to get the shot right against one target. The unit gains a +1 bonus for attack tests against a single target for each action used upto a maximum of +3. However, the unit is concentrating on making the shot, so it will minimize maneuvers to



provide a steady platform for firing. The unit suffers a -1 penalty to all defense tests for each Careful Aim action used during the round up to a maximum of -3. Switching to a new target resets the bonus to zero, but not the penalty. This action cannot be used to increase the accuracy of Indirect Fire.

Command: Command is a special action executed by the commander during the Initiative Phase to generate Command Points. This action has been used during that phase, so the unit may perform one less action during its Action Phase.

Deploy/Recover Squad: A Fleet vehicle deploys a upto two squads from each Squad Bay or Flight Deck in a space directly next to the vehicle, or it removes up to two squads of each type of Squad Bay located directly next to the vehicle. A Fleet vehicle may start with any number of its squads deployed at the beginning of a battle. This action is only used by Fleet vehicles.

Evasive Maneuvers: A unit attempts to avoid incoming fire with random changes in heading and speed. The vehicle gains a +1 defense bonus, but suffers a -1 attack penalty. The effect of this action is cumulative and lasts only for the current round. This action must be declared, to a maximum of three actions per round, during the Initiative phase along with the number of actions being used.

Offensive Electronic Warfare: The unit makes an Opposed Electronic Warfare Test against the selected target with each adding its respective EWar rating. If target vehicle does not have EWar, treat the vehicle as though it rolled 1. If the acting unit is successful, any attack tests against the target gain a +1 modifier. This modifier is cumulative to maximum of +3. The modifier from Offensive Electronic Warfare carries over each round. Squads cannot be affected by Offensive Electronic Warfare.

Defensive Electronic Warfare: The unit makes an Electronic Warfare Test modified by its EWar rating against a Threshold of 4. The Threshold is modified by the absolute value of any current modifier the target has due to any Offensive or Defensive Electronic Warfare actions. If the MoS is 1+, any attack tests against the unit suffer a -1 modifier. This modifier is cumulative to maximum of -3. The unit can also perform this action to benefit another friendly unit. The modifier from Defensive Electronic Warfare carries over each round. Squads cannot be affected by Defensive Electronic Warfare.

◆ Electronic Warfare Modifiers

The Offensive and Defensive Electronic Warfare modifiers are opposite ends of the same scale; a successful Test of one affects the other. In other words, the Defensive and Offensive EW modifiers are cumulative.

For example, Ship A has been successfully targeted by two Offensive EW actions, and any attack against Ship A will gain a +2 modifier to-hit. Friendly Ship B comes to the rescue by spending an action for Defensive EW. The Threshold is 6 (4 + 2 = 6), and the player gets a 7 (with modifiers). The attack bonus due to Offensive EW is reduced to +1. If Ship A is not successfully targeted by Offensive EW again, the Threshold for further Defensive EW tests is reduce to 5 (4 + 1 = 5).

Mask Signature: The unit makes an Electronic Warfare test modified by the unit's the EWar rating against a Threshold of 6. If the acting unit is successful, the acting unit gains a +1 Obscurement bonus against all detection. This modifier is cumulative to maximum of +3. The Obscurement modifiers resets to zero during the End Phase.

Jam Comms: The unit makes an Electronic Warfare test modified by the unit's EWar rating against the selected target modified by the target's Electronics rating. If the test is successful, the target's communications are disrupted for the turn, and it cannot use Command Points or connect into a communication network. This action is resolved during the Electronic Warfare Phase.

Damage Control: The vehicle attempts to make repairs or bypass damage systems. By making a Skill test against a Threshold of 4, the crew can restore one Damage Box per point of MoS. Systems that have been destroyed as a result of an Overkill result cannot be repaired by this action, but Systems destroyed by multiple Light or Heavy hits can still be repaired if all damage boxes are marked off. Some components have repair limits or cannot be repaired at all. Squads may not use this action.

6.1.4 Command Points

Command Points represent the commander of a group reacting to or anticipating the enemy's actions. Command Points are generated by the commander each round. During the Initiative Phase of the round, the commander may spend one action to roll his Skill versus a Threshold of 1. The MoS is the number of Command Points generated. Use a die to keep track of how many Command Point a fleet has during the turn.

Command Points may be used by any unit with a functional Communications system, or within a communications network. They can be used as an additional action that must be taken immediately. They can be used to buy a +2 modifier to a single Defense roll. Finally, they can be used to activate a unit out of sequence, or even out of movement phase. In the latter case, the unit must not have been activated (i.e., moved) previously and it cannot be moved again. A commander can assign one CP to a unit per Skill level per turn. i.e. A unit with Skill level 2 can use two CP each turn. The commander's vehicle may also use Command Points.

◆ Communications Network

A communications network is used to relay orders and information between two units that would otherwise be out of range. For example, a recon squad can relay indirect fire data for fire support, or it could receive Command Points. To form a communications network, any two units that are part of the network must be within Electronics range of each other, and there is no limit to the number of units that can form the network.

For example, the recon squad (Electronics range 30") is 40" away from an artillery squad (Electronics range 20") that they want to relay coordinates for a fire mission to. Since they are not within each others Electronics range, they need to form a communications network. An armor squad is located between them that also has a 20" Electronics range. Since the armor squad is within Electronics range of both the artillery and recon squad, it links the two units by becoming part of a communication network with them.

Vehicles and squads with a Satellite Uplink (SatUp) are always in communication.

6.1.5 MOVEMENT

Movement Point costs remain unchanged for the different movement modes with the two changes. The first change is that there is a single Movement Point value assigned to the squad or vehicle - there is no distinction between Combat Speed and Top Speed.

The second change is how a vehicle or squad is turned. Any squad may change its facing any amount without MP cost. A Fleet vehicle may change its facing once each time it moves at any point in its movement. The turn made is free so long it does not exceed the maximum number of degrees allowed based on its Maneuver bonus (see the Facing Change Cost table below). Any turn beyond this point costs half of the vehicle's Movement Points (rounded up). For example, a battleship with 5 MP and -5 Maneuver must pay half it's Movement Points (3 MP) to turn 90-degrees, but it can make a turn up to 45-degrees for free.

□ Facing Change Cost

MANEUVER	MAX FREE TURN
+1 AND UP	180-degrees
0 to -3	90-degrees
-4 AND LESS	45-degrees

MANEUVER is the vehicle's Maneuver bonus.



6.2 SQUADS

A player can field groups of units called squads that are played together as a group to save time. Except where noted below, squads follow all the rules for combat as described in the rules, and move according to their movement type (described in later chapters). The number of actions a squad perform each turn is listed on its datacard.

6.2.1 ATTACKING

When using an action to attack a target, the squad fires its weapon(s) as a group. If the squad has different units with different weapons, fire all the units with the same weapon as a group.

The massed attack of a squad has a special Rate of Fire bonus based on the number of members in the squad attacking with the same weapon. Refer to the *Squad Rate of Fire Bonus* table below to determine the ROF bonus. The ROF bonus for mass attacks is reduced if casualties occur. If the number of squad members with a particular weapon drops below the minimum level, the squad loses the associated ROF bonus. A squad may use its Rate of Fire bonus for burst fire, walking fire, or

Squad Rate of Fire Bonus

Minimum # of Units	ROF Bonus*
1	+0
2	+1
4	+2
8	+3
16	+4

* Adding +1 ROF for each time "Minimum # of Units" is doubled.

6.2.2 DEFENDING

Squads still have a facing and firing arcs as though it was a single unit; therefore, a squad still suffers from defender modifiers for attacks against its Rear Flank and Rear.

Whenever a squad is hit by an attack that meets or exceeds its Damage Threshold, the squad loses one unit listed on the squad's datacard (two if attacked with Haywire); Rate of Fire cannot be used with burst fire against a squad to increase the Damage Multiplier – the squad is too spread out to concentrate the attack against one member of the squad.

Attackers that did not use a weapon's ROF for walking or saturation fire may use the ROF bonus to destroy additional squad units on a one-for-one basis. The use of ROF must still be declared when the attack is made. Attacks from Area Effect and Wide Angle weapons cause an additional loss of one squad unit per point of MoS.

If the squad has more than one unit type, roll one die. If the result is even, count down a number of units equal to the die result from the first unit listed on the datacard – that unit is destroyed. If the result is odd, count up a number of units equal to the die result from the last unit listed on the datacard – that unit is destroyed. Count additional units destroyed from this position in the same direction (up or down). Skip units that are already destroyed, and wrap around if the count exceeds the number of units remaining.

Example: Squad s Defending

Example 1: An attacker hits with a ROF +2 weapon. If the attack exceeded the squad's Damage Threshold, the attacker may use ROF +2 to further increase the MoS to remove two additional units from the target squad.

Example 2: A successful attack from an artillery weapon with AE 0 exceeds the squad's Damage Threshold with a MoS of 2. The attack destroys a total of three squad units (one for the AE 0 attack plus two for MoS 2).

6.2.3 POSTURE

Each squad has a posture determined by its stance (neutral, offensive, defensive) and formation (neutral, column, line, echelon, circle). A **Neutral** stance and formation is the default one. Units attempt to maintain position, take limited evasive maneuvers and attack when they can. The unit is loosely arrayed to react quickly as the situation changes. It provides no special modifiers.

An **Offensive** stance adds one die to any attack test, but removes one die for all defensive and initiative tests. Units maintain position as best they can, but they don't take evasive maneuvers, pouring every bit of effort into attacking.

A **Defensive** stance adds one die to all defensive and initiative tests, but removes one die for any attack tests. Units attempt to maintain position, take extensive evasive maneuvers and attack only if the opportunity presents itself.

A **Column** formation allows a squad to move more quickly by playing "follow-the-leader" so that each squad member does not have to pick his own path. This increases the squad's movement by one-quarter its Combat Speed (round off, minimum 1) through any terrain. It also limits the amount of firepower the squad can project forward, so the Damage Multiplier of all weapons is reduced by half (rounded down).

A **Line** formation is meant for only one thing: to maximize the firepower directed to the fore of the squad. The squad doubles the normal Squad Rate of Fire Bonus for any attacks. (Bonus ROF gained this way cannot be used for the Alternate Use rules for Rate of Fire.) Because the squad's attention is concentrated forward, the squad suffers an additional -1 penalty for any attacks from the RearFlank or Rear.

A **Echelon** formation is chosen in one of two flavors – Right or Left – and the player must declare which before moving. The firing arc of the squad's weapons are rotated 90-degrees in the selected direction, but the facing of the squad for the purposes of movement and defensive arcs remains unchanged.

A **Circle**, or **Sphere** (3-D), formation is one where the entire squad spreads out with their backs to the center and looking out in all directions. This is a mainly defensive formation that considers all squad weapons to have Turret arcs, and it removes all penalties for Rear Flank or Rear attacks. But it also reduces overall firepower in any single direction, so the Damage Multiplier of all weapons in reduced by half (round down). Movement is also nearly impossible to effectively coordinate between squad members. The squad's movement is reduced by half (round down).

6.2.4 FLYING SQUADS

The inclusion of flight-capable squads in Fleet ground combat is conducted in one of two ways, which the players should decide upon before the battle. The tabletop method places the squad on the table like any other squad, but flying squads have a different way of moving and fighting. The abstract method doesn't require the flying squads to be placed on the tabletop, but has players designating a squad's action, which are resolved via die rolls.

◆ Tabletop Squads

Flying squads are limited three general altitude ranges: Nap-of-the-Earth, Low altitude and High altitude. It costs the squad half of its movement to move between each elevation level. Squads without the NOE Flyer Perk must immediately move from NOE Altitude to Low Altitude when it moves after being deployed from another vehicle.

Aircraft that have a stall speed, have a minimum movement shown in (brackets) after their maximum movement.

When moving at Low or High Altitude, the flying squad may move at twice the number of inches as is listed for movement. (i.e. A flying squad with 20 MP can move 40" at Low or High Altitude.)

Bombs dropped from Low altitude have a range of five inches, and bombs dropped from High altitude have a range of ten inches. A bombing attack in Fleet combat does not differentiate between normal bombing or dive bombing. A flying squad must be at NOE or Low altitude to make a strafing attack.



Ground units that carry weapons with the Attack/Target: Ground/Air Perk may attack the flying squad at ten times the weapon's normal range. (i.e. A weapon with ranges 1/2 become 10/20 versus an air squad.) Any weapon's range must be at least ten inches to fire at targets at Low Altitude, and at least twenty inches to fires at targets at High Altitude.

◆ Abstract Squads

All movement and maneuvering are combined into a single roll without need to actually position the squads on a table or map, and the types of action a squad can perform are restricted to three fundamental roles. This greatly simplifies the integration of a ground and air battles.

At the beginning of the Action Phase, players alternate declaring the action each flying squads currently in the air is undertaking: Dogfight, Escort, Air Strike Taking Off, Landing or No Action. If the squad has more than one action per round, only this action may be performed during the round. Players alternate taking actions with *all* their units during the Action Phase - both air and ground - for the rest of the phase.

Dogfight: The unit attempts to engage an enemy air unit in combat. The player selects an enemy unit to engage. Both players make an Opposed Piloting test modifying each test by the Maneuver Rating. The unit with the highest result has won position on its opponent and may attack or disengage (no combat). The Margin of Success determines the engagement range (see *Engagement Range* table). Resolve the attack, and any damage, as normal. Both units disengage if the result is a draw.

□ Fleet Dogfight Engagement Range

MoS	Range
1	3rd Range Band
2-3	2nd Range Band
4+	1st Range Band

Escort: The unit is protecting another unit attempting an Air Strike. If the an enemy unit tries to Dogfight a unit performing an Air Strike, an Escort unit can attempt to intercept it by using an Action. The Escort and Dogfight unit make the same Opposed Piloting test as for a dogfight. If the Escort unit wins, it can attack the Dogfight unit, and the attempt to dogfight the Air Strike unit is aborted. A draw also means the dogfight is aborted. If the Dogfight unit wins, it may engage either the Escort unit or Air Strike unit in a dogfight; attacking the Air Strike unit causes it to lose one action in addition to any damage suffered. (i.e. It cannot perform an air strike unless it has actions remaining.)

Air Strike: The unit attacks ground targets by strafing or bombing, if it has actions remaining. The player selects the weapon, range and target. If the unit is not attacked by ground fire, or survives any ground fire, it makes a normal strafing or bombing attack test against a selected target using the weapon at the selected range. The target suffers a -1 Attack from Above penalty on its defense test. Resolve the attack, and any damage, as normal.

Landing: If a unit is attempting to land, it is removed from combat when it takes its action, or the recovering vehicle uses a Recover Squad action. If the unit is attacked prior to its landing, resolve the attack, but the unit may still land if it survives.

Taking Off: The squad is climbing to altitude and ensuring that all squad members have made it into formation. The squad cannot do anything this turn.

◆ Anti-Aircraft Fire

Units performing Air Strikes may be attacked by ground forces. As a Snap Fire Action a ground unit can attempt to shoot down the unit when it makes its attack. The anti-aircraft ground unit must no further from target than the air unit's range, and have a weapon with a long enough range to match the air unit's. For example, if an air unit strafes a target at range five, the ground unit must have be within five inches of the target and have a weapon with a range of at least five. Roll the attack and defense as normal, applying a -2 penalty if the ground unit does not use a weapon with the Attack/Target: Ground/Air Perk.

After any damage is resolved, the air unit may continue the Air Strike or disengage. If multiple ground units wish to engage the air unit, they must all engage the air unit simultaneously. If the air unit is destroyed, any unused Interrupts are lost.

6.2.5 COMBAT

Some aspects of Fleet battles are exactly the same as for Skirmish and Tactical battles. To attack a target, a unit must have Line-of-Sight according to the main rules section. Squads use those rule and attacks are resolved using the same rules with some modifications as described here.

The attack roll is not modified by the vehicle or squad movement that round. It is still modified based on the weapon's Accuracy. The datacard will list multiple Accuracy values, and multiple Range values, for each weapon carried. Use the Accuracy value based on the Range to the target. For example, a weapon with Accuracy denoted by +1/-1 with Range 10/20 would modify the attack roll by +1 for targets within ten inches, but modify the roll by -1 for targets between ten and twenty inches. Obscure modifiers are still applied.

Some weapons have a range of zero (0). In this case the weapon can only be used if the miniatures are in base-to-base contact.

In some cases a weapon is listed with a third Accuracy and Range band. This means that the weapon is capable of Indirect Fire. The unit can attack target's for which it does not have a direct Line-of-Sight via two methods. First, the attacker must have an Active Sensor lock by using the Active Sensors action. Or the unit must have a friendly unit with a valid LOS within the same communication network; the friendly unit does not have to spend an action to spot since the time scale is large enough to get this done "quickly." Only weapons with three range bands are capable of Indirect Fire.

The defense roll is not modified by the defender's speed, but it is modified for the Maneuver value, its defense arc, and evasive maneuvers (as described in the *Actions* section).

All Burst Fire options that use Rate of Fire remain unchanged with the exception of Saturation Fire. Saturation Fire can only be undertaken within the first range band.

6.2.6 Coordinated Fire

One of the benefits of grouping vehicles and squads is that successive attacks from different vehicles in the same group gain a bonus to hit. This is due to a number of factors that include the sharing of target data, bracketing fire, and concentration of fire. Each successive vehicle or squad in a group after the first to attack the same target gains a +1 to-hit bonus. (i.e. The 2nd vehicle or squad gains a +1 bonus, and the 3rd gains a +2 bonus.) The maximum bonus due to Coordinated Fire is +3. (i.e. The 4th, 5th, etc. vehicle or squad will all gain a +3 bonus to-hit.)

The Coordinated Fire bonus only applies to the group that is currently acting. Any further groups that attack the same target do not gain this bonus from a previous group that attacked the target.





6.2.7 DAMAGE

Where Fleet battles differ significantly is how individual vehicles are represented, and how they take damage. The first line of the datacard provides the name of the unit, its Threat Value, and how big it is. The datacard provides all the information about the vehicle's capabilities and the means for determining its status at a glance.

HEAVY GEAR

VORTEX-CLASS LANDSHIP
TV: 1437

Size: 10 Skill: _____ Main Hull: 15/30/45 00000
 Crew 000 Actions: 7 000000 000 Life Support 0000000
 EWAR +5/20 000000 0 wp9 Electronics +5/20 000000 0 wp9, SatUp, CBS(2)
 Cargo Bay System 0 Gear Bay System 000000 000000 000
 Strider Bay System 0 Armor Bay System 000000 00000
 Flight Deck System 000000 0 Movement: 8/16/24 0
 Main Drive H 5 000000 Maneuver -5 0000000
 Weapons: 5/10/15

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
AHS 0	P	T	+0	0	x0	6	AK_Def
250mm Turret 0	P	F	-2/-4/-5	12/48/96	x3	1	AE(0),IF 000000
250mm Turret 0	P	Rr	-2/-4/-5	12/48/96	x3	1	AE(0),IF 000000
AA Lasers 0	E	L	+1/-1	1/4	x2/x1	0	A/T(La/Ai) 000000
AA Lasers 0	E	R	+1/-1	1/4	x2/x1	0	A/T(La/Ai) 000000
AA Lasers 0	E	F	+1/-1	1/4	x2/x1	0	A/T(La/Ai) 000000
Missile Turret	M	F	+1/-1/-2	1/4/8	x3	0	G,IF 000000
Missile Turret	M	L	+1/-1/-2	1/4/8	x3	0	G,IF 000000
Missile Turret	M	R	+1/-1/-2	1/4/8	x3	0	G,IF 000000
Missile Turret	M	Rr	+1/-1/-2	1/4/8	x3	0	G,IF 000000

Notes: Blast Control, Large Sensor Profile (4)

The three Components of any Fleet vehicle are: Main Hull, Movement and Weapons. Damage is determined as usual by multiplying the Damage Multiplier by the Margin of Success. The three numbers that follow each Component indicate the Light, Heavy and Overkill armor levels. Compare the Damage to the armor levels. If there is a number and arc list after the armor levels (e.g. "+2 Front"), the Front arc armor is particularly thick, so add the number to the Light armor value and recalculate the Heavy and Overkill values (i.e. Light times two equals Heavy, Light times three equals Overkill).

Each Component has a list of Systems, such as vehicle bays, electronics or maneuvering systems. If an attack hits the vehicle and the attack roll (without modifiers) is even, the Attacker chooses which Component is hit, and the Defender chooses which System is hit; if the attack roll (without modifiers) is odd, the Defender chooses the Component, and the Attacker chooses the System. (i.e. If the attack roll was a 3, the Defender chooses a system - like Weapons - and the Attacker chooses a System - like the a gun turret - and vice versa if the attack roll was a 4.) Compare the damage result to the armor value of the Component to see if the hit inflicted no damage, a Light hit, Heavy hit, or Overkill result. Mark off one (1) box for a Light hit, mark off two (2) boxes for a Heavy hit, or mark off all the boxes for an Overkill result, from the boxes that are listed after the System. The effect of damage to each System is described below. The component's armor levels do not degrade if the attack causes damage.

◆ What Do the Abbreviations Mean?

Some systems on a Fleet datacard can have "exp" or "wp" (followed by a rating) listed before the Damage Boxes. This indicates the system is either very exposed or a weak point, respectively. Exposed systems (exp) lose double the normal Damage Boxes (2 per Light, 4 per Heavy) per hit that does damage. Systems that are a weak point (wp) reduces the first Armor value by the rating, and then multiplies the new value by two and three to get the Heavy

and Overkill thresholds for that system before determining the damage level. For example, if Sensors have wp4 on a Main Hull with 15/30/45 Armor, the Armor is treated as 11/22/33 if the Sensors are hit.

Systems may also have "ra" (followed by a rating) listed before the Damage Boxes. This system carries extra armor to protect it. A system with reinforced armor (ra) increases the first Armor value by the rating, and then multiplies the new value by two and three to get the new Heavy and Overkill thresholds before determining the damage level. For example, if Sensors have ra2 on a Main Hull with 15/30/45 Armor, the Armor is treated as 17/34/51 if the Sensors are hit.

In some cases, the armor level of a Component is followed by Damage Sink boxes that means the component is particularly tough. If damage is inflicted - whether a Light, Heavy or Overkill result - mark off one Damage Sink box. If there are no Damage Sink boxes, or there are no more boxes to mark off, one of the component systems has been damaged.

Systems may also have Damage Sink boxes immediately after the system name to indicate redundancy and backups. Damage Sink boxes protect the System by absorbing damage that would otherwise have negative consequences, so marking off these boxes does not affect the performance of the System.

A Fleet vehicle is considered destroyed if all the Main Hull Systems have been Destroyed (no unmarked boxes). A Fleet vehicle is Crippled if it cannot move (no Movement Points) or fire (no functioning weapons). These definitions are useful for building and playing scenarios with certain victory conditions.

6.2.8 Called Shots Versus Fleet Vehicles

Because Fleet vehicles are so large, it becomes possible to attack a specific system if the attacker gets close enough. The attacking player has the option of declaring a Called Shot against a specific system when making an attack within one inch plus the attacker's Electronics rating. Reduce the Skill Level of the attacking unit by one die. If the attack is successful, the shot hit the selected system.

At such close range it becomes possible to select vulnerable or important systems. The armor of the targeted system is reduced by half (rounding up) when determining damage.

For example, Player A is trying to cripple Player B's fighter carrier, so he moves in his own space fighters to attack the carrier's Maneuver system. The fighter squad moves up from behind at point blank range. If the attack is successful, and the Movement component has Armor 6/12/18, the attack damage is compared to half the component's Armor - now 3/6/9 - to determine the amount of damage. If the attack does more than nine points damage, the entire system is destroyed.

◆ Cascading Damage

Given the interconnected systems of most vehicle systems in Fleet battles, there is a chance that massive damage to one system could affect other systems. If a System was Overkilled - not destroyed due to multiple Light or Heavy hits, but the Overkill Armor rating was exceeded - during the round, the Attacker tests for Cascading Damage during the End Phase.

If only one system was Overkilled, roll Cascade Damage test using two dice (take the highest, adding +1 for an additional six) against a Cascade Threshold of 6. Add an additional +1 bonus to the test for each System Overkilled during the round. If the roll exceeds the Threshold, an additional MoS x d6 Damage Boxes are marked off (two at a time) from any system on the vehicle's datacard - alternate between the players with the defender getting first choice as you would normal damage. (i.e. The defender picks the Component and his opponent picks the System, and then they switch who picks what.)

For example, two Weapon Systems on a landship are Overkilled. The player rolls two dice and adds +1 because the second system was destroyed. The result is a 6, but with the modifier becomes a 7 for a MoS of 1. Rolling another die with a result of 4, and multiplying by the MoS, means that 4 more damage boxes are marked off randomly determined system - two damage boxes at a time.



6.2.9 VEHICLE SYSTEMS

Crew: This system reflects the "people" that operate the vehicle. The vehicle has one action per unmarked Damage Box. If Crew has no unmarked Damage Boxes, it cannot perform any actions. Crew damage cannot be repaired.

Squad Bays (Main Hull): This system acts as hangar, repair facility and deployment facility for squads. The type of squad it can carry is denoted in the name (i.e. Gears are carried in a Gear Bay), one Damage Box per squad carried. If a squad bay is damaged, empty bays are damaged first. If any squads remain in the bays, randomly destroy one squad per marked Damage Box.

Flight Deck (Main Hull): This system is special type of bay required to house, launch and recover air squads while the unit is moving. (Their added complexity and movement mode requires specialized equipment.) The datacard lists one Damage Box per air squad carried, and the Size Points capacity (listed as Cap) it can carry. If any squads remain on the flight deck, randomly destroy one squad per marked Damage box.

Life Support (Main Hull): In a Fleet vehicle the Life Support system circulates air and other essentials throughout the vehicle. A vehicle with Life Support damage suffers a -1 penalty to all action tests. If the Life Support system is destroyed, the vehicle suffers a -2 penalty to all action tests.

Lab (Main Hull): In some cases a vehicle has specialized facilities to augment certain capabilities. The number of Damage Boxes equals the bonus added for that capability, usually an action test.

Main Drive (Movement): The Main Drive provides power for movement and many of the other systems of the vehicle. The number of unmarked Damage Boxes represents the number of Movement Points the vehicle currently has for its Top Speed (Combat Speed equals half Top Speed, rounded up). If the vehicle's Main Drive is destroyed, it may not longer move (defense test result zero automatically); apply a +2 modifier to a the Cascading Damage test if Overkilled.

Maneuver (Movement): The Maneuver system includes the various thrusters, jets and rudders used to control the direction of the vehicle. On large vehicles like those in Fleet battles, these are usually redundant. All Fleet vehicles have five Damage Boxes for Maneuvering listed after the vehicle's undamaged Maneuver rating. For each marked Damage Box the vehicle's Maneuver rating is reduced by one. Once all the Damage Boxes are marked off, the vehicle can only move in a straight line in its current direction.

EWar (Main Hull): This system represents a Fleet vehicles ECM and ECCM capabilities. Each marked Damage box subtracts from the unit's EWar rating. i.e. One marked boxes on +2 EWar means it functions as a +1 system.

Electronics (Main Hull): This system represents a Fleet vehicles communications and sensor capabilities. Each marked Damage box subtracts from the unit's Electronics rating. i.e. One marked boxes on +2 Electronics means it functions as a +1 system.

Stealth (Main Hull): These are features that make a vehicle difficult to detect with sensors: heat baffles, radar-absorbing skin, silent systems, etc. In game terms, add the number of unmarked Damage Boxes (effectively the Perk's Rating) to the vehicle's Concealment value. Stealth systems have no effect upon visual detection. A Stealth system cannot be repaired.

EPS (Main Hull): The Emergency Power System can, for a short time, boost the vehicle's statistics by unleashing emergency capacitors, nitro injections, etc. In game terms, the system "spends" its rating points (marks off a Damage Box) to gain a set of benefits. The benefit used must be declared during the Initiative Phase and does not require an action. This allows the vehicle to increase one of the following by one point for a single Action Round per rating point spent: Maneuver, Movement MP, InfoWar rating, Electronics rating, number of actions, or Damage Multiplier. A vehicle could spend all of its rating points in one round for one glorious burst of power, or it could conserve the points for emergencies. It is also possible to "overburn" the system, doubling the effects but damaging the vehicle. If this option is used, each point counts as two, but the system affected gets a -1 afterward. Power Booster damage *cannot* be repaired by a Damage Control action.

Weapons: Weapon systems have all their normal data - Type, Arc, Accuracy, Range, DM, ROF and Perks/Flaws - but are affected differently by damage than other systems. How the weapon is affected depends on the number of marked Damage Boxes at the end of the line. The *Weapon Damage Table* lists the damage effect for the number of Damage Boxes marked. Destroyed weapons can also lead to Cascading Damage.

☐☐ Weapon Damage Table

Boxes Marked	Damage Effect
1st box	No effect
2nd & 3rd boxes	1/2 DM & ROF (round down)
4th box	Destroyed

6.2.10 PERKS AND FLAWS

Changes made to the Fleet combat system mean that some Perks and Flaws behave differently than the smaller equivalents. Those Perks and Flaws that are the exceptions are detailed here.

Ammo: This weapon has a very limited supply of ammunition. Each time a weapon with ROF 0 or +1 is fired, reduce the Ammo rating by one. When the rating reaches zero, the weapon is out of ammunition and unable to fire until reloaded.

A weapon with ROF 2 or higher will use a different amount of ammunition based on whether it uses none, some or all of its available ROF bonus. If the weapon is fired using zero (0) ROF, ammunition is conserved, and the Ammo rating is unchanged. If the weapon is fired using less than the full ROF, ammunition is used, and the Ammo rating is reduced by one (1). If the weapon is fired using the full ROF bonus, ammunition is quickly consumed, and the Ammo rating is reduced by two (2). When the rating reaches zero, the weapon is out of ammunition and unable to fire until reloaded.

Blast Control: The vehicle's design is optimized to contain and redirect the explosive force of fuel and ammunition detonation caused by battle damage that would otherwise affect other systems. When rolling for Cascading Damage destroyed Weapon Systems are not counted when determining the die roll modifier for multiple destroyed systems. This Perk is only used for the first time a Weapon System is destroyed unless the vehicle has multiple Perks.

Haywire: Haywire weapons affect multiple systems if a Component is damaged. Any time a Component is damaged, select two Systems to be damaged instead of just one.

Haywire Resistant: The vehicle's systems are hardened to withstand the effects of Haywire weapons. Haywire weapons only damage one System instead two.

Haywire Vulnerable: The vehicle's systems are susceptible to the effects of Haywire weapons. Haywire weapons damage three Systems instead of two.

Improved Defense: Treat this Perk the same as the All-Around Armor Quality.



6.3 HEAVY GEAR LANDSHIPS

The world of Terra Nova possesses no bodies of water large enough to support a wet navy. But its unique geological properties do support a sizable dry navy composed of massive landships. These behemoth ships glide across the terrain of the world on a combination of magnetic fields, ground effect and vectors thrust. They operate as mobile field bases for squads of Gears, armor, striders, infantry and aircraft. They are carry significant armor and weapons that allow them to support entire offensives or hold the line against a determined enemy.

The armies of the North and South are the only powers to field landships, and they are not the only forces on the battlefield. Their limited numbers mean that many times the battle occurs between regular forces of Gears, armor, striders, infantry and aircraft. The forces of Earth have their formidable hoverships.



6.3.1 CONFEDERATED NORTHERN CITY STATES

The CNCS landship fleet is designed to do one thing and do it well: to take and hold land during an advance. The largest ships provide fire support along a section of the frontlines, and the smaller ships provide direct support to front-line troops at selected points. Most of the North's landship strength is concentrated in fleets at the borders into the Badlands, though several fleets did travel south during the Interpolar War to support the offensive. Smaller fleets will sometime be attached to actions in the Badlands, and they commonly make trips through CNCS territories to boost morale and generally showoff the strength of the Northern Guards.

Typhoon: The Typhoon-class heavy cruiser is the designed for the single purpose of delivering heavy fire support to push the advance against even the most determined enemy. There is always one of these giants at the center of a large fleet, where they can supplement the direct fire support of the smaller ships where it is most needed. It is common practice to sanction competition between the various gun turret crews to be the best onboard. The most frequent reward is extra leave time.

Vortex: Vortex-class landship carriers have enjoyed a long and colorful history within the fleet. It carries both air and ground forces, and thus can act as a forward base of operations. While it does have a respectable capacity to provide fire support, it's great strength lies in the command center and electronic suite that it carries. This provides well-protected command post from which to anchor an advance. Since it is a vital part of any fleet, it is screened by at least two (preferably three) Tornado or Storm landships at all times.

Tornado: The Tornado-class has a combination of both long-range range artillery guns and close-range missiles and lasers. The ship will most often support the larger ships with coordinated long-range fire, but will quickly shift to local support if the landship group is threatened. It also carries sufficient firepower to act independently in a small force to support ground forces in forward positions during an advance. It is not uncommon for Tornados to act semi-independently during an offensive to provide timely support and keep the group's true role a mystery.

Storm: The smallest of the CNCS landships, the Storm-class is designed to provide close fire support for advancing troops. It lacks the large, long range guns it's larger brethren, but does carry ample firepower to have a significant impact on the frontlines where it is deployed. When not operating at the frontlines a Storm is screening larger ships from close contact by opposition land and air forces. In this role it's primary responsibility to deal with close range air and ground threats so the large ships can deal with the "big picture."

☐ Northern Fleet Organization

Typhoon	A Northern fleet may have 1 for every 6 Tornado or Storm.
Vortex	A Northern fleet may have 1 for every 3 Tornado or Storm.
Tornado	A Northern fleet may have up to 4.
Storm	A Northern fleet may have up to 6.

6.3.2 ALLIED SOUTHERN TERRITORIES

The landship fleets of the AST are a highly flexible force that can operate independent of support or as part of a larger battle plan. This flexibility is reflected in landship designs that favor multi-role ships which are usable in a wide variety of situations. Landships are generally used on the offensive to push an advance, striking forward and letting MILICIA and other smaller forces hold the terrain in their wake. On the defensive they provide mobile fire support and a rapid reserve to the defensive lines. Landship fleets regularly crisscross AST member states in a not-so-subtle reminder that the Southern Republic the true power of the South.

Empereur: This class of battleship is at the center of any major offensive where a landship fleet is deployed. Their massive firepower is used to push the enemy out of their positions for supporting units to occupy. During peace time in trouble spots, or during the post-advance occupation of territory, the Empereur acts as a base of operations and central garrison for very important objectives. These powerful ships remain under the sole command of the Southern Republic.

Khan: The Khan was a somewhat lackluster attempt at putting a big ship in a small package. While trying to do everything it fails do anything particularly well, but that has not stopped the Khan-class from having an impact. Most Khan operate on a semi-independent basis as a raider and light carrier for smaller task forces undertaking strikes close to, or deep into, enemy territory. It is capable of both long range fire support using its long range missiles launched from dorsal silos and close fire support from its concealed gun batteries.

Caesar: The single purpose of the Caesar is long-range and close-range fire support. It's numerous heavy and light gun turrets can provide a constant barrage along a wide area. With better than average firepower for a ship of equivalent tonnage, it is often engaged in directly attacking opposing forces where superior firepower in the short-term can overcome its lack of armor in the long-term. It's array of close-range weaponry also makes it an ideal ship for protecting larger ships in the fleet.

Alexander: The Alexander-class fulfills a number of roles for the AST. It can provide close fire support to units on the frontlines, and it commonly serves as a raider providing extra punch for Gear units. In larger fleets is deployed to screen the larger ships. One of the least glamorous roles of the Alexander is a garrison ship for securing cities.

☐ Southern Fleet Organization

Empereur	A Southern fleet may have 1 for every 6 Caesar or Alexander.
Khan	A Southern fleet may always have 1 plus 1 for every 2 Caesar or Alexander.
Caesar	A Southern fleet may have up to 4.
Alexander	A Southern fleet may have up to 6.

◆ Landship Fleets

The Fleet Organization tables represent what is considered to be the typical fleet deployment for each coalition. Certainly larger, or smaller, fleets than what are described here can be fielded, but is a rare occurrence since it means weaken the fleet somewhere else. If all Players agree, it is possible to field a fleet that differs from the organization given here.



6.4 NORTHERN FORCES

The Northern Guard's fleets of landships can project the North's power deep into the Badlands. They carry massive fire power along with numerous ground and air forces they can deploy onto the battlefield. The ground forces are made up of squads of Gears, Striders, Armor, Infantry and Aircraft. Below are some suggestions for your starting fleet and squad compositions, you are free to make changes as you like. We have also included how many of each come in our blister packs.

Northern Landship Fleet

- 1 Vortex-class landcarrier (required to field air squads) (1 per blister)
- 2 Tornado-class cruisers (2 per blister)
- 6 Storm-class destroyers (3 per blister)

Northern Squads

- 10 Gear squads (5 per blister)
- 3 Strider squads (3 per blister)
- 5 Armor/Infantry squads (5 per blister)
- 5 Air squads (5 per blister)

6.4.1 SCENARIO IDEAS

The North and South are always fighting over something, unless the Earth forces show up and then they put aside their differences and team up, because they both hate the Earth more than each other. All scenarios take place in the Badlands desert region where their fleets of landships have free reign. Both sides realized its better to fight in someone eles back yard than your own, this doesn't make the Badlanders happy.

The scenario generator in the Tactical Scale Section can be used to make some fast scenarios, on the location table the Badlands is automatical selected so that only its terrain table is used.

You can also just do a no-nonsense "engage and destroy", the most important thing is to have fun.





6.5 SOUTHERN FORCES

The Southern Milicia's fleets of landships protect the South and keep the member league states in line. Like the North they carry massive fire power along with numerous ground and air forces. Some landships like the Khan have their weapons and flight decks hidden, gun hatches open and flight decks fold down on the sides of the ship at the time of battle. The ground forces are made up of squads of Gears, Striders, Armor, Infantry and Aircraft. Below are some suggestions for your starting fleet and squad compositions, you are free to make changes as you like. We have also included how many of each come in our blister packs.

Southern Landship Fleet

- 2 Khan-class landcarrier (required to field air squads) (2 per blister)
- 2 Caesar-class cruisers (2 per blister)
- 6 Alexander-class destroyers (3 per blister)

Southern Squads

- 10 Gear squads (5 per blister)
- 3 Strider squads (3 per blister)
- 5 Armor/Infantry squads (5 per blister)
- 5 Air squads (5 per blister)

6.5.1 SCENARIO IDEAS

Most fights take place between the North and South as always. But from time to time a rebellion can breakout in one of the Southern Leagues. Then we see some South on South battles. If the Earth forces show up and then all differences are put aside and all Terranovans team up, because they all hate the Earth more than each other. Most scenarios take place in the Badlands desert region where their fleets of landships have free reign.

The scenario generator in the Tactical Scale Section can be used to make some fast scenarios, on the location table the Badlands is automatical selected so that only its terrain table is used.

You can also just do a no-nonsense "engage and destroy", the most important thing is to have fun.



6.6 EARTH FORCES

The CEF does not have any landships and they are mostly forces left over from Earth's failed invasion. Mostly located around Port Arthur in the Badlands and are trying to keep a low profile. If North or South forces get to close they will deal with the problem, in the way they know best. Their ground forces are made up of squads of Battle Frames, Hover tanks, Grel Infantry and a small number of Aircraft. Below are some suggestions for your starting squad compositions, you are free to make changes as you like. We have also included how many of each come in our blister packs.

Earth Squads

- 10 Battle Frame squads (5 per blister)
- 10 Hover tank/Grel Infantry squads (5 per blister)
- 5 Hover Artillery squads (miniatures coming soon, 5 per blister)
- 5 Air squads (miniatures coming soon, 5 per blister)

6.6.1 SCENARIO IDEAS

The Earth forces will take advantage of any opportunity. If North or South forces stray into their area of control in the Badlands a battle is sure to follow. Earth ground forces out match the terranovan forces in a one on one battle. They have been known to ambush landships and attack Badlands communities for supplies.

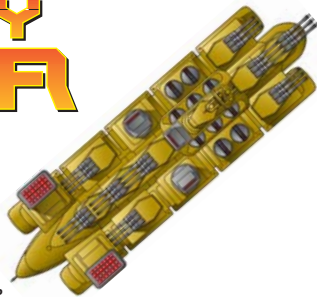
The scenario generator in the Tactical Scale Section can be used to make some fast scenarios, on the location table the Badlands is automatic selected so that only its terrain table is used.

You can also just do a no-nonsense "engage and destroy", the most important thing is to have fun.





HEAVY GEAR



TYPHOON-CLASS LANDSHIP
TV: 3112

Size: 11 Skill: _____ Main Hull: 17/34/51 OO +2 Front
 Crew 000 Actions 7 00000 OO Life Support 00000
 EWar +3/25 00000 Owp12 Electronics +3/3000000 O wp12, CBS(3), SatUp
 Cargo Bay System O Movement: 9/18/27 00
 Main Drive H 5 00000 Maneuver -5 00000

Weapons:7/14/21

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
AMS O	P	T	+0	0	x0	6	AM,Def
250mm Battery O	P	F	-2/-4/-5	12/48/96	x4	1	AE(0),IF 0000
250mm Battery O	P	R	-2/-4/-5	12/48/96	x4	1	AE(0),IF 0000
250mm Battery O	P	L	-2/-4/-5	12/48/96	x4	1	AE(0),IF 0000
250mm Battery O	P	Rr	-2/-4/-5	12/48/96	x4	1	AE(0),IF 0000
AA Lasers 00	E	L	+1/-1	1/4	x3/x2	0	A/T(La/Ai) 0000
AA Lasers 00	E	R	+1/-1	1/4	x3/x2	0	A/T(La/Ai) 0000
Missile Turret	M	F	+1/-1/-2	1/4/8	x3	0	G,IF 0000
Missile Turret	M	L	+1/-1/-2	1/4/8	x3	0	G,IF 0000
Missile Turret	M	R	+1/-1/-2	1/4/8	x3	0	G,IF 0000
Missile Tubes	M	L	-3/-5/-6	18/72/144	x2	2	G,IF 0000
Missile Tubes	M	R	-3/-5/-6	18/72/144	x2	2	G,IF 0000

Notes: Blast Control (2), Improved Defense, Large Sensor Profile (5)

HEAVY GEAR



VORTEX-CLASS LANDSHIP
TV: 1437

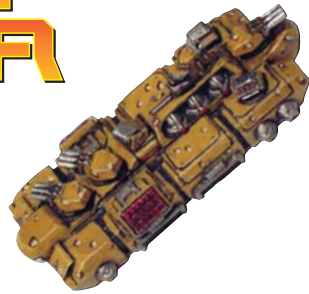
Size: 10 Skill: _____ Main Hull: 15/30/45 000
 Crew 000 Actions 7 00000 OO Life Support 00000
 EWar +5/20 00000 O wp9 Electronics +5/2000000 O wp9, SatUp, CBS(2)
 Cargo Bay System O Gear Bay System 000000 00000 00
 Strider Bay System O Armor Bay System 000000 000
 Flight Deck System 00000 O Movement: 8/16/24 O
 Main Drive H 5 00000 Maneuver -5 00000

Weapons:5/10/15

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
AMS O	P	T	+0	0	x0	6	AM,Def
250mm Turret O	P	F	-2/-4/-5	12/48/96	x3	1	AE(0),IF 0000
250mm Turret O	P	Rr	-2/-4/-5	12/48/96	x3	1	AE(0),IF 0000
AA Lasers O	E	L	+1/-1	1/4	x2/x1	0	A/T(La/Ai) 0000
AA Lasers O	E	R	+1/-1	1/4	x2/x1	0	A/T(La/Ai) 0000
AA Lasers O	E	F	+1/-1	1/4	x2/x1	0	A/T(La/Ai) 0000
Missile Turret	M	F	+1/-1/-2	1/4/8	x3	0	G,IF 0000
Missile Turret	M	L	+1/-1/-2	1/4/8	x3	0	G,IF 0000
Missile Turret	M	R	+1/-1/-2	1/4/8	x3	0	G,IF 0000
Missile Turret	M	Rr	+1/-1/-2	1/4/8	x3	0	G,IF 0000

Notes: Blast Control, Large Sensor Profile (4)

HEAVY GEAR



TORNADO-CLASS LANDSHIP
TV: 2189

Size: 9 Skill: _____ Main Hull: 13/26/39 OO
 Crew 000 Actions 6 00000 O Life Support 00000
 EWar +5/20 00000 O wp7 Electronics 3/25 00000 O wp7, CBS(2), SatUp
 Gear Bay System 000 Armor Bay System O
 Movement: 7/14/21 O
 Main Drive H 5 00000 Maneuver -5 00000

Weapons:7/14/21

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
AMS O	P	T	+0	0	x0	5	AM,Def
250mm Battery O	P	F	-2/-4/-5	12/48/96	x4	1	AE(0),IF 0000
250mm Turret	P	Rr	-2/-4/-5	12/48/96	x3	1	AE(0),IF 0000
AA Lasers O	E	L	+1/-1	1/4	x2/x1	0	A/T(La/Ai) 0000
AA Lasers O	E	R	+1/-1	1/4	x2/x1	0	A/T(La/Ai) 0000
Missile Turret	M	F	+1/-1/-2	1/4/8	x3	0	G,IF 0000
Missile Turret	M	L	+1/-1/-2	1/4/8	x3	0	G,IF 0000
Missile Turret	M	R	+1/-1/-2	1/4/8	x3	0	G,IF 0000
Missile Tubes	M	L	-3/-5/-6	18/72/144	x2	2	G,IF 0000
Missile Tubes	M	R	-3/-5/-6	18/72/144	x2	2	G,IF 0000

Notes: Blast Control (2), Large Sensor Profile (3)

HEAVY GEAR



STORM-CLASS LANDSHIP
TV: 631

Size: 9 Skill: _____ Main Hull: 10/20/30 O
 Crew 00 Actions 5 00000 O Life Support 00000
 EWar +6/20 00000 O wp4 Electronics 3/23 00000 O wp4, CBS(2), SatUp
 Gear Bay System 00 Movement: 6/12/18 O
 Main Drive H 8 00000 Maneuver -4 00000

Weapons:5/10/15

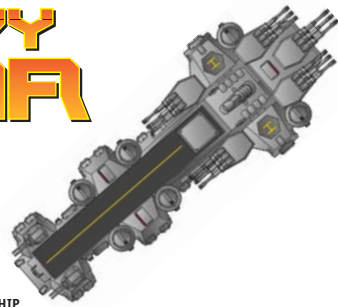
Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
AMS O	P	T	+0	0	x0	4	AM,Def
200mm Gun Turret	P	F	+0/-2/-3	2/6/13	x3	1	IF 0000
200mm Gun Turret	P	L	+0/-2/-3	2/6/13	x3	1	IF 0000
200mm Gun Turret	P	R	+0/-2/-3	2/6/13	x3	1	IF 0000
200mm Gun Turret	P	Rr	+0/-2/-3	2/6/13	x3	1	IF 0000
AA Laser	E	L	+1/-1	1/4	x2/x1	0	A/T(La/Ai) 0000
AA Laser	E	R	+1/-1	1/4	x2/x1	0	A/T(La/Ai) 0000
Missile Turret	M	F	+1/-1/-2	1/4/8	x3	0	G,IF 0000
Guided Mortars OO	M	F	+0/-2/-3	1/4/8	x3	0	G,IF 0000

Notes: Blast Control, Large Sensor Profile (2)

HEAVY GEAR



EMPEREUR-CLASS LANDSHIP
TV: 1547



Size: 11 Skill: _____ Main Hull: 16/32/48 OOO +3 Front
 Crew OOOActions 7 OOOOO O Life SupportOOOOO
 EWar5/25 OOOOO O, wp8 Electronics3/25 OOOOO O, wp8, CBS(3), SatUp
 Cargo Bay System O Gear Bay System OOOOO O
 Flight Deck System OOO Movement: 6/12/18 OO
 Main DriveH 5 OOOOO Maneuver -5 OOOOO

Weapons:7/14/21

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
AMS O	P	T	+0	0	x0	6	AM,Def
250mm Battery O	P	F	+0/-2/-3	2/8/16	x4	1	IF OOOO
250mm Battery O	P	F	-2/-4/-5	12/48/96	x4	1	AE(0),IF OOOO
250mm Battery O	P	Rr	-2/-4/-5	12/48/96	x4	1	AE(0),IF OOOO
Heavy Railgun O	P	L	+0/-2	2/8	x4	1	- OOOO
Heavy Railgun O	P	R	+0/-2	2/8	x4	1	- OOOO
Missile Turret	M	L	+1/-1/-2	1/4/8	x3	1	G,IF OOOO
Missile Turret	M	R	+1/-1/-2	1/4/8	x3	1	G,IF OOOO
AA Lasers OO	E	L	+1/-1	1/4	x3/x2	0	A/T(La/Ai) OOOO
AA Lasers OO	E	R	+1/-1	1/4	x3/x2	0	A/T(La/Ai) OOOO

Notes: Blast Control (2), Improved Defense, Large Sensor Profile (5)

HEAVY GEAR



KHAN-CLASS LANDSHIP
TV: 1843



Size: 10 Skill: _____ Main Hull: 12/24/36 OO
 Crew OOOActions 6 OOOOO O Life SupportOOOOO
 EWar 7/16 OOOOO O wp6Electronics 3/23OOOOO O wp6, CBS(2), SatUp
 Cargo Bay System O Flight Deck System O
 Gear Bay System OOOOO O Armor Bay System O
 Strider Bay System O Movement: 5/10/15 O
 Main DriveH 5 OOOOO Maneuver -5 OOOOO

Weapons:6/12/18

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
AMS O	P	T	+0	0	x0	5	AM,Def
200mm Gun Turret	P	F	+0/-2/-3	2/6/13	x3	0	IF OOOO
200mm Battery O	P	L	+0/-2/-3	2/6/13	x3	0	IF OOOO
200mm Battery O	P	R	+0/-2/-3	2/6/13	x3	0	IF OOOO
AA Laser	E	L	+1/-1	1/4	x2/x1	0	A/T(La/Ai) OOOO
AA Laser	E	R	+1/-1	1/4	x2/x1	0	A/T(La/Ai) OOOO
Cruise Missiles O	M	T	-3/-5/-6	30/120/240x4	1	G,IF	OOOO

Notes: Blast Control, Large Sensor Profile (2)

HEAVY GEAR



CAESAR-CLASS LANDSHIP
TV: 1607



Size: 9 Skill: _____ Main Hull: 12/24/36 OO
 Crew OOOActions 6 OOOOO O Life SupportOOOOO
 EWar5/21 OOOOO O wp6 Electronics 3/28OOOOO O wp6, CBS(2), SatUp
 Gear Bay System OOO Armor Bay System O
 Movement: 7/14/21 O Main Drive H 6 OOOOO
 Maneuver -5 OOOOO

Weapons:7/14/21

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
AMS O	P	T	+0	0	x0	5	AM,Def
250mm Battery O	P	F	-2/-4/-5	12/48/96	x4	1	AE(0),IF OOOO
200mm Gun Turret	P	L	+0/-2/-3	2/6/13	x3	0	IF OOOO
200mm Gun Turret	P	R	+0/-2/-3	2/6/13	x3	0	IF OOOO
200mm Gun Turret	P	Rr	+0/-2/-3	2/6/13	x3	0	IF OOOO
AA Lasers O	E	L	+1/-1	1/4	x2/x1	0	A/T(La/Ai) OOOO
AA Lasers O	E	R	+1/-1	1/4	x2/x1	0	A/T(La/Ai) OOOO
Missile Turret	M	F	+1/-1/-2	1/4/8	x3	0	G,IF OOOO
Missile Turret	M	R	+1/-1/-2	1/4/8	x3	0	G,IF OOOO
Missile Tubes	M	T	-3/-5/-6	18/72/144	x2	2	G,IF OOOO

Notes: Blast Control (2), Large Sensor Profile (1)

HEAVY GEAR



ALEXANDER-CLASS LANDSHIP
TV: 597



Size: 9 Skill: _____ Main Hull: 11/22/33 O
 Crew OO Actions 6 OOOOO O Life Support OOOOO
 EWar 5/20OOOOO O wp6 Electronics 3/27 OOOOO O wp6, CBS(2), SatUp
 Gear Bay System OO Movement: 5/10/15 O
 Main Drive H 7 OOOOO Maneuver -4 OOOOO

Weapons:6/12/18

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
AMS O	P	T	+0	0	x0	4	AM,Def
200mm Battery O	P	F	+0/-2/-3	2/6/13	x3	1	IF OOOO
200mm Gun Turret	P	L	+0/-2/-3	2/6/13	x3	1	IF OOOO
200mm Gun Turret	P	R	+0/-2/-3	2/6/13	x3	1	IF OOOO
200mm Gun Turret	P	Rr	+0/-2/-3	2/6/13	x3	1	IF OOOO
AA Laser	E	L	+1/-1	1/4	x2/x1	0	A/T(La/Ai) OOOO
AA Laser	E	R	+1/-1	1/4	x2/x1	0	A/T(La/Ai) OOOO
Missile Turret	M	F	+1/-1/-2	1/4/8	x3	0	G,IF OOOO

Notes: Blast Control, Large Sensor Profile (2)



HEAVY GEAR



NORTHERN RECON SQUAD
TV: 230

Skill: _____ Size: 1.3 Actions: 2
 Move: Walk 8 Maneuver: +3
 Perks/Flaws: EWar +1/5, Electronics +2/15
 Damage Threshold: 2 OOOOO

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
Autocannon	P	F	-1/-3	0/2	x1	+2	-
Rocket Pod	M	F	-1/-3/-4	0/1/2	x1	+3	IF, Ammo 6
Targ.Desig.	E	F	0/-2	0/2	-	0	TD

HEAVY GEAR



NORTHERN GENERAL PURPOSE SQUAD
TV: 63

Skill: _____ Size: 1.3 Actions: 2
 Move: Walk 5 Maneuver: 0
 Perks/Flaws: Electronics +0/6
 Damage Threshold: 3 OOOOO

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
Autocannon	P	F	0/-2	0/2	x1	+2	-
Rocket Pod	M	F	-1/-3/-4	0/1/2	x1	+3	IF, Ammo 6

HEAVY GEAR



NORTHERN STRIKE SQUAD
TV: 104

Skill: _____ Size: 1.3 Actions: 2
 Move: Walk 7 Maneuver: +2
 Perks/Flaws: Electronics +1/9
 Damage Threshold: 3 OOOOO

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
Autocannon	P	F	+1/-1	1/2	x1	+1	-
Rocket Pod	M	F	-1/-3/-4	0/1/2	x1	+4	IF, Ammo 4

HEAVY GEAR



NORTHERN STRIDER SQUAD
TV: 87

Skill: _____ Size: 1.6 Actions: 3
 Move: Walk 4 Maneuver: -3
 Perks/Flaws: Electronics +1/8
 Damage Threshold: 5 OOOOO

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
Cannon	P	F	-1/-3	0/1	x3	0	-
Missiles	M	F	+1/-1/-2	1/2/5	x3	0	Ammo 8, IF

HEAVY GEAR



NORTHERN HEAVY ARMOR SQUAD
TV: 301

Skill: _____ Size: 2.4 Actions: 4
 Move: Ground 8 Maneuver: -1
 Perks/Flaws: Electronics +0/11
 Damage Threshold: 8 OOO

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
Railgun	P	T	0/-1	2/8	x4	0	-
Pulse Laser	E	T	+1/-1	1/2	x2/x1	+1	-

HEAVY GEAR



NORTHERN HEAVY INFANTRY SQUAD
TV: 72

Skill: _____ Size: 1.1 Actions: 2
 Move: Ground 4 Maneuver: 0
 Perks/Flaws: Electronics +0/6
 Damage Threshold: 1 OOOOOOOOOO

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
Heavy Weap.	P	T	0/-2	0/2	x1	2	-

HEAVY GEAR



NORTHERN INTERCEPTOR SQUAD
TV: 215

Skill: _____ Size: 1.5 Actions: 2
 Move: Flight 52(10) Maneuver: +1
 Perks/Flaws: Electronics +1/26, Stealth 2
 Damage Threshold: 3 OOO

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
Autocannon	P	F	0/-2	0/2	x1	+2	-
Missiles	M	F	+4/+2	2/6	x1	+1	Ammo 3

HEAVY GEAR



NORTHERN STRIKE FIGHTER SQUAD
TV: 106

Skill: _____ Size: 1.5 Actions: 3
 Move: Flight 30 (8) Maneuver: +0
 Perks/Flaws: Electronics 0/17, EWar +1/2
 Damage Threshold: 2 OOO

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
Autocannon	P	F	0/-2	0/1	x1	+2	A/T: A/L
Missiles	M	F	+2/0/-1	1/2/5	x2	+1	A/T: A/L, Ammo 5, IF

HEAVY GEAR



NORTHERN ATTACK VTOL SQUAD
TV: 116

Skill: _____ Size: 1.2 Actions: 3
 Move: Flight 11 (0) Maneuver: +1
 Perks/Flaws: Electronics +1/23, EWar +1/6, NOE Flyer, LSP 1
 Damage Threshold: 2 OOO

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
Autocannon	P	F	0/-2	1/2	x1	+1	A/T: A/L
Rockets	M	F	-1/-3/-4	1/2/5	x2	+4	Ammo 4, A/T: A/L
Missiles	M	F	+1/-1/-1	1/2/5	x3	+1	Ammo 4, A/T: A/L, IF

HEAVY GEAR



SOUTHERN RECON SQUAD
TV: 118

Skill: _____ Size: 1.3 Actions: 2
 Move: Walk 7 Maneuver: +2
 Perks/Flaws: EWar +1/4, Electronics +2/17
 Damage Threshold: 3 OOOOO

Name	Type	Arc	Acc	BR	DM	ROF	Perks/Flaws
Autocannon	P	F	-1/-3	0	x1	+2	-
Rocket Pod	M	F	-1/-3/-4	0	x1	+3	IF, Ammo 6
Targ.Design.	E	F	0/-2	0/2	-	0	TD

HEAVY GEAR



SOUTHERN GENERAL PURPOSE SQUAD
TV: 63

Skill: _____ Size: 1.3 Actions: 2
 Move: Walk 5 Maneuver: 0
 Perks/Flaws: Electronics +0/6
 Damage Threshold: 3 OOOOO

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
Autocannon	P	F	0/-2	0/2	x1	+2	-
Rocket Pod	M	F	-1/-3/-4	0/1/2	x1	+3	IF, Ammo 6

HEAVY GEAR



SOUTHERN STRIKE SQUAD
TV: 79

Skill: _____ Size: 1.3 Actions: 2
 Move: Walk 7 Maneuver: +1
 Perks/Flaws: Electronics +1/8, Weak Facing (Rr)
 Damage Threshold: 3 OOOOO

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
Autocannon	P	F	+1/-1	1/2	x1	+1	-
Rocket Pod	M	F	-1/-3/-4	0/1/2	x1	+3	IF, Ammo 4

HEAVY GEAR



SOUTHERN STRIDER SQUAD
TV: 96

Skill: _____ Size: 1.4 Actions: 3
 Move: Walk 5 Maneuver: -1
 Perks/Flaws: Electronics 0/8
 Damage Threshold: 5 OOO

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
Autocannon	P	F	0/-2	1/2	x1	+1	-
Missiles	M	F	+1/-1/-2	1/2/5	x3	+1	Ammo 8, IF

HEAVY GEAR



SOUTHERN HEAVY ARMOR SQUAD
TV: 209

Skill: _____ Size: 2.3 Actions: 4
 Move: Ground 8 Maneuver: -1
 Perks/Flaws: Electronics +0/11
 Damage Threshold: 8 OOO

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
Field Gun	P	T	0/-1/-2	1/4/8	x3	0	IF
Pulse Laser	E	T	+1/-1	1/2	x2/x1	+1	-

HEAVY GEAR



SOUTHERN HEAVY INFANTRY SQUAD
TV: 72

Skill: _____ Size: 1.1 Actions: 2
 Move: Ground 4 Maneuver: 0
 Perks/Flaws: Electronics +0/6
 Damage Threshold: 1 OOOOOOOOO

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
Heavy Weap.	P	T	0/-2	0/2	x1	2	-

HEAVY GEAR



SOUTHERN INTERCEPTOR SQUAD
TV: 252

Skill: _____ Size: 1.2 Actions: 2
 Move: Flight 49 (8) Maneuver: +2
 Perks/Flaws: Electronics 0/22, Stealth 1
 Damage Threshold: 2 OOO

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
Missiles	M	F	+1/-1	2/6	x1	0	Ammo 4

HEAVY GEAR



SOUTHERN STRIKER FIGHTER SQUAD
TV: 203

Skill: _____ Size: 1.7 Actions: 3
 Move: Flight 48 (6) Maneuver: +1
 Perks/Flaws: Electronics +1/28, Stealth 2
 Damage Threshold: 4 OOO

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
Auto	P	F	0/-2	1/2	x1	+1	A/T(Ai/La)
Missiles	M	F	+1/-1/-2	1/2/5	x2	+1	Ammo 3, A/T(Ai/La), IF
Bombs	P	F	-1	Special	x2	+1	Ammo 1, A/T(Ai/La), AEO

HEAVY GEAR



SOUTHERN ATTACK VTOL SQUAD
TV: 78

Skill: _____ Size: 1.6 Actions: 3
 Move: Flight 9 (0) Maneuver: +0
 Perks/Flaws: Electronics 0/15, NOE Flyer, LSP 2
 Damage Threshold: 3 OOO

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
Autocannon	P	F	0/-1	0/1	x1	+2	A/T(Ai/La)
Rockets	M	F	-1/-3/-4	0/1/2	x1	+6	Ammo 1, A/T(Ai/La), IF
Missiles	M	F	+1/-1/-2	1/2/5	x2	+1	Ammo 2, A/T(Ai/La), IF

FLEET SCALE

6



HEAVY GEAR



CEF GP FRAME SQUAD
TV: 74

Skill: _____ Size: 1.2 Actions: 3
 Move: Walk 8 Maneuver: +1
 Perks/Flaws: Electronics +1/6
 Damage Threshold: 2 OOOO

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
Gatling Laser	E	F	+1/0	0/2	x2/x1	+1	-
Missiles	M	F	+0/-2	1/2	x1	0	-

HEAVY GEAR



CEF FIRE SUPPORT FRAME SQUAD
TV: 121

Skill: _____ Size: 1.2 Actions: 3
 Move: Walk 6 Maneuver: +0
 Perks/Flaws: Electronics +1/17
 Damage Threshold: 3 OOOO

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
Laser Cannon	E	F	+1/-1	1/4	x2/x1	0	-
Field Mortar	P	F	-1/-3/-4	1/5/10	x3	0	IF

HEAVY GEAR



CEF BLITZ FRAME SQUAD
TV: 128

Skill: _____ Size: 1.2 Actions: 3
 Move: Walk 6 Maneuver: +0
 Perks/Flaws: Electronics +1/6
 Damage Threshold: 3 OOOO

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
Laser Cannon	E	F	+1/-1	1/4	x2/x1	0	-
Missiles	M	F	+2/+0/-1	1/2/5	x2	0	IF

HEAVY GEAR



CEF HOVERTANK SQUAD
TV: 706

Skill: _____ Size: 2.4 Actions: 4
 Move: Hover 17 Maneuver: +0
 Perks/Flaws: Electronics +1/17, LSP(3)
 Damage Threshold: 7 OOOO

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
P-Cannon	E	T	+2/0	1/2	x2/x1	0	HW
Missiles	M	T	+3/+1/0	1/2/5	x3	0	IF

HEAVY GEAR



CEF ASSAULT HOVERTANK SQUAD
TV: 712

Skill: _____ Size: 2.4 Actions: 4
 Move: Hover 19 Maneuver: +0
 Perks/Flaws: Electronics +1/17, LSP(2)
 Damage Threshold: 7 OOOO

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
P-Cannon	E	T	+2/+1	1/2	x2/x1	0	HW
Missiles	M	T	+3/+1/0	1/2/5	x3	0	IF

HEAVY GEAR



CEF GREL INFANTRY/H-APC SQUAD
TV: 74

Skill: _____ Size: 1.6 Actions: 2
 Move: Hover 10 Maneuver: +0
 Perks/Flaws: Electronics +1/6
 Damage Threshold: 2 OOOOO OOOOO

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
Inf.Laser	E	F	+1/-1	1/3	x1	0	-

HEAVY GEAR



CEF MEDIUM ARTILLERY SQUAD
TV: 223

Skill: _____ Size: 2.1 Actions: 4
 Move: Hover 17 Maneuver: +0
 Perks/Flaws: Electronics +1/17, LSP(3)
 Damage Threshold: 7 OOO

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
Lt.Artilery	P	F	+0/-1/-3	5/20/40	x1	0	IF

HEAVY GEAR



CEF HEAVY HOVER ARTILLERY SQUAD
TV: 391

Skill: _____ Size: 2.1 Actions: 4
 Move: Hover 19 Maneuver: +0
 Perks/Flaws: Electronics +1/17, LSP(2)
 Damage Threshold: 7 OOO

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
Med.Artilery	P	F	-1/-2/-4	12/48/96	x2	0	IF

HEAVY GEAR



CEF TRANSATMOSPHERIC FIGHTER SQUAD
TV: 307

Skill: _____ Size: 1.6 Actions: 2
 Move: Flight 45(0) Maneuver: +1
 Perks/Flaws: Electronics +1/18, Stealth 2, NOE Flyer, All-Around Defense
 Damage Threshold: 2 OOO

Name	Type	Arc	Acc	Range	DM	ROF	Perks/Flaws
P-Cannon	E	T	+1/-1	1/2	x2/x1	0	HW
Missiles	M	T	+2/+0/-1	1/2/5	x3	0	IF



SILHOUETTE CORE

HEAVY GEAR™

THE WAR GOES ON



To celebrate the 10th Anniversary of Heavy Gear, we bring you the new 3rd Edition of miniature rules! The new Silhouette Core Heavy Gear Miniature Rules takes the acclaimed Silhouette game mechanics to the next level, with game play from one on one Melee Scale to massive Fleet Scale battles. The Tactical Scale has been revamped to speed up the game and save time on record keeping. Rules updates include improved Command Point usage, streamlined ammunition tracking, plus new artillery, air and orbital strikes rules. The best in Giant Robot miniature games just got better!

The Silhouette Core Heavy Gear Miniature Rules includes rules for the following:

- Tactical Scale, the main Heavy Gear miniature battle scale.
- Melee Scale, character-scale battles with rules for converting SilCORE RPG characters into miniature stats.
- Duelist Scale, for one on one duelist gear battles in close quarters skirmishes.
- Fleet Scale, massive battles with landships and squad stands.
- Weapon tables, combat tables and datacards included.

A core miniature game rulebook for all players; a few six-sided dice, miniatures, measuring tape, pen and paper are required to play the game. For two to six players, age 8 and older.



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