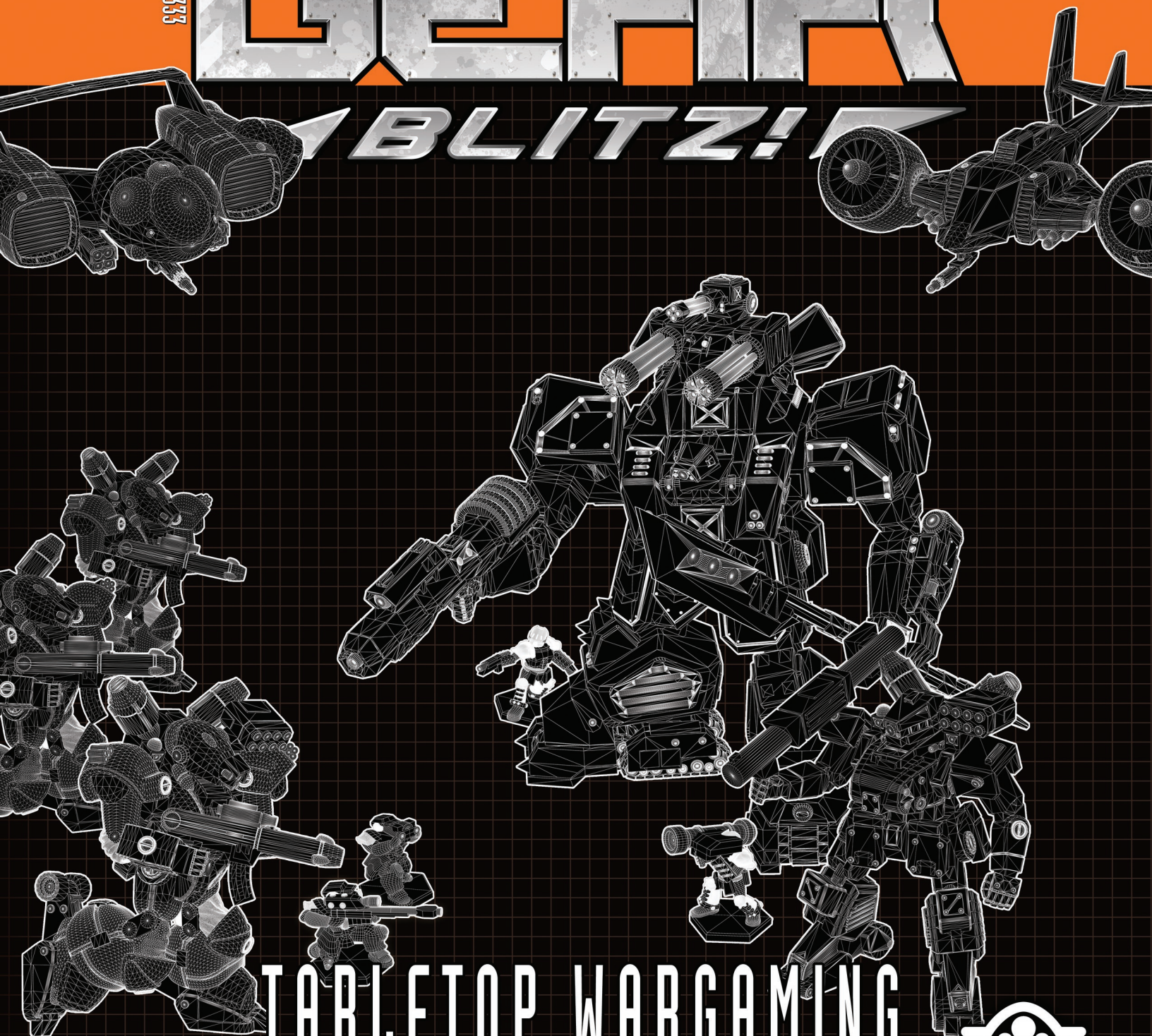


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HEAVY GEAR

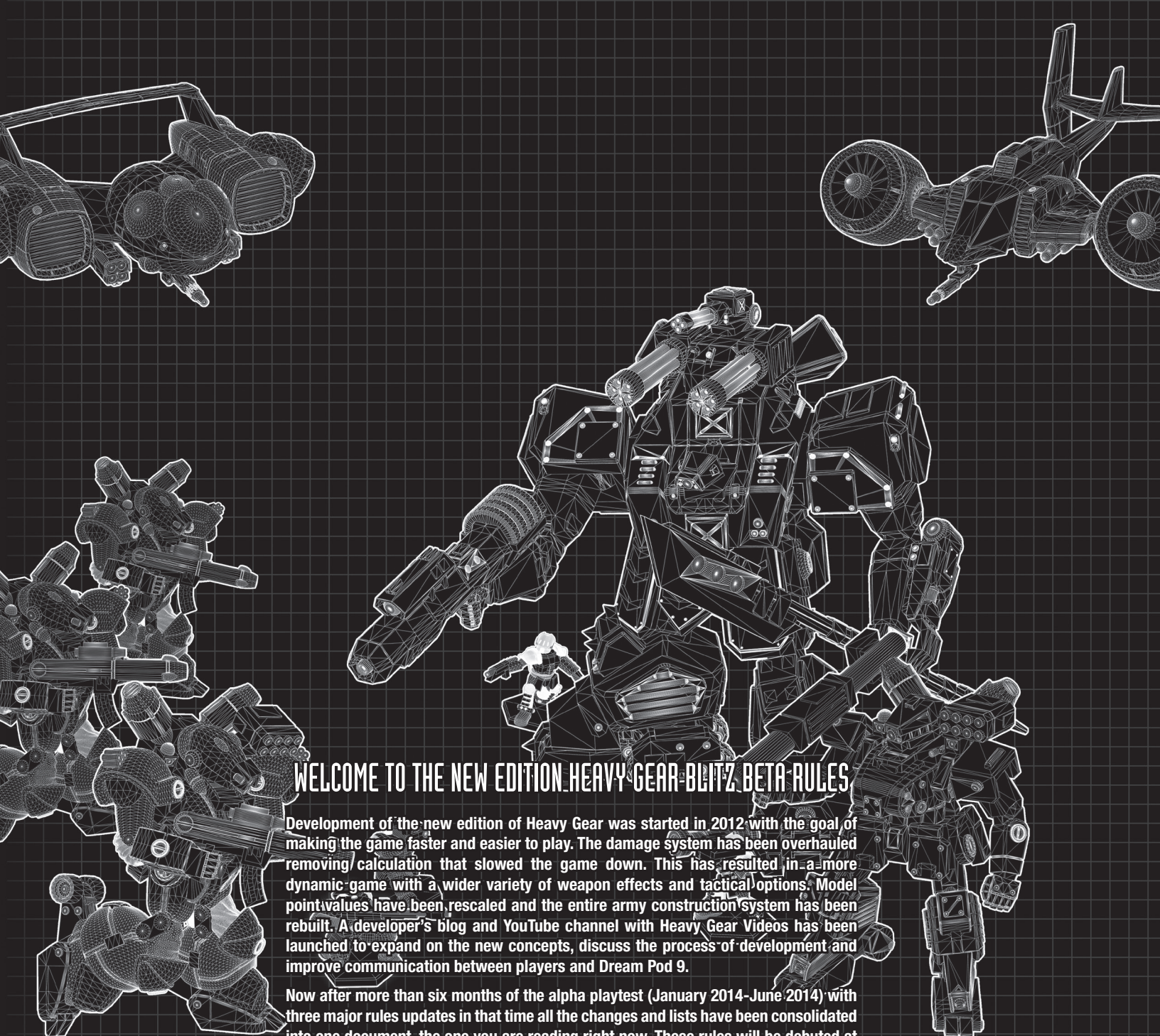
BLITZ!



TABLETOP WARGAMING BETA RULES



DREAM POD 9
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WELCOME TO THE NEW EDITION HEAVY GEAR BLITZ BETA RULES

Development of the new edition of Heavy Gear was started in 2012 with the goal of making the game faster and easier to play. The damage system has been overhauled removing calculation that slowed the game down. This has resulted in a more dynamic game with a wider variety of weapon effects and tactical options. Model point values have been rescaled and the entire army construction system has been rebuilt. A developer's blog and YouTube channel with Heavy Gear Videos has been launched to expand on the new concepts, discuss the process of development and improve communication between players and Dream Pod 9.

Now after more than six months of the alpha playtest (January 2014-June 2014) with three major rules updates in that time all the changes and lists have been consolidated into one document, the one you are reading right now. These rules will be debuted at Gen Con 2014 and available in paper and free PDF formats summer of 2014.

These Beta rules will form the official organized play rules for Heavy Gear until the final release of the core Heavy Gear rulebook at Gen Con in 2015 ready for the 20th anniversary of Heavy Gear. All the plans for this celebration will be announced in fall of 2014.

The core rules are complete now and our efforts are focused on balancing model point values and specialist army list options. To do this we need as many playtest responses as we can get from you, the players. Big or small, I we want to see your army lists and hear about your game experiences. Send your experiences and comments directly to the game developer at dave.mcleod@dp9.com or participate on the online forum discussions.

Details of sending your feedback in can be found on page 3. We are committed to maintaining an open dialogue with our fans because in the end this is a game for you.

Choose your side, get your Gear, and join up!

Thanks!

Dave McLeod
Line Developer

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HEAVY GEAR BLITZ: BETA RULES

TABLE OF CONTENTS	2
Credits	2
How to give Feedback	3
Dedications and Special Thanks	3
1.0 INTRODUCTION	3
2.0 GENERAL CONCEPTS	5
Terms and Conventions	5
Die Mechanics	6
Timing and Priority, Rounding, Specificity	7
Reolls	8
Measuring Distances	8
Standard Model Bases Table	8
Skill	9
Area Effects	9
Arcs	9
Model Attributes	10
Model Types	10
Infantry	11
3.0 SEQUENCE OF PLAY	12
Playing the Game, Pregame, and Deployment	12
Game Round Sequence Summary	13
Turn Sequence Details	14
Initiative	14
Reserve Deployment	14
Refresh Actions	14
Action Phase	14
Model Activation Sequence (Postures)	14
Posture Effects Table	15
Cleanup Phase	15
Actions	15
Using Actions	16
Common Actions Table	16
4.0 VICTORY POINTS AND WINNING THE GAME	17
Basic Scenario	17
5.0 BUILDING A FORCE	18
Force Construction Attributes	18
Model Selection Limits	18
Stock Models and Variants	18
Attached Models	18
Force Definitions	18
Veterans	19
6.0 MOVEMENT (TERRAIN AND EFFECTS)	20
Turning During Movement	26
Movement Through Models	20
Movement Types	20
Number and Timing of Turns Table	23
Movement and Terrain	23
Forced Movement	23
Terrain and Movement	23
Terrain Forms and Types	24
Terrain Effects on Movement Types Table	24
Terrain Height, Rodes	25
Inclines and Vertical Terrain	25
Climbing, Water	25
Dangerous Terrain Tests	25
Dangerous Terrain Test Modifiers Table	26
Cautious Movement	26
7.0 COVER	27
Intervening Models as Cover	27
Table Set Up	27
Lock	27
Cover Diagram	28
Targeting Silhouettes and Table	28
Cover Examples Diagram	29
Cover Defense Modifiers and Lock	29
Cover Ratings	29
Adjacent and additional Cover, Cover Diagram	29
Detection, Active Detection	30
Lock Through Area Terrain, Diagrams	30
Cover Examples Diagram	30
Cover Modifiers Summary Table	31
Stealth, Concealment	31
Active Sensors, Detailed Scan	31
8.0 ATTACK ACTIONS	32
Weapon Attributes	32
Range Attack Action Summary	32
Determine Lock, Check Range	32
Select One Weapon, Verify Modifiers	33
Attack and Defense Check Modifiers Table	33
Standard Modifiers Table	33
Make Checks, Compare Results, Calculate Damage	33
Weapon Traits	33
Weapon Arcs, Diagrams	34
Weapon Categories	35
Ballistic, Beam, Missile, Indirect, Melee	35
9.0 DAMAGE SUMMARY	36
Standard Damage Modifiers and Resolution	36
Marginal Hits	36
Damage Modifiers Summary Table	36
Damage Effects	36
Destroyed Models, Overkill	36
Were in Trouble	37
Persistent Damage, Roll	37
Damage Control	37
Standard Persistent Damage Token Effects	37
10.0 ADDITIONAL WEAPON ACTIONS	38
Action, Area Effect Attacks, Blast Damage	38
AE and Blast Damage Summary Table	38
Friendly Fire and Blasts	38
Stand By, Snap Fire	39
Hitting Multiple Targets with Snap Fire	39
In Reaction to Entering Melee	39
Split Attacks, Burst Weapons	40
11.0 MELEE COMBAT	41
Defenceless Models, Melee attack	41
Firing at an Engaged Model	41
Attacks While Engaged	41
Melee Modifiers Table	41
Standard Modifiers Table	41
Reach Trait	41
12.0 SPECIAL MELEE ATTACKS	42
Brute Force	42
Multiple Targets of a Brute Force Action	42
Multiple Actions and Brute Force	42
Ram, Crush	42

13.0 IMPACTS AND FALLING	43	17.0 AIR SUPPORT & VTOLS	56
Falling, Impacts	43	Flying Models, Deployment	56
14.0 ELECTRONIC WARFARE	44	Circling the Battlefield	56
Summary of EW actions	44	Strafing the Battlefield	57
Communication Events	44	Shooting at Models, Landing	57
Comms Tests, Comms Test Modifiers Table	44	Specialized Air Weapons, Generic Flying Models	58
Forward Observation, Indirect Attack	45	Vertical Take-Off and Landing (VTOL)	58
Forward Observation: Active Guidance	45	18.0 MISCELLANEOUS RULES	59
Comms Boost	46	Hiding, Hull Down	59
Sensor Warfare	46	Generic Support Choices, Deploying Support	59
Sensor Boost, Sensor Jamming	46	Support Type Attributes Table	60
Sensor Interference	47	Damaging and Destroying Terrain	60
Communication Warfare	47	Drones, Attributes Table	61
Automatic Communications (Auto Comms)	47	Transports, Infantry Entering Buildings	62
Comms Jamming	48	Multi-Component Vehicles	62
Satellite Communications & Intelligence	48	Recovery Vehicles and Combat Medics	62
Satellite Communication Actions	48	APPENDIX 1: VEHICLE RECOGNITION	63
Satellite Auto Comms	48	APPENDIX 2: ARMY CONSTRUCTION	69
Diagram of Satellite Communications	49	Army Construction Summary	69
Satellite Forward Observation, Diagram	49	Diagram of Force Selection	70
Satellite Counter-Battery Surveillance	49	Generic Army Upgrades	71
15.0 COMMANDERS, COMMAND & CHAIN OF COMMAND	50	Generic Veteran Upgrades, Duelists	71
Command Attributes Table	50	Choosing a Force, North, South	72
Attached Models/Units	50	Peace River, NuCoal	73
Chain Of Command	50	Leagueless, Black Talon	74
Formation	50	CEF, Caprice, Utopian, Eden	75
I Got Your Back	51	North Force Models	76
Orders	51	South Force Models	84
Command [Order] Roll Modifier Table	51	Peace River Force Models	93
Standard Modifiers Table	51	NuCoal Force Models	100
Coordinated Fire!	51	Black Talon Force Models	106
Radio Silence!	51	Colonial Expeditionary Force Models	110
Charge!	52	Caprice Force Models	114
Full Speed Ahead!	52	Utopian Force Models	116
Incoming Fire	52	Eden Force Models	118
Command Points	52	APPENDIX 3: WEAPON AND MODEL TRAITS	119
Skill Points	52	APPENDIX 4: WEAPONS TABLES	123
16.0 ADVANCED SCENARIO GENERATION	53	Weapon Recognition	125
Deployment Zone Examples	53	GLOSSARY	127
Reserve Deployment	55	REFERENCE SHEETS	128
Stealth Units, Airdrop Units, Recon Units	55	ARMY CONSTRUCTION SHEET	133
Special Deployment Options	55	TOKENS SHEET	134
Fortifications	55		
Off-Board Support Unit Deployment	56		

HOW TO GIVE FEEDBACK

E-mailing your responses to (dave.mcleod@dp9.com) and participating in discussion on the online forum at www.dp9.forum.com is the current method of feedback. Or by mail to our office at the following address: Dream Pod 9, 5000 Iberville, Suite 329, Montreal, Quebec, H2H 2S6, Canada, Attn: Dave McLeod. Due to message volume it may not be possible to respond directly to all feedback but all feedback will be carefully considered. Providing reference to the appropriate rules sections with feedback is appreciated.

If you are a current player, a returning player, or a brand new Gear Jockey this is your chance to help make HEAVY GEAR the best game ever, and join our community of players. Gear Up!

Thanks!
Dave McLeod
Line Developer

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DEDICATIONS

Robert: To my Mom, Rosie L. Dubois, who passed away at the start of 2014, for all her love and support over the years, I will always love you, rest in peace.

David: I dedicate this work to my wife Alice whose patience and support has made this possible and my son Callum to whom I shall show how far imagination can take a dreamer.

SPECIAL THANKS

To Gerrit Hits (DP9 Forum member: Iceraptor) for dedication and development ideas. Thanks to the many Playtesters and readers who are helping grind away the rough edges through their passion.

1.0 INTRODUCTION

Heavy Gear is a fast paced tabletop miniatures mecha game and this edition continues that focus. Heavy Gear is about deploying your army of Gears, Tanks, Infantry, and Striders, and using that army to defeat your friends in a game of skill and tactics. Your tabletop becomes the battlefield. You see and feel the ebb and flow of the game in a visceral way as your decisions, and the dice, control the outcome. Your choices and how you move your forces will determine your fate and reputation as a winning commander.

WHAT IS HEAVY GEAR?

Heavy Gear is a game where two or more players pit their armies of Heavy Gears and other combat vehicles against one another. It is played in an open space, often decorated to give the appearance of a setting in the game, that is defined as the play area. Players use ruler or measuring tapes to measure moves and range for weapons. Dice determine the results for actions chosen by players.

WHAT IS A HEAVY GEAR?

The core combat vehicle in the Heavy Gear universe is the Heavy Gear. It is a Mechanized Walker Vehicle (or Mecha) developed to function in the rough terrain of the Terra Novan battlefield. Gears, and their larger cousins the Striders, blend the best of infantry mobility with armor and weapons of a light armored vehicle.

A Gear stands two to four times the height of an adult human. The pilot sits in the chest of the vehicle with their head often extending up into the sensor head turret of the Gear. Normal piloting is achieved by standard joystick, throttle, foot pedals, and control panels. When needed the pilot can override the Gear's movements by using waldos that connect to the pilot's arms to mimic the movements with the Gear.

Normal movement is directed by the Gear itself. A powerful computer, called an ONNet, is trained to control all the standard movements of the Gear, only needing to be directed by a pilot occasionally. Some ONNets are so intelligent that they can even supplement the pilot's decisions with attacks or reactions of their own. A Gear chassis is mass produced but a good ONNet, like a pilot, must be trained. The best ONNets develop personalities and can form relationships with their pilots.

More traditional vehicles such as tanks, light combat vehicles, and artillery pieces do exist on the Heavy Gear battlefield. Tanks are highly vulnerable to attacks at close quarters, but bring massive firepower to the battlefield. Striders are huge walkers that combine the size and firepower of a tank with the mobility of a Gear. Infantry, though slow, are notoriously difficult to hit with weapons and can present a real danger to other units. Aircraft and other specialist support units round out the forces that a Commander can deploy to achieve their objectives.

WHY PLAY HEAVY GEAR?

Players play Heavy Gear for the fun and for the challenge of it.

The enjoyment of personalizing the look of your forces when collecting, building, and painting them is one part. The other is the time spent enjoying the game with friends.

The diverse tactical options of Heavy Gear ensures that no two games will play exactly the same way. Rise to the challenge and lead your troops to victory! You will need to use your model's capabilities to the fullest to achieve your objectives.

Heavy Gear is a game that can be played as a small skirmish or as a large battle with dozens of models on each side. Heavy Gear is designed with the realities and scope of an imagined future battlefield while embracing the idea that futuristic combat with mecha can be cinematic and entertaining.

Note: The Goal is to win, the Point is to have fun. Keep this old gaming maxim in mind and you can't go far wrong.

HOW TO PLAY THE GAME

Each player requires an army of models called a Force. The force construction rules will explain how to organize your models into the units for your Force. Any unit box of Heavy gear figures and a copy of the faction army list will allow you start playing immediately (See 5.0)

To play the game the players choose a scenario, then follow the scenario instructions for deploying units and starting the game. As the game proceeds the players take turns activating each unit once each Round. After a set number of rounds, or until scenario victory conditions are met, the game will end and players will determine the winner based on the number of Victory points they have achieved (See 3.0)

Heavy Gear uses six sided dice and each player should have four to six dice available. Players will need pen and paper and some form of counters for marking status for models. A ruler or measuring tape for each player to measure distances is required. A dining table and some simple terrain pieces creates the playing space.

2.0 GENERAL CONCEPTS

Heavy Gear is a game played between two or more players using a surface defined as the battlefield and models selected to create a unique army for each player. The game is divided into rounds where players will alternate taking turns moving and firing with groups of models, until every model has activated once. Distance moved and range are measured in inches. Each model is described by a unique combination of speed, armor, weapons, and equipment attributes.

A model's Attributes stat line defines common values indicating a model's strengths, while uncommon abilities are defined by traits. Models are organized into units and activate together with the other models in their force to achieve objectives. Mastery of the capabilities of your army and their abilities is the key to victory.

EXAMPLE ATTRIBUTE STAT LINE OF HUNTER HEAVY GEAR

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Hunter	6	GP (0+), ST (0+), FS (0+), DG (0-1)	5" W	6	5/1	1	4+	4+	6+	LAC (Arm, Split:2), LRP, APGL, LPZ, LVB	Arms, SMS:G	Gear

See 2.12 for details.

EXAMPLE WEAPON STAT LINE

Name	Code	Range	PEN (Light)	Traits
(Light) Auto Cannon	LAC	6-18 / 18"	6	Burst: 1

See 2.12 and 8.0 for details

Heavy Gear is designed to be a fast playing game with many options for innovative strategies and cunning tactics. The core model of the game, the Heavy Gear, is a highly versatile and effective fighting machine. Skillful coordination of the various models in your force, and their abilities, will ensure you experience the glory of victory. The game is designed to play at a variety of scales from single units to vast armies, depending on the amount of time you are willing to invest. A six turn game with 10 to 15 models per player will require two hours or less for experienced players.

RULES DISPUTES

Though the goal of rules are to be clear and easy to understand, but if there is a question that cannot be resolved easily players should roll a die or flip a coin to decide between interpretations. Once an interpretation is chosen, play it for the remainder of the game. Try not to get side tracked by rules disputes during the game, but after the game is completed official support may be found in the DP9 forums (www.dp9forum.com) or via official FAQs.

2.1 TERMS AND CONVENTIONS

Heavy Gear uses many terms and conventions to allow players to communicate effectively when playing. A glossary at the end of the advanced rules section is provided to further clarify these terms.

HOW TO READ THESE GAME RULES:

Titles of sections are **bolded** and numbered by Section and Subsection to allow easy referencing of rules. Example: 5.5. Rule names are always capitalized the first time they are used. Example: Check, Roll, Test. The first time a core term or rule is used in the rules it will be **bolded**. Designer notes and comments are *italicized text* in a grey text box. If the actual result of a dice is referenced it is always given in square brackets. Example: [2] means a 2 was rolled with a dice. A set of number in square brackets ([5, 3]) indicates that two numbers were rolled and the result was a 5 and a 3.

Each Section will begin with an overview and a Summary of the contents of a section. Each Sub Section will end with an example of how the rule functions. Appendix 1 (A.1) will provide a detailed walk through of a game in the final version.

2.1a ACTIVE AND PASSIVE:

The Active player is the player currently activating a model (See 3.0). The Passive player is any other player. This terminology is used to differentiate between the model being used/activated and those who are ready or used.

2.2 DICE MECHANICS

Heavy Gear requires that you roll one, or more, six sided dice to determine the success or failure of most game events. This is referred to as a Dice Test, or just a Test .

- ◆ Unopposed tests by a player are called Rolls
- ◆ Opposed tests between players are called Checks.

Each Test requires a set number of Base Dice (BD), normally two six-sided dice (2D6), unless indicated otherwise.

Test Modifiers add or subtract dice from the base dice used for each Test, and are defined as +XD6 or -XD6, where X is the number of dice to add or subtract, respectively.

Example: An attack check test with BD2D6 with a Test Modifier of +2D6 would result in the test being made with four six-sided dice (4D6).

STANDARD MODIFIERS (APPLY TO ALL TESTS A MODEL MAKES)

Standard modifier	Standard Dice modifier	Adjusted Posture modifier for defence tests
Critical: (No Hull damage points remain)	-1D6	
Posture: Combat posture	+0D6	
Posture: Braced posture	+1D6	-1D6
Posture: Top Speed posture	-1D6	+1D6
Action Bonus (1 action)	+1D6	

Note that models improve their action tests by choosing to limit their movement speed except for defensive tests when the advantage defensively is speed. Defensively speed can mean a heightened readiness and does not translate exactly as movement.

2.2a

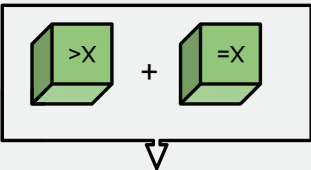
An Unopposed Test (a Roll) is a Test made by a single model against a Target Number (TN). A Roll target number can be defined either by a model attribute called a Skill (See 2.9) or a target number defined by a rule.

- ◆ Each Roll die that equals or beats the Skill, or target number, is counted as one success.
- ◆ Tests may require a <insert Skill name> Roll. The Rolls target number is equal to the Skill Rating attribute that the test names.
- ◆ Special rules may modify the Skill rating or target number of a Test.
- ◆ If modifiers reduce the number of test dice to zero or less, the Roll counts as having 0 successes.

Example 1: A Ferret Rolls 2D6 with its EW:4+ skill attribute for an Electronic Warfare (EW) action test. The player rolls 2D6 and gets [5, 4]. Both dice were equal or higher than the skill rating so the Ferret scored two successes.

ROLL TEST EXAMPLE

Step 1



= number of successes

Compare each Test dice to Skill (GUN/PILOT/EW) or the target number.
If equal or greater (>=) add one success to the Result

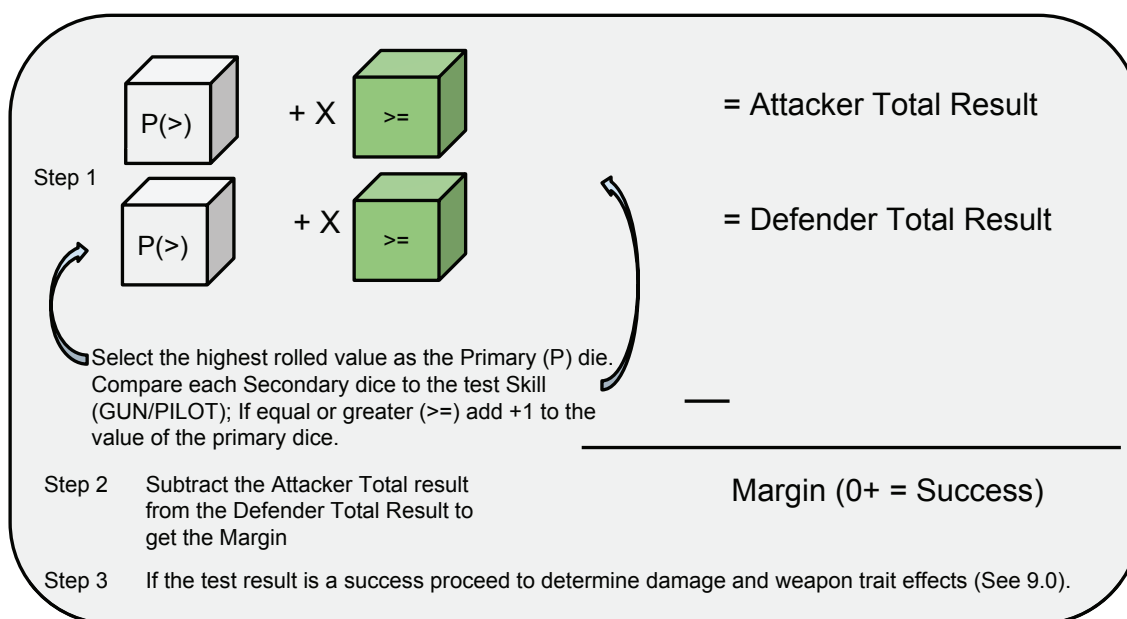
Step 2 If the test result has at least one success then proceed to apply the effects of the test.

2.2b

An Opposed Test (Check) requires both players to roll test dice. Each player chooses the highest value die as their Check Result or Primary Die. All other dice are Secondary Dice that can augment the Check Result if they equal or beat the skill rating of the model being used.

- ◆ The Primary dice is not compared to the skill rating, use the value rolled as the Check Result.
- ◆ Each Secondary Dice result that equals or beats the skill rating (See 2.9) adds one (+1) to the Check Result.
- ◆ The total of the primary and secondary dice is the Total Check Result.
- ◆ Subtract the Passive players Total Check Result from the Active Player's Total Check Result.
- ◆ A result of 0 or greater is a Margin of Success (MOS).
- ◆ A negative result is a Margin of Failure (MOF).
- ◆ If Test Modifiers reduce the number of dice in a Check test to zero or less, the player counts as having rolled a 1 for the Total Check Result.

A test margin of zero (MOS:0) indicates the most marginal of successes, while larger positive or negative values indicate correspondingly greater success or failure.

CHECK TEST EXAMPLE (ATTACK TEST)

Check Example: A Hunter (GUN:4+) attacks a Jager (PILOT:4+). Both roll 2D6. The Hunter gets a [5] and [4]. The Hunter selects the [5] as the Primary die and adds one to the result because the secondary dice of [4] equalled or beat the hunter's GUN Skill for a total check result of 6. The Jager's defense Check has a final check result of 5. The Hunter's final total check minus the Jagers final total check is a Margin of Success of 1, or MOS:1. The attack action was a success and caused a hit. The MOS and the Penetration rating of the weapon will then be used to determine any damage.

2.3 TIMING AND PRIORITY:

In any case where the order in which rules are applied would change the outcome, unless otherwise stated apply any effects from the active player first, then apply any effects for the passive player.

2.4 ROUNDING:

Unless explicitly stated otherwise, always round up any fractional values. Example: A model suffers only half damage from a 3 damage hit, it suffers 1.5 damage and rounds up to 2 damage.

2.5 SPECIFICITY:

If two or more rules conflict in their effects, more specific effects trump general effects. A general rule would be trumped by a rule that only applied to a specific type of model, and those rules would be trumped by any rule that applied only to a specific model.

2.6 REROLLS:

To reroll a test roll all the dice from the original test again and resolve your test using the second roll normally, even if it is worse. If, during an opposed roll, both players have a reroll, the active player must make the choice to use, or not use, any available reroll before the passive player does. Once the active player has chosen to re-roll or not they may not reverse their decision because of a passive players re-roll result.

Any Test may only be re-rolled once only regardless of how many potential re-rolls are available.

2.7 MEASURING DISTANCES

Distances, ranges, and movement ratings are measured in inches. Heavy Gear is a tactical simulation game and there are specific circumstances when players are allowed perfect knowledge of the play area.

- ◆ At any time an active player may check the current detection range of the active model (See 7.3) from the edge of a model's base to any point in that range. This range is normally 12" unless replaced by the Sensors:X" trait.
- ◆ Any terrain that will block detection (solid rocks etc) will also block a measurement. The only exception is range for indirect fire attacks after the chained attack has been declared
- ◆ Any time a range is required for movement, shooting range, communications distance (autocomms), or formation, that measure can be made.
- ◆ Measure for range after declaring an action target but before selecting a weapon to use. When selecting a weapon the player may also check any Area effect (AE) radius effect from the target model.
- ◆ Measurements are not secret and must be shared with all players.
- ◆ Fractional distances should always be used as measured and not rounded up or down.

These rules limit unnecessary measurements to speed up play. It is OK for players to eyeball ranges and make estimates but the option to know a measurement exactly is limited.

Example: A Headhunter commander model wants to see if it would make it to cover when activating before choosing postures. It can measure its detection range (12") and determines that the next piece of cover is 5" away. The Headhunter chooses Combat posture and moves to the terrain. The Headhunter uses an action to give an Order (a command action) and may check to see if any other models are within the 6" formation range. The Headhunter may verify its own range to a potential target when it indicates it will make an attack but may not verify any other models range since they have not yet activated.

DISTANCES BETWEEN MODELS:

When measuring distances between models, measure from the closest edge of the first model's base to the closest edge of the second model's base.

- ◆ If a model has no base then measure from the closest part of the model, not including weapons.
- ◆ If a base is outsized for the model type then use a standard base template held over the center of the model for comparison or measure from the nearest limb or model part.

Note that base size as indicated by the model's type is used to determine line of sight (Lock) for attacking and cover modifiers for defending (See 7.1, 7.2 and 8.2d).

2.8 STANDARD MODEL BASES SIZE TABLE

Model Type	Base size	Examples
Heavy Gear or ORV/Beast	1" Hex base	Hunter Gear, Barnaby Riding Lizard
Large Heavy Gear	1" Hex or 40mm round base	Spitting Cobra Gear
Infantry Squad/ATV	40mm Round base*	Infantry
Vehicle	40mm Round Base	LHT-71, Fusilier, Hun
Vehicle (Large)	60mm Round base	Aller, MHT-72
Strider	60mm round base	Drake, Mammoth
Strider (Tall)	40mm round base	Naga, Hussar
Strider (Low)	60mm round base	Fire Dragon

*Infantry can also be mounted on three 1" hex bases that are placed together for movement. See Model types: Infantry for details (Section 2.14)

Note that the purpose of standardization of bases to allow players to see what the standard size of a model's footprint on the table should be. Any model larger than a Heavy Tank/Strider should use the model as the reference point for all measurements. Not all large Striders and Tanks will fit perfectly on the bases indicated and do not need to be based as long as measurements are made in a consistent manner. The goal is that the models look good while participating in the game in a way that does not disrupt the game. It is perfectly acceptable to use 25 or 30mm round or lipped bases. As long as the front and back arcs are distinguishable in some way there is no hard rule about how a player must base their models.

2.9 SKILL:

Each model has varying strengths and weaknesses defined by their Skill ratings. Skills are used to make Tests to determine the success of actions. A skill's rating reflects how effective a model or piece of equipment is in a particular purpose. A lower skill rating is a better skill rating.

- ◆ All models have the Skill Attributes of Gunnery (GUN), Piloting (PILOT), and Electronic Warfare (EW), though other Skills exist (Satellite Uplink (SatUp) and Command (CMD) for example) and are added to the Attribute line as traits.

GUN is used when firing upon distant targets. PILOT is used to avoid attacks and damage, make special maneuvers, and make melee attacks. EW is used for electronic warfare and communication events (See 1.4). Order actions use the Command (CMD) Skill that is added as a trait to models designated as unit or army Commanders, (See 5.0 and A.2).

- ◆ Skills ratings are target numbers (TN), and rated from 6+ (poor) to 2+ (excellent).
- ◆ A Skill with a rating of NA applies no bonus from secondary test dice.
- ◆ Effects that improve a Skill cause the number value to be reduced, to a minimum of 2+.
- ◆ Effects that worsen a Skill increase the target number, making success less likely. An Skill of 6+ that is worsened becomes a NA (Not Applicable) rating.

Skills are the Target Number (TN) for any Roll tests they are used for. When used for a Check test, skills add +1 to the check result for each secondary dice that equals or beats the Skill rating.

Example: An Unopposed (Test) Roll of 3D6 with a Skill of 3+ yields [6, 3, 2], the [6] and [3] are equal or greater than the 3+ Skill, and count as two successes. If this was a Check Test, the player would select the highest die as their result (the [6]) then add 1 for the secondary dice of [3], giving a total Check result of 7.

Note: Why use both checks and rolls? Rolls are great when only one model is involved and only their skill is used to determine the result of an action. A check indicates that luck is also a factor and generates a wider variety of values. This wide variety of values gives the attack/defense checks that are so common in this edition of Heavy Gear a dramatic effect where even the lowly auto-cannon or rocket pack can damage the heaviest units in the game on a lucky check.

2.10 AREA EFFECTS (AE):

Some effects blanket an entire area; these generate an Area Effect. Any attack that generates an area of effect must be centered over a model, which is referred to as the Primary Target Model (or just primary target, or target). Any other model other than the target model that is even partially within a number of inches from the center of the target (or the template if one is used) is also a potential target and is referred to as a Secondary Target.

Note that Area effect attacks in Heavy Gear v5.0 do not scatter. The attack check is enough to determine the accuracy and effect of the shot. A weapon that uses an attack check to determine the accuracy of an area effect attack are called Area Effect (AE) weapons (See 10.2) and often have the Blast:X trait (See 10.2a) which can cause damage even on a missed attack.

2.11 ARCS:

Each model has two primary arcs - Front (F) and Back (B) - and two secondary arcs, Left (L) and Right (R) used only if required by a particular weapon mounting (See 8.4 for more details and diagrams).

- ◆ The Front arc (F) is the 180 degrees directly in front of the model
- ◆ The Back (B) arc is the rear 180 degrees. Attacks that originate from a model's back arc gain the flanked attack modifier (See 8.2d).
- ◆ The Left (L) and Right (R) arcs are the 180 degrees to the corresponding side of the model.

Indicating relevant arcs: Relevant arcs should be marked or painted on the models base or otherwise communicated to the other player before play begins to minimize confusion.

- ◆ A standard model only requires a front 180 degree mark on either side of it's base. When using hex bases it is easiest to draw a line from two opposite corners of the base.
- ◆ A model with a weapon in a non-standard weapon arc should have that arc marked in some way on it's base for easy reference.

Example: The Fire Dragon Strider for the Southern Republican Army has two light rotary cannons (RC), one each with a left and right arc. The Strider should have a mark on the front and back of the base or a line specified where the left and right arcs are.

TURRETS ON TANKS:

Weapons in Turrets may choose which arc they will face each time it uses an action. There are two different turret arc notations. Standard Turrets (T) and Fast Turrets (FT). weapons with a Fast turret arc can snap fire (See 10.4).

2.12 MODEL ATTRIBUTES:

A model is defined by attributes, which indicate what it can do on the table. A model's attribute line contains all of the attributes that are shared by every model. The traits column indicate uncommon or unique abilities. Some attributes are in the form of ratings, some are lists of equipment. The appropriate rule will tell you when an attribute's rating is required. The attributes common to all models are:

EXAMPLE ATTRIBUTE STAT LINE FOR A STANDARD NORTHERN HUNTER GEAR.

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Hunter	6	GP (0+), ST (0+), FS (0+), DG (0-1)	5" W	6	5 /1	1	4+	4+	6+	LAC (Arm, Split:2), LRP, APGL, LPZ, LVB	Arms, SMS:G	Gear

- ◆ **Model:** This lists the model name and any designations or acronyms used to identify the model type and it's variants. The model type is always listed first for simplicity and identification of the stock model.
- ◆ **Threat point Value (TV):** For force construction (See 5.0).
- ◆ **Unit Availability (UA):** This is a two letter code that indicates which unit types a model. or variant, may be selected for and the limit of selection. See the force construction attributes section (See 5.0 and A.2). If the UA is CMD then the model may only be selected as a commander for a unit.
- ◆ **Movement Rating (MR):** What the movement potential of the model is, given as inches. Also lists the primary movement type of this model, (See 6.0). W indicates that this model is primarily a walker (See A.3)
- ◆ **Armor Rating (AR):** How well the model resists damage from attacks. Higher values indicate thicker armor, (See 9.1).
- ◆ **Damage Capacity (DC):** Indicated how much damage the model can sustain before being critically damaged and then destroyed (See 9.2).
- ◆ **Action(s) (ACT):** The number of actions the model may take in a given turn.
- ◆ **Gunnery Skill (GUN):** How accurate the model is with ranged weapons.
- ◆ **Piloting Skill (PILOT):** How well the model defends against attacks and makes piloting maneuvers, and is successful in melee combat.
- ◆ **Electronic Warfare Skill (EW):** How well the model uses electronic warfare.
- ◆ **Weapons:** A list of the model's weapons. Additional weapon traits are attached to weapon in brackets. See the weapon tables in Appendix A.4 for complete details of the stock weapons.
- ◆ **Traits:** Traits define additional capabilities or flaws for a model, and are defined in Appendix A.3.
- ◆ **Type:** Lists the broad category the model is classified as. This indicates the base size and targeting silhouette to use for each model (See 2.8 and 7.2a).

2.12a UNLISTED ATTRIBUTES:

- ◆ **Detection range:** All models, unless indicated otherwise by the Sensors trait or another special rule, have a detection range of 12". This is used to allow certain special actions such as Forward observation (See 14.2) and gaining lock to a target behind full cover (See 7.5).
- ◆ **Command (CMD):** Squad and army leaders have a special Skill rating called the Command skill. This is used to determine the outcome of special command actions called Orders and the Initiative Check at the start of each turn (see 3.1a and 15.5)

2.13 MODEL TYPES

Models and objects/terrain on the battlefield have a Model Type (Type), which classifies their abilities and battlefield role. The model type indicates their base size and silhouette height for cover purposes.

Common Types: Each model will have one of the following model types:

- ◆ **(Heavy) Gear:** This model is a humanoid vehicle driven by a single pilot. A small profile and the ability to carry a wide variety of weapons and equipment make them very versatile combat platforms. One on one a Gear is no match for a tank but a unit of Gears can overwhelm heavier vehicles with firepower and tactics.
- ◆ **Strider:** This model is a large, sometimes non-humanoid, walking vehicle that has more than one action. Striders are less agile than Gears but usually have a second pilot and heavier armor and weapons.
- ◆ **Vehicle:** This model is some variation of ground vehicle, such as an armored car, tank, hover tank, hover APC or APC. Vehicles vary widely in their capabilities but the lack of exposed movement systems mean they are usually more resistant to damage but are vulnerable to attacks due to their lack of agility or capacity to defend themselves from melee attacks.
- ◆ **Infantry:** Infantry models represents a full squad that is spread out on the battlefield. They follow all of the rules for Infantry (See 2.14). The infantry type covers a wide variety of human sized combatants, from regular infantry to powered armor and more variable forms of beasts trained, or wired, for combat.
- ◆ **Terrain:** This model is not chosen as part of a Force but is placed on the table to provide cover and obstacles for the models.

Additional model types

These model types are less common on the Heavy Gear battlefield but have important roles to play.

Vehicle sub-types

- ◆ Flying: This model is traditional high altitude aircraft like a bomber or fighter, which quickly passes over the battlefield to limit its exposure to AA fire. It counts as always being high enough above the battlefield to ignore all terrain effects both offensive and defensive. normally only models with an Anti-air weapon can effectively target these models with attacks (See 17.0).
- ◆ VTOL (Vertical Take Off and landing): VTOLs combine the mobility and defensive speed of flyers and the low altitude ability to make use of cover of hover vehicles (See 17.7 for details).
- ◆ Watercraft: A Watercraft is a subtype of vehicle, and may only move over Shallow and Deep Water terrain, which it treats as Open terrain.

Terrain sub-types

- ◆ Fortifications: Fortifications are a special type of terrain that is purchased with points and deploys and fights with one of the players.
- ◆ Structure: Structures are a subtype of terrain that can be interacted with and destroyed (see 18.3a).

2.14 INFANTRY:

Infantry models are identified by the Infantry Type in their attributes. The Infantry type covers a wide variety of human sized combatants, from regular infantry to powered exoskeletons and more variable forms of beasts trained, or wired, for combat. The Infantry type also covers the FLAIL and GREL infantry of the CEF armies.

All Infantry (unless modified by a trait) are affected by the following rules:

Movement: Models with the Movement Type of 'I' interact with terrain identically to walker type vehicles at all postures with the following exceptions:

- ◆ may enter buildings (See 18.5a)

Defending: When targeted by attacks Infantry:

- ◆ have no flank or rear facing, their front arc extends around their entire base.
- ◆ weapons without the Anti-Infantry (AI) trait may only cause 1 damage per hit.
- ◆ Anti-Tank (AT) and Armor Piercing (AP) weapon traits have no effect when targeting infantry models.

Damage effects:

- ◆ an infantry model with a critical damage rating that is crippled may move at Top Speed and does not reduce its detection range
- ◆ Remove all persistent damage tokens in the cleanup phase from infantry models after resolving effects (See 9.6).

Basing

- ◆ Infantry Squads are based on three 1" hex bases that are placed and moved together as one model. or with 6-10 figures on a single 40mm base, or
- ◆ Infantry Teams consist of one or two figures mounted on a single 1" hex base.
- ◆ Infantry are assumed to 'fit' themselves to any space and should not be limited to spaces their base fits in. As a general rule any space that one infantry figure could fit in is assumed that the infantry model can move through (gaps between buildings, doors, etc)

All Terrain Vehicle (ATV) infantry subtype: ATVs are purchased as part of an Infantry unit. ATV models are infantry with the following restriction:

- ◆ ATVs suffer all the same movement restrictions as their movement type except for turns. ATVs may turn any number of times per move at any posture..

Off Road Vehicle (ORV) vehicle subtype: ORVs are purchased as part of an infantry unit. ORV models are treated as a vehicle except for the following restrictions:

ORVs may turn any number of times per move at combat speed posture.

3.0 SEQUENCE OF PLAY

PLAYING THE GAME:

A game of Heavy Gear is divided into a number of **Rounds**, normally 4 to 6, which is determined by the scenario chosen. The scenario will tell players where models deploy on the table at the start, or how they may enter or interact with the battlefield after the game starts, the objectives of each player, and the scenario special rules. Within each round players will take turns alternating the **Activation** of groups of models - called **Combat Groups (CG)** - which allows all the models in that combat group to move and resolve actions one model at a time.

Active and Passive roles:

The player whose turn it is to activate a unit is the **Active** player, while all other player(s) are **Passive** players.

The model being activated is the **Active** model, all other models are **Passive**. A **Passive** model may use **Reactions**.

3.0a PREGAME

1. **Determine the Threat point Value limit** (game size)
2. **Generate an army list**, (See 5.0)
3. **Deploy terrain:** Place terrain on the table in any mutually agreeable method (see note below). Players should agree upon cover rating (See 7.3a), terrain type (see 6.5b) and any special effects when placed. The height of abstract terrain should be agreed upon; otherwise, assume it has a uniform height equal to the highest point of the terrain (See 7.0).

3.0b DEPLOYMENT

- ◆ Players make an opposed Deployment Initiative Check (See 3.1a).
- ◆ The initiative winner chooses a deployment zone as outlined in the scenario and deploys a combat group first. The deployment initiative winner may choose to give the deployment zone choice and first deployment to their opponent.
- ◆ Choose standard scenario or generate objectives (See 4.0 and 16.0).
- ◆ Models held in reserve deployment must be declared with the type of deployment that will be used if more than one is available. The winner of the initiative chooses who declares a reserve unit deployment first. Alternate declaring reserve deployment for units.
- ◆ Standard Deployment: The Initiative winner may either choose a deployment zone and deploy one Combat Group or defer to their opponent (See 5.4). Players alternate placing Combat Groups until both sides are fully deployed.

3.0c

Game begins. See Round Sequence (See 3.1).

3.0d

Game ends based on the scenario. The game end may be triggered by a time limit, victory conditions or turn limit. This will vary from game to game. Normally the player with the most Victory points at the end of the game is the winner (See 16.0: Step 3).

Note: The play area will change depending on what players have available. The minimum sized table should be three feet by four feet (36" x 48") for a game of 100TV a side. It is recommended to play on a 48" by 48" table for bigger games. Terrain density will vary according to what is available and the players should aim to have at least 50% of the table area occupied by some type of terrain or cover of which 50% of terrain should be able to provide partial or full cover to Gears. A mixed and interesting table should be the goal. Often letting one player set up the board and then letting the other player choose their starting side is a fair way to begin a friendly game. Above all else the terrain should not be placed to give one side an obvious advantage over the other. For non-competitive games it is recommended to switch sides for the next game and see what would happen if the reverse deployment had happened. Paper terrain is available for free download from the Dream Pod 9 website and is a great way to fill out the terrain of a table.

3.1 GAME ROUND SEQUENCE SUMMARY

Each turn of the game follows a sequence of three phases:

- ◆ Setup
- ◆ Action
- ◆ Cleanup

Summary:

In the **Setup Phase**, players determine which player has the Initiative for the Round, make Tests for reserves to come into play, and restore any used actions to models.

After the setup phase is complete, play proceeds to the **Action Phase**, where players alternate activating Combat Groups (CGs), consisting of a Primary unit and their support unit, until each CG has been each activated once. All the models in an activated CG must complete their movement and actions before passing the Active player status to the opposing player.

Once all units have activated play proceeds to the **Cleanup Phase** where several administrative steps are resolved such as resolving continuous damage effects, removing some status tokens, etc.

When the cleanup phase is complete, if the scenario or victory conditions indicates that play continues, the new turn begins at the setup phase and proceeds through the phases in the same order.

Round Sequence details.

Setup Phase

1. Refresh model actions and return all model statuses to Ready.
2. Make any reserve deployment tests and deploy units from reserve.
3. Determine Initiative (BD 2D6+ modifiers). The winner of initiative may choose to begin as the Active or Passive player.

Action Phase

1. The Active player selects a Ready Combat Group (CG: a Primary Unit and their attached Support Unit).
 - a. The Active player selects one active ready model in the CG to activate:
 - i. Choose posture for the model for this activation (Combat, Braced, Top Speed)
 - ii. Move the model, spending actions at any point before, during, or after movement.
 - iii. A model that ends an activation with action(s) remaining will lose the action(s).
 - iv. The Active Player ends the model activation, marks it as Used.
 - b. Select another Ready model from the same CG to activate.
 - c. Once all CG models are Used, the CG's activation ends and the unit marked as Used by placing used token or marker on the current CG Leader.
2. The players switch roles (passive player becomes active), and the new active player begin with step 1. (Note that each unit may only activate once each turn.)
3. When all CGs are Used, the action phase ends

Cleanup Phase

1. Resolve any applicable token effects (Fire, Corrosion, etc See 9.6).
2. Review objectives.
3. If game has not ended due to objective, round, or time limits return to a new setup phase.

Note on marking models as used: Marking a model that has completed its activation with a token is a simple expedient to prevent confusion. Having a number of counters or markers for this is recommended but not always necessary in small games.

3.1 TURN SEQUENCE DETAILS

Setup Phase:

During the setup phases, players determine which player has the **Initiative** for the round, and then **refresh** any spent models or actions by removing Used counters from units. Models may not be activated and actions may not be spent during this phase. Once all of the steps in this phase are complete, play continues to the action phase (3.2).

3.1a INITIATIVE:

Each Round begins by determining which player will activate first in the current round. Players make a Check Test of Command (CMD), using the best CMD Skill rating (if any) on the table, in the current **Chain of Command** (See 15.0). If there are no commander models remaining in the Chain of Command, the check is made with any selected model and the CMD rating is considered to be - (nul, Secondary dice cannot improve the results). Re-rolls from command points may be used to affect the initiative test. If after re-rolls the result is still tied refresh any command points used and restart the initiative test (roll it again until there is a clear winner).

The player that wins the Initiative must choose if they wish to begin the Round as the Active player or as the Passive player. Once they make their choice, the active player begins the action phase by selecting a Unit (CG) to activate.

Note that when learning the game players can simplify this by rolling BD2D6 with CMD 4+. Normally a Force Commanding Officer (CO) will get at least 3D6 and have a CMD skill rating of 3+).

Initiative Check (base 2D6) modifiers:

Modifier	Effect
Testing model is critically damaged	-1D6
Command trait rating	+/- XD6 (varies)
Action Bonus	+1D6 per action spent

3.1b RESERVE DEPLOYMENT:

In special circumstances models may begin play off the board, and be deployed at the end of a turn during the Cleanup phase. (See 16.1, for details about the various types of reserve deployments available).

3.1c REFRESH ACTIONS:

During this step of the setup phase, every Model and Unit is marked as Ready and models refreshes any used actions.

3.2 ACTION PHASE:

During the action phase, players take turns activating Combat Groups (consisting of up to 2 units), beginning with the active player for the turn.

- ◆ The Active player chooses a Ready model from the activated unit, Selects it's posture and resolves their activation fully (movement and actions), before choosing another model from the unit to activate.
- ◆ At the end of it's activation the model becomes Used. Once every model in the unit is activated the unit becomes Used.
- ◆ Used models may make actions associated with tokens (standby).
- ◆ Once all models in the Unit are Used, the active player marks the Unit commander with a (Unit) Used token (or other marker) and switches roles with the Passive player.
- ◆ Players may activate Combat Groups in any order each round.
- ◆ Once all Combat Groups are used, play proceeds to the Cleanup Phase.

3.2a MODEL ACTIVATION SEQUENCE [POSTURES]:

When a model is activated, it is marked as Used and then must choose a **Posture**, then **Move** and spend **Actions** before, during, or after movement.

A **Posture** indicates what aspect of combat the model is focused on during the activation, and grants a bonus to some attribute of the model, or test, while penalizing another. The most Common postures are:

- ◆ **Combat Speed:** The model may make one move without using an action and use actions with no additional bonus or penalties.
- ◆ **Braced for Firing:** The model may not move, turn, or use any traits that would move it (Jump Packs etc). The model suffers a penalty to Defense tests and a bonus to all other action tests.
- ◆ **Top Speed:** The model may make two Moves, has a bonus to any Defense tests, and suffers a penalty to all other action tests.

Immobilized/Immobile: An immobilized model (a terrain piece or fortification, or vehicle) always uses the braced posture both when active or passive.

POSTURE EFFECTS TABLE

Posture	Action Test modifier	Defense Test modifier *	number of moves allowed	number of turns allowed per move **
Combat	None	None	1	X
Braced	+1D6	-1D6	0	0
Top Speed	-1D6	+1D6	2	X

* Whenever the PILOT skill is not being used for a defense check, such as a dangerous terrain test it uses the normal action test modifiers.

** X depends on the movement type used (See 6.3)

Posture affects the modifiers for all tests. Once a posture is selected, the model may spend Movement Rating or Actions it has remaining as the player chooses. Any effect that will change the posture of the model during its activation will end it's activation (See 6.7), such as immobilization in dangerous terrain.

By default all models use the Combat Speed posture when they are passive, and when activating if no other posture has been declared.

Once all movement and actions are complete, the active model's activation ends the model returns to combat posture. Only a single model may be active at any time.

Note that Top Speed or Braced postures represent a momentary stop or acceleration of the model from combat speed. Certain actions or orders can cause a posture to be maintained after an activation. (See Full Speed Ahead order in 15.5 and Standby action in 10.3)

Note that players of previous editions of Heavy Gear will be used to marking each model with a special dice called a blitz dice to indicate their 'posture' or speed. This is no longer required. The Blitz die can now be used to represent statuses such as Standby (continuous braced posture) and full speed orders (maintained top speed posture) as well as Hull down status so keep those dice, they can be quite useful!

3.3 CLEANUP PHASE

The **Cleanup Phase** is the end of the game turn after all activations are complete, where players resolve any miscellaneous effects.

- ◆ At the start of the cleanup phase, all players resolve any token effects that are in play, in no particular order. The most common token effect will be persistent damage (see 9.3), though special rules and trait may introduce other types of effects as well.
- ◆ Check the scenario objectives for Victory (See 16.0, step 3).
- ◆ Continue to the Setup Phase of the new Round unless the game has ended due to scenario limits or conditions being met.

3.4 ACTIONS

Actions are the way a model influences the battlefield, by allowing the model to perform specific effects on other models or the battlefield in general. Actions are broadly classified as:

- ◆ Attack actions (See 8.0, 10.1)
- ◆ Additional Turns (See 6.1a)
- ◆ Electronic Warfare actions (See 14.0)
- ◆ Command actions (orders) (See 15.5)
- ◆ Miscellaneous (Standby, Hull down, Hide) (See 10.3, 18.1, 18.2)

Note that defense checks do not require an action. An Action may be spent by a defending model to make an exceptional effort to avoid damage with action bonus (3.4a) or a We're in Trouble roll (9.5) but no action is required to make a defense check.

Attack actions allow one model to attempt to damage another, **Electronic Warfare** actions influence the electronic battlefield, and **Command** actions represent the impact of skilled leaders on their troops. **Movement** actions allow more agility or faster turns when traversing the board and **Miscellaneous** actions covers a variety of other action choices a model might make.

3.4a USING ACTIONS:

- ◆ A model may spend an action at any time before, during, or after a move.
- ◆ A Model with multiple actions may use them at different points during its activation, but must completely resolve an action before continuing movement, or declaring a subsequent action.
- ◆ A model with multiple actions may chain action(s) to it's own action. Any unused actions remaining at the end of a model's activation are lost.

Note: Players of previous editions should note that this is a major difference in the new edition. Activating Units are compelled to commit to action and do not retain actions after their activation - you MUST spend them, or they are lost! The only way to hold actions after activating is to use the Standby action (See 10.3). Using Standby forces a model to remain at braced posture giving the defense test modifier for being braced until it uses it's action.

Actions Types: The three action types are Active, Chained, or Reaction.

- ◆ **Active** type actions may only be spent when the model is activated. Unless explicitly stated otherwise, all actions are assumed to be Active type actions unless noted as chained or reaction.
- ◆ **Chained** type actions are a sequence of individual actions that are resolved as a single action without any interruption between each actions. These actions are indicated by the [chained] label:
 - ◆ an action that allows for chained actions will list the requirements for other models to chain actions to the original action.
 - ◆ all chained actions must be declared before any chained action is resolved, and all chained actions are resolved simultaneously.
 - ◆ any damage effects resulting from the chained actions only take effect once all actions in the chain are resolved.
- ◆ **Reaction(s)** are actions that may be spent by a Ready Passive model. Any action whose name is followed by [Reaction] is a Reaction type action. Each reaction will define the specific conditions under which it may be used;
 - ◆ A model may react to an attack targeting another model in the same unit by using the I got your back reaction (See 15.3a).

Example of a complex action sequence: Squad A (active) vs Squad B (passive) assuming all models have Lock and may attack each other model.

- ◆ Model A1 activates and Forward Observes Model B1.
 - ◆ Models A2 and A3 chain actions to indirect fire at model B1.
 - ◆ Model B1 could react targeting Model A1, A2, or A3.
 - ◆ Models B2-5 could react targeting Models A1, A2, or A3.
- ◆ All actions, chained actions, and reactions are resolved in any order, damage effects occur after all tests have resolved.

Action Bonus (Reaction): Actions may be spent as a reaction to any single Test to add 1D6 as a modifier, representing the model focusing on the particular task. The Action Bonus may be used by either an active or a passive model. If the test is re-rolled the action bonus will remain for the re-roll.

COMMON ACTIONS TABLE

Action	Effect	Check or Roll
Ranged Attack	Use a weapon to attack another model (8.0).	GUN Check
Melee attack	Attack another model in base to base with a melee category weapon (11.0b).	PILOT Check
EW Sensor Interference *	Create an area of sensor interference to improve defense PILOT checks (14.5d).	EW Roll
Order *	A Unit Leader or other Commander directs and improves a unit's performance with an order (15.5).	CMD Roll
Standby Action	A model braces to fire a weapon with greater accuracy when coordinates are received from a Forward Observation, or when it Locks a target of opportunity (10.3).	No Test required, remains braced until standby token is used to chain attack to IF or snap fire.
Snap Fire (reaction)	A model returns fire in response to being targeted by weapons fire (10.4).	GUN Check
Forward Observation	A model transmits targeting information to waiting units with a comms test (14.2).	EW Roll
Comms Jamming (CJ) *	A model with ECM:+XD6 (CJ) tries to reduce the effectiveness of a Comms test as a reaction or reduce all comms test results as an action (14.6b).	EW Roll
Hide *	Gives a model the Stealth trait (18.1).	No Test required
Hull Down *	Improves a models PILOT Skill for defense when in cover until it moves again (18.2).	No Test required
Action Bonus (chained)	Add 1D6 to any Test (3.4a).	No Test required
We're in Trouble (reaction)	Spend an action to Roll. The MOS of an hit is reduced by the result (not below zero) (9.5).	PILOT Roll

*Note: Actions in shaded areas are detailed in the EW, Command, and MISC action sections.

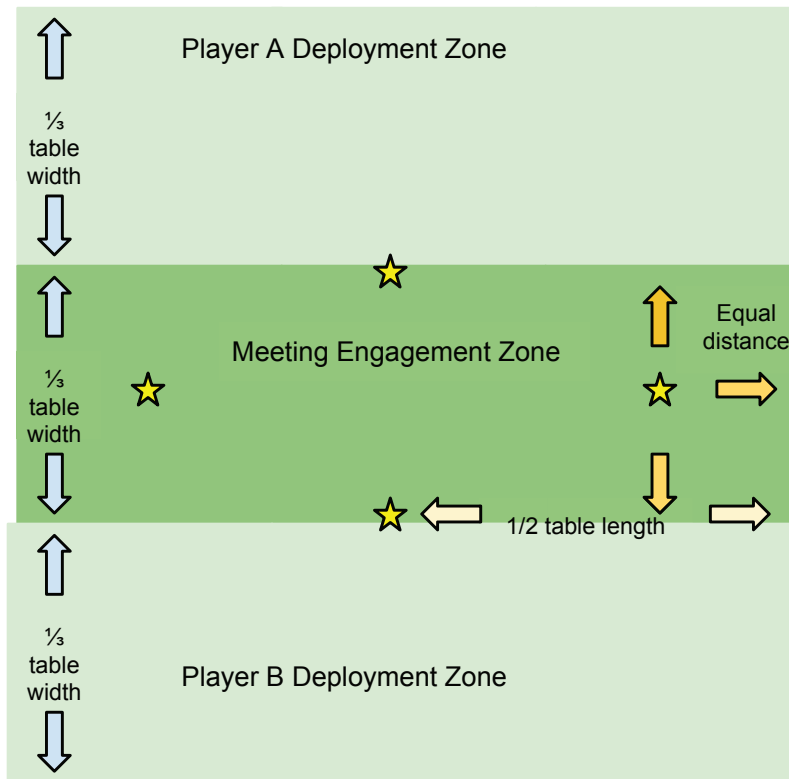
4.0 VICTORY POINTS AND WINNING THE GAME

Each scenario details the requirements of winning a game. In each scenario one, or more, victory points are attributed to each objective. Follow the scenario instructions to determine the victory conditions.

The advanced scenario generation section (See 16.0) includes a list of objectives that can be randomized or selected to mix with different deployment zone options for a very varied style of game. For the purposes of the beta using the 4.0a basic scenario is preferable when learning how to play the game.

4.0a BASIC SCENARIO:

Meeting Engagement (Open Play) This scenario provides a standard engagement between two forces. It is a balanced scenario useful for learning the game or quick pick up games. For more involved scenario construction see 16.0.



Game Length: 6 Turns

Objectives: Place 4 objective tokens (Stars on the map) in the Meeting Engagement Zone as shown.

An objective is captured if a friendly model is within 6" of the objective and no enemy models are also within 6" in the Cleanup phase.

Winning: If one player controls three objectives in the second round Cleanup phase, or later cleanup phases, then they win. Otherwise the player with the most objectives controlled at the end of Round 6 wins. If tied for objectives the player with the most Actions remaining on the table is the winner (add up all actions listed in attributes).

Deployment: Standard deployment (See 3.0)

Support: This scenario allows all support types (see 18.3).

Reserve: This scenario allows all reserve types (See 16.1).

5.0 BUILDING A FORCE (POINTS, AVAILABILITY TYPES AND REGIMENTAL SUPPORT)

Army Construction: The major game faction army lists are defined by their core militaries. They are the Terra Novan Factions:

- ◆ Northern Armies
- ◆ Southern Armies
- ◆ Peace River Armies
- ◆ New Coalition (NuCoal) Armies
- ◆ Leagueless
- ◆ Black Talons

And the Earth and subjugated colonies Factions:

- ◆ Colonial Expeditionary Forces (CEF)
- ◆ Caprician Security Forces
- ◆ Utopian Armies
- ◆ Edenite Auxiliaries

This document contains the core rules for building a force for the game of Heavy Gear in diagram form in Appendix 2 (A.2).

Each model has two attributes that determine army selection; Threat points Value (TV) and Unit Availability (UA). These two attributes are used to build units of models, combat groups from units, and forces from combat groups (See A.2 for diagram).

5.1 FORCE CONSTRUCTION ATTRIBUTES:

Each model has some attributes that are only relevant when building a force as a whole, and may vary between different factions. Each of the following attributes apply only to the process of force construction (See 5.0 , A.2).

- ◆ **Threat (Point) Value (TV):** Each model has a Threat (Point) Value, which gives a relative value for how capable it is compared to other units. Each scenario has a TV limit that determines how many points are available to spend on models in the Force. Normally this is the same for both players but scenarios can indicate a player faces an advantage or disadvantage.
- ◆ **Unit Availability (UA):** A model's UA determines which unit/s the model may be fielded in. A model may be included in any unit which shares the same UA. Each Unit chooses one identifying UA which determines which models are allowed to be selected for the unit. It is not permitted to choose more than one UAs for a unit though the individual models may have a variety of units that they are permitted to join. Example: When Selecting a Fire Support Squad (FS) only models with a UA of FS unit availability may be chosen. A Hunter with a UA:GP(0+), SK:(0+), FS:(0+), DG:(0-1) may be included any number of times in a General Purpose (GP), Strike (SK), or Fire Support (FS) unit but only up to once in a Dragoon unit.

5.2 MODEL SELECTION LIMITS:

- ◆ **Standard Unmarked Limits:** Unless otherwise noted each model or variant may only be included in each unit up to two times (0-2 limit) for a Primary Unit and up to one time each (0-1 limit) for a Support Unit.
- ◆ **Marked Limits:** If a limit other than the standard limit is associated with a UA it will follow the UA as a rating. The limit ranges connected with each UA determine the number of each model that may be selected for a unit. Common marked limits are:
 - ◆ **0+:** the model is not required but may be selected any number of times for a unit.
 - ◆ **X+:** the model must be selected at least X times for a unit and has no upper limit.
 - ◆ **0-X:** the model is not required but may be selected up to X times in a unit.
 - ◆ **X-Y:** a model with a X to Y limit must select at least X of that model when choosing a UA and may not choose more than Y.
 - ◆ **SU:** A model with a limit of SU may only be selected for a Support Unit (See 5.0) and has a limit of 0+.
 - ◆ **Vet:** A model with the Vet trait may only be selected for a unit if it is a Veteran unit (See 5.0).

CMD: A model with a limit of CMD may only be selected as a commander model (See 15.0). A Command limit may have a nested limit (CMD:0-1), CMD:1+) etc) which applies further limits or requires a specific model in a unit.

Exceeded limits. If a limit would require or allow a unit to exceed the maximum number of actions that can be contained by the unit type (See 5.0) then the unit is allowed to exceed the UA limit (can happen with Multi-component models, See 18.6).

5.3 STOCK MODELS AND VARIANTS:

A Stock model variant is always the First model in any list of a model and it's variants. Stock models and Variants are listed together in army lists according to the basic model type unless they are a variant with only a single UA such as Paratrooper (UA:PT) which are listed with models that share the UA.

Variants: Some models have modified weapon or trait configurations that are still based on the stock model. These models are referred to as a **Variant**, each of which has its own Name, TV cost, UA, and an attribute line derived from the stock model it is based on.

Upgrade Variants: The name of a variant that includes the term upgrade in brackets is a special upgrade that can be applied to any stock or variant model of that type. The number of upgrades must still respect any limits listed. The most common variant upgrade types are command model variants and weapon upgrade variants. If an upgrade option is selected add the cost of the upgrade to the TV of the upgraded model.

5.4 ATTACHED MODELS:

There are a number of ways one model can be attached to another. Attachment implies that one model is linked to another in some way and is considered in the same Combat group for activation purposes.

Example 1: A Drone may be attached to a controller model (See 18.X).

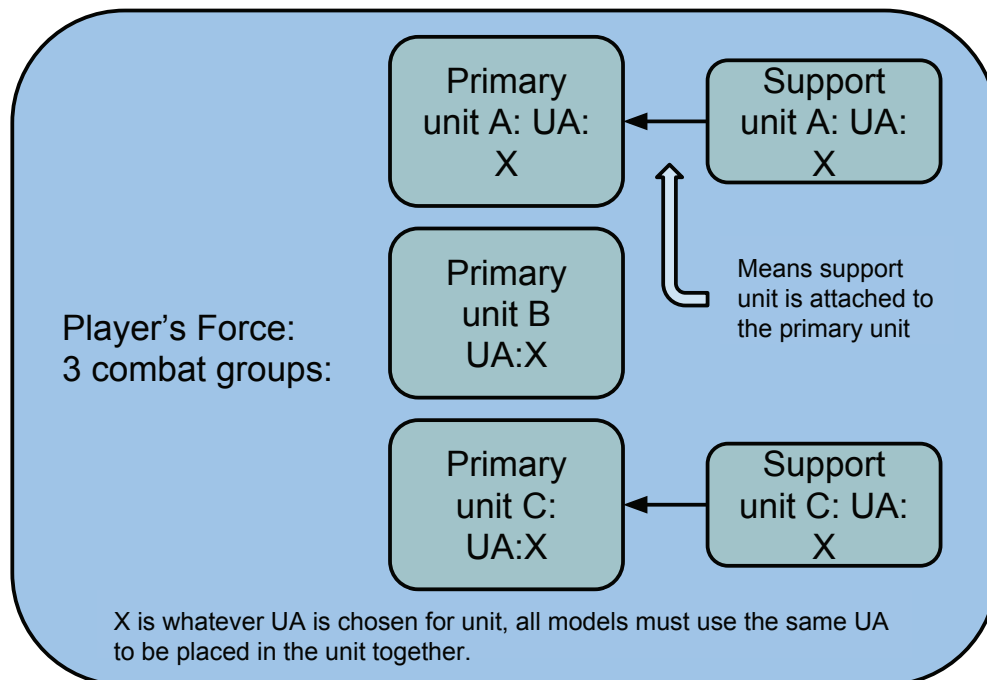
Example 2: A unit of models may be attached to another unit as a Support unit (See 5.0).

The rules will indicate when the status of the attached models to the attachments will be significant. Example: when a recon drone is removed from play when the model it is attached to is destroyed is detailed in the rules section for drones (See 18.4).

5.4 FORCE DEFINITIONS:

A players Force consists of multiple Primary Units (PU), each led by a Commander. Each Primary Unit may include an attached unit called a Support Unit (SU). It is the players choice if they mix a variety of different Units UAs in their force or limit themselves to UAs based on styles or flavor for the army they wish to play the game with.

Example of force layout



Note: this kind of army construction system easily allows players to build armies out of the models they own but can be used to mono select only specific pieces for an army (choosing only one model or model variant in preference to another) a particular model variant. Playtesting shows that a variety of models mutually supporting each other to be a superior strategy. It is perfectly acceptable to play an army of exclusively one model type if that is the player's preference.

Each unit has an assigned Unit Availability (UA) chosen by the player. Each unit must entirely consist of models that share a UA that is the same as the unit UA. To add a model to a unit simply reduce the total TV available for the game by the TV rating of the model and assign it to the unit.

- ◆ A unit and its attached Support Unit (SU) do not have to share the same UA.
- ◆ Units are organized by Actions. All Primary Units consist of four, five, or six actions of models. A Primary Unit may purchase some or none of the primary unit generic upgrades for the cost indicated (See A.2.1).
- ◆ Each Primary unit must have one commander model identified as the Combat Group Leader (CGL). Variant models with the CMD attribute attached to their UA being used may only be selected for a commander.

Example: A Primary Unit may consist of four, five or six single action Gear models or two to three models with two actions each, or two models with three actions each.

A Support Unit (SU), if the option is taken, may have between one action to half of the number of actions of the squad it is attached to (rounding up). Support units do not have a commander and may not select generic unit upgrades or CMD variants. Up to one SU may be attached to each Primary Unit and activates at the same time as the unit they are attached to and may be included in orders and use the command points of the commander of their Combat Group (See 15.6). Support units may have the number of models of each listed type at limit minus one. Example: a model has a limit of GP (0-2) then a GP support unit may have 0-1 of that model in in.

One primary unit commander (a Combat Group Leader or CGL) is upgraded for free to be the Force's Commanding Officer (CO) (See 15.0, A.2).

5.5 VETERANS:

One unit in an army (PU or SU, unless specified otherwise in the army list) may be upgraded to a veteran unit with the generic upgrade list (See A.2.2). Only primary units may purchase the veteran upgrade for a unit. A SU may only be a veteran unit if the models purchased for it have the Vet trait.

Elite army option: More than one veteran unit may be chosen but if this option is used then all the force models must purchase the veteran upgrade from the generic upgrades list (if they do not have the Vet trait) even if they are a support unit. An Elite army may not choose any support options except for air support unless noted otherwise (See 17.0, 18.3). Note that the Black Talon army is an Elite army.

See Appendix 2 (A.2) for more details and specific generic upgrades. Complete information on the attributes and ratings of all models are provided in the appropriate Appendix 5 (A.5) for each faction.

6.0 MOVEMENT [TERRAIN AND EFFECTS]

Movement: Mobility is key on the battlefields of the Heavy Gear universe, with armies maneuvering to gain an advantage and achieve their objectives. During its activation, a model may Move up to its Movement Rating (MR) in inches. This rating may be modified by traits or a posture.

- ◆ When making a Move a model may use all, part, or none of its movement rating as it sees fit.
- ◆ A model may move directly forward by spending the distance traveled from its MR on an equal basis.
- ◆ A model moving backwards moves half the distance it spends from its movement rating and cannot use Top speed posture.
- ◆ Traits may provide additional moves. Each move allowed follows the limitation concerning the number of turns allowed.
- ◆ A model's movement rating refreshes after each move

Movement at any posture does not require an action.

If a movement rating modifier applies to a model apply the modifier to the MR before moving. The modifier will apply to each move the model makes.

6.1 TURNING DURING MOVEMENT:

In Heavy Gear, to change direction a model must Turn.

- ◆ A turn is a rotation of the model (or its base), of up to 90 degrees.
- ◆ A model's movement type may limit the number of turns it may make per move (See 6.3b, 6.3c, 6.3d, 6.3e).

6.1a ADDITIONAL TURNS [ACTION]:

Models using ground or hover movement may use one action to make one additional turn at any point during a move. A model may do this any number of times per activation up to the number of actions available.

6.2 MOVEMENT THROUGH MODELS:

At no point may the silhouette of a model, or its base, overlap with any part of another models silhouette (or its base) (see 7.2a). The only exception is infantry: other models may move through infantry models during their activation as long as they do not end their movement in the same space. This does not damage the infantry.

6.3 MOVEMENT TYPES:

Different models move around the battlefield using various methods, each of which has various advantages and disadvantages. Every model's movement type is defined as the second value of its movement rating, which indicates with a single capital letter the primary method by which it moves around the battlefield.

6.3a MULTIPLE MOVEMENT TYPES:

Most walker models, called Heavy Gears, possess a trait called Secondary Movement System or SMS (SMS:G or SMS: H) which allows them to take advantage of multiple movement types. A model with a SMS may indicate they are using their SMS trait at the start of any move and will benefit from all the advantages and disadvantages of that movement type until the end of the move.

A model with a SMS trait that ends its activation retains the last movement type used until it's next activation. This may cause some associated traits to remain active until the next time the model activates and chooses a different posture.

6.3b WALKER [W] MOVEMENT TYPE:

Models with legs - known as walkers - are extremely mobile and can easily cross rough terrain, but are not particularly fast. Models using walker movement:

- ◆ may make any number number of turns at combat or top speed
- ◆ does not suffer difficult terrain penalties, must still test for dangerous terrain.

6.3c INFANTRY [I] MOVEMENT TYPE:

Models with the infantry type move as walker movement with the following exceptions. Models using Infantry movement:

- ◆ may turn any number of times when moving.
- ◆ may enter buildings (See 18.5a)
- ◆ may never use actions to attack if moving at full speed.

6.3d GROUND [G] MOVEMENT TYPE:

Models with tracks or wheels use the ground movement type, which is very efficient and balanced with no particular strengths or weaknesses. Models using ground movement:

- ◆ may only turn once each move, at either the beginning or end of each move.
- ◆ add one inch (+1") to the movement rating available to a model using ground movement if it makes a move that is entirely made in open terrain.

6.3e HOVER [H] MOVEMENT TYPE:

Some models float on a cushion of air, which makes them capable of great bursts of speed. The lack of resistance makes it difficult for them to turn and makes it nearly impossible for them to move through difficult area terrain. Difficult terrain with no elevation is no hindrance to hover movement. A model using hover movement:

- ◆ May only make one turn at the end of each move.
- ◆ A hover model counts difficult terrain with a height of 0" and water terrain features as open terrain.
- ◆ add one inch (+1") to the movement rating available to a model using hover movement if it makes a move that is entirely made in open terrain.

All hover movement models hover at 0" height (Their base) unless indicated otherwise or adjusted by the Jump Jets trait.

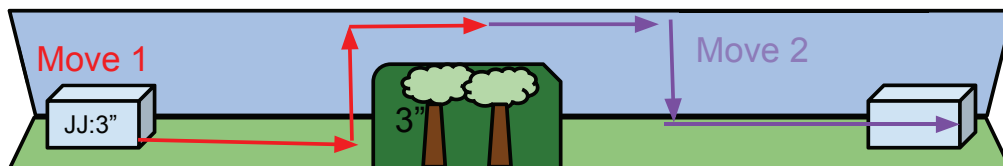
6.3f HOVER MOVEMENT WITH JUMP JETS:

A model using hover movement that has a Jump Jet:X" trait may change elevation to cross difficult area or instance terrain and other models.

When moving a model with Jump Jets may cross over terrain or models or change elevation. The rating of the trait will indicate the maximum height that can be crossed. The model will return to the original elevation level after crossing the terrain, or if it ends its movement on area terrain.

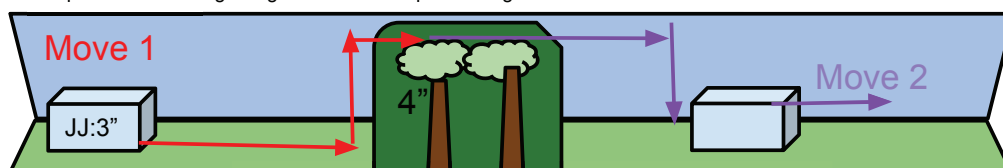
Hover movement with jump jets examples

Example 1: Terrain height is equal or less than Jump Jet rating.



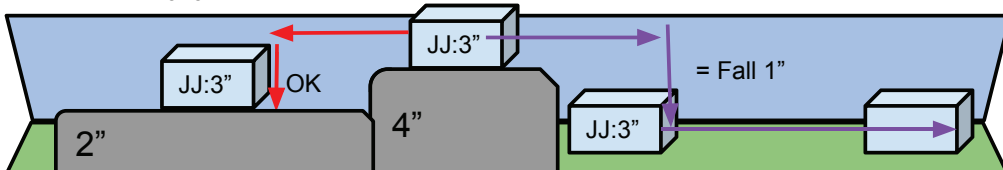
Terrain height is equal to Jump Jet rating, may cross over terrain piece without effect.

Example 2: Terrain height is greater than Jump Jet rating.



Affected by difficult/dangerous terrain (1" = 3MR)

Example 3: Changing elevation



To change elevation by less than Jump Jet rating does not require a test.

6.3g WATER MOVEMENT [H2O]:

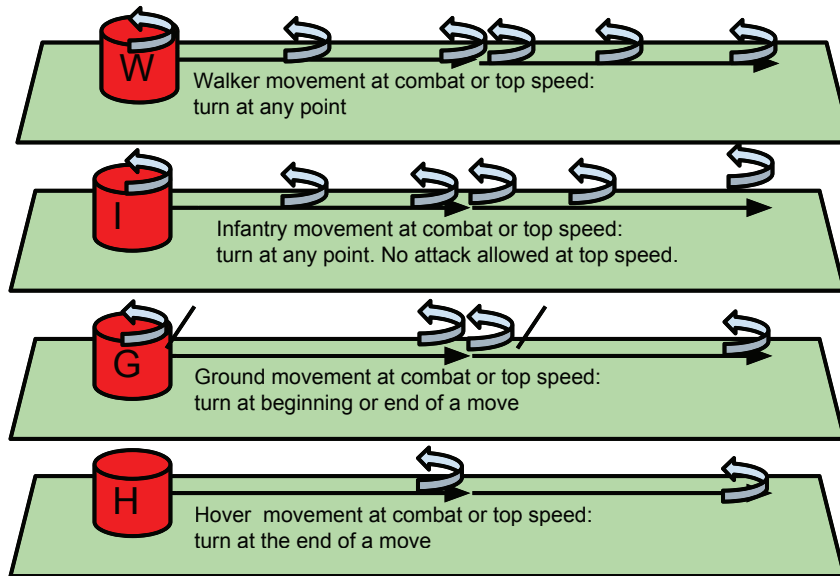
The Water (H2O) movement type may only be used in water terrain. Turning and movement modifiers are identical to Ground movement except that all non-dangerous water is treated as Roads.

TABLE 6.1: NUMBER AND TIMING OF TURNS

Movement Type	Turns
Walker	Unlimited, at any point
Ground (Tracks or Wheels)*	One, at the beginning or end of each move
Hover*	One, at the end of each move

* May spend an action to make one additional turn at any point of a move.

Movement types and turning examples:



6.4 MOVEMENT AND TERRAIN:

Battlefield terrain has a major impact on how models move; fields of jagged rocks can all but halt a wheeled vehicle but pose little risk to a nimble Gear. Section 6.4 covers the impact of terrain on movement in detail. When placed on the table terrain should be identified but its height, type, and form and cover rating. Example: Player A places a building and states it is a 2" tall instance terrain piece with a cover rating of +1D6 (light construction) (See 7.3a).

6.4a FORCED MOVEMENT:

Game effects and traits can cause a model to be **Forced**, (movement that the model's controlling player does not control). Forced movement never uses a model's movement rating, but the model may not make any turns during the movement either. Forced movement cannot be interrupted by actions.

6.5 TERRAIN AND MOVEMENT:

Battlefields can vary greatly from the wide deserts of the badlands to the thick swamps of the Mekong to any of the innumerable mountainous ranges dotting Terra Nova. Each of these provide opportunities for savvy commanders to gain an advantage over their opponent, but also pose unique challenges that must be overcome to ensure victory. This dizzying variety of terrain is organized in a few categories. Players must indicate before deployment what each piece of terrain counts as. It is important to be consistent when classifying terrain effects.

6.5a TERRAIN FORMS:

There are two standard forms of terrain in Heavy Gear:

- ◆ **Instance Terrain:** Instance terrain is any terrain that is used strictly as represented for line of sight purposes. Every gap and crack influences whether a model gains cover from instance terrain, which can sometimes be a complicated process if the terrain is highly irregular. Instance terrain looks terrific and provides nuance to the game, but players should be willing to give their opponents the benefit of the doubt when considering the total coverage of the terrain.
 - ◆ As a general rule the height of a piece of instance terrain should be equal to the tallest part of the terrain unless specified otherwise.
 - ◆ Examples are: Water storage tanks and condensers, Scaffolding, buildings, rock/scrap pillars, stone heads, Advertising signs, Hedges and walls
- ◆ **Area Terrain:** Area terrain is any terrain where the characteristics of the terrain is abstracted to make it easier to play with. A section of forest that is treated as a uniform height and density is an example of area terrain, but any terrain element can be treated as area terrain if you choose.
 - ◆ The height of area terrain must be determined when it is placed on the table.
 - ◆ Examples are: Woods, Geyser fields, Cactus or Bramble patches, Mechanical equipment parks, Salvage yards.

Area Terrain may contain some pieces of instance terrain but the reverse is not true.

6.5b TERRAIN TYPES:

Maneuvering through complicated terrain is difficult under the best of circumstances, but combat situations leave little time for finesse when driving. Terrain is categorized into one of three types, representing how easily it can be navigated. The more difficult terrain is to travel over the greater the Movement Rating (MR) cost per inch of terrain crossed.

- ◆ **Open Terrain:** Terrain that is firm and clear of obstructions which most models can negotiate normally. Dry Grasslands, flat plains of rock or gravel, and dry clear agricultural fields are all examples of open terrain.
 - ◆ Ground and Hover movement types gain one additional inch of movement rating for each move that is completed entirely in open terrain (See 6.3d and 6.3e).
 - ◆ Gain +2" per move if movement is on road type open terrain(See 6.5d).
- ◆ **Difficult Terrain:** Terrain with obstructions or surfaces that block models from navigating easily. Light forests, wide piles of refuse and industrial areas all count as difficult terrain.
 - ◆ Walker models are not penalized by moving in difficult terrain.
 - ◆ Ground models moving through difficult terrain require 2MR to move 1".
 - ◆ Hover models moving through difficult terrain require 3MR to move 1".
 - ◆ In both cases the penalty applies as long as their base is within the area of the terrain. Example: A Badger has 4 MR remaining. It can move 2" forward through difficult terrain.
- ◆ **Dangerous Terrain:** Dangerous terrain is a sub-type of open or difficult terrain that has requires a Dangerous Terrain test to negotiate successfully without taking damage or requires the use of a cautious move to avoid risk (see 6.6b).
 - ◆ Though models using a walker movement type do not pay additional MR to move in difficult terrain they are still required to make any required difficult terrain tests.
- ◆ **Impassable Terrain:** Models cannot move through Impassable Terrain. Any model that enters impassable terrain is immediately destroyed and removed from the board.
 - ◆ models may be able to move over or on top of impassable terrain; players have to agree beforehand what is acceptable and what is not. Sinkholes, dense jagged rocks and lava count as impassable terrain. Example: a model with Booster Rockets or a Jetpack may be able to cross Impassable terrain. Terrain such as lava or acid lakes should be treated as dangerous open terrain to Hover Vehicles that attempt to cross them.

TERRAIN EFFECTS ON MOVEMENT TYPES TABLE:

Movement Type	Open	Difficult	Impassable
Walker	No effect	No effect	Destroyed *
Ground	No effect	Use 2" of MR to move 1" **	Destroyed *
Hover	No effect	Use 3" of MR to move 1"	Destroyed *

* Some traits (Hover movement, Jump Packs and Booster Rockets) may allow Impassable terrain to be crossed safely (See A.3).

** Vehicles with the Offroad:XD6 trait ignore difficult terrain effects to movement.

6.5c TERRAIN HEIGHT:

The height of terrain relative to a model influences the terrain type and the cover rating of that piece of terrain. Instance Terrain that is Difficult terrain when it has no height becomes **Dangerous terrain** when it is half the height of the model's silhouette or more and requires a Dangerous terrain test to cross (See 6.5). Some models may be able to move over dangerous terrain without penalty, or a dangerous terrain test, by using special equipment such as Jetpacks for example. Players should determine the height of all terrain before play, even for areas that have no height.

6.5d ROADS:

Manufactured road surfaces allow units to really throw open the throttles and move quickly.

- ◆ Models using the Ground or Hover movement types add +2" to their MR on Roads per move instead of the normal +1" for open terrain.

Example: A model is moving along a road with Ground movement and has a base MR: 8" G. It adds +2" to it's MR for a total MR of 10" G. Each move the model makes at top speed may use up to 10" of MR.

6.5e INCLINES AND VERTICAL TERRAIN:

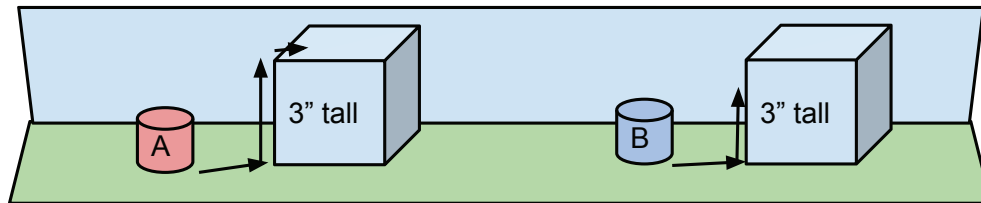
Inclines or slopes less than vertical should be identified before the game begins and how they will affect movement types. Inclines with a vertical displacement more than 1/2 the height of a model's silhouette over a 6" horizontal distance are treated as difficult terrain when going up, and open terrain when going down. An incline that is greater than 45 degrees counts as **Vertical Terrain** and models may not move up or down it unless they possess the Arms or Climber traits.

6.5f CLIMBING:

Models with the **Arms** or **Climber** traits may choose to climb vertical terrain but only at combat posture. These models treat vertical terrain as difficult terrain when ascending or descending, and may end their movement and Hang onto vertical terrain if they do not have enough movement to clear it in one round of movement. Mark a hanging model's position and status as clearly as possible by placing the model at the top or bottom of terrain with a marker or dice to specify its current elevation.

- ◆ A model may not use weapons with the arc of Arm unless it hangs.
- ◆ A model that is hanging onto vertical terrain has skill ratings of 6+ unless it has the **Climber** trait.

Climbing examples:



Example 1: Model A has climbing equipment. It moves to the building, climbs up it and then has movement remaining to move on top of the building.

Example 2: Model B has no climbing equipment. It moves to the building, climbs up it and is then hanging because it does not have enough movement rating to complete the climb.

6.5g WATER:

Any water or liquid feature with a depth that is less than half the height of the model counts as Shallow Water to a model. All movement types except Hover treat this as Difficult Terrain. If the water depth is equal to or greater than half the height of the model it counts as Deep Water. Deep Water is Impassable Terrain for all movement types except Hover. If the surface of the the water is even (there are no rapids, rocks etc) Hover movement types will treat the surface of both Shallow and Deep Water as a Road.

6.6 DANGEROUS TERRAIN TESTS:

Dangerous terrain is any type of terrain that can be moved through, but with a risk of damage or being permanently stuck. Crusted Lava, Deep swamps, piles of machinery, loose scree, or wrecked vehicles are all examples of dangerous terrain through any terrain can qualify if the conditions are right.

Models must make a **Dangerous Terrain Test** (see below) when they use MR to:

- ◆ attempt to enter dangerous area terrain, or begin a move within dangerous area terrain
- ◆ attempt to cross difficult instance terrain that has a height equal to or greater than half the height of the models silhouette (See 7.2a)

Players should define which areas are dangerous in addition to their other types when terrain is placed. Some playing areas may be entirely defined as dangerous terrain except for specified areas (like roads or clearings) and some areas may be defined as dangerous terrain to only certain types of model.

6.6a DANGEROUS TERRAIN TEST:

When a model wants to move through dangerous terrain there is always a chance that the result will be disaster. A model must make a dangerous terrain test before attempting to move over a piece of dangerous instance terrain or after moving through the first inch of dangerous area terrain.

- ◆ A Dangerous terrain test is a PILOT Roll with base dice of 2D6.

DANGEROUS TERRAIN TEST MODIFIERS [BD2D6]

Effect	Modifier
Crippled damage status	-1D6
Top Speed posture	-1D6
Walker movement type	+1D6
Offroad: +XD6 (Trait)	+XD6

A dangerous terrain test result with one or more successes indicates the model has negotiated the danger successfully, suffers no damage, and may continue movement normally.

- ◆ a model that fails the test it will take one damage and stop it's movement 1" into the terrain if it is area terrain or at point of contact for instance terrain.
- ◆ a model that fails the test by rolling all 1's has been immobilized in addition to taking one damage.
 - ◆ Place an immobilized token on the model.
 - ◆ An immobilized model may not move unless it passes a PILOT roll, with TN6+ and rolls at least one success, during its activation or is acted upon by a vehicle with the Recovery: +XD6 trait (See A.3).

6.6b CAUTIOUS MOVEMENT:

A model at combat posture may declare cautious movement and use all of it's MR to make one move of 2" into dangerous terrain and make one turn without taking a Dangerous Terrain Roll.

Example: A walker model uses it's walker movement at top speed to enter dangerous terrain. It rolls 2D6 (BD) -1D6 (Top Speed) +1D6 (Walker) for 2D6 total against its Skill of 5+ and gets [5, 2]. It may continue it's move without consequence (MR permitting).

- ◆ If no dice succeeded then the model would stop 1" into the terrain and take one damage.
- ◆ If the model had rolled all 1's it would also be immobilized.

6.6 FALLING:

See 13.1 Falling

6.7 IMPACTS:

See 13.2 Impacts

7.0 COVER, TARGETING SILHOUETTES, & LOCK:

Cover provides a layer of protection beyond armor, which most models will attempt to make the best possible use of during the battle. Cover is a crucial aspect to the game, and players will need to learn how terrain works both with and against their plans in order to succeed in games of Heavy Gear.

There are two types of cover: **Full cover and Partial cover**. Full cover is cover that completely obscures a target silhouette from an attacker. Full cover will prevent Lock unless the target is detected by sensors within their range. Partial cover is when a target is at least partially covered by terrain that has a height of at least half of its silhouette.

Note that this is a radical change from the previous alpha rules. Play testing and player responses have indicated clearly that the previous method of trying to determine the percentage of coverage of terrain caused many headaches. This Any/All cover method with a minimum height requirement for the cover is a fast and effective method of determining cover. Models can be assumed to be making the most of whatever cover is available. Feedback on this change will be ongoing on the forums.

Note that all models unless indicated otherwise by the Sensors trait have a default detection range of 12" (See 7.5).

Cover is provided by terrain features and models, which is anything on the game board that is a terrain or fortification model type with a height of ½" or greater. Terrain can be either of two forms; **Area** terrain or **Instance** terrain, and most game boards will feature a mix of the two. Before beginning the game, players should discuss how each terrain element will be represented during the game to ensure that there are no disagreements or surprises.

A model can only gain cover defense modifier from terrain if the height of the terrain is at least half the height of the model.

Players should indicate if all or part of a piece of terrain is difficult terrain or dangerous terrain, the exact height of it, and it's cover rating. Mark terrain with a counter to indicate it's type if not clear. If uncertain about the height to assign to a piece of terrain it is always clearest to treat the entire terrain piece as the same height as the highest point of the piece.

7.0a INTERVENING MODELS AS COVER:

Non-target adjacent friendly models with a larger silhouette that completely obscures the target model counts as full cover and provide a medium (+2D6) cover modifier.

Adjacent Models with a larger silhouette that completely obscure the target count as full cover and provide a medium (+2D6) cover rating. Models never count as Heavy cover unless they are buildings and never count as solid terrain unless they are fortifications, See 18.3).

If a passive model is used as a cover bonus for a target model and the attack misses then the model that provided the cover must make a defense check against the attack roll result and will suffer the effects of the attack if it is hit. Infantry models may never be used as additional cover except by other friendly infantry models.

Note that using other models as cover is a relative bonus based on the targeting difficulties of hitting an intended target while avoiding the closer target. The reverse is not true however and an attack on a closer model that misses cannot make an attack check to attempt to hit a model that is obscured by the target model!

7.0b TABLE SET UP:

A good looking game space will include many varied pieces of terrain in a theme and as a general rule at least half the play area should be some kind of terrain type other than open terrain. It is okay to set up terrain in such a way that certain models are constrained but no side should be able to claim a clear advantage based on the placement of the terrain features.

For example it would be allowed to have an area of the board where rock features make the area impassable to large vehicles, but not Gears. However having the entire play area set up like that would be unreasonable. The simplest and quickest way to set up a play area is to have a number of area terrain pieces supplemented by some instance terrain (See 6.5a).

7.1 LOCK [LINE OF SIGHT]:

A model has **Lock**, and can target another model with actions if any of these statements are true:

- ◆ The target has no cover. or
- ◆ Any portion of a target's silhouette can be connected with an uninterrupted line from an attacking model's silhouette (See diagram 7.1) or
- ◆ The target has full cover but is within detection range (normally 12").

*Note that it is important to note that Lock is **not** always symmetric between models unless specifically stated as such. The Lock one player has of their opponent's model may not be the same as their opponent has of their model due to differences in detection range and trait effects.*

7.2 COVER:

A model has a Cover modifier to defense from terrain if:

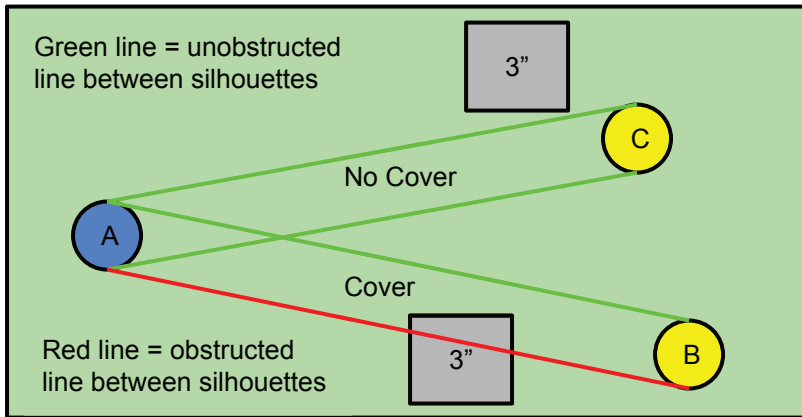
- ◆ Any line exists that can be drawn from one silhouette to the other that will be interrupted by terrain

AND

- ◆ The terrain has a height of at least half the model's height.

Note that players should decide when placing terrain if the terrain is significant enough to provide cover. A lamp post for example or a telephone pole should not provide cover for a Gear for example!

Diagram 7.1, determining cover from silhouettes



7.2a TARGETING SILHOUETTES:

To ensure fair play but allow creative modeling, all models in Heavy Gear are assigned a **Targeting Silhouette** that is used when determining Lock, Cover, and Line of Sight (LOS). Regardless of the model's physical size, pose, or presentation, players can use the silhouette when determining if one model has a line of sight to another. The dimensions of each silhouette are completely inclusive; they include any base that would normally be used for the model. Silhouettes must be used exactly as presented and should be placed in contact with the table surface when measuring.

Note that the width of the model is based on the standard sized base supplied with the model:

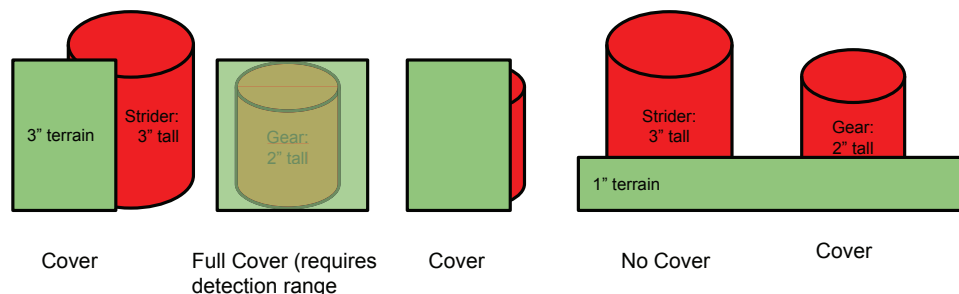
TARGETING SILHOUETTES TABLE

Model type	Width	Height (inc base)
Infantry	Base	1.0"
Gear	Base	2.0"
Gear (Hover)	Base	2.5"
Vehicle	Model Width *	2.0"
Vehicle (Hover)	Model Width *	2.5"
Strider	Base or Model Width	3.0"
Strider (Tall)	Base	3.0"
Strider (Low)	Model Width	2.0"

* Use the absolute width of the model as seen from the targeting model.

Exceptions are noted with models in their army lists in the type attribute or with the low profile trait.

Diagram 7.2a: Cover examples



Players can always ask their opponent to use the model's silhouette to check if Lock will be obstructed by full terrain. If an uninterrupted line can be drawn from one silhouette to another the models will have Lock to each other without requiring detection and no full cover modifier will apply (See 7.5).

Note that since Heavy Gear exists in a future sci fi universe with very high, but not magical, tech levels it is important to both the background and the feel of the game to allow models to 'see' each other, even through terrain that an unaugmented human would find blinding.

7.3 COVER DEFENSE MODIFIERS AND LOCK:

Cover is important to provide a bonus to the defense of models.

7.3a COVER RATINGS:

All cover falls into one of three rating categories; Light, Medium, and Heavy cover.

- ◆ Light cover adds a +1D6 cover modifier
 - ◆ Light construction: wood construction, small trees, sheet metal, glass
- ◆ Medium cover adds a +2D6 cover modifier
 - ◆ Medium construction: thick walls, medium to large trees
- ◆ Heavy cover adds a +3D6 cover modifier
 - ◆ Heavy construction: reinforced concrete or ceramic, rock

7.3b ADJACENT AND ADDITIONAL COVER:

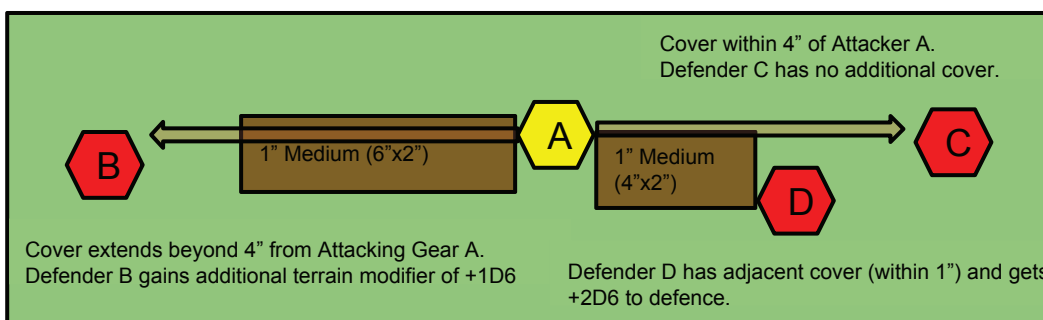
Adjacent cover is any cover within 1" of a model that would count as cover for the model. Always add the full cover rating modifier to any defense tests a covered model makes. An attacker's adjacent non-full cover does not count towards a target's cover if

- ◆ the terrain is entirely within twice the attacker's silhouette height
- ◆ the target is not also touching the same cover

Cover adjacent to an attacker will count for the defender if the cover is full cover. (See diagram 7.2a).

Additional cover: Any cover that is not adjacent to a target model but is between an attacker and defender counts as additional cover. If there is any additional cover between the attacker and the target model add a +1D6 modifier to the defense check regardless of how many additional pieces of cover there are or their ratings unless they would provide full cover. All additional cover that counts as full cover adds the full cover rating for each piece of full cover.

DIAGRAM 7.3 COVER



7.5 DETECTION (GAINING LOCK WITH FULL COVER):

A model fully obscured by terrain (called Full cover) such that no line from one models silhouette can intersect the targets silhouette without being interrupted by terrain then the target may only be Locked if the attacking model is within its Detection range of the target.

7.5a ACTIVE DETECTION:

A model may use **Active Detection** to double their detection range at the cost of increasing their own sensor profile. Any model may snap fire targeting a model using active detection and counts their own detection range as doubled for the snap fire action (See 10.4).

HEAVY FULL COVER:

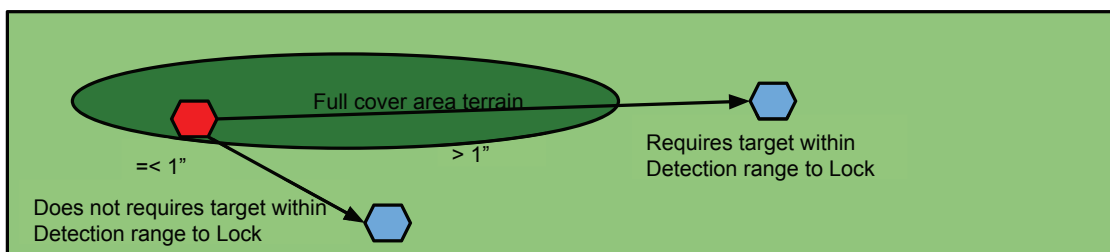
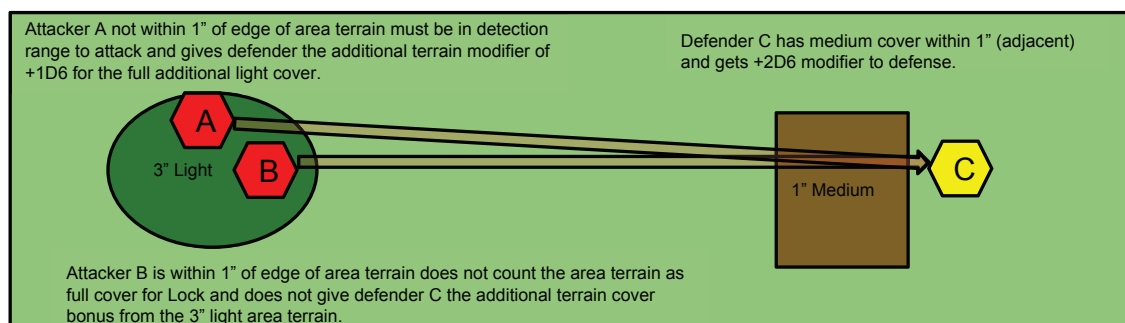
Heavy full cover is too dense to fire through with direct attacks or detect models using sensors. Solid rock or fortifications are both examples of heavy full cover.

Active detection counts as using active sensors (See 7.7).

7.5b LOCK THROUGH AREA TERRAIN:

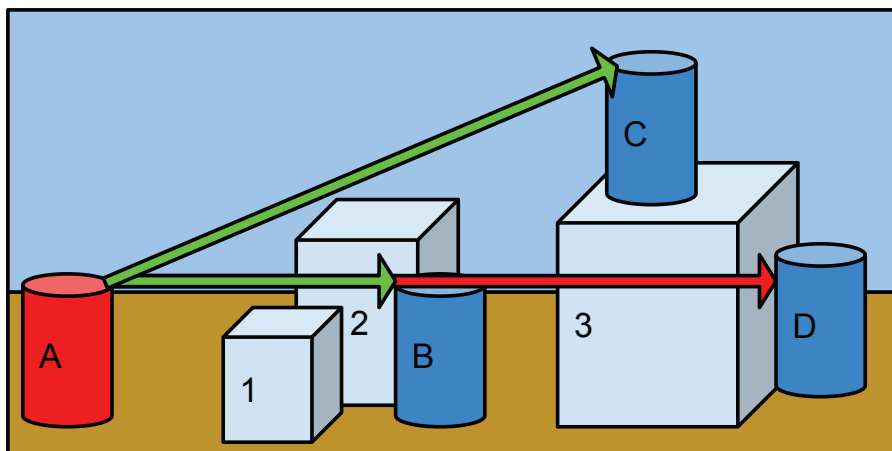
Unlike instance terrain, determining line of sight to a model in contact with area terrain requires players to take both the terrain's height and how much of the model (or its base) is covered by the terrain into consideration.

A model within full cover area terrain must have 1" or less of the area terrain between it and it's target or it will be required to use its detection range to obtain Lock. Models with more than 1" of area terrain obscuring the target must use their Detection range to gain Lock.



Note: The standard detection range is 12" for most models.

DIAGRAM 7.4: COVER EXAMPLES



Example. Model A has Lock to models B and C. Both Models have cover since any point on the model silhouettes are obscured by terrain. If B was fully behind Block 2 it would have full cover but could still be attacked if A was within its detection range.

Model C can have additional cover from block 2.

Model D can be attacked if Model A is within detection range. Model D has block 3 as adjacent full cover and block 2 as additional full cover if it was fully between A and D.

COVER MODIFIERS SUMMARY TABLE

Cover Rating (requires at least ½ height to qualify)	Modifier to defense (PILOT) check
No cover	none
Light cover	+1D6
Medium cover	+2D6
Heavy cover	+3D6
Full Heavy cover (1" thick or more)	No direct attack possible, No Lock possible
Additional cover (any non-full)	+1D6
Additional cover (full)	+cover rating per each piece

7.6 STEALTH [TRAIT]:

Models with the **Stealth** trait are hard to target when they have Cover. If a Stealth model has adjacent cover it has an additional +1D6 modifier to defense tests unless it is attacking or using active EW. A model with stealth that reacts to an attack with snap fire will lose its stealth bonus until after all simultaneous actions have been resolved. Stealth models that hide gain the Profile:+6" trait (See 18.1).

Example: A stealthed target in light cover would have a +2D6 cover modifier to defense. If the model fired a weapon then any defense tests against snap fire reactions would only have the light cover modifier.

7.6 CONCEALMENT:

Concealment is any environmental effect that prevents or limits simple line of sight. Concealment will have a range that indicates the effect of concealment. Any Lock with a range to a target less than the concealment rating is treated as a normal Lock. At the concealment rating distance or greater all targets are considered to be in full cover and must be within detection range to obtain a Lock (See 7.5). The type of concealment will determine its cover rating.

7.7 ACTIVE SENSORS:

Units rely on passive electronics on the battlefield to limit their chance of being detected. This limits their ability to detect opponents through dense terrain or when environmental visibility is limited. Using active sensors makes it easier for a model to detect targets, but also makes the active model much easier to detect.

- ◆ when using an action a model may choose to engage Active Sensors. This does not require an action. Active sensors may be used as either an active or passive model.
- ◆ The Active detection range bonus ends at the end of the action.
- ◆ models using active sensors doubles its detection range, but enemy models also double their detection range against the model.
- ◆ a model using active sensors may be targeted by snap fire when it uses an action. This snap fire may be by any model in their detection range of the active model ignoring the normal restrictions of being a target or in the unit of a target (See 10.4).
- ◆ the Profile trait or concealment effect may add or subtracts detection range apply the modifier before doubling the range for active sensors. Example: Profile:+6" improves the detect ratings of models checking detection range to the target by six inches. A 12" detection range becomes 18".

7.8 DETAILED SCAN [ACTION]:

Scenarios may require a model to **Scan** a target model, building or terrain piece to obtain valuable intelligence. To do so, models must spend an action and pass an EW Roll. The target of a detailed scan must be within half of their detection range (round up to the whole inch) from the target. Performing a detailed scan action counts as using active sensors (See 7.7) causing the active model to trigger snap fire actions (See 10.4). Active sensors cannot double the detection range for a detailed scan. If a model is destroyed by a reaction then the active scan action will fail.

8.0 ATTACK ACTIONS, ATTACK MODIFIERS, AND RESOLVING ATTACKS

Ranged Weapons are the dominant force on the battlefields of Terra Nova, and most games will erupt into vicious firefights. Models typically have more than one weapon listed on its profile (see 2.12), each designed to handle different situations.

8.1 WEAPON ATTRIBUTES:

Weapons have attributes that describe how they function:

- ◆ **Name:** Each weapon type has a name and shorthand code used to identify it.
- ◆ **Standard prefixes:** The standard identifying two letter weapon code has a prefix of L (Light), M (Medium), or H (Heavy) to reference the PEN rating of the weapon for standard weapon identification.
- ◆ **Variant prefixes:** A weapon that significantly deviates from the standard weapon sizes will have the prefix of I (Infantry) or N (Naval) and will have the Penetration:X (**PEN:X**) trait.
- ◆ **Range:** The limits of the weapon to shooting at distance.
- ◆ **Penetration [PEN]:** A rating that describes the weapon's ability to penetrate armor and cause damage.
- ◆ **Traits:** Special rules that affect the attack check or damage effects..
- ◆ **Category:** There are specific modifiers that apply to a weapon depending on its weapon category

WEAPON EXAMPLES FROM THE BALLISTIC WEAPONS LIST:

Common Name	Code	Range	L (PEN)	M (PEN)	H (PEN)	Traits
Anti-Vehicle Rocket Pack	*RP	6-12 / 24"	7	8	9	AE:4", Blast:1D6, IF
Auto-Cannon	*AC	6-18 / 36"	6	7	8	Burst:+1D6
Rotary Cannon	*RC	6-12 / 24"	6	7	8	Burst:+2D6, Split:2
Bazooka	*BZ	3-12 / 24"	7	9	11	AT

* is replaced by the Letter of the penetration rating code of the weapon (L, M, H). This is the PEN value that the weapon will use to resolve damage.

8.2 RANGE ATTACK ACTION SUMMARY:

- a. Determine Lock
- b. Check Range
- c. Select One Weapon
- d. Spend One Action
- e. Verify Modifiers (GUN and PILOT)
- f. Make Checks (Attack (Action) and Defense)
- g. Compare Results (MOSO+ hits)
- h. Apply Damage

8.2 RANGE ATTACK DETAILS

8.2a DETERMINE LOCK:

If the target is outside of the attacker's detection range and is behind full cover then the attacker has No Lock and may not attack the target unless it is chaining an action to a Forward Observation or Active Guidance EW action (See 7.0 and 14.2).

8.2b CHECK RANGE:

Measure the range from the attacker to the target. Select a weapon to fire after verifying range. Each weapon has a specific range that it operates within, given as three numbers. Example 6-18" / 36".

- ◆ The first two numbers are the weapon's Combat Optimal range which is the distance at which it performs best.
- ◆ The last number indicates the weapon's Maximum range; the weapon may not attack targets beyond this range.
- ◆ A target closer or further than combat optimal is in Sub-Optimal range.
- ◆ A target that straddles two ranges is considered to be in the closer range bracket.
- ◆ Range determines how the weapons category affects the attack modifiers (See 8.4).

8.2c SELECT ONE WEAPON TO ATTACK WITH (ACTION):

Attacking is an action. Each Action allows one weapon to make an attack. Each weapon on a model may only attack once per round, unless it is a melee category weapon, or has the split:X trait (See 10.5).

8.2d VERIFY MODIFIERS:

Both the attacker and defender have modifiers that will modify the number of dice they roll for the GUN (Attack) and PILOT (defense) checks.

ATTACK AND DEFENSE CHECK MODIFIERS TABLE (IN ADDITION TO STANDARD MODIFIERS)

Attack check modifiers (BD2D6)	Defense Check modifiers (BD2D6)
+Standard modifiers (see table below)	+Standard modifiers (see table below)
Sub-optimal range:-1D6 * & **	Adjacent Cover :+1-3D6
Flanked :+1D6	Adjacent Full Cover:+1-3D6 + Detection
Elevation:+1D6 ***	Additional cover: +1D6
Weapon trait modifiers:+xD6	Additional full cover: +1-3D6 per cover + Detection
Indirect Fire weapon:-1D6	Model Trait modifiers:+xD6
Beam Weapon: GUN+/-1	

* Minus 2D6 instead if a missile weapon is being fired without Active Guidance (14.b2)

** This modifier does not apply to Beam category weapons (-1 GUN instead)

*** Elevation is counted if the target model's silhouette is entirely lower than the attacker. Does not apply if the attack is an Indirect Fire attack.

STANDARD MODIFIERS TABLE

Standard modifier	Attack modifier	Defence modifier
Critical: (Model has lost all Hull points)	-1D6	-1D6
Posture: Combat posture	+0D6	+0D6
Posture: Braced posture	+1D6	-1D6
Posture: Top Speed posture	-1D6	+1D6

Note that modifiers are cumulative with each other unless specified with an 'or'

8.2e MAKE CHECKS:

Attacker and Defender roll Check test dice.

8.2f COMPARE RESULTS:

If the Attacker result minus the Defender result is zero or greater (MOS zero or greater) the attack has hit.

8.2g CALCULATE DAMAGE:

Use the margin of success and the weapon penetration rating and the target's armor rating to generate damage (See 9.0). Apply any additional effects caused by weapon traits or make any persistent damage rolls required (See 9.3).

8.3 WEAPON TRAITS:

Traits are special abilities that define the arc they may fire in, change the way a weapon works, or give define them. Some models will mount weapons in an unusual fashion or have restrictions on them; model specific weapon traits are called **associated traits** and will be listed in brackets.

Example: Medium Tank Gun (MTG) (T, Ammo: AE).

Weapons always have the normal traits and rules for their type and category unless indicated otherwise by a negative trait. If a weapon is followed by a trait it already had, replace the rating of the trait with the indicated rating.

Example 1: LRC (Burst:+3D6) replaces the standard Burst:+2D6 trait rating with the rating of +3D6.

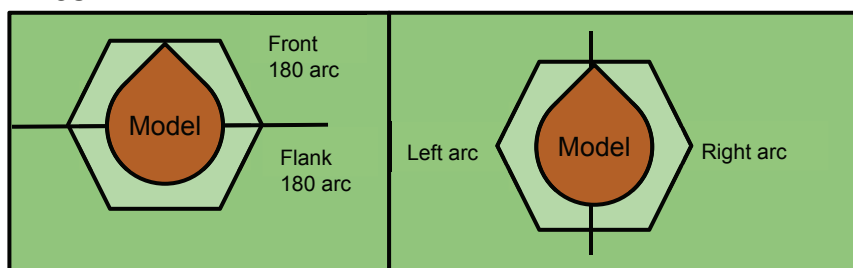
Example 2: A LAC (Burst:+0D6) is a light Auto-cannon without any burst trait modifier.

8.4 WEAPON ARCS:

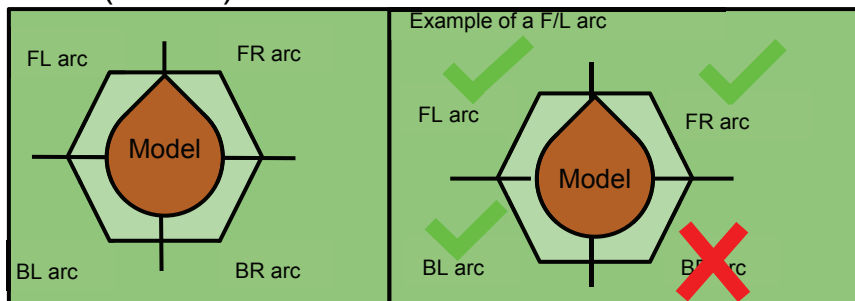
Each weapon has a specific area relative to the model that it can fire within, represented by the weapon arc. A target (or its base) must be at least partially within this arc, or the weapon cannot be chosen for the attack. As with measuring range, the active player may check the arc of any model in their detection range during their activation. This information must be shared with all players.

- ◆ Weapons are mounted in the Front arc of a model unless explicitly listed as being mounted in another arc. A weapon can be mounted in any of the arcs given in 2.11, as well as on a model's arms, in a fixed mount, or in a turret.
- ◆ Weapons with the arms (A) arc count as being mounted in the model's front (F) arc, but have improved maneuverability and may be used to make reactions, such as Snap Fire (see 10.4). Players do not have to model these weapons in any specific arm (or even as held) for them to gain this benefit.
- ◆ Weapons with the Turret (T) can fire in any arc when the model activates. Fast Turret (FT) arc weapons are highly nimble and can rotate freely, and may target models in any arc. Weapons with a fast turret arc may be used for reactions, such as Snap Fire (see 10.4)
- ◆ A weapon may have multiple arcs listed. If noted with a slash this means the weapon/equipment may choose which arc to use in case of a choice. If the arcs are connected by a + then only the arcs that coincide may be used though the advantages of each arc may be used. The most common are Front/Left (F/L) or Front/Right (F/R) and Fast Turret+Front (FT+F).

Arcs



Arcs (limited)



8.5 WEAPON CATEGORIES:

Each weapon type is associated with a category, which indicates in general terms how it performs on the battlefield. Autocannons and rockets must lead a target, while lasers almost assuredly hit but drastically lose power when not in focusing range. Within each weapon category each weapon type has a specific combination of range, penetration ratings and traits that define exactly how it functions.

There are a variety of battlefield weapon types that a commander can choose to employ to defeat or destroy their opposition. These types are: Ballistic weapons, Beam weapons, Missile Weapons, Indirect Fire Weapons, and Melee Weapons.

8.5a

Ballistic category weapons fire in a ballistic arc, making it harder to place shots at longer ranges or adjust targeting at close ranges:

- ◆ Attack checks suffer a -1D6 penalty at sub-optimal ranges.

8.5b

Beam category weapons travel at the speed of light and all but ensure a hit, but lose potency out of their optimal range due to dispersion.

- ◆ Attacking a target in optimal range improves the Skill rating of the attacker by 1 (GUN:4+ becomes GUN:3+). This bonus can stack with other bonuses.
- ◆ Attacking a target in sub-optimal range reduces the Skill rating of the attacker by 1 (GUN:4+ > GUN:5+).

8.5c

Missile category weapons have sophisticated internal guidance systems, but must acquire their target to hit accurately.

- ◆ All missile weapons have the guided trait (may chain attacks to Active Guidance Forward Observations (See 14.2b).
- ◆ At Sub-optimal range missile weapons have a -2D6 penalty to the attack check unless chained to an active guidance action (See 14.2b).
- ◆ Missile attacks using active guidance fire indirectly but do not suffer the indirect fire penalty to the attack check and benefit from the Target Designator (TD) rating bonus.

8.5d

Indirect category weapons are designed to attack a specific point rather than a moving target, and fire with a high arc that can carry them over terrain that would normally block any attacks (solid terrain). Indirect fire weapons rely more on blast effects to damage their targets than accuracy.

- ◆ Attack checks by Indirect weapons suffer a -1D6 modifier at all ranges.

8.5e

Melee category weapons are designed for face to face combat.

- ◆ Melee weapons are not restricted to one attack action per Round.

9.0 DAMAGE SUMMARY

Damage represents the effect of powerful weapons defeating the high tech armor of the Heavy Gear battlefield. Damage has three components: the MOS of an attack, the modifiers to damage from comparing the **PEN**etration power of the weapon versus the **Armor Rating** of the target (PENvAR), and effects from weapon traits.

9.1 STANDARD DAMAGE MODIFIERS AND RESOLUTION

Damage Modifiers:

- ◆ **Margin of Success:** An attack will do damage equal to the MOS of the attack.
- ◆ **Penetration vs Armor Rating (PENvAR):** Compare the weapon **Penetration (PEN) Rating** to the target's **Armor Rating (AR)**.
 - ◆ For each point of PEN greater than AR, add 1 to the damage total
 - ◆ For each point of AR greater than PEN subtract 1 from the damage total.
- ◆ **Weapon Traits:** Some weapons have traits that increase the amount of damage caused due to special conditions of the attack roll.

If the total of MOS + PENvAR is less than 0, the attack has hit but bounced off the armor and the target suffers no damage. Otherwise, the Target will suffer the Damage indicated if the attack is marginal or greater (See 9.1a). Section 9.4 details how models are affected by damage.

9.1a MARGINAL HITS:

There is always a chance that sheer quantity of ammunition or a lucky hit against exposed equipment will cause damage by chance, even on a marginal hit. If the MOS plus the penetration of the attack equals the AR of the target then the attacker may make a BD1D6 TN4+ roll with no modifiers which will cause one damage if successful. (Roll 1D6, if the result is a 4, 5, or 6 the target takes one damage).

DAMAGE MODIFIERS SUMMARY TABLE

Modifier	Effect	Shown As
Weapon Penetration rating (PEN)	Add PEN to the MOS	+ PEN:X
Target Armor Rating (AR)	Subtract AR from the MOS	- AR:X
Weapon/Armor traits	Varies. See traits A.4	+/- X

Example 1: A Grizzly (AR: 8) is hit by a medium autocannon (PEN:7). The MOS of the attack is 3. The attacker totals MOS:3 + PEN:7 - AR:8 = 2 damage.

Example 2: A Hunter (AR:6) is hit by a light bazooka (PEN:7) with the anti-tank (AT) trait. The MOS of the attack is 2. The attacker totals MOS:2 + PEN:7 - AR:6 = 3 damage. Comparing the test to AT trait allows the bazooka to do an additional 1 damage for a total of 4 damage (See A.3).

9.2 DAMAGE EFFECTS

Most attacks that hit a target will end up doing some amount of damage. A models **Damage Capacity (DC)** represents how ruggedly a model is built, and is given a two values separated as a slash such as 4 / 2 for example.

- ◆ The first number is the model's **Hull** which is the number of damage points a model can sustain before suffering critical effects. Damage to the model's hull represents armor being blown away or superficial damage that can be easily compensated for.
- ◆ The second value is the model's **Structure** and is the number of damage points the model can absorb before it is **Destroyed** (see 9.5).

When the model has lost of all its Hull, it is Crippled and gains a Crippled token which remains on the model for the remainder of the game. Crippled tokens apply a -1D6 modifier to all Tests, prevent the model from choosing the Top speed posture, and halve its detection range.

9.3 DESTROYED MODELS:

When a model loses all of its hull and structure, it has been reduced to a wreck.

- ◆ the model is **Destroyed** and cannot activate, has no actions and no longer participates in the game.
- ◆ the model remains on the table in the position it last occupied and is treated as medium cover terrain by any model, not just friendly models. If the attack misses the target roll defense for the wreck with 1D6. If the wreck is overkilled remove it (See 9.4).
 - ◆ Gear, Strider, and Hover vehicle type model wrecks have a height equal to half the model's silhouette height.
- ◆ The model owner may turn the model on it's side to indicate that it is destroyed. Alternately they may choose to replace it with an appropriate marker, or piece of terrain, to show that a wreck is present.

9.4 OVERKILL:

If a model suffers a number of damage points from a single attack greater than or equal to the sum of the models **starting hull and structure point ratings** then it has been **Overkilled**. It has been completely ruined by the attack, the model is still destroyed but is removed from the table instead of generating terrain. Destroyed wrecks may be attacked in the hope of overkilling them to remove cover. Wrecks always have a defense check of 1D6.

Example: A Hunter Gear with DC:5/1 has been reduced to 3/1 and is hit by a powerful attack that does 4 damage. The Hunter is destroyed but not overkilled. A hit that did 6 damage would overkill the Hunter.

9.5 WE'RE IN TROUBLE (REACTION):

When a model is hit by an attack it may spend one or more actions after damage resolution in response to try to reduce the effect of the impact.

- ◆ A braced, immobilized, or standby model may not use **We're in Trouble**.
- ◆ This is an unopposed PILOT Roll with the same modifiers as the failed defense test.
- ◆ Each Success of the roll reduces the MOS of the attack by 1 to a minimum of MOS:0.
- ◆ A model may spend multiple actions for We're in trouble reactions if it has more than one action or if an additional test is granted due to traits or orders.

Note: It is true that it is not realistic that a model can attempt to evade an attack after it has been hit to save itself from damage. Instead this represents a last second shift in posture that throws off the precision of an attack and can even turn what would have been a solid hit into a ricochet. The advanced software in combat vehicles in Heavy Gear can often predict, identify threats, and take preemptive action before the pilot would even register the attack. There are even mythical stories of Gears so advanced that they avoid all incoming fire. Stories like these give tank gunners nightmares.

We're in Trouble may be used after re-rolling a defense check with a Command point or Skill point (See 15.6 and 15.7).

9.6 PERSISTENT DAMAGE:

Attacks with a PEN:X/Y rating (where Y is given as a number and letter (Example: 2F)) or just a PEN:Y rating inflict **Persistent Damage**. These weapons may continue to do damage long after the initial attack is complete.

A successful Attack Check, in addition to calculating Damage normally, will place a token on the target model with an **Intensity Rating** equal to the MOS plus the PEN:Y rating. Example: A **MOS:2** attack with a **2F** weapon would give the target a Fire token with an intensity rating of **4**.

Attacks with the same persistent damage type will replace the persistent damage token if the new intensity rating is equal or greater than the current intensity rating. Example: A model with a fire token with intensity of 1 that is hit with a MOS:1 and 2F attack will replace the 1F token with a new 3F token.

Persistent damage attacks with an Area of Effect (See 10.2) place tokens as normal if a hit is caused, regardless of a target being primary or secondary.

When a Persistent Damage token is placed immediately make a **Persistent Damage Roll**. Make an additional Persistent Damage Roll:

- ◆ each Cleanup phase
- ◆ if a token's intensity rating increases by being replaced with a token with an equal or higher intensity rating.

9.6a PERSISTENT DAMAGE ROLL:

Roll a number of dice equal to the current intensity of the token with a TN equal to the PILOT skill rating (apply standard modifiers).

- ◆ each success of the test reduces the intensity rating of the token by one
- ◆ the failure of one or more test dice has different effects (See 9.3b)
- ◆ Tokens remain with a model until removed by a persistent damage roll or a damage control action.

9.6b DAMAGE CONTROL (ACTION):

A model may spend one or more actions to attempt to recover from persistent damage. Without specialist equipment this is almost always futile.

- ◆ a damage control test has a BD2D6.
- ◆ damage control is a PILOT Roll with standard modifiers.
- ◆ automatically reduce a minimum of one level of intensity from each damage control test even with no successes.
- ◆ failed damage control rolls do not cause additional damage.
- ◆ successful rolls may be applied to reduce the intensity of any persistent damage type if the model has more than one currently affecting it.

9.6c STANDARD PERSISTENT DAMAGE TOKEN EFFECTS:

- ◆ Fire [F]: Fire tokens do 1 damage for each failure of the PILOT test after being hit and in the cleanup phase.
- ◆ Corrosion [C]: Corrosion tokens do only 1 damage if any dice fail the PILOT test, regardless of the number of failed rolls.
 - ◆ The intensity of a corrosion token can only be reduced by 1 for each persistent damage roll made.
- ◆ Haywire [H]: A model counts as having additional virtual damage equal to the intensity of the haywire token.
 - ◆ If the Haywire virtual damage and the real damage on the model exceed the total DC of the model then the model is immobilized, may only spend actions on damage control, and counts as having PILOT Skill 6+.
 - ◆ Make persistent damage and damage control tests with the EW Skill instead of PILOT.

Example: A flamer with PEN:0/2F rating hits a target inflicting a MOS:2 attack. The target gains a fire token with an intensity rating of 4. The defender has PILOT: 4+ and immediately rolls 4D6 and gets [5, 4, 3, 2]. The two successes [5, 4] reduces the intensity rating to 2, and the failures inflict two damage points. During the cleanup phase, the attacker will roll 2D6 for the persistent damage tokens, again reducing the intensity rating by the successful rolls and receiving damage from the failures.

10.0 ADDITIONAL WEAPON ACTIONS & ATTACK OPTIONS:

This section describes weapon attack options and weapon traits in detail.

10.1 ACTION:

Direct Attack [Ranged]: Direct attacks are the most basic ranged attacks, and may be made against any target the model has Lock to. Follow the standard attack procedure to make a direct attack (See 8.2).

10.2 AREA EFFECT [AE:X"] ATTACKS:

Weapons with the AE trait have the potential to damage multiple targets within their blast radius range (X") measured from the center of the primary target. Resolve a defense check against the AE attack check by all models with any part of their base within the blast radius measured from the center of the target model. All non-target models are secondary targets.

- ◆ If the attack check misses the initial target and the total check result does not equal or beat the attackers GUN skill rating then the attack misses completely and no secondary targets may be hit
- ◆ Secondary targets only apply a cover bonus to their defense check if the cover is between them and the center of the target (instead of checking LoS between them and the attacker)
- ◆ All targets (primary and secondary) make defense checks against the same attack check from the attacker.

AE Damage

- ◆ Halve the amount of damage inflicted against secondary targets, rounding up.

Example 1: A model with GUN:4+ attacks with an Area Effect attack and rolls [2, 3]. The primary targets defense check is a 3 for a MOS:0. Because the attack hit (MOS:0 is a hit), all secondary targets must check defense against the result of 3. If the attack had missed then the secondary targets would not have to defend.

Example 2: A model with GUN:4+ attacks with an Area Effect attack and rolls [4, 5] for a total result of 6. The primary target defends with a 7 and is missed. Even though the attack missed the initial target it beat the attackers GUN rating so all secondary targets must check defense too.

10.2a BLAST DAMAGE:

Area effect weapons with the Blast trait are powerful enough that they may damage targets by their blast effect even if the target is missed by the attack.

- ◆ The primary target of an AE is hit by the blast trait if the attack check result is equal or greater than the GUN rating of the attacker or if the attack hits.
- ◆ Blast weapons have a dice rating to roll for damage: Blast:1D6, Blast:2D6 etc
- ◆ A model hit by the blast must roll the blast rating as a Blast Damage Roll.
 - ◆ No modifiers apply to this roll
 - ◆ The blast damage roll has a TN:4+
 - ◆ The model suffers 1 damage for each success of the blast damage Roll
- ◆ Models with an armor rating (AR) greater than the penetration rating (PEN) of the blast weapon gain the blast resistance trait against blast damage (only Rolls of TN:6+ will cause damage)

Blast with AE: Weapons may have an associated trait such as AE in brackets if the blast effect can affect secondary models.

Example: A weapon with AE:4", Blast:1D6 (AE2) will hit secondary targets within 4" if the attack check result is equal or greater than the GUN of the attacker and any secondary targets within 2" must roll for blast damage if they are within 2" of the primary target.

10.2b AE AND BLAST DAMAGE SUMMARY TABLE

Target	Defend against AE attack	Roll Blast:XD6 damage? *
Primary	Always Check defense against attack	If attack result is => GUN, or target was hit by attack.
Secondary	Check defense only if attack check => GUN or attack hits primary target. Resolve ½ damage	Only if attack result is => GUN and model is in a blast AE.

* Blast damage is BDxD6 at TN4+ no modifiers. TN6+ if target has AR > PEN or Blast Resistance trait

10.2c FRIENDLY FIRE AND BLASTS:

Blasts cover an area and do not discriminate between friend and foe, making them very dangerous to use in tight groups of troops. Unless specifically allowed by army rules, players may not target a model with a blast or AE attack if one or more friendly models are within the template's area unless the friendly model has an AR equal to the weapons PEN rating plus two (PEN:X+2). A model may never be the target of an attack by friendly models.

10.3 STAND BY [ACTION]:

Models may prepare themselves for action and ready weapons to fire at targets marked by recon elements or targets of opportunity.

- ◆ When braced a model may declare that it is using one or more actions to Stand By.
- ◆ For each action spent, the model gains one Standby token; as long as the model has at least one Standby token it counts as being in the Braced posture.
- ◆ Models may discard a standby token to gain one action to either
 - ◆ chain an attack to a forward observation (See 14.2)
 - ◆ snap fire (See 10.4)
 - ◆ add 1D6 as an action bonus to any test (See 3.4a).
 - ◆ Perform a comms boosting EW action (See 14.4)
- ◆ A Snap Fire attack using a standby token may target any model within detection range that it has Lock to ignoring the normal requirement that the standby model is the target or a model in it's unit is the target of the attack (See 10.4, 15.3a).
- ◆ Any unused standby tokens are removed at the start of the next cleanup phase.
- ◆ Models that are engaged in melee combat (See 11.0) lose any remaining standby tokens, though they may use the tokens to Snap Fire at the first model entering melee with them.

10.4 SNAP FIRE [REACTION]:

Snap Fire allows a passive model to respond to enemy actions with their own attack actions under certain circumstances. Before resolving any actions declare any snap fire a passive model(s) will use if the active model:

- ◆ Moves into base contact with the passive model, the passive model may snap fire with a ranged or melee weapon (See 11.0).
- ◆ Declares any action that specifically targets the passive model
- ◆ Uses active sensors (See 7.7) to perform an action, or initiates a communications event (See 14.1) when the active model is in detection range, This is regardless if the Snap firing model is the target of the action the active model is using.

Snap Fire allows the target to use one or more actions to resolve ranged or melee attack action(s) where the active model is the target.

- ◆ The passive model must have lock to the active model.
- ◆ May only use a weapon with the Arm, Fast Turret (FT) arc, or a Melee category weapon (See 8.5).

Resolve any snap fire reaction and their triggering actions in any order chosen by the active player. All actions/reactions are simultaneous and damage effects are resolved after all tests are resolved.

Note: A Snap Fire Melee attack can be called a Snap Fire attack. The effect is the same. Experienced players will notice that movement does not trigger snap fire. This is intentional because interrupting the active player's turn to resolve an action proved to be too disruptive for regular play and limited dynamically mobile game strategies.

10.4a HITTING MULTIPLE TARGETS WITH SNAP FIRE:

The Split trait may not be used when resolving snap fire. Area effect attacks may be used normally if available.

10.4b IN REACTION TO ENTERING MELEE:

Snap fire may be declared with a ranged or melee weapon in response to the active model engaging, the passive model.

- ◆ a model that starts it's activation in the front arc of the passive model and engages in the back arc may still be targeted with snap fire with a non-melee weapon.

10.5 SPLITTING ATTACKS:

A weapon with the Split:X trait grant a **Split Attack**. Split attacks allows more than one target to be targeted by a single attack action:

- ◆ the number of targets allowed is the X rating of the trait.
- ◆ all Targets must be in optional range.
- ◆ the attacker must have Lock to all targets.
- ◆ the attacker makes a separate attack check to determine the results of each attack.
- ◆ the attacker and defenders must declare all split attack targets and reactions before any tests are made.
 - ◆ The attacker must declare a primary target and all secondary targets of a split attack.
 - ◆ secondary target attack tests have a -1D6 modifier.
 - ◆ resolve all attack and defense tests before damage effects.
- ◆ each target can only be attacked once during a split attack, and additional targets must be within 6" of the primary target.

Example: a Light Autocannon (Arm, Burst:+1D6, Split:2) in Optimal range (6-18") may attack one or two targets. Each target attacked must be in the arm arc and uses the Burst:1 trait. The secondary target is attacked with one less dice due to split attack.

Note that split attacks allow a ranged weapon to ignore the normal rules where a weapon can only make one attack per round, though the split trait must be used during the attack action, the second shot may not be retained to fire later with a standby action or another attack action. Not all weapons of a class have the split ability. Split is rather an ability granted by a particularly well balanced weapon load or specialized weapon mount. A LAC in the hands of a small Gear like a Ferret is less stable than a LAC in the hands of a Hunter for example.

10.6 BURST WEAPONS:

Weapons with the Burst:+XD6 trait fire large quantities of ammunition with each attack. Add the +XD6 rating of the trait as a modifier to any attack checks this weapon makes.

11.0 MELEE COMBAT:

Melee combat in Heavy Gear is similar to ranged combat with the exception that weapons in the melee category may be used to make attack actions up to the attack attribute of the model using them. Models that are in base contact with enemy models are Engaged with them. Being engaged does not prevent models from moving away when they activate, it only affects targeting and cover (See 10.9c).

11.0a DEFENCELESS MODELS:

Models without melee weapons are at a disadvantage when defending in melee. These models are defenceless and have a -1D6 modifier to their defence test.

11.0b MELEE ATTACK [ACTION]:

A melee attack action is required to attack with a melee category weapon. Melee attack actions use the PILOT skill instead of the GUN skill to make the attack.

11.0c FIRING AT AN ENGAGED MODEL:

An engaged model may use an engaged enemy model as cover against ranged attacks targeting it. This is an exception to the normal rules limiting only friendly models as cover (See 7.0a).

11.0d ATTACKS WHILE ENGAGED:

Models being engaged closely have little room to maneuver, preventing them from using their big guns effectively.

- ◆ When a model is engaged, any ranged attack it makes that does not target a model it is engaged with suffers a -1D6 penalty in addition to the standard attack modifiers.

Note: Both the attacking model and defending model make the opposed test using their PILOT Skill rating, instead of using GUN versus PILOT for ranged attacks. Larger, slower models have difficulty hitting more nimble models with a raw physical attack. If they hit though the result is usually catastrophic for the smaller model.

11.1 MELEE MODIFIERS:

Add both melee and standard modifiers to melee attack tests.

MELEE MODIFIERS TABLE [BD2D6]:

Name	Requirement	Effect
Flanked	The attacker is completely within the target's back (B) 180 degree arc. Note: A model with the Flanked:+XD6 trait will modify this bonus to the value of their trait. A model must begin its activation in the back arc of a model to gain this bonus for melee attacks.	+1D6
Overwhelm	The attacker gains 1D6 for each additional friendly model with a melee weapon also engaged with the target.	+1D6 / other attacking model
Brawler (Trait)	The attacker / defender has the Brawler trait.	+XD6
Defenseless	A model without a weapon in the melee category.	-1D6

STANDARD MODIFIERS APPLY TO ALL TESTS A MODEL MAKES.

Standard modifier	Dice modifier	Modifier for defence tests
Critical: (Model has lost all Hull points)	-1D6	-1D6
Posture: Combat posture	+0D6	+0D6
Posture: Braced posture	+1D6	-1D6
Posture: Top Speed posture	-1D6	+1D6

11.2 REACH TRAIT:

The **Reach** trait gives a melee weapon a maximum range greater than zero. Melee weapons always count their whole range as optimal range. Targets not in base contact apply cover modifiers (see 4.0) as for ranged attacks. Targets behind full heavy cover cannot be engaged or attacked with melee attacks.

12.0 SPECIAL MELEE ATTACKS:

Sometimes destroying a target is not enough. Sometimes a target needs to be moved instead. This is where special melee attacks are used. The most common use of a special melee attack is to clear a space around an objective, something that Gears excel in.

12.1 BRUTE FORCE [ACTION]:

A Brute force action is a melee attack action where one model forces another model to move by physically pushing on it. Brute force requires a normal Melee attack check but both the attacker and the defender count as defenseless. If the attacker wins they may move directly forwards up to the MOS of the test forcing the target model to make a forced move in the same direction if it is in front of the active model. The distance moved may not be more than the MR remaining in the active models current move. Modify the distance moved by the difference between the armor ratings (AR) of the models.

A model forced into terrain or another model will suffer an Impact (See 13.2). If a model is forced off of an elevation it will suffer a Fall (See 13.1). Infantry models may not use, or be targets of, a brute force melee attack.

Example: A Grizzly with 5" remaining in a move uses a Brute Force Action to force a Jager. The attack check results in a MOS2. The Grizzly forces the Jager 2" (MOS) + 2" (AR8 - AR6) = 4". There is a solid terrain wall 1" behind the Jager so the Jager must Roll a PILOT test with 3D6 to avoid damage as per the impact rules (See 13.2).

12.1a MULTIPLE TARGETS OF A BRUTE FORCE ACTION:

If more than one target is in front of a model using brute force then both potential targets must test to defend against the attack. The active model may only move both defending models up to the distance of the lowest MOS. If another model is contacted during the brute force move the move will stop at the point of contact but the model making the brute force move may resolve a free Ram attack (See 10.11) against the newly contacted model.

12.1b MULTIPLE ACTIONS AND BRUTE FORCE:

If a model has multiple actions it may attempt to use brute force more than once when activating and may choose new targets for each brute force action or target the same model multiple times.

12.2 RAM [ACTION]:

A model may use acceleration and mass to attempt to inflict damage. To Ram a model must move at least half of a move without turning and be touching another model. Both the attacker and defender count as defenseless even if they have a melee weapon. If the attack hits resolve damage as an impact (See 13.2). Unlike the brute force action a ram action does not move the target. Infantry may not use a ram action. Apply standard modifiers (See 8.2d) to attack, but not melee modifiers.

12.3 CRUSH [ACTION]:

A Crush action is a melee attack that may only be used against infantry in base contact. A crush action has the Anti-infantry trait. Make a melee attack check as normal. The PEN of the attack is the difference between the AR of the attacking model and the AR of the target infantry model. After a crush action the attacking model may continue to move. If needed force the infantry model that was attacked the minimum distance required to ensure that it is not under the attacking model after it moves (the infantry give way).

Infantry models may not make crush attacks.

13.0 IMPACTS AND FALLING:

Intentional or unintentional situations may cause a model to suffer a fall or an impact.

13.1 FALLING:

If a model is forced or moves in a way that if moved horizontally it would be at a higher elevation than the terrain, it suffers a **Fall**. Roll PILOT for a fall test. Roll BD1D6 for each full inch the model fell. The model takes one damage point for each dice that failed on the PILOT roll. Count only the distance from the bottom of the model's base to the surface to resolve the distance fallen. Any slope greater than 45 degrees will cause a model to fall unless it can climb (See 6.5f).

13.2 IMPACTS:

If a model is forced into terrain, or another model, it suffers an **Impact**. Impacts tend to be messy affairs due to the physics of high speed collisions, and are resolved as a PILOT Roll with a BD2D6. If two models impact each other compare AR v AR and add the difference just like a normal damage roll modifier (See 9.0).

- ◆ Roll PILOT for each model being impacted with the test dice (BD2D6) with the following modifiers:
 - ◆ +XD6 where X is the terrain's cover rating.
- or
- ◆ +XD6 where X is the difference between AR of impacting models (AR testing model - AR other model)
- ◆ apply the critical damage standard modifier.
- ◆ do not apply posture standard modifiers.
- ◆ An impact test always rolls a minimum of 1D6 for the PILOT test, there is always a chance for damage!
- ◆ Impacts that are the result of forced movement add the MoS distance that could not be moved as an +XD6 modifier.

Results of Impacts

- ◆ Each Roll that fails the PILOT test causes the model to take one damage.
 - ◆ If an active impacting Model is using the top speed posture then both impacted model will suffer two damage points for each [1] rolled for the PILOT test.
- ◆ If a passive impacted model is overkilled by impact damage then the active model may continue to move.
- ◆ If a passive impacted model is not overkilled by the impact the active model may not move any further this activation.

Example 1 : A Jager (AR:6) is pushed with a brute force action into a Cobra (AR:8). The Jager had been forced 4" but stopped when it impacted the Cobra at 2". Both models have BD2D6 and 2D6 for distance remaining. Since $AR:8 - AR:6 = 2$ the Jager will add 2D6 to its test and the cobra will reduce its test by 2D6. The Jager (PILOT:4+) must roll 6D6 in total, the Cobra (PILOT:5+) rolls 2D6 total. Each dice that fails to equal or beat their PILOT skill will cause 1 damage.

Example 2: An Aller Tank chooses to make a melee attack by ramming a Hunter at top speed. The Tank moves 4" without turning and hits the Hunter with an attack check with a MOS of 0. The Hunter (AR:6) is impacted by the Aller (AR:12). The Hunter Rolls 2D6 (BD) + 6D6 (ARvAR) = 8D6 PILOT Roll to avoid damage. Because the Aller is at top speed all test rolls of [1] for either model will cause 2 damage. The Aller suffers a 2D6 (BD) - 6D6 (ARvAR) = 0D6 roll. The Aller must still Roll a 1D6 PILOT Roll to avoid damage (minimum chance for damage).

Note that though intentional impacts (melee attack to ram) can be devastating they are always made without using a weapon and so count as a defenseless test for a -1D6 modifier and an additional -1D6 if the active model is a top speed. Unless the active model has additional actions to add 1D6 or 2D6 to the test (Action bonus), or the Brawler Trait they will roll 0D6 for the impact test and count their result as a [1]. Not much luck there! The intention is to allow that ramming can occur but that it takes the attention of the crew of a vehicle. Speed is a factor but the mass of the impacting model(s) indicated by the quantity of armor is the biggest criteria for damage caused. If you want to impact something you have to take the risk!

14.0 ELECTRONIC WARFARE (EW)

Information is power, and nowhere is that more true than on the Heavy Gear battlefield. Most combat machines possess sophisticated communications gear to ensure they can remain in constant contact with each other. Recon units feature specialized tools to allow them to enhance other elements in their force by jamming enemy communications or providing active guidance for guided weapons. Any force that doesn't bring at least a few such troops may find itself with no way to see, hear or speak to one another - and very likely be defeated in short order.

Electronic Warfare Actions: Any action with the [EW] label is an **Electronic Warfare Action**, or EW action. EW action tests use the models EW Skill, and greatly increase the models electronic signature for a short period. During the resolution of an electronic warfare action, all passive models double their Detection Range against the model using the action. All electronic warfare actions except for basic forward observation and comms boosting require specialized equipment (listed as traits).

SUMMARY OF EW ACTIONS

EW Action	Code	Equipment Required *	Range	Effect	EW Counter action
Forward Observation	FO	None	Detection	Identify target for Indirect Fire Weapons	CJ
Active Guidance	FO:AG	Target Designator (TD)	Detection	Identify target for Indirect attack by Guided weapons, ignores IF modifier.	CJ
Comms Boost	CB	None	6"	Add +1D6 modifier for each action used, and XD6 per rating of Comms:X	None
Sensor Boost	SB	Sensors: 18"+	6"	Firing model(s) use Lock from Sensor Boosting model.	None
Sensor Jamming	SJ	ECM:X (SJ)	Detection	Action/Reaction: modifier to target attack checks	EW test to reduce (Action only)
Sensor Interference	SI	ECM:X	6"	Add +1D6 to any defence checks by models within 6".	None
Automatic Comms **	Autocom	None	6"	Range that Orders (See 15.4a), CPs (See 15.5) and FOs cannot be jammed.	None
Comms Jamming	CJ	ECM:X (CJ)	Detection	Action/Reaction: Reduction of all Comms tests in Detection range.	None

* Equipment may have a rating of OD6. Any equipment with a specialty ECM action available may also use a basic ECM action requiring only the ECM:X trait.

** Autocomms does not require an action but is included for completeness.

14.1 COMMUNICATION EVENTS:

An action that requires communication in order to complete is identified as a **Communication Event**, or **Comms Event**. An action with the [Comm] label has a comm event at some point during its resolution. Each action strictly defines which portions of the action are a comm event; all other portions are not comm events. The model spending the action which generates the comm event is known as the event **Origin**, while any model that makes use of the event is known as an event **Receiver**.

Enemy models that have a comms event origin model within their detection Range may react to a comm event with a snap-fire action (see 10.4). Note that a model with active EW (Comms or otherwise) will double the detection range of snap firing models to it. Snap fire and the Comms event are simultaneous and damage effects are resolved after all the actions and chained actions have been resolved.

14.1a COMMS TESTS:

Some EW actions require a Communications Test, or just **Comms Test**. Making a Comms test is an **EW Roll** with a base dice of 2D6. The TN is the EW Skill rating of the model making the test. Some Comms tests only require a single success, others have a greater effect the more successes are rolled. The Comms test has special modifiers that can affect it's success. Comms test are also affected by standard modifiers.

COMMS TEST MODIFIERS (BD2D6)

Comms Roll modifiers	Effect
Comms:+XD6 trait	+XD6
Comms boosting actions	+XD6
Comms jamming (From ECM)	-XD6

14.2 FORWARD OBSERVATION:

Model can observe targets for attacks by other models using indirect fire weapons. This is called forward observation.

14.2a FORWARD OBSERVATION, INDIRECT ATTACK [ACTION]:

Making a Forward Observation does not require specialized equipment. A FO is an action that requires a Comms test

A weapon in the Indirect Fire category, or with the Indirect Fire (IF) trait, may chain an **Indirect Attack** to any friendly Forward Observation if the weapon is not out of range.

- ◆ The model spending an action to make the Forward Observation (the observer) must be:
 - ◆ In Detection range of the target (see 7.5).
 - ◆ Have Lock to the target (See 7.1).
 - ◆ Make a Comms Roll (See 14.1a).
- ◆ Each success of the Comms Roll allows one friendly model to chain Indirect Fire attack(s) to the FO. A model does not have to be on standby (See 10.3) to chain an attack to a forward observation though it will be more accurate if it is.

Each model chaining an IF attack spends an action and makes an opposed Attack Check normally with the target.

- ◆ Attack/Defense Modifiers
 - ◆ the observer's Lock determines any defensive cover or flank attack modifiers
 - ◆ range is measured from the model firing the weapon
 - ◆ apply the posture modifiers from the firing model only
 - ◆ apply crippled modifiers from the firing model only
- ◆ Both the observer, or the firing model, can be the target of a snap fire attack:
 - ◆ The observer may be the target of a Snap Fire action even by models that are not targets of the FO if they are in detection range of the observer.
- ◆ Snap Fire and FO actions are simultaneous and are both resolved before damage effects are applied.

Example: A Skirmisher performs Forward Observation on a Chasseur and rolls one success, allowing a Crusader IV to chain an indirect attack against the Chasseur using its field mortar. The Skirmisher is flanking the Chasseur, and has Lock with no cover. The Chasseur doesn't get any cover bonus to its defense check, and the Crusader IV adds the flank modifier of +1D6 to its attack check. The Crusader IV is braced on standby in sub-optimal range. Its test would be 3D6 (braced) + 1D6 (flank) - 1D6 (sub-optimal) - 1D6 (indirect Fire) = 2D6 attack check test. If the Crusader IV was out of range, it could not chain an indirect attack to this FO.

Note: A comms test is required even if models are in autocomm range because it is both the ability to communicate the FO accurately and the ability to transmit that information to other models that is being tested.

14.2b FORWARD OBSERVATION: ACTIVE GUIDANCE [ACTION]:

Active Guidance is a subtype of Forward Observation that allows a Guided attack. A Guided attack is used to target models with accurate indirect fire from weapons with the Guided trait.

- ◆ only a weapon in the Missile category or with the Guided trait may be chained to a Guided Attack action
- ◆ active guidance requires a Target Designator (TD) (See A.3)
 - ◆ add the rating of the TD as a modifier to the attack check.
- ◆ follow all the standard FO rules for lock and modifiers (See 14.2a)
 - ◆ guided or missile type weapon attacks ignore the IF attack modifier
 - ◆ guided or missile type weapons ignore their sub-optimal range penalty when attacking with active guidance.

Note that missile weapons do not have a sub-optimal range when fired using Active Guidance (AG) (See 8.4). Missiles do not suffer the -1D6 for indirect fire when fired using AG. A model with multiple actions can perform an active guidance action and chain an attack of its own to the action, but a model cannot fire a guided weapon as a direct attack and benefit from the AG elimination of range penalties, or the TD modifier.

An observing model making a Comms EW Roll for FO:AG can be the target of a snap fire attack if an enemy model has Lock and is within their detection range (doubled due to active EW action). The Snap Fire and FO Comms action are simultaneous and are both resolved before any damage effects are applied.

Example: A braced Iguana performs active guidance action targeting a flanked Grizzly Gear with two successes, and two Spitting Cobras each choose to chain an attack using their guided mortars. Because the Iguana is flanking the Grizzly it adds the 1D6 (Flank), to the Cobra's chained Attack Check in addition to the +1D6 rating from the Target Designator.

Note: Players from previous editions should note that a FO no longer persists in play. Once each chained action is complete, the FO is discarded. You must attempt another FO to fire on the target again.

14.4 COMMS BOOST [REACTION]:

In the world of energetic communications more is always better, and even the basic assistance of a local network can assist a specialist achieve a task.

- ◆ Does **not** require the Comms:X trait (all models have a basic system).
- ◆ Any time a friendly active model makes a comms test, any friendly models within 6" with Lock may chain one or more actions as an **Comms Boost**.
- ◆ For each action chained the active model adds +1D6 to their Comms test.
- ◆ Add an additional XD6 modifier to the active model's comms test where X is the rating of the chaining model's Comms:X rating.

14.5 SENSOR WARFARE:

In order to attack your foe, you must be able to detect them. Sensor warfare acts as electronic camouflage, and protects models by keeping them hidden from opponents.

14.5a SENSOR BOOST (SB) [ACTION]:

The low power of most sensors often requires recon models to find targets for the bigger guns to engage.

- ◆ any model with the Sensors trait with a rating of 18" or more can share its improved detection range with friendly models by spending an action to gain a Sensor Boost token.
- ◆ until the start of it's next activation, any friendly model may use the sensor boosting models sensors to find targets.
 - ◆ Friendly models must be within 6" and have Lock to the sensor boosting model.
 - ◆ The active model will have Lock to any model the SB model has Lock to.
 - ◆ Heavy Cover greater than 1" thick will still prevent direct fire attacks even if the active model has gained Lock.
 - ◆ Cover modifiers are still determined from the Active model.
 - ◆ The sensor boosting model may choose to use Active Sensors (7.7) when choosing the SB action, gaining both penalties and benefits for the duration of the action
 - ◆ The SB action may be ended after any action by removing the token
- ◆ a model may only spend a single action to Sensor Boost each activation.

14.5a SENSOR JAMMING (SJ) [ACTION]:

Complex patterns of electromagnetic radiation can confuse targeting algorithms, making it impossible to obtain Lock against enemy models even with a clear line of sight. This is a very specialized attack and a model must have the ECM trait with SJ noted as a linked trait to be able to use this action. Example Weasel ECM:+2D6 (SJ).

- ◆ a model with any ECM trait with an attached SJ trait may attempt **Sensor Jamming** as an action, or a reaction, targeting an enemy model.
- ◆ SJ requires Lock to the target
- ◆ the target must be in Detection range
- ◆ the Jamming model must make an EW Roll.
- ◆ if successful, the target model gains a **Sensor Jamming (SJ) token** with an intensity equal to the number of successes of the EW Roll.
- ◆ new SJ tokens do not add to the intensity of an existing SJ token but will replace it if the new tokens intensity is greater than the token currently on the target model.

Whenever a sensor jammed model spends an action that requires Lock the model must make an EW Roll to attempt to reduce the jamming effect. No action is required for this test.

- ◆ the ECCM trait allows a free re-roll to the test to recover from sensor jamming.
- ◆ Each success of the EW Roll will reduce the intensity of the SJ token by one.
- ◆ a model with a SJ token may use actions but will suffer a -XD6 modifier to the test where X is the SJ token intensity.
- ◆ as long as the jamming model has Lock to the target the token will persist until the SJ models next activation.
- ◆ if the SJ model loses Lock to the target then the Jamming will end and the SJ token will be removed.
- ◆ a model that is Sensor Jammed as a reaction cannot use ECCM to reroll a test to overcome the jamming during the action it was Jammed but may in subsequent actions (for multi-action models).

A model with the ECM:+XD6 (SJ) trait and multiple actions may attempt to make multiple Active Sensor Jamming actions in the same turn targeting the same or separate models.

14.5c ACTION: SENSOR INTERFERENCE (SI) [ACTION]:

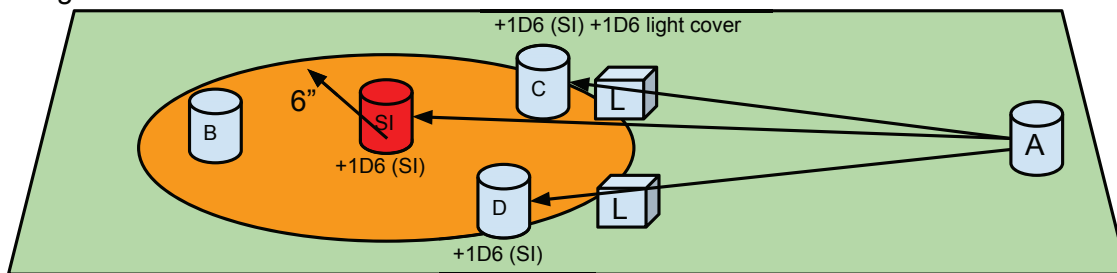
Widespread interference with sensors is possible, but has limited range of effect due to the power demands.

- ◆ requires the ECM:X trait
- ◆ use an action to make an EW Roll.
- ◆ for each success, the model gains a Sensor Interference (SI) token with an intensity equal to the number of successes of the EW Roll.
- ◆ this token remains on the SI model until its next activation.
- ◆ any friendly model within 6" of the model with the SI token benefits from either
 - ◆ additional cover (+1D6 to Defense tests)
- Or
- ◆ adds +1D6 to adjacent cover for each point of intensity of the SI token.
- ◆ a model may only benefit from one SI token bonus defense modifier per defense test (use the greatest intensity modifier).

A model with the ECCM trait may spend an action to attempt to counter the SI.

- ◆ must be in detection range and have Lock to target SI model.
- ◆ Roll EW (ECCM may not be used as a free reroll)
 - ◆ apply all normal EW action modifiers
 - ◆ Reduce the SI intensity by the number of successes.
 - ◆ Remove the SI token if the intensity is reduced to zero.

Diagram: Sensor Interference

**14.6 COMMUNICATIONS WARFARE:**

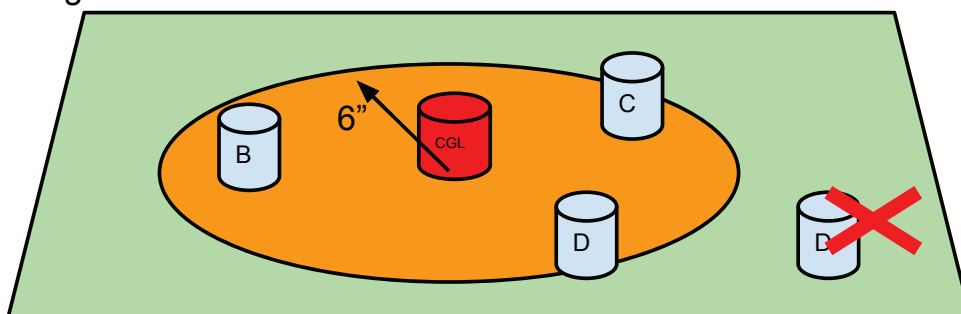
Battlefield communications still rely primarily upon broadcasts that any model, friend or foe can react to. Swamping the local area with interference can prevent the signals from being received, and most units bring at least one communications specialist to the field to bypass this type of jamming.

14.6a AUTOMATIC COMMUNICATIONS (AUTO COMMS):

Most military units are equipped with sophisticated line of sight communications which prevents interference but has a very limited range.

- ◆ Standard Auto comms range is 6".
- ◆ Auto comms requires Lock (See 7.1)
- ◆ Chained actions to targets in auto comms range cannot be prevented by Comms Jamming (See 14.6b).
- ◆ Comms tests to chain actions in auto comms range can still fail if the EW test is failed.
- ◆ Comms tests for other reasons (to give Command Points etc) in auto comms range that do not require a comms test and cannot be jammed.

Diagram: Autocomms



14.6a COMMS JAMMING [CJ] [EW ACTION, EW REACTION]:

Comms Jamming makes it more difficult to get any comms signal to succeed.

- ◆ (Action) A model with any ECM: +XD6 (CJ) trait may attempt Coms Jamming by spending an action to Roll EW.
 - ◆ If successful the model gains a CJ token with an intensity equal to the number of successes
 - ◆ A Comms Jamming token persists until the start of the CJ models next activation
 - ◆ All models (friend and foe) within the jamming model's detection range and Lock reduces the MoS of any comm test by the intensity of the token.
 - ◆ A model with ECCM may reroll an EW action after the number of successes has been modified by Comms Jamming (See A.3).
- ◆ (Reaction) If used as a reaction to a comms event CJ will only affect the success of the triggering comms test which may not be rerolled by ECCM (require Lock and the target in detection range).

Example: A Ferret makes a comms check and rolls three successes. A Skirmisher reacts with a Comms Jamming reaction, and rolls its EW skill, adding its ECM: +2D6 (CJ) to the check, for a total roll of 4D6. The result is [6, 4, 3, 2] for two successes (4+ EW skill). This reduces the Ferret's successes to 1 (3 - 2). If the Skirmisher had rolled three successes, the Ferret would have instead counted as having failed the comms check. (Note both the Skirmisher and Ferret may use re-rolls if available though the Ferret could not use a reroll from ECCM if available due to the CJ being a reaction).

Note: EW actions can be very powerful actions but models require specialized equipment to use these actions properly.

Note: Forward Observation and Comms Boosting are the only EW actions that any model (with at least an EW rating of 6+) can participate in. This is intentional to emphasize that it is recon and command models that use these actions regularly, not rank and file Gears!

14.7 SATELLITE COMMUNICATIONS & INTELLIGENCE

Vast webs of satellites interlink with distributed drone networks to provide detailed information on most corners of Terra Nova. It is very difficult to hide troop movements from these watchful eyes, and most battles will be waged under active observation. Specially equipped units can tap into these intelligence networks and gain real-time, comprehensive information about the battlefield beyond their sensor range. The high cost of such equipment, coupled with the danger of a foe gaining access to encryption techniques, limits this technology to a handful of specialized units and commanders.

Satellite Uplink (SatUp) actions	Effect	Requires
SatUp Auto Comms	models with Satellite uplinks are always within autocoms range of any other friendly model with a SatUp or in formation with a model with a SatUp.	SatUp (passive)
SatUp FO	Allows a Forward Observation action targeting a model anywhere on the table (not restricted by detection range).	SatUp (Action)
SatUp Counter Battery Sensors	Allows a snap fire Forward Observation reaction in response to Indirect Fire from an enemy model.	SatUp (Action), Braced posture

14.7a SATELLITE COMMUNICATION ACTIONS [SAT COMM]:

Any action with the [Sat] label is a **Satellite Communication Action**, or Sat Comm action. Sat Comm actions require a model to have a **SatUp: X+** skill trait and are resolved as an Skill Roll against the rating of the model's Satellite Uplink trait. Certain effects (such as concealment) may indicate that they cause Satellite Communication to automatically fail. Other traits or EW actions do not add modifier dice to any Satellite action unless the action specifies that they do.

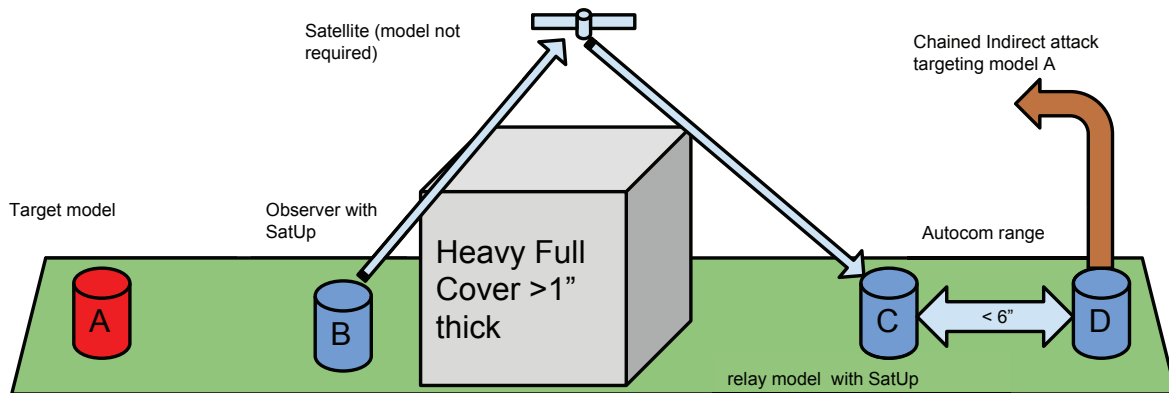
Unlike normal communications satellite communications are tight beam and are very hard to disrupt. Comms Jamming (CJ) will reduce the MOS of a satellite comms action but Comms Jamming (as a reaction) may not be used.

14.7b SATELLITE AUTO COMMS [SATUP AUTO COMMS]:

In a warzone, satellite communications are constantly in play and all models equipped with them share any information they receive with comrades instantaneously.

- ◆ Any friendly model with a SatUp may **Relay** Comm actions from a model with a SatUp trait to other friendly models within Auto Comms (6", see 14.6a) of the relaying model.
- ◆ Table effects that prevent Satellite Communication actions also prevent **SatUp Auto Comms** (sandstorms etc).

EXAMPLE DIAGRAM OF SATUP COMMUNICATIONS WITH A FORWARD OBSERVATION:

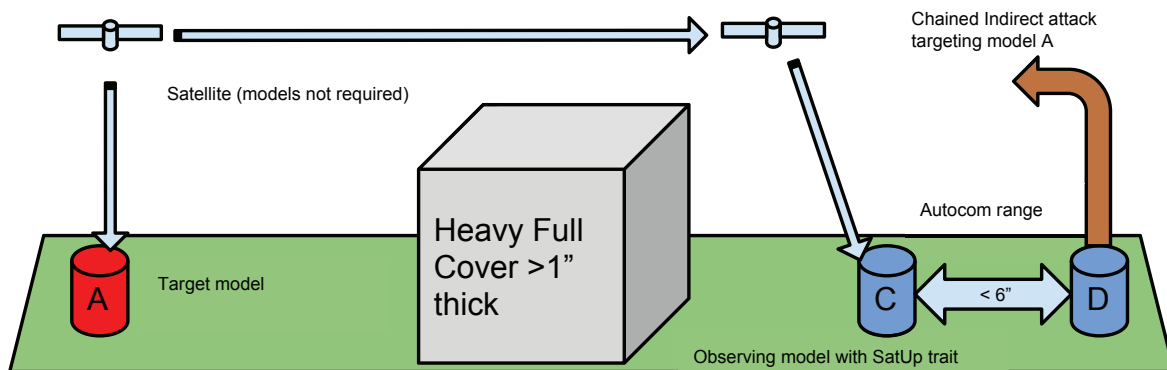


14.7c SATELLITE FORWARD OBSERVATION [SATUP FO, ACTION]:

The most frequent request of the intelligence network is a real-time map of the battlefield, as seen from above. Satellite Observation is a special form of Forward Observation (see 14.3a), that a model may use by spending an action and making a Roll using the Skill rating of the models Satellite Uplink trait instead of their EW attribute.

- ◆ All the normal modifiers to EW FO tests apply.
- ◆ If successful, nominate a single model in play as seen from directly above the table.
- ◆ For each success, one friendly model in Autocom's range may spend actions to chain any number of indirect fire (IF) attacks against the target as if the Satellite Observation was a Forward Observation with Lock.
- ◆ If the target model has full hard cover that obscure the target from above - such as from a rock overhang or building cover - cannot be the target of satellite observation actions.
- ◆ The target model may use the cover modifier of any adjacent terrain against attacks.

EXAMPLE OF SATELLITE FO



14.7d ACTION: SATELLITE COUNTER-BATTERY SURVEILLANCE [SAT CBS ACTION]:

While terrain can prevent accurate satellite identification in the heat of a battle, the tell-tale signs of firing can give away the position of carefully concealed targets.

- ◆ A braced model with a Satellite Uplink can spend an action to gain a Sat. CBS token until its next activation.
- ◆ While it has this token, this model counts as having the Counter Battery Sensors trait (See A.3) and remains in the braced posture.

15.0 COMMANDERS, COMMAND, AND CHAIN OF COMMAND

Commander: Any model that is designated as a CGL, 2iC, CO, or XO in an army list is a commander and has the Command Skill (CMD). A Commander may take **Initiative Checks** and give **Orders**. Initiative and Order tests are both Command tests and use the appropriate **Command (CMD) Skill rating** (below) to resolve. These tests may be modified by the Command Suite trait. Unless modified by an army list the leadership Skill values are:

TABLE 15.0: COMMAND ATTRIBUTES

Rank	Command (CMD) Skill rating:	Command Points (15.5)
Commanding Officer (CO)	3+	2
eXecutive Officer (XO)	4+	1 *
Combat Group Leader (CGL)	4+	1
Second in Command (2iC)	5+	1 *
Squad member	NA	0

* These CP count as Skill Points until the XO or 2iC replaces a destroyed CO or CGL (See 15.6)

Required Commanders:

- ◆ **Combat Group Leader (CGL):** Combat Group Leader models provide direct support with orders and command points to models in units under their command. A CGL counts as a commander to every model in their Unit as well as any models in an attached Support Unit (see 5.0).
- ◆ **Commanding Officer (CO):** Each force must have one CGL model upgraded for free to a Commanding Officer. The commanding officer is the overall commander of the mission. The CO may act as a commander for every other model in the force. A CO may issue orders that include any models in the force it is in formation to. A CO may give command points to any model in the force that it is in formation to.

Optional Commanders (See A.2)

- ◆ **Executive Officer (XO):** In many units, a commanding officer is assisted by an Executive Officer. If the force's CO is destroyed, the XO immediately replaces them and is then able to order other models including CGLs. The XO command attributes do not change when they are promoted (CMD skill and CP number). Until the CO is destroyed the XO may not issue orders to any unit except it's own unit.
- ◆ **Second in Command (2iC):** Combat units often have multiple models that provide tactical direction to the troops under their command. A 2iC counts as a Commander to every model in the Unit except the CGL. If the CGL is destroyed, any 2iC model immediately replaces them in the Chain of Command, their Skill rating and number of command points do not change.

Large games: If a player controls more than one force, nominate one CO as the **Combined Commanding Officer (CCO)**. This model is one step above COs in the chain of command. Large games are defined as a game with multiple players on one side or games totaling more than 500 points. The CCO acts as a commander for all models in all forces, while other COs act as a commander only for their specific force.

15.1 ATTACHED MODELS/UNITS:

Attached models, such as Support Units (SUs), may not include a Commander model, they use the Commander of the primary unit they are attached to and activate at the same time as the primary unit they are attached to. For all intents and purposes they function as one unit (See A.2).

Attached Support Units may not have generic upgrade and may not be veteran unless they have the Veteran (Vet) trait or are part of an Elite Force (See 5.0). Note: A model with the Vet trait will include the veteran upgrade cost and they will count towards the force limit of 1 veteran unit, See A.2). Some armies may have more than one veteran unit. The special rules or limitations are specified in the appropriate army list.

15.2 CHAIN OF COMMAND:

The lowest rung of the chain of command is the unit member serving under a Combat Group Leader. Combat Groups are led by a Combat Group Leader (CGL) and multiple combat groups are led by a Commanding Officer (CO). Initiative tests are taken by the model highest on the Chain of Command even if that model has a higher penalty modifier due to damage. The owning player chooses if multiple models qualify.

15.3 FORMATION:

A model is **In Formation** if it is within Auto Comms range (normally 6", See 14.6a) of a model that can be a commander to them. A model that does not meet these conditions is **Out of Formation**. A model can only be in formation with it's own squad CGL, or another model from higher in the chain of command. There is no penalty to being out of formation except that it will require a comms test for the commander to include them in command actions, or give them command point re-rolls.

Note that the intention is that being in formation also means that models are in auto comms range so do not require actions to pass them command point re-rolls etc. The disadvantage of being in formation is that models will be closer together when artillery strikes and blast attacks happen. It is up to the player to decide which strategy they will follow.

15.3a I GOT YOUR BACK:

Models in close quarters watch out for each other and can react as a unit when attacked. Any time a target model may use Snap Fire (See 10.4) and is in formation, any other friendly model from the same unit also in formation may use Snap Fire as if they were the target model of an attack. This snap fire attack still requires Lock.

15.4 ORDERS:

Orders represent tactical leadership and direction, and are available to any Commander model. To make an Order a commander model must spend one action and resolve a Roll against the model's Command (CMD) Skill rating (See table 15.0). If the Roll succeeds then the order is successful. Some orders only require a single successful order roll, some orders provide more benefit with a greater number of successes.

- ◆ A model making an Order may chain one free action to make a Comms Roll (See 14.1a).
 - ◆ If the Comms Roll is successful one unused model, currently not in formation, per success of the Comms test, may also participate in the Order action.
 - ◆ A Comms test is not required to include any models that are in formation with the Commander
- ◆ A model that uses an Order successfully may always choose to benefit from it and gains one free action which must be used to chain an action to the order.
- ◆ Command models with more than one action may give more than one order (though if the action requires models to chain their actions they must resolve actions chained to one order before resolving the other action to give a second order).

Example: A Headhunter spends an action to give the Coordinated Fire order. The Headhunter wants to include a flanking squad member in the order and chains a Comms test to include them and succeeds. The Headhunter resolves the Order test first, then the comms test to include the flanker, then the headhunter may also resolve a free action to chain an attack to the order.

COMMAND [ORDER] ROLL MODIFIER:

Modifier	Effect
Command Suite Trait (Command: +XD6)	+xD6

STANDARD MODIFIERS APPLY TO ALL TESTS A MODEL MAKES.

Standard modifier	Dice modifier	Modifier for defence tests
Critical: (Model has lost all Hull points)	-1D6	-1D6
Posture: Combat posture	+0D6	+0D6
Posture: Braced posture	+1D6	-1D6
Posture: Top Speed posture	-1D6	+1D6

15.5 ORDERS:

15.5a COORDINATED FIRE! [ORDER]:

One target model the Commander has Lock to will receive one or more Coordinated Fire tokens:

- ◆ place a number of Coordinated fire tokens on the target model equal to the number of successes of the command test.
- ◆ any model in formation with the Commander may discard a Coordinated Fire token from the target to re-roll an attack check roll targeting that model
- ◆ any remaining tokens are removed at the end of the active unit's activation

15.5b RADIO SILENCE! [ORDER]:

If successful all unit models and attached models in formation may gain a Radio Silence token. A model using radio silence:

- ◆ May not chain actions to any comms event and loses the token if it uses active sensors, attacks, or is engaged in melee.
- ◆ Gains the Profile: +12" trait if it is hiding, hull down, has full cover, or concealment from weather effects.
- ◆ Radio Silence tokens last until the unit's next activation.

15.5c CHARGE! [ORDER]:

If successful all unit models in and attached models in formation with the commander may gain a Charge token. Any PILOT tests made by a model with a charge token adds 1D6. Models with a charge token do not have to remain in formation. Models with a charge token:

- ◆ May only make melee attacks or use range weapons with a maximum range of 18" or less (range $\leq$ 0-9"/18").
- ◆ Attacks by charging models that target ready (non-activated) models add an additional 1D6 modifier to any melee or ranged attacks they make while charging.
- ◆ Remove the charge token at the end of the units activation

15.5d FULL SPEED AHEAD! [ORDER]:

If successful all models in formation that are unused may gain a Full Speed ahead token. Any model with a Full Speed Ahead token must use the Top Speed posture when activating and will not return to combat speed at the end of their activation. A model with the Token:

- ◆ Maintains the Top Speed posture until the start of their next activation.
- ◆ Retains the Top Speed token even if it moves out of formation.
- ◆ May not use Active Sensors (See 7.7).

15.5e INCOMING FIRE [ORDER]:

If successful all models in formation with the commander may make a We're in trouble reaction (See 9.5) test in response to any successful attack without spending an action. Incoming fire lasts until the unit's next activation. The Base Dice of the Incoming: Fire: We're in Trouble Roll is equal to the success of the CMD roll.

- ◆ A model using incoming fire may not make additional We're in Trouble Rolls using actions in addition to those allowed by Incoming fire.

15.6 COMMAND POINTS (CP) [REACTION]:

Command Points (CP) are the ability of a commander to overcome bad luck or capitalize on a situation by extorting models under their command to skillful or decisive action. One Command point may be spent as a reaction to re-roll any one test. The maximum number of CPs a commander can have at any time is defined by their rank (see table 15.0).

- ◆ a CGL may only spend CPs on models that are in the same combat group, and in formation (within 6" with Lock)
- ◆ spending a CP on a model in formation does not require a Comms test (action).
- ◆ a model that is out of formation, or a model the commander does not Lock to, may be given a CP but requires the commander to spend an action and pass a successful Comms test (14.1a) to do so.
- ◆ a model may receive the number of CPs up to the success of the Comms test.
- ◆ in the cleanup phase, after resolving persistent effects, each commander will recover CPs up to their limit

players should use tokens to track CPs. Place all CPs near the commander

Example: A Jager makes a defense check with a result of 3. This would result in a MOS4 hit against it. The Jager player may choose to spend a CP from the commander to re-roll all of the defense check dice.

Note that any check or roll may only ever be re-rolled once, regardless of the source of the re-roll (command or otherwise).

Commanding Officer CPs: A Commanding Officer (CO) may provide CPs for any model in the army that is in formation with it and in the chain of command (CGLs may not provide CPs to COs). A CO may pass CPs down the chain of command to CGLs by using an action and passing a Comms test if they are not within Auto Comms range.

15.7 SKILL POINTS (SP):

Some models have Skill Points (SP). Skill Points function identically to Command Points except that they can only be used by the model with them. Mark the model with a Skill token. Skill tokens regenerate in the Cleanup phase of each turn if they are used. Note that a re-roll can only be re-rolled once, regardless of how many CPs or SPs are available.

16.0 ADVANCED SCENARIO GENERATION

There are three steps to creating a standard scenario in Heavy Gear; **Selecting Forces, Rolling Scenario Parameters, and Selecting Objectives.**

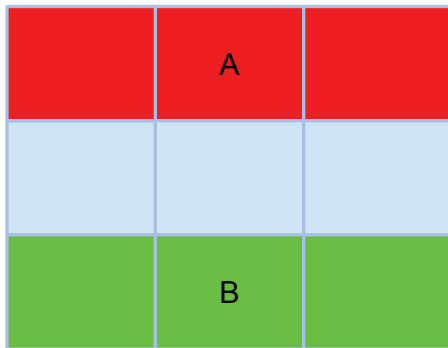
Step 1) Selecting Forces: Each player chooses their units up to the agreed upon point value of the game. Most games are matched points (both sides have the same number of points to spend) unless the players are playing a campaign of linked scenarios (See 5.0 and A.2).

Step 2) Roll scenario parameters: One rolls 1D6 for each of the scenario parameters. The parameters are; Deployment zones, number of Rounds, and Special conditions.

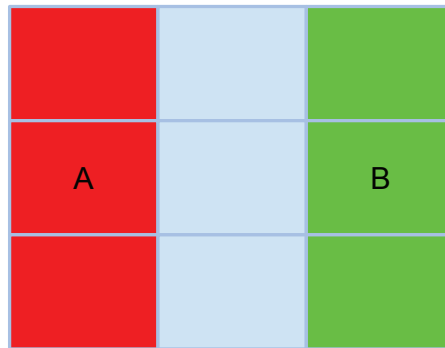
2a Deployment Zone (roll 1D6): If the table is square determine what is the long side and which edge will be considered the width before rolling.

- ◆ **1-2 - Narrow Edge:** Players may deploy up to 1/3 of the way onto the table, measured from the narrow (width) edge on opposite sides of the table.
- ◆ **3-4 - Wide Edge:** Players may deploy up to 1/3 of the way onto the table, measured from the wide (length) edge on opposite sides of the table.
- ◆ **5 - Diagonal:** Divide the table into nine equal zones (three lengthwise and three widthwise). one player may deploy in one corner ninth plus one adjoining ninth. The opponent deploys in a mirrored deployment zone on the other side of the table (opposite corner and adjacent ninth).
- ◆ **6 - Divided forces:** Divide the table into ninths (as diagonal deployment). One player chooses two diagonally opposite corner ninths to deploy in. The opponent deploys in the remaining corner ninths.

DEPLOYMENT ZONE EXAMPLES



Long Deployment



Wide Deployment



Corner Deployment (both players deploy in X or Y.



Divided Deployment

2b Number of Rounds (roll 1D6):

- ◆ **1 - Blitz!** Play five Rounds.
- ◆ **2-5 Regular-** Play six Rounds.
- ◆ **6 - Grind!** Play seven Rounds.

Number of rounds (Alternate): Starting in the 4th round the winner of the initiative may choose to declare **last round** before activating any units. In the cleanup phase of the turn the last round is declared the initiative winner will win if they have either the most victory points, or are tied for the most victory points (Check casualties at the end of each Round instead of using them as a tiebreaker.)

2c Special Conditions (roll 1D6)

- ◆ **1 - Fog/Smoke:** Concealment of 18". All passive models further than 18" from the active model counts as being in full light cover. Satellite observation is not possible.
- ◆ **2 - EM Storm:** All Comms events are automatically contested with an Electronic Countermeasures (ECM) Roll of 2D6 with an EW skill of 5+ if not actively contested with a model using comms jamming.
- ◆ **3 - White Sand:** Make all action tests with one white sand dice (use a different color or roll separately). If the white sand die is a [1] then place a Corrosion persistent damage token with an intensity of 1 on the model and immediately roll for corrosion damage (See 9.6).
- ◆ **4 - Extreme Temperatures:** Roll PILOT for each model before the first Round's Initiative Check. Any model with no successes will have a crippled token at the start of the game. This token may be removed by passing a PILOT Roll with at least one success in the Cleanup phase.
- ◆ **5-6 Normal Battlefield Conditions:** There is nothing remarkable about this battlefield. Roll a D6 for each piece of area terrain. On a 6 it counts as dangerous terrain as well.

Step 3) Selecting Objectives: There are three main methods of selecting objectives: Random mirrored objectives, random individual objectives, and selected objectives. Each objective is worth 1 VP. Small or beginner games, in the 50 to 100 threat value range, are best played with only one or two objectives respectively.

- ◆ **Random mirrored objectives:** roll randomly on the list for three objectives, each player has the same three objectives. Each player secretly chooses one objective to be their primary objective. That objective is worth double victory points if successful.
- ◆ **Random individual objectives:** Each player rolls randomly on the list of objectives for three objectives in total. Each player secretly chooses one objective to be their primary objective. That objective is worth double victory points if successful.
- ◆ **Selected Objectives:** Each player secretly chooses three objectives from the list. Each player secretly chooses one objective to be their primary objective. That objective is worth double victory points if successful.

Note: Tournament organizers should decide before the event which objective selection style they should use and this style should be communicated to all players with the event details along with any other special rules or objectives that the players may require.

Objectives (roll 1D6): Check the achievement of objectives in the clean-up phase.

- ◆ **1 - Assassinate:** The enemy commander must be neutralized. Destroy the enemy CO to complete this objective. If the enemy CO is not deployed on the table during deployment randomly select a commander who has been deployed as the target.
- ◆ **2 - Recon:** Perform a detailed scan (See 7.8) targeting any two enemy models. These models must be from different units unless facing only one unit. Note that enemy models includes destroyed enemy models..
- ◆ **3 - Protect:** One randomly selected friendly Commander model must be protected. Determine the commander at the end of the first cleanup phase from among those on the table or currently deploying onto it. If the chosen model survives the game without being destroyed then the objective is successful.
- ◆ **4 - Hold:** Before deployment place two Hold objective markers outside your deployment zone not within 12" of each other or a board edge. Select one objective secretly to be the real Hold objective. The objective is achieved if you control this objective at the end of the game. Objectives are controlled if a friendly model is within 6" of the center of the objective and no enemy models are within 6" of the objective.
- ◆ **5 - Capture:** Before deployment your opponent must place two objective markers outside of their deployment zone not within 12" of each other or a board edge. Secretly select one of these markers to be your Capture objective. Control this objective for two consecutive Cleanup phases to complete the objective.
- ◆ **6 - Wipe them out:** Randomly select one deployed enemy combat group in the cleanup phase of the first round. The objective is successful if the combat group is reduced to 50% or less of it's starting number of actions.

+ Casualties (Objective): At the end of the game determine which player has the most force TV remaining on the table, including deployed off-board support and flying models, but not counting models with critical damage, fortifications or models that did not deploy. This player adds one VP to their total. Casualties may not be chosen as a primary objective and does not count towards the three objectives chosen for the game. Casualties are always an objective when determining the results of a game. If the VP totals are equal then the player who wins the Casualties objective wins the tiebreaker.

Note that for all randomly selected objectives re-roll the result if it would cause you to have two objectives the same. If after the re-roll the result still stands then use the objectives as rolled except that no terrain or unit may be selected twice for being the target of an objective.

16.1 RESERVE DEPLOYMENT:

Units may use Reserve Deployment if every model in the unit, not including attached models, have the Stealth or Airdrop traits or are a part of an unit with the Unit Availability of Recon (RC) or another deployment option.

Units using Reserve deployment may choose to not be deployed at the start of the game and are not be placed on the table until the Cleanup phase of the first Round unless they are a Recon unit. Recon (RC) units may be deployed after regular deployment and get one move (See below) before the first Initiative Check. All other units will deploy in the Cleanup phase of Round one (or later) and enter the game on the following Round.

Units using reserve deployment are deployed during the cleanup phase of the first turn unless indicated otherwise.

16.1a STEALTH UNITS:

Stealth units are adept at flanking maneuvers allowed by their lower sensor profile. After regular deployment a unit composed entirely of models with the stealth trait may deploy in reserve on any table edge space that is not within the enemy deployment zone identically to an off board support unit (See 16.2c). Note the distance the unit is actually off the board, this distance must be at least one move away. The unit can shorten the distance to enter the battlefield in any round that it does not chain attacks to a forward observation or attack a target on the battlefield (See 16.2c).

16.1b AIRDROP UNITS:

During the first Clean-up phase pass a CMD roll with at least one success with an air dropping unit's Commander. If successful:

- ◆ place all models in an Airdropping unit anywhere on the board not within 6" of an enemy unit:
 - ◆ The unit must be in formation when placed (6" of the CGL, See 15.3).
 - ◆ then make a Dangerous Terrain PILOT Roll with all modifiers (See 6.5)
 - ◆ any model that rolls all 1s for the test is destroyed instead of being immobilized.

If unsuccessful then the unit will deploy as above in the second clean-up phase.

- ◆ Models with Jump Jets or Jetpacks improve their PILOT skill by 1 for the dangerous terrain test (PILOT:4+ becomes PILOT:3+).
- ◆ Until the unit activates they will count as using flying movement (See 17.0)
 - ◆ add +12" to the range of non-AA trait weapons (See A.3).
 - ◆ All attacks without the AA or flak traits use a GUN Skill rating of 6+ instead of their normal rating if firing on them (See A.3).
- ◆ The airdropping unit only counts cover if the cover is caused by a weather concealment effect until it activates.
- ◆ All models with a weapon in arc will have Lock to them.
- ◆ Until an airdropping unit activates they are not actually present on the board so their models may be moved through without penalty and may not provide cover.

16.1c RECON UNITS:

A Recon (UA: RC) unit has two choices for deployment:

- ◆ **Pathfinders:** The unit may deploy as a regular unit in the deployment zone after all normal deployment is completed. The unit may make one free Move before the first Initiative Check test is made. This move is at combat speed but the unit may not use any actions.
- ◆ **Rangers:** The unit may deploy as a Stealth unit (as above) but may arrive on the battlefield before the first Round's Initiative Check by choosing a distance of 0" after all regular deployment instead of in a Cleanup phase.

If a unit has the option of more than one Reserve deployment it is free to choose which one to use but all unit members must use the same Reserve deployment option. Note that each unit in a combat group may use a different deployment method.

16.2 SPECIAL DEPLOYMENT OPTIONS:

A model may use these options even if other models in the same unit do not have the same option.

16.2a AMPHIBIOUS DEPLOYMENT:

An Amphibious model that deploys in water may choose to start the game with a Hidden token (See 18.1)

16.2b FORTIFICATIONS:

Fortifications provide full heavy cover to any model within them or using them as cover. Deploy all fortification models together before any other models are deployed by either player. Any model that is deployed in a fortification purchased from the support section (See 18.3) can choose to begin the game Hull Down (See 18.2) or on Standby (See 10.3). Fortifications are too big to gain a cover modifier from deploying in area terrain that is not taller than the fortification.

16.2c OFF-BOARD SUPPORT UNIT DEPLOYMENT:

Units may be deployed as Off-Board Support Units (OBSU) (See 14.3a/b). Units that use OBSU Deployment are deployed after Generic Support purchases and before all other deployment (See 18.3). Place each model in the unit in base contact with any friendly deployment zone table edge, nominate and record a distance/range; this is the off-board distance from the table edge to the actual position of the Unit. A Unit may deploy as an OBSU while their Support Unit deploys on the table and vice versa.

Models deployed as OBSU do not activate normally. At the beginning of each turn they exchange all their actions for standby tokens (See 10.3). Measure range from the support model to the target point as normal adding the marked off-board distance as well.

Example: The combat model is 20" away from the target (measured from the model). The off-board distance is 40". Resolve each attack as if each model was 60" away from the target point.

Lock is determined from the position of the model but any range adds the additional distance.

Models in support may be activated to fire normally using the standby rules (See 10.3) or chain attacks to forward observations

Models deployed as Off-Board Support:

- ◆ They may be attacked normally, using the total range to the table edge plus their off-board distance.
- ◆ Models deployed as Off-Board Support are always considered to be on standby (See 10.3) and have adjacent light cover.
- ◆ Due to the inaccuracy of such long range fire all direct or IF attacks made by or targeting off-board support reduce their GUN Skill rating by one (GUN:4+ becomes GUN:5+).

If the off board model does not use any actions to fire it may instead spend all actions and re-position. A model that re-positions may move laterally along the table edge up to it's MR and may increase or decrease the off-board distance by the equivalent of up to two moves no bonuses or penalties apply). If the Off Board distance is reduced to zero or less the model has entered the play area and no longer counts as off-board.

17.0 AIR SUPPORT & VTOLS

Forces can call on air support with a little planning. Air support is a powerful way of bringing firepower that can be used to target any point on the battlefield.

17.0a FLYING MODELS:

Any model with a movement type of Flying (F) may be deployed flying as a circling model (See 17.1). Models with a SMS:F may also deploy using their flying SMS system. Flying models may not choose to use the braced posture.

17.0a FLYING MODEL DEPLOYMENT:

These models are not eligible targets for objectives. Flying models deploy in their deployment zones as normal but within 4" of a table edge like all support. If a force does not have a table edge as part of their deployment zone (Deployed in the center of a board for example) then deploy the flying models on any table edge during the first round cleanup phase.

17.1 CIRCLING THE BATTLEFIELD:

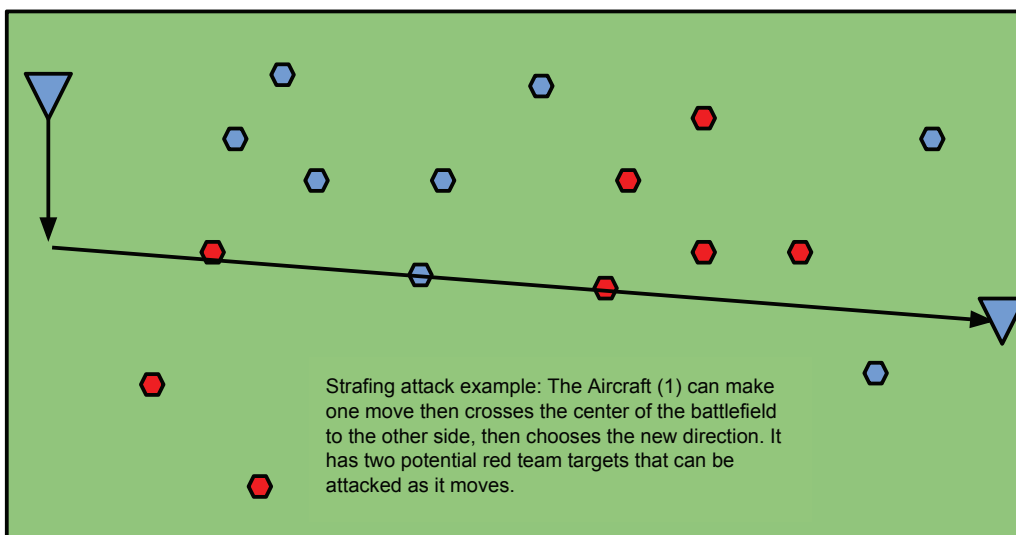
Circling is a position where a flying model can prepare to attack targets in the air or on the battlefield. A circling model:

- ◆ must point left or right parallel to a table edge
- ◆ can only attack other flying models in range with Forward arc weapons or ground targets with weapons in a side (left or right) arc.
- ◆ add 12" to any measurement for attacks targeting ground or air targets.
 - ◆ Aircraft models always are considered to be elevated above models on the battlefield.
- ◆ may only move parallel around the edge of the board (within 4" of the edge) and must face left or right (parallel) along the edge.
 - ◆ Flying models may only reverse their direction of circling movement once each activation.
- ◆ attacks against targets on the battlefield from a circling model are resolved as a normal attack from a model in support with three exceptions:
 - ◆ The attacker gets the elevation modifier (+1D6). (target will still have any additional cover that intervenes).
 - ◆ The attacker must use either the combat or top speed postures and can never use the braced posture.
 - ◆ a circling model's Gunnery skill is reduced by 1 (Gun:4+ > GUN:5+).

17.2: STRAFING THE BATTLEFIELD:

A strafe attack is one that allows a low level pass of the battlefield to improve accuracy and allow direct attacks but places the attacking vehicle at greater risk. Strafing models:

- ◆ declare strafing when declaring posture of a flying model
- ◆ strafing movement does not use MR, it is a move directly from one table edge to the opposite table edge through the centerpoint of the table.
- ◆ the strafing model may make one circling move then:
 - ◆ make one turn to face directly at the center of the table
 - ◆ cross the table to the opposite edge
 - ◆ Resume circling, choose direction
- ◆ may interrupt movement to attack any target in detect range
 - ◆ The active model may only attack targets that fall under the line of the strafing attack unless the weapon has a Turret arc (or Fast turret).
 - ◆ Never apply additional cover modifiers.
- ◆ must stop to resolve any anti-air snap fire when it reaches the center point of the table.
- ◆ may not attack other flying models in the same activation as a strafing attack.



17.3: SHOOTING AT MODELS USING THE AIR MOVEMENT TYPE:

Any attack that does not have the **Anti-Air (AA)** trait (See A.4) resolves the attack action targeting a flying model with a GUN of 6+. Any model with a weapon with the AA trait may resolve a snap fire action targeting the active model when it crosses the center of the board. When a flying model is circling all table based weapons or traits are considered to be at range +12" to the target. When a flying model is strafing the range to the target model is +12" for weapons without the AA trait.

17.4 LANDING [ACTION]:

A flying model may spend an action to land. Declare the landing when the choice to strafe the battlefield is made. Movement is identical to strafing. A flying model without a hover Secondary movement system (SMS:H) requires a space of open terrain as long as two moves to land.

A Model with a SMS:H may land at any point of it's strafing movement in open terrain. Any landing that is on non-dangerous road terrain may land without a dangerous terrain test (See 6.6a). Any landing not on a road, or on a road with any area of dangerous terrain must make a dangerous terrain test. A landing model that is immobilized is destroyed.

A landed model uses the braced posture and gains a standby token for each unused action when landed. A landed model may move again by declaring it is taking off (requires same distance as landing or Hover SMS) and will move the model directly forward off board to a circling position again. A landed flying model without a hover SMS that enters area terrain, or crosses instance terrain when moving on the ground is destroyed.

17.4a LANDED FLYERS WITH HOVER MOVEMENT TYPE:

A flying model with a Hover SMS may land at any point in open terrain and may count as landed, or as moving with the hover movement type at combat speed. The round after the model arrives on the table it may choose postures normally. A flying model with SMS:H will use the Hover movement type until an action is used to resume air movement and the models moves off table to resume circling.

17.5 DAMAGE TO AIR UNITS:

Models using flying movement that are destroyed are always overkilled.

17.5a SPECIALIZED AIR WEAPONS:

Weapons with range: Drop are employed by dropping them on any target the flyer moves over when strafing or any support model moved over when circling. It may only be used by models using the flying movement type.

Name	Code	Range	L (PEN)	M (PEN)	H (PEN)	Traits
Bomb	*BB	Drop	8	10	12	AE:5", IF, Blast:2D6 (AE:2")

17.6: AIR SUPPORT COSTS:

These generic aircraft can be used by any force with 0-1 unit that may be taken as a Primary Unit and 0-1 unit that can be taken as SU.

GENERIC FLYING MODELS (TO BE USED WITH BLITZ AIR SUPPORT COUNTERS)

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Generic Fighter	15	GF (0-3)	14" F	6	4 / 3	2	4+	3+	6+	2x MAC (AA), LSAM (LA:2)	Agile, Fragile: Move, Fast, TD:+OD6	Vehicle (Flyer)
Generic Fighter/Bomber	20	FB (0-3)	10" F	7	4 / 4	2	4+	3+	6+	2x HAC (AA), LSAM (LA:2), HRP	Agile, Fragile: Move, Fast, TD:+OD6	Vehicle (Flyer)
Generic Bomber	25	GB (0-2)	8" F	8	4 / 6	3	4+	4+	5+	LRC (AA, FT), MSAM (LA:2), 2x MBB (LA:2)	Fragile: Move, Rugged Weapons	Vehicle (Flyer)

17.7 VERTICAL TAKE-OFF AND LANDING (VTOL):

VTOL is a sub-type of vehicle. A VTOL deploys as a normal model but at the start of each activation in addition to choosing a posture it must choose to be **Nap of the Earth** or **Elevated**. VTOL models have a special designation for their movement type of the letter V.

17.7a NAP OF THE EARTH (NOE):

A VTOL using nap of the earth movement moves as a regular hover vehicle until it's next activation.

17.7b ELEVATED:

A VTOL moving at an Elevated height may not use cover other than concealment from weather effects and counts as if it is using flying movement. All non AA weapons add +12" to the range to the VTOL. An elevated VTOL may not be attacked by melee weapons and transported troops may not disembark. If the VTOL is destroyed while elevated any transported models are destroyed.

17.7c MOVING VTOLS:

VTOLs always have an unlimited jump jet rating and may cross over any terrain or maintain an elevated position over any piece of terrain without taking a dangerous terrain test.

18.0 MISCELLANEOUS RULES:

all rules that do not fit in another section go here.

18.1 HIDING [ACTION]:

A model that hides must spend an action to hide. Hiding requires adjacent cover. The hiding model gains a hiding token. Models with a hiding token gains the Stealth trait (See A.3). A hiding model that uses an EW action, gives orders, makes a non-cautious move, or makes an attack actions/reaction will lose its Hiding token. A model with the Stealth trait that Hides gains the Profile: +6" trait (See A.3).

18.2 HULL DOWN [ACTION]:

Hull down requires adjacent cover. Gain a hull down token. A model with a hull down token that makes more than a single 2" cautious move and one turn in a round will lose the hull down token.

A model with a Hull Down token that has cover improves it's PILOT Skill by 1 rating (3+ become 2+). Example: A Tank (Pilot 6+) goes Hull down behind a building. It now uses a PILOT Skill of 5+ when making any defense check tests and counts as braced if attacked without cover.

Example: A Hunter chooses top speed posture, moves beside a wall and uses it's activation to go hull down. The hunter will improve it's PILOT by 1 from any attacks that the wall gives cover from but if an enemy model attacks without the wall giving cover the Hunter will count as braced (-1D6 modifier).

18.3 GENERIC SUPPORT PURCHASES:

Any army may choose to purchase the following support choices. These support choices may only be purchased as a Regimental Support choice for a GP, FS, or IN unit. (see A.2): CEF, Caprician, Utopian or other colony Forces may, regardless of their UA, select 0-1 Generic support unit per force to represent their position as an invader army. Generic support choices count as Fortifications/Structures for damage and weapons without the Ammo: AS trait resolve attack checks against them with a GUN TN6+.

Fortifications and Cover: Fortifications count as heavy cover. Models that are transported within fortifications may be attacked as normal. A fortification must make a defense check against any attack that misses a transported model. Models transported within a fortification gain the Blast Resistance trait.

Fortifications and actions: Fortifications may spend their actions as if they were standby tokens. Fortifications may use any actions that their equipment allows and always count as being at the braced posture.

Firing weapons while transported in a fortification: It is assumed that there are ports for firing any kind of weapon that a transported model may have. There are no special restrictions on the kind of weapons that a model transported by a fortification can fire.

Note that due to a PILOT attribute of NA fortifications and other support terrain still roll dice for defense checks but do not gain any skill bonus for secondary dice. As an immobile model fortifications are perpetually in the braced posture when active or passive so only roll 1D6 for defense unless there is adjacent or additional cover.

18.3A DEPLOYING SUPPORT:

All support options are deployed after deployment zones have been selected but before any other units are deployed.

Turrets (15 TV): Turrets are 1.5" x 1.5" x 2" tall fortifications.

Outposts (20 TV): Outposts are 3"x 3" x 5" tall fortifications with any units transported within the Outpost that must be deployed with it.

Mine fields (5 TV): A minefield is a 6" x 3" template placed or marked on the table. For each inch a model moves while within a minefield it must roll a 1D6 PILOT Roll. Each failure will cause one damage. Each minefield counts as 1 action for purchasing. Hover vehicles are affected by minefields as normal. Models using flying movement are not affected. A model using cautious movement (2" move with only one turn) may roll 2D6 for the test for each inch and takes no damage if at least one success is rolled.

Obstacles (5 TV for 5 Obstacles): Place five 1" cube obstacles in a line with 1" between each obstacle. Any model using ground or hover movement treat obstacles as impassable terrain. If destroyed obstacles will count as difficult terrain but not cover.

Bunkers (5 TV for 1 bunker): Bunkers are 2"x 2" x 1" tall fortifications that are also buildings that can transport troops.

Trenches (5 TV for 6"x1" of trenches): Trenches are fortifications only for Infantry models. One Infantry model may use each 2" of trench.

SUPPORT TYPE ATTRIBUTES

Types	TV	UA	MR	AR	DC	Act	GUN	PILOT	EW	Weapon	Traits
AC Turret (1)	15	Any	0"	10	3 / 2	1	4+	NA	6+	HAC (FT, Link)	Flank: +0D6, Sensors 18"
RP Turret (1)	15	Any	0"	10	3 / 2	1	4+	NA	6+	NRP (FT, Link, PEN:10)	Flank: +0D6, Sensors 18"
AA Turret (1)	16	Any	0"	10	3 / 2	1	4+	NA	6+	HAC (FT, AA, Link)	Flank: +0D6, Sensors 18"
Outpost (1)	20	Any	0"	10	6 / 4	4 **	4+	NA	5+	MAC (FT+L/F), MAC (FT+R/B), MAC (FT+L/F), MAC (FT+L/B)	HGC: 2 or Transport: Infantry (6), Flank: +0D6, Sensors: 18"
Minefields (6"x3")	5	Any	0"	-	-	0 *	-	-	-	-	-
Obstacles (5)	5	Any	0"	10	1	0 *	-	NA	-	-	-
Bunker (1)	5	Any	0"	12	6	0 *	-	NA	-	-	Flank: +0D6, Transport: Infantry (2)
Trenches (6")	5	Any	0"	10	6	0 *	-	-	-	-	Full Cover, Transport: infantry (3)

* This model counts as one action for army selection purposes.

** This model counts as three actions for army selection purposes.

18.3A DAMAGING AND DESTROYING TERRAIN:

Terrain features are generally fairly sturdy and any serious attempt to reduce the cover of a target by destroying the cover usually results in dust, debris and smoke which only serve to further obscure targets.

However there are circumstances where the removal of destroyed models or key terrain features can be a viable option to open an attack vector or another strategic reason. Terrain cannot be damaged except by a deliberate attack targeting it, even by blasts or other AE attacks. Terrain that is an objective will still count as an objective even if it is destroyed.

Area terrain may not be destroyed or damaged

If targeting a destroyed Gear, Strider, or Vehicle model make a defense check of 1D6 with no modifiers except for cover. If the model is overkilled remove the model from the table (See 9.4).

If targeting terrain make a 1D6 defence check with no modifiers except for cover. Terrain gain cover as normal. the attacker uses a GUN TN of 6+ unless the attack is made with a weapon with the Ammo: AS trait (See A.3). This represents the difficulty of hitting such a target in a weak location. Terrain always has the blast resistance trait.

- ◆ Light or medium terrain will have AR:6 and one DC per cubic inch of volume (round up).
 - ◆ Example: A 4" long, 1" high, ½" wide, light cover wall has DC: 1.
 - ◆ Example 2: A 4.5" long, 1" high, ½" wide, medium cover wall has DC: 2.
- ◆ Heavy Terrain has AR:9 and two DC per cubic inch of table space it occupies.
 - ◆ Example: A 4" long, 1" high, ½" wide, heavy cover wall has DC: 2.

If terrain is destroyed it becomes difficult terrain with half it's original height. Overkill has no additional effect on terrain.

18.4 DRONES:

Drones are a type of remote devices that provide additional abilities to the model controlling them. All drones have an attribute line that identifies their type and are attached to the model they are purchased for. A Drone has one action that may be used when the controlling model activates. To prevent them from being hacked drones are programmed to go inert if they are separated from their controlling model by more than 6" at the end of the drone's activation. A Drone must chain it's activation to it's controlling model's activation but does not have to use the same posture, type of action or select the same target for its action. A Drone and the model it is attached to share an activation with all movement and actions occurring in an order chosen by the player.

Drones:

- ◆ move as ATV infantry (See 2.14)
 - ◆ automatically fail any dangerous terrain tests they have to make and will be destroyed if entering dangerous terrain.
- ◆ are destroyed if the model they are attached to are destroyed.
- ◆ never provide cover or prevent Lock.
- ◆ may be moved through by other models
 - ◆ models that end their movement in the same space as a drone will force the drone to move until the space is not shared.
- ◆ may not make special melee attacks.
- ◆ may not capture objectives.

Drones may be targeted by any attack that has one of these traits:

- ◆ Anti-Infantry (AI), Spray, Area Effect (AE), or Precise

or

- ◆ is from the melee category.

All other weapon attacks will miss automatically.

Drone Variants:

- ◆ **Recon Drones (Recon):** Recon drones are popular when the recon speciality units have been eliminated or are unavailable.
- ◆ **Demolition Drones (Demo):** Demo drones are designed to be powerful attacks. There are two varieties, one with a short range Grenade and one with a shaped explosive.
- ◆ **Hunter-Killer Drones (H-K):** These are Anti-infantry drones.

Utopian N-KIDU Drones: Utopian N-KIDU Drones are treated as normal models, not Drones under these rules.

DRONE ATTRIBUTES

Type	TV	MR	AR	DC	GUN	PILOT	EW	Weapon	Traits	Type
Recon	1	8" H	1	1	6+	5+	5+	-	TD: +OD6	Drone
Demo (Grenade)	1	5" G	2	1 *	5+	6+	6+	MHG (LA:1) *	Offroad:+OD6	Drone
Demo (Charge)	1	5" G	2	1 *	5+	6+ **	6+	MSE (LA:1) *	Offroad:+OD6	Drone
Hunter- Killer	1	6" H	1	1	5+	4+	6+	LMG	Jump Jets:2	Drone

* Remove demo drones from play after they have made an attack with a weapon. This represents the drone deactivating itself after using the weapon.

** Demo (Charge) drones have a PILOT skill of 5+ when attacking with a shaped explosive.

18.5 TRANSPORT:

Any model with the HGC (Heavy Gear Carrier), APC (Armored Personnel Carrier), or Transport: X traits may transport the types of models indicated by the trait.

A unit may **Embark** on a transport vehicle by completing a move at combat or top speed within 1" of a door on the model. Remove the transported model(s) from the table and place them to one side, they are contained within the transport.

A unit may be **Disembarked** from a transport when it activates by chaining one action from each model that disembarks if the transport is using the combat or top speed postures. Place each model with its base within 1" of the transport's door. Models may be disembarked into terrain if it is not impassable terrain.

- ◆ If moving at Top speed all models must disembark at the same point, they may not move further this Round.
- ◆ If moving at combat speed any number of models may disembark at any point of the movement, they may not move further this Round.
- ◆ If the transport is braced then any transported models may be disembarked without using an action and may choose posture and move normally when they activate.
- ◆ A model may not disembark and embark or vice versa in the same activation.

Destroyed Transports: All models in a transport that is destroyed must disembark immediately. If a transport is Overkilled each embarked model must make a dangerous terrain test and are destroyed instead of immobilized if they have no successes (See 6.6a). Models that are forced to disembark from a destroyed transport lose all their actions and receive a used counter, and thus may not activate except to move.

18.5a INFANTRY ENTERING BUILDINGS:

Infantry may enter buildings by moving to touch the terrain. One infantry model may occupy a building per floor unless players decide that a large building has a greater capacity.

18.5b ATTACHING MODELS IN A BUILDING:

When attacking infantry models in a building each model must be targeted as an individual model. AE weapons may attack a number of floors equal to the rating of the AE trait. Infantry models in a building have adjacent cover from the building and measure ranges from the edges of the building. Infantry in a building that is destroyed suffer the same consequences as being in a transport that is destroyed (See 18.5).

18.6 MULTI-COMPONENT VEHICLES:

From the Heavy Hover Tanks of the CEF to the new generation destroyers of the Terra Novan landship fleets and the N-KIDU Gilgamesh command tanks of Utopia there are some very large vehicles in the Heavy Gear game. These vehicles have the MCV trait and are composed of several models that are attached together, usually a body/drive section as one model and turrets or drawn sections are attached as additional models.

Multi-component vehicles:

- ◆ Always use the posture of the body section.
- ◆ Each component is targeted and damaged independently.
- ◆ Components cannot receive more damage than their DC and additional damage never carries over to other components.
- ◆ Components cannot benefit from traits on other components except through the use of actions (Example: Sensor Boosting).
- ◆ Count as heavy cover to other models
- ◆ Have a silhouette (from attackers perspective) of the width of the model and a height of 4" unless indicated otherwise..
- ◆ If a Core component is destroyed all other components count as Immobilized, but are not destroyed.

Only the HHT-90 model for the CEF has been released as of publication. A traditional Landship of the Terranovan Navies would be better used as a table to fight on than as a model. There are no current plans for new MCV models, for now.

18.7 RECOVERY VEHICLES AND COMBAT MEDICS:

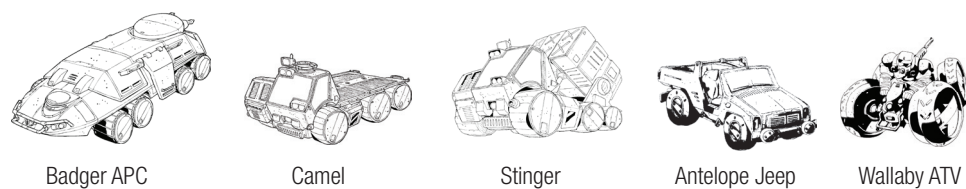
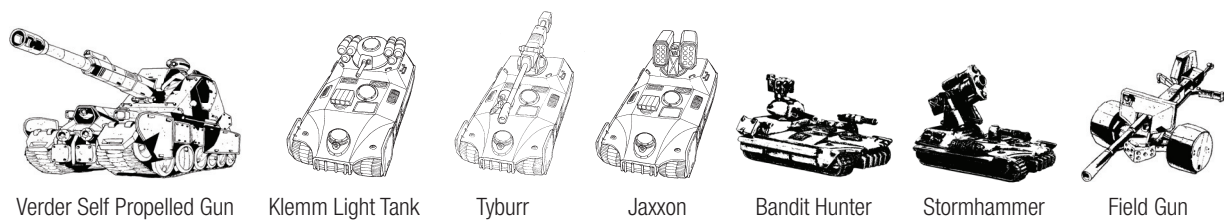
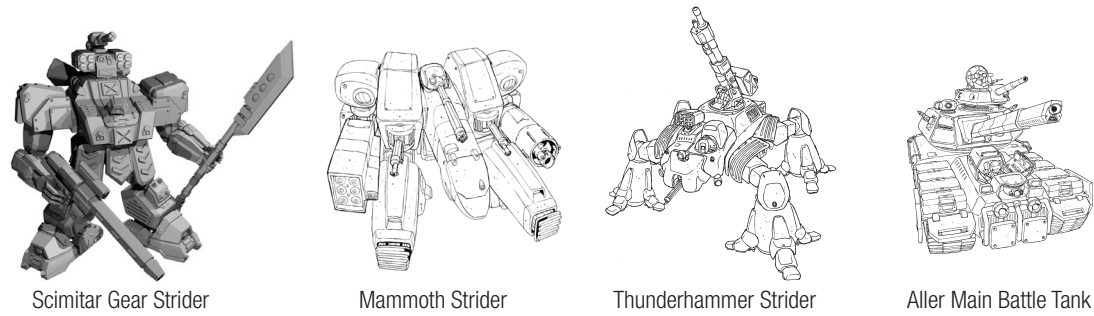
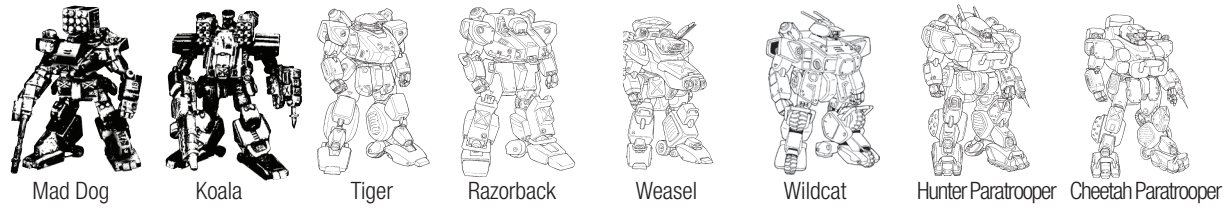
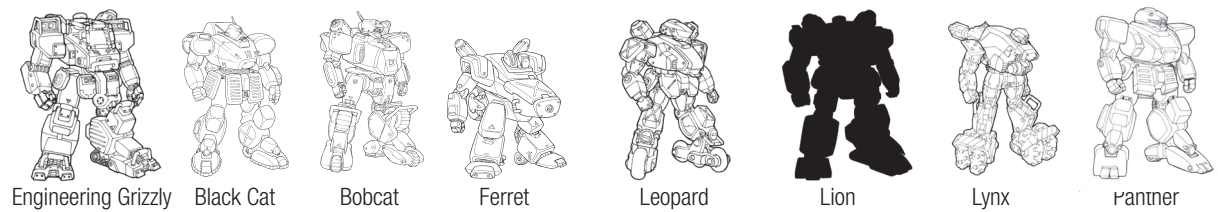
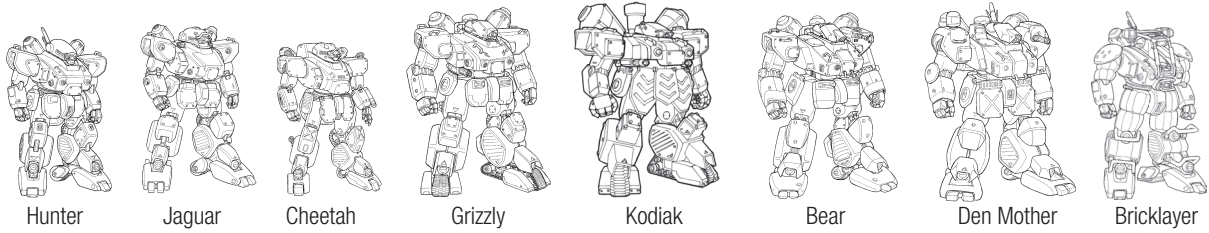
Every army requires units dedicated to supporting the medical and rescue need of their troops. It is a universally accepted standard that medical vehicles are not military targets. Accidental or deliberate targeting of medical units can send any nearby friendly units into an outrage frenzy.

Combat Medics: This model may use the Damage Control action (See 9.3) to remove persistent damage tokens from friendly infantry type models. This model uses a TN2+ for any damage control tests it makes. A combat medic model may only use actions for damage control, Top speed, or defense action bonuses. A model with Medic may not capture objectives or be an objective. A Medic model may never be a Commander. Medic models never provide cover.

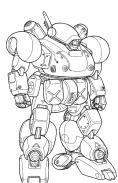
If a model with combat medic is destroyed by an enemy attack immediately add 1 command point to one commander of the players choice. This represents the outrage that deliberate attacks against non-combatant generates.

Recovery vehicles are Gears or vehicles tasked with rescuing stuck combat vehicles and using retardant foams and gels to fight fires and corrosive effects (See Damage Control 9.3). Recovery vehicles are not Medics and are legitimate military targets. Many engineering Gears are well equipped for their tasks but are also ridden by Pilots who favor a melee combat approach where they can get their hands dirty.

APPENDIX 1: VEHICLE RECOGNITION - NORTH MODELS



VEHICLE RECOGNITION - SOUTH MODELS



Jager



Black Mamba



Iguana



Spitting Cobra



King Cobra



Black Adder



Sidewinder



Desert Viper



Anolis



Jager Paratrooper



Asp



Copperhead



DartJager



Engineering Cobra



Stonemason



Street Viper



Iguana Paratrooper



Python



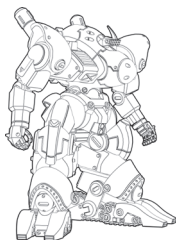
Rattle Snake



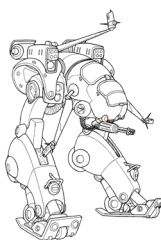
Salamander



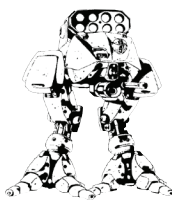
Silverscale



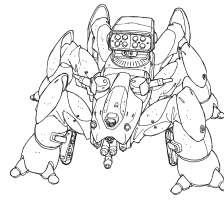
Drake Gear Strider



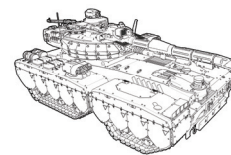
Naga Strider



Sagittarius Strider



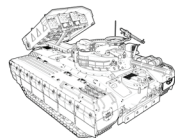
Dragon Strider



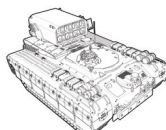
Visigoth Main Battle Tank



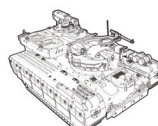
Hetairoi Hovortank



Hun Light Tank



Ballista



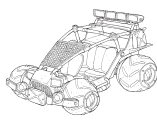
Recon Hun



Ostrogoth



Caiman APC



Elan Jeep



Jackrabbit Bike



Field Gun



Varis (VTOL)

VEHICLE RECOGNITION - PEACE RIVER MODELS



Warrior



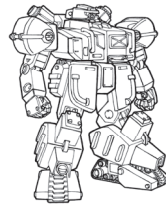
Warrior IV



Jackel



Spartan



Crusader IV



Greyhound



Harrier



Skirmisher



Shinobi



PitBull



Valence



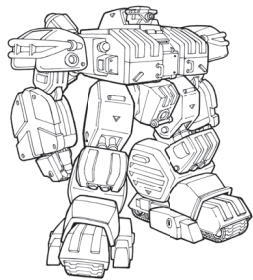
Gladiator



Mustang



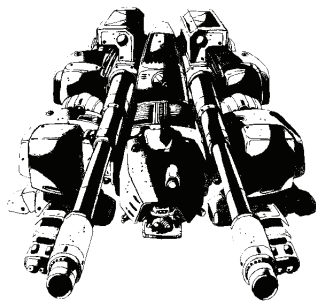
Argos



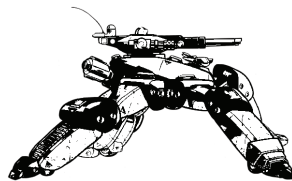
Cataphract Gear Strider



Uhlan Gear Strider



Red Bull MkII Strider



Coyote Light Tank Strider



Hoplite APC



Mastiff APC



Spitz ATV



Mameluk

VEHICLE RECOGNITION - NUCOAL MODELS



Chasseur



Cuirassier



Jerboa



Chevalier



Chasseur MkII



Espion



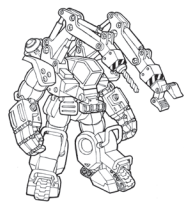
Chasseur Para



Jerboa Para



Lancier



Sapeur



Chargeur



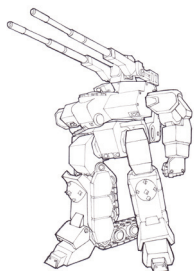
Boa



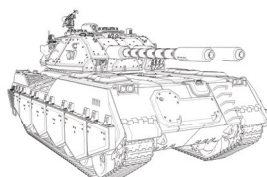
Wildcat



Valence



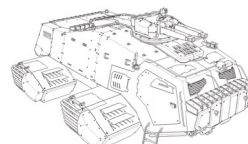
Hussar Gear Strider



Voltigeur Main Battle Tank

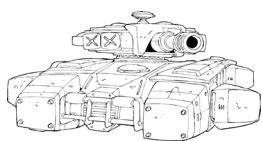


Fusilier Hovortank



Sampson Hover APC

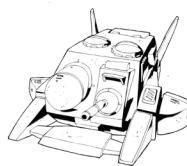
VEHICLE RECOGNITION - NUCOAL / PORT AUTHUR KORPS MODELS



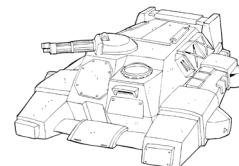
Light Hovortank 67 (LHT-67)



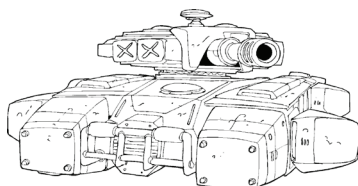
Light Hover Tank 71 (LHT-71)



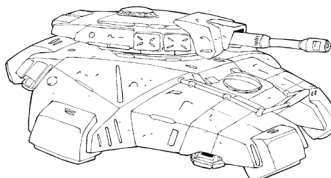
Hovercar (HC-3)



Hover APC (HPC-64)

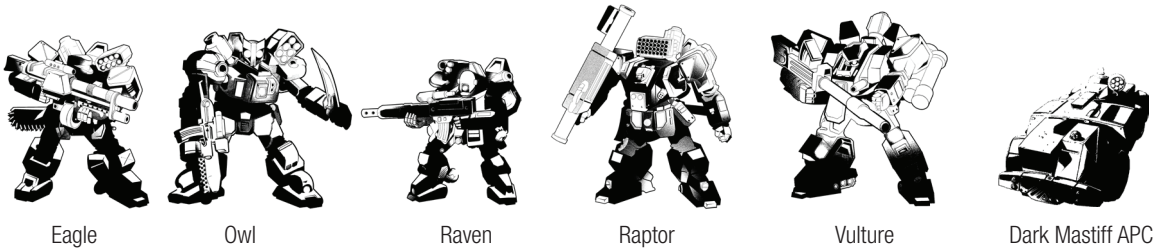
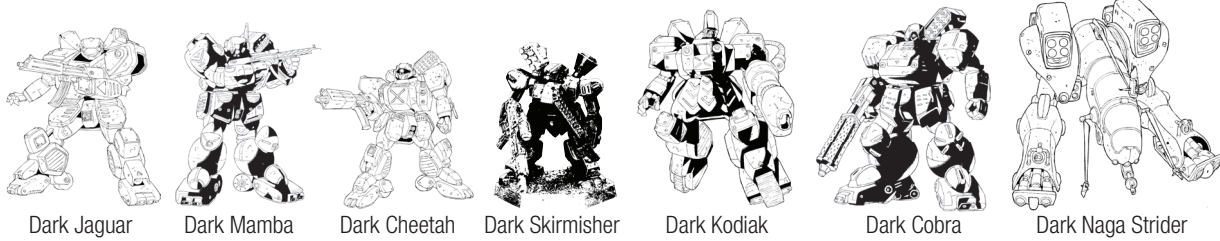


Hovortank 68 (HT-68)

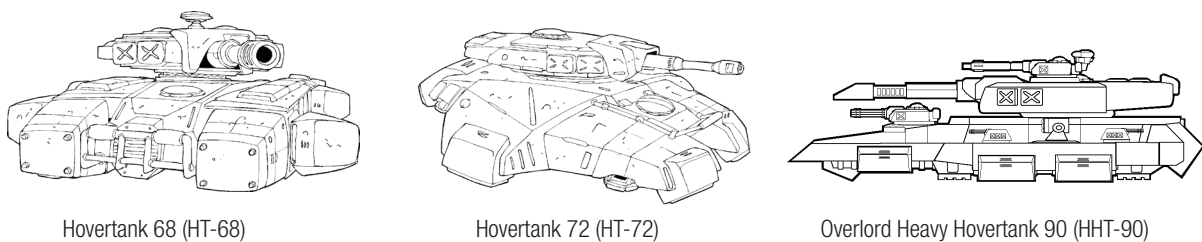
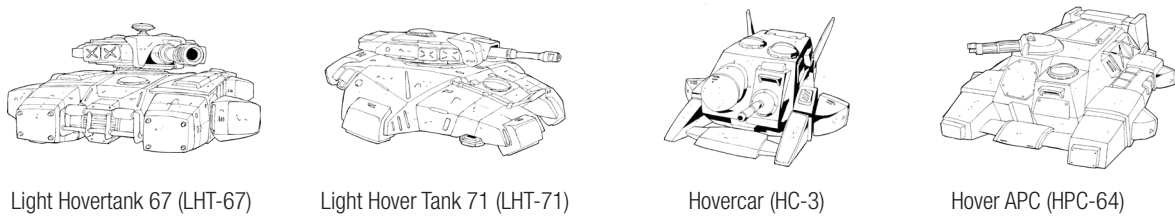
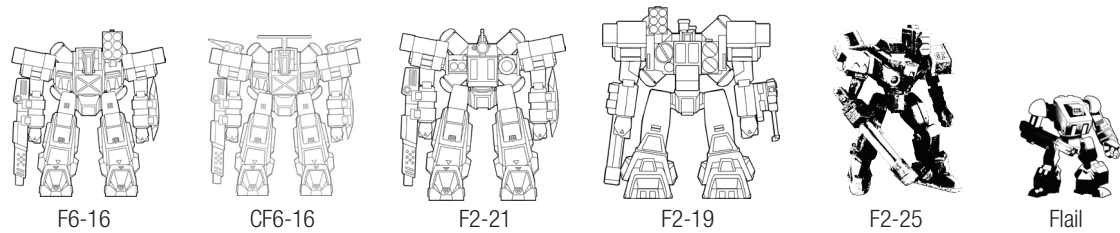


Hovortank 72 (HT-72)

VEHICLE RECOGNITION - BLACK TALON MODELS



VEHICLE RECOGNITION - CEF MODELS



VEHICLE RECOGNITION - CAPRICE MODELS



Bashan



Bashan Command



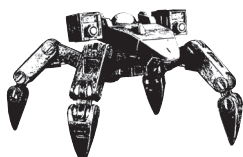
Aphex



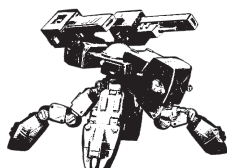
Kadesh



Meggido



Moab

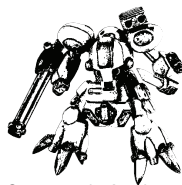


Ammon



Hamath APC

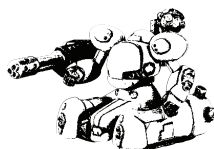
VEHICLE RECOGNITION - UTOPIAN MODELS



Commando Armiger



Recce Armiger



Support Armiger



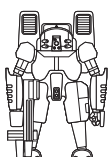
Commando Drone



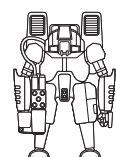
Recce/Trooper Drone



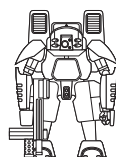
Support Drone



Marshall Ape

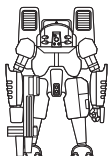


Constable Ape

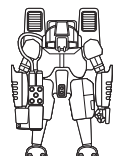


Man at Arms Ape

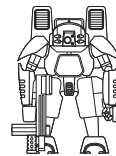
VEHICLE RECOGNITION - EDEN MODELS



Marshall Golem



Constable Golem



Man at Arms Golem

APPENDIX 2 (A.2): ARMY CONSTRUCTION:

A.2.0 ARMY CONSTRUCTION SUMMARY:

All forces are constructed in a similar format by purchasing models to construct squads with.

- ◆ **Forces** are composed of **Combat Groups**. **Combat Groups** are composed of **Units**. **Units** are composed of **models**.
- ◆ Each **Combat Group** must have a single **Primary unit**.
- ◆ Each **Primary Unit** may have up to one **Support Unit (SU)** attached to it.
- ◆ All models in a unit must share the same **Unit Availability Type (UA)**.

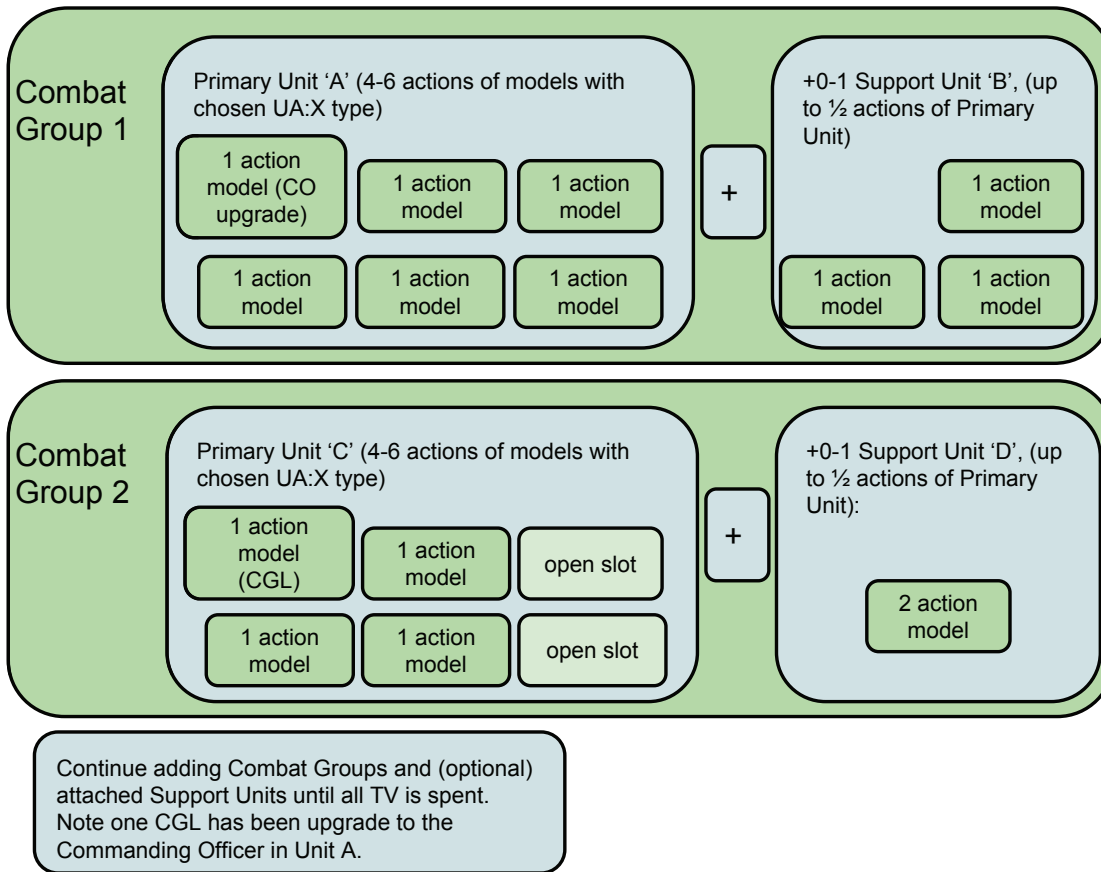
To construct a force follow this procedure:

Note: Models are rated on a points scale with points called Threat points Value or TV.

1. **Select Force size (100-500 TV total):**
2. **Construct a Primary Unit:**
 - a. Choose one Unit Availability (UA) type for the Primary Unit.
 - b. Select a total action rating (ACT) of 4, 5, or 6 actions.
 - c. Choose models with a UA that matches the UA type of the unit up to the number of actions selected in step "b" and the limits listed per model/variants (See 5.2). Unless otherwise noted all models have a selection limit per unit of 0-2.
 - d. Variant limitations are applied per unit.
 - e. Models with the CMD limit in the UA section may only be selected if they will be command models (CGL, 2iC, XO, or CO (See 15.0)).
3. **Select 1 model in the unit to be the Combat Group Leader (CGL).**
4. **Select 0+ Generic Unit Upgrades for the Primary unit** (See A.2.2).
5. **Select 0-1 Support Unit (SU) to attach to the Primary Unit (A combat group does not require a SU):**
 - a. Choose one Unit Availability (UA) type for your SU
 - b. Choose 0-X actions (ACT) of models up to half the number of actions the primary unit it is attached to has (round up).
 - c. choose models with a UA that matches the UA of the support unit up to the number of actions selected in step "b".
 - d. A SU may include one less of each variant than the listed limit unless noted otherwise (0-1 variants may not be selected).
 - e. The Support Unit UA type is not limited by the UA of the unit it is attached to.
 - f. SUs may not use Generic upgrades.
 - g. SUs may not have commanders
7. **Return to step 2:** Continue to choose Combat Groups (primary units and attached SUs) until the force TV maximum has been reached
8. **Choose 1 CGL model to be your Commanding Officer (CO) for OTV.**
 - a. The CO gains the Command:+1D6 trait, or improves it's current command trait by +1D6.

Note that a primary unit does not have to select a model with the limit of CMD as the commander but cannot choose a model with a limit of CMD variant for a model that is not a commander.

A.2.1 DIAGRAM OF FORCE SELECTION [DETAILED]:



(Round up) fractional values of model actions: (A Primary Unit with five actions may have an attached Support Unit of up to 3 actions.

Example Army:

Primary unit 1 (UA:GP): 5x Hunter Gears (30TV), one upgraded to Headhunter (+1TV)
attached Support Unit (UA:FS): 2x Grizzly (24TV)

Primary unit 2 (UA:SK): 3x Jaguar (30TV), 1x Hunter (6TV), on Jaguar upgrade to Thunder (+1TV).
attached Support unit (UA:RC): 2x Ferret MK.2 Gunner (12TV)

Primary Unit 3 (UA:LT): 2x Klemm light tank (44TV), plus 2x Recon Drones (2TV)

Total: 30+1+24+30+6+1+12+44+2 = 150 total Threat point Value army list.

A.2.2 GENERIC ARMY UPGRADES:

- ◆ **0-1 XO and 2iC:** One non-commander model per force may be upgraded to an XO for +3 TV. One non-commander model per primary unit may be upgraded to a 2iC for +2 TV. (See table 15.0 for bonuses)
- ◆ **0-1 Veterans:** 0-1 unit in an army may be a Veteran unit (Primary units only). Any model in a Veteran unit without the Vet trait may gain the Vet trait for 2TV per action attribute rating. A Support unit may not be upgraded to veteran (SUs cannot have Generic army upgrades) but may be the force's one veteran unit if SU model(s) have the Vet trait. If the Elite army option is used then all models in the army **must** upgrade to Veteran if they do not already have the Vet trait (See 5.0).
- ◆ **0-2 Drones:** 0-2 models per unit may attach one drone (Recon, Demo (Grenade), Demo (Charge), or Hunter-Killer) for +1 TV per drone. A model with a drone gains the Drone Bay: 1 trait. A model with a Drone bay trait may purchase drones up to the rating of the trait even if it is in a SU. Attached drones gain the Attached:X trait where X is the model they are attached to.
- ◆ **Grenades:** A unit may purchase grenades for all member for 2 TV for LHGs, or 4 TV for MHG. 0-1 unit may add HHG for 8 TV. Only units containing models with arms can purchase Hand Grenades and only models with arms may use them (except for demo (grenade) drones).
- ◆ **Shaped Explosives:** A unit may purchase shaped explosives for all member for 2 TV for LSEs, or 4 TV for MSEs. 0-1 unit may add HSEs for 8 TV. Only units containing models with arms can purchase Shaped Explosives and only models with arms may use them (except for demo (charge) drones).
- ◆ **0-2 Anti-Air:** 0-2 models per unit may add the Anti-Air trait to either their Standard Autocannon (*AC), Rotary Autocannon (*RC), Anti-tank missile (*ATM), or laser cannon (LC) for +1TV. If upgraded a missile weapon becomes a SAM missile of the same rating (MATM > MSAM).

A.2.3 GENERIC VETERAN UPGRADES (ALPHA STATUS RULES):

Any veteran model may purchase one or more of the following upgrades by paying the cost of them:

Armored Jacket:1D6 (trait): Add an Armored Jacket:1D6 for +2TV.

Ace Gunner: This model may snap fire with any weapon +2TV

EW specialist: Add +2D6 to any EW tests made by this model for +2TV.

Combat Focus: This model adds +2D6 to tests when using an action bonus instead of +1D6.

Melee Specialist: Add Brawler:+2D6 trait or add +2D6 to an existing brawler trait for +2TV.

Blast Resistance: Add the blast resistance trait for +1TV.

Fire Resistance: Add the fire resistance trait for +1TV.

Corrosion Resistance: Add the Resist Corrosion trait for +1TV.

Rugged Weapons: Add the Rugged weapons trait for +2TV.

Rugged Movement: Add the Rugged movement trait for +2TV.

Rugged Sensors: Add the Rugged sensors trait for +1TV.

A.2.4 DUELISTS (ALPHA STATUS RULES):

A force may have 0-1 duelist model. This model is the focus of a regiment's honor:

Duelists:

- ◆ may only be Gear type models
- ◆ gains the Duelist trait.
- ◆ may not be commanders and may not use CMD upgrade gears.
- ◆ do not count towards the normal limit on veteran units.
- ◆ must be purchased as a Support Unit and must be the only model in the unit.
- ◆ may add +1 action for +4TV.
- ◆ must purchase the Vet upgrade.
- ◆ may purchase generic upgrades by paying the TV cost.
- ◆ may purchase Veteran upgrades by paying the TV cost.
- ◆ may add the Reach:1" trait to any melee weapon.
- ◆ may add a Shield +1D6 for +1TV or add the link trait to their melee weapon for +1TV.

Lead by Example: Whenever a duelist damages an enemy model immediately add one skill point to any friendly model (See 15.7). If another opposing duelist is present the Heroism bonus can only be gained from damage done to the opposing duelist until that model is destroyed. These bonus skill points represent the inspiration influence that a duelist can have on friendly troops.

Lone wolf: Duelists may not use command points from other models.

A.2.5 CHOOSING A FORCE:

To choose a force, or army, simply select one Faction list of models (Either North, South, Peace River, NuCoal, Black Talon, Colonial Expeditionary Force, Caprice, Utopia, or Eden) and begin selecting units and models (see 5.0 and A.2 for details). Alternately you can choose a sub-list which will focus on a particular theme.

Faction Forces: Faction forces are armies built using only the models listed under that faction title.

Sub-List Forces: Sub-lists are forces that add additional upgrade, organizational, and strategic options to a force. A sub-list may allow specific units or models to be chosen from more than one faction model list. Units in a sub list may not contain a mix of models from different factions unless specifically allowed. Each sub-list will specify what the requirements and benefits are of selecting that sub-list.

Sub list Allies: Allies are a heading that allows certain sub-lists to access more than one force list for models. Which models are allowed are specified in each option but are normally identified by UA .

NORTH FORCES [NORTH FACTION AND SUB-LISTS]

North Faction Force: This option allows a force to be constructed using only the North Force Models list. This is the default option and should be used when learning the game rules. All models in the North Force Models list can be used in any of the sub-list below allowing players to add additional specialized upgrades to their models as they collect their force.

NG - Northern Guard (North Sub-List Force)

- ◆ Organization: Combined arms specialists: Support units must be of a model type other than the model types of the Primary Unit they are attached to. Infantry do not count towards the maximum actions allowed for a GP or FS unit.
- ◆ Advantages: Well equipped: Support units may purchase generic upgrades.

WFP - Western Frontier Protectorate (North Sub-List Force)

- ◆ Commander Upgrade: Family ties: All commanders must choose the same veteran benefit for -1TV. Commanders may choose the Vet upgrade without being in a veteran unit.
- ◆ Generic Upgrade: Stripped Down (upgrade): Any model with this trait adds +1 movement rating but has -1 hull point.
- ◆ Organization: Older equipment: Primary units may not include Jaguars, Cheetahs, Grizzlies, Kodiaks, or Scimitars.

UMF - United Mercantile Federation (North Sub-List Force)

- ◆ Commander upgrade: The best money can buy: CO gains the Command:+1D6 trait and a single free veteran upgrade. UA: CMC models cost -1TV.
- ◆ Upgrade: Prospectors (upgrade): Any walker model may add the Climber trait for +1TV.
- ◆ Organization: Primary units may not include Cheetahs, Tigers gain UA:FS and UA:GP, Weasels gain UA:SK and UA:RC.
- ◆ Advantage: All models with the ECM trait gain the Sensor Jamming Trait (SJ).

NLC - Northern Lights Confederacy (North Sub-List Force)

- ◆ Special Equipment: Fighting Staff: A staff is a medium vibroblade with Reach 2" and Brawler:+1D6.
- ◆ Commander Upgrade: Add a Fighting Staff for free for XO and 2iC, +1TV otherwise.. Models gain a +1D6 free We're in trouble roll if in formation with a commander with a fighting staff.
- ◆ Unit Upgrade: Warrior Monks: Upgrade any unit with a unit availability of GP, SK, or FS to have fighting staffs as a general upgrade replacement for vibro blades for +1TV

SOUTH FORCES [SOUTH FACTION AND SUB-LISTS]

South Faction Force: This option allow a force to be constructed using only the South Force Models list. This is the default option and should be used when learning the game rules. All models in the South Models list can be used in any of the sub-list below allowing players to add additional specialized upgrades to their models as they collect their force.

SRA - Southern Republican Army (South Sub-List Force)

- ◆ Commander: Leaders: All southern commanders gain the Command:+1D6 trait or improve their trait by +1D6, All commanders gain the reach trait on their VBs.
- ◆ Organization: Specialized Training: Any combat group that contains only one model type (Gear, Infantry etc) gains an additional +1 command point.

MILICIA - Military Intervention Counter Insurgency Army (South Sub-List Force)

- ◆ Organization: Combined arms specialists: Support units must be of a model type other than the model types of the primary unit they are attached to.
- ◆ Conscripts (upgrade): Reduce the cost of conscripts by -2TV per action. Conscripts may not be veterans. If a conscript is not in formation with a commander it will be disorganized and will have a -1D6 modifier to all action tests (not defense tests).
- ◆ Second line: This army may not use the Elite force option.

MK - Mekong Dominion (South Sub-List Force)

- ◆ Commander: Family connections: The Commanding Officer (CO) unit must be upgraded to a veteran unit.
- ◆ Allies: Choose either North, Peace River, or NuCoal. The army may include GP, SK, FS, and RC units chosen from that force.
- ◆ Organization: Police State: One Military Police (MP) unit may be upgraded to veteran for 1TV per model, this is in addition to the normal single veteran choice. Reduce the cost of grenades and shaped explosives by half.

ESE - Eastern Sun Emirates (South Sub-List Force)

- ◆ Commander: Political appointees: Add an Executive Officer (XO) or a second in command (2iC) to each unit for OTV.
- ◆ Allies: Choose either North, Peace River, or NuCoal. The army may include GP, SK, FS, and RC units chosen from that force.
- ◆ Upgrade: Basilisk: Any South force model may be upgraded with the Basilisk trait for OTV. Models with the Basilisk trait have +1" Movement rating and have the Sensors:18" trait when braced.

PEACE RIVER [PEACE RIVER FACTION AND SUB-LISTS]

Peace River Faction Force: This option allow a force to be constructed using only the Peace River Force Models list. This is the default option and should be used when learning the game rules. All models in the Peace River Force Models list can be used in any of the sub-list below allowing players to add additional specialized upgrades to their models as they collect their force

PRDF - Peace River Defense Force (Peace River Sub-List Force)

- ◆ Air Superiority: Air units may deploy on any table edge not within 12" of enemy air units.
- ◆ Advantage: Units at half strength or greater get a free We're in trouble roll of 1D6 response to any attack or add +1D6 to any we're in trouble roll they make.

POC - Peace Officer Corps (Peace River Sub-List Force)

- ◆ Commander: Any unit (even Allied units) may have 0-1 Greyhound.
- ◆ Allies: Choose either North or South. The army may include GP, SK, FS, and RC units chosen from that force.
- ◆ Organization: Police State: One Peace River GP, SK, or FS unit may be upgraded to Military Police for OTV. Models lose all *RP weapons and gain the Shield:+1D6 trait and reduce the cost of grenades and shaped explosives by half.

HGSF - Home Guard Security Forces (Peace River Sub-List Force)

- ◆ Organization: High Tech: Each unit must include at least two actions of model(s) with the fusilade or pillium variant name.
- ◆ Advantage: Secure zone: Gain 10% of the game TV rating as free points to only spend on generic support options (See 18.3).
- ◆ Second line: This army may not use the Elite force option.

CTF - Combined Task Force (Peace River Sub-List Force)

- ◆ Commander: Best of the Best: Add +1 command point to the commander's CP pool.
- ◆ Organization: Elite force: The CTF must use the Elite army option. The CTF may not use any units with unit availability of GP or AR.
- ◆ Advantage: All models with the ECM trait gain the Sensor Jamming Trait (SJ).

PSBM - Protectorate Sponsored Badlands Militia (Peace River Sub-List Force)

- ◆ Commander upgrade: Family ties: All commanders must choose the same veteran benefit for -1TV. Commanders may choose the Vet upgrade without being in a veteran unit.
- ◆ Allies: Choose either North or South. The army may include GP, SK, FS, and RC units chosen from that force.

NUCOAL [NUCOAL FACTION AND SUB-LISTS]

NuCoal Faction Force: This option allow a force to be constructed using only the NuCoal Force Models list. This is the default option and should be used when learning the game rules. All models in the NuCoal Force Models list can be used in any of the sub-list below allowing players to add additional specialized upgrades to their models as they collect their force

HAPF - Humanist Alliance Peace Force (NuCoal/South Sub-List Force)

- ◆ Units: Team play: Primary units may only consist of models with two or more actions.
- ◆ Units: Walk or Fly: Primary units may not include vehicles with ground movement that are not Striders.
- ◆ Allies: South: The army may include GP, SK, FS, and RC units chosen from the south force list.
- ◆ Advantages: HAPF units may mix models from the South and NuCoal Force lists if their UA matches the unit UA.

PAK - Port Arthur Korps (NuCoal Sub-List Force)

- ◆ Commander: The commanding officer of a PAK force must be a vehicle (hover).
- ◆ Allies: North and South: The army may include GP, SK, FS, and RC units chosen from the north and south force lists.
- ◆ Allies: CEF: The army may include LT, MT, IN and CV units from the CEF force list. The Force may include 0-1 RC unit that only includes HC-3 models. LT-71 and MT-72 models may only be chosen for veteran units.

LP - Lance Point (NuCoal Sub-List Force)

- ◆ Allies: South: The army may include GP, SK, FS, RC, LT and HT units chosen from the south force list.
- ◆ Advantage: Any gear unit may use the Pathfinder reserve deployment option.

FN - Fort Neil (NuCoal/South Sub-List Force)

- ◆ Licensed fabrication: The army may include Wildcat and Ferret Gears from the north force list and Sidewinder Gears from the south force list in any NuCoal unit with a matching UA.
- ◆ Advantage: Test Pilots: Each unit, including support units, may upgrade one model with the veteran upgrade. This model may select veteran upgrades.

PG - Prince Gable (NuCoal/North Sub-List Force)

- ◆ Allies: North: The army may include GP, SK, FS, and RC units chosen from the north and south force lists.
- ◆ Advantage: Satellite specialists: Any commander without a SatUp:X+ trait may add a SatUp:5+ trait for 1TV. Improve the skill of any model with a SatUp:X+ trait by 1.

EN - Erech & Ninerveh (NuCoal + North/South Sub-List Force)

- ◆ Allies: Choose North or South: The army may include GP, SK, FS, and RC units from the chosen force list.
- ◆ Advantage: High octane: Add +1" MR to all non-infantry models

KADA - Khayr Ad-Din (NuCoal + others Sub-List Force)

- ◆ Commander: All KADA commanders gain the duelist trait.
- ◆ Advantage: A KADA force may include 0+ Duelist support units. Non-commander duelists may choose their Gears from the North, South, Peace River, or NuCoal force lists. One non-commander duelist may select a strider.

TH - Temple Heights (NuCoal Sub-List Force)

- ◆ Additional Units: Jannite GREs: Any one action (Act:1) NuCoal Gear model in the force may add +1 action for 4TV and lose the autopilot trait if it has one.
- ◆ Organization: Sand riders: Half of all primary units must be Sandrider infantry. A Veteran Sandrider infantry unit may have 0+ En Koreshi.

LEAGUELESS FORCE

- ◆ Commander Upgrade: Family ties: All commanders must choose the same veteran upgrade for -1TV. Commanders may choose the Vet upgrade without being in a veteran unit.
- ◆ Allies: North, South, Peace River, NuCoal: The army may only include models with at least one unit availability from the following list: GP, SK, FS, RC, LT, ST, and HT.
- ◆ Army Selection: All models have a limit of 0-1 unless they are normally a 0+ limit. Models may be added to units with a matching UA regardless of their originating force list.
- ◆ Advantage: Any gear unit may use the Pathfinder reserve deployment option.
- ◆ Defective Equipment: Before the game roll 1D6 for each non-commander model. If a [1] is rolled roll 1D6 again and add the rolled trait to the model: [1, 2]: Defective:Electronics, [2, 3] Defective: Sensors, [5] Defective" Movement. [6] Defective: Fire control.

BLACK TALON FORCE

Black Talon Faction Force: Black Talons may be taken in a non-elite North, South, Peace River, NuCoal, Caprice, Utopia, or Eden force as 0-1 Black Talon combat group (4-9 actions). This Combat group (primary unit plus support unit) counts as the Veteran unit upgrade for the force. Black Talons may never be selected in an army with any CEF units.

All Black Talon models Have the following additional traits:

- ◆ Veteran (Cost included with TV)
- ◆ Stealth (Aux)
- ◆ Airdrop

Upgrade: Any Black Talon model may add the Reach:1" trait to their Melee weapon at +1TV.

COLONIAL EXPEDITIONARY FORCE (CEF)

Colonial Expeditionary Force Faction: This option allows a force to be constructed using only the Colonial Expeditionary Force models list. This is the default option and should be used when learning the game rules. All the models in the CEF models list can be used in any of the sub-lists below by allowing players to add additional specialized upgrades to their models as they collect their force.

CEF units may be selected as support units for Caprice, Utopia, and Eden Forces.

Hover Tank Battalion (CEF Sub-List Force)

- ◆ Commander: The Tank Battalion CO commander model must be a vehicle with the UA of LT, MT, or HT.
- ◆ Organization: No Support unit may have the UA of LT, MT, or HT.
- ◆ Advantage: One model per primary unit may choose the Generic Upgrade: AA for OTV.

GREL infantry Battalion (CEF Sub-List Force)

- ◆ Commander: The GREL Battalion CO commander model must be a HC-3 or a HPC-64 model.
- ◆ Organization: No Primary unit may have a UA of LT, MT, or HT.
- ◆ Advantage: Built to be the best: Non-CO commanders in Grel units with 6 models gain 1 additional Command Point (CP). This CP is lost if the unit suffers 50% casualties.

CAPRICE FORCE

Caprice Faction Force: This option allows a force to be constructed using only the Caprice Force models list. This is the default option and should be used when learning the game rules. All the models in the Caprice models list can be used in any of the sub-lists below by allowing players to add additional specialized upgrades to their models as they collect their force.

Caprice units may be selected as support units for CEF, Utopia, Black Talon and Eden Forces.

Sub-Lists: None

UTOPIAN FORCE

Utopia Faction Force: This option allows a force to be constructed using only the Utopian Force models list. This is the default option and should be used when learning the game rules. All the models in the Utopian models list can be used in any of the sub-lists below by allowing players to add additional specialized upgrades to their models as they collect their force.

Utopia units may be selected as support units for CEF, Black Talon, Caprice, and Eden Forces.

Sub-Lists: None

Utopian Force Special Rules:

- ◆ The CO of a Utopian army must be an Armiger model.
- ◆ Utopian units are limited to 0-2 Armigers per unit (regardless of Variant)
- ◆ Utopian N-KIDU with Armigers: Utopian N-KIDU that are out of formation with an Armiger suit in the same unit, or their unit commander, become Disorganized. Disorganized drones have a -1D6 modifier to all tests.
- ◆ Utopian N-KIDU Clusters: Drone commanders may not use order actions. If a Drone combat group leader is destroyed select another drone remaining in the unit in the setup phase to be upgraded to the combat group leader.
- ◆ N-KIDU units: Primary Units entirely composed of N-KIDUs (Primary or Support) may have up to 8 actions (SUs may still have up to ½ actions of PU).
- ◆ N-KIDUs with only one action may not select Drones from the generic upgrades.

EDEN FORCE

Eden Faction Force: This option allows a force to be constructed using only the Eden Force models list. This is the default option and should be used when learning the game rules. All the models in the Eden models list can be used in any of the sub-lists below by allowing players to add additional specialized upgrades to their models as they collect their force.

Eden units may be selected as support units for Caprice, Utopia, Black Talon, and CEF Forces.

Sub-Lists: None

NORTH FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Hunter	6	GP (0+), SK, FS, DG (0-1)	5" W	6	5 / 1	1	4+	4+	6+	LAC (Arm, Split:2), LRP, APGL, LPZ, LVB (Arm)	Arms, SMS:G	Gear
Hunter Gunner	7	GP, SK, FS, DG (0-1)	5" W	6	5 / 1	1	4+	4+	6+	MAC (Arm), LRP, APGL, LVB (Arm)	Arms, SMS:G	Gear
Assault Hunter	8	GP, SK, FS, DG (0-1)	5" W	6	5 / 1	1	4+	4+	6+	LSC (Arm), APGL, LVB (Arm)	Arms, SMS:G	Gear
Destroyer Hunter	9	FS	5" W	6	5 / 1	1	4+	4+	6+	MBZ (Arm), LRP, APGL, LVB (Arm)	Arms, SMS:G	Gear
Headhunter (upgrade)	+1	GP (CMD), SK (CMD), FS (CMD), DG (CMD 0-1)	5" W	6	5 / 1	1	4+	4+	5+	-	+CMD:+1D6	

Jaguar	10	SK (0+), FS, DG (0-1), PT (0+)	6" W	6	4 / 2	1	3+	3+	5+	MAC (Arm, Split:2), LRP, APGL, LVB (Arm)	Airdrop, Agile, Arms, SMS:G	Gear
Destroyer Jaguar	12	SK, FS, DG (0-1), PT (0-1)	6" W	6	4 / 2	1	3+	3+	5+	MBZ (Arm), LRP, APGL, LVB (Arm)	Airdrop, Agile, Arms, SMS:G	Gear
Flash Jaguar	12	SK, FS, DG (0-1),	6" W	6	4 / 2	1	3+	3+	5+	LLC (Arm, Precise), LRP, APGL, LVB (Arm)	Airdrop, Agile, Arms, SMS:G	Gear
Sniper Jaguar	12	SK, FS, DG (0-1), PT (0-1)	6" W	6	4 / 2	1	3+	3+	5+	HRF (Arm, Precise), LRP, APGL, LVB (Arm)	Airdrop, Agile, Arms, SMS:G	Gear
Assault Jaguar	12	SK, FS, DG (0-1), PT (0-1)	6" W	6	4 / 2	1	3+	3+	5+	LSC (Arm), LRP, APGL, LVB (Arm)	Airdrop, Agile, Arms, SMS:G	Gear
Arrow Jaguar	12	SK, FS, DG (0-1), PT (0-1)	6" W	6	4 / 2	1	3+	3+	5+	MAC (Arm), LATM, APGL, LVB (Arm)	Airdrop, Agile, Arms, SMS:G	Gear
Thunder Jaguar (upgrade)	+1	SK (CMD 0-1), FS (CMD 0-1), DG (CMD 0-1), PT (CMD 0-1)	6" W	6	4 / 2	1	3+	3+	5+	-	+CMD:+1D6, SatUp:6+ (Aux)	

Leopard (unreleased)	9	DG (0+)	6" W	6	4 / 2	1	4+	3+	6+	MAC (Arm), LFC (Arm, BW), LRP, APGL, MHG, MCW (Arm)	Airdroppable, Arms, Climber, Offroad:+1D6, SMS:G	Gear
Leopard Flash	10	DG	6" W	6	4 / 2	1	4+	3+	6+	MLG (Arm), LRP, APGL, MHG, MCW (Arm)	Airdroppable, Arms, Climber, Offroad:+1D6, SMS:G	Gear
Leopard Saboteur	9	DG	6" W	6	4 / 2	1	4+	3+	6+	MAC (Arm), LFC (Arm, BW), LRP, APGL, MSE, MSG (Arm)	Airdroppable, Arms, Climber, Offroad:+1D6, SMS:G	Gear
Leopard Wildfire	9	DG	6" W	6	4 / 2	1	4+	3+	6+	MFL (Arm), LFC (Arm, BW), LRP, APGL, MHG, MCW (Arm)	Airdroppable, Arms, Climber, Offroad:+1D6, SMS:G	Gear

APPENDIX 2: ARMY CONSTRUCTION - NORTH FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Cheetah	9	RC (0+), DG (0-1)	8" W	4	3 / 2	1	5+	3+	4+	PG (Arm), IRP (PEN:6), LVB (Arm)	Acrobatic, Agile, Arms, SMS:G, Comms:+1D6, ECM:+2D6 (CJ), TD:+1D6, Sensors:24" (Aux)	Gear
Strike Cheetah	11	DG	8" W	5	3 / 3	1	4+	3+	4+	LBZ (Arm), PG (Arm), IRP (Pen:6), LVB (Arm)	Acrobatic, Agile, Arms, SMS:G, Comms:+1D6, ECM:+1D6, Sensors: 24" (Aux)	Gear
White Cat Cheetah	10	RC	8" W	4	3 / 2	1	5+	3+	4+	LAC (Arm), IRP (PEN:6), LVB (Arm)	Acrobatic, Agile, Arms, SMS:G, Comms:+1D6, ECM:+3D6 (SJ), ECCM, Sensors:30" (Aux), SatUp:5+ (Aux)	Gear
Metal Cat Cheetah	8	RC, DG	8" W	5	3 / 2	1	4+	3+	6+	LBZ (Arm), PG (Arm), IRP (Pen:6), LVB (Arm)	Acrobatic, Agile, Arms, SMS:G, Comms:+1D6	Gear

Panther	14	SF (0+)	6" W	6	3 / 3	1	3+	3+	5+	MAC (Arm, Precise, Silent), LRP, LVB (Arm)	Airdrop, Agile, Arms, Autopilot, SMS:G, Stealth (Aux), Vet	Gear
Panther Sniper	15	SF	6" W	6	3 / 3	1	3+	3+	5+	HRF (Arm, Precise, Silent), LRP, LVB (Arm)	Airdrop, Agile, Arms, Autopilot, SMS:G, Stealth (Aux), Vet	Gear
Black Cat	14	SF (0+)	7" W	4	3 / 2	1	3+	3+	4+	PG (Arm, Silent), IRP (PEN-6), LVB (Arm)	Acrobatic, Agile, Airdrop, Arms, SMS: G, Stealth (Aux), Vet, ECM: +2D6 (CJ)	Gear
Black Cat Sniper	15	SF	7" W	4	3 / 2	1	3+	3+	4+	HRF (Arm, Precise, Stabilizer, Silent), IRP (PEN- 6), LVB (Arm)	Acrobatic, Agile, Airdrop, Arms, SMS: G, Stealth (Aux), Vet	Gear

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Ferret	5	RC (0+)	5" W	4	3 / 2	1	5+	3+	4+	PG (Arm), IRP (PEN:6), LVB (Arm)	Arms, Brawler:-1D6, Low Profile, Fragile: Movement, SMS:G (Fast), Comms:+1D6, TD:+1D6, Sensors:24" (Aux)	Gear
Ferret Mk. 2 Gunner	6	RC	5" W	4	3 / 2	1	5+	3+	4+	LAC (Arm), IRP (PEN:6), LVB (Arm)	Arms, Brawler: -1D6, Low Profile, Fragile: Movement, SMS:G (Fast), Comms:+1D6, TD:+1D6, Sensors:24" (Aux)	Gear
Wild Ferret	7	RC	5" W	4	3 / 2	1	5+	3+	4+	PG (Arm), LVB (Arm)	Arms, Brawler:-1D6, Low Profile, Fragile Movement, SMS:G (Fast), Vul:Haywire, Comms:+1D6, ECM:+1D6, ECCM, SatUp:5+ (Aux), Sensors 24" (Aux)	Gear

APPENDIX 2: ARMY CONSTRUCTION - NORTH FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Tiger	10	GP , SK	5" W	7	4 / 2	1	3+	4+	6+	MAC (Arm), MRP, APGL, LCW (Arm)	Arms, SMS:G	Gear
Assault Tiger	12	GP , SK	5" W	7	4 / 2	1	3+	4+	6+	LSC (Arm), MRP, APGL, LCW (Arm)	Arms, SMS:G	Gear
Destroyer Tiger	12	SK	5" W	7	4 / 2	1	3+	4+	6+	MBZ (Arm), MRP, APGL, LCW (Arm)	Arms, SMS:G	Gear
Sabertooth Tiger (upgrade)	+1	GP (CMD), SK (CMD)	4" W	7	4 / 2	1	3+	4+	5+	-	+SatUp:6+ (Aux), +Comms:+1D6	

Para Hunter	7	PT (0+)	5" W	6	5 / 1	1	4+	4+	6+	LAC (Arm), LGL (Arm), APGL, LSG (Arm)	Airdrop, Arms, SMS:G	Gear
Para Strike Hunter	9	PT	5" W	6	5 / 1	1	4+	4+	6+	LBZ (Arm), APGL, LSG (Arm)	Airdrop, Arms, SMS:G	Gear
Para Cheeta	10	PT	8" W	4	3 / 2	1	5+	3+	4+	PG (Arm), LSG (Arm)	Acrobatic, Airdrop, Agile, Arms, SMS:G, Comms:+1D6, ECM:+2D6 (CJ), TD:+1D6, Sensors:18" (Aux)	Gear
Strike Para Cheeta	12	PT	8" W	5	3 / 3	1	4+	3+	4+	LBZ (Arm), LSG (Arm)	Acrobatic, Airdrop, Agile, Arms, SMS:G, Comms:+1D6, ECM:+1D6, Sensors:18" (Aux)	Gear
Grenadier Para Cheeta	12	PT	8" W	5	3 / 3	1	4+	3+	4+	LAC (Arm), LGL (Arm), LSG (Arm)	Acrobatic, Airdrop, Agile, Arms, SMS:G, Comms:+1D6, ECM:+1D6, Sensors:18" (Aux)	Gear

Koala	11	PT	4" W	7	5 / 2	1	4+	5+	6+	HAC (Arm, Split:2), MRP (Link), MFC (Arm), HMG, MSG (Arm)	Airdrop, Arms, Brawler:+1D6, SMS:G	Gear
Sniper Koala	11	PT	4" W	7	5 / 2	1	4+	5+	6+	HAC (Arm, Precise), MRP (Link), MSG (Arm)	Airdrop, Arms, Brawler:+1D6, SMS:G	Gear
Grenadier Koala	11	PT	4" W	7	5 / 2	1	4+	5+	6+	HAC (Arm, Split:2), MRP (Link), LGL (Arm), MSG (Arm)	Airdrop, Arms, Brawler:+1D6, SMS:G	Gear
Dingo	11	PT	4" W	7	4 / 3	1	4+	5+	6+	HAC (Arm, Split:2), MRP (Link), MGM, PG (Arm), MMG, MSG (Arm)	Airdrop, Arms, Brawler:+1D6, SMS:G	Gear
Chaingun Dingo	12	PT	4" W	7	4 / 3	1	4+	5+	6+	HRC (Arm), HRP, HMG (Link), MSG (Arm)	Airdrop, Arms, Brawler:+1D6, SMS:G	Gear

Grizzly	12	FS (0+), DG (0-1)	4" W	8	6 / 2	1	4+	5+	6+	HAC (Arm, Split:2), MRP (Link), HGM, PG (Arm), MMG, LVB (Arm)	Arms, SMS:G, Autopilot	Gear
Rabid Grizzly	14	FS , DG (0-1)	4" W	9	6 / 2	1	4+	5+	6+	MGL (Arm), MRP (Link), MFM, PG (Arm), HMG, LVB (Arm)	Arms, SMS:G, Autopilot	Gear
Assault Grizzly	13	DG (0+)	4" W	8	6 / 2	1	4+	5+	6+	MSC (Arm), MRP (Link), MGM, PG (Arm), HMG, LVB (Arm)	Arms, SMS:G, Autopilot	Gear

APPENDIX 2: ARMY CONSTRUCTION - NORTH FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Strike Grizzly	13	FS , DG (0-1)	4" W	8	6 / 2	1	4+	5+	6+	MBZ (Arm), MRP (Link), MGM, PG (Arm), HMG, LVB (Arm)	Arms, SMS:G, Autopilot	Gear
Grizzly Destroyer	14	FS	4" W	8	6 / 2	1	4+	5+	6+	HBZ (Arm), MRP (Link), MGM, PG (Arm), HMG, LVB (Arm)	Arms, SMS:G, Autopilot	Gear
Crossbow Grizzly	15	FS	4" W	8	6 / 2	1	4+	5+	6+	HAC (Arm), MATM, PG (Arm), HMG, LVB (Arm)	Arms, SMS:G, Autopilot	Gear
Thunder Grizzly (upgrade)	+1	FS(CMD), DG(CMD 0-1)	4" W	8	6 / 2	1	4+	5+	5+	-	+ CMD:+1D6, SatUp:6+ (Aux)	

Razorback	11	SK , FS , DG (0-1)	4" W	7	6 / 2	1	4+	4+	6+	LSC (Arm), MRP, PG (Arm), LMG, APGL, LCW (Arm)	Arms, SMS:G, Rugged Sensors	Gear
Chaingun Razorback	12	SK , FS , DG (0-1)	4" W	7	6 / 2	1	4+	4+	6+	HRC (Arm), LAR, PG (Arm), LMG, APGL, LCW (Arm)	Arms, SMS:G, Rugged Sensors	Gear

Kodiak	18	SK (0+), FS	4" W	9	6 / 2	2	3+	5+	6+	LPA (PEN:7/1H) (Arm), HRP, LATM, HMG, APGL, MVB (arm)	Arms, Flank:+0D6, SMS:G, Vet	Gear
Chaingun Kodiak	18	SK , FS	4" W	9	6 / 2	2	3+	5+	6+	HRC (Arm), HRP, LATM, HMG, APGL, MVB (Arm)	Arms, Flank:+0D6, SMS:G, Vet	Gear
Destroyer Kodiak	20	FS	4" W	9	6 / 2	2	3+	5+	6+	HBZ (Arm), HRP, LATM, HMG, APGL, MVB (Arm)	Arms, Flank:+0D6, SMS:G, Vet	Gear

Weasel	12	RC	5" W	4	3 / 3	1	5+	4+	3+	LPG (Arm), LVB (Arm)	Arms, Low Profile, SMS:G (Fast), Comms: +2D6, ECM:+2D6 (SJ,CJ), ECCM, Sensors: 24", SatUp4+, Vet	Gear
Bobcat	8	RC	6" W	5	3 / 2	1	5+	3+	4+	LPG (Arm), IRP (PEN:6), LVB (Arm)	Arms, Brawler:-1D6, Comms:+1D6, Fast, Fragile: Movement, Sensors:18", SMS:G (Low Profile, Offroad:+1D6), TD:+1D6	Gear

Bear	10	FS (0+), DG (0-1)	5" W	7	5 / 2	1	4+	5+	6+	HAC (Arm, Split:2), MRP (Link), LMG, LGM, LVB (Arm)	Arms, SMS: G	Gear
Mauler Bear	10	DG	5" W	7	5 / 2	1	4+	5+	6+	LGL (Arm), MRP (Link), LMG (Link), APGL, LVB (Arm)	Arms, SMS: G, AutoAI:APGL	Gear
Mad Dog	10	DG	5" W	7	4 / 2	1	4+	5+	6+	HAC (Arm), HRP, LMG (Link), LVB (Arm)	Arms, SMS: G	Gear
Den mother	11	FS (CMD), DG (CMD)	5" W	7	5 / 2	1	4+	5+	5+	HAC (Arm, Split:2), MRP (Link), LMG, LGM, LVB (Arm)	Arms, SMS: G, SatUp:6+ (Aux)	Gear

APPENDIX 2: ARMY CONSTRUCTION - NORTH FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Lion (unreleased)	12	SK	4" W	7	4 / 3	1	4+	4+	6+	HAC (Arm), HRP, APGL, HCW (Arm)	Arms, Agile, Brawler:+2D6, SMS: G (Fast)	Gear
Lion Flash	12	SK	4" W	7	4 / 3	1	4+	4+	6+	LLC (Arm), HRP, APGL, HCW (Arm)	Arms, Agile, Brawler:+2D6, SMS: G (Fast)	Gear
Lion Lightning	13	SK	4" W	7	4 / 3	1	4+	4+	6+	LPA (Arm), HRP, APGL, HCW (Arm)	Arms, Agile, Brawler:+2D6, SMS: G (Fast)	Gear
Lion Initiate	12	SK	4" W	7	4 / 3	1	4+	4+	6+	HRC (Arm), MAPR (Link), APGL, HCW (Arm)	Arms, Agile, Brawler:+2D6, SMS: G (Fast)	Gear
Strike Lion	12	DG	4" W	7	4 / 3	1	4+	4+	6+	MBZ (Arm), MAR, APGL, HCW (Arm)	Arms, Agile, Brawler:+2D6, SMS: G (Fast)	Gear
Mountain Lion (upgrade)	+1	-	-	-	-	-	-	-	-	-	+Climber, Offroad:+1D6	
Thunder Lion (upgrade)	+1	CMD	-	-	-	-	-	-	5+	-	+Command:+1D6, ECCM, SatUp:6+ (Aux)	

Scimitar	26	SK, FS, DG (0-1)	5" W	10	5 / 4	2	4+	4+	5+	NSC (Arm, PEN:14), LATM (T), MAC (T, AA), APGL, HSG (Arm, Link), HVB (Arm, Reach:2")	Arms, Brawler: +2D6, Climber, Flank:+0D6, Offroad:+2D6, SMS:G	Strider (tall)
Scimitar Feral	24	SK, FS, DG (0-1)	5" W	10	5 / 4	2	4+	4+	5+	HGL (Arm), LATM (T), MAC (T, AA), APGL, HSG (Arm, Link), HVB (Arm, Reach:2")	Arms, Brawler: +2D6, Climber, Flank:+0D6, Offroad:+2D6, SMS:G	Strider (tall)
Scimitar Assault	28	SK, FS, DG (0-1)	5" W	10	5 / 4	2	4+	4+	5+	NSC (Arm, PEN:14), MATM (T), MAC (T, AA), APGL, HSG (Arm, Link), HVB (Arm, Reach:2")	Arms, Brawler: +2D6, Climber, Flank:+0D6, Offroad:+2D6, SMS:G	Strider (tall)
Scimitar Lightning	27	SK, FS, DG (0-1)	5" W	10	5 / 4	2	4+	4+	5+	NLG (Arm, PEN:9), LATM (T), MAC (T, AA), APGL, HSG (Arm, Link), HVB (Arm, Reach:2")	Arms, Brawler: +2D6, Climber, Flank:+0D6, Offroad:+2D6, SMS:G	Strider (tall)
Scimitar Command (upgrade)	+2	CMD (0-1)	-	-	-	-	-	-	-	-	+Command:+1D6, ECCM, SatUp:6+ (Aux)	

APPENDIX 2: ARMY CONSTRUCTION - NORTH FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Mammoth	28	ST (0+)	4" W	11	6 / 4	2	4+	6+	5+	HSC (Arm, Precise), MATM (Arm, Precise), MRC (FT), 2xMMG (FT+F, Split:2)	AutoAI:MMG, Offroad:+3D6, Profile:-12", SMS:G (Lumbering), TD:+1D6 (Aux)	Strider
Assault Mammoth	24	ST	4" W	11	6 / 4	2	4+	6+	5+	2xHSC (Arm, Precise), HRC (FT), 2xMMG (FT+F, Split:2)	AutoAI:MMG, Offroad:+3D6, Profile:-12", SMS:G (Fast, Lumbering)	Strider
Brawler Mammoth	24	ST	4" W	11	6 / 4	2	4+	6+	5+	2x HGL (Arm, Precise), HRC (FT), 2xMMG (FT+F, Split:2)	AutoAI:MMG, Offroad:+3D6, Profile:-12", SMS:G (Fast, Lumbering)	Strider
Command Mammoth	29	ST (CMD)	4" W	11	6 / 4	2	4+	6+	4+	HSC (Arm, Precise), MRC (FT), 2xMMG (FT+F, Split:2), HCW (Arm)	Arms, AutoAI:MMG, Brawler:+2D6, Comms:+1D6, CMD:+2D6, ECCM, Offroad:+3D6, Profile:-12", SatUp:5+, SMS:G (Fast, Lumbering)	Strider
Mammoth AI (upgrade)	+2	ST (0+)	-	-	-	-	-	-	-	-2xMMG (Split:2), +2x MAPR	AutoAI:MAPR	Strider

Thunderhammer	28	ST (0+)	4" W	11	5 / 4	2	4+	6+	5+	HAG (T), HAC (T), MRP (IF, Range:6-12/48"), APGL	Offroad:+3D6, Profile:-12", Flank:+0D6, Stable, Lumbering	Strider
Thunderhammer Lightning	30	ST (0+)	4" W	11	5 / 4	2	4+	6+	5+	HRG (T), HAC (T), MRP (IF, Range:6-12/48"), APGL	Offroad:+3D6, Profile:-12", Flank:+0D6, Stable, Lumbering	Strider
Thunderhammer Storm	30	ST (0+)	4" W	11	5 / 4	2	4+	6+	5+	HGM (T, Link), HAC (T), MRP (IF, Range:6-12/48"), APGL	Offroad:+3D6, Profile:-12", Flank:+0D6, Stable, Lumbering	Strider
Thunderhammer Flak	20	ST (0+)	4" W	11	5 / 4	2	4+	6+	5+	HAC (FT, AA, Link, Split:2), MRP (IF, Range:6-12/48"), APGL	Offroad:+3D6, Profile:-12", Flank:+0D6, Stable, Lumbering	Strider
Thunderhammer Support	30	ST (0+)	4" W	11	5 / 4	2	4+	6+	5+	HATM (T), HAC (T), MRP (IF, Range:6-12/48"), APGL	AMS, Offroad:+3D6, Profile:-12", Flank:+0D6, Stable, Lumbering	Strider
Thunderhammer Bastion (upgrade)	+1	IN (0-1)	-	-	-	-	-	-	-	-	+APC:2, Resist: Blast	

APPENDIX 2: ARMY CONSTRUCTION - NORTH FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Klemm	22	LT (0+)	6" G	10	5 / 3	2	4+	6+	6+	LAC (FT, Split:2), MATM (T, Aux), MMG, APGL	Flank:+2D6, Offroad:+OD6, Low Profile, Profile:-6", Smoke:3 (Aux)	Vehicle
Bandit Hunter Klemm	18	LT (0+)	6" G	10	5 / 3	2	4+	6+	6+	HRF (T), MRP (T), MMG, APGL	Flank:+2D6, Offroad:+OD6, Low Profile, Profile:-6", Smoke:3 (Aux)	Vehicle
Tyburrr	20	LT (RSU)	6" G	10	5 / 3	2	4+	6+	6+	LTG (T), MMG, APGL	Flank:+2D6, Offroad:+OD6, Profile:-6", Smoke:3 (Aux)	Vehicle
Jaxon	18	LT (RSU)	4" G	9	4 / 3	2	5+	6+	6+	2x HAR (T, Range: 12-24/96"), MMG, APGL	Flank:+2D6, Offroad:+OD6, Low Profile, Profile:-6", Smoke:3 (Aux)	Vehicle
Stormhammer	19	LT (RSU)	4" G	9	4 / 3	2	5+	6+	6+	HFM (T), MMG, APGL	Flank:+2D6, Offroad:+OD6, Profile:-6", Smoke:3 (Aux)	Vehicle

Aller	32	HT (0+)	4" G	12	6 / 5	3	4+	6+	6+	HRG (T, Precise), LPL (FT, AA), HAC (FT), 2xMMG	Flank:+2D6, Offroad:+OD6, Lumbering, Profile:-12", Smoke:3 (Aux)	Vehicle
Naval Support Aller	36	HT (SU). See 5.2.	4" G	13	6 / 5	3	4+	6+	6+	HRG (T, Precise), HATM (T, Aux), LPL (FT, AA), HAC (FT), 2xMMG	Flank:+2D6, Offroad:+OD6, Lumbering, Profile:-12", Rugged Weapons	Vehicle
Hardy Aller	34	HT (0+)	4" G	12	6 / 5	3	4+	6+	6+	HTG (T, Ammo:HE), LPL (FT, AA), HAC (FT), 2xMMG	Flank:+2D6, Offroad:+OD6, Lumbering, Profile:-12", Smoke:3 (Aux)	Vehicle

Verder	26	SU (0-1)	4" G	11	6 / 5	2	4+	6+	6+	NAG (Pen:14, Blast:3D6), MLC (AA)	Flank:+2D6, Offroad:+OD6, Lumbering, Profile:+12"	Vehicle
Dragonfly (North)	19	VL (0+)	14" V	6	4 / 4	2	4+	3+	6+	MAC (FT+F, AA), MATM, LSAM	Agile, Fragile: Move, TD:+1D6	Vehicle (VTOL)
Badger	6	CV (0+), IN, GP (0-1), FS (0-1)	7" G	6	4 / 2	2	5+	6+	6+	LAC (FT, Link)	APC:2, Flank:+2D6	Vehicle
Cavalry Badger	8	CV, IN (0-1)	7" G	6	4 / 2	2	5+	6+	6+	MRP (T, Link)	APC:2, Flank:+2D6	Vehicle
Rabid Badger	8	CV, IN (0-1)	7" G	6	4 / 2	2	5+	6+	6+	LATM (T)	APC:2, Flank:+2D6	Vehicle
Medical Badger	3	IN (0-1)	7" G	6	4 / 2	2	5+	6+	6+	-	Flank:+2D6 +Medic	Vehicle

APPENDIX 2: ARMY CONSTRUCTION - NORTH FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Bricklayer	5	EG (0+), IN (0-1)	5" W	4	2 / 2	1	5+	4+	6+	LAC (Arm), LCW (Reach: 1"), LHG (Arm), LSE (Arm)	Arms, SMS:G, Fragile Move, Recovery:+1D6, Smoke, Vul:Blast, Vul:Fire	Gear
Engineering Grizzly	8	EG (0+), IN (0-1)	4" W	6	4 / 2	1	5+	5+	6+	HAC (Arm), HCW (Reach: 1"), MHG (Arm), MSE (Arm)	Arms, Brawler:+2D6, Recovery:+2D6, SMS: G, Vul: Blast, Vul: Fire	Gear
Field Gun	2	IN (SU)	2" G	4	3	1	5+	6+	-	LFG	Stabilizer	Infantry
Stinger	4	IN (SU)	7" G	4	3 / 2	1	5+	6+	6+	LBM, LMG	Flanked: +2D6, Low Profile	Vehicle
Lynx (unreleased)	4	IN (0+)	5" W	4	2 / 2	1	5+	4+	-	IAC (Arm, PEN:5), LPZ, LHG, LCW (Arm)	Arms, Low Profile, SMS: G (Fast), Urban	Gear
Antelope	3	CV (0+), IN (0+)	9" G	4	2 / 2	1	5+	4+	5+	MMG	Flank:+2D6, Comms: +1D6, Low Profile	Vehicle (ORV)
Wallaby	2	IN (0+)	11" G	2	3	1	5+	4+	6+	LMG	-	Infantry (ATV)
Infantry Squad	3	IN (0+), GP , FS	3" I	2	2 / 2	1	4+	4+	6+	LMG, IGL (PEN:4), HMG (Stabilizer)	Profile:+12"	Infantry
Anti-tank Infantry Squad	4	IN , FS	3" I	2	2 / 2	1	4+	4+	6+	LMG, IATM (Range: 6-12/24", PEN:6, Stabilizer)	Profile:+12"	Infantry
Mortar Infantry Squad	4	IN , FS	3" I	2	2 / 2	1	4+	4+	6+	LMG, IFM (PEN:6, Stabilizer)	Profile:+12"	Infantry
Sniper Infantry Team	3	IN , GP	3" I	2	2	1	4+	4+	6+	LMG, IRF (PEN:5, Precise, Silent)	Profile:+12"	Infantry (Team)
Recon Infantry Squad	3	IN , GP	3" I	2	2 / 2	1	4+	4+	4+	LMG	Profile:+12", TD:+1D6	Infantry

SOUTH FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Jager	6	GP (0+), SK , FS	5" W	6	5 / 1	1	4+	4+	6+	LAC (Arm, Split:2), LRP, APGL, LHG, LVB (Arm)	Arms, SMS:G	Gear
Striking Jager	8	GP , SK , FS	5" W	6	5 / 1	1	4+	4+	6+	LBZ (Arm), LRP, APGL, LVB (Arm)	Arms, SMS:G	Gear
Jager Gunner	7	GP , SK , FS	5" W	6	5 / 1	1	4+	4+	6+	MAC (Arm), LRP, APGL, LVB (Arm)	Arms, SMS:G	Gear
Brawler Jager	8	GP , SK , FS	5" W	6	5 / 1	1	4+	4+	6+	LAC (Arm), LGL (Arm, BW), LRP, APGL, LVB (Arm)	Arms, SMS:G	Gear
Blitz Jager	8	SK	5" W	6	5 / 1	1	4+	4+	6+	LAC (Arm), LATM, LVB (Arm)	Arms, SMS:G	Gear
Flamm Jager	6	GP , SK	5" W	6	5 / 1	1	4+	4+	6+	MFL (Arm), LRP (PEN-1F), LVB (Arm)	Arms, Resist Fire, SMS:G	Gear
Command Jager (upgrade)	+1	GP (CMD), SK (CMD), FS (CMD)	-	-	-	-	-	-	-	-	+ CMD:+1D6	

Para Jager	7	PT (0+)	5" W	6	5 / 1	1	4+	4+	6+	LAC (Arm), LGL (Arm, BW), LSG (Arm)	Arms, Airdrop, SMS:G	Gear
Para Striking Jager	9	PT	5" W	6	5 / 1	1	4+	4+	6+	LBZ (Arm), LSG (Arm)	Arms, Airdrop, SMS:G	Gear
Command Para Jager (upgrade)	+1	PT (CMD)	-	-	-	-	-	-	-	-	+ CMD:+1D6	
Para Iguana	11	PT (0+)	7" W	5	3 / 2	1	4+	3+	4+	LAC (Arm), LGL (Arm, BW), LSG (Arm)	Agile, Airdrop,Arms, SMS:G, Comms:+2D6 (Aux), ECM:+1D6 (CJ, SJ), TD:+1D6, Sensors:18" (Aux)	Gear

Asp	3	MI (0+), IN	4" W	4	3	1	5+	5+	6+	HMG (Arm), LHG	Arms, SMS:G (Lumbering), Comms: -1D6	Gear
Gunner Asp	4	MI , IN (0-1)	4" W	4	3	1	5+	5+	6+	LAC (Arm), LHG	Arms, SMS:G (Lumbering), Comms: -1D6	Gear
Brawler Asp	4	MI , IN (0-1)	4" W	4	3	1	5+	5+	6+	HMG (Arm), MPZ	Arms, SMS:G (Lumbering), Comms: -1D6	Gear
Salamander	5	MI (0+), IN	5" W	5	4 / 1	1	5+	4+	6+	MAC (Arm), LFL (Arm), MCW (Reach: 1")	Agile, Arms, Fast, SMS:G	Gear
Salamander Hunter	7	MI	5" W	5	4 / 1	1	5+	4+	6+	HRF (Arm), LVB (Arm)	Agile, Arms, Fast, SMS:G	Gear
Street Viper	5	MI	5" W	5	4 / 2	1	5+	4+	6+	LRF (Arm), LVB (Arm)	Agile, Arms, Brawler:+1D6, Fast, SMS:G	Gear
AA Viper	6	MI (0-1)	5" W	5	4 / 2	1	5+	4+	6+	MAC (Arm, AA), LVB (Arm)	Agile, Arms, Brawler:+1D6, Fast, SMS:G	Gear

APPENDIX 2: ARMY CONSTRUCTION - SOUTH FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Riotmaster Viper	6	MI	5" W	5	4 / 2	1	5+	4+	6+	MFC (Arm), MPZ, LVB (Arm)	Agile, Arms, Brawler:+1D6, Fast, SMS:G	Gear
Badlands Python	11	MI	4" W	8	5 / 2	1	4+	5+	6+	HAC (Arm), MRP, MFM, LVB (Arm)	Arms, SMS:G, Profile: -6"	Gear

Black Mamba	11	SK (0+), FS, PT (0+), RC (CMD)	6" W	7	4 / 2	1	3+	3+	5+	MAC (Arm, Split:2), LRP, APGL, LVB (Arm)	Agile, Airdrop, Arms, Flank:+2D6, SMS:G	Gear
Strike Black Mamba	12	SK, FS, PT	6" W	7	4 / 2	1	3+	3+	5+	LBZ (Arm), LRP, APGL, LVB (Arm)	Agile, Airdrop, Arms, Flank:+2D6, SMS:G	Gear
Brawler Black Mamba	13	SK, PT	6" W	7	4 / 2	1	3+	3+	5+	MGL (Arm), LAPR, APGL, LVB (Arm)	Agile, Airdrop, Arms, Flank:+2D6, SMS:G	Gear
Longfang Black Mamba	13	SK	6" W	7	4 / 2	1	3+	3+	5+	MAC (Arm), MRP (Link), LVB (Arm)	Agile, Airdrop, Arms, Flank:+2D6, SMS:G	Gear
Blazing Black Mamba	12	SK	6" W	7	4 / 2	1	3+	3+	5+	MLG (Arm), LRP, APGL, LVB (Arm)	Agile, Airdrop, Arms, Flank:+2D6, SMS:G	Gear
Blitz Black Mamba	12	SK, FS, PT	6" W	7	4 / 2	1	3+	3+	5+	MAC (Arm), LATM (LA:2), APGL, LVB (Arm)	Agile, Airdrop, Arms, Flank:+2D6, SMS:G	Gear
Razorfang Black Mamba (upgrade)	+1	SK (CMD), FS(CMD 0-1), PT(CMD 0-1), RC(CMD 0-1)	-	-	-	-	-	-	-	-	+CMD:+1D6, SatUp: 6+ (Aux)	

MP Black Mamba	10	MP (0+)	6" W	7	4 / 2	1	3+	3+	5+	HFC (Arm), MPZ, APGL, MCW (Arm)	Airdrop, Arms, Brawler:+1D6, Flank:+2D6, SMS:G, Shield: +2D6,	Gear
Razorfang Black Mamba (upgrade)	+1	CMD (0-1))	-	-	-	-	-	-	-	-	+CMD:+1D6, SatUp: 6+ (Aux)	
Iguana MP	7	MP (0+)	7" W	5	3 / 2	1	4+	3+	4+	HFC (Arm), APGL, LCW (Arm)	Arms, Brawler:+1D6, Shield:+2D6, SMS:G	Gear
Cobra MP	8	MP (0+)	4" W	8	6 / 3	1	4+	5+	6+	LAC (Arm, Split:2), HPZ, MAPR, LMG, MCW (Arm)	Arms, SMS:G	Gear

Snake-eye (Black Mamba)	16	SF (0+)	6" W	7	4 / 2	1	3+	3+	5+	LLC (Arm, Precise, Silent), LVB (Arm)	Agile, Airdrop, Arms, Autopilot, SMS: G, Stealth (Aux), Vet	Gear
Snake-eye Firestorm	16	SF	6" W	7	4 / 2	1	3+	3+	5+	LLG (Arm), LVB (Arm)	Agile, Airdrop, Arms, Autopilot, SMS: G, Stealth (Aux), Vet	Gear
Green Mamba	16	SF (0+)	6" W	7	4 / 2	1	3+	3+	5+	MAC (Arm, Split:2), LVB (Arm)	Agile, Airdrop, Arms, Autopilot, SMS: G, Stealth (Aux), Vet	Gear
Green Mamba Gunner	16	SF (0+)	6" W	7	4 / 2	1	3+	3+	5+	HAC (Arm), LVB (Arm)	Agile, Airdrop, Arms, Autopilot, SMS: G, Stealth (Aux), Vet	Gear

APPENDIX 2: ARMY CONSTRUCTION - SOUTH FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Green Mamba Strike	16	SF	6" W	7	4 / 2	1	3+	3+	5+	LBZ (Arm), LVB (Arm)	Agile, Airdrop, Arms, Autopilot, SMS: G, Stealth (Aux), Vet	Gear
Chameleon	15	SF (0+)	7" W	4	3 / 2	1	3+	3+	3+	PG (Arm, Silence), LRP (PEN-6), LVB (Arm)	Agile, Arms, SMS:G, Comms:+2D6 (Aux), ECM:+1D6 (SJ), Profile:+6", TD:+2D6, Sensors:18" (Aux), Stealth, Vet	Gear
Chameleon Hunter	15	SF	7" W	4	3 / 2	1	3+	3+	3+	LAC (Arm, Silence), LRP (PEN-6), LVB (Arm)	Agile, Arms, SMS:G, Comms:+2D6 (Aux), ECM:+1D6 (SJ), Profile:+6", TD:+2D6, Sensors:18" (Aux), Stealth, Vet	Gear

Diamondback	9	SK	5" W	6	6 / 1	1	4+	4+	6+	MAC (Arm), MRP, APGL, LVB (Arm)	Arms, Brawler:+1D6, Rugged Sensors, SMS:G	Gear
Strike Diamondback	11	SK	5" W	6	6 / 1	1	4+	4+	6+	MBZ (Arm), MRP, LAR, APGL, LVB (Arm)	Arms, Brawler:+1D6, Rugged Sensors, SMS:G	Gear
Sidewinder	8	GP, SK	5" W	6	5 / 2	1	4+	4+	6+	MAC (Arm), MRP, APGL, LCW (Arm)	Arms, SMS:G	Gear
Sidewinder Sniper	8	GP(0-1,CMD), SK	5" W	6	5 / 2	1	4+	4+	6+	MRF (Arm), LPG (Arm), LGM, APGL, LCW (Arm)	Arms, SMS:G	Gear
Sidewinder Striker	10	SK	5" W	6	5 / 2	1	4+	4+	6+	MBZ (Arm), LPG (Arm), LGM, APGL, LCW (Arm)	Arms, SMS:G	Gear
Sidewinder Riotmaster	8	GP	5" W	6	5 / 2	1	4+	4+	6+	MFC (Arm), MRP, APGL, LCW (Arm)	Arms, SMS:G	Gear
Razorfang Sidewinder (upgrade)	+1	GP (CMD), SK (CMD)	-	-	-	-	-	-	5+	-	+SatUp: 6+ (Aux), +Comms:+1D6	

Fer De Lance	12	HG (0+)	5" W	7	5 / 2	1	3+	4+	5+	MRF (Arm), LATM, APGL, LVB (Arm) (Reach: 1")	Arms, Brawler:+1D6, SMS:G, Vet	Gear
Fer De Lance Slashing	14	HG	5" W	7	5 / 2	1	3+	4+	5+	MRF (Arm), MATM (LA:2), APGL, LVB (Arm) (Reach: 1")	Arms, Brawler:+1D6, SMS:G, Vet	Gear
Fer De Lance Force	12	HG	5" W	7	5 / 2	1	3+	4+	5+	LPL (Arm), APGL, LVB (Arm) (Reach: 1")	Arms, Brawler:+1D6, SMS:G, Vet	Gear
Command Fer De Lance	12	HG(CMD1-2)	5" W	7	5 / 2	1	3+	4+	5+	MRF (Arm), LGM, APGL, LVB (Arm) (Reach: 1")	Arms, Brawler:+1D6, Comms:+1D6, ECCM, SatUp: 6+ (Aux), SMS:G, Vet	Gear

APPENDIX 2: ARMY CONSTRUCTION - SOUTH FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Gila	10	HG (0+)	6" W	6	3 / 3	1	4+	3+	5+	HAC (Arm), LFC (Arm), LRP, LVB (Arm, Reach: 1")	Arms, Agile, Brawler:+1D6, SMS:G, Rugged Weapons, Vet	Gear
Gila Hunter	10	HG	6" W	6	3 / 3	1	4+	3+	5+	HRF (Arm), LRP, LVB (Arm, Reach: 1")	Arms, Agile, Brawler:+1D6, SMS:G, Rugged Weapons, Vet	Gear

Black Adder	10	SK , FS	4" W	6	6 / 2	1	4+	4+	6+	LSC (Arm), MRP, APGL, MVB (Arm)	Arms, SMS:G, Rugged Sensors	Gear
Long Fang Black Adder	10	SK , FS	4" W	6	6 / 2	1	4+	4+	6+	LAC (Arm, Split:2), MRP (Link), APGL, MVB (Arm)	Arms, SMS:G, Rugged Sensors	Gear
Desert Viper	9	SK , FS	6" W	7	5 / 2	1	4+	4+	6+	MGL (Arm), MRP, APGL, LVB (Arm)	Arms, Rugged Movement, Offroad:+2D6	Gear
Pit Viper	11	SK , FS	6" W	7	5 / 2	1	4+	4+	6+	MSC (Arm), MRP, APGL, LVB (Arm)	Arms, Rugged Movement, Offroad:+2D6	Gear
Swamp (upgrade)	+1	SK , FS	6" W	-	-	-	-	-	-	-	+Amphib	
Python	11	FS	4" W	8	5 / 2	1	4+	5+	6+	HAC (Arm), LAR, MRP, LGM, LVB (Arm)	Arms, SMS:G, Profile: -6"	Gear

Iguana	10	RC (0+)	7" W	5	3 / 2	1	4+	3+	3+	LPG (Arm), LRP, LVB (Arm)	Agile, Arms, SMS:G, Comms:+2D6 (Aux), ECM:+1D6 (CJ, SJ), TD:+1D6, Sensors:18" (Aux)	Gear
Iguana Gunner	11	RC	7" W	5	3 / 2	1	4+	3+	3+	LAC (Arm), LRP, LVB (Arm)	Agile, Arms, SMS:G, Comms:+2D6 (Aux), ECM:+1D6 (CJ, SJ), TD:+1D6, Sensors:18" (Aux)	Gear
Hunting Iguana	10	RC	7" W	5	3 / 2	1	4+	3+	3+	MRF (Arm), LRP, LVB (Arm)	Agile, Arms, Comms:+2D6 (Aux), ECM:+0D6 (CJ, SJ), Sensors:24" (Aux), SMS:G	Gear
Striking Iguana	12	RC	7" W	5	3 / 2	1	4+	3+	3+	LBZ (Arm), LRP, LVB (Arm)	Agile, Arms, Comms:+2D6 (Aux), ECM:+1D6, SMS:G, TD:+1D6	Gear
Chatterbox Iguana	11	RC	7" W	5	3 / 2	1	4+	3+	4+	PG (Arm), LVB (Arm)	Agile, Arms, SMS:G, Comms:+2D6 (Aux), ECM:+1D6, TD:+2D6, Sensors:18" (Aux), SatUp:5+ (Aux)	Gear
Black Box Iguana	12	RC (CMD)	7" W	5	3 / 2	1	4+	3+	4+	LAC (Arm), LPZ (LA:2), LVB (Arm)	Agile, Arms, Command+1D6, SMS:G, Comms:+2D6 (Aux), ECCM, ECM:+2D6 (CJ, SJ), Sensors:18" (Aux), TD:+1D6	Gear
Silverscale	12	RC	5" W	5	3 / 2	1	4+	4+	4+	LAC (Arm), LRP, APGL, LVB (Arm)	Arms, SMS:G, Comms:+1D6, ECM:+2D6, TD:+2D6, Sensors:18" (Aux), Sensor Boom (Aux)	Gear

APPENDIX 2: ARMY CONSTRUCTION - SOUTH FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Spitting Cobra	13	FS (0+)	4" W	8	6 / 3	1	4+	5+	6+	HAC (Arm: Split:2), MRP, MAR, LGM, MMG, LVB (Arm)	Arms, Autopilot, SMS:G	Gear
Striking Cobra	14	FS (0-3)	4" W	8	6 / 3	1	4+	5+	6+	MBZ (Arm), MRP, MMG, LVB (Arm)	Arms, Autopilot, SMS:G	Gear
Junglemower Cobra	14	FS (0-3)	4" W	8	6 / 3	1	4+	5+	6+	HRC (Arm), MAR, LGM, MMG, LVB (Arm)	Arms, Autopilot, SMS:G	Gear
Support Cobra	14	FS (0-3)	4" W	8	6 / 3	1	4+	5+	6+	HAC (Arm), MRP, LFG, LVB (Arm)	Arms, Autopilot, SMS:G	Gear
Junglemower Support Cobra	15	FS (0-3)	4" W	8	6 / 3	1	4+	5+	6+	HRC (Arm), LFG, LVB (Arm)	Arms, Autopilot, SMS:G	Gear
Artillery Cobra (Unreleased)	15	FS (0-3)	4" W	8	6 / 3	1	4+	5+	6+	HAC (Arm), MFM, LVB (Arm)	Arms, Autopilot, CBS, SMS:G	Gear
Slashing Cobra	15	FS (0-3)	4" W	8	6 / 3	1	4+	5+	6+	HAC (Arm), MATM, LGM, MMG, LVB (Arm)	Arms, Autopilot, SMS:G	Gear
Flamm Cobra	12	FS (0-3)	4" W	8	6 / 3	1	4+	5+	6+	HFL (Arm), MRP (PEN: 8/1F), MAR (PEN: 8/1F), LGM, MMG, LVB (Arm)	Arms, Autopilot, Resist Fire, SMS:G	Gear
Razor Fang Cobra (upgrade)	+1	FS (CMD), MP (CMD)	-	-	-	-	-	-	5+	-	+CMD:+1D6, SatUp:6+ (Aux)	

King Cobra	18	SK (0+), FS (0+), HG (0+)	4" W	9	6 / 3	2	3+	5+	6+	LPA (Arm), MAC, MRP, LAR, LGM, APGL, MVB (Arm)	Arms, Brawler:+1D6, SMS:G, Flank:+0D6, Vet	Gear
King Cobra Gunner	18	SK, FS, HG	4" W	9	6 / 3	2	3+	5+	6+	HRC (Arm), MAC, MRP, LAR, LGM, APGL, MVB (Arm)	Arms, Brawler:+1D6, SMS:G, Flank:+0D6, Vet	Gear
King Cobra Hooded	18	SK, FS, HG	4" W	9	6 / 3	2	3+	5+	6+	MLC (Arm), MRP, LAR, LGM, APGL, MVB (Arm)	Arms, Brawler:+1D6, SMS:G, Flank:+0D6, Vet	Gear

Drake	25	SK, FS	4" W	10	6 / 3	2	4+	5+	5+	NBZ (Arm, PEN: 13), HRP (Link), MABM, HFL (Arm), HFC (T, Precise), HSG (Arm, AT, Reach 1")	Arms, Autopilot, AutoAI:HFC, Brawler:+2D6, Flank:+2D6, Profile:-6", Resist: Fire, Rugged: Weapon, Shield:+1D6, SMS:G	Strider
Hooded Drake	26	SK, FS	4" W	10	6 / 3	2	4+	5+	5+	MLC (Arm, Link), HRP (Link), MABM, HFL (Arm), HFC (T, Precise), HSG (Arm, AT, Reach: 1")	Arms, Autopilot, AutoAI:HFC, Brawler:+2D6, Flank:+2D6, Profile:-6", Resist: Fire, Rugged: Weapon, Shield:+1D6, SMS:G	Strider

APPENDIX 2: ARMY CONSTRUCTION - SOUTH FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Blazing Drake	26	SK, FS	4" W	10	6 / 3	2	4+	5+	5+	HLG (Arm, Link), HRP (PEN:9/2F, Link (See 9.6)), HGL (Arm), HFL (Arm), HFC (T, Precise), HSG (Arm, AT, Reach: 1")	Arms, Autopilot, AutoAI:HFC, Brawler:+2D6, Flank:+2D6, Profile:-6", Resist: Fire, Rugged: Weapon, Shield:+1D6, SMS:G	Strider
Command Drake	25	SK (CMD 0-1), FS (CMD 0-1)	4" W	10	6 / 3	2	4+	5+	4+	HRC (Arm), HRP (Link), MABM, HFL (Arm), HFC (T, Precise), HSG (Arm, AT, Reach: 1")	AMS, Arms, Autopilot, AutoAI:HFC, Brawler:+2D6, CMD:+1D6, ECCM, Flank:+2D6, Profile:-6", Resist: Fire, Rugged: Weapon, SatUp:6+ (Aux), Shield:+1D6, SMS:G	Strider
Anti-Gear (upgrade)	+2	SK (0+), FS (0+), HG (0+)								-MABM, +MRP (Link)		

Naga	28	ST (0+)	5" W	9	6 / 2	2	4+	5+	5+	2x MATM, MRC (FT+F)	Low Profile, Profile:-6", Sensor Boom (Aux), SMS:G, TD:+0D6 (Aux)	Strider (tall)
Long Fang Naga	24	ST	5" W	9	6 / 2	2	4+	5+	5+	2x LFG (Stabilizer), MRC (FT+F)	Low Profile, Profile:-6", Sensor Boom (Aux), SMS:G, TD:+0D6 (Aux)	Strider (tall)
Sniper Naga	23	ST	5" W	9	6 / 2	2	4+	5+	5+	2x MLC (Precise), LPL (FT+F)	Low Profile, Profile:-6", Sensor Boom (Aux), SMS:G, TD:+0D6 (Aux), Vul: Haywire	Strider (tall)
Double Nash Naga	24	ST	5" W	9	6 / 2	2	4+	5+	5+	2x LATM, MRC (FT+F)	Low Profile, Profile:-6", Sensor Boom (Aux), SMS:G, TD:+0D6 (Aux)	Strider (tall)
Tusked Naga	24	ST	5" W	9	6 / 2	2	4+	5+	5+	HATM, MRC (FT+F)	Low Profile, Profile:-6", Sensor Boom (Aux), SMS:G, TD:+0D6 (Aux)	Strider (tall)
Brawler Naga	24	ST	5" W	9	6 / 2	2	4+	5+	5+	2x HGL (Precise), MFL (FT+F)	Low Profile, Profile:-6", Sensor Boom (Aux), SMS:G, TD:+0D6 (Aux)	Strider (tall)
Command Naga	24	ST (CMD)	5" W	9	6 / 2	2	4+	5+	5+	MATM, MRC (FT+F)	Low Profile, Profile:-6", Sensor Boom (Aux), SMS:G, TD:+0D6 (Aux)+ Rugged. Comm, CMD:+2D6, ECCM (Aux), ECM:+1D6, SatUp: 5+ (Aux)	Strider (tall)

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Hydra	25	ST (0+)	5" W	10	5 / 3	2	4+	5+	5+	HGL (T), MGM (T), LFM (T), HAC (FT+F), HMG (FT+F, Link)	Amphib, ECM:+1D6, Low Profile, Profile:-6", Offroad:+2D6, Sensor Booms (Aux), SMS:G	Strider (tall)

APPENDIX 2: ARMY CONSTRUCTION - SOUTH FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Sagittarius	26	ST (0+)	4" W	11	6 / 2	2	4+	6+	5+	HABM , LAC (FT), HMG (FT)	Amphib, Flank:+0D6, Offroad:+1D6, Profile:-6", ECM:+1D6	Strider (tall)
Venomous Sagittarius	24	ST	4" W	11	6 / 2	2	4+	6+	5+	HAPR (Link), LAC (FT), HMG (FT)	Amphib, Flank:+0D6, Offroad:+1D6, Profile:-6", ECM:+1D6	Strider (tall)
Barbed Fang Sagittarius	24	ST	4" W	11	6 / 2	2	4+	6+	5+	HAR, LAC (FT), HMG (FT)	Amphib, Flank:+0D6, Offroad:+1D6, Profile:-6", ECM:+1D6	Strider (tall)
Spark Sagittarius	26	ST	4" W	11	6 / 2	2	4+	6+	5+	MPA (Link), MRP (Link), LAC (FT), HMG (FT)	Amphib, Flank:+0D6, Offroad:+1D6, Profile:-6", ECM:+1D6	Strider (tall)
Force Sagittarius	24	ST	4" W	11	6 / 2	2	4+	6+	5+	MPL (Link), LAC (FT), HMG (FT)	Amphib, Flank:+0D6, Offroad:+1D6, Profile:-6", ECM:+1D6	Strider (tall)
Fire Dragon	28	ST (0+)	4" W	10	6 / 4	3	3+	6+	5+	HRP (T, Precise, IF, 6-12/48"), MFL, LRC (FT, L), LRC (FT, R)	AMS (Aux), Flank:+0D6, Lumbering, Offroad:+2D6, Profile:-12", Rugged: Sensors, SMS:G, Stable	Strider (low)
Water Dragon	30	ST	4" W	10	6 / 4	3	3+	6+	5+	MFM (T, Link), LSC, LRC (FT, L), LRC (FT, R)	Amphib, Flank:+0D6, Lumbering, Offroad:+2D6, Profile:-12", Rugged: Sensors, SMS:H2O (Fast), Stable	Strider (low)
Force Dragon	32	ST	4" W	10	6 / 4	3	3+	6+	5+	MPL (FT, Split:2) LPL, LRC (FT, L), LRC (FT, R)	Flank:+0D6, Lumbering, Offroad:+2D6, Profile:-12", Rugged: Sensors, SMS:G, Stable	Strider (low)
Hun	20	LT (0+)	6" G	10	5 / 4	2	4+	6+	6+	HRF (T), LLC (FT, AA), MRP (T, Range: 6-12/48")	Amphibious, Flank:+2D6, Offroad:+1D6, Profile:-6", Rugged: Weapons, Smoke:2	Vehicle
Recon Hun (+3 Recon Drones)	18	LT , CV	6" G	10	5 / 4	2	4+	6+	4+	HRF (T), LLC (FT, AA)	Amphibious, Drone Bay:3 recon, ECCM, Flank:+2D6, Offroad:+1D6, Profile:-6", Rugged: Weapons, Smoke:2	Vehicle
Ballista Hun	22	LT (SU)	6" G	10	5 / 4	2	4+	6+	6+	MAR (T, Precise, 12-24/96")	Amphibious, Flank:+2D6, Profile:-6", Rugged: Weapons, Smoke:2	Vehicle

APPENDIX 2: ARMY CONSTRUCTION - SOUTH FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Hittite	22	IN	6" G	10	5 / 4	2	4+	6+	6+	HFL (T), HMG (L, Link), HMG (R, Link)	Amphibious, APC:2, Flank:+2D6, Offroad:+1D6, Profile:-6", Rugged: Weapons, Smoke:2	Vehicle
Ostrogoth	24	LT (SU)	4" G	9	4 / 3	2	4+	6+	6+	MAG (T, stabilizer)	Amphibious, Flank:+2D6, Profile:-6", Rugged: Weapons, Smoke:2	Vehicle

Hetairoi	26	HV (0+)	7" H	10	5 / 3	2	4+	4+	5+	HRC (T), MRP (T), LLC (FT)	Airdrop, Fast, Fragile: Move, Jump Jets:2" (Aux), Profile:-12"	Vehicle (Hover)
Spark Hetairoi	26	HV	7" H	10	5 / 3	2	4+	4+	5+	MPA (T), MRP (T), LLC (FT)	Airdrop, Fast, Fragile: Move, Jump Jets:2" (Aux), Profile:-12"	Vehicle (Hover)
Longfang Hetairoi	26	HV	7" H	10	5 / 3	2	4+	4+	5+	MFG (T), MRP (T), LLC (FT)	Airdrop, Fast, Fragile: Move, Jump Jets:2" (Aux), Profile:-12"	Vehicle (Hover)
Force Hetairoi	26	HV	7" H	10	5 / 3	2	4+	4+	5+	MPL (T), MRP (T), LLC (FT)	Airdrop, Fast, Fragile: Move, Jump Jets:2" (Aux), Profile:-12"	Vehicle (Hover)
Command Heteroi (upgrade)	+2	HV (CMD)	-	-	-	-	-	-	4+	-	+SatUp:6+ (Aux)	

Visigoth	36	HT (0+)	4" G	12	6 / 6	3	4+	6+	6+	HTG (T, Ammo: AE:3"), HAC (T), LLC (FT, AA), 2xMRP (FT)	Flank:+2D6, Offroad:+1D6, Lumbering, Rugged Sensors, Rugged: Move, Profile:-12", Smoke:3	Vehicle
Blitz Visigoth	32	HT (0+)	4" G	12	6 / 6	3	4+	6+	6+	HSC (T, Link), HAC (T, Burst:2), LLC (FT, AA), 2xMRP (FT), APGL	AutoAI: APGL, Flank:+2D6, Offroad:+1D6, Lumbering, Profile:-12", Rugged Sensors, Rugged: Move, Smoke:3	Vehicle
Visigoth Khan	38	HT (CMD 0-1)	4" G	13	6 / 6	3	4+	6+	5+	HTG (T, Ammo: AE:3", Precise), HAC (T), LLC (FT, AA), 2xMRP (FT)	Autopilo, ECM:+1D6, ECCM (Aux), Flank:+2D6, Lumbering, Offroad:+1D6, Profile:-12", Rugged: Sensors, Rugged: Move, Smoke:3	Vehicle
Artemis	28	HT (SU)	4" G	11	5 / 6	3	4+	6+	6+	2xHAC (AA, FT, Link, Split:2)	Fragile: Weapon, Flank:+2D6, Offroad:+1D6, Lumbering, Profile:-12", Rugged: Move	Vehicle

APPENDIX 2: ARMY CONSTRUCTION - SOUTH FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Force Artemis	32	HT (SU)	4" G	11	5 / 6	3	4+	6+	6+	2xLPL (AA, T, Link)	Fragile: Weapon, Flank:+2D6, Offroad:+1D6, Lumbering, Profile:-12", Rugged: Move	Vehicle

Varis (South)	16	VL (0+)	18" V	5	5 / 3	2	4+	3+	6+	LLC (FT+F, AA), LAM	Agile, Fragile: Move, TD:+1D6	Vehicle (VTOL)
Caiman	5	CV (0+), IN (0-3)	7" G	6	4 / 2	2	5+	6+	6+	MAC (FT), LMG (T)	APC:1, Flank:+2D6, Rugged Weapons	Vehicle
Crocodile	6	CV (0+), IN (0-1)	7" G	6	4 / 2	2	5+	6+	6+	MAR (T)	APC:1, Flank:+2D6, Rugged Weapons	Vehicle
Medical Caiman	3	IN (0-1)	7" G	6	4 / 2	2	5+	6+	6+	-	Flank:+2D6, Medic	Vehicle
Command Caiman/Crocodile (upgrade)	6	CV (0-2 CMD), IN (0-1 CMD)	-	-	-	-	-	-	5+	-	APC:1, ECM, ECM:+1D6, Flank:+2D6, Rugged Weapons, Set Up 6+ (Aux)	Vehicle
Stone mason	5	EG (0+), IN (0-1)	5" W	4	2 / 2	1	5+	5+	6+	LAC (Arm), MCW (Reach: 1"), LHG (Arm), LSE (Arm)	Arms, Brawler:+1D6, Fragile Move, Recovery:+1D6, SMS:G, Vul:Blast, Vul:Fire	Gear
Engineering Cobra	8	EG, IN (0-1)	4" W	6	4 / 2	1	5+	5+	6+	HAC (Arm), HCW (Reach: 1"), MHG (Arm), MSE (Arm)	Arms, Brawler:+2D6, Recovery:+2D6, SMS: G, Vul:Blast, Vul:Fire	Gear
Barnaby Gear Transport	8	GT (SU)	7" G	8	6 / 3	3	5+	5+	6+	-	HGC: 5, Fragile Move	Vehicle

Field Gun	2	IN (SU)	2" G	4	3	1	5+	6+	-	LFG	Stabilizer	Infantry
Elan	3	CV (0+), IN (0+)	9" G	4	2 / 2	1	5+	4+	5+	MMG	Flank:+2D6, TD: +1D6, Low Profile	Vehicle (ORV)
Jackrabbit	2	IN (0+)	11" G	2	3	1	5+	4+	6+	LMG	-	Infantry (ATV)
Infantry Squad	2	IN (0+)	3" I	2	2 / 2	1	4+	4+	6+	LMG, IAC (PEN:5, Stabilizer)	Profile:+12"	Infantry
AT Infantry, Squad	4	IN	3" I	2	2 / 2	1	4+	4+	6+	LMG, IATM (Range: 6-12/24", PEN:6, Stabilizer)	Profile:+12"	Infantry
Sniper Infantry Team	3	IN	3" I	2	2	1	4+	4+	6+	LMG, IRF (PEN:5, Precise, Stabilizer)	Profile:+12"	Infantry (Team)
Observation Infantry Team	3	IN	3" I	2	2	1	4+	4+	5+	LMG	Comms:+1D6, Profile:+12"	Infantry (Team)
Mortar Squad	3	IN	3" I	2	2 / 2	1	4+	4+	6+	LMG, IFM (PEN:6, Stabilizer)	-	Infantry
Lizard Rider (upgrade)	+2	IN	7" I	3	-	-	-	-	-	-	Agile, Fast, Offroad:+2D6 Profile:+6"	

PEACE RIVER FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Warrior	7	GP (0+), SK (0-2), FS (0-2)	5" W	6	4 / 2	1	4+	4+	5+	LAC (Arm, Split:2), LRP, APGL, LVB (Arm)	Arms, SMS:G, ECM:+0D6	Gear
Sweeper Warrior	7	GP (0-2), SK (0-2), FS (0-2)	5" W	6	4 / 2	1	4+	4+	5+	MFC (Arm), LRP, APGL, LVB (Arm)	Arms, SMS:G, ECM:+0D6	Gear
Vanguard Warrior	8	GP (0-2), SK (0-2), FS (0-2)	5" W	6	4 / 2	1	4+	4+	5+	MAC (Arm), LRP, APGL, LVB (Arm)	Arms, SMS:G, ECM:+0D6	Gear
Scourge Warrior	9	GP (0-2), SK (0-2), FS (0-2)	5" W	6	4 / 2	1	4+	4+	5+	LBZ (Arm, Split:2), LRP, APGL, LVB (Arm)	Arms, SMS:G, ECM:+0D6	Gear
Warrior Chieftain	8	GP (CMD), SK (CMD), FS (CMD)	5" W	6	4 / 2	1	4+	4+	4+	LAC (Arm, Split:2), LRP, APGL, LVB (Arm)	Arms, CMD:+1D6, SMS:G, ECM:+1D6	Gear

Jackal (Unreleased)	6	GP (0-2), AR (0-2)	6" W	5	4 / 2	1	4+	4+	6+	LAC (Arm), IRP (PEN:6), LMG, LVB (Arm)	Arms, SMS:G, AirDrop, ECM:+0D6	Gear
Vanguard Jackal	7	GP (0-2), AR (0-2)	6" W	5	4 / 2	1	4+	4+	6+	MAC (Arm), IRP (PEN:6), LMG, LVB (Arm)	Arms, SMS:G, AirDrop, ECM:+0D6	Gear
Kestros Jackal	6	GP (0-2), AR (0-2)	6" W	5	4 / 2	1	4+	4+	6+	LAC (Arm), LGL (Arm), LMG, LVB (Arm)	Arms, SMS:G, AirDrop, ECM:+0D6	Gear
Fusilade Jackal	8	GP (0-2), AR (0-2)	6" W	5	4 / 2	1	4+	4+	6+	LLG (Arm), LMG, MVB (Arm, Reach 1")	Arms, SMS:G, AirDrop, ECM:+0D6	Gear

Warrior IV	11	SK (0+), FS (0+, Vet), GP (0+, Vet)	6" W	7	4 / 3	1	3+	3+	5+	LAC (Arm, Split:2), MRP, APGL, LVB (Arm)	Airdrop, Arms, SMS:G, ECM:+1D6, Sensors:18" (Aux)	Gear
Vanguard Warrior IV	12	SK, FS (Vet), GP (Vet)	6" W	7	4 / 3	1	3+	3+	5+	MAC (Arm), MRP, APGL, LVB (Arm)	Airdrop, Arms, SMS:G, ECM:+1D6, Sensors:18" (Aux)	Gear
Sweeper Warrior IV	11	SK, FS (Vet), GP (Vet)	6" W	7	4 / 3	1	3+	3+	5+	MFC (Arm), MRP, APGL, LVB (Arm)	Airdrop, Arms, SMS:G, ECM:+1D6, Sensors:18" (Aux)	Gear
Scourge Warrior IV	13	SK, FS (Vet), GP (Vet)	6" W	7	4 / 3	1	3+	3+	5+	LBZ (Arm, Split:2), MRP, APGL, LVB (Arm)	Airdrop, Arms, SMS:G, ECM:+1D6, Sensors:18" (Aux)	Gear
Warrior IV Chieftain	+1	SK (CMD), FS (CMD 0-1), GP (CMD 0-1)	-	-	-	-	-	-	4+	-	+CMD:+1D6, ECM:+1D6, SatUp: 4+ (Aux)	

APPENDIX 2: ARMY CONSTRUCTION - PEARCE RIVER FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Spartan (Unreleased)	8	SK, SF	4" W	7	4 / 3	1	3+	4+	5+	HAC (Arm), MFC (Arm), LCW (Arm)	Airdrop, Arms, SMS:G (Fast), ECM:+1D6, Rugged Weapons, Sensors: 18" (Aux)	Gear
Incendiary Spartan	9	SK, SF	4" W	7	4 / 3	1	3+	4+	5+	MFL (Arm), LGM, LHG, LCW (Arm)	Airdrop, Arms, SMS:G (Fast), ECM:+1D6, Rugged Weapons, Sensors: 18" (Aux)	Gear
Assassin Spartan	9	SF	4" W	7	4 / 3	1	3+	4+	5+	HRF (Arm, Precise), MFC (Arm), LCW (Arm)	Airdrop, Arms, SMS:G (Fast), ECM:+1D6, Rugged Weapons, Sensors: 18" (Aux)	Gear
Kestros Spartan	9	SK, FS	4" W	7	4 / 3	1	3+	4+	5+	LGL (Arm), MFC (Arm), LCW (Arm)	Airdrop, Arms, SMS:G (Fast), ECM:+1D6, Rugged Weapons, Sensors: 18" (Aux)	Gear

Gladiator	12	SK , TR	6" W	6	4 / 2	1	4+	3+	6+	MAC (Arm, Link, Range:3-9"/18"), APGL, LSG (Arm)	Agile, Arms, Brawler:+1D6, Shield: +1D6, SMS:G	Gear
Vanguard Gladiator	13	SK , TR	6" W	6	4 / 2	1	4+	3+	6+	HAC, APGL, LSG (Arm)	Agile, Arms, Brawler:+1D6, Shield: +1D6, SMS:G	Gear
Pitbull	6	AR (0+), TR	7" W	5	3 / 3	1	4+	3+	4+	LAC (Arm), LMG, APGL, LVB (Arm)	Agile, Arms, SMS:G	Gear
Scourge Pitbull	8	AR , TR	7" W	5	3 / 3	1	4+	3+	4+	LBZ (Arm, Split:2), LMG, APGL, LVB (Arm)	Agile, Arms, SMS:G	Gear
Sweeper Pitbull	6	AR , TR	7" W	5	3 / 3	1	4+	3+	4+	LFC (Arm), LMG, APGL, LVB (Arm)	Agile, Arms, SMS:G	Gear

Mustang (Unreleased)	10	AR , TR	5" W	8	6 / 2	1	4+	5+	6+	MAC (Arm), MAPR (Link), LFM, APGL, MVB (Arm, Reach: 1")	Arms, SMS:G (Lumbering), Offroad:+1D6, Profile:-6", ECM:+OD6	Gear
Vanguard Mustang	11	AR , TR	5" W	8	6 / 2	1	4+	5+	6+	HAC (Arm), MAPR (Link), LFM, APGL, MVB (Arm, Reach: 1")	Arms, SMS:G (Lumbering), Offroad:+1D6, Profile:-6", ECM:+OD6	Gear
Demolisher Mustang	10	AR , TR	5" W	8	6 / 2	1	4+	5+	6+	LSC (Arm), MAPR (Link), LFM, APGL, MVB (Arm, Reach: 1")	Arms, SMS:G (Lumbering), Offroad:+1D6, Profile:-6", ECM:+OD6	Gear
Shamshir Mustang	12	AR , TR	5" W	8	6 / 2	1	4+	5+	6+	MBZ (Arm), MAPR (Link), LFM, APGL, MVB (Arm, Reach: 1")	Arms, SMS:G (Lumbering), Offroad:+1D6, Profile:-6", ECM:+OD6	Gear

APPENDIX 2: ARMY CONSTRUCTION - PEACE RIVER FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Harrier (Unreleased)	10	RC , SF	8" W	4	3 / 3	1	4+	3+	4+	MRF (Arm), LRP (PEN:6), LMG, LVB (Arm)	Airdrop, Agile, Arms, SMS:H (Fast, -Agile), ECM:+2D6 (SJ), Sensors:18" (Aux)	Gear
Assassin Harrier	11	RC , SF	8" W	4	3 / 3	1	4+	3+	4+	HRF (Arm, Precise, Stabilizer), LRP (PEN:6), LVB (Arm)	Airdrop, Agile, Arms, SMS:H (Fast, -Agile), ECM:+2D6 (SJ), Sensors:18" (Aux)	Gear
Fusilade Harrier	12	RC , SF	8" W	4	3 / 3	1	4+	3+	4+	LLC (Arm, Precise), LRP (PEN:6), LVB (Arm)	Airdrop, Agile, Arms, SMS:H (Fast, -Agile), ECM:+2D6 (SJ), Sensors:18" (Aux)	Gear
Greyhound	12	RC (CMD 0-1), AR (CMD 0-1), TR (CMD 0-1)	8" W	4	3 / 3	2	4+	4+	4+	LRF (Arm), IRP (PEN:6), LVB (Arm)	Airdrop, Agile, Arms, SMS:G, CMD:+1D6, Comms:+2D6, ECM:+2D6 (SJ, CJ, Aux), ECCM, Sensors:24" (Aux)	Gear

Skirmisher	8	RC (0+), AR , TR (CMD), HA (CMD)	7" W	5	3 / 3	1	4+	3+	4+	LRF (Arm), IRP (PEN:6), LVB (Arm)	Airdrop, Agile, Arms, Comms:+1D6, ECM:+2D6 (CJ), Sensors:24" (Aux), SMS:G	Gear
Vanguard Skirmisher	8	RC , AR , TR (CMD), HA (CMD)	7" W	5	3 / 3	1	4+	3+	4+	LAC (Arm), IRP (PEN:6), LVB (Arm)	Airdrop, Agile, Arms, Comms:+1D6, ECM:+2D6 (CJ), Sensors:24" (Aux), SMS:G	Gear
Sweeper Skirmisher	8	RC , AR , TR (CMD), HA (CMD)	7" W	5	3 / 3	1	4+	3+	4+	LFC (Arm), IRP (PEN:6), MHG, LVB (Arm)	Airdrop, Agile, Arms, Comms:+1D6, ECM:+2D6 (CJ), Sensors:24" (Aux), SMS:G	Gear
Scourge Skirmisher	9	RC , AR , TR (CMD), HA (CMD)	7" W	5	3 / 3	1	4+	3+	4+	LBZ (Arm, Split:2), IRP (PEN:6), LVB (Arm)	Airdrop, Agile, Arms, Comms:+1D6, ECM:+2D6 (CJ), Sensors:24" (Aux), SMS:G	Gear
Skirmisher Tag	9	RC , AR , TR (CMD), HA (CMD)	7" W	5	3 / 3	1	4+	3+	4+	LRF (Arm), LVB (Arm)	Airdrop, Agile, Arms, Comms:+1D6, , ECCM, ECM:+2D6 (CJ), Sensors:24" (Aux), SMS:G. SatUp:4+ (Aux), TD:+1D6,	Gear
Assassin Skirmisher	10	SF	7" W	5	3 / 3	1	4+	3+	4+	MRF (Arm, Precise, Silent), IRP (PEN:6), LVB (Arm)	Airdrop, Agile, Arms, Comms:+1D6, ECM:+2D6 (SJ), Sensors:24" (Aux), SMS:G. Stealth	Gear
Special Forces Skirmisher (upgrade)	+1	SF	-	-	-	-	-	-	-	-	+Stealth, +ECM:+2D6 (SJ)	Gear

APPENDIX 2: ARMY CONSTRUCTION - PEARCE RIVER FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Shinobi	14	SF (0+)	7" W	5	3 / 3	1	3+	3+	3+	LAC (Arm, Precise, Silence), IRP (PEN: 6), LVB (Arm)	Airdrop, Agile, Arms, Brawler:+1D6, Comms:+1D6, ECM:+2D6 (SJ), Sensors:24" (Aux), SMS:G, Stealth (Aux), Vet	Gear
Lookout Shinobi	16	SF (0+)	7" W	5	3 / 3	1	3+	3+	3+	LRF (Arm, Precise, Silence), IRP (PEN: 6), LVB (Arm)	Airdrop, Agile, Arms, Brawler:+1D6, Comms:+1D6, ECM:+3D6 (CJ, SJ), Sensors:24" (Aux), SMS:G, Stealth (Aux), Vet	Gear
Sweeper Shinobi	14	SF (0+)	7" W	5	3 / 3	1	3+	3+	3+	MFC (Arm), IRP (PEN: 6), LVB (Arm)	Airdrop, Agile, Arms, Brawler:+1D6, Comms:+1D6, ECM:+2D6 (SJ), Sensors:24" (Aux), SMS:G, Stealth (Aux), Vet	Gear
Scourge Shinobi	16	SF (0+)	7" W	5	3 / 3	1	3+	3+	3+	LBZ (Arm, Split:2), IRP (PEN: 6), LVB (Arm)	Airdrop, Agile, Arms, Brawler:+1D6, Comms:+1D6, ECM:+2D6 (SJ), Sensors:24" (Aux), SMS:G, Stealth (Aux), Vet	Gear
Assassin Shinobi	16	SF (0+)	7" W	5	3 / 3	1	3+	3+	3+	HRF (Arm, Precise, Silence, Stabilizer), LVB (Arm)	Airdrop, Agile, Arms, Brawler:+1D6, ECM:+3D6 (CJ, SJ), Sensors:24" (Aux), SMS:G, Stealth (Aux), Vet	Gear
Chieftain Shinobi	16	SF (CMD)	7" W	5	3 / 3	1	3+	3+	3+	MAC (Arm, Precise, Silence)	Airdrop, Agile, Arms, Brawler:+1D6, Comms:+1D6, ECM:+2D6 (SJ), ECCM, Sensors:24" (Aux), SMS:G, Stealth (Aux), Vet, SatUp:4+ (Aux)	Gear

Argos (Unreleased)	14	FS	5"	8	7 / 2	1	4+	5+	5+	HRC (Arm), ARP, APGL, MVB (Arm, Reach: 1")	Arms, Brawler:+1D6, Autopilot SMS:G, Profile:-6"	Gear
Demolisher Argos	15	FS	5"	8	7 / 2	1	4+	5+	5+	MSC (Arm), LABM, APGL, MVB (Arm, Reach: 1")	Arms, Brawler:+1D6, Autopilot SMS:G, Profile:-6"	Gear
Shamshir Argos	15	FS	5"	8	7 / 2	1	4+	5+	5+	HBZ (Arm), LATM, APGL, MVB (Arm, Reach: 1")	Arms, Brawler:+1D6, Autopilot SMS:G, Profile:-6"	Gear

Crusader IV	12	FS (0+)	4" W	8	6 / 3	1	4+	5+	5+	HAC (Arm, Split:2), MRP (Link), LFM, APGL, MVB (Arm, Reach: 1")	Arms, Autopilot, Brawler:+1D6, SMS:G, Vul: Haywire	Gear
Demolisher Crusader IV	13	FS	4" W	8	6 / 3	1	4+	5+	5+	MSC (Arm), MRP (Link), LFM, APGL, MVB (Arm, Reach: 1")	Arms, Autopilot, Brawler:+1D6, SMS:G, Vul: Haywire	Gear

APPENDIX 2: ARMY CONSTRUCTION - PEACE RIVER FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Scourge Crusader IV	13	FS	4" W	8	6 / 3	1	4+	5+	5+	MBZ (Arm), MRP (Link), LFM, APGL, MVB (Arm, Reach: 1")	Arms, Autopilot, Brawler:+1D6, SMS:G, Vul: Haywire	Gear
Crusader V (upgrade)	+1	FS (0+)	-	-	-	-	-	-	-	-MRP (Link), -LFM, +MRP, +MFM	-Vul: Haywire	

Cataphract	24	SK, FS, HA	5" W	10	6 / 4	2	4+	5+	5+	MRG (Arm), MFM, MMG (T, Link), HVB (Arm, Reach: 2")	Arms, Brawler:+3D6, ECM:+0D6, Flank:+0D6, Profile:-6", Rugged: Move, SMS:G	Strider (Tall)
Scourge Cataphract	25	SK, FS, HA	5" W	10	6 / 4	2	4+	5+	5+	HBZ (Arm, PEN: 10), LATM, MMG (T, Link), HVB (Arm, Reach: 2")	Arms, Brawler:+3D6, ECM:+0D6, Flank:+0D6, Profile:-6", Rugged: Move, SMS:G	Strider (Tall)
Tank hunter Cataphract	26	FS, ST	5" W	10	6 / 4	2	4+	5+	5+	MTG (Arm), MATM (LA: 4), MMG (T, Link), HVB (Arm, Reach: 2")	Arms, Brawler:+3D6, ECM:+0D6, Flank:+0D6, Profile:-6", Rugged: Move, SMS:G	Strider (Tall)
Cataphract Lord (upgrade)	+2	SK (CMD, FS (CMD), HA (CMD)	-	-	-	-	-	-	4+	-	+CMD:+2D6, ECM:+1D6, ECCM	

Uhlán (unreleased)	30	HA	4" W	11	6 / 4	2	4+	5+	5+	HAC (Arm, Burst: 2), MAC (FT+F, Link), HRP (Link, IF), HHG, APGL, HSG (ARM)	Arms, AMS, AutoAI:APGL, Brawler:+1D6, Profile:-6", Rgd. Move, SMS:G (Fast), ECM:+0D6	Strider
Kestros Uhlán	28	HA	4" W	11	6 / 4	2	4+	5+	5+	HGL (3-9/36", Arm, IF), MAC (FT+F, Link), HRP (Link, IF), HHG, APGL, HSG (ARM)	Arms, AMS, AutoAI:APGL, Brawler:+1D6, Profile:-6", Rgd. Move, SMS:G (Fast), ECM:+0D6	Strider
Fusilade Uhlán	30	FS, ST	4" W	11	6 / 4	2	4+	5+	5+	HPL (Arm), MAC (FT+F, Link), HRP (Link, IF, PEN: 9/2F), HHG, APGL, HSG (ARM)	Arms, AMS, AutoAI:APGL, Brawler:+1D6, Profile:-6", Rgd. Move, SMS:G (Fast), ECM:+0D6	Strider
Uhlán Lord (upgrade)	+2	FS (CMD 0-1), HA (CMD)	-	-	-	-	-	-	4+	-	+CMD:+2D6, ECCM, ECM:+1D6	

APPENDIX 2: ARMY CONSTRUCTION - PEARCE RIVER FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Valance	4	EG (0+), AR(0+), IN (0-1)	4" W	3	2 / 4	1	5+	5+	6+	LAC (Arm), APGL, LVB (Arm)	Arms, Fragile: Move, Recovery: +1D6, Sensors: 6", Flank: +2D6, Vul:Blast, Vul:Fire	Gear
Demolisher Valance	5	EG , AR , IN (0-1)	4" W	3	2 / 4	1	5+	5+	6+	LSC (Arm), APGL, LGH, LVB (Arm)	Arms, Fragile: Move, Recovery: +1D6, Sensors: 6", Flank: +2D6, Vul:Blast, Vul:Fire	Gear
Sweeper Valance	4	EG , AR , IN (0-1)	4" W	3	2 / 4	1	5+	5+	6+	LFC (Arm), APGL, HHG, LVB (Arm)	Arms, Fragile: Move, Recovery: +1D6, Sensors: 6", Flank: +2D6, Vul:Blast, Vul:Fire	Gear
Foreman Valance	5	EG(CMD)	4" W	3	2 / 4	1	5+	5+	5+	LAC, (Arm), APGL, HCW (Arm, Reach: 1")	Arms, Brawler: +1D6, Flank: +2D6, Fragile: Move, Recovery: +1D6, Vul: Blast, Vul: Fire	Gear
Engineering Grizzly	7	EG	5" W	6	4 / 2	1	5+	5+	6+	HAC (Arm), HCW (Arm, Reach: 1")	Arms, Brawler: +2D6, Recovery: +1D6, SMS: G, Vuln:Blast, Vul: Fire	Gear
Engineering Cobra	7	EG	5" W	6	4 / 2	1	5+	5+	6+	HAC (Arm), HCW (Arm, Reach: 1")	Arms, Brawler: +2D6, Recovery: +1D6, SMS: G, Vuln:Blast, Vul: Fire	Gear

Vanguard Coyote	24	LS (0+)	6" W	9	6 / 3	2	4+	5+	5+	MRG (T), MRC (AA, FT), APGL, LCW	ECM: +0D6, Low Profile, Offroad: +2D6, Profile: -6", Sensors: 18", SMS: G, Spider, Stable	Strider
Pillium Coyote	22	LS (0+)	6" W	9	6 / 3	2	4+	5+	5+	MATM (T), MRC (AA, FT), APGL, LCW	ECM: +0D6, Low Profile, Offroad: +2D6, Profile: -6", Sensors: 18", SMS: G, Spider, Stable	Strider
Fusilade Coyote	22	LS (0+)	6" W	9	6 / 3	2	4+	5+	5+	MLC (T, Precise), MRC (AA, FT), LCW	ECM: +0D6, Low Profile, Offroad: +2D6, Profile: -6", Sensors: 18", SMS: G, Spider, Stable	Strider
Alpha Dog Coyote (upgrade)	+2	LS (CMD)	-	-	-	-	-	-	4+	-	+CMD: +1D6, +ECCM, +ECM: +2D6, +SatUp: 4+ (Aux)	

APPENDIX 2: ARMY CONSTRUCTION - PEACE RIVER FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Red Bull MK2	28	ST (0+)	5" W	12	6 / 4	2	4+	6+	5+	MFG (T, Link), MRC (FT, AA), APGL, MCW	AutoAI:APGL, ECM:+0D6, Lumbering, Offroad:+3D6, Profile:-18", Sensors: 24" (Aux), SMS:G, Stable	Strider
Sarisa Red Bull MK2 (Unreleased)	32	ST (0+)	5" W	12	6 / 4	2	4+	6+	5+	HATM (T), MRC (FT, AA), APGL, MCW	AutoAI:APGL, ECM:+0D6, Lumbering, Offroad:+3D6, Profile:-18", Sensors: 24" (Aux), SMS:G, Stable	Strider
Xyston Red Bull MK2 (Unreleased)	30	ST (0+)	5" W	12	6 / 4	2	4+	6+	5+	NFG (T, PEN:10), MRC (FT, AA), APGL, MCW	AutoAI:APGL, ECM:+0D6, Lumbering, Offroad:+3D6, Profile:-18", Sensors: 24" (Aux), SMS:G, Stable	Strider
Red Bull Arbalast Upgrade)	+1	-	-	-	-	-	-	-	-	-MRC, +HAPR (T, Link)	-	

Dragonfly (Peace River)	19	VL (0+)	14" V	6	4 / 4	2	4+	3+	5+	MAC (FT+F, AA), LATM, LSAM	Agile, ECM:+1D6, Fragile: Move, TD:+1D6	Vehicle (VTOL)
Mastiff (old Hoplite)	4	CV (0+), IN (0-3)	8" G	6	4 / 2	1	5+	6+	5+	LRF (FT), APGL	APC:1, Flank:+2D6, Low Profile	Vehicle
Pacifier Mastiff (Unreleased)	5	CV	8" G	6	4 / 2	1	5+	6+	5+	MFL (T), APGL	Flank:+2D6, Low Profile	Vehicle
Medic Mastiff	2	IN (0-1)	8" G	6	4 / 2	1	5+	6+	5+		Flank:+2D6, Medic, Low Profile	Vehicle
Hippeis Mastiff	5	CV (0+)	8" G	6	4 / 2	1	5+	6+	5+	LFM (T), APGL	Flank:+2D6, Low Profile	Vehicle
Hoplite	7	CV (0+), IN	8" G	7	6 / 2	2	4+	6+	5+	LAC (FT)	APC:2, Flank :+2D6	Vehicle
Hippeis Hoplite	8	CV	8" G	7	6 / 2	2	4+	6+	5+	MFM	AP:2, Flank:+2D6	Vehicle
Arbalast Hoplite	8	CV	8" G	7	6 / 2	2	4+	6+	5+	MRP (Blast:4")	APC:2, Flank:+2D6	Vehicle
Xyston Hoplite	9	CV	8" G	7	6 / 2	2	4+	6+	5+	LFG	Flank:+2D6	Vehicle
Hoplite Herd Lord (upgrade)	+1	CV (CMD)	-	-	-	-	-	-	4+	-	+CMD:+1D6, SatUp:4+ (Aux), Smoke:2	

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Mameluk (Unreleased)	5	CV (0+), IN	9" G	5	4 / 2	1	4+	5+	6+	LAC (FT, AA), HMG (FT)	Airdrop, Flank :+2D6, Low Profile, Offroad:+0D6	Vehicle
Arbalest Mameluk	5	CV (0+), IN	9" G	5	4 / 2	1	4+	5+	6+	LRP (T), HMG (FT)	Airdrop, Flank :+2D6, Low Profile, Offroad:+0D6	Vehicle
Antelope	3	CV (0+), IN (0+)	10" G	4	2 / 2	1	5+	4+	5+	MMG	Flank:+2D6, Comms: +1D6, Low Profile	Vehicle (ORV)
Elan	3	CV (0+), IN (0+)	10" G	4	2 / 2	1	5+	4+	5+	MMG	Flank:+2D6, TD: +1D6, Low Profile	Vehicle (ORV)
Spitz ATV	1	IN (0+)	12" G	3	3	1	5+	3+	6+	LRF (PEN:2, AI), LMG	Profile:+6". Agile	Infantry (ATV)
Infantry Squad	3	IN	3" I	2	2 / 2	1	4+	4+	5+	IRF (PEN:2, AI), LMG, IRG (PEN:5, Stabilizer)	Profile:+12"	Infantry
AT Squad	4	IN	3" I	2	2 / 2	1	4+	4+	5+	IRF (PEN:2, AI), IATM (PEN:6, Stabilizer)	Profile:+12"	Infantry
Sniper Team	3	IN	3" I	2	2	1	4+	4+	5+	IRF (PEN:2, AI), IRF (PEN:5, Precise, Silent, Stabilizer)	Profile:+12"	Infantry (Team)
Observer Team	3	IN	3" I	2	2	1	4+	4+	5+	IRF (PEN:2, AI)	Comms:+1D6, Profile:+12", TD:+1D6	Infantry (Team)
Mortar Squad	4	IN	3" I	2	2 / 2	1	4+	4+	5+	IRF (PEN:2, AI), IFM (PEN:6, Stabilizer)	Profile:+12"	Infantry
PILUM Infantry	5	PM (0+)	4" I	4	3 / 2	1	4+	4+	5+	IRF (PEN:2, AI), LMG, IRG (PEN:5), IVB (Arm, PEN:4)	Jet Pack: 4", Profile: +6"	Infantry

NUCOAL FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Chasseur	6	GP (0+), FS , HV , HT	6" W	5	4 / 2	1	4+	4+	6+	LAC (Arm, Split:2), LRP, APGL, LVB (Arm)	Arms, SMS: H (Agile, Fast)	Gear (Hover)
Chasseur Gunner	7	GP , FS	6" W	5	4 / 2	1	4+	4+	6+	MAC (Arm), LRP, APGL, LVB (Arm)	Arms, SMS: H (Agile, Fast)	Gear (Hover)
Chasseur Grenadier	7	GP , FS	6" W	5	4 / 2	1	4+	4+	6+	LGL (Arm), LRP, APGL, LVB (Arm)	Arms, SMS: H (Agile, Fast)	Gear (Hover)
Chasseur Flechette	6	GP , FS	6" W	5	4 / 2	1	4+	4+	6+	MFC (Arm), LRP, APGL, LVB (Arm)	Arms, SMS: H (Agile, Fast)	Gear (Hover)
Chasseur Hellfire	8	GP , FS	6" W	5	4 / 2	1	4+	4+	6+	LBZ (Arm), LRP, APGL, LVB (Arm)	Arms, SMS: H (Agile, Fast)	Gear (Hover)
Chasseur CV (upgrade)	+1	GP (CMD), FS (CMD)	-	-	-	-	-	-	5+	-	+ECCM	

APPENDIX 2: ARMY CONSTRUCTION - NUCOAL FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Chasseur MK2	8	GP , SK	6" W	6	4 / 2	1	4+	3+	6+	LAC (Arm, Split:2), LRP, APGL, LVB (Arm)	Arms, Fragile: Move, Jet Pack: 6" (Aux), SMS: H (Agile, Fast)	Gear (Hover)
Chasseur MK2 Gunner	9	GP , SK	6" W	6	4 / 2	1	4+	3+	6+	MAC (Arm), LRP, APGL, LVB (Arm)	Arms, Fragile: Move, Jet Pack: 6" (Aux), SMS: H (Agile, Fast)	Gear (Hover)
Chasseur MK2 Grenadier	9	GP , SK	6" W	6	4 / 2	1	4+	3+	6+	LGL (Arm), LRP, APGL, LVB (Arm)	Arms, Fragile: Move, Jet Pack: 6" (Aux), SMS: H (Agile, Fast)	Gear (Hover)
Chasseur MK2 Flechette	8	GP , SK	6" W	6	4 / 2	1	4+	3+	6+	MFC (Arm), LRP, APGL, LVB (Arm)	Arms, Fragile: Move, Jet Pack: 6" (Aux), SMS: H (Agile, Fast)	Gear (Hover)
Chasseur MK2 Hellfire	10	GP , SK	6" W	6	4 / 2	1	4+	3+	6+	LBZ (Arm), LRP, APGL, LVB (Arm)	Arms, Fragile: Move, Jet Pack: 6" (Aux), SMS: H (Agile, Fast)	Gear (Hover)
Chasseur MK2 CV (upgrade)	+1	GP (CMD), SK (CMD)	-	-	-	-	-	-	5+	-	+ECCM	

Chasseur Paratrooper	7	PT (0+)	6" W	5	4 / 2	1	4+	4+	6+	LAC (Arm), APGL, LSG (Arm)	Airdrop, Arms, SMS: H (Agile, Fast)	Gear (Hover)
Chasseur Para Gunner	8	PT	6" W	5	4 / 2	1	4+	4+	6+	MAC (Arm), APGL, LSG (Arm)	Airdrop, Arms, SMS: H (Agile, Fast)	Gear (Hover)
Chasseur Para Hellfire	9	PT	6" W	5	4 / 2	1	4+	4+	6+	LBZ (Arm), APGL, LSG (Arm)	Airdrop, Arms, SMS: H (Agile, Fast)	Gear (Hover)
Chasseur Para CV (upgrade)	+1	PT (CMD)	-	-	-	-	-	-	5+	-	+ECCM	
Jerboa Paratrooper	7	PT	5" W	4	3 / 2	1	5+	3+	4+	LRF (Arm), APGL, LVB (Arm)	Airdrop, Arms, Boosters:6", Comms: +1D6, ECM:+2D6, Low Profile, SMS:G (Fast), Sensors: 18"	Gear
Jerboa Flash Paratrooper	8	PT	5" W	4	3 / 2	1	5+	3+	4+	LRF (Arm), APGL, LVB (Arm)	Airdrop, Arms, Boosters:6", Comms: +1D6, Low Profile, SMS:G (Fast), Sensors: 18", TD:+1D6	Gear
Jerboa	6	RC (0+), FS, HT	5" W	4	3 / 2	1	5+	3+	4+	LRF (Arm), LRP, APGL, LVB (Arm, PEN:6)	Arms, Comms: +1D6, ECM:+2D6 (CJ), Low Profile, Jump Pack:6", SMS: G (Fast), Sensors: 18"	Gear
Jerboa Fist	6	RC	5" W	4	3 / 2	1	5+	3+	4+	LRF (Arm), LRP, LPZ, APGL, LVB (Arm, PEN:6)	Arms, Comms: +1D6, ECM:+2D6, Low Profile, Jump Pack:6", SMS: G (Fast), Sensors: 18"	Gear
Jerboa Flash	6	RC	5" W	4	3 / 2	1	5+	3+	4+	LRF (Arm), LRP, APGL, LVB (Arm, PEN:6)	Arms, Comms: +1D6, Low Profile, Jump Pack:6", SMS: G (Fast), Sensors: 18", TD:+1D6	Gear
Jerboa Sentry	8	RC	5" W	4	3 / 2	1	5+	3+	4+	LRF (Arm), APGL, LVB (Arm, PEN:6)	Arms, Comms: +1D6, Low Profile, Jump Pack:6", SMS: G (Fast), SatUp:5+ (Aux), Sensors: 18"	Gear

APPENDIX 2: ARMY CONSTRUCTION - NUCOAL FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Cuirassier	10	SK (0+), RC (CMD)	6" W	6	4 / 2	1	3+	3+	5+	MAC (Arm, Split:2), LRP, APGL, LVB (Arm)	Agile, Airdrop, Arms, SMS:G	Gear
Cuirassier Hellfire	12	SK	6" W	6	4 / 2	1	3+	3+	5+	MBZ (Arm), LRP, APGL, LVB (Arm)	Agile, Airdrop, Arms, SMS:G	Gear
Cuirassier Long Gunner	11	SK	6" W	6	4 / 2	1	3+	3+	5+	HRF (Arm), LRP, APGL, LVB (Arm)	Agile, Airdrop, Arms, SMS:G	Gear
Cuirassier Hellfire	11	SK	6" W	6	4 / 2	1	3+	3+	5+	MGL (Arm), LRP, APGL, LVB (Arm)	Agile, Airdrop, Arms, SMS:G	Gear
Cuirassier Lance	11	SK	6" W	6	4 / 2	1	3+	3+	5+	LAC (AA, Arm, Burst:2) LRP, APGL, LVB (Arm)	Agile, Airdrop, Arms, SMS:G	Gear
Cuirassier CV (upgrade)	+1	SK (CMD), RC (CMD 0-1)	-	-	-	-	-	-	5+	-	+ECCM, SatUp:5+ (Aux)	

Chevalier	14	FS (0+)	4" W	8	6 / 2	1	4+	5+	6+	HAC (Arm, Split:2), MAR (PEN:8/1F), LGM, HMG (Link), LVB (Arm)	Arms, Autopilot, SMS:G	Gear
Chevalier Hellfire	14	FS	4" W	8	6 / 2	1	4+	5+	6+	MBZ (Arm), MRP (PEN:8/1F, Link), LGM, HMG (Link), LVB (Arm)	Arms, Autopilot, SMS:G	Gear
Chevalier Hammer	14	FS	4" W	8	6 / 2	1	4+	5+	6+	HRF (Arm), MAR (PEN:8/1F), LAG (Stabilizier), HMG (Link), LVB (Arm)	Arms, Autopilot, SMS:G	Gear
Chevalier Spear	14	FS	4" W	8	6 / 2	1	4+	5+	6+	HAC (Arm, Split:2), HRP (Link, IF), HMG (Link), LVB (Arm)	Arms, Autopilot, SMS:G	Gear
Chevalier Javelin	14	FS	4" W	8	6 / 2	1	4+	5+	6+	HAC (Arm), MATM , HMG (Link), LVB (Arm)	Arms, Autopilot, SMS:G	Gear
Chevalier CV (upgrade)	+1	FS (CMD)	-	-	-	-	-	-	5+	-	+ECCM, SatUp:5+ (Aux)	

Lancier	8	MN (0+)	6" W	6	4 / 2	1	4+	3+	6+	LAC (Arm), HPZ, APGL, MSG (Link)	Arms, Brawler:+1D6, Climber, Flank:+0D6, Offroad:+2D6, SMS:G	Gear
Lancier Torch	9	MN	6" W	6	4 / 2	1	4+	3+	6+	MFL (Arm), HPZ, APGL, MSG (Link)	Arms, Brawler:+1D6, Climber, Flank:+0D6, Offroad:+2D6, SMS:G	Gear
Lancier Flechette	8	MN	6" W	6	4 / 2	1	4+	3+	6+	MFC (Arm), HPZ, APGL, MSG (Link)	Arms, Brawler:+1D6, Climber, Flank:+0D6, Offroad:+2D6, SMS:G	Gear
Lancier Spear	10	MN	6" W	6	4 / 2	1	4+	3+	6+	MRP (Arm, IF), HPZ, APGL, MSG (Link)	Arms, Brawler:+1D6, Climber, Flank:+0D6, Offroad:+2D6, SMS:G	Gear
Lancier Dart	9	MN	6" W	6	4 / 2	1	4+	3+	6+	LAPR (Arm, IF), HPZ, APGL, MSG (Link)	Arms, Brawler:+1D6, Climber, Flank:+0D6, Offroad:+2D6, SMS:G	Gear
Lancier CV (upgrade)	+0	MN (CMD)	-	-	-	-	-	-	5+	-	+ECCM	

APPENDIX 2: ARMY CONSTRUCTION - NUCOAL FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Espion	12	SF (0+)	7" W	6	4 / 2	1	4+	3+	5+	MRF (Arm, Silent), LRP, LVB (Arm)	Agile, Arms, SMS:G, Stealth (Aux), Vet	Gear
Espion Firestorm	12	SF	7" W	6	4 / 2	1	4+	3+	5+	LLG (Arm), LRP, LVB (Arm)	Agile, Arms, SMS:G, Stealth (Aux), Vet	Gear
Espion Grenadier	12	SF	7" W	6	4 / 2	1	4+	3+	5+	LGL (Arm), LRP, LVB (Arm)	Agile, Arms, SMS:G, Stealth (Aux), Vet	Gear
Espion Flechette	12	SF	7" W	6	4 / 2	1	4+	3+	5+	MFG (Arm), LRP, LVB (Arm)	Agile, Arms, SMS:G, Stealth (Aux), Vet	Gear
Espion CV (upgrade)	+1	SF (CMD)	-	-	-	-	-	-	4+	-	+Satup: 5+ (Aux)	

Boa	14	FS	4" W	9	6 / 2	1	4+	5+	6+	HAC (Arm, Split:2), MRP, MFM, MVB (Arm, Reach 1")	Arms, Brawler:+2D6, SMS: G	Gear
Strike Boa	14	FS	4" W	9	6 / 2	1	4+	5+	6+	MBZ (Arm), MRP, MGM, MVB (Arm, Reach 1")	Arms, Brawler:+2D6, SMS: G	Gear
Firestorm Boa	14	FS	4" W	9	6 / 2	1	4+	5+	6+	MLG (Arm) MRP, MGM, MVB (Arm, Reach 1")	Arms, Brawler:+2D6, SMS: G	Gear
Wildcat	7	RC , SK	7" W	5	4 / 2	1	5+	4+	6+	LAC (Arm), LRP, MVB (Arm)	Agile, Arms, Brawler:+1D6, Comms:+1D6, Offroad:+1D6, SMS:G	Gear
Riotmaster Wildcat	7	RC , SK	7" W	5	4 / 2	1	5+	4+	6+	LFC (Arm), LRP, MVB (Arm)	Agile, Arms, Brawler:+1D6, Comms:+1D6, Offroad:+1D6, SMS:G	Gear
Gunner Wildcat	8	RC , SK	7" W	5	4 / 2	1	5+	4+	6+	MAC (Arm), LRP, MVB (Arm)	Agile, Arms, Brawler:+1D6, Comms:+1D6, Offroad:+1D6, SMS:G	Gear
Assault Wildcat	8	RC , SK	7" W	5	4 / 2	1	5+	4+	6+	LSC (Arm), LRP, MVB (Arm)	Agile, Arms, Brawler:+1D6, Comms:+1D6, Offroad:+1D6, SMS:G	Gear

Hussar	24	ST (0+)	5" W	10	6 / 3	2	4+	5+	6+	LTG (T, Link), HRC (Arm), HMG (FT+F), HVB (Arm)	Arms, Autopilot, Brawler:+1D6, Flank:+0D6, Offroad:+0D6, Profile:-6", SMS:G	Strider (Tall), Vehicle (SMS)
Hussar Spear	24	ST (0+)	5" W	10	6 / 3	2	4+	5+	6+	HRP (T, Link, Blast:4), HRC (Arm), HMG (FT+F), HVB (Arm)	Arms, Autopilot, Brawler:+1D6, Flank:+0D6, Offroad:+0D6, Profile:-6", SMS:G	Strider (Tall), Vehicle (SMS)

APPENDIX 2: ARMY CONSTRUCTION - NUCCAL FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Hussar Skyhammer	22	ST (0+)	5" W	10	6 / 3	2	4+	5+	6+	HABM (T, Link), HRC (Arm), HMG (FT+F), HVB (Arm)	Arms, Autopilot, Brawler:+1D6, Flank:+OD6, Offroad:+OD6, Profile:-6", SMS:G	Strider (Tall), Vehicle (SMS)
Hussar Lance	24	ST (0+)	5" W	10	6 / 3	2	4+	5+	6+	HRC (T, AA, Link, Split:3), HRC, (Arm), HMG (FT+F), HVB (Arm)	Arms, Autopilot, Brawler:+1D6, Flank:+OD6, Offroad:+OD6, Profile:-6", SMS:G	Strider (Tall), Vehicle (SMS)
Hussar Hammer	25	ST (0+)	5" W	10	6 / 3	2	4+	5+	6+	HTG (T), HRC (Arm), HMG (FT+F), HVB (Arm)	Arms, Autopilot, Brawler:+1D6, Flank:+OD6, Offroad:+OD6, Profile:-6", SMS:G	Strider (Tall), Vehicle (SMS)

Fusilier	18	HV (0+)	9" H	9	4 / 3	2	4+	4+	6+	HAC (T), LRP (T), LLC (FT, AA), APGL	Airdrop, Agile, Fragile Move, Fast, Low Profile, Profile:-12", Jump Jets:3" (Aux)	Vehicle (Hover)
Fusilier Javelin	20	HV	9" H	9	4 / 3	2	4+	4+	6+	HAC (T), LATM (T), LLC (FT, AA), APGL	Airdrop, Agile, Fragile Move, Fast, Low Profile, Profile:-12", Jump Jets:3" (Aux)	Vehicle (Hover)
Fusilier Anvil	18	HV	9" H	9	4 / 3	2	4+	4+	6+	HAC (T), LGM (T), LLC (FT, AA), APGL	Airdrop, Agile, Fragile Move, Fast, Low Profile, Profile:-12", Jump Jets:3" (Aux)	Vehicle (Hover)
Voltigeur	28	HT (0+)	5" G	11	6 / 4	3	4+	6+	6+	LTG (T, Link), MLC (FT), HABM, HMG	Lumbering, Offroad:+1D6, Profile:-12", Autopilot, Smoke:3	Vehicle
Voltigeur Hammer	30	HT (0+)	5" G	11	6 / 4	3	4+	6+	6+	HTG (T), MLC (FT), HABM, HMG	Lumbering, Offroad:+1D6, Profile:-12", Autopilot, Smoke:3	Vehicle
Voltigeur CV (upgrade)	+0	HT (CMD)	-	-	-	-	-	-	5+	-HABM, +LATM	+ECCM	

Sampson	8	CV (0+), IN, GP (0-1), SK (0-1), FS (0-1)	10" H	7	4 / 2	2	4+	4+	6+	LAC (T, Link), APGL	APC:2, Fragile Move, Jump Jets: 2" (Aux)	Vehicle (Hover)
Sampson Javelin	9	CV, IN	10" H	7	4 / 2	2	4+	4+	6+	LRP (T, Link), APGL	APC:2, Fragile Move, Jump Jets: 2" (Aux)	Vehicle (Hover)
Medical Sampson	4	IN (0-1)	10" H	7	4 / 2	2	4+	4+	6+		Fragile: Move, Medic, Jump Jets: 2" (Aux)	Vehicle (Hover)
Sampson Spear	10	CV, IN	10" H	7	4 / 2	2	4+	4+	6+	LATM (T), APGL	APC:2, Fragile Move, Jump Jets: 2" (Aux)	Vehicle (Hover)
Sampson CV (upgrade)	+1	CV (CMD)	-	-	-	-	-	-	5+	-	+ECCM	

Varis (NuCoal)	17	VL (0+)	18" V	5	5 / 3	2	4+	3+	5+	MAC (FT+F, AA), MABM	Agile, ECCM, Fragile: Move, TD:+1D6	Vehicle (VTOL)
Bricklayer	5	EG	6" W	4	2 / 2	1	5+	5+	6+	LAC (Arm), LCW (Reach: 1")	Arms, SMS:G, Fragile Move, Recovery:+1D6, Smoke, Vul:Blast, Vul:Fire	Gear
Engineering Grizzly	7	EG	5" W	6	4 / 2	1	5+	5+	6+	HAC (Arm), HCW (Reach: 1")	Arms, Brawler:+2D6, Recovery:+2D6, SMS:G, Vul: Blast, Vul: Fire	Gear

APPENDIX 2: ARMY CONSTRUCTION - NUCOAL FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Stonemason	5	EG	6" W	4	2 / 2	1	5+	5+	6+	LAC (Arm), MCW (Reach: 1")	Arms, Brawler: +1D6, Fragile Move, Recovery: +1D6, SMS: G, Vul: Blast, Vul: Fire	Gear
Engineering Cobra	7	EG	5" W	6	4 / 2	1	5+	5+	6+	HAC (Arm), HCW (Reach: 1")	Arms, Brawler: +2D6, Recovery: +2D6, SMS: G, Vul: Blast, Vul: Fire	Gear
Chargeur	5	EG (0+), IN (0-1)	6" W	5	2 / 2	1	5+	5+	6+	LAC (Arm), MCW (Reach: 1")	Arms, Brawler: +2D6, SMS: G, Recovery: +1D6	Gear
Sapeur	8	EG (0+), IN (0-1)	5" W	7	5 / 3	1	5+	5+	6+	HAC (Arm), HCW (Reach: 1")	Arms, Brawler: +2D6, Recovery: +2D6, SMS: G	Gear
Valance	4	EG	4" W	3	2 / 4	1	5+	5+	6+	LAC (Arm), APGL, LVB (Arm)	Arms, Fragile: Move, Recovery: +1D6, Sensors: 6", Flank: +2D6, Vul: Blast, Vul: Fire	Gear
Demolisher Valance	5	EG	4" W	3	2 / 4	1	5+	5+	6+	LSC (Arm), APGL, LGH, LVB (Arm)	Arms, Fragile: Move, Recovery: +1D6, Sensors: 6", Flank: +2D6, Vul: Blast, Vul: Fire	Gear
Sweeper Valance	4	EG	4" W	3	2 / 4	1	5+	5+	6+	LFC (Arm), APGL, HHG, LVB (Arm)	Arms, Fragile: Move, Recovery: +1D6, Sensors: 6", Flank: +2D6, Vul: Blast, Vul: Fire	Gear
Foreman Valance	5	EG (CMD)	4" W	3	2 / 4	1	5+	5+	5+	LAC (Arm), APGL, HCW (Arm, Reach: 1")	Arms, Brawler: +1D6, Flank: +2D6, Fragile: Move, Recovery: +1D6, Vul: Blast, Vul: Fire	Gear

Infantry Squad	3	IN, GP (0-1), SK, FS (0-1)	3" I	2	2 / 2	1	4+	4+	6+	LMG, IAC (PEN:5, Stabilizer)	Profile: +12", ECCM	Infantry
AT Squad	4	IN, GP (0-1), SK, FS (0-1)	3" I	2	2 / 2	1	4+	4+	6+	LMG, IATM (Range: 6-12", PEN:6, Stabilizer)	Profile: +12", ECCM	Infantry
Sniper Team	3	IN, GP (0-1), SK, FS (0-1)	3" I	2	2	1	4+	4+	6+	LMG, IRF (PEN:5, Precise, Stabilizer)	Profile: +12", ECCM	Infantry (Team)
Mortar Squad	4	IN, GP (0-1), SK, FS (0-1)	3" I	2	2 / 2	1	4+	4+	6+	LMG, IFM (PEN:6, Stabilizer)	Profile: +12", ECCM	Infantry
Armadillo Beast (1)*	4	CV, IN (0+)	5" I	4	5	1	4+	4+	6+	LMG, MSG (Reach: 1")	Agile, Offroad: +2D6, Brawler: +1D6	Infantry (ATV)
Barnaby Rider (1)*	3	IN (0+)	7" I	3	3	1	4+	4+	6+	LMG, IAC (PEN:5, Stabilizer)	Agile, Climber, Offroad: +1D6, Profile: +6", ECCM	Infantry (ATV)
Sandrider Squad	5	SR (0+)	5" I	4	3 / 2	1	4+	3+	6+	IRF (PEN:5/2C, Precise), IRP (Range: 6-12/24", PEN:6/1C, Stabilizer)	Agile, Profile: +12", Offroad: +2D6, Stealth	Infantry
Barnaby Rider (1)*	6	SR (0+)	7" I	3	3	1	4+	3+	6+	IRF (PEN:5/2C, Precise), LPZ (PEN:8/1C)	Agile, Climber, Profile: +12", Offroad: +2D6, Stealth	Infantry (ATV)
En Koreshi*	10	SR (0-1), EK (0+ Vet)	5" I	7	4 / 2	2	3+	3+	5+	IRF (PEN:5/2C, Precise, Burst: 1), LVB (Arm)	Acrobatic, Agile, Brawler: +1D6, Profile: +12", Offroad: +2D6, Stealth, Vet	Infantry (Team)

* One model per base.

BLACK TALON FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Dark Cheetah	14	RC	9" W	4	3 / 1	1	4+	3+	4+	MRF (Arm, Precise), LPZ, LVB (Arm)	Acrobatic, Agile, Arms, Autopilot, Comms:+1D6, ECM:+2D6 (CJ), Profile:+12", SMS:G, Sensors:24" (Aux), TD:+2D6	Gear
Dark Cheetah (Assault Pack)	15	RC	9" W	4	3 / 1	1	4+	3+	4+	LBZ (Arm, Split:2), LPZ, LVB (Arm)	Acrobatic, Agile, Arms, Autopilot, Comms:+1D6, ECM:+2D6 (CJ), Profile:+12", SMS:G, Sensors:24" (Aux), TD:+2D6	Gear
Dark Cheetah (Urban Pack)	15	RC	9" W	4	3 / 1	1	4+	3+	4+	MAC (Arm), LFC (Arm), LRP (PEN-6), LPZ, LVB (Arm)	Acrobatic, Agile, Arms, Autopilot, Comms:+1D6, ECM:+2D6 (CJ), Profile:+12", SMS:G, Sensors:24" (Aux), TD:+2D6	Gear
Dark Skirmisher	15	RC , PI	8" W	5	3 / 2	1	4+	3+	4+	MRF (Arm, Precise), LPZ, LVB (Arm)	Agile, Arms, Autopilot, Comms:+1D6, ECM:+2D6 (SJ), Profile:+12", SMS: G, TD:+1D6	Gear
Dark Skirmisher (Assault Pack)	16	RC , PI	8" W	5	3 / 2	1	4+	3+	4+	LBZ (Arm, Split:2), LPZ, LVB (Arm)	Agile, Arms, Autopilot, Comms:+1D6, ECM:+2D6 (SJ), Profile:+12", SMS: G, TD:+1D6	Gear
(Dark Skirmisher (Urban Pack)	16	RC , PI	8" W	5	3 / 2	1	4+	3+	4+	MAC (Arm), LFC (Arm), LRP (PEN-6), LPZ, LVB (Arm)	Agile, Arms, Autopilot, Comms:+1D6, ECM:+2D6 (SJ), Profile:+12", SMS: G, TD:+1D6	Gear
Dark Jaguar	16	PI , TI , TA , OA	7" W	6	4 / 2	1	3+	3+	5+	MRF (Arm, Precise), LRP, LVB (Arm)	Agile, Arms, Autopilot, Profile:+6", SMS: G	Gear
Dark Jaguar (Assault Package)	18	PI , TI , TA , OA	7" W	6	4 / 2	1	3+	3+	5+	MBZ (Arm), LRP, LVB (Arm)	Agile, Arms, Autopilot, Profile:+6", SMS: G	Gear
Dark Jaguar (Urban Pack)	16	PI , TI , TA , OA	7" W	6	4 / 2	1	3+	3+	5+	MAC (Arm, Split:2), LFC (Arm), MPZ, LVB (Arm)	Agile, Arms, Autopilot, Profile:+6", SMS: G	Gear
Dark Jaguar (Suppression Pack)	16	PI , TI , TA , OA	7" W	6	4 / 2	1	3+	3+	5+	MAC (Arm, Split:2), LGL (Arm), LRP, LVB (Arm)	Agile, Arms, Autopilot, Profile:+6", SMS: G	Gear
Dark Mamba	16	TI , OA	7" W	7	4 / 2	1	3+	3+	5+	LLC (Arm, Precise), LVB (Arm)	Agile, Arms, Autopilot, Flank:+2D6, Profile:+6", SMS:G	Gear
Dark Mamba (Assault Pack)	17	TI , OA	7" W	7	4 / 2	1	3+	3+	5+	LLG (Arm, Precise), MPZ, LVB (Arm)	Agile, Arms, Autopilot, Flank:+2D6, Profile:+6", SMS:G	Gear

APPENDIX 2: ARMY CONSTRUCTION - BLACK TALON FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Dark Mamba (Suppression Pack)	17	TI, OA	7" W	7	4 / 2	1	3+	3+	5+	MGL (Arm), HRP, LVB (Arm)	Agile, Arms, Autopilot, Flank:+2D6, Profile:+6", SMS:G	Gear

Dark Kodiak	20	TA	6" W	9	6 / 2	2	3+	5+	6+	MPA (Arm, Precise), MATM, HMG (Link), MVB (Arm)	Arms, Flank:+0D6, SMS:G	Gear
Dark Kodiak (Assault Pack)	22	TA	6" W	9	6 / 2	2	3+	5+	6+	HBZ (Arm, Precise), LATM, HMG (Link), MVB (Arm)	Arms, Flank:+0D6, SMS:G	Gear
Dark Kodiak (Support Pack)	22	TA	6" W	9	6 / 2	2	3+	5+	6+	MPA (Arm, Precise), MAR, HMG (Link), MVB (Arm)	Arms, Flank:+0D6, SMS:G	Gear
Dark Cobra	20	TA, OT	6" W	8	6 / 3	2	3+	4+	6+	HRC (AA, Arm, Precise), MAR, MRP, MVB (Arm)	Arms, SMS:G	Gear
Dark Cobra (Assault Pack)	22	TA, OT	6" W	8	6 / 3	2	3+	4+	6+	MPA (Arm, Precise), MAR, MRP, MVB (Arm)	Arms, SMS:G	Gear
Dark Cobra (Support Pack)	24	TA, OT	6" W	8	6 / 3	2	3+	4+	6+	HRC (AA, Arm, Precise), MAG (stabilizer), MRP, MVB (Arm)	Arms, SMS:G	Gear

Dark Coyote	28	MO	6" W	10	5 / 3	3	3+	5+	5+	MRG (T, Precise), MRC (AA, FT), APGL	ECM:+0D6, Low Profile, Offroad:+2D6, SMS:G, Stable, Spider	Strider
Dark Coyote (Suppression Pack)	26	MO	6" W	10	5 / 3	3	3+	5+	5+	MPA (FT), LLC (AA, FT), APGL	ECM:+0D6, Low Profile, Offroad:+2D6, SMS:G, Stable, Spider	Strider
Dark Alpha Dog (upgrade)	+4	MO (CMD)	-	-	-	-	-	-	4+	-	+ECM:+2D6 (CJ, SJ), +ECCM	
Dark Naga	30	MO	6" W	10	5 / 2	3	3+	5+	6+	2x MAR, MRC (FT+F)	Low Profile, Rugged Sensors, SMS:G, Sensor Boom (Aux), TD:+0D6 (Aux)	Strider
Dark Naga (AT Pack)	34	MO	6" W	10	5 / 2	3	3+	5+	6+	2x MATM, MRC (FT+F)	Low Profile, Rugged Sensors, SMS:G, Sensor Boom (Aux), TD:+0D6 (Aux)	Strider
Dark Naga (Suppression Pack)	30	MO	6" W	10	5 / 2	3	3+	5+	6+	2x HGL, MRC (FT+F)	Low Profile, Rugged Sensors, SMS:G, Sensor Boom (Aux), TD:+0D6 (Aux)	Strider
Dark Naga (Sniper Pack)	30	MO	6" W	10	5 / 2	3	3+	5+	6+	2x MLC (Precise), LPA (FT+F)	Low Profile, Rugged Sensors, SMS:G, Sensor Boom (Aux), TD:+0D6 (Aux)	Strider
Dark Naga (Assault Pack)	30	MO	6" W	10	5 / 2	3	3+	5+	6+	2x HLG, LPA (FT+F)	Low Profile, Rugged Sensors, SMS:G, Sensor Boom (Aux), TD:+0D6 (Aux)	Strider

APPENDIX 2: ARMY CONSTRUCTION - BLACK TALON FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Dark Mastiff	6	IF (0+), CV (0+)	9" G	6	3 / 2	1	4+	5+	6+	MRF (FT), APGL	APC:1, Autopilot, low Profile	Vehicle
Mastiff (Support Package)	7	IF (0+), CV (0+)	9" G	6	3 / 2	1	4+	5+	6+	LGM (T)	Autopilot, low Profile	Vehicle
Mastiff (Suppression Pack)	7	IF (0+), CV (0+)	9" G	6	3 / 2	1	4+	5+	6+	HRP (T, Link)	Autopilot, low Profile	Vehicle
Infantry Squad	6	IN (0+)	3" I	3	2 / 2	1	3+	3+	4+	LMG, IATM (Range:6-12/24", PEN:6, Stabilizer)	Agile, Jetpack:4", Profile:+12", Stealth	Infantry
Sniper Team	6	IN (0+)	3" I	3	2	1	3+	3+	4+	LMG, ILC (PEN:4, Stabilizer, Silence)	Agile, Jetpack:4", Profile:+12", Stealth	Infantry (Team)
Observer Team	8	IN (0+)	3" I	3	2	1	3+	3+	3+	LMG	Agile, Jetpack:4", Profile:+12", Stealth, TD:+2D6, Comms:+1D6	Infantry (Team)

Eagle	16	PI, TI	7" W	7	4 / 2	2	3+	4+	4+	LLG (Arm), MRP, LVB (Arm)	Arms, Profile:+6", SMS:G, Jetpack:6"	Gear
Eagle (Suppression Pack)	16	PI, TI	7" W	7	4 / 2	2	3+	4+	4+	HAC (Arm, Split: 2), LGL (Arm, BW), MRP, LVB (Arm)	Arms, Profile:+6", SMS:G, Jetpack:6"	Gear
Eagle (Assault Pack)	16	PI, TI	7" W	7	4 / 2	2	3+	4+	4+	MBZ (Arm), MRP, MPZ, LVB (Arm)	Arms, Profile:+6", SMS:G, Jetpack:6"	Gear
Anti- Infantry (upgrade)	+0	PI (0+), TI (0+)	-	-	-	-	-	-	-	-MRP, +LAPR	-	

Owl	18	PI (CMD), TI (CMD), OA (CMD), TA (CMD), RC (CMD)	7" W	7	4 / 2	2	4+	3+	3+	MRF (Arm, Precise), MRP, LVB (Arm)	Arms, Coms:+2D6, Command:+2D6, ECM:+1D6, ECCM, Jetpack:6", Profile:+6", SMS:G	Gear
Owl (Assault Pack)	18	PI (CMD), TI (CMD), OA (CMD), TA (CMD), RC (CMD)	7" W	7	4 / 2	2	4+	3+	3+	LLG (Arm), MRP, LPZ, LVB (Arm)	Arms, Coms:+2D6, Command:+2D6, ECM:+1D6, ECCM, Jetpack:6", Profile:+6", SMS:G	Gear
Owl (Suppression Pack Alpha)	18	PI (CMD), TI (CMD), OA (CMD), TA (CMD), RC (CMD)	7" W	7	4 / 2	2	4+	3+	3+	MAC (Arm, Split:2), LGL (Arm, BW), MRP, LVB (Arm)	Arms, Coms:+2D6, Command:+2D6, ECM:+1D6, ECCM, Jetpack:6", Profile:+6", SMS:G	Gear
Owl (Suppression Pack Beta)	18	PI (CMD), TI (CMD), OA (CMD), TA (CMD), RC (CMD)	7" W	7	4 / 2	2	4+	3+	3+	MAC (Arm, Split: 2), MFC (Arm, BW), MRP, LVB (Arm)	Arms, Coms:+2D6, Command:+2D6, ECM:+1D6, ECCM, Jetpack:6", Profile:+6", SMS:G	Gear
Anti- Infantry (upgrade)	+0	PI (0+), TI (0+), OA (0+), TA (0+), RC (0+)	-	-	-	-	-	-	-	-MRP, +LAPR	-	

APPENDIX 2: ARMY CONSTRUCTION - BLACK TALON FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Raptor	20	OA , TA (0-1), TI (0-1)	6" W	8	5 / 3	2	3+	4+	4+	HRC (Arm), MAPR, MRP, MMG, MVB (Reach 1")	Arms, Brawler:+1D6, Jetpack:6", SMS:G	Gear
Raptor (Interdiction Pack)	22	OA , TA (0-1), TI (0-1)	6" W	8	5 / 3	2	3+	4+	4+	LPL (Arm), MAPR, MRP, MMG, MVB (Reach: 1")	Arms, Brawler:+1D6, Jetpack:6", SMS:G	Gear
Raptor (Assault Pack)	24	OA , TA (0-1), TI (0-1)	6" W	8	5 / 3	2	3+	4+	4+	HBZ (Arm, Precise), HPZ, MAPR, MRP, MMG, MVB (Reach: 1")	Arms, Brawler:+1D6, Jetpack:6", SMS:G	Gear
Vulture	24	OA , TA	6" W	9	6 / 3	2	3+	4+	4+	LTG (Arm, Precise), MGM, MFC, MVB (Reach: 1")	Arms, SMS:G, Jetpack:4" (Aux), Rugged Weapons	Gear
Vulture (Interdiction Pack)	24	OA , TA	6" W	9	6 / 3	2	3+	4+	4+	LRG (Arm, Precise), MGM, MFC, MVB (Reach: 1")	Arms, SMS:G, Jetpack:4" (Aux), Rugged Weapons	Gear
Vulture (Assault Pack)	24	OA , TA	6" W	9	6 / 3	2	3+	4+	4+	HBZ (Arm, Precise), MGM, MFC, MVB (Reach: 1")	Arms, SMS:G, Jetpack:4" (Aux), Rugged Weapons	Gear
Anti-tank (upgrade)	+2	OA (0+), TA (0+)								-MGM, +MATM	-	

Raven	14	RC	8" W	5	3 / 2	2	4+	3+	3+	LRF (Arm, Precise), LPZ, LVB (Arm)	Agile, Arms, ECM:+2D6 (CJ), Jetpack:6", Profile:+12", SMS:G, TD:+2D6	Gear
Raven (Assault Pack)	16	RC	8" W	5	3 / 2	2	4+	3+	3+	LBZ (Arm, Split:2), LPZ, LVB (Arm)	Agile, Arms, ECM:+2D6 (CJ), Jetpack:6", Profile:+12", SMS:G, TD:+2D6	Gear
Raven (Suppression Pack)	16	RC	8" W	5	3 / 2	2	4+	3+	3+	MAC (Arm, Precise), LGL (Arm, BW), LPZ, LVB (Arm)	Agile, Arms, ECM:+2D6 (CJ), Jetpack:6", Profile:+12", SMS:G, TD:+2D6	Gear
Raven (Control Pack)	16	RC	8" W	5	3 / 2	2	4+	3+	3+	LRF (Arm, Precise), LPZ, LVB (Arm)	Agile, Arms, ECM:+2D6 (CJ, SJ), ECCM, Profile:+12", SMS:G, Jetpack:6" (Aux)	Gear

COLONIAL EXPEDITIONARY FORCE (CEF) FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
F6-16 Frame (no pack)	8	IF, HF, RC	6" W	5	4 / 2	1	4+	4+	5+	LLC (Arm), LCW (Arm)	Airdrop, Arms, Rugged: Sensors, SMS:H (Fast, Agile)	Gear (Hover)
F6-16 (AT Pack)	10	HF	6" W	5	4 / 2	1	4+	4+	5+	LPA (Arm), LATM (LA:2), LCW (Arm)	Airdrop, Arms, Rugged: Sensors, SMS:H (Fast, Agile)	Gear (Hover)
F6-16 (Assault Pack)	10	IF, HF, RC	6" W	6	4 / 2	1	4+	4+	5+	LLG (Arm), LCW (Arm)	Airdrop, Arms, Rugged: Sensors, Shield: +1D6, SMS:H (Fast, Agile), Jetpack: 6" (Aux)	Gear (Hover)
F6-16 (Recon Pack)	10	IF, RC	6" W	5	4 / 2	1	4+	4+	5+	LLC (Arm), LCW (Arm)	Airdrop, Arms, Comms: +1D6, ECM: +1D6 (CJ), Rugged: Sensors, Sensor Boom (Aux), SMS:H (Fast, Agile), TD: +1D6 (Aux)	Gear (Hover)
F6-16 (Support Pack)	9	IF, HF	6" W	5	4 / 2	1	4+	4+	5+	LLC (Arm), LGM, LCW (Arm)	Airdrop, Arms, Rugged: Sensors, SMS:H (Fast, Agile)	Gear (Hover)
CF6-16 (upgrade)	+1	IF (CMD), HF (CMD), RC (CMD)	-	-	-	-	-	-	-	-	+ECCM, SatUp: 5+ (Aux)	

BF2-21 Frame (No pack)	10	IF	6" W	5	6 / 2	1	4+	4+	5+	LLC (Arm), LCW (Arm)	Airdrop, ANN, Arms, Rugged: Sensors, SMS:H (Fast, Agile)	Gear (Hover)
BF2-21 (AT Pack)	12	IF	6" W	5	6 / 2	1	4+	4+	5+	LPA (Arm), LATM (LA:2), LCW (Arm)	Airdrop, ANN, Arms, Rugged: Sensors, SMS:H (Fast, Agile)	Gear (Hover)
BF2-21 (Assault Pack)	12	IF	6" W	6	6 / 2	1	4+	4+	5+	MLG (Arm), LCW (Arm)	Airdrop, ANN, Arms, Jetpack: 6" (Aux), Rugged: Sensors, SMS:H (Fast, Agile), Shield: +1D6	Gear (Hover)
BF2-21 (Recon Pack)	12	IF	6" W	5	6 / 2	1	4+	4+	5+	LLC (Arm), LCW (Arm)	Airdrop, ANN, Arms, Comms: +1D6, ECM: +1D6 (CJ, SJ), Rugged: Sensors, Sensor Boom (Aux), SMS:H (Fast, Agile), TD: +1D6 (Aux)	Gear (Hover)
BF2-21 (Support Pack)	11	IF	6" W	5	6 / 2	1	4+	4+	5+	LLC (Arm), LGM, LCW (Arm)	Airdrop, ANN, Arms, Rugged: Sensors, SMS:W (Fast, Agile)	Gear (Hover)

BF2-19 (no pack)	12	HF	5" W	7	6 / 2	1	4+	5+	5+	MLC (Arm), LATM, MCW (Arm)	Airdrop, ANN, Arms, Rugged Sensors, SMS:H (Fast)	Gear (Hover)
BF2-19 (AT Pack)	14	HF	5" W	7	6 / 2	1	4+	5+	5+	MPA (Arm), MATM (LA: 2), MCW (Arm)	Airdrop, ANN, Arms, Rugged Sensors, SMS:H (Fast)	Gear (Hover)

APPENDIX 2: ARMY CONSTRUCTION - CEF FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
BF2-19 (Assault Pack)	14	HF	5" W	8	6 / 2	1	4+	5+	5+	MLG (Arm), LATM, MCW (Arm)	Airdrop, ANN, Arms, Rugged Sensors, SMS:H (Fast)+ Jetpack:4" (Aux), Shield: +1D6	Gear (Hover)
BF2-19 (Support Pack)	13	HF	5" W	7	6 / 2	1	4+	5+	5+	MLC (Arm), LATM, MGM, MCW (Arm)	Airdrop, ANN, Arms, Rugged Sensors, SMS:H (Fast)	Gear (Hover)

BF6-25 Frame (no pack)	14	RC	7" H	6	4 / 2	1	4+	4+	5+	LLC (Arm), LCW	Airdrop, ANN, Arms, Rugged Sensors, SMS:H (Agile, Fast), Stealth (Aux), Jetpack:6" (Aux)	Gear (Hover)
BF6-25 Frame (AT pack)	16	RC	7" H	6	4 / 2	1	4+	4+	5+	LLC (Arm), LATM (LA:2), LCW	Airdrop, ANN, Arms, Rugged Sensors, SMS:H (Agile, Fast), Stealth (Aux), Jetpack:6" (Aux)	Gear (Hover)
BF6-25 (Assault Pack)	15	RC	7" H	7	4 / 2	1	4+	4+	5+	LLG (Arm), LCW (Arm)	Airdrop, ANN, Arms, Jetpack:6" (Aux), Rugged Sensors, Shield: +1D6, SMS:H (Agile, Fast), Stealth (Aux)	Gear (Hover)
BF6-25 (Recon Package)	15	RC	7" H	6	4 / 2	1	4+	4+	5+	LLC (Arm), LCW	Airdrop, ANN, Arms, Comms: +1D6 (Aux), ECM:+1D6 (SJ), Jetpack:6" (Aux), Rugged Sensors, Sensor Boom (Aux), SMS:H (Agile, Fast), Stealth (Aux), TD:+1D6	Gear (Hover)

LHT-67	18	LT	9" H	8	4 / 3	2	4+	4+	5+	LPA (T), LATM (T)	Airdrop, Agile, Fast, Flank: +2D6, Fragile: Move, Jump Jets:3" (Aux), Profile:+6", Sensors:18", TD:+1D6	Vehicle (Hover)
LHT-67 (AA Pack)	18	LT	9" H	8	4 / 3	2	4+	4+	5+	MLC (AA, T), LATM (T)	Airdrop, Agile, Fast, Flank: +2D6, Fragile: Move, Jump Jets:3" (Aux), Profile:+6", Sensors:18", TD:+1D6	Vehicle (Hover)
LHT-67 (Assault Pack)	18	LT	9" H	8	4 / 3	2	4+	4+	5+	MLG (T), (LATM (T)	Airdrop, Agile, Fast, Flank: +2D6, Fragile: Move, Jump Jets:3" (Aux), Profile:+6", Sensors:18", TD:+1D6	Vehicle (Hover)
Urban Combat (upgrade)	+0	LT (0+)	-	-	-	-	-	-	-	-LATM, + MFC (T, Link)	-	

APPENDIX 2: ARMY CONSTRUCTION - CEF FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
LHT-71	18	LT	8" H	8	5 / 2	2	4+	4+	5+	LPA (T), LATM (T)	Airdrop, Agile, Fast, Fragile: Move", Jump Jets:3" (Aux), Profile:+6", Sensors:18, TD:+1D6	Vehicle (Hover)
LHT-71 (AA Pack)	18	LT	8" H	8	5 / 2	2	4+	4+	5+	MLC (AA, T), LATM (T)	Airdrop, Agile, Fast, Fragile: Move", Jump Jets:3" (Aux), Profile:+6", Sensors:18, TD:+1D6	Vehicle (Hover)
LHT-71 (Assault Pack)	18	LT	8" H	8	5 / 2	2	4+	4+	5+	MLG (T), LATM (T)	Airdrop, Agile, Fast, Fragile: Move", Jump Jets:3" (Aux), Profile:+6", Sensors:18, TD:+1D6	Vehicle (Hover)
Urban Combat (upgrade)	+0	LT (0+)	-	-	-	-	-	-	-	-LATM, + MFC (T, Link)	-	

MHT-68	28	MT	7" H	10	5 / 4	3	4+	5+	5+	HPA (T), MATM (T), LATM (T)	Airdrop, Fast (Aux), Flank: +2D6, Fragile: Move, Jump Jets:2" (Aux), Profile:+12", Sensors:18", TD:+1D6	Vehicle (Hover)
MHT-68 (AA Pack)	28	MT	7" H	10	5 / 4	3	4+	5+	5+	HLC (AA, T), MATM (T), MSAM (T)	Airdrop, Fast (Aux), Flank: +2D6, Fragile: Move, Jump Jets:2" (Aux), Profile:+12", Sensors:18", TD:+1D6	Vehicle (Hover)
MHT-68 (Assault Pack)	28	MT	7" H	10	5 / 4	3	4+	5+	5+	HLG (T), MABM (T), MATM (T)	Airdrop, Fast (Aux), Flank: +2D6, Fragile: Move, Jump Jets:2" (Aux), Profile:+12", Sensors:18", TD:+1D6	Vehicle (Hover)
Urban combat (upgrade)	+2	MT	-	-	-	-	-	-	-	+MFC (FT, Link)		

MHT-72	30	MT	6" H	10	6 / 3	3	4+	5+	5+	HPA (T), MATM (T), LATM (T)	Airdrop, Fast, Fragile: Move, Jump Jets:2" (Aux), Profile:+12", Sensors:18", TD:+1D6	Vehicle (Hover)
MHT-72 (AA Pack)	30	MT	6" H	10	6 / 3	3	4+	5+	5+	HLC (AA, T), MATM (T), MSAM (T)	Airdrop, Fast, Fragile: Move, Jump Jets:2" (Aux), Profile:+12", Sensors:18", TD:+1D6	Vehicle (Hover)
MHT-72 (Assault Pack)	30	MT	6" H	10	6 / 3	3	4+	5+	5+	HLG (T), MATM (T), MABM (T)	Airdrop, Fast, Fragile: Move, Jump Jets:2" (Aux), Profile:+12", Sensors:18", TD:+1D6	Vehicle (Hover)
Urban combat (upgrade)	+2	HT (0+)	-	-	-	-	-	-	-	+MFC (FT, Link)		

APPENDIX 2: ARMY CONSTRUCTION - CEF FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
HHT-90	105	HT	-	-	-	-	-	-	-	-	-	Vehicle (Hover)
Turret			-	12	5 / 3	3	4+	6+	5+	NTG (T, PEN:14, Ammo: AS), HAM, MATM, HLG (T, AA)	Attached: HHT Body, ECCM, Stable, Comms: +1D6 (Aux), SatUp:4+ (Aux), Sensors: 18", Profile: -18"	-
Body			6" H	14	7 / 4	6	5+	6+	6+	2xMLG (R, Point), 2xMLG (L, Point), HRP (L, IF), HRP (R, IF), HPA (FT+F)	APC:4, CBS, Flank:+2D6, Lumbering, Jump Jets: 2", Stable, Sensors 18", Command: +1D6, Profile: -18"	

HHT-90 counts as only 1 action for unit selection purposes

HPC-64	8	CV (0+), IN	9" H	7	3 / 4	2	4+	4+	5+	LLC (FT)	Airdrop, APC:2, Fragile: Move, Jump Jets:2" (Aux)	Vehicle (Hover)
HPC-64 Support	10	CV (0+)	9" H	7	3 / 4	2	4+	4+	5+	ARP (T)	Airdrop, APC:2, Fragile: Move, Jump Jets:2" (Aux)	Vehicle (Hover)
HPC-64 Medic	4	IN (0-1)	9" H	7	3 / 4	2	4+	4+	5+	-	Airdrop, APC:2, Fragile: Move, Jump Jets:2" (Aux), Medic	Vehicle (Hover)
Command HPC-64 (upgrade)	+1	CV (CMD)	-	-	-	-	-	-	-	LLC (FT)	+ECCM, ECM:+2D6, SatUp 6+ (Aux)	
HC-3A	9	RC (0+)	7" H	5	3 / 3	1	4+	3+	3+	LLC (Precise)	Airdrop, Agile, Autopilot, ECM:+2D6 (CJ, SJ), Fragile Move, Fast, Jump Jets:2" (Aux), Sensors:30" (Aux)	Vehicle (Hover)
Command HC-3A (upgrade)	+2	RC (CMD)	-	-	-	-	-	-	-	+LATM (LA:1)	+SatUp:4+ (Aux)	

GREL	6	CV, IN (0+), HT	4" I	4	3 / 2	2	3+	3+	6+	HMG	Profile:+12"	Infantry
Support GREL Squad	7	CV (0-1), IN, HT	4" I	4	3 / 2	2	3+	3+	6+	HMG, LFM (Stabilizer)	Profile:+12"	Infantry
AT GREL Squad	8	CV (0-1), IN, HT	4" I	4	3 / 2	2	3+	3+	6+	HMG, LATM (Range: 6-12/24")	Profile:+12"	Infantry
Interdiction GREL Squad	7	CV (0-1), IN, HT	4" I	4	3 / 2	2	3+	3+	6+	HMG, LAC	Profile:+12"	Infantry
Morgana Assault GREL Team	8	IN (0-1), HT	5" I	3	3	2	3+	3+	6+	LMG, IVB (Arm, AI, PEN:4)	Agile, Acrobatic, Brawler:+1D6, Fast, Profile:+12"	Infantry (Team)
Morgana Sniper GREL Team	8	IN (0-1), HT	5" I	3	3	2	3+	3+	6+	LMG, IRF (PEN:5, Precise, Silent, Stabilizer)	Agile, Acrobatic, Brawler:+1D6, Fast, Profile:+12"	Infantry (Team)
Hoverbike GREL	6	CV, BK (0+)	12" H	3	3	2	3+	3+	6+	HMG	Agile, Profile:+6", Boosters: 6"	Infantry (ATV)
Hoverbike AT Squad	8	BK	12" H	3	3	2	3+	3+	6+	HMG, LPZ	Agile, Profile:+6", Boosters: 6"	Infantry

GREL models count as 1 action for unit selection.

APPENDIX 2: ARMY CONSTRUCTION - CAPRICE FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
FLAIL	8	FL (0+), HT	5" I	5	3 / 2	2	3+	3+	5+	HMG	Profile:+6", SMS: H (Fast)	Infantry
Support FLAIL	9	FL, HT	5" I	5	3 / 2	2	3+	3+	5+	HMG, LFM (Stabilizer)	Profile:+6", SMS: H (Fast)	Infantry
Anti-Tank FLAIL	10	FL, HT	5" I	5	3 / 2	2	3+	3+	5+	HMG, LATM (Range: 6-12/24")	Profile:+6", SMS: H (Fast)	Infantry
Interdiction FLAIL	9	FL, HT	5" I	5	3 / 2	2	3+	3+	5+	HMG, IAC (Pen:6)	Profile:+6", SMS: H (Fast)	Infantry
Morgana FLAIL (team)	10	FL (0-1), HT	6" I	5	3	2	3+	3+	5+	ILG (Pen:5), LVB (AI)	Agile, Acrobatic, Brawler:+1D6, Profile:+6", SMS: H (Fast)	Infantry (Team)

Flails count as 1 action for unit selection.

CAPRICE COLONY FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Bashan	11	RC (0+)	8" W	7	5 / 2	1	5+	3+	4+	MAC (FT), HMG (FT), LSG (FT)	Autopilot, Brawler:+1D6, Climber, ECM:+1D6 (Aux), Flank: OD6, Low Profile, Spider, TD:+1D6	Strider (Low)
Jammer Bashan	11	RC	8" W	7	5 / 2	1	5+	3+	4+	HMG (FT), LSG (FT)	Autopilot, Brawler, Climber, ECM:+2D6 (Aux, SJ), ECCM, Flank: OD6, Low Profile, Spider, SatUp:6+, TD:+1D6	Strider (Low)
Aphek	12	RC (0+)	7" W	8	6 / 2	1	4+	4+	5+	MRC (FT), LRP (T) HMG (FT), LSG (FT, Link)	Autopilot, Brawler:+1D6, Climber, ECM:+1D6, Flank: OD6, Low Profile, Spider, TD:+1D6	Strider (Tall)
Close Support Aphek	12	RC	7" W	8	6 / 2	1	4+	4+	5+	LRP (FT, Link), HMG (FT), LSG (FT, Link)	Autopilot, Brawler:+1D6, Climber, ECM:+1D6, Flank: OD6, Low Profile, Spider, TD:+1D6	Strider (Tall)
Support Aphek	14	RC	7" W	8	6 / 2	1	4+	4+	5+	MRC (FT), LATM (T) HMG (FT), LSG (FT, Link)	Autopilot, Brawler:+1D6, Climber, ECM:+1D6, Flank: OD6, Low Profile, Spider, TD:+1D6	Strider (Tall)

Kadesh	15	FS (0+)	6" W	8	6 / 3	1	4+	4+	6+	MRC (FT), HMG (FT), HSG (FT, Link)	Autopilot, Brawler:+1D6, Climber, ECM:+1D6 (CJ), Flank: OD6 Jetpack: 4", Low Profile, Spider, TD:+1D6,	Strider (Low)
Close Support Kadesh	15	FS	6" W	8	6 / 3	1	4+	4+	6+	MRP (FT, IF), HMG (FT), MSG (FT, Link)	Autopilot, Brawler:+1D6, Climber, ECM:+1D6 (CJ), Flank: OD6 Jetpack: 4", Low Profile, Spider, TD:+1D6,	Strider (Low)
Support Kadesh	15	FS	6" W	8	6 / 3	1	4+	4+	6+	LPA (FT, PEN:7/1H), HMG (FT), MSG (FT, Link)	Autopilot, Brawler:+1D6, Climber, ECM:+1D6 (CJ), Flank: OD6 Jetpack: 4", Low Profile, Spider, TD:+1D6,	Strider (Low)
Meggido	18	FS (0+)	6" W	9	7 / 3	1	3+	4+	6+	HRC (FT), LGL (T), HMG (FT), HSG (FT, Link)	Autopilot, Brawler:+2D6, Climber, ECM:+1D6, Flank:+OD6, Jetpack: 4", Low Profile, Spider, TD:+1D6	Strider (Tall)

Support Meggidoo	18	FS (0+)	6" W	9	7 / 3	1	3+	4+	6+	HRC (FT), LATM (T), HMG (FT), HSG (FT, Link)	Autopilot, Brawler:+2D6, Climber, ECM:+1D6, Flank:+OD6, Jetpack: 4", Low Profile, Spider, TD:+1D6	Strider (Tall)
Close Support Meggidoo	18	FS	6" W	9	7 / 3	1	3+	4+	6+	HLG (FT), LGL (T), HMG (FT), HSG (FT, Link)	Autopilot, Brawler:+2D6, Climber, ECM:+1D6, Flank:+OD6, Jetpack: 4", Low Profile, Spider, TD:+1D6	Strider (Tall)
Rocket Support Meggidoo	20	FS	6" W	9	7 / 3	1	3+	4+	6+	MRP (FT, IF), LATM (T), HMG (FT), HSG (FT, Link)	Autopilot, Brawler:+2D6, Climber, ECM:+1D6, Flank:+OD6, Jetpack: 4", Low Profile, Spider, TD:+1D6	Strider (Tall)

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Ammon	26	HM (0+)	5" W	11	6 / 4	2	4+	5+	5+	HRP (T, Split:2, Range 6-12/96", Split:2), HMG (FT), HSG (T, Link)	Autopilot, Climber, ECM:+1D6, Flank:+2D6, Low Profile, Spider, Stable, TD:+1D6	Strider
Support Ammon	28	HM	5" W	11	6 / 4	2	4+	5+	5+	MRG (T, Split:2), HMG (FT), HSG (T, Link)	Autopilot, Climber, ECM:+1D6, Flank:+2D6, Low Profile, Spider, Stable, TD:+1D6	Strider
Missile Support Ammon	30	HM	5" W	11	6 / 4	2	4+	5+	5+	MATM (T, Link), HMG (FT), HSG (T, Link)	Autopilot, Climber, ECM:+1D6, Flank:+2D6, Low Profile, Spider, Stable, TD:+1D6	Strider
Moab	22	HM (0+)	4" W	10	5 / 4	2	5+	5+	6+	HLG (T, Split:2), HCW (T, Link)	Autopilot, Climber, ECM:+1D6, Flank:+1D6, Low Profile, Spider, Stable, TD:+1D6	Strider
Close Support Moab	24	HM	4" W	10	5 / 4	2	5+	5+	6+	MPA (T, Split:2), HCW (T, Link)	Autopilot, Climber, ECM:+1D6, Flank:+1D6, Low Profile, Spider, Stable, TD:+1D6	Strider
Support Moab	26	HM	4" W	10	5 / 4	2	5+	5+	6+	MATM (T, Split:2), HCW (T, Link)	Autopilot, Climber, ECM:+1D6, Flank:+1D6, Low Profile, Spider, Stable, TD:+1D6	Strider

Hamath	8	IN	7" W	7	5 / 2	1	5+	4+	6+	LRC (T)	APC:2, Climber, Low Profile, Spider	Strider (Low)
Hamath Medic	4	IN (0-1)	7" W	7	5 / 2	1	5+	4+	6+	-	Climber, Low Profile, Medic, Spider	Strider (Low)
Corporate Troops	3	IN (0+)	3" I	2	2 / 2	1	4+	4+	5+	IRF (PEN:2, AI), IBZ (PEN:6, Stabilizer)	TD:+1D6	Infantry
Support Troops	4	IN (0+)	3" I	2	2 / 2	1	4+	4+	5+	IRF (PEN:2, AI), IFM (PEN:6, Stabilizer)	TD:+1D6	Infantry
Missile Support Troops	4	IN (0+)	3" I	2	2 / 2	1	4+	4+	5+	IRF (PEN:2, AI), IATM (PEN:6, Range:6-12/24", Stabilizer)	TD:+1D6	Infantry

UTOPIAN FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Recce Armiger	12	RC, GP (0-1)	5" W	6	4 / 2	1	4+	4+	3+	LLC (Arm, Precise), MRP, LVB (Arm), MHG	Arms, ECM:+2D6 (SJ), ECCM, Drone Bay: 2, NCM, Sensors: 18", SMS:H (Agile, Fast), Stealth (Aux)	Gear (Hover)
Close Support Recce Armiger	12	RC	5" W	6	4 / 2	1	4+	4+	3+	MLG (Arm), MRP, LVB (Arm), MHG	Arms, ECM:+2D6 (SJ), ECCM, Drone Bay: 2, NCM, Sensors: 18", SMS:H (Agile, Fast), Stealth (Aux)	Gear (Hover)
Missile Support Recce Armiger	14	RC	5" W	6	4 / 2	1	4+	4+	3+	LLC (Arm, Precise), LATM, LVB (Arm), MHG	Arms, ECM:+2D6 (SJ), ECCM, Drone Bay: 2, NCM, Sensors: 18", SMS:H (Agile, Fast), Stealth (Aux)	Gear (Hover)
Support Armiger	12	FS, GP (0-1)	4" G	8	5 / 2	1	4+	5+	5+	HRC (Arm), MGM, MRP, LVB (Arm)	Arms, Autopilot, Drone Bay: 2, Low Profile, NCM, Offroad:+0D6	Vehicle
Missile Support Armiger	14	FS	4" G	8	5 / 2	1	4+	5+	5+	HRC (Arm), MATM, MRP, LVB (Arm)	Arms, Autopilot, Drone Bay: 2, Low Profile, NCM, Offroad:+0D6	Vehicle
Support Armiger Sniper (upgrade)	+1	FS (0+)	-	-	-	-	-	-	-	-HRC, +MLC (Arm, Precise)	-	
Commando Armiger	12	CO, GP (0-1)	6" W	7	4 / 2	1	3+	3+	5+	MLG (Arm), MRP, LVB (Arm), LHG	Airdrop, Arms, Drone Bay: 2, Jump Pack: 6", NCM, SMS:H (Agile, Fast), Stealth (Aux)	Gear (Hover)
Sniper Commando Armiger	12	CO	6" W	7	4 / 2	1	3+	3+	5+	LLC (Arm), MRP, LVB (Arm)	Airdrop, Arms, Drone Bay: 2, Jump Pack: 6", NCM, SMS:H (Agile, Fast), Stealth (Aux)	Gear (Hover)
Commando Armiger AT (upgrade)	+2	CO	-	-	-	-	-	-	-	-MRP, +LATM	-	

APPENDIX 2: ARMY CONSTRUCTION – UTOPIAN FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Recon N-KIDU	2	RC (0+), CO	6" W	4	3	1	5+	5+	5+	IAC (PEN:5, Link)	Coms:+1D6, ECM: +1D6, Fast, Low Profile, Stealth, TD:+1D6	Gear
Hunter Recon N-KIDU	2	RC (0+), CO	6" W	4	3	1	5+	5+	5+	LAC	Coms:+1D6, ECM: +1D6, Fast, Stealth, TD:+1D6	Gear
MP Recon N-KIDU	2	RC (0+), CO	6" W	4	3	1	5+	5+	5+	LFC	Coms:+1D6, ECM: +1D6, Fast, Stealth, TD:+1D6	Gear
Suppressor Recon N-KIDU	3	RC (0+), CO	6" W	4	3	1	5+	5+	5+	ILG (PEN:5)	Coms:+1D6, ECM: +1D6 (CJ), Fast, Stealth, TD:+1D6	Gear
Comms Recon N-KIDU (unreleased)	2	RC (0+), CO	6" W	4	3	1	5+	5+	5+	ILG (PEN:5)	Coms:+1D6, Fast, SatUp:6+, Stealth	Gear
Support N-KIDU	3	FS (0+), CO	4" G	5	3	1	4+	6+	5+	MRP	Low Profile, Offroad:+0D6, Resist: Blast	Vehicle
Battery Support N-KIDU	4	FS (0+), CO	4" G	5	3	1	4+	6+	5+	LATM	Low Profile, Offroad:+0D6, Resist Blast	Vehicle
Battery Coms N-KIDU (unreleased)	2	FS , CO	4" G	5	3	1	4+	6+	5+	-	Low Profile, Offroad:+0D6, Resist Blast, SatUp:6+	Vehicle
Commando N-KIDU	5	FS , CO (0+)	6" H	5	3	1	4+	4+	5+	IBZ (PEN:6)	Airdrop, Agile, Jetpack: 6" , Low Profile, Stealth	Vehicle (Hover)
Coms Commando N-KIDU (unreleased)	3	FS , CO	6" H	5	3	1	4+	4+	5+	-	Airdrop, Agile, Jetpack: 6" , Low Profile, SatUp:6+, Stealth	Vehicle (Hover)
EMT Commando Drone (unreleased)	3	FS (0-1), CO (0-1), RC (0-1), GP (0-1)	6" H	5	3	1	4+	4+	5+	-	Airdrop, Agile, Jetpack: 6" , Low Profile, Recovery:+1D6, Stealth	Vehicle (Hover)

EDEN FORCE MODELS

Model	TV	UA	MR	AR	DC	ACT	GUN	PILOT	EW	Weapons	Traits	Type
Marshal Golem	4	AI (CMD), BT (CMD)	4" W	4	4	1	4+	4+	5+	LAC (Arm), LRP, APGL, LVB (Arm)	Airdrop, Arms, ECM:+1D6, ECCM, Jetpack:5", Low Profile, Vul: Blasts	Gear
Constable Golem	3	AL (0+)	4" W	4	4	1	4+	4+	6+	LAC (Arm), APGL, LVB (Arm)	Airdrop, Arms, Jetpack:5", ECM:+1D6, Low Profile, Vul: Blasts	Gear
Ignus Constable Golem	3	AL	4" W	4	4	1	4+	4+	6+	LFL (Arm), APGL, LVB (Arm)	Airdrop, Arms, Jetpack:5", ECM:+1D6, Low Profile, Vul: Blasts	Gear
Suppressor Constable Golem	3	AL	4" W	4	4	1	4+	4+	6+	IGL (Arm, PEN:6), APGL, LVB (Arm)	Airdrop, Arms, Jetpack:5", ECM:+1D6, Low Profile, Vul: Blasts	Gear
Utopia Apes (upgrade)	+2	AL (X)	-	-	-	-	-	-	-	-	+Profile:+6", Stealth	

Utopia Apes upgrade may only be purchased for any support unit golems in a Utopia force.

Man at Arms Golem	5	BT (0+)	4" W	5	4	1	4+	5+	6+	MRF (Arm), LRP, LVB (Arm)	Airdrop, Arms, Jetpack:4", Low Profile, Vul: Blasts	Gear
Trooper Man at Arms Golem	5	BT	4" W	5	4	1	4+	5+	6+	LAC (Arm), LRP, LVB (Arm)	Airdrop, Arms, Jetpack:4", Low Profile, Vul: Blasts	Gear
Suppressor Man at Arms Golem	5	BT	4" W	5	4	1	4+	5+	6+	IGL (Arm, PEN:6), LRP, LVB (Arm)	Airdrop, Arms, Jetpack:4", Low Profile, Vul: Blasts	Gear
Ignus Man at Arms Golem	5	BT	4" W	5	4	1	4+	5+	6+	MFL (Arms), LRP, LVB (Arm)	Airdrop, Arms, Jetpack:4", Low Profile, Vul: Blasts	Gear
Utopia Apes (upgrade)	+2	BT (X)	-	-	-	-	-	-	-	-	+Profile:+6", Stealth	

Utopia Apes upgrade may only be purchased for any support unit golems in a Utopia force.

APPENDIX 3: WEAPON AND MODEL TRAITS

TRAIT RATINGS:

Traits that have ratings use a colon (:) to separate the trait name from the rating. A trait rating may be a number rating, a dice rating, a dice modifier, or a word(s) used to reference another trait

ASSOCIATED TRAITS:

[(X)] Associated trait:X: The trait or traits listed in X are associated with the equipment or weapon trait that immediately precedes them.

[(arc:X)] Weapon/Trait (arc:x): If a weapon or trait has an associated arc trait other than the Forward arc then it will be listed as an associated trait. The trait or weapon may only affect models that are in the arc(s) indicated. Arc:X is replaced by the arc prefix: Arm (Arms), T (Turret), FT (Fast Turret), L (Left), R (Right), B (Back) (See 8.3).

WEAPON TRAITS

[AA] Anti-Aircraft: This weapon may resolve attack checks against Aircraft using their normal GUN Skill instead of GUN 6+.

[AE:X"] Area Effect:X": Models within X" of the center of target model must check defense against the attack check. If hit the models suffer ½ total damage result.

[AI] Anti-Infantry: This weapon may do more than 1 damage per hit against Infantry models (See 2.14).

[Ammo: X] Ammunition: The rating indicates the trait(s) that particular ammo type conveys. Any attack must declare a single ammo type that will be used if it has a choice. Example: Ammo: Frag adds the Frag trait to the weapon.

[AP] Armor Piercing: Add the MOS to the PENvAR of the weapon twice when targeting Gears, Striders, and Vehicles. Example: An attack results in a MOS3. AP causes MOS to double to 6 when calculating damage.

[AS] Anti-Structure: Attack checks targeting structures (buildings and fortifications) attack using their normal GUN skill instead of 6+.

[AT] Anti-Tank: When an AT attack succeeds with a MOS:1+each check die that equals or beat the skill of the attacker adds +1 to the damage total in addition to normal damage after comparing PEN to AR (See 9.0). IF the PEN of the attack is less than the AR of the target model then only results of a 6 will cause additional damage.

[BW] Backup Weapon: This weapon may be fired instead of another arm arc weapon. Only one weapon may be fired each activation, both weapons may be fired in a round if one or both are used for Snap fire reactions that do not react to the same action.

[Blast:XD6] Blast:XD6: Primary targets of an Area Effect attack with Blast:XD6 may be hit by the blast effect if the attack check equals or exceed the GUN skill of the attacker or the attack hits. Blast damage has a TN:4+ versus the target with BDxD6 (no modifiers) where X is the rating of the Blast trait. Each Roll success will cause one damage. A target with AR greater than the PEN rating of the weapon gains the blast resistance trait (TN:6+ to damage) (See 10.X).

[Burst: X] Burst: Add +XD6 to attacks checks made with this weapon.

[Flak] Flak: Weapons with Flak add +2D6 to attack checks targeting flying models.

[Frag] Fragmentation: Weapons with Frag add +2D6 to attack checks targeting Infantry models.

[Guided] Guided: This weapon may chain an attack action to an active guidance action (see 14.3b) or fire using a direct action resolved with a GUN attack check.

[IF] Indirect Fire: This weapon may chain an attack to a forward observation action but counts as a weapon in the indirect fire category if it does (see 8.4).

[LA:X] Limited Ammo:X: This weapon may only fire a number of times equal to the rating.

[Linked] Linked: Improve the GUN Skill by 1. Example: 5+ becomes a 4+.

[PEN:X] Penetration:X: The PEN rating of this weapon is X instead of the normally listed rating in the weapon tables.

[PEN:X/Y] Penetration:X + Persistent damage type rating Y: This attack uses the persistent damage type Fire (F), Haywire (H), or Corrosion (C) (See 9.3). If the attack has no X rating then resolve only persistent damage token effects.

[Point] Point Defense: This weapon may be used for any number of snap fire attacks. These snap fire attacks still require an action (See 10.4).

[Precise] Precise: Add +2D6 (instead of +1D6) to attack checks when in the Braced posture. May not be used for Indirect fire attacks.

[Proximity:X] Proximity:X: Weapons with this trait have an area effect rating that originates from the center of the firing model but does not include the model firing the weapon in the area of effect. Do not halve damage for secondary targets hit with proximity.

[Range:X-Y/Z"] Range: Replace the normal range of this weapon with optimal range X-Y and maximum range Z".

[Reach:X"] Reach: X": This weapon has a range of X". The entire range is optimal.

[Split:X] Split Fire:X: This weapon may Split attacks (See 10.5).

[Spray] Spray: Targets only gain a cover bonus from full heavy cover.

[Silent] Silenced: Attack actions with this weapon do not remove hidden tokens. Stealth models attacking with this weapon do not lose their stealth modifier.

[Stabilizer] Stabilizer: The model must be in the braced posture to use actions with this weapon or system.

MODEL TRAITS

[Acrobat] Acrobatic: Any Pilot test made with this model at combat or top speed postures may choose to Re-roll without spending a CP or SP.

[ANN] Advanced Neural Net: When choosing a posture, select a single Skill. For the remainder of the model's activation, that Skill is improved by 1 (a 4+ becomes a 3+).

[Agile] Agile: Add +1D6 modifier if the model does not have adjacent cover when defending.

[Airdrop] Air-Drop Capable: Can make air drop reserve deployment (See 16.1b).

[Amphib] Amphibious: This model treats shallow water as open terrain, and deep water as shallow water, and may make amphibious deployments (See 16.2a).

[AMS] Anti-Missile System: This model and any friendly model within 6" (see 14.6a) count as hull down to defend against attacks from weapons with a weapon type of Missile, Rocket, or Mortar (see A.4).

[APC: X] Armored Personnel Carrier: This model may act as a Transport (See 18.5) for models with the Infantry type. For each point of rating, one squad or two teams (see 2.14) may be transported. Models with the APC trait only count as 1 action when choosing units for army selection.

[Arms] Arms: This model has humanoid arms that allows it to climb, hold weapons and perform other tasks (See 6.4d, 8.1a, 10.4, 10.8).

[Attached:X] Attached:X: This model is a part of another unit and will move and activate when the attached model moves and activated and must always choose the same posture as the attached unit. If the attached unit is destroyed this model become immobilized. This model and the attached unit model are separate targets.

[Auto Anti-X: Y] Automated Anti-X weapon: Y: When an active model with the X type ends a move within 6" of this model (or its base, if it has one), the model immediately resolves a single ranged attack using the weapon given by the Y rating. This attack does not cost an action.

[Autocomms:X] Autocomms:X: This model uses the rating of the Autocom:X trait for it's autocomms range.

[Autopilot] Autopilot: When choosing postures, this model may choose to gain one additional action to use during its activation but will suffer a -1D6 penalty to any PILOT defense check until it's next activation.

[Aux] Aux: A trait, or weapon, with the Aux trait attached to it no longer functions when the model is crippled.

[Brawler:+XD6] Brawler:+XD6: This model adds a XD6 modifier to any melee attack or melee defense test if the opposing model is in an arc the Brawler model has a melee weapon.

[Climber] Climbing Equipment: The model moves up or down vertical surfaces as if it were open terrain and rolls tests normally while climbing (instead of counting skill as 6+) (See 6.5f).

[CJ] Comms Jamming: A model with ECM with an attached CJ trait may use the Comms Jamming action.

[CMD: +XD6] Command Suite: This model adds its rating as bonus dice to any command test (initiative or orders).

[Comms:+XD6] Communications (Advanced): This model adds the rating as bonus dice to any communications test (See 14.1b). A model with Comms may add the rating to any Coms Boost action it makes (See 14.4).

[CBS] Counter Battery Sensors: When an enemy model makes an indirect attack, this model and any friendly model within auto comms (See 14.6a) may chain actions to fire indirect fire attacks (See 14.2) against the active enemy model. Determine cover modifiers as if the attack came from directly above the enemy model.

[Defective X] Defective System: Before the model resolves the actions below, roll 1D6. If the result is less than 4, the action counts as a failure (Check results count as a 1, Roll results in no successes).

- ◆ Electronics: When making an EW test.
- ◆ Fire Control: When making a GUN check.
- ◆ Movement: When making a Pilot check.
- ◆ Sensors: When attempting to gain a lock to a model in concealment.

[Drone Bay: X] Drone Bay: The model may have a number of dependent drones equal to its rating.

[Duelist] Duelist: This model is a duelist and may use the duelist options.

[ECM:+XD6] ECM Suite: This model make use the sensor interference and area comms interference EW actions (See 14.5d, 14.6b). Add the ECM rating as modifier dice to those tests.

[ECCM] Electronic Counter-Counter Measures Suite: This model may re-roll any comms tests it makes. If a comms test it makes is affect by Comms Jamming (See 14.6b) or an action is affected by Sensor Jamming (See 14.5b), it may make the re-roll after determining the effect of the CJ or SJ.

[Emissions] Traceable Emissions: Any model may spend an action to target the Emissions model with an indirect fire attack targeting as if it had been forward observed. Full heavy cover will block traceable emissions. Apply cover modifiers as normal.

[Fast] Fast: This model may make one additional move at Top Speed. If attached to a SMS trait then the Fast trait must use the SMS type. This additional move may be used before or after any normal move the model could make.

[Field Armor:+XD6] Field Armor:+XD6: This model gains a free "We're in Trouble" test against each attack. The test has a BD equal to the trait rating, or add the rating of the trait to any other We're in Trouble actions used by this model.

[Flanked:+XD6] Flanked:+XD6: Use the rating of the trait for the flanked attack modifier (instead of the standard +1D6).

[Fragile X] Fragile System: When the model gains a crippled token, it suffers the following penalty instead of the normal effects:

- ◆ Electronics: Suffers a -2D6 penalty to EW checks (instead of -1D6).
- ◆ Movement: Suffers a -2D6 penalty to PILOT checks (instead of -1D6).
- ◆ Sensors: The model's detection range becomes 0".
- ◆ Weapon: Suffers a -2D6 penalty to GUN/PILOT checks (instead of -1D6).

[HGC: X] Heavy Gear Carrier:X: This model may act as a Transport (see 18.5) for models with the Gear type, carrying a number of models equal to the rating.

[Jetpack: X"] Jet Pack:X"]: Once during each activation a model using either combat or top speed postures may make an additional move called a Powered Jump. A powered jump does not require an action or use MR. During a powered jump the model may move vertically up to the rating of the trait and horizontally up to the rating of the trait. A powered jump may not include turns. The model may return to its original elevation at the end of the movement without falling. If a model ends its powered jump movement in mid-air, it suffers a Fall. A model may not spend actions while using jetpack movement. This additional move may be used before or after any normal move the model could make.

[Jump Jets: X"] Jump Jets: During this model's movement, any time it encounters vertical terrain less than or equal to the rating of this trait, it may be forced directly upwards (or downwards) such that its base is now level with the terrain. This model may not end its movement on terrain that cannot contain its base on a horizontal surface (See 6.5).

[Low Profile] Low Profile: This model's silhouette is always considered to be half the normal height. When choosing a posture a Gear or Strider model may opt to ignore this trait during its activation, but when its activation ends this trait will apply unless the model is on standby.

[Lumbering] Lumbering: This model may only make one turn per move and may not spend actions to make additional turns.

[Medic] Combat Medic: This model may use the Damage Control action (See 9.3) to remove persistent damage tokens from friendly models with the Infantry type. For more details See 18.7.

[MCV] Multi-Component Vehicle: This vehicle has one or more additional models (components) attached to a core model (See 18.6).

[NCM] N-KIDU Command Matrix: N-KIDU models within autocomms range of a model with NCM count as organized N-KIDU.

[Offroad:+XD6] Improved Off Road: This model does not suffer the movement penalty for difficult terrain and gains +XD6 when making a dangerous terrain roll.

[Profile: +/-X"] Irregular Sensor Profile: When an active model attempts to gain a Lock on this model, add (or subtract) the rating of this trait (in inches) to the distance measured before comparing it to the model's detection range.

[Recovery:+XD6] Recovery Vehicle:+XD6: This model may use the Damage Control action (see 9.6b) to remove persistent damage tokens from other friendly models without the Infantry type. Add the trait rating modifier XD6 to the Damage Control test. This model may remove immobilized tokens from friendly models.

[Resist: Blast] Blast Resistance: This model is only damaged by blast damage on TN:6+.

[Resist: Haywire] Haywire Resistance: Persistent damage checks to reduce haywire intensity (see 9.6c) improve the EW skill by 2.

[Resist: Fire] Fire Resistance: Pilot tests to resist Persistent damage from fire tokens (see 9.6c) improve the PILOT skill by 2.

[Rugged X] Rugged System:X: When this model gains a crippled token, it ignores the following damage effects:

- ◆ Electronics: Makes EW checks normally (instead of at -1D6).
- ◆ Movement: Makes PILOT checks normally (instead of at -1D6).
- ◆ Sensors: When determining detection range use standard range.
- ◆ Weapons: Makes GUN checks normally (instead of at -1D6).

[SatUp:X+] Satellite Uplink: The model can communicate with satellites and use SatUp only actions (See 14.7).

[Sensor Boom] Sensor Boom: This model can use any point within 1" (vertically and horizontally) of its silhouette to draw LoS from. Solid cover that obscures the normal silhouette will still prevent all attacks without the indirect fire ability.

[Sensors: X"] Sensors: This model uses the rating (in inches) as their detection range. A model with sensors may use the sensor boost EW action.

[Shield:+XD6] Shield:+XD6: This model gains a +XD6 cover modifier when making defense checks against attacks from the front arc. A model with a shield may go Hull Down in the open and will count any attack from its front arc as crossing light cover.

[SJ] Sensor Jamming: An ECM system with SJ attached may use the sensor jamming action (14.5b).

[Smoke:X] Smoke:X: Combat or braced posture only. Once per activation the model may place an AE:3" light cover smoke area terrain template with proximity (centered on the model). The template has a height of the model's silhouette plus one inch. The template lasts until the next cleanup phase. Each smoke trait may be used X times per game. Use smoke any time an action could be used.

[SMS: X] Secondary Movement System:X: This model may choose to use the movement type of X instead of its normal movement type for any move. A model that chooses to use SMS:X will use it and any associated traits. A model with SMS may choose to use the SMS movement type instead of its normal movement type at any speed or posture.

[Spider] Spider: This model may climb even if it does not have the arms trait and may climb at top speed if it has the climber trait.

[Stable] Stable Platform: This model adds +1D6 to GUN tests in the combat posture

[Stabilized] Equipment Stabilizer: This equipment may only be used for an action if the model is using the braced posture.

[Stealth] Stealth: Add +1D6 to defense tests if this model is passive and has adjacent cover (See 7.6). Allows Reserve deployment (See 16.1).

[TD: +XD6] Target Designator: This model may use actions that require a Target Designator, and adds the rating as bonus dice to such tests.

[Transport: X:Y] Transport: X: This model may transport any other model indicated by the rating of the trait (See 18.5). The number of models of the associated type is indicated by Y.

[Urban] Urban Friendly: When in open terrain or on a road (See 6.5d), this model may make one free additional turn per move

[Vet] Veteran: A Veteran Model has one Skill point per action (See 15.7). A model may not gain the Vet trait more than once.

[Vul: X] Vulnerable:X: This model is vulnerable to certain persistent damage effects (See 9.3).

- ◆ [V-Blast]: Add an additional 1D6 to blast damage rolls.
- ◆ [V-Fire]: This model has Pilot Skill 6+ when rolling for persistent fire damage
- ◆ [V-Corrosion]: This model can suffer up to 2 damage per turn from Corrosion damage.
- ◆ [V-Haywire]: This model has EW skill 6+ when testing to reduce Haywire intensity.

APPENDIX 4: WEAPON TABLES

These tables are broken down by the five weapon categories.

The three size ratings are Light (L), Medium (M), and Heavy (H) Penetration (PEN) ratings show the standard values for different sized weapons. Though weapons between factions may vary in their construction their effects can be similar enough to be described by a standard weapon stat profile.

When listed with a model's attributes a weapon is always listed as the Code followed by the PEN rating and any weapon traits that modify the standard stat line of the weapon in parenthesis. If a non-standard trait is the same as a trait the weapon normally possesses replace the standard trait with the new one. Example: An LAC is an Autocannon with a Penetration rating of 6. Since all ACs have Burst:+1D6 as a standard trait the LAC has it too.

Example 2: A rapid fire Bazooka is a Bazooka with the Split:X trait added: LBZ (Split:2).

Example 3: A MAC (Burst:+2D6) is a MAC with Burst:+2D6 instead of the normal Burst:+1D6 for auto cannons.

BALLISTIC WEAPONS: [STANDARD -1D6 TO ATTACK CHECK OUTSIDE OF OPTIMUM RANGE]

Common Name	Code	Range	L (PEN)	M (PEN)	H (PEN)	Traits
Anti-Vehicle Rocket Pack	*RP	6-12 / 24"	7	8	9	AE:4", Blast:1D6, IF
Anti-Personnel Grenade Launchers	APGL	-	3	-	-	Proximity: 3", AI, Frag
Auto-Cannon	*AC	6-18 / 36"	6	7	8	Burst:+1D6
Rotary Cannon	*RC	6-12 / 24"	6	7	8	Burst:+2D6, Split:2
Bazooka	*BZ	3-12 / 24"	7	9	11	AT
Flamer	*FL	0-6 / 12"	2/0F	3/1F	4/2F	Fire, Spray, Split:3, AI
Frag Cannon	*FC	3-9 / 18"	5	6	7	Ammo: AP, Ammo: Frag (AI)
Grenade Launcher	*GL	3-12 / 24"	7	8	9	AE:3", Blast:2D6, Split:2, IF (Range 9-18/36")
Machine Gun	*MG	3-18 / 24"	2	3	4	AI, Burst:+2D6
Pack Gun	PG	0-9 / 18"	6			Burst:+2D6, Split:2
Panzerfaust	*PZ	0-6 / 12"	8	10	12	AT
Railgun	*RG	12-36 / 72"	7	9	11	Ammo: AP
Rifle	*RF	12-36 / 72"	6	7	8	-
Snub Cannon	*SC	3-12 / 24"	8	10	12	Ammo: AT, Ammo: AS
Tank Gun	*TG	12-36 / 72"	8	10	12	Ammo: AT

BEAM WEAPONS: [-1 TO GUN AT SUB-OPTIMAL RANGES, +1 TO GUN AT OPTIMAL RANGE]

Common Name	Code	Range	L (PEN)	M (PEN)	H (PEN)	Traits
Laser Cannon	*LC	12-36 / 72"	6	8	10	-
Gatling Laser	*LG	3-12 / 24"	6	7	8	Burst:+1D6, Split:2
Particle Accelerator	*PA	6-18 / 36"	7 / 0H	8 / 1H	9 / 2H	Haywire
Pulse Laser	*PL	12-24 / 48"	8	9	10	-

MISSILE WEAPONS: [-2D6 TO ATTACK CHECK OUTSIDE OF OPTIMUM RANGE WITHOUT ACTIVE GUIDANCE.]

Common Name	Code	Range	L (PEN)	M (PEN)	H (PEN)	Traits
Anti-Tank Missile	*ATM	12-36 / 72"	8	10	12	AT, Guided
Air Burst Missile	*ABM	12-36 / 72"	4	6	8	AI, AE:5", Blast:1D6, Guided
Surface to Air Missile	*SAM	12-36 / 72"	5	7	9	AA, Flak, Guided
Artillery Missile	*AM	18-48 / 96"	7	9	11	AE: 4", AS, Blast:2D6 (AE:2"), Guided

* On all these weapon tables is replaced by the Letter of the penetration rating code of the weapon (L, M, H).

INDIRECT FIRE WEAPONS: [APPLY THE -1D6 INDIRECT FIRE PENALTY TO ATTACKS WITH THESE WEAPONS]

Common Name	Code	Range	L (PEN)	M (PEN)	H (PEN)	Traits
Artillery Rockets	*AR	12-24 / 48"	7	8	9	AE: 4", Blast:2D6
Anti- Personnel Rockets	*APR	9-18 / 36"	3	5	7	AI, AE: 6"
Field Mortar	*FM	18-36 / 72"	7	9	11	AE 5", Blast:2D6 (AE:2")
Guided Mortar	*GM	18-36 / 72"	6	8	10	AE: 4", Blast:1D6 (AE:2"), Guided
Artillery Gun	*AG	36-72 / 144"	8	10	12	AE: 4", Blast:2D6
Field Gun	*FG	12-48 / 96"	8	9	10	Ammo:AE:3" (Blast:2D6), Ammo:AT, Ammo:AS
Grenades **	*HG	3-6 / 9"	9	11	13	AE:3, Blast:2D6

** May only be used for IF if firing model has the arms trait

MELEE WEAPONS: MAY USE MULTIPLE ACTIONS TO ATTACK ANY NUMBER OF TIMES EACH ROUND.

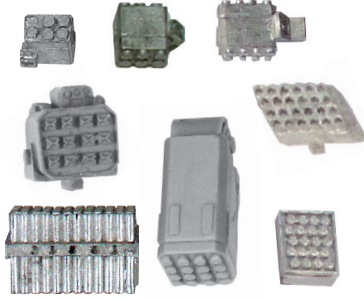
Common Name	Code	Range	L (PEN)	M (PEN)	H (PEN)	Traits
Combat Weapon	*CW	0" **	5	7	9	Impact
Vibro Blade	*VB	0" **	7	9	11	AT
Spike Gun	*SG	0" **	6	8	10	AP
Shaped Explosives	*SE	0" ***	9	11	13	AE:0", AS, Blast:3D6

* On all these weapon tables is replaced by the Letter of the penetration rating code of the weapon (L, M, H).

** Range may vary based on Reach trait.

*** May only be used if attacker model has the arms trait.

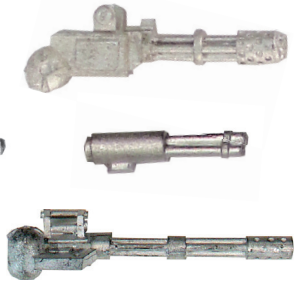
BALLISTIC WEAPONS



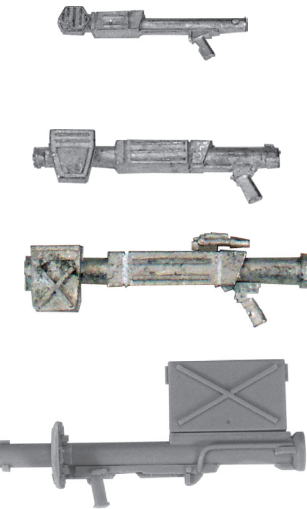
[*RP] Anti-Vehicle Rocket Pack



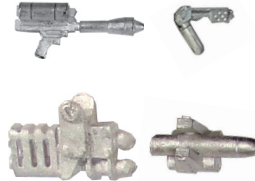
[*AC] Auto-Cannon



[*RC] Rotary-Cannon



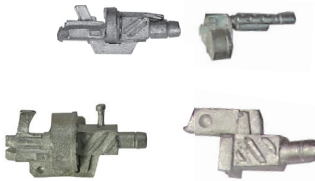
[*BZ] Bazooka



[*FL] Flamer



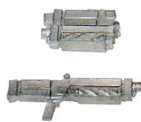
[*FC] Frag Cannon



[*GL] Grenade Launcher



[*RF] Rifle



[*PG] Pack Gun



[*PZ] Panzerfaust



[*RF] Rifle



[*MG] Heavy Machine Gun



[*SC] Snub Cannon

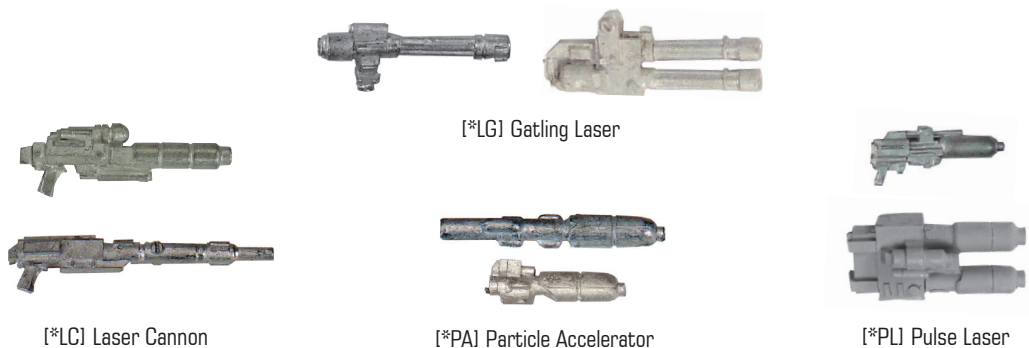


[*RG] Rail Gun



Hybrid Weapon [*AC] / [*GL]

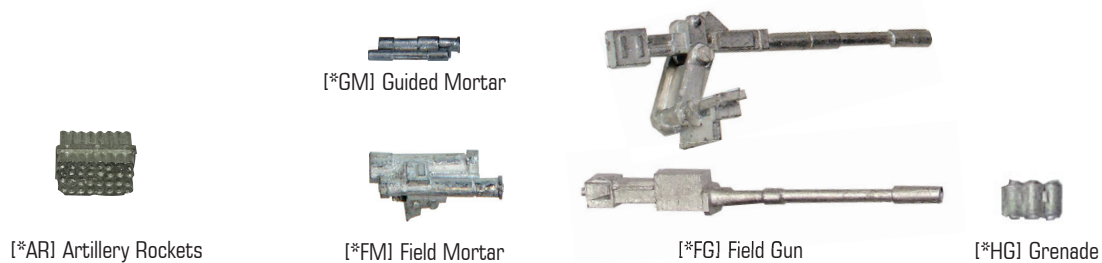
BEAM WEAPONS



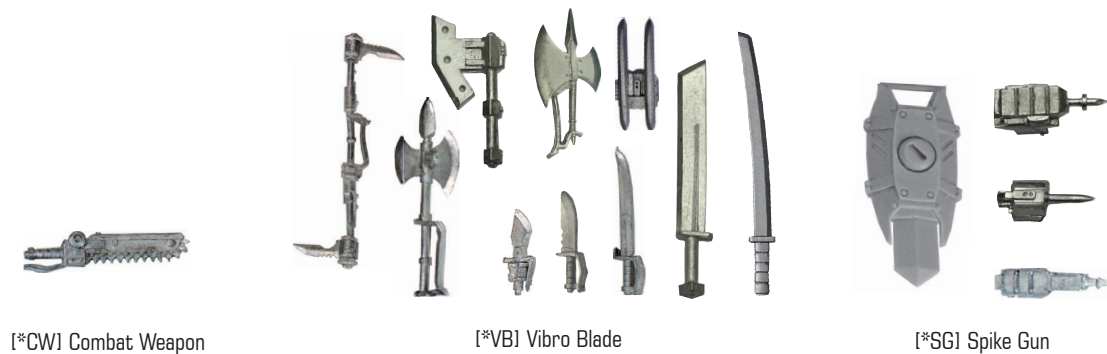
MISSILE WEAPONS



INDIRECT FIRE WEAPONS



MELEE WEAPONS



GLOSSARY

Action Phase: The second game phase when all actions and movement occur.

Active: The descriptive term for a model that is activating

Activating: A state of game play when a model may move and use actions.

Arc: A limitation on the direction a model or weapon may use moved or fired.

Attack: An action that can cause damage to a target model.

Attribute: An numbers or letter that defines a capability of a model.

Braced: A posture of preparedness for accurate attacking but implies a vulnerability to defense.

Chain: Chaining an action allows one action to be used in response to another action.

Check: A special kind of dice roll (test) where the highest value rolled is kept and all other dice are compared to a skill attribute for a bonus to the high roll to generate a number to compare to the result of another check..

Cleanup phase: The third phase when any persistent damage effects are resolved, victory conditions are verified and the board is prepared for the following round.

Combat Speed: A posture of preparation for combat, the normal resting state of all models.

Elevation: A position of advantage for attacking other models where the attacker is entirely higher than the defender.

Heavy Gear (Gear): A humanoid walking machine with a single pilot and interchangeable weapons.

Infantry: Regular squads of infantry, usually mounted multiple figures per base.

Model: Any playing piece used to represent a Gear, a vehicle, infantry, or terrain in a game of Heavy Gear.

Passive: The descriptive term for a model that is not activating.

Phase: Divided a Round into organized sections

Posture: A state of motion that defines the modifiers for a model when taking tests.

Reaction: An action that can be taken in response to another action.

Refresh: Returning an attribute to it's original rating.

Re-roll: The ability to roll all the test dice of a single test again.

Roll: A Roll is a test where all the dice rolled are compared to a skill attribute to determine the number of successes.

Setup Phase: The first game phase when the initiative test is determined.

Target: A model that must test to defend against an attack.

Test: A game effect that requires that dice are rolled to determine a result of either the Check or Roll.

Top Speed: A posture of accelerated speed or awareness to danger.

Turn: A rotation of a model of up to ninety degrees.

Used: A state of play where a model has used all of it's actions.

Vehicle: Any tracked, wheeled, or hover movement type of machine.

Common Unit Availability codes:

AL - Alpha	LT - Light Tank
AR - Anti-Rover	MI - Milicia
BT - Beta	MN - Mountaineering
CO - Commando	MT - Medium Tank
CV - Cavalry	MP - Military Police
DG - Dragoon	MO - Mobile ordinance
EG - Engineering	OA - Operational Assistance
FS - Fire Support	PI - Primary Insertion
FL - FLAIL	PM - Pilium Infantry
GP - General Purpose	PT - Paratrooper
HA - Heavy Assault	RC - Recon
HF - Heavy Frame	SF - Special Forces
HM - Heavy Mount	SK - Strike
HT - Heavy Tank	ST - Strider
HV - Hover Vehicle	SU - Support Unit only
IF - Interdiction Frame	TI - Tactical Intervention
IN - Infantry	TR - Tactical Response
LS - Light Strider	VL - VTOL

GAME SEQUENCE

- ◆ Determine the TV limit
- ◆ Generate an army list
- ◆ Place terrain on the table
- ◆ Players make an opposed Initiative check
- ◆ Models held for reserve deployment
- ◆ Deployment: (see scenario).
- ◆ Game begins. See Turn Sequence (See 3.1).
- ◆ Game ends most Victory points wins.

ROUND SEQUENCE

- ◆ Setup
- ◆ Action
- ◆ Cleanup

STANDARD MODIFIERS APPLY TO ALL TESTS A MODEL MAKES.

Standard Modifier	Dice Modifier	Modifier (Defence)
Critical: (Model has lost all Hull points)	-1D6	-1D6
Posture: Combat posture	+0D6	+0D6
Posture: Braced posture	+1D6	-1D6
Posture: Top Speed	-1D6	+1D6

INITIATIVE CHECK (BASE 2D6) MODIFIERS:

Modifier	Effect
Testing model is critically damaged	-1D6
Command trait rating *	+/- D6 (varies)

* If there are no commanders available the test is taken with a CMD:-.

TERRAIN EFFECTS ON MOVEMENT TYPES TABLE:

Movement Type	Open	Difficult	Impassable
Walker	No effect	No effect	Destroyed *
Ground	No effect	Use 2" of MR to move 1" **	Destroyed *
Hover	No effect	Use 3" of MR to move 1"	Destroyed *

* Some traits (Hover movement, Jump Packs and Booster Rockets) may allow Impassable terrain to be crossed safely (See A.3).

** Vehicles with the Offroad:XD6 trait ignore difficult terrain effects to movement.

POSTURE EFFECTS TABLE

Posture	Action Test Modifier	Defense Test Modifier *	# Moves Allowed
Combat	None	None	1
Braced	+1D6	-1D6	0
Top Speed	-1D6	+1D6	2

* Whenever the PILOT skill is not being used for a defense check, such as a dangerous terrain test it uses the normal action test modifiers.

RANGE ATTACK ACTION SUMMARY:

- ◆ Determine Lock
- ◆ Check Range
- ◆ Select Weapon
- ◆ Spend Action
- ◆ Verify Modifiers (GUN and PILOT)
- ◆ Make Checks
- ◆ Compare Results
- ◆ Apply damage

ATTACK AND DEFENSE CHECK MODIFIERS TABLE [IN ADDITION TO STANDARD MODIFIERS]

Attack Check Modifiers (BD2D6)	Defense Check Modifiers (BD2D6)
+Standard modifiers	+Standard modifiers
Sub-optimal range:-1D6 * & **	Adjacent Cover :+1-3D6
Flank (Back 180' arc):+1D6	Adjacent Full Cover:+1-3D6 + Detection
Elevation:+1D6 ***	Additional cover: +1D6
Weapon trait modifiers:+xD6	Additional full cover: +1-3D6 per cover + Detection
Indirect Fire weapon:-1D6	Model Trait modifiers:+xD6
Beam Weapon:+/-GUN	

* Minus 2D6 if a missile category weapon being fired without Active Guidance (11.2)

** This modifier does not apply to Beam category weapons (-1 GUN instead)

*** Elevation is counted if the target model's silhouette is entirely lower than the attacker, and the attack is not an Indirect Fire attack.

MODIFIERS TO DAMAGE TABLE

Modifier	Effect
Weapon Penetration rating (PEN)	Add PEN to the MOS
Target Armor Rating (AR)	Subtract AR from the MOS
Weapon/Armor traits	Varies. See traits A.4

AE AND BLAST DAMAGE SUMMARY TABLE

Target	Defend against AE attack	Roll Blast:XD6 damage? *
Primary	Always Check defense against attack	If attack result is => GUN, or target was hit by attack.
Secondary	Check defense only if attack check => GUN or attack hits primary target. Resolve ½ damage	Only if attack result is => GUN and model is in a blast AE.

* Blast damage is BDXD6 at TN4+ no modifiers. TN6+ if target has AR > PEN or Blast Resistance trait

MELEE MODIFIERS TABLE [BD2D6]:

Name	Requirement	Effect
Flanked	The attacker is completely within the target's back (B) 180 degree arc. Note: A model with the Flank: XD6 trait will modify this bonus to the value of their trait. A model must begin it's activation in the back arc of a model to gain this bonus.	+1D6
Overwhelm	The attacker gains 1D6 for each additional friendly model also engaged with the target.	+1D6 / other attacking model
Brawler (trait)	The attacker / defender has the Brawler trait.	+XD6
Defenseless	A model without a weapon in the melee category.	-1D6

COMMAND ATTRIBUTES

Rank	Command (CMD) Skill rating:	Command Points (15.5)
Commanding Officer (CO)	3+	2
Executive Officer (XO)	4+	1*
Unit Leader (CGL)	4+	1
Second in Command (2iC)	5+	1*
Squad member	NA	0

*These CP count as Skill Points until the XO or 2iC replaces a destroyed CO or CGL (See 15.6)

COMMS TEST MODIFIERS [BD2D6]

Comms Roll modifiers	Effect
Comms:+XD6 trait	+XD6
Comms boosting actions	+XD6
Comms jamming (From ECM)	-XD6

SUMMARY OF EW ACTIONS

EW Action	Code	Equipment Required *	Range	Effect	EW Counter action
Forward Observation	FO	-	Detection	Identify target for Indirect Fire Weapons	CJ
Active Guidance	FO:AG	Target Designator (TD:X)	Detection	Identify target for Indirect attack by Guided weapons, ignores IF modifier.	CJ
Comms Boost	CB	-	6"	Add +1D6 modifier for each action used, and XD6 per rating of Comms:X	None
Sensor Boost	SB	Sensors: 18" +	6"	Firing model(s) use Lock from Sensor Boosting model.	None
Sensor Jamming	SJ	ECM:X (SJ)	Detection	Action/Reaction: modifier to target attack checks	EW test to reduce (Action only)
Sensor Interference	SI	ECM:X	6"	Add +1D6 to any defence checks by models within 6".	None
Automatic Comms **	-	-	6"	Range that Orders (See 15.4a), CPs (See 15.5) and FOs cannot be jammed.	None
Comms Jamming	CJ	ECM:X (CJ)	Detection	Action/Reaction: Reduction of all Comms tests in Detection range.	None

* Equipment may have a rating of OD6. Any equipment with a specialty ECM action available may also use a basic ECM action requiring only the ECM:X trait.

** Autocomms does not require an action but is included for completeness.

BALLISTIC WEAPONS: [STANDARD -1D6 TO ATTACK CHECK OUTSIDE OF OPTIMUM RANGE]

Common Name	Code	Range	L (PEN)	M (PEN)	H (PEN)	Traits
Anti-Vehicle Rocket Pack	*RP	6-12 / 24"	7	8	9	AE:4", Blast:1D6, IF
Anti-Personnel Grenade Launchers	APGL	-	3	-	-	Proximity: 3", AI, Frag
Auto-Cannon	*AC	6-18 / 36"	6	7	8	Burst:+1D6
Rotary Cannon	*RC	6-12 / 24"	6	7	8	Burst:+2D6, Split:2
Bazooka	*BZ	3-12 / 24"	7	9	11	AT
Flamer	*FL	0-6 / 12"	2/0F	3/1F	4/2F	Fire, Spray, Split:3, AI
Frag Cannon	*FC	3-9 / 18"	5	6	7	Ammo: AP, Ammo: Frag (AI)
Grenade Launcher	*GL	3-12 / 24"	7	8	9	AE:3", Blast:2D6, Split:2, IF (Range 9-18/36")
Machine Gun	*MG	3-18 / 24"	2	3	4	AI, Burst:+2D6
Pack Gun	PG	0-9 / 18"	6			Burst:+2D6, Split:2
Panzerfaust	*PZ	0-6 / 12"	8	10	12	AT
Railgun	*RG	12-36 / 72"	7	9	11	Ammo: AP
Rifle	*RF	12-36 / 72"	6	7	8	-
Snub Cannon	*SC	3-12 / 24"	8	10	12	Ammo: AT, Ammo: AS
Tank Gun	*TG	12-36 / 72"	8	10	12	Ammo: AT

* On all these weapon tables is replaced by the Letter of the penetration rating code of the weapon (L, M, H).

BEAM WEAPONS: [-1 TO GUN AT SUB-OPTIMAL RANGES, +1 TO GUN AT OPTIMAL RANGE]

Common Name	Code	Range	L (PEN)	M (PEN)	H (PEN)	Traits
Laser Cannon	*LC	12-36 / 72"	6	8	10	-
Gatling Laser	*LG	3-12 / 24"	6	7	8	Burst:+1D6, Split:2
Particle Accelerator	*PA	6-18 / 36"	7 / 0H	8 / 1H	9 / 2H	Haywire
Pulse Laser	*PL	12-24/ 48"	8	9	10	-

MISSILE WEAPONS: [-2D6 TO ATTACK CHECK OUTSIDE OF OPTIMUM RANGE WITHOUT ACTIVE GUIDANCE.]

Common Name	Code	Range	L (PEN)	M (PEN)	H (PEN)	Traits
Anti-Tank Missile	*ATM	12-36 / 72"	8	10	12	AT, Guided
Air Burst Missile	*ABM	12-36 / 72"	4	6	8	AI, AE:5", Blast:1D6, Guided
Surface to Air Missile	*SAM	12-36 / 72"	5	7	9	AA, Flak, Guided
Artillery Missile	*AM	18-48 / 96"	7	9	11	AE: 4", AS, Blast:2D6 (AE:2"), Guided

INDIRECT FIRE WEAPONS: [APPLY THE -1D6 INDIRECT FIRE PENALTY TO ATTACKS WITH THESE WEAPONS]

Common Name	Code	Range	L (PEN)	M (PEN)	H (PEN)	Traits
Artillery Rockets	*AR	12-24 / 48"	7	8	9	AE: 4", Blast:2D6
Anti- Personnel Rockets	*APR	9-18 / 36"	3	5	7	AI, AE: 6"
Field Mortar	*FM	18-36 / 72"	7	9	11	AE 5", Blast:2D6 (AE:2")
Guided Mortar	*GM	18-36 / 72"	6	8	10	AE: 4", Blast:1D6 (AE:2"), Guided
Artillery Gun	*AG	36-72 / 144"	8	10	12	AE: 4", Blast:2D6
Field Gun	*FG	12-48 / 96"	8	9	10	Ammo:AE: 3"(Blast:2D6), Ammo:AT,Ammo:AS
Grenades **	*HG	3-6 / 9"	9	11	13	AE:3, Blast:2D6

** May only be used for IF if firing model has the arms trait

MELEE WEAPONS: MAY USE MULTIPLE ACTIONS TO ATTACK ANY NUMBER OF TIMES EACH ROUND.

Common Name	Code	Range	L (PEN)	M (PEN)	H (PEN)	Traits
Combat Weapon	*CW	0" **	5	7	9	Impact
Vibro Blade	*VB	0" **	7	9	11	AT
Spike Gun	*SG	0" **	6	8	10	AP
Shaped Explosives	*SE	0" ***	9	11	13	AE:0", AS, Blast:3D6

** Range may vary based on Reach trait.

*** May only be used if attacker model has the arms trait.

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WEAPON TRAITS

[AA] Anti-Aircraft: This weapon may resolve attack checks against Aircraft using their normal GUN Skill instead of GUN 6+.

[AE:X"] Area Effect:X": Models within X" of the center of target model must check defense against the attack check. If hit the models suffer ½ total damage result.

[AI] Anti-Infantry: This weapon may do more than 1 damage per hit against Infantry models (See 2.14).

[Ammo: X] Ammunition: The rating indicates the trait(s) that particular ammo type conveys. Any attack must declare a single ammo type that will be used if it has a choice. Example: Ammo: Frag adds the Frag trait to the weapon.

[AP] Armor Piercing: Add the MOS to the PENvAR of the weapon twice when targeting Gears, Striders, and Vehicles. Example: An attack results in a MOS3. AP causes MOS to double to 6 when calculating damage.

[AS] Anti-Structure: Attack checks targeting structures (buildings and fortifications) attack using their normal GUN skill instead of 6+.

[AT] Anti-Tank: When an AT attack succeeds with a MOS:1+each check die that equals or beat the skill of the attacker adds +1 to the damage total in addition to normal damage after comparing PEN to AR (See 9.0). IF the PEN of the attack is less than the AR of the target model then only results of a 6 will cause additional damage.

[BW] Backup Weapon: This weapon may be fired instead of another arm arc weapon. Only one weapon may be fired each activation, both weapons may be fired in a round if one or both are is used for Snap fire reactions that do not react to the same action.

[Blast:XD6] Blast:XD6: Primary targets of an Area Effect attack with Blast:XD6 may be hit by the blast effect if the attack check equals or exceed the GUN skill of the attacker or the attack hits. Blast damage has a TN:4+ versus the target with BDxD6 (no modifiers) where X is the rating of the Blast trait. Each Roll success will cause one damage. A target with AR greater than the PEN rating of the weapon gains the blast resistance trait (TN:6+ to damage) (See 10.X).

[Burst: X] Burst: Add +XD6 to attacks checks made with this weapon.

[Flak] Flak: Weapons with Flak add +2D6 to attack checks targeting flying models.

[Frag] Fragmentation: Weapons with Frag add +2D6 to attack checks targeting Infantry models.

[Guided] Guided: This weapon may chain an attack action to an active guidance action (see 14.3b) or fire using a direct action resolved with a GUN attack check.

[IF] Indirect Fire: This weapon may chain an attack to a forward observation action but counts as a weapon in the indirect fire category if it does (see 8.4).

[LA:X] Limited Ammo:X: This weapon may only fire a number of times equal to the rating.

[Linked] Linked: Improve the GUN Skill by 1. Example: 5+ becomes a 4+.

[PEN:X] Penetration:X: The PEN rating of this weapon is X instead of the normally listed rating in the weapon tables.

[PEN:X/Y] Penetration:X + Persistent damage type rating Y: This attack uses the persistent damage type Fire (F), Haywire (H), or Corrosion (C) (See 9.3). If the attack has no X rating then resolve only persistent damage token effects.

[Point] Point Defense: This weapon may be used for any number of snap fire attacks. These snap fire attacks still require an action (See 10.4).

[Precise] Precise: Add +2D6 (instead of +1D6) to attack checks when in the Braced posture. May not be used for Indirect fire attacks.

[Proximity:X] Proximity:X: Weapons with this trait have an area effect rating that originates from the center of the firing model but does not include the model firing the weapon in the area of effect. Do not halve damage for secondary targets hit with proximity.

[Range:X-Y/Z"] Range: Replace the normal range of this weapon with optimal range X-Y and maximum range Z".

[Reach:X"] Reach: X": This weapon has a range of X". The entire range is optimal.

[Split:X] Split Fire:X: This weapon may Split attacks (See 10.5).

[Spray] Spray: Targets only gain a cover bonus from full heavy cover.

[Silent] Silenced: Attack actions with this weapon do not remove hidden tokens. Stealth models attacking with this weapon do not lose their stealth modifier.

[Stabilizer] Stabilizer: The model must be in the braced posture to use actions with this weapon or system.

Army Name: _____

Faction / Sub-List: _____

Combat Group 1 - Primary Unit: _____ **Actions:** _____ **UA:** _____

Model Name(s), Upgrades, and Notes	TV	Quantity	Total
Commander(s):		Unit TV Total=	

Combat Group 1 - Support Unit: _____ **Actions:** _____ **UA:** _____

Model Name(s), Upgrades, and Notes	TV	Quantity	Total
		Unit TV Total=	

Combat Group 2 - Primary Unit: _____ **Actions:** _____ **UA:** _____

Model Name(s), Upgrades, and Notes	TV	Quantity	Total
Commander(s):		Unit TV Total=	

Combat Group 2 - Support Unit: _____ **Actions:** _____ **UA:** _____

Model Name(s), Upgrades, and Notes	TV	Quantity	Total
		Unit TV Total=	

Combat Group 3 - Primary Unit: _____ **Actions:** _____ **UA:** _____

Model Name(s), Upgrades, and Notes	TV	Quantity	Total
Commander(s):		Unit TV Total=	

Combat Group 3 - Support Unit: _____ **Actions:** _____ **UA:** _____

Model Name(s), Upgrades, and Notes	TV	Quantity	Total
		Unit TV Total=	

Army TV Total: _____

SB - Standby

HI - Hiding

HD - Hull Down

DM - Damage

DE - Destroyed

HY - Haywire

FR - Fire

CS - Corrosion

AC - Active Sensors

CF - Coordinated Fire

RS - Radio Silence

CH - Charge

IF - Incoming Fire

FS - Full Speed Ahead

CP - Command Point

SP - Skill Point

TM - Transporting Models

IM - Immobilized

SJ - Sensor Jamming

CJ - Comms Jamming

CB - Comms Boosting

SB - Sensor Boost

SI - Sensor Interference

SA - Satellite Counter Battery

Standby	Hiding	Hull Down	Damage	Destroyed	Haywire	Fire	Corrosion	Active Sensors	Coordinated Fire
Standby	Hiding	Hull Down	Damage	Destroyed	Haywire	Fire	Corrosion	Active Sensors	Coordinated Fire
Standby	Hiding	Hull Down	Damage	Destroyed	Haywire	Fire	Corrosion	Active Sensors	Coordinated Fire
Standby	Hiding	Hull Down	Damage	Destroyed	Haywire	Fire	Corrosion	Active Sensors	Coordinated Fire
Standby	Hiding	Hull Down	Damage	Destroyed	Haywire	Fire	Corrosion	Active Sensors	Coordinated Fire
Standby	Hiding	Hull Down	Damage	Destroyed	Haywire	Fire	Corrosion	Active Sensors	Coordinated Fire
Radio Silence	Charge	Incoming Fire	Full Speed Ahead	Command Point	Skill Point	Transporting Models	Immobilized	Sensor Jamming	Comms Jamming
Radio Silence	Charge	Incoming Fire	Full Speed Ahead	Command Point	Skill Point	Transporting Models	Immobilized	Sensor Jamming	Comms Jamming
Radio Silence	Charge	Incoming Fire	Full Speed Ahead	Command Point	Skill Point	Transporting Models	Immobilized	Sensor Jamming	Comms Jamming
Radio Silence	Charge	Incoming Fire	Full Speed Ahead	Command Point	Skill Point	Comms Boosting	Sensor Boost	Sensor Interference	Satellite Counter Battery
Radio Silence	Charge	Incoming Fire	Full Speed Ahead	Command Point	Skill Point	Comms Boosting	Sensor Boost	Sensor Interference	Satellite Counter Battery
Radio Silence	Charge	Incoming Fire	Full Speed Ahead	Command Point	Skill Point	Comms Boosting	Sensor Boost	Sensor Interference	Satellite Counter Battery

HEAVY GEAR

BLITZ!

BETA RULES

Welcome to the NEW EDITION of Heavy Gear Blitz - Beta Rules

Development of the new edition of Heavy Gear was started in 2012 with the goal of making the game faster and easier to play. The damage system has been overhauled removing calculation that slowed the game down. This has resulted in a more dynamic game with a wider variety of weapon effects and tactical options. Model point values have been rescaled and the entire army construction system has been rebuilt. A developer's blog and YouTube channel with Heavy Gear Videos has been launched to expand on the new concepts, discuss the process of development and improve communication between players and Dream Pod 9.

Now, after more than six months of the alpha playtest with three major rules updates in that time all the changes and lists have been consolidated into one document, the one you are reading right now. These rules will be debuted at Gen Con 2014 and available in paper and free PDF formats this summer. These Beta Rules will form the official organized play rules for Heavy Gear Blitz until the final release of the new edition core Heavy Gear Blitz rulebook at Gen Con in 2015 ready for the 20th anniversary of Heavy Gear. All the plans for this celebration will be announced in fall of 2014.

The core rules are complete now and our efforts are focused on balancing model point values and specialist army list options. To do this we need as many playtest responses as we can get from you, the players. Big or small, we want to see your army lists and hear about your game experiences. Details of sending in your feedback are found inside the book. We are committed to maintaining an open dialogue with our fans because in the end this is a game for you.

Choose your side, get your Gear, and join up!

The Heavy Gear Blitz - Tabletop Wargaming - Beta Rules are the beta version of the new edition of Heavy Gear Blitz that is currently in development. The Tabletop - Beta Rules includes the following:

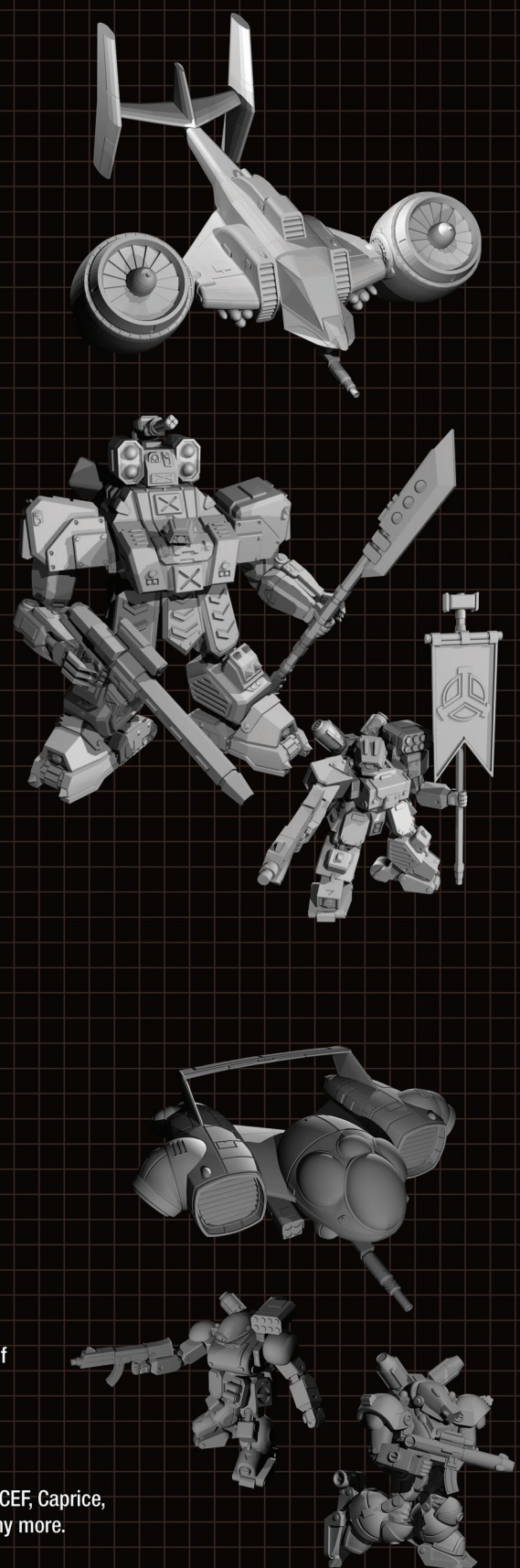
- ◆ New rules system, with streamlined combat resolution for faster game-play!
- ◆ New army construction system with new support unit options available to combat groups.
- ◆ New Veteran and Duelist options for your armies.
- ◆ All the faction armies in one book: North, South, Peace River, NuCoal, Leagueless, Black Talon, CEF, Caprice, Utopia, and Eden. Plus Faction Sub-Lists for the WPF, UMF, NLC, SR, MD, HA, ESE, PAK, and many more.
- ◆ Listing of all Faction Models with all the stats you need to play.



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