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# HEAVY GEAR BLITZ!



## FIELD MANUAL CORE RULEBOOK REVISED



DREAM POD 9  
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## FIELD MANUAL TABLE OF CONTENTS

INTRODUCTION	
Resources.....	02
RULES OF ENGAGEMENT	
Core Concepts .....	04
Models, Characteristics and Skills .....	05
Game Overview.....	06
The Game Round .....	06
Game Rules.....	06
Movement Types and Moving .....	07
Movement Modes .....	08
Terrain and Movement .....	09
Model Actions.....	10
Combat Lock and Active Lock .....	10
Concealment.....	11
Cover.....	12
Arcs of Attack.....	12
Ranged Attacks.....	13
Crossfire .....	13
Indirect Attacks .....	14
Thrown and Placed Weapons .....	15
Rate of Fire Attacks .....	16
Ammo Tracking .....	16
Ranged Defense .....	16
Melee Combat .....	17
Damage.....	18
Special Actions.....	19
Combined Models .....	20
Infantry .....	20
Transports .....	20
Communication Events.....	21
Command Points.....	22

SCENARIOS	
Step 1: Building an Army.....	23
Priority Levels .....	24
Step 2: Setting up the Table .....	25
Table Effects .....	25
Unusual Events.....	25
Step 3: Deployment Zones .....	26
Step 4: Mission Generation.....	27
Standard Objectives .....	27
Defensive Objectives .....	28
Offensive Objectives .....	28
Step 5: Choose Support Options .....	29
Step 6: Deployment.....	32
Step 7: Battle!.....	32
Step 8: Victory Conditions .....	32

RESOURCES	
Errata .....	33
Blitz! Options .....	34
New Unit Options .....	34
Field Manual TV Adjustments .....	35
Model Perks & Flaws .....	36
Weapon Traits .....	39
Weapon Tables .....	40
Weapon Recognition .....	42
Datacards .....	43

## ADDITIONAL CREDITS

## MINIATURE TERRAIN

David Cormier  
John Nguyen  
Robert Dubois  
Paul Workoff  
Corey Tamas

## PHOTOS AND PHOTO EDITING

Étienne Drolet  
Robert Dubois  
Greg Perkins  
John Nguyen

## PLAYTESTERS

Brad Bellows  
Hugh Browne, Jr.  
Jeremy Ortiz  
Saleem Rasul Abdul Aziz  
Marcus Lindner  
Paul Workoff

This book is dedicated to the memory of those that lost their lives in the Tohoku Earthquake and those that serve to protect the people of the region. Our thoughts and prayers go out to the people of Japan.

## SPECIAL THANKS:

Urban buildings in photos are courtesy of Old Crow Models. Visit them at <http://www.oldcrowmodels.co.uk/>

## STAFF APPRECIATION:

**Jason:** Thanks for all of the great feedback from our Pod Squad, Gear UP subscribership and members of the DP9 Forums. You guys rock!

**John Nguyen:** To all our dedicated Gear Heads, Thank you!

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DREAM POD 9 can be reached online at our web site: [www.dp9.com](http://www.dp9.com) or the DP9 Forum at [www.dp9forum.com](http://www.dp9forum.com), for game and rules questions.

## CREDITS

PROJECT MANAGER / SENIOR EDITOR  
Robert Dubois

LINE DEVELOPER  
Jason Dickerson

ASSISTANT LINE DEVELOPERS  
Saleem Rasul Abdul Aziz  
Brad Bellows  
Hugh Browne Jr.  
Michael Onsrud

FIELD MANUAL CONCEPT  
Jason Dickerson

SILHOUETTE BLITZ! DESIGNERS  
John Buckmaster  
Nick Pilon

SILHOUETTE SYSTEM DESIGNERS  
Marc-Alexandre Vezina  
Gene Marcil  
Stephane I. Matis

WRITING  
Jason Dickerson

COPY EDITOR  
Dimitri Achminov  
Saleem Rasul Abdul Aziz  
Gerrit Kitts  
Jeremy Ortiz  
Bryan Rombaugh  
Brad Bellows

ADDITIONAL EDITING  
Jason Dickerson  
Dimitri Achminov  
Greg Perkins  
Daniel Hinds-Bond  
Étienne Drolet-Blouin

LAYOUT  
James Paquette  
Daniel Hinds-Bond  
Étienne Drolet-Blouin

COVER ARTWORK  
Avelardo Paredes  
Mariko Shimamoto  
Greg Perkins

TECHNICAL DESIGN  
Avelardo Paredes

ADDITIONAL ARTWORK  
Mariko Kuwahara  
Greg Perkins  
Avelardo Paredes  
Daniel Hinds-Bond  
Ghislain Barbe

MINIATURE SCULPTING  
Phillipe F. LeClerc  
Alain Gadbois  
Michael Lovejoy

MINIATURE PAINTING  
Phillip F. LeClerc  
Alain Gadbois  
Greg Perkins  
John Nguyen  
John Prins

GEAR GARAGE SOFTWARE  
Samuli Aura

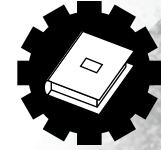


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HEAVY  
GEAR  
BLITZ!

# INTRODUCTION



## INTRODUCTION

Gear UP magazine was originally the fan club magazine of Heavy Gear during the late nineties. The publication was small, and it was filled to the brim with interesting pieces of information as well as news about upcoming products and developments in other media. When the discussion came up in early January of 2010 to produce a free official e-zine for the fans of Heavy Gear, the choice for a name was an easy one. Gear UP's current format is a quarterly publication with material covering Heavy Gear Blitz!, Heavy Gear RPG (2ed), and general story material for the setting. One key component to the magazine was the Field Testing articles for Heavy Gear Blitz, which generated the greatest amount of buzz.

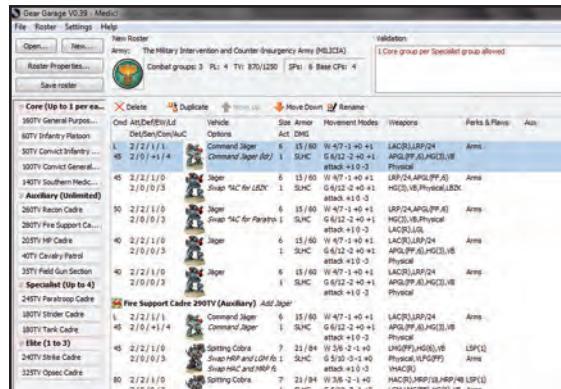
Field testing presented players with alternative ways of playing our popular wargaming line. Changes were made to range bands, defense and movement, while still retaining the deep and tactical gameplay Heavy Gear is well-known for in the community. This book is not only a compilation of the rules presented in Gear UP issues 1-4, but also includes the core rules from Locked and Loaded rewritten to incorporate the new mechanics. All the perks, flaws, and weapon tables along with updated datacards are included in the book for ease of use. This book represents the most current form of the Heavy Gear Blitz! rules and replaces Locked & Loaded for all official tournaments sponsored or hosted by Dream Pod 9. While this book contains all of the game mechanics for playing the game, Locked & Loaded is still used for army constructing and setting information. New players can opt to forgo Locked and Loaded if they wish to use the army lists from Return to Cats Eye, Terra Nova Gambit, or any of our other upcoming books containing complete army lists.

## RESOURCES

Getting into Heavy Gear Blitz! offers a player a tremendous host of possibilities, so much so, that new players may feel intimidated by the array of army build available. Fear not! To help with making these choices the following tools are available for the player.

### Gear Garage ([www.dp9.com/GEAR-GARAGE](http://www.dp9.com/GEAR-GARAGE))

A free army builder utility designed by Samuli Aura, this utility incorporates all of the material from all of the books released to date, including Gear UP. The easy-to-use program lets players create army lists quickly and allows for a variety of print options including datacard or compact army list layouts. Gear Garage can be found on the DP9 Forums ([www.dp9forum.com](http://www.dp9forum.com))



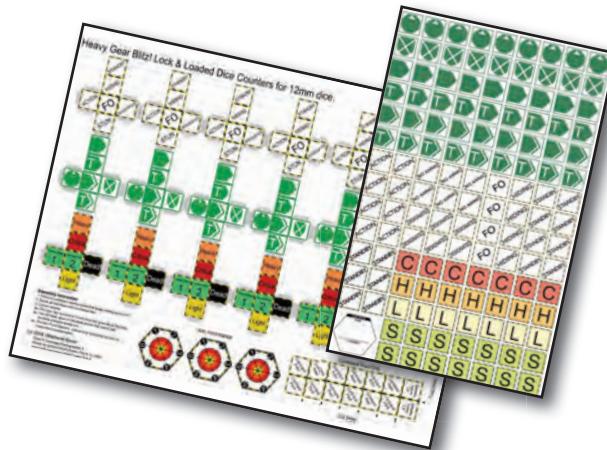
The Gear Garage Army Builder made by Samuli Aura

## Game Aids ([www.dp9.com/FIELD-MANUAL](http://www.dp9.com/FIELD-MANUAL))

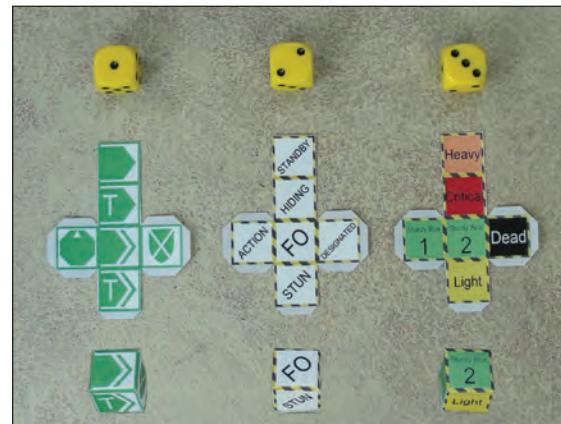
A variety of free game aids such as token sheets are available for download on the DP9 website.



Also available for purchase are official Heavy Gear Blitz Movement Dice and Tokens (DP9-998)



Additional game aids such as the token sheets pictured above are available for free on [www.dp9.com](http://www.dp9.com).



... Letting you make your own dice and counters!

### Dream Pod 9 Forums ([www.dp9forum.com](http://www.dp9forum.com))

The Dream Pod 9 Forums are easy to access, with a friendly and helpful community of gamers. Registering is free and quick!



### Datacards ([www.DP9.com/FIELD-MANUAL](http://www.DP9.com/FIELD-MANUAL))

Fieldmanual versions of the Datacards are available in the downloads section of the web site.



### GEAR UP MAGAZINE

([www.DP9.com/GEAR-UP](http://www.DP9.com/GEAR-UP))

Found exclusively on Drivethru RPG, Dream Pod 9's e-zine is a free magazine featuring articles on modeling, terrain building, official rules, and field-testing rules. Check it out!



Gear Up Magazine

### Paper Terrain ([www.DP9.com/FIELD-MANUAL](http://www.DP9.com/FIELD-MANUAL))

If you are looking to add some flavor to your table, the DP9 website has an excellent selection of free downloadable paper terrain in the Downloads section of [www.DP9.com](http://www.DP9.com).



Playing with Paper terrain is easy and adds realism!



### FIELD GUIDE LIST

While the Heavy Gear Field Manual contains all of the rules necessary to play the game, this book does not contain faction army lists. The following list has all of the factions available for play currently as well as upcoming factions coming out later.

#### Heavy Gear Locked & Loaded

Terra Nova: Northern Leagues

Terra Nova: Southern Leagues

Terra Nova: Peace River

Terra Nova: Port Arthur Korps

#### Heavy Gear Black Talons: Return To Cat's Eye

Earth: Colonial Expeditionary Force

Caprice

Terra Nova: Black Talons

#### Heavy Gear Terra Nova Gambit

Utopia

#### Heavy Gear Perfect Storm: NuCoal Field Guide

NuCoal

Port Arthur Korps (Updated)



## TABLE SIZE

Heavy Gear Blitz! works best on a playing surface of 48 by 72 inches or smaller with at least half the amount of the table covered in terrain, although the game can be played on as small or large of a surface as you have room to accommodate. Generally, three to five terrain pieces per square foot of table are enough. Cover is an important factor in the game so ample terrain should be available to all players. The Scenarios section on pages 23 to 32 has more information on terrain.

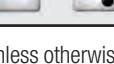
## SCALE

All models in Heavy Gear Blitz! are 1/144 scale (10-12mm figure scale). All terrain should be scaled accordingly. Homemade terrain is quite easy to build in this scale, and terrain building articles can be found at no cost to the customer on Dream Pod 9's website ([www.dp9.com](http://www.dp9.com)) as well as in the company's quarterly e-zine Gear UP.

While the scale of the miniatures and terrain is fixed on the table, the timescale and table scale are not. Liberty must be taken with these, otherwise odd situations regarding movement, terrain effects and similar crop up. As such, weapon ranges are scaled to the average table size and the "real-time" length of a game round is dramatic, or "just long enough for everything going on in that round to be resolved."

## DICE ROLLING

Heavy Gear Blitz uses ordinary six-sided dice to add a random element to the game. The number of dice to be used in a roll is either specified in the rules or based on one of a Model's Skills.

Rolling 2D6	Example
 = 5	When two or more dice are rolled together, the result of the roll is the highest face value of any single dice.
 = 7	If more than one "6" is rolled, each extra "6" adds 1 to the result. For instance, rolling 2D6 and getting face values of 6 and 6 would count as a result of 7.
 = 0	Fumble If every dice shows a "1", the dice roll is a Fumble, and always counts as a final result of 0.
Unskilled Roll  = 3	When rolling 0D6 (if the Skill is 0, or modifiers reduce the Skill to 0), roll 2D6 and take the lowest face value. If either dice shows a 1, count the result as a Fumble.
(+ Mod)  + 2 = 7	Modifiers to the result of a roll are listed as +x (for a bonus) or -x (for a penalty). Add the modifier to the result of the roll, using the sum as the final result.
(- Mod)  - 3 = 0	If the dice roll number is reduced below zero, count the final result as 0.

Unless otherwise specified, all rolls should be made in this fashion. Various game effects will alter the result of a roll. Some effects will alter the number of dice rolled. Simply add or subtract the relevant number of dice from the roll. If a negative modifier would lower the final result below, count it as 0 instead. Modifiers never alter a Fumble result, which always counts as 0. Note that all dice and roll modifiers are cumulative unless stated otherwise.

## THRESHOLDS AND OPPOSED TESTS

Once a roll has been made and all appropriate modifiers added, the outcome of the roll must be determined. Rolls are always made against either a pre-determined number, called a Threshold, or in an opposed test against another model's skill roll. When rolling against a Threshold, the roll is a success if the final result with any modifiers is higher than the Threshold and a failure if the final result including any modifiers is less than or equal to the Threshold.

When making an opposed test, one Model will be the "acting model" or "attacker" and the other will be the "defender". Both players roll the designated skill for each Model and the results of the rolls are compared. If the attacking Model's result is higher than the defender's result, it has succeeded. If it is less than or equal to the defender's result, the attack has failed. In some rare cases, such as armor piercing weapons, an equal result might still generate an effect.

## MARGIN OF SUCCESS / MARGIN OF FAILURE

How much a roll succeeded or failed by is often important when determining its effects. If a roll is a success, the roll minus the Threshold or the defender's roll is known as the Margin of Success (MoS). If a roll is a failure, the Threshold or defender's roll minus the roll is the Margin of Failure (MoF).

## MEASUREMENT

All distance values in the game (movement, ranges, areas) are in inches. Measurements are taken to and from the edge of a model's base. In the case of Models with multiple bases, measure from the nearest base. For Models without bases, measure from the closest point on the body or hull of the miniature. You are allowed to measure anything at any time during the game, but all measurements must be shared with your opponent.

If you wish to use metric measurements simply multiply all game distances by 2.5 to get the distances in centimeters. Round any decimal values up to the nearest centimeter for ease of use.

## SPORTSMANSHIP

As with any game, sportsmanship is key. We recommend being open with your opponent regarding the status of Models in-game as well as army list options. Being open and friendly generally prevents rules arguments and makes your game much more pleasant. Unsportsmanlike behavior should not be tolerated and it is acceptable to find other opponents. Poor attitudes do nothing but harm wargaming in general and ruin the fun for everyone. Official Dream Pod 9 events include a sportsmanship component and reward those who treat their opponents with respect.

## A NOTE ON ROUNDING

When rounding fractional numbers, unless otherwise specified, values of 0.5 and higher round up and anything lower rounds down.

## ACTIONS ①

The number of actions a model has available to it in a single round. Actions include a variety of attacks, and special actions. For more information on actions look on pg 10.

## MODIFIERS ②

Models have different modifiers depending on their current movement mode and speed. The first one or two rows in this area correspond to a Movement Mode. Most Gears will have Walker (W) and Ground (G) Movement Modes in these rows. Other Models such as tanks will have a single row, typically the Ground (G) Movement Mode. The last row lists the modifiers used by the Model when making an Attack Skill roll.

The first column (SPD) lists the maximum number of Movement Points (MPs) the Model can spend for the given Movement Mode. These values tend to vary between Movement Modes. The next three columns corresponds to a movement speed, which ranges from Stationary (STOP), Combat (CBT) and Top (TOP). These list the modifiers used for Defense Skill rolls when the model is being attacked.

## SIZE ③

The Model's size is simply how large or heavy the vehicle is. Size is important for melee and detection purposes.

## ELECTRONICS AND SENSORS ④

The Detection (DETECT) rating represents the ability to passively detect other Models. Sensor is the modifier used when the pilot actively rolls his Electronics Warfare (EW) skill to try and find an enemy. Comm is the modifier used for Active Comm rolls, usually during jamming attempts. AutoComm specifies how good the model's automated or automatic communications are.

## ARMOR AND DAMAGE ⑤

The Model's Armor rating specifies how well it resists damage. When a Model takes damage, one or more damage boxes are crossed off. There are several levels of damage, and hard-to-damage or reliable Models will have more levels compared to fragile units. The Overkill Rating is the amount of damage required to completely destroy the vehicle in a single attack.

Any Perks and Flaws that modify how a Model takes damage are also listed below ⑥. These can improve or worsen its armor or prevent certain damage effects. No model may have more than five damage boxes.

## SKILLS ⑥

These specify how good the Model's crew is at different tasks. The four skills are Attack (Att), Defense (Def), Electronic Warfare (EW), and Leadership (LD). Attack measures the ability of the crew to strike against opponents with both ranged attacks. Defense measures the crew's ability to defend themselves against attacks, and to determine melee attacks. EW is used for sensors and communication based skill rolls. Finally, the LD skill is used to determine initiative and maximum command points issuable in a turn.

**HUNTER**

**HEAVY GEAR BLITZ!**

⑥	ATT	DEF	DETECT 2	
	DEF	SENSORS	0	
	EW	COMM	0 ④	
	LD	AUTOCOMM	3	
⑦	SPD	STOP	CBT	TOP
	W 4/7	-1	0	1
	G 6/12	-2	0	1
	ATTACK	1	0	-1
⑧	ARMOR 15	OVERKILL 60		
	ACTIONS 1	SIZE 6	⑨	
	DAMAGE S L H C			

**PERKS** Arms

**FLAWS**

**AUX**

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
LAC	F	0	12 / 48 / ∞	x8	2	R	
LRP/24	F	-1	6 / 24 / ∞	x12	3	IF	
APGL	FF	-1	6 / 24 / --	x4		IF, AI, AE3, M	OOOOOO
HG	F	-1	THROWN	x15		T, AI, AE2	OOO
VB	F	0		S+2		M	
PHYSICAL							
S M							

**VARIANTS** Headhunter: Upgrade Comm to +1 and Auto Comm 5

Miniature pictured may include optional weapons loadout.

## WEAPONS ⑦

Most Models will have one or more weapons, listed as rows in this area. The columns define the stats for each weapon. ARC specifies the direction the weapon fires in. Accuracy (ACC) is a modifier for any Attack roll with the weapon. DM is the weapon's Damage Multiplier. Traits are perks or flaws that modify the weapon's operation – for example, Guided (G), Indirect Fire (IF), Rate of Fire (ROF), or Reloads (R).

RANGE lists the three range bands of weapons. Combat Optimal is the first value listed in the RANGE brackets. Any shots fired up to the range listed in this bracket suffer no penalties. Beyond Combat Optimal, is the Suboptimal range band. While shooting at this range is feasible, shots tend to be less accurate. Attacks fired at this range band suffer a -1 penalty. Attacks fired beyond Suboptimal are considered to be in the Extreme range band and suffer a -2 penalty. Weapons with a ∞ have no limit to their Extreme range, which encompasses the entire board. Weapons with a -- in their Extreme range may not be fired beyond Suboptimal range. Thrown weapons have a Combat Optimal range equal to their Size attribute, and Suboptimal range equal to twice their Size attribute. Thrown weapons have a - for their Extreme range band and may not be fired beyond their Suboptimal range.

## PERKS / FLAWS ⑧

Miscellaneous abilities or limitations of the Model are listed as perks or flaws. Individual perks and flaws are listed in the appendix on pages 36 to 38.





## GAME OVERVIEW

A game of Heavy Gear Blitz covers a single battle during which each player will have multiple objectives to complete. The game will last until a set condition is met, be it a time limit, a certain number of game rounds or your opponent being wiped out. Once the game has ended, both players total their Victory Points to determine the winner.

## BEFORE THE GAME

Each player prepares an army to preset Priority Levels (PL) and Threat Value (TV) limits before the battle starts, using the Field Guides (see pages 54 to 170 of Locked & Loaded as well as additional supplements for Field Guides). The table must then be set up and terrain effects agreed on. (See Scenarios, on page 36 of Locked & Loaded for more information on terrain setup.) Decide which, if any, of the Advanced and/or Optional Rules you wish to use and do any additional set-up work they require. Both players must agree on an Optional Rule for it to be used.

## SCENARIO AND SET UP

Each game follows a scenario that specifies the setup instructions, specific objectives and victory conditions. Scenarios rules for this can be found on pages 23 to 32. For your first few games we recommend playing the 'Straight Up Brawl' described below, without using Optional or Advanced Rules.

## STRAIGHT UP BRAWL

Players build their armies at Priority Level 2 at 500-1000 Threat Value (TV) without any Support Points. It is recommended that players start on a surface no larger than 48" x 72". The player with the most Combat Groups chooses one of the long table edges as his home edge, if both players have the same number of combat groups, roll a die to determine who chooses their own edge. Both sides alternate placing one Combat Group within 12" of their table edge but at least 12" away from any enemy Combat Group. Once both sides have finished setting up, the game begins as normal. The Game ends after 5 Rounds or when one side is eliminated. The player with the fewest crippled or destroyed Models at the end of the game wins.

As you become familiar with the rules, you may add in the rules from pages 27 to 32 and change the Priority Levels or size of your forces and add Support Points.



## THE GAME ROUND

In a game of Heavy Gear Blitz, the battle is broken down into sections of time called Rounds. A Round is divided into four steps, that must be resolved in sequence, then the next rounds begin

### STEP ONE: PLAYER ORDER

Each player rolls 1d6. You add +1 to your roll if your current Army Commander has a higher Leadership than your opponent's Army Commander. You also add +1 to your roll if you have the fewest Combat Groups on the Table. Do not count Combat Groups in Reserve or any remaining Airstrikes, Artillery Strikes or Defensive Options towards this total. The player with the highest result has the choice of going first or deferring first activation to the opposing player. In case of a tie, the players roll again.

### STEP TWO: ACTIVATION

Players alternate choosing Combat Groups to activate, starting with the player chosen in Step One. When a Combat Group is activated, its Models activate one at a time. The Models may be activated in any order, but one Model must complete its activation before the next model begins. Models can use Actions freely only when they are activated, but certain circumstances may allow them limited use of Actions during another Model's activation. For example, a Model may save its Actions for Reaction Fire or Electronic Warfare. See Model Actions on page 10 for more details.

Once it has completed its activation, a Model is considered Used and may not activate again until the next Combat Round. To show that a Model is Used, note this on its Blitz! Datacard, or by turning sideways whatever marker you use for Movement Mode or Speed. Make sure you have the correct speed noted if the Model changed speed band during its activation.

Once every Model in the Combat Group has activated, the opposing player activates one of their Combat Groups. If one player no longer has any Combat Groups to activate, the other player activates their remaining Combat Groups one by one until they have all been activated. If a player ever has fewer than half their opponents Unactivated Combat Groups left to activate, then the player may "pass" and require their opponent to Activate another Combat Group.

### STEP THREE: SUPPORT EVENTS

Once all Combat Groups on the table are Used, Step Three begins. Step Three is divided into the Reserves, Airstrike and Artillery phases, with each phase proceeding in the given order. During each phase, alternate activating as in Steps One and Two, with the same player order. If only one player has options for one of these phases, all options for that phase are resolved in the order the player wishes at which point the next phase begins. Full details for Airstrikes, Artillery, and Reserves are detailed in Scenarios on pages 42 to 45 of Locked & Loaded.

### STEP FOUR: MISCELLANEOUS EVENTS

Once all Support Events have been resolved, Step Four begins. Remove any unused Actions from Models that are still in play. During this phase, any unusual events such as the special effects of some weapon traits are resolved. All unusual events are considered to be simultaneous; their effects do not apply until the end of the Miscellaneous Events phase. At the end of this step, remove the Used status from all Combat Groups.

## SUB SQUADS

For small games of one to two Combat Groups, it is recommended you create Sub-squads to use instead of Combat Groups. To do this, split your Combat Groups in half as evenly as possible. If one sub-squad has no Combat Group Leader (CGL) Model, nominate one to act as the Combat Group Leader for the rest of the game. Players then take turns alternating activation of Sub-squads rather than Combat Groups, but must activate both Sub-squads in a Combat Group before activating a second Combat Group. Each Sub-squad acts as its own squad for all other purposes.

As an option, players may create Sub-squads when their number of Combat Groups is 1/3 or less of their opponent's total Combat Groups. This must be done at the start of a Round and the Sub-squads may not be changed for the rest of the game. If this option is used, then it is particularly useful for heavily damaged forces.

## STEP 1: PLAYER ORDER

- ◆ All Models regain their Actions.
- ◆ Players roll 1d6 each to determine player order.
- ◆ If player has fewer combat groups add +1.
- ◆ If player has the highest Leadership Skill add +1.
- ◆ Winner decides player order
- ◆ Reroll any tied results

## STEP 2: COMBAT GROUP ACTIVATION

- ◆ Each Player takes turns activating a Combat Group
- ◆ During activation, every Model in the Combat Group is activated
- ◆ Once all Combat Groups are Used moved to Step 3.

## STEP 3: SUPPORT EVENTS

- ◆ Using the same player order, players alternate turns during each phase.
- ◆ Reserves (1st): Players resolve any reserve rolls.
- ◆ Airstrikes (2nd): Players resolve any airstrikes.
- ◆ Artillery (3rd): Players resolve any artillery strikes.
- ◆ Move onto Step 4.

## STEP 4: MISCELLANEOUS EVENTS

- ◆ Events occur simultaneously
- ◆ All unused Actions are lost
- ◆ Stand By tokens are lost.
- ◆ Resolve any special weapon traits
- ◆ Resolve any unusual events
- ◆ Step 4 Ends, New Round Begins from Step 1

## MOVEMENT TYPES AND MOVING

Models activate one at a time during their Combat Group's activation. Each Model has a current Speed, which specifies the minimum and maximum number of Movement Points (MPs) they have to use during a round. Spending one MP normally moves the Model one inch, provided that the terrain is easily traversed. Rough or Difficult terrain and a vehicle's Movement Mode can alter this (see page 8).

Each Model has one or more Movement Modes, which determine how they interact with terrain and how often they may turn. Some Models will only have a single Movement Mode, while others may have two or more. A Model may only use one Movement Mode at any time, and it should be clear what Movement Mode is being used at all times. Normally, a Model may switch Movement Modes once during Movement. This may be done while Stationary or at Combat speed and must be declared before it spends any MPs or uses any Actions. If any terrain has multiple effects, always take the worst possible cost for that terrain type given the Model's current Movement Mode. See Terrain and Movement on page 9 for more information.

All Models are moving at one of three speeds (also known as Speed Bands): Stationary, Combat Speed or Top Speed.

A Model can change its Speed by one band per round before it spends any MPs or uses any actions. The Model uses the new Speed Band's MP limits, Defense modifiers and Attack modifiers as soon as the change is made. Models may also shift from Stationary to Reverse Speed, which is identical to Combat Speed movement except that the Model's front and back are swapped for the purpose of movement. Models must switch back to Stationary before resuming forward movement.

- ◆ Models at Stationary Speed can move up to 1" and can turn at any point during their movement.
- ◆ Models at Combat Speed can move up to their Combat Speed MP limit and must move at least 1".
- ◆ Models at Top Speed must spend MPs equal to or greater than their Combat Speed limit and may spend up to their Top Speed in MPs. A Model must spend an Action to select Top Speed, as its pilot concentrates on speed and evasion. If a Model at Top Speed has no Actions remaining prior to its Activation, it immediately slows to Combat Speed upon the expenditure of its last Action. Single action Models at top speed may still make a single melee attack if they move into Melee Range with an enemy. See 'Melee Combat' on page 17 for more information.
- ◆ A Turn is a single 60 degree facing change (one hex facing), and Turns are governed by Movement Modes (page 20).

Since movement on the table is assumed to be simultaneous, a Model may "move through" another Model only if it cannot turn and there would be enough space for the Model to move past the other Model normally. If the Model can not move through another Model, its movement ends at the point of contact with the other model; a Model may not end its movement 'on top' of another Model. If the Model cannot stop (because it is required to spend more MPs or for some other reason) and is forced into a cliff or another Model, resolve an Unintentional Impact attack (see Ramming, pg 17).



# MOVEMENT TYPES AND MOVING



## MOVEMENT MODES (FIELD MANUAL CHANGE)

### GROUND

Ground Movement represents wheeled or tracked propulsion. Most Gears utilize Ground movement as their Secondary Movement System to cover distance quickly, sacrificing their ability to navigate around extreme corners. While in Ground Movement, the model is allowed 2 turns while Stationary, 1 turn for every 2 inches of forward or reverse movement while at Combat Speed and 1 turn per 3 inches of forward movement while at Top Speed. Ground movement also presents a reduced capacity to avoid attacks while stationary. Models with this movement may move at double speed along roads, but treat Very Dense Terrain as Impassable.

### WALKER

Walker movement indicates the Model moves using two or more legs, and is the most basic motive system for Gears. The legs on a Gear provide the unit a unique ability to overcome a multitude of difficult terrain types, making the Gear a dominant force on the battlefield with difficult terrain. To represent this capability while in Walker Mode, Rough and Very Rough terrain have their MP requirements lowered by 1, while Soft Terrain has the MP requirements increased by 1. Walkers at Combat Speed can move in any direction, even sideways or backwards but must still move forward at Top Speed. As a result of this ability, Walkers do not use the standard Reverse Speed rules while at Top Speed. Walkers may turn freely at Stationary or Combat Speed, but may only make 1 turn for every two inches of forward movement while at Top Speed.

### HOVER

Hovercrafts ride on cushions of air, allowing them to skim over the ground. Units equipped with Hover systems treat Soft, Rough, Very Rough, and all Water types as Open. Dense and Very Dense Terrain is treated as Impassable.

Hover vehicles may make up to 3 turns while Stationary, 1 turn per 2 inches of forward or reverse movement while at Combat Speed and 1 turn per 4 inches of forward movement at Top Speed.

### STATIC

Static Models are Models that do not move, such as buildings, bunkers, ammo dumps, automated turrets etc. When setting up terrain, make sure to note which items on the table are treated as Static Models. Static Models cannot ever move during the game and always count as Stationary. By default, Static Models can be targeted but do not take damage. This is simply for ease of play, as most people do not have the models or resources necessary to represent a building in various stages of damage.

Some Defensive Models allowed in armies are Static models, in which case they will have listed stats and take damage as usual. Static Models are always considered to have rolled a 3 for Defense. Compare all attacks against this for purposes of damage and mark Damage on them as you would an ordinary Model. See the Scenario Rules on page 31 for more detail on this type of Model and their use in-game.

### RAPID DECELERATION & QUICK TURNS

Models may wish or need to turn or decelerate rapidly. At any time during their activation, a Model may give itself a Stun Counter at which point it may immediately switch to the next lower Speed Band and make up to a 60 degree turn or turn up to 120 degrees without a speed change. Models already possessing a Stun Counter may not do this.

### KEEPING IT FAST AND FRIENDLY

Measuring every 2 or so inches and being exact about Turns can end up taking a very long time and slow game play to a crawl. A measuring tape laid out beforehand and estimating the turns is fine as long as all players agree to the arrangement. Unless the terrain is very tight, or something very important hinges on a model's turn, try to be friendly and use common sense.



### BLITZ MOVEMENT TOKEN/DICE GUIDE



Primary Movement  
Combat Speed



Secondary Movement  
Combat Speed



Primary Movement  
Top Speed



Secondary Movement  
Top Speed



Primary Movement  
Stationary



Stationary Secondary  
or Hull Down

## TERRAIN AND MOVEMENT

Terrain is generally made up of bases or clumps of features which should be classified by the players before play begins. If terrain counts as multiple types, take the worst for your movement mode.

### CLEAR / OPEN

Standard open terrain, hard dirt, packed snow, thick ice, grass, etc. Movement is normal.

### SOFT

Sand, snow, mud, or other soft surface that impedes moving. Movement costs 2 MP per inch.

### ROUGH / DENSE

Rubble, gravel pits, rocky areas, trees clumps, bushes, etc. Movement costs 3 MP per inch. Note whether the type is Dense, rough or both as certain Movement Modes will treat each differently.

### VERY ROUGH / VERY DENSE

Heavy rubble, large boulders, metal girders, heavy undergrowth, dense trees, etc. Movement costs 4 MP per inch. Note whether the type is Very Dense, Very Rough or both as certain Movement Modes will treat each differently.

### IMPASSABLE

Cliffs, crevasses, etc that prevent movement altogether. Models may not move through this terrain.

### STRUCTURES

These are Static Models that count as Impassable terrain. Some may allow entry to specific types of Models, which will treat the structure as clear terrain unless otherwise noted.

### ROADS

Roads are a type of Open terrain that Models with Ground Movement can increase speed on.

### SHALLOW WATER

Shallow water is water that is less than 1" deep. Moving costs 2 MP per inch over this terrain.

### DEEP WATER

Deep water is Impassable and any Model without appropriate Perks will be destroyed if it enters this terrain. Models with these Perks treat this as Open Terrain unless otherwise noted.

### ROUGH WATER

Rapids or other rough water. This is not a type in and of itself, but modifies the way Models interact with Shallow and Deep Water. Add 1 to the MP cost per inch of any model moving though the water, including Models using Hover movement.

## DIFFICULT AND DANGEROUS TERRAIN

Any Type of terrain may be considered Difficult or Dangerous. This again is up to players but should be used to represent ice, quicksand, lava, cave-ins, tank traps, and chances to fall and similar. Difficult terrain requires an unmodified Defense Skill test against a Threshold of 3 by each Model entering or starting their movement inside of said terrain. Dangerous requires an unmodified Defense Skill roll versus a Threshold of 5. If the Model fails the test, it takes one box of damage then halts all movement, and immediately changes its speed band to Stationary.



### OPTION: REPRESENTATIONAL TERRAIN AND MOVEMENT

Not all terrain on the battlefield can be accurately modeled on the tabletop. Thick areas of vegetation or rocks that Models are expected to navigate can be particularly difficult to build in ways that allow models to be placed inside while still granting appropriate visual and game effects. To handle this kind of terrain, mark off an area on the tabletop and place a few samples of the desired terrain type inside it. The entire area, base or stand should then be treated as the desired type of terrain for Movement. For information on the effects of Representational Terrain on Concealment and Cover see pages 11 and 12. If your terrain is more abstracted, please see Abstracted Terrain on page 39 of Locked & Loaded.

## ELEVATION LEVELS

Travelling 1" or less up an incline or elevation change adds 1 to the MP cost of the terrain, while travelling down adds nothing. Any sheer elevation change of 2" or more is considered a cliff and is Impassable. If a Model is unable to turn or otherwise would go over the cliff, make an unmodified Defense roll against a Threshold of 4. If failed, it becomes an Unintentional Impact (see Ramming, page 17). If successful, the Model halts movement at the top of the cliff.

Some Models may be able to climb cliffs, see Arms and Climbing Equipment in Perks and Flaws on pages 36 to 38.



1" Elevation



2"+ Elevation (Must Climb)

# MODEL ACTIONS



## MODEL ACTIONS

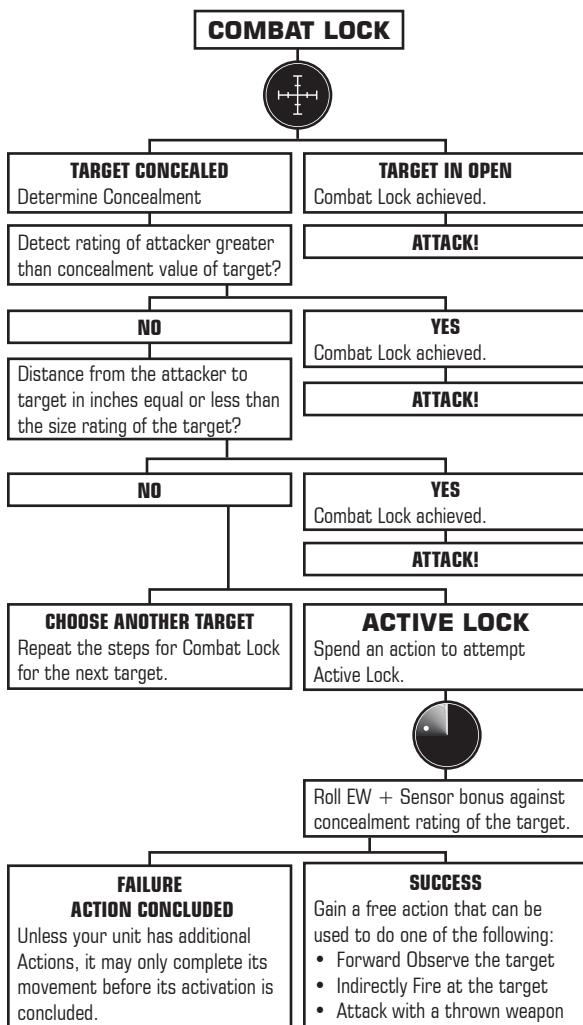
Every Model has a number of Actions listed in its characteristics. This represents the maximum number of Actions a Model may perform during a Round. Actions include (but are not limited to) Attacking, Forward Observing and using Perks. Actions may be performed at any time during a Model's Activation, although some Special Actions allow you to act outside of this or have particular requirements. These are dealt with on page 19.

The following require the expenditure of an Action:

- ◆ Attacking with a weapon. (pg 13 to 17)
- ◆ Attempting Active Lock or Forward Observation. (pg 10)
- ◆ Using a Perk noted as requiring an Action. (pg 36 to 38)
- ◆ Most Special Actions. (pg 19)
- ◆ Movement at Top Speed (pg 8)

The following do not require the expenditure of an Action:

- ◆ Defending against a Ranged Attack. (pg 16)
- ◆ Defending against a Melee Attack or Ram. (pg 17)
- ◆ Movement at Stationary or Combat Speed. (pg 8)



## COMBAT LOCK

For many Actions, most importantly Attacking, the player will need to know if a Model can sense or detect another model. In game terms, this is known as getting "Lock" as in "lock-on." Lock can be affected by many things including terrain, Model Perks & Flaws, special Actions and battlefield conditions. Please note that while a Model cannot Attack a target that it does not have Lock to, Lock does not automatically mean the player may Attack a Model without penalty. In practice, a model is able to Lock onto multiple Models without being able to Attack them due to the enemy Model being behind Cover (see Cover on page 12 for more information).

- ◆ If a Model can detect another Model without using Actions to actively search for the other Model, it has Combat Lock. Combat Lock is achieved if one or more of the following is true:
  - ◆ If there is no Concealment between the detecting Model and the target.
  - ◆ If the attacking Model is within the defending Model's size rating in inches, unless blocked by Solid concealment.
  - ◆ If the attacking Model's Detect rating is greater than the Concealment value to the defending Model (see page 11 for Concealment).

## ACTIVE LOCK

If a Model cannot achieve Combat Lock, it may attempt to gain Active Lock. Active Lock may also be attempted by a Model that has Combat Lock, in which case it is automatically successful. The Model attempting to lock must spend an Action and then roll its EW Skill plus Sensor rating versus a Threshold equal to the total Concealment to the Target Model (see pg. 11 for more on Concealment). If the EW roll to detect is successful, the detecting Model has Active Lock and gains a free Action which may be spent on one of the following Actions or using ECM (pg 21):

- ◆ Attacking the target with an Indirect or Thrown Weapon (Model has Forward Observed for itself).
- ◆ Designate a target for Coordinated Attacks (see Special Actions on page 13)
- ◆ Forward Observing the Target for Indirect Fire from other Models in its own force (see Indirect Attacks page 14 for more information) or Artillery (see page 31).

Active Lock lasts until the end of the round or the target model moves. Active Lock is a Communication Event. For more information on Communications events see page 21.

## FORWARD OBSERVATION

Forward Observation is a Communication Event and some Models may be able to block the Forward Observation by utilizing ECM. See page 21 for more information on Communication Events. When a Target is successfully Forward Observed, place a FO token next to it. Only Models or predetermined objective points may be Forward Observed. In the case of Building models or similar large objects, the FO token is placed on a specific point such as a window, corner or similar.

Forward Observations last until the Miscellaneous Events phase of the Round or the object moves, as with Active Lock.



## CONCEALMENT

Concealment is the term for anything that interferes with the ability of a Model to detect and gain Lock on another Model. Concealment is usually created by terrain, but certain Model Perks, Flaws or game effects can raise or lower this value. Terrain between two Models provides Concealment if it covers at least half the height of the miniature. Solid terrain always add its concealment value if more than the base of the miniature is obscured by the terrain. If using representational terrain, remember to use the assigned height when calculating concealment.

Total the distance of each type of terrain that applies before consulting the chart below:

- ◆ Light: Light Woods, Swamp, Heavy bushes, etc. grant +1 Concealment per full 4", and provide +1 if at least 2" is present.
- ◆ Medium: Heavy Jungle, soft structures, light fortifications, etc. grant a +1 Concealment per full 2", and provide +1 if at least 1" is present.
- ◆ Heavy: Hard Buildings, rocks, trenches, vehicle wrecks, etc. +1 grant per full inch present.
- ◆ Models give +1 per Model in between Attacker and Target. At least half of the Target Model must be concealed by the intervening model for this to apply.
- ◆ For Solid Objects or Terrain like Hills, Bunkers, etc. See the rules below.

If Solid Objects hide the entire miniature, a detecting model cannot achieve Active or Combat Lock. Direct Attacks may not be made, but a Model which can achieve Lock may Forward Observe for an allied Model and allow an Indirect Attack.

The modifiers for different types of terrain are cumulative, and all count towards the Concealment total. Some modifiers are applied on a per-Model basis, as listed in the chart below:

Movement Type	Concealment Points
Stationary	0
Combat Speed	-1
Top Speed	-2
Used Ranged Attack in the turn	-1
Using/possessing a Perk or Flaw	As Perk/Flaw, normally 0

Some Battlefield conditions will also affect Concealment. These are detailed in Scenarios on pg 25 and Perks and Flaws on pg 36 to 38.



**Light Concealment**



**Medium Concealment**



**Heavy Concealment**



**Heavy Solid Concealment**

# CONCEALMENT AND COVER



## COVER

If a Model either has Lock on, or has forward observed another Target Model, it may attack that target as long as one or more of its weapons are in range of the target. Sometimes Cover may prevent direct attacks from being made, although Indirect Attacks may avoid the intervening objects.

Cover is measured from a "Model's-eye view." If the Target is not obscured at all, it is considered to be an Open Target and the Attacker gains a +1 modifier to its Attack roll. If the target Model is up to half covered, but can still be seen easily, it is considered to have some Cover and the attacker receives no Cover Modifier to its attack rolls. If the Model is more than half hidden but the main body is visible, the Target is considered to have Partial Cover. There is a -1 modifier to all attacks against the target in Partial Cover. If the Target is fully hidden, it is considered to have Full Cover and there is a -2 modifier to all attacks against Targets in Full Cover. A Model with only a weapon or part of a limb showing is still considered fully hidden.

If the Cover is provided in part by Solid Terrain as described in the Concealment section (pg 11), there is an additional -1 Cover modifier. Models with full Cover from Solid Terrain may not be fired at directly, as described in the Concealment rules.

## REPRESENTATIONAL TERRAIN AND CONCEALMENT

If you are using Representational or Abstracted Terrain, assign a type of concealment to each zone. To determine how much of a Model the Representational Terrain obscures, assign each zone of representational terrain a height, and assume it covers any Model in the zone all the way across up to that height. The actual height of the items inside matters less than game effect, so pick heights that work best for your table and games.



**Full Cover**



**Partial Cover**



**Some Cover**

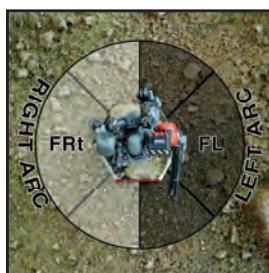
## ARCS OF ATTACK

Each weapon listed on a Model's Datacard will have an Arc listed. Right, Left, Forward and Rear arcs (R, L, F, Rr) are each 180 degree arcs measured from the centre of the model in the direction indicated. Fixed Right, Left, Forward and Rear arcs (FRt, FL, FF, FFr) are 90 degree arcs measured from the center of the model also in the direction noted. Fixed Forward, for example, would be a 90 degree arc extending out from the front of the model. Turret Arcs cover 360 degrees.

You may find it helpful to place a dot or other identifying marker on Models without a base to aid in determining Arcs.



**No Cover**



## RANGED ATTACKS / DIRECT FIRE

### [FIELD MANUAL CHANGE]

When attacking with a ranged weapon, the Attacking Model must have Combat Lock to the Target Model and the Target Model must be within the Arc and Range limit of the weapon in question. The Attack is an opposed Skill test versus the Target's Defense skill. The Attack roll is made with the Attack Skill, modified by Range, Cover and other effects as described in the following table. See Ranged Defense on page 16 for more information on Defending.

	Modifier (all ranges measured in inches)	Effect
Range	Target is up to end of Combat Optimal	0
	Target is up to the end of Sub Optimal	-1
	Target is up to the end of Extreme	-2
Cover	Open Target	+1
	Target has some Cover	0
	Target is in Partial Cover	-1
	Target is in Full Cover	-2
	Target is behind any Solid Cover	additional -1
	Scenario Effects, Perks or Flaws	Variable
	Accuracy of Weapon	Variable
	Vehicle Attack Rating at Current Speed	On Datacard
	Non-Melee Weapon within 3 inches	-1

Unless stated otherwise by a Weapon Trait, no ranged weapon may fire more than once per Round, regardless of Actions. Weapons fired with a Command Point may ignore this restriction. If a Model has more than one Action, they may spend up to their Attack Skill rating in additional Actions when firing a single Weapon or set of Linked Weapons. Each additional Action spent like this adds an 1D6 to the number of dice rolled for that Attack.

Ranged Attacks made against a Target in Melee range of friendly Models will not necessarily hit the intended target and should be randomized in a mutually acceptable manner between the initial Target Model and all friendly Models in Melee Range of it (except the Attacker). Indirect ranged attacks are not randomized and act normally.

## RANGED COMBAT

### DIRECT FIRE

To fire directly at an opposing unit, your attacking Model must first achieve Combat Lock to the Target Model



### DETERMINE MODIFIERS

- Cover modifier
- RANGE modifier
- ACC modifier
- ATTACK modifier
- Stun penalty
- Damage penalty

### ATTACK

The attacker applies modifiers to their roll  
Defender applies modifiers to their roll (pg. 16)  
Did the attacker roll exceed the defender roll?  
(Note that weapons with the AP Trait still succeed on a MoFO and are exceptions to this rule. See Page 39.)

NO

Unless your Model has additional actions, it may only complete its movement before its activation is concluded.

YES

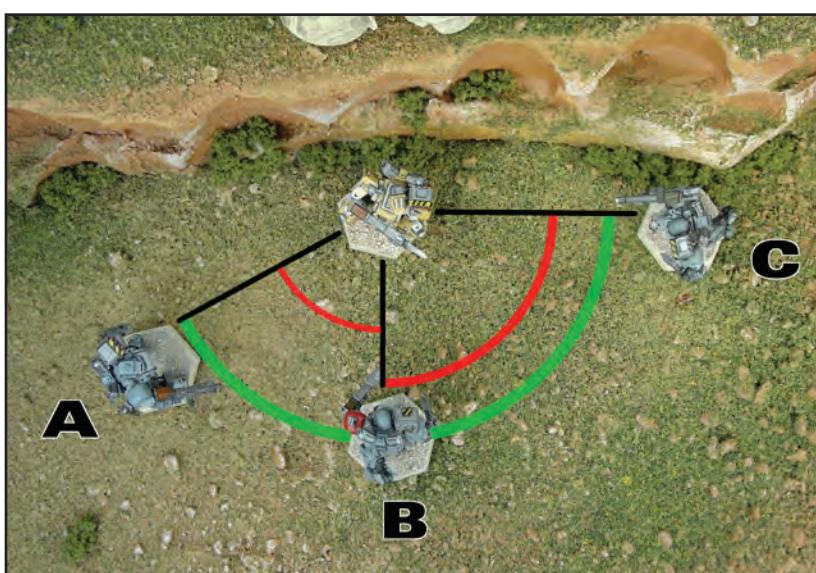
Proceed to calculate Damage.

## CROSSFIRE [FIELD MANUAL CHANGE]

A Target Model that is subjected to multiple ranged Attacks may experience Crossfire, and suffer a -1 penalty to its Defense roll. Attacking Models (beyond the first) that make ranged Attacks along a line that is more than 90 degrees distant from prior Attacks generate the Crossfire penalty. Only ranged Attacks made from within Sub Optimal range or less count towards Crossfire.

Indirect Fire and Thrown weapons count toward Crossfire, while Melee Attacks and Placed weapons do not. A weapon whose DM is less than one-third the Target's Armor does not count toward Crossfire.

If a Target Model moved between Attacks, use the current positions of the Attacking Models to determine if Crossfire applies. Thus, a Command Point may allow a Targeted Model to escape Crossfire if it moves a sufficient amount.



**A + B Cannot get Crossfire**

**B + C Cannot get Crossfire**

**A + C can get Crossfire**





## INDIRECT ATTACKS

Indirect Attacks are a specialized form of Attack used when the Attacker cannot gain Lock to a Target or thinks that an Indirect Attack would be of better tactical use. Indirect Attacks work as normal Attacks, but use the Cover Modifiers from the Forward Observer's perspective, rather than the Attacking Model's perspective. Indirect Attacks may only be made with weapons with the Indirect Attack [IF] Trait, and require a Forward Observation. If a Forward Observation is not present, weapons with the IF trait follow the rules for Direct Fire on page 10.

To make an Indirect Attack, the Attacking Model makes an Attack roll against a Threshold of 4. Note the unmodified (raw) roll, including extra sixes, even if the attack fails. If the Attack roll fails (MoF 0+), the shot will deviate.

To determine the direction of deviation, roll 1D6. Starting with 1, which is directly behind the Target Model in a straight line path from the Attacking Model (not the Forward Observer). For each point above one, count clock-wise in 60 degree increments from the 1 position. The Attack will travel  $1d6+MoF$  inches in that direction. Subtract the Attacking Model's Sensor rating from the deviation distance (a negative Sensor rating adds to the distance).

Any Model under the Attack's landing point must Defend as normal against the unmodified (raw) roll, ignoring any Attack modifiers.

## FREQUENTLY ASKED QUESTION: DIRECT FIRE AND AREA OF EFFECT

**Q** When using a weapon with the AE [AE] Trait for a Direct Fire Attack, are the effects of the AE Trait applied if the Attack against the Target Model fails (MoF 0+)?

**A** Direct Fire Attacks that miss go into the void that all other missed Direct Fire shots go. Do not apply the effects of the AE Trait.

## INDIRECT FIRE

A Model that achieves Active Lock receives a free action that allows it to use Indirect Fire.

Any Model may also use Indirect Fire if there is an available Forward Observation from a friendly Model.

Only weapons with the Indirect Fire trait [IF] may be fired indirectly.



### ROLL AGAINST THRESHOLD OF 4 [5+]

- Apply the movement modifiers to attacker.
- Target Designated Forward Observation gives a +1 to attacks with weapons having the Guided trait [G].
- cover modifier from forward observation
- range modifier
- stun modifier
- damage modifier
- ACC modifiers of weapon

MISS

HIT

### ATTACK DEVIATION

The Attack deviates  $1d6$  + the Margin of Failure of the miss in random direction determined in 60° increments around the intended target.

### AREA OF EFFECT

Does the Attack possess the Area of Effect trait [AE]?

NO

Target Model rolls Defense against the raw attack result.

YES

Target Model rolls Defense against the raw attack result.

### BLAST RADIUS

Additional Models within the blast radius [The AE radius rating in inches] rolls Defense against the raw attack result.

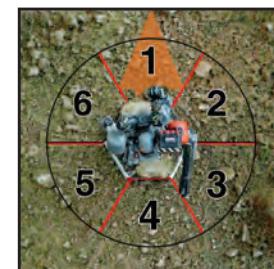
MISS

Unless your Model has additional actions, it may only complete its movement before its activation is concluded.

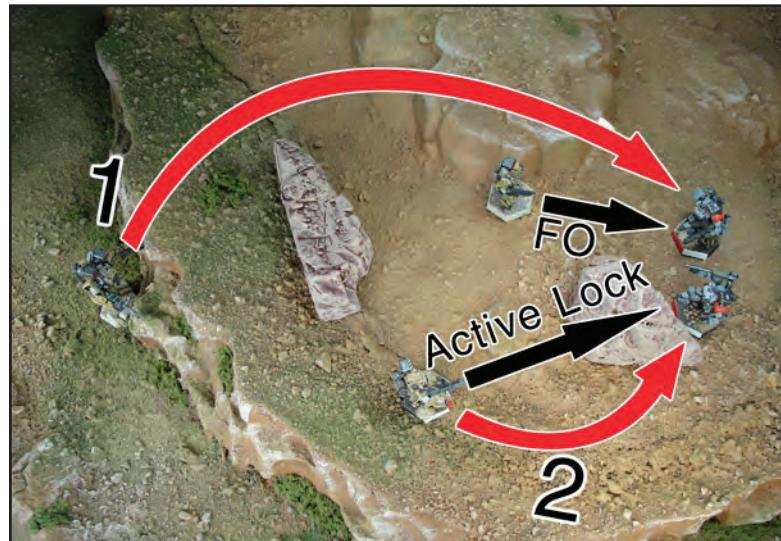
HIT

Proceed to calculate Damage

### Deviation Chart



Arrow indicates  
direction of attack





## THROWN AND PLACED WEAPONS

### [FIELD MANUAL CHANGE]

Weapons with the Thrown [T] Trait follow slightly different rules than other weapons. A Model with the Arms Trait may use Thrown weapons in a Thrown Attack. Otherwise, Thrown weapons may only be used in a Placed Attack, or in a Self-Detonation Attack.

Thrown weapons are resolved similarly to Indirect Fire weapons, but may be fired with or without a Forward Observer. Either Lock to the Target or a Forward Observation is required, but halve the deviation distance on a failed Attack roll. Thrown weapons have a Combat Optimal Range equal to the Attacking Model's Size, and a Sub-Optimal Range of twice the Size. Thrown weapons do not count as Indirect Fire for Defense purposes.

To make a Placed Attack, the Attacking Model chooses any point within its path during its movement. This point is marked with a spare piece of paper or a token and the weapon detonates during the Miscellaneous phase of the current Round. The Attacker rolls 2D6 for the Attack, and ignores all modifiers. Any Model over the marked spot (or within the area generated by Traits) make an opposed Defense roll. The Attack comes from below the model, applying a -1 penalty for being 'Attacked from Below', but no other Arc modifiers apply. Note that while you may place the spot on a Static Model such as a building, you may not place the weapon on another Model.

A Self-detonation Attack is when the Attacking Model chooses to Detonate a placed or thrown weapon without placing or throwing it. The Attacking Model makes an Attack roll, ignoring all Attack modifiers. The Attacking Model is considered to have Fumbled its Defense roll against the Attack. Any Model in base to base contact with the Attacking Model (or affected by the weapon's Traits) must make a Defense roll against the Attack roll as normal.

### THROWN WEAPONS

To use a thrown weapon at an opposing unit, the Attacking Model must have Lock to the Target Model. Only weapons with the Thrown Weapon trait [T] may be thrown.



#### ROLL AGAINST THRESHOLD OF 4 [5+]

- Cover modifier
- RANGE modifier
- ACC modifier
- ATTACK modifier
- Stun penalty
- Damage penalty

MISS

HIT

Proceed to Damage

#### ATTACK DEVIATION

The center of the attack deviates  $[1D6 + \text{Margin of Failure of the miss} + \text{Attacking Model's Sensor rating}] \div 2$  in a random direction determined in 60° increments around the intended target.

#### AREA OF EFFECT

Additional models under the blast radius must roll against the unmodified result of the previous threshold roll.

MISS

HIT

Proceed to Damage

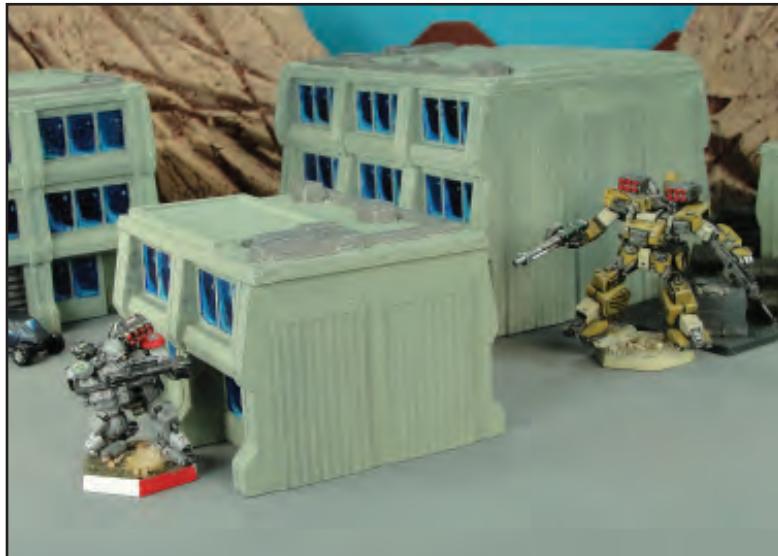
Unless your Model has additional actions, it may only complete its movement before its activation is concluded.

### FREQUENTLY ASKED QUESTION

#### Placed Grenades and Hover tanks

**Q:** Can a grenade be placed under a model like a hovertank?

**A:** No, but a player can attempt to guess the direction a Model is moving and place a grenade in the path of that Model.





## RATE OF FIRE (RoF) ATTACKS

### [FIELD MANUAL CHANGE]

Before resolving an attack, the Attacking model may choose to use RoF if the weapon used has the RoF trait. If you do, you must specify how much RoF will be used, from nothing, up to the RoF rating of the weapon.

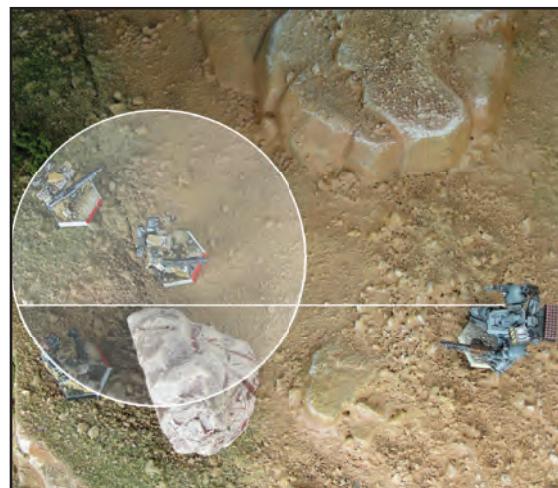
If RoF 1 or more is used, the Attack generates a Spray, a Burst, or a combination of the two.

If any RoF is used for Spray, the Attack may target any point on the board within Sub-Optimal Range or less that the Attacking Model has a Lock to. The Spray Attack affects any Models within a radius equal to the RoF used from the Target Point; a LAC using RoF 2 would generate a Spray with a 2" radius from the Target Point. Spray Attacks cannot "bend" around cover; Models that have Full, Solid Cover between themselves and the Target Point are not effected by the Spray Attack. Defending Models that the Attacking Model does not have a Lock to are similarly unaffected by the Spray Attack. The Attacking Model is never affected by a Spray Attack.

The Attacking Model makes a single Attack roll, but applies Cover modifiers to each Target Model individually. Use the Cover modifier from the Attacking Model to a specific Defending Model (not from the Target Point to the Defending Model).

If a Spray Attack is made during an Indirect Attack, the Spray affects all Models within the radius of effect, even if there is Solid Cover between them and the Target Point, or the Attacker does not have Lock to the Model. In the case of a weapon having both RoF and the AE or Blast Traits, RoF used for Spray simply adds to the relevant Trait.

If any RoF is used for Burst Fire, each point of RoF adds one point to the Damage [DM] of the weapon.



Spray Fire Diagram

## AMMO TRACKING

To keep the game simple, the system does not normally track every bullet or missile fired. Instead, the ammunition load of a weapon is abstracted and considered to be sufficient to last the entire battle. No attempt is made for most weapons to count ammo after every shot. When an Attack roll generates a Fumble, the weapon runs Out of Ammo, jams or otherwise needs attention. If the weapon does not have the Reload [R] Trait, simply cross it off the datacard - it can't be fired again for the remainder of the game. Otherwise, place an Out of Ammo counter next to the miniature or datacard as a reminder - while this counter is in place, the Model cannot fire the weapon that ran Out of Ammo. Weapons with the Limited Ammo Trait (Ammo Circles) cross out a circle each time they are used to Attack and once all circles are filled in, may no longer Attack and cannot be reloaded. Weapons with Limited Ammo are never subject to Out of Ammo. They are out of ammo when the last round is marked.

Rate of Fire attacks eat up ammunition rather quickly. When using RoF, the weapon will run Out of Ammunition if all the dice rolled for the Attack are equal to or less than the number shown on the chart below, not including any modifiers. In this case, the Attack may still hit, but the weapon gains an Out of Ammo counter after the current Attack. Wise commanders will note that a re-roll might prevent a weapon from running Out of Ammo at an inopportune moment.

RoF Used	Ammo Check (unmodified Attack roll)
None (RoF 0)	Fumble
Less than half	2 or less
Half or more	3 or less
Full RoF with RoF 1 weapon	3 or less
Full RoF	4 or less

If the raw dice result from the attack roll display the indicated value or less, the Weapon runs Out of Ammo. Note this on the Model's datacard or with an Out of Ammo counter.

## RANGED DEFENSE

Defending against a Ranged Attack does not require the expenditure of an Action. When targeted by an Attack, the Defending Model rolls its Defense Skill plus the Modifiers listed on the chart below. Attacks are always assumed to come from the direction of the Attacking Model's Weapon Arc.

The "Attacked from above" Modifier applies only if the attack was from an Airstrike, Indirect Fire (Attack using Forward Observation, including Artillery) or an elevation higher than two inches from the top of a Target Model. Thrown Weapons do not benefit from the Attack from Above modifier.

Combat Variable	Defense Modifier
Current Speed and Movement Mode	Indicated on datacard
Attack directed at Defender's Rear Arc (Rear 180°)	-1
Defender does not have Lock to Attacker	-1
Attacked from above	-1

## MELEE COMBAT

Melee Combat occurs when a Model attempts to Attack another Model using a melee weapon. For this purpose, Ranged weapons with the Melee [M] trait are not considered Melee weapons. The Attacking Model must be within Melee Range, which is 3" or less, to perform a Melee Attack.

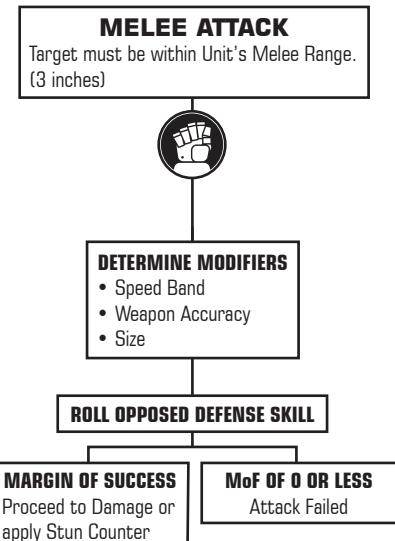
Melee Attacks can be either a standard Attack, or a Ram - see Ramming (below) for details about the second option. To perform a Melee Attack, both the Attacking and Defending Models make a Defense roll using only the following modifier (ignore the normal Defense modifiers):

Attacker	Attack Modifier
Attacker is of Greater Size	+1
Weapon	Accuracy of weapon
Attacker at Higher speed Band than Defender	+1

Defender	Defense Modifier
Defender is of Greater Size	+1 to Def. Skill
Attack directed at Rear Arc (180°)	-1

If a Defending Model has a Melee weapon other than PHYSICAL, it may choose to defend using the weapon. When using a melee weapon to Defend, add the weapon's Accuracy to the Defense Roll. Note that Melee is solely based on piloting ability and as such has no modifiers for range.

If a Melee Attack results in at least one box of damage, and the total DM of the weapon is greater than the Size of the Target Model, the Attacking Model may choose to inflict a Stun Counter on the Target Model rather than inflicting damage.



## FREE STRIKES

Free strikes are free actions awarded under certain circumstances to a Defending Model, that may only be used to make a standard Melee Attack against the Attacking Model. Free Strikes occur against a specific Model under the following circumstances:

- ◆ Model Fumbled a Melee Attack or Ram against the Defending Model.
- ◆ Model in melee combat with the Defending Model leaves Melee Range.
- ◆ A Model makes a Ranged Attack while in Melee Range. Ranged Weapons with the Melee [M] Trait do not generate a Free Strike.
- ◆ A Fumble on a Free Strike generates a Free Strike against the Defending Model.

Free Strikes must be made immediately after the triggering event is resolved. The Defending Model may not Ram as a Free Strike.

## RAMMING

A Ram occurs when a Model attempts to deliberately smash itself into another one. Rams are a specialized form of Melee Attack and may only be performed if the Attacking Model is at Combat or Top Speed, and in base to base contact with the Target Model. Rams are resolved as a Melee Attack, but if the Attacker is of a larger Size, it gains +1D6 instead of the standard +1 modifier. If the Attack is successful, the Attacking Model takes damage equal to the MoS times the Defending Model's PHYSICAL DM. The Defending Model takes damage equal to the MoS times the Attacking Model's PHYSICAL DM.

Model Movement Direction	Damage Modification
Both Models moving toward each other	2x Damage
Defender Moving away from Attacker	½x Damage

If the Ram is successful and both Models are within 4 sizes of each other, they will drop one speed band and gain a Stun counter. Stationary Models will remain Stationary.

Rams are considered to have the Armor Crushing [AC] Trait.

## UNINTENTIONAL IMPACTS

Unintentional Impacts are treated as a Ram, except that whichever Model wins the roll may choose to use the result of the roll as a Ram Attack they initiated.

If the Unintentional Impact was against a terrain feature, the feature is assumed to roll a 5 and will always Ram the impacted Model with a DM equal to the Model's size. Impacts against terrain features are always "head on" and cause double damage.

## OPTION: HUMANOID COMBAT

Models with the Arms Trait may grapple block, knock around or otherwise prevent the use of weapons while in base-to-base contact with an enemy Model. When a Model with the Arms Trait moves into contact with an enemy Model, it may prevent one of the enemy Model's weapons from being used. If the Model it moves into contact also has Arms, that Model may do the same to the Attacking Model. A Model may only do this to one Model at any given time. The effect ends when either Model moves out of contact with the other. Models preventing weapons from being used may not Ram, nor can Ramming be prevented by this option.





## DAMAGE [FIELD MANUAL CHANGE]

If an Attack hits (MoS of 1 or more), it may cause damage to the Target Model. Damage is calculated by multiplying the Damage Multiplier [DM] of the weapon by the MoS and comparing the result to the Armor Rating on the Target Model. If the damage dealt equals or exceeds the Model's Armor Rating, one box is filled in on the Target Model's damage track. If the damage dealt equals or exceeds twice the Armor Value, two boxes are dealt to the Target Model's damage track. The Target model continues to receive boxes of damage in multiples of their Base Armor value. Once all boxes are marked out, the model is considered Dead if it receives any further box of damage. If the Target Model's Overkill threshold is met in a single attack then the Model is considered Destroyed. Destroyed Models no longer count as Models and are removed from the board.

## DAMAGE LEVELS

As damage boxes are filled in, the Model will be affected based on the level indicated in the last damage box filled.. Damage boxes are always filled in left to right. Below are the damage levels and their effects, please note that the effects replace each other, rather than "stack" on top of each other:

**Sturdy:** These ablative boxes represent backup systems, sturdy builds or similar. The Model suffers no penalties when suffering this damage level.

**Light:** When a Model takes Light Damage, it is slightly damaged, but still functional. The Model suffers -1 penalty to all Tests for Difficult or Dangerous Terrain (see pg 9).

**Heavy:** When a Model takes Heavy Damage, it is seriously damaged, with significant loss of performance. The Model suffers a -1 penalty to all Skill rolls. Furthermore, the Model may no longer select top speed, and immediately drops down to Combat Speed if it was moving at Top Speed when hit.

**Critical:** Critical Damage indicates a model is severely damaged, and in dire straits. The Model loses all Aux Perks, while also suffering a -2 penalty to all Skill rolls. Furthermore, the Model may no longer select top speed, and immediately drops down to Combat Speed if it was moving at Top Speed when hit.

**Dead:** Any Damage beyond Critical means the Model is considered Dead. Cross through all damage boxes horizontally and place the Model on its side or otherwise mark it as such (cotton balls stretched to look like smoke works wonderfully for tanks). For the remainder of this game the Model is treated as Very Rough Terrain and may provide Concealment and Cover as normal.



## DAMAGE BOX ADD-ONS AND OVERKILL

### [FIELD MANUAL CHANGE]

On some occasions, Models may purchase an additional Sturdy box of damage. On the army lists this is usually called a Field Armor upgrade, but other options will also add Sturdy boxes to a Model. Adding a Field Armor upgrade does not affect the armor rating, but does add an extra box of damage which does affect the Overkill threshold of the model. To recalculate the Overkill value when a Sturdy box of damage is added simply take the base armor value and multiply it by the total number of boxes of damage the model has. No model may ever have more than five damage boxes.

If a Model already has five boxes of damage, it may not take any further upgrades to improve the amount. In some cases upgrades provide an additional benefit besides the added damage box. The Model can benefit from the non-damage box portion of the upgrade, but the cost of the upgrade does not change.

## FRAGILE MODELS

Weak structures, exposed systems or elementary flaws make some Models easier to destroy. Fragile Models do not have a Critical damage box. Any damage received beyond Heavy counts as a result of Dead. Note that it is possible for a Model to have Sturdy Boxes and still have no Critical Box.

## STUN [FIELD MANUAL CHANGE]

Certain Traits or situations will indicate that a Model gains a Stun Counter. While it has a Stun Counter, it suffers a -1 penalty to all Skill Rolls. However, Stun Modifiers will not affect Defense Rolls if the Model's Movement Speed Modifier was 0 or less before other Modifiers.

### Stun counter are removed in two ways:

When a Model is activated, it removes any Stun Token acquired prior to its activation. A Model may also remove a Stun Counter at any time by spending an Action. A Model may only ever have one Stun Counter at any time and they are not cumulative. Once removed, the Model may once again be given a Stun Counter. It is recommended that Stun Counters be placed on the datacard to avoid cluttering the table.

### OPTION: WALKER KNOCKDOWN

With this option, any time a two-legged Model would gain a Stun Counter while it already has one, the walker removes the original Stun counter and falls down. It takes one action to stand back up, and the Model counts as Stationary until such time as it stands back up.

### OPTION: EJECTION

If a Model is killed through accumulated damage (Dead not Destroyed), there is a chance the crew can escape. Roll 1d6, and on a 6, the crew has escaped to fight another day. This is mostly useful in Campaigns or home scenarios and as such is optional.

## SPECIAL ACTIONS

Special Actions are Actions that require special circumstances or have special rules outside of the normal set of Actions. Some require the Model to have particular Perks, while others are available to any Model.

## ACTIONS ALLOWED BY PERKS

Perks that allow Models to perform Special Actions will have the rules for those Special Actions listed in the Perk text on pg. 36 to 38

## COORDINATED ATTACKS

A Combat Group Leader may spend an Action to nominate a Target Model for its Combat Group to concentrate fire against. The Combat Group Leader must have Lock to the Target Model. Nominating a Target counts as a Comm Event, and if successful, all Models in the Combat Group benefit from this effect. If the Comm Event is blocked, then only members within the Auto Comm Radius of the Combat Group Leader gain the benefit. The Target Model will suffer -1 Defense to any Defense roll caused by this Combat Group. Only one Model may be nominated by the Combat Group Leader per Round and if the Leader has multiple Actions, it may benefit from the Special Action as well.

## HULL DOWN

Going "Hull Down" refers to using terrain to shield yourself from incoming fire. Going Hull Down creates a minimum Defense value for the Model based on the terrain type that it is in contact. A Model may go Hull Down by spending an Action at Stationary Speed while in or touching terrain that covers at least half of the Model. Place a Hull Down token for the Model.

See the chart for the minimum Hull Down Defense Values.

### Hull Down Chart

Light	1
Medium	2
Heavy	3
Solid	4

The Model Defends as normal, but if the Defense total is less than the minimum Defense value, use the minimum Defense value instead.

Hull Down lasts until the Model accelerates to Combat Speed or moves from the terrain. Note that a Model may count as "behind" terrain for some Models and not others. The direction of Attacking models is used to determine if the model is covered enough by the terrain to benefit from the Hull Down.

Unless otherwise noted in a specific scenario, Models may not begin the game in Hull Down.

## HIDING

Every Model in the game is assumed to have camouflage, foliage netting or similar items that can be used to hide on the battlefield. Models who wish to Hide must be touching terrain that covers at least half of the model and spend an Action while at Stationary or at Combat Speed. Place a Hidden token for the Model. While Hiding, the Model receives a +1 bonus to its Concealment if it is moving at Combat Speed and a +2 bonus if Stationary. Hiding will last until the Model accelerates to Top Speed or moves away from the terrain it is Hiding in, or was Hiding behind.

Unless otherwise noted in a specific scenario, Models may not begin the game in Hiding.



## REACTION FIRE

Any Model may perform a Reaction Fire Attack against the Model being currently activated if it has unused Actions and Lock to it. The Attacking Model declares that it is using Reaction Fire and spends an Action, and makes a Direct Fire or Thrown Attack against the Model currently activated. The Reaction Fire Attack occurs after the Model currently activated next's inch of movement, or the point at which its movement ends if it stops before a full inch of movement. Reaction Fire may also be declared in response to the Model currently activated spending an Action; in this case, resolve the Action and then immediately resolve the Reaction Fire Attack. Reaction Fire attacks do not generate Crossfire, nor do they benefit from Coordinated Attacks.

A Model may retain any Actions during its Activation to be used for Reaction Fire later in the Round.

## STAND BY FOR COORDINATES

A Model may choose to wait for a Forward Observation of a Target later in the Round before firing. During its Activation, a Model may spend an Action on any weapon with the Indirect Fire [IF] Trait to generate a Stand-by token for that weapon. Only a single Action may be spent per weapon, and that weapon may not be used for an Attack during the Model's Activation.

When a friendly Model succeeds with a Forward Observation, Models may spend Stand-by tokens to immediately make an Indirect Fire or Thrown Attack on the Target Model of the Forward Observation. The total number of Stand-by tokens spent to fire on any Forward Observed Target may not exceed the Forward Observer's Electronic Warfare Skill rating.

Stand-by tokens are removed during the Miscellaneous Phase of the Round.

## WE'RE IN TROUBLE

During its Activation, after declaring Movement Speed and Mode, a Model may spend Actions to offset any negative Defense modifier. Each Action spent will decrease the penalty by one, but may not raise the Defense modifier above zero. Note the new Defense modifier.

The new Defense modifier applies until the Model is Activated again, or changes Movement Speed or Mode.



## COMBINED MODELS

Smaller Models are often organized into groups that act together. The most common is Infantry, which is detailed in the Infantry section. These Models are referred to as Combined Models. Individual Models within the Combined Model are called Bases and act as one Model when spending Actions, although they are treated as separate Models for purposes of Locks and Attacks directed against them. Each Base of a Combined Model is a 1" hex or circle unless otherwise noted.

Bases within a Combined Model must remain within Cohesion. Cohesion is when the bases form an unbroken chain with at most 2" between any two consecutive Bases in the chain. If at any point a Base ends up out of Cohesion with the majority of the Combined Model, it must move into Cohesion on its next Activation or it is removed from play and treated as Destroyed.

Each Base of a Combined Model moves individually, but all must use the same Movement Speed and Mode. Combined Models have no facing. They ignore Rear Arc Defense penalties and all of their weaponry have the Turret [T] Arc. Measure the range for all Attacks by the Combined Model from the closest Base to the Target Model.

The Combined Model has a single Action total, representing the activity of all Bases in the Combined Model. When making an Attack with a Combined Model, each Base beyond the first equipped with the weapon used in the Attack adds +1 RoF.

Attacks against Combined Models are made against individual Bases, though multiple Bases may be affected by weapons with the Area Effect [AE] Trait or Spray Attacks. If multiple Bases are affected by an Attack, add 1D6 to the Combined Model's Defense for each Base covered beyond the first. The Base with the best Cover will use the modified roll for Defense. Drop the highest die and apply the new value for the Base with the next highest amount of Cover and so on until all Bases have Defended. If two Bases have equal Cover, the defending player gets to chose which one is affected next. If multiple sixes appear, a Base may only count a number of sixes equal to their Defense Skill when Defending.

If a Base's Armor Value is met or exceeded by an Attack, that Base is simply removed. Any other effects that can inflict boxes of damage will simply remove one Base per box of damage inflicted. If no Bases remain in play, the Combined Model counts as Destroyed. Each Base takes damage individually based on the results of their Defense roll. In the event of unusual effects that continue to cause damage to a Model, Combined Models are not subject to continued Damage. Stun Counters apply to the entire Combined Model, and are removed from all Bases upon activation or by the expenditure of an Action.

If any Scenario conditions require a Model to be damaged or eliminated, the following rules apply to Combined Models. Light Damage results in the removal of one Base, Heavy Damage removes two Bases and Critical damage removes three Bases.

## TRANSPORTS

Transports are Models with the Transport Trait. Each Model will list what its Transport capacity is and what types of Models it may Transport on the table. To embark or disembark Models, the Transport must be Stationary.

Embarkation simply requires a Model to move into contact with the Transport and spend an Action. Remove the Embarking Model and note that it is carried. Disembarking allows Models inside the Transport to be placed in contact with the Model. Models must then spend an Action to move, meaning single Action Models disembarking may take an Action or Move, but not both.

## INFANTRY [FIELD MANUAL CHANGE]

Models with the Infantry [Inf] trait represent smaller mobile Models such as a person on foot, all-terrain vehicles, hovercycles, Jeeps and other off-road vehicles or cavalry. Infantry follows the rules for Combined Models in addition to the rules below.

For simplicity, Infantry are given a single Skill rating they use for all tests. This Skill rating is also used for their Auto Comm and Detect Ratings, and their Sensors and Comms are considered 0.

Infantry Models have a Walker movement of 2/4 and have the Improved Off-road [Imp Off] Trait. ATVs, ORVs, Hovercycles, become the Infantry's secondary Movement Type and don't benefit from the Imp OR perk.

Infantry have an Attack profile of +1 at Stationary, +0 at Combat Speed and -1 at Top Speed. Infantry have a Defense Modifier of +1, at all Movement Types and Speeds, unless stated otherwise.

Infantry never suffer from Out of Ammo, but may be affected by Limited Ammo.

Infantry are considered size 2 for a single base, unless increased by an upgrade. All the bases in a squad are equipped with small arms, as specified in their unit entry. One base in the squad may be upgraded with a heavy weapon in addition to its small arms; unless specified otherwise those heavy weapons automatically have the Stabilizer trait.

As Infantry Combat Group Leaders and heavy weapon upgrades are not designated as being on any particular Base, they are assumed to be in the last Base removed.

When Infantry makes a Ranged Attack, all Bases resolve an Attack against the Target Model with their basic weapon. In addition, any Bases with a heavy weapon upgrade resolve an additional Attack with those weapons against the Target Model.

Infantry who do not have movement upgrades may enter Buildings, Bunkers or other Static models as if they were a Transport, unless otherwise noted. This should be discussed before the game begins to ensure fairness. If moving through Static Models, they treat the Static Model as Rough Terrain, although Infantry movement upgrades may cause the Static Model to be considered impassible or Very Rough. Infantry may make Ranged Attacks out of any Static Model they enter, including Defensive Assets and Bunkers. In this case, the Static Model does not block the Infantry's Attacks and Line of Sight. Determine Concealment and Range for Attacks to the edge of the Static Model that the Infantry are within. If Infantry take Hull Down Special Action while inside a Static Model, they count as being Hull Down and having Partial Cover from all directions.

Models carried inside a Transport do not suffer Damage unless the Transport is reduced to Dead or Destroyed. In this case, roll 1D6 for Model carried inside the Transport, adding +1 if the Transport was Destroyed.. On a 1-3, the Model takes no Damage but receives a Stun Counter, on a 4-5, the Model takes one box of Damage, on a 6, the Model takes two boxes of Damage and on a 7, the Model is Destroyed. Models that survive the destruction of their Transport are placed at Stationary Speed and in contact with the Transport Model before it is removed or becomes terrain.

## COMMUNICATION EVENTS

Communication Events (Comm Events) occur when a Model attempts to communicate with another Model. Anything noted as being a Comm Event will be affected by these rules. The two most common Comm Events are the transferring of Command Points and Forward Observation.

By default, the rules assume basic Electronic Warfare is practiced by all sides and results in a stalemate. The options below represent Models taking time to fine-tune or otherwise adapt their electronic equipment in order to disrupt specific enemy command and control elements. Any Model with the ECM or ECCM Trait may use any unspent Actions on the relevant Special Action, and Models may save Actions during their Activation for these Special Actions.

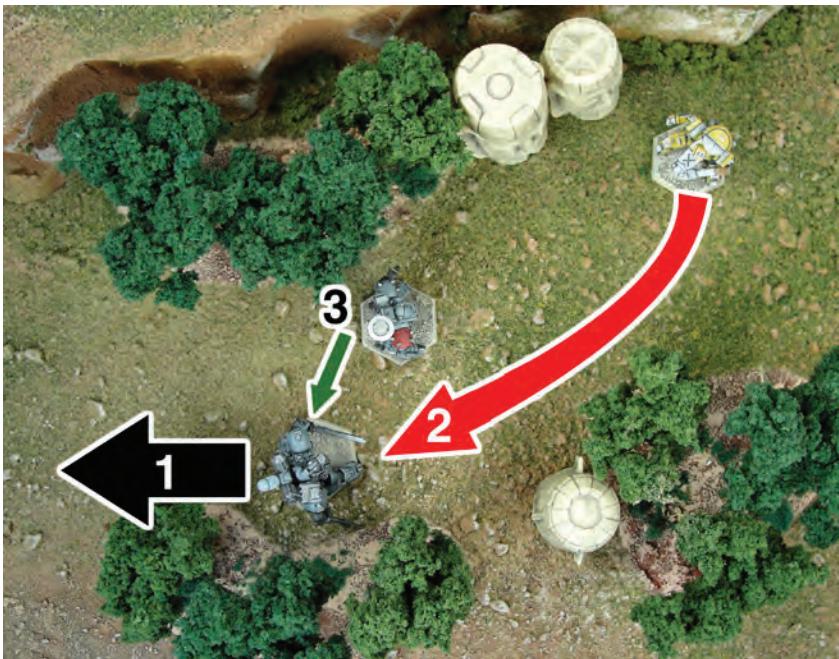
### ECM

A Model with the ECM Trait may attempt to block a Comm Event by spending an Action.

The Blocking Model must have Lock to the Defending Model that generated the Comm Event. This turns the Comm Event into an opposed roll. Both sides roll EW Skill + Comm rating, and the Model with ECM adds in the ECM Rating. If The Blocking Model succeeds (Mos 1+), the Comm event does not take place. Any Actions used on the Comm Event will still be spent.

Only one ECM attempt may be made per Comm Event, but two or more Blocking Models with ECM may work in concert by spending Actions at the same time. Only the first Model needs Lock to the Enemy, all others need Lock to the Model attempting ECM. The Model attempting ECM gains +1d6 to its skill for each additional participating Model.

A Model with ECM may also attempt to block an Active Lock attempt against itself or a friendly Model it has Lock to. The Blocking Model must spend an Action and rolls its EW Skill + Comm Rating + ECM Trait Rating. If this is equal to or higher than the Active Lock result, the Active Lock attempt fails.



## COMMUNICATION EVENTS



### ECCM

A Model with the ECCM Trait may attempt to aid a friendly Model in overcoming ECM. If a Model with ECCM has Lock to a friendly Model affected by ECM, it may spend an Action to attempt to aid. Roll EW Skill + Comm Rating + ECCM Trait Rating. The result of this roll may be used in place of the friendly Model's result. Only one ECCM attempt may be made per ECM attempt.

Models with ECCM always add their ECCM rating to their EW skill rolls if they are the target of an ECM Special Action.

### AUTOMATIC COMMUNICATIONS

Automatic Communications represents the ability of a Model to communicate directly with hand signals, laser communications or other means.

When a Model generates a Comm Event, any Model within the first Model's Auto Comm rating in inches that has Lock to the first Model benefits from the Comm Event, even if ECM defeated the Comm Event.

Note that Auto Comm radii cannot be 'chained' to let a Model outside of the originator's Auto Comm radius benefit if ECM blocks the Comm Event.

**1. Attempting to issue CP to Friendly Model (Not Pictured)**

**2. Attempts to use ECM to Block Target.**

**3. Provides ECCM Support to Friendly Model.**

# COMMUNICATION EVENTS



## COMMAND POINTS

Command Points (CPs) are an abstract method of representing tactical awareness, pre-battle planning and the Army Commander's [AC] capabilities on the table. Command Points can be issued at any time by both forces. The effects of the Command Points are resolved as they were declared. In the event of both players declaring the usage of a Command Point at the same time, both players should roll their Army Commander's LD to determine which Command Point effect has gone into play first.

Command Points are “spent” by your Army Commander on any Model within your army. It does not take an Action to spend a CP on a Model, nor does the Army Commander need Lock to the Model, but the Army Commander is limited to a maximum number of attempts equal to his Leadership Skill Rating per round. Combat Group Leaders who are not the Army Commander may also “spend” Command Points in this manner, but may only attempt to spend a number up to half their Leadership Skill rounded down per Round and only amongst their own Squad.

Each Model (including Army Commanders) may receive only one CP attempt per Round. Each attempt counts as a Comm Event. If the Comm Event is blocked, the CP remains unspent and the Model it was intended to affect does not gain any benefit. Army Commanders and any Combat Group Leader with Leadership 2 or higher may give themselves Command Points without being blocked by ECM.

Spending a Command Point allows one of the following effects:

- ◆ Re-roll any Skill tests. The second roll stands, even if it is lower or worse than the first.
- ◆ Activate a Model out of sequence, as long as the Model is not Used. This can interrupt any Movement currently taking place, but may not interrupt Actions currently being resolved or any effect granted by a Command Point.
- ◆ Grant a Model an additional Action to be used immediately, even if it has spent all of its Actions and is Used. This Action may interrupt another Activation, but may not interrupt Actions currently being resolved or any effect granted by a CP. This may be used to fire a weapon which has already been fired this round.
- ◆ Allow a Model to take a “Parting Shot” if reduced to Dead or Destroyed. The Model does not gain any movement, but may Attack with one weapon or set of weapons with the Linked Weapon Trait using the modifiers that were affecting it prior to the attack that reduced it to Dead or Destroyed. This may be a weapon that has already fired once this round.
- ◆ Re-roll any non-Skill die or dice roll such as scatter direction or distance, round play order, etc. This counts as an expenditure by your Army Commander, but does not count as a transfer to a Model and may not be Blocked.

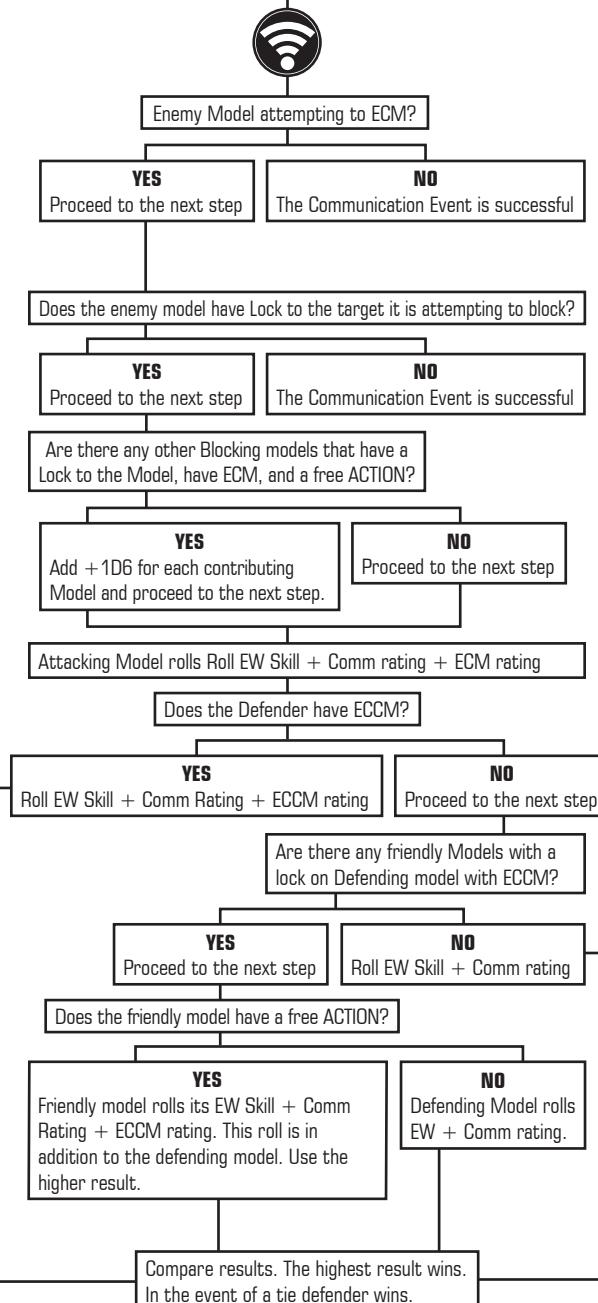
If the Army Commander is Dead or Destroyed, the Army loses one Command Point and the Model with the next highest Leadership Skill becomes the Army Commander. If there is a tie, you may choose which Model gains this ability.

Each Force has a number of Command Points equal to their Army Commander's Leadership Score plus 1 for every 500TV or portion thereof of your Army. The side with the least number of Combat Groups gains a bonus number of CP equal to the difference in Combat Group numbers.

## COMMUNICATION EVENT

Model attempts a Comm Event

- Forward Observation
- Issuing a Command Point
- Airstrike
- Artillery
- Coordinated attack



## SCENARIOS

While playing a quick "Straight up Brawl" is always good fun, it does limit your choices and tactics on the table. The following Scenario Generator will allow you to play a variety of missions while keeping the various priority levels of armies balanced. Feel free to disregard this for custom-made scenarios. It can sometimes be fun to play unbalanced games. After all, they happen in real life and quite often end up being the most well-remembered battles.



## STEP 1: BUILDING AN ARMY

When building an army, you will have to determine both the total Threat Value and Priority Level of your force. These two factors will influence both your army selection and the scenarios you play.

Unless restricted by tournament scenarios or by mutual agreement, you are free to choose any army you wish. Each army will play differently and require different tactics to win. The North and South have multiple armies that play similarly but with a variation or two that changes the specifics of their play style. Experiment with army compositions and tactics to find one that you like.

Note that for home-made scenarios, Priority Levels and Threat Value may be ignored to represent unique situations or unbalanced conditions.

## THREAT VALUE

When building an army for a game or tournament, there will be a preset or agreed-upon Threat Value cap. Each player may choose Models and Combat Groups as dictated by their chosen Priority Level (see below) with a cost up to the Threat Value cap. Threat Value and Priority Level are not linked in any way. It is possible to have a 500TV PL 4 force or a 5,000 TV PL 1 force.

In general, the game will last 30 minutes or so per 500 TV. This may, however, vary based on number of Combat Groups, specific table events, table layout, table size, player experience and so on. The number of Objectives you will need to generate will depend upon your total Threat Value. See Step 4, Mission Generation for more information on this.

## PRIORITY LEVEL

Priority Levels are an indication of how important your force is to high command. The Priority Level (PL) of a force may be freely chosen by a player, although it may be restricted by army choice, tournament rules or by mutual agreement. Generally, the higher the Priority Level, the more access to elite squads, veteran options and Support Assets you will have. However, the advanced forces available at higher PLs come at a price: High Command deems them capable of more complex and important tasks, therefore, you will need to complete more objectives in order to win the game. A force may be the entirety of the Combat Groups sent to battle or part of a larger army, consisting of multiple forces each with their own Priority Level as explained in the relevant army lists.

## COMBAT GROUP TYPES

Each Combat Group may be rated as Core, Auxiliary, Specialist or Elite, depending on the Army chosen.. Core Groups are the backbone of the Army, Auxiliary Groups provide support for the Core, while Specialist Groups provide specialist duties. Elite Groups are the cream of that particular army's organization. Veterans are experienced or otherwise well trained and equipped Groups.

## UPGRADES AND OPTIONS

For a Model to be eligible for an upgrade or option, it must meet the criteria noted. If an option lists a specific vehicle, only that vehicle or variants with the vehicle's name may take that option. Thus a Headhunter or Command Jäger could take Hunter or Jäger options, but a Hippies could not take an option noted for a Hoplite. Note that Warriors and Warrior IVs are separate names as are the (Spitting) Cobra and King Cobra. Veteran upgrades become available if the Combat Group is made Veteran. You may choose any Group in your force to become Veteran, but the number of Veteran Groups you may take is dictated by your Priority Level. Unless otherwise stated in the Army rules, the Army Command Group can be any of the Groups you buy.



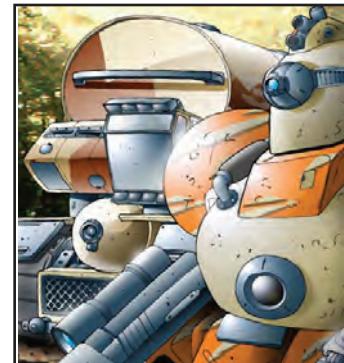


## PRIORITY LEVELS

### PRIORITY LEVEL 1

This is the lowest priority level you may choose and represents a force deployed to a back-water area, on a perceived “useless” patrol or otherwise deemed a low priority by command.

<b>Core</b>	Minimum of one Core Combat Group, maximum is unlimited
<b>Auxiliary</b>	Up to two Auxiliary Combat Groups may be taken
<b>Specialist</b>	Up to one Specialist Combat Group may be taken, but you must first have two or more Core Combat Groups
<b>Elite</b>	No Elite Combat Group may be taken at this Priority level
<b>Veterans</b>	Any one Combat Group may be made Veteran



### PRIORITY LEVEL 2

From garrisoning an area to patrols in a contested area, to taking a moderately important objective, this Priority Level represents a standard deployment in the field.

<b>Core</b>	Minimum of two Core Combat Groups, maximum is unlimited
<b>Auxiliary</b>	Up to three Auxiliary Combat Groups may be taken
<b>Specialist</b>	Up to two Specialist Combat Groups may be taken
<b>Elite</b>	One Elite Combat Group may be taken at this Priority level, but you must first have three or more Core Combat Groups
<b>Veterans</b>	Up to two Combat Groups may be made Veteran



### PRIORITY LEVEL 3

As the importance of missions increases, so do the options made available by command. This Priority Level is your standard Hollywood movie-level military force with specialized squads and fairly important objectives.

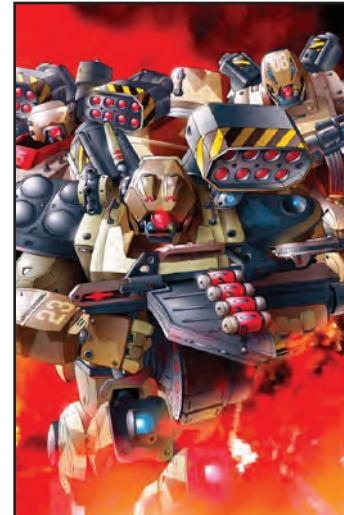
<b>Core</b>	One Core Combat Group may be taken for each Auxiliary bought
<b>Auxiliary</b>	An unlimited number of Auxiliary Combat Groups may be taken
<b>Specialist</b>	One Specialist Combat Group must be taken, and there is a maximum of three Specialist Combat Groups
<b>Elite</b>	Up to two Elite Combat Groups may be taken
<b>Veterans</b>	Up to three Combat Groups may be made Veteran



### PRIORITY LEVEL 4

At this Priority Level, the objectives are simply too important to ignore or require the utmost skill to complete. Quite often, Special Ops commando raids and other “deniable actions” take place with forces such as these, as do top-priority missions that general troops normally cannot perform.

<b>Core</b>	One Core Combat Group may be taken for each Specialist bought
<b>Auxiliary</b>	Unlimited Auxiliary Combat Groups may be taken
<b>Specialist</b>	Up to four Specialist Combat Groups may be taken
<b>Elite</b>	One Elite Combat Group Must be taken, and there is a maximum of three Elite Combat Groups
<b>Veterans</b>	Up to four Combat Groups may be made Veteran



The above represent “hard” values. In any given force, there are only so many of any type of squad. Just as high command would not waste a stealth commando squad on a routine patrol, they will not send average grunts after an important objective unless absolutely necessary.

## STEP 2: SETTING UP THE TABLE

You may wish to roll for table effects before setting up terrain, or adjust placement of some pieces after rolling to make the game more fun. One player should be nominated to roll for table effects.



To determine how many table effects will be occurring in the game, roll 1 die: on a 1-3, no effects take place, it is an average day. On a 4, roll once for table effects below. On a 5, roll twice, re-rolling doubled non-stacking effects. On a 6, roll once for unusual effects and roll again for table effects, counting a 6 as none.

### TABLE EFFECTS

#### 1-2: NIGHT

The Battle takes place at Night. The Stealth Perk always applies and is increased by 1 point. Concealment granted by terrain is doubled, with a minimum of 1 when in the Open.

#### 3: DAWN OR DUSK

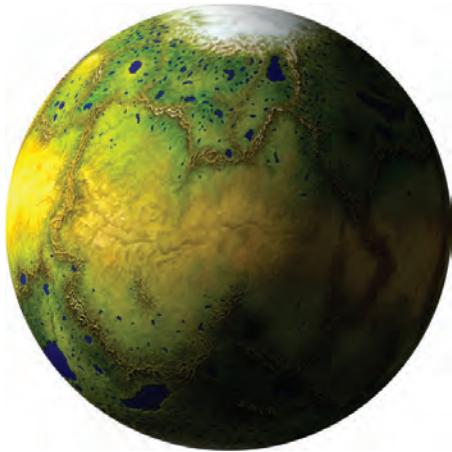
The battle takes place during the Dawn or Dusk. The game is treated as occurring at Night, however, rather than doubling Concealment as noted above, simply add 1 to Concealment or Stealth at all times (even when in the open). If combined with Night, roll one die. On an 1-3, the first two rounds are Dusk and the remaining rounds are Night. On an 4-6, rounds 1-2 are Dawn and any subsequent rounds are normal daylight. If this is rolled twice, there is fog or other such interference, both this and Fog or Smoke apply.

#### 4: FOG OR SMOKE

A heavy fog, mist or smoke is drifting across the Battlefield providing 1 point of Concealment for every 6 full inches between Models. Any Model firing a weapon with the MB trait is counted as having 1 point less Concealment until the end of the Round.

#### 5-6: DUST STORM, RAIN OR SNOW

A dust storm, heavy rain shower, or moderate snow is falling. The effects are as Fog or Smoke, but if combined, double Concealment losses and weapons with MB will add one to their MB rating. If rolled twice, the dust storm has become a sandstorm, the rain a torrent or the snowfall a blizzard. Combine these effects with Fog or Smoke, but additionally, no Model will ever count as being "Fully in the Open" for Cover purposes and all Indirect Attacks (IF, Artillery, thrown, etc) and Airstrikes suffer a -1 modifier.



### UNUSUAL EVENTS

#### 1-2: VARIABLE TIME LIMIT

Time is not a luxury you have on this mission. You don't know when hostile reinforcements will arrive, if that volcano will blow or simply if command will recall you. In any case, rather than the normal game length, roll 1 die at the end of round 4 and each round thereafter. On a 4 or higher, the next round will be the last round of the game.

#### 3: EM "STORM"

A solar flare or the planetary magnetic field is affecting communications. All Comm events are contested by the "storm" which rolls 1 die for its effect. Enemy Models may still use ECM as normal, in which case take the "Storm's" result or the enemy Model's, whichever is higher.

#### 4: WHITE SAND BATTLE

The battle takes place in the White Desert or nearby. The sand there is extremely corrosive. Choose 1d6 terrain pieces other than Static models. These areas have a fair amount of the corrosive sand and are considered dangerous terrain. You may include open or clear terrain areas for this, in which case mark off a diameter of 6" for the "terrain."

#### 5: EXTREME TEMPERATURES

The planet of Terra Nova is known for extreme temperature variation, which can interfere with battlefield performance. Roll 1 die for every Model at the start of the game. On a 1, that Model begins the game with a Stun Counter, representing the effects of prolonged heat or cold on men and machines.

#### 6: FRIENDLY FIRE

Someone got the coordinates wrong and heavy shelling is coming your way, threatening friend and foes alike. In the artillery phase of Step 3 roll 1d6 before any other artillery is used. On a 1 to 3, things are clear, on a 4 or higher, 1 SP worth of Artillery is on its way. The player with the lowest VP total at this time in the game may choose the target point(s), which otherwise use the normal Artillery rules. Since the Strike is not called in, there is no Leadership Roll to lower Scatter.



## STEP 3: DEPLOYMENT ZONES

Each player will have a Deployment zone and a Home Edge. The table edge your force is deployed from matters not just for setup, but also for game effects. The term Table Edge can actually refer to multiple edges or parts of edges of a table setup. To determine which deployment setup you will be using, roll a single die and reference below. If you are using a square table, designate one set of parallel edges as Wide Edge. Home Edge will refer to any table edge that falls within the player's Deployment Zone.

### TABLE EDGE AND DEPLOYMENT ZONES



#### 1-2: Narrow Edge

Players may deploy up to 1/3 of the way onto the table, measured from the narrow 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 edge on opposite sides of the table.

#### 5: Diagonal

The table is divided into ninths (Divide as wide and Narrow, above). One player may deploy in the two leftmost ninths on one narrow edge. The other deployment zone is created the same way on the exact opposite corner.

#### 6: Surrounded.

Roll again for table setup, re-rolling any further sixes. The table is set up as per that deployment, but one player takes both deployment zones (black zones) and the other player is deployed in the center (grey zone). In Surrounded, you may not place a Combat Group within 12" of an enemy unless infiltrating.

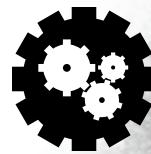
Players count the edges of the table that touch their deployment zone as their "home edge." If you are Surrounded, your Home Edge is any edge not occupied by your opponent's deployment zones.

#### 5: Diagonal



## STEP 4: MISSION GENERATION

When generating the mission, the Priority Level and the Threat Value of the forces will come into play. Each player must roll to determine their mission type. Roll one die and compare it to the table below to determine your mission type.



Die Roll	Priority Level 1	Priority Level 2	Priority Level 3	Priority Level 4
1	Standard	Standard	Standard	Standard
2	Standard	Standard	Defense	Defense
3	Standard	Defense	Defense	Offense
4	Defense	Defense	Offense	Offense
5	Defense	Offense	Offense	Offense
6	Offense	Offense	Offense	Offense

### TYPES OF MISSIONS AND OBJECTIVES

- ◆ Standard Missions are everyday routine missions such as patrols, returning from deployment and so on.
- ◆ Defensive Missions are missions with the primary goal of defending a place or group, or simply staying alive.
- ◆ Offensive Missions are missions with the primary goal of engaging the enemy, seizing ground or destroying a target.

### OBJECTIVES AND VICTORY POINTS

Objectives are listed by the Type of Mission they are generally part of. You must select 2 Objective Points (OP) plus 2 extra points per 750 TV or part thereof of your force. You must choose exactly this many OP worth of mission Objectives, you may not choose more or less. Completing Objectives will earn you Victory Points (VPs), which will determine the winner of the battle. See Victory Conditions on Page 32 for information on using VPs to determine the victor.

At least half of your OP must be selected from the Objectives list corresponding with your Mission, the others may be freely chosen. Some objectives may be taken only once, others may be taken multiple times, but if this is done, the target of the objectives may not overlap. For example, you cannot have two separate Wipe Them Out objectives for the same enemy Combat Group. Write down your chosen objectives and their associated targets and reveal them to your opponent after both of you have finished choosing. Each Objective lists the possible Victory Points it can grant if you succeed. For the purposes of all Objectives, any Model that leaves the battfields or does not reach it before the end of the battle counts as Destroyed. Some objectives require you to randomize squads or terrain pieces to determine the target of the objective. In this case, use a die, chits from a hat, or any other mutually agreeable method.

### STANDARD OBJECTIVES

#### ESCAPE! [3 OP]:

On your way back to base, you are ambushed! You must get back to base as quickly as possible, but to get there, you must go through the enemy. One randomly determined Combat Group from your force must attempt to exit your opponent's table Edge. Do not include Infantry Groups without transport options when determining the Group chosen, but do count Combat groups held in Reserve. You gain 2 VP if ½ or more of the Combat Group manages to leave the Table, and an additional 1 VP if no member of the Combat Group has been killed, Destroyed or Critically Damaged. On larger tables, choose a point 25" or more down one edge. Any Model that moves off that edge farther down than that point counts as having Escaped. Models Escaping do not count as Destroyed.

#### RECON [2 OP]:

An enemy Model is of interest to Command, but just which one is unclear. Randomly choose a Combat Group with 3 or more Models not held in Reserve. If no Combat Group with 3 or more Models is available, randomize between all Combat Groups. If at the end of the Battle, you have gained Active Lock on all members of the designated Combat Group, you gain 2 VPs. If you have gained Active Lock on at least half the designated Combat Group, you gain 1 VP. Active Lock must be achieved on any Model within the objectives combat group before it can be attack. If a player somehow destroys his own Models, the opponent is considered to have achieved an Active Lock prior to its destruction.

#### SCOUT [1 OP]:

A Randomly chosen Terrain piece or Static Model in your opponent's deployment area needs to be scouted. If a Model from your force is able to successfully Forward Observe the Target two rounds in succession from within its Detect Rating in inches, you gain 1 VP. The Target may be Observed by any Model in your force, but Models may not combine efforts.



## DEFENSIVE OBJECTIVES

### BLOACKADE [3 OP]:

You must stop your opponents from entering your deployment zone. If at the end of the game, there are no enemy models within your deployment zone (Models Critically Damaged or worse do not count), you gain 2 VP. If there are no enemy Models in your deployment zone at all, gain an additional 1 VP. Remember that Models that are Dead or Destroyed do not count as models anymore.

### PROTECT [1 OP]:

One randomly chosen Squad leader or special character from your force is considered important to high command. You gain 1 VP if the Model is not destroyed at the end of the game.

### SURVIVE [2 OP]:

One randomly chosen Combat Group from your force is particularly valuable to high command. You gain 1 VP if  $\frac{1}{2}$  or more of the Combat Group is not Critically Damaged or Destroyed, and an additional 1 VP if all members of the Combat Group are neither. The Combat Group may not be held in Reserve.

### HOLD [2 OP]:

You must keep and hold a randomly chosen Static Model or terrain piece outside of your opponent's Deployment Zone. If you have more Models within 6" of the Target at the end of the game than your opponent, you gain 1 VP. If there are no enemy Models within 6" of the Target, you gain an additional 1 VP. Static Models that can be destroyed are not valid choices for this objective.

## OFFENSIVE OBJECTIVES

### ASSASSINATION [1 OP]:

One randomly chosen enemy Squad leader or special Character (including Army Commander) has been targeted for assassination, either due to a grudge or army command deeming them a high priority target. You gain 1 VP if the Model is destroyed or outright killed. The Target may share a Combat Group with a Wipe Them Out Objective, below.

### BREAKTHROUGH [2 OP]:

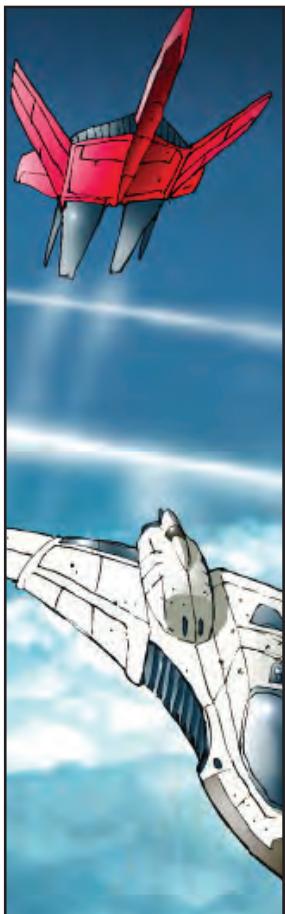
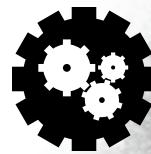
You must break through enemy lines to gain ground by seizing your opponent's deployment zone. If at the end of the game, you have Models in Enemy Deployment zone, gain 1 VP. Additionally, if there are no enemy models within the deployment zone, you gain 1 VP. On larger tables, this may prove difficult. In which case, choose a 9" by 9" zone 20" or more outside of your Deployment Zone to counts as the objective zone.

### SEIZE [2 OP]:

A Randomly chosen Terrain piece or Static Model outside of your deployment area is deemed of strategic value and must be taken at all costs. If you have more Models within 6" of the Target at the end of the game than your opponent, you gain 1 VP. If you discount your own Models that are Heavily Damaged or worse, and still outnumber your opponent, you gain an additional 1 VP. Static Models that can be destroyed are not valid choices for this objective.

### WIPE THEM OUT [2 OP]:

One randomly chosen enemy Combat Group consisting of 3 or more Models must be destroyed, regardless of the consequences. If no Combat Group with 3 or more Models is available, randomize between all Combat Groups. You gain 1 VP if  $\frac{1}{2}$  or more of the Combat Group is Destroyed or Critically Damaged, and an additional 1 VP if the whole Combat Group is Killed or Destroyed. The Target of this Objective may not be one held in Reserve.



## STEP 5: CHOOSE SUPPORT OPTIONS

You gain a number of Support Points (SP) equal to your Priority Level plus 1 additional point for every full 500 TV of your force. Support points may be spent on any Support Options, although some may be restricted by PL or your army, for example a PL 3 force at 1000 TV would have 5 SP.

When spending Support Points, both players allocate half (rounding up) or more of their SP and spend them secretly, writing down their choices on paper. Both players then reveal their choices to their opponent and then spend the rest of their SP in the same manner. The choices made during the second allocation do not need to be shown, only written down. Note that all players receive Command Points, but may purchase more, with Support Points. Support Points must be spent before deployment starts, or they are lost.

### AIRSTRIKES

Airstrikes, if available, may be called in by Combat Group Leaders and Army Commanders, and will arrive in the Airstrike Phase of the same Round.

### CALLING AIRSTRIKES

If you have uncalled Airstrikes during your turn, your Army Commander or a Combat group Leader may attempt to call in an Airstrike. The Model must spend an Action and performs a Comm Event. If the Comm Event is Blocked, the Airstrike is not called and remains available for later attempts. Multiple attempts to call in air strikes are possible if an attempt fails. If the Event is successful, one Airstrike of the player's choice is ready for use in the Support Phase of this Round. The Model must then make a Leadership Skill test against a Threshold of 5. If the Leadership roll is successful (MoS of 1 or higher), the Airstrike may enter from any non-enemy table edge of the player's choice during the Support Phase, otherwise it may only enter from the player's home edge.

### USING AIRSTRIKES

At the beginning of the Airstrike Phase, both players alternate placing counters or models representing their Airstrikes. Once this is done, players alternate moving their Airstrikes. Each Airstrike will move multiple times during the phase, but only has a fixed, limited number of Turns based on its type. Once the Airstrike has expended all these Turns, it may not change its facing again and must continue to move in a straight line until it leaves the board.

When moving an Airstrike, you must move at least the minimum number of inches and at most the maximum number of inches. Airstrikes may make Attacks at any point during their movement, but may only use a Turn at the end of a move. A Turn allows an Airstrike to change its facing by up to sixty degrees left or right. Once all Airstrikes have moved once, repeat the process from the beginning until all Airstrikes have moved off the table or been destroyed. Airstrikes that have successfully left the Table are no longer available for any use. Airstrikes have a Skill of 2 in Attack and Defense, and 1 in Electronic Warfare.

### AIRSTRIKES & ATTACKS

All Airstrike weaponry is assumed to be Fixed Forward Arc unless stated otherwise. Airstrikes attacking Ground Models only count Cover and Concealment within 4" of the Ground Model. Ground Models attacking Airstrikes likewise only count cover and concealment within 4" of themselves. Airstrikes may attack other airstrikes without needing the AA trait. Models on the ground may only attack Airstrikes with weapons with the AA trait, and do so using the normal Reaction Fire rules. Table effects that affect all Models on the table also affect Airstrikes. When measuring to and from Airstrikes, use only the Base or hex-counter, not the model. Models defending from Airstrikes suffer the Attack from Above penalty.



CNCS Redjacket



PAK Transatmospheric  
Attack Fighter [T.A.A.F.]



AST Quetzal



PRDF Black Wind



## AIRSTRIKES & DAMAGE

Airstrikes take Damage like other models, but due to their simplified nature do not suffer the same penalties. Rather, they take a -1 modifier to all skill rolls for each box of damage they have taken, excluding Sturdy Boxes (if any). If an Airstrike is destroyed outright, simply remove it from the table. If it is killed due to cumulative damage, it will crash. Move it directly forward its Maximum Movement, then apply deviation as if it were an IF attack that had missed. Direction 1 is directly forward of the Airstrike and it will deviate 1d6 plus its Minimum Move in inches. A crash is treated as a Blast (3) attack with a DM equal to the Armor of the Airstrike and an unmodified Attack Skill of 2. Airstrikes may never benefit from CPs unless granted by the calling Model.

**Airstrikes Forward** Observe like any other Model, and any Model on Stand-By may fire as normal if a friendly Airstrike Observes a Target. Note that the Actions listed are for the Airstrike's entire time on the table. Weapons with Limited Ammo may only fire the weapon in question a number of times equal to the number of ammo circles listed beside the weapon. This is an exception to the single attack per weapon per turn restriction in the Ranged Attacks section on Page 25.

	Fighter	Fighter-bomber	Bomber
Min/Max Move	6/18	8/16	10/15
Turns	2	1	0
Defense	+1	0	-1
Armor	11	17	21
Damage	LH	LH	LHC
Detect	3	3	3
Sensors	+1	0	0
Auto Comm	5	3	4
Comm	0	+1	+1
Actions	2	2	3
Weapons	2xLAC (Linked)	LAC, AGM 00	AGM 00, ATM 00
Perks and Flaws	AMS, TD1	TD1, AMS	TD2, AMS
Cost	3 SP	4 SP	6 SP

Bombers may only be taken in Forces of PL 3 or higher.

## ANTI-AIR ASSETS

Anti-Air assets come in two forms. The first one is the AA drone, which grants each model in the Combat Group the AA ability on their longest ranged machine gun, pack gun, autocannon, rifle, LRG or laser weapon as long as it is not docked. The drone costs 1 SP and only one AA drone may be bought per Combat Group. It must be assigned to a single Model (which may not already be equipped with a drone) and follows it as per the Hunter-Killer Drone rules.

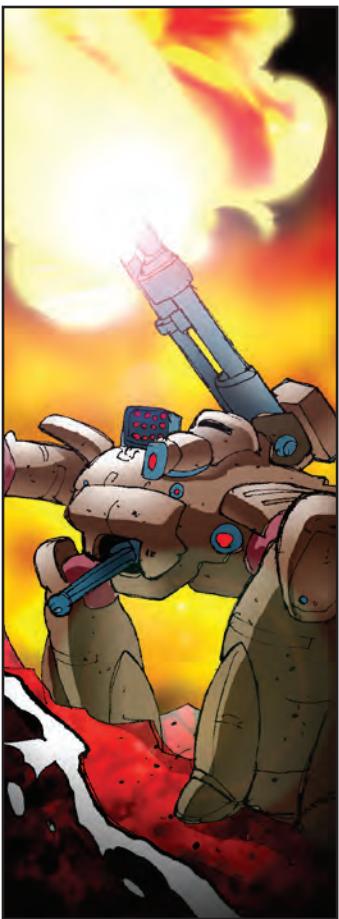
The second one is the AA turret, with the same profile as a HAC turret (see Defensive Assets, below), but armed with a pair of linked LAACs instead of HACs. The AA Turret costs 2 SP.

## COMMAND POINTS

Support Points may be used to buy additional CPs, at a cost of one CP per SP.

## INFILTRATORS

A Combat group may be upgraded to Infiltrators at the cost of 2 SP per Combat Group. You may only have a maximum number of Infiltrating Combat Groups equal to your Priority Level. Infiltrators are not deployed with the rest of your forces, but are instead deployed after all non-infiltrating units have been placed on the table. If both sides have Infiltrators, normal order applies at that point. Infiltrators may be placed anywhere outside of your opponent's Deployment zone as long as no enemy model may gain Lock to them without using Active Lock. Obviously, Models with Stealth make good Infiltrators and terrain placement will factor in greatly.



## ARTILLERY

Artillery, if available, may be called in by any Model, and will arrive in the Artillery Phase of the same Round.

### CALLING IN ARTILLERY

Calling Artillery is a special form of Forward Observation. It may be on a table location rather than a Model, but if this is done the FO only applies to artillery. If the FO is successful, the FOing model may spend an Action (normally the free one granted by the FO) to roll Leadership versus a Threshold of 4. If there is a MoS, it will subtract from the scatter distance (min 0 Scatter) and if there is a MoF, it will subtract from the Artillery Attack Roll.

The Attack is resolved as a standard IF attack with an unmodified Attack Skill of 2, but against a Threshold of 5 rather than 4 and in the Artillery Phase of Step 3. If both players have Artillery strikes in the Phase, alternate attacks. If the Artillery Strike scatters, roll for scatter exactly as described in the Indirect Fire section (page 14). Treat direction 1 as being directly away from the Target in a straight line from the center of the attacking player's home edge.

Type	DM	Traits	Cost
Light	x12	Blast (2)	1 SP for 2 Strikes
Medium	x18	Blast (3)	1 SP
Heavy	x22	Blast (4)	2 SP

By spending one additional SP, you may grant all Artillery strikes in a single choice the Guided Trait.

## DEFENSIVE ASSETS

Defensive Assets represent emplacements or similar that have been erected or co-opted by a force. Defensive Assets are considered Structures and may be damaged as normal for Static Models. Defensive assets are deployed as individual Combat Groups within your Deployment Zone during setup, unless you buy Infiltration for them. Each asset counts as a single Combat Group for Deployment and infiltration, but must allocate its action prior to the start of each turn to either Reaction Fire or Stand-by for Coordinates. Defensive Assets may receive CPs as normal. Bunkers and Turrets always count as rolling a 3 for Defense.



Name	HAC Turret	HRP Turret	Observation Bunker	Heavy Bunker	Blind
Armor	25	25	25	45	n/a (terrain)
Damage	SLHC	SLHC	SSLHC	SSLHC	n/a (terrain)
Size	5	5	8 (2" x 2" x 1")◆	8 (2" x 2" x 1")◆	❖
Actions	1	1	0	0	0
Detect/Sensors:	3/0	3/0	n/a	n/a	n/a
Weapons	2xHAC (T), Linked, Reloads	2x HRP/48 (T)RoF3 Linked, Reloads	n/a	n/a	n/a
Perks/Flaws	n/a	n/a	Rf(5), Stealth (2)	Rf (10)	n/a
Cost	2 SP	3 SP	1 SP	2 SP	2 SP

◆ A bunker may hold two squads or Infantry as if it were a Transport. Infantry may fire out of the bunker using the height of the bunker when determining Cover. Bunkers count their Stealth, if any, at all times.

❖ Blinds are open on one side, allowing one model of size 14 max to enter. Any model inside the blind that goes Hull Down will get a Hull Down value of 4, but tank with turreted guns will only be able to fire them in a FF arc. The Blind will only protect the Front Arc of the Model.





## RESERVES (FIELD MANUAL CHANGES)

Reserves allow you to hold one Combat Group off table per SP spent, however no more than half of the Combat Groups in your Army may be held in Reserve. Combat Groups held in reserve may be brought onto the table in the Reserve Phase of Step 3 of the Combat Round. Place a marker next to each Combat Group you wish to bring in. When attempting to bring in a Combat Group held in Reserve, roll the Army Commander's Leadership (LD) skill against a Threshold of 4. If successful, that Combat Group may move onto the table. Combat Groups held in Reserve may not enter on Round 1.

Combat Groups may only enter from a Player's Home Edge(s), must move at Combat or Top Speed, and are considered to have spent their Actions for the Current Round. Measure Movement from the edge of the board.

Combat Groups consisting entirely of Airdroppable Models can be deployed in a different manner. Choose a target point on the table and place the Models within 8" of this point. The target point may not be placed within your opponent's Deployment Zone or within 6" of an enemy Model. Make an unmodified Defense skill roll against a Threshold of 4 for each Model.

If the Model does not gain MoS 1+, it scatters like an IF shot, counting direction 1 as being away from the front of the Model. If any Model lands in terrain elements, it must also make a Difficult Terrain test. If the feature was Very Dense or Solid, this test is upgraded to a Dangerous Terrain test. If a Model lands on another Model, treat it as a head-on, unintentional impact. Airdropped Models are considered to be moving at Combat Speed when they land, but otherwise are treated exactly like other Reserve Groups.

## GUARANTEED RESERVE AND AIRDROP DEPLOYMENT

**(New Support Point Option):** Players may spend two Support Points per Combat Group placed into reserve and have those Combat Groups arrive in a turn of their choosing which is written on a sheet prior to the game's start. The information on the sheet does not get disclosed to the opponent till the Miscellaneous Phase of the Round in which the Combat Group will arrive, or if the player wants to attempt to bring the Combat Group in earlier than what is written on the sheet. The Combat Groups will arrive at the designated Miscellaneous Phase using normal reserve deployment arrival rules. If the player wants to call in the reinforcements earlier than scheduled, normal reserve rules for calling in the Combat Group apply; however, the Combat Group will still arrive on the designated Round if the rolls to call the Combat Group do not succeed.

## STEP 6: DEPLOYMENT

Both players roll their Army Commander's Leadership Skill, re-rolling ties. The highest roll may choose their deployment zone or pass the chance to their opponent. The player who chose the deployment zone places one Combat Group in their deployment zone. The opposing player then places one of their Combat Groups and this alternates until all Combat Groups are placed, at which point the game may begin. Players may choose to have their Combat Groups start the game at any speed, but this must be indicated and marked as they are being placed. If it is not stated, the Combat Group is assumed to be at Combat Speed. Each Defensive Asset counts as a separate Combat Group for placement purposes.

## STEP 7: BATTLE!

At this point, gameplay occurs as per the rules.

## STEP 8: VICTORY CONDITIONS

Games last four rounds, plus one round for every full 1000TV of game limit. Some games may have other restrictions based on Table Events generated in Step 2. For example, a game where players were capped at 2000TV would last six rounds, unless Variable Time Limit is in effect.

To determine the winner at the end of the battle, calculate how many VPs each force has acquired. The force with the highest proportion of accomplished objectives is the winner of the engagement. In the event of a tie, the player with the lower Priority Level (PL) wins.



## ERRATA

These pages contain errata compilations to the Locked & Loaded 1.1 Core Rulebook, Return To Cat's Eye, and Terra Nova Gambit. Where these rules are in place in the Field Manual, the changes have already been noted in their respective areas. The pages listed are for the Locked & Loaded Core Rulebook, Return To Cat's Eye, and Terra Nova Gambit.

## LOCKED & LOADED CORE RULEBOOK

### Page 71

**WFPA Exchanges:** WFPA Exchanges (Addendum): While the downgrade swaps are mandatory in non-veteran Combat Groups, the downgrade swaps are optional for veteran swaps. Veteran upgrade options are available to swapped Models if they qualify for them.

Downgraded Models for the WFPA do not qualify for any swaps that the original Model had access to it, if specifically named (Bear/Grizzly, and on Field Armor Mad Dog/Jaguar). They do qualify for any weapon swaps that say "Any Gear equipped with xx weapon may swap it for xx weapon for xx TV. For example, the Autocannon to LGL swap in the vet Dragoon squads.

### Page 74

**Strike Squad:** Any Grizzly may link their MRP or IRP for +5TV.

### Page 76

**Dragoon Squad (Veteran Option):** Any Cheetah may upgrade their EW skill to 2 for +10TV.

### Page 85

**Cavalry Squad:** Any Badger may link their MPRs or LACs for +5TV is a regular option not a Veteran option.

### Page 108

**High Technology:** High Technology: The Hetairoi HPLC swap should be (T, no Reloads, AA).

### Page 135

**PRDF Growing pains (Skirmishers):** PRDF Growing pains (Skirmishers): Any Skirmisher may be swapped for a Cheetah for +20 TV, a Ferret for -10TV or an Iguana for +15 TV per Model. One Ferret per Combat Group may be upgraded to a Wild Ferret for -5 TV per model. This is increased to two Ferrets per Combat Group in a veteran Combat Group. Any Ferrets in a veteran Combat Group may be upgraded to Ferret MK IIs for +5 TV per Model. Any Model with a DPG may upgrade it to a LAC (F, reloads) for +5 TV per Model. No further weapon swaps or upgrades may be taken.

### Page 152

**Booby Traps:** Infantry units may take the HG (Limited Ammo 3) option for +5TV per squad. Note that Infantry can only place or detonate their HG. While infantry have arms, they do not qualify for the Arms Trait.

### Page 154

Under Troopers Add: Dartjager 35TV (S)

Under Troopers Add: Asp 15TV (S)

Under Support: Bears may link their MRPs for +5TV

### Page 155

**Under Elite:** If the Jaguar swaps their LRP for 2xMRPs, they may link the MRPs for +5TV.

### Page 118, 142

**Southern Tank Cadre & Peace River Light TankStrider Squad:** Accompanying Gear Att & DEF upgrades only cost 10TV each. EW costs 5TV each.

## RETURN TO CAT'S EYE ERRATA

### Page 16

FLAIL upgrade can be taken when the squad has two or more LHT-71s instead of three. All other restrictions and changes on page 16 still apply.

### Page 39

**1:** Caprician Infantry platoon contains the climbing equipment option twice (second and last options).

**2:** The Hamath APC mounted Infantry may not take ATVs or ORVs.

## TERRA NOVA GAMBIT ERRATA

### Page 19

Airdroppable for N-KIDU [T] & [R] is a Veteran option on Recce Troupes.

### Page 21

Airdroppable for N-KIDU [T] & [R] is a non-veteran option on Augmented Armored Infantry Troupes.

Add under non-veteran options: Any golem may upgrade their EW skill to 2 for +5TV.

### Page 23

RR&P Satellite Uplink should cost +10TV.

### Page 33

Stand and Deliver should read 1" instead of x inches.

### Datacards

**Armiger FS-101:** physical Attack should be x6

**HC-3A:** remove Vulnerable to Haywire.





## BLITZ! OPTIONS

The following options are new featured upgrades for a variety of combat groups in Locked & Loaded. These options are official upgrade additions to combat lists found in the Rulebook and are used in Fieldmanual play as well.

### Post TN1940 Upgrades

**Redundant Systems:** The Humanist Alliance Protectorate Forces have benefited from their alliance with PAK and NuCoal. The closer relationship between the forces opened up new micronization technology to incorporate critical redundant systems. Hetairois hover tanks may add a sturdy box for +15TV.

### PRDF Wartime Economy

Remove ECM (1) from any Warrior or Chieftain for -5TV.

### Crusader V Upgrade

In an effort to quickly upgrade the venerable Crusader IV to be more effective against invading CEF forces, the PRDF asked Paxton engineers to fix the vulnerability to earth's advanced weaponry. Paxton engineers found the vulnerability to haywire was traced to the weapon link system of the rocket pods. To address the problem, the units weapon link system was removed and a medium field mortar replaced the light field mortar to compensate the loss of fire power.

In a veteran squad, up to two Crusader IVs may be upgraded to Crusader Vs for 5 TV. This upgrade removes vulnerable to Haywire and the MRP weapon links. Replace both MRP/18s for a single MRP/36 (F, RoF4, no reloads). The LFM is also exchanged for a MFM (F, no reloads).

### Brahmin Naga Refit

Add +1 to all defense modifiers of the Naga for +10TV.

### Cataphract Juggernaut Upgrade

With access to advanced Black Talon technology, Paxton made improvements on the control system inside of their new premier Gear unit, the Cataphract.

Cataphracts and Cataphract Lords may add an additional action for +20tv. If this option is taken, all skill upgrades except Leadership found in the combat group listing are doubled in TV cost.

### King of the Field Upgrade

In an attempt to improve the King Cobra's capabilities on the field the Allied Southern Territories and the Southern Republic have incorporated advanced controls in their premier unit. SRA and MILICIA armies may upgrade any King Cobra's actions to 2 for +25TV. ESE with SRA ties may also upgrade the King Cobra's actions for the listed TV. If this option is taken, all skill upgrades except Leadership found in the combat group listing are doubled in TV cost.

### Kodiak Conqueror Upgrade

With an eye on expanding sales of their Kodiak machines to the UMFA and Northern Guard, Northco introduced an advanced cockpit module upgrade with added automation to Kodiaks coming off the production line. UMFA and Northern Guard armies may upgrade any Kodiak's actions to 2 and add a sturdy box for +30tv. WFPA and Norlight armies may upgrade a single Kodiak for every 1000tv in their army. If this option is taken, all skill upgrades except Leadership found in the combat group listing are doubled in TV cost.

## NEW UNIT OPTIONS

New models are available for Heavy Gear Blitz through our Heavy Gear Arena line. These models are compatible for both games and the rules below represent these models in Blitz.

### Boa (Post TN1940)

**PAK:** Swap any Tiger for a Boa for +5TV. In a Veteran Squad, the Boa may swap its HAC for a HGLC (F, RoF1, Reloads) for +5TV. Also as a Veteran option, the Boa may swap its LGM and MRP/36 for a MFM (F, no Reloads) for +20TV.

**HAPP:** Swap any Spitting Cobra for a Boa for -15TV. The Boa may swap its HAC for a MBZK (F, no Reloads) for +10TV. In a Veteran Squad, the Boa may swap its HAC for a HGLC (F, RoF1, Reloads) for +5TV. Also as a Veteran option, the Boa may swap its LGM and MRP/36 for a MFM (F, no Reloads) for +20TV.

**MILICIA/Peacekeepers:** Swap any Spitting Cobra for a Boa for -15tv. The Boa may swap its HAC for a MBZK (F, no Reloads) for +10TV. As a veteran option, the Boa may swap its LGM and MRP/36 for a MFM (F, no Reloads) for +5TV.

**Leagueless:** Boas are a Support Option (S) at 65TV.

### Gladiator (Post TN1940)

**PRDF/POC per Combat Group:** Swap up to two Pit Bulls for a Gladiator for +35TV each. In Veteran Squads, up to two Warriors may be swapped for a Gladiator at +20TV. The Gladiator may swap its MAC for a RFB (F, No Reloads) for +5TV. One Gladiator may swap their MAC for a MBZK (F, No Reloads) for +10TV.

**Leagueless:** Gladiators are Elite (P) options at 65TV.

### Wildcat

**WFPA per Combat Group:** Swap any Hunter for a Wildcat for -10TV each. Wildcats may take any options available to a Hunter in the Combat Group at the listed TV cost.

**Northern Guard (Post 1940) per Combat Group:** Swap up to two Hunters for a Wildcat for -10TV each. Wildcats may take any options available to a Hunter in the Combat Group at the listed TV cost.

**NAF (Post 1940) per Combat Group:** Swap up to four Hunters for a Wildcat for -10TV each. Wildcats may take any options available to a Hunter in the Combat Group at the listed TV cost.

**PAK per Combat Group:** Swap any Hunter or Jager for -10TV each. Wildcats may take any options available to a Hunter or Jager in the Combat Group at the listed TV costs.

**Leagueless:** Wildcats are a Trooper Option (N) at 30TV.

### Copperhead

**MILICIA/Peacekeeper per Combat Group:** Swap any Jager for a Copperhead for -5TV each. Copperheads may take any options available to a Jager in the Combat Group at the listed TV costs.

**Southern City Militia Forces per Combat Group:** Swap any Jager for a Copperhead for -5TV each. Copperheads may take any options available to a Jager in the Combat Group at the listed TV cost.

**Leagueless:** Copperheads are a Trooper Option (S) at 35TV.

## FIELD MANUAL TV ADJUSTMENTS

When playing with the Field Manual version of the game, certain Models and Combat Groups have had their Threat Values adjusted to accommodate the new variation of rules. The adjustments are listed below and are referenced by the page number and book that the Combat Group is found.

### **Northern Dragoon Squad (Locked & Loaded Page 76)**

In Veteran Options decrease the any Grizzly swap to a Jaguar cost to -25TV each.

### **Northern Infantry Platoon (Locked & Loaded Page 82)**

Increase Badger Cost to 35TV and Cavalry Badger to 65TV each.

### **Northern Cavalry Squad (Locked & Loaded Page 85)**

Increase the cost of the Combat Group to 70TV.

Increase the cost of additional Badgers to 35TV each.

### **Humanist Alliance High Technology (Locked & Loaded Page 108)**

The swap from Hun to Hetarois is now -15TV.

### **Southern MP Cadre (Locked & Loaded Page 114)**

The swap from Iguana MPs to Black Adders or Desert Vipers is now +15TV each.

### **Southern Infantry Platoon (Locked & Loaded Page 120)**

Increase the Caiman APC Cost to 30TV each.

### **Southern Cavalry Cadre (Locked & Loaded Page 119)**

Increase the cost of the Combat Group to 60TV.

Increase the cost of additional Caimans to +30TV each.

### **PRDF & POC Special Rules - Growing Pains (Locked & Loaded Page 135)**

Increased TV cost for: Any Crusader IV may be swapped for a Grizzly at +10 TV per Model or a Spitting Cobra for +5 TV per Model.

### **Peace River Strike Squad (Locked & Loaded Page 139)**

In Veteran Options Two additional Warrior IVs may be upgraded to Crusader IVs for +0 TV each.

In Veteran Options One additional Crusader IV (max of two) may be upgraded to a Cataphract for +25 TV.

### **Peace River Cavalry Squad (Locked & Loaded Page 144)**

Increase the Cost of the Combat Group to 110TV.

Increase the Cost of each additional Hoplite to 40TV each.

### **Peace River Infantry Section (Locked & Loaded Pages 145-147)**

Increase the cost of the Hoplite APC to +45TV each.

Mobile Gun Crew: Increase the Cost of the Combat Group to 40TV.

### **Leagueless (Locked & Loaded Pages 154-155)**

Support: Increase the cost of the Caiman to 30TV.

Heavy: Increase the Cost of the Badger to 35TV.

### **PAKFieldGuide:Command,Verterns and Special Models (Locked & Loaded Page 163)**

Increase the Cost of the Command HPC-64 to 85TV.

### **PAK Light Hover Tank Squad (Locked & Loaded Page 166)**

Increase the Cost of the Combat Group to 170TV.

Increase the Cost of additional LHT-67s to +85TV each.

### **PAK Hover Tank Squad (Locked & Loaded Page 167)**

Increase the Cost of the Combat Group to 460TV.

Increase the Cost of additional HT-68s to +230TV each.

### **PAK Infantry Platoon (Locked & Loaded Page 168)**

Increase the Cost of the Pacifier HPC-64 to +55TV.

### **PAK Cavalry Squad (Locked & Loaded Page 170)**

Increase the Cost of the Combat Group to 110TV.

Increase the Cost of additional Pacifier HPC-64 to +55TV each.

### **CEF Light Hover Tank Squad (Return to Cats Eye Page 16)**

Increase the Cost of the Combat Group to 230TV.

Increase the Cost of additional LHT-71s to +115TV each.

### **CEF Hover Tank Squad (Return to Cats Eye Page 17)**

Increase the Cost of the Combat Group to 630TV.

Increase the Cost of additional HT-72s to +315TV each.

### **CEF Infantry Platoon (Return to Cats Eye Page 20)**

Increase the cost of the Pacifier HPC-64 to 65TV.

### **CEF FLAILS Infantry (Return to Cats Eye Page 22)**

Increase the cost of the Pacifier HPG-64 to 105TV.

### **CEF Interdiction Frame Squad (Return to Cats Eye Page 18)**

Increase the Cost of the Combat Group to 225TV.

Increase the Cost of additional F6-16s to +40TV each.

Increase the Cost of the GREL Squad mounted in Pacifier HPC-64 to +105TV.

### **CEF Heavy Frame Squad (Return to Cats Eye Page 19)**

Increase the Cost of the Combat Group to 255TV.

Increase the Cost of additional F6-16s to +40TV each.

Increase the Cost of the GREL Squad mounted in Pacifier HPC-64 to +105TV.

### **CEF Kommando Squad (Shattered Peace Page 9)**

Increase the Cost of the Combat Group to 255TV.

Increase the Cost of additional SF6-16s to +35TV each.

### **CEF/PAK/Utopia Rapid Reconnaissance & Patrol Squadron (Terra Nova Gambit Page 23)**

Increase the Cost of the Combat Group to 130TV.

Increase the Cost of the N-KIDU [C] to +35TV each.

### **Caprice Infantry Platoon (Return to Cats Eye Page 39)**

Increase the Cost of the Hamath APC to +40TV each.

### **Black Talon Infantry Section (Return to Cats Eye Page 56)**

Increase the Cost of the Dark Hoplite to +60TV.

### **Utopian Armiger Automated Control Commando Troupe (Terra Nova Gambit Page 18)**

Increase the Cost of the Combat Group to 270TV.

Increase the Cost of additional N-KIDU [C] to +35TV each.

### **Utopian Armiger Automated Control Recce Troupe (Terra Nova Gambit Page 19)**

Increase the Cost of the Combat Group to 260TV.

Increase the Cost to swap to N-KIDU [C] to +5TV each.

### **Utopian Armiger Automated Control Support Troupe (Terra Nova Gambit Page 20)**

Increase the Cost to swap to N-KIDU [C] to +5TV each.

### **Utopian Augmented Armored Infantry Troupe (Terra Nova Gambit Page 21)**

Increase the Cost to swap to N-KIDU [C] to +5TV each.

### **Utopian SIN Cluster (Terra Nova Gambit Page 22)**

Increase the Cost to swap to N-KIDU [C] to +5TV each.





## MODEL PERKS & FLAWS

The following Perks and Flaws represent the unique features that some Models may possess.

Perks marked as AUX are affected by damage results as detailed in Damage on page 18.

**Advanced Neural Net [ANN]:** the Model may add 1d6 to one Skill test per round due to its advanced thinking computer.

**Airdroppable:** This Model may be dropped from an Aircraft. If every Model in a Combat Group has this Trait, the Combat Group is allowed additional entry vectors when held in reserve. See Support Options on pages 44 to 47 of Locked & Loaded for more information.

**Amphibious:** The Model is capable of entering Water terrain without flooding. The Model may travel at any speed while in Water terrain, but may not enter or exit Water at Top Speed. Treat Shallow and Deep Water as Open.

**(AUX) Anti-Missile System [AMS]:** The Model in question has a system dedicated to defending itself against self-propelled projectiles. Whenever this Model is Attacked with a weapon noted as being a Missile, Rocket or Mortar, the Model may add two dice to its Defense Roll.

**(AUX) Anti-Personnel Charges [AP Charges]:** The Model has an automated Infantry defense system. If a Model with the Infantry Perk comes within 3" of a Model with AP Charges, either due to movement of the Infantry or the Model with AP charges, the Model may choose to use its AP Charges to attack the Infantry. The AP Charges fire without using an Action, and have an Attack with a Skill of 2, a DM of x4 and the AI trait, modified as usual for the Model's Speed.

The Charges have an AE of 1, measuring outward from the edge of the Target Model or its base. Additional movement within range of the system does not trigger additional attacks, only entering or being brought within the range of the system. Note that this does not count as an Attack for Crossfire or Coordinated Attacks.

**Arms:** The Model in question has Arms and may use them to make a Thrown Weapon Attack, climb or any Action noted as using Arms. Note that some older Datacards may not always list Arms on Models. If the Model has arms with hands, the Model is considered to have this Perk.

Arms allow Models to ascend Cliffs. They must use their slowest Combat Speed and each elevation level climbed up costs 2MP and down costs 3 MP. This may be combined with Climbing Equipment. If a Model cannot traverse an entire Cliff with the remainder of its movement, mark its place and treat it as if it were at Combat Speed, but it suffers an additional -1 Penalty to Attacks and Defense.

**(AUX) Autopilot:** The Model has an automated piloting system. At the beginning of the Model's Activation, it may use the Autopilot to gain an additional Action until its next activation. However, all Defense and Difficult Terrain tests are done at a Skill 1 and may never be increased. Additionally, it may not voluntarily gain a Stun Counter for Rapid Deceleration or Quick Turns (page 08).

**Backup Comms:** The Model's Communications systems are very tough and as such, it ignores up to one point of penalties caused by Damage on any rolls involving the Comm Rating.

**Backup Sensors:** The Model's Sensor systems are rugged. As such, it suffers no penalty at Heavy damage and a -1 penalty at Critical damage when performing Active Lock tests.

**Climbing Equipment:** This allows Models to ascend or descend Cliffs. They must use their slowest Combat Speed and each elevation level climbed up or down costs of 2MP. If the Model has Both Arms and Climbing Equipment, this cost is reduced to 1 MP. If a Model cannot ascend or descend an entire Cliff in a single movement, mark its place and treat it as if it were at Combat Speed, but it suffers an additional -1 Modifier to Attacks and Defense.

**(AUX) Counter-Battery Sensors [CBS]:** The Model has specialized sensors used to detect long-range attacks.

If any Ranged Attack hits a spot or target anywhere within the Model's Auto Comm rating in Inches, it immediately gains an Active Lock to the Attacking Model, but does not receive the free action from the Active Detection. Only Indirect Fire Attacks or Ranged Attacks from Sub-Optimal or Extreme Range generate an Active Lock. The Model may immediately take a single Action using this Active Lock if it has an Action to spend. Attacks made with CBS treat the Target Model as having a 0 modifier for Cover regardless of the actual Cover.

**Defective Active Sensors:** The Model has sensors that are defective or hard to manage. Subtract the rating of this Trait from the EW Skill when making Active Lock Tests. If a Model has Defective Active Sensors 1 and an EW of 1, it will be rolling 2D6 and take the lowest for Active Lock tests. If this lowers the Skill below 0, no roll may be attempted.

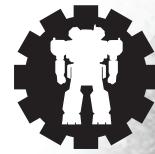
**Defective Fire Control:** The Model has targeting systems that are defective or hard to manage. Subtract the rating of this Trait from the Attack Skill rating when making Ranged Attacks. A Model with Defective Fire Control (1) and an Attack Skill of 2 would use 1D6 for Ranged Attack rolls.

**Drone (x):** The Model has access to a Drone of the type listed. Most of the time, this will be an army list upgrade. Drones do not count as Models in their own right, but are attached to their owner. As such, they may not be attacked, but if their owner is destroyed or killed, the Drone is also removed. Drones in base Contact with their owning model may be "docked" at the cost of one Action and carried with the Model until they are Undocked. Docked Drones cannot use any of their abilities. "Undocking" does not cost an action and allows the Drone to act normally. Unless noted otherwise, Drones may not forward observe for their owner. Drones are assumed to be at ground level

The Drone type will affect the specific movement and bonuses granted:

### Demo Drone (Field Manual Change)

Must be placed anywhere within 6 inch radius of the owner after movement is completed, but must be Docked if the Owner wishes to move at Top Speed. If the Owner moves at Top speed without Docking the Drone, the Drone will immediately self-detonate its SDG, regardless of location or friendly Models. Demo Drones may be directed to Self-detonate their SDG at the cost of one Action. Demo Drones count as having a Skill of 2 for Self Detonation. Note that this does not benefit from Crossfire or Coordinated Attack. Demo drones are destroyed and removed from the table after detonation of their SDG. Demo Drones may also opt to place their SDG rather than self detonate. Once the Demo Drone places the SDG, the Drone is removed from the board.



### Hunter-Killer Drone

Must be placed anywhere within the double the Auto Comm radius of the owner after movement is completed. The HK drone counts as having AP Charges (see above), but with a range of 5". Measure from the drone when determining which Models are affected. Use the Owner's speed modifier.

### Recon Drone

Must be placed anywhere within the Auto Comm radius of the owner after movement is completed. The owner may use the Drone's location when attempting Forward Observation or determining Concealment to another Model for Combat lock or Active Lock purposes. In such a case, use Detect 2, Sensors 0 and Target Designator (2) instead of the ratings of the owning model. The Drone is considered to be Size 2 and to have the same Modifiers to concealment from movement as the owning Model for purposes of Detecting the Drone for EW purposes only. It is possible to block any Comm Events generated by the Recon Drone.

**EW Homing [EWH]:** The model is adept at determining the locations of electronic emissions. As such, it may spend an Action to initiate an opposed Comms test with a Model that has just completed a roll involving the Comm rating. If the Model with EW Homing wins this test, the Target Model now counts as being Forward Observed and Designated.

**(AUX) Electronic Countermeasures (X) [ECM (X)]:** The Model is equipped with an ECM suite that can be used to jam enemy Communications. See Communication Events on Page 21 for more info.

**(AUX) Electronic Counter-Countermeasures (X) [ECCM (X)]:** The Model is equipped with an ECCM suite that it can use to aid friendly Communications. See Communication Events on Page 21 for more info.

**Exposed Aux:** The Model's electronics are very vulnerable to damage. The Model loses any Trait marked as AUX at Heavy Damage instead of Critical Damage. AUX Traits will have (AUX) before their name in the 'Model Traits' sections on pages 36 to 38. Note that Auto Comms/Comms and Detect/Sensors are not AUX systems.

**Exposed FireCon:** The Model's targeting systems are very vulnerable to damage. The Model suffers a -1 penalty to Attack Skill rolls at Light and Heavy damage, and a -2 penalty at Critical damage.

**Exposed Movement:** The Model's movement systems are open to attack. Once the Model suffers Light damage, it may no longer choose Top Speed during its Activation. If the Model is at Top Speed when it suffers Light damage, it immediately drops to Combat Speed.

**Fire Resistant:** The Model is built to avoid damage from incendiary effects. Lower all Damage dealt by weapons with the Sustained Burn [SB] trait on this model by 1 box. Models with this Perk are immune to the continued effects of Sustained Burn weapons.

**Haywire Resistant:** The model is shielded from Haywire effects. Instead of the normal effects of Haywire, it takes no damage on a 1-4 and a Stun counter on a 5-6.

**Improved Off-Road [Imp OR]:** The Model is built to move off-

road with ease. Models with this Trait treat Rough terrain as Clear/Open, and Very Rough Terrain as Rough terrain. This does not allow traversing of Impassable terrain and the Model suffers normally from Dangerous Terrain Tests (see pg. 9). This Trait does not help against Dense or Very Dense terrain.

**Improved Rear Defense [IRD]:** The Model is very well protected from the Rear and does not suffer the -1 Defense penalty to attacks from the Rear Arc.

**Infantry [Inf]:** The Infantry perk allows a combined Model to use the Infantry rules on Page 20.

**(AUX) Jump Jets (X) [JJ(x)]:** A Model with Jump Jets can use this perk once per Activation to move forward, to clear obstacles, climb elevation levels or increase its speed in with a short burst. The total forward and upward movement may be up to the rating listed in inches.

Using Jump Jets pushes the Model's current speed band up by one level (Stationary becomes Combat. Combat becomes Top. Top remains the same). The new speed band does affect Attack and Defense Modifiers. Note that if the speed band is pushed to Top Speed, the Model must spend an action before engaging the Jump Jets to maintain control. Jump jets movement count as movement for all purposes.

**Large Doors:** The Transport has Large doors allowing Transported Models easier movement in and out of the Model. Models embarking do not need to spend an Action to do so and Models disembarking may Move without spending an action.

**Large Sensor Profile (X) [LSP(x)]:** The Model has a large sensor signature. As such, lower the Concealment for Active Lock attempts against this Model by the Rating of the Perk. If no value is listed, it is considered 1.

**Low Profile:** The Model gains an additional point of Concealment when Hiding or increases the Hull Down defense value by 1.

**Poor Off-Road Ability:** The Model was not designed to go Off Road. The Model treats Clear and Open terrain as Rough terrain, Rough terrain is considered Very Rough terrain and Very Rough terrain is considered Impassable terrain.

**Ram Plate (arc) [RP(arc)]:** If this Model is the Target Model of a Ram Attack or Unintentional Impact that occurs from the specified Arc, the attack is weakened. Ignore the Armor Crushing Trait for the Attack, and halve (1/2) the final damage of the Attack. If the Model with this trait initiates a Ram Attack, the damage received from the attack is halved.

**Reinforced Arc X [Rx X]:** The Model has one arc that is Reinforced. Add the value of this Perk to the Armor of the vehicle against attacks made from that Arc.

**Rugged Movement:** The Model's movement systems are reinforced. The Model suffers no penalty to Defense rolls at Heavy damage, and a -1 penalty at Critical damage.

**(AUX) Satellite Uplink [Sat. Uplink]:** The Model has a real-time feed of the battlefield or a communication uplink to HQ. The Model may spend an Action to add a CP to your CP pool. This Action counts as a Comm Event and the CP may not raise your CP total higher than the initial starting CP pool value.

# MODEL PERKS & FLAWS



**(AUX) Searchlight (Arc) (X) [SL (Arc) (X):** The Model is Equipped with a Searchlight. During Night Missions (see Table Effects on p 36 of Locked & Loaded for more information), the Model may ignore Concealment caused by Night effects against one Target Model within the Arc and Range of the Searchlight when attempting to gain Lock. If this is done, all other Models also ignore Concealment from Night effects against the Target Model and the Model using the Searchlight. This lasts until the end of the Round.

**Sensor Boom:** The Model may choose any point up to one inch away from its base (or body, if there is no base) when determining Lock, Cover or Concealment to a Target Model. Models with multiple actions may choose different points for each instance of determining Lock, Cover, or Concealment on a Target Model.

If the Model is completely behind Solid Concealment, it may only make Indirect Fire Attacks while using the Sensor Boom Trait.

**Sensor Dependent:** The Model does not gain Combat Lock to Target Models that are within their Size in inches from this Model normally. It may still gain Combat Lock if the Concealment to the Target Model is less than the Model's Detect Rating. The Model may choose to 'pop the hatch' and gain the Weak Facing (Front) Trait to ignore this restriction for the remainder of the Round.

**Shielded Weapons:** The Model suffers no penalty to Attack rolls at Heavy damage, and suffers a -1 to Attack rolls at Critical damage.

**(AUX) Smoke Launchers (X) [Smoke (X):** A Model with this Trait may create thick clouds of smoke on the battlefield. The Model spends an Action and chooses any point within 6" of its base (or body, if it has no base). Smoke emanates from this point, generating Medium Concealment in a vertical cylinder with a 2 inch radius and 2 inch height. This cylinder provides non-Solid Cover for any Models behind (but not in) it. The Smoke lasts until the end of the Miscellaneous Phase, when it harmlessly dissipates. The rating of the Trait indicates how many times the Model may use it during the course of a game. Any Models in the smoke effects are always considered to be in at least some Cover.

**(AUX) Stealth (X):** The Model is designed to avoid detection and be very effective when obscured. The Stealth rating may be used instead of the Model's current Concealment value. The Model may not use Stealth if it has No Cover; but any other type of Cover provides a modifier to the Stealth rating as defined in the table below. In addition the current Speed Band of the Model provides an additional modifier to its Stealth rating. No other modifiers apply to Stealth, especially not the concealment modifiers (see page 11)

Cover	Stealth Modifier
In the Open (no cover at all)	No Stealth
Some Cover (less than half)	-1
Partial Cover (more than half)	0
Full Cover (all but limb or weapon)	+1 if Stealth allowed

Speed Band	Stealth Modifier
Stationary	+1
Combat Speed	0
Top Speed	-1

If the Night Table Effect (see page 25) is in play, the Model may use its Stealth rating even if it has No Cover. In this case, apply the 'Some Cover' modifier to the Model's Stealth rating only.

Models may possess both the Large Sensor Profile [LSP] Trait and the Stealth Trait.

A Model with Stealth using the Hiding Special Action may add an additional point to their Stealth, while in Hiding.

**(AUX) Target Designator (X) [TD (X) or TDx]:** When this Model uses an Action for Forward Observation of a target, the Target Model is considered to be Designated for weapons with the Guided [G] Trait. If the Target Model's Concealment value is greater than the rating of the TD Trait, the Target Model is not Designated, but is still Forward Observed.

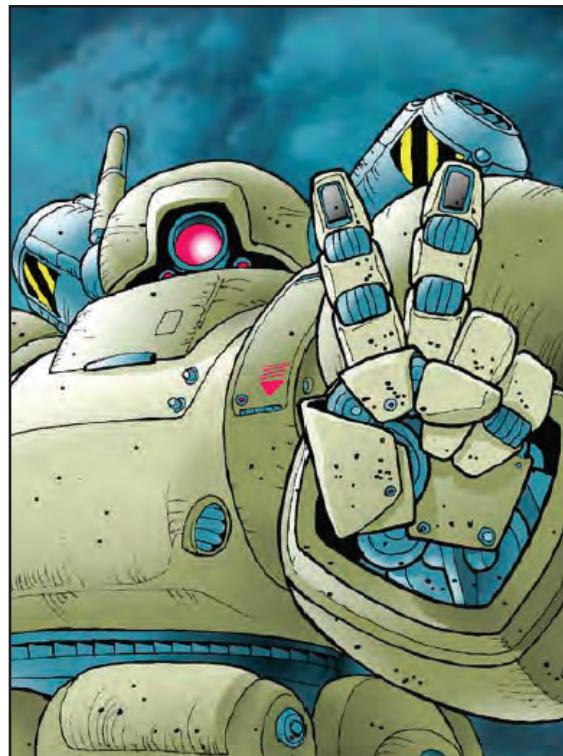
**Traceable Emissions:** This Model always counts as Forward Observed and Designated for any weapon with the Guided [G] Trait.

**Transport (X):** The model is a Transport. It may transport the listed number and types of Models and follows the rules for Transporting Models on page 20.

**Vulnerable to Haywire:** Rather than the usual effects of Haywire, the Model will take a Stun Counter on a 1-2 and one box of damage on 3-6.

**Weak Facing:** The Model is vulnerable to attacks that come from a specific Arc. Any Attack originating from the Arc specified in this Trait gains the Armor Piercing [AP] Weapon Trait. If the Attack already possesses the AP Weapon Trait, it adds +3 to the MoS total rather than +2.

Any Attacks from more than 1" lower than the Model or Placed Attacks are considered to hit the 'Underside' Arc.



## WEAPON TRAITS

While Weapons are listed with the Traits that always apply, some Models may require or grant extra Traits to weapons. These will be listed on the Traits column of the datacard (see page 05).

**Anti-Aircraft [AA]:** The weapon may be used in Ranged Attacks against Airstrikes. (see page 29)

**Anti-Infantry [AI]:** These weapons are designed specifically to engage small, man-sized targets. When making an Attack against a Model with the Infantry [Inf] Trait, add +2 to Attack rolls.

**Area Effect (x) [AEx]:** Weapons with this Trait affect a large area with their attacks. Any Model within the rating of this Trait in inches from either the Landing Point (of an Indirect or Thrown Attack) or the Target Point (of a Placed Attack) must defend against the result of the Attack. The distance is measured from either the center of the Model's base, or the center of its hull.

If a Direct Fire Attack against the Target Model is successful (MoS 1+), then any Model within the rating of this Trait in inches from the Target Model must defend against the Attack result for the Target Model.

Weapons with the Area Effect Trait may cause concussion. If the Armor of a Model touched by the AE is no more than twice the DM of the weapon, the Model will gain a Stun Counter. Note that weapons that do not have the AE Trait as a listed Trait, but generate area of attack rolls, such as spray fire, do not cause concussive stun effects.

**Armor Crushing [AC]:** The weapon may mangle the Target Model's Armor. If the Attack causes at least one box of damage to the Target Model, reduce the Target Model's Armor rating by the MoS of the Attack. Models with the Infantry Trait are immune.

**Armor Piercing [AP]:** The weapon is designed to easily penetrate Armor. If the Attack results in a MoF 0 or a MoS 1+, add +2 to the result before determining Damage. For example, a MoF 0 becomes a MoS 2, and a MoS 1 becomes a MoS 3.

**Blast (x) [Bx]:** Some weapons are designed to have a massive shockwave. In addition to the effects of the AE Trait, all Models within the radius of the Attack that are not in base to base contact with a piece of Terrain suffer additional effects. These Models gain a Stun Counter and resolve a MoS 1 Attack using the weapon's DM. Stun may still be possible regardless of terrain if the normal requirements are met.

**Guided [G]:** The weapon possesses an above average Guidance system and gains a +1 bonus to any Attack roll against a Target Model that is Designated (see the Target Designator [TD] Trait on page 38).

**Haywire [H]:** The weapon has an electrical charge that wreaks havoc upon its targets. If an Attack is successful (MOS 1+), roll 1D6 even if the Attack did no boxes of damage. On a 1 or 2, the Target Model suffers no additional effects. On a 3-5 the Target Model receives a Stun Counter. On a 6, the Target Model takes one additional box of damage (in addition to any it may have already received).

**Indirect Fire [IF]:** The weapon may be used for both Direct Fire and Indirect Fire Attacks. See pages 14.

**Link (X):** Weapons with the Link Trait may be fired simultaneously during the same Attack. Any Model affected by the Attack must make one Defense roll against the original Attack roll for every linked weapon that fired. For instance, if the Attacking Model has three VLRP/128 weapons, and the Link (VLRP) Trait, the Attacker would roll Attack once, and the Target Model would roll three Defense rolls against the Attacker's Attack result.

**Melee [M]:** The weapon is designed for Melee use and may be used any number of times during a Round as long as the Model has Actions to do so. Some ranged weapons are designed with close quarter combat in mind and have this feature. While in Melee range these weapons may be used multiple times; however, outside of Melee Range, these weapons follow all normal ranged weapon rules.

**Minimum Range [MR]:** Weapons with the Minimum Range (MR) Trait cannot fire within 8" and Attacks at Combat Optimal Range suffer a -1 penalty. Sub-optimal Range is treated as having a 0 penalty. Extreme Range still suffers from a -2 penalty.

**Minus Damage per Band (X) [MBx]:** The weapon's power drops over distance. Each range Band past Combat Optimal subtracts the value listed from the DM of the weapon. Thus an MB2 weapon would subtract 4 from its DM at Extreme Range.

**Reloads [R]:** This weapon can remove an Out Of Ammo result if the carrying model spends an action.

**Sniper [Snp]:** Weapons with this Trait are more accurate over long ranges. This weapon has a +0 penalty at Sub-optimal range and a -1 penalty at Extreme range.

**Stabilizer/Stabilizer Mount:** The Model must be Stationary to use a weapon with this Trait.

**Sustained Burn [SB]:** The weapon uses heat or fire to inflict damage. Any Model that suffers at least one box of damage from a weapon with this Trait gains a Burning token. During the Miscellaneous Phase of each Round, roll 1D6; on a 1-4 the Model suffers no additional effects and the Burning token is removed. On a roll of 5-6, the Model takes one box of damage and retains the Burning token. A Model may spend an Action and remove the Burning token from themselves, or any Model they are in base to base contact with.

**Thrown [T]:** The weapon may be used to make Thrown or Placed Attacks (see page 15).





## CANNONS AND RECOLESS WEAPONS

Weapon Name	Code	Acc	Optimal	Sub-Optimal	Extreme	Damage	RoF	Notes
Very Light Machine Gun	VLMG	0	6	24	--	X2	3	AI, M
Light Machine Gun	LMG	0	6	24	--	X3	4	AI, M
Heavy Machine Gun	HMG	0	6	24	--	X4	3	AI, M
Frag Cannon	FGC	+1	6	24	--	X7	♦ 2	AI, M
Very Light Rifle	VLR	0	12	48	∞	X6	0	
Light Rifle	LRF	0	18	72	∞	X8	0	
Medium Rifle	MRF	0	24	96	∞	X10	0	
Heavy Rifle	HRF	0	24	96	∞	X12	0	
Deployable Pack Gun	DPG	-1	12	48	∞	X8	2	M
Light Anti Air Cannon	LAAC	0	12	48	∞	X8	6	AA
Medium Anti Air Cannon	MAAC	0	18	72	∞	X10	4	AA
Heavy Anti Air Cannon	HAAC	0	18	72	∞	X12	3	AA
Very Light Autocannon	VLAC	0	12	48	∞	X6	2	
Light Autocannon	LAC	0	12	48	∞	X8	2	
Medium Autocannon	MAC	0	18	72	∞	X10	1	
Heavy Autocannon	HAC	0	18	72	∞	X12	1	
Very Heavy Autocannon	VHAC	0	18	72	∞	X15	1	
Very Light Field Gun	VLFG	-1	30	120	∞	X20	0	IF
Light Field Gun	LFG	0	30	120	∞	X22	0	IF, AE1
Heavy Field Gun	HFG	0	48	192	∞	X28	0	IF, AE1
Very Heavy Field Gun	VHFG	0	60	240	∞	X33	0	IF, AE2
Snub Cannon	SC	-1	6	24	∞	X28	0	
Light Panzerfaust	LPZF	-1	6	24	--	X10	0	M
Medium Panzerfaust	MPZF	-1	6	24	--	X15	0	M
Heavy Panzerfaust	HPZF	-1	12	48	--	X20	0	M
Rapid Fire Bazooka	RFB	0	6	24	∞	X14	2	
Light Bazooka	LBZK	0	12	48	∞	X15	0	
Medium Bazooka	MBZK	0	12	48	∞	X20	0	
Heavy Bazooka	HBZK	0	12	48	∞	X25	0	

## ROCKETS AND MISSILES

Weapon Name	Code	Acc	Optimal	Sub-Optimal	Extreme	Damage	RoF	Notes
Very Light Rocket Pod	VLRP	-1	6	24	∞	X8	3-6	IF
Light Rocket Pod	LRP	-1	6	24	∞	X12	1-4	IF
Medium Rocket Pod	MRP	-1	12	48	∞	X18	1-4	IF
Heavy Rocket Pod	HRP	-1	18	72	∞	X20	3-4	IF
Incendiary Rocket Pod	IRP	-1	6	24	∞	X13	1-3	IF, SB
Heavy Incendiary Rocket Pod	HIRP	-1	18	72	∞	X16	3-4	IF, SB
Anti-Aircraft Missile	AAM	+1	48	192	∞	X10	0	AA, IF, MR, G
Air Burst Missile	ABM	0	18	72	∞	X10	0	IF, Blast (2)
Anti-Gear Missile	AGM	+1	18	72	∞	X15	0	IF, G
Anti-Tank Missile	ATM	+1	18	72	∞	X25	0	IF, G
Heavy Anti-Tank Missile	HATM	+1	30	120	∞	X30	0	IF, G

♦Fragmentation Cannons are basically giant shotguns and as such, their RoF represents the choke setting rather than extra ammunition expenditure. It will only run out of ammo on a Fumble.



## SUPPORT WEAPONS

Weapon Name	Code	Acc	Optimal	Sub-Optimal	Extreme	Damage	RoF	Notes
Light Flamer	LFL	+1	3	12	--	X5	0	IF, SB, M
Medium Flamer	MFL	+1	4	16	--	X7	1	AE1, IF, SB, M
Heavy Flamer	HFL	+1	6	24	--	X9	2	AE2, IF, SB, M
Anti-Personnel Mortar	APM	0	12	48	∞	X4	0	IF, AI, AE4, MR
Light Guided Mortar	LGM	-1	18	72	∞	X15	0	IF, MR, AE1, G
Heavy Guided Mortar	HGM	-1	30	120	∞	X20	0	IF, MR, AE2, G
Light Field Mortar	LFM	-1	24	96	∞	X15	0	IF, MR, AE3,
Medium Field Mortar	MFM	-1	30	120	∞	X20	0	IF, MR, AE3
Heavy Field Mortar	HFM	-1	36	144	∞	X25	0	IF, MR, AE4
Anti-Personnel Grenade Launcher	APGL	-1	6	24	--	X4	0	IF, AI, AE3, M
Light Grenade Launcher	LGL	-1	6	24	∞	X15	2	IF, AE2
Heavy Grenade Launcher	HGL	-1	12	48	∞	X20	1	IF, AE2

## ADVANCED WEAPONS

Weapon Name	Code	Acc	Optimal	Sub-Optimal	Extreme	Damage	RoF	Notes
Light Particle Accelerator	LPA	+1	12	48	∞	X10	0	MB1, H
Heavy Particle Accelerator	HPA	+1	18	72	∞	X15	0	MB1, H
Light Railgun	LRG	0	30	120	∞	X14	2	
Heavy Railgun	HRG	0	60	240	∞	X35	0	
Sniper Laser Cannon	SLC	+1	30	120	∞	X12	0	MB1
Heavy Gatling Laser Cannon	HGLC	+1	12	48	∞	X16	1	MB3
Light Laser Cannon	LLC	+1	30	120	∞	X16	0	MB2
Heavy Laser Cannon	HLC	+1	30	120	∞	X20	0	MB3
Light Pulse Laser Cannon	LPLC	+1	18	72	∞	X20	0	MB3
Heavy Pulse Laser Cannon	HPLC	+1	18	72	∞	X24	0	MB4

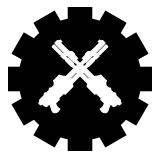
## INFANTRY WEAPONS

Weapon Name	Code	Acc	Optimal	Sub-Optimal	Extreme	Damage	RoF	Notes
Anti-Gear Rifle		+1	18	72	∞	X7	0	
Assault Rifle		0	6	24	--	X2	1	AI
Chain Gun		0	6	24	--	X3	4	AI
Grenade Rifle		0	6	24	--	X8	0	AI, IF, AE2
Heavy Rifle		0	6	24	--	X3	0	AI
Light Machinegun		0	12	48	--	X3	2	AI
Light Mortar		-1	18	72	∞	X12	0	AI, MR, IF, AE3
Rifle		0	6	24	--	X2	0	AI
Rocket Launcher		0	6	24	--	X14	0	AE1
Sniper Laser Rifle		+1	24	96	∞	X4	0	AI
Sniper Rifle		+1	12	48	∞	X4	0	AI

## MELEE AND THROWN WEAPONS

Weapon Name	Code	Acc	Damage	Notes	Weapon Name	Code	Acc	Damage	Notes
Combat Reinforcement	CR	0	S+1	M	Spike Gun	SKG	-1	X12	M
Chain Sword	CS	0	S+3	M	Heavy Spike Gun	HSKG	-1	X14	M, AP
Heavy Vibrosword	HVS	-1	S+8	M, AC	Hand Grenade	HG	-1	X15	T, AI, AE2
Vibroaxe	VA	-1	S+4	M, AC	Heavy Hand Grenade	HHG	-1	X25	T, AE2
Vibroblade	VB	0	S+2	M	Haywire Grenade	HWG	-1	X10	T, H, AE1
Vibrorapier	VR	+1	S	M, AP	Self-destruct Grenade	SDG	-1	X30	T, AE3

# WEAPONS TABLES





PERKS: Arms		PERKS: Flaws				PERKS: LSP (1)				
AUX		NAME		AGS	ACC	RANGE	DAM	RUF	TRAITS	ROUNDS
	HAC	F	0	18	/72	/∞	x12	1	R	
	MMPR736	F	1	12	/48	/∞	x18	4	IF	
	LNG	FF	-1	12	/48	/∞	x18	4	IF	
	LGM	F	0	6	/24	/-	x3	4	AI, M	
	VB	F	-1	18	/72	/∞	x15		IF, G, AE1, M, R	
PHYSICAL							S+2	M		
							S	M		

**VARIANTS** **Mauler Bear**: Remove HAC, LGM. Add LGL (F, Reloads), 2x HMG (FF, Linked, No Reloads) APGL (F, Limited Ammo 6), AP Charges



Miniature pictured may include optional weapons loadout.



Minature pictured may include optional weapons loadout.



Minature pictured may include optional weapons loadout.



PERKS		Aims		FLAWS				Exposed Auxiliary			
AUX	AUX	EOM (2)	EOM (2)	Statline (6)	TD (2)	DAM	ROF	TRAITS	ROUNDS		
LAC	LAC	ARC	ARC	RANGE							
LRP/16	F	0	12 / 48	/ $\infty$							
HG	F	-1	6 / 24	/ $\infty$							
VB	F	0	THROWN		x15				T, AI, AE2		
PHYSICAL					S+2				M		
					S						

Minature pictured may include optional weapons |cadout



Miniature pictured may include optional weapons loadout.



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FLAWS		Hemispherical Armor (front 1), Weapon Link (LWS), Attropable, Arms		FLAWS		LSP (1)		FLAWS		Hemispherical Armor (front 1), Weapon Link (LWS), Attropable, Arms		FLAWS		LSP (1)		FLAWS	
AUX		NAME		ARC		ACC		RANGE		DAM		RDF		TRAITS		FLAWS	
				NAME		ACC		RANGE		DAM		RDF		TRAITS		FLAWS	
		HAC	F	0	18	72	/	1x12	1	R							
		LG	F	-	6	24	/	1x15	2	IF							
		MRP9	FF	-1	12	48	/	1x18	1	IF							
		LMG	FF	-1	12	48	/	1x18	1	IF							
		LMG	FF	0	6	24	/	x3	4	AI, M, LINK							
		LMG	FF	0	6	24	/	x3	4	AI, M, LINK							
		PHYSICAL	F	-1				x14		M, AP						OOOOOO	
										S						M	

Minature pictured may include optional weapons | loadout

**GRIZZLY**  


**HUNTER COMMANDO**  


**JAGUAR**  


**ANALIA**  


**ENGINEERING GRIZZLY**  


**HUNTER PARATROOPER**  


**PERKS**  


**PERKS**  


**FERRET**  


**HUNTER**  


**PERKS**  


**PERKS**  


**WILD FERRET**  


**HEADHUNTER**  


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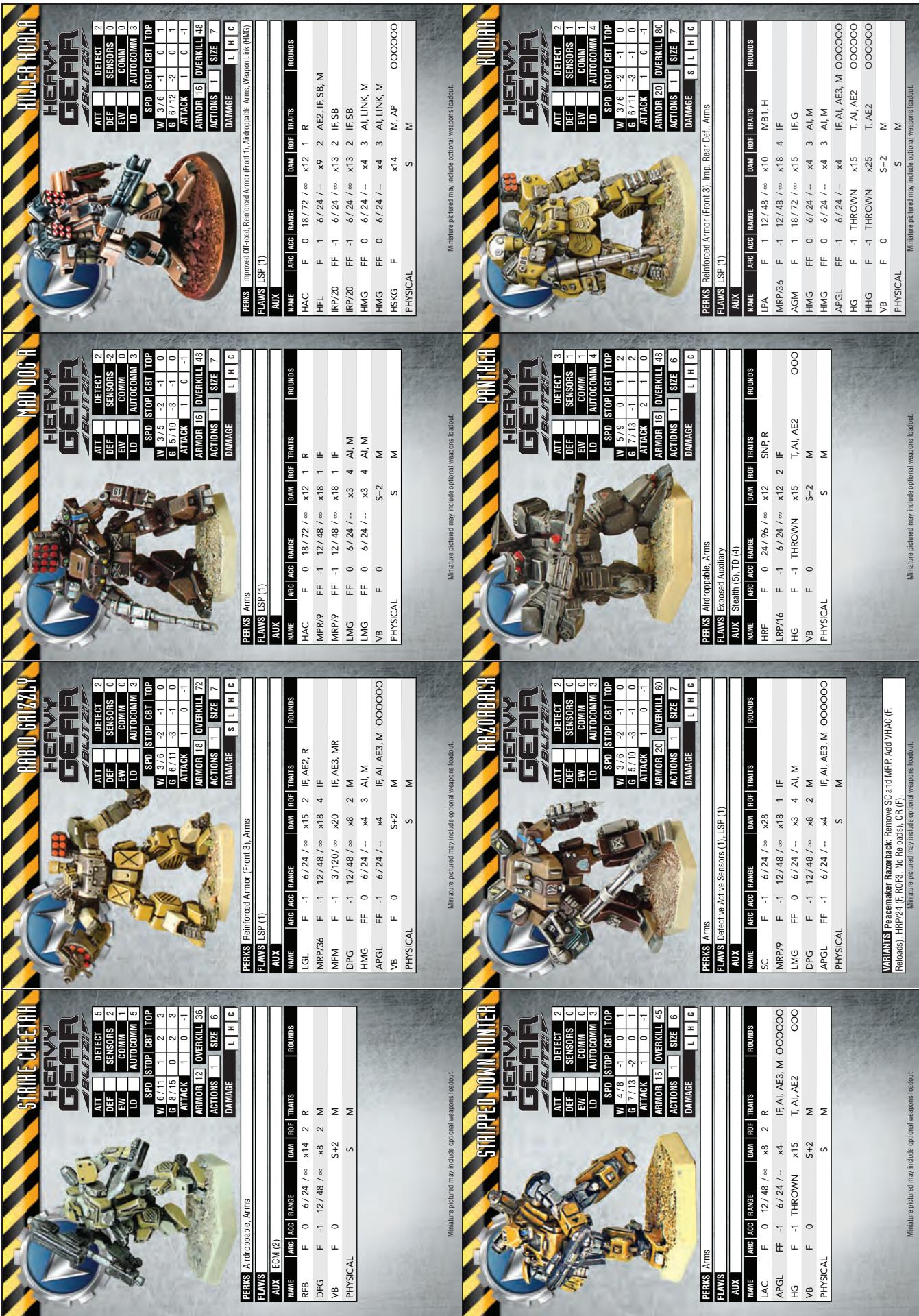

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### THUNDERHAMMER



### COMMAND MAMMOTH



### WHITE CAT



### HEAVY TIGER



### ALLER



### WILDCAT



### MAMMOTH



### SABERTOOTH



### PERKS

Improved Read Defense, Backup Sensors, Imp. Off-road

### PERKS

Backup Sensors, Improved Off-road, Arms

### PERKS

Improved Read Defense, Backup Sensors, Imp. Off-road

### PERKS

Backup Sensors, Improved Off-road, Arms

### FLAWS

Thunderhammer: LSP (2), Sensor Dependent

### FLAWS

Command Mammoth: LSP (2), Sensor Dependent

### FLAWS

White Cat: LSP (2), Sensor Dependent

### FLAWS

Heavy Tiger: LSP (2), Sensor Dependent

### AUX

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
MAC	F	0	18/72 / ∞	x12	1		
HAC	F	0	12/48 / ∞	x22	1	IF, AI, AE1	
LEG	T	0	30/120 / ∞	x2	1		
APGL/36	F	-1	12/48 / ∞	x18	4	IF	
APGL	T	-1	6/24 / -	x4	4	IF, AI, AE3, M	
PHYSICAL							S

### AUX

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
MAC	F	0	18/72 / ∞	x10	1		
LAC	F	0	12/48 / ∞	x8	2	R	
LRP/8	F	-1	6/24 / ∞	x12	3	IF	
HG	F	-1	THROWN	x15	T, AI, AE2	OOO	
VB	F	0		S+2	M		
PHYSICAL							M

### AUX

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
MAC	F	0	18/72 / ∞	x12	1		
SC	F	-1	6/24 / ∞	x28	2		
ATM	F	1	18/72 / ∞	x25	IF, G	OOOOOOOO	
LMG	FF	6/24 / -	x3	4	AI, M		
LMG	FF	6/24 / -	x3	4	AI, M		
PHYSICAL				S	M		

### AUX

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
HRG	T	0	60/240 / ∞	x35	SNP, R		
LIPIC	T	1	18/72 / ∞	x20	MB3, AA		
MAC	T	0	18/72 / ∞	x10	1		
LMG	T	0	6/24 / -	x3	4	AI, M	
LMG	T	0	6/24 / -	x3	4	AI, M	
RAM				S	M		

### PERKS

Reinforced Armor (Front 2), Backup Sensors, Imp. Off-road, Arms

### PERKS

Improved Off-road, Arms

### PERKS

Reinforced Armor (Front 2), Backup Sensors, Imp. Off-road, Arms

### PERKS

Reinforced Armor (Front 2), Backup Sensors, Imp. Off-road, Arms

### FLAWS

Thunderhammer: LSP (2), Sensor Dependent

### FLAWS

Command Mammoth: LSP (2), Sensor Dependent

### FLAWS

White Cat: LSP (2), Sensor Dependent

### FLAWS

Heavy Tiger: LSP (2), Sensor Dependent

### AUX

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
LAC	F	0	12/48 / ∞	x8	2	R	
LRP/24	F	-1	6/24 / ∞	x12	3	IF	
APGL	FF	-1	6/24 / -	x4	IF, AI, AE3, M	OOOO	
HG	F	-1	THROWN	x15	T, AI, AE2	O	
VB	F	0		S+2	M		
PHYSICAL				S	M		

### AUX

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
LAC	F	0	12/48 / ∞	x8	2	R	
APGL	FF	-1	6/24 / -	x4	IF, AI, AE3, M	OOOO	
HG	F	-1	THROWN	x15	T, AI, AE2	O	
VB	F	0		S+2	M		
PHYSICAL				S	M		

### AUX

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
MAC	F	0	18/72 / ∞	x10	1		
SC	F	-1	6/24 / ∞	x28	2		
ATM	F	1	18/72 / ∞	x25	IF, G	OOOOOOOO	
LMG	FF	6/24 / -	x3	4	AI, M		
LMG	FF	6/24 / -	x3	4	AI, M		
PHYSICAL				S	M		

### AUX

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
HRG	T	0	60/240 / ∞	x35	SNP, R		
LIPIC	T	1	18/72 / ∞	x20	MB3, AA		
MAC	T	0	18/72 / ∞	x10	1		
LMG	T	0	6/24 / -	x3	4	AI, M	
LMG	T	0	6/24 / -	x3	4	AI, M	
RAM				S	M		

### PERKS

Improved Off-road, Arms

### PERKS

Improved Off-road, Movement

### PERKS

Improved Off-road, Arms

### PERKS

Improved Off-road, Arms

### FLAWS

Thunderhammer: LSP (2), Sensor Dependent

### FLAWS

Command Mammoth: LSP (2), Sensor Dependent

### FLAWS

White Cat: LSP (2), Sensor Dependent

### FLAWS

Heavy Tiger: LSP (2), Sensor Dependent

### AUX

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
LAC	F	0	12/48 / ∞	x8	2	R	
APGL	FF	-1	6/24 / -	x4	IF, AI, AE3, M	OOOO	
HG	F	-1	THROWN	x15	T, AI, AE2	O	
VB	F	0		S+2	M		
PHYSICAL				S	M		

### AUX

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
MAC	F	0	18/72 / ∞	x10	1		
SC	F	-1	6/24 / ∞	x28	2		
ATM	F	1	18/72 / ∞	x25	IF, G	OOOOOOOO	
LMG	FF	6/24 / -	x3	4	AI, M		
LMG	FF	6/24 / -	x3	4	AI, M		
PHYSICAL				S	M		

### AUX

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
HRG	T	0	60/240 / ∞	x35	SNP, R		
LIPIC	T	1	18/72 / ∞	x20	MB3, AA		
MAC	T	0	18/72 / ∞	x10	1		
LMG	T	0	6/24 / -	x3	4	AI, M	
LMG	T	0	6/24 / -	x3	4	AI, M	
RAM				S	M		

### AUX

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
LAC	F	0	12/48 / ∞	x8	2	R	
APGL	FF	-1	6/24 / -	x4	IF, AI, AE3, M	OOOO	
HG	F	-1	THROWN	x15	T, AI, AE2	O	
VB	F	0		S+2	M		
PHYSICAL				S	M		

### PERKS

Improved Off-road, Arms

### PERKS

Improved Off-road, Movement

### PERKS

Improved Off-road, Arms

### PERKS

Improved Off-road, Arms

### FLAWS

Thunderhammer: LSP (2), Sensor Dependent

### FLAWS

Command Mammoth: LSP (2), Sensor Dependent

### FLAWS

White Cat: LSP (2), Sensor Dependent

### FLAWS

Heavy Tiger: LSP (2), Sensor Dependent

### AUX

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
MAC	F	0	18/72 / ∞	x10	1		
SC	F	-1	6/24 / ∞	x28	2		
ATM	F	1	18/72 / ∞	x25	IF, G	OOOOOOOO	
LMG	FF	6/24 / -	x3	4	AI, M		
LMG	FF	6/24 / -	x3	4	AI, M		
PHYSICAL				S	M		

### AUX

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
HRG	T	0	60/240 / ∞	x35	SNP, R		
LIPIC	T	1	18/72 / ∞	x20	MB3, AA		
MAC	T	0	18/72 / ∞	x10	1		
LMG	T	0	6/24 / -	x3	4	AI, M	
LMG	T	0	6/24 / -	x3	4	AI, M	
RAM				S	M		

### AUX

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
LAC	F	0	12/48 / ∞	x8	2	R	
APGL	FF	-1	6/24 / -	x4	IF, AI, AE3, M	OOOO	
HG	F	-1	THROWN	x15	T, AI, AE2	O	
VB	F	0		S+2	M		
PHYSICAL				S	M		

### AUX

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
HRG	T	0	60/240 / ∞	x35	SNP, R		
LIPIC	T	1	18/72 / ∞	x20	MB3, AA		
MAC	T	0	18/72 / ∞	x10	1		
LMG	T	0	6/24 / -	x3	4	AI, M	
LMG	T	0	6/24 / -	x3	4	AI, M	
RAM				S	M		

### PERKS

Improved Off-road, Arms

### PERKS

Improved Off-road, Movement

### PERKS

Improved Off-road, Arms

### PERKS

Improved Off-road, Arms

### FLAWS

Thunderhammer: LSP (2), Sensor Dependent

### FLAWS

Command Mammoth: LSP (2), Sensor Dependent

### FLAWS

White Cat: LSP (2), Sensor Dependent

### FLAWS

Heavy Tiger: LSP (2), Sensor Dependent

### AUX

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
MAC	F	0	18/72 / ∞	x10	1		
SC	F	-1	6/24 / ∞	x28	2		
ATM	F	1	18/72 / ∞	x25	IF, G	OOOOOOOO	
LMG	FF	6/24 / -	x3	4	AI, M		
LMG	FF	6/24 / -	x3	4	AI, M		
PHYSICAL				S	M		

### AUX

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
HRG	T	0	60/240 / ∞	x35	SNP, R		
LIPIC	T	1	18/72 / ∞	x20	MB3, AA		
MAC	T	0	18/72 / ∞	x10	1		
LMG	T	0	6/24 / -	x3	4	AI, M	
LMG	T	0	6/24 / -	x3	4	AI, M	
RAM				S	M		

### AUX

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
LAC	F	0	12/48 / ∞	x8	2	R	
APGL	FF	-1	6/24 / -	x4	IF, AI, AE3, M	OOOO	
HG	F	-1	THROWN	x15	T, AI, AE2	O	
VB	F	0		S+2	M		
PHYSICAL				S	M		

### AUX

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
HRG	T	0	60/240 / ∞	x35	SNP, R		
LIPIC	T	1	18/72 / ∞	x20	MB3, AA		
MAC	T	0	18/72 / ∞	x10	1		
LMG	T	0	6/24 / -	x3	4	AI, M	
LMG	T	0	6/24 / -	x3	4	AI, M	
RAM				S	M		

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**BADGER APC**



**HEAVY GEAR BLITZ!**

ATT	DEFECT	1
DEF	SENSORS	0
EW	COMM	0
LD	AUTOCOMM	4
SPD STOP CBT TOP		
G 5/10 -4 -2		
ATTACK 1 0 -1		
ARMOR 25 OVERKILL 100		
ACTIONS 3 SIZE 10		
DAMAGE S L H C		

**HARDY ALLIER**



**HEAVY GEAR BLITZ!**

ATT	DEFECT	1
DEF	SENSORS	0
EW	COMM	0
LD	AUTOCOMM	4
SPD STOP CBT TOP		
G 6/11 -3 -1 0		
ATTACK 1 0 -1		
ARMOR 40 OVERKILL 200		
ACTIONS 3 SIZE 14		
DAMAGE S L H C		

**KLEMM**



**HEAVY GEAR BLITZ!**

ATT	DEFECT	1
DEF	SENSORS	0
EW	COMM	0
LD	AUTOCOMM	4
SPD STOP CBT TOP		
G 7/10 -4 -2		
ATTACK 1 0 -1		
ARMOR 25 OVERKILL 100		
ACTIONS 3 SIZE 10		
DAMAGE S L H C		

**TRIBURA**



**HEAVY GEAR BLITZ!**

ATT	DEFECT	1
DEF	SENSORS	0
EW	COMM	0
LD	AUTOCOMM	4
SPD STOP CBT TOP		
G 7/13 -4 -2		
ATTACK 1 0 -1		
ARMOR 11 OVERKILL 33		
ACTIONS 1 SIZE 6		
DAMAGE L H C		

**ANOLIS REEFIT**



**HEAVY GEAR BLITZ!**

ATT	DEFECT	4
DEF	SENSORS	1
EW	COMM	1
LD	AUTOCOMM	4
SPD STOP CBT TOP		
W 5/9 0 1 2		
G 7/13 -1 1 2		
ATTACK 1 0 -1		
ARMOR 11 OVERKILL 33		
ACTIONS 1 SIZE 6		
DAMAGE L H C		

**PERKS** Selective Active Sensors (1)

AUX	TD (2)						
NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
VLAC	F	0	12/ 48	x6	2	R	
LRP/16	F	-	6/ 24	∞	x12	2 IF	
HG	F	-1	THROWN	x15	T, AI, AE2	O	
VB	F	0	S+2	M			
PHYSICAL							S

**PERKS** Selective Active Sensors (1)

AUX	TD (2)						
NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
HRG	T	0	60/240	∞	x35	SNP, R	
LPC	T	1	18/72	∞	x20	4 IF	
MAC	T	0	18/72	∞	x10	1	
HATM	T	1	30/120	∞	x30	IF G	OOOOOO
HMG	T	0	6/24	∞	x4	3 AI, M	
HAAC	T	0	18/72	∞	x12	3 AA	
RAM							S

**PERKS** Reinforced Sensors (1)

AUX	Autopilot						
NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
VHFG	T	0	60/240	∞	x33	IF, AE2, R	
HAAC	T	0	18/72	∞	x12	3 AA	
MAC	T	0	18/72	∞	x10	1	
LMG	T	0	6/24	∞	x3	4 AI, M	
LMG	T	0	6/24	∞	x3	4 AI, M	
RAM							S

**PERKS** Reinforced Sensors (1)

AUX	Autopilot						
NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
VHFG	T	0	12/48	∞	x8	2 R	
HAAC	T	0	12/48	∞	x8	2 R	
MAC	T	0	12/48	∞	x5	M	
RAM							M

**PERKS** Reinforced Sensors (1)

AUX	Autopilot						
NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
VHFG	T	0	12/48	∞	x33	IF, AE2, R	
HAAC	T	0	18/72	∞	x12	3 AA	
MAC	T	0	18/72	∞	x10	1	
LMG	T	0	6/24	∞	x3	4 AI, M	
LMG	T	0	6/24	∞	x3	4 AI, M	
RAM							M

**PERKS** Reinforced Sensors (1)

AUX	Autopilot						
NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
VHFG	T	0	12/48	∞	x8	2 R	
HAAC	T	0	12/48	∞	x8	2 R	
MAC	T	0	12/48	∞	x5	M	
RAM							M

**PERKS** Reinforced Sensors (1)

AUX	Autopilot						
NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
VHFG	T	0	12/48	∞	x8	2 R	
HAAC	T	0	12/48	∞	x8	2 R	
MAC	T	0	12/48	∞	x5	M	
RAM							M

**PERKS** Reinforced Sensors (1)

AUX	Autopilot						
NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
VHFG	T	0	12/48	∞	x8	2 R	
HAAC	T	0	12/48	∞	x8	2 R	
MAC	T	0	12/48	∞	x5	M	
RAM							M

**PERKS** Reinforced Sensors (1)

AUX	Autopilot						
NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
VHFG	T	0	12/48	∞	x8	2 R	
HAAC	T	0	12/48	∞	x8	2 R	
MAC	T	0	12/48	∞	x5	M	
RAM							M

**PERKS** Reinforced Sensors (1)

AUX	Autopilot						
NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
VHFG	T	0	12/48	∞	x8	2 R	
HAAC	T	0	12/48	∞	x8	2 R	
MAC	T	0	12/48	∞	x5	M	
RAM							M

**PERKS** Reinforced Sensors (1)

AUX	Autopilot						
NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
VHFG	T	0	12/48	∞	x8	2 R	
HAAC	T	0	12/48	∞	x8	2 R	
MAC	T	0	12/48	∞	x5	M	
RAM							M

**PERKS** Reinforced Sensors (1)

AUX	Autopilot						
NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
VHFG	T	0	12/48	∞	x8	2 R	
HAAC	T	0	12/48	∞	x8	2 R	
MAC	T	0	12/48	∞	x5	M	
RAM							M

**PERKS** Reinforced Sensors (1)

AUX	Autopilot						
NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
VHFG	T	0	12/48	∞	x8	2 R	
HAAC	T	0	12/48	∞	x8	2 R	
MAC	T	0	12/48	∞	x5	M	
RAM							M

**PERKS** Reinforced Sensors (1)

AUX	Autopilot						
NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
VHFG	T	0	12/48	∞	x8	2 R	
HAAC	T	0	12/48	∞	x8	2 R	
MAC	T	0	12/48	∞	x5	M	
RAM							M

**PERKS** Reinforced Sensors (1)

AUX	Autopilot						
NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
VHFG	T	0	12/48	∞	x8	2 R	
HAAC	T	0	12/48	∞	x8	2 R	
MAC	T	0	12/48	∞	x5	M	
RAM							M

**PERKS** Reinforced Sensors (1)

AUX	Autopilot						
NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
VHFG	T	0	12/48	∞	x8	2 R	
HAAC	T	0	12/48	∞	x8	2 R	
MAC	T	0	12/48	∞	x5	M	
RAM							M

**PERKS** Reinforced Sensors (1)

AUX	Autopilot						
NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
VHFG	T	0	12/48	∞	x8	2 R	
HAAC	T	0	12/48	∞	x8	2 R	
MAC	T	0	12/48	∞	x5	M	
RAM							M

**PERKS** Reinforced Sensors (1)

AUX	Autopilot						
NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
VHFG	T	0	12/48	∞	x8	2 R	
HAAC	T	0	12/48	∞	x8	2 R	
MAC	T	0	12/48	∞	x5	M	
RAM							M

**PERKS** Reinforced Sensors (1)

AUX	Autopilot						
NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
VHFG	T	0	12/48	∞	x8	2 R	
HAAC	T	0	12/48	∞	x8	2 R	
MAC	T	0	12/48	∞	x5	M	
RAM							M

**PERKS** Reinforced Sensors (1)

AUX	Autopilot						
NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
VHFG	T	0	12/48	∞	x8	2 R	
HAAC	T	0	12/48	∞	x8	2 R	
MAC	T	0	12/48	∞	x5	M	
RAM							M

**PERKS** Reinforced Sensors (1)

AUX	Autopilot						
NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
VHFG	T	0	12/48	∞	x8	2 R	
HAAC	T	0	12/48	∞	x8	2 R	
MAC	T	0	12/48	∞	x5	M	
RAM							M

**PERKS** Reinforced Sensors (1)

AUX	Autopilot						
NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
VHFG	T	0	12/48	∞	x8	2 R	
HAAC	T	0	12/48	∞	x8	2 R	
MAC	T	0	12/48	∞	x5	M	
RAM							M

**PERKS** Reinforced Sensors (1)

AUX	Autopilot						
NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
VHFG	T	0	12/48	∞	x8	2 R	
HAAC	T	0	12/48	∞	x8	2 R	
MAC	T	0	12/48	∞	x5	M	
RAM							M

**PERKS** Reinforced Sensors (1)

AUX	Autopilot						
NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
VHFG	T	0	12/48	∞	x8	2 R	
HAAC	T	0	12/48	∞	x8	2 R	
MAC	T	0	12/48	∞	x5	M	
RAM							M

**PERKS** Reinforced Sensors (1)

AUX	Autopilot						
NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
VHFG	T	0	12/48	∞	x8	2 R	
HAAC	T	0	12/48	∞	x8	2 R	
MAC	T	0	12/48	∞	x5	M	
RAM							M

**PERKS** Reinforced Sensors (1)

AUX	Autopilot						
NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
VHFG	T	0	12/48	∞	x8	2 R	
HAAC	T	0	12/48	∞	x8	2 R	
MAC	T	0	12/48	∞	x5	M	
RAM							M

**PERKS** Reinforced Sensors (1)

AUX	Autopilot						
NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
VHFG	T	0	12/48	∞	x8	2 R	
HAAC	T	0	12/48	∞	x8	2 R	
MAC	T	0	12/48	∞	x5	M	
RAM							M

**PERKS** Reinforced Sensors (1)

AUX	Autopilot						
NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
VHFG	T	0	12/48	∞	x8	2 R	
HAAC	T	0	12/48	∞	x8	2 R	
MAC	T	0	12/48	∞	x5	M	
RAM							M

**PERKS** Reinforced Sensors (1)

AUX	Autopilot						
NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
VHFG	T	0	12/48	∞	x8	2 R	
HAAC	T	0	12/48	∞	x8	2 R	
MAC	T	0	12/48	∞	x5	M	
RAM							M

**PERKS** Reinforced Sensors (1)

AUX	Autopilot						
NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
VHFG	T	0	12/48	∞	x8	2 R	
HAAC	T	0	12/48	∞	x8	2 R	
MAC	T	0	12/48	∞	x5	M	
RAM</td							



**BLACK ADDER**  
**HEAVY GEAR**

ATT	DETECT 4
DEF	SENSORS 1
EW	COMM 2
LD	AUTODOMM 5
SPD	STOP CBT / TOP
W	5/9 0 / 1 / 2
G	7/14 -1 / 1 / 2
ATTACK	2 / -
ARMOR	14 / 17 OVERKILL 68
ACTIONS	1 / SIZE 6
DAMAGE	S L H C

**PERKS** Arms  
**FLAWS** Reinforced Armor (Front 3), Arms

AUX	SL (F, 25")
-----	-------------



**BRASHISH**  
**HEAVY GEAR**

ATT	DETECT 2
DEF	SENSORS 0
EW	COMM 0
LD	AUTODOMM 3
SPD	STOP CBT / TOP
W	4/7 -1 / 0 / 1
G	6/12 -2 / 0 / 1
ATTACK	1 / -
ARMOR	13 / OVERKILL 39
ACTIONS	1 / SIZE 6
DAMAGE	S L H C

**PERKS** Reinforced Armor (Front 3), Arms  
**FLAWS** Weak Rear, Exposed Auxiliary

AUX	SL (F, 25")
-----	-------------



**BLACK MAMBA**  
**HEAVY GEAR**

ATT	DETECT 3
DEF	SENSORS 1
EW	COMM 1
LD	AUTODOMM 4
SPD	STOP CBT / TOP
W	6/7 -1 / 0 / 2
G	7/14 -1 / 1 / 2
ATTACK	2 / -
ARMOR	17 / OVERKILL 68
ACTIONS	1 / SIZE 6
DAMAGE	S L H C

**PERKS** Arms  
**FLAWS** Sensor Dependent

AUX	Autopilot
NAME	ARC ACC RANGE
FGC	F 0 / 6/24 / -
MRZ	F 1 / 6/24 / -
MRZ	F 1 / 6/24 / -
APGL	FF -1 / 6/24 / -
VB	F 0 / 6/24 / -
PHYSICAL	S M

**PERKS** Autopilot, Backup Sensors, Arms  
**FLAWS** Weak Facing (Rt)

AUX	Autopilot
NAME	ARC ACC RANGE
FGC	F 0 / 6/24 / -
MRZ	F 1 / 6/24 / -
MRZ	F 1 / 6/24 / -
APGL	FF -1 / 6/24 / -
VB	F 0 / 6/24 / -
PHYSICAL	S M

**MINIATURE PICTURED MAY INCLUDE OPTIONAL WEAPONS LOADOUT.**



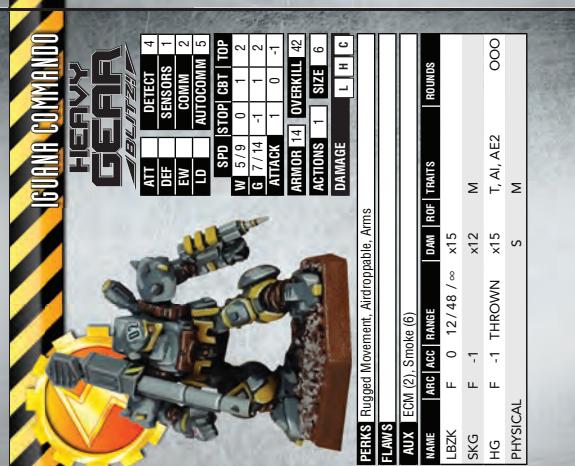
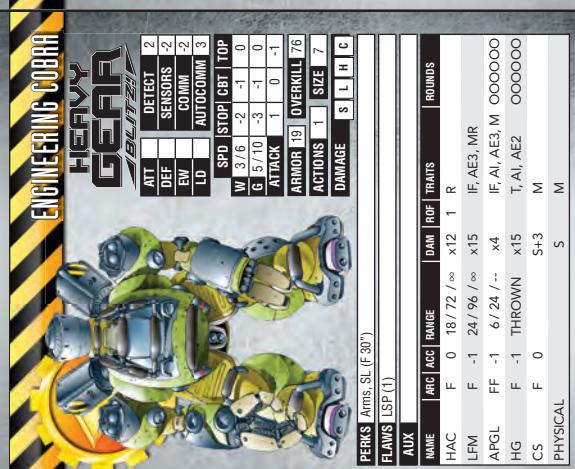
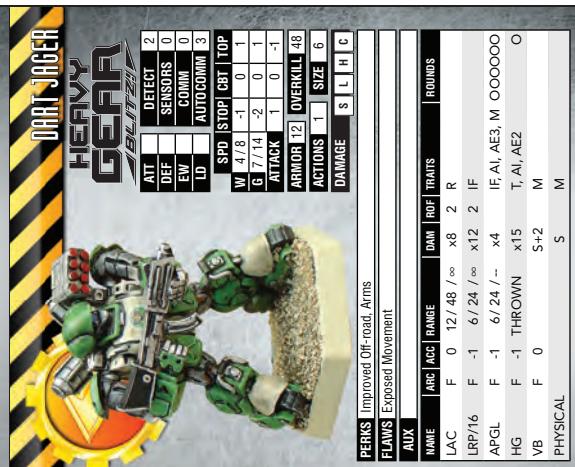
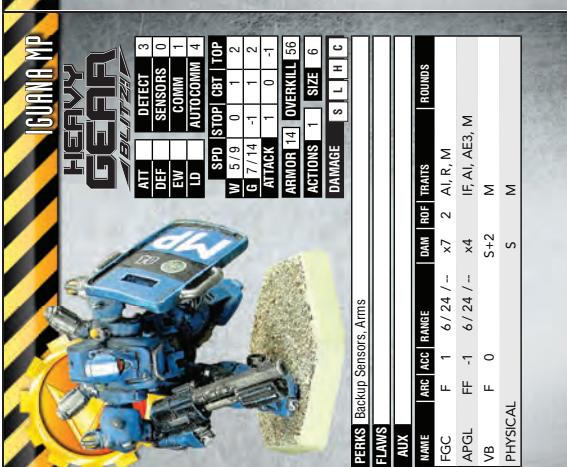
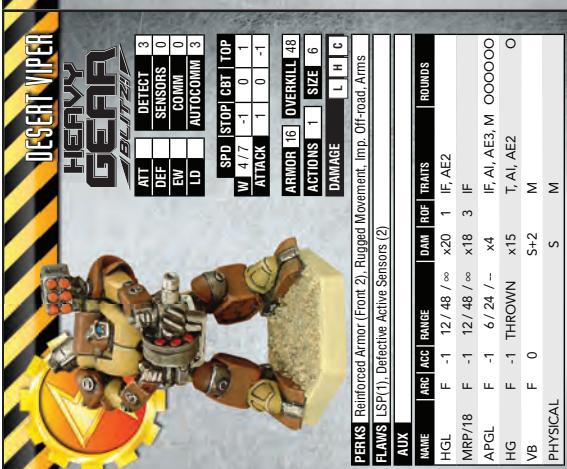
**RAZOR FANG**  
**HEAVY GEAR**

ATT	DETECT 3
DEF	SENSORS 1
EW	COMM 0
LD	AUTODOMM 4
SPD	STOP CBT / TOP
W	4/7 -1 / 0 / 2
G	7/13 -2 / 0 / 1
ATTACK	1 / -
ARMOR	13 / OVERKILL 35
ACTIONS	1 / SIZE 6
DAMAGE	S L H C

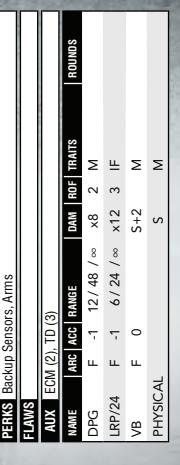
**PERKS** Arms  
**FLAWS** Autopilot, Arms

AUX	Autopilot
NAME	ARC ACC RANGE
HAC	F 0 / 18/72 / -
MRZ	F -1 / 12/48 / -
LGM	F -1 / 18/72 / -
HMG	FF 0 / 6/24 / -
HG	F -1 / THROWN
VA	F -1
PHYSICAL	S M

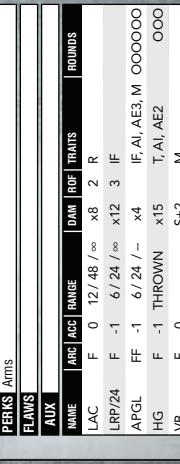
**MINIATURE PICTURED MAY INCLUDE OPTIONAL WEAPONS LOADOUT.**



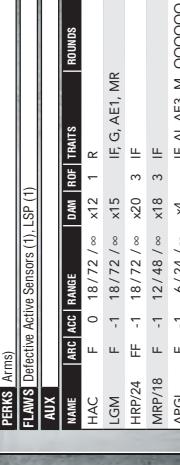




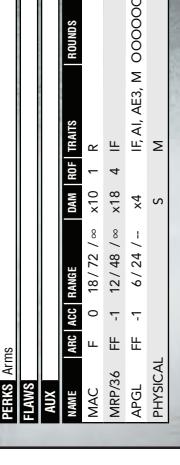




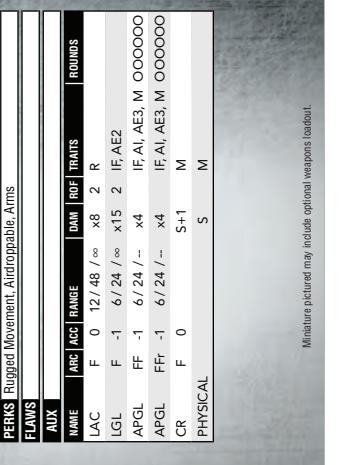




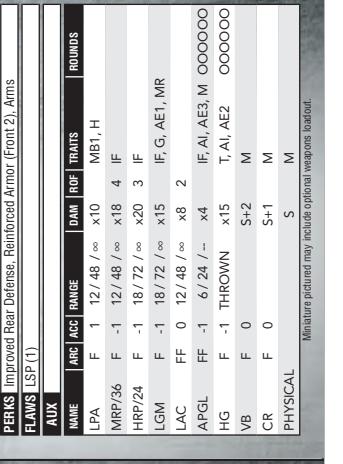




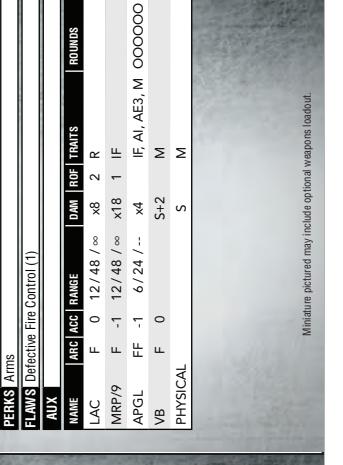




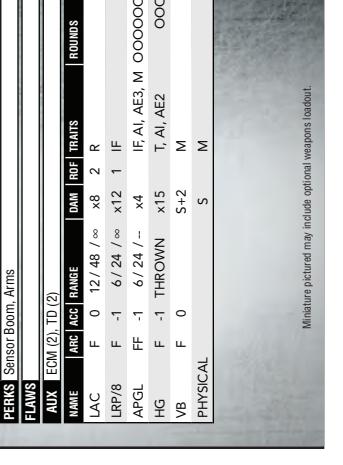




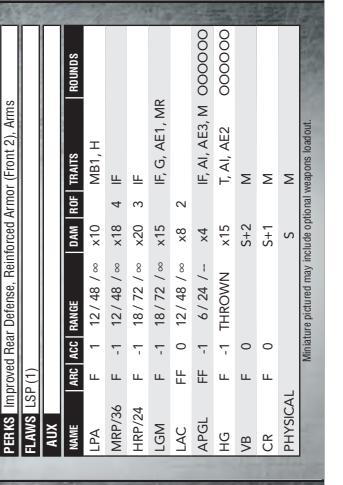




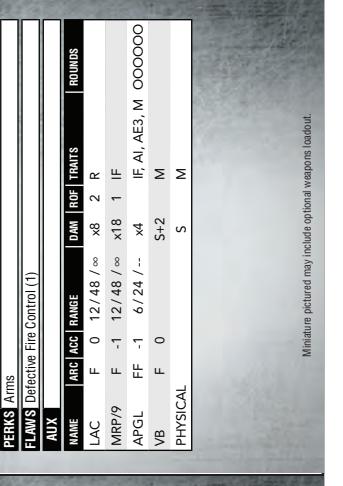




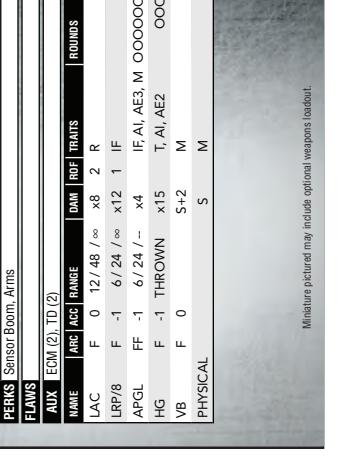








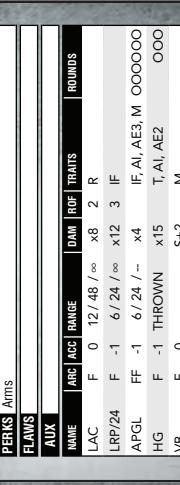




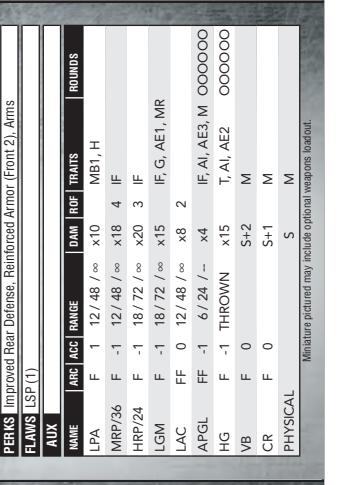




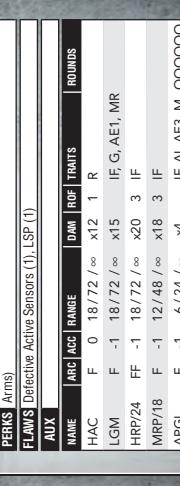




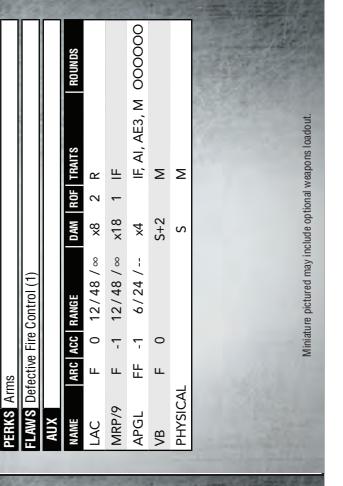




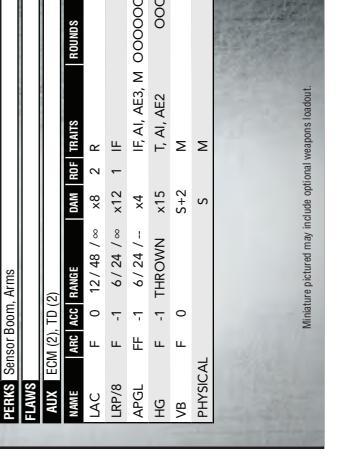
























**SNAKEYE BLACK NAMBA**

**HEAVY GEAR** **BLITZ!**

**ATT** DETECT 2  
**DEF** SENSORS 1  
**EV** COMM 1  
**LD** AUTODCOMM 3

**SPD** STOP CBT | TOP  
**W** 4/7 | -3 | -2 | -1  
**G** 5/9 | -3 | -2 | -1  
**ATTACK** 2 | 1 | 0 | 0  
**ARMOR** 32 | OVERKILL 23 | OVERKILL 112  
**ACTIONS** 3 | SIZE 11  
**DAMAGE** S | L | H | C

**PERKS** Airdroppable, Arms

**FLAWS** Exposed Auxiliary  
**AUX** Autopilot, Stealth (G)

**NAME** **ARC** **ACC** **RANGE** **DAM** **ROF** **TRAITS** **ROUNDS**

LAC F 0 12/48 /∞ x8 2 R  
APGL FF -1 6/24 /- x4  
PHYSICAL S M

**SPITTING COBRA**

**HEAVY GEAR** **BLITZ!**

**ATT** DETECT 2  
**DEF** SENSORS 0  
**EV** COMM 0  
**LD** AUTODCOMM 3

**SPD** STOP CBT | TOP  
**W** 5/9 | -3 | -2 | -1  
**G** 7/14 | -1 | 1 | 2  
**ATTACK** 2 | 1 | 0 | 0  
**ARMOR** 17 | OVERKILL 51  
**ACTIONS** 1 | SIZE 6  
**DAMAGE** S | L | H | C

**PERKS** Airdroppable, Arms

**FLAWS** Exposed Auxiliary  
**AUX** Autopilot, Stealth (G)

**NAME** **ARC** **ACC** **RANGE** **DAM** **ROF** **TRAITS** **ROUNDS**

SLC F 1 30/120 /∞ x12 MB1  
APGL FF -1 6/24 /- x4  
HG F -1 THROWN S+2 M  
VB F 0 S+2 M  
PHYSICAL S M

**STONE MASON**

**HEAVY GEAR** **BLITZ!**

**ATT** DETECT 2  
**DEF** SENSORS 1  
**EV** COMM 0  
**LD** AUTODCOMM 4

**SPD** STOP CBT | TOP  
**W** 5/9 | -3 | -2 | -1  
**G** 5/9 | -3 | -2 | -1  
**ATTACK** 2 | 1 | 0 | 0  
**ARMOR** 32 | OVERKILL 23 | OVERKILL 112  
**ACTIONS** 3 | SIZE 11  
**DAMAGE** S | L | H | C

**PERKS** Arms

**FLAWS** LSP (2), Sensor Dependent  
**AUX** SL (F/F 25")

**NAME** **ARC** **ACC** **RANGE** **DAM** **ROF** **TRAITS** **ROUNDS**

LAC L 0 12/48 /∞ x8 2 R  
LAC R 0 12/48 /∞ x8 2  
MFL F 1 4/16 /- x8 2 M  
HRP/48 T -1 18/72 /∞ x20 4 S/N, IF  
PHYSICAL S M

**STRIPPED DOWN JERIC**

**HEAVY GEAR** **BLITZ!**

**ATT** DETECT 2  
**DEF** SENSORS 0  
**EV** COMM 0  
**LD** AUTODCOMM 3

**SPD** STOP CBT | TOP  
**W** 4/7 | -3 | -2 | -1  
**G** 6/12 | -4 | -2 | -1  
**ATTACK** 1 | 0 | -1 | -1  
**ARMOR** 23 | OVERKILL 52  
**ACTIONS** 3 | SIZE 8  
**DAMAGE** S | L | H | C

**PERKS** Arms

**FLAWS** LSP (2)

**AUX** SL (F/F 25")

**NAME** **ARC** **ACC** **RANGE** **DAM** **ROF** **TRAITS** **ROUNDS**

W 3/6 | -2 | -1 | -1  
G 5/10 | -3 | -1 | 0  
ATTACK 1 | 0 | -1 | -1  
ARMOR 15 | OVERKILL 84  
ACTIONS 1 | SIZE 7  
DAMAGE S | L | H | C

**FIREFLAME**

**HEAVY GEAR** **BLITZ!**

**ATT** DETECT 4  
**DEF** SENSORS 1  
**EV** COMM 0  
**LD** AUTODCOMM 3

**SPD** STOP CBT | TOP  
**W** 5/9 | -3 | -2 | -1  
**G** 6/12 | -4 | -2 | -1  
**ATTACK** 1 | 0 | -1 | -1  
**ARMOR** 32 | OVERKILL 96  
**ACTIONS** 2 | SIZE 9  
**DAMAGE** S | L | H | C

**PERKS** Backup Sensors, Improved Off-Road

**FLAWS** LSP (2), Sensor Dependent  
**AUX** AMS

**NAME** **ARC** **ACC** **RANGE** **DAM** **ROF** **TRAITS** **ROUNDS**

VUP/128 FF -1 6/24 /∞ x8 6 IF, LINK  
VUP/128 FF -1 6/24 /∞ x8 6 IF, LINK  
VUP/128 FF -1 6/24 /∞ x8 6 IF, LINK  
LAC F 0 12/48 /∞ x8 2 M  
HMG F 0 12/48 /∞ x8 2 M  
HMG F 0 6/24 /- x4 3 AI, M  
APGL F -1 6/24 /- x4 3 AI, AE3, M  
PHYSICAL S M

**NAGA**

**HEAVY GEAR** **BLITZ!**

**ATT** DETECT 4  
**DEF** SENSORS 0  
**EV** COMM 0  
**LD** AUTODCOMM 3

**SPD** STOP CBT | TOP  
**W** 4/7 | -3 | -2 | -1  
**G** 6/12 | -4 | -2 | -1  
**ATTACK** 1 | 0 | -1 | -1  
**ARMOR** 23 | OVERKILL 92  
**ACTIONS** 3 | SIZE 8  
**DAMAGE** S | L | H | C

**PERKS** Sensor Boom

**FLAWS** LSP (1)

**AUX** TD (1)

**NAME** **ARC** **ACC** **RANGE** **DAM** **ROF** **TRAITS** **ROUNDS**

ATM F 1 18/72 /∞ x25 IF, G  
ATM F 1 18/72 /∞ x25 IF, G  
MAC F 0 18/72 /∞ x10 1  
PHYSICAL S M

**SAGITTARIUS**

**HEAVY GEAR** **BLITZ!**

**ATT** DETECT 4  
**DEF** SENSORS 1  
**EV** COMM 0  
**LD** AUTODCOMM 3

**SPD** STOP CBT | TOP  
**W** 5/9 | -3 | -2 | -1  
**G** 6/12 | -4 | -2 | -1  
**ATTACK** 1 | 0 | -1 | -1  
**ARMOR** 32 | OVERKILL 96  
**ACTIONS** 2 | SIZE 9  
**DAMAGE** S | L | H | C

**PERKS** Amphibious, Imp. Off-Road, Weapon Link (WLRPs)

**FLAWS** LSP (1)

**AUX** ECM (2)

**NAME** **ARC** **ACC** **RANGE** **DAM** **ROF** **TRAITS** **ROUNDS**

VUP/128 FF -1 6/24 /∞ x8 6 IF, LINK  
VUP/128 FF -1 6/24 /∞ x8 6 IF, LINK  
VUP/128 FF -1 6/24 /∞ x8 6 IF, LINK  
LAC F 0 12/48 /∞ x8 2 R  
APGL FF -1 6/24 /- x4  
PHYSICAL S M

**CATMAN APC**

**HEAVY GEAR** **BLITZ!**

**ATT** DETECT 2  
**DEF** SENSORS 0  
**EV** COMM 0  
**LD** AUTODCOMM 2

**SPD** STOP CBT | TOP  
**W** 8/16 | -3 | -1 | 0  
**G** 8/16 | -3 | -1 | 0  
**ATTACK** 0 | -1 | -2 | -1  
**ARMOR** 13 | OVERKILL 52  
**ACTIONS** 2 | SIZE 8  
**DAMAGE** S | L | H | C

**PERKS** Shielded Weapons, Transport (1 Squad)

**FLAWS** LSP (1)

**AUX**

**NAME** **ARC** **ACC** **RANGE** **DAM** **ROF** **TRAITS** **ROUNDS**

ATM F 0 18/72 /∞ x10 1  
ATM F 0 18/72 /∞ x25 IF, G  
MAC F 0 18/72 /∞ x10 1  
PHYSICAL S M

**NAME** **ARC** **ACC** **RANGE** **DAM** **ROF** **TRAITS** **ROUNDS**

LAC F 0 12/48 /∞ x8 2 R  
APGL FF -1 6/24 /- x4  
HG F -1 THROWN S+2 M  
VB F 0 S+2 M  
PHYSICAL S M

**HAC**

**HEAVY GEAR** **BLITZ!**

**ATT** DETECT 2  
**DEF** SENSORS 0  
**EV** COMM 0  
**LD** AUTODCOMM 3

**SPD** STOP CBT | TOP  
**W** 5/9 | -3 | -2 | -1  
**G** 6/10 | -3 | -1 | 0  
**ATTACK** 1 | 0 | -1 | -1  
**ARMOR** 21 | OVERKILL 84  
**ACTIONS** 1 | SIZE 7  
**DAMAGE** S | L | H | C

**PERKS** Arms

**FLAWS** LSP (1)

**AUX**

**NAME** **ARC** **ACC** **RANGE** **DAM** **ROF** **TRAITS** **ROUNDS**

HAC F 0 18/72 /∞ x12 1 R  
MRP/18 F -1 12/48 /∞ x18 3 IF  
HRP/48 F -1 18/72 /∞ x20 4 IF, G, AE1, MR  
LGM F 0 6/24 /- x3 4 AI, M  
HG F -1 THROWN S+2 M  
VB F 0 S+2 M  
PHYSICAL S M

**NAME** **ARC** **ACC** **RANGE** **DAM** **ROF** **TRAITS** **ROUNDS**

MRP/18 F 0 18/72 /∞ x15 1 R  
LGM F 0 6/24 /- x3 4 AI, M  
HG F -1 THROWN S+2 M  
VB F 0 S+2 M  
PHYSICAL S M

**VARIANTS** **Catman Command**: Add EGM (2), ECCM (2), Upgrade Comm +1  
**Backup Comm**: S/N, Uplink, Upgrade Comm to 1, Auto Comm to 5  
**Minature pictured may include optional weapons loadout.**

**NAME** **ARC** **ACC** **RANGE** **DAM** **ROF** **TRAITS** **ROUNDS**

MRP/18 F 0 18/72 /∞ x15 1 R  
LGM F 0 6/24 /- x3 4 AI, M  
HG F -1 THROWN S+2 M  
VB F 0 S+2 M  
PHYSICAL S M

**VARIANTS** **Razor Fang**: Remove one ATM, Add EGM (2), ECCM (3), Upgrade Comm to 1, Sensors to 1, Comm to 2, Auto Comm to 5  
**Minature pictured may include optional weapons loadout.**



# DATA CARDS





PERKS		Airdropable, Arms		FLAWS		AUX		ECDM (3), Stealth (4)		RDF		TRAITS		ROUNDS	
NAME	ARC	ACC	RANGE	NAME	ARC	ACC	RANGE	NAME	ARC	ACC	RANGE	NAME	ARC	ACC	RANGE
LAC	F	0	12' / 48' / $\infty$	LAC	F	0	12' / 48' / $\infty$	x18	2	R, SNP					
LRP/16	F	-1	6' / 24' / $\infty$	LRP/16	F	-1	6' / 24' / $\infty$	x12	2	IF					
HG	F	-1	THROWN	HG	F	-1	THROWN	x15		T, AI, AE2					OOO
VB	F	0		VB	F	0		S-2		M					
PHYSICAL								S		M					



PERKS		Airdropable, Arms							
FLAWS		AUX							
		ECON (3)							
		NAME	ARC	ACG	RANGE	DAM	RAF	TRAITS	ROUNDS
LRF	F	0	18	72	∞	X3	R		
LRP/24	F	-1	6	24	∞	X12	3	IF	
HG	F	-1	THROWN	X15				T, AI, AE2	OOO
VB	F	0	5	2		M			
PHYSICAL						S	M		



PERKS		Ram Plate (F) - Airdroppable, Arms							
FLAWS									
AI/X	ECM (2)	NAME	AR/C	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
LAC	F	0	12 / 48	/	∞	x8	2	R	
MRP/18	F	-1	12 / 48	/	∞	x18	3	IF	
AGL	F	-1	6 / 24	/	∞	x4		IF, AI, AE3, M	000000
HG	F	1	THROWN		x15			T, AI, AE2	000
VB	F	0				S+2	M		



PERKS		ARMS		FLAWS		Exposed Movement									
PERKS		ARMS		FLAWS		Exposed Movement									
AUX		NAME		ARC		RANGE		DAM		RDF		TRAITS		ROUNDS	
LAC	F	0	12 / 48	/	∞	x8		2	R			IF AI, AE3, M	OOOOOO		
ARGL	FF	-1	6 / 24	/	∞	x4									
VB	F	0						S+2		M					
PHYSICAL								S		M					



PERINS: Rugged Movement, Transport (2 Squads), Ram Plate (F)						
PLANS		ACTIONS			ROUNDS	
AUX	SU (50°, T)	NAME	ARC	ACC	RANGE	DAM
LRF	T	0	18 / 72	/ ∞	x8	
ARGL	T	1	6 / 24	--	x4	IF AL AL3, M
RAM					S	M



PERHS		IMP		OFF-READ		LOW PROFILE		GROUNDED ONLY	
FLAWS		LSP		(1 WALKER ONLY)					
AUX	ECM(1)	NAME	ARC	ACC	RANGE	DAM	ROF	TRANTS	ROUNDS
LFG	T	0	30/120	/∞	x/14	2			
MAAAC	T	0	18/172	/∞	x/10	4	AA		
APGL	T	-1	6 / 24	/ -	x/4		IF AL	AE3, M	
PHYSICAL						S			M



PERIS Backup Sensors, Weapon Link (LFGs), Imp. Off-road						
FLAVNS LSP (3). Sensor Dependent						
AUX	AP Charges	NAME	ARC	RANGE	DAM	ROF
		LFG	T	0 / 120 / $\infty$	x22	[F, A=1, LINK]
		LFG	T	0 / 72 / $\infty$	x22	[F, A=1, LINK]
		MAAC	T	0 / 24 / -	x10	4 AA
		PHYSICAL			S	M

**VARIANTS** Wild Coyote: Add ECCM (3), Upgrade ECM to 3, Comm to +1, Auto Comm to 5. Alpha Dog: As Wild Coyote, Add Sat Uplink

Miniature pictured may include optional weapons loadout.

**VARIANTS** Chieftain IV: Add ECCM (1), Upgrade Comm To +1

Minature pictured may include optional weapons loadout.

Minature pictured may include optional weapons loadout.



### HC-3A RECON HOVERCAR

### HEAVY GEAR

ATT	DETECT 2	ATT	DETECT 4
DEF	SENSORS 0	DEF	SENSORS 1
EW	COMM 0	EW	COMM 1
LD	AUTOCOMM 3	LD	AUTOCOMM 5
SPD	STOP CBT   TOP	SPD	STOP CBT   TOP
W	3/6 -1   0	W	13/26 -3   0
G	5/10 -3   0	G	5/10 -3   0
ATTACK	1   0	ATTACK	1   0
ARMOR	18   22	ARMOR	32   OVERKILL 88
ACTIONS	2   SIZE 7	ACTIONS	3   SIZE 11
DAMAGE	S   L   H   C	DAMAGE	S   L   H   C

PERKS: Airtroitable

FLAWS: Exposed Movement, Weak Facing (Underside), Sensor Dependent

AUX: Autopilot, Jump Jets (6), TD (2)



### HT-68 HOVERTANK

### HEAVY GEAR

ATT	DETECT 4	ATT	DETECT 4
DEF	SENSORS 1	DEF	SENSORS 1
EW	COMM 0	EW	COMM 1
LD	AUTOCOMM 4	LD	AUTOCOMM 4
SPD	STOP CBT   TOP	SPD	STOP CBT   TOP
W	3/6 -2   0	W	13/26 -2   0
G	5/10 -3   0	G	5/10 -3   0
ATTACK	1   0	ATTACK	1   0
ARMOR	18   22	ARMOR	32   OVERKILL 88
ACTIONS	2   SIZE 10	ACTIONS	3   SIZE 11
DAMAGE	S   L   H   C	DAMAGE	S   L   H   C

PERKS: Reinforced Armor (Front 3), Ram Plate (F), Autopropable

FLAWS: Exposed Movement, Weak Facing (Underside), Sensor Dependent, LSP (2)

AUX: Autopilot, Jump Jets (6), TD (2)



### HT-67 HOVERTANK

### HEAVY GEAR

ATT	DETECT 4	ATT	DETECT 4
DEF	SENSORS 1	DEF	SENSORS 1
EW	COMM 0	EW	COMM 1
LD	AUTOCOMM 4	LD	AUTOCOMM 4
SPD	STOP CBT   TOP	SPD	STOP CBT   TOP
W	3/6 -1   0	W	13/26 -1   0
G	5/10 -1   0	G	5/10 -1   0
ATTACK	1   0	ATTACK	1   0
ARMOR	18   22	ARMOR	32   OVERKILL 88
ACTIONS	2   SIZE 7	ACTIONS	3   SIZE 11
DAMAGE	S   L   H   C	DAMAGE	S   L   H   C

PERKS: Reinforced Armor (Front 3), Ram Plate (F), Autopropable

FLAWS: Exposed Movement, Weak Facing (Underside), Sensor Dependent, LSP (2)

AUX: Autopilot, Jump Jets (6), TD (2)



### HT-72 HOVERTANK

### HEAVY GEAR

ATT	DETECT 4	ATT	DETECT 4
DEF	SENSORS 1	DEF	SENSORS 1
EW	COMM 0	EW	COMM 1
LD	AUTOCOMM 4	LD	AUTOCOMM 4
SPD	STOP CBT   TOP	SPD	STOP CBT   TOP
W	3/6 -1   0	W	13/26 -1   0
G	5/10 -1   0	G	5/10 -1   0
ATTACK	1   0	ATTACK	1   0
ARMOR	34   34	ARMOR	34   OVERKILL 166
ACTIONS	3   SIZE 10	ACTIONS	3   SIZE 11
DAMAGE	S   L   H   C	DAMAGE	S   L   H   C

PERKS: Ram Plate (F), Improved Real Defense, Autopropable, Ram Plate (F)

FLAWS: Exposed Movement, Weak Facing (Underside), Sensor Dependent, LSP (3)

AUX: Autopilot, Jump Jets (6), TD (2)



### LHT-71 HOVERTANK

### HEAVY GEAR

ATT	DETECT 4	ATT	DETECT 4
DEF	SENSORS 2	DEF	SENSORS 2
EW	COMM 0	EW	COMM 1
LD	AUTOCOMM 4	LD	AUTOCOMM 4
SPD	STOP CBT   TOP	SPD	STOP CBT   TOP
W	3/6 -1   0	W	13/26 -1   0
G	0/1 -3   0	G	0/1 -3   0
ATTACK	1   0	ATTACK	1   0
ARMOR	24   24	ARMOR	34   OVERKILL 96
ACTIONS	2   SIZE 5	ACTIONS	3   SIZE 10
DAMAGE	S   L   H   C	DAMAGE	S   L   H   C

PERKS: Improved Real Defense, Autopropable, Ram Plate (F)

FLAWS: Exposed Movement, Weak Facing (Underside), Sensor Dependent, LSP (3)

AUX: Autopilot, Jump Jets (6), TD (2)



### FIELD GUN

### HEAVY GEAR

ATT	DETECT 2	ATT	DETECT 2
DEF	SENSORS 0	DEF	SENSORS 0
EW	COMM 0	EW	COMM 0
LD	AUTOCOMM 2	LD	AUTOCOMM 2
SPD	STOP CBT   TOP	SPD	STOP CBT   TOP
W	3/6 -1   0	W	13/27 -2   0
G	0/1 -1   0	G	0/1 -1   0
ATTACK	1   0	ATTACK	1   0
ARMOR	8   8	ARMOR	16   OVERKILL 16
ACTIONS	1   SIZE 5	ACTIONS	2   SIZE 10
DAMAGE	S   L   H   C	DAMAGE	S   L   H   C

PERKS: Reinforced Arms (Front 1), Shielded Weapons

FLAWS: Exposed Movement

AUX: Autopilot, Jump Jets (6), TD (2)



### BADLANDS PYTHON

### HEAVY GEAR

ATT	DETECT 2	ATT	DETECT 4
DEF	SENSORS 0	DEF	SENSORS 1
EW	COMM 0	EW	COMM 1
LD	AUTOCOMM 3	LD	AUTOCOMM 5
SPD	STOP CBT   TOP	SPD	STOP CBT   TOP
W	3/6 -1   0	W	13/26 -1   0
G	0/1 -1   0	G	0/1 -1   0
ATTACK	1   0	ATTACK	1   0
ARMOR	18   18	ARMOR	34   OVERKILL 166
ACTIONS	1   SIZE 5	ACTIONS	2   SIZE 10
DAMAGE	S   L   H   C	DAMAGE	S   L   H   C

PERKS: Reinforced Arms (Front 1), Shielded Weapons

FLAWS: Exposed Movement

AUX: Autopilot, Jump Jets (6), TD (2)



### LIFG

### HEAVY GEAR

ATT	DETECT 2	ATT	DETECT 4
DEF	SENSORS 0	DEF	SENSORS 1
EW	COMM 0	EW	COMM 1
LD	AUTOCOMM 3	LD	AUTOCOMM 5
SPD	STOP CBT   TOP	SPD	STOP CBT   TOP
W	3/6 -1   0	W	13/26 -1   0
G	0/1 -1   0	G	0/1 -1   0
ATTACK	1   0	ATTACK	1   0
ARMOR	18   18	ARMOR	34   OVERKILL 166
ACTIONS	1   SIZE 5	ACTIONS	2   SIZE 10
DAMAGE	S   L   H   C	DAMAGE	S   L   H   C

PERKS: Reinforced Arms (Front 1), Shielded Weapons

FLAWS: Exposed Movement

AUX: Autopilot, Jump Jets (6), TD (2)




































































































































&lt;img alt="Gears of

**HTC-64 APC**

**HEAVY GEAR** BLITZ!



**ATT** DEFECT 2  
**DEF** SENSORS 0  
**EW** COMM 1  
**LD** AUTOCOMM 4

SPD	STOP	CBT	TOP	W	4/8	-1	0	-1	0	-1	0		
H	12/24	-2	0	1	H	9/18	-2	0	-1	H	8/17	-2	
ATTACK	1	0	-1		ATTACK	1	0	-1		ATTACK	1	0	
ARMOR	12	OVERKILL	48		ARMOR	16	OVERKILL	42		ARMOR	18	OVERKILL	54
ACTIONS	2	SIZE	10		ACTIONS	1	SIZE	6		ACTIONS	1	SIZE	7
DAMAGE	S	L	H	C	DAMAGE	L	H	C		DAMAGE	L	H	C

**PERKS** Backup Sensors, Airdropable, Arms

**FLAWS** Exposed Movement System, Weak Facing (Underside), LSP (3)

**AUX** Autopilot, Jump Jets (6)

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
SLC	F	1	30/120/-∞	x12	MB1		
RAM				S	M		
PHYSICAL							

**VARIANT'S Command Option:** Add ECM (3), ECCM (3), Sat Uplink

Minature pictured may include optional weapons loadout.

**HT-6 HoverTank**

**HEAVY GEAR** BLITZ!



**ATT** DEFECT 4  
**DEF** SENSORS 1  
**EW** COMM 1  
**LD** AUTOCOMM 4

SPD	STOP	CBT	TOP	W	10/20	-3	1	0	1	0	1		
H	10/20	-3	1		H	9/18	-2	0	1	H	9/18	-2	
ATTACK	1	0	-1		ATTACK	1	0	-1		ATTACK	1	0	
ARMOR	32	OVERKILL	128		ARMOR	14	OVERKILL	42		ARMOR	14	OVERKILL	42
ACTIONS	3	SIZE	11		ACTIONS	1	SIZE	6		ACTIONS	1	SIZE	6
DAMAGE	S	L	H	C	DAMAGE	L	H	C		DAMAGE	L	H	C

**PERKS** Reinforced Armor (Front 3), Ram Plate (F)

**FLAWS** Exposed Movement, Weak Facing (Underside), LSP (3), Sensors Dependent

**AUX** Autopilot, Jump Jets (6), TD (2)

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
HPA	T	1	18/-72/-∞	x15	SNP	MB1, H	
AGM	T	1	18/-72/-∞	x15	IF G	OOOO	
ATM	T	1	18/-72/-∞	x25	IF G	OOOO	
PHYSICAL				S	M		

Minature pictured may include optional weapons loadout.

**HTC-16 Battle Frame**

**HEAVY GEAR** BLITZ!



**ATT** DEFECT 2  
**DEF** SENSORS 0  
**EW** COMM 1  
**LD** AUTOCOMM 3

SPD	STOP	CBT	TOP	W	10/20	-1	0	-1	0	-1	0		
H	12/24	-2	0		H	9/18	-2	0		H	8/17	-2	
ATTACK	1	0	-1		ATTACK	1	0	-1		ATTACK	1	0	
ARMOR	12	OVERKILL	48		ARMOR	14	OVERKILL	42		ARMOR	16	OVERKILL	54
ACTIONS	2	SIZE	10		ACTIONS	1	SIZE	6		ACTIONS	1	SIZE	7
DAMAGE	S	L	H	C	DAMAGE	L	H	C		DAMAGE	L	H	C

**PERKS** Backup Sensors, Airdropable, Arms

**FLAWS** Sensors Dependent

**AUX**

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
SLC	F	1	30/120/-∞	x12	MB1		
PHYSICAL				S	M		

Minature pictured may include optional weapons loadout.

**HT-16 Command Frame**

**HEAVY GEAR** BLITZ!



**ATT** DEFECT 2  
**DEF** SENSORS 1  
**EW** COMM 0  
**LD** AUTOCOMM 3

SPD	STOP	CBT	TOP	W	4/8	-1	0	-1	0	-1	0		
H	10/20	-3	1		H	9/18	-2	0		H	8/17	-2	
ATTACK	1	0	-1		ATTACK	1	0	-1		ATTACK	1	0	
ARMOR	14	OVERKILL	42		ARMOR	14	OVERKILL	42		ARMOR	14	OVERKILL	42
ACTIONS	1	SIZE	6		ACTIONS	1	SIZE	6		ACTIONS	1	SIZE	6
DAMAGE	L	H	C		DAMAGE	L	H	C		DAMAGE	L	H	C

**PERKS** Backup Sensors, Airdropable, Arms

**FLAWS** Sensors Dependent

**AUX**

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
SLC	F	1	30/120/-∞	x12	MB1		
PHYSICAL				S	M		

Minature pictured may include optional weapons loadout.

**HTC-21 Battle Frame**

**HEAVY GEAR** BLITZ!



**ATT** DEFECT 2  
**DEF** SENSORS 1  
**EW** COMM 0  
**LD** AUTOCOMM 3

SPD	STOP	CBT	TOP	W	4/8	-1	0	-1	0	-1	0		
H	12/24	-2	0		H	9/18	-2	0		H	8/17	-2	
ATTACK	1	0	-1		ATTACK	1	0	-1		ATTACK	1	0	
ARMOR	18	OVERKILL	54		ARMOR	16	OVERKILL	42		ARMOR	18	OVERKILL	54
ACTIONS	1	SIZE	7		ACTIONS	1	SIZE	6		ACTIONS	1	SIZE	6
DAMAGE	L	H	C		DAMAGE	L	H	C		DAMAGE	L	H	C

**PERKS** Backup Sensors, Airdropable, Arms

**FLAWS** Sensors Dependent

**AUX**

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
SLC	F	1	30/120/-∞	x12	MB1		
PHYSICAL				S	M		

Minature pictured may include optional weapons loadout.

**HTC-25 Battle Frame**

**HEAVY GEAR** BLITZ!



**ATT** DEFECT 2  
**DEF** SENSORS 1  
**EW** COMM 0  
**LD** AUTOCOMM 4

SPD	STOP	CBT	TOP	W	4/8	-1	0	-1	0	-1	0		
H	12/24	-2	0		H	9/18	-2	0		H	8/17	-2	
ATTACK	1	0	-1		ATTACK	1	0	-1		ATTACK	1	0	
ARMOR	16	OVERKILL	48		ARMOR	16	OVERKILL	48		ARMOR	18	OVERKILL	54
ACTIONS	1	SIZE	7		ACTIONS	1	SIZE	6		ACTIONS	1	SIZE	6
DAMAGE	L	H	C		DAMAGE	L	H	C		DAMAGE	L	H	C

**PERKS** Backup Sensors, Airdropable, Arms

**FLAWS** Sensors Dependent

**AUX**

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
SLC	F	1	30/120/-∞	x12	MB1		
PHYSICAL				S	M		

Minature pictured may include optional weapons loadout.

**HTC-16 Battle Frame**

**HEAVY GEAR** BLITZ!



**ATT** DEFECT 2  
**DEF** SENSORS 0  
**EW** COMM 1  
**LD** AUTOCOMM 3

SPD	STOP	CBT	TOP	W	4/8	-1	0	-1	0	-1	0		
H	10/20	-3	1		H	9/18	-2	0		H	8/17	-2	
ATTACK	1	0	-1		ATTACK	1	0	-1		ATTACK	1	0	
ARMOR	14	OVERKILL	42		ARMOR	14	OVERKILL	42		ARMOR	16	OVERKILL	54
ACTIONS	1	SIZE	6		ACTIONS	1	SIZE	6		ACTIONS	1	SIZE	6
DAMAGE	L	H	C		DAMAGE	L	H	C		DAMAGE	L	H	C

**PERKS** Backup Sensors, Airdropable, Arms

**FLAWS** Sensors Dependent

**AUX**

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
SLC	F	1	30/120/-∞	x12	MB1		
PHYSICAL				S	M		

Minature pictured may include optional weapons loadout.

**HT-16 Battle Frame**

**HEAVY GEAR** BLITZ!



**ATT** DEFECT 2  
**DEF** SENSORS 1  
**EW** COMM 0  
**LD** AUTOCOMM 3

SPD	STOP	CBT	TOP	W	4/8	-1	0	-1	0	-1	0		
H	10/20	-3	1		H	9/18	-2	0		H	8/17	-2	
ATTACK	1	0	-1		ATTACK	1	0	-1		ATTACK	1	0	
ARMOR	14	OVERKILL	42		ARMOR	14	OVERKILL	42		ARMOR	16	OVERKILL	54
ACTIONS	1	SIZE	6		ACTIONS	1	SIZE	6		ACTIONS	1	SIZE	6
DAMAGE	L	H	C		DAMAGE	L	H	C		DAMAGE	L	H	C

**PERKS** Backup Sensors, Airdropable, Arms

**FLAWS** Sensors Dependent

**AUX**

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
SLC	F	1	30/120/-∞	x12	MB1		
PHYSICAL				S	M		

Minature pictured may include optional weapons loadout.

**HTC-16 Battle Frame**

**HEAVY GEAR** BLITZ!



**ATT** DEFECT 2  
**DEF** SENSORS 1  
**EW** COMM 0  
**LD** AUTOCOMM 3

SPD	STOP	CBT	TOP	W	4/8	-1	0	-1	0	-1	0		
H	10/20	-3	1		H	9/18	-2	0		H	8/17	-2	
ATTACK	1	0	-1		ATTACK	1	0	-1		ATTACK	1	0	
ARMOR	14	OVERKILL	42		ARMOR	14	OVERKILL	42		ARMOR	16	OVERKILL	54
ACTIONS	1	SIZE	6		ACTIONS	1	SIZE	6		ACTIONS	1	SIZE	6
DAMAGE	L	H	C		DAMAGE	L	H	C		DAMAGE	L	H	C

**PERKS** Backup Sensors, Airdropable, Arms

**FLAWS** Sensors Dependent

**AUX**

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
SLC	F	1	30/120/-∞	x12	MB1		
PHYSICAL				S	M		

Minature pictured may include optional weapons loadout.

**HTC-21 Battle Frame**

**HEAVY GEAR** BLITZ!



**ATT** DEFECT 2  
**DEF** SENSORS 1  
**EW** COMM 0  
**LD** AUTOCOMM 3

SPD	STOP	CBT	TOP	W	4/8	-1	0	-1	0	-1	0		
H	10/20	-3	1		H	9/18	-2	0		H	8/17	-2	
ATTACK	1	0	-1		ATTACK	1	0	-1		ATTACK	1	0	
ARMOR	14	OVERKILL	42		ARMOR	14	OVERKILL	42		ARMOR	16	OVERKILL	54
ACTIONS	1	SIZE	6		ACTIONS	1	SIZE	6		ACTIONS	1	SIZE	6
DAMAGE	L	H	C		DAMAGE	L	H	C		DAMAGE	L	H	C

**PERKS** Backup Sensors, Airdropable, Arms

**FLAWS** Sensors Dependent

**AUX**

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
SLC	F	1	30/120/-∞	x12	MB1		
PHYSICAL				S	M		

Minature pictured may include optional weapons loadout.

**HTC-16 Battle Frame**

**HEAVY GEAR** BLITZ!



**ATT** DEFECT 2  
**DEF** SENSORS 1  
**EW** COMM 0  
**LD** AUTOCOMM 3

SPD	STOP	CBT	TOP	W	4/8	-1	0	-1	0	-1	0		
H	10/20	-3	1		H	9/18	-2	0		H	8/17	-2	
ATTACK	1	0	-1		ATTACK	1	0	-1		ATTACK	1	0	
ARMOR	14	OVERKILL	42		ARMOR	14	OVERKILL	42		ARMOR	16	OVERKILL	54
ACTIONS	1	SIZE	6		ACTIONS	1	SIZE	6		ACTIONS	1	SIZE	6
DAMAGE	L	H	C		DAMAGE	L	H	C		DAMAGE	L	H	C

**PERKS** Backup Sensors, Airdropable, Arms

**FLAWS** Sensors Dependent

**AUX**

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
SLC	F	1	30/120/-∞	x12	MB1		
PHYSICAL				S	M		

Minature pictured may include optional weapons loadout.

**HTC-21 Battle Frame**

**HEAVY GEAR** BLITZ!

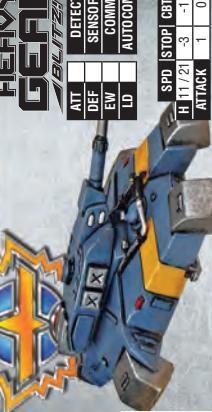


**ATT** DEFECT 2  
**DEF** SENSORS 1  
**EW** COMM 0  
**LD** AUTOCOMM 3

SPD	STOP	CBT	TOP	W	4/8	-1	0	-1	0	-1	0	
H	10/20	-3	1		H	9/18	-2	0		H	8/17	-2
ATTACK	1	0	-1		ATTACK	1	0	-1		ATTACK	1	0
ARMOR	14	OVERKILL	42		ARMOR	14	OVER					

**LHT-72 HOVERTANK**

**HEAVY GEAR**



ATT: DETECT 4, DEF 2, SENSORS 2, COMM 1, AUTOCOMM 4

ATT	DEF	SENSORS	COMM	AUTOCOMM
LD	EW	LD	LD	LD

SPD: STOP CBT | TOP | FLA: Exposed Movement, Weak Facing (Underside), Sensor Dependent LSP (3)

SPD	STOP CBT	TOP	FLA	EXPOSED	Movement	WEAK FACING	Sensor Dependent	LSP (3)
W 6/11	0	1	W 6/14	2	3	G 8/15	0	3
G 7/13	-1	1	H 14/27	-2	0	ATTACK	1	0
ATTACK	2	1	ATTACK	1	-1	ARMOR	34	OVERKILL 136
ARMOR	12	0	ARMOR	24	0	ACTIONS	3	SIZE 11
OVERKILL	36	0	OVERKILL	96	0	DAMAGE	\$ 1	H   C
ACTIONS	1	SIZE 6	ACTIONS	2	SIZE 10	DAMAGE	S	L   H   C
DAMAGE	1	H   C	DAMAGE	1	H   C			

PERKS: Ram Plate (F), Improved Rear Defense, Ram Plate (F), Airdroppable

FLAWS: Exposed Movement, Weak Facing (Underside), Sensor Dependent, Sensor Dependent LSP (3)

AUX: Autopilot, Jump Jets (6), TD (2)

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROF	TRAITS	ROUNDS	
LPA	T	1	12/48	4	∞	MB1, H	TPA	T	18/72	∞
MRA/18	T	-1	12/48	4	∞	x18	IF, G	T	18/72	∞
RAM	S	M					OOOO	ATM	18/72	∞
							OOOO	ABM	18/72	∞
							OO	PHYSICAL	S	M

Minature pictured may include optional weapons loadout.

**LHT-71 HOVERTANK**

**HEAVY GEAR**



ATT: DETECT 5, DEF 1, SENSORS 2, COMM 1, AUTOCOMM 4

ATT	DEF	SENSORS	COMM	AUTOCOMM
LD	EW	LD	LD	LD

SPD: STOP CBT | TOP | FLA: Exposed Movement, Weak Facing (Underside), Sensor Dependent LSP (3)

SPD	STOP CBT	TOP	FLA	EXPOSED	Movement	WEAK FACING	Sensor Dependent	LSP (3)
W 5/9	0	1	W 6/11	1	2	G 8/15	0	3
G 7/13	-1	1	H 14/27	-2	0	ATTACK	1	0
ATTACK	2	1	ATTACK	1	-1	ARMOR	24	OVERKILL 96
ARMOR	12	0	OVERKILL	36	0	ACTIONS	3	SIZE 10
OVERKILL	51	0	ACTIONS	2	SIZE 10	DAMAGE	\$ 1	H   C
ACTIONS	1	SIZE 6	ACTIONS	1	SIZE 6	DAMAGE	S	L   H   C
DAMAGE	1	H   C	DAMAGE	1	H   C			

PERKS: Ram Plate (F), Improved Rear Defense, Ram Plate (F), Airdroppable, Arms, Sensor Bonus

FLAWS: Exposed Movement, Weak Facing (Underside), Sensor Dependent, Sensor Dependent LSP (3)

AUX: Autopilot, Jump Jets (6), TD (2)

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROF	TRAITS	ROUNDS	
MRF	F	0	24/96	∞	x10	SNP, R	TPA	T	12/48	∞
VB	F	0	S/3	M		S/2	M			
PHYSICAL	S	M				S	M			

Minature pictured may include optional weapons loadout.

**DARK Cheetah**

**HEAVY GEAR**



ATT: DETECT 3, DEF 1, SENSORS 1, COMM 1, AUTOCOMM 4

ATT	DEF	SENSORS	COMM	AUTOCOMM
LD	EW	LD	LD	LD

SPD: STOP CBT | TOP | FLA: Rugged Movement, Airdroppable, Arms

SPD	STOP CBT	TOP	FLA	RUGGED	Movement	AIRDROPPABLE	Arms	
W 5/9	0	1	W 3/6	-1	0	1		
G 6/11	-2	0	G 5/10	-2	0	-1		
ATTACK	1	0	ATTACK	1	-1	ARMOR	12	OVERKILL 36
ARMOR	23	0	OVERKILL	92	0	ACTIONS	2	SIZE 4
OVERKILL	92	0	ACTIONS	1	SIZE 7	DAMAGE	\$ 1	H   C
ACTIONS	1	SIZE 7	ACTIONS	1	SIZE 7	DAMAGE	S	L   H   C
DAMAGE	1	H   C	DAMAGE	1	H   C			

PERKS: Rugged Movement, Airdroppable, Arms

FLAWS: Rugged Movement, Airdroppable, Arms

AUX: Stealth (3)

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROF	TRAITS	ROUNDS	
UPA	F	1	12/48	∞	x10	MB1, H, R	TPA	T	12/48	∞
AGM	FF	1	18/72	∞	x15	IF, G	TPA	T	12/48	∞
HMG	FF	0	6/24	∞	x4	3, AI, M	TPA	T	12/48	∞
HMG	FF	0	6/24	∞	x4	3, AI, M	TPA	T	12/48	∞
VA	F	-1	S/4	M, AC		S	M			
PHYSICAL										

Minature pictured may include optional weapons loadout.

**DARK JAGUAR**

**HEAVY GEAR**



ATT: DETECT 3, DEF 1, SENSORS 1, COMM 1, AUTOCOMM 4

ATT	DEF	SENSORS	COMM	AUTOCOMM
LD	EW	LD	LD	LD

SPD: STOP CBT | TOP | FLA: Rugged Movement, Airdroppable, Arms

SPD	STOP CBT	TOP	FLA	RUGGED	Movement	AIRDROPPABLE	Arms	
W 5/9	0	1	W 3/6	-1	0	1		
G 6/11	-2	0	G 5/10	-2	0	-1		
ATTACK	1	0	ATTACK	1	-1	ARMOR	21	OVERKILL 94
ARMOR	23	0	OVERKILL	92	0	ACTIONS	1	SIZE 7
OVERKILL	92	0	ACTIONS	1	SIZE 7	DAMAGE	\$ 1	H   C
ACTIONS	1	SIZE 7	ACTIONS	1	SIZE 7	DAMAGE	S	L   H   C
DAMAGE	1	H   C	DAMAGE	1	H   C			

PERKS: Rugged Movement, Airdroppable, Arms

FLAWS: Rugged Movement, Airdroppable, Arms

AUX: Stealth (2)

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROF	TRAITS	ROUNDS	
HAAC	F	0	18/72	∞	x12	3, AA, R	TPA	T	12/48	∞
HRP/48	F	-1	18/72	∞	x20	4, IF	TPA	T	12/48	∞
VA	F	-1	S/4	M, AC		S	M			
PHYSICAL										

Minature pictured may include optional weapons loadout.

**LHT-72 HOVERTANK**

**HEAVY GEAR**



ATT: DETECT 4, DEF 2, SENSORS 2, COMM 1, AUTOCOMM 4

ATT	DEF	SENSORS	COMM	AUTOCOMM
LD	EW	LD	LD	LD

SPD: STOP CBT | TOP | FLA: Exposed Movement, Weak Facing (Underside), Sensor Dependent, Sensor Dependent LSP (3)

SPD	STOP CBT	TOP	FLA	EXPOSED	Movement	WEAK FACING	Sensor Dependent	Sensor Dependent	LSP (3)
W 6/11	0	1	W 6/14	2	0	G 8/15	0	3	
G 7/13	-1	1	H 14/27	-2	0	ATTACK	1	0	
ATTACK	2	1	ATTACK	1	-1	ARMOR	34	OVERKILL 136	
ARMOR	12	0	OVERKILL	96	0	ACTIONS	3	SIZE 11	
OVERKILL	136	0	ACTIONS	2	SIZE 11	DAMAGE	\$ 1	H   C	
ACTIONS	1	SIZE 11	ACTIONS	1	SIZE 11	DAMAGE	S	L   H   C	
DAMAGE	1	H   C	DAMAGE	1	H   C				

PERKS: Ram Plate (F), Improved Rear Defense, Ram Plate (F), Airdroppable, Arms, Sensor Bonus

FLAWS: Exposed Movement, Weak Facing (Underside), Sensor Dependent, Sensor Dependent LSP (3)

AUX: Autopilot, Jump Jets (6), TD (2)

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROF	TRAITS	ROUNDS	
HPA	T	1	18/72	∞	x15	MB1, H	TPA	T	18/72	∞
AGM	T	1	18/72	∞	x15	IF, G	TPA	T	18/72	∞
ATM	T	1	18/72	∞	x25	IF, G	TPA	T	18/72	∞
ABM	T	0	18/72	∞	x10	IF, AE3	TPA	T	18/72	∞
PHYSICAL										

Minature pictured may include optional weapons loadout.

**LHT-71 HOVERTANK**

**HEAVY GEAR**



ATT: DETECT 5, DEF 1, SENSORS 2, COMM 1, AUTOCOMM 4

ATT	DEF	SENSORS	COMM	AUTOCOMM
LD	EW	LD	LD	LD

SPD: STOP CBT | TOP | FLA: Exposed Movement, Weak Facing (Underside), Sensor Dependent, Sensor Dependent LSP (3)

SPD	STOP CBT	TOP	FLA	EXPOSED	Movement	WEAK FACING	Sensor Dependent	Sensor Dependent	LSP (3)
W 6/11	0	1	W 6/14	2	0	G 8/15	0	3	
G 7/13	-1	1	H 14/27	-2	0	ATTACK	1	0	
ATTACK	2	1	ATTACK	1	-1	ARMOR	34	OVERKILL 136	
ARMOR	12	0	OVERKILL	96	0	ACTIONS	3	SIZE 11	
OVERKILL	136	0	ACTIONS	2	SIZE 11	DAMAGE	\$ 1	H   C	
ACTIONS	1	SIZE 11	ACTIONS	1	SIZE 11	DAMAGE	S	L   H   C	
DAMAGE	1	H   C	DAMAGE	1	H   C				

PERKS: Ram Plate (F), Improved Rear Defense, Ram Plate (F), Airdroppable, Arms, Sensor Bonus

FLAWS: Exposed Movement, Weak Facing (Underside), Sensor Dependent, Sensor Dependent LSP (3)

AUX: Autopilot, Jump Jets (6), TD (2)

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROF	TRAITS	ROUNDS	
SLC	F	1	30/120	∞	x12	MB1	TPA	T	12/48	∞
RAM										

Minature pictured may include optional weapons loadout.



EAGLE TROOPER

HEAVY GEAR  
BLITZ!

ATT [ ] DETECT 3  
DEF [ ] SENSORS 1  
EV [ ] COMM 1  
LD [ ] AUTOCOMM 3

SPD STOP CBT | TOP

W 5/9 0 / 1 / 2  
G 6/11 -2 0 / 1  
ATTACK 2 / 1 / 0  
ARMOR 18 / 13 OVERKILL 72  
ACTIONS 2 / SIZE 7  
DAMAGE S S L H C

PERKS Rugged Movement, Airdroppable, Arms

FLAWS Exposed Auxiliary

AUX Jump Jets (3) Stealth (3)  
NAME VRP128  
ARF 0 / 12 / 48 / 0 / x16 1 MB3, R  
DEF 6 / 24 / 0 / x8 6 IF  
EV 6 / 24 / 0 / x3 4 AI, M  
LD 6 / 24 / 0 / x15 15 IF, G  
PHYSICAL S M

PERKS Rugged Movement, Airdroppable, Arms

FLAWS Exposed Auxiliary

NAME VRP128

ARF 0 / 12 / 48 / 0 / x15 1 R

DEF 6 / 24 / 0 / x8 6 IF

EV 6 / 24 / 0 / x3 4 AI, M

LD 6 / 24 / 0 / x15 15 IF, G

PHYSICAL S M

Minature pictured may include optional weapons loadout.

HEAVY GEAR  
BLITZ!

ATT [ ] DETECT 2  
DEF [ ] SENSORS 1  
EV [ ] COMM 1  
LD [ ] AUTOCOMM 3

SPD STOP CBT | TOP

W 5/9 0 / 1 / 2  
G 7/14 -1 1 / 2  
ATTACK 2 / 1 / 0  
ARMOR 17 / 12 OVERKILL 51  
ACTIONS 1 / SIZE 6  
DAMAGE S L H C

PERKS Rugged Movement, Airdroppable, Arms

FLAWS Stealth (5)

NAME SLC  
ARF 1 / 30 / 120 / 0 / x12 1 SNP, MB1, R  
DEF FF -1 6 / 24 / - x4 6 IF, AI, AE3, M  
EV APGL F 0 / 12 / 48 / 0 / x4 4 IF, AI, AE3, M  
LD CS F 0 / 12 / 48 / 0 / x3 3 M  
PHYSICAL S M

PERKS Rugged Movement, Airdroppable, Arms

FLAWS Stealth (5)

NAME SLC  
ARF 1 / 30 / 120 / 0 / x12 1 SNP, MB1, R  
DEF FF -1 6 / 24 / - x4 6 IF, AI, AE3, M  
EV APGL F 0 / 12 / 48 / 0 / x4 4 IF, AI, AE3, M  
LD CS F 0 / 12 / 48 / 0 / x3 3 M  
PHYSICAL S M

Minature pictured may include optional weapons loadout.



RAPTOR COMMANDO

HEAVY GEAR  
BLITZ!

ATT [ ] DETECT 3  
DEF [ ] SENSORS 1  
EV [ ] COMM 1  
LD [ ] AUTOCOMM 3

SPD STOP CBT | TOP

W 4/8 -1 0 / 1  
G 6/11 -2 0 / 1  
ATTACK 2 / 1 / 0  
ARMOR 18 / 13 OVERKILL 72  
ACTIONS 2 / SIZE 7  
DAMAGE S S L H C

PERKS Rugged Movement, Airdroppable, Arms

FLAWS Exposed Auxiliary

AUX Jump Jets (3) Stealth (3)  
NAME VRP128  
ARF 0 / 12 / 48 / 0 / x16 1 MB3, R  
DEF 6 / 24 / 0 / x8 6 IF  
EV 6 / 24 / 0 / x3 4 AI, M  
LD 6 / 24 / 0 / x15 15 IF, G  
PHYSICAL S M

PERKS Rugged Movement, Airdroppable, Arms

FLAWS Exposed Auxiliary

NAME VRP128  
ARF 0 / 12 / 48 / 0 / x16 1 MB3, R  
DEF 6 / 24 / 0 / x8 6 IF  
EV 6 / 24 / 0 / x3 4 AI, M  
LD 6 / 24 / 0 / x15 15 IF, G  
PHYSICAL S M

Minature pictured may include optional weapons loadout.

HEAVY GEAR  
BLITZ!

ATT [ ] DETECT 5  
DEF [ ] SENSORS 2  
EV [ ] COMM 1  
LD [ ] AUTOCOMM 4

SPD STOP CBT | TOP

W 5/9 0 / 1 / 2  
G 8/16 0 / 2 / 3  
ATTACK 1 / 0 / -1  
ARMOR 13 / 13 OVERKILL 52  
ACTIONS 2 / SIZE 6  
DAMAGE S L H C

PERKS Backup Comms, Airdroppable, Arms

FLAWS Exposed Auxiliary

NAME VRP128  
ARF 0 / 12 / 48 / 0 / x16 1 MB3, R  
DEF 6 / 24 / 0 / x8 6 IF  
EV 6 / 24 / 0 / x3 4 AI, M  
LD 6 / 24 / 0 / x15 15 IF, G  
PHYSICAL S M

PERKS Backup Comms, Airdroppable, Arms

FLAWS Exposed Auxiliary

NAME VRP128  
ARF 0 / 12 / 48 / 0 / x16 1 MB3, R  
DEF 6 / 24 / 0 / x8 6 IF  
EV 6 / 24 / 0 / x3 4 AI, M  
LD 6 / 24 / 0 / x15 15 IF, G  
PHYSICAL S M

Minature pictured may include optional weapons loadout.



VULTURE

HEAVY GEAR  
BLITZ!

ATT [ ] DETECT 3  
DEF [ ] SENSORS 1  
EV [ ] COMM 1  
LD [ ] AUTOCOMM 3

SPD STOP CBT | TOP

W 9/18 -3 1 / 0  
G 18 / 24 / 0 / x10  
ATTACK 1 / 0 / -1  
ARMOR 12 / 12 OVERKILL 36  
ACTIONS 2 / SIZE 8  
DAMAGE L H C

PERKS Rugged Movement, Airdroppable, Arms

FLAWS Exposed Auxiliary

AUX SLM (1) EECM (3) Jump Jets (3)  
NAME VRP128  
ARF 0 / 12 / 48 / 0 / x10  
DEF 24 / 96 / 0 / x14  
EV 24 / 96 / 0 / x10  
LD 24 / 96 / 0 / x10  
PHYSICAL S M

PERKS Rugged Movement, Airdroppable, Arms

FLAWS Exposed Auxiliary

AUX SLM (1) EECM (3) Jump Jets (3)  
NAME VRP128  
ARF 0 / 12 / 48 / 0 / x10  
DEF 24 / 96 / 0 / x10  
EV 24 / 96 / 0 / x10  
LD 24 / 96 / 0 / x10  
PHYSICAL S M

Minature pictured may include optional weapons loadout.

HEAVY GEAR  
BLITZ!

ATT [ ] DETECT 2  
DEF [ ] SENSORS 0  
EV [ ] COMM 1  
LD [ ] AUTOCOMM 3

SPD STOP CBT | TOP

W 5/9 0 / 1 / 2  
G 8/16 0 / 2 / 3  
ATTACK 1 / 0 / -1  
ARMOR 15 / 15 OVERKILL 60  
ACTIONS 2 / SIZE 6  
DAMAGE S L H C

PERKS Airdroppable, Ram Plate (F), Transport (2 Squads)

FLAWS Exposed Auxiliary

NAME VRP128  
ARF 0 / 12 / 48 / 0 / x10  
DEF 24 / 96 / 0 / x10  
EV 24 / 96 / 0 / x10  
LD 24 / 96 / 0 / x10  
PHYSICAL S M

PERKS Airdroppable, Ram Plate (F), Transport (2 Squads)

FLAWS Exposed Auxiliary

NAME VRP128  
ARF 0 / 12 / 48 / 0 / x10  
DEF 24 / 96 / 0 / x10  
EV 24 / 96 / 0 / x10  
LD 24 / 96 / 0 / x10  
PHYSICAL S M

Minature pictured may include optional weapons loadout.

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DARK COYOTE

HEAVY GEAR

ATT	DEF	DETECT	4
DEF	SENSORS	COMM	1
EW	COMM	COMMM	0
LD	AUTOCOMM	4	5
SPD	STOP	CBT	TOP
W 7/13	0	1	2
ATTACK	1	0	-1
ARMOR	21	OVERKILL	84
ACTIONS	2	SIZE	9
DAMAGE	L H C		

**PERKS** Improved Off-road Walker Only, Autodapable, Low Profile (Ground Only)

**FLAWS** Sensor Dependent, LSP (1)

**AUX** ECM (1), Stealth (3)

DARK MUGA

HEAVY GEAR

ATT	DEF	DETECT	4
DEF	SENSORS	COMM	1
EW	COMM	COMMM	0
LD	AUTOCOMM	4	5
SPD	STOP	CBT	TOP
W 5/10	0	-2	-1
ATTACK	1	0	-1
ARMOR	25	OVERKILL	100
ACTIONS	2	SIZE	9
DAMAGE	\$ L H C		

**PERKS** Improved Off-road Walker Only, Autodapable, Low Profile (Ground Only)

**FLAWS** Sensor Dependent, LSP (1)

**AUX** ECM (1), Stealth (3)

ARMON MOUNT

HEAVY GEAR

ATT	DEF	DETECT	4
DEF	SENSORS	COMM	1
EW	COMM	COMMM	0
LD	AUTOCOMM	5	5
SPD	STOP	CBT	TOP
W 6/11	0	+	-1
ATTACK	1	0	-1
ARMOR	15	OVERKILL	45
ACTIONS	1	SIZE	6
DAMAGE	L H C		

**PERKS** Backup Sensors, Climbing Equip, Imp. Off-road, Arms

**FLAWS** Sensor Dependent, LSP (2)

**AUX**

APACHE MOUNT

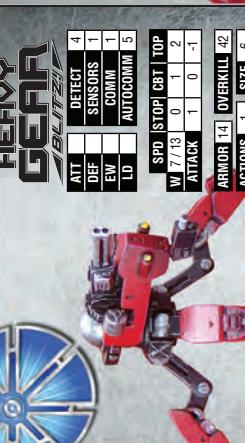
HEAVY GEAR

ATT	DEF	DETECT	2
DEF	SENSORS	COMM	0
EW	COMM	COMMM	0
LD	AUTOCOMM	3	4
SPD	STOP	CBT	TOP
W 18/24	0	+	-1
ATTACK	1	0	-1
ARMOR	16	OVERKILL	48
ACTIONS	1	SIZE	6
DAMAGE	L H C		

**PERKS** Backup Sensors, Climbing Equip, Imp. Off-road, Arms

**FLAWS** Sensor Dependent, LSP (1)

**AUX**

BAGHAN MOUNT

HEAVY GEAR

ATT	DEF	DETECT	4
DEF	SENSORS	COMM	1
EW	COMM	COMMM	0
LD	AUTOCOMM	5	5
SPD	STOP	CBT	TOP
W 6/11	0	+	-1
ATTACK	1	0	-1
ARMOR	15	OVERKILL	45
ACTIONS	1	SIZE	6
DAMAGE	L H C		

**PERKS** Backup Sensors, Climbing Equip, Imp. Off-road, Arms

**FLAWS** Sensor Dependent

**AUX** Jump Jets (3)

KAROCH MOUNT

HEAVY GEAR

ATT	DEF	DETECT	4
DEF	SENSORS	COMM	1
EW	COMM	COMMM	0
LD	AUTOCOMM	5	5
SPD	STOP	CBT	TOP
W 8/15	0	+	-1
ATTACK	1	0	-1
ARMOR	16	OVERKILL	48
ACTIONS	1	SIZE	7
DAMAGE	L H C		

**PERKS** Backup Sensors, Climbing Equip, Imp. Off-road, Arms

**FLAWS** Sensor Dependent

**AUX** Jump Jets (3)

MEGGOD MOUNT

HEAVY GEAR

ATT	DEF	DETECT	2
DEF	SENSORS	COMM	0
EW	COMM	COMMM	0
LD	AUTOCOMM	3	3
SPD	STOP	CBT	TOP
W 6/11	0	+	-1
ATTACK	1	0	-1
ARMOR	17	OVERKILL	51
ACTIONS	1	SIZE	7
DAMAGE	L H C		

**PERKS** Backup Sensors, Climbing Equip, Imp. Off-road, Arms

**FLAWS** Sensor Dependent

**AUX** SL (F/25")

HAC

HEAVY GEAR

ATT	DEF	DETECT	1
DEF	SENSORS	COMM	0
EW	COMM	COMMM	0
LD	AUTOCOMM	4	5
SPD	STOP	CBT	TOP
W 18/22	0	+	-1
ATTACK	1	0	-1
ARMOR	18	OVERKILL	62
ACTIONS	1	SIZE	7
DAMAGE	L H C		

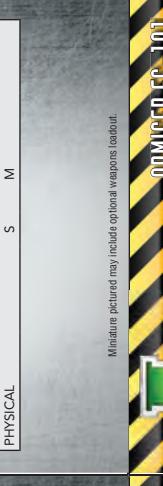
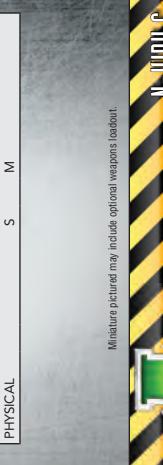
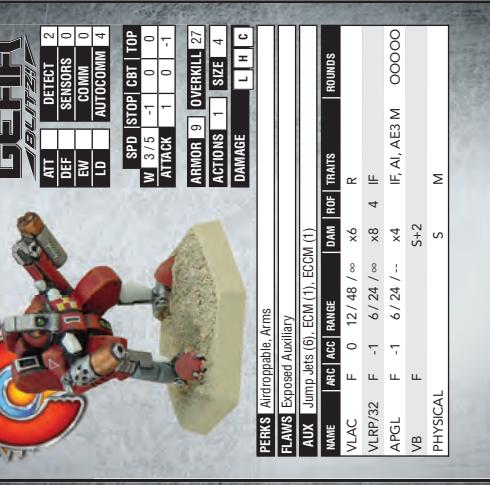
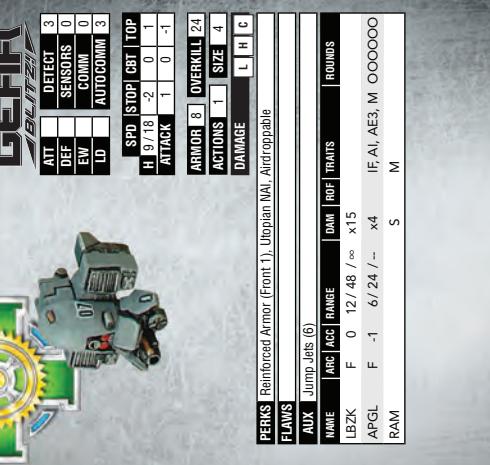
**PERKS** Backup Sensors, Climbing Equip, Imp. Off-road, Arms

**FLAWS** Sensor Dependent

**AUX** Jump Jets (3)

**VARIANT** Dark Alpha Dog: Increase ECM to 3, Add ECMC 3, Increase Auto Commit to 5.

Minature pictured may include optional weapons loadout.

	<b>MAN AT ARMS COLEN</b> <b>HEAVY GEAR</b> <b>BLITZ!</b>  <p><b>ATT</b> DETECT 3  <b>DEF</b> SENSORS 1  <b>EV</b> COMM 2  <b>LD</b> AUTOCOMM 5</p> <p><b>SPD</b> STOP CBT   TOP  <b>W</b> 4/8 -1 0 1  <b>H</b> 7/14 -2 0 2  <b>ATTACK</b> 1 0 -1  <b>ARMOR</b> 14 OVERKILL 56  <b>ACTIONS</b> 1 SIZE 6  <b>DAMAGE</b> S L H C</p> <p><b>PERKS</b> Backup Sensors, Airdropable, Arms</p> <p><b>FLAWS</b> Sensor Dependent, Exposed Auxiliary</p> <table border="1"> <thead> <tr> <th>AUX</th> <th>Jump Jets (6)</th> <th>NAI Matrix (5/5/5)</th> </tr> </thead> <tbody> <tr> <td>NAME</td> <td>ARC</td> <td>ACC</td> <td>RANGE</td> <td>DAM</td> <td>ROF</td> <td>TRAITS</td> <td>ROUNDS</td> </tr> <tr> <td>HGLC</td> <td>F</td> <td>1</td> <td>12/148 / ∞</td> <td>x16</td> <td>1</td> <td>AA, MB3, R</td> <td></td> </tr> <tr> <td>MRP9</td> <td>F</td> <td>-1</td> <td>12/148 / ∞</td> <td>x18</td> <td>1</td> <td>IF</td> <td></td> </tr> <tr> <td>APGL</td> <td>F</td> <td>-1</td> <td>6/24 / ∞</td> <td>x4</td> <td>2</td> <td>IF, AL, AE3, M</td> <td>00000</td> </tr> <tr> <td>HHG</td> <td>F</td> <td>-1</td> <td>THROWN x25</td> <td>T, AE2</td> <td>6</td> <td>Sx2</td> <td></td> </tr> <tr> <td>VB</td> <td>F</td> <td>0</td> <td>Sx2</td> <td>M</td> <td></td> <td>S</td> <td>M</td> </tr> <tr> <td>PHYSICAL</td> <td></td> <td></td> <td></td> <td>S</td> <td></td> <td></td> <td></td> </tr> </tbody> </table>	AUX	Jump Jets (6)	NAI Matrix (5/5/5)	NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS	HGLC	F	1	12/148 / ∞	x16	1	AA, MB3, R		MRP9	F	-1	12/148 / ∞	x18	1	IF		APGL	F	-1	6/24 / ∞	x4	2	IF, AL, AE3, M	00000	HHG	F	-1	THROWN x25	T, AE2	6	Sx2		VB	F	0	Sx2	M		S	M	PHYSICAL				S				 <p>Minature pictured may include optional weapons loadout.</p>
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	<b>MARSHALL COLEN</b> <b>HEAVY GEAR</b> <b>BLITZ!</b>  <p><b>ATT</b> DETECT 2  <b>DEF</b> SENSORS 0  <b>EV</b> COMM 1  <b>LD</b> AUTOCOMM 4</p> <p><b>SPD</b> STOP CBT   TOP  <b>W</b> 3/5 -1 0 0  <b>H</b> 12/48 / ∞  <b>ATTACK</b> 1 0 -1  <b>ARMOR</b> 9 OVERKILL 27  <b>ACTIONS</b> 1 SIZE 4  <b>DAMAGE</b> L H C</p> <p><b>PERKS</b> Backup Sensors, Arms</p> <p><b>FLAWS</b> Exposed Auxiliary</p> <table border="1"> <thead> <tr> <th>AUX</th> <th>Jump Jets (6)</th> <th>NAI Matrix (5/5/5)</th> </tr> </thead> <tbody> <tr> <td>NAME</td> <td>ARC</td> <td>ACC</td> <td>RANGE</td> <td>DAM</td> <td>ROF</td> <td>TRAITS</td> <td>ROUNDS</td> </tr> <tr> <td>APGL</td> <td>F</td> <td>-1</td> <td>6/24 / ∞</td> <td>x4</td> <td>4</td> <td>IF, AL, AE3, M</td> <td>00000</td> </tr> <tr> <td>VB</td> <td>F</td> <td>0</td> <td>Sx2</td> <td>M</td> <td></td> <td>S</td> <td>M</td> </tr> <tr> <td>PHYSICAL</td> <td></td> <td></td> <td></td> <td>S</td> <td></td> <td></td> <td></td> </tr> </tbody> </table>	AUX	Jump Jets (6)	NAI Matrix (5/5/5)	NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS	APGL	F	-1	6/24 / ∞	x4	4	IF, AL, AE3, M	00000	VB	F	0	Sx2	M		S	M	PHYSICAL				S				 <p>Minature pictured may include optional weapons loadout.</p>																								
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VB	F	0	Sx2	M		S	M																																																						
PHYSICAL				S																																																									


**HEAVY GEAR**


ATT	DEF	DETECT	5
DEF	SENSORS	0	
EW	COMM	-1	
LD	AUTOCOMM	4	
<b>SPD</b>	<b>STOP</b>	<b>CBT</b>	<b>TOP</b>
W /			
G /			
<b>ATTACK</b>	1	0	-1
<b>ARMOR</b>	8	<b>OVERKILL</b>	24
<b>ACTIONS</b>	1	<b>SIZE</b>	4
<b>DAMAGE</b>	1	H	C

**PERKS** Reinforced Armor (Front 1), Utopian NAV, Improved Offroad

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
MRF	F	0	24/96 / ∞	x10			
VLAC	F	-1	6/24 / ∞	x8	6	R, LINK	
VLAC	F	0	12/48 / ∞	x6	2	R, LINK	
APGL	F	-1	6/24 / -	x4		IF, AI, AE3, M	OOOOOO
VB	F						
PHYSICAL							

**PERKS** Airdroppable Arms

**FLAWS** Exposed Auxiliary

**AUX** Jump Jets (6)

**NAME** MRF

**NAME** VLAC

**NAME** APGL

**NAME** VB

Minature pictured may include optional weapons loadout.


**HEAVY GEAR**


ATT	DEF	DETECT	2
DEF	SENSORS	0	
EW	COMM	0	
LD	AUTOCOMM	4	
<b>SPD</b>	<b>STOP</b>	<b>CBT</b>	<b>TOP</b>
W /			
G /			
<b>ATTACK</b>	1	0	-1
<b>ARMOR</b>	9	<b>OVERKILL</b>	27
<b>ACTIONS</b>	1	<b>SIZE</b>	4
<b>DAMAGE</b>	1	H	C

**PERKS** Airdroppable Arms

**FLAWS** Exposed Auxiliary

**AUX** Jump Jets (6)

**NAME** MRF

**NAME** VLAC

**NAME** APGL

**NAME** VB

Minature pictured may include optional weapons loadout.

**COMBINED MODELS**
**PERKS**
**SKILLS**
**ARMOR**
**NAME**
**N-HD01 Reinforced Armor (Front 1) Utopian NAV Improved Offroad**
**HEAVY GEAR**


ATT	DEF	DETECT	2
DEF	SENSORS	0	
EW	COMM	-1	
LD	AUTOCOMM	3	
<b>SPD</b>	<b>STOP</b>	<b>CBT</b>	<b>TOP</b>
W /			
G /			
<b>ATTACK</b>	1	0	-1
<b>ARMOR</b>	8	<b>OVERKILL</b>	24
<b>ACTIONS</b>	1	<b>SIZE</b>	4
<b>DAMAGE</b>	1	H	C

**PERKS** Reinforced Armor (Front 1), Utopian NAV, Improved Offroad

**FLAWS**
**AUX**
**NAME** MRF

**NAME** VLAC

**NAME** APGL

**NAME** VB

**NAME** PHYSICAL

**NAME** PERKS

**NAME** FLAWS

**NAME** AUX

**NAME** NAME

**NAME**
**MAN AT ARMS GOLIEM Heavy Gear**
**HEAVY GEAR**


ATT	DEF	DETECT	2
DEF	SENSORS	0	
EW	COMM	0	
LD	AUTOCOMM	4	
<b>SPD</b>	<b>STOP</b>	<b>CBT</b>	<b>TOP</b>
W /			
G /			
<b>ATTACK</b>	1	0	-1
<b>ARMOR</b>	9	<b>OVERKILL</b>	27
<b>ACTIONS</b>	1	<b>SIZE</b>	4
<b>DAMAGE</b>	1	H	C

**PERKS** Airdroppable Arms

**FLAWS**
**AUX**
**NAME** MRF

**NAME** VLAC

**NAME** APGL

**NAME** VB

**NAME** PHYSICAL

**NAME** PERKS

**NAME** FLAWS

**NAME** AUX

**NAME** NAME

**NAME**

# HEAVY GEAR

## BLITZ!

### CORE RULEBOOK REVISED

*Activating his Cobra's sensors, MILICIA Sous-Caporal Edrin scanned the dark jungle ahead of his cadre. They had been assigned to patrolling this God-forsaken corner of the Mekong Dominion in search of invading Earth forces, but so far the long patrols they had been conducting had yielded nothing. Not that Edrin cared, after today's patrol was done, his cadre was going to be shipped back to Chung Tang to shore up his League's border defenses.*

*While contemplating the hot meals and showers that the regiment's base was sure to offer, Edrin nearly missed the hostile indicators on his HUD. The forward elements of Edrin's cadre quickly disappeared as the sensors indicated blasts where his recon elements had been. Panic seized the inexperienced Cobra pilot, and he squeezed the controls. Edrin never heard his commander's call for long range support over the noise of the Cobra's Junglemower cannon roaring into action against the targets advancing on his position. He wondered if he would ever taste that hot meal, or survive the next five minutes.*



The Heavy Gear Blitz Field Manual is a compilation of the popular Gear Up field-test rules which have been integrated into the Heavy Gear Blitz ruleset for quicker play and expanded weapon ranges. Easy to reference flowcharts, updated datacards, and new options takes this official update to the Heavy Gear Blitz ruleset to a whole new level.

#### The Field Manual includes the following:

- ◆ New rules layout with flowcharts for faster game-play!
- ◆ Scenario generator with army priority levels, terrain, deployment, objectives and support options.
- ◆ New Army Combat Group Options, Blitz Options, and Field Manual point adjustments for pre 2011 releases.
- ◆ New Heavy Gears: Wildcat, Copperhead, Gladiator, and Boa.
- ◆ Model Perks & Flaws, Weapon Traits & Tables, plus a Weapon Recognition Chart.
- ◆ Updated datacards from Heavy Gear Blitz Locked & Loaded, Return to Cat's Eye, Shattered Peace, Terra Nova Gambit, Operation Drop Bears Dive, and Gear Up issues 1-4.



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