MEGAMERCS 2028

Alternate Near-Future, Combined Arms Skirmish

Full Rule Book

(WIP Draft v1.0)

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Alternate Near-Future, Combined Arms Skirmish

Introduction

Mega Mercs is a tactical combined arms wargame that takes place in an alternate world. This world has a similar level of technology to ours but has taken a different direction in key areas. The geography and history is also completely different.

Core Mechanics

To decide what happens in situations where failure is possible, such as hitting a target, this game uses a roll under d100 system, meaning: A successful possibility is assigned a **Target Number (TN)** and a hundred-sided die (d100) is rolled. Success occurs if the d100 roll is equal or under the TN.

Example:

-Rolling 49, 71 and 38 against a target number of 67 counts as 2 successes and a failure.

Opposed Rolls: Situations where two units struggle for advantage call for an opposed roll between units. When this happens, both units roll a d100 against their respective TNs for the relevant skill. If one unit succeeds and the other fails then the unit that succeeded wins the opposed roll. If both units succeed then the unit that rolled the highest number wins. In the rare event that both units succeed and roll the same number then the defending unit wins.

Units

The game simulates a battle between two or more military forces. In game terms these are made up of units. Units come in several types:

Large Unit: The most common unit in the game representing a single vehicle that takes up one hex on the battlefield. All player controllable units are large units.

Small Unit: Small units usually represent infantry and certain drone types. Multiple small units might form a squad that occupies a single hex. Squads generally act as one and do not split up.

Extra Large Unit: Units that take up more than one hex on the battlefield. These are often super-heavy war-machines and will have their own unique special rules.

Ranges, Distance and Scale

Mega Mercs is played on a hex grid. Every unit occupies one or more hexes. All movement, ranges and distances in game are measured in hexes.

The exact “real world” scale of the map and time frame of a turn is whatever it needs to be. Visuals are designed primarily for player readability rather than detailed accuracy, so don’t think too hard about whether a game token is too big or small in comparison to another.

Game Structure

A game of Mega Mercs is played in turns. Each turn is comprised of several phases:

Declaration of Actions: A period of time between turns where players declare what actions their units will take in the upcoming turn.

Player Phase: The GM resolves all actions declared by the players and redraws the mission map to reflect this.

NPC Phase: The GM resolves the actions of all allied and enemy non-player character units and redraws the map the reflect this.

Aftermath Phase: The GM reposts the map free of clutter and effects to give players a better idea of the state of the battlefield to inform their decision making for the next turns action.

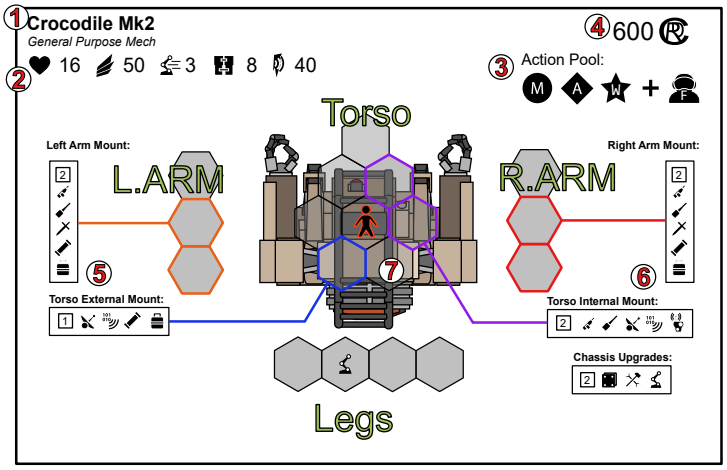
Missions: How many turns the game takes depends on the mission structure set by the GM. Sometimes victory is determined by a specific objective, other times there could be multiple objectives and each side scores victory points depending on the number completed. It depends on on what the GM is going for.

Game Master Fiat:

While Mega Mercs is a wargame and most of the interactions are heavily codified it is designed to primarily be a co-operative narrative experience. (Think Front Mission on the PlayStations as opposed to tabletop Battletech.)

In the event that situations arise that are not covered by the rules the game master will use their judgement to resolve the situation. The game master also reserves the right to waive the rules and fudge outcomes in service of overall enjoyment. (Although a good game master should endeavour not to abuse these privileges).

Unit Stat Card Explanation



1.Unit name: Name of the unit followed by a short description of it's general role.

2.Unit Stat line: Shows the base stats of the units without modifiers. These stats are often denoted by symbols.

Hit Points(HP): The amount of damage the unit can sustain before it can no longer fight.

Agility: The units ability to evade incoming fire. Not all units have this stat and some require an additional action to evade.

Movement: The number of hexes this unit can move per move action.

Vision: The number of hexes a unit can see into the fog of war.

E-War Rating: The units electronic warfare capabilities.

Movement Symbols

A unit's stat line will have a different movement symbol to denote it's movement type. All movement symbols incorporate speed lines as a common motif. Some types may have some difficulty moving through different terrain.

Infantry Movement: The movement type for infantry and smaller legged units. Gets bogged down by soggy terrain.

Legged Movement: The movement type for mecha and mega cavalry. Generally handles most terrain types without problems.

Tracked/Wheeled Movement: The movement type for most vehicles. Slowed by dense/broken ground.

Flying(VTOL) Movement: The movement type for VTOL aircraft. Unimpeded by any terrain type but cannot benefit from cover.

3. Action Pool: The action pool determines the number and type of actions the unit can take during it's turn.

Move Action: Move up to the number of hexes of your units move stat. Each move action must be completed before another one can be taken, unused movement is lost. You may set your units facing freely at the beginning and end of the move.

Allies do not obstruct movement but **you may not finish your move in the same hex as another unit.**

Attack Action: Attack using one of your units weapons. Generally speaking weapons and equipment **can only be used once per turn.** If you have an action pool of A A and two weapons you can fire each weapon once but not one weapon twice.

Utility Action: Utility actions involve using a piece of equipment or some other type of ability that doesn't involve moving or attacking with a weapon. Mecha and tanks can perform the following common abilities as utility actions:

- **Locking On:** Locking on to a target grants a +10% accuracy bonus when attacking it with ranged weapons. Target must be within 10 hexes.
- **Electronic Resistance:** Use the units electronic warfare rating to resist enemy jamming, hacking and lock-on attempts. (Grants the **Electronic Defence** Attribute)
- **Reserve:** Reserve an action to be performed under simple conditions in the enemy phase. Must be be paired with the relevant second action. (e.g, overwatch = A + U) **You cannot reserve movement actions.**

Flexible Action Symbols

Most units have actions that can be used in different ways. These actions are either/or. (e.g the U/M action can be used as a utility action **OR** a movement action, not both.)

U A Attack or use equipment.

U M Move or use equipment.

A M Move or attack

W Wildcard: Move, attack or use equipment.

Unit Specific Action Symbols

Tanks and Mecha have special action types that are unique to them, the full mechanics for these actions are explained in the unit customisation section.

C **Commander Action:** Tank units have a commander action that they can be used to increase vision range, fire pintle mounted weapons or used as an extra utility action.

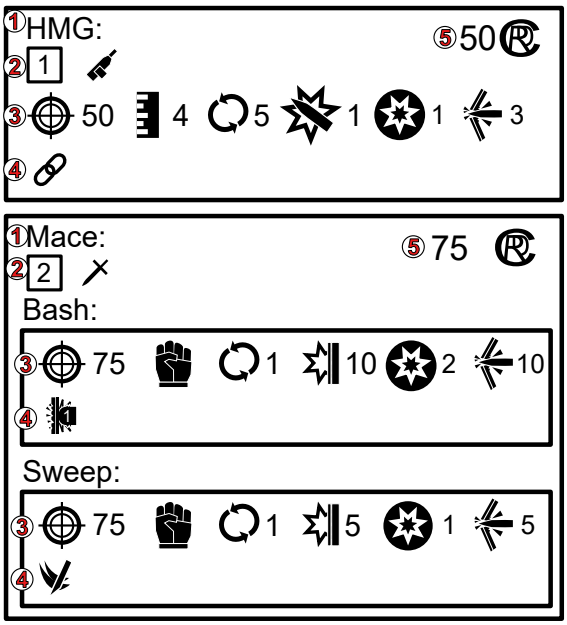
F **Focus Action:** Mecha units have a focus action that can be used to fire multiple linked weapons, evade incoming attacks or enhance defensive capabilities.

4. Credit cost: The cost of the unit chassis. Not all games will have a credit budget.

5,6. Hard-point Stats: The size and types of hard-points this unit has. This is used to determine the types of weapons can equipment this unit can be customised with. Unit customisation is covered in a later section.

7. Internals Grid: The location of the units equipment for the purposes of tracking internal damage from penetrating hits.

Weapon Stat Card



1.Weapon name: Name of the weapon.

2.Hard-point Info: The number in the box denotes the weapon's size while other symbols determine which hard points it can be mounted on, these are explained further in the unit customisation section.

3. Weapon Statline: The stats of the weapon.

Accuracy: The base TN to hit with this weapon.

Range: The weapon range in hexes. (Melee weapons have a fist symbol instead.)

Rate of Fire (RoF): The number of attacks this weapon can make in a single action.

Damage: The amount of damage done to the target's HP per hit.

Internal Damage: The amount of damage done to the unit's internals grid on a penetrating hit.

Penetration: The TN for scoring a penetrating hit with this weapon.

Damage Types

A weapons damage symbol is slightly different depending on the type of damage it does. The damage type has no inherent special properties but will be more or less effective against different types of armour.

Shaped Charge Damage: A damage type dealt by weapons that rely on shaped charges such as H.E.A.T warheads.

Piercing Damage: Damage that involves force focused on a single point. Generally dealt by bullets, spikes and other pointy objects.

Impact Damage: A damage type that represents raw force. Dealt by high explosives and blunt force melee attacks.

Slash Damage: A damage type dealt by blades and claws.

Energy Damage: A damage type dealt by beam emitters and melee weapons sheathed in exotic energy fields.

4. Attack Attributes: Symbols denoting special qualities the attacks have. The full list of these can be found on (insert page number here).

5. Credit Cost: The price of the weapon in credits.

Attacking

Attacking uses an attack action, depending on the weapon the following conditions must be met:

-Ranged Attack: The target must be in weapon range and the attacker must have a clear line of sight (LoS) to it.

-Melee Attack: The target must be adjacent to the attacker's front arc.

Roll a number of d100s equal to the weapons RoF with it's accuracy as the TN. For every hit, subtract the weapon's damage from it's HP. If the d100 result also beats the penetration stat, then a penetrating hit is scored. (See internal damage and penetrating hits section.)

Different Attack Types: Some weapons such as the mace shown on the left have different attack types. You must declare which one you are using when performing the attack.

Attacks of Opportunity

When attempting a move action while adjacent to an enemy unit capable of performing a melee attack and being in it's front arc, a unit can suffer an attack of opportunity. Said unit automatically takes 5 impact damage on the edge that was facing the attacker. To avoid this a **disengagement move** must be performed. Disengagement counts as a move action and allows a unit to move **1 hex away without suffering an attack of opportunity.** (For the sake of simplicity, disengagement moves do not take difficult terrain penalties into account, but they cannot be made into impassable terrain.) Attacks of opportunity do not apply to flying units.

Indirect Fire Ranged Attacks

Some ranged weapons have the ability to fire in an arc or otherwise circumvent obstacles that prevent direct fire. Weapons that have the indirect fire attribute can attack a target that they do not have line of sight to, albeit with a -20 accuracy penalty. This penalty is not applied if the attacking unit is locked on to the target (see lock on section for more details.)

Indirect Fire Symbol: Indirect fire attacks have this symbol in their attack attribute section. X is the attac's minimum range.

Variable Indirect Fire: Like indirect fire, however the attacker has the option to make a direct fire attack instead. Indirect attacks still have a minimum range of X.

Blast Attacks

Some weapons cause damage in an area of effect. When a blast attack misses it scatters and lands on a different hex. Direct fire blast attacks scatter between 1 to 2 hexes from their original target and indirect blast attacks can scatter between 1 to 4 hexes.

Blast Attack Symbol: Blast attacks have this symbol in their attack attributes. This indicates the attack does X impact damage to all units within Y hexes of the impact. Some attacks have multiple blast symbols to represent a very large explosion doing less damage around it's edges. In these cases, **the damage does not stack and the highest value is used.**

Blast Radius 0: Some weapons have an attack with a blast radius of 0. This means that when attacking a single hex with multiple units (like an infantry squad) the attack will deal damage to all units within the hex. Otherwise the attack is treated the same as a direct fire attack and does not scatter.

Blast vs Air Targets: Blast attacks against air targets will only affect flying units, the same goes for ground targets. **Indirect blast attacks cannot target flying units.**

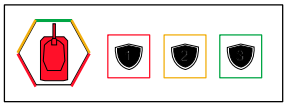
Blast Damage (AoE Damage):
Blast damage, sometimes referred to as area of effect damage (AoE) is treated as **impact damage** for the purposes of damage reduction. Generally it does not share any special properties (such as spalling or armour penetration) with the main attack. Nor does it inflict internal damage or synergize with abilities that upgrade impact damage unless specifically stated.

Armour, Damage Reduction and Armour Penetration

Some units may take less damage from incoming attacks because they have armour or equipment that provides **[damage reduction]**. Some armour types only protect against specific damage types; unless paired with specific damage symbols **[damage reduction]** can be assumed to apply to all damage types.

Damage reduction symbol: Where X is the amount of damage reduced.

Some units have damage reduction that only applies to specific arcs. These protection levels are often colour coded in a section on the units stat card with the symbol in the middle representing protection against top down attacks such as direct hits from weapons with the **[indirect fire]** attribute.



Some attacks have armour defeating capabilities and will have the armour penetration attribute given by the symbol below.

The armour penetration symbol: Attacks with this attribute ignore X damage reduction if the target is within Y hexes.

Evading Attacks

Some units have the ability to evade incoming attacks. When evading an attack the targeted unit must roll under their agility stat for every shot that hits.

Generally an attack can only be evaded if it comes through a unit's front arc. (They have to see it coming.)

Evading Blast Attacks: Blast attacks cannot be evaded unless they have a blast radius of zero, in which case they are treated like regular direct fire attacks for the purpose of evasion.

Graze Attacks: Some weapons are especially hard to dodge. Air bursting munitions and energy beams are hard to avoid even if a direct hit isn't scored. Such weapons have attacks with the graze attribute.

The Graze symbol: Attacks with this attribute still do X damage to the target even if it evades. (Provided the attack hits)

Target Locks

Many weapons and abilities in the game make use of target locks. By default it is a **utility action**. Each unit may only have one target lock at a time. (But may still benefit from multiple target locks, see **data links**) Locking on to a different target removes the lock from the original.

There are three types of target lock: Visual, Sensor and Marker.

Visual Locks: All vehicles and mecha have the ability to perform a visual lock. Performing visual locks is a utility action. A unit must have clear line of sight to the target and be within 10 hexes. The lock is lost if either of those conditions are no longer met.

Sensor Locks: Units carrying equipment with the sensor lock attribute can lock onto targets without line of sight, even if they are only sensor blips in the fog of war. The target must still be within 10 hexes. Sensor locks are lost if the target moves out of range or is no longer detected as a sensor blip.

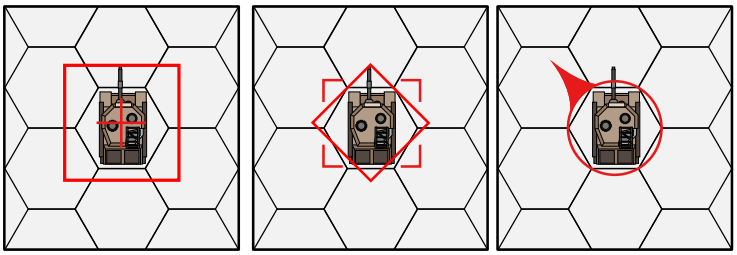
The sensor lock symbol: Units with sensor lock equipment can lock on without line of sight.

Marker Locks: Units carrying target marker equipment can attempt to perform a marker lock. Unlike the other two lock types **marker locks can be performed as an attack or utility action.**

The locking unit must make a roll against the target markers accuracy and upon a hit the target is locked. This lock is lost if line of sight is lost to the target or it moves out of the target markers range.

Locks on the Battlefield: When a unit is locked on a graphic will be placed over it's token determining the type of lock. The graphics are shown below; from left to right: visual lock, sensor lock, marker lock. Note the marker lock graphic will indicate the general direction of the target marker.

Visual Lock **Sensor Lock** **Marker Lock**



Benefits of Target Locks

By default a unit gets a +10 accuracy modifier when performing ranged attacks against a locked target. Indirect fire attacks **without LoS** do not suffer the -20 accuracy penalty but do not gain the +10 accuracy bonus.

There are also several attack attributes that synergize with target locks.

Tracking Attacks: Some weapons have more sophisticated targeting capabilities. Their attacks have the tracking attribute that provides an even greater accuracy bonus than normal. Tracking bonuses replace the standard bonus, they do not stack with it. (Indirect attacks benefit from tracking even without LoS.)

The Tracking symbol: Attacks with this attribute gain a +X accuracy modifier when the target is locked.

Homing Attacks: Some weapons are use sophisticated guidance technology to home in on their targets. Without adequate ECM such weapons are impossible to evade once they have an active lock.

The Homing symbol: Attacks with this attribute automatically hit and cannot be evaded provided the attacker has a lock on the target.

Electronic Defence vs Target Locks

When a target benefits from the **electronic defence attribute** the unit attempting the lock must make an opposed roll with the target with both using their respective E-War stat as the target number. If the attacker loses then the lock fails.

Marker locks cannot be defended against in this manner.

The Electronic Defence symbol: Units with this attribute can automatically resist lock on, jamming and hacking attempts.

Fog of War

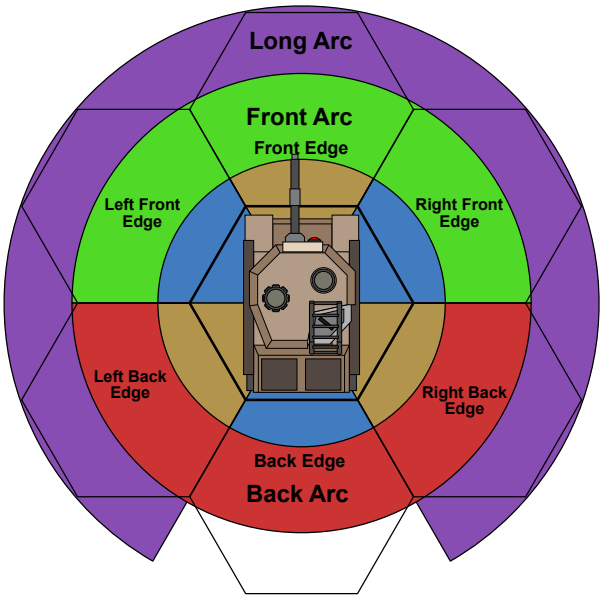
The game map is covered in fog of war which obscures enemy units but not map terrain. Units can see into the fog of war based on their vision stat.

For the sake of convenience, a target does not have to be in the attacking unit's vision range as long as an allied unit has revealed it within the fog. (The attacking unit still has to have line of sight though.)

Line of Sight

Various actions require a unit to have line of sight(LoS) from their hex to another hex containing their target. To determine whether there is a clear line of sight between two hexes, a straight line is drawn between each hex, if the line does not intersect something that blocks line of sight then both hexes can be said to have line of sight between them.

For the sake of convenience **allied units do not block each others LoS**, but an **enemy unit can block LoS to another enemy unit**.



Line of Sight through Arcs and Edges

Sometimes it is important to know which arc an attack is hitting. Some units have armour that reduce damage from attacks that hit them in that arc. Other units can only launch attacks or use abilities within their front arc. Arcs in this game come in 60, 180 and 300 degree sizes. A 60 degree arc covers one side of a hex and is usually referred to as an **edge**. Generally when the term arc is used in the rules, it refers to a180 degree arc (3 hex edges).

Certain abilities work in a wider **300 degree arc called a long arc.**

Generally a tank is considered to face in the direct its chassis is facing, not its turret. A mech is considered to face in the direction of its torso, not its arms or legs.

Stealth and Detection

Visual Detection: To detect an enemy visually, it must be within the **[vision range]** of a friendly unit and there must be an unobstructed line of sight to the unit. Visual detection provides the most information on an enemy unit as its sprite will made visible revealing the unit type and some hints about what equipment it is carrying.

Sensor Detection: Units with sensor equipment can perceive enemies even if they don't have line of sight to them. Sensor detection (usually) has infinite range, however a unit detected only on sensors will simply appear as a blip. Blips show only that something is there, not what is there. Certain types of sensor equipment can give more detailed information about blips. Units carrying equipment with the **[sensor lock]** attribute can attempt to lock on to these blips.

Signature Dampening: Certain abilities and equipment grant the **[signature dampening]** attribute. Units with signature dampening will not show up as sensor blips unless they are in range of an **advanced sensor**. This does not affect visual detection.

Small Units: By default most units in the game are considered large, but some units such as infantry and certain types of drones are small. Small units are not detected by standard sensors and require special equipment/abilities to show up as blips on the map.

Signature Dampening Symbol: Units with this attribute will not show up as sensor blips.

Advanced Sensor: Units with this attribute can detect signature dampened units as sensor blips within X hexes.

Attacks without Line of Sight (Blind Attacks)

In some case it's possible to attack a target without having line of sight to it. Possible scenarios include:

- Using an indirect fire weapon from behind cover.
- Firing through smoke.
- Firing on a target that has not been detected visually but has been detected on sensors.

Attacks such as these are considered **blind attacks**. All blind attacks suffer a -20% accuracy penalty on top of any penalties incurred from other sources. This penalty can be negated if the attacker is **benefiting from a lock** on the target.

Optical Stealth

Certain abilities and equipment grant the **[optical stealth]** attribute. If a unit has optical stealth then enemy units cannot draw line of sight to it (they still can detect it via sensors). Optical stealth is lost under the following conditions:

- Moving adjacent to an enemy unit at any point during their turn.
- Having an enemy unit end its turn adjacent to a unit with optical stealth.
- Attacking with a weapon that doesn't have the **[silent]** attribute.

Optical stealth is restored automatically at the beginning of a unit's next turn provided the the above conditions are not met. Stealth units that have been detected on sensors but not seen visually can still be attacked with direct fire weapons as a blind attack (-20 to accuracy).

Optical Stealth Symbol: Denotes things that have optical stealth as described above.

Silenced Symbol: Attacks with this symbol do not cause the attacker to lose stealth.

Optical Detection Symbol: Units with this attribute can detect enemies with optical stealth within X hexes if they have line of sight to them.

Terrain

Line of Sight through Terrain (Forests and Smoke)

Certain type of terrain will block line of sight (LoS) **through them, but not into them.** This includes but is not limited to forests and smoke clouds.

Example: In figure 2 a group of mecha are emerging from the forest to engage some tanks. T1 has used it's smoke launchers to block LoS completely.

M2 can draw LoS to T2 because T2 is **within the smoke cloud but not behind it.**

The same is true between M3 and T3. Only this time M3 is within a forest rather than smoke.

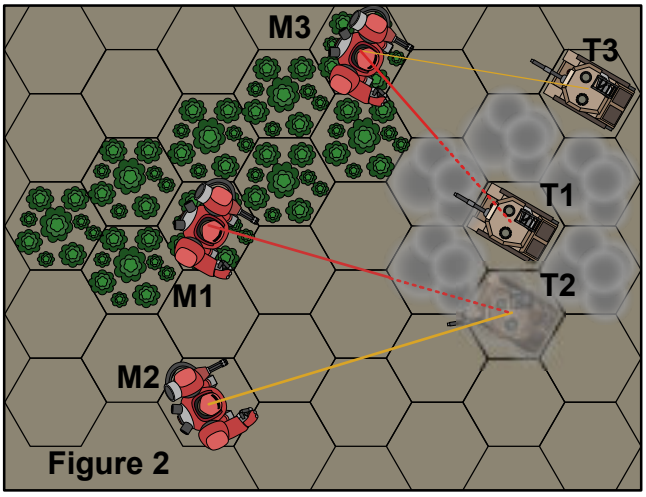


Figure 2

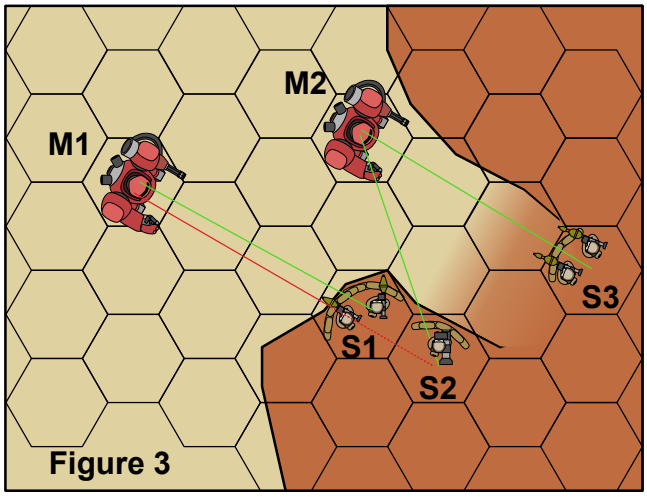


Figure 3

Line of Sight through Terrain (Cliffs and other high places)

Only hexes on the edge of a cliff can draw line of sight to hexes on a lower elevation. This applies to similar elevated terrain.

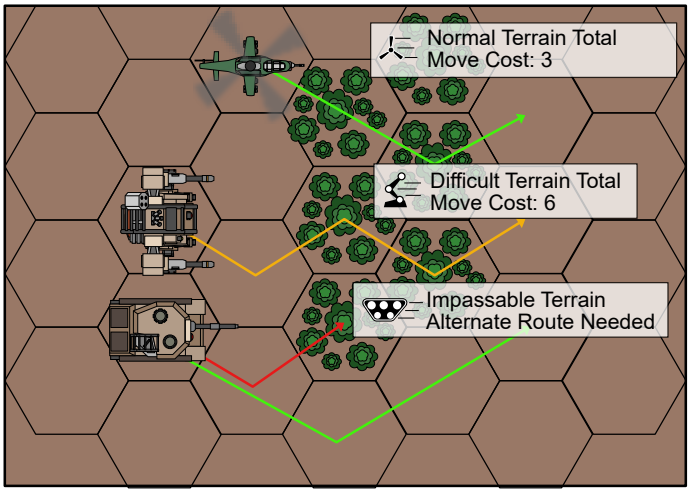
In figure 3, two mecha are assaulting an orange plateau defended by infantry. M1 can draw line of sight to S1 because S1 is occupying a hex at the edge of plateau. This is not true for S2 which is further back on the plateau and is thus obscured by a cliff face.

M2 can see all infantry squads because there is a ramp leading up to S3 while S2 and S1 are at the edge of the plateau relevant to M2.

Movement, Types and Terrain

Terrain is generally divided into three broad categories: normal, difficult and impassable. What category terrain falls into is different depending on movement type a unit has. For example a forested hex is considered difficult terrain for a unit with legged movement, impassable for a unit with tracked/wheeled movement and normal for a unit with infantry movement.

- Normal Terrain: Costs 1 movement to traverse.
- Difficult: Costs 2 movement to traverse.
- Impassable: Cannot be traversed or occupied.



Cover and Concealment

Terrain can make it harder to hit and damage targets. Even if it doesn't block line of sight. Terrain pieces have a cover and concealment value. **Concealment is a negative modifier to an attacker's accuracy** while **cover reduces damage**. (It can stack with a unit's armour and also be negated by an attack's penetration.) Cover alone can not reduce incoming damage to zero. If this would happen, damage dealt is reduced to a minimum of 1 and concealment is increased by 10.

The exact cover and concealment values of terrain are often given by the GM in the mission briefing.

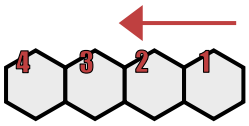
Melee attacks do not have to take cover or concealment into account.

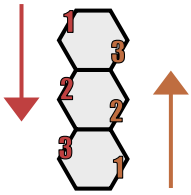
Penetrating Hits and Internal Damage

If an attacks hit roll is equal to or below it's penetration rating then it deals internal damage in addition to it's HP damage. Some units have an internals grid made up a set of hexes. Each point of internal damage destroys one of these hexes. The order in which the hexes are destroyed is determined by the grid type.

There are 3 types of internal grids. Some units only have one grid of a single type while the most complex units have multiple types of grids.

Internal Track: The simplest grid type in which the hexes are destroyed from right to left.

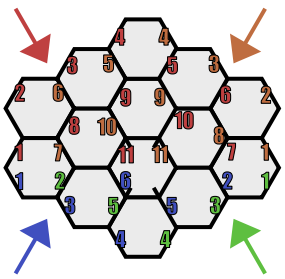




Bi-Directional Track: A vertical track, if the hit is scored on the target's rear arc then the hexes are destroyed from bottom to top. If the hit is scored on the front arc then the hexes are destroyed from top to bottom.

Radial Grid: The most complex type of internals grid. The hexes are arranged in a circular pattern around a central hex and are destroyed in a circular order going from the outer ring to the centre. The order in which this is done depends on which arcs the penetrating hit is scored on.

- **Top Right Arc:** From the middle right outermost hex, then clockwise going down a layer once reaching the other side.
- **Top Left Arc:** From the middle left outermost hex, then counter-clockwise going down a layer once reaching the other side.
- **Bottom Right Arc:** From the middle right outermost hex, then counter-clockwise going down a layer once reaching the other side.
- **Bottom Left Arc**: From the middle left outermost hex, then counter-clockwise going down a layer once reaching the other side.
- **Direct Front or Back:** 50% chance to have damage counted from either the left or the right.



Equipment Destruction

Most (but not all) of a player units equipment is represented on it's internals grid. The number of hexes equipment occupies is the same as it's size. When equipment has half of its hexes on the internals grid destroyed it becomes unusable. When all of it's hexes are destroyed the equipment is destroyed.

Damaged equipment can be repaired by certain abilities which restore internal damage but destroyed equipment cannot.

Resolving Internal Damage on Mecha

Given that mecha have multiple body parts with different internals grids, the specific part that internal damage is resolved against is determined by dice roll depending on the edge the attack hit.

Dice Result	Direct Front/ Back	Direct Left/ Right	Top/Bottom Left/Right
1	R. Arm	L/R Arm	Opposite Arm
2	R. Arm	L/R Arm	Closest Arm
3	L. Arm	L/R Arm	Closest Arm
4	L. Arm	L/R Arm	Closest Arm
5	Legs	Legs	Legs
6	Legs	Legs	Legs
7	Torso	Torso	Torso
8	Torso	Torso	Torso
9	Torso	Torso	Torso
10	Torso	Torso	Torso

Internal Overkill: If an arm or a leg takes more internal damage from a single hit than it has hexes, **the extra damage is wasted.** (The limb is blasted clean off.) However if an attack would deal internal damage to a limb that was **already destroyed**, the damage is transferred to the torso.

Unit Destruction via Internal Damage

If a unit has it's entire internals grid destroyed then it will be considered destroyed even if it has HP remaining.

Special Internals

Player units have special hexes on their internals grid in addition to any equipment.

Pilot/Crew: Represents a mech pilot or a tank crew member. For mecha the loss of the pilot means destruction of the unit.

For tanks when the first crew member is lost the vehicle cannot use it's commander action. When two crew members are lost the tank is considered destroyed. (They are no longer combat effective.)

Leg Parts: Having this hex destroyed will reduce a mechs mobility by 1. This hex can be repaired in the field. If the entire leg internals grid is destroyed then the mech is reduced to 1 mobility and this cannot be repaired.

Treads: Tanks have two tread hexes on their internals grids. Having one destroyed will reduce a tanks mobility by 2. Having both destroyed will immobilise the tanks completely.

Both hexes can still be repaired in the field.

Spalling and Internal Damage Stacking

Attacks with the spall attribute will inflict internal damage upon hitting their target even if a penetrating hit is not scored.

Internal damage inflicted by a penetrating hit **does not stack with spalling damage.** If somehow an attacks spall attribute is equal to or greater than an attacks base internal damage a penetrating hit inflicts internal damage equal the spall value +1.

EMP Shock

Some weapons have the ability to put their target in a state of **EMP shock**. Weapons with the **[light EMP]** attribute will inflict EMP shock if a penetrating hit is scored on the target, while weapons with the **[heavy EMP]** attribute will inflict it as long as the attack hits the target. For mecha and vehicles **EMP shock is a persistent status effect** that can be removed by performing a **recovery action.**

EMP shock has the following effects:

- Unit cannot use any equipment that has the **[requires power]** or **[sensitive electronics]** attribute.
- **Mecha and vehicles** have their action pool reduced to a single **[wildcard]** action and their special action.
- **Flying Units** crash and are instantly destroyed.
- **Drones** permanently shut down. Allied units adjacent to shut down drones can reactivate them as an **[utility]** action.

Heavy EMP Symbol: Targets that **get hit** by an attack with this attribute suffer EMP shock.

Light EMP Symbol: Targets that **take internal damage** by an attack with this attribute suffer EMP shock. (This effect is not triggered by the spalling attribute.)

Requires Power Symbol: Weapons and equipment with this symbol cannot be used if the unit is in EMP shock.

Electronic Warfare: Hacking

Units carrying equipment that have the **[ECM]** attribute can perform a **hacking action** on a target **within 8 hexes.** By default hacking is an **[utility]** action that does not require line of sight to your target, but **it does require a roll against the targets [electronic warfare rating]**. A target that has become hacked has the follow restrictions:

- Any equipment that has the **[sensitive electronics]** attribute, cannot be used.
- Data links still connect their users to networks but they cannot gain any of the benefits of being in one.
- If the target is a drone, or a unit with a drone controller then the drone will immediately act according to a mode set by the hacker.

Being hacked is a **persistent status effect**. It can be removed by performing a **recovery action**. **Drones automatically recover** from hacking in the next turn, however they will remain in the same mode that the hacker set, except their perception of friend and foe will have been restored.

ECM Symbol: Weapons and equipment with this attribute enable a unit to perform hacking and jamming actions.

Sensitive Electronics Symbol: Weapons and equipment with this symbol cannot be used if the unit is hacked or in EMP shock.

Electronic Warfare: Jamming

Equipment with the **[ECM]** attribute can be used to perform a **jamming action** on a target within 8 hexes. Jamming is an **[utility]** action that does not require line of sight to your target and no rolls.

A target that has become jammed has the following restrictions:

- It loses any target locks it has and cannot attempt or benefit from target locks.
- None of it's weapons and equipment can benefit from the **[tracking]** or **[homing]** attributes.
- Jammed units carrying data links are considered to have them disabled until the jamming effect ends.
- Jammed units cannot use any sensors or perform hacking actions.

The jamming effect only lasts for one turn. To keep a target jammed a unit must repeatedly perform the jamming action on it each turn.

Networks

If there are units on the field that carry **[data link]** equipment then a network can be formed. For the sake of simplicity data links are considered to have infinite range and all allied units with one are considered to be **networked**. Being in a network grants the following qualities:

- Units in a network can benefit from any target locks other members of the network have.
- Networked units are vulnerable to hacking through network proliferation. (See hacking via Network Proliferation below)

Data link Symbol: Friendly units with attribute benefit from being in the same network.

Hacking via Network Proliferation: Hacking actions performed on a target that is already hacked can inflict the hacked status on another unit in the network chosen by the attacker.

Shutting off the data link: Data links can voluntarily be turned on or off through a **[utility]** action.

Electronic Warfare: Defence

Units that have the **electronic defence** attribute can resist hacking, jamming, visual locks and sensor locks. By default this attribute can be gained for one turn by using a **utility action**. However some equipment grants this attribute automatically.

The Electronic Defence symbol: Units with this attribute can resist lock on, jamming and hacking attempts.

When resisting the attacker and defender make an opposed roll using their E-war rating. If the defender wins then what ever the attacker was trying to do fails.

Network Defence: Units with the **network defence** attribute can let all friendly units in the network use their E-war rating to **resist hacking attempts**. The highest E-war rating is used.

The Network Defence symbol: Units with this attribute can let friendly units in the same network automatically resist hacking attempts.

Recovery Actions:
A recovery action can be performed using **any type of action.** This action removes the effects of EMP-Shock and Hacking for the next turn.

Performing a recovery action instantly ends your turn.

Infantry Rules

Infantry generally function like most other unit types; they have movement and vision range, and an action pool that determines what they can do. However there are some key areas in which they differ:

- **Squads:** Infantry usually come in squads with up to six individuals occupying a single hex. This squad moves and fights as a single unit.
- **Squishy:** The kind of weapons carried by mecha, vehicles and other large platforms are so destructive that even a glancing hit will kill an infantryman outright (or at least wound them so severely that they can no longer fight). As such any infantryman that suffers even a single point of damage from a **non-small arms weapon** (see below) immediately becomes a casualty.
- **EMP/ Hacking Immunity:** Generally infantry are immune to the effects of EMP and hacking. Some squads with advanced equipment might be vulnerable to having said equipment disabled but the infantry themselves will never have their core action pools affected by EMP/hacking.
- **Small Units:** For the purposes of sensor detection infantry are considered small units. This usually makes them harder to detect. (See the various sensor equipment for more details.)
- **Infantry Combat:** When infantry fight other infantry they follow different rules as shown below.

Small Arms Damage

Small arms weapons such as assault rifles are too weak to damage vehicles, mecha and mega fauna. **They deal no damage to these units.**

Small arms damage is denoted as a percentage and replaces a weapon's damage and accuracy values. It is an overall abstraction of how likely a shot from this weapon is to eliminate another infantryman.

When attacking another infantry squad with small arms simply roll the number of shots you have and every "hit" inflicts one point of infantry scale health on the targeted squad.

Small Arms Damage Symbol: Weapons with this attribute can't damage units that don't use infantry scale health.

Infantry Scale Health (ISH)

When taking a hit from small arms weapons an infantryman loses one point of infantry scale health. By default the average infantryman only has one point of ISH but special units may have two or more.

ISH only applies to small arms damage. Regular weapon hits will still kill an infantryman outright (those weapons are so devastating that no amount of wearable armour or grit will save you.)

Infantry Scale Health Symbol: Used by infantry and small drones.

Infantry vs Blast Damage

Direct hits from blast weapons are devastating enough to kill infantry outright. With the right equipment and a bit of luck infantry have a chance of surviving blast damage based on their blast resistance stat. Whenever infantry take AoE damage they roll a blast save with the target number being their blast resistance stat. If the save is successful they take no further damage.

Units in cover increase their blast resistance by 10 for every point of cover. The target number for blast saves cannot exceed 60.

A blast attack with **a radius of zero** will kill 1 member of the squad outright and all other members in the same hex will have to roll a blast save.

Any blast attack that does small arms damage simply rolls to damage all infantry caught blast in the normal manner.

Blast Resistance Symbol: An infantry scale unit's ability to survive taking blast damage.

CQC (Close Quarters Combat)

Close Quarters Combat (CQC) occurs under the following conditions:

- Automatically when two enemy infantry squads are adjacent to each other.
- When an infantry squad is breaching and clearing a structure held by an enemy infantry squad.

When fighting in CQC infantry use their CQC rating, which is an abstraction of their hand to hand capabilities and how well their equipment/training allows them to fight at close range and tight spaces.

During a CQC attack each squad member makes a single roll against their CQC rating. Every success inflicts a casualty on the opposing squad **regardless of their ISH** (CQC is quicker and more deadly than regular combat. Heavy armour won't protect you from a knife to the face).

After a round of CQC the squad that took more casualties must move one hex so that they are no longer adjacent to the enemy. If the number of casualties was equal for both sides then the attacker loses. If the losing squad cannot make this move for any reason it is destroyed.

CQC Symbol: An infantry unit's effectiveness at fighting in close quarters.

Infantry and Transports

Infantry squads must spend a movement action to embark or disembark from a transport. Some transports only allow embarkation/disembarkation from certain arcs.

To embark the infantry squad must occupy a hex adjacent to the transport, to disembark there must be a hex the infantry squad could occupy adjacent to the transport.

Continued on next page.

Infantry Rules Continued

Infantry and Buildings

Infantry can enter and exit buildings in the same manner they do transports.

Attacking from Buildings: Infantry squads can fire out of the building, measuring the range from any hex that has the majority of it's surface covered by the building's sprite.

Attacking Infantry in Buildings: When firing ranged attacks against infantry in buildings the attacker's accuracy is halved. Attacks that hit are resolved against the infantry squad normally, attacks that miss deal damage to the building itself. If a direct fire attack that does blast damage hits a squad within the building, one member is killed outright and all other squad members must make unmodified blast saves.

Indirect fire attacks against the building must roll to hit and scatter as normal. If the attack hits, they will always damage the building and not the squad inside.

Attacking Buildings: A unit may opt to attack a building directly without even trying to hit infantry garrisoned in side. In this case direct fire attacks automatically hit. Indirect fire attacks must still roll to hit as normal but do not suffer the penalty for attacking without line of sight. Attacks with the [**demolisher]** attribute negate any damage reduction the building has up to half their damage.

Breaching Buildings: As an attack or move action an infantry squad can breach an adjacent building occupied by an enemy infantry squad. Doing so starts a round of CQC between both squads. Unlike regular CQC if neither squad has been wiped out at the end of the turn then they remain locked in combat and must fight another round of CQC next turn until one squad is wiped out or chooses to exit the building.

Splitting fire with Different Weapon Types

Some infantry squads have members that carry different weapon types. When performing an attack action each type of weapon can be directed to fire at a different target with the same action. However **all weapons of the same type must fire at the same target.**

E.g: A squad with 4 assault rifles and an RPG can direct the assault rifles to fire at one target while the RPG is fired at another. It **cannot** direct 2 assault rifles to attack one target while the remaining two are fired at another.

Drones

To bring drones into battle a player must mount a **[drone controller]**. Only one drone of any size may be deployed for each controller.

Drone Command: Drones cannot be commanded directly, instead a **[utility action]** can be used to switch the drones mode. Each mode describes a behaviour that governs how a drone uses its actions each turn. Modes are persistent and the drone will continue to act according to its mode until switched to a new one.

Drone Controller Symbol: A special class of equipment needed to field drones.

Drones and Networks: Drones are considered to be in a network with their controller. If the controller's data link is disabled then no commands can be issued to the drone.

Small Drones: Some drones are small enough to dock with their parent unit. When docked a drone becomes inactive and cannot be targeted. Depending on space and equipment a unit might carry multiple docked drones, however only one drone per controller may be active at a time. Units with small drones may start the game with all drones docked or with a single drone deployed for each controller.

Large Drones: Some drones are full fledged vehicles in their own right, these drones cannot be docked with their parent unit

EMP Shock: Drones permanently shut down when affected by EMP shock. Flying drones crash and are destroyed. Allied units adjacent to shut down drones can reactivate them as a **[utility action]**.

Close Air Support (CAS) Rules

Within the game Close Air Support refers to support given by fixed wing aircraft flying above the battlefield. Generally these aircraft fly too high and too fast to interact with the battlefield in the same way other units do.

Support Aircraft vs Flying units: Flying units are just regular units that have the flying movement type. They follow the rules covered in the previous section. Support Aircraft are a unit type that are covered specifically by the rules in this section.

Air Support Phase: When CAS is being used a special air support phase is added after the NPC phase and before the aftermath phase. During this phase the actions of support aircraft for both sides is resolved simultaneously.

Air Space

All support aircraft in play are considered to occupy the air space above the battlefield. Air space is divided into 2 parts:

High Altitude: The area high above the battlefield. Generally ground units cannot interact with support aircraft at high altitude without specialised equipment. By default most support aircraft begin play here.

Low Altitude: Some aircraft must enter this area to perform ground attacks or intercept other aircraft performing ground attacks. Aircraft at low altitude become vulnerable to anti-aircraft fire from ground units.

Aircraft Action Types

Support aircraft have a different set of action types Each aircraft can perform one action a turn.

Loiter: The aircraft remains at high altitude generally doing nothing. By default aircraft that are not assigned actions will loiter.

Attack Run: The aircraft enters low altitude and performs an attack on a ground target based on it's attack types.

Hunt: The aircraft tries to attack a specific enemy aircraft, pursuing it to the appropriate altitude if necessary.

Intercept: Attack enemy planes attempting attack runs.

Escort: Attack enemy planes hunting or intercepting a designated friendly aircraft.

Retreat: Leave the airspace.

Aircraft Hit Points and Anti-Aircraft Damage

Aircraft are fragile compared to ground units but they also fly so high and so fast that most units have no hope of engaging them without specialised weapons.

Aircraft Hit Points (AHP) are an abstraction not just of a plane's durability but the pilot's overall skill (and luck).

Weapons that deal Anti-Aircraft Damage are capable of hitting aircraft performing combat manoeuvres over the battlefield. They do not have a damage value but instead have a chance to hit (similar to small arms weapons).

Each anti-aircraft attack makes an opposed roll using their anti-aircraft damage vs an aircraft's agility. Each success reduces the target's aircraft HP by 1 point.

Dog Fights

When two aircraft attack each other (as is the case when performing intercepts and escort actions) they may enter a dogfight.

By default dogfights are done using an aircraft's guns although some aircraft carry short ranged missiles which can be expended for additional bonuses.

Dog fighting aircraft make opposed rolls based on their agility and the winner deals a point of damage to the loser. If an aircraft has no short ranged weapons it cannot deal damage even if it wins the dog fight.

Long Range Attacks

Some aircraft and ground units have long ranged weapons that can strike their targets from beyond dog fighting range. Ground to Air long ranged attacks can strike aircraft at high altitude, while air to ground long ranged attacks can be performed from high altitude, reducing vulnerability to ground fire.

Air-to-air long ranged attacks are resolved by opposed rolls between the attacker's anti-aircraft damage and the defender's E-war rating. If an aircraft that has long ranged weapons is entering a dog fight with an aircraft that doesn't, then the long range attack is resolved first, then the dog fight.

Ground Fire and Airstrikes

Generally airstrikes are resolved against specific target hexes and do not roll to hit. If an aircraft performing an airstrike is not intercepted or opposed by ground fire, then the attack is resolved automatically.

Units that deal anti-aircraft damage can over watch against airstrikes. If an airstrike targets a hex within their over watch range they can attempt to shoot down the attacking plane. In this case the attack is resolved first. If the enemy aircraft survives then the airstrike is resolved normally.

Unit Customisation

Playable units in the game have a set of hardpoints for mounting weapons and equipment. Each hardpoint has a **[size]** and **a set of type symbols**. Equipment that has one or more of the same type symbols as a hardpoint, and are small enough to fit can be mounted there. For the full set of type symbols see (insert page here)

Hardpoints can mount as many items as they can fit. E.g. A **[size four]** hardpoint can mount two **[size two]** items, four **[size one]** items or one **[size four]** item.

Size Symbol: X is the size of a hard-point or piece of equipment.

Integrated Equipment:

Some units will have equipment listed on their stat card as integrated <equipment name>. This equipment is considered built into the unit and **takes up no extra hard-points. It cannot be removed.**

Stacking Stat Modifiers:

Stat modifiers can be said to come from several broad sources: equipment, player abilities and the environment(terrain etc). Generally any stat bonuses from the same source **do not stack.** If multiple pieces of equipment would increase the same stat, then the highest bonus is used. (e.g if you have two FCS that give you +5 accuracy and +10 accuracy respectively, you will gain +10 accuracy. If you have a special abiity that grants +5 accuracy and an FCS that grants +10 you will gain +15 accuracy.)

Notable exceptions:

- **Armour** damage reduction can stack with **shield** damage reduction.
- Bonuses gained from **passive and active abilities** can stack (e.g., passive shield damage reduction and defence focus damage reduction. However if there are multiple sources for passive and active bonuses the highest one from each is used.)
- Accuracy bonuses gained from target locks/ tracking can stack with passive accuracy bonuses, or bonuses that are not based on target locks. (Again if there are multiple sources then the highest is used.)

Negative modifiers follow the same rule. So generally the highest positive and negative modifiers from all relevant sources will be combined to get the net modifier to a stat.

Tank Unique Mechanics:

Tanks are more straight forward to use than other unit types. They come with a degree of armour protection by default and the ability to carry large pieces of equipment. However their drawbacks include poor visual detection range and limited action pools.

Co-Axial Mounts: Most vehicles have a large **[co-axial]** hard point. All weapons mounted here can be fired at the same target using a single **[attack action]** action.

Pintle Mounts: Weapons mounted on a vehicle's pintle mount can be fired with either a regular **[attack action]** or the commander action.

Variable Ammo: If a weapon has the **[variable ammo]** attribute tank crews can change the ammo type as a **[utility action]**.

Ramming: All vehicles can perform a ram action. As part of a move action deal X **[impact]** damage to a target along your vehicle's line of movement. Amount of damage is 1 for every hex moved in a straight line prior to finishing the move action. This attack has a base **[accuracy]** of 30 and is unaffected by any other modifiers. Infantry automatically dive out of the way. The ramming vehicle takes half the damage dealt on it's front arc.

The Commander Action:

Tank units have a commander action that represents the commander helping out the crew. It can be used in the following ways:

- **Look Around:** Gain +4 **[vision]**
- **Hands On:** Gain a **[utility action]**
- **Fire Pintle Mount:** Attack with a weapon on the vehicle's **[pintle mount]**

Co-Axial Mount Symbol: All weapons mounted on this hard-point can be fired with the same action, at the same target.

Pintle Mount Symbol: Weapons mounted on this hard-point can be fired with a commander action.

Variable Ammo Symbol: Weapon attribute; tanks can change this weapon's ammo type as a utility action. Mecha must choose a single type to use for the whole game. Ammo types are specified on the weapon's stat card.

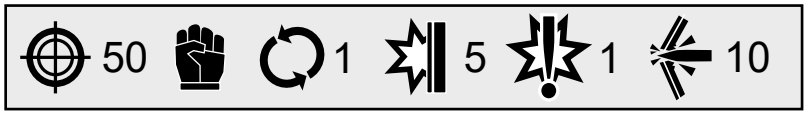
Mecha Unique Mechanics:

Mecha are generally the most flexible unit type. Their capabilities depend heavily on their equipment load out and their play style can be further adjusted through the use of their focus action. In short: mecha can do almost anything but they cannot do everything at once.

Linked Weapon: While using the **fire control focus** a mech can fire **two weapons** of the **same type** with the **[linked]** attribute at the **same target** using a single **[attack action].**

Variable Ammo: Mecha require compact auto-loading systems that generally can't swap between multiple ammo types on the fly. Mecha can still mount weapons with the **[variable ammo]** attribute but they must choose a single ammo type before the game starts.

Universal Melee Attack: All mecha can attack a target by striking it with their limbs or slamming it with their bulk. Such attacks have the following stat line:



Linked Symbol: Mecha can fire two weapons of the same name with the linked attribute when using fire-control focus.

The Focus Action:

Mecha are controlled by a single pilot that can enhance their capabilities depending on where they focus their attention during battle. At the start of the turn a mecha player can use their focus action to gain on of the following abilities:

- **Fire Control Focus:** Fire multiple **linked** weapons as described above.
- **Evasion Focus:** Incoming attacks from the front arc have a chance to be dodged based on the mech's **[evasion]** stat.
- **Defence Focus:** Gain extra benefits if you are using a shield. (See shield equipment for specific details.)
- **Melee Focus:** Attack with up to **2 melee weapons in a single attack action**. Weapons must **be mounted on opposite arms**. (one left, one right)

Symbols Glossary

Action Symbols

Movement action

Attack action

Utility Action

Utility **or** Attack Action

Utility **or** Movement Action

Attack **or** Movement Action

Wildcard (Any action type)

Commander Action: Unique action type for tank units, can be used as a utility action, to increase vision range and fire pintle mounted weapons.

Focus Action: Unique action type for mecha units, use at the beginning of the turn to declare fire control, evasion, melee or defensive focus..

Unit Stat Symbols

Hit Points(HP): The amount of damage a unit can take before it cannot continue fighting.

Agility: The chances of a unit being able to evade an incoming attack. (Not all units can evade, some must take special actions to do so while others attempt evasion automatically.)

Vision Range: The range at which a unit can visually see enemies.

E-War Rating: Units ability to perform and defend against jamming, lock-on and hacking actions.

Legged Movement: Movement Type for mecha and mega cavalry.

Tracked/Wheeled Movement: Movement Type for tanks and other ground vehicles.

Flying(VTOL) Movement: Movement Type for helicopters and similar vehicles.

Infantry Movement: Movement Type for infantry and smaller legged units.

Infantry Scale Health Symbol: Used by infantry and small drones.

CQC Symbol: An infantry unit's effectiveness at fighting in close quarters.

Weapon Stat Symbols

Accuracy: The base TN to hit with this weapon.

Range: The weapon range in hexes. (Melee weapons have a fist symbol instead.)

Rate of Fire (RoF): The number of attacks this weapon can make in a single action.

Internal Damage: The amount of damage done to the unit's internals grid on a penetrating hit.

Penetration: The TN for scoring a penetrating hit with this weapon.

Shaped Charge Damage: A damage type dealt by weapons that rely on shaped charges such as H.E.A.T warheads.

Piercing Damage: Damage that involves force focused on a single point. Generally dealt by bullets, spikes and other pointy objects.

Impact Damage: A damage type that represents raw force. Dealt by high explosives and blunt force melee attacks.

Slash Damage: A damage type dealt by blades and claws.

Energy Damage: A damage type dealt by beam emitters and melee weapons sheathed in exotic energy fields.

Small Arms Damage Symbol: Weapons with this attribute can't damage units that don't use infantry scale health.

Weapon/Equipment Attribute Symbols

Armour/Damage Reduction: Reduces in coming damage by X. Sometimes paired with damage symbols to denote reduction against specific damage types.

Armour Penetration: Ignores X amount of damage reduction if the target is within Y distance.

Blast: This attack deals X area of effect damage within a radius of Y.

Large Projectile: This weapon's attack uses a large projectile and is vulnerable to interceptors.

Interceptor: Each turn this equipment negates up to X number of shots from large projectile weapons against targets within Y. If Y is 0 only the carrying unit is protected.

Electronic Defence: Automatically resists jamming, hacking and lock-on attempts without needing to take action.

Network Defence: Grants a chance of defending against enemy **hacking actions** to targets that are in a network with you.

Data Link: Allows the user to form a network with allied units that also have data links.

ECM: Enables jamming and hacking actions.

Sensitive Electronics: This equipment can be shut down by hacking and EMP shock.

Requires Power: This weapon/piece of equipment cannot be used if the unit is suffering from EMP shock.

Heavy EMP: Targets that get hit by this weapon suffer EMP shock.

Light EMP: Targets that take a penetrating hit from this weapon suffer EMP shock (does not stack with spalling).

Spalling: Attacks from this weapon always deal X internal damage to the target's internals even if no internal hit was scored. (Only applies to direct hits)

Demolisher: Attacks from this weapon can destroy certain terrain types, and negates damage reduction on buildings equal to half the attack damage.

Graze: This attack still does X damage even if it is evaded.

Indirect Fire: The weapon does not need line of sight to it's target to attack, but suffers -20 to it's hit roll without it. If the target is locked then this penalty is negated. X Is the minimum range

Variable Indirect Fire: Like indirect fire, however the attacker has the option to make a direct fire attack instead. Indirect attacks still have a minimum range of X.

Linked: Mecha can fire two weapons of the same name with the linked attribute when using fire-control focus.

Homing: If the target is locked then attacks from this weapon automatically hit it and cannot be evaded.

Tracking: If the target is locked then attacks from this weapon gain +X chance to hit. (Replaces regular bonus.)

Sensor Lock: Allows a unit to lock on without line of sight, the target must still be within 10 hexes.

Signature Dampening: Sensors will not detect this unit.

Advanced-Sensor: Detects units with signature dampening within X.

Optical Stealth: Units with optical stealth cannot be visually detected, but can still show up as sensor contacts.

Optical Detection: Equipment with this attribute counters optical stealth within X range.

Silenced: This weapon can be used without losing stealth.

Beacon: Units with this attribute will always be visible as a sensor contact and cannot benefit from any kind of stealth. **[E-War Rating]** will be reduced by -20 or to 40, which ever is lower, vs target locks.

Variable Ammo: Weapon attribute; tanks can change this weapon's ammo type as a utility action. Ammo types are specified on the weapon's stat card.

Limited Ammo: This weapon/item can only be used/fired X number of times per game.

Slash: This weapon's attack can hit all targets in a three hex arc in front of the wielder.

Hard-point and Equipment Type Symbols

Hard-point/Equipment size: The amount space a hard-point has, or the amount of space an item takes up on a hard-point, where X is the size/space.

Light Weapon: Lighter vehicle mounted weapons such as heavy machine guns.

Medium Weapon: Medium sized vehicle scale weapons such as auto-cannons.

Main Gun: Large bore cannons and similar sized weapons.

Artillery Weapon: Heavy duty, indirect fire support weapons.

Launcher: Optional secondary weapons such as disposable rocket pods.

Mecha Scale Melee Weapon: Pile bunkers, giant clubs etc...

Mecha Scale Thrown Item: Really big grenades, really big demo charges etc...

Pintle Mount: Hard-point attribute; weapons mounted on this hard-point can be fired with a commander action.

Co-Axial Mount: Hard-point attribute; all weapons mounted on this hard-point can be fired with the same action, at the same target.

Variable Ammo: Weapon attribute; tanks can change this weapon's ammo type as a utility action. Ammo types are specified on the weapon's stat card.

Applique Armour: Detachable armour panels that can be added to a vehicle or mech for extra protection.

Electronic Support Equipment: ECM pods, network defence modules, data links and such like.

Sensor Equipment: Radar modules, thermal imaging, fire control units and similar equipment.

Utility Equipment: Internal reinforcements, jump jets and amphibious modifications among other things.

Leg Hardpoint: Equipment specific to mecha legs. Like jump jets and skate systems.

Drone Controller: A special class of equipment needed to field drones.

Specialist Item: A weapon designed specifically for a certain unit. All specialist items are shown on their corresponding unit's stat card and may not be mounted on any other unit type.

Battlefield Annotations

The following graphics are often placed on or around unit tokens to show certain status' effects.

Damage: Unit has taken X damage. (-0 means the damage has been completely negated by damage reduction).

Healing: Unit has been healed for X HP.

Intercepted: An incoming attack has been negated by **interceptors**.

Visual Lock: The unit has been locked on to visually.

Sensor Lock: The unit has been locked on to by a sensor.

Marker Lock: The unit has been locked on to by a target marker.

Stealth: The unit is in stealth.

Jammed: The unit is jammed.

Hacked: The unit is hacked.

EMP Shock: The unit is in EMP shock.

Retreating: This unit is attempting to flee the battlefield. This does not mean it will not attack if it gets an opportunity. Retreating units can still be rallied. Let them run or strike them down as you see fit.

Surrendered: This unit has surrendered and will no longer participate in the fight. (Used for role playing purposes, believe at your own risk.)