

HEAVY GEAR VEHICLE WEAPON LIST

| Name | Code | Range | Dam. | Acc. | RoF | Min. Size | Special |
|----------------------------|--------|-------------|------|------|-----|-----------|--------------------------------------|
| AP Grenade Launcher | APGL | 1/2/4/8 | x3 | -1 | 0 | 2 | Anti-Inf., Indirect Fire, AE=0 |
| Anti-Personnel Mortar | APM | 2/4/8/16 | x4 | 0 | 0 | 3 | Anti-Inf., Ind. Fire, AE=0, Min Rg 2 |
| Deployable Pack Gun | DPG | 2/4/8/16 | x8 | -1 | +2 | 3 | Disposable |
| Fragmentation Cannon | FGC | 1/2/4/8 | x14 | 0 | 0 | 5 | Anti-Inf., Frag Ammo |
| Heavy Autocannon | HAC | 3/6/12/24 | x12 | 0 | +1 | 5 | - |
| Heavy Field Gun | HFG | 8/16/32/64 | x28 | 0 | 0 | 10 | Indirect Fire |
| Heavy Grenade Launcher | HGL | 2/4/8/16 | x20 | -1 | +1 | 5 | Indirect Fire |
| Heavy Guided Mortar | HGM | 5/10/20/40 | x20 | -1 | 0 | 5 | Guided, Ind. Fire, Min Range 5 |
| Heavy Machine Gun | HMG | 1/2/4/8 | x4 | 0 | +3 | 3 | Anti-Inf. |
| Light Autocannon | LAC | 2/4/8/16 | x8 | 0 | +2 | 4 | - |
| Light Field Gun | LFG | 5/10/20/40 | x22 | 0 | 0 | 8 | Indirect Fire |
| Light Grenade Launcher | LGL | 1/2/4/8 | x15 | -1 | +2 | 0 | Indirect Fire |
| Light Guided Mortar | LGM | 3/6/12/24 | x15 | -1 | 0 | 4 | Guided, Ind. Fire, Min Range 3 |
| Light Machine Gun | LMG | 1/2/4/8 | x3 | 0 | +4 | 3 | Anti-Inf. |
| Medium Autocannon | MAC | 3/6/12/24 | x10 | 0 | +1 | 4 | - |
| Snub Cannon | SC | 1/2/4/8 | x28 | -1 | 0 | 6 | - |
| Anti-Tank Missile | ATM | 3/6/12/24 | x25 | +1 | 0 | 6 | Guided, Indirect Fire |
| Heavy AT Missile | HATM | 5/10/20/40 | x30 | +1 | 0 | 9 | Guided, Indirect Fire |
| Heavy Rocket Pack/24 | HRP/24 | 3/6/12/24 | x20 | -1 | +3 | 5 | Indirect Fire |
| Heavy Rocket Pack/48 | HRP/48 | 3/6/12/24 | x20 | -1 | +4 | 5 | Indirect Fire |
| Inc. Rocket Pack/10 | IRP/10 | 1/2/4/8 | x13 | -1 | +1 | 4 | Indirect Fire, Slow Burn Incendiary |
| Inc. Rocket Pack/20 | IRP/20 | 1/2/4/8 | x13 | -1 | +2 | 4 | Indirect Fire, Slow Burn Incendiary |
| Inc. Rocket Pack/30 | IRP/30 | 1/2/4/8 | x13 | -1 | +3 | 4 | Indirect Fire, Slow Burn Incendiary |
| Light Rocket Pack/8 | LRP/8 | 1/2/4/8 | x12 | -1 | +1 | 3 | Indirect Fire |
| Light Rocket Pack/16 | LRP/16 | 1/2/4/8 | x12 | -1 | +2 | 3 | Indirect Fire |
| Light Rocket Pack/24 | LRP/24 | 1/2/4/8 | x12 | -1 | +3 | 3 | Indirect Fire |
| Light Rocket Pack/32 | LRP/32 | 1/2/4/8 | x12 | -1 | +4 | 3 | Indirect Fire |
| Med. Rocket Pack/9 | MRP/9 | 2/4/8/16 | x18 | -1 | +1 | 4 | Indirect Fire |
| Med. Rocket Pack/18 | MRP/18 | 2/4/8/16 | x18 | -1 | +3 | 4 | Indirect Fire |
| Med. Rocket Pack/36 | MRP/36 | 2/4/8/16 | x18 | -1 | +4 | 4 | Indirect Fire |
| Chassis Reinforcement | CR | 0/0/0/0 | +1 | 0 | 0 | n/a | Physical Attack Only |
| Hand Grenade (1) | HG | 0/0/0/0 | x15 | -1 | 0 | 2 | Anti-Infantry |
| Heavy Bazooka | HBZK | 2/4/8/16 | x25 | 0 | 0 | 5 | - |
| Heavy Laser Cannon | HLC | 5/10/20/40 | x20 | +1 | 0 | 5 | -3 Dam. per RB. |
| Heavy Particle Accelerator | HPA | 3/6/12/24 | x15 | +1 | 0 | 8 | -1 Dam. per RB., Haywire |
| Heavy Railgun | HRG | 10/20/40/80 | x35 | 0 | 0 | 12 | - |
| Light Bazooka | LBZK | 2/4/8/16 | x15 | 0 | 0 | 4 | - |
| Light Laser Cannon | LLC | 5/10/20/40 | x16 | +1 | 0 | 5 | -2 Dam. per RB. |
| Light Particle Accelerator | LPA | 2/4/8/16 | x10 | +1 | 0 | 6 | -1 Dam. per RB., Haywire |
| Light Railgun | LRG | 5/10/20/40 | x14 | 0 | +2 | 7 | - |
| Medium Bazooka | MBZK | 2/4/8/16 | x20 | 0 | 0 | 4 | - |
| Rapid-Fire Bazooka | RFB | 1/2/4/8 | x14 | 0 | +2 | 4 | - |
| Sniper Laser Cannon | SLC | 5/10/20/40 | x12 | +1 | 0 | 14 | -1 Dam. per RB |
| Vibroblade | VB | 0/0/0/0 | x8 | 0 | 0 | 3 | Physical Attack Only |

INFANTRY WEAPON LIST

| Weapons | Accuracy | Damage | Range | ROF | Weapons | Accuracy | Damage | Range | ROF |
|---------------------|----------|--------|-----------|-----|-----------------------------------|----------|--------|-------------|-----|
| 7mm Rifle | 0 | x2 | 1/2/4/8 | 0 | 9mm Chaingun | 0 | x3 | 1/2/4/8 | 4 |
| 7mm Assault Rifle | 0 | x2 | 1/2/4/8 | 1 | 24mm Anti-HG Rifle | +1 | x7 | 3/6/12/24 | 0 |
| 9mm Heavy Rifle | 0 | x3 | 1/2/4/8 | 0 | 37mm Grenade Rifle | 0 | x8 | 1/2/4/8 | 0 |
| 15mm Sniper Rifle | +1 | x4 | 2/4/8/16 | 0 | 50mm Rocket Launcher | 0 | x14 | 1/2/4/8 | 0 |
| 9mm Lt. Machine gun | 0 | x3 | 2/4/8/16 | 2 | 62mm Light Mortar | -1 | x12 | 3*/ 6/12/24 | 0 |
| Sniper Laser Rifle | +1 | x4 | 4/8/16/32 | 0 | * Cannot fire at range 2 or less. | | | | |

THE COMBAT ROUND

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

Repeat Steps One to Four until each combat group has had the opportunity to move and act. A combat group may only move and act once per combat round. If one player no longer has any combat groups left to use, he skips his phases until the end of the combat round.

ACTIONS EXAMPLE

Among possible combat actions:

- fire one weapon
- fire one set of linked weapons
- embark/disembark one (1) crewman
- perform a physical attack (ramming, kicking, punching, etc...)
- activate an auxiliary system (ECM, active sensors, communication, etc...)

TERRAIN COSTS

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

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

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

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

DETECTION THRESHOLD MODIFIERS

Applied to attacker's Electronic Warfare skill roll

- Sensor Bonus variable, by default 0

Applied to defender's Concealment Threshold

- Stealth Bonus variable, by default 0
- Movement Penalty -1 per inch moved by target
- Combat Penalty -1 per weapon fired by target

ATTACK ROLL

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

- Fire Control

The Fire Control rating of the vehicle

- Weapon Accuracy

The Accuracy rating of the weapon

- Range

| | | | |
|-------------|----|---------|----|
| Point Blank | +1 | Long | -2 |
| Short | +0 | Extreme | -3 |
| Medium | -1 | | |

- Attacker's Movement

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

- Minus the Obscurement Total

DEFENSE ROLL

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

- Maneuver

The Maneuver rating of the vehicle

- Defender's Movement

| Inches Moved | Defense Mdf. | Inches Moved | Defense Mdf. |
|--------------|--------------|--------------|--------------|
| 0 | -3 | 7-9 | +1 |
| 1-2 | -2 | 10-19 | +2 |
| 3-4 | -1 | 20-99 | +3 |
| 5-6 | +0 | 100-999 | +4 |

- Arc of Attack

| | | | |
|---------------------------|----|---------------------|----|
| Attack is from Front | -0 | Attack is from Rear | -2 |
| Attack is from Rear Flank | -1 | | |

DETAILED DAMAGE VS ARMOR

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

FIRE ARCS

| | |
|-----|-----------------------------|
| F | forward (180 degrees) |
| FF | fixed forward (120 degrees) |
| R t | right (180 degrees) |
| L | left (180 degrees) |
| Rr | rear (180 degrees) |
| T | turreted (360 degrees) |

INFANTRY ROF

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

SYSTEMS DAMAGE

| Damaged System | Light DAM. | Heavy DAM. |
|-------------------|------------------------|---|
| 1 Fire Control | SubTable A | Roll on SubTable A and add +1 |
| 2 Structure | SubTable B | Roll on SubTable B and add +1 |
| 3 Crew | Crew stunned* | 10% casualties, min 1. |
| 4 Movement | -1 MP | 1/2 remaining MP (round down) & -2 maneuver |
| 5 Auxiliary Syst. | -1 to 1d6 Aux. Systems | 1d6 Auxiliary systems destroyed |

6 Roll Twice on this table

*-1 action for 1 round

SUBTABLE A: FIRE CONTROL DAMAGE

| | |
|---|---|
| 1 | -1 to a single Weapon |
| 2 | -2 to a single Weapon |
| 3 | -1 to all Weapons |
| 4 | Single Weapon destroyed |
| 5 | Fire Control system destroyed (-5 to attacks) |
| 6 | Roll Twice on this table |
| 7 | Ammunition/Fuel Hit — roll 1 die: |

1-3 Ammo Storage and Fuel Tank Ruptured (vehicle cannot more or fire weapons)

4-6 Chain Reaction! Ammo and Fuel Explodes! (Vehicle Destroyed and Crew Killed)

SUBTABLE B: STRUCTURAL DAMAGE

| | |
|---|--|
| 1 | -1 MP |
| 2 | 1/2 remaining MP (round down) |
| 3 | -1 to Maneuver |
| 4 | -2 to Maneuver |
| 5 | Power transfer failure; No movement |
| 6 | Catastrophic crew compartment failure, 75% casualties, minimum 1 |
| 7 | Complete structural failure; vehicle is destroyed, but crew survives |

TACTICAL SYSTEM FUMBLE EFFECTS

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

RAMMING

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

IMPACT SPEED MODIFIERS

| Impact Speed | Damage Modifier |
|--------------|-----------------|
| 1-2 | -2 |
| 3-4 | -1 |
| 5-6 | +0 |
| 7-9 | +1 |
| 10-19 | +2 |
| 20-99 | +3 |
| 100-999 | +4 |