CANNONS AND RECOILESS WEAPONS

Weapon Name	Code	ACC	PB	SR	MR	LR	ER	Dam	RoF	Notes
Very Light Machine Gun	VLMG	0	2	3	6	12	24	x 2	3	AI
Light Machine Gun	LMG	0	2	3	6	12	24	x 3	4	AI
Heavy Machine Gun	HMG	0	2	3	6	12	24	x 4	3	AI
Fragmentation Cannon	FGC	+1	2	3	6	12	24	x 7	◆ 2	AI
Very Light Rifle	VLR	0	3	6	12	24	48	x 6	0	
Light Rifle	LRF	0	5	9	18	36	72	x 8	0	
Medium Rifle	MRF	0	6	12	24	48	96	x 10	0	
Heavy Rifle	HRF	0	6	12	24	48	96	x 12	0	
Deployable Pack Gun	DPG	-1	3	6	12	24	48	x 8	2	
Light Anti-Aircraft Cannon	LAAC	0	3	6	12	24	48	x 8	6	AA
Medium Anti-Aircraft Cannon	MAAC	0	5	9	18	36	72	x 10	4	AA
Heavy Anti-Aircraft Cannon	HAAC	0	5	9	18	36	72	x 12	3	AA
Very Light Autocannon	VLAC	0	3	6	12	24	48	x 6	2	
Light Autocannon	LAC	0	3	6	12	24	48	x 8	2	
Medium Autocannon	MAC	0	5	9	18	36	72	x 10	1	
Heavy Autocannon	HAC	0	5	9	18	36	72	x 12	1	
Very Heavy Autocannon	VHAC	0	5	9	18	36	72	x 15	1	
Very Light Field Gun	VLFG	-1	8	15	30	60	120	x 20	0	IF
Light Field Gun	LFG	0	8	15	30	60	120	x 22	0	IF, AE1
Heavy Field Gun	HFG	0	12	24	48	96	192	x 28	0	IF, AE1
Very Heavy Field Gun	VHFG	0	15	30	60	120	240	x 33	0	IF, AE2
Snub Cannon	SC	-1	2	3	6	12	24	x 28	0	
Light Panzerfaust	LPZF	-1	2	3	6	12	24	x 10	0	
Medium Panzerfaust	MPZF	-1	2	3	6	12	24	x 15	0	
Heavy Panzerfaust	HPZF	-1	3	6	12	24	48	x 20	0	
Rapid-Fire Bazooka	RFB	0	2	3	6	12	24	x 14	2	
Light Bazooka	LBZK	0	3	6	12	24	48	x 15	0	
Medium Bazooka	MBZK	0	3	6	12	24	48	x 20	0	
Heavy Bazooka	HBZK	0	3	6	12	24	48	x 25	0	

◆ 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.

ROCKETS AND MISSILES

Note: Many Rocket pods of the same class have different ammo loads, represented by their varying Rate of Fire (RoF) values. For example, two units with LRPs might have a different RoF value.

Weapon Name	Code	ACC	PB	SR	MR	LR	ER	Dam	RoF	Notes
Very Light Rocket Pack	VLRP	-1	2	3	6	12	24	x 8	3 to 6	IF
Light Rocket Pack	LRP	-1	2	3	6	12	24	x 12	1 to 4	IF
Medium Rocket Pack	MRP	-1	3	6	12	24	48	x 18	1 to 4	IF
Heavy Rocket Pack	HRP	-1	5	9	18	36	72	x 20	3 to 4	IF
Incendiary Rocket Pack	IRP	-1	2	3	6	12	24	x 13	1 to 3	IF, SB
Heavy Incendiary RP	HIRP	-1	5	9	18	36	72	x 16	3 to 4	IF, SB
Anti-Aircraft Missile	AAM	+1	12	24	48	96	192	x 10	0	AA, IF, MR, G
Airburst Missiles	ABM	0	5	9	18	36	72	x 10	0	IF, Blast(2)
Anti-Gear Missile	AGM	+1	5	9	18	36	72	x 15	0	IF, G
Anti-Tank Missile	ATM	+1	5	9	18	36	72	x 25	0	IF, G
Heavy Anti-Tank Missile	HATM	+1	8	15	30	60	120	x 30	0	IF, G

SUPPORT WEAPONS

Weapon Name	Code	ACC	PB	SR	MR	LR	ER	Dam	RoF	Notes
Light Flamer	LFL	+1	1	2	3	6	12	x 5	0	SB, IF
Medium Flamer	MFL	+1	1	2	4	8	16	x 7	1	AE1, SB, IF
Heavy Flamer	HFL	+1	2	3	6	12	24	x 9	2	AE2, SB, IF
Anti-Personnel Mortar	APM	0	3	6	12	24	48	x 4	0	IF, AI, AE4, MR
Light Guided Mortar	LGM	-1	5	9	18	36	72	x 15	0	IF, G, AE1, MR
Heavy Guided Mortar	HGM	-1	8	15	30	60	120	x 20	0	IF, G, AE2, MR
Light Field Mortar	LFM	-1	6	12	24	48	96	x 15	0	IF, AE3, MR
Medium Field Mortar	MFM	-1	8	15	30	60	120	x 20	0	IF, AE3, MR
Heavy Field Mortar	HFM	-1	9	18	36	72	144	x 25	0	IF, AE4, MR
Anti-Personnel Grenade Launcher	APGL	-1	2	3	6	12	24	x 4	0	IF, AI, AE3
Light Grenade Launcher	LGL	-1	2	3	6	12	24	x 15	2	IF, AE2
Heavy Grenade Launcher	HGL	-1	3	6	12	24	48	x 20	1	IF, AE2

ADVANCED WEAPONS

Weapon Name	Code	ACC	PB	SR	MR	LR	ER	Dam	RoF	Notes
Light Particle Accelerator	LPA	+1	3	6	12	24	48	x 10	0	MB1, H
Heavy Particle Accelerator	HPA	+1	5	9	18	36	72	x 15	0	MB1, H
Light Railgun	LRG	0	8	15	30	60	120	x 14	2	
Heavy Railgun	HRG	0	15	30	60	120	240	x 35	0	
Sniper Laser Cannon	SLC	+1	8	15	30	60	120	x 12	0	MB1
Heavy Gatling Laser Cannon	HGLC	+1	3	6	12	24	48	x 16	1	MB3
Light Laser Cannon	LLC	+1	8	15	30	60	120	x 16	0	MB2
Heavy Laser Cannon	HLC	+1	8	15	30	60	120	x 20	0	MB3
Light Pulse Laser Cannon	LPLC	+1	5	9	18	36	72	x 20	0	MB3
Heavy Pulse Laser Cannon	HPLC	+1	5	9	18	36	72	x 24	0	MB4

INFANTRY WEAPONS

Weapon Name	ACC	PB	SR	MR	LR	ER	Dam	RoF	Notes
Anti-Gear Rifle	+1	5	9	18	36	72	x 7	0	
Assault Rifle	0	2	3	6	12	24	x 2	1	AI
Chaingun	0	2	3	6	12	24	x 3	4	AI
Grenade Rifle	0	2	3	6	12	24	x 8	0	AI, IF, AE2
Heavy Rifle	0	2	3	6	12	24	x 3	0	AI
Light Machine Gun	0	3	6	12	24	48	x 3	2	AI
Light Mortar	-1	5	9	18	36	72	x 12	0	AI, MR, IF, AE3
Rifle	0	2	3	6	12	24	x 2	0	AI
Rocket Launcher	0	2	3	6	12	24	x 14	0	AE1
Sniper Laser Rifle	+1	6	12	24	48	96	x 4	0	AI, Sniper
Sniper Rifle	+1	3	6	12	24	48	x 4	0	AI, Sniper

CLOSE COMBAT

Weapon Name	Code	ACC	Dam	Notes
Combat Reinforcement	CR	0	Size+1	M
Chain Sword	CS	0	Size+3	M
Close Combat Attack	CC	0	Size	M
Heavy VibroSword	HVS	-1	Size+8	M, AC
Vibroaxe	VA	-1	Size+4	M, AC
Vibroblade	VB	0	Size +2	M
Vibrorapier	VR	1	Size	M, AP

CLOSE COMBAT AND THROWN

Weapon Name	Code	ACC	Dam	Notes
Spike Gun	SKG	-1	x 12	M
Heavy Spike Gun	HSKG	-1	x14	M, AP
Hand Grenade	HG	-1	x 15	T, AI, AE2
Heavy Hand Grenade	HHG	-1	x 25	T, AE2
Haywire Grenade	HWG	-1	x 10	T, H, AE1
Self-Destruct Grenade	SDG	-1	x 30	T, AE3

ARMY CONSTRUCTION - QUICK REFERENCE

PRIORITY LEVEL 1

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

Core	Minimum of one Core Combat Group, Maximum is unlimited
Auxiliary	Up to two Auxiliary Combat Groups may be taken
Specialist	Up to one Specialist Combat Group may be taken, but you must first have two or more Core Combat Groups
Elite	No Elite Combat Groups may be taken at this Level
Veterans	Any one Combat Group may be made Veterans

PRIORITY LEVEL 2

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

Core	Minimum of two Core Combat Groups, Maximum is unlimited
Auxiliary	Up to three Auxiliary Combat Groups may be taken
Specialist	Up to three Specialist Combat Groups may be taken
Elite	One Elite Combat Group may be taken at this Priority Level, but you must first have three or more Core Combat Groups
Veterans	Up to two Combat Groups may be made Veterans

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.

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

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.

Core	One Core Combat Group may be taken for each Specialist bought
Auxiliary	An unlimited number of Auxiliary Combat Groups may be taken
Specialist	Up to four Specialist Combat Groups may be taken
Elite	One Elite Combat Group Must be taken, and there is a maximum of three Elite Combat Groups
Veterans	Up to four Combat Groups may be made Veteran

FORMULAS	
Command Points (CP):	Commanders LD + (1 per 500pts or portion)
Support Points (SP):	PL + (1 per full 500pts)
Objective Points (OP):	2 + (2 per 750pts or portion)
Success Level:	([VP / OP] x 100) %

THE NORTH

	NorGuard	NAF	UMFA	WFPA
GP	Core	Core	Core	Core
Recon	Aux	Core	Aux	Aux
Strike	Elite	Elite	Spec	Elite
Fire Support	Aux	Aux	Spec	Aux
Dragoon	Aux	Spec	Spec	Core
Ranger	Spec	Spec	Spec	Spec
Airborne	Spec	Spec	Aux	Elite
Strider	Spec	Aux	Spec	Aux
Heavy Tank	Spec	Spec	Elite	Spec
Light Tank	Aux	Spec	Spec	Aux
Infantry	Core	Core	Aux	Core
Field Gun	Spec	Spec	Elite	Aux
Cavalry	Aux	Aux	Aux	Aux

THE SOUTH

	SRA*	MILICIA	HAPF	MDP	ESE
GP	Core	Core	Aux	Aux	Aux
Recon	Aux	Aux	Aux	Aux	Aux
Strike	Spec	Elite	Elite	Elite	Spec
Fire Support	Aux	Aux	Spec	Spec	Aux
MP	–	Aux	Spec	Core	Aux
Paratroop	Spec	Spec	Spec	Aux	Spec
Opsec	Elite*	Elite*	Elite*	Elite*	Elite*
Strider	Spec	Spec	Core	Spec	Aux
Tank	Aux	Spec	Aux	Elite	Aux
Cavalry	Aux	Aux	Aux	Aux	Aux
Infantry	Core	Core	Core	Aux	Core
Field Gun	Spec	Aux	Spec	Elite	Aux

* SRA armies must be built at PL 2 or more. MILICIA Auxiliaries attached to an SRA army are always built at PL1. Opsec squads occupy a Veteran slot.

ESE Honor Guard	Core Unit
GP	GP
Recon	GP
Strike	GP
Fire Support	Recon
MP	MP
Paratroop	Recon
Strider	Tank
Cavalry	Infantry
Infantry	Infantry

THE BADLANDS

	POC	PRDF	PAK
GP	Aux	Core	Aux
Support	–	–	Spec
Anti-Rover	Core	Aux	–
Patrol	Spec	Aux	–
Strike	Elite	Spec	–
Fire Support	Spec	Aux	–
Special Forces	Elite	Spec*	–
Light Tankstrider	Spec	Aux	–
Support Tankstrider	Elite	Spec	–
Light Hovertank	–	–	Aux
Heavy Hovertank	–	–	Spec
Cavalry	Aux	Aux	–
Hover Cavalry	–	–	Core
Infantry	Core	Core	Core

COMBAT TURN SEQUENCE [p17]

Step One:	Determine Player Order
Step Two:	Activation
Step Three:	Support Events
	1) Reserves
	2) Airstrikes
	3) Artillery
Step Four:	Miscellaneous Events

DETERMINE PLAYER ORDER [p17]

Each player rolls 1D

Army Commander has the highest Leadership	+1
Fewest Combat Groups on the Table	+1

The high roller may choose to act first or defer

MOVEMENT

SPEED BANDS [p19]

Stationary:	Move up to 1"
Combat Speed:	Move at least 1"
Top Speed:	Move at least Combat Speed, costs an Action

MOVEMENT MODES [p21]

Walker -1 MP for any Rough, +1 MP for any Soft terrain

Stationary:	Move / Turn freely, in any direction
Combat Speed:	Move / Turn freely, in any direction
Top Speed:	One turn per 2" of Movement

Ground Double movement along roads

Stationary:	May make up to 2 turns
Combat Speed:	One turn per 2" of Movement
Top Speed:	One turn per 3" of Movement

Hover Treat Water as Open. Any Dense terrain is Impassable Must drift through turns [p20]

Stationary:	May make up to 3 turns
Combat Speed:	One turn per 2" of Movement
Top Speed:	One turn per 3" of Movement

Emergency Turn / Brake: Any Model may immediately turn by 120˚ or slow by one band by taking a Stun Counter

TERRAIN AND MOVEMENT [p21]

Clear / Open	1 MP / 1"	
Soft	2 MP / 1"	
Rough or Dense	3 MP / 1"	
Very Rough or Dense	4 MP / 1"	
Impassable	N/A	
Structures	N/A	
Road	1 MP / 1"	See Ground Vehicles
Shallow Water	2 MP / 1"	
Deep Water	1 MP / 1"	Often Impassable
Rough Water		+1 MP Cost
Travelling Uphill (per 1")	+1 MP Cost	
Travelling Downhill (per 1")	+0 MP Cost	

Difficult / Dangerous Terrain: Roll Piloting vs 3/5 or take one box of Damage when entering or starting activation in this Terrain.

ACTIONS

Requires an Action	Does not require an Action
Attacking	Defending against any Attack
Active Lock	Stationary or Combat Speed Movement
Top Speed Movement	
Some Perks	
Some Special Actions	

DETECTION [p22]

COMBAT LOCK [p22]

You have combat lock if:

- The Target is not wholly hidden from your Model
- The Target is within its Size in inches of your Model
- Your Model's Detect Rating is greater than the total Concealment to the Target

ACTIVE LOCK [p22]

Roll EW Skill + Sensor Rating > Concealment – If successful, you may immediately perform one of the below at no further Action cost

- Attack the Target with an IF or Thrown Weapon (Model has Forward Observed for itself)
- Designate a Priority target for Coordinated Attacks
- Forward Observe the Target for IF attacks from other Models

CONCEALMENT [p23]

Light Cover	+1 / 4"	Min. of +1 for 2"+
Medium Cover	+1 / 2"	Min. of +1 for 1"+
Heavy Cover	+1 / 1"	Min. of +1 if there is any
Vehicle	+1 per vehicle	
Solid Cover (under 50%)	+1	
Solid Cover (over 50%)	+2	
Solid Cover (total)	May not be detected, IF only	
Movement: Stationary	+0	
Movement: Combat Speed	-1	
Movement: Top Speed	-2	
Used a Weapon	-1	
Perks and Flaws	Varies (see Perk / Flaw)	

All cover (unless solid) must protect at least 50% of the Model. Lock always lasts until the Target Moves or the end of the turn.

SPECIAL ACTIONS

Coordinated Fire [p30]: Combat Group Leader spends an action to nominate a target. The target has a -1 Defense penalty to attacks from this squad until the end of the Combat Groups Activation.

Hull Down [p30]: Spend an Action while stationary in or adjacent to terrain. When you make ranged defense tests your minimum defense total is: Light Cover: 1, Heavy Cover: 2, Hard Cover: 3, Solid Cover: 4. Lasts until you Accelerate or leave the Cover.

Hiding [p31]: Spend an Action while at Combat Speed or Stationary and in or touching terrain. Gain +1 Concealment from the Terrain. Gain an extra +1 Concealment if Stationary. Lasts until you Accelerate to Top Speed or leave the Cover.

Reaction Fire [p31]: Declare a shot during an opponent's turn. Make the shot after his next inch of movement or Action.

Stand-By [p31]: Save up to one Action per IF weapon after your turn. When another Model Forward Observes up to its EW skill level in Stand-by tokens may be spent for IF shots at that Target.

We're In Trouble [p31]: Spend any number of Actions. Each Action spent adds one to your current Defense Mod (but cannot take it above 0). Lasts until you change Speed, Movement Mode or Activate again.

ECM [p34]: Block any Communications Event from a Unit you have Lock to by spending an Action. Make EW + Com + ECM vs. EW + Com + ECCM roll, if the ECM unit rolls higher the Communication is blocked. Additionally block any Active Lock Test against a unit you have Lock to by spending an Action. Roll EW + Com + ECCM vs. the Active Lock roll. If the ECM total is higher the Active Lock is blocked.

ECCM [p34]: Block any ECM action created by a unit you have Lock to by rolling EW + Com + ECCM, use this in place of your current total.

ATTACKS AND DEFENDING

RANGED ATTACK ROLLS [p25]	
Range: Point Blank	+1
Range: Short	+0
Range: Medium	-1
Range: Long	-2
Range: Extreme	-3
Cover: Open	+1
Cover: Some	+0
Cover: Partial	-1
Cover: Full	-2
Any Solid or Hard Cover	-1
Weapon Accuracy	+/- Acc
Vehicle Attack Modifier	+/- Mod
Scenario Effects, Perks, Flaws, etc.	Varies

RANGED DEFENSE ROLLS [p27]	
Vehicle Defense Modifier	+/- Mod
Attacker in Rear Arc	-1
No Lock to the Attacker	-1
Attacked from above	-1
Subject to Crossfire	-1
Subject to Coordinated Fire	-1

RoF USED [p27]	Ammo Check
None (RoF 0)	Fumble
Less than half	2 or less
Half or more	3 or less
Full RoF with a RoF 1 weapon	3 or less
Full RoF	4 or less

MELEE ATTACKS [p28]			
Attacker		**Defender**	
Greater Size	+1	Greater Size	+1 die
Weapon Accuracy	+/- Acc	Attacker in Rear Arc	-1
Higher Speed Band	+1	Defense Modifer	+/- Mod

Free Strikes

Against a Model who attempted a Melee Attack or Ram against your Model and fumbled

Model in contact with or made a Melee Attack against your Model Starts moving away from your Model

Fumbled Free Strikes open your Model to a Free Strike

DAMAGE [p29]

Boxes Lost	Effect
Sturdy	None
Light	-1 to Difficult or Dangerous Terrain tests
Heavy	-1 to all Skill Rolls. May not travel at Top Speed
Critical	-2 to all Skill Rolls. May not travel at Top Speed. Aux Systems Destoyed.
Dead	Tip the Model over. It is now Very Rough Terrain
Destroyed	Remove the Model from play

Stun [p30]

While a Model has a Stun Counter it suffers a -1 Penalty to all Skill Rolls. In the case of Defense tests ignore this penalty if the vehicle has a current Defense Modifier of +0 or worse. A Model may remove a Stun Counter by spending an Action. A unit may only ever have one stun counter at a time, they do not compound.

PRE GAME SETUP

Step One:	Build Armies [p36]
Step Two:	Set Up the Table [p38]
Step Three:	Deployment Zones [p40]
Step Four:	Mission Generation [p42]
Step Five:	1) Choose Half or more of Support Options [p44]
	2) Select Remaining Support Options
Step Six:	Deployment [p48]
Step Seven:	Battle! [p17]
Step Eight:	Victory Conditions [p48]

DEPLOYMENT [p48]

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 person who chooses deployment zone also places the first Combat Group in their Deployment zone. Players then alternate placement of Combat Groups 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.

COMMAND POINTS [p35 & p47]

Your Commander may spend CP = Leadership.
Other Combat Group Leaders may spend CP = Leadership / 2.
Each Model may use 1 CP per turn.
Command Points may be used for the following:

Reroll any Skill Test

Activate out of Sequence

Grant an Immediate Action

Take a Parting Shot when Destroyed

Each side 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. Additionally, the side with the least number of Combat Groups will gain a bonus number of CP equal to the difference in Combat Group numbers.

GAME DURATION & VICTORY CONDITIONS [p48]

Games last four rounds, plus one round for every 1000TV of game limit or portion thereof.

(VP/OP) x 100

Find the force's PL on the table below, and scan across to find the first value equal to or greater than the result of the above formula.

The force with the higher mission success level is the winner of the engagement. Break ties first by total VPs (highest wins), then by PL (lowest wins).

PL	Total Failure	Failure	Disputed	Success	Overwhelming Success
1	5%	25%	50%	75%	100%
2	10%	33%	55%	80%	100%
3	15%	42%	63%	85%	100%
4	20%	50%	70%	90%	100%

USEFUL PAGE REFERENCES			
Forward Observation	p22	Indirect Fire	p25
Thrown and Placed Weapons	p26	RoF Attacks	p26
Crossfire	p27	Weapon Traits	p177
Weapon Tables	p178	Perks & Flaws	p180