# TABLEINDEX

## • TERRAIN EFFECT MODIFIER TABLE

	Movement Class						
Terrain Type	Foot	Wheeled	Tracked	Hover	Grav	Walker	Air
Open	1	1	1	1	1	1	1
Road/Paved	.5	.5	1	1	1	1	1
Rough/Broken	2	3	2	1	1	2	1
Rubble	2	4	2	NA	1	2	1
Light Woods	1	2	2	3	2	2	1
<b>Heavy Woods</b>	1	NA	3	NA	3	3	1
Swamp/Marsh	3	NA	NA	1	1	4	1
Water 1	NA	NA	NA	1	1	2	1
Water 2	NA	NA	NA	1	1	NA	1
Structure	1	NA	NA	NA	NA	NA	1
Hills	1	1	1	1	1	1	NA

## ACTION LIST TABLE

#### **Free Actions**

• Facing Change (p. 48)

## **Repeatable Actions**

- Move (p. 48)
- Facing Change (p. 48)
- Break (p. 60)
- Regroup (p. 64)

#### **Non-Repeatable Actions**

- Mount/Dismount (p. 52)
- Combat (p. 53)
- Special Action (p. 64)
- Target-Lock (p. 57)
- Repair (p. 64)

# • STRIKE POINT ROLL TABLE

**SM** Situation Modifier Description

+1/+2 SA: Advanced Targeting Computer Rating<sup>1</sup>

+1/+2 SA: Active Phase Array<sup>2</sup>

+1 SA: Wizzo

+1 Battlefield Upgrade: Veteran Pilot

+2 Battlefield Upgrade: Ace Pilot

+1 Battlefield Upgrade: Semi-Guided<sup>1</sup>

+1 Valid LoS to Strike Point<sup>3</sup>

+1 Each consecutive turn firing at Strike Point

-1 Per weapon system in Run N' Gun

-1 Long Range Band Penalty

-2 Extreme Range Band Penalty

-2 Model State: Suppressed

<sup>1</sup> Target-Lock or SA: TAG required.

<sup>2</sup> Applicable to Strike Point Roll only.

<sup>3</sup> Not applicable to Bomb Run assaults.

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# COUNTER-ARTILLERY FIRE MODIFIER TABLE

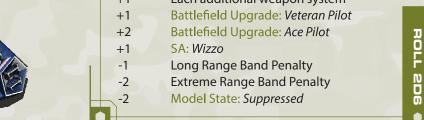
# **SM** Situation Modifier Description

+1 Each additional weapon system









## TABLEINDEX

## RANGED ASSAULT DAMAGE TABLE

#### MoS Result

- One damage point to defending model
- 1 One damage point to defending model
- 2 One damage point to defending model
- 3 One damage point to defending model<sup>1</sup>
- 4 One damage point to defending model<sup>1</sup>
- 5 Two damage points to defending model<sup>1</sup>
- **6** Two damage points to defending model<sup>2</sup>
- 7 Two damage points to defending model<sup>2</sup>
- **8** Two damage points to defending model<sup>2</sup>
- **9** Two damage points to defending model<sup>3</sup>
- 10+ Three damage points to defending model<sup>4</sup>
  - <sup>1</sup> Pilot Check
  - <sup>2</sup> Pilot Check (-1) and model is suppressed
  - <sup>3</sup> Pilot Check (-2) and model is stunned
  - <sup>4</sup> Roll on critical damage table

# CLOSE-COMBAT ASSAULT DAMAGE TABLE

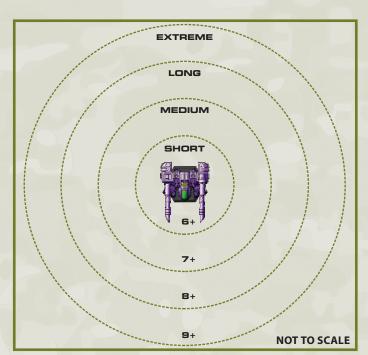
#### MoS Result

- One damage point to both models
- 1 One damage point to losing model
- 2 One damage point to losing model
- 3 One damage point to losing model<sup>1</sup>
- 4 One damage point to losing model<sup>1</sup>
- 5 Two damage points to losing model<sup>1</sup>
- **6** Two damage points to losing model<sup>2</sup>
- 7 Two damage points to losing model<sup>2</sup>
- **8** Two damage points to losing model<sup>2</sup>
- **9** Three damage points to losing model<sup>3</sup>
- 10+ Three damage points to losing model<sup>4</sup>

## CRITICAL DAMAGE TABLE

#### **Roll Result**

- **2** Breeder destroyed (model is disabled)
- **3** Breeder damaged (-1 AP)
- 4 Leg/Drive system crippled (1/2 MV)
- **5** Leg/Drive system damaged (-1 MV)
- 6 Model is knock-downed and stunned
- 7 Model is knock-downed and suppressed
- 8 Model is knock-downed and stunned
- **9** Weapon systems damaged (-1 to any combat roll)
- 10 Targeting systems damaged (-2 to any combat roll)
- 11 Weapon systems crippled (no ranged attacks)
  - 2 Cockpit destroyed and pilot/crew killed









## STRUCTURE DAMAGE TABLE

#### MoS Result

- One damage point to structure
- 1 One damage point to structure
- **2** Two damage points to structure
- 3 Two damage points to structure
- 4 Three damage points to structure
- **5** Four damage points to structure
- 5+ Five damage points to structure (+ critical)

# CRITICAL DAMAGE TABLE

#### **Roll Result**

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- 1 The structure is on fire and burning. +1 damage point per turn until destroyed.
- 2 Reduced structural integrity, reduce the AV by ½.
- **3** Reduced structural integrity, reduce the AV by 1.
- 4 Reduced structural integrity, reduce the AV by 1.
- 5 Reduced structural integrity, reduce the AV by ½.
- **6** The structure implodes and collapses into rubble (destroyed).

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