

# CRITICAL DAMAGE

Dice Roll	Result
1	Stunned. No further effect.
2	Optics Damaged. -2 to Optics.
3	Engine Damaged. -2 to Movement.
4	Weapon Destroyed. Randomly destroy one weapon. It can no longer be used.
5	Engine Dead. The unit is immobilised and can no longer move.
6	Fire. A fire breaks out. Each time they are chosen to activate other than for a recover action roll a die: on a 1, the fire is put out. On a 2-5 the unit suffers a Panic. On a 6 the unit suffers an Ammunition Explodes result.
7+	Boom! The unit is destroyed. Put a flaming wreck token next to it. If they are a behemoth, instead give them a Catastrophic Damage token.

# TERRAIN

- **Type:** pieces are solid Elements on the Battlefield; areas are larger Elements containing lots of smaller features; barriers are long thin Elements
- **Visibility:** Unobstructed terrain doesn't affect visibility; Concealing terrain provides cover; Blocking terrain can't be seen through
- **Movement:** Open terrain doesn't affect movement; Difficult terrain reduces movement by 2"; Impassable terrain can't be moved through
- **Dangerous:** if moved into or through roll 3 dice in an attack against the underside (Armour Rating 0). Flyers and Float Units ignore this
- **Explosive:** explodes with radius 2" from edge if shot or set fire to. 3 dice flashburn attack to everything in range, or 5 dice if completely covered
- **Flammable:** can catch fire and become Dangerous, Difficult and Blocking
- **Elevated:** shots at Units in Elevated terrain ignore all cover, shots out ignore everything except within 1" of the target
- **Destructible:** can be destroyed and replaced by a Concealing Difficult area (pieces) or have sections removed (barriers)

# CHEAT SHEET

## MOVEMENT

- **Cruise:** move forwards in a straight line up to a number of inches equal to their Movement rating, turning the unit up to 45 degrees at any point along this movement
- **Manoeuvre:** move forwards in a straight line up to a number of inches equal to half their Movement rating, turning up to 90 degrees at any point along this movement, or up to 45 degrees twice at any point
- **Pivot:** turn up to 180 degrees but not move any further
- **Reverse:** move backwards in a straight line up to a number of inches equal to half their Movement rating, turning the unit up to 45 degrees at any point along this movement
- **Jink** (float units only): move sideways in either direction in a straight line up to a number of inches equal to half their Movement rating, turning the unit up to 45 degrees at any point along this movement
- **Run** (walker only): move in a straight line in any direction in the unit's front arc up to a number of inches equal to their Movement rating, turning the unit up to 90 degrees at any point along this movement, or up to 45 degrees twice at any point
- **Manoeuvre** (walker only): move in any direction in a straight line up to a number of inches equal to half their Movement rating, turning up to 180 degrees at any point along this movement, or up to 90 degrees twice at any point
- **Bug Out** (VTOL only): remove the VTOL flyer from the board and place it back into reserves. It may not be activated again in the following turn.
- **Panicked Move:** move as far as possible directly away from the closest visible enemy unit (or closest enemy unit if none are visible).

You cannot move through impassable terrain. You can move through difficult terrain but if any part of movement would be through difficult terrain your Movement rating is 2" lesser than normal for the duration of that move.

All movement, other than the specified turns, is in a straight line, preserving the orientation of the vehicle.

# WEAPONS

- **Anti-Air:** When firing this weapon, Fast Mover Units are always considered to be 12" away, and VTOL Units are not considered to be any further away than a normal Unit would be. This special rule only affects weapons mounted in arm, hull and turret mounts
- **Accurate:** This weapon suffers no penalties for range except against Flyers
- **Annihilator:** Shots from this weapon get a +1 bonus to the result of each dice
- **Assault:** This weapon can be fired normally, but also used in assaults
- **Burst:** For each penetrating hit you roll when firing this weapon, roll an additional dice and add the result to the total (do not roll any further dice)
- **Close Action:** This weapon rolls two less dice for firing beyond their optics range, and two less for each additional increment
- **Close Combat:** This weapon can only be used in assaults.
- **Flashburn:** Count the target enemy Unit's Armour Rating as one less than normal when considering if a shot from this weapon penetrates. If this would reduce them to Armour rating zero, then the usual rules apply
- **Guided Fire:** Shots from this weapon ignore all cover penalties
- **Inferno:** Flammable and Explosive terrain within 2" of the target catches fire or explodes
- **No Pen:** Count all penetrating hits scored by this weapon as glancing hits. It can never generate penetrating hits
- **Plasma Burn:** If this weapon causes a critical damage effect, add 2 to the result on the critical damage table
- **Point Blank:** This weapon cannot be fired beyond the Unit's Optics range
- **Static:** This weapon cannot be used in a turn where the Unit also moves
- **Unstable:** Shots with this weapon in a Turn where the Unit has already been issued a Move order roll two fewer dice
- **Versatile:** A weapon with this special rule can always be mounted in a hull or sponson mount no matter the Size of the Unit mounting it
- **Volley:** After you have rolled attack dice for this weapon, but before you apply any other special rules, you may pick up all dice that were a miss and reroll them. Dice can never be rerolled more than once

Melee Weapons	Rating	Rules
Blade	6	Close Combat
Wrecker	8	Close Combat
Turbo-blade	8	Close Combat, Plasma Burn
Magma Wrecker	8	Close Combat, Annihilator

Light Weapons	Rating	Rules
Autogun	5	
Autocannon	5	No Pen, Versatile
Howler	7	Versatile
Laser	3	Assault, No Pen, Point Blank
Light Missile	5	Anti-Air, Flashburn
Plasma Blaster	5	Anti-Air, Guided Fire, Unstable
Rotor Cannon	5	Close Action, Plasma Burn
Light Cannon	7	Versatile, Volley

Heavy Weapons	Rating	Rules
Pulse Laser	4	Flashburn, Volley
Blast Cannon	8	Close Action
Battle Cannon	9	
Heavy Rotor Cannon	7	Volley
Heavy Cannon	10	Unstable
Heavy Laser	6	Anti-Air, Flashburn
Heavy Missile	8	Anti-Air, Guided Fire, Unstable
Magma Blaster	6	Point Blank, Annihilator
Plasma Cannon	8	Close Action, Plasma Burn
Screamer	14	Assault, No Pen, Point Blank

Superheavy Weapons	Rating	Rules
Heavy Blast Cannon	10	Close Action
Heavy Battle Cannon	11	
Missile Rack	7	Anti-Air, Guided Fire, Unstable, Volley
Magma Cannon	10	Point Blank, Annihilator
Heavy Plasma Cannon	10	Close Action, Plasma Burn
Super-heavy Laser	9	Anti-Air, Flashburn, Unstable

Bombs	Rating	Rules
Bomb Rack	4	Volley, Bomb
Heavy Bomb Rack	6	Volley, Bomb
Plasma Bomb Rack	6	Plasma Burn, Volley, Bomb
Incendiary Bomb Rack	10	Inferno, No Pen, Volley, Bomb