

## Ranged Weapons

TYPE	CLASS	EQUIP	TAGS*	RELOAD	SHOTS	ACC	CRIT	RANGE	DAM	PTS
Vulcan Guns	Low Cal	M	PB	N/A	3 dice	5+	None	0" – 12"	1	10
70 - 99mm low-calibre guns	Low	C	-	N/A	3 dice	4+	None	6" – 24"	1	20
100 - 130mm med-calibre guns	Med	C	-	N/A	2 dice	4+	6	6" – 24"	2	30
150 - 200mm Shotguns	Med	C	Sp, LA	N/A	2 dice	4+	6	0" – 18"	2	20
Sniper Rifles Cannons 70-130mm	Varies	C/M	P, RQ [Sn] [V]	Quick	1 die	3+	6	12" – 48"	2	40
Sniper Rifles Cannons 131-180mm	High	C/M	P, RS [Sn] [V]	Slow	1 die	3+	5+	24" – 48"	3	50
200mm+ Cannons	Exp	C/M	P, B, RQ [V]	Quick	1 die	3+	4+	24" – 48"	5	100
Gatling Guns / Cannons	Low	C/M	RQ	Quick	D6 Shots	4+	6	12" – 36"	1	60
Beam Guns, Beam Rifles	Beam	C	P	N/A	1 die	3+	5+	12" – 36"	3	50
Large Beam Rifles, Beam Sniper Rifles	Beam	C	P	Slow	1 die	2+	4+	24" – 48"	4	50
Spray/scatter Beam Funnel/Bit Beams	Beam	C/M	P	N/A	1 die	3+	5+	0" – 12"	3	40
Gatling Beams	Beam	C/M	P, RS	Slow	D6 Shots	3+	5+	12" – 36"	2	70
Beam Cannons & Mega Part. Guns	Beam	C/M	P, RS	Slow	1 die	3+	5+	12" – 36"	4	70
Beam Bazookas	Beam	C	P, B	Slow	1 die	2+	4+	18" – 48"	6	110
Beam Launchers	Beam	C	P, B	Slow	1 die	2+	4+	18" – 48"	8	130
Sturmfausts	Exp	C	P, D	N/A	1 die	3+	5+	6" – 18"	4	10
Rockets, Needle Missiles, Missile Pods	Exp	C/M	B, RQ [V]	Quick	3 dice	5+	6	6" – 24"	2	50
Anti-ship Missiles, Torpedoes	Exp	M	B, P, RQ [V]	Quick	2 dice	4+	5+	12" – 36"	3	70
Multi-Launcher	Exp	M	B, RS, MT [V]	Slow	5 dice	5+	6	6" – 24"	2	90
200 - 300mm Bazookas & Cannons	Exp	C	P, B, RQ	Quick	1 die	3+	5+	12" – 36"	4	80
300mm+ Bazookas	Exp	C	P, B, RS	Slow	1 die	2+	4+	12" – 36"	5	90

If a weapon fires more than three shots, each successive shot (rolled independently after the third die) has a lower chance of hitting the target or doing critical damage:

4th die: +1 to Accuracy (+1 Critical Hit chance)  
5th die: +2 to Accuracy (+2 Critical Hit chance)  
6th die, etc: +3 to Accuracy (No Critical Hit[s])



## Shoot Action Modifiers and Tables

### Attack Pool Modifiers

Shooter's Condition	Modifier
Arm Damage Level 1+	Accuracy 5+ for all weapons
At a higher elevation than target	Attacker may reroll a single failed Hit
Outside target's Sight (Flank attack)	Attacker may reroll a single failed Hit
Target Obstructed	-1 Die from Attack Pool

### Defence Pool Modifiers

Condition	Modifier
Defender is Unobstructed.	-1 Armour Die
Defender has shooter in Sight and uses their Shield Bonus	Roll Shield Bonus and add to Defence Pool
Shooter has Head Damage Lv. 1	Defender may reroll a single failed Block
Target is outside of shooter's equipped weapon Range.	+1 Armour Die

### Penetration Table

#### Shield vs Penetration

1-3 No Shield Bonus  
4-6 Shield Bonus

Penetrating Hit result	Roll to Block	Energy Shields versus Beam
2 - 3	5+	4+
4 - 5	6+	5+
6	Cannot Block	6+

#### IMPORTANT:

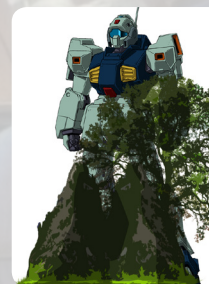
All modifiers listed here are cumulative and may cancel each other out if opposing effects occur simultaneously.

UNOBSTRUCTED



33% or less of the target cannot be seen by the shooter. **-1 Defence Pool.**

IN COVER



33% to 66% of the target cannot be seen by the shooter. **No modifier.**

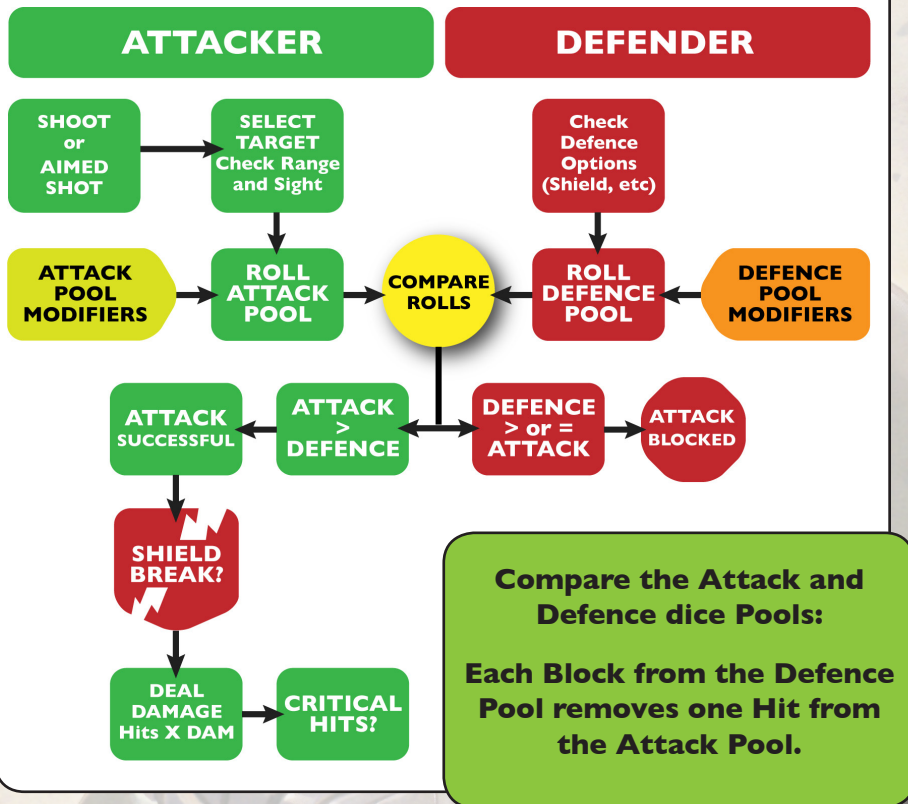
OBSTRUCTED



Over 66% of the target cannot be seen by the shooter. **-1 Attack Pool.**

## Shoot Action Tables

### SHOOT ACTION FLOW CHART



Shield Integrity Table

Type	Bonus	Integrity	Description
Light	+1 Defend Die <6>	2	These shields are 1/3 the length of the mobile suit or smaller.
Medium	+2 Defend Dice <5+>	3	These shields are about 1/2 to 2/3 the length of the mobile suit using it.
Heavy	+3 Defend Dice <4+>	4	These shields are about the same length as the mobile suit using it.
Super-Heavy	+4 Defend Die <3+>	5	These shields are larger than the mobile suit using it!

## Terrain Modifiers and Effects

Terrain	Modifiers & Effects
Normal	No modifier or effect.
Difficult	Halves all Movement.
Dangerous	Halves all Movement. If a unit ends their Move action within this terrain type, they lose one Integrity Point.
Sheer	Mobile Suits using Boost only. Cannot end Boost within this terrain; must be crossed from points of a different terrain type. Vehicles cannot enter this terrain unless Amphibious (Deep Water) or Air Unit (Atmosphere).

## Damage Charts

Other Unit Damage Chart	
Result	Penalty
<b>Engine Damage</b> Lv 1: Normal terrain is now Difficult when this unit performs Move actions.	
1-3	Lv 2: As Lv. 1, plus Difficult and Impassable terrain reduces Movement by 75%.
<b>Weapons Damage</b> Lv 1: Accuracy 5+ for all weapons, plus no Shield Bonus.	
4-5	Lv 2: As Lv. 1, plus Quick Reloads are now Slow.
6*	<b>Cockpit Damage</b> Roll on the Destruction Table.

Mobile Suit / Armour Damage Chart	
Result	Penalty
<b>Leg Damage</b> Lv 1: Normal terrain is now Difficult when this unit performs Move actions.	
1-2	Lv 2: As Lv. 1, plus Boost is Halved (round down).
<b>Arm Damage</b> Lv 1: Accuracy 5+ for all weapons, plus no Shield Bonus.	
3-4	Lv 2: As Lv. 1, plus Quick Reloads are now Slow.
<b>Head Damage</b> Lv 1: Defenders may reroll one failed Block caused by this unit's actions.	
5	
6*	<b>Torso Damage</b> Roll on the Destruction Table.

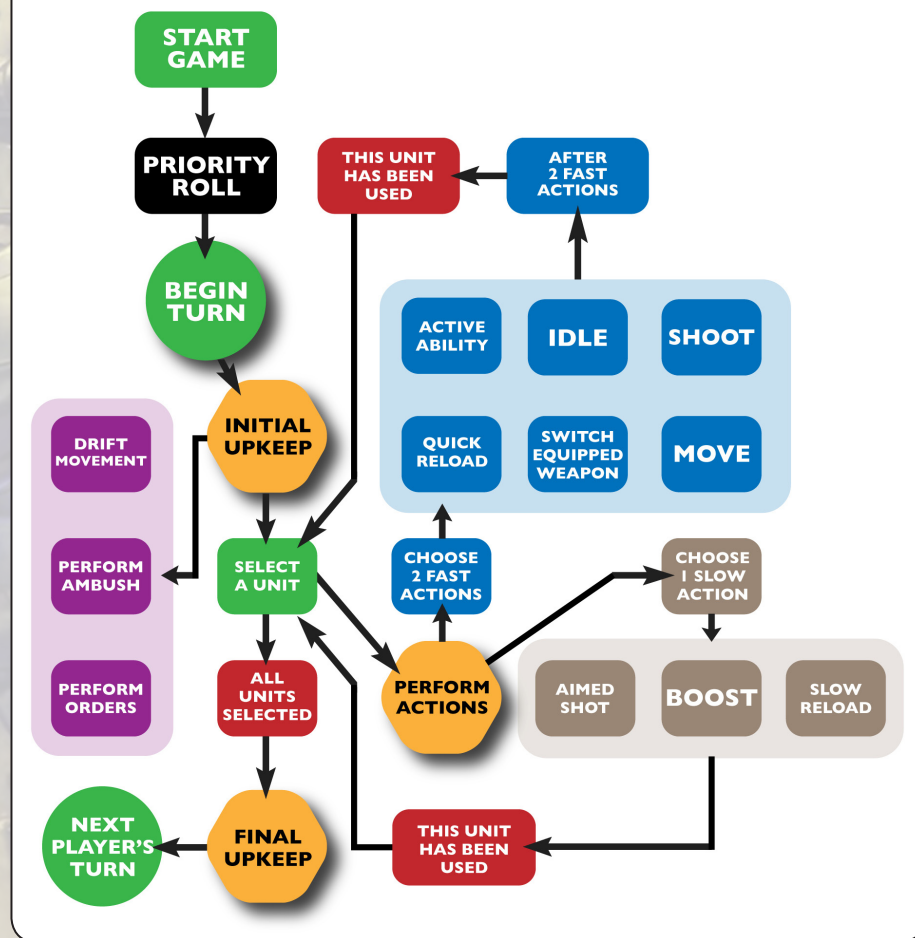
The Destruction Table

Roll	Injuries	Roll	Injuries
1	<b>Instant Death</b> Remove unit from play. Remove pilot/crew from campaign.	4-5	<b>Minor Injuries</b> Reduce Pilot Health by 2 and Pilot Mind by 2. Remove unit from play.
2-3	<b>Major Injuries</b> Reduce Pilot Health by 4 and Pilot Mind by 3. Remove unit from play.	6	<b>Lucky Escape</b> Phew! Reduce Pilot Mind by 1. Remove unit from play.



## Sequence of Play

### SEQUENCE OF PLAY FLOW CHART



### The structure of a turn

#### 1. Initial Upkeep

Roll to deploy **Ambush** units (if any).

Tally **Command Points** and issue **Orders**.

The current player's units undergo **Drift** if applicable.

#### 2. Perform Actions

The current player selects one unit, and performs one **Slow** or up to two **Fast Actions**. Repeat, until all their units have acted.

#### 3. Final Upkeep

Any required tokens or markers are placed or removed. Check victory conditions.

It is now the **next player's turn**.

## Close Combat Chart

### CLOSE COMBAT FLOW CHART



## Close Combat Weapons

TYPE	TAGS	DEX	ATTACK	ACC	CRIT	DAM	PTS
Vulcan Guns	PB	0	3	5+	-	1	10
Unarmed / MS Fists	-	0	1	4+	6	2	0
Claws, Spikes, Nails	PS	+1	1	3+	4+	4	20
Lances, Spears, Maces, Hammers	PS	0	1	3+	5+	3	20
Heat Hawks, Metal Blades	P	+3	2	4+	6+	3	30
Heat Blades, Heat Rods	P	+2	2	3+	5+	3	40
Beam Blades, Beam Sabers	P	+2	2	3+	4+	4	50

## Close Combat Modifiers

Close Combat Modifiers	
Condition	Modifier
<b>Attacker</b> has Arm Damage Level 1+	Accuracy 5+ for all weapons
<b>Defender</b> has Arm Damage Level 1+ or no Shield	May not use Shield Bonus
Attacker has Head Damage Level 1+	Defender may reroll a single failed Block
Attacker charged	Attacker may reroll a single failed Hit.
Attacker starts outside Defender's Sight (Flank attack)	+1 Die to Attack Pool
Entered Close Combat without suitable Weapon Equipped	Automatically lose Advantage Roll

## Ambush Table

Roll	Result
1	<b>Failed!</b> The unit fails and must attempt to ambush on another turn.
2-3	<b>No, not there...</b> Successful, but opponent may move this unit up to 12" of the intended ambush point.
4+	<b>Surprise!</b> Place the unit at its intended location.

## Orders List

<b>1 Command Point</b>	<b>Bring Them Down!</b> Select one of your units. All its attacks gain Penetration <P> for the rest of your turn.	<b>3 Command Points</b>	<b>Concentrate Fire</b> All enemy units count as Flanked when you perform Shoot / Aimed Shot actions this turn.
<b>3 Command Points</b>	<b>Correction!</b> Restore any one of your Unit's Morale to Steady, regardless of current Status. +2 to Mind.	<b>1 Command Point</b>	<b>Double Time!</b> Select one of your units. This unit ignores all Difficult terrain penalties until their next turn.
<b>2 Command Points</b>	<b>Field Repair</b> Select one of your units. Restore up to two Integrity Damage. (Unit must use Slow Action to repair.)	<b>3 Command Points</b>	<b>Get to cover!</b> Any of your units that are Unobstructed count as In Cover during your opponent's next turn.
<b>10 Command Points</b>	<b>Incoming!</b> Choose a Quarter of the battlefield. Roll a D6 for all units (including yours) in that Quarter. On a roll of 1-4 inflict 6 Integrity Damage. Units that roll 5+ take no damage.		
<b>2 Command Points</b>	<b>Infiltrate</b> Select one of your units in reserve. This unit automatically performs an Ambush wherever you choose (with normal restrictions).	<b>2 Command Points</b>	<b>Resupply</b> Select one of your units. Each of their weapons is now Reloaded.
<b>4 Command Points</b>	<b>We have reserves</b> Select one of your units worth 200 base points or less that has been destroyed. Place this model within your deployment zone. (Not usable in a campaign game.)		
<b>X Command Points</b>	<b>Withdraw</b> Select one of your units. Remove that unit and it's pilot from play. The Command Point cost of this order is equivalent to half the base Integrity of that model, rounded up.		