











close	short	medium	long	extreme
1 - 2	3 - 6	7 - 14	15 - 30	31+

Attacker advantages:

-   attacking rear
-  standing still
-  stationary target
-  weapon tier higher

Defender advantages

-   suboptimal range
-  fast target
-  cover
-  armor tier higher



Defender chooses Piloting Roll



Defender chooses Armor Roll

Pilot icons created by juicy_fish - Flaticon

Protection icons created by Freepik - Flaticon

Units

GRF-1N Griffin

John Hayes
2+ / 8+ / 15+ / 20+

Armor Tier IV
2+ / 12+ / 17+ / 19+
Damage:

Structure
2+ / 8+ / 15+ / 20+
Damage:



Movement
7Hx / 8ticks
Jump 5
Damage:

PPC Tier IV Dmg 5
medium 30, 8ticks/attack
Damage:
haywire:
Target+3ticks if hit

LRM 10 Tier III Dmg 2*2
long 40 7ticks/2attacks
Damage:
missile swarm:
roll 2 attacks for 2dmg each
cancel advantage for cover

WVR-6W Wolverine

Eric Stendahl
3+/ 9+/ 16+/ 19+

Armor Tier III
2+/ 8+/ 13+/ 17+
Damage:

Structure
2+/ 8+/ 15+/ 20+
Damage:



Medium Laser Tier III Dmg 2
short 14, 6ticks/attack
Damage:

Movement
8Hx / 9ticks
Jump 5
Damage:

Autocannon 5 Tier III Dmg 2
medium 30, 5ticks/attack
Damage:

SRM 6 Tier III Dmg 3*1
medium 15, 7ticks/3attacks
Damage:
Missile Swarm
roll 3 attacks for 1dmg each
cancel advantage for cover

LCT-1V Locust

Luna Takenaka
2+/ 7+/ 14+/ 18+

Armor Tier III
3+/ 11+/ 16+/ 17+
Damage:

Structure
4+/ 10+/ 17+/ 20+
Damage:



Movement
7+1Hx / 6ticks
no Jump
Damage:

dual MG Tier II Dmg 1
close 6, 3ticks/2attacks
Damage:
rapid fire (3):
may add up to 3 attacks for
+1 tick each. ammo out @roll "not"

Medium Laser Tier III Dmg 2
short 14, 6ticks/attack
Damage:

RFL-3N Rifleman

Sawako Maki
2+/ 9+/ 16+/ 20+

Armor Tier IV
3+/ 11+/ 17+/ 20+
Damage:

Structure
3+/ 10+/ 16+/ 20+
Damage:



2 x M-Laser Tier III Dmg 2*2
short 14, 6ticks/2attacks
Damage:

Movement
6Hx / 10ticks
no Jump
Damage:

dual AC/5 Tier III Dmg 2*2
medium 30, 5ticks/2attacks
Damage:
Rapid fire (2)
up to +2 att. for +1tick each
out of ammo when "not" is
rolled

2 x L-Laser Tier IV Dmg 2*4
medium 16, 8ticks/2attacks
Damage: