HEAVY GEAR
SCHNELL

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What is Heavy Gear Schnell?

Heavy Gear Schnell is a table top miniatures game. It is played with fine scale models on a surface like your kitchen table. It represents the intense battle in the Heavy Gear world on a company scale. Heavy Gear Schnell is more than just a game though, it is a hobby. Painting the models and sculpting the terrain can be just as much fun as playing the game. Heavy Gear Schnell is an adaptation of the Heavy Gear universe copyrighted by Dream Pod 9. Heavy Gear, Gears, Striders, Weapon Names, the Heavy Gear Logo, and unit names are all property of Dream Pod 9.

Table Size

Heavy Gear Schnell can be played on nearly any table you have available. The game and tournament rules are based around a table 4'x6' in size, but can be scaled to a larger or smaller surfaces depending on the number of models used. A few terrain pieces per square foot can be enough if used with some thought. Don't worry if you don't have any fancy terrain, some piled books for rocks, and pieces of cloth to represent thing like forests, rivers, and lakes work just fine. You can add pieces of terrain to your collection over time as budget allows.

Scale

Heavy Gear Schnell is played with 1/144 scale models. This is approximately 10-12mm figure scale. N scale model railroad buildings and terrain can work well, as well as many 15mm scale terrain products.

Ground scale

Ground Scale is not an exact 1:1 relationship. Heavy Gear Schnell uses a telescoping ground scale. That means the immediate area around your units is 1:1, but the further you get away, the smaller the scale gets. This allows us to represent longer ranged weapons in the game while still keeping maneuver an important element.

Time Scale

There is no specific time scale in Heavy Gear Schnell. Combat in the real world is long periods of waiting punctuated by short periods of fire. A turn is a long as needed for the action to take place. This may be anywhere from a few minutes to several hours.

Sportsmanship

Play like you're an adult. You win some, you lose some. Don't mutter about cheese and throw dice when you're having a bad game. Be nice to new players. If you have a disagreement about a rule or a measurement, ask a neutral party if available. If you can't come to a quick resolution, roll a die to see who gets their way this time and look it up later. Its not worth holding up a game to look up every rule.

Dice

Heavy Gear Schnell is a d12 based game. That means twelve sided dice numbered 1-12. When we say roll 1d12 that means roll a single twelve sided die. When we say roll 2d12 that means roll two twelve side dice and take the highest, 3d12 roll three twelve sided dice and take the highest, etc. Always assume any roll of multiple dice is take the highest unless explicitly specified otherwise. For example, I roll 3d12, take the highest and get 6, 8, 10. This counts as 10.

Rounding

Anything measured in inches you may use fractional measurements. If you ever get a fractional result otherwise, round down.

Types of Rolls

Skill Rolls

How well you do is often dependent on the training of your troops. Every unit has a skill

rating. If testing a skill as a individual unit, you use that unit's skill. If you are testing a skill as a cadre, you use the lowest skill in your cadre.

There are 4 skill ratings

Green- Base Target 9
Regular- Base Target 7
Veteran- Base Target 5
Elite- Base Target 4

Morale Rolls
Morale rolls represent the tenacity of your troops. The better the quality of the troop, the more likely they are to stick around in a tough situation. Morale rolls are covered in depth in the morale section.

Saving Rolls
Most times when someone is trying to damage your unit, or otherwise affect them, they have a chance to save. Sometimes these are outright save rolls, and some times they are armor rolls. A successful result is one that you take no status changes from. Otherwise it is a failed test.

Opposed Rolls
Occasionally you will be asked to make an opposed test. When we ask you to compare your result to your opponents result, this is an opposed test. The active player must beat the opponent's result in order to succeed. For example, If I am attempting a melee attack vs another gear and my result is a 8 and my opponent's result is a 7, this is a success. Conversely, If I roll a 9 and the defender rolls a 9, I have failed.

Target Numbers
Many rolls require to rolls vs a target number. Sometimes this target number is based on your skill, other times it is based on a set number. You must equal this target number or better. For example if the target number is 7, you must roll 7 or higher to succeed.

Re-Rolls
Some special rules allow re-rolls. Each die may only ever be rerolled a single time, even if it has multiple rules saying it gets a reroll. The new result is the final result even if it is worse than the original.

Critical Dice Rolls

Automatic and Critical Failure
Automatic failure happens when you roll a 1. If you roll a 1, you automatically fail that test. Opposed test with an automatic failure count as a result of zero on the die.

If a unit is rolling rolling more than die for any test or single weapon system and gets more than 1 automatic failure, it is a critical failure. A critical failure automatically fails, and will suffer additional consequences as detailed in the section.

If this is an opposed test and both players automatically fail, the roll the test is a failure and both players suffer the critical failure effects for the roll.

For example I roll 3d12 firing a light auto-cannon at rate of fire 3 and get 1, 2, 7. This result is counted as an automatic failure. If I roll 3d12 and get 1, 2, 1 this result is a critical failure.

Critical Success
Critical success happens when you roll a 12. Roll an additional 1d12 and add that die to the result.

Measurement
Measurement in Heavy Gear Schnell is in inches. You may measure at any time, and the measurements must be shared with your opponent. Measurements for range are taken from closest

edge of the base to closest edge of the base. Measurements for movement are taken from the center point on the model from start to end. Measurements for height are taken from the highest point of the base in contact with the ground. If you use metric, just use centimeters and multiply by 2.5 for all distances. We recommend using a flexible tape as many of the measurements in Heavy Gear Schnell are not in straight lines.

Rounds and Turns
A turn is a complete sequence of Start Phase, Action Phase, and End Phase. A round is an activation or set of activations for one side during the Action phase.

Actions
Units in Heavy Gear Schnell have a number of action points to spend during the turn. These actions may be used to do things like fire a weapon, move at top speed, or perform other special actions. The rules for each action will specify if it takes an action point to use that action. If it doesn't say it costs an action to perform something, assume that it is free.

Rules Priority
Occasionally you will find that there are rules conflicts between the general rules, faction rules, and unit specific rules and traits. Except when explicitly noted, Unit specific rules over-ride any other rules. Faction rules over-ride general rules.

Secrecy
Nothing is secret in this game unless explicitly specified, except your battle plan. You must give your opponent an honest answer about special rules, force load-out and composition, range, current damage, etc. This is not a comprehensive list. That isn't to say you have to volunteer information, but you may not hide it.

Base Size and Arc Markings
Base size is defined by unit type. Suggested base size will be on the unit's data card. You must use a base size that allows the model's feet to fit comfortably without bits of it hanging off. Bases should be marked with arcs in 90 degree increments. The 90 degree arcs should line up with the front and sides of the model.

Infantry Units
Use 1" hex or 30mm round bases.

Gear and Gun Units
Use 1" hex, 30mm round, 1.5" round or 40mm round bases.

Striders and Vehicle Units
Striders and vehicles are not required to have a base, but may use a base that is not excessively large. Judges have final say on what is excessive, but in general anything more than an inch larger than the model may qualify as excessive.

Units Without Bases
Units without bases are considered to have a base size equal to their view from directly above the model. Simply trace a line around the perimeter of the model using the furthest outstretched points of the model. For example, a model that looks like a spider from above would have a base size that looks approximately like a circle, not like a like an eight pointed star.

Unit Volume
A unit is considered to occupy a space the area of its base to a height of its size in inches. This is independent of the actual pose and physical volume of the model and to prevent crouching poses from having easier concealment than those with outstretched, dynamic poses. We suggest in practice that you use the actual physical size of the model to determine line of sight issues, and only use unit

volume for models with extreme poses or very close calls.

Organization

Unit
A single base of any type.

Squad
A group of 3 Infantry units.

Cadre
A group of units that deploy and activate together. Normally 4 squads of infantry. 1-5 Gears, 1-3 Striders or Tanks. This how units are normally purchased.

Company
A group of cadres that comprise your force in a standard game

Battalion
In some larger games you have multiple companies. These are battalion level games and include higher level command.

Unit Types
There are six types of unit in Heavy Gear Schnell. Each unit type shares some similar traits, and many rules will reference these traits.

Infantry
Infantry units are primarily man sized combat units used in large groups. They may be mounted on animals, or vehicles. They may have power armor of their own, but they are still basically a man with a gun.

Guns
The military of the future is still supplemented by non-motorized guns. These can range from small man portable guns all the way to up to towed units that need a heavy tractor to move.

Gears

Gears are the mainstay of the colonial forces. They are large powered armor with the pilot in the chest and head. They are normally humanoid in form, but any smaller robotic fighting platform is normally a gear.

Striders
Striders are the larger walking machines of war. The may have two legs or many legs, but they bring heavier weapons to the field in a mobile package.

Tanks
Tanks can vary wildly, from small armored personnel carriers to massive main battle tanks. They carry out a wide range of functions, but suffer from somewhat limited mobility in rough terrain.

Transport
These vehicles are primarily designed to move soldiers to the front. They are usually have no armor, or very light armor.

Armored vs Unarmored
Units that have an armor value of 0 or greater count as armored units. Units with a "–" for an armor value count as unarmored. Units that have at least a top armor of 1 are considered fully armored.

Status Effects
There are 3 types of persistent status effects in Heavy Gear Schnell.

Stunned
Stunned units are those that suffered a tramatic close call that has rattled the troops confidence. They are more worried about figuring out what did that to them than peak performance

Stunned units may not move, shoot, spend command points, recieve command tokens, or spend action points.

Units that recover from stun at the start of their activation may act as normal.

Bogged Down

Bogged down units are those that are immobile due to getting stuck in terrain. Troops who are bogged down are too busy frantically trying to free themselves to do anything else

Bogged down units may not move, shoot, spend command points, recieve command tokens, or spend action points.

Units that recover from being bogged down at the start of their activation may act as normal.

Surpressed

Surpressed units are those under heavy enemy fire. They are too busy keeping their heads down to put up much of a fight.

Surpressed units may not move towards an enemy they may achieve combat lock on. Surpressed units reduce all weapons to ROF 1 and may not fire bombardments. Armored units may igore surpressed effects.

Units that recover from being surpressed at the start of their activation may act as normal

Active vs Inactive Units

Active units are those eligible to act. Stunned and bogged down units are considered inactive.

Damage Levels

Every unit has a set number of damage boxes it can take before it is destroyed. They come in several types that have different penalties. The types are sturdy, light, heavy and critical. Mark these boxes off as you take damage.

Sturdy

Sturdy boxes means the unit has a very robust structure and can absorb some damage. There are no penalties when a unit has sturdy boxes left.

Light

Light boxes mean the unit has taken superficial damage. Minor systems be offline or not working at peak efficiency. All rolls made by a unit at light damage are at a -1 penalty.

Heavy

Heavy boxes means the unit has sustained substantial damage. Major system may be failing, and back-ups damaged. All rolls made by a unit at heavy damage are at a -2 penalty.

Critical

Critical boxes mean the unit is just about to shut down. Major systems are completely offline and the unit is barely limping along. All rolls made by a unit at critical damage are at a -4 penalty.

Command

Command

Commanders used to have to rely on their voices, musician, or flags in order to give commands to their troops. Information was limited and so was co-ordination. In Heavy Gear Schnell, radio communications are ubiquitous. This allows a commander to reach his troops over a large area, pass immense amounts of data, and have unparalleled co-ordination. Unfortunately your enemy knows this and has developed methods to squelch your orders.

Command Net

The command net is your in-cadre communications network. There is unlimited command net distance when the enemy is not blocking your comms. Individual units of a cadre may be anywhere on the battlefield and act normally.

Auto-Comm Distance

Auto-Comm radius is the distance that a unit can broadcast to friendly units without fear of passive disruption or interception. A unit within auto-comm distance of its cadre commander will always be considered in command.

Extending Command

Friendly units within the cadre will rebroadcast all orders on their command net. You may chain command through multiple cadre members. Start with the cadre command unit and then check the auto comm radius of each unit it must pass through. Units chained using this method are considered in command.

Destroyed Cadre Commanders

Losing a your cadre commander officer is a disorienting event. If a cadre commander is destroyed, units in the cadre are restricted to auto comm. range for any communications until a new cadre commander is appointed.

Comm Events

Normal communications traffic remains on the local Cadre net. Sometime more important orders come down that may be broadcast over multiple cadres. These are comm. events. All events that are comm. events will be listed as such. Comm events obey normal command net rules.

Command Units

Certain cadre command units have been fitted with more advanced radios that normal units. These allow them to bridge command nets from multiple cadres for comm. events. If a command unit is in command range of multiple cadres, it may bridge the command nets of all those cadres. These cadres are all considered one cadre for purposes of sending and receiving comm events.

Company Commanders

Company commanders have advanced radio systems that simultaneously handle all command nets in their force. Company commanders may be used to extend the command net of any cadre in auto comm. range as if they were member of that cadre. All company commanders are command units.

Company commanders have the ability to promote unit members on the spot in case of a cadre commander loss. Any unit of a cadre without a cadre commander, within command of the company commander, may be assigned as the new cadre commander. The promoted unit retains all of its stats, but immediately assumes its duties.

Higher Command

In a big fight, the old man comes out. Higher command units have all the abilities of a company commander, but may apply them to any cadre in any friendly company.

Command

ECW Command Disruption

Electronic counter warfare is the first step is getting an edge up on your opponent. If you can disrupt their communications network, you can drastically reduce the performance of their troops. These units have the ECW trait and may attempt command disruption.

Passive Command Disruption

Your scout units automatically sever short range network traffic around them. Units within 8" of an enemy unit with ECW trait are out of command if not in auto-comm radius of a friendly in command unit from their cadre, or the company commander.

Active Disruption

Scout units can disrupt communications at much greater ranges, but it requires concentration on the part of the pilot. A unit with the ECW trait may attempt to disrupt command at any time. Active command disruption costs 1 action point.

Active Command Disruption

Pick a friendly unit with the ECW trait. Pick an enemy unit that you have a combat lock or active lock on from your unit. Roll EW d12 + ECW rating against a target of 9 + ECW rating of target. If successful the target unit is considered out of command until the end of the turn even in auto comm range and loses any command markers.

Commanders and Disruption

Company Commanders have hardened comm system and may never be fully disrupted. Active disruption instead removes any command marker.

Critical Failure

Your unit just broadcasted its position in a big way. Units attempting to lock your unit may use its ECW rating as a bonus.

ECCW Protection

Some units are equipped to fight the jamming that is becoming more common on the battle field. These units have the ECCW trait and may counter ECW disruption.

Passive ECCW

Units with ECCW put out a constant umbrella of protection in their immediate area. Units within 8" radius of a unit with ECCW may not be disrupted. Disruption is automatically removed if a unit with ECCW ends its activation in 8" radius of a friendly disrupted unit.

Active ECCW

You may attempt to actively block disruption at any time, even during your opponent's turn. Active ECCW costs one action point. If a friendly unit that your ECCW unit may combat lock, or active lock on is disrupted you may attempt to block the disruption. Roll EW d12 + ECCW rating against a target of 9.

If successful the target unit is no longer disrupted. If the ECCM was in immediate response to a ECW attempt, the target unit retains all command markers.

Critical Failure

Your unit just broadcasted its position in a big way. Units attempting to lock your unit may use its ECW rating as a bonus.

EW Tactics

EW is designed in such a way that you block units, not orders. You can block early and hope they lose their ability the entire turn, or block late and hope to take out some command markers. Also check out the effect on hit allocation of breaking command, it is significant.

Command Points

Good commanders lead to superior army performance. Their influence can spur even mediocre troops to victory. To represent the influence of command, a company receives a number of command points equal to the number of Cadres plus the LD skill of the company commander. All actions costing command points count as comm. events.

Spending Command Points

Some leaders are great, while others make their troops want to shiv them in the shower. The greater your leadership, the greater you can affect your troops. Cadre and company commanders may spend a number of command points equal to their leadership score.

Cadre commanders may only spend command points on cadre members. Company commanders may spend command points on any friendly unit. Any markers placed by spending command points are known collectively as command markers.

Reaction Fire

Sometimes you don't want to fire immediately, you want to fire as soon as your enemy steps around the corner, or wait until you see the whites of their eyes. Reaction fire costs 1 command point. Your cadre or company commander must nominate an in command unit during it's activation. That unit gains a reaction fire token. A unit with a reaction fire token may interrupt any action in order to fire. The firing unit may use 1 action point to fire using the normal rules. If the dice have already been rolled for an interrupted action, that action is resolved before the reaction fire is resolved. Otherwise reaction fire is resolved before continuing with any actions. Reaction fire tokens are removed at the start of the unit's next activation.

Coordinated Bombardment

A unit with bombardment weapons may choose to wait for a target instead of firing immediately. Coordinated bombardments cost 1 command point. Your cadre or company commander must nominate an in command unit during it's activation. That unit gains a coordinated bombardment token. When a friendly unit successfully active locks an enemy unit, coordinated bombardment units may spend their tokens. The coordinated bombardment units must be in command with the observing unit. The coordinated bombardment units may spend any number of action points in order to make bombardment attacks against the observed unit. Coordinated bombardment markers last until the unit's next activation.

Buck Up Soldier

Sometimes soldiers lose their nerve and need a little push from their leaders in order to stay strong on the field of battle. Buck up soldier costs 1 command point. Your cadre or company commander must nominate an in command unit that has just failed a morale test. That unit may reroll that morale test.

Keep Your Eyes Peeled

Your troops aren't always as vigilant as they should be. All it takes is a reminder from the old man to beware of enemy traps and movements. Keep your eyes peeled costs 1 command point. Your cadre or company commander must nominate an in command unit. That unit doubles their normal detection radius until their next activation.

Terrain

Terrain defined by three traits in Heavy Gear Schnell. Visual traits describe the effect on optics and sensors. Mobility traits describe the effect on movement. These traits can be independent assigned to any given piece of terrain depending on desired game effect. Penetration traits describe how well the terrain resists weapons. Example terrain is given in the descriptions, but it is encouraged that players discuss specific terrain traits before playing.

Visual Traits

Clear

Clear terrain has minimal obstructions. Small bushes, small rolling hills, grass, scattered small rocks, plowed fields, etc all fit here. This terrain provides no modifiers.

Obstructed

Obstructed terrain is visually cluttered. Trees, large bushes, light smoke, tall grass, corn fields, etc all fit here. This terrain provides concealment.

Opaque

Opaque terrain is impossible or very difficult to see through. Rocks, buildings, walls, very heavy smoke, etc all fit here. This terrain breaks line of sight.

Mobility Traits

Open

Open terrain provides minimal resistance to movement. Fields, rolling hills, etc all fit here. This terrain provides no modifiers.

Improved

Improved terrain provides an easy-rolling, hazard free surface. Dirt roads, paved roads, landing pads, even large areas of hard packed earth fit here. This terrain doubles ground movement. Your entire move must be on an improved surface to gain this bonus.

Difficult

Difficult terrain is anything that would impede a vehicle's movement. Soft ground, sand, mud, very shallow water(fords), light woods, thick bushes, etc all belong here. Max move 8".

Very Difficult

Very difficult terrain is anything that would be likely to hang up a vehicle. Dense woods, rubble, tank obstacles, thick mud, shallow water, stone walls, buildings, etc all belong here. Max move 8".

Impassible

Impassible terrain makes it impossible for normal ground movement. Deep water, cliffs, etc belong here. Units may not move through, or occupy this space without special rules.

Penetration Traits

Soft

Soft terrain offers no real resistance to fire. Trees, bushes, wooden fences, wooden buildings, etc belong here. This terrain offers no modifiers.

Hard

Hard terrain will resist small arms and provide protection from shrapnel. Brick buildings, rubble, rocks, foxholes, etc belong here. This terrain requires a firepower roll vs unarmored targets. Armored units gain +4 armor

Solid

Solid terrain stops fire dead. Only large chunks of earth and reinforced building are really solid in the face of large caliber weapons. Bunkers, hills, large rocks, trenches, etc fit this. Weapons may not be fired through solid terrain.

Terrain

Terrain Types

Linear Terrain
Thin terrain like wall, fences, hedge rows, etc are considered linear terrain.

Moving in Linear Terrain
Units that move any portion of their base over linear terrain, or start with their base on linear terrain must obey its terrain traits. Most linear terrain is at least difficult terrain. This means that most of the time your movement will be limited when crossing linear terrain.

Shooting and Linear Terrain.
Opaque and obscuring linear terrain block line of sight. Units in base contact with obstructed linear terrain may ignore the terrain when determining line of sight and line of fire. Units in base contact and at least as tall as opaque linear terrain may ignore that terrain when determining line of sight and line of fire. For example, a size 2 unit may see over a 2" wall it is in base contact with.

Infantry and Gear units in base contact with linear terrain my claim concealment and cover from the element terrain if any portion of their base is concealed. This means if both attacker and defender are in contact with the same piece of terrain there is no cover from that terrain, provided the attacker is tall enough to see over the terrain if needed.

Area Terrain
Area terrain consists of terrain that is impractical to model individual terrain elements and still fit models, or large areas of flat terrain that might impede movement. Examples include forests, areas of soft sand, rubble, etc.

Units touching area terrain are always considered on the edge of the area terrain, or fully within the area terrain. A unit with any portion of its base touching the edge of the area terrain is considered on the edge of the area terrain. Only units fully within the area terrain are considered inside the area terrain.

Moving in Area Terrain
Units that move any portion of their base in area terrain, or start with their base in area terrain must obey its terrain traits. Most area terrain is at least difficult terrain. This means that most of the time your movement will be limited when crossing area terrain.

Shooting and Area Terrain
Units on the edge of are never considered fully concealed regardless of the terrain type. They may the concealed if terrain permits. Units fully within area terrain may be considered fully concealed if the terrain visual traits and height permit it.

Element terrain
Element terrain occupies its actual volume of space. Examples include buildings, large rocks, etc.

Moving in Element Terrain
Units that move any portion of their base onto element terrain must obey its mobility traits.

Shooting and Element Terrain
Units seen through clear or obscuring element terrain does not block line of sight, but may be concealed by its visual traits as normal. Opaque element terrain may block line of sight as well as conceal. Infantry and Gear units in base contact with element terrain my claim concealment and cover from the element terrain if any portion of their base is concealed.

Base Size and Terrain
Any unit that has it's base touch multiple terrain types at any point during it's move must obey the restrictions of the most restrictive type. Units occupy the full size of their base in respect to terrain. If a unit cannot physically fit somewhere, it

may not be placed there. If a unit's base does not fit through a gap in terrain, it must obey the terrain restrictions to pass through this gap.

Destroyed Units as Terrain

Armored units that are destroyed are left on the battle field. Place a smoke marker 2" in diameter on the destroyed unit. The smoke counts as obstructing terrain with infinite height, the destroyed unit counts as bullet proof element terrain with a height equal to half its original height.

Smoke

Template smoke

Smoke fired as a template weapon acts as area terrain that is opaque, and infinite in height. It retains the mobility and penetration traits of the underlying terrain.

Direct Fire and Wreckage Smoke

Smoke from direct fire weapons, grenades, wreckage or other smoke sources is not nearly as intense as a smoke barrage. Place a 2" diameter smoke marker. This smoke is 6" tall, and counts as obscuring terrain. Any unit with its base touching direct fire smoke counts as fully obscured for any line of sight drawn to or from this unit.

Buildings

Moving in Buildings

Buildings are a mainstay of city fighting, and a stronghold of infantry. They are as dangerous for vehicles as they are great for infantry. Buildings require at least three wall to be standing, otherwise they are treated as rubble under the normal terrain rules.

Building Terrain Types

All buildings are classified a very difficult terrain, opaque terrain. Wooden or fabric buildings are soft cover, brick, stone, adobe, or similar buildings are hard cover, and reinforced buildings like bunkers, heavy factories are solid cover.

Building capacity

All buildings can hold at least one infantry, gun, or gear unit. Larger buildings can fit as many infantry, gun, or gear units as bases can fit inside without overlapping.

Openings

Most units can't ignore walls. Windows, doors, and holes blown in the sides of buildings are all openings. A single unit may use an opening per cadre activation. For larger openings, as many units as can fit in the opening + 1 may use that opening. For example, a gap in the wall can fit two units base to base in the opening, you can fit three units in that opening.

Making a New Opening

Units may spend an action point to attempt to make a new opening. Roll ATT d12 vs a target of 9. If you succeed, you have a new opening large enough for a single unit to use.

Movement Inside Rooms

Buildings are small spaces. A unit inside a building is considered to be simultaneously in all locations in that room. At the start of its activation, a unit may pick any location in that room to occupy this turn. This is a free action and not considered movement.

Infantry in Buildings

To enter a building that was unoccupied at the start of the cadre's activation, infantry must:

-*Start their activation in base contact with an opening*
-*Reach an opening that a friendly unit started in base contact with this turn.*

To enter a building that was occupied by friendly units at the start of the cadre's activation and infantry must be able to reach any opening.

Mounted Infantry in Buildings
Mounted infantry may not enter buildings. They must dismount and discard their transport if they wish to enter.

Guns in Buildings
Guns are too big and cumbersome to move through buildings, but they may be deployed on the ground floor of a building. They must pick a single opening, and that opening counts as occupied unit the gun unit is destroyed. Gun teams deployed in buildings may make one free attempt to make an opening before having to choose which opening they will use.

Gears in Buildings
Gears behave like infantry in buildings, but they need higher ceilings. If the floors are at least as tall as a gear, if may move as infantry in the building. Otherwise, gears treat buildings as rubble.

Gears may attempt to enter without an opening. Roll a bog check vs very difficult terrain. If you succeed, your gear has successfully entered the building. If not, it receives a bog counter, and remains outside.

Striders, Tanks, and Transports in Buildings
These units are too large or not agile enough to move effectively in buildings. They treat buildings as rubble. Only fully armored units of this type may attempt to move through a building. Solid buildings count as impassible terrain.

Multiple Floors
Some buildings have more than one story.

They may hold the normal capacity of units multiplied by the floors. Only infantry units may use floors higher than ground level. Units may change up to two floors per turn and must start the turn in a building to change floors.

Roofs
Buildings with flat roofs may support infantry units. Gears may move on roofs if it is a solid building. Units on the roof are not considered in a building.

Large Buildings
Larger buildings like factories may be designated as passable to Striders, Tanks and Transport. They do not count as being inside a building.

Multiple Rooms
Larger building should be broken into smaller rooms. Do what seems logical, but we recommend rooms no larger than 6" on a side. Treat each room as a separate building for movement purposes.

Shooting and Buildings

Shooting Out of a Building
Infantry and gun units in buildings may only shoot out of an opening. One unit per opening may shoot per turn. If an opening is wider than a unit's base, as many unit as can fit in the opening and one additional unit may use the opening. The fire arc from an opening is 180 from the outside of the wall the opening is through.

Gear units that are inside a building may use an opening or choose to fire though walls using their normal arcs and direct fire rules for shooting vs fully concealed units. They may not fire while in the same room as friendly infantry.

Shooting at a Building

Terrain

While a building provides some measure of protection, often all it takes is a hit to the building to do damage to the units inside. To shoot at a unit inside a building, you need only draw a line of sight and range to the building room you wish to shoot at. Units in buildings count as concealed. Buildings count as hard or solid cover depending on their construction.

Template Weapons and Buildings

Template weapons cover a large area. Any template weapon that is targeted at a unit in a building room will hit every unit in that room in addition to any units not in the building, but under the template.

Multiple Floors and Indirect Fire

When indirect fire comes in from above, there can be many layers of concrete above your troops' heads. Indirect fire hits a room on the top floor and every room directly below that room. For each floor after the first, the indirect fire is at -2 cumulative modifier to your fire-power roll.

Terrain

Start Phase

1. **Check Company Morale**
2. **Check Victory Conditions**
3. **Roll Initiative**
4. **Determine First Player**
5. **Refresh Command Points**
6. **Check Air Support**
7. **Check Air Intercept**
8. **Check Reserves**
9. **Place Reserves**

Check Company Morale

Sometimes discretion is the better part of valor. If your company has sustained heavy losses you must check to see if your men still have the heart to fight on. See Morale.

Check Victory Conditions

Check to see if either side has achieved the victory conditions of the scenario. Victory conditions are listed in the scenarios section. Note that some victory conditions can only be achieved after a certain number of turns have passed.

Roll Initiative

Each player rolls the company commander's LD d12. If the company commander has been killed, use the active unit with next highest leadership score. The side with the most cadres adds +1. Highest result wins. Re-roll ties.

Determine First Player

The player who won initiative chooses who will be first player for the turn. They will have the first cadre activation this turn and act first in most things.

Refresh Command Points

Total your current number of cadres on the board, and add your company commander's leadership score if he is still alive. This total is your command point allowance for the turn.

Check for Air Support

If you purchased air support you may roll to see if it is available this turn. Roll the number of dice in your support pool. Any result of 9 or better indicates that air support is available. First player must decide to use his air support or not first. Each roll reduces your support pool by 1 die to a minimum of 1 die.

Check for Air Intercept

If you didn't use attempt to roll for air support you may attempt to prevent your opponent's planes from reaching the battlefield. . Roll the number of dice in your support pool. Any result of 11 or better indicates that their air support has been shot down. First player must decide if they want to use air intercept first. Each roll reduces your support pool by 1 die to a minimum of 1 die.

Check Reserves

If you have reserves from scenario rules, or force rules, you must check to see if they arrive. Roll 1d12. On a 9 or higher one cadre of reserves has arrived. Each turn you gain an additional die. For example, on turn 2 you roll 2d12, and on turn 3 you roll 3d12. Multiple cadres of reserves may arrive in a single turn.

Place Reserves

Place newly arrived reserves at the edge of the board where they will move on during their activation. See the scenario rules for specific locations. First player places first, alternating in initiative order if many cadres arrive the same turn. Units must be placed the turn they arrive.

Action Phase

Action Phase

1. Pick a Cadre to Activate
2. Remove Stunned
3. Remove Bogged
4. Remove Surpressed
5. Pick a Unit to Activate
6. Command Tokens Expire
7. Choose Movement Mode
8. Move and Fire Unit
9. Other Units Move
10. Check Enemy Morale
11. Assault
12. Check Morale
13. Active Second Cadre
14. Change Current Player

Pick a Cadre to Activate
Current player picks a friendly cadre that has not yet activated. Activate that cadre.

Remove Stun Counters
Units that are currently stunned must roll to see if they recover. Roll a unit morale test. If you pass the test, remove the stun counter.

Remove Bog Counters
Units that are currently bogged must roll to see if they free themselves. Roll a skill test. If they pass, remove the bog counter.

Remove Surpressed Counters
Units that are currently surpressed must roll to see if they rally. Roll a cadre morale test. If you pass the test, remove the surpressed counter.

Pick a Unit to Activate
Current player chooses a single friendly unit in the active cadre to activate.

Command Tokens Expire
If your activated unit has any un-used command tokens remaining, they are removed.

Choose a Movement Mode
The activated unit must choose a movement mode for the turn.

Move and Fire Unit
Activated unit may move, fire, and spend action points in any order it chooses.

Other Units Move
Current player repeats Move and Fire Unit until all units in the active cadre have been activated or have passed.

Check Enemy Morale
If an enemy cadre took damage or recieved a stun result, it may need to make a morale test. Check it's fighting strength.

Assault
If you are in assault range you may attempt to assault the enemy with the active cadre.

Check Morale
If an enemy or friendly cadre took damage or recieved a stun result, it may need to make a morale test. Check it's fighting strength.

Active Second Cadre
If the current player started this round with double or more cadres than his opponent he must activate a second cadre now and repeat steps 1-10.

Change Current Player
Your opponent now becomes the Current player and repeats all steps. This repeats until all cadres on both sides have been activated.

Movement

How to Move
To move your unit first pick a movement mode and rate. Then take a tape measure and measure from the center point of your unit to where you wish you unit to stop. Take a die, or other marker and place it at the measured location. Once you are satisfied with the location, replace the marker with your model. After you have moved your model, rotate to the desired or required facing. You may move and fire in any order, including shooting at any point during your movement.

Movement is Final
Once you pick up your unit and move it to new location, that movement is spent. You may not move it back to the original location and attempt to re-measure. We suggest that you use counters or dice to plan your move before making your move.

Movement Near Terrain
Movement is measured as the actual path traveled. If you wish to move around obstacles, you must measure a path wide enough for your base around the objects you want to avoid. You may not measure in a straight line without paying the intervening terrain costs. A unit takes up space according to its base size. If you can't fit a unit in a space without the base touching terrain, you may not place the unit there without paying the terrain cost. If you can't rotate your unit without physically moving the center point due to close by terrain, you may not rotate your unit in that location without paying the terrain cost. A unit must obey the most restrictive terrain type for movement it will touch this round.

Movement and Terrain

Terrain Movement Traits

Open
Open terrain provides minimal resistance to movement. Fields, rolling hills, etc all fit here. This terrain provides no modifiers.

Improved
Improved terrain provides an easy-rolling, hazard free surface. Dirt roads, paved roads, landing pads, even large areas of hard packed earth fit here. This terrain doubles ground movement. Your entire move must be on an improved surface to gain this bonus.

Difficult
Difficult terrain is anything that would impede a vehicle's movement. Soft ground, sand, mud, very shallow water(fords), light woods, thick bushes, etc all belong here. Max move 8".

Very Difficult
Very difficult terrain is anything that would be likely to hang up a vehicle. Dense woods, rubble, tank obstacles, thick mud, shallow water, stone walls, buildings, etc all belong here. Max move 8".

Impassible
Impassible terrain makes it impossible for normal ground movement. Deep water, cliffs, etc belong here. Units may not move through, or occupy this space without special rules.

Movement Near Friendly Units
Friendly units may be moved through by paying the underlying terrain cost. A unit may not stop with its base overlapping a friendly unit. Destroyed units are considered terrain.

Movement Near Enemy Units
Friendly units may move through enemy striders and vehicles by paying the underly-

ing terrain cost. Friendly units may not move within 2" of enemy gear, gun or infantry unit at any point during their movement. Units moving at top speed may not pass within 8" of any enemy unit.

Choke Points
Choke points are any narrow gap on the battlefield created by terrain that would only allow the passage of a single unit at a time. If a unit occupies a gap less than the base width of the two units trying to use it, the gap is a Choke point Any non-destroyed unit in a choke point counts as impassible terrain. Destroyed units in a choke point count as very difficult terrain.

Squeezing
Some units are more maneuverable than others in tight terrain. Infantry and gear units are allowed to squeeze. They may move through gaps smaller than their base size, but at least ½" in width. While squeezing, teams are treated as moving through difficult terrain when underlying terrain is open, Very difficult when underlying terrain is difficult, and impassible when underlying terrain is very difficult. Units may not end movement in a squeezed position.

Movement modes
There are three types of movement in Heavy Gear Schnell. Walking, Ground, and Hover. Each movement type has advantages and disadvantages explained below. Each movement type has three movement rates. Stopped, Combat, and Top speed. You may change movement modes at the start of your unit's activation freely. Movement rate may be moved one step per activation for free. If you wish to change two steps, stop to top speed for example, you must pay an action or take a stun counter.

Walking Mode
Walking units use two or more legs to propel themselves. They are most maneuverable

mode, and affected the least by terrain, but also the slowest method of getting around open ground.

Stopped Speed
Unit may move up to 1" in any direction and rotate up to 90 degrees.

Combat Speed
Unit may move in any direction up to its combat speed and change to any facing. It must move at least 1".

Top Speed
Unit must move at least combat speed. Unit may move up to top speed. Unit must move in as straight a line as possible. Deviation to avoid rough terrain and/or impassible terrain permitted. Unit must end facing in direction of movement. Not possible in very difficult terrain.

Ground Mode
Ground units use wheeled or tracked movement move. Units moving in ground mode may move double on improved terrain if the entire move is on improved terrain. Infantry and gun units do not gain the road bonus.

Stopped Speed
No movement or rotation allowed.

Combat Speed
Unit must move at least 1" in any direction up to its combat speed and change to any facing. Not possible in very difficult terrain.

Top Speed
Unit must move at least combat speed. Unit may move up to top speed. Unit must move in as straight a line as possible. Deviation to avoid rough terrain and/or impassible terrain permitted. Unit must end facing in direction of movement. Not possible in difficult or very difficult terrain.

Hover Mode

Hovering units float on a cushion of air. This makes them very fast over smooth surfaces, but rough surfaces give them more problems than most units. Hover units treat any terrain rated as clear as open. This means terrain like mud or shallow water, typically clear difficult terrain, becomes clear open. Obstructing or opaque, difficult or very difficult terrain is impassible to units traveling in hover mode.

Stopped Speed

No movement allowed. May rotate up to 90 degrees.

Combat Speed

Unit may move in any direction, but must move in a straight line. Unit must move at least 1", and may move up to its combat speed. May rotate freely. Hover units use special rules for direction changes. See drifting below.

Top Speed

Unit may move in any direction, but must move in a straight line. Unit must move at least combat speed, and may move up to its top speed. May rotate freely. Hover units use special rules for direction changes. See drifting below.

Drifting

Hover units are very fast, but they don't turn well. Hover units must pay 2" of movement per 90 degree (or portion of) change of direction at combat speed. Hover units must pay 3" per 90 degree (or portion of) change of direction at top speed.

Drifting into terrain or units

If a hover unit moves into base contact with impassible terrain or other units, it conducts an unintentional ram attack against them. See ramming under physical attacks.

Bogging Down

There are many places to get hung up on a battlefield. Skillful troops can navigate these hazards with ease, but some may get hung up and have to spend time freeing themselves. While they are stuck, they are vulnerable and unable to fight in any way.

Every time a unit attempts to move while touching difficult or very difficult terrain, it must make a check to see if it bogs down. The check is made for every piece of difficult or very difficult terrain they cross, as well as if they exit and re-enter this terrain. Units that start their movement in difficult or very difficult terrain must check to see if they can safely leave the terrain. This roll is per piece of terrain, not per distance traveled.

Difficult Terrain

Each time your unit enters a piece of difficult terrain it must roll 1d12 with a target of 3. If you fail your roll your movement stops immediately and your unit's activation ends. Place a bog token next to the affected unit.

Very Difficult Terrain

Each time your unit enters a piece of very difficult terrain it must roll skill test with a target of 9. If you fail your roll your movement stops immediately and your unit's activation ends.

Impassible Terrain

If a unit attempts to move into, or is forced to move into impassible terrain, it automatically bogs down.

Infantry and Bogging Down

Infantry teams never bog down.

Gun Units and Bogging Down

Gun units must test for bogging in difficult terrain. They may not attempt to move across very difficult terrain, though they may be deployed in it.

Agile Units and Bogging Down

Some units are so nimble that they can thread their way through terrain that would give normal units fits. Agile units treat difficult terrain as clear terrain, and very difficult terrain as difficult terrain.

Transports

Passengers and Towing

Some vehicles can carry passengers or tow other units. While mounted/towed passengers may not fight, nor may they be targeted directly.

Passengers

Mounting

Units that started a turn dismounted may mount a vehicle at the end of their movement. Transports can not move after loading passengers and count as moving. Both the passengers and Transport count as moving.

Dismounting

Units that started a turn mounted may dismount a transport before the vehicle has moved. They may move up their normal movement from where the doors are on the vehicle, or from the rear of the vehicle if towed. Both the passengers and the Transport count as moving.

Passenger Capacity

Each transport unit has a unique capacity listed on its stats card. This is the number of squads that may be transported. These passengers are protected by the transport unit and will take no damage unless the transport unit is destroyed.

Tank Riders

Tank units may carry passengers on the outside of their hulls. Each Tank may carry up to two squads of non-mounted Infantry.

Towing

Towed Guns

All Tank and Transport units may tow guns. The guns are placed directly behind and facing directly away from the towing unit. The Gun unit may not be targeted directly. While limbered, the Gun unit is for cosmetic purposes only and does not affect movement, cover, etc.

Limbering Guns

A Gun unit that started it's turn unlimbered and ends it's move in base contact with a Transport or Tank unit may load at the end of their movement. Transports can not move after hitching a gun and both the towing unit and the Gun count as moving.

Unlimbering Guns

A Gun unit the started its turn limbered may choose to unlimber before the towing team moves. The Gun unit starts its move from the rear of the towing unit and may move its normal movement. Both the towing unit and the gun unit count as moving.

Mounted Infantry

Mounted infantry may choose to dismount at the start of their activation. Replace the mounted unit with a foot infantry unit of the same. Units that dismount this way may not remount.

Transports Leave

Transports aren't used to being exposed to combat. They would rather be somewhere safe behind the front lines. Transports may leave the battlefield at any time during their cadre's activation. Announce they are leaving the battlefield, pick them up and remove them from the table.

Strategic Retreat

Units may leave the battlefield by exiting any table edge. Units that leave

the battlefield from their deployment area may leave safely. They do not count as destroyed, but no longer count for morale purposes. Units that leave any other table edge, whether voluntarily or involuntarily, count as destroyed. Once a unit has left the battlefield it may not return. Units counted as destroyed this way may trigger a morale test at the end of the turn.

Direct Fire

Sooner or later you're going to engage the enemy and want to exchange some fire. It's not only a choice on who you can see and you who can think you can hit. A wise commander uses his assets against the targets they will be most effective and attempts to deny that chance to his enemy.

Who Can fire?

A currently active unit that:
-has a weapon that has not fired this turn.
-has no status effects prohibiting fire.
-is not a passenger or being towed.
-is not an infantry or gun unit moving at top speed.

Firing a weapon costs one action point.

Select the Target Cadre

Soldiers rarely have perfect information on the battlefield. In the heat of battle it is tough to pick out specific targets. Units shoot at cadres rather than individual targets to reflect their battlefield level view and adrenaline. Most units only have one action any may only fire at a single Cadre.

Multiple Target Cadres

Striders and tanks may have a have additional actions that allow them to fire at multiple targets. Their gunners still work best shooting at the same cadre, but they may fire at additional cadres for a +2 cumulative modifier to the target number per additional cadre. This modifier is applied to all shots this turn. Each weapon must fire all its shots at the same cadre.

Isolated Units

Units that leave their friends behind are easier to pick out from the pack. If a unit or group of units must extend command more than 16" or out of command it is considered isolated. As long as the isolated units remain in auto comm distance of each other they are targeted as if they were a cadre. Any unit that is isolated and out of auto comm distance of any other unit in it's cadre may be targeted individually.

Disrupted Units

A disrupted unit is not a fully functioning memeber of its cadre. Any unit that is currently actively disrupted may be targeted individually.

Independent Units

Some units aren't dependent on a cadre to operate normally. However when under fire, they will seek the cover of their allies. Independent units may be shot at as a separate cadre. If the independent unit is within auto-comm radius of a friendly unit of the same unit type it must join that cadre until the end of the turn. If the independent unit is within auto-comm radius of a friendly unit of a different unit type it may choose to join. For example, An Independent Black Mamba gear is being shot at. It is within auto-comm radius of a cadre of Iguana gears. It must join the Iguana cadre until the end of the turn.

Lead from the Front

Occasionally a leader has to step in and sacrifice himself for his men. If an independent unit that has not yet joined a cadre is within auto-comm radius of a friendly cadre being shot at, it may join that cadre.

Eligible Targets

Commanders frown at troops who waste ammo shooting at shadows in the bushes. Units need verify that an enemy is really there before squeezing the trigger.

For each unit firing check that at least one member of the target cadre:

- Is Within Range
- Is Within Arc
- Is Combat Locked

Check Range

Measure from nearest point on the base of the firing unit to nearest point on the base of the target. Units may not fire at cadres where the nearest target unit is further than the longest listed range for the weapon in the arsenal.
If no units in the cadre are within range, you must select another cadre to shoot at.

Mounted Infantry Range

Mounted infantry at combat speed have their range halved.

Check Arc

Most units have a limited field of fire. This is the area in which they may fire upon the enemy. If at least part of the enemy unit's base is inside this arc you may fire upon the unit.

Infantry Arcs

Infantry are able to quickly react to changing conditions, and have a no limit to their field of fire. They may fire at enemy units in any direction.

Gun Arcs

Gun units are relatively unwieldy weapons. They may only fire at units in their front arc. Some gun units are equipped with turntables for their guns. These gun units may fire in both front and rear arcs without penalty.

Gear Arcs

Gears are almost as flexible as infantry, and have a very large field of fire. They may fire arm mounted or hand-held weapons in their front or back arcs. Torso mounted weapons may only fire in the front arc.

Strider and Tank Arcs

Striders and tanks tend to be the least flexible units, but they often benefit from weapons being mounted in turrets or around the chassis to give it all around protection. Every weapon on a strider or tank will have its arc listed the stat card for that unit. If no arc is given assume it is a front only arc. Striders and tanks have four 180 degree arcs, Front (F), Back (B), Left (L), and Right (R). They have one 360 degree Turret (T) arc.

Face Your Enemy

You can't shoot your enemy without aiming. When you fire on a cadre with a weapon that isn't turret mounted you must face the front of your unit directly at one member of the target cadre that you have lock on. This turn is free, and does not count as movement. Arc and eligible targets are determined before this rotation. If you can't make this rotation without moving your unit as well, you may not fire on the target cadre. Beware of packing units too close, or being near buildings.

Combat Lock

It used to be that soldiers fired over iron sights at enemies that they tracked with the MKI eyeball. These days the machines of war used sophisticated sensor suites to track the movement of the enemy. A good soldier trusts his equipment and won't fire until he has achieved lock.

Line of Sight

The easier way to achieve combat lock is to have line of sight (LOS). You must be able to draw a line from your unit to the enemy unit. If you can find an unobstructed line of sight to the target, you achieve combat lock.

Infantry, Gun, and Gear Units

Infantry, Gun and Gear Units may draw line of sight from any point on their base to the enemy. Pick a point

on the base and up to the firing unit's size value in inches up and draw a line to any point on the enemy. For example, a size 2 gear wants to fire over a wall. It may pick a point up to 2" above its base to attempt to draw line of sight over the wall.

Strider, Tank and Transport Units

These units are generally less able to lean and move around to get the best shot. When checking line of sight you must draw the line of sight from the weapon mounting point to anywhere on the target unit. This may mean some weapons can see over terrain while others can't, or they might have different cover modifiers.

Combat Lock With Terrain

You can't always see your enemy, but that doesn't mean you don't know he's there. Modern weapons platforms come with a multitude of sensors to help cut through trees, smoke, night, and even buildings. Each unit carries a different package with various levels of effectiveness. Draw a line of sight identical to above, but ignore blocking terrain.

Electronic Signature

Electronic signature is a combination of the sheer physical size of a unit, and the amount of EM radiation that it puts out. Add the ES rating of the target unit to any detect attempt. ES is added to the detect rating before any other modifiers.

Solid Terrain and Combat Lock

Units fully concealed by solid terrain may not be combat locked.

Infantry and Gun Units

Infantry and gun units have limited sensors they can carry with them. They may combat lock fully concealed infantry and gun units unto 6" away. They may combat lock fully concealed gear,

strider, tank, and transport units up to 8" away. Any unit at least half concealed by hard or solid terrain has this range halved. Any unit fully concealed by hard cover may not be combat locked by infantry and gun units.

Gear, Strider, Tank and Transport Units

Fully mechanized units have a wider range of sensors at their disposal. They may combat lock fully concealed infantry and gun units at up to 8" away. They may combat lock fully concealed gear, strider, tank and transport units at up to their passive detect rating + Target ES away. Any unit at least half concealed by hard or solid terrain has this range halved.

Nominated a Marked Unit Type

If you are firing on a mixed unit cadre you may nominate a unit type you are attempting to fire on. For example, a Southern tank cadre has both tank units and gear units in it. I may say I am marking either the tanks or gears before rolling to hit. You must declare before rolling any dice or no unit type will be assumed.

Firing Near Friendly Units

Sometimes your own troops get between you and your shot. Friendly fire isn't an option in most militaries, so you must hold your fire when they get in the way. You may not draw a line of sight to a target through friendly units.

You may achieve combat lock past friendly units provided you can draw a line of sight to more than half the target unit without going through a friendly unit's volume. If you cannot draw a line of line to at least half of the target unit with going through a friendly unit's volume you may not fire.

Firing Over Infantry

Infantry know to hug the ground to allow heavier weapons to fire over them. You may fire over infantry units that will not move or fire this turn.

Direct Fire

Firing Near Enemy Units
Enemy units do not break line of sight

Firing Near Terrain
You need more than a razor thin slit to get off a clean shot at an enemy. If your line of sight passes between two pieces of terrain you need at least a 1" gap in order to not have the terrain considered in the line of sight.

Elevation and Line of Sight
Most battlefields aren't flat. Sometimes a target or firing unit will be at a different elevation than the target. Line of sight works identically when elevation is involved.

Direct Fire Modifiers
Your target is locked, you've got the enemy in your sights, now do you actually hit?

Concealment
Your enemy doesn't normally stand still in the middle of an open field waiting for you to shoot him. A smart enemy will hide himself and try to put as much terrain between him and his attacker as possible. There are three states of concealment in Heavy Gear Schnell.

None
If a line of sight drawn from the firing unit to the target unit can touch greater than 50% of the target unit it has no concealment.

Concealed
If a line of sight drawn from the firing unit to the target unit can touch less than 50% of the target unit it has concealment.

Fully Concealed
If the line of sight drawn to the target unit cannot touch any of the target unit, the target is fully concealed.

Unit View vs Overhead View
Remember that line of sight is taken from the perspective of the models. You should determine all concealment from their view, not an overhead view. For example, a unit behind a wall may appear to be fully concealed from overhead, but when viewed from the unit's view, you may see the wall is too low to fully conceal the model.

Concealment in Open Terrain
Even open terrain isn't perfectly flat. Non-mounted infantry teams that did not move on their previous activation are considered concealed.

Hidden
Sometimes not making yourself a target is more important than shooting your enemy. Units that aren't actively fighting or moving will do their best to find cover. Concealed units that did not move, shoot, or attempt to active lock in their previous activation are considered hidden. Note that a unit may be concealed to some units, but not others and hidden only applies when concealed.

Scouts
Scout units are specially trained to avoid notice. Concealed scout units that did not shoot, assault, or move at top speed in their previous activation are considered hidden.

Hull Down
Units that are in otherwise open terrain may spend an action point to use the crest of a hill, or other elevation difference to go hull down. Hull down unit are considered concealed by solid terrain from their front arc. If an enemy approaches from the the same side of the hill or terrain feature, you may not claim hull down. Any movement, including rotation, removed hull down.

Hull Down costs one action point.

Coordinated Fire

A cadre or company commander may spend an action point to nominate an enemy cadre for coordinated fire. All in command units in his cadre gain a -2 bonus to the target number vs the nominated cadre. This is a comm. event. The commander must have Combat Lock or Active lock to a unit in the target Cadre.

Coordinated Fire costs one action point.

Roll To Hit

Rate of Fire

You get one attack for each point of rate of fire from the firing weapon.

Target to Hit

The target number is the number you need to roll to hit. Roll 1d12 for each attack. If your result is equal to or greater than the target number you have hit the target cadre.

Base to Hit Number

The more experienced a troop is, the harder it is to hit them.

Green- 3
Regular- 5
Veteran- 7
Elite- 8

Firing on the Move

All units reduce their ROF by 1 at combat speed. If this would cause the ROF to be 0, the unit instead adds +2 to its target number.

Top Speed

Infantry and gun units may not fire at top speed. Other units instead add a +4 to the target number in addition to all the combat speed penalties.

Target Walked

Walking targets are slower and easier to hit. Units that are in walk mode add -1 to the target number.

Attack Mod

Some units have better targeting systems than others. Add the ATT modifier to the target number.

Defense Mod

Larger or less nimble units are easier to hit. Add the target's DEF modifier to the target number.

Long Range

Units that are at long range are more difficult to hit. Units at long range add +2 to the target number

Concealed

Concealed units are difficult to detect. Units that are concealed add +2 to the target number. You cannot be concealed more than once. This is not cumulative with fully concealed.

Fully Concealed

Fully concealed units need sophisticated sensors to track. Units that are fully concealed add +3 to the target number. You cannot be fully concealed more than once. This is not cumulative with concealed.

Hidden

Hidden units have found the deepest cover. Units that are hidden add +2 to the target number.

ROF 1 and Surpressed

Units that have ROF 1 guns and are surpressed add +2 to the target number.

Multiple Cadres

If you are firing at more than one cadre this turn add +2 to the target number per extra

cadre.

Who is Hit?
Fire is at cadres, not individual units. No matter what unit you used for a target number, hits are distributed over the entire cadre. The unit you targeted may or may not take a hit. Your opponent assigns hits to specific units subject to some restrictions. Hits must be assigned before rolling for effects.

Who can be assigned a hit?
To be able to be assigned a hit, you must have been able to fire at the target. You must be in range, arc, and have combat lock. See eligible targets for details. Only members of the target cadre may be assigned hits.

Who Gets Hit First?
Hits are assigned to eligible units within a cadre in a specific order. Use the following priority list to assign hits. If there is more than one unit in a category, go down the list to further break ties. If there is still more than one unit after you have exhausted the list your opponent may choose which unit gets hit. In the case of multiple hits, go through the list again, but every unit in the cadre must take a hit before any unit will take a second hit.

1.   **Active units at short range**
2.   **Active units at long range**
3.   **Inactive units at short range**
4.   **Inactive units at long range**

What armor is hit?
Direct fire weapons will always hit either front or rear armor. Determine line of sight to the target unit. If the line of sight originates from the attacking unit in the front arc of the attacker, the attack will hit front armor. If the line of sight originates from the attacking unit in the rear arc of the attacker, the attack will hit rear armor.

Remember that strider, tank, and transport units must draw line of sight from the firing weapon. For all units, the line of sight used must still be valid. For example if a two gears are firing at each other while peaking around an intervening solid piece of terrain like a bunker, you may not draw that line of sight through the bunker. This may change what armor you are able to hit.

Mixed Armor
Soldiers will always take the easier shot. If there is a choice within a category, assign hits from lowest armor to highest armor. This includes armor bonuses for long range and solid cover.

Jumping Units
Units that jumped on their last activation are always hit on rear armor.

Hard and Solid Cover
Your troops know to shoot the guys in the open before the ones dug in. If a unit is at least 50% concealed by solid or hard cover it is considered in hard or solid cover. If a hit would be assigned to an infantry, gun, or unarmored unit, units of those types not in hard or solid cover must be assigned hits first.

Mixed Cadres
Some Cadres are made up of several different unit types. This modifies the normal to hit order.

Marked Targets
Its easy to tell what type of unit you're firing at even if you can't always note the specific model. Units of the type that were marked before rolling to hit must all be assigned hits before any other unit type may be assigned a hit. Assign hits within the unit type by the normal rules.

Picking Out Specific Units
Its hard to always pick the right target

in the chaos and confusing of combat. However you sometimes do get it right. You may attempt to pick out a unit based on chassis or weapons type. You must have marked a unit type prior to rolling to attempt this.

Chassis

If the type of unit you have marked has a different chassis roll 1d12 for each hit. On a result of 8 or higher you may pick the chassis type hit. All hits picked this way must be assigned to that a unit with that chassis type. Use normal rules within this chassis type.

Weapon

If the type of unit you have marked has a different weapon roll 1d12. On a result of 11 or higher you may pick the weapon type hit. All hits picked this way must be assigned to that a unit with that weapon type. Use normal rules within this weapon type.

Saves

Now that hits have been assigned, it's time to see who lives and who dies. Each unit type saves a specific way.

Infantry Saves

Infantry have a way to always being behind a small piece of cover. They are extremely hard to get a clean shot on.

For each hit on an infantry unit, roll 1d12. On a result of 5+ the infantry unit survives without any damage. If it fails the save it is destroyed.

Mounted Infantry Saves

It's a little harder to get a horse or a motorcycle behind a rock on short notice. Mounted infantry are easier to destroy.

For each hit on a mounted infantry unit, roll 1d12. On a result of 7+ the mounted infantry unit survives without any damage. If it fails the save it is destroyed.

Gun Saves

Guns are hard things to move, and you have two options, destroy the gun, or kill the operators. Gun teams are not very resilient in the open.

For each hit on gun unit, roll 1d12. On a result of 9+ the gun unit survives without any damage. If it fails the save it is destroyed.

Hard and Solid Cover

Even completely unprotected units can find a measure of protection in the environment. If a unit is at least 50% concealed by hard or solid cover, the attacking unit must make a firepower test is addition to the normal save in order to destroy the target unit.

Gun Shields

Units with gun shields hit in the front arc are considered to be in hard cover. You must roll a firepower test in addition to the normal save in order to destroy the target unit.

Unarmored Unit Saves

These can be any unit type other than infantry and guns. Unarmored gears, striders, tanks and transports all have lots of soft spots an armor piercing round can go straight through without doing a whole lot of damage.

If you hit a unarmored unit, it must roll to see if it survives. Roll 1d12 for each hit assigned to an unarmored unit. On a 9+ the unit is destroyed. Otherwise it continues with no damage.

Passenger Saves

If unit carrying passengers is hit, the passengers inside may need to make a save.

Passengers and Towed Units

If there are passengers riding inside a trans-

port when it is destroyed they must make a save. Roll 1d12 for each passenger. On a 9+ they survive. If they fail, the unit is immediately destroyed. If the transport is destroyed and the passengers survive, they immediately dismount adjacent to the destroyed transport.

Tank Riders
Tank riders are extremely exposed while riding on the outside of a tank unit. Anytime the tank unit is hit, the tank riders are also hit. You must roll a 9+ in order to survive for each unit carried.

Armored Units

Armor Penetration
Hits assigned to armored units must first penetrate armor before they may cause any damage. For each hit, compare the armor piercing rating (AP) with the armor rating (AR) of the unit on the facing hit. Roll 1d12 and add this number to the AR of the target unit.

Long Range
Add +2 to the AR if the target unit is at long range.

Solid Cover
Add +2 to the AR if the target unit is at least 50% concealed by solid cover.

Total AR is Greater Than AP
If the total AR is greater than the AP value, the shot bounces harmlessly off the armor. No damage is done.

Total AR is Equal to AP
If the total AR is equal to the AP value the shot rattles the crew, but does not penetrate. You must roll a firepower test in order to add a stun counter. No damage is done.

Total AR is Less Than AP
If the total AR is less than the AP value, the shot has penetrated the armor of the target unit. You must now roll a fire power test in order to damage the target unit.

Firepower Tests
Firepower is a measure of the destructive potential of a weapon. Weapons with a good firepower score may destroy units in one shot, or obliterate even dug in infantry.

Roll 1d12 and compare the result to the firepower (FP) score of your weapon. If you equal this number or greater, you do 1 box of damage to the target unit. If the firepower test is failed, the target unit instead gains a stunned token.

Overkill
If your firepower test is successful, you may roll another firepower test. Roll 1d12 with a target of FP +2. If you equal or better the new number, you do an additional box of damage. As long as you succeed, you may continue rolling firepower tests, adding +2 to the target each time.

Inactive Units
Inactive units that take hits must pass a morale test for each stun token they gain. This includes units that receive multiple stun results in the same activation. Units that fail this test take a box of damage.

Destroyed Units
Unarmored units that are destroyed are removed from the battlefield. Armored units that are destroyed remain on the battlefield. Place a 2" direct fire smoke counter on the unit. It now counts as terrain.

Suppressing Units
Units under heavy fire are demoralized and more likely just to keep their heads down than continue fighting. A cadre that takes 4 hits is suppressed.

Direct Fire

A shot need not do damage, or even be capable of doing damage in order to count towards suppression.

Critical Failure
If you roll more than a single 1 when firing a weapon, you have critically failed. The weapon has run out of ammo and is out for the remainder of the game.

Bombardment

Sometimes it is to your advantage to conceal yourself from the enemy and still be able to fire upon them. Bombardment allows you to fire over terrain that would otherwise make a shot difficult or impossible. Any unit with the bombardment trait must use these rules to fire instead of the direct fire rules.

Who Can Fire?

A currently active unit that:

-has a bombardment weapon that has not fired this turn.
-has no status effects prohibiting fire.
-is not a passenger or being towed.
-is not moving at top speed.

Firing a indirect fire weapon costs one action point.

Select the Target Point

Bombardment targets points on the battlefield rather than individual units. There are some restrictions on where that target point may be.

The target point must:

- Be in Range
- Be in Arc
- Affect a forward observed unit
- Not be blocked by intervening terrain

Range
The target point may be no further from the firing model than the range listed for the weapon and no closer than 8".

Arc
The target point must be within the arc of the weapon firing the bombardment.

Affect a Forward Observed Unit
You must have reasonable suspicion that something is there before your commander will approve a fire mission. The area of effect of your weapon must touch a unit that has been forward observed.

Not Blocked by Intervening Terrain
Bombardment weapons are shot high into the air, but they still must have some clearance in order to fire. Draw a line of sight from your firing team to the target point. Measure the distance from the origin of the LOS to the intervening terrain. Measure the height of the intervening terrain. The distance from the origin to the terrain must be greater than the height of the terrain. Remember, most models can draw LOS from anywhere on their base. For example, a spitting cobra is sitting 3" away from a 4" high building that it wants to fire over. Since you can draw LOS from the back of its base, and this distance is more than 4", you may fire over the building.

Forward Observing
For long range bombardment you need a more precise lock on a target than a simple combat lock can provide. A unit actively using its sensors to forward observe provides this detail.

Forward observing costs one action point.

Forward observing is a comm. event, and immediately triggers friendly units with a coordinated bombardment token. Units in the same cadre as the observing unit may fire as if they had a coordinated bombardment token.

To forward observe, first nominate a target. Use the rules for combat lock in the direct fire section with the unit's active detect rating in place of the detect rating.

Self Observing
Unit may observe for their own bombardments. If your unit successfully forward observes a target,

it may make a free immediate bombardment attack affecting that unit. This attack uses the normal rules for bombardment except that it has no action point cost, and no other unit may use this forward observation for their attack.

Combined Fire

Units within a cadre may combine fire to create larger or more intense bombardments. You must announce your intent to combine fire when selecting a target point. If the units in the cadre have different modifiers to hit, use the worst modifier in the cadre. All units must fire the same weapon. All units able to participate in the combined fire must participate.

Concentrated Fire

The cadre overlaps its weapon template, creating an absolute death zone. You may reroll one missed to-hit roll per additional unit firing.

Spreading Fire

The cadre attempts to cover an even larger area with its multiple guns. For each additional unit firing, add 1" to the AOE radius.

Roll to Range In

When firing indirect, you're not just seeing if you hit the target, you have to see if your ordinance landed in the right spot in the first place. Before you can roll to hit, you have to see if your hit the mark.

Base Target

Hitting the designated target area is primarily dependent on the firing unit's skill. Use a base target number of 7, and roll the amount of dice according to the firing units skill level. Take the highest result.

Green- 1d12
Regular- 2d12
Veteran- 3d12
Elite- 4d12

Mixed Skill Levels

You are only as strong as your weakest link. Combined bombardments from units of mixed skill levels use the worst rating in the bombardment.

Concealed

Concealed units are difficult to detect. Units that are concealed add +2 to the skill test target number. You cannot be concealed more than once. This is not cumulative with fully concealed. Use the number from the FO.

Fully Concealed

Fully concealed units need sophisticated sensors to track. Units that are fully concealed add +3 to the target number. You cannot be fully concealed more than once. This is not cumulative with concealed. Use the number from the FO.

Hidden

Hidden units have found the deepest cover. Units that are hidden add +2 to the target number. Use the number from the FO.

Unit Movement

The faster you want to move, the harder it is to hit. Add +2 to the target number if the firing unit is at combat speed.

Position the Template

Bombardment weapons hit with a round template with a radius equal to their AOE rating in inches. Center the template on the target point.

Roll for Units Hit

Any unit even partially under the template may be hit by the bombardment weapon. Each unit under the template rolls a skill test. Units that fail the skill test are hit and must save. Hits from bombardment weapons are indiscriminate. Roll hits for each unit individually, hits may not be reassigned or transferred.

Watch Out Sir!

A cadre commander, company commander, or higher command unit may reassign hits rolled on them. For each hit, roll 1d12. On a result of 9+ the commander's hit may be reassigned to another unit under the template that is in command with them.

Saves

Units that have taken a hit must attempt to save. All hits from bombardment weapons are considered to have come from above. Armored units take hits to their top armor.

Infantry Saves

Infantry have a way to always being behind a small piece of cover. They are extremely hard to get a clean shot on.

For each hit on an infantry unit, roll 1d12. On a result of 5+ the infantry unit survives without any damage. If it fails the save it is destroyed.

Mounted Infantry Saves

It's a little harder to get a horse or a motorcycle behind a rock on short notice. Mounted infantry are easier to destroy.

For each hit on a mounted infantry unit, roll 1d12. On a result of 7+ the mounted infantry unit survives without any damage. If it fails the save it is destroyed.

Gun Saves

Guns are hard things to move, and you have two options, destroy the gun, or kill the operators. Gun teams are not very resilient in the open.

For each hit on gun unit, roll 1d12. On a result of 9+ the gun unit survives without any damage. If it fails the save it is destroyed.

Hard and Solid Cover

Only units completely in hard or solid cover will benefit from it. If a unit's base is completely within hard or solid cover, or touching area hard or solid cover, the attacking unit must make a firepower test is addition to the normal save in order to destroy the target unit.

Foxholes

Infantry and gun units that have dug themselves in are protected in foxholes. They are considered to be in hard cover.

Unarmored Unit Saves

These can be any unit type other than infantry and guns. Unarmored gears, striders, tanks and transports all have lots of soft spots shrapnel can go straight through without doing a whole lot of damage.

If you hit a unarmored unit, it must roll to see if it survives. Roll 1d12 for each hit assigned to an unarmored unit. On a 9+ the unit is destroyed. Otherwise it continues with no damage.

Passenger Saves

If unit carrying passengers is hit, the passengers inside may need to make a save.

Passengers and Towed Units

If there are passengers riding inside a transport when it is destroyed they must make a save. Roll 1d12 for each passenger. On a 9+ they survive. If they fail, the unit is immediately destroyed. If the transport is destroyed and the passengers survive, they immediately dismount adjacent to the destroyed transport.

Tank Riders

Tank riders are extremely exposed while riding on the outside of a tank unit. Anytime the tank unit is hit, the tank riders are also hit. You must roll a 9+ in order to survive for each unit carried.

Armored Units Saves

Armor Penetration

Hits assigned to armored units must first pen-

etrate armor before they may cause any damage. For each hit, compare the armor piercing rating (AP) with the armor rating (AR) of the unit on the facing hit. Roll 1d12 and add this number to the AR of the target unit. Units are always hit on top armor in bombardments.

Total AR is Greater Than AP

If the total AR is greater than the AP value, the shot bounces harmlessly off the armor. No damage is done.

Total AR is Equal to AP

If the total AR is equal to the AP value the shot rattles the crew, but does not penetrate. You must roll a firepower test in order to add a stun counter. No damage is done.

Total AR is Less Than AP

If the total AR is less than the AP value, the shot has penetrated the armor of the target unit. You must now roll a fire power test in order to damage the target unit. If you fail the firepower test the target unit is stunned.

Firepower Tests

Firepower is a measure of the destructive potential of a weapon. Weapons with a good firepower score may destroy units in one shot, or obliterate even dug in infantry.

Roll 1d12 and compare the result to the firepower (FP) score of your weapon. If you equal this number or greater, you do 1 box of damage to the target unit.

Overkill

If your firepower test is successful, you may roll another firepower test. Roll 1d12 with a target of FP +2. If you equal or better the new number, you do an additional box of damage. As long as you succeed, you may continue rolling firepower tests, adding +2 to the target each time. The target number caps at 12.

Inactive Units

Inactive units that are stunned must pass a morale test for each stun counter they take. Units that fail this test take a point of damage.

Destroyed Units

Unarmored units that are destroyed are removed from the battlefield. Armored units that are destroyed remain on the battlefield. Place a 2" direct fire smoke counter on the unit. It now counts as terrain.

Suppressing Units

Units under bombardment are demoralized and more likely just to keep their heads down than continue fighting. A cadre hit by a bombardment is automatically suppressed. A shot need not do damage, or even be capable of doing damage in order to suppress.

Close Assault

You are 20 meters out, crouching behind a boulder, waiting to run out to plant your snub cannon where the sun don't shine. When fighting gets up close and person the rules change. Everything is more deadly, and maneuverability is everything. Point blank weapons fire and physical attacks are assaults.

When do Assaults Happen?

Assaults happen at the end of your cadre's activation. You must finish all moves, ranged fire, and special actions before you may attempt an assault.

Who may assault?
Any active unit except those that
-Forward observed
-Fired an indirect fire weapon
-Is a transport unit
-Is suppressed, bogged, or stunned

Assaults and Firing

If you want to assault, it limits your options for firing on the way in. You may not fire at top speed. If you move at combat speed you must use the top speed modifiers. If you are stopped, you must use the combat speed modifiers if you wish to fire.

Choose Who Will Assault

Not all units in a cadre need to participate in an assault. Choose which eligible units you want to attempt an assault with.

Transports

Transports never participate in assaults. They still may be chosen as targets, but will not move nor attack.

Guns

Guns can participate in an assault, but may never move during the assault.

They fight from the position they started the assault in.

Choose a Target Cadre

A cadre won't actively engage more than one other cadre in assault. You must pick a single target cadre for your entire cadre to assault. Units may only assault the cadre they shot at, if they shot.

Check for Morale

Charging into assault can be scary business for lightly armored units. Infantry and Gear units that wish to assault a cadre containing a tank or strider unit must make a morale test in order to assault. If a unit is out of command, you only need check for the portion of the cadre you are assaulting.

Close into Contact

Assault is a toe to toe affair, trying to dislodge him from defensible position. In order to assault you must attempt to close into base contact with the enemy. Each assaulting unit may move up to half their combat speed as an assault move. You may not change movement mode for this move.

Charge the Closest

In assault combat you're going to try and hit the first guy you see, not run past him to hit his buddy and risk getting stabbed in the back. When you move into contact you must charge the closest enemy unit not already in base contact with a friendly unit. Start with the two units closest to each other. Move them into base contact if possible, and then move to the next closest set of units.

Contact the Closest Arc

In an assault you are looking to get in your enemy's face as soon as possible. You don't have time to circle around them looking for an opening. You must attempt to move into contact with the same arc of the enemy you were in when you started the charge.

Close Assault

Movement Path
You are charging into contact with the enemy, not dancing around looking for the best position. Your assault move must by the most direct path towards the closest enemy unit. This is usually a straight line, but you may deviate around terrain that would cause a bog test, or impassible terrain.

Moving Near other Enemies
Enemy units that are not the target cadre still retain their zone of control. You may not move within 2" of a enemy unit that is not from the cadre you are assaulting.

Assaulting into Terrain
Units assaulting targets in terrain may need to make bog checks. If the terrain your target is in is a type your unit would normally need to a bog check to enter, you must make that check in order to assault. This check is made every round of the assault, even if your unit doesn't actually enter the terrain. If you have multiple valid targets within 2" you only need to roll if all targets are in terrain.

Contact With Linear Terrain and Buildings
A small wall or hedge isn't enough to stop an assault. If you and an enemy team are immediately across linear terrain from each other, you are considered to be in base contact. A unit in base contact with an opening in a building is considered in base contact with everyone in that room.

Units unable to make contact
Units that are far enough away that they are unable to make contact on the charge have a few more tactical options. If a unit starts it's assault move more than half it's combat speed away from any unit in the enemy cadre, it may choose which enemy unit it wishes to move towards. It must still move in the most direct path possible.

Failure to make contact
Sometime you just plain misjudge the distance and your assault falls short. If none of your assaulting units manage to make base to base contact, the assault automatically fails.

Cadres drawn into the Assault
Your enemy's other cadres won't sit still while you assault one of their friends. If you end up close enough to an enemy unit in another cadre, that cadre will be drawn into the assault. Enemy cadres with a unit within 4" of an assaulting friendly unit are drawn into the assault. They are still a separate cadre, but are involved in all parts of the assault from this point.

Defensive Fire
Any charging unit is going to have to withstand the firepower of every unit in the cadre trying to cut it down. Every enemy unit within 16" of an assaulting unit gets one free action to use to make a direct fire attack on the assaulting cadre. Defensive fire uses the direct fire rules, except every hit is on rear armor. Calculate the modifiers based on the position at the end of the charge. Defensive fire hits may be assigned to any unit in the cadre.

Assaults out of Concealment
An assault without warning can be devastating. A target strider or tank unit that is contacted by an assaulting gear or infantry unit may not be able use defensive fire. The assaulting unit must start their charge into contact where the target is unable to gain combat lock on them. They must not have moved or fired on their activation. Any enemy unit contact in this way may not use defensive fire.

Repelling the assault
Enough weight of fire can stall the momentum of even the fiercest charge. If you manage to suppress the assaulting cadre during defensive fire, the assault automatically fails. Gears may not suppressed, but will be repelled if the cadre takes 5 points of damage in defensive fire.

Close Assault

Failed Assaults

If your assault failed through defensive fire, failure to make contact, or both, you now must fall back. Units that failed an assault may move up to half their combat speed. This move must be away from any unit that participated in defensive fire, unless that move is back to their original position.

Assault Combat

Now you're toe to toe with your enemy and hungry for blood. It's time to show him the sharp end of your combat knife. Assault combat is more deadly than combat at range. It is won through a combination of skill, speed, and luck.

Assault Combat Range

Assault combat by its nature is extremely short range. Only units within 2" of an enemy unit involved in the assault are eligible to attack.

Number of Attacks

Not matter how many attacks you get in range combat, you only have one shot to get it right in assault combat. Only active units many attack in assault combat.

Select a Unit to Attack

Choose one of your eligible assaulting units to attack. If there are no remaining eligible units, Check to see is the assault is over. All eligible units must attack.

Defender Chooses Target

The defending play may choose any unit within 2" of the attacking unit to defend with. A individual unit may not defend against an additional attack unless all other eligible units have defended against at least as many attacks as it has. For example, A cadre of hunters is assaulting a couple of heavy tanks. One of the hunters attacks hits, and is defended. A second hunter attacks. The same tank may not defend this attack. A third hunter

attacks. Since both tanks have defended one attack already, either tank may defend.

Inactive Targets

Both active and inactive units are eligible targets, but active units must be chosen to defend before inactive units if there is a choice.

Buildings

Only teams in contact with a building opening may have their hits assigned to units inside a building.

Assault Target Numbers

Hitting in assault is all about your skill and your speed. The attacker and defender both roll a skill test. The player with the higher result wins. Defender wins ties.

Defender Wins

If the defender wins, nothing happens. The attack misses and the attacker may choose another assaulting unit to attack if he has any unused units left.

Attacker Wins

If the attacker wins the defending unit is hit must make a save to avoid being damaged or destroyed.

Close Assault Ratings

Many units have weapons that are particularly useful against armored units at close range. These can range from things like bazookas, to satchel charges, or even just great physical strength. Close assault (CA) ratings are only used against armored units during an assault.

Infantry

Non specialized infantry don't carry much that is effective against armor. Even so, they are very good at finding the weak points while swarming over armored units. Infantry units have CA4.

Close Assault

Mounted Infantry
Non specialized mounted infantry are entirely in-effective against armored units. Mounted Infantry have CA0.

Guns
Gun units have heavy weapons needed to pierce armor, but they can't track nearly quick enough at assault ranges. Gun units behave like infantry when attacking in assaults. Guns have CA4.

Gears
Gears are terrifying in close assault. They have armor, speed, and firepower. Gears have CA6.

Striders
Striders are bigger and clumsier than gears. Un-fortunately the extra size doesn't make up for the lack for precision. Striders have CA5.

Tanks
Tanks are pretty un-maneuverable in close quar-ters, and don't have the means to direct fire at extremely close range. They may attempt to ram, but only have CA3.

Saves
Saves in assault are more difficult than in direct fire. Its easy for a unit to direct attacks at the most vulnerable locations. Infantry can target gear's joints, and gears can climb on tanks and lift turrets from their hulls or fire on hatches and engine grills.

Infantry, Gun, and Unarmored Saves
Any unarmored unit does not get a save in close assault. Infantry, mounted infantry, and are all au-tomatically destroyed. Unarmored gears, striders, tanks, and transport also have no save and are automatically destroyed.

Passenger Saves
Any passengers or towed units are automatically destroyed without save if the unit carrying them is destroyed.

Tank Riders
Tank Riders are automatically destroyed if the vehicle they are riding on is hit, even if the vehicle itself is unharmed.

Armored Units
Hits assigned to armored units must first pen-etrate armor before they may cause any damage. For each hit, compare the armor piercing rating (AP) with the armor rating (AR) of the unit on the top armor. Roll 1d12 and add this number to the AR of the target unit.

Total AR is Greater than AP
If the total AR is greater than the AP value, the shot bounces harmlessly off the armor. No dam-age is done.

Total AR is Equal to AP
If the total AR is equal to the AP value the shot rattles the crew, but does not penetrate. The unit is automatically stunned.

Total AR is Less than AP
If the total AR is less than the AP value, the shot has penetrated the armor of the target unit. The target unit takes three boxes of damage.

Inactive Units
Inactive units that take hits must pass a morale test for each stun result they receive. This in-cludes units that became stunned in this activa-tion. Units that fail this test are destroyed.

Capture Positions
If you destroyed an enemy unit inside a build-ing, or immediately across linear terrain you may replace the destroyed enemy unit with your own.

Check if the Assault is Over
Once all of your units have had a chance to attack, it's time to see if you have won. You must clear out all the active enemy units nearby or they may

rally and attempt to counter assault. You have won the assault if no active enemy units are within 4" of an assaulting unit. This does not include units from the cadre that did not participate in the, nor enemy units that were not in the target cadre or drawn into the assault.

The Attacker has Won

You have emerged victorious. It's time to reap the rewards of sweet victory.

Destroy Inactive Units.

Any enemy units from the target cadre or a cadre drawn into the assault that are inactive are destroyed.

Suppress the Enemy.

If any of the original target cadre or cadres drawn-in are still alive they may be suppressed. If these cadres took any hits, even if they didn't destroy or damage any units, the cadre is suppressed.

Take Positions

You may choose to stop at this point and take up the position you just assaulted. You may move up to half your combat speed rating, subject to the normal movement rules. The assault is now over.

Breakthrough Assault

If your unit was particularly successful you may chose to mount another assault in the same activation. Start the assault as normal, but from the current position of your units. Units that did not previously participate in the assault may now join in the assault. Units that shot during their activation may now assault a cadre they did not shoot. You may not target the same cadre as the initial assault, though they may be drawn in. You may only breakthrough assault if it is your cadre's activation. You may one breakthrough once per cadre.

The Attacker has Not

Won

Not so glorious today? The enemy is pissed and might give you a bloody nose right back. You opponent has the opportunity to break off the assault like a whipped dog, or counter assault for victory and death.

Check Morale

First you need to see how your brave boys are doing. If you took any hits, take a morale test. It doesn't matter if you took damage, just if you got hit. If you pass you have the option to counter assault. If multiple cadres are participating, roll each separately.

Tanks R Scary

Infantry don't like chasing down big armored things. Even if you didn't get hit in the assault you still have to check morale if the opposing force in the assault contains gears, striders, or tanks.
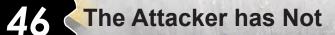
Breaking Off

Discretion is the better part of valor sometimes. Breaking off allows you to disengage from a superior foe. You get to move up to your combat speed away from the enemy assaulting force. You may not move within 4" and LOS of an enemy unit you did not start with 4" of. You may move no closer to enemy units that you started within 4" of. If a unit's movement ends within 4" of an enemy unit, that unit is destroyed. Any enemy unit may block movement, but only units participating in the assault may destroy units breaking off. Other movement rules are as normal.

Gears, Striders, and Tanks Breaking Off

Gears, striders and tanks that make their morale test before breaking off may ignore enemy infantry units while breaking off. They must still obey normal placement rules for where they end their move.

Counter Assault

In the face of a weak or ineffective initial assault, the enemy may attempt to counter assault the attacker. If you made your morale check after

checking to see if the assault was won, you may counter assault. A counter assault works just like a regular assault with a few important differences.

- Only teams already participating in the assault may assault.
- No defensive fire
- No additional platoons may be drawn in

Unarmored Teams

If your cadre has unarmored gears, striders, or tanks within 4" of an enemy assaulting unit, you may not counter assault. You must break off.

Passengers and Mounted Infantry

Units that are passengers, or mounted infantry may dismount when they counter assault. Dismount them as normal, and then charge at half their combat speed. Note that the mounted infantry combat speed will have changed.

Morale

Battles are won and lost on the valor of men. After seeing some of their comrades die on the field of battle, some troops will rally and others will head for home. Morale is a key aspect of any battle.

Cadre Morale

Cadre morale is tested at the end of the action, and and physical phase. Any cadre that has had at least one unit, gain a stun counter, or be destroyed must take a cadre morale test.

Cadre Fighting Strength

Count Active Units
Only units still able to fight count towards morale. Count the number units in the cadre that are active. Do not count active transport units. This is your fighting strength.

Count Destroyed Units
Units that have been permanently disabled or destroyed weaken the resolve of your men. Count the number of units that have been destroyed and subtract that from your fighting strength.

Neutral Units
Not all units bolster the morale of your cadre. Units that are inactive count as neutral. Units that have left the board without counting as destroyed count as neutral units.

Is a Morale Test Required?
If the fighting strength is zero or greater the cadre does not require a morale test. If the fighting strength is negative, you must roll a morale test.

Test Morale

Roll LD d12, add your fighting strength to the result and compare to the morale target of your cadre commander. If no cadre commander exists, use the lowest morale target in the cadre.

You must roll equal to or greater than the target number. If you succeed, your men fight on. If you fail, remove any active units from the table. Inactive units are destroyed. Cadres removed in this manner count as destroyed.

Base Morale Target
Your morale is a representation of how confident your troops are.

Worn 10
Solid 8
Hardened 6

Individual Unit Morale
Sometimes a single unit may need to take a morale test. Roll the unit's LD d12 and compare it to that unit's morale target. If you succeed, there is no effect. If you fail, remove active units from the table. Inactive units are destroyed. This may trigger an immediately cadre morale test.

Morale

Company Morale

Given enough losses, the entire company can lose heart. If a company lost any cadres in the previous turn it must take a morale test. Company morale checks are in the start phase.

Company Fighting Strength

Count the number of friendly cadres on the table. Do not count cadres consisting solely of transport units. Count cadres that are deployed but have no models on the table. Ambushing cadres, for example. Subtract the number of cadres completely destroyed. This is your fighting strength.

Off-board Cadres

Cadres that are off board do not count towards fighting strength. For example, I have one cadre that successfully retreated off its deployment edge, and one cadre that is in reserve. Neither counts towards fighting strength.

Test Company Morale

If the fighting strength is zero or greater the company does not need to take a morale test. If the fighting strength is negative, you must roll a morale test. Roll LD d12, add your fighting strength to the result. Compare the total to the morale target of your company commander. If no company commander exists, you automatically fail.

You must roll equal to or greater than the target number. If you succeed, your men fight on. If you fail, your company breaks and any remaining forces are removed from the board.

Weapon Traits

Template [T]
This weapon may fire a cone shaped template. Roll to hit each unit under the template. After hits are resolved, roll 1d12 vs a target number of 5. If you fail, this weapon is out of ammo for the remainder of the game.

Close Assault(x) [CA x]
Close assault weapons are useful in assault combat. Use the CA value is close assault instead of the unit default.

Anti-Aircraft [AA]
This weapon may fire on aircraft. See the aircraft section for details.

Bombardment [B]
This weapon is an indirect fire template weapon. Use the Bombardment rules.

One Shot [OS]
This weapon may only fire once per game.

High Explosive Anti-Tank [HEAT]
This weapon relies on a chemical shaped charge warhead. There is no armor bonus for range vs this weapon.

Flame [F]
Unarmored units that are hit are automatically destroyed. Armored units that are hit, roll a firepower test. For each successful FP test, do two points of damage.

Minimum Range(x) [MR x]
This weapon has an arming time and may not be fired at targets under the minimum range.

Guided [G]
This weapon is guided. Any target that has been actively locked this turn has a +2 bonus to be hit by a guided weapon.

Indirect Fire [IF]

This weapon can shoot over hard and solid cover. Units only may recieve cover saves if they are in terrain, not behind terrain. All hits from this weapon are applied to top armor.

Stun
This weapon may stun on hit. Roll 1d12 with a target number of 9. A success applies a stun counter to the target.

Range FP? [RFP x]
This weapon loses more power than normal at range. Subtract the RFP rating from its AP at long range.

Reloads [R]
This weapon carries reloads. If the weapon runs out of ammo during the game you may spend an action point to reload it.

Sniper x [S x]
The indicated weapon system does not suffer long range to hit penalties.

Weapon Traits

Unit Traits

Special Movement Rules

Air Dropable [Air]
Air dropable may be deployed outside their normal deployment area in special scenarios.

Agile [AG]
Agile units are especially maneuverable units. They may make one additional 90 degree turn for free per activation. Agile unit may reroll failed bog tests.

Amphibious
Amphibious units can cross water. Treat water as open terrain. Units may not enter or exit water at top speed.

Climbing Equipment
This unit is equipped to handle cliffs. If it starts its movement in base contact with impassible terrain it may climb the cliff. Move the unit to the other side of the cliff by the shortest possible path.

Improved Offroad [IMP OR]
This unit is built with the rough stuff in mind. It may move up to 12" in difficult or very difficult terrain.

Poor Offroad [POOR OR]
This unit was never intended to be used off road. It may move up to 4" in difficult or very difficult terrain.

Jump[J]
Jump jets allow a unit to ignore terrain, by flying high above it. The unit may move up to its combat speed in inches in a straight line. This movement counts against the units normal movement allowance.

Transport(X)
Transports can carry infantry units. They may carry a number of squads equal to their rating inside. This does not prevent additional tank riders.