

## 1. GENERAL RULES

- a. Mecha activate in Squadrons, opponents alternate activation until all Squadrons have activated
- b. Measuring distances can be done at any time, measure the closest points between two miniature's bases
- c. Unless otherwise noted, always round up to the nearest whole number (movement to nearest half inch)
- d. Can only ever re-roll a die once, even if multiple abilities allow you to re-roll
- e. A natural 6 is always a success, while a natural 1 is always a failure
- f. Can change facing at any point while moving (before, during, and after)
- g. Final facing matters

## 2. COMMAND POINTS

- a. Command Points are spent for various abilities and additional actions
- b. Refresh pool of Command Points during the Command Phase of each turn
- c. Left-over Command Points from previous turn do not carry over and are lost
- d. Common list of Command Point usage
  - Stealing the Activation, or preventing its theft
  - Attempt to Boost a Mecha's SPD
  - Move out of base to base contact with an enemy Mecha. 1 Command Point per enemy Mecha
  - Allow additional weapon system attacks, no limit but only once per weapon system
  - Attempt to Dodge **OR** attempt to shoot down Missiles (one or the other)
  - Roll with the Impact
  - Others, like Power Punch, per the appropriate ability or rule description

## 3. ACRONYMS

- |                            |                                      |
|----------------------------|--------------------------------------|
| a. Speed – <b>SPD</b>      | g. Mega-Damage Capacity – <b>MDC</b> |
| b. Piloting – <b>PIL</b>   | h. Physical – <b>PH</b>              |
| c. Gunnery – <b>GN</b>     | i. Hand to Hand – <b>H2H</b>         |
| d. Defense – <b>DF</b>     | j. Line of Sight – <b>LoS</b>        |
| e. Range – <b>RG</b>       | k. Command Point – <b>CP</b>         |
| f. Mega-Damage – <b>MD</b> |                                      |

## 4. TURN SEQUENCE

- a. Command Phase
- b. Action Phase

## 5. COMBAT MODIFIERS

- a. Ranged Combat (all modifiers cumulative unless otherwise noted in the rules)
  - Cover (-1 to Strike for Soft Cover, -2 to Strike for Hard Cover; not cumulative, highest modifier used)
  - Close Formation (+1 to Strike for each Mecha within 2 inches of another in the same Squad (limited to those with GN less than the # of Mecha in Close Formation); must attack simultaneously; Close Formation allows Mecha to divide incoming damage)
  - Back Strike (+1 to Strike if in Target's Rear 180° arc)
  - Crossfire (+1 to Strike if Mecha from same Squad in both Front and Rear arc of target; must attack simultaneously)
- b. Hand to Hand Combat
  - Outnumbered (+1 to Strike for each other friendly Mecha engaged with the target)
  - Back Strike (+1 to Strike if in Target's Rear 180° arc)

## 6. LINE OF SIGHT

- a. Line drawn from center of one Mecha's torso/hull to center of another Mecha's torso/hull
- b. Mecha do block LoS, except Mecha in the same squadron
- c. If 25% or more of the target is blocked from LoS, target has cover

**7. COMMAND PHASE**

- a. Refill Command Pool – Gather # of Command Points = [# of Mecha remaining + sum of all Leadership]
- b. Determine Initiative – 2d6 roll, tie to player w/ higher Leadership. Winner picks who activates a squad first
- c. Pre-Action Effects – Poor Visibility rules, special scenario rules, Zentraedi Reinforcements, etc.

**8. ACTION PHASE**

- a. Step 1: Activate a squadron (cannot have activated already this round)
  - Pass the initiative – if less squads than opponent, can pass the Initiative once
  - Steal the initiative – 1 Command Point, 6 on a d6, cannot steal twice in a row
  - Block Initiative theft – 1 Command Point, 6 on a d6 (only after a successful steal)
- b. Step 2: Move each Mecha in the activated squad
  - Normal movement only (special movement such as Afterburners happens in later Step)
  - Rough terrain halves movement
  - Spend Command Points to move further, before **ANY** Mecha in the squad move
    - Can spend more than 1 CP, up to the Mecha's PIL
    - Each CP point allows a die roll,  $[1d6 + PIL] \geq [Target \# 6 \text{ or Mecha's SPD, whichever is lower}]$
    - Each success allows Mecha to move its SPD again
    - Mecha must move, at minimum, its base SPD when boosting its movement
- c. Step 3: Resolve combat with each Mecha in the activated squad
  - Choose a weapon system
    - Unless otherwise noted, can only attack with each weapon system once per turn
    - Spend Command Points to attack with additional weapon systems
    - Additional H2H attacks can be repeated, unless otherwise noted under each H2H attack
  - Choose a target within range and LoS
    - Unless otherwise noted, can only attack one target with each weapon system
    - Blast and Volley weapons are examples of exceptions
  - Roll to Strike
    - Ranged Combat:  $[1d6 + GN \pm \text{modifiers}] \geq [Target's DF]$
    - Hand to Hand Combat:  $[1d6 + Attacker's PIL \pm \text{modifiers}] > [1d6 + Target's PIL]$
    - Each missile in a volley gets its own Roll to Strike
    - Blast weapons only Roll to Strike once, all others caught in Blast template may attempt to Dodge
  - Target may attempt to Dodge
    - 1 Command Point per weapon system
    - $[1d6 + Target's PIL] \geq [the Roll to Strike]$ , all Mega-Damage dodged
    - Cannot Dodge H2H attacks, already built into the opposed roll
  - Target may attempt to shoot down missiles
    - Can either attempt to Dodge or shoot down missiles, not both
    - 1 CP per attempt, only 1 attempt per missile or volley of missiles. No CP with an anti-missile system
    - Roll 1d6, target number 6 (5+ for anti-missile systems, 4+ for missile-based anti-missile systems)
    - Success shoots down all missiles/volleys at target Mecha only (other volleys will still hit other targets unless they Dodge or shoot them down)
  - Target may Roll with the Impact
    - First, target may split the MD with another Mecha in Close Formation (once/weapon system), no CP
    - Then, target (and whoever the damage was split with) may spend 1 CP (each) to reduce the MD in half (rounded down, 1 minimum)
  - Taking Damage
    - Target(s) suffer the final Mega-Damage of the weapon system
    - If all the target's MDC is gone, remove target from the board
- d. Step 4: Resolution Step
  - Primarily a bookkeeping step
  - Some special abilities, like Afterburner, occur in this step