QUICK REFERENCES
CRITICAL DAMAGE

MASS 1 MODELS: A Model with a Mass of 1 is immediately destroyed should an Attack against it cause a number of Hits equal to or greater than its Citadel Attribute.

CATASTROPHIC EXPLOSION: Should the number of Hits of an Attack be enough to double (or more) the value of its Citadel, in addition to Critical Damage caused by the Attack, affected Model suffers a Catastrophic Explosion. A Model suffering a Catastrophic Explosion receives two points of Damage and a Level of Disorder. It is possible for a Model to suffer from multiple Catastrophic Explosions as the Attack may also generate duplicate Critical Damage Markers. *See Levels of Disorder (Rule Book p.28)*

LASTING EFFECTS: Players may attempt to remove any Critical Damage Markers on a Model by making a Repair Test during the Activation Phase. Models that begin their Round with any Critical Damage Markers from a previous Round increase their risk of receiving a duplicate Critical Damage Marker when attacked.

SHREDDED DEFENCES: The Model receives a Shredded Defences Critical Damage Marker. While a Model has this Marker, it has a Defence Attribute (ADV and SDV) of zero. The Defence Attribute cannot be changed from zero while it has the Shredded Defences Critical Damage Marker.

STURGINIUM FLARE: The Model receives the Sturginium Flare Critical Damage Marker. Resolve any collisions before continuing the Activation. This Model suffers a Point of Damage and moves a number of inches equal to their Mass directly forward. Any Tokens in base contact with this Model are Replaced to remain in base contact. This unexpected movement may move the Model outside of declared weapon's Fire Arcs and cause them to automatically miss. *See Collisions and Rams (Rule Book p.29)*

NAVIGATION LOCK: This Model receives a Navigation Lock Damage Marker. Models with this Marker are considered to have Turn Limit 0. As such Models with this Marker may not make any turns during their Movement Step.

REACTOR LEAK: This Model receives a Reactor Leak Critical Damage Marker and a Disorder Condition. While a Model has this Marker, it receives -2 to its Citadel and Speed Attributes.

MAGAZINE EXPLOSION: This Model and all other Models within 4" suffer a Point of Damage. This Model receives a Magazine Explosion Critical Damage Marker

GENERATOR SHUTDOWN: This Model receives a Generator Shutdown Critical Damage Marker and a Level of Disorder. While it has the Marker, any effects from the Model's Generators are ignored. If the Model does not have a Generator, it receives an additional Level of Disorder. *See your Faction's ORBAT for details on Generators.*
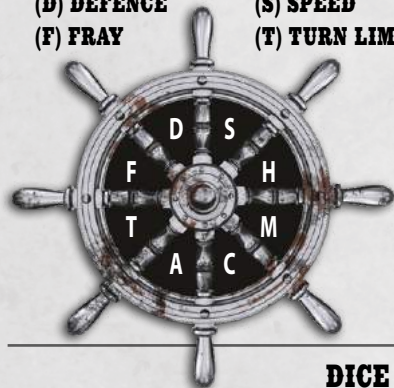
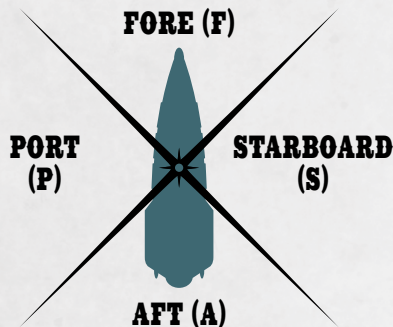## DISORDER CONDITIONS

Hazard   Emergency   Chaos & Disarray

ATTRIBUTES

(A) ARMOUR	**(H) HULL**
(C) CITADEL	**(M) MASS**
(D) DEFENCE	**(S) SPEED**
(F) FRAY	**(T) TURN LIMIT**

RANGE BANDS & FIRE ARCS

POINT BLANK (0"- 10")	CLOSING (10"-20")	LONG (20"-30")

FORE (F)

PORT (P)   **STARBOARD (S)**

AFT (A)

DICE POOL QUALITIES

AERIAL: Actions made with this Quality cannot usually be used against Initial Targets that are Submerged Units (unless the Action also has the Submerged Quality). The Initial Target may use Aerial Defences against Actions with this Quality.

ARC: Shield Generators are ignored when making actions with this Quality. Should the Initial Target suffer Critical Damage from actions with this Quality, it also gains a Disorder Condition in addition to any others that may be applied by the Action.

BLAST: This Action uses the Blast Template. The centre point of the template must be placed over any part of the Initial Target. Resolve the Action against the Initial Target as normal. The resulting Hits are applied to the Initial Target and to all Models touched by the template automatically without further modification (Hits are applied to any Friendly Models but exclude the Attacking Model). Models that have their Line of Sight to the Attacker completely blocked can still be Hit by the blast.

BOMB: Actions made with this Quality cannot be used against Aerial Units. Furthermore, bombs ignore the Initial Target's Shield Generators.

BROADSIDE: Actions with this Quality may be used multiple times in the same Activation – once in each Fire Arc specified. Furthermore, a weapon with this Quality must be the Lead weapon when Crossing the T. *See Crossing the T (Rule Book p.19)*

DEVASTATING: Actions made with this Quality treat all Exploding Hit rolls on its Action Dice as three Hits rather than the usual two.

EXTREME RANGE: Actions made with this Quality treat the Long Range Band as 20" - 40".

FUSILLADE: Actions may re-roll Counter and Heavy Counter results provided the lead weapon in the Action is at Point Blank Range. This Quality has no effect on Aerial Units or Submerged Units unless this Action Dice Pool also has the relevant Aerial or Submerged Quality.

GUNNERY: Actions made with this Quality count Models with a Mass of 1 as Obscured.

HAZARDOUS: Should the Initial Target suffer one or more Points of Damage in an

action with this Quality, it gains a Level of Disorder in addition to any other effects.

HIGH VELOCITY: Heavy Counter results add a single Counter rather than the usual two in the Defence Action Dice Pool against Actions with this Quality.

HOMING: Models cannot be considered Obscured from Actions with the Homing Quality. Furthermore, Actions made with this Quality may re-roll Blanks and ignore Shroud Generators.

INDIRECT: Actions made with this Quality do not require Line of Sight and may select any non-Aerial enemy Unit within range and Fire Arc as an Initial Target. Actions with Indirect Quality count their target as Obscured for the duration of that Action.

LIMITED: As the name implies, these Actions may only be used in a finite or limited fashion. Each time after a Model uses a weapon or takes an Action with this Quality, roll an Action Die. On a result of a blank it may not use this weapon or Action for the remainder of the Encounter.

MAGNETIC: Models cannot be considered Obscured from Actions with the Magnetic Quality. After any other effects or Critical Damage Markers have been applied from the Action, if at least one Point of Damage has been caused by the Action with this Quality, inflict a Navigation Lock Critical Damage Marker if the target does not already have one.

PIERCING: The Initial Target suffers a Critical Damage roll if it receives one or more Points of Damage in an Action with this Quality. This is in addition to any Critical Damage rolls caused by the Action. Against Mass 1 Targets, this Quality also lowers their Citadel by -3 for the Action.

RAMMING: A Model equipped with a Weapon with this Quality may use it to Ram enemy Models. Next to the Quality is a value which indicates the number of Action Dice added to the pool when making a Ram.

SUBMERGED: Actions with this Quality cannot usually be used against Aerial Units or Ground Units. The Initial Target may use Submerged Defences against Actions made from this Quality. Furthermore, Actions with the Submerged Quality ignore the Initial Target's Shield Generators.

SUSTAINED: A roll made with this Quality can re-roll any one result type (such as Heavy Counters or Hits) from its Action Dice Pool. You may declare after the initial roll has been made. You cannot re-roll dice generated by Exploding Hits. If the Quality specifies a Trait (such as Aerial Units) then this Action only gains the Sustained Quality against Initial Targets with that Trait.

TORPEDO: Actions made with this Quality can only be used against Initial Targets that are 5" or more away. Furthermore, an Initial Target does not gain benefit from being Obscured against Actions from Torpedoes.

TORRENT: This Action uses the full Torrent template unless the Quality is expressed as Torrent (Small) in which case the smaller part of the template is used. The narrow end of the template is placed touching any point of the front of the Attacking Model so that the centreline touches any part of the Initial Target. Resolve the Action against the Initial Target as normal. The resulting Hits are applied to the Initial Target and to all Models touched by the template automatically without further modification (Hits are applied to any Friendly Models but exclude the Attacking Model). Models that have their Line of Sight to the Attacker completely blocked can still be Hit by the Torrent. You cannot Support with Torrent Qualities.

ACTION DICE

1		**EXPLODING HIT**
2		**HEAVY HIT**
3		**HIT**
4		**HEAVY COUNTER**
5		**COUNTER**
6		**BLANK**

VICTORY & VALOUR CARD HAND SIZE

FORCE POINT LIMIT	HAND SIZE
749 or less	4
750 to 1499	5
1500 to 1999	6
Every Additional 1000	+1

THE GAME ROUND

PHASE	ACTIONS
1: Initiative	• Determine Initiative • Draw Victory & Valour cards
2: Activation	Operations: • Launch SRS Tokens • Special Operations • Reserves
	Movement
	Shooting: • Declare Target • Shooting Resolution
	Assault: • Launch Assault • Assault Resolution
	• Repair
3: End	• SRS Resolution • Jury Rigged Repair • Check Victory • Maintenance

ASSAULT RESULT TABLE

RESULT	ASSAULT OUTCOME
3+ Counters	**Counter Assault:** The Assaulting Model suffers a Point of Damage and a Disorder Condition.
Draw or 1 to 2 Counters	**Driven Back:** Both Models suffer a Disorder Condition.
1 to 3 Hits	**Havoc:** The Target receives a Point of Damage and a Disorder Condition.
4 to 5 Hits	**Brutal:** The Target receives a Critical Damage roll, a Point of Damage and a Disorder Condition.
6 to 7 Hits	**Catastrophic:** The Target receives a Critical Damage roll and a Catastrophic Explosion.
8+ Hits	**Carnage:** The Target receives a Critical Damage roll and two Catastrophic Explosions.