

## TERRAIN EFFECTS CHART

		Move					Combat Effects	LOS
		Articulated	Leg	Tracked	ACV	Orni		
Clear		1 MP	1 MP	1 MP	1 MP	1 MP	No Effect	No Effect
Rough		1.5 MP	2 MPs	2 MPs	1.5 MP	1 MP	Articulated, Leg, & Tracked: -1 DRM	Blocks Through
Lake		Full MP			1 MP	1 MP	No Effect	No Effect
Build Up		2 MPs	1 MP	2 MPs	2 MPs	1 MP	Articulated: -1 DRM Leg: -2 DRM	Blocks Through
Depression		1 MP	1 MP	1 MP	1 MP	1 MP	No Effect	See 7.2
Creeshin Bog		2 MPs	2 MPs <sup>A</sup>	3 MPs		1 MP	Articulated, Leg, and Tracked: -1 DRM	No Effect
Flux		+1 MP	Drift See 6.3.2	+1 MP	—	—	No Effect	No Effect
Chimneys		—	—	—	+1 MP		ACV: -1 DRM Firing from Chimneys	No Effect
Road		1 MP <sup>B</sup>	1 MP <sup>B</sup>	1 MP <sup>B</sup>	1 MP <sup>B</sup>	—	No Effect	No Effect

-1 / -2 DRM: Firing at Units in Terrain has -1 / -2 DRM

— : No Effect on Move (See Other Terrain in Hex)

**A:** Units Attempting to Exit Roll 1d10: 7-9 = Stuck & Movement Finished

: Not Allowed

**B:** Cost is for moving along a road to another connected road hex. Otherwise other terrain in hex applies. See 6.3.1

Terrain effects are not cumulative for combat purposes. Defender selects best terrain DRM.

## UNITS & WEAPONS CHART

Section (soft target)	Dorians	Cost	Move Type	Target Profile	Armor/Steps
	Lance	5	Leg		
Shock	11	Leg			2
Commando	10	Leg	-1		
Transcom	10	Leg	-1		
Dagmaton ☆	14	Leg			2

  

Vehicle (hard target)	PGP	Cost	Move Type	Target Profile	Armor/Steps
	Floater	11	ACV	-1	
Walker	20	Articulated			5
Revil	20	ACV	-1		4
Flyer	12	Orni	-2		3
Agrax	22	Tracked	+1		5

Chassis	Avronians	Cost	Move Type	Target Profile	Armor/Steps
	Bipod	40	Articulated		
Multipod	45	Articulated	+1		20
Glide	35	ACV			13
Orni	35	Orni	-2		9

Weapon	Target Type ▶	Hard	Soft	Range
	Particle Accelerator	7	8	2
Laser	4	4	4	3
Seeker	8	5	3	5
Shredder ☆	5	2	7	2
Streamer ☆	7	2	3	4
Thermo Beam	2	2	2	3
Undulator	7	3	6	4

☆ : Area

Extra Avronian Armor (up to 5) costs: 3 (4 for Ornis)

To Hit DRM (cumulative):

Terrain: See Terrain Effect Chart

Hold Order: +1

Target Profile: See Unit & Weapon Table

Target Order: +1

Sweep Command: -1

## RALLY TABLE

Die Roll to Succeed	5 or Greater
Stacked with Transcom unit	+3 DRM
Adjacent to Transcom unit	+2 DRM
2 hexes away from Transcom unit	+1 DRM

A Pinned or Routed Transcom unit cannot use DRMs to Rally other units but it can always use a -3 DRM to Rally itself.

## TO HIT TABLE

Unit/Weapon	Range ▶	Base chance = 5 to 9				
		1	2	3	4	5
Lance/Commando/Transcom/Revil	+1					
Shredder ☆ / Shock	+1	—				
Dagmaton ☆	+2	+1	—			
PGP/Particle Accelerator/Undulator	+1	—	—	-1		
Floater	—	—				
Seeker		—	+1	—	—	
Streamer ☆		-1	-1	-1		
Thermo Beam/Flyer/Agrax	+1	—	-1			
Laser/Walker	+1	+1	—			

## MACHINE DAMAGE TABLE

Fire	Die Roll									
	0	1	2	3	4	5	6	7	8	9
1	—	—	—	—	—	—	1	1	1	1
2	—	—	—	1	1	1	1	1	1	2*
3	—	1	1	1	2	2	2	2	2	2*
4	1	1	1	2	2	2	2	2	2*	3*
5	1	1	2	2	2	2	2	2*	3	3*
6	1	2	2	2	2	2*	3	3	3*	3*
7+	1	2	2*	3	3	3	3*	4	4*	4*

### Machine & Hard Damage Tables:

— : No Effect

# : Armor Damage

\* : Critical Hit

DRM :

-1 Attack through Target's Front

+1 Attack through Target's Rear

## SOFT DAMAGE TABLE

Fire	Die Roll									
	0	1	2	3	4	5	6	7	8	9
1-2	—	P	P	P	P	P	R	R	S	S/R
3-4	P	P	P	P	R	R	R	S	S/R	S/R
5-6	P	P	R	R	R	S	S	S/R	S/R	E
7-8	P	R	R	S	S	S	S/R	S/R	E	E
9-10	R	S	S	S	S	S/R	S/R	E	E	E
11+	S	S/R	S/R	S/R	E	E	E	E	E	E

—: No Effect

S: Step Loss

P: Pinned. Already pinned units are Routed. Routed units take a step loss.

R: Routed. Already Routed units lose a Step.

S/R: Step Loss & Rout. Already Routed units are Eliminated.

E: Eliminated

## CRITICAL HIT RESULTS

	Vehicle	Machine
NE	No Effect	No Effect
Armor	Additional Armor Hit	Additional Armor Hit
Firepower	Value Halved. Round Up (2nd Hit = Weapon Destroyed)	Randomly Lose One Weapon Slot in Attacker's Firing Arc
Speed/Machine	Value Halved. Round Up (2nd Hit = Immobilized)	Bi/Multipod: Lose One Speed Orni/Glide: Lose Two Speed **: No Effect for Multipods
Program		Randomly Destroy One Operational Cycle slot

## HARD DAMAGE TABLE

Fire	Die Roll									
	0	1	2	3	4	5	6	7	8	9
1-2	—	—	—	1	1	1	1	1	2	2*
3-4	—	1	1	1	1	1*	2	2	2	2*
5-6	1	1	1	1	2	2	2	2	2*	3*
7-10	1	1*	2	2	2	2	2	2*	3	3*
11+	2	2	2	2*	3	3	3	3	3*	4*

## CRITICAL HIT TABLE

Die Roll	Vehicle	Machine
0	Armor	Speed
1	Firepower	Armor
2	Firepower	Speed **
3	Firepower	Firepower
4	Firepower	NE
5	NE	Speed
6	Speed	NE
7	Speed	Program
8	Speed	Program
9	Speed	Armor

## DORIAN CELLS

Comar Augmented Berth					
Cell	Shock	Lance	Cmd.	Walker	Cost
Ferl Erlop	—	1	2	—	25
Urcado	1	—	—	1	31
Panza	2	1	—	—	27
Comar Hart	—	3	—	—	15
Comar Ehn	2	—	—	—	22
Pad Rakem	2	—	—	—	22
Outbok	—	3	1	—	25

Cell	Shock	Lance	Cmd.	Walker	Cost
Ferl Edrid	—	3	—	—	15
Xibalem	2	—	1	—	32
Bha'	1	1	1	—	26
Ehn Etaki	1	1	1	—	26
Connakti	1	2	—	—	21
Reub'Ark	1	2	—	—	21
Ehn Ark	2	1	—	—	27
Marache	1	1	—	—	16