

Actions	Requirements	Roll	Effects
Attack, Direct	LoS or Sensor Lock	GU vs PI	Perform Attack See Modifier Tables
Attack, Indirect	Sensor Lock	GU vs PI	
Attack, Melee	LoS	GU/PI vs PI	
Forward Observation	Sensor Lock	EW	On Success, Enable Fire Mission Reactions
Hide	Within 1" of Cover	-	Reroll Defense if in Cover, Persists
Detailed Scan	Sensor Lock, Within 6" of Target	EW vs EW	Achieves Objective
Discharge Smoke	Smoke Trait	-	Create 3" Radius +1D6 Defense Smoke Area
Plant Mine	Mine Trait	-	Place Mines During Move
Patch/Repair	Medic/Repair Trait, Target A<9	-	Restore 1 Damage, Remove Corrosion/Immobile
ECM Attack	ECM Trait, Sensor Lock	EW vs EW	Causes Haywire and 50% Chance of 1 Damage
ECM Jam	ECM Trait, Sensor Lock	EW vs EW	Causes Jammed
ECM Defense	ECM Trait, Sensor Lock	-	+1D6 Defense to All Models Within 6"

Reactions	Requirements	Circumstances	Effects
Retaliate	React/Auto Direct/Melee Weapon	Normal Reaction	Simultaneous Attack Resolution
Evade	-	Normal Reaction	Reroll 1 Defense Roll
Fire Mission	Indirect Weapon	Forward Observations*	Perform Indirect Attack
Counterstrike	CBS Trait, Sensor Range, Indirect Weapon	Indirect Attack	Perform Indirect Attack with +1D6
ECM Jam	ECM Trait, Sensor Lock	Orders, FO, Scan	Perform an ECM Jam Action
ECCM Firewall	ECCM Trait, Self or Friendly in 6"	ECM Attack	EW vs EW, Loser Suffers ECM Attack
React to: Issuing Orders, Fire Mission Reactions, All Standard Actions Except Hide, Ending Activation Without Acting			

Ranged Attack Modifiers	Effect
Top Speed	-1D6
Braced	+1D6
Crippled, Haywired, or Immobilized	-1D6
Focus	+1D6
Sub-optimal Range	-1D6
Indirect Attack	-1D6
Fire Mission, Primary Target	+1D6
Fire Mission, Guided w/ TD	+1D6
Targeting Back Arc (Gear/Strider)	+1D6
Targeting Back Arc (Vehicle)	+2D6
AA vs Elevated VTOL or Airstrike	+1D6
Flak vs Elevated VTOL or Airstrike	+2D6
AoE vs Secondary Target	-1D6
AI vs Infantry, Cavalry, Drones	+1D6
Burst:X	+XD6
Frag	+2D6
Link	+1D6
Split	-1D6
Stable at Combat or Top Speed	+1D6
Elevated Firing Position	-1 TN
Advanced	+1 R
Precise in Optimal Range	+1 R

Movement Types	Roads	Shallow Water	Deep Water	Difficult	Vertical Traversal	Dangerous
(I)nfantry	Full MR	Full MR	Impassible	Full MR	No	PI Check: Immobilized & 1 Damage
(W)alker	Full MR	Full MR	Impassible	Full MR	½ Height	
(G)round	+1" MR	½ MR	Impassible	½ MR	No	
(H)over	Full MR	Full MR	Full MR	Full MR	1"	Full MR

Melee Attack Modifiers	Effect
Top Speed	-1D6
Braced	+1D6
Crippled/Haywired/Immobilized	-1D6
Focus	+1D6
Targeting Back Arc (Gear/Strider)	+1D6
Targeting Back Arc (Vehicle)	+2D6
Brawl:X	+XD6
Link	+1D6
Charge	+1D6

Melee Defense Modifiers	Effect
Top Speed	+1D6
Braced	-1D6
Crippled/Haywired/Immobilized	-1D6
No Melee Weapon	-1D6
Brawl:X	+XD6

Lockup Modifiers	Effect
Armor Value Higher by 4+	Auto Win
Armor Value Higher	+1D6
Additional Friendly Models	+1D6
Brawl:X	+XD6
Crippled/Haywire/Immobile	-1D6

Turn Sequence
Initiative Phase
2D6 Opposed, Use Best Commander Initiative (IS)
Activation Phase
Alternating CG, One Model at a Time
Airstrike Phase
see Page 37
Cleanup Phase
Resolve Corrosion
Remove DO NOT Remove
Braced Corrosion
Evade Crippled
Haywire Crippled
Immobilized Destroyed
Jammed ECM Defense
Smoke Hidden
Score VPs

Ranged Defense Modifiers	Effect
Top Speed	+1D6
Braced	-1D6
Crippled/Haywired/Immobilized	-1D6
Cover	+1D6
Inf/Cav/Drones in Cover	+2D6
Elevated VTOL	+1D6
Smoke	+1D6
ECM Defense	+1D6

Status	Attack	Defense	EW	Movement
Crippled	-1D6	-1D6	-	No Top Speed
Haywired	-1D6	-1D6	-1D6	No Top Speed
Immobilized	-1D6	-1D6	-	No Movement
Crippled, Haywired, and Immobilized do not stack				

Orders	Effects
Try Again	One model rerolls last roll
Let Them Have It	Give one CG Stable during their activation
Coordinated Attack	Give one CG Rerolls vs One Enemy Model
Charge	Give one CG +1D6 to Melee if Top Speed
Defense Up	Allow one CG to Perform ECM Defense Action
Pop Smoke	Allow one CG to Perform Discharge Smoke Action
Issuing Orders provokes Reactions, but is an indep. EW roll	