Action	S		Requirements				Roll		Effects				
		oS or Sensor Lock				GU vs Pl		Perform Attack See Modifier Tables					
Attack, Indirect Se			ensor Lock			GU vs Pl							
Attack, Melee			Lo				GU/PI vs PI						
				ensor Lock			EW	On Success, Enable Fire Mission Reactions					
Hide Withir				in 1" of Cover					efense if in Cover, Persists				
Detailed Scan Sensor Lock				k, Within 6" of Target			/ vs EW	Achieves	s Objective				
Discharge Smoke Sn				moke Trait			- Create 3		" Radius +1D6 Defense Smoke Area				
Plant Mine N				Aine Trait			-	Place Mi	ines During Move				
Patch/Repair Medic/Repa			pair T	air Trait, Target A<9			- Restore 1		1 Damage, Remove Corrosion/Immobile				bile
ECM Attack ECM Tra			Trait, S	ait, Sensor Lock E			/ vs EW	Causes I	Haywire	and 50	0% Chanc	e of 1 Dama	age
ECM Jam ECM Tra			Trait, S	ait, Sensor Lock			EW vs EW Causes J		Jammed				
ECM Defense		ECM	Trait, S	enso	r Lock		-	+1D6 De	efense to	All Mo	odels With	in 6"	
Reactions		Requirements				Circumstanc			ces Effects				
Retaliate				ect/Melee Weapon			Normal Reac					ution	
Evade			Direc	-			-	tion				lion	
Fire Mission				ect Weapon									
Counterstrike	CRS				•		Forward Observa						
ECM Jam				Range, Indirect Weapo ait, Sensor Lock				can					
1				Self or Friendly in 6"					EW vs EW, Loser Suffers ECM Attack				
ECCM Firewal					endly in 6" eactions, All :	Ctor		ECM Attac			,		
					actions, All	Jidh	uaru AC		spi niue,		ig Activatio		
Ranged	Attack M	lodifiers	Ef	fect	Movemer	nt		Shallow	Dee	ep		Vertical	
Top Speed			-1	D6	Types		Roads	Water	Wat	er	Difficult	Traversal	Dangerous
Braced			+	1D6	(I)nfantry	F	-ull MR	Full MR	Impas	sible	Full MR	No	PI Check:
Crippled, Hayv	vired, or I	mmobilized	d -1	D6	(W)alker	F	-ull MR	Full MR	Impas	sible	Full MR	1/2 Height	Immobilized
ocus			+	1D6	(G)round		+1" MR	1⁄2 MR	Impas	sible	1⁄2 MR	No	& 1 Damag
Sub-optimal Range			-1	D6	(H)over	F	-ull MR	Full MR	Full	MR	Full MR	1"	Full MR
Indirect Attack			-1	D6	Mala		tools Mo	difiere	F #a	-			
Fire Mission, P	rimary Ta	arget	+	1D6			tack Mo	aitiers	Effe				
Fire Mission, Guided w/ TD			+	1D6	Top Speed		-1D		-	Furn Sequer	nce		
Fargeting Back Arc (Gear/Strider)				1D6	Braced				+1D6		Initiative Phase		
Targeting Back Arc (Vehicle)				2D6	Crippled/Haywired/Ir								
AA vs Elevated VTOL or Airstrike				1D6	Focus		+ 1D0 Con			6 Opposed, Use Best mmander Initiative (IS)			
Flak vs Elevated VTOL or Airstrike				2D6	Targeting E			,		Activation Phase			
AoE vs Secondary Target				D6	0 0	Back	k Arc (Vehicle)			+2D6			
				1D6 Brawl:X				+XD	+XD6 Alternating CG, One Model at a Tin		Time		
Burst:X	Al vs Infantry, Cavalry, Drones			XD6	Link					+1D6			
					Charge			+1D	+1D6 Airstrike Phase				
-	Frag			+2D6 Melee D			ense Mo	Effect	ffect		see Page 37 Cleanup Phase		
_ink			+	FIDO					_		Jeanup Pha	ise	
Split									+1D6				
1	at an T	Operat		D6					+1D6		Re	esolve Corro	
Stable at Comb		Speed	+	1D6	Braced	avwi	ired/Imm	obilized	-1D6		Rem	esolve Corro	osion O NOT
Stable at Comb Elevated Firing		Speed	+	1D6 TN	Braced Crippled/Ha	-		obilized	-1D6 -1D6		Re Rem Brac	ove Dorro	osion O NOT emove
Stable at Comb Elevated Firing Advanced	Position		+ ⁻ -1	1D6 TN 1 R	Braced Crippled/Ha No Melee V	-		obilized	-1D6 -1D6 -1D6	-	Rem Brac Eva	esolve Corro ove Do ced Re de Co	osion O NOT emove rrosion
Stable at Comb Elevated Firing Advanced	Position		+ ⁻ -1	1D6 TN	Braced Crippled/Ha No Melee V Brawl:X	Veap	pon		-1D6 -1D6 -1D6 +XD6		Rem Brac Eva Hayv	esolve Corro ove DC ced Re ide Co wire Cr	osion O NOT emove rrosion rippled
Stable at Comb Elevated Firing Advanced	Position mal Rang	je	+ ⁻ -1	1D6 TN 1 R 1 R	Braced Crippled/Ha No Melee V Brawl:X	Veap ckup	pon p Modife	rs	-1D6 -1D6 -1D6 +XD6 Effect		Re Rem Brac Eva Hayu Immob	esolve Corro nove D ced Co wire Cr pilized Des	osion O NOT emove rrosion rippled stroyed
Stable at Comb Elevated Firing Advanced Precise in Opti	Position mal Rang	je	+ ⁻ -1 +	1D6 TN 1 R 1 R	Braced Crippled/Ha No Melee V Brawl:X Loo Armor Va	Vear ckup	pon p Modife Higher b	rs	-1D6 -1D6 -1D6 +XD6 Effect Auto Wi		Rem Brace Eva Hayo Immob	esolve Corro ove DC ced Co wire Cr bilized Des med ECM	osion ONOT emove rrosion rippled stroyed Defense
Stable at Comb Elevated Firing Advanced Precise in Opti Ranged De Top Speed	Position mal Rang	je	+ -1 + + Effec	1D6 TN 1 R 1 R	Braced Crippled/Ha No Melee V Brawl:X Loo Armor Va Armor Va	Vear Ckup alue	pon p Modife Higher b Higher	rs by 4+	-1D6 -1D6 -1D6 +XD6 Effect Auto Wi +1D6	- - -	Re Rem Brac Eva Hayu Immob	esolve Corro ove bed de wire bilized bilized Co co co co co co co co co co c	osion ONOT emove rrosion rippled stroyed Defense idden
Stable at Comb Elevated Firing Advanced Precise in Opti Ranged De Top Speed Braced	Position mal Rang	ge odifiers	+ -1 + + Effec +1D6	1D6 TN 1 R 1 R	Braced Crippled/Ha No Melee V Brawl:X Armor Va Armor Va Additiona	Vear Ckup alue	pon p Modife Higher b Higher	rs by 4+	-1D6 -1D6 -1D6 +XD6 Effect Auto Wit +1D6 +1D6		Rem Brace Eva Hayo Immob	esolve Corro ove DC ced Co wire Cr bilized Des med ECM	osion ONOT emove rrosion rippled stroyed Defense idden
Stable at Comb Elevated Firing Advanced Precise in Opti Ranged De Top Speed Braced Crippled/Hayw	Position mal Rang	ge odifiers	+ 1 -1 + + Effec +1D6 -1D6	1D6 TN 1 R 1 R	Braced Crippled/Ha No Melee V Brawl:X Armor Va Armor Va Additiona Brawl:X	Vear ckup alue alue al Fri	pon p Modife Higher b Higher iendly M	rs by 4+ odels	-1D6 -1D6 +XD6 Effect Auto Win +1D6 +1D6 +XD6	- - - -	Rem Brace Eva Hayo Immob	esolve Corro ove bed de wire bilized bilized Co co co co co co co co co co c	osion ONOT emove rrosion rippled stroyed Defense idden
Stable at Comb Elevated Firing Advanced Precise in Opti Ranged De Top Speed Braced Crippled/Hayw Cover	Position mal Rang fense Ma	ge odifiers nobilized	+	1D6 TN 1 R 1 R	Braced Crippled/Ha No Melee V Brawl:X Armor Va Armor Va Additiona	Vear ckup alue alue al Fri	pon p Modife Higher b Higher iendly M	rs by 4+ odels	-1D6 -1D6 -1D6 +XD6 Effect Auto Wit +1D6 +1D6		Rem Brace Eva Hayo Immob	esolve Corro ove bed de wire bilized bilized Co co co co co co co co co co c	osion ONOT emove rrosion rippled stroyed Defense idden
Stable at Comb Elevated Firing Advanced Precise in Optil Ranged De Top Speed Braced Crippled/Hayw Cover Inf/Cav/Drones	Position mal Rang fense Mo vired/Imm s in Cove	ge odifiers nobilized	+	1D6 TN 1 R 1 R t	Braced Crippled/Ha No Melee V Brawl:X Armor Va Armor Va Additiona Brawl:X	Vear ckup alue alue al Fri	pon p Modife Higher b Higher iendly M /wire/Imr	rs by 4+ odels nobile	-1D6 -1D6 +XD6 Effect Auto Win +1D6 +1D6 +XD6		Rem Brace Eva Hayv Immob Jami Smo	esolve Corro ove D ced Re ide Co wire Cr oilized De- med ECM oke H Score VPs	osion ONOT emove rrosion rippled stroyed Defense idden
Stable at Comb Elevated Firing Advanced Precise in Opti Ranged De Top Speed Braced Crippled/Hayw Cover Inf/Cav/Drones Elevated VTOL	Position mal Rang fense Mo vired/Imm s in Cove	ge odifiers nobilized	+ -1 + + +1D6 -1D6 -1D6 +1D6 +2D6 +1D6	1D6 TN 1 R 1 R	Braced Crippled/Ha No Melee V Brawl:X Armor Va Armor Va Additiona Brawl:X	Vear ckur alue al Fri /Hay	pon D Modife Higher b Higher iendly M wire/Imr Ord	rs by 4+ odels nobile	-1D6 -1D6 +XD6 Effect Auto Win +1D6 +1D6 +XD6		Rem Brace Eva Hayo Immob Jami Smo	esolve Corro ove D(ced Re ide Co wire Cr oilized De med ECM oke H Score VPs Effects	osion ONOT emove rrosion rippled stroyed Defense idden
Stable at Comb Elevated Firing Advanced Precise in Opti Ranged De Top Speed Braced Crippled/Hayw Cover Inf/Cav/Drones Elevated VTOL Smoke	Position mal Rang fense Mo vired/Imm s in Cove	ge odifiers nobilized	+ -1 + + +1D6 -1D6 +1D6 +1D6 +1D6 +1D6	1D6 TN 1 R 1 R	Braced Crippled/Ha No Melee V Brawl:X Armor Va Armor Va Additiona Brawl:X	Vear ckup alue alue Alue Alue Alue Try	pon P Modife Higher b Higher iendly M /wire/Imr Ord / Again	rs by 4+ odels nobile ers	-1D6 -1D6 +XD6 +XD6 Effect Auto Wi +1D6 +1D6 +XD6 -1D6		Rem Brace Eva Hayo Immob Jam Smo	esolve Corro ove DC ced Re ide Co wire Cr oilized De med ECM oke H Score VPs Effects el rerolls las	osion O NOT emove rrosion rippled stroyed Defense idden s
Stable at Comb Elevated Firing Advanced Precise in Optil Ranged De Top Speed Braced Crippled/Hayw Cover Inf/Cav/Drones Elevated VTOL Smoke ECM Defense	Position mal Rang fense Me vired/Imm s in Cove	ge odifiers nobilized r	++ -1 ++ +1D6 -1D6 -1D6 +1D6 +1D6 +1D6 +1D6		Braced Crippled/Ha No Melee V Brawl:X Armor Va Armor Va Additiona Brawl:X Crippled	Vear Near alue alue al Fri /Hay	pon P Modife Higher b Higher iendly M wire/Imr Wire/Imr Ord r Again t Them H	rs by 4+ odels nobile ers łave It	-1D6 -1D6 +XD6 +XD6 +1D6 +1D6 +XD6 -1D6	ive on	Rem Brac Eva Hayu Immob Jam Smo	esolve Corro ove DC ced Re ide Co wire Cr bilized De- med ECM bke H Score VPs Effects el rerolls las ble during the	osion O NOT emove rrosion rippled stroyed Defense idden s
Stable at Comb Elevated Firing Advanced Precise in Opti Ranged De Top Speed Braced Crippled/Hayw Cover Inf/Cav/Drones Elevated VTOL Smoke ECM Defense Status	Position mal Rang fense Me vired/Imm s in Cove	odifiers nobilized r Defense	+ -1 + + +1D6 -1D6 +1D6 +1D6 +1D6 +1D6 +1D6 +1D6	1D6 TN 1 R 1 R 1 R	Braced Crippled/Ha No Melee V Brawl:X Armor Va Armor Va Additiona Brawl:X Crippled,	Ckup Ckup alue al Fri /Hay Le Co	pon P Modife Higher b Higher iendly M wire/Imr Ord v Again t Them F pordinate	rs by 4+ odels nobile ers	-1D6 -1D6 +XD6 +XD6 Auto Win +1D6 +1D6 +XD6 -1D6	ive on	Rem Brace Eva Hayo Immob Jami Smo One mod ie CG State e CG Rem	esolve Corro ove D ced Re ide Co wire Cr med ECM oke H Score VPs Effects el rerolls las ole during the olls vs One E	osion ONOT emove rrosion rippled stroyed Defense idden stroll eir activation Enemy Model
Stable at Comb Elevated Firing Advanced Precise in Opti Ranged De Top Speed Braced Crippled/Hayw Cover Inf/Cav/Drones Elevated VTOL Smoke ECM Defense Status Crippled	Position mal Rang fense Me vired/Imm s in Cove - - Attack -1D6	odifiers nobilized r Defense -1D6	+ -1 + + +1D6 -1D6 +1D6 +1D6 +1D6 +1D6 +1D6 +1D6 -	1D6 TN 1 R 1 R 1 R 1 R	Braced Crippled/Ha No Melee V Brawl:X Armor Va Armor Va Additiona Brawl:X Crippled,	Ckup Ckup alue al Fri /Hay Le ^o Co	pon P Modife Higher b Higher iendly M wire/Imr wire/Imr Ord v Again t Them H pordinate arge	rs py 4+ odels odels onobile ers od Attack	-1D6 -1D6 +XD6 +XD6 +1D6 +1D6 +XD6 -1D6 -1D6	ive on ive on	Rem Brace Eva Hayo Immob Jami Smo One mod ie CG State ie CG Rero ie CG +1E	esolve Corro ove D ced Re ide Co wire Cr oilized De- med ECM oke H Score VPs Effects el rerolls las ole during the olls vs One E D6 to Melee	osion ONOT emove rrosion rippled stroyed Defense idden stroll eir activation Enemy Model if Top Speed
Stable at Comb Elevated Firing Advanced Precise in Optil Ranged De Top Speed Braced Crippled/Hayw Cover Inf/Cav/Drones Elevated VTOL Smoke ECM Defense	Position mal Rang fense Me vired/Imm s in Cove	odifiers nobilized r Defense	+ -1 + + +1D6 -1D6 +1D6 +1D6 +1D6 +1D6 +1D6 +1D6	1D6 TN 1 R 1 R 1 R 1 R 1 R 1 R 1 R 1 N 0 No	Braced Crippled/Ha No Melee V Brawl:X Armor Va Armor Va Additiona Brawl:X Crippled,	Ckup alue al Fri /Hay Le Co Ch De	pon P Modife Higher b Higher iendly M wire/Imr Ord v Again t Them F pordinate	rs py 4+ odels ode	-1D6 -1D6 +XD6 +XD6 +1D6 +1D6 +1D6 +XD6 -1D6	ive on ive on ive or w one	One mod e CG Stab e CG to Pe	esolve Corro ove DC ced Re ide Co wire Cr oilized De med ECM oke H Score VPs Effects el rerolls las ole during the olls vs One E D6 to Melee rform ECM E	osion ONOT emove rrosion rippled stroyed Defense idden stroll eir activation Enemy Model

Smoke	Allow one CG to Perform Discharge Smoke /
Issuing Orders	s provokes Reactions, but is an indep. EW roll