If a weapon fires more than three shots, each successive shot (rolled independently after the third die) has a lower chance of hitting the target or doing critical damage:

4th die: +1 to Accuracy (+1 Critical Hit chance)
5th die: +2 to Accuracy (+2 Critical Hit chance)
6th die, etc: +3 to Accuracy (No Critical Hit)

33% or less of the target cannot be seen by the shooter. -1 Defence Pool.
33% to 66% of the target cannot be seen by the shooter. No modifier.
Over 66% of the target cannot be seen by the shooter. -1 Attack Pool.
**Terrain Modifiers and Effects**

**Terrain**
- Normal
- Difficult
- Dangerous
- Sheer
- Sheer

**Modifiers & Effects**
- No modifier or effect.
- Halves all Movement.
- Halves all Movement. If a unit ends their Move action within this terrain type, they lose one Integrity Point.
- Mobile Suits using Boost only. Cannot end Boost within this terrain; must be crossed from points of a different terrain type. Vehicles cannot enter this terrain unless Amphibious (Deep Water) or Air Unit (Atmosphere).

**Damage Charts**

**Other Unit Damage Chart**

<table>
<thead>
<tr>
<th>Result</th>
<th>Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>Leg Damage&lt;br&gt;Normal terrain is now Difficult when this unit performs Move actions.</td>
</tr>
<tr>
<td>3-4</td>
<td>Arm Damage&lt;br&gt;Accuracy 5+ for all weapons, plus no Shield Bonus.</td>
</tr>
<tr>
<td>4-5</td>
<td>Weapons Damage&lt;br&gt;Accuracy 5+ for all weapons, plus no Shield Bonus.</td>
</tr>
<tr>
<td>5</td>
<td>Head Damage&lt;br&gt;Defenders may reroll one failed Block caused by this unit’s actions.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Roll</th>
<th>Injuries</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Instant Death&lt;br&gt;Remove unit from play.</td>
</tr>
<tr>
<td>4-5</td>
<td>Reduce Pilot Health by 2 and Pilot Mind by 2. Remove unit from play.</td>
</tr>
<tr>
<td>2-3</td>
<td>Major Injuries&lt;br&gt;Reduce Pilot Health by 4 and Pilot Mind by 3. Remove unit from play.</td>
</tr>
<tr>
<td>6</td>
<td>Lucky Escape&lt;br&gt;Phew! Reduce Pilot Mind by 1. Remove unit from play.</td>
</tr>
</tbody>
</table>

**The Destruction Table**

<table>
<thead>
<tr>
<th>Roll</th>
<th>Injuries</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Instant Death&lt;br&gt;Remove unit from play.</td>
</tr>
<tr>
<td>4-5</td>
<td>Minor Injuries&lt;br&gt;Reduce Pilot Health by 2 and Pilot Mind by 2. Remove unit from play.</td>
</tr>
<tr>
<td>2-3</td>
<td>Major Injuries&lt;br&gt;Reduce Pilot Health by 4 and Pilot Mind by 3. Remove unit from play.</td>
</tr>
<tr>
<td>6</td>
<td>Lucky Escape&lt;br&gt;Phew! Reduce Pilot Mind by 1. Remove unit from play.</td>
</tr>
</tbody>
</table>
The structure of a turn

1. **Initial Upkeep**
   - Roll to deploy **Ambush** units (if any).
   - Tally **Command Points** and issue **Orders**.
   - The current player’s units undergo **Drift** if applicable.

2. **Perform Actions**
   - The current player selects one unit, and performs one **Slow** or up to two **Fast Actions**. Repeat, until all their units have acted.

3. **Final Upkeep**
   - Any required tokens or markers are placed or removed. Check victory conditions.
   - It is now the **next player’s turn**.

---

**SEQUENCE OF PLAY FLOW CHART**

**CLOSE COMBAT FLOW CHART**

**ATTACKER**
- **SELECT TARGET** (Check Range and Sight)
- **CHARGE** (Move or Boost)
- **PIERCING STRIKE**
- **EQUIPPED with CLOSE COMBAT WEAPON**
- **ROLL for ADVANTAGE**
- **ADD WEAPON’S DEX BONUS**
- **ROLL for ADVANTAGE**
- **ADD WEAPON’S DEX BONUS**
- **WINNER BECOMES ATTACKER**
- **COMPARA ROLLS**
- **ATTACK POOL MODIFIERS**

**DEFENDER**
- **ROLL Defence POOL**
- **WINNER BECOMES DEFENDER**
- **COMPARA ROLLS**
- **DEFENCE POOL MODIFIERS**

**ATTACK**
- **ATTACK Successful**
- **ATTACK to DEFENCE**
- **DEAL DAMAGE Hits X DAM**
- **CRITICAL HITS**

**DEFENCE**
- **DEFENCE > of ATTACK**
- **ATTACK BLOCKED**
- **IF DEFENDER DESTROYED cannot COUNTER ATTACK**

**COUNTER ATTACK**
- **ATTACKER**
- **UNITS infict EQUAL DAMAGE Battle FALL BACK**

**OR**
- **ATTACKER**
- **UNIT that inflicts LEAST DAMAGE FALLS BACK**
Incoming!

Choose a Quarter of the battlefield. Roll a D6 for all units (including yours) in that Quarter. On a roll of 1-4 inflict 6 Integrity Damage. Units that roll 5+ take no damage.

Close Combat Weapons

<table>
<thead>
<tr>
<th>TYPE</th>
<th>TAGS</th>
<th>DEX</th>
<th>ATTACK</th>
<th>ACC</th>
<th>CRIT</th>
<th>DAM</th>
<th>PTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vulcan Guns</td>
<td>PB</td>
<td>0</td>
<td>3</td>
<td>5+</td>
<td>-</td>
<td>1</td>
<td>10</td>
</tr>
<tr>
<td>Unarmed / MS Fists</td>
<td>-</td>
<td>0</td>
<td>1</td>
<td>4+</td>
<td>6</td>
<td>2</td>
<td>0</td>
</tr>
<tr>
<td>Claws, Spikes, Nails</td>
<td>PS</td>
<td>+1</td>
<td>1</td>
<td>3+</td>
<td>4+</td>
<td>4</td>
<td>20</td>
</tr>
<tr>
<td>Lances, Spears, Maces, Hammers</td>
<td>PS</td>
<td>0</td>
<td>1</td>
<td>3+</td>
<td>5+</td>
<td>3</td>
<td>20</td>
</tr>
<tr>
<td>Heat Hawks, Metal Blades</td>
<td>P</td>
<td>+3</td>
<td>2</td>
<td>4+</td>
<td>6+</td>
<td>3</td>
<td>30</td>
</tr>
<tr>
<td>Heat Blades, Heat Rods</td>
<td>P</td>
<td>+2</td>
<td>2</td>
<td>3+</td>
<td>5+</td>
<td>3</td>
<td>40</td>
</tr>
<tr>
<td>Beam Blades, Beam Sabers</td>
<td>P</td>
<td>+2</td>
<td>2</td>
<td>3+</td>
<td>4+</td>
<td>4</td>
<td>50</td>
</tr>
</tbody>
</table>

Close Combat Modifiers

<table>
<thead>
<tr>
<th>Condition</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attacker has Arm Damage Level 1+</td>
<td>Accuracy 5+ for all weapons</td>
</tr>
<tr>
<td>Defender has Arm Damage Level 1+ or no Shield</td>
<td>May not use Shield Bonus</td>
</tr>
<tr>
<td>Attacker has Head Damage Level 1+</td>
<td>Defender may reroll a single failed Block</td>
</tr>
<tr>
<td>Attacker charged</td>
<td>Attacker may reroll a single failed Hit.</td>
</tr>
<tr>
<td>Attacker starts outside Defender’s Sight (Flank attack)</td>
<td>+1 Die to Attack Pool</td>
</tr>
<tr>
<td>Entered Close Combat without suitable Weapon Equipped</td>
<td>Automatically lose Advantage Roll</td>
</tr>
</tbody>
</table>

Ambush Table

<table>
<thead>
<tr>
<th>Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Failed! The unit fails and must attempt to ambush on another turn.</td>
</tr>
<tr>
<td>2-3</td>
<td>No, not there...</td>
</tr>
<tr>
<td>4+</td>
<td>Surprise! Place the unit at its intended location.</td>
</tr>
</tbody>
</table>

Orders List

Bring Them Down!

Select one of your units. All its attacks gain Penetration <P> for the rest of your turn.

Concentrate Fire

All enemy units count as Flanked when you perform Shoot / Aimed Shot actions this turn.

Correction!

Restore any one of your Unit’s Morale to Steady, regardless of current Status. +2 to Mind.

Double Time!

Select one of your units. This unit ignores all Difficult terrain penalties until their next turn.

Field Repair

Select one of your units. Restore up to two Integrity Damage. (Unit must use Slow Action to repair.)

Get to cover!

Any of your units that are Unobstructed count as In Cover during your opponent’s next turn.

Incoming!

Choose a Quarter of the battlefield. Roll a D6 for all units (including yours) in that Quarter. On a roll of 1-4 inflict 6 Integrity Damage. Units that roll 5+ take no damage.

Infiltrate

Select one of your units in reserve. This unit automatically performs an Ambush wherever you choose (with normal restrictions).

Resupply

Select one of your units. Each of their weapons is now Reloaded.

We have reserves

Select one of your units worth 200 base points or less that has been destroyed. Place this model within your deployment zone. (Not usable in a campaign game.)

Withdraw

Select one of your units. Remove that unit and it’s pilot from play. The Command Point cost of this order is equivalent to half the base Integrity of that model, rounded up.