



**RAGE CHRONICLES**

**2008**



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# Errata

Page 66

Add new bullet item

## **13) EDV**

Electronic Defensive Value (EDV) represents the Model's ability to electronically jam other Models. The higher the EDV, the more effective the Model is at jamming.

Change Rpr to bullet # 14

Change DV to bullet # 15

## **16) Weapon Systems**

Weapon Systems are used to conduct Ranged Attacks against opponents. When a rule refers to a Weapon System, it is referring to every weapon contained in that Weapon System's box.

### **16a) Attack Type and Number of Weapons**

The weapon's Attack Type determines how a weapon can be used. It will either be a Direct Attack (DA) or an Indirect Attack (IA). A DA weapon can only be fired when a Model has Line of Sight (LOS) to an opponent. An IA weapon can be fired at an opponent, even without LOS. The number after the "x" represents how many of these weapons a Model has. For example, if a Data Card read "x2" that would mean that it has 2 of these weapons, each of which can be fired separately at different targets.

When a rule references a Weapon, it is referring to a single weapon on a Model.

All other Weapon System items are changed to 16x)

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## **Mortar Section**

A Mortar Section is the infantry way of reaching out to touch someone. A Mortar Section is made up of the following elements:

- 4-6 Infantry Models
- At least 4 of the Models must be the Model Role of Fire Support. The balance may be the Model Role of Recon or Attack.
- Optional Transport Models of any Model Type sufficient to carry all the Infantry Models, but no more than one Transport per Infantry Model.
- Models with the Bulky SA count as two Models when determining both Section size and Transport capacity.

Page 71

## **Faction Affiliation** now reads:

Six galactic empires, each with its own view and goals, are fighting in the Second Galaxy War. Your Task Force is just a part of one of these vast armed forces. The Faction you play is an important choice, as it will determine both the Models and Faction Doctrines that are available to you. When building a Task Force, a player may not use Models from more than one faction's Model List.

Page 71 continued:

### **Faction Chart**

Change chart to:

#### **The Six Largest Galactic Military Forces (and their Home UCORs) are:**

- Adon (Borsig-Spline, RMI)
- Malvernis (Grundor House, Mark IV)
- Ritterlich (KDM, NTG)
- Rach (KODA Works)
- Templar (Hughes-Marietta, Viper)
- Terran (Mitso-Ta, SyRaM)

### **Faction Doctrines**

If at least 25% of a Task Force's points come from its faction's Home UCORs, its player may use one of that faction's Faction Doctrines. Infantry Models are considered to be of the same faction as the Task Force, but do not count towards the 25% requirement for accessing Faction Doctrines. Faction Doctrines may be found in Appendix E.

Page 72 now reads:

### **Continued from Open Market Models**

"uses were probably made by a UCOR that is now aligned with a potential enemy.

"Some factions have chosen to refit and upgrade certain weapon platforms to fill gaps in specific mission requirements important to their military planners. Others are simply pressing older equipment into service as they retool and reconstitute a new manufacturing base for modern weapon platforms. These CAV, vehicles, and Gunship are called Open Market Models. Open Market Models are available for use by any faction.

"If a Task Force is constructed solely of Open Market Models, it is an Independent Faction Task Force and gains access to the Independent Faction Doctrines in Appendix E."

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### **Types of Actions**

Mount/Dismount is now a Non-Repeatable Action.

Page 79

### **Air**

Models with MClass: Air, do not act as a Model or obstruction for purposes of blocking another Model's movement. Any Model may move through any Model with this MClass as long as it does not end its Movement overlapping the Model's base. MClass: Air Models may move through any other Models as long as they do not end their Movement overlapping any Model's base.

### **Friendly Infantry – change to Infantry**

CAV and Vehicle Models may move through Infantry as long as they do not end their movement overlapping the Infantry's base. Once per Enemy Activation, an Infantry Model may perform a Defensive Strike as a Free Action against a Model that has moved through it. MClass Air Models may not be targeted by this Free Defensive Strike.

Page 80 should now read:

### **Base-to-Base Contact**

Base-to-Base Contact (B2B) indicates that two Models are touching each other. Only Models in B2B can conduct a Close Combat Action. Opposing Models in B2B do not have to conduct a Close Combat Action simply because they are in B2B. Models moving into B2B contact and not conducting a Close Combat Action must declare they are not conducting a Close Combat Action.

### **Valid B2B Contact**

Valid B2B has been achieved when the two Models involved have flat base sides touching. Corner only contact is not valid B2B. Any B2B between enemy CAV and Vehicle Models immediately ends a Model's Movement Action. MClass Air Models may never be considered in B2B with another Model unless a special rule or situation states otherwise.

### **Un-based Models**

A Model without a base is considered to be in valid B2B with a Model mounted on a base when any part of the un-based Model is in contact with any flat side of the base of the target Model. Two un-based Models are in valid B2B when in contact with each other.

### **Leaving Base-to-Base Contact**

A Model that begins its turn in B2B with an enemy Model may leave B2B by performing a Movement Action. Before resolving its Movement Action, the Model must make a 10+ Roll using its Exp. If the Model fails its 10+ Roll, it may only use  $\frac{1}{2}$  of its Mov (rounded down) when breaking B2B. If the Model succeeds, it may conduct its declared Movement Action as normal. A Model may not leave B2B during the same Activation that it has conducted a Close Combat Action.

Page 81

### **Getting On a Transport**

Infantry Models perform a Mount/Dismount Action to get into a Transport. A Mount/Dismount Action is a Non-Repeatable Action. A Model may not Mount and Dismount a Transport in the same Turn.

### **Getting Off of a Transport**

Infantry Models perform a Mount/Dismount Action to get out of a Transport. A Mount/Dismount Action is a Non-Repeatable Action. A Model may not Mount and Dismount a Transport in the same Turn.

Dismounting Infantry are placed anywhere within B2B with the Transport. If no space is available for dismounting Infantry to be in B2B with the Transport, the Dismount is cancelled and the Action lost.

Infantry Models may Dismount directly into B2B with an enemy Model.

### **Eye Level and Base Height**

“Eye Level” assumes that no modifications or buildups have been made to a Model’s base. In the event a Model’s base has been altered, the location of the Model’s “Eye Level” is changed to reflect where “Eye Level” would have been had the Model’s base never been modified.

All MClass: Air Models measure their cockpit's “Eye Level” at 1.5” off of the tabletop, directly above or below the Model's physical cockpit.

### **Infantry and MClass Air**

Two Model types are special when it comes of blocking Line of Sight. The first Model type, Infantry, is fairly well spread out when moving and hardly impede modern weaponry or targeting systems. The second Model type on the tabletop battlefield, MClass Air, is considered to be in a stationary place for only a brief moment in time. Even when a flying Model is stationary, it will move slightly as it hovers in position. Infantry and MClass Air Models do not block Line of Sight for anything except Models of the same Model Type and MClass. In other words, Infantry only block LOS for other Infantry, regardless of what they are shooting at, and MClass Air Models only block the LOS of other MClass Air Models regardless of what they are shooting at.

### **Critical Hits** should now read:

Anytime you roll a natural or Auto 10 on any Attack Roll, you have a chance of getting a Critical Hit and inflicting extra damage. To see what, if any, extra damage you might have inflicted, you need to roll a second new Attack Roll called the Critical Hit Roll. Add the same Situation Modifiers to this roll as you did in the original Attack Roll. Next, subtract the target Model’s DV from the result of your Critical Hit Roll. If the difference is a positive number, you have scored a Critical Hit. The amount of extra Damage inflicted is equal to the difference between the Critical Hit Roll and the target’s DV. If the difference is equal to zero or a negative number, then no Critical Hit has been made.

Please note that in certain circumstances it is possible that a weapon will have no chance of scoring a Critical Hit, as the Critical Hit Roll requires the player to roll more than a 10. The Auto 10 rule does not apply to Critical Hit Rolls, as you must have a positive result to achieve additional Critical Hit Damage.

### **Run N’ Gun** now reads:

Sometimes you really need to get where you’re going fast, but you still need to lay down fire. The Run N’ Gun Action is similar to the Ranged Attack While Moving; however, you are able to perform two Movement Actions and a Ranged Combat Action by using both Actions. The penalty for performing a Run N’ Gun is -2 Mov to each Movement Action and a -1 Ranged Situational Modifier for each Weapon used in the Run N’ Gun. If the attack is an AOE attack the -1 Ranged Situational Modifier is applied to the Target Point Rolls.

Pages 93 and 104

### **AOE Target Point Roll**

You have double-checked your GPS location, the target GPS coordinates have been confirmed and the computer has a valid firing solution. It's time to let the attack fly. A Weapon System with the AOE/# SA must check to make sure that the attack hits the intended Target Point. To do this, the controlling player makes a 10+ Roll by adding the Model's TC to a D10 die roll. If the Model has the FRS/# SA, then also add the # value to the roll. If the sum is less than 10 the attack will Drift.

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### **Close Combat**

So the enemy is over there and dug into that ruined building. Shooting and bombing them is just not working because they have too much cover. It's time for a Close Combat assault! Close Combat includes everything from pistols, martial arts and harsh language for Infantry to close range defense systems, ramming and kicking for Vehicles and CAVs; all at close quarters. Factories, trenches, and city fighting scenarios will see extensive use of Close Combat assault. To perform a Close Combat Action against an enemy Model, an attacking Model must be in B2B with the defender.

### **Support**

Support represents nearby Models assisting the current Attacker to successfully strike a telling blow against their target.

- Models in valid B2B contact with an enemy Model always lend Support to attacks conducted against that enemy by friendly Models, even if they might themselves be conducting an action other than Close Combat.
- Third party Models in Close Combat from a side other than the current Attacker, and in valid B2B contact with the Defender, may choose to add their Support bonus to the Attacking Model, or not. Remember, if the third party Model is in B2B contact with the Model being attacked, it is a valid target for the Defensive Strike even if it opts to not lend Support. So goes the chaotic nature of free-for-all battles!
- Support bonuses do not apply to Defensive Strikes.

### **Close Combat Situation Modifiers**

- +1 Support: For each additional friendly Model in valid B2B contact with the Defender. Does not apply to Defensive Strikes.
- +/# Avenger/# SA versus Infantry in Close Combat

### **Close Combat Resolution**

After you have moved all of a Section's Models that will be conducting a Close Combat Action into valid B2B with enemy Models, it is time to resolve the actions and win the day. Close Combat Resolution is easy and fast; simply follow the steps outlined in the following section, referring to the Close Combat Situation Modifiers table above.

### How to Resolve Close Combat

1. **Declare Which Models are Attacking, and Their Targets** - The controlling side declares all Models performing a Close Combat Action and the targets of those Close Combats. A Model may attack any enemy Model with which it has valid B2B.
2. **Determine which, if any, Situation Modifiers apply to the Attack Roll.**
3. **Defender** - Defender declares his Model's Defense Value (DV).
4. **Attacker** - Locate the attacking Model's CCV on the Model's Data Card. Roll a D10 and add the Model's CCV and any Situation Modifiers to the Close Combat Attack Roll. The result of this formula is called the Attack Roll.
5. **Determine Results** - Compare the Attack Roll result to the defending Model's DV. If the result is equal to or greater than the defending Model's DV, a point of Damage has been dealt to the defender's Model. If a Natural 10 was rolled when making the Attack Roll, there is a chance of scoring a Critical Hit. Make a Critical Hit Roll.
6. **Complete Section's Close Combat Actions** – Repeat Steps 2-5 until all Models from the attacking Section have completed their declared Close Combat Actions.
7. **Defensive Strike** - The Defending Model(s) may perform a single Defensive Strike against any Model in B2B contact. A Defensive Strike uses normal Close Combat Resolution Steps 1-5.
8. **All Damage Takes Effect** - Models that have received more damage than Damage Tracks they possess are marked as casualties and removed from play. If a target is destroyed before all Close Combat Attacks declared against it have been resolved, the unresolved Close Combat Attacks are ignored and cannot be reassigned to other targets.

### Target Lock

The Model spends an Action to "Target Lock" a single enemy Model and adds a Target Lock bonus equal to its TC to all of its Attack Rolls versus that model. Target Lock lasts until the end of the Model's activation. If the attack is an AOE attack, the bonuses are instead added to AOE Target Point roll. Multiple Target Lock bonuses (such as one Model's Target Lock Action and another Model's EST bubble, or multiple EST bubbles) do not stack. Target Lock bonuses are not applied to Defensive Fire.

### Jamming

The Model spends an action "Jamming" the enemy and adds a Jamming Bonus against Ranged Attacks, equal to its EDV, to its DV. Jamming lasts until the Model's next Activation. If the attack is an AOE attack, the bonuses are subtracted from the AOE Target Point Roll. Any FRS modifiers normally applied to the AOE Drift Roll are negated if the Target Point is affected by a Jamming Action. Multiple Jamming bonuses (such as one Model's Jamming Action with another Model's ECM bubble, or multiple ECM Pod bubbles) do not stack.

## Special Abilities

### Adjustable Munitions SA

A Weapon System with this SA may vary slightly the RAV and AOE of an attack. The player has two choices:

1) They may trade a -1 RAV penalty for an additional +1" to the AOE of the attack up to a maximum of 2 steps. You cannot lower your RAV below 0.

or

2) They may trade a -1" AOE penalty for an additional +1 to the RAV of the attack up to a maximum of 2 steps. You cannot lower your AOE below 0.

Any changes to the RAV or AOE of the attack must be declared before any Target Point, Drift or Attack Rolls take place. If the AOE is lowered to 0, then the attack only needs to touch any part of the target Model's base.

### Anti-Gunship (AA) SA

A Weapon System with the AA SA gains two abilities:

1) If attacking fire from a Model with MClass: Air falls within 6" of a defending Model with the AA SA, the defending Model may perform Defensive Fire against the attacking Model, using the Weapon System possessing the AA SA. If the attack has an AOE, the center of the AOE must be within 6" of the AA Model, after computing any Drift. This Defensive Fire may be performed regardless of whether or not the attacking Model inflicted any damage with its attack.

A Model may only use this free Defensive Fire once per enemy Section activation, regardless of the number of enemy attacks that falls inside its AOE. If the AA Model is the target of the attack, they do not get multiple Defensive Fire attacks.

2) If an enemy Model with MClass: Air moves within 6" of a Model with the AA SA, the AA Model may immediately perform a Defensive Fire against the moving Model, using the Weapon System possessing the AA SA. The distance between the two Models should be measured from the center of each Model. After the Defensive Fire has been resolved, the moving Model may finish its Movement Action. If the moving Model has suffered damage significant enough to lower its Mov rating, the Model will continue moving on its declared path until running out of Mov. If the newly lowered Mov is lower than the Model has already moved, it simply ends its Movement Action in its current location.

### Blaster SA

The DA Weapon System with the Blaster SA has an improved chance to land a Critical Hit. If the attack hits, and the Attack Roll is a natural 9 or 10, the attack there is a chance of a Critical Hit. Make a Critical Hit Roll. Blaster does not stack with any other SA unless it specifically states that it stacks with Blaster.

### **Chain-Fire Pod SA (CFP)**

A Model with the CFP SA has the ability to coordinate the AOE attacks of friendly Models. Use of the CFP SA is a Free Action and may only be performed after the Model performs a Target Lock Action. The Model must successfully designate a CFP Target Point that all friendly Models in its Section may use for their AOE attacks. Make a 10+ Roll adding the Model's TC, plus any friendly EST bonuses. If the CFP Model has FRS/#, add the # value to the die roll. Use the longest Range of the Model's IA Weapon Systems to determine if the Target Point Roll should suffer any Range Band penalties. If the Model has no IA weapons, the CFP defaults to Range (24). If the CFP Target Point Roll fails, resolve an AOE Drift Roll to determine the CFP's final Target Point.

Once the CFP Target Point has been determined, any Model in the same Section performing an Indirect Ranged Attack with the AOE SA may skip their own Target Point Rolls and resolve their attacks against the CFP Target Point. Only Models that have not already attempted to make their Target Point Roll may Chain-In and use the CFP Target Point. A Model does not need the CFP SA to Chain-In and use the CFP Target Point. If the CFP Model performs its own Indirect Ranged Attack it must use the CFP Target Point. All other types of attacks by the CFP Model may target anything the player chooses.

Before resolving the CFP Target Point, a player may declare that his Section is performing a CF Salvo Attack. Before rolling any dice, all participating Models and Indirect AOE Attacks must be declared. To determine the CF Salvo Attack values, the player declares one IA to be the primary Weapon System, using its RAV and SA's. Add +1 RAV for each additional participating IA. The Attack's AOE is equal to the smallest AOE participating in the attack. After the participants and Attack values have been determined, resolve the CFP Target Point as above. All participating attacks must be resolved using the CFP Target Point.

### **ECM/# SA**

A Model with the ECM SA adds its Jamming bonus to all friendly Models within its AOE, with the AOE equal to #. Use of the ECM/# SA is a Free Action and may only be performed after the Model performs a Jamming Action. To receive the Jamming bonus, a Model must be inside of the AOE at the time it is attacked. The AOE lasts until the Model's next Activation and is measured outward from the center of the Model. If the attack is an AOE attack, the bonuses are subtracted from the AOE Target Point Roll. Multiple Jamming bonuses do not stack.

### **EST/# SA**

A Model with the Electronic Source Targeting SA adds its Target Lock bonus to all friendly Models within its AOE, with the AOE equal to #. Use of the EST/# SA is a Free Action and may only be performed after the Model performs a Target Lock Action. To receive the TL bonus, a Model's center must be inside of the AOE at the time it performs its Ranged Attacks. The AOE lasts until the Model's next Activation and is measured outward from the center of the Model. If the attack is an AOE attack, the bonuses are added from the AOE Target Point Roll. Multiple TL bonuses do not stack.

## **Flamer**

Flamethrowers are a unique weapon type. A Weapon System with this SA does not target and attack a single Model as in a normal Ranged Attack, but instead targets, and attacks, all Models inside the Area Of Effect of this attack. The Flamer AOE is a 2" wide rectangle starting at the edge of the Model's base and stretching out to the end of the weapon's Long Range Band.

Flamer attacks gain the +1 Point Black bonus when eligible and suffer Range Band penalties as normal. If an Infantry Model is hit by a Flamer attack, and the result of the Attack Roll was a natural 9 or 10, there is a chance of a Critical Hit. Roll again for Critical Hit Damage.

## **FRS/# SA**

A Model with FRS has several additional Fire Resolution Systems linked together on board. This allows the Model to deliver a more precise AOE attack via two ways. First, when calculating the AOE Target Point Roll, the FRS/# value is added to the Model's TC. Second, if a Model with the FRS/# SA fails its Target Point Roll, the Model receives a minus to the Drift Roll equal to the numeric value of the SA. FRS/2 would subtract 2" from the Drift Roll. Any sum less than zero results in the attack hitting the original Target Point. If the initial AOE Target Point is under the effect of its own Jamming Action or a friendly Model's ECM Pod, FRS does not affect the Drift Roll.

*Example: Matt's Specter declares an Indirect Attack against Jeremy's Spartan, which is under the effects of a Jamming Action. To perform the AOE Target Point Roll, Matt rolls 1d10 and adds his TC and FRS/# values, which result in an 8; the Target Point Roll fails. Matt must now make an AOE Drift Roll. Since the Target Point was under the effects of a Jamming Action, Matt cannot use his Specter's FRS/# value to reduce the Drift Roll.*

## **Gunport SA**

If a Transport has the Gunport SA and is transporting Infantry, one (and only one) of the Infantry Models inside may conduct a single Direct Ranged Attack during the Transport's Action Phase. Any Defensive Fire triggered by this Ranged Attack targets the Transport carrying the Infantry. Infantry inside a Transport may not conduct Defensive Fire.

## **Infantry, Airborne SA**

An Infantry Model with the Infantry Airborne SA may leave any Transport with the Move Type: Air at any point during either its own Action Phase or the Transport's Action Phase. This SA allows the Infantry Model to dismount, or jump, anywhere along the movement path of the Transport. Infantry with the Airborne SA may perform one Mount/Dismount Action as a Free Action each turn, following the rules for Getting Off of a Transport.

## **Infantry, Shock SA**

Infantry with the Shock SA may perform one Mount/Dismount Action as a Free Action each turn, following the rules for Getting On and Getting Off of a Transport.

### **Overdrive SA**

A Weapon System with this SA gains the option to inflict additional damage with each successful Ranged Attack. The player must declare the use of Overdrive before resolving any attacks from the appropriate Weapon System. Each attack performed by the Overdriven Weapon System gains Range (+4) and +1 RAV. Each successful attack performed by the Overdriven Weapon System inflicts 1 additional point of damage. At the end of the Ranged Attack Action, when all other damage is applied, the Overdriven Model suffers 1 point of damage, regardless of whether or not its Ranged Attacks were successful.

Due to onboard safety protocols, this SA cannot be used if the damage inflicted on the Overdriven Model would destroy the Model. The effects of the Overdrive SA expire at the end of the Model's Ranged Attack Action. The Overdrive SA cannot be used in Defensive Fire.

### **Pop-Up SA**

When declaring a Ranged Attack Action, a Model with the Pop-Up SA may use its second Action as a Specialty Action to rise up and then immediately drop back down behind cover, denying its target Defensive Fire. When using the Pop-Up SA, a Model measures its LOS as if its "Eye Level" were 1" higher than it actually is. This means that the ability to immediately drop back down may prevent a Model from conducting a Defensive Fire due to lack of LOS.

### **Shielding/# SA**

Models with the Shielding/# SA are less affected by Critical Hits. When performing a Critical Hit Roll against a target with the Shielding/# SA, add the # value to the target Model's DV. Shielding does not affect the normal Damage inflicted by attacks, it reduces only Critical Hit Damage.

### **Unique SA**

Up to this point in time, Data Cards have always represented the stats of a Model manned by an average crew. The "Unique" Special Ability (SA) introduces the concept that not all warriors are the same and reflects their improved effectiveness on the battlefield. This effectiveness may be found in superior ratings and SAs not used on the standard Model's Data Card. Unique Data Cards are easy to identify by the crew commander's call sign listed in quotes behind the Model's Name. When playing with a Unique Model, a player must supply a method of distinguishing the Unique Model from other basic Models of the same Name on the table.

Models with the Unique SA may only be used once in a Task Force. A Section may not contain more than 1 Unique Model, unless specifically stated in a scenario or special rule.

Example 1 – Jim may not use Kahn "Scorch" twice in the same Task Force.

Example 2 – Jim may not use Kahn "Scorch" and Tyrant "Storm Father" in the same Armor Section.

Example 3 – Jim may use Kahn "Scorch" in a Recon Section and Tyrant "Storm Father" in an Armor Section.

# Assets

## Appendix D: Battlefield Assets

Battlefield Assets help you as a commander to define your battlefield and help you force the enemy to fight on your terms. The following Battlefield Assets may be purchased by any Task Force. Note that some Battlefield Assets require the use of a Model with the Engineer SA to deploy, use or construct. Unless otherwise stated, these assets must be assigned to a specific Model with the Engineer SA when purchased.

### Minefield, Air

Point Cost: 50 per minefield

Range: B2B

Resolution: 1D10+6 versus DV

Effect: The controlling player may set down a 3" radius (6" diameter) circle template anywhere. The Air Minefield is active immediately. If a MClass Air Model comes into contact with Air Minefield, it suffers an Attack Roll versus its current DV. Air Minefields are capable of Critical Hit Damage.

### Minefield, Ground

Point Cost: 75 per minefield

Range: B2B

Resolution: 1D10+6 versus DV

Effect: The controlling player may set down a 3" radius (6" diameter) circle template anywhere. The Minefield is active immediately. If any Models other than MClass Air comes into contact with the Minefield, it suffers an Attack Roll versus its current DV. Minefields are capable of Critical Hit Damage.

### Minefield, Removal

Point Cost: No Cost

Range: B2B

Resolution: 10+ Roll adding the Model's Exp

Effect: Any Model with the Engineer SA may attempt to disable, destroy and remove minefields. To do this the Model with the Engineer SA must move into B2B with the minefield. Before the minefield makes its attack the engineering Model will attempt to remove it by making a successful 10+ Roll adding its Exp to the die roll. If the 10+ Roll is successful the minefield is immediately removed from play. If the 10+ Roll is unsuccessful the Engineer Model suffers an Attack Roll from the minefield versus its current DV. Minefield removal is a free action and may occur anytime a Model with the Engineer SA comes into B2B with a minefield.

### Armored Nano-Barrier

Point Cost: 50

Range: B2B

Resolution: Automatic Success

Effect: A Model with the Engineer SA may set down a 2" to 3" long wall that is ½" to 1" tall with one end of it in B2B with the Engineer. This wall acts as a Vertical Obstacle, blocks LOS and provides Heavy Cover.

### **Un-Armored Nano-Barrier**

Point Cost: 25

Range: B2B

Resolution: Automatic Success

Effect: A Model with the Engineer SA may set down a 2" to 3" long wall that is ½" to 1" tall with one end of it in B2B with the Engineer. This wall acts as a Vertical Obstacle, blocks LOS and provides Light Cover.

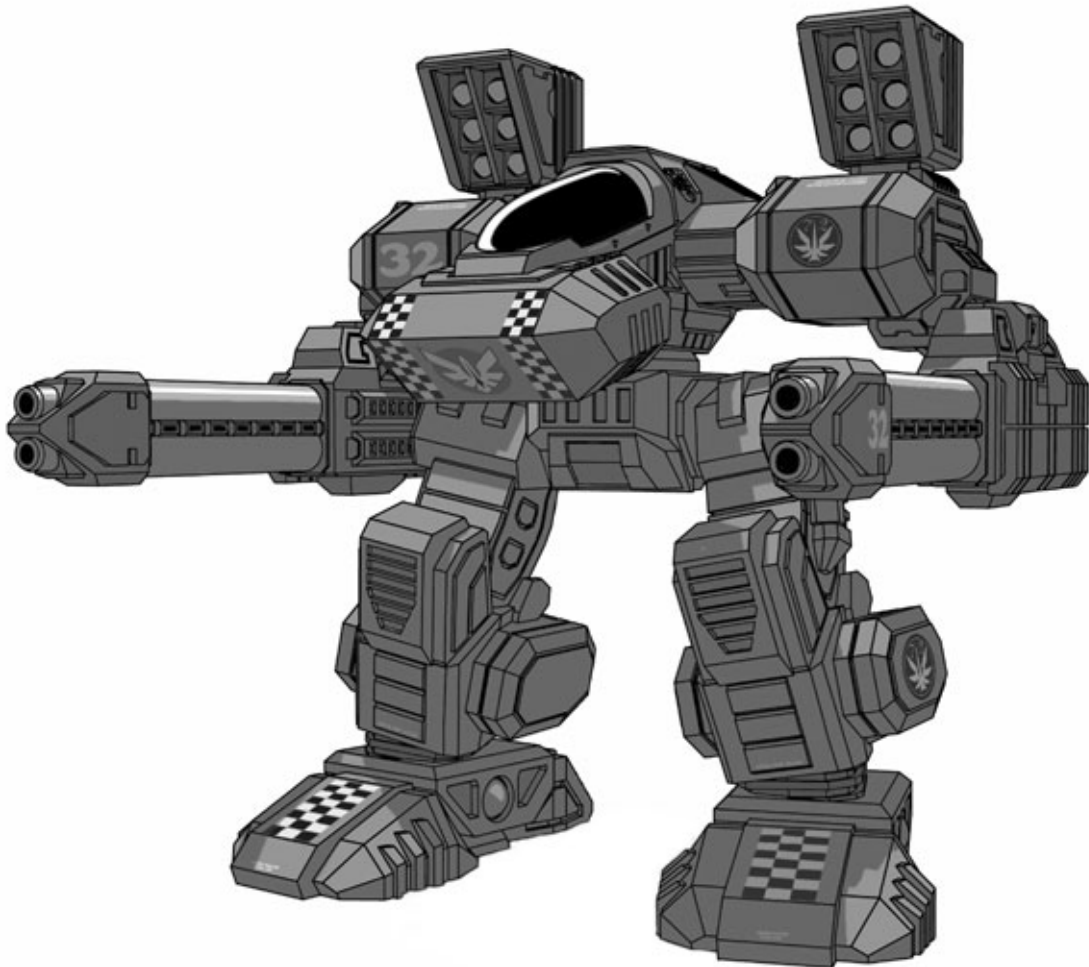
### **Satchel Charge**

Point Cost: 20 per Satchel Charge

Range: B2B

Resolution: Successful Close Combat Action

Effect: Satchels are purchased for an Infantry Section rather than any single Infantry Model. All Satchels purchased for use in a Section should be marked or noted with tokens or cards. Before an Infantry Model, from that Section, attacks a Non-Infantry Model in Close Combat, you may choose to use one Satchel Charge to try and inflict an additional point of damage on the target. If the Close Combat attack fails, the Satchel Charge is still used.



# Strikes

Page 111 now reads:

## **Appendix E: Battlefield Support Strikes**

No battle plan survives contact with the enemy, but Battlefield Support Strikes can help you take care of problems on the battlefield as well as help the enemy see things your way. The following Strikes may be purchased by any Task Force. Purchased Strikes go into your Task Force Strike Pool and may be called by any Model in your Task Force with the FiST SA, by performing a Specialty Action.

### **Appropriate Use**

Only Models in your Task Force with the FiST SA may call in Strikes for your Task Force. All stated Support Strike ranges are measured from the center of the FiST Model that has called it in. Support Strikes do not have Range Bands. As with Ranged Attacks, no measurements may be performed until after the Strike has been declared. If after declaring a Strike, a player discovers that valid LOS does not exist between the acting Model and its target, or that the Strike does not have enough Range to reach its target, the player may elect to:

- lose the Strike, it has no effect and is removed from the Strike Pool
- resolve the Strike at the furthest point along the LOS Corridor before LOS is broken
- resolve the Strike at its maximum Range

### **Strikes While Performing Movement**

A Model may perform both a Movement Action and call a Strike simultaneously in CAV. To do this the active player must declare both the Movement Action and the Specialty Action calling the Strike, at the same time. The Strike may be conducted at any point along the Model's movement path.

### **Battlefield Support Strikes Limit**

No Task Force may have more than 20% of its total points invested in Strikes. Therefore in a game where each player brings 2000 points, no player may have more than 400 points invested in Strikes.

### **Use and Lose**

If the Model uses a Strike that requires a roll, there is a chance for failure. Should the Strike fail, it is still used up.

### **Artillery Strike**

Point Cost: 30 per attack

Resolution: 1D10+4 versus DV for Attack Roll

Range: 48"

AOE: 3"

Effect: Determine a Target Point and this attack automatically Drifts. Roll for Drift as normal but subtract 2" from the Drift Distance. Distance cannot be reduced below 0. All Models in the AOE suffer an attack.

### **Artillery Barrage**

Point Cost: 60 per attack

Resolution: 1D10+4 versus DV for Attack Roll

Range: 48"

AOE: 5"

Effect: Determine a Target Point and this attack automatically Drifts. Roll for Drift as normal but subtract 2" from the Drift Distance. Distance cannot be reduced below 0. All Models in the AOE suffer an attack.

### **Artillery Bombardment**

Point Cost: 120 per attack

Resolution: 1D10+6 versus DV for Attack Roll

Range: 48"

AOE: 5"

Effect: Determine a Target Point and this attack automatically Drifts. Roll for Drift as normal but subtract 4" from the Drift Distance. Distance cannot be reduced below 0. All Models in the AOE suffer an attack.



**Cruise Missile**

Point Cost: 60 per attack

Resolution: 1D10+6 versus DV for Attack Roll

Range: N/A

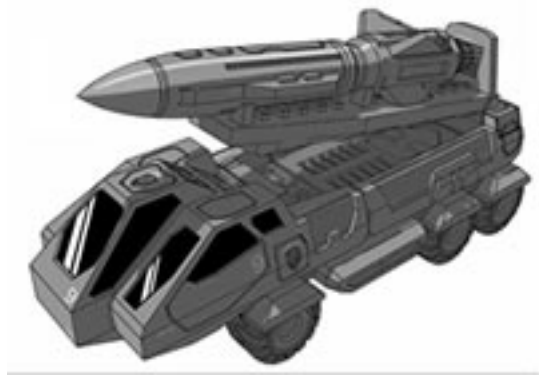
Effect: When this Strike is called in, place a Cruise Missile Model on your own side's Deployment Zone table edge. The Cruise Missile immediately receives 2 Movement Actions. When the Cruise Missile comes into B2B with an enemy Model it will make an Attack Roll versus the target Model's DV as a Free Action and is removed from play. If the roll is successful, the target Model suffers two points of Damage. Cruise Missiles may be targeted by other Models, and therefore may be destroyed if enough Damage is inflicted upon them. Cruise Missiles remain on the board until they find a target or are destroyed.

In turns after the first, the Cruise missile activates when the FIST Model that called it is activated. When activated the Cruise Missile gets 2 Movement Actions and may again use these 2 Movement Actions to attempt B2B with an enemy Model.

<b>Cruise Missile</b>									
<b>Affiliation:</b> OpenMarket/All					<b>Points:</b>				
<b>Type:</b> Gunship/Support					<b>MClass:</b> Air				
<b>Dmg</b>	0	1	2	3	4	5	6	7	8
<b>Mov</b>	24	17	-	-	-	-	-	-	-
<b>Exp</b>	-	-	-	-	-	-	-	-	-
<b>CCV</b>	-	-	-	-	-	-	-	-	-
<b>TC</b>	-	-	-	-	-	-	-	-	-
<b>RpR</b>	-	-	-	-	-	-	-	-	-
<b>EDV</b>	-	-	-	-	-	-	-	-	-
<b>DV</b>	12	8	-	-	-	-	-	-	-
<b>G.S.A.:</b> Soft									

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**Cruise Missile, Atomic WMD**

Point Cost: 500 per attack

Resolution: 1D10+6 versus DV for Attack Roll

Range: N/A

AOE 12" (No Drift Roll)

Effect: When this Strike is called in, place a Cruise Missile Model on your own side's Deployment Zone table edge. The Cruise Missile immediately receives 2 Movement Actions. Once moved to the desired target detonation point the controlling player detonates the WMD using a Free Action and it is removed from play. All Models in the Area of Effect suffer an attack. Make an Attack Roll versus the target Model's DV. If the roll is successful, the Target Model suffers a point of damage. If the target Model has the Soft SA, and suffers any damage it is removed from play. Cruise Missiles may be targeted by other Models, and therefore may be destroyed if enough Damage is inflicted upon them. Cruise Missiles remain on the board until they find a target or are destroyed.

In turns after the first the Cruise missile activates when the FIST Model that called it is activated. When activated the Cruise Missile gets 2 Movement Actions and may again use these 2 Movement Actions to move to the desired Detonation Point.

<b>Atomic WMD Cruise Missile</b>									
<b>Affiliation:</b> OpenMarket/All					<b>Points:</b>				
<b>Type:</b> Gunship/Support					<b>MClass:</b> Air				
<b>Dmg</b>	0	1	2	3	4	5	6	7	8
<b>Mov</b>	20	16	12	-	-	-	-	-	-
<b>Exp</b>	-	-	-	-	-	-	-	-	-
<b>CCV</b>	-	-	-	-	-	-	-	-	-
<b>TC</b>	-	-	-	-	-	-	-	-	-
<b>RpR</b>	-	-	-	-	-	-	-	-	-
<b>EDV</b>	-	-	-	-	-	-	-	-	-
<b>DV</b>	12	10	7	-	-	-	-	-	-
<b>G.S.A.:</b> Soft									

### **MOAB - Massive Ordnance Air Blast Bomb**

Point Cost: 300 per attack

Resolution: 1D10+4 versus DV for Attack Roll

Range: 48"

AOE 6" (No Drift Roll)

Effect: When this Strike is called in the impact and detonation will cause all structures including fortifications to be damaged or destroyed. Models inside a structure that is destroyed instantly take one point of damage. In addition to this all Models in the Area of Effect, including those in destroyed structures, suffer an attack. Make an Attack Roll versus the target Model's DV. If the roll is successful, the Target Model suffers a point of damage. If the target Model has the Soft SA, the attack does one additional point of damage. Models inside a structure that is not destroyed do not suffer the attack.

### **Orbital Strike**

Points Cost: 100 per attack

Resolution: 1D10+4 versus DV for Attack Roll

Range: 48"

AOE: 4" (No Drift Roll)

Effect: All successful attacks in the AOE inflict 1 point of Damage.

### **Orbital Pinpoint Strike**

Points Cost: 65 per attack

Resolution: 1D10+4 versus DV

Range: 48" (No Drift Roll)

Effect: If Strike is successful, target Model suffers 3 Attack Rolls. Each successful Attack Roll inflicts 1 point of damage.

### **Air Strike**

Point Cost: 50 per attack

Resolution: 1D10+4 versus DV

Range: 48"

Effect: Creates a 2" wide 12" long straight line AOE. All successful attacks in the AOE inflict 1 point of Damage.

### **Smoke Strike**

Point Cost: 10 per attack

Resolution: Automatic Success

Range: 48"

Effect: Determine a Target Point and this Strike automatically Drifts. Roll for Drift as normal, but subtract 2" from the Drift Distance. Distance cannot be reduced below 0. Starting at the new Target Point, create a 2" wide, 1D10+2" long and 3" tall straight line AOE extending in any direction. The Strike stays in effect until the beginning of the FIST Model's next activation. The Smoke Strike AOE blocks LOS for all game mechanic purposes except those outlined below.

A Model may elect to perform a Direct Ranged Attack through the Smoke AOE. After declaring the Direct Ranged Attack through the Smoke, the attacking player resolves a 10+ Roll using his Exp. If successful, the Ranged Attack is resolved as normal, with the target being treated as having Light Cover. If the 10+ Roll fails, all of the Model's Ranged Attacks through the Smoke AOE fail.

# Upgrades

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## Task Force Upgrade Scaled Costs

When a Point Cost value says "Per DT", the points listed are per DT the Model possesses, including the zero DT. When a Point Cost value says "Per #DA/#IA", the points listed are per the number of attacks the Weapon System has. If both options are listed, first calculate the point cost times the # DT and multiply that times the weapon system's number of attacks.

All other Point Costs are flat values per Model.

## ECM Pod

Availability: Any Model

Point Cost:

ECM/2 = 40 Points

ECM/3 = 20 Points

Effect: Grants the Model the benefits of the ECM/# SA. ECM Pods may be upgraded to a maximum of ECM/3.

## EST Pod

Availability: Any Model

EST/2 = 40 Points

EST/3 = 20 Points

Effect: Grants the Model the benefits of the EST/# SA. EST Pods may be upgraded to a maximum of EST/3.

## Infantry, Drop

Availability: All Rifle Teams in a Rifle Section

Point Cost: 25 per Model in the Section. All Models must be Upgraded.

Effect: Before the Deployment Phase players may set aside all Sections with this Upgrade along with their Initiative Cards. At the beginning of any game Turn, a player with a Drop Infantry Section in their Task Force may add one Initiative Card to the Initiative Deck for each Drop Infantry Section they wish to Deploy that Turn. When one of their Initiative Cards is turned over, they may choose to Activate the Drop Infantry Section. The Drop Infantry Models are Deployed anywhere on the table, but not within 12" of any enemy Models, as a Free Action. The Models may then perform their Turn as normal. If there is no available location on the tabletop for the Drop Infantry to deploy, deployment is delayed until the following turn.

## Infantry, Weapon Upgrades

Infantry may replace a single equipped weapon with a single weapon listed below. Each Infantry Model may only purchase one Weapon Upgrade.

## FA 45 MG

Availability: Infantry Only

Point Cost: 5 Points per DT

<b>MG</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>
<b>FA-45: DA x1, Range (12), Shredder/3</b>									

### AA-52 Direct Fire Missile Pack

Availability: Infantry Only  
Point Cost: 15 Points per DT

<b>DFM</b>	2	2	1	-	-	-	-	-	-
<b>AA-52: DA x1, Range (24), AA, Shredder/4</b>									

### 1A2 Automatic Grenade Launcher

Availability: Infantry Only  
Point Cost: 5 Points per DT

<b>IFM</b>	1	1	1	-	-	-	-	-	-
<b>1A2: IA x1, Range (12), Shredder/5</b>									

### AT-23 Direct Fire Missile Pack

Availability: Infantry Only  
Point Cost: 15 Points per DT

<b>DFM</b>	2	2	1	-	-	-	-	-	-
<b>AT-23: DA x1, Range (24), Piercing/4</b>									

### Improved Maintenance

Availability: All except Infantry  
Point Cost: 5 Points per DT  
Effect: +1 Mov

### Orbital Gunship Insertion

Availability: All Gunship Models in a Flight Section.  
Point Cost: 25 Points per Model in the Flight. All Models must be Upgraded.  
Effect: Before the Deployment Phase players may set aside all Flight Sections with this Upgrade along with their Initiative Cards. At the beginning of any game Turn, a player with this Upgraded Flight in their Task Force may add one Initiative Card to the Initiative Deck for each Upgraded Flight they wish to deploy that Turn. When one of their Initiative Cards is turned over, they may choose to Activate the Flight. The Gunship Models are Deployed anywhere on the table, but not within 12" of any enemy Models, as a Free Action. The Models may then perform their Turn as normal. If there is no available location on the tabletop for the Gunships to deploy, deployment is delayed until the following turn.

### Piercing/#

Availability: Only a Weapon System with the Piercing SA

Point Cost:

Piercing/1 = Unavailable

Piercing/2 = 10 Points per DT per #DA/#IA

Piercing/3 = 10 Points per DT per #DA/#IA

Effect: Increases the Weapon System's benefit of the Piercing/# SA. Weapon Systems with the Piercing/# SA may be upgraded to a maximum of Piercing/3.

### **Reactive Armor**

Availability: All

Point Cost: 15 Points per DT

Effect: +1 DV

### **Shredder/#**

Availability: Only a Weapon System with the Shredder SA

Point Cost:

Shredder/1 = Unavailable

Shredder/2 = 10 Points per DT per #DA/#IA

Shredder/3 = 10 Points per DT per #DA/#IA

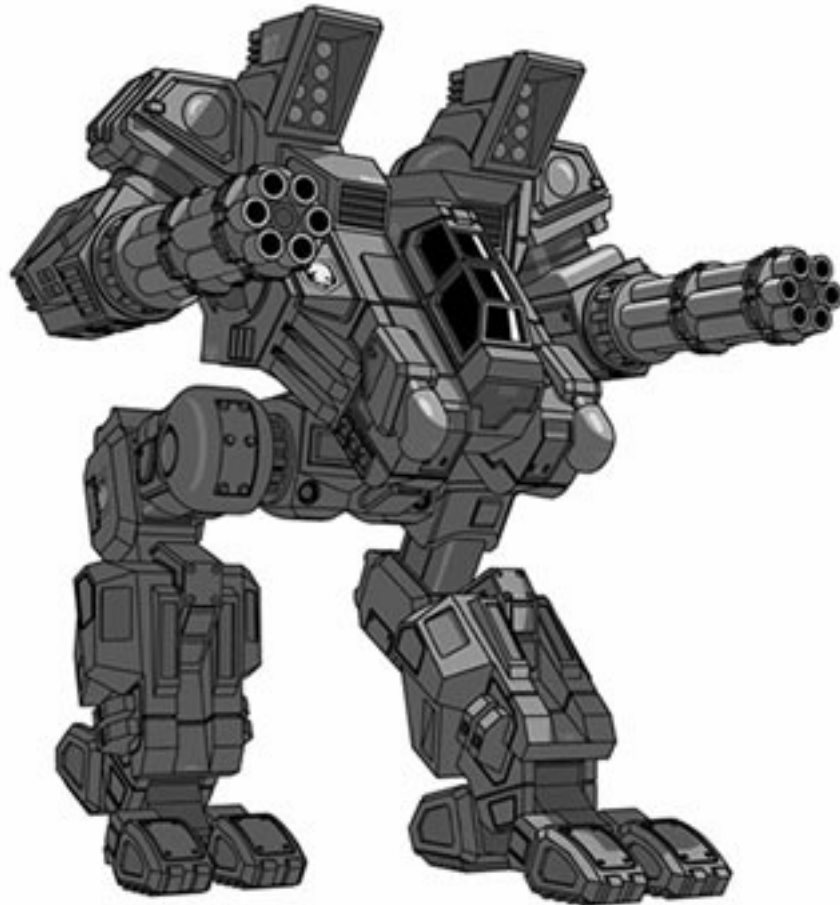
Effect: Increases the Weapon System's benefit of the Shredder/# SA. Weapon Systems with the Shredder/# SA may be upgraded to a maximum of Shredder/3.

### **Upgraded Weaponry**

Availability: All Weapon Systems

Point Cost: 20 Points per DT per #DA/#IA

Effect: +1 RAV to the Weapon System



## Doctrines

### Adon

#### Fire and Fury Warfare Doctrine

##### **Aggressive Electronic Warfare**

All Models with the ECM/# SA or the EST/# SA receive a larger AOE. This larger AOE is equal (in inches) to the SA's # value multiplied by 2.

### Malvernis

#### Fanaticism Doctrine

##### **Hammer of Khardullis (HoK)**

When pushed into a corner or worked up into a frenzy from the heat of battle, followers of Khardullis have been known to push their machines past their safety limits. In an HoK attack, a non-Infantry Model damages itself in an "all-out attack" that may inflict massive damage against its target. When performing an HoK, the attacking Model fires all of its DA Weapon Systems in unison in a variation of the Salvo Strike Fire Action.

A player executing an HoK attack makes a number of Attack Rolls equal to the number of weapons used in the attack. The player chooses which Weapon System will be the primary one used in this attack. The primary Weapon System's RAV and SA's (such as Piercing/#) will be used for this attack. All other Weapons will add +1 to these attacks. When damage is applied, the attacking Model suffers 1 point of damage for each weapon used in the attack.

#### Conscription Doctrine

##### **Civilian Militia**

Each Rifle and/or Mechanized Infantry Section may receive 1 free Rifle Team Infantry Model. The inclusion of this free Model is optional. Optional Upgrades and Transports must be purchased separately. This extra Model is added to the Section and may bring it over the Section's maximum limit of Models. The extra Model may be used to bring the Section up to its minimum limit of Models.

### Rach

#### Children of the Storm Doctrine

##### **Storm Strike**

Non-Infantry Models receive a +2 Point Blank Zone bonus to their DA Attack Rolls instead of the normal +1.

##### **And**

##### **Storm Winds**

Non-Infantry Models may increase their Mov by 2 at the beginning of their Activation. Any Model that does this has its DV reduced by 1. These effects end at the beginning of the Model's next Activation.

## **Templar**

### **Elite Training Doctrine**

#### **Bonds of Knighthood**

The following Section Types have their minimum number of Models reduced by one: Armor, Fire Support, Flight, and Recon. Your Armor Sections now only require 2 Models of Model Role Attack and your Fire Support Sections only require 2 Models with Model Role Fire Support.

## **Terran**

### **Air Superiority Doctrine**

#### **Dedicated Air Support**

You receive free points that may only be used to purchase Strikes from the following list, equal to 10% of your Task Force size. These free points may not take you over the Battlefield Support Strikes Limit.

The available Strikes are:  
Air Strike

**And**

#### **Air Power**

You may take up to two Secondary Flight Sections per Primary Section.

### **Artillery Superiority Doctrine**

#### **Dedicated Artillery Support**

You receive free points that may only be used to purchase Strikes from the following list, equal to 10% of your Task Force size. These free points may not take you over the Battlefield Support Strikes Limit.

The available Strikes are:  
Artillery Strike  
Artillery Barrage  
Artillery Bombardment

**And**

#### **Networked**

All your Infantry Models receive the FiST SA.

## **Independents**

### **Spoils of War Doctrine**

#### **Pressed Into Service**

Up to 25% of your Task Force may be used to purchase Faction Specific Models of any Affiliation. You may not purchase any Faction Specific Models with the Unique SA.