

# **30 Minute Missions: Wargame**

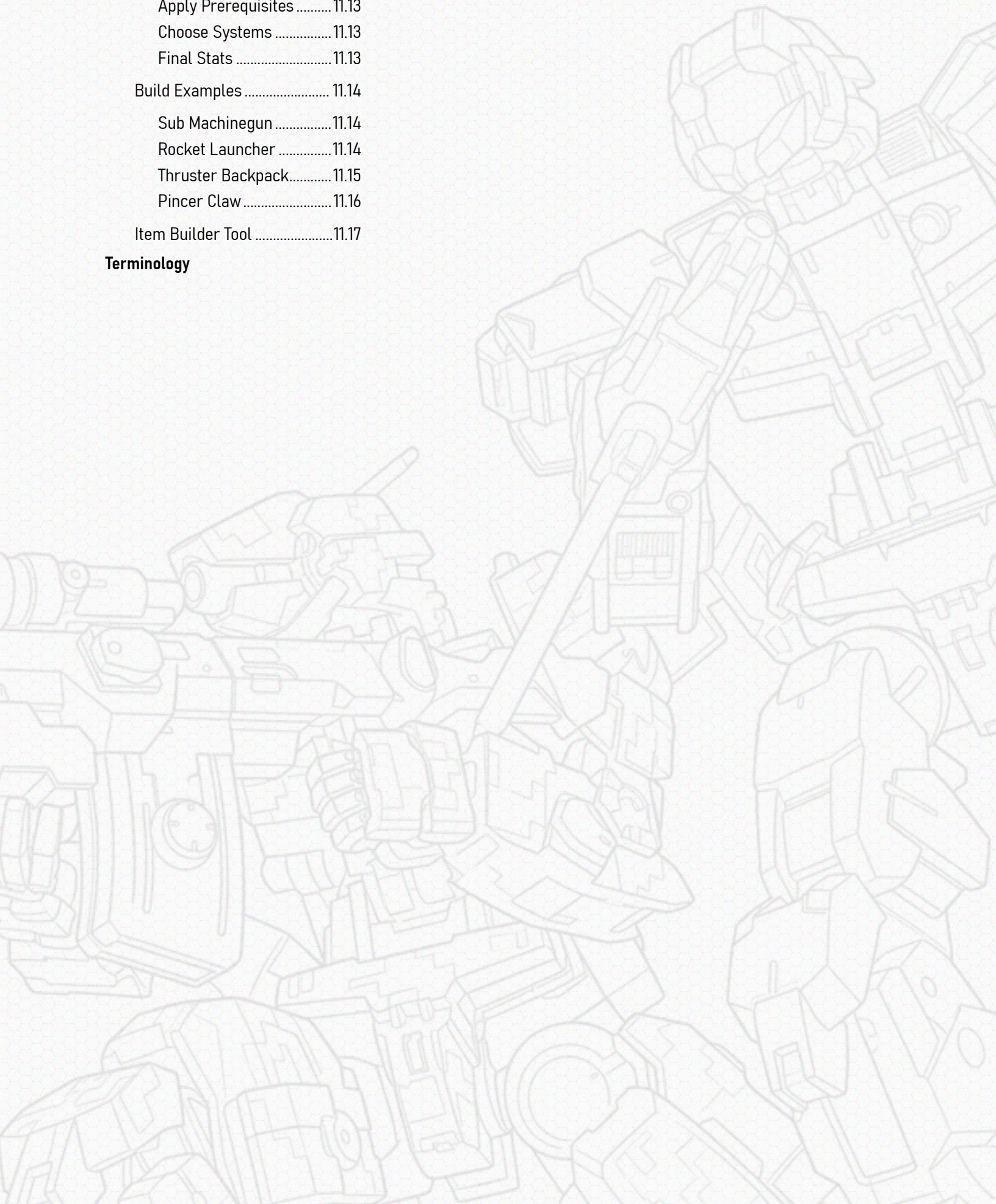
**Rulebook  
V1.0**

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## **Terminology**





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# Introduction

The 30 Minute Missions: Wargame (30MM:W for short) is a mech-based tabletop miniatures game using Bandai Spirit's 30 Minutes Missions line of 1/144 scale mecha model kits. The focus of this game is on:

- The ability to play missions in, roughly, 30 minutes (excluding setup); and
- The customizability and modular designs for model kits.

The game is played over a series of rounds. Each round consists of alternating turns between each player choosing one of their Units, moving to the best position, attacking the enemy, or holding an objective. The battlefield is played with varying terrain, elevations, and structures. Missions can vary from eliminating the enemies to securing intel.

## Objective

The game is won after the primary objective of the mission you are playing has been completed. These range from holding an objective for multiple turns, getting an object and moving to your side of the board, or simply destroying the enemy forces.

# Game Components

- 30 Minutes Missions Models (assembled)
- Datasheets (filled out)
- Hex Grid Game Mat\*
- Game Tokens
- D8 Dice
- D20 Dice
- Various Hex Colors

\* The hex game mat is roughly 40x60" with 4.5" hexes (vertex to vertex) setup in an 11 hex by 15 hex grid with the flat sides horizontal.

## Units and Squads

Each individual model on the battlefield is referred to as a Unit. All Units controlled by a single player together make up that player's Squad. When a rule refers to a Unit, it applies only to that specific model. When a rule refers to a Squad, it applies to all of that player's Units collectively.

## Dice

To play the 30MM: Wargame, you will need two types of dice: eight-sided dice (D8) and twenty-sided dice (D20). Each player should have at least 5-10 D8s to keep gameplay fast and 1 D20 for every Unit they control.

The D20 is used to track a Unit's Action Points (AP), while the D8 is used for all attack, defense, and ability rolls.

Occasionally, the rules may reference alternate dice notations such as D4, 2D8, or D8 + 1.

- D4: Roll a D8 and halve the result, rounding up.
- D8 + 1: Roll a D8 and add 1 to the result.

## Rolls & Rerolls

When making a roll, the player must roll equal to or higher than the target value listed under the Unit's Modified Stat on its Datasheet. Each roll represents a single attack, defense, or action attempt.

*Example: Unit A makes two ranged attacks against Unit B, which has a Modified Evasion Stat of 7. The defending player rolls 2D8, scoring a 6 and a 7. This means one attack hits (6) and one attack is evaded (7).*

If an ability allows you to reroll dice, select the number of dice indicated and reroll them, starting with the lowest results first. The outcome of the reroll is final, even if it is worse than the original roll.

## Tokens

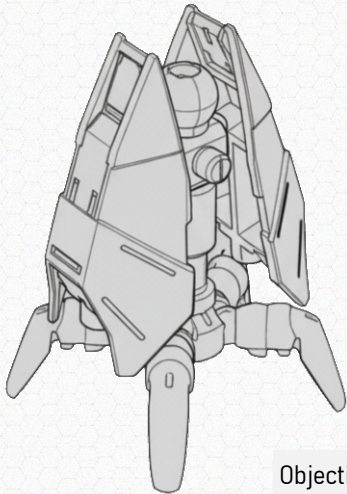
Tokens are used to track various effects, conditions, and states that occur during gameplay. Whenever a rule or status effect instructs a player to place a token, it should be placed face-up next to the affected Unit to clearly indicate the current condition. Most tokens have their names on the reverse side.



# Objective Markers

Objective Markers represent key tactical points, data nodes, or energy beacons on the battlefield that players must capture, defend, or destroy to complete mission objectives.

The standard Objective Marker model is built using a combination of Roy Roy leg parts (from the 30 Minute Missions Alto or Portanova kits), thrusters from the Option Parts Set 1, and structural components from the J1 runner, included in most 30MM kits.



Objective Marker Design by  
Discord Member, Nexus.

Players may use Objective Marker tokens in place of the physical kit-built markers if preferred. Alternatively, an Objective Marker can be any model, piece, or object the players agree upon prior to starting the game, so long as all participants clearly understand what represents an active objective.

When placed on the map, Objective Markers do not obstruct movement or Line of Sight unless specified by the mission.

# Unit Datasheet

Each Unit is represented by a Datasheet, which contains all of the information required to operate that Unit effectively on the battlefield. The Datasheet lists every attribute, ability, and piece of equipment necessary to complete a mission.

While Units can differ greatly in how they function, every Datasheet follows the same layout and includes the following modules:

1. **Unit Sections** – Displays each section (Head, Torso, Left Leg, etc.) of the Unit and its Durability Points (DP).
2. **Specifications** – Lists the Unit's detailed attributes such as classification, base AP, movement (standard and thruster), as well as total thruster durability.
3. **Modified Stats** – The Unit's Accuracy, Assault, and Evasion values, used when making Attack and Defense Rolls.
4. **Core Type** – Shows the Unit's base model and core statistics.
5. **Unit Information** – Includes the Unit's Name, Type, and Movement Mechanism(s).
6. **Pilot Information** – Lists the Pilot's Name, Rank, and Pilot Cost.
7. **Systems, Mods, & Traits** – Details the Unit's special abilities and upgrades.
8. **Weapons & Equipment Inventory** – Records all weapons, gear, and equipment equipped by the Unit.
9. **Deployment Cost (DC)** – The total cost required to field the Unit in battle.

The image on the next page illustrates the Datasheet and the location of each of these modules.

When playing the 30MM: Wargame, players should share their unit datasheets with one another before the game begins. This ensures transparency and prevents confusion or unfair play.



# Unit Information

## Mechs

A Mech is a humanoid combat Unit characterized by articulated limbs, modular construction, and the ability to operate across various terrains and elevations. Mechs are designed for front-line combat, tactical flexibility, and diverse loadouts, capable of fulfilling multiple battlefield roles.

Core Traits of Mechs:

- **Humanoid Frame:** Possesses articulated arms, legs, and a torso, enabling advanced maneuverability such as jumping, climbing, or changing facing independently.
- **Combat Versatility:** Capable of engaging in both ranged and melee combat; well-suited for precision attacks, flanking, and defensive holds.
- **Reactive Posture System:** Can assume crouching, and prone positions as well as offensive, defensive, and parry stances to affect LoS, hit zones, and evasion.

## Vehicles

Vehicles are modular support Units designed to augment, transport, or reinforce Mech Units on the battlefield. They can operate independently or in tandem with other Units, often providing specialized mobility, firepower, or utility functions.

Core Traits of Vehicles:

- **Reinforced Chassis:** Build for endurance, Vehicle Units have high part Durability Points.
- **Dedicated Support Platform:** Mech Units can ride on/in various vehicles to move around the battlefield.
- **Modular Integration System:** Can combine with Mech Units for additional firepower.

All Vehicle types gain the following changes to their gameplay:

- Must have a Cockpit Unit Section in place of a Torso Unit Section.
- When checking line of sight (LoS), the reference point starts at the Units cockpit.
- Units can ride on/hold on to them (one mech per vehicle).
- Cannot change elevation [+/-] without appropriate Abilities.
- Cannot perform a jump movement.

## Classifications

There are 5 different classifications that provide different starting bonuses and limitations based on the size of your Unit. This is determined by the Total Durability value of all of Core Parts combined.

The classification chart is located in the Specifications section of the Datasheet Guide on pg. [10-3].

# Playing the Game

All missions take place on a battlefield overlaid by a hexagonal grid. A single hex measures 4.5" from point-to-point and 3.9" from side-to-side. This is the same size as an Action Base 4/5. A battlefield measures 14 hexes on the long side and 11 hexes on the short side (58.5"x38.3").

## Setup

Players will first lay out a battlefield mat as preferred or, if playing a scenario, as the scenario specifies.

Engagement Size	Deployment Cost Limit
Recon	600pts
Skirmish	1200pts
Operation	1800pts
Conflict	2500pts

Before determining turn order, all players must agree on the Engagement Size (the total Deployment Cost limit of all Units in a player's squad). Once the Engagement Size is set, each player assembles their Squad accordingly.

Next, players will roll a 1D8 to determine who goes first. The higher roll then determines who is the attacker or defender. The attacker gets to start first but the defender gets to choose which table side to start on (A or B side). If both players roll the same, then both players conduct a reroll.

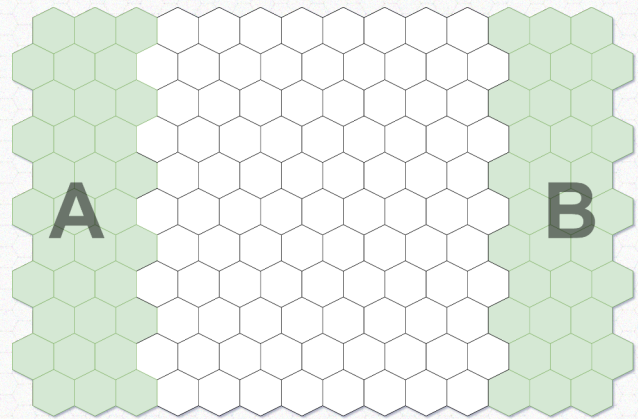
In a 3 (or more) player game, players choose which side (attacker or defender) to participate in and share Units and turns with their teammates. At the start of the round, players roll for initiative with the higher roll, giving the first chance to move a Unit.

## Unit Deployment

Once the attacker and defender have been determined, it is now time for the players to deploy their squads to the battlefield. Each side has a dedicated Deployment Area laid out in the mission details. Standard Deployment Areas are the first 3 hexes from the short side table edge on both sides.

Starting with the attacker, they will place one Unit within their Deployment Area on any elevation/terrain they see fit. If their Unit flies/swims, they may start in the air/water but must place a token down noting its elevation. Once the attacker's Unit has been deployed, the defender does the same. In an alternating fashion, both players continue to deploy Units until everyone is on the battlefield.

After both sides have deployed their Units, the Deployment Phase has ended and gameplay can begin.



## Action Points

At the start of a Unit's activation, before moving, the player must roll 1d8 to determine the number of Action Points (AP) available during that turn. Action Points are spent to perform various actions, such as entering a prone position, deploying a drone, or firing a weapon.

After rolling, the result is added to the Unit's Base AP value as listed on its datasheet in the Specifications Module.

A Unit may store unused AP from one turn to the next. However, it cannot exceed a total of 16 AP at any time unless stated otherwise.

# Phases of a Turn

The 30MM: Wargame consists of a series of alternating turns that make up a number of rounds. Each turn consists of three phases. The players will execute these phases in sequential order for every Unit that is activated. After a Unit has been activated and completed all three phases, play passes to the next player in the established play order (e.g., Attacker 1, Defender 1, Attacker 2, Defender 2, etc). Once all Units have been activated, progressed through each phase, and become inactive, the round ends and a new one begins.

Each turn includes the following phases, performed in the following order:

- 1. Movement Phase**
- 2. Ranged Combat Phase**
- 3. Close Combat Phase**

## Movement Phase

The player may now choose a Unit to activate and begin its Movement Phase. Once selected, the player rolls for Action Points as explained in the section above.

If a player chooses not to activate a Unit or the Unit is unable to act (due to a status effect, lack of AP, or other restriction), the Unit is immediately marked Inactive and play passes to the next Unit in turn order.

After the player has determined the amount of AP the Unit has, they then can move to their desired location. In the specifications module, there is a section called "Standard Movement". This section shows how many hexes that Unit can move in a single activation. A Unit can move any number of hexes to a maximum of what that section shows. When moving a Unit, its facing is also important, as it affects both offense and defense. Changing Facing also costs a single movement point. Details on how facing works can be found in the Facings Section. Below the standard movement you'll also see "Thruster Movement". This option is only available to Units that meet certain requirements (see Thruster Movement, pg. [5-2]). A Unit also has the option of not moving at all.

Any terrain effects gained must be resolved before moving on to the next phase.

## Ranged Combat Phase

After moving the selected Unit to the desired hex, the player may then make attacks with ranged weapons.

All attacks made must subtract the weapons AP cost from the Units current stored AP. If the Unit does not have an adequate amount of AP, then the Unit cannot make an attack with that weapon.

If the player decides to not make a ranged attack (to save AP or any other reason they decide), they may skip this phase and move to the next but cannot return to it.

## Declaring Weapons Fire

The player must then choose a target to attack. Once a target has been established, then the player must declare which Unit Section on that target they are going to attack.

Common Unit Sections include Head, Torso, Left Arm, Right Arm, Left Leg, and Right Leg.

A player must declare all attacks they plan to make at this time, specifying which weapon(s) they intend to fire and at what sections.

Players may not change an attack declaration once made.

## Resolving Weapons Fire

Once a target and Unit Section are declared, the player will then resolve the weapons fire one weapon at a time.

All declared attacks must be made, even if the intended target is destroyed before all attacks against it have been resolved.

The order in which a Units weapons are rolled and resolved is up to the Units player.

## Close Combat Phase

Players repeat the steps given for the Ranged Combat Phase except with close combat weaponry (typically weapons with a range of 1).

Once the player has resolved all close combat damage, the Unit becomes inactive and ends its turn. At which point, the opposing player chooses a Unit and begins the cycle again.



**Note:** Activation Tokens are used to manage Unit activations. Place the activation token next to the Unit you wish to activate.

When a Unit completes its activation, flip the token to the Inactive side.

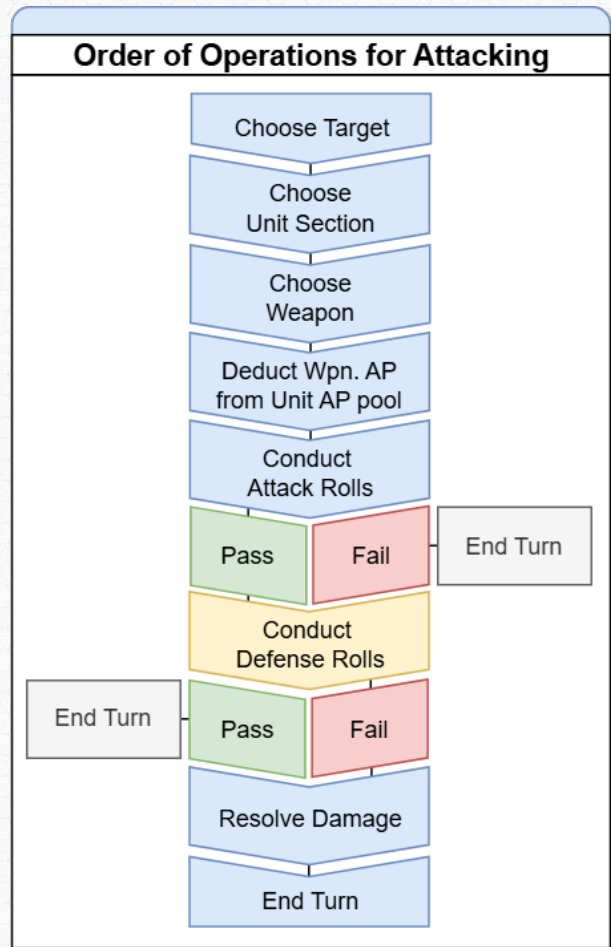
## Win Conditions

Players repeat the sequence of play given above until one side achieves victory. Under normal circumstances, the side with the last surviving Unit on the battlefield wins. If the last Units from each side are destroyed simultaneously or if the last Units from each side are rendered Inoperable, the game is a draw. Players may set other victory conditions by mutual agreement before play begins. In addition, some missions have special victory conditions of their own.

## Unequal Units

When both sides have an equal number of Units, each player takes a turn activating a single Unit, then the other player activates a single Unit, and so on. If the number of units on each side is unequal, this procedure is altered.

If one side has more activatable units than the other, the players will continue to alternate Unit activations until one player can no longer activate their Units for that round. At which point, the other player will continue activating their Units until they are all deactivated and the round is over.



In the image above, follow the sequence (top to bottom) to resolve an attack.

First, the attacking player makes their Attack Roll(s). If the attack succeeds, the defending player then makes their Defense Roll(s). If the defender fails to evade the attack, damage is applied and resolved.

A more in-depth explanation can be found in the Combat section under Combat Roll Resolution (pg. [6-4])



# Movement

During the Movement Phase, Units may reposition and adjust their elevation on the battlefield to secure tactical advantage.

## Standard Movement

A Unit's Standard Movement value is listed in the Specifications Module of its datasheet. This value represents the total number of Movement Points (MP) the Unit may spend during its Movement Phase, determined by its Classification.

A Unit may move into the hex it is currently facing or into the hex directly behind it; movement into any other hex requires a facing adjustment. Entering a clear hex costs 1 MP whether moving forward or backward, while movement costs for other terrain types vary as specified elsewhere in the rules.

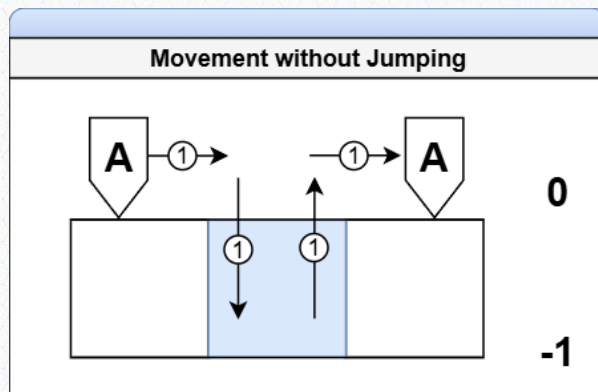
## Standard Jump

A Mech Unit may perform a Standard Jump as part of their Standard Movement. A Standard Jump allows the Unit to leap over the hex directly in front of it and land two hexes forward while maintaining its facing, at a cost of 2 MP.

The Unit must remain on the same elevation throughout the jump and cannot leap over a hex, structure, or Unit that occupies a higher elevation level.

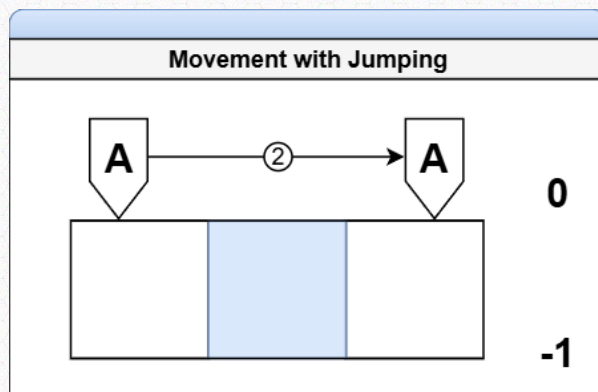
A Unit may descend to a lower elevation during a jump as long as it has enough MP to complete the movement; otherwise, Fall Damage (pg. [7.3]) is applied based on the number of elevation levels dropped.

Upon landing, all terrain effects of the landing hex immediately apply. A Unit may perform multiple Standard Jumps during its Movement Phase, provided it has sufficient MP remaining.



The image above shows the side view of Unit A moving across a blue hex to reach the other side. Without jumping, it will cost the Unit 4 movement points to reach the other side.

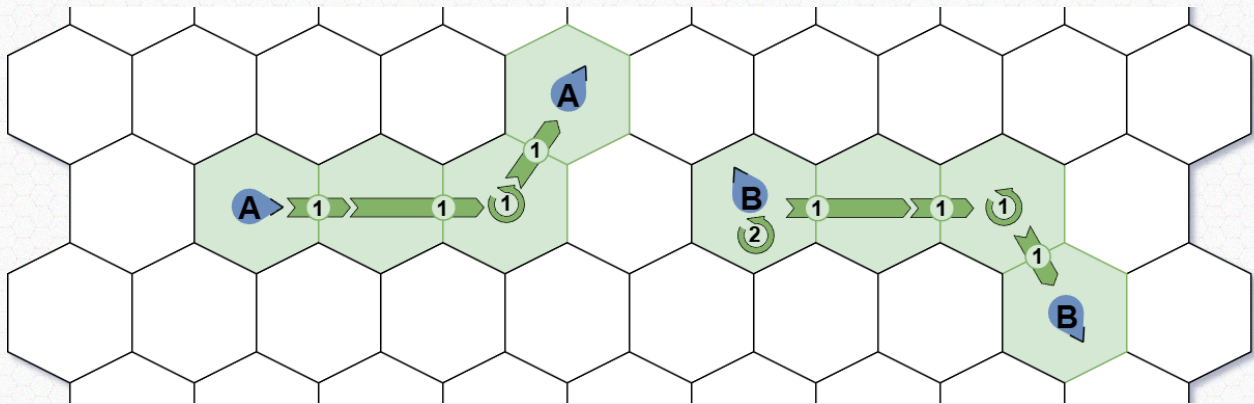
The Image below shows the same side view of Unit A moving across a blue hex to reach the other side. The Standard Jump was used and saved the Unit 2 movement points.



## Facings

Each hex on the battlefield has six sides. A Unit must always face one of these sides; this is referred to as its Facing.

Changing a Unit's Facing costs 1 Movement Point, deducted from its Standard Movement allowance.



- The left shows Unit A moving 2 hexes forward, changing its facing direction once, and finally moving a single hex forward before ending its movement.

- The right shows Unit B making 2 facing changes before moving 2 hexes forward, then making another facing change and a single movement forward before ending its movement.

## Thruster Movement

When a Unit is equipped with thrusters, it may perform a Thruster Movement instead of a Standard Movement. Thruster Movement allows the Unit to move up to double its standard movement points in a single turn, as indicated by its Thruster Movement value.

Thruster Movement must be performed in a straight line, and the Unit must normally remain on the same elevation from start to finish.

### Thruster Jump

As part of Thruster Movement, a Unit may perform a Thruster Jump, allowing it to ascend or descend elevations during its movement.

A Unit initiates a Thruster Jump by declaring Thruster Movement.

When performing a Thruster Jump, the Unit may move in a straight line and change elevations at any point along its movement path, up to its Thruster Movement value. The Unit may land on a hex at a higher or lower elevation than where it began.

If a Unit ends its movement on a hex without solid ground beneath it and does not have the Aerial [AIR] Movement Mechanism (pg. [5-4]), it immediately falls to the next available elevation and suffers Fall Damage (pg. [7-3]).

### Additional Rules:

The Unit may move any number of hexes, up to its Thruster Movement value.

After completing a Thruster Movement, the Unit must maintain its facing direction, forfeit its Combat Phase (unless otherwise stated), and become inactive.

If all thrusters on the Unit are destroyed, it can no longer perform Thruster Movements.

## Elevation Changes

Units may change elevation during the Movement Phase.

- Ascending or Descending one elevation level costs 1 Movement Point in addition to the 1 Movement Point to move into the new hex..
- Backward Movement:
- Units moving backward cannot change elevation.
- Unauthorized Elevation Changes:
- A Unit cannot force another Unit to ascend to a higher elevation.
- A Unit may force another Unit to descend to a lower elevation. Units forced downward suffer Fall Damage (pg. [7-3]).

## Terrain

Non-Grey terrain types, those with additional environmental effects, require extra Movement Points to move through.

Certain terrain types may also grant bonuses or impose restrictions on movement and other actions while a Unit occupies them.

Refer to the Hex Colors (pg. 1) for full details.

## Hex Occupancy

A Unit may move through a hex occupied by a friendly Unit. A Unit may not move through a hex occupied by an enemy Unit unless executing a Thruster Impact.

A Unit may end its Movement Phase in a hex containing friendly Units, provided that each Unit maintains at least 80% of its model within the hex, based on best judgment, and the Units do not physically overlap.

Units may be repositioned freely within the hex as long as at least 80% of the model remains inside the hex (this does not require a Command Action to perform) and the Unit maintains the facing established at the end of its movement.

Movement within the hex may be used to set up ambushes, establish firing positions, or improve cover.

Opposing Units cannot occupy the same hex unless otherwise specified or unless they are positioned on different elevation levels.

## Movement Mechanisms

A Unit's method of traversing the battlefield is defined by its Movement Mechanism. These dictate how a Unit interacts with terrain, elevation, and movement-related effects. A Unit's assigned mechanism is determined by the components used during its construction and is listed on the Unit's datasheet as a three-letter tag.

Tags appear as 3 letters within brackets and allows players to quickly identify how a rule or item functions. For a full explanation, see Tags (pg. [11-11]).

There are three types of Movement Mechanisms.

## Terrestrial Movement

Tag: **[TRS]**

The standard movement mechanism for all ground-based Units. These Units traverse solid terrain using walking, rolling, or similar locomotion.

This mechanism does not require Thruster Durability unless it is performing a Thruster Movement.

Units with this mechanism must use elevated terrain to move to higher elevations. A Terrestrial Unit cannot move directly to a higher elevation unless there is accessible terrain.

To qualify for this mechanism, a Unit must have at least one of the following Unit Sections: Legs, Treads, Wheels, or comparable locomotion systems.

## Terrestrial Vehicles

Land-based vehicle Units follow additional rules to reflect their unique combat and movement traits.

Requirements:

- Must contain at least one [TRS] marked Unit Section.
- Must not contain an [AQN] or [AIR] tag.

Restrictions:

- Weapon range is halved when firing through green hexes.
- Movement costs 2x when crossing green hexes.

Bonuses:

- Field of View (pg. [6-1]), the area the Unit can target Units, is all 6 hexes around the Unit.
- Main Cannon has an AP reduction of 3 (to a minimum of 4).

## Aquatic Movement

Tag: [AQN]

The standard movement mechanism for all water based Units. These Units traverse and maneuver through aquatic terrain such as oceans, rivers, and lakes, freely adjusting their position within submerged environments.

Units with the [AQN] Movement Mechanism use Movement Points (MP) as normal Standard Movement to navigate Blue Hexes with two exceptions: ascending upward in the water costs 1 MP, while descending to a lower elevation costs no additional MP.

To qualify for this mechanism, a Unit must have at least one of the following: Fins, Thrusters, or comparable propulsion sections. A Unit must also meet or exceed the required Thruster Durability threshold to maintain this mechanism.

If a Unit's Thruster Durability drops below the required threshold, it immediately loses access to [AQN] movement and becomes subject to Blue Hex terrain effects.

### Aquatic Vehicles

Water-based vehicle Units follow additional rules to reflect their unique combat and movement traits.

Requirements:

- Must contain at least one [AQN] marked Unit Section.
- Must not contain an [TRS] or [AIR] tag.

Restrictions:

- Cannot make normal movements on 0 Elevation (Ground Level).
- Can only move over light/dark blue hexes; failure to do so results in the Unit gaining the Grounded status effect.

Bonuses:

- Attacks made with missile pods do not require LoS.

## Aerial Movement

Tag: [AIR]

The standard movement mechanism for all air based Units. These Units operate above the battlefield, maintaining altitude without reliance on solid ground and freely traversing terrain by air.

Units with the [AIR] Movement Mechanism use Movement Points (MP) to travel between hexes as normal Standard Movement to navigate, but they ignore all ground-based terrain effects unless specified otherwise. These Units can also adjust their elevation up or down by 1 level at the cost of a single MP rather than the standard 2.

Units with this mechanism cannot fly through Green Hexes (dense vegetation or forest terrain).

If a Unit loses access to [AIR] while airborne and without solid ground beneath it, it immediately falls to the lowest available elevation and suffers fall damage as normal. See the Minimum Thruster Durability chart on the next page for more information.

To qualify for this mechanism, a Unit must have at least one of the following: Wings, Rotors, Thrusters, or comparable propulsion systems. A Unit must also meet or exceed the required Thruster Durability threshold to maintain this mechanism.

### Aerial Vehicles

Air-based vehicle Units follow additional rules to reflect their unique combat and movement traits.

Requirements:

- Must contain at least one [AIR] marked Unit Section.
- Must not contain an [AQN] or [TRS] tag.

Restrictions:

- Cannot make normal movements on 0 Elevation (Ground Level).
- Cannot move backwards.
- Must use all movement points (standard or thruster) during activation; failure to do so results in the Unit gaining the Grounded status effect.

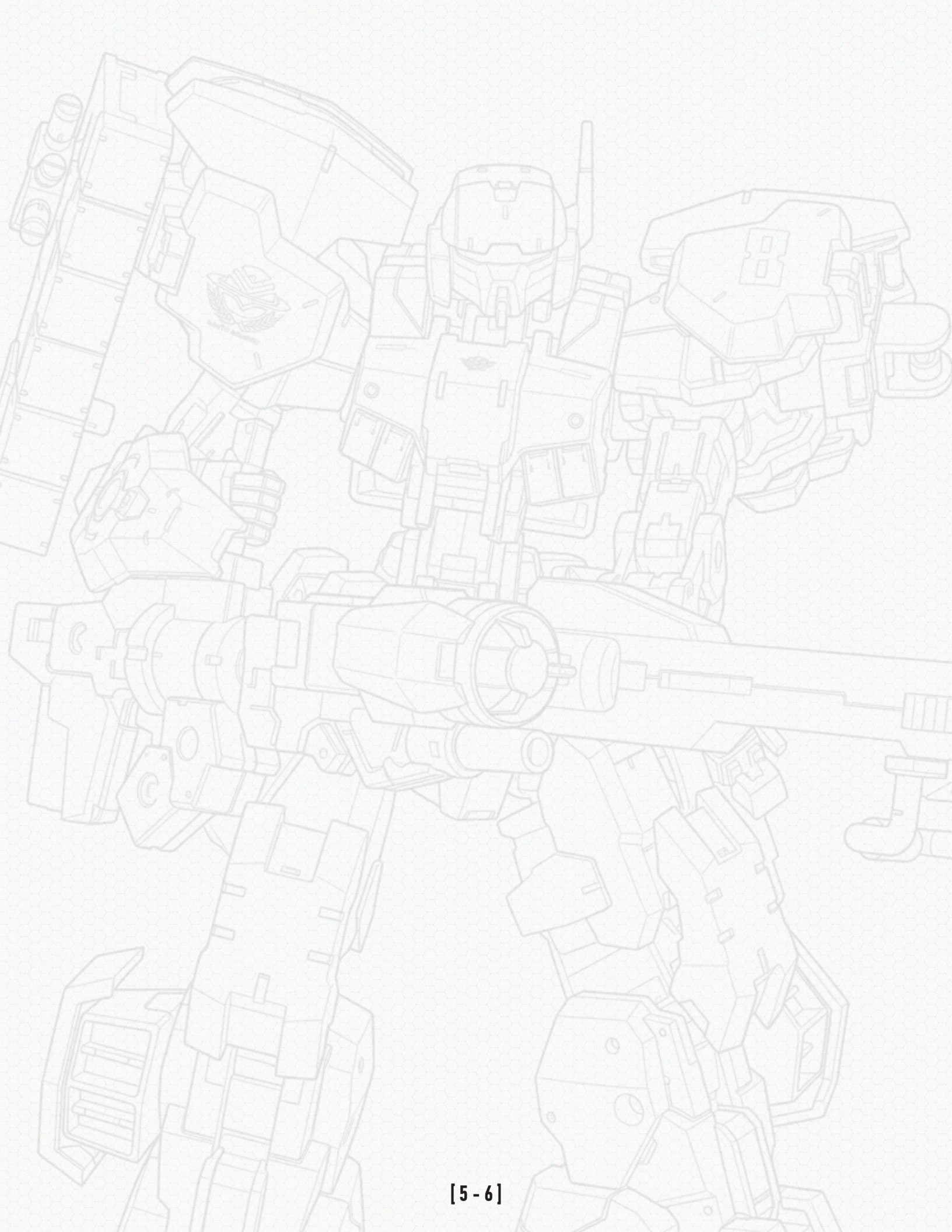
Bonuses:

- **Strafing Runs:** When the Unit passes directly over enemy Units (at one elevation higher) during the Movement Phase, it may pause movement to conduct a single ranged or close combat attack. After resolving the attack, the Unit continues its movement. This can be repeated multiple times during a single movement phase until the Activated Unit's AP is 0 or no more targets are within the movement path.

Classification	Thruster Durability		
	Aerial	Aquatic	Classified
Class 1	2	9	X
Class 2	12	17	X
Class 3	23	25	X
Class 4	34	33	X
Class 5	-	41	X

The chart above shows the minimum Thruster Durability required for each classification to access a Movement Mechanism.

**Note:** When creating a Custom Unit, it is recommended to keep the Thruster Durability well above the listed threshold. If the durability falls below it loses the mechanism.



# Combat

Once the player's chosen Unit completes the Movement Phase, they engage in combat. Units use two forms of combat: Ranged Combat and Close Combat. Ranged Combat utilizes missiles, beam rifles, rockets, and many others. Close combat utilizes beam swords, pile bunkers, heavy metal swords, and even other Units.

## Targeting Basics

This section establishes how a Unit selects and validates a target before making an attack.

### Defining a Target

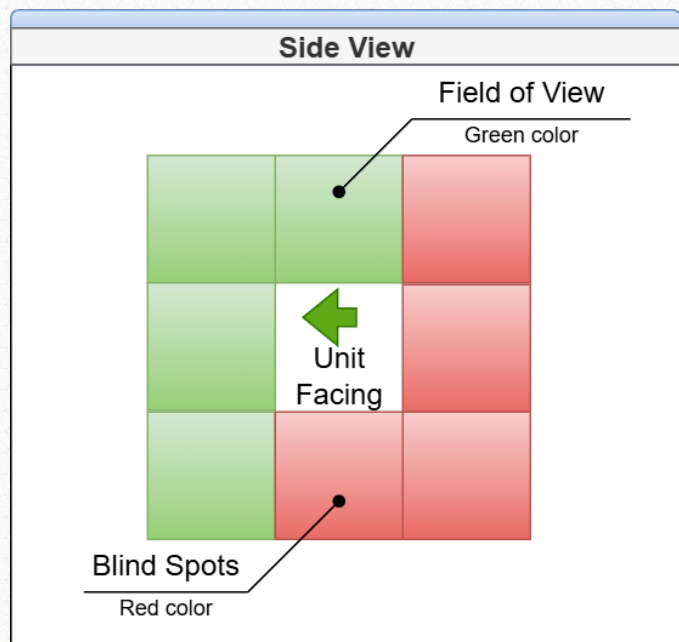
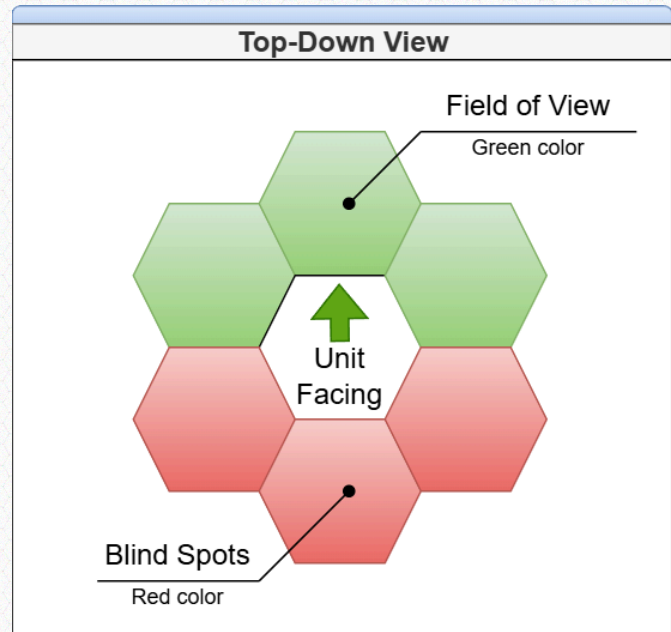
All targets fall into one of two categories: Units or Structures.

- Units include mechs, vehicles, drones, and any weapons or equipment integrated with them.
- Structures refer to any constructed object of human origin, including buildings, fortifications, or installations.
- A Unit cannot purposely attack Units on the same team or under the same Player's control.

### Field of View

If an attacking Unit has Line of Sight to its intended target, the player must then check whether the target is within the Unit's Field of View (FoV).

A Unit's FoV begins with the hex directly in front of it and includes the adjacent hexes to its immediate left and right, forming a forward-facing arc. This arc expands outward in a cone-shaped pattern from the attacker to the edge of the battlefield.



## Line of Sight

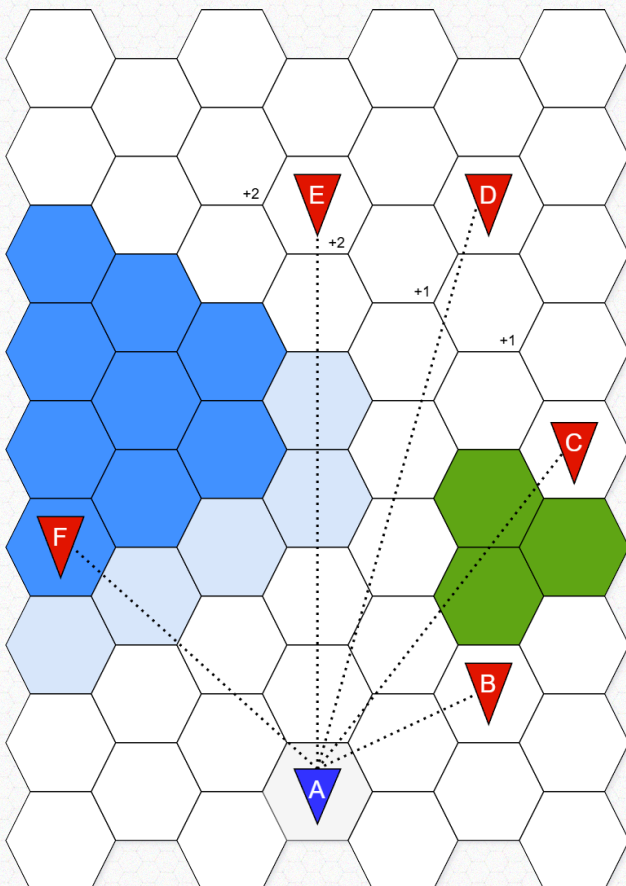
Line of Sight (LoS) is used to determine visibility between an attacking Unit and its designated target.

To determine LoS, the player must use the actual line of sight from the physical model. This is done by lowering their perspective to the eye level of the Unit's cockpit or sensor array (head) and verifying whether the targeted Unit Section is visible. If any part of the target section is visible, LoS is established.

LoS may be obstructed by terrain, structures, or other Units, friendly or hostile.

Terrain between the attacker and target may partially or fully obstruct LoS. If an attack passes through terrain with visibility modifiers (e.g., forests or debris), apply the listed penalties under Terrain Effects.

When declaring an attack, the player must also ensure that the weapon system being used has an unobstructed LoS to the target. This is verified by physically aiming the weapon at the intended target. The line from the weapon to the target must be free of any obstructions, including terrain features, structures, or other Units.

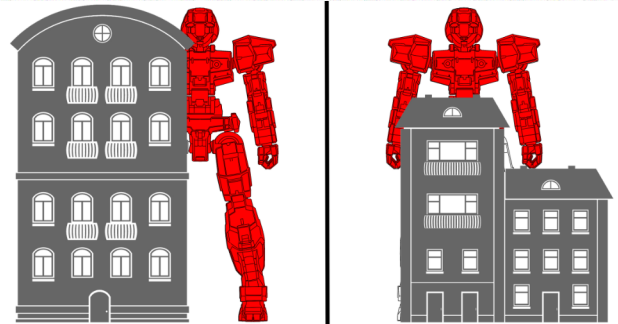


## Targeting Conditions

This section establishes how terrain, elevation, and other Units may obstruct or alter attacks, covering rules for partial obstruction, height differences, terrain effects, and intervening obstacles.

### Partial Obstructions

In certain situations, a Unit may be partially obscured by terrain, structures, or other Units. Only the visible Unit Sections may be declared as valid targets for attacks.



The image above shows two Units with different Unit Sections not obstructed by the buildings.

**Left:** Head, Torso, Left Leg, and Left Arm.

**Right:** Head, Torso, Left Arm, and Right Arm.

In the image to the left, Unit A (Blue) stands before Units B-F (Red) to illustrate various Line of Sight (LoS) scenarios.

- **Unit A to B:** Clear LoS.
- **Unit A to C:** Two green hexes intervene LoS.
- **Unit A to D:** No LoS due to intervening elevation.
- **Unit A to E:** Clear LoS.
- **Unit A to F:** No LoS due to intervening elevation.

## Terrain Elevations

Each hex will have its elevation marked on the map. If no elevation marking is present, the hex is treated as Ground Level (Elevation 0) by default.

Hexes with elevations above 0 represent hills or elevated terrain. Hexes with elevations below 0 represent depressions or valleys.

**Water:** Water hexes descend to a depth of Elevation -1 to -2 below ground level, with Elevation -2 representing maximum depth. The lower the elevation level, the deeper the water. A Unit occupying a Water hex is always considered to be at the lowest elevation of that hex.

**Forest:** Forest hexes share the same elevation as the terrain they occupy. For example, a forest located on Ground Level (0) is also considered to be at Elevation 0. Units occupying Forest hexes are positioned on the base terrain elevation—not atop the treetops.

## Unit Height & Width

Standard Mechs, Vehicles, and Drones positioned at ground level (Elevation 0) occupy less than one full elevation in height.

An exception is made if a Unit's waist section (where the legs and torso connect) extends into Elevation +1. In such cases, the Unit's base elevation is considered +1.

Units are considered to be at the elevation of the hex they currently occupy when calculating LoS.

Most Units occupy less than one full hex in width. Large Units must also remain within a single hex but are permitted to extend up to 80% of their model beyond the hex boundary, provided their base remains clearly and visibly within the hex.

## Weapon & Attack Requirements

Defines the conditions a Unit must meet to declare an attack, including weapon availability, range, line of sight, and any special restrictions.

### Weapon Requirements

Before declaring an attack, the player must confirm that the Unit can use the weapons in its inventory by meeting the following conditions:

**AP Cost:** Each weapon has a designated Action Point (AP) cost. This is the number of AP required to perform a single attack. One attack equals 1 dice roll. Multiple attacks can be made at once.

**Range:** All weapons have a listed range value. The intended target must be within this range.

**Equipped Weapons Only:** A Unit may only attack with weapons that are currently equipped, either mounted or held in-hand.

### Attack Declaration

Once a target has been confirmed within the attacking Unit's Field of View (FoV), the player must declare an attack. When declaring an attack, the player must state the following (in any order):

- The weapon or weapons being used.
- The target Unit, including the specific Unit Section or Sections being aimed at.

After the attack is declared, the total Action Point (AP) cost of all chosen weapons is subtracted from the Unit's available AP.

*Example: Unit A uses its beam saber to attack 3 times. The beam saber's AP cost is 5, a total of 15 AP will be subtracted.*

# Combat Roll Resolution

This section explains how players resolve combat by making Accuracy, Assault, and Evasion rolls, including the effects of Critical Hits and Misses.

## Attack Rolls

An Attack Roll is a dice roll made by the attacking player to determine whether their Ranged or Close Combat attack is On Target.

On Target simply means the attack that was made has successfully targeted the intended area.

Once all Attack Rolls have been made, the targeted Unit's player will then make their rolls.

### Accuracy

Also known as rolling for accuracy, is the process used to determine whether a ranged attack is On Target.

To perform an Attack Roll, the attacking player rolls one d8 for each declared attack. The result of each roll is then compared to the Unit's Accuracy Stat:

If the roll is equal to or higher than the Unit's Accuracy Stat, the attack is considered On Target.

If the roll is lower, the attack misses completely.

### Assault

Also known as rolling for assault, is the process used to determine whether a close ranged attack is On Target.

Similar to accuracy rolls, the attacking player rolls one d8 for each declared attack. The result of each roll is then compared to the Units Assault Stat:

If the roll is equal to or higher than the Unit's Assault Stat, the attack is considered On Target.

If the roll is lower, the attack misses completely.

# Defense Rolls

A Defense Roll is made by the defending player to determine whether incoming On Target attacks successfully hit their Unit.

After all Defense Rolls have been resolved, any attacks that successfully hit the Unit must be applied and damage calculated.

### Evasion

Also known as rolling for evasion, this process determines whether On Target attacks actually hit the defending Unit.

To perform an Evasion Roll, the defending player rolls a d8 for each On Target attack made by the attacker. Each result is then compared to the defending Unit's Evasion stat:

If the roll is equal to or higher than the Evasion stat, the attack is successfully evaded and no damage is taken.

If the roll is lower, the evasion fails and the Unit takes damage to the targeted Section.

## Critical Rolls

When making Attack or Defense Rolls, there are two types of Critical Rolls: Critical Hits and Critical Misses.

**Critical Hit:** Occurs when the die result is an 8. The attack cannot be evaded and deals 1.5× the weapon's Base Damage (round up).

**Critical Miss:** Occurs when the die result is a 1. The attack automatically misses.

**Note:** Modifiers that alter the outcome of dice rolls do not affect Critical Rolls.

## Damage & Effects

During combat, weapons deal a set amount of damage known as Base Damage. This value can be found in the Base Damage column of the Unit's Datasheet. Base Damage represents the standard amount of damage a weapon inflicts before other effects are applied. This amount is dealt for each successful hit on a target.

### Resolving Damage

When an attack is successful, the damage is applied to the Unit Section chosen by the attacker. The defending player reduces that section's Durability Points (DP) by the weapon's Base Damage value. This happens during the attacking players turn and must be resolved before the turn ends.

If the DP of that section is reduced to zero, that section is destroyed. When a Unit Section is destroyed, it becomes non-operational and can no longer be targeted. All weapons, equipment, and special abilities located in that section are also destroyed and removed from play.

### Resolution Order

All attacks are resolved in the order they occur. When resolving multiple hits on a single Unit from the same weapon, all hits are rolled and resolved simultaneously. When resolving hits made with different weapons, resolve all rolls and resulting damage from one weapon before proceeding to the next.

*Example: Unit A successfully hits Unit B's torso with three beam rifle shots, dealing a total of 15 damage. This value is then subtracted from the torso's Durability Points. Unit A then hits Unit B's torso again with two rocket shots, dealing a total of 20 damage. This value is also subtracted from the torso's Durability Points.*

## Destroyed Unit Sections

When a Unit Section is destroyed, the player may remove the corresponding piece from the model or place a Destroyed Limb token to mark it. In either case, the associated Status Effect is immediately applied:

### Destroyed Vs. Inoperable

A Unit is considered Destroyed when its Torso (for Mechs) or Cockpit (for Vehicles)

Durability Points are reduced to 0. When a Unit is destroyed, leave its model on the battlefield, placed face down. If the hex it occupies does not already contain a terrain effect, that hex becomes a Black Hex.

A Unit is considered Inoperative when its core section remains intact but it can no longer function effectively:

**Mechs:** If the Torso Unit Section is intact but all limbs are destroyed, the Unit is Inoperative.

**Vehicles:** If the Cockpit Unit Section is intact but the Unit loses all mobility sections, it is Inoperative.

An Inoperative Unit may still participate in an engagement if it has functional Drones, Mounted Weapons, or Handheld Weapons.

## Status Effects

Status Effects represent ongoing conditions that change how a Unit behaves in combat. They can come from abilities, weapons, or terrain features.

Name	Effect
Abyssal	<ul style="list-style-type: none"> <li>■ Standard Movement is limited to 2 Movement Points.</li> <li>■ At the start of its turn, the Unit suffers 10 damage to its Torso Unit Section.</li> </ul>
Airborne	<ul style="list-style-type: none"> <li>■ If a Unit has the [AIR] Movement Mechanism, place an elevation token (+1, +2, +3) beside it to indicate its current elevation. This token is removed when the Unit returns to solid ground.</li> </ul>
Blinded	<ul style="list-style-type: none"> <li>■ Unit gains -1 to Accuracy and Assault Rolls.</li> <li>■ Reduces non-melee weapon ranges by 50% (rounding up).</li> </ul>
Conceal	<ul style="list-style-type: none"> <li>■ Unit gains +1 to Evasion Rolls against Long Ranged Attacks.</li> </ul>
Crippled (Partial)	<ul style="list-style-type: none"> <li>■ Standard Movement is reduced by 50% (rounding up).</li> <li>■ Unit gains -1 to Assault Rolls.</li> </ul>
Crippled (Severe)	<ul style="list-style-type: none"> <li>■ Standard Movement is limited to 1 Movement Point.</li> <li>■ Unit gains -2 to Assault Rolls.</li> </ul>
Destroyed Limb	<ul style="list-style-type: none"> <li>■ Unit cannot use weapons or equipment with the destroyed Unit Section.</li> <li>■ Any handheld weapons are dropped onto the battlefield in the Unit's hex.</li> </ul>
Euphotic	<ul style="list-style-type: none"> <li>■ Standard Movement is limited to 2 Movement Points.</li> </ul>
Grounded	<ul style="list-style-type: none"> <li>■ The Unit is considered to be at 0 Elevation (Ground Level).</li> <li>■ Cannot perform Evasions or forward movements (unless otherwise stated).</li> </ul>
Hold	<ul style="list-style-type: none"> <li>■ Unit cannot make any attacks or movements.</li> </ul>
Ice Buildup	<ul style="list-style-type: none"> <li>■ For each Ice Buildup token attached to a Unit, reduce its Standard Movement Points by 1 and its total AP storage by 4.</li> <li>■ Upon reaching 3 stacks of Ice Buildup, Unit gains System Error status effect.</li> <li>■ Ice buildup represents water freezing and shorting a Units electronics. This effect remains until the tokens are removed.</li> </ul>
Immobilized	<ul style="list-style-type: none"> <li>■ Unit cannot perform a movement until condition is removed.</li> <li>■ Cannot Evade.</li> </ul>
Limbless	<ul style="list-style-type: none"> <li>■ Unit cannot perform grapples, use handheld weapons/equipment, or interact with objects that require arms.</li> <li>■ Break Grapple Command Action costs 4AP.</li> <li>■ Any handheld weapons are dropped onto the battlefield in the Unit's hex.</li> </ul>
Sand Buildup	<ul style="list-style-type: none"> <li>■ For each Sand Buildup Token attached to a Unit, reduce its Standard Movement Points by 1 and apply a -1 modifier to all attack and defense rolls made by that Unit.</li> <li>■ Upon reaching 3 Stacks of Sand Buildup, Unit gains System Error status effect.</li> <li>■ Sand Buildup represents sand and dust clogging a Unit's joints and systems. This effect remains until the tokens are removed.</li> </ul>
Static Buildup	<ul style="list-style-type: none"> <li>■ Upon reaching 6 stacks, Unit gains System Error status effect.</li> </ul>
Submerged	<ul style="list-style-type: none"> <li>■ If a Unit has the [AQN] Movement Mechanism, place an elevation token (-1 or -2) beside it to indicate its current elevation on blue hexes. This token is removed when the Unit returns to solid ground.</li> </ul>
System Error	<ul style="list-style-type: none"> <li>■ Unit ends its turn immediately and removes all buildup effects.</li> </ul>

# Close Quarters Combat

This sections outlines the rules for direct, physical engagements between Units at close range.

## Basic Attacks

A Unit can make basic attacks during its Close Combat Phase, only if no weapons are equipped. Basic attacks represent using the Units body (punches, kicks, strikes, etc.) to deal minimal damage. All Units can make these attacks and does not need to be on the Units Datasheet.

These do not gain bonuses from Systems, Mods, or Traits unless otherwise stated.

- Cost: 1 AP
- Range: 1
- Damage: 1 Base Damage

## Grappling

Grappling occurs when a Unit physically seizes another. Only Units with manipulators (at least 1) can perform a Grapple, and it can only be initiated during the Close Combat Phase.

To perform a Grapple, follow the chart below:

1. Engage Grapple
  - a. Attacker pays 2 AP.
  - b. Attacker rolls for Assault.
2. Grapple Check
  - a. Success > Go to Step 3.
  - b. Fail > Grapple Ends (player may revert to step 1)
3. Grapple Options (Attacker chooses one)
  - a. Throw > Go to Throw.
  - b. Hold > Go to Hold.
4. Collision Damage
  - a. Formula:  $2 \times (\text{Defender Class} \times \text{Throw Distance})$
  - b. Special Cases:
    - i. Structure Intact
    - ii. Structure Destroyed

## Throw

A Unit cannot throw a Unit that has a classification higher than its own.

A Unit physically throws another Unit a set distance. Max Throw Distance (in hexes):

$$(\text{Attacker Class} - \text{Defender Class}) + 2$$

Landing Outcomes (choose based on destination):

Into a Structure:

- Defender is placed into the Structures hex (not on the structure), FoV facing the Attacker.
- Apply collision damage to the Defenders Torso Unit Section and the Structure.

Into a Hex:

- Defender lands supine, FoV facing the Attacker.
- Apply collision damage to the Defenders Torso Unit Section.\*

Into a Hex with other Unit(s):

- Each Unit in the hex must make an Evasion Roll.
- Failure: Apply collision damage to the Unit(s) Torso Unit Section.
- Success: Move into any adjacent open hex within their FoV, facing any direction.
- If no hex is available, the Unit(s) instead applies collision damage to their Torso Unit Section.
- Defender also lands supine, FoV facing the Attacker, and applies collision damage to the Torso Unit Section.

Blue Hexes:

- Units thrown into a blue hex take half collision damage (rounding up).

## Hold

A Hold represents one Unit grappling and locking down another in close combat, restricting its ability to act.

Initiating a Hold:

- Move the Attacking Unit into the same hex as the Defending Unit.
- The Defending Unit immediately gains the Immobilized status effect.

Breaking a Hold:

- The Defending Unit must use the [Break Contact] Command Action to escape.

Restrictions:

- While holding, the Attacker cannot move but may still attack using mounted weapons or any handheld weapon without the [2H] tag.

## Structure: Intact

If a thrown Unit collides with a structure and the damage dealt does not exceed the structures current durability:

- The Unit gains the Immobilized status effect.

## Structure: Destroyed

If a thrown Unit collides with a structure and the damage dealt exceeds the structures current durability:

- The Structure collapses onto the Unit.
- Apply the Structures durability value as bonus damage to the Torso Unit Section.
- Remove the destroyed structure and replace it with a Black Hex.
- Place the Defending Unit supine, with its FoV facing the Attacker.

On the Defenders next activation, it must use the [Recover] Command Action to stand. If it does not, the Unit remains supine.

*Example: Unit A grapples Unit B, spends 2 AP, and succeeds on an Assault Roll. With a higher Classification (4 vs 3), Unit A throws Unit B 3 hexes (4-3)+2. Unit B lands 2 hexes away, supine and facing*

*Unit A, and suffers 12 Torso damage (3x2)x2 from the collision.*

## Thruster Impact

A Thruster Impact occurs when a Unit uses thrusters to rapidly advance and collide with an enemy Unit, causing damage and displacement.

When a Unit conducts a Thruster Movement and an enemy lies within its movement path, the Thruster Movement becomes a Thruster Impact.

Thruster Impacts can also be performed in the air or in the water.

Range Requirements:

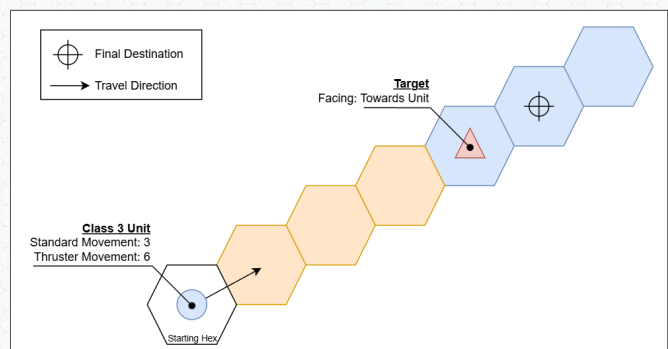
- Target must be within the Units Thruster Movement Range.

AP Cost:

- The attacking Unit pays 2 AP + 1AP per 2 hexes traveled (rounding up).

Resolution:

1. Confirm the target is within range and select the endpoint hex.
2. Spend the AP cost.
3. The attacking Unit makes an Assault Roll:
  - a. Failure: The Unit moves to the closest hex in its path toward the target and ends its turn.
  - b. Success: The defending Unit chooses one of the following responses:

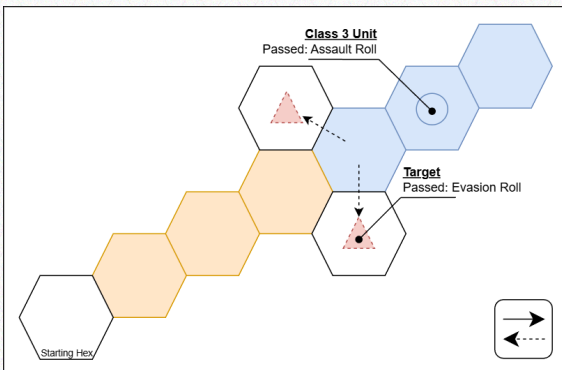


## Evade

Defender makes an Evasion Roll.

- Success: The unit may move one hex to either the left or right adjacent hex directly touching its current hex. The chosen hex must be within the unit's current FoV and outside the attacker's path. The unit retains its current facing. Flying Unit may move one elevation higher.
- Failure or no available hexes: Attacker slams the defender one hex past the endpoint. Damage is applied to the defenders Torso/Cockpit Unit Section.

Attacker continues to the designated endpoint and ends its turn.

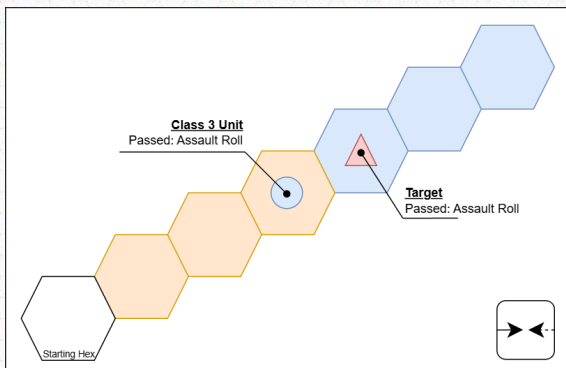


## Stand Firm

Defender makes an Assault Roll.

- Success: The defender blocks the charge (see Class Difference) and damage is applied to the attacking Units Torso Unit Section. The attacker stops in the adjacent hex.
- Failure: Attacker slams the defender one hex past the endpoint. Damage is applied to the defenders Torso/Cockpit Unit Section.

**Class Difference:** If the defender's Class is higher than the attacker's, the charge is stopped completely. If the defender's Class is equal to or lower, the charge continues as normal and both Units take damage.



## Damage:

Thruster Impact damage is determined by the Attacking Units class (see below).

Attacking Unit	AP Cost	Damage
Class 1	2AP + 1AP per 2 hexes (rounding up)	8
Class 2		10
Class 3		12
Class 4		14
Class 5		-

## Other Situations

While engaging in a Thruster Impact, the attacking Unit may run into various situations.

**Slamming Unit into Elevated Terrain:**

If a Thruster Impact attempts to move a target into a hex with elevated terrain, the target does not enter that hex. Instead, it takes 2x normal Thruster Impact damage to its Torso/Cockpit Unit Section. The attacker ends movement in the adjacent hex.

If the targeted Unit successfully evades the incoming attack, the attacking Unit instead collides with the elevated terrain, takes the full damage from the impact, and ends its turn in a hex adjacent to that terrain.

**Slamming Unit into Multiple Units:**

If a Thruster Impact attempts to move multiple targets, the action cannot be completed.

# Other Actions

This section introduces additional actions and mechanics that extend beyond standard movement and combat. These rules define alternative interactions, special behaviors, and effects that impact gameplay.

## Command Actions

Command Actions are special actions a Unit can perform during its turn that are not tied to any specific phase. Each Command Action costs 2 Action Points (AP) and may be used multiple times in a single turn unless otherwise stated. Command Actions are divided into three categories:

- **State:** Effects that resolve instantly when used and do not remain active..
- **Stance:** Actions that may be taken out of turn. Activating a Stance immediately ends the Unit's current turn.
- **Order:** Commands issued to Drone Units, allowing them to act under the Main Unit's direction.

Name	Category	Description
Recover	State	<i>A Unit returns to a standing position from knocked down state.</i> If the Unit is knocked prone or laying on the ground, return to its standing position.
Press On	State	<i>The pilot pushes the Unit beyond safe limits, refusing to yield ground.</i> Unit gains an additional Standard Movement Point.
Break Grapple	State	<i>With a surge of strength, the Unit tears free from its opponent's hold.</i> Perform an Assault Roll: If successful, the Unit breaks free. If unsuccessful, no change.
Exchange	State	<i>The Unit swiftly switches its weapon loadout to adapt to the changing battle.</i> Allows a Unit to replace an equipped Weapon with one being carried.
Retrieve	State	<i>A mechanical arm or manipulator reaches out to reclaim a dropped item.</i> A Unit with a free hand may pick up a dropped or disarmed allied weapon from the same hex and equip it.
Release	State	<i>The Unit disregards a weapon or equipment to lighten its load.</i> A Unit may drop a Weapon or Equipment from one of its hands onto its current hex.
Transform	State	<i>Armor shifts, joints realign, and the Unit reconfigures into its alternate form.</i> Unit shifts into its Alternate Form, gaining bonuses from that form.
Purge Buildup	State	<i>The Unit vents pressure and heat, clearing away harmful environmental effects.</i> Roll a single D8 die. On a 5+, remove one stack of a buildup status effect. On a 4-, no change.

Name	Category	Description
Kneeling Position	State	<p><i>Lowering its profile, the Unit stabilizes for precise fire.</i></p> <p>A Unit physically gets into the kneeling position. Gain +1 to Accuracy Rolls. Cannot Evade while kneeling. Can only be done once per turn. The Unit must use the Get Up CA to stand back up.</p>
Prone Position	State	<p><i>Pressed to the ground, it becomes nearly impossible to spot, but slow to react.</i></p> <p>The Unit enters a Prone state. While prone, it gains +3 to Accuracy Rolls and cannot Evade. This action may be used once per turn. The unit must be Kneeling to enter or exit this state. This action cannot be used if the unit's facing is obstructed by a structure or another unit.</p>
Takeoff	State	<p><i>Thrusters flare as the unit bursts free from the ground, taking to the air.</i></p> <p>The unit moves 3 hexes in a straight line and changes Elevation by 1. If no hex in its movement path imposes a movement penalty, it gains [Airborne] or [Submerged]; otherwise, it remains [Grounded]. The unit cannot Evade during this action.</p>
Offensive Stance	Stance	<p><i>The Unit prepares to attack any enemy entering its Field of View (FoV) and weapon range.</i></p> <p><b>Mech Units Only</b></p> <p>Enter Offensive Stance by choosing a ranged weapon, reserving its AP cost, and selecting a direction to focus the Unit's Line of Sight. The reserved AP cannot be used for other actions.</p> <p>If an enemy Unit crosses this Line of Sight while within the weapon's range, the Unit immediately makes an Attack with that weapon, interrupting the enemy's movement. The first Unit to do so becomes the target.</p> <p>A Unit crosses the Line of Sight when its movement path passes across the focused line extending from the Unit.</p> <p>The stance ends if:</p> <ul style="list-style-type: none"> <li>■ The Unit makes the Attack (reserved AP is spent).</li> <li>■ The Unit is successfully hit (reserved AP is lost).</li> <li>■ The Unit's next activation begins (reserved AP is returned).</li> <li>■ While in this stance, the Unit cannot Evade.</li> </ul>
Defensive Stance	Stance	<p><i>The Unit braces using a Shield or Two-Handed Weapon, redirecting all incoming damage from its front arc to that item.</i></p> <p><b>Mech Units Only</b></p> <p>When a Unit enters Defensive Stance, choose one equipped Shield or Weapon. All incoming damage to the Unit is redirected to the chosen item instead.</p> <p>While in this stance, the Unit cannot change facing or Evade.</p> <p>The stance ends immediately if the chosen Shield or Weapon is destroyed, or at the start of the Unit's next activation.</p>

Name	Category	Description
Parry Stance	Stance	<p><i>The Unit enters a guarded combat posture, prepared to deflect incoming melee strikes.</i></p> <p><b>Mech Units Only</b></p> <p>While in Parry Stance, the Unit may parry one successful melee attack against it, negating all damage from that attack. The Unit must have at least one Arm Unit Section to perform a parry.</p> <p>The stance ends after the parry is made or at the start of the Unit's next activation.</p>
Deploy	Order	<p><i>The drone launches from its bay, entering the battlefield to extend the Unit's reach.</i></p> <p>Place 1 attached AI or Non-AI Drone on a hex within 2 hex radius of the Main Unit facing any direction.</p>
Guidance	Order	<p><i>The Unit feeds targeting data to its drone, directing it to assist with precision strikes.</i></p> <p>Activate a linked AI Drone. Once the AI Drone becomes Inactive, the Main Unit continues its activation.</p>
Recall	Order	<p><i>The drone disengages and returns to the Unit, awaiting further commands.</i></p> <p>Remove 1 AI or Non-AI Drone from a hex within 2 hex radius of the Main Unit and attach it to the Main Unit.</p>
Reposition	Order	<p><i>The drone shifts its position across the battlefield to gain a tactical advantage.</i></p> <p>Move 1 hex in any direction but it must remain within 2 hexes of the Main Unit.</p>

## Transforming

Some Units are capable of shifting from a Base Form to an Alternate Form. Transforming represents a Unit changing its physical structure and mode of operation to gain new abilities and restrictions.

When a Unit transforms, its stats, movement, and abilities switch to the Alternate Form, while any existing damage or status effects are retained. A Unit may only transform once per activation.

Transforming Units use a Datasheet marked with a "T" in the bottom right corner. On the datasheet, a Unit's Base Form stats are marked with a single arrow, while its Alternate Form stats are marked with a diverging arrow.

A transforming Unit's Base Form is always a Mech-type, and its Alternate Form is always a Vehicle-type. The [Transform] Command Action allows the Unit to switch between these forms.

While in its Alternate Form, the Unit gains all bonuses and restrictions associated with that Movement Mechanism.

## Falling & Fall Damage

A Unit falls when it is thrown, pushed, or otherwise forced from its position into a hex below its current elevation.

Fall Damage formula:

$$2 \times (\text{Unit Class} \times \text{Elevation Height})$$

When a Unit falls:

- Distance – Measure the number of Elevation Levels the Unit descends before reaching a valid impact area.
- Impact – Upon impact, the Unit takes Fall Damage to its Torso or Cockpit Unit Section.

Special Rule:

- Landing in a Blue Hex reduces fall damage by half (rounded up).

*Example: Unit A is a Class 4 mech flying above the battlefield at the +3 elevation. It takes enough damage from Unit B to lose the [AIR] movement mechanism. Unit A immediately falls to Ground Level and suffers [2x(4x3)] 24 Torso damage.*

## Drone Operations

Drone Operations outlines how drones with Artificial Intelligence, and without, function on the battlefield. This section explains what they are, their control requirements, activation timing, and interaction with their assigned Main Units.

### A.I. Drones

AI Drones are autonomous Units controlled by artificial intelligence. Each AI Drone is considered its own Unit and therefore has its own Datasheet. The pilot assigned to an AI Drone must be an AI, selected during Rank/AI selection.

AI Drones cannot be deployed independently and must be deployed with its Main Unit, a Mech or Vehicle Unit with a Human Pilot to which the Drone is linked.

To control an AI Drone, a few requirements need to be met by both the Main Unit and the AI Unit.

Main Unit:

- Must have the Drone Management Mod.

AI Drone Unit:

- Must have the Drone Agent Mod.
- Its deployment cost must not exceed the deployment cost of the Main Unit its linked to.

During gameplay, an AI Drone may be activated during its Main Unit's activation via the [Guidance] Command Action. Once activated, the AI Drone functions as a normal Unit, following standard activation and combat rules.

If the AI Drone is not activated during its Main Unit's activation, it may instead activate normally on its own turn.

### Non A.I. Drones

Non-AI Drones are small, remotely controlled auxiliary weapons that operate under the direct control of a Main Unit. These drones serve as extensions of the Main Unit's offensive or defensive capabilities rather than functioning as independent Units.

Non-AI Drones are listed on the Main Unit's Datasheet under the Weapons and Equipment Inventory module like any other weapon or equipment. However, they gain the [DR] tag in addition to the tag representing their Movement Mechanism: [TRS], [AIR], or [AQN]. The [DR] tag identifies the weapon or equipment as a Non-AI Drone and allows it to act as such.

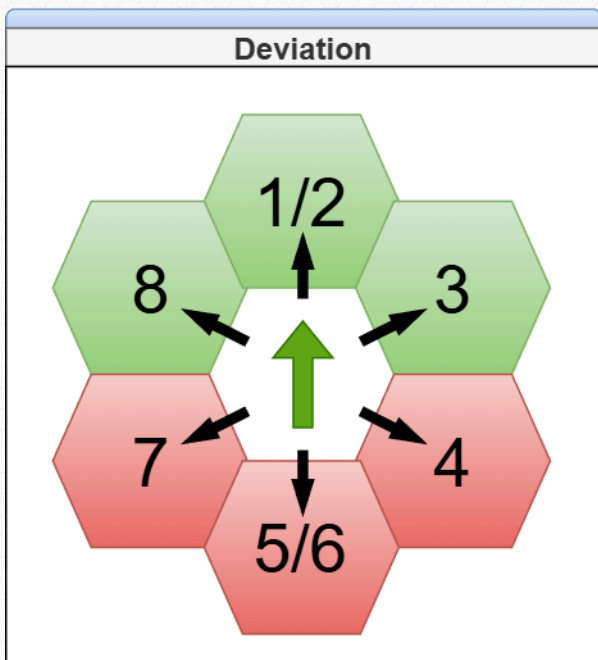
To field Non-AI Drones, the Main Unit must have the Drone Management Mod equipped, and each Drone must be physically attached to the Main Unit at deployment. A Unit may have no more than 3 Non-AI Drones deployed on the battlefield at one time, regardless of how many it has equipped unless stated otherwise.

After deployment, Non-AI Drones can be released using the [Deploy] Command Action (one Drone per CA) and placed anywhere within a 2-Hex radius of the Main Unit, facing any direction. Once deployed, drones move in tandem with the Main Unit but maintain their initial facing regardless of the Main Unit's orientation. They also follow standard Hex Occupancy rules.

Individual Drones may be repositioned after deployment using the [Reposition] Command Action. If the Main Unit is destroyed, all deployed Non-AI Drones immediately become inactive and fall to the ground.

# Deviation

A Deviation Roll is only made when specified by a weapon or ability. If that weapon or ability fails its Accuracy Roll, make a Deviation Roll.



Roll a d8 for each missed attack. The result of each roll determines the hex where that attack lands, as shown in the Deviation diagram.

The arrow shows where the targeted Unit is facing.

After determining the landing hex for all missed attacks, resolve each attack from its final location. The targeted hex and all adjacent hexes are affected.

All Units (including allied Units) in those hexes take 50% of the attack's damage, rounded up, applied to their Torso Unit Section or Cockpit. Units affected may conduct a Defensive Roll.

# Weapon Redundancy

A Weapon with multiple copies reduces its AP Cost by 1 for each additional copy after the first, to a maximum reduction of 4 AP.

A Weapon's AP Cost cannot be reduced below half of its original value (rounded up).

If this reduction would lower the AP Cost to 2 or less, set the AP Cost to 2 instead. For every two copies of that Weapon (including the first), increase its Base Damage by 1.

These effects are based on the current number of copies in use. If copies are removed or destroyed, adjust the Weapon's AP Cost and Base Damage accordingly.

*Example: Unit A has 4 missile pods mounted to its back. Each missile pod has an AP Cost of 5 and a Base Damage of 12. Applying Weapon Redundancy reduces the AP Cost to 3 (half of 5, rounded up). Since the AP reduction has reached the minimum allowed value, any additional copies no longer reduce AP Cost and instead increase Base Damage. With 2 remaining copies, the Weapon gains +1 Base Damage, increasing it to 13. If Unit A loses 2 missile pods, then the weapon redundancy is adjusted and loses the damage increase bonus.*

# Terrain

Battlefield terrain can include anything from towering buildings to small rocks and trees. Some features are mission-specific, while others are represented by colored hexes, each providing unique advantages or disadvantages. Terrain can affect movement, line of sight, and combat outcomes, so its placement is a key part of battle strategy.

## Elevations

Elevation adds a tactical layer to the battlefield, providing Units with advantages in movement and combat positioning. The game uses six elevation levels: -2, -1, 0, +1, +2, and +3. Ground Level (0) represents table height and is where most engagements occur unless otherwise specified by the Mission.

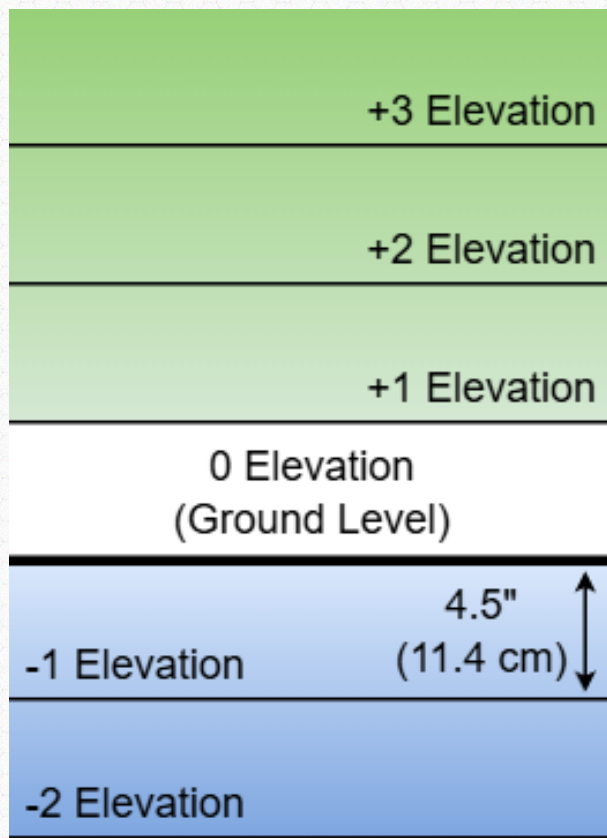
Each elevation level represents a 4.5 inch difference from the one above or below it. This can be measured by standing an Action Base 4 or 5 vertically (point-to-point).

Blue Hexes, which represent negative elevations such as lakes or oceans, can only be placed on Ground Level (0).

The +3 Elevation level is reserved for Units with the [AIR] Movement Mechanism, representing high-altitude or flight-level movement. Only Units capable of flight can occupy or move through this elevation.

A Unit's elevation is determined by its center mass, typically the waist for Mech Units and the cockpit for Vehicle Units. If the Unit's center mass is higher or lower than 4.5 inches from its current elevation, it is considered to be at the next level. The same rule applies to Structures and Terrain features.

If a Unit moves to an elevation other than Ground Level, place an elevation token beside it to mark its current elevation for reference.



## High Ground Bonus

When an attacking Unit is at a higher elevation than its target, it gains a High Ground Bonus (HGB). The bonus value is determined by the elevation difference

Elevation Difference	Bonus
0	No Bonus
1	+1 to Assault Rolls
2-3	+1 to Accuracy Rolls
4-5	+2 to Accuracy Rolls

between the attacker and the target. Units attacking targets at higher elevations do not receive this bonus. Bonuses do not stack.

# Hex Colors

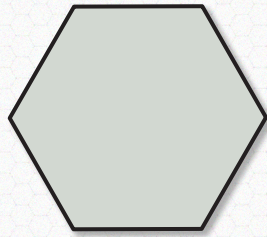
Hex Colors represent different types of terrain and environmental conditions on the battlefield. Each color corresponds to a specific terrain type that provides unique effects, advantages, or restrictions to Units occupying or moving through those hexes.

When setting up a battlefield, Hex Colors must be placed according to the Mission or Terrain rules, with different colors placed at least one hex apart unless otherwise stated.

Some Hex Colors also indicate elevation changes or environmental hazards, such as water, rubble, or impassable terrain.

## Grey Hex

Grey Hexes represent clear, open terrain. Flat ground free of obstructions or environmental hazards.

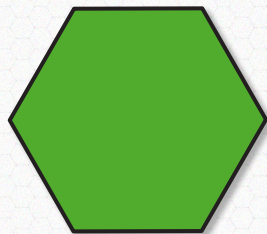


Units moving or fighting within Grey Hexes experience no bonuses or penalties. These hexes serve as the standard terrain type for most battlefields.

If a hex isn't clearly marked as having another color, assume its grey.

## Green Hex

Green hexes represent areas covered in trees and dense foliage.



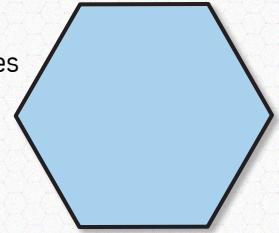
Standard Move actions cost +1 Movement Point per hex.

Apply a -1 Accuracy modifier for each Green Hex within a Unit's Line of Sight to its target, representing the trees and dense foliage. This penalty stacks cumulatively.

A Unit occupying a Green hex gains the Conceal status effect.

## Light Blue Hex

Light Blue hexes represent bodies of water that are shallow enough to reveal the bottom, yet deep enough to submerge an entire Unit beneath the surface.

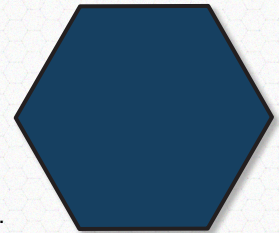


These hexes represent -1 Elevation.

When a Unit enters or moves through a Light Blue Hex without the proper Movement Mechanism to operate in or above water, it gains the Euphotic status effect.

## Dark Blue Hex

Dark Blue hexes represent the deepest regions of a body of water, areas devoid of light, subjected to crushing pressure, and near-freezing temperatures.

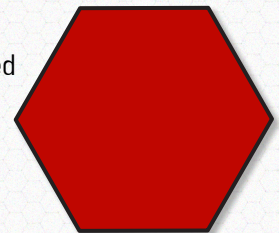


These hexes represent -2 Elevation.

When a Unit enters or moves through a Dark Blue Hex without the proper Movement Mechanism to operate in or above water, it gains the Abyssal status effect.

## Red Hex

Red hexes represent superheated terrain, such as lava fields or other high-temperature surfaces, capable of damaging even heavily armored Units and vehicles.

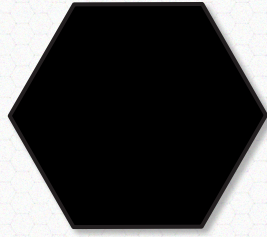


Units using the [TRS] Movement Mechanism take 10 damage to all Unit Sections with the [TRS] tag when moving over a Red Hex.

Units with the [AIR] Movement Mechanism are unaffected.

### Black Hex

Black hexes represent collapsed structures or debris. Thick black smoke and unstable footing make these areas treacherous for movement and targeting.



Standard Move actions cost +1 Movement Point per hex.

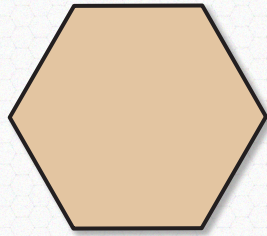
Units using [TRS] Movement Mechanisms must also roll 1d8 when entering a Black Hex; on a result of 1-2, the Unit takes 5 damage to all Unit Sections with that tag due to shifting rubble.

[AIR] Movement Mechanisms are affected by the movement penalty but ignore the damage effect.

Apply a -1 Accuracy modifier for each Black Hex within a Unit's Line of Sight to its target, representing the thick smoke and dust. This penalty stacks cumulatively.

### Tan Hex

Tan hexes represent arid, barren landscapes with minimal precipitation and loose, shifting ground.



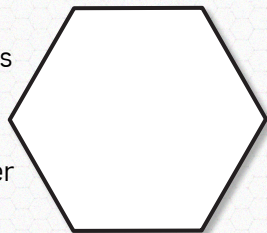
Standard Move actions cost +1 Movement Point per hex.

Units using the [AIR] Movement Mechanism ignore this penalty.

For every 2 Tan Hexes moved across in a single activation, a Unit gains 1 Sand Buildup Token.

### White Hex

White hexes represent environments blanketed in snow and ice and are subjected to harsh, cold winds. Mechanical strain is increased under these conditions.



Standard Move actions cost +1 Movement Point per hex.

For every 2 White Hexes moved across in a single activation, a Unit gains 1 Ice Buildup Token.

### Buildings & Structures

Structures can serve as cover, obstacles, or tactical objectives, and may be destroyed to alter the battlefield in a player's favor.

Buildings and other Structures do not need to be placed on Black Hexes, but when destroyed, any hexes they occupy become Black Hexes to represent collapsed debris.

Some Structures are tall enough to reach higher elevations. To determine this, stand a standard hex vertically (4.5 inches); if the Structure's height exceeds this, it occupies a higher Elevation Level.

Use the chart below to determine a Structure's Durability Points, based on its size (number of hexes occupied) and height. The green values represent the most common Structure durability. Use a d20 to track remaining Durability Points during play.

When attacking a Structure, attack rolls are not required since all attacks automatically hit. Apply Base Damage as normal, and subtract any damage dealt from the Structure's total Durability Value until it is destroyed.

To target a Unit positioned behind or within a Structure, you must first destroy the Structure, then make a separate attack against the intended Unit.

<b>Elevation</b>	<b>3</b>	17	18	19	20
	<b>2</b>	13	14	15	16
	<b>1</b>	9	10	11	12
	<b>0</b>	5	6	7	8
		<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
		<b>Occupied Hexes</b>			

# Non-Hex Terrain

Also referred to as Scatter Terrain, these are pieces of terrain not connected to a specific Hex Color or Structure. They can serve as visual decoration or provide Cover during gameplay. When setting up the battlefield, players should mutually agree on which pieces grant Cover and which are purely decorative.

## Terrain Placement

Before deploying Units, players must construct the battlefield using terrain pieces. Terrain should create meaningful tactical choices without unfairly favoring either side.

Unless a Mission states otherwise, terrain is placed using the following guidelines:

- Players should use enough terrain to break up long lines of sight and provide multiple movement routes across the battlefield.
- Terrain should be distributed evenly across the play area, avoiding large empty zones or overly dense clusters in a single area.
- Elevated terrain should be limited in height and spread across the battlefield rather than concentrated in one area.

Players may place terrain using the following method:

**Agreed Placement:** Players take turns placing terrain pieces anywhere on the battlefield following the placement guidelines above. This method is recommended for casual play.

Once terrain is placed, players may not move terrain pieces unless a rule or Mission effect allows it.

Missions may override or add to these rules by specifying required terrain features, fixed objective locations, or special placement conditions.

# Missions

Missions define the framework in which battles take place. Each mission is built around three core elements: the Deployment Zones, the Primary Objectives, and the Secondary Objectives.

Missions fall into two main categories: Standard and Narrative. Standard missions are designed to emphasize balance and fairness, giving each player an equal opportunity to succeed. Narrative missions prioritize storytelling and scenario-driven play and may result in intentionally uneven or asymmetric battles.

The mission being played should always be chosen before the battlefield is set up.

## Objectives

Objectives define how a game is won. Most commonly, this involves capturing or holding specific locations on the battlefield, but an Objective may be any condition that can be clearly measured with a success or failure outcome.

Objectives defined by a Mission are referred to as Primary Objectives. These represent the main focus and intended method of victory for that mission.

Some missions may also include Secondary Objectives, which provide alternative scoring opportunities and can be used to help balance gameplay when opposing armies are not optimized for the Primary Objectives.

## Deployment Areas

Deployment Areas define where Units are placed on the battlefield and how much space is available for deployment.

Determining Deployment Area: The players can mutually agree on which Deployment Area to begin with or can roll a d8.

[ 1 or 8 ] - Reroll

[ 2 or 5 ] - Standard Deployment

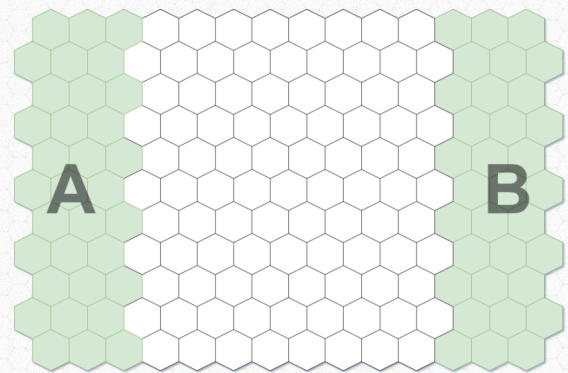
[ 3 or 6 ] - Cornered Deployment

[ 4 or 7 ] - Long Side Deployment

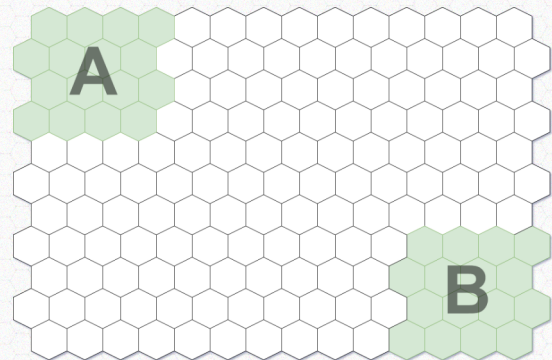
Deployment Order: Players roll a d8; the higher roll chooses who deploys first. The other player chooses table side (A or B). The first player places one Unit in their deployment area, then players alternate placing Units. When one player has no Units left to place, the other deploys all remaining Units.

There are three base types of Deployment Areas:

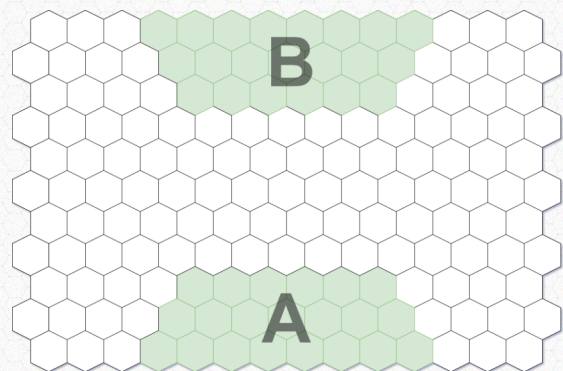
### Standard Deployment



### Cornered Deployment



### Long Side Deployment



# Core Missions

These are the primary game modes used for regular play. These missions are designed to be balanced, repeatable, and suitable for any army composition. Each Core Mission provides a defined setup, deployment method, and set of objectives that both players follow.

Unlike Narrative Missions, which are story-driven scenarios with highly specific setups, Core Missions use shared rules and formats to ensure fair and consistent gameplay. Only Core Missions are included in this rulebook. Narrative based missions are available separately on the official website.

The following section presents the available Core Missions and their rules in the following format:

- Mission Name
- Engagement Size
- Deployment
- Primary Objective
- Objective Scoring
- Game Length
- Victory Condition

## High-Value Target

Deployment:

- Any

Primary Objective:

- Each player chooses one Unit from their squad to be their designated High Value Target.

Objective Scoring:

- For each enemy Unit destroyed, the player who destroyed it gains 1 Victory Point (VP).
- If the destroyed Unit was the enemy HVT, that player gains 3 Victory Points instead.

Game Length:

- The battle lasts 6 rounds or until one player has no Units remaining.

Victory Condition:

- The player with the most Victory Points at the end of the 6th round is the winner.

## Command & Control

Deployment:

- Standard (Recommended)

Primary Objective:

- The player with initiative rolls 1d4 + 2 to determine the total number of Objective Markers to be placed on the battlefield. Players alternate placing these Markers down starting with the player who moves first.
- Each player may place only one Objective Marker within their own Deployment Area. All Markers must be placed at least 4 hexes away from any other Marker and must also be 1 hex away from the tables edge.
- Markers may not be placed free-floating on higher elevations.

Objective Scoring:

- If a Unit ends its turn on an Objective Marker, that marker is considered captured by that Units player.
- At the end of each round, a player gains 1 Victory Point for each Marker they control. Objective Markers located within the opponents Deployment Area are worth 2 Victory Points instead.
- A captured Objective Marker remains under a players control even if the Unit moves away, until an opposing Unit ends its turn on that Marker and captures it.

Game Length:

- The battle lasts 6 rounds.

Victory Condition:

- The player with the most Victory Points at the end of the 6th round is the winner.
- If tied, the player who lost the fewest Units wins.
- If still tied, the game is a draw.

## Asset Retrieval

Deployment:

- Long Side (Recommended)

Primary Objective:

- The player with Initiative places one Objective Marker on the battlefield. The Marker must be placed at least 4 hexes away from any Deployment Area.

Objective Scoring:

- If a Unit is on the same hex as the Objective Marker and has a free hand or manipulator, it may use the [Retrieve] Command Action to pick up the Marker.
- The hand or manipulator holding the Marker cannot be used for any purpose while carrying it, including for the [Grapple] Command Action or for two-handed weapons.
- A Unit carrying the Marker may use the [Release] Command Action to place the Marker on its current hex.
- At the end of each round:
- A player gains 2 VP if one of their Units is carrying the Marker.
- A player gains 1 VP if one of their Units is on the same hex as the Marker but not carrying it.

Game Length:

- The battle lasts 6 rounds.

Victory Condition:

- The player with the most Victory Points at the end of the 6th round is the winner.
- If tied, the player who lost the fewest Units wins.
- If still tied, the game is a draw.

## Control Points

Deployment:

- Cornered (Recommended)

Primary Objective:

- The player with initiative rolls 1d4 + 2 to determine the total number of Objective Markers to be placed on the battlefield. Players alternate placing these Markers down starting with the player who moves first.
- Each player may place only one Objective Marker within their own Deployment Area. All Markers must be placed at least 4 hexes away from any other Marker and must also be 1 hex away from the tables edge.
- Markers may not be placed free-floating on higher elevations.

Objective Scoring:

- For If a Unit occupies the same hex as an Objective Token at the end of the round, that player gains 2 VP.
- However, if an opposing Unit is within 1 hex of that Objective Token, no VP is awarded for that token this round.

Game Length:

- The battle lasts 6 rounds or until one player has no Units remaining.

Victory Condition:

- The player with the most Victory Points at the end of the 6th round is the winner.
- If tied, the player who lost the fewest Units wins.
- If still tied, the game is a draw.

# Datasheet Guide

The Unit Datasheet section provides a detailed breakdown of every module found on a datasheet and explains how each part functions during gameplay.

While the Gameplay Components section introduces the datasheet at a high level, this section serves as the complete guide to understanding, interpreting, and using the information it contains. Each module is examined in depth, covering its purpose, its function during gameplay, and how a player can construct their own datasheets.

For players creating custom Units, a Datasheet Companion PDF is available on the 30MM: Wargame website. This companion tool automates many of the calculations and formatting steps described in this section and is the preferred method for building Units, though manual construction using these rules is fully supported.

Throughout this section, the Parts & Data Document (PDD) is referenced. This document can also be found on the 30MM: Wargame website.

## Unit Sections Module

Purpose:

Every Unit is constructed from individual parts. When these individual parts are assembled into functional body components such as arms, legs, torsos, or cockpits, these are referred to as Unit Sections.

This module records only the essential Sections that make up the Unit's base frame. Optional attachments such as extra thrusters, jetpacks, external boosters, fins, or decorative wings are not listed here; those components are treated as Equipment and are recorded in the Weapons & Equipment Inventory instead.

Function:

Every Unit Section has three categories:

- Name: The name of the Unit Section (head, left arm, right leg, torso, etc).

- Max Durability: The total durability the section has when undamaged.
- Current Durability: A writable field used to track remaining durability as damage is taken.

When naming a Unit Section, any section responsible for providing movement must include the appropriate Movement Mechanism tag. For example, a left leg assembly that enables terrestrial movement would be labeled "Left Leg [TRS]"

When a Unit Section's Current Durability reaches 0, that section is destroyed and the Unit suffers any associated penalties (loss of movement, weapons, sensors, etc.).

The Total Durability at the bottom of the module is the sum of all Max Durability Points and represents the Unit's base Deployment Cost before adding weapons, a pilot, or Systems/Mods/Traits.

This gameplay model makes Unit damage highly readable and forces players to adapt as their Unit loses functionality piece by piece.

UNIT SECTIONS		
Name	Current Dur.	Max Dur.
Head		9
Torso		32
Left Arm		16
Right Arm		16
Left Leg [TRS]		20
Right Leg [TRS]		20
		<b>Total Durability</b> 113

Construction:

To build your own Unit Section:

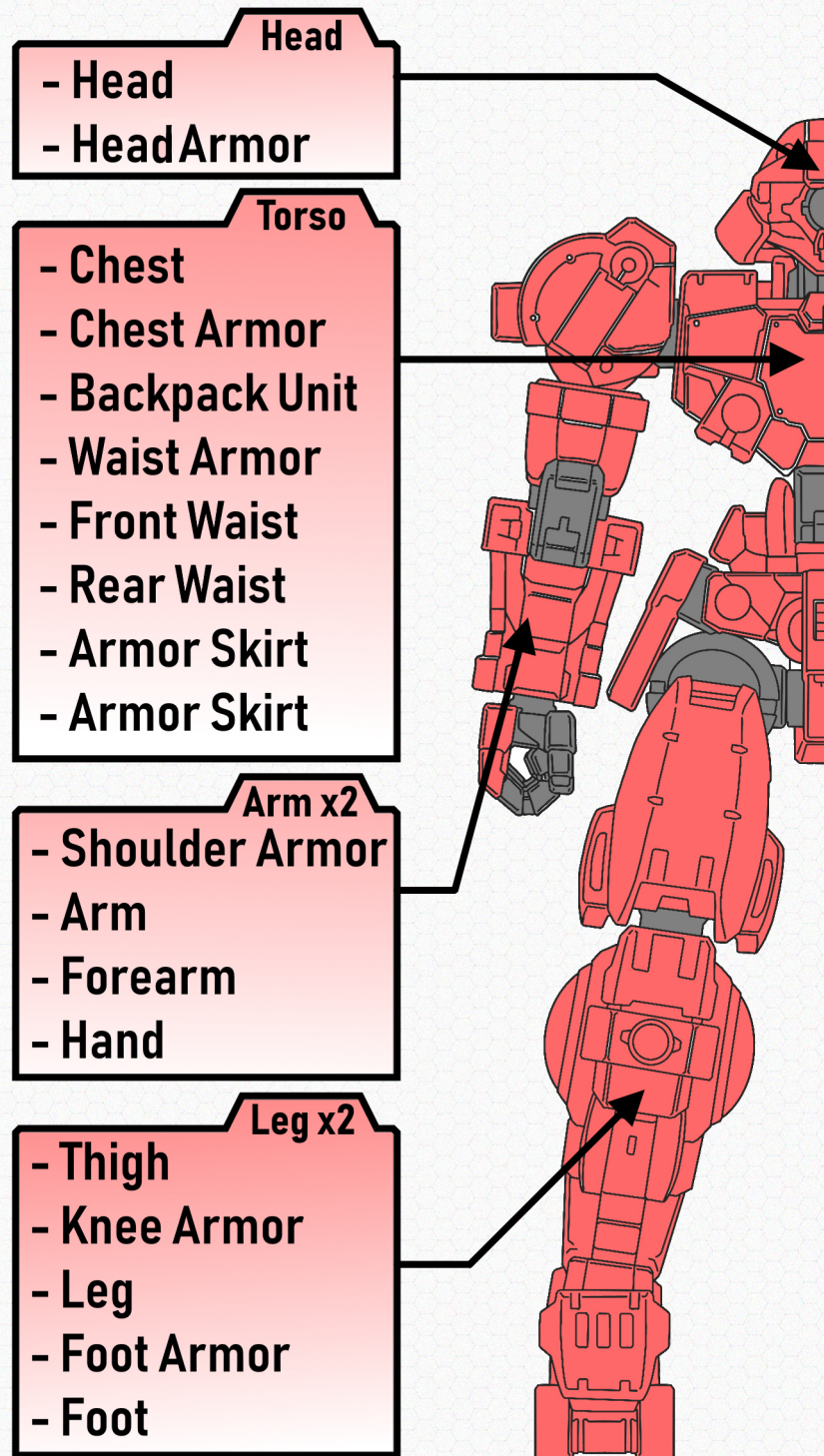
1. Identify all Sections the Unit has.
  - a. Mech Units typically include: head, torso, left arm, right arm, left leg, right leg.
  - b. Vehicle Units include a cockpit and at least one drive section (wheels, treads, wings, etc).
2. Determine the Max Durability of each Section.

Use the 'Parts & Data' document on the website to find the stats of each part that makes up a Unit or its weapon.

- a. Start with the Parts Search tab to locate stats by part name, kit, or another identifier.
  - b. Then move to the Core Section Calculator tab.
  - c. Enter the Name and Notation of every part used in a given Unit Section. The calculator totals Max Durability for you. While experienced players may total the values manually, using the calculator ensures accuracy and teaches players the correct process.
3. Record the values on the Units Datasheet.
  - a. Write each Sections Max Durability.
  - b. Leave the Current Durability field blank. These will be filled during gameplay.
  - c. Sum all Max Durability Points to generate the Units Total Durability, which directly determines its base Deployment Cost.

# PORTANOVA

## Stock Unit



# Specifications Module

## Purpose:

The Specifications Module provides players with a quick reference to the Unit's basic performance profile. It defines how the Unit behaves on the battlefield, making it essential for planning movement, combat decisions, and overall strategy.

## Function:

The Specifications module contains the following categories:

- **Classification:** Indicates the Units overall size. Classification affects rules involving grapples, throws, collisions, and some SMTs.
- **Base AP:** Represents the number of Action Points the Unit generates at the start of each activation before any modifiers.
- **Standard Movement:** Defines how many hexes the Unit can move during normal (non-thruster) movement.
- **Thruster Movement:** Represents the maximum number of hexes the Unit can travel in a straight line when performing a Thruster Movement or Thruster Jump. Thruster Movement enables rapid repositioning maneuvers at the cost of the combat phases. This value is only available if the Unit has thrusters attached.
- **Total Thruster Durability:** Shows how much damage the Units thrusters can sustain before becoming inoperable. If the Total Thruster Durability is reduced to 0, the Unit loses access to Thruster Movement and any movement mechanisms requiring thrusters (AIR or AQN).

## Construction:

To construct the Specifications Module, begin by completing the Unit Sections Module.

If the player is using the Datasheet Companion PDF, this module will be automatically filled out when the Unit Section Module is completed.

If the player is recording their datasheet manually, reference the chart on the right and fill out

the appropriate information based on the Total Durability from the Unit Section Module.

Thruster Movement and Total Thruster Durability remain blank until thruster parts are added to the Unit.

If the Unit is equipped with thrusters, identify each thruster type in the Parts List tab in the PDD and record them in the Weapon & Equipment Inventory Module. Add their durability values together and record the total in the Total Thruster Durability field. Once durability is established, calculate the Unit's Thruster Movement value.

<b>SPECIFICATIONS</b>	
<b>Classification  </b>	<b>Class 2</b>
<b>Base AP  </b>	<b>2 + 1d8</b>
<b>Standard Movement  </b>	<b>4</b>
<b>Thruster Movement  </b>	<b>-</b>
<b>Total Thruster Durability  </b>	<b>-</b>

Total Defense	Classification	Standard Movement	Base Action Points
0 - 75	Class 1	5	2 (+ 1d8)
76 - 150	Class 2	4	2 (+ 1d8)
151 - 225	Class 3	3	3 (+ 1d8)
226 - 300	Class 4	2	4 (+ 1d8)
300 +	Class 5	1	4 (+ 1d8)

A Unit with thrusters gain a Thruster Movement equal to twice its Standard Movement unless otherwise modified by specific parts or SMTs.

# Modified Stats Module

Purpose:

The Modified Stats Module records the three core combat values a Unit uses during gameplay: Accuracy, Assault, and Evasion. These values determine how well the Unit performs offensive and defensive rolls.

Function:

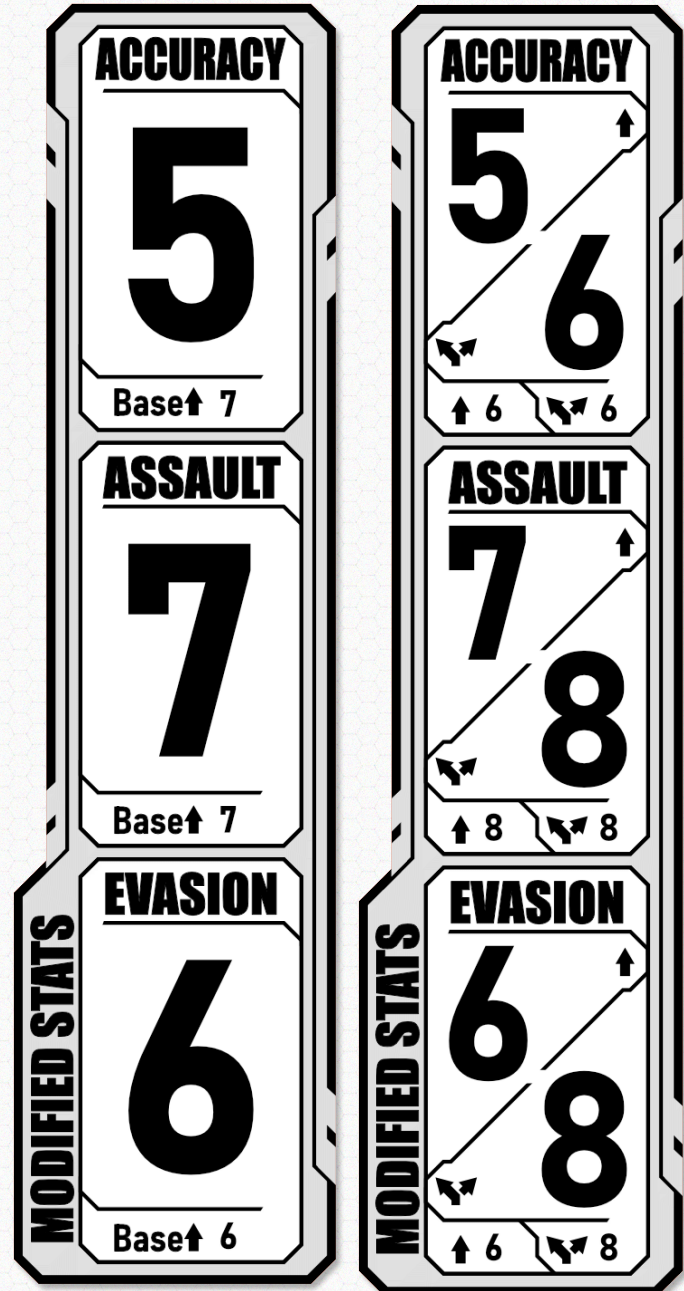
Each stat is made up of two components:

- **Base Value:** Represented by the smaller number beneath the stat name. This value is determined by the Unit's Core Type and reflects the Unit's natural proficiency before equipment, systems, modifications, or pilot traits are applied.
- **Modified Value:** Represented by the larger number beneath the stat name. This is the final value after all bonuses, penalties, SMT effects, and equipment modifiers are applied. The Modified Value is always used during gameplay for attack and defense rolls.

All Modified Stats begin at their Base Stat value. After modifiers are applied, a stat cannot fall below 3 or exceed 8.

Units capable of transforming use a special datasheet that's marked two distinct stat sets, one for each form. These stat sets represent how the Unit's performance changes based on its physical configuration.

- **Primary Form (Single Arrow):** The single upward arrow indicates the Unit's Base Form, which is always a Mech-type Unit. These values are used whenever the Unit is in its Mech form.
- **Alternate Form (Split Arrow):** The split arrow indicates the Unit's Alternate Form, which is always a Vehicle-type Unit. These values replace the Primary Form stats whenever the Unit transforms.



Construction:

When building a Units datasheet, its Base Values are determined by its Core Type, which is explained on the following page.

Leave all Modified Values blank until the Unit's equipment, Systems, Mods, and Traits have been fully selected. Once all sources of modifiers are known, apply them together to calculate the final Modified Values, ensuring they remain within the allowed limits.

For Units capable of transforming, modifiers apply only to a single form and do not affect both forms. Choose assignments carefully based on the Unit's intended role.

## Core Type Module

Purpose:

The Core Type defines a Unit's baseline performance. It establishes the Unit's base statistics and provides inherent bonuses that reflect the intended function of the core frame, such as mobility, action efficiency, or battlefield specialization.

Function:

During gameplay, the Core Type determines the Unit's Base Stats, which serve as the foundation for all Modified Stats. These values represent the Unit's natural capabilities before any Systems, Mods, Traits, or equipment are applied.

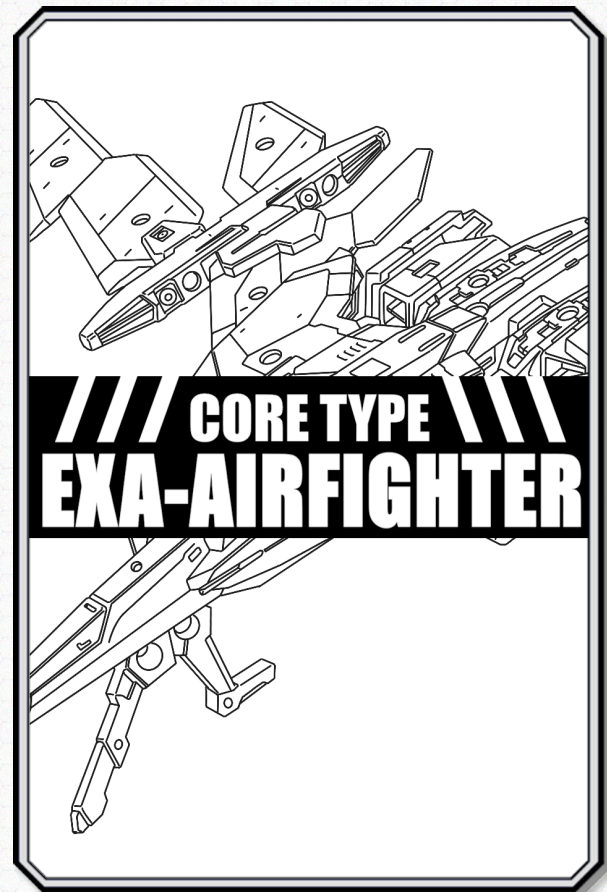
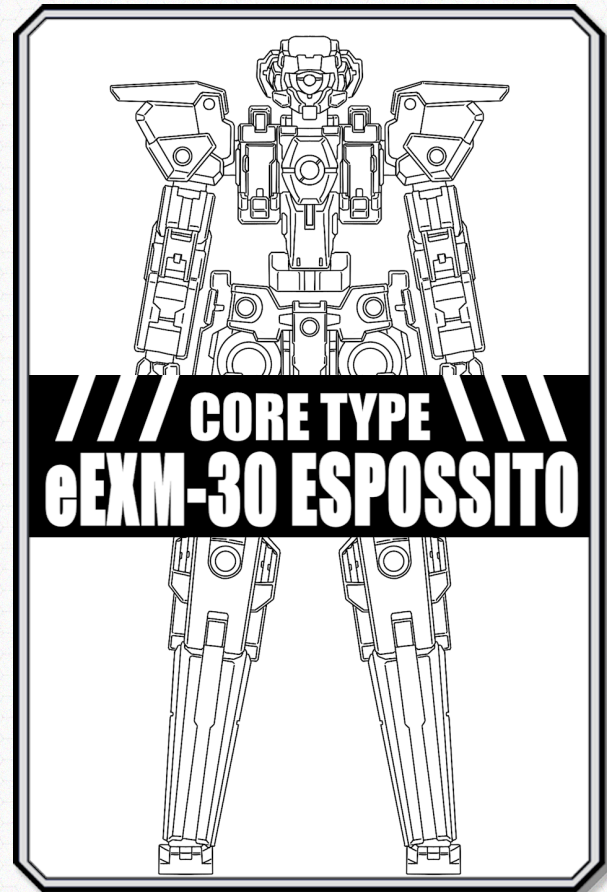
In addition to base statistics, each Core Type may grant intrinsic bonuses, such as increased Action Points, improved movement values, or other role-defining benefits. These bonuses are always active and apply regardless of the Unit's current equipment loadout.

On the datasheet, the Core Type is represented by an image of the Standard Unit whose chest part defines the core, allowing for quick visual identification of the Unit's underlying frame.

Construction:

When constructing a Units datasheet, the Core Type is determined by the chest piece used on the model. Only one Core Type may be chosen per Unit, and it remains fixed regardless of later modifications, equipment changes, or transformations.

If the player is using the Datasheet Companion PDF, simply select the corresponding Unit from the dropdown menu that matches the chest part being used. All data will autofill in the appropriate areas. The dropdown menu is located in the Pilot Information Module, under the rank. This wont show up when the datasheet is printed.



If the player is recording the datasheet manually, reference the Core Types tab in the PDD for the corresponding Unit and write down the base stats and any bonuses it may have. An image wont be recorded on the datasheet so it can be left blank.

## Unit Information Module

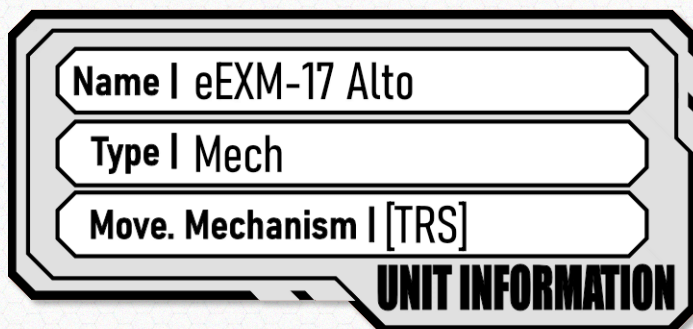
Purpose:

The Unit Information Module identifies what the Unit is at a glance. It defines the Unit's identity, battlefield role, and how it fundamentally moves through the environment. This module ensures all players can quickly understand how the Unit interacts with core rules such as movement, terrain, and targeting.

Function:

During gameplay, the information in this module is used to determine which rules apply to the Unit.

- Name is used for identification during play, rules interactions, and scenario objectives.
- Type determines which Unit Type rules apply (Mech, Vehicle, or Both), including core traits, section layouts, and special restrictions.
- Movement Mechanism determines how the Unit traverses the battlefield, how it interacts with terrain, elevation, and environmental effects, and



which movement-related rules it follows.

Together, these entries define the Unit's core classification within the ruleset and act as a reference point when resolving movement, terrain effects, and unit-specific interactions.

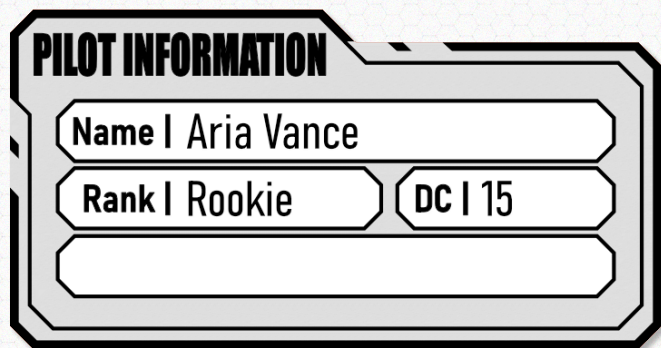
Construction:

When creating a datasheet, the player assigns each field in this module as follows:

- Name: Choose a unique or thematic name for the Unit. This has no mechanical impact but is required for identification.
- Type: Select the Unit's type based on its construction and intended role (Mech, Vehicle, or Drone), following the Unit Types rules outlined earlier in the rulebook.
- Movement Mechanism: Assign the appropriate movement mechanism(s) the Unit qualifies for based on its physical components, such as legs, wheels, thrusters, wings, or aquatic systems. A Unit can have multiple movement mechanisms at once and must list all that are available.

## Pilot Information Module

Purpose:



The Pilot Information Module represents the individual controlling the Unit and defines their level of experience, tactical capability, and overall impact on the Units performance. The pilot acts as a force multiplier, unlocking additional abilities beyond the Units physical construction.

Function:

During gameplay, the information in this module determines what pilot specific benefits are available to the Unit.

- Name identifies the pilot assigned to the Unit and has no mechanical effect.
- Rank determines how many Mods and Traits the Unit may equip, as well as Stat Reduction

Modifiers (SRMs) the player can use to modify the Units Stats.

- DC (Deployment Cost) represents the point cost of assigning the pilot to the Unit and is added directly to the Units total Deployment Cost.

Stat Reduction Modifiers (SRMs) allow a player to fine-tune a Unit's base stats to better suit its intended battlefield role or playstyle. The number of SRMs available is determined by the pilot's rank and represents deliberate tradeoffs made during Unit construction.

Artificial Intelligence (AI) pilots function similarly to human pilots but have a reduced Deployment Cost and do not gain access to Traits. AI pilots are required when fielding AI Drone Units and use the AI rank values instead of human pilot ranks.

All Units must have a pilot to be fielded.

Construction:

- When creating a datasheet, the player fills out this module as follows:
- Name: Choose a pilot name or designation.
- Rank: Select a pilot rank according to the Pilot Rank chart.
- DC: Record the Deployment Cost associated with the selected rank.

When applying Stat Reduction Modifiers (SRMs) to a Unit's base stats, remember that lower values represent better performance.

If the player is using the Datasheet Companion PDF, the ranks row will have a dropdown menu where the desired rank can be chosen. After selection, the proper information will be auto filled, however SRMs need to be added manually.

Rank	AI	S.R.M.	Mods	Traits	DC
Rookie		0	0	1	15
Veteran		2	2	1	75
Ace		4	3	2	200
Simple		0	0	N/A	0
Intermediate		1	1	N/A	25
Advanced		2	2	N/A	50

If the player is recording the datasheet manually, use the chart below to fill in the proper information.

Any unspent SRMs are discarded.

## SMT List Module

Purpose:

Systems, Mods, and Traits (SMTs) represent the unique abilities that define how a Unit performs beyond its base stats and physical construction. These abilities can be active or passive and allow players to customize a Unit's battlefield role, tactical options, and pilot expression.

The number and type of SMTs a Unit may equip are determined by its Pilot Rank. Higher ranked pilots provide greater access to slots.

Function:

SMTs modify how a Unit behaves during gameplay by granting special rules, bonuses, penalties, or new actions.

Systems are abilities tied to weapons, armor, or equipment. They only function when slotted and remain active as long as their conditions are met. Systems may affect attack resolution, movement, survivability, or resource use.

Mods represent internal or structural enhancements that improve performance without being visible on the model. Mods are always active and typically provide passive bonuses or rule adjustments.

Traits reflect the pilot's personality, instincts, and combat style. Traits often influence decision-making, reaction timing, or specialized interactions during play.

Unless otherwise stated, SMT effects are always active once equipped and follow all normal stacking, timing, and restriction rules outlined in their descriptions.





# Weapons & Equipment

Weapons and Equipment represent the gear a Unit brings into battle. From powerful armaments to specialized tools, these items define how a Unit performs on the battlefield and the roles it can fulfill during a mission.

Each item is constructed from individual parts that determine its overall stats and capabilities. These parts also contain various Tags.

Tags define special properties and rules that influence how an item functions in-game.

## Core Concepts

This section explains the basic ideas behind how Items (Weapons and Equipment) function in-game. These rules provide the foundation needed to understand how items are created and used.

## Item Types

Items are divided into two types: Weapons and Equipment. Units have access to both, serving different roles during gameplay.

### Weapons

Weapons are divided into two categories: Ranged Weapons and Melee Weapons.

Ranged Weapons can target Units beyond 1 hex, while Melee Weapons can only target Units within 1 hex. Unless otherwise stated, any Weapon with a range of 1 is considered a Melee Weapon.

Weapons are also classified as either Kinetic or Energy. These types represent different weapon technologies and may affect how a weapon performs. Specific rules and differences between these types are explained later.

### Equipment

Equipment provides utility, abilities, and enhancements to a Unit. Unlike Weapons, it is not primarily used to make attacks but instead offers passive effects or special actions such as radar systems, drones, and defensive modules.

### Item States

Items can exist in different states depending on their condition and availability. These states determine whether an item can be used.

#### Equipped

The item is active and available for use.

- Weapons can be used to make attacks.
- Equipment can apply its effects or be activated.

*Example: A Unit has two arms, each equipped with a hand-held weapon, and a mounted rocket launcher ready to attack.*

#### Stored

The item is not currently in use.

- Stored items cannot be used.
- Rules or abilities may allow a Unit to equip stored items.

*Example: A Unit has two hand-held sidearm weapons stored on its back. These weapons cannot be used because the Unit already has two weapons equipped and must swap them using a Command Action.*

#### Dropped

The item has been placed on the battlefield and is not currently held by a Unit.

- Dropped items cannot be used.
- Dropped items remain in their current hex until picked up.
- A friendly Unit may pick up a dropped item using a Command Action.

*Example: A Unit drops its hand-held weapon in its current hex. The weapon remains on the battlefield and cannot be used until a friendly Unit picks it up using a Command Action.*

## Destroyed

The item has been removed from play.

- Destroyed items cannot be used for the remainder of the game.
- Some rules may trigger when an item is destroyed.

*Example: A Unit has two hand-held weapons and a mounted weapon, all of which are destroyed. When the mounted weapon is destroyed, the player must roll to determine if it explodes and damages the Unit.*

## Tags

Before creating Weapons or Equipment, the player must understand Tags. Tags are short identifiers that describe what a weapon or piece of equipment does and how it functions in the game.

Tags are applied to items based on the parts used during construction. Some Tags are required and cannot be freely chosen.

Tags appear inside brackets and are usually made of two or three letters, numbers, or a combination of both. For example, the tag [WN] represents a Hand-Held Weapon. When a Unit's datasheet lists an item with the tag [WN], it indicates that the item is a Hand-Held Weapon.

Multiple Tags can be combined to customize a weapon or piece of equipment. By combining different Tags, players can create a wide variety of gear when building their Unit datasheets.

Tags follow the standardized order. When created, they only include those that apply, but maintain the sequence shown below.

## Tag Structure

Tags follow this sequence in order:

1. Category
2. Mechanism
3. Prerequisites
4. Available Systems

### Category

Defines what type of item the tag represents. Category tags determine the general function of a Weapon or Equipment, such as Weapon, Equipment, or subcategories like Hand-Held or Mounted.

### Mechanism

Defines how a Weapon functions when used. A Weapon may have a maximum of one Mechanism tag. If no Mechanism is selected, the Weapon defaults to a Single Fire attack.

### Prerequisites

Defines any requirements needed to use the item. These tags may restrict usage based on Unit type, conditions, or other factors. If a part used to construct an item has a Prerequisite, that Prerequisite must be included in the item's final Tags.

### Available Systems

Defines additional systems or effects that modify or enhance the item. These tags provide optional or specialized functionality. Some systems may not be attached to any specific item part. If the player finds a system like this and wanted to use it, simply add it to the Units SMT List and assign its tag to the item.

# Tag Reference

This section contains a complete list of all Tags used in the game, along with their definitions and effects.

Category		
Tag	Name	Description
[WN]	Handheld Weapon	Hand-held weapons can be picked up, dropped, or thrown as part of gameplay.
[MW]	Mounted Weapon	Mounted weapons function similarly to hand-held weapons but are attached directly to a Unit. Mounted weapons cannot be picked up, dropped, or moved during a battle. When a mounted weapon is destroyed, roll a d6. On a 6+, the weapon explodes, dealing 100% of its base damage to the location it was attached to.
[SD]	Shield	Shields are used to block incoming damage from enemy attacks. They are typically large and cumbersome but can be used to block enemy fire or restrict movement for strategic advantage. When a Unit equipped with a shield would take damage to a specific section, the shield may instead take that damage.
[TH]	Thruster	Thrusters grant a Unit access to the Aerial Movement Mechanism. If the combined durability of all Thrusters on a Unit meets the required threshold (see Minimum Thruster Durability Chart on pg. [5-5]), the Unit may fly. When assigning Thrusters, they may be grouped or split across different sections. Grouping Thrusters increases their total durability and saves inventory slots but makes them a more vulnerable target. Splitting Thrusters across multiple sections reduces their durability per section but makes them harder to disable, at the cost of additional inventory space.
[AT]	Attachment	Attachments provide utility-based functions that do not fall under other categories. They typically represent specialized or one-off systems that enhance a Unit's capabilities. When assigning Attachments, grouping identical parts increases their combined durability and reduces inventory usage. Individually, these parts tend to have low durability, making grouping a more efficient option.

Mechanism				
Tag	Name	Description	Cost	Requirement
[FA]	Full Auto	When attacking with this weapon, roll 2 dice per attack instead of 1.	Add total Base Damage to DC.	Item part must have an [FA] tag.
[EO]	Explosive	On a successful hit, the target Unit section takes 100% damage, and all Units within 1 hex take 50% damage to their Torso. On a failed hit, the attack requires a Deviation Roll (see pg. [7-5]). Structures within the blast radius take 100% damage, even on a failed hit.	Add 3x the total Base Damage to DC.	Item part must have an [EO] tag.

# Mechanism (cont.)

Tag	Name	Description	Cost	Requirement
[SP]	Spread	Attacks target a hex and the two hexes immediately to its left and right (closest to the attacker), simulating a cone. Damage applies to the Torso or Cockpit Unit Sections of all Units in these hexes. Only Units or Structures in Line of Sight are affected.	Add total Base Damage to DC.	Item part must have an [SP] tag.
[OC]	Overcharge	Once per turn, you may spend this weapon's AP Cost to gain an Overcharge Token instead of attacking. A weapon may hold up to 3 tokens. The next time the weapon attacks, all tokens are consumed; for each token, add the weapon's Base Damage to the attack. If a weapon with Overcharge Tokens is destroyed, it explodes, dealing 100% damage per token to its location.	Add 3x the total Base Damage to DC.	Must be an Energy weapon with 9 or more total AP.
[CW]	Chain/Cable	Increases the range of the melee weapon to 2 instead of the normal range of 1.	-	Item part must have a [CW] tag.

# Prerequisite

Tag	Name	Description	Cost	Requirement
[2H]	Two Handed	A Unit must have at least two free hands to use this weapon. If it does not, the weapon's AP Cost is increased by 5.	Add total AP Cost to DC.	Item part must have a [2H] tag.
[RC]	Recharge	After firing this weapon, place a Recharge Token on it. The weapon cannot be fired again until the token is removed after the Unit's next two activations.	-	Must be an Energy Weapon
[SU]	Single Use	Items with this tag can only be used once.	-	Item part must have an [SU] tag.

## Standard format for ability rules, triggers, and effects of all Systems, Mods, and Traits.

<b>Mode:</b>	Active   Passive   Reaction	<b>Armor:</b> Abilities that affect the Units stats. <b>Combat:</b> Abilities that affects combat. <b>Utility:</b> Abilities that support the Unit. <b>Mechanism:</b> Defines weapon behaviours.
<b>Properties:</b>	Zone   Toggle	
<b>Format:</b>	Mode · Properties · (Range/Cost/Cooldown)	
<b>Examples:</b>	Passive Zone (1Hex)   Active (1Hex 2AP 3CD)	
<b>Active:</b> Costs AP to use.   <b>Passive:</b> Always active.   <b>Reaction:</b> When a specific condition is met.   <b>Zone:</b> Affects Units that activate in range.   <b>Toggle:</b> Switches between modes.   <b>AoE:</b> Area of Effect.   <b>Self:</b> This Unit only.   <b>CD:</b> Cooldown/turn.   <b>Initial:</b> Default form/mode of the ability.		

# Available Systems

Tag	Name	Description	DC	Requirement
[ED]	Enhanced Lidar	Passive +1 Range to all ranged weapons. This unit ignores the Smoke Screen effect from Smoke Discharger when making attacks.	10	The Radar Dish/Fin item part must be attached.
[DA]	Disarm	Passive When attacking a Unit's limbs, attacks have a chance to disarm a non-mounted equipped weapon. On a Critical Hit, the target drops the weapon held in the targeted limb.	5	The Axe Head item part must be attached.
[RA]	Reserve Energy	Passive Doubles a Unit's base AP. Increases AP storage from 16 to 20. Equipping multiple Energy Tanks will not cause this effect to stack.	25	The Energy Tank item parts must be attached.
[AM]	Anti-Missile	Passive Reaction Trigger: A Missile attack against this Unit is "On Target". Make one interception roll (1d8) for each minigun item part attached. Roll of 7+ destroys one incoming Missile attack.	10	The Minigun item part must be attached.
[SM]	Smoke Screen	Active (1Hex 2AP) Creates a smoke cloud around the Unit, including the initial hex. Only affects the elevation at the point of use. Line of Sight is blocked to everything inside the cloud or through it. Lasts for 1 Turn.	5	The Smoke Screen item part must be attached.
[VG]	Vice Grip	Passive When performing a Grapple, gain +1 to the Assault Roll. Draws are considered successful Grapples. This effect can be stacked up to twice.	5	The Large Claw or Pincer Claw item part must be attached.
[IF]	Indirect Fire	Passive This weapon can be used for both Direct and Indirect Fire. When using Indirect Fire, the Unit does not require Line of Sight and may attack over terrain and structures. For every missed Accuracy Roll, make a Deviation Roll. Weapon range still applies and must account for terrain and structure height.	25	The weapon being used must have a Kinetic typing.
[RF]	Rapid Feed	Passive Reduce a weapons total AP Cost by 2.	3	Attach a Magazine item part to a non-melee weapon.
[SR]	Suppressor	Passive For every "On Target" attack, apply -1 to the target's Evasion Roll.	5	Attach a Suppressor item part to a non-melee weapon.

# Item Construction

This section explains how to manually construct Weapons and Equipment from individual parts. By combining parts and their Tags, players create items with unique functions and roles.

In this section, “Notation” refers to the tag assigned to a part, and each notation is specific to its kit of origin. All parts can be found in the Parts and Data Document (PDD) in the Parts Search tab.

## Weapons Vs. Equipment

When creating items, there are some key differences between Weapons and Equipment.

Weapons are limited to the following Categories:

- Hand-Held
- Mounted

Equipment is limited to the following Categories:

- Shield
- Thruster
- Attachment

When constructing equipment, mechanisms do not apply.

## Assembly

Assemble the item using parts based on a desired function, role, or appearance. Players may follow preexisting guides or create their own designs.

## Determine Category

The items Category is chosen based on its intended purpose and construction (for example, Hand-Held Weapon or Shield).

## Assign Mechanism

If the constructed item is a Weapon, assign one available Mechanism Tag. If none are selected or available, the Weapon defaults to a Single Fire attack.

This step is skipped for Equipment, even if Mechanism Tags are available.

## Apply Prerequisites

Any Prerequisite Tags associated with the selected parts must be applied.

If a part includes a Prerequisite, it is required and must be included in the Weapon’s final Tags.

## Choose Systems

If Systems are available, the player may choose which to include. Systems are optional, and a player may include none.

Selected Systems add their Tags to the Weapon and are recorded in the Unit’s SMT List along with their Deployment Cost (DC). System DC is applied to the Unit, not the Weapon.

A player may include any number of Systems, up to the Unit’s available System slots.

## Final Stats

An item’s final stats (such as Range, Base Damage, AP Cost, Type, and Durability) are determined by combining the values of its selected parts.

Most Equipment parts do not include stats such as Range, Base Damage, AP Cost, Type, or Mechanism. This is because Equipment primarily serves as a platform for abilities rather than direct combat.

When determining a Weapon’s Type, compare the number of Kinetic and Energy parts used in its construction. The Weapon’s Type is determined by the category with the most parts. If both Types are present in equal amounts, the Type with the higher Base Damage determines the Weapon’s Type.

To determine an item’s Deployment Cost, use the following formula after calculating all other stats:

$$(\text{Base Damage} - \text{AP Cost} + \text{Range} + \text{Durability})$$

If the item includes a Mechanism and/or Prerequisite, apply their additional costs to the final value.

# Build Examples

The following examples demonstrates how various items are constructed from individual parts to its final form. All parts are from the Parts Search in the PDD.

## Sub Machinegun

### Assembly

This example uses the Altos Sub Machinegun. These are the parts that make up the weapon.

Name	Notation	Range	Base Dmg.	AP	Type	Dur.	Mechanism	Prerequisites	Systems
Weapon Lower Reciever	AL-17	-	-	-	-	4	-	-	-
SMG Barrel	AL-17	5	4	3	Kinetic	2	Full Auto	-	-
Red Dot	AL-17	-	-	-	-	-	-	-	-

### Category & Mechanism

This weapon is going to be a Hand-held Weapon so it gets the [WN] tag. The only mechanism available is Full Auto. Conversely, we can opt out of the mechanism and default it to single fire.

### Prerequisites & Systems

No Prerequisites or Available Systems apply.

### Final Stats

Combining each stat leaves us with a final weapon stat that would be input into the Units Weapon and Equipment Inventory Module.

Deployment Cost Formula:  $(4-3+6+7) = 14 + 4$  (Base Dmg. due to [FA]) = 18.

Tags	Range	Base Damage	AP Cost	Type	Durability	Deployment Cost
[WN][FA]	6	4	3	Kinetic	7	18

## Rocket Launcher

### Assembly

This example uses the Alto Ground Types Rocket Launcher. These are the parts that make up the weapon.

Name	Notation	Range	Base Dmg.	AP	Type	Dur.	Mechanism	Prerequisites	Systems
Rocket Launcher Magazine	AL-17gt	-	5	2	-	4	-	-	-
Rocket Launcher Lower Reciever	AL-17gt	-	5	2	-	4	Explosive	-	-
Rocket Extension Tube	AL-17gt	1	5	2	Kinetic	2	-	Two Handed	-
Rocket Tube with Handle	AL-17gt	1	5	2	Kinetic	2	Explosive	Two Handed	-

### Category & Mechanism

This weapon is going to be a Hand-held Weapon so it gets the [WN] tag. It has the Explosive mechanism available, so we will choose that.

## Prerequisites & Systems

As you can see from the individual parts, it has the Two Handed Prerequisite. As stated by the rules, we must take the [2H] tag in the final tag list.

## Final Stats

Combining each stat leaves us with a final weapon stat that would be input into the Units Weapon and Equipment Inventory Module.

Deployment Cost Formula:  $(20-8+5+12) = 29 + 60$  (3x Damage total due to [EO])  $+ 8$  (AP cost due to [2H])  $= 97$ .

Tags	Range	Base Damage	AP Cost	Type	Durability	Deployment Cost
[WN][EO][2H]	5	20	8	Kinetic	12	97

## Thruster Backpack

### Assembly

This example uses the stock Alto Flight Types Thruster backpack. These are the parts that make up that equipment.

Name	Notation	Range	Base Dmg.	AP	Type	Dur.	Mechanism	Prerequisites	Systems
Backpack Unit	AL-17ft	-	-	-	-	5	-	-	-
Heavy Thruster Type 3	AL-17ft	-	-	-	-	2	-	-	-
Heavy Thruster Type 3	AL-17ft	-	-	-	-	2	-	-	-
Heavy Thruster Type 2	AL-17ft	-	-	-	-	4	-	-	-
Heavy Thruster Type 2	AL-17ft	-	-	-	-	4	-	-	-
Wing Connector	AL-17ft	-	-	-	-	2	-	-	-
Wing Connector	AL-17ft	-	-	-	-	2	-	-	-
Wing	AL-17ft	-	-	-	-	4	-	-	-
Wing	AL-17ft	-	-	-	-	4	-	-	-
Leg Unit Thigh	MBU-1	-	-	-	-	5	-	-	-
Leg Unit Thigh	MBU-1	-	-	-	-	5	-	-	-
Leg Unit Thruster	MBU-1	-	-	-	-	5	-	-	-
Leg Unit Thruster	MBU-1	-	-	-	-	5	-	-	-

### Category & Mechanism

This equipment is going to be a Thruster for the Unit so its get the [TH] tag. Since it is a equipment, Mechanisms do not apply.

### Prerequisites & Systems

No Prerequisites or Available Systems apply.

## Final Stats

Combining each stat leaves us with a final equipment stat that would be input into the Units Weapon and Equipment Inventory Module.

Deployment Cost Formula:  $(/-/+49) = 49$

Tags	Range	Base Damage	AP Cost	Type	Durability	Deployment Cost
[TH]	-	-	-	-	49	-

## Pincer Claw

### Assembly

This example uses the Portanova Marine Types Pincer Claw. These are the parts that make up the weapon.

Name	Notation	Range	Base Dmg.	AP	Type	Dur.	Mechanism	Prerequisites	Systems
Pile Bunker	PN-15mt	1	20	5	Kinetic	4	-	-	-
Claw Extension	PN-15mt	-	-	-	-	2	-	-	-
Pincer Claw	PN-15mt	1	3	3	Kinetic	2	-	-	Vice Grip

### Category & Mechanism

This weapon is going to be a Hand-held Weapon so it gets the [WN] tag. No Mechanism is available so it defaults to single fire.

### Prerequisites & Systems

No Prerequisites apply. We see that a System is available and, for this example, we will choose to take it.

## Final Stats

Combining each stat leaves us with a final weapon stat that would be input into the Units Weapon and Equipment Inventory Module. Since we want this to be a melee weapon, we reduced its range to 1.

Since we took a system that effects this weapon, the Vice Grip System is input into the Units SMT List Module as well as its Deployment Cost. The systems DC is not included into the weapons DC.

Deployment Cost Formula:  $(23-8+1+8) = 24$

Tags	Range	Base Damage	AP Cost	Type	Durability	Deployment Cost
[WN][VG]	1	23	8	Kinetic	8	24





# Terminology

