COMBAT ASSAULT VEHICLE
Introduction

CAV is the new game of mecha combat from Reaper Miniatures. Set in the 23rd century, the Galaxy is recovering from a long and brutal war and the factions and governments that make up the universe of CAV strive to find a common ground to live by and co-exist. But the lure of wealth and power, along with age-old rivalries and animosities, keep any hope of a lasting peace fragile at best.

This demo set of the rules is designed to show you how to play the game of CAV. This demo is a complete stand-alone game system and no additional books are required to play. It is suggested you read through the entire demo to become more comfortable with the rule system before actual play.

CAV incorporates Reaper’s Damage Track™ system for faster and more realistic game play. As units are damaged in combat, their ability to function is downgraded until they are destroyed and removed from play.

If you should have any questions about CAV, please read the FAQ located at the end of this demo or visit the CAV website at www.CavHQ.com. If you are unable to access the web or still have questions or any comments, our contact information is listed in the FAQ as well. Please format any questions so they can be answered yes or no. This allows us to respond to you faster.

Thank you for downloading the CAV demo rule set and we hope you have as much fun playing it as we do.

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Reaper Miniatures

Materials Needed for Play

1 Ten-, eight-, and six-sided dice (d10, d8, and d6).
2 One deck of standard playing cards.
3 (Optional) Rulers or tape measures are needed for non-hex-grid tabletop games.

Measurements

All measurements in the game, such as movement distances and weapon ranges, are listed in inches. Games using a tabletop hex grid larger than one inch (1”) should cut in half the movement and range values presented, rounding any fractions up.

Reading the Dice

Several dice are used in CAV. Please refer to this section as you read the rules to understand the terms used.

**d10**: Roll one ten-sided die and use the number that appears. A zero (0) is read as a 10.

**d6**: Roll one six-sided die and use the number that appears.

Tied dice rolls are always to the defender’s favor.

Example: Two players make a Target Lock roll and tie in their die roll result. The defender wins and prevents the attacker’s Target Lock.

Six- and eight-sided dice are also used as marker dice for the damage points of models.

Game Set-up

It is now time to prepare the battleground and determine the scenario or objectives of the engagement. A tabletop or section of floor will work perfectly for your battlefield. An area of 6 x 4 feet will initially allow enough space for you to skillfully maneuver your forces and defeat your foe.

Battle Size

Two or more players can easily play CAV within a three- to five-hour time period using 32 to 60 total models on the table. It is recommended that games be limited to 2,000 to 4,000 points total on the tabletop until players become familiar with the rules and the play of the game.

Army Selection

Players will need to choose their forces and have them ready prior to play. The type of force used by a player should accentuate his style of play. It is suggested that the initial forces you create should be modest endeavors. They can grow in size as you master the tactics of play.
Terrain

Unlike your tabletop, the world is not flat and featureless. Throughout the ages the terrain on which they were fought decided countless battles. To help you in transforming your flat tabletop into a battlefield we have listed several options for determining terrain selection and placement.

Tournament Set-up

In a two-player game, each player rolls 1d6 + 3 to determine how many pieces of terrain he will be able to place on the battlefield. The player with the most pieces of terrain will start by placing one piece of terrain, alternating with the other player, until all terrain has been placed. If both players have an equal amount of terrain to place roll 1d10 to determine who places the first piece of terrain, high die roll placing first.

Option One

Divide the square footage of the table by two and use that number as the maximum number of terrain pieces that may be placed on the table. Example: 4' x 6' table = 24 square feet divided by 2 = 12 pieces of terrain to be placed.

Each side, or each player in a free-for-all game, rolls 1d10 to determine who places the first piece of terrain. The high die roll places one piece of terrain, then the next highest, alternating until all terrain has been placed. This system tends to ensure a fairly balanced battlefield.

Option Two

In a multiplayer free-for-all game, one person rolls 2d6 + 8 to determine how many pieces of terrain will be placed on the battlefield. Each player then rolls 1d10 to determine who places the first piece of terrain. The high die roll places one piece, followed by the next highest die roll, until all terrain has been placed.

Terrain Types, Dimensions, and Placement

For open tabletop play terrain pieces should have irregular bases that realistically represent the terrain types.

For hex-based tabletop play terrain pieces should have a hex pattern base that conforms to the hex grid on the tabletop.

Woods

One stand or piece of forest terrain, regardless of type, should not exceed a diameter of 8 hexes/inches. It may be placed on clear terrain, including clear hills or partially on a hill, with the rest on a flat clear area. Multiple pieces connected together can create large wooded areas.

Rough Terrain

One piece of rough terrain should not exceed a diameter of 8 hexes/inches, and may be placed on clear terrain, including clear hills or partially on a hill, with the rest on a flat clear area.

Rivers

Rivers are 4 to 6 hexes/inches wide and one piece can be up to 36 hexes/inches long. Again, connecting multiple pieces can create longer rivers. Rivers may only be placed on clear terrain areas.

Defensive Fieldworks

Fieldworks are 1/2 to 1 hex/inch wide and can be up to 18 hexes/inches in length. Fieldworks can be placed anywhere except across roads, trails, rivers, bridges, river crossings, marshes, and walls.

Walls

Walls are 1/2 to 1 hex/inch wide and 1” tall, and can be up to 12 hexes/inches in length. Walls should be fairly straight and can have one bend per piece selected. Walls can be placed anywhere except across roads, trails, rivers, bridges, river crossings, marshes, and fieldworks.

Marsh

One piece of marsh terrain should not exceed a diameter of 8 hexes/inches, and can only be placed either next to or straddling both sides of a river. Except for rivers, marshes cannot be placed over any other terrain.

Hills

Hills should not exceed a diameter of 12 hexes/inches or a height of 1” tall, and may be placed only on clear terrain or on top of a larger clear hill.
Organization of Forces

Battles are fought between opposing sides with one or more players controlling each side. The rules are designed with multiple options that can easily accommodate any number of players and sides.

A model is one basic combat model such as a single CAV or a group of infantry. All sides are organized into Sections of four models each. Due to the point structure of the game, each side is allowed to have one Section with less than four models.

Sections may be composed of any type of model the scenario allows for or the controlling player desires.

Each model of a Section should be easily identifiable as part of the same section. Paint schemes, numbered bases, and identification labels are all acceptable ways of identifying the members of a single Section.

Deployment of Forces

A regular deck of playing cards is used to determine deployment. Each side is given a specific type of card to represent it during deployment. In a game with only two sides either the red or black cards represent each side. In a four-sided game each card suit represents a side. Any combination of representation will work as long as specific cards represent each side.

A deployment deck is constructed from the regular card deck and contains one card for each Section present in each side’s force and one card for each off-board Command Structure purchased.

The deck is shuffled by one side and cut by a different side. The top card is turned over, and the side it represents chooses one of the opposing sides to deploy one of its Sections onto the tabletop battlefield. After the Section is deployed, the next card is turned over, and the Side it represents chooses one of the opposing sides to deploy one of its Sections onto the tabletop battlefield. This procedure is continued until all Sections have been deployed.

If not previously decided by the scenario, a side may deploy its Sections up to 6 hexes/inches in from the table edge. If the table is over 48 hexes/inches wide and there are only two sides in the engagement, the forces may be deployed up to 12 hexes/inches in from the table edge.

Ending the Game

Several ways can be used to determine the winner of a battle.

Bitter End

A game can be played to the bitter end with only one side having any remaining models that are capable of continuing the battle.

Inevitable Conclusion

A side or player may concede victory to the opponent at any time.

Tournament Time Limit

Prior to the start of a game, the tournament director decides on a time limit for round of battles. When a time limit is used, players should finish any turn that is being played at the expiration of time.

Most games with a total of 2,000 to 4,000 points can easily be finished in a few hours.

Tournament Victory

Should the time limit expire and no clear victor is present, use the following formula to determine a winner:

Each side receives the full point value for all of its models remaining on the battlefield tabletop. Each side also receives the full point value for all casualties it caused to each and every opposing side on the tabletop battlefield. Add these two values together to determine a side’s final score. The highest total point score wins.

Example 1: Two sides each start with 1,000-point armies. At the end of game time Side 1 has 500 points alive and has killed 750 points of Side 2, for a total of 1,250 points. Side 2 has 250 alive and has killed 500 points of Side 1, for a total of 750 points.

Example 2: Three sides in a free-for-all each start with 1,000-point armies. At the end of game time Side 1 has 500 points alive and has killed 750 points of Side 2 and 600 points of Side 3, for a total of 1,850 points. Side 2 has 250 points alive and has killed 500 points of Side 1 and 600 points of Side 3, for a total of 1,350 points. Side 3 has 400 points still alive and has killed 500 points of Side 1 and 750 points of Side 2 for a total of 1,650 points.
Data Cards

There are several types of combatants available in CAV. Each type requires a Data Card that details all of the statistics and information needed for play. Included in this book are the Data Cards for several types of combatants.

Data Card Example

The following is an example of the Data Card for a KODA Work’s CAV, the Dictator and explanations as to what each section refers to:

(1) Model Type
The model represented by this data card.

(2) Pilot/Weapons Officer Type
The skill level(s) of the model.

(3) Pilot/Weapons Officer Modifiers and Suppression
The skill level modifiers used to calculate to-hit numbers and the suppression level of the model.

(4) Damage Points
The number of points a model can take in damage before it is rendered inoperable and removed from play.

(5) & (6) Chassis
The characteristics unique to each model type based on the selected chassis style are detailed (6) in this area. These characteristics are a fixed value for each chassis type.

(7) & (8) Modular Parts
In addition to the chassis, a model has certain modular parts that are standard to that unit and can allow for some customization. These areas detail (8) those parts and lists their specific values.

(9) & (10) Weapon Systems
Each model is equipped with one or more weapon systems. Each weapon is listed and detailed (10) for quick reference during play.

(11) Total Modifiers
This area allows a player to track their combined modifiers and total the amounts for quick reference during play.

(12) Equipment Systems
The equipment a model is outfitted with is detailed in this area.

(13) Combat Value
The total points a model is worth with the listed equipment and weapons.

(14) Power and Cost Values
Each system requiring power is detailed in the left hand column while point values for weapons and other equipment is detailed in the right.
**TURN SEQUENCE**

The modern battlefield can be described as organized chaos in motion. Despite that appearance, there exists a highly evolved system of maneuver, engagement, and exploitation. The ability to outmaneuver your opponent and bring decisive forces to bear has always been the key to victory. In CAV this factor is just as important.

**Sequence of Play**

CAV is played in turns. Each turn consists of three phases:

1. **Initiative Phase**
   - The initiative deck is built and prepared for the turn.

2. **Action Phase**
   - The initiative deck determines the sequence of play for the turn, with each Section getting a chance to conduct its actions once during the turn.

3. **End Phase**
   - When all Sections of all sides have completed their actions, the turn is over and you start the next turn with the Initiative Phase.

**INITIATIVE PHASE**

Battlefield initiative is an important element in any engagement. The commander who possesses it will dictate the ebb and flow of a battle and can force his opponents into situations they might otherwise avoid.

A regular deck of playing cards is used to determine the order of play during the turn. As with deployment, each side is given a specific type of card to represent it during the turn (usually the same type). In a game with only two sides, either the red or black cards represent each side. In a four-sided game, each card suit represents a side. Any combination of representation will work as long as specific cards represent each side.

An initiative deck is constructed from the regular card deck. It contains one card for each Section present in each side’s force and one card for each off-board Command Structure purchased.

Off-board Command Structure is purchased in the point section of the rules. This represents additional command and control assets such as advance intelligence, satellite communications, and surveillance services.

The deck is shuffled by one side and cut by a different side. The top card is turned over and the side that the card represents chooses one Section of its force to conduct actions (detailed below) for all models contained in the Section. After the active side has completed its actions for one of its Sections, the next card on the initiative deck is turned over, and the side that the card represents now chooses one Section of its force to conduct actions for all models contained in the Section. This procedure is continued until all Sections on the tabletop battlefield have conducted actions.

**ACTION PHASE**

In general, during the second phase of a turn, each side will perform actions with all of its models, by Section, in the order determined by the initiative deck constructed in the Initiative Phase. Each side is allowed to conduct only one action for each model in its force during one complete turn.

Listed below are the actions you may conduct with a model:

- **Pass** (the model performs no action)
- **Move**
- **Move and then Conduct an Activity**
- **Move, Conduct an Activity, and then Move again**
- **Conduct an Activity and then Move**
- **Conduct an Activity**
- **Infantry Mount or Dismount Vehicle**

Activities include but are not limited to:

- **Direct Fire**
- **Indirect Fire**
- **Repair**
- **Close Assault**

Not all actions are necessarily compatible with all activities.

**Example:** You could not **Move** a model after conducting the activity of **Close Assault**. A more detailed description of each activity and action follows.

**Movement**

There are many types of combatants in CAV, including Infantry, Wheeled, Tracked, Hover, Anti-Grav and, of course, Combat Assault Vehicles. Only movement instructions for hex-based tabletop terrain are given.

You can move your models only during the appropriate Action Phases. Models are moved individually.

The maximum amount of movement a model has for each turn is its **Maximum Movement (MM)**. A model spends its movement based on the type of movement being conducted. A model may make a move only if it has sufficient movement remaining to pay fully for the movement being conducted. Unused movement is lost and may not be saved, transferred, or carried forward to another turn.

A model may move up to one-half movement and still initiate and conduct a Close Assault. Initiating a Close Assault ends a model’s movement, even if the model has...
movement remaining.

For every 1 hex/inch of forward movement a model can change its facing up to 60 degrees at no additional cost in movement. Models that rotate in place or change their facing more than 60 degrees during movement pay one additional movement point per 60 degrees of rotation changed after the first 60 degrees.

A model that backs up pays double for the movement after computing terrain costs.

Tabletop Hex Grid Movement

If a hex grid is used, a model must end its movement with the front hex side of the model’s base facing a flat side of the tabletop hex grid.

Movement Type Costs

- Move forward 1 hex/inch
  - Cost: 1 MM per hex/inch

- Move backward 1 hex/inch
  - Cost: Computed MM x2

- Change facing 1 hex side/less than 60 degrees
  - Cost: None

- Change facing 2 hex sides/more than 60 degrees
  - Cost: 1 MM per hex side/per 60 degrees

- Each level of increased elevation
  - Cost: +1 MM per level to normal terrain cost

- Each level of decreased elevation
  - Cost: None

Example: In the above example, the Spector pictured begins in the hex marked (A). To move to the hex marked (B) would require the model to move forward 2 hexes/inches and cost 2 MM of its current movement allowance.

To continue to hex (C) would require the model to turn 2 hexides/120 degrees to the left costing an additional 1 MM (the first hex facing change/60 degrees is at no cost) and then moving forward two additional hexes/inches (2 more MM) for a total MM cost of 5 points.

Missile Models and Aircraft Movement

A missile model must move straight forward at least 3 hexes/inches before it can make a facing change. Missiles can change their facing up to 60 degrees, or one hex side, for each hex/inch of forward movement conducted. Missiles cannot back up or remain stationary. Missiles always fly nap-of-the-Earth and as such receive the benefits of terrain that shields them from enemy fire. Missiles cannot fly through wooded areas on the tabletop battlefield.

An aircraft model must move straight forward at least 2 hexes/inches before it can make a facing change. Aircraft can change their facing up to 60 degrees, or one hex side, for each hex/inch of forward movement conducted. Aircraft can back up or remain stationary. Aircraft always fly nap-of-the-Earth and as such receive the benefits of any terrain that shields them from enemy fire. Gunship and helicopter aircraft can fly through wooded areas on the tabletop battlefield. High-speed aircraft cannot fly through wooded areas on the tabletop battlefield.

Movement Modifiers

Certain types of terrain and obstacles will modify a model’s MM. Movement modifiers apply when a model enters that type of terrain or negotiates a listed obstacle and stops when it exits.

To compute the cost in movement to enter a specific type of terrain, multiply the type of movement by the terrain modifier listed below:

<table>
<thead>
<tr>
<th>Terrain Type</th>
<th>Foot</th>
<th>Track</th>
<th>Wheel</th>
<th>Air</th>
<th>Hover</th>
<th>CAV</th>
</tr>
</thead>
<tbody>
<tr>
<td>Road</td>
<td>x1</td>
<td>x1</td>
<td>x1</td>
<td>x1</td>
<td>x1</td>
<td>x1</td>
</tr>
<tr>
<td>Open or Light Woods</td>
<td>x2</td>
<td>x2</td>
<td>N/A</td>
<td>x2</td>
<td>N/A</td>
<td>x2</td>
</tr>
<tr>
<td>Scrub, Medium Woods or Field Works</td>
<td>x2</td>
<td>x2</td>
<td>N/A</td>
<td>x2</td>
<td>N/A</td>
<td>x2</td>
</tr>
<tr>
<td>Rough or Heavy Woods</td>
<td>x2</td>
<td>x2</td>
<td>N/A</td>
<td>x2</td>
<td>N/A</td>
<td>x2</td>
</tr>
<tr>
<td>Marsh, Swamp or Sand</td>
<td>x2</td>
<td>x3</td>
<td>x3</td>
<td>x1</td>
<td>x1</td>
<td>x1</td>
</tr>
<tr>
<td>River Crossings</td>
<td>x2</td>
<td>x2</td>
<td>x2</td>
<td>x2</td>
<td>x1</td>
<td>x1</td>
</tr>
<tr>
<td>Vertical Obstacles, Walls or Hedgeows</td>
<td>x2</td>
<td>x2</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Destroyed Buildings</td>
<td>x2</td>
<td>x3</td>
<td>x2</td>
<td>x2</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Buildings (per level)</td>
<td>x2</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
</tr>
</tbody>
</table>

N/A = Not Allowed
Example: In the movement example pictured above, the Spector CAV is moving to hex (D) by the path indicated and will pay the following movement costs:

To move into the rough terrain in hex (A), multiply the movement cost x2 as indicated by the Movement Cost Table on page 95 for CAVs for a total MM cost of 2.

To move into the rough terrain in hex (B), add one to the hex cost for an increased elevation change and then multiply the movement cost by x2 for a total MM cost of 4.

To move into the open terrain in hex (C), add one to the hex cost for an increased elevation change and then multiply the movement cost by x1 for a total MM cost of 2.

To complete the move into hex (D), the CAV must move through two more open hexes, each costing an additional 1 MM.

The total cost for the move is 8 MM. Since the CAV never turned more than one hexside in any one hex there was no additional cost for that movement type. Moving down an elevation also did not effect the cost of the move.

Ranged Attack and Movement
Models that possess a ranged attack (Direct or Indirect Fire capability) may move up to their MM and still conduct a ranged attack. A model may conduct a ranged attack and then move up to its MM. A model may also move, conduct a ranged attack, and then finish its movement.

Infantry and Mounted Movement
An infantry model may mount or dismount any vehicle designed to transport it at no cost in movement. Any dismounting infantry cannot conduct any additional movement but may dismount and conduct a ranged attack or Close Assault.

A vehicle loading infantry may load the infantry and move its MM if the infantry began their Action Phase in an adjacent hex.

A vehicle that moves to load infantry cannot move over one-half its MM during the turn. A stationary vehicle that loads infantry that have moved to it cannot move over one-half its MM during the turn.

Example: In the example pictured below, the Hedgehog APC in hex (A) could load the infantry from hex (B) and move its full MM since the infantry began the action phase in an adjacent hex.

If the infantry in hex (C) moves to the APC and loads up, the Hedgehog can move only half of its MM.

DAMAGE

Damage Points
Each time a model is the subject of an enemy’s successful Close Assault or ranged attack, the target of the attack may or may not suffer damage based on results determined on the Damage Chart. Each model’s Data Card will reflect how much damage, in the form of Damage Points, can be taken for that type of model before it is destroyed. A model is removed from play when Damage Points exceed the listed damage columns.

Damage Point Marker Die
As a defending model takes damage, a d6 or d8 reflecting the current TOTAL of Damage Points is placed next to the damaged model. The total number of Damage Points taken by a model is also the column used on the model’s Data Card to determine all statistics needed for play at that particular level of damage. If the total number
of Damage Points a model has taken is 2, the column used to determine the model’s current MM, R, ARM, etc. is also two.

**Effects of Damage Points**

Direct Fire attacks and Defensive Fire are considered simultaneous, as are Close Assault actions.

Damage Points due to ranged attacks against a model take effect at the completion of all attacking and defending ranged attacks involving the model. Damage Points due to a Close Assault take effect at the completion of the Close Assault.

**REPAIR**

Most models have the ability to repair damage. For a model to be able to attempt a repair:

1. It cannot be in base-to-base contact in a Close Assault.
2. It must not have conducted any action other than movement during the current turn.

**Note:** Infantry stands cannot attempt a repair if it has two or more damage points.

**Repair Resolution**

Listed in each column of a model’s Data Card is a Repair (RP) number. A model attempting to make a repair rolls 1d10. A result equal to or greater than the model’s listed RP number is successful and a single Damage Point is removed. A model that both moves and attempts to repair must move first using the damaged model’s current MM before attempting the repair. A damaged model that attempts to move and repair will subtract an amount equal to the total number of Damage Points it currently possesses from its repair die roll, making it harder to repair.

**RANGED ATTACKS**

Ranged attacks, whether direct or indirect, are a simple two-step process. First, declare all models that will conduct a ranged attack (direct and/or indirect) against a given target. A ranged attack by a Section against any particular model can be made only once during an Action Phase. This requires all of the models shooting at the target to declare their attack before you resolve any ranged attacks against that target.

Second, resolve the ranged attacks that have been declared. If a target is destroyed before all ranged attacks declared against it have been resolved, the unresolved ranged attacks are ignored and may not be reassigned to other targets.

**Direct Fire Attacks**

The attacker selects a target to conduct a Direct Fire attack against. The attacker then moves all Direct Fire attack armed models that will be shooting at the chosen target to ensure they are within both range (R) and/or line of sight as desired. The attacker then declares to the defender which models will actually conduct the ranged attack against the defending target. If during the course of resolving the attackers’ Direct Fire attacks the defending model is destroyed and removed from play before all attacks have been completed, the remaining attacks are forfeited and cannot be redirected against a different target for the remainder of that Action Phase.

If the defending target model is Direct Fire armed and one of the attacking model(s) is within the range of the defending target’s Direct Fire weapons, the defender may
take a defensive Direct Fire attack against one of the attackers. Defensive fire is considered to be simultaneous with the attacker’s Direct Fire attack, so it will not matter if the defender conducts his defensive fire before or after the attacker’s Direct Fire attack.

**Infantry Ranged Attacks**

Infantry can dismount and conduct a ranged attack (either Direct or Indirect) or conduct a ranged attack (either Direct or Indirect) and then move to a transport and load up.

**Direct Fire Attack Resolution**

Following are the steps required to resolve a Direct Fire Attack. The shooting model is the attacker and the target model is the defender. Modified die rolls can be greater than 10 or less than 0.

**STEP ONE: Target Lock**

(a) The attacker adds the shooting model’s Target Lock (TL) number, the Weapons Officer Skill (WS), and any Target Lock Situation modifiers or enhancements (such as a friendly ECCM Pod) to a 1d10 roll.

(b) The defender adds the defending model’s Electronic Countermeasures (ECM) number, the WS, and any enhancements to a 1d10 roll.

(c) The two modified die rolls are compared. If the attacker’s modified die roll is higher than the defender’s modified die roll the attacker has successfully locked on to the target. If the defender’s modified die roll is equal to or higher than the attacker’s modified die roll the defender has successfully prevented a Target Lock.

**STEP TWO: Attack Resolution**

(d) The attacker chooses the first weapon he wishes to fire and adds the Attack Value of the weapon and any Direct Fire Attack Situation Modifiers to a 1d10 roll. If the attacker made a successful Target Lock, add the TL value to the die roll also.

(e) The defender adds the target model’s Armor (ARM), the Pilot Skill (PS), and any Direct Fire Defense Situation Modifiers to a 1d10 roll.

(f) The two modified die rolls are compared. If the attacker’s modified die roll is higher than the defender’s modified die roll the attacker has successfully hit the target. If the defender’s modified die roll is equal to or higher than the attacker’s modified die roll the attacker has missed the target.

(g) If a successful hit has been made the Damage Chart is consulted to determine the number of Damage Points the defender suffers, if any.

**Direct Fire Attack Situation Modifiers**

The following ranged attack Situation Modifiers may modify a model’s weapons Attack Value:

+1 Target model is within 12 hexes/inches. This does not apply to any missile attacks.

-1 Target model is greater than 24 hexes/inches away. This does not apply to any missile attacks.

**Direct Fire Defense Situation Modifiers**

Before play begins participants should determine which terrain pieces on their battlefield provide cover and/or if it is Light or Heavy. Cover modifiers apply only in ranged attacks, never in Close Assault.

The Cover Situation Modifier applies only if the direction of the ranged attack is such that the cover would help the defender. The Situation Modifier for Cover is added to the defender’s die roll when resolving the attack.

**Light Cover**

This includes light and medium woods, rough terrain (Infantry Only), and unarmored structures and gives the defender in a ranged attack +1.

**Heavy Cover**

This includes heavy woods and armored structures and gives the Defender +2.

**Hull Down**

Defending vehicles which expose less than 50% of their silhouette to the attacking model receive a +1 bonus to their ARM.

**Enhancements**

Specific types of equipment, such as ECCM pods, can add or subtract various values to the attacking or defending Target Lock die rolls as outlined in steps (a) and (b) of the Direct Fire Attack Resolution.
Ranged Attack Damage Chart

The Ranged Attack Damage Chart is composed of two columns. The first column is a range of numbers from 14+ down to 1-3 and represents the difference between the attacker’s winning die roll and the defender’s losing die roll. The second column details the amount of Damage Points suffered and whether or not the defender needs to make a Suppression Check or consult the Critical Hit Table.

### Ranged Attack Damage Table

<table>
<thead>
<tr>
<th>Damage Points</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>14+</td>
<td>Critical Hit</td>
</tr>
<tr>
<td>13</td>
<td>4 Damage Points</td>
</tr>
<tr>
<td>12</td>
<td>3 Damage Points &amp; Suppression Check</td>
</tr>
<tr>
<td>11</td>
<td>3 Damage Points</td>
</tr>
<tr>
<td>10</td>
<td>2 Damage Points &amp; Suppression Check</td>
</tr>
<tr>
<td>9</td>
<td>2 Damage Points</td>
</tr>
<tr>
<td>8</td>
<td>2 Damage Points</td>
</tr>
<tr>
<td>7</td>
<td>1 Damage Point &amp; Suppression Check</td>
</tr>
<tr>
<td>6</td>
<td>1 Damage Point</td>
</tr>
<tr>
<td>5</td>
<td>1 Damage Point</td>
</tr>
<tr>
<td>4</td>
<td>1 Damage Point</td>
</tr>
<tr>
<td>1-3</td>
<td>No Damage</td>
</tr>
</tbody>
</table>

### Critical Event Table

<table>
<thead>
<tr>
<th>Event</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>A black pillar of smoke marks your final resting place.</td>
</tr>
<tr>
<td>9</td>
<td>You somehow survive the wreck your model has become.</td>
</tr>
<tr>
<td>8</td>
<td>The CPU of the main processor slags and shuts down your unit.</td>
</tr>
<tr>
<td>7</td>
<td>6 Damage Points and a new paint job</td>
</tr>
<tr>
<td>6</td>
<td>5 Damage Points and there goes the resale value.</td>
</tr>
<tr>
<td>5</td>
<td>Master alarms scream as you take</td>
</tr>
<tr>
<td>4</td>
<td>4 Damage Points</td>
</tr>
<tr>
<td>1-4</td>
<td>3 Damage Points for your time and trouble.</td>
</tr>
</tbody>
</table>

#### Target Lock

Most models possess an active targeting computer system. A model that has made a successful Target Lock receives a bonus and adds its TL value to the weapon’s Attack Value for all ranged attacks it makes against any target on which it is locked.

A model may only attempt to Target Lock one model during its Action Phase regardless of the number of models it conducts ranged attacks against. If the attacker makes a successful Target Lock, it can only use the TL bonus against the defending model it locked onto during the current phase.

If a model attempts to lock on a target and is unsuccessful, it may not attempt to lock onto a different target during the same Action Phase.

Constant ECM attacks and counterattacks require that a model equipped with Target Lock capabilities reacquire its target each turn. A Target Lock cannot be transferred and does not carry over to the following turn.

### Target Lock Situation Modifiers

Target Lock Situation Modifiers modify the attacking model’s TL and are:

- **+1** Target model is within 12 hexes/inches.
- **+1** Attacking model does not move during the turn. Facing changes do not count as movement.

#### Direct Fire Combat Example

The following example details a Direct Fire Attack:

**Example:** The Rhino CAV in hex (A) is conducting a direct fire attack against the Dictator CAV in hex (B). The Rhino must first attempt a target lock. A Rhino with no damage has a target lock of +3 and has Weapons Officer with an experience level of Veteran (giving a +1 to the target lock die roll).

The Dictator has an ECM of +3 (undamaged as well) and a +1 for a Veteran level Weapons Officer.

The players now roll 1d10 each, both with a +4 modifier. The Rhino gets a “6” and the Dictator gets a “3” result. The Rhino has target lock.

Next the Rhino decides to fire two Gauss Rotary Cannons at the defending Dictator. Each weapon has a base bonus number of +8 vs. hard targets. To this is added the target lock value of +1 and a direct fire situation modifier of +1 since the target is less than 12 hexes/inches away for a total roll modifier of +12.
The Dictator receives a +2 modifier for armor, a +0 for the pilot skill (regular experience level) and no defense situation modifiers for a total roll modifier of +2.

Both players now roll for each attack, adding their die roll modifiers and comparing the results. The Rhino player rolls a “6” and a “4” and are modified to a 18 and a 16 while the Dictator player rolls a “5” and a “9”, for a modified result of 7 and 11. Both Rhino attacks hit with a hit result difference of \(18-7=11\) and \(16-11=5\).

Checking the results (the 11 and the 5) on the Ranged Attack Damage Table shows the Dictator has taken a total of 4 damage points.

**Defensive Fire**

A defending model that has a Direct Fire Attack conducted against it by an attacking model(s) may return fire against one attacker only if the defending model is capable of a Direct Fire Attack and the attacker is within the defending model’s weapon’s range.

The side controlling the defending target model subject to a ranged attack may choose one of the attacking models to conduct a Defensive Direct Fire against. Defensive Fire may only be taken against a model that conducted a ranged attack against the defending model.

A defender’s Defensive Fire is simultaneous with the attacker’s ranged attack(s), so it will not matter if the defender conducts its Defensive Fire before or after the attacker’s ranged attack(s).

A defending target model can always conduct a Defensive Fire, even if it took an action or ranged attack earlier in the current Action Phase.

**Models Eligible to Conduct a Ranged Attack (Direct or Indirect)**

A ranged attack armed model may conduct one ranged attack, for each ranged attack weapon it possesses during its Action Phase. For a model to be eligible to conduct a ranged attack:

1. It must have clear line of sight to the defending target model (Direct Fire only).
2. It must not have conducted a Close Assault during the current Action Phase.
3. The defending target must be within the range of the attacking model’s weapons.

**Line of Sight**

A model has line of fire and/or sight if no object, wall, model base edge (other than infantry), or terrain type is within 1/2 inch of a straight path between an attacker’s base area and its defending target. The line is drawn from any part of the attacker’s base area to any part of the defender’s base area.

Models on a higher elevation, such as a hill or wall, have line of fire/sight over models that would otherwise block line of fire/sight.

Line of fire/sight can be traced up to 3” into light wooded areas, 2” into medium areas, and 1” into heavy wooded areas.

Infantry models do not block line of fire/sight for CAV, Truck, APC, and Tank models but do block line of fire/sight for Infantry models.

Truck, APC, and Tank models do not block line of fire/sight for CAV models but do block line of fire/sight for Infantry, Truck, APC, and Tank models.

CAV models block line of fire/sight for CAV, Truck, APC, Infantry, and Tank models.

Always remember the golden rule of line of fire and sight:

“If you can shoot/see it, it can shoot/see you!”

**Tabletop Hex Grid Line of Sight**

An attacking model has line of fire/sight and may fire if it can trace a straight, unobstructed line from the center of its hex to the center of the target’s hex.

Models on a higher elevation, such as a hill or wall, have line of fire/sight over models that would otherwise block line of fire/sight.

Line of fire/sight can be traced up to 3 hexes into light wooded areas, 2 hexes into medium areas, and 1 hex into heavy wooded areas.

Infantry models do not block line of fire/sight for CAV, Truck, APC, and Tank models but do block line of fire/sight for Infantry models.

Truck, APC, and Tank models do not block line of fire/sight for CAV models but do block line of fire/sight for Infantry, Truck, APC, and Tank models.

CAV models do block line of fire/sight for CAV, Truck, APC, Infantry, and Tank models.
Line of Sight Example

The following details an example of several line of sight principles at work during a game. While the example illustrates a game using hex grid terrain, the basic concepts are in use with normal tabletop terrain set-ups as well.

Example: In a game using hex based terrain, all line of sight is based on running an invisible line from the center of one model’s hex to that of another. When using normal tabletop terrain, the same invisible line is drawn from the base of the model in question.

With this in mind, the HedgeHog APC (A) can see the CAV in hex (B) but cannot see any other unit. The terrain ledge (the APC is within 1/2 inch of the edge) blocks LOS to the infantry stand in hex (C) and the CAV in hex (E). LOS to the CAV in hex (D) is blocked as well since the LOS line goes through Heavy Woods 3.

The CAV in hex (B) has LOS to the APC and the infantry in hex (C). Everyone else is blocked because of the Heavy Woods. If the CAV was standing in the Heavy Woods hex it could see the CAVs in hex (D) and (E).

The infantry stand in hex (C) can see everyone but the APC. Heavy Woods 3 does not block LOS to the CAV in hex (D) as the line runs along the edge of the hex.

The CAV in hex (D) only has LOS to the CAV in hex (E) and the infantry in hex (C) while the CAV in hex (E) can see the infantry stand in hex (C) and the CAV in hex (D). If a model was located in hex (F), LOS would be blocked by the CAV in hex (D).

RANGES

The type of weapon the attacker is using determines the Range (R) of a model’s ranged attack. The maximum range of each weapon type is listed on the model’s Data Card.

Weapons listed with a minimum range cannot conduct a ranged attack against a target that is closer to the model than the minimum range listed.

INDIRECT FIRE RANGED ATTACKS

Models equipped with Indirect Fire attack weapons may choose to attack with them rather than the model’s normal Direct Fire weapons. A model can attack with either its Indirect Fire or its Direct Fire weapons during its Action Phase, but not with both.

Indirect Fire attacks are resolved in almost the same manner as a Direct Fire ranged attack. To resolve an Indirect Fire attack(s), the attacking model selects a defending target model or a point on the battlefield that is within the range of the model. Neither the target model nor the point on the battlefield need to be within the attacker’s line of sight. Indirect Fire attacks may be conducted over terrain that blocks the normal line of sight, such as buildings, hills, or woods. Determine if the Indirect Fire attack hits or drifts away from the selected target point.

When attempting to hit a point on the battlefield, the attacker may attempt to do so one of two ways. The attacker can attempt to make a successful Target Lock against a defending model, or the attacker can make a roll against the model’s WS training level to make a successful hit as detailed under “Drift.” Using skill alone would use this second method primarily if no model is present in the target hex and/or the attacker has a better chance to hit the hex.

Either method may be used, but not both. If drift occurs, compute the new target point. After the actual target point has been determined, compute the Area of Effect of the Indirect Fire Attack.

Finally, resolve the Indirect Fire Attack as indicated below.

**STEP ONE:**

(a) The attacker must pick the target point of the attack. The target point can be another model or a point on the battlefield such as a particular hex, fence, or building.
(b) The attacker must make sure the chosen target point is within the attacking model’s Indirect Fire weapon range.

**STEP TWO (if attacking another model):**
(c) The attacker adds the shooting model’s TL number, the WS, and any Target Lock Situation Modifiers that apply to a 1d10 roll.
(d) The defender adds the defending model’s ECM number, the WS, and any Attack Situation Modifiers to a 1d10 roll.
(e) The two modified die rolls are compared. If the attacker’s modified die roll is higher than the defender’s modified die roll the attacker has successfully locked on to the target. If the defender’s modified die roll is equal to or higher than the attacker’s modified die roll the defender has successfully prevented a Target Lock and the Indirect Fire will drift.

**STEP TWO (if attacking a point on the battlefield):**
(c) The attacker consults the “Drift” section. No steps (d) or (e).]

**STEP THREE (attack resolution):**
(f) The attacker chooses the first Indirect Fire weapon he wishes to fire and adds the Attack Value of the weapon to a 1d10 roll. If the attacker made a successful Target Lock add the TL value to the die roll as well.
(g) The defender adds the target model’s ARM to a 1d10 roll.
(h) The two modified die rolls are compared. If the attacker’s modified die roll is higher than the defender’s modified die roll the attacker has successfully hit the target. If the defender’s modified die roll is equal to or higher than the attacker’s modified die roll the attacker has missed the target. If the attacker has made a successful hit the Damage Chart is consulted to determine the number Damage Points the defender may suffer.
(i) Step Three is repeated again until all defending models within the Area of Effect of the Indirect Fire weapon have been attacked. The attacker’s TL value can be added to the die roll only against the model on which it obtained a successful Target Lock. The TL value cannot be added to the attacker’s die roll against models merely in the Area of Effect.

**Drift**
Drift usually occurs when improper calculations are made while setting up an Indirect Fire solution or when an attacker’s Target Lock attempt fails. A successful Target Lock will never drift, an unsuccessful Target Lock will always drift.

When an attacker conducts an Indirect Fire attack against a particular hex or point on the battlefield he will need to determine if the fire is accurate or if it drifts. To determine if drift occurs, the attacking side rolls a 1d10. A result that is equal to or greater than the WSO Base Drift Table number listed for the model’s WS is a successful hit. If the die roll is less than the base amount listed below, the Indirect Fire attack drifts and a new Target Point will have to be computed.

<table>
<thead>
<tr>
<th>WEAPONS OFFICER SKILL (WS)</th>
<th>DRIFT TABLE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ace</td>
<td>1d6+1</td>
</tr>
<tr>
<td>Elite</td>
<td>1d6+2</td>
</tr>
<tr>
<td>Veteran</td>
<td>1d6+4</td>
</tr>
<tr>
<td>Regular</td>
<td>1d6+6</td>
</tr>
</tbody>
</table>

**Determining a New Target Point**
If an Indirect Fire attack has drifted, a new target point will have to be determined to see where the Indirect Fire has actually impacted. The attacker rolls 1d6. Consult the Drift Direction Diagram below to determine the direction away from the selected target point the Indirect Fire attack travels. The direction of fire is the number “1” direction.

To determine the distance away from the selected Target Point/Hex, the attacking side rolls 1d6 and consults the WSO Skill Drift table, adding the modifier for WS.

Do not count the original target point area, a 1” circle centered on the original target point, when computing the distance of the drift. Start the measurement at the edge of the 1” circle in the direction of the drift.
**Tabletop Hex Grid Drift**

Do not count the original target hex as the first hex. Start with the first hex in the direction of the drift.

**Area of Effect**

The area of effect of a weapon is measured in inches/hexes out from the Target Point. Area of Effect does not include the Target Point 1” circle or the Target Point hex.

**Chain Lock Fire**

Models equipped with Chain Lock Fire have the unique ability of coordinating the Indirect Fire of other models. To coordinate the Indirect Fire of other models, the model equipped with Chain Lock Fire must first make a successful lock on a defending model as outlined in Step Two of “Indirect Fire Ranged Attacks.”

After a successful Target Lock has been made, the attacker declares which additional models will also fire on the target. For a model to have its Indirect Fire chained into the fire it cannot have already performed an action during its current Action Phase. Models that have failed on a target lock attempt cannot join the Chain Lock.

When a Target Lock is achieved by a model with Chain Lock and additional models in the same Section with Indirect Fire weapons are chained in, the Target Lock value used in computing the damage of the chained in Indirect Fire is the Target Lock value of the vehicle that originally achieved the Target Lock.

**Indirect Fire Combat Example**

The following example details a Indirect Fire Attack:

**Example:** A Specter CAV (CAV A) with a Veteran Skill Level Weapons Officer decides to attempt an indirect fire attack on a nearby enemy Wraith/Regular (CAV B).

**Step One:** Following the steps found on page 13 and 114, the Specter chooses the Wraith as it’s target point. The Shriek II Indirect Fire Missile Pack has a range of 48 inches so the Wraith is in range (our example is using a 2 inch hex pattern making the range between the two CAVs 8 inches).

**Step Two:** The Specter now adds its Target Lock (+3), its Weapons Officer Skill (Veteran +1), and any Target Lock Situation Modifiers (+1 for target being less than 12 inches away) for a +5 to add to the d10 roll.

The Wraith adds its ECM Value (+3), its Weapon Officer Skill (Veteran +1) and any Attack Situation Modifiers (None +0) for a +4 to add to the d10 roll.

The Specter rolls a “3” for a total of (8) and the Wraith rolls a “5” for a total of (9). Therefore the defender, the Wraith, has prevented a Target Lock and the shot will Drift.

The Specter CAV rolls a 1d6 to determine the direction of the drift and gets a result of “4”. A second d6 is rolled, resulting in a “2” and a +4 (for a Veteran skill level) is added (see Weapons Officer Skill Drift Table of page 14) for the distance of the Drift (a total of 6 inches). The shot lands 2 inches away (Area C) from the Specter! With an Area of Effect of 4 inches, the Specter is caught in the blast of its own attack.

**Step Three:** The Specter rolls 1d10 and adds the Weapons Attack Value (+2) to the result. The roll is a “3” for a total of (5). Another 1d10 roll is made and the Specters Armor Value (+2) is added. The roll is a “5” for a total of (7). Since the armor roll is higher, the Specter luckily avoids any damage.

**TARGET TYPES**

Targets are divided into two category types:

- **Hard** targets include CAV’s, armored vehicles, bunkers, reinforced buildings, and structures.
- **Soft** targets include unarmored vehicles, infantry, aircraft, missile models, and standard buildings and structures.
**CLOSE ASSAULT**

The high-tech modern battlefield is fast and brutal, bloody and horrific. Close Assault in CAV is not hand-to-hand combat but rather the attempt to outmaneuver and outshoot your opponent in close quarters. Factories, trenches, and city fighting scenarios will see extensive use of Close Assault.

Close Assault is an attempt to bring to a quick resolution the combat of two models in base-to-base contact. Close Assault is usually attempted only when battlefield conditions create an opportunity to destroy or push an enemy model back.

To initiate a Close Assault, move any models into base-to-base contact with opposing models and declare the Close Assault. After all Close Assaults have been declared, resolve the attack(s).

During a side’s Action Phase, it may initiate as many Close Assaults as desired. The active side may initiate Close Assaults at any time during the current Action Phase. However, the active side must resolve all Close Assaults initiated at one time and may not initiate any further Close Assault attacks once this has begun during the rest of the current Action Phase. An active side may conduct other actions with any remaining models in the Section that have not performed any action yet.

**Tabletop Hex Close Assault Base-to-Base Contact**

Models can be in adjoining hexes and not be in a Close Assault combat. To initiate Close Assault you must move the attacking model into base-to-base contact with the defending model.

**Initiating and Supporting Close Assaults**

A side may initiate a Close Assault during its Action Phase by moving any model under its control into base-to-base contact and declaring an intent for Close Assault.

Base-to-base contact alone does not cause a Close Assault to occur. The attacking side must declare a Close Assault during the Action Phase. A side may support a Close Assault it has initiated by moving additional models into base-to-base contact with the defending model. Support during a Close Assault is very important and could mean the difference between a glorious victory and a humiliating defeat.

An attacking model initiating a Close Assault may choose to assault more than one enemy model simultaneously. The attacking model must be able to make base-to-base contact with both defending models and must declare the Close Assault against both of the models.

**Close Assault Resolution**

The side that initiates a Close Assault is the attacker and the side engaged by the attacker is the defender. The attacker chooses in what order the Close Assaults will be resolved. The model an attacker chooses to compute the Close Assault with can be any one of his models engaged in the Close Assault and does not have to be the model that initiated the Close Assault.

The model a defender chooses to compute the Close Assault with must be a model that is in base-to-base contact with the model the attacker chose to compute the Close Assault with. Generally the model chosen by the attacker will be the one with the best Situation Modifiers to compute the Close Assault, but that is not always the case.

To resolve a Close Assault, both the attacker and defender must total all Close Assault Situation Modifiers (detailed below). The attacker adds his Situation Modifier total to the selected attacking model’s Attack Close Assault Value (ACA). The defender then adds his Situation Modifier total to the selected defending model’s Defense Close Assault Value (DCA). This procedure will produce a net modifier for both the attacking and defending sides. Each side then rolls 1d10 and adds or subtracts the appropriate net modifier. Modified die rolls can be greater than 10 or less than 0.

The defender’s modified die roll is subtracted from the attacker’s modified die roll and the Close Assault Damage Table is consulted to determine the result of the attack.

**Close Assault Damage Table**

The Close Assault Damage Chart is composed of two columns. The first column is a range of numbers from 6+ down to 0 (or less) and represents the difference between the attacker’s winning die roll and the defender’s losing die roll. The second column details the amount of Damage Points suffered and whether or not a model must withdraw and move back.
**Close Assault Situation Modifiers**

Each side will need to add any Situation Modifiers that apply to the Close Assault. Situation Modifiers are cumulative and will modify the model’s ACA or DCA:

- **+1** For each extra friendly model supporting in a Close Assault. For a model to be able to support a friendly model in a Close Assault, it must be in base-to-base contact with any portion of an opponent’s base, as outlined in Base-to-Base Contact, and declare it is supporting the Close Assault.

- **-1** If Model is suppressed.

**Close Assault Combat Example**

The following example details a Close Assault Attack:

Example: A Power Infantry model (B) has chosen to initiate a Close Assault Attack on the Puma CAV. The two models are in base-to-base contact as required. The infantry’s Attack Close Assault Value (ACA) is +3 and the Puma’s Defense Close Assault Value (DCA) is +3. There is no close assault situation modifiers, though if the nearby allied light infantry unit was also in base to base contact with the CAV, the armored infantry would receive an additional +1.

The infantry rolls a “9” for a total close assault value of (12). The Puma rolls a “4” for a total close assault value of (7). The defender’s total (the Puma) is subtracted from the attackers for a difference of (5).

The Close Assault Damage Table on page 16 is consulted to determine the results. In this case, the defender receives two damage points. Way to go infantry!

**Failed Suppression Check**

The following conditions may apply should a model fail the required Suppression Check:

1. A model that fails its Suppression Check may immediately move one-half of its MM away from the enemy.
2. A model that is Suppressed may conduct any action as outlined in Action Phase (page 6) but all dice rolls are at -2.

**Note:** Suppression is not cumulative. A Suppressed model does not make additional Suppression Checks.

**Suppression Recovery**

A Suppressed model automatically recovers from Suppression after spending one Action Phase Suppressed.

**POWER**

Power (PW) to your CAV’s is provided via a breeder power converter connected to a power cell. Under normal operations power is not a problem, but in a heavily damaged CAV power becomes a precious commodity.

Listed on each model’s Data Card is the number of Power Points a model has and can use during the model’s Action Phase. A model may never use an amount of power greater than the power listed for the model under its current damage level column.

Allocation of power between weapons and movement will probably be required after a few Damage Points have been applied to a model.

**Power Consumption and Allocation**

Under the PW column on each Data Card is the power that is consumed by the model to move or fire the weapon.

When a model uses its first movement point it uses the full amount of power listed for movement. Power may be allocated between weapons and movement as desired.

**Power Dump**

An attacking player may perform a power dump by dumping the power cell through the breeder all at one time. A power dump temporarily creates enough power for all remaining systems to operate, to move, and to fire all available weapons. After the power dump the model is removed from play.

**Emergency Power**

An attacking player may temporarily increase existing available power by 25%. This will allow him to move, shoot, or do both with a damaged model. The model suffers 1 Damage Point.
FORCE CONSTRUCTION

POINT VALUES
Point values are used to give players a numerical rating of equipment available so they can compare the relative strengths and weaknesses of each piece and in balancing scenarios and tournaments. Point values are also used in the upgrade and modification of the various types of equipment and forces used in CAV.

The number of points or the total point value used by each player or side should be chosen before play begins.
New players should begin with a 2000 to 4000 point game until they become more familiar with the game system.

DATA CARD COLUMNS
Columns on a data card indicate the statistics such as current movement and power available that will be used by a model. All models begin a game with no damage and use the statistics under the “0” column. As a model takes damage the statistics in the column that equal its current damage level are used.

The term Damage Point Columns is used in the calculation of several upgrades and additions of equipment. This term represents the number of columns on a data card after the “0” column. An example of this is the Rhino CAV that has nine total Point columns but only eight Damage Point Columns.

The terms Total Columns or All Columns represent all columns on a data card including the “0” or undamaged column.

OFF BOARD COMMAND STRUCTURE
Off Board Command Structure represents the strategic collection of information, analysis of the data, and the dissemination of the resulting information to tactical commanders. During a battle, satellite, surveillance and communication resources are all taxed to their limits so priorities have to be assigned and are not automatically granted.

To help you gain and maintain battlefield initiative you may purchase an Off Board Command Structure (OBCS). Each OBCS you possess allows you to add one card to your deployment and initiative deck (See page 4).

Each Off Board Command Structure costs 100 points. There is no limit to the amount you may purchase.

CAV PERSONNEL
With the exception of the Psyros and a few automated weapon systems, the equipment found in the game of CAV requires someone to push the buttons

CAV Pilots
No single being receives more training than the pilot of a Combat Assault Vehicle. A CAV pilot is required to command the vehicle he/she is assigned, coordinate combat with the Weapons Officer and any other allied units in the theatre of operations.

In some instances a CAV pilot must also track enemy targets and fire the CAVs weapons should the Weapons Officer become wounded and unable to continue in a fight (some CAVs are also single seaters, with no Weapons Officer attached).

Generally a Force Commander can be found leading from the cockpit of a CAV.

CAV Weapon Officers
Weapons Officers are assigned to a CAV pilot right out of combat school and barring some unfortunate accident or other event, will remain with the same pilot during their combat career. Occasionally a Weapons Officer is allowed to transfer and become a CAV pilot themselves, usually assigned to a single-seater.

A Weapons Officer is tasked with tracking any units in the range of the CAVs sensors and radar. coordinating any combat with the pilot and firing the weapons systems on-board the CAV.

Aircraft Pilots
Most fighting aircraft are assigned a single pilot, responsible for flying the plane and firing any weapon systems (some bombers and fighters are attached additional personnel).

Aircraft pilots are a cocky lot, well aware of their life expectancy over a modern battlefield or caught up in a furball (slang for a multiple aircraft dogfight) in the upper atmosphere.

Vehicle Crews
Only the bond that exists between a CAV pilot and weapons officer can be considered on par with that of the crew of a modern fighting vehicle. Tanks, APCs, and self-propelled artillery using tracks, wheels, hover jets or anti-grav are only some of the types to be found in CAV.

Each vehicle crew is assigned a commander who leads the vehicle during a fight, coordinating each position so that they fight a single fighting unit.

Infantry
The CAVs and tanks may seize a battlefield but the infantry hold it at any cost! While they realize they are the favorite joke of their larger fighting friends (and enemies), the infantry can always be found slugging it out.
**CAV Personnel Skill Level Cost**

All CAV, vehicle, infantry and aircraft stands need a commander or crew to operate and the chart below outlines the point cost and statistics for each type of commander or crew member.

The Ace rating is ONLY available to CAV Pilots and CAV WSO. To equip a model with a Pilot and/or WSO simply cross-index the particular skill line with the model’s number of Damage Point Columns and the number located there is the point cost added to the model’s total point cost.

For equipment that requires only one crewmember to operate you only need purchase a pilot or commander. The skill level of the pilot doubles as the skill level of the WSO.
**Example:** To purchase an Ace pilot for a Wraith CAV would cost 42 points. The Wraith CAV has 5 Damage Point Columns so you would cross index the Ace Pilot skill with the number of Damage Point Columns (5 for the Wraith) and the number located there is the point cost that is added to the model’s point cost.

**Note:** Since you will need a data card for each different type of model in your force it is recommended that you equip similar models with the same type of commander or crew.

**FREQUENTLY ASKED QUESTIONS**

**FAQ (17 August 2001)**

This FAQ is based on the most commonly asked questions we have received during the playtest and after the general release concerning CAV. Page numbers indicate the section in the main rule book and demo rules. All errata has been corrected in this demo rule set.

**Q – If a Section of my army has been eliminated, do I remove a card from my Initiative Deck?**

A – Yes. Page 88 (Page 6). Sequence of Play: Step (1) Initiative Phase – The Initiative Deck is built for the turn. Under the Initiative Phase Section, “An Initiative Deck…contains one card for each Section present in each side’s force…”

**Q – How many infantry figures are mounted on a hex base?**

A – Any number is acceptable. They are packaged to allow for 4 models to one hex base but less than, or more than that will work. Please take care in mounting ejected and abandoned vehicle crew stands so that they do not look similar to infantry stands in your army.

**Q – What is the maximum amount of infantry an APC can carry?**

A – One APC can carry 3 Infantry stands or 1 Heavy Infantry stand or 1 of any mortar armed infantry stand. (See the errata section)

**Q – Can infantry ride on a CAV?**

A – No.

**Q – Can infantry ride on tanks?**

A – 1 Stand of regular Infantry can ride on one tank. If the tank is attacked, in any way, the infantry dismount into an adjacent hex to the tank and take an equal amount of any damage the tank suffers from the attack that forced them to dismount. Infantry forced to dismount cannot conduct defensive fire. Dismounting infantry are placed in any adjacent hex desired by the controlling player. (See additional tournament rules)

**Q – Can infantry get a Hull Down bonus?**

A – Yes. It would be in the form of manning trenches, an adjacent hillcrest line, and rough terrain designed to provide that type of cover.

**Q – Do ejected or bailed out crews count as units remaining on the battlefield for tournament victory points?**

A – Yes, upgraded units do count if ejection rules are being used in the tournament otherwise they do not.

**Q – If an ejected/bailed crew is all that is left in a Section do I remove an initiative card and when do they move?**

A – Yes, you remove an initiative card. Any surviving crews of a dissolved Section are simply attached to and perform actions with a remaining Section.
Q – When a crew ejects or bails out where do they appear on the tabletop?
A – A surviving crew is treated as Infantry with 2 Damage Points. They start in any hex that is adjacent to the destroyed vehicle chosen by the controlling player. (See additional tournament rules)

Q – Can I make a Power Dump or use Emergency Power during my Defensive Fire?
A – No. Page 99 (Page 17) – Remove word “Defending” under Power Dump and Emergency Power sections (See the errata section)

Q – How much power do I have to allocate to weapons during my defensive fire?
A – A models power level during defensive fire is equal to the power he started with when attacked.

Example: A Dictator with 5 hits has a power level of 6 and is attacked by direct fire. The Dictator may return defensive fire with only one Gkw 12y Gauss Cannon. Each cannon takes 4 power to fire and the Dictator only had 6 available when fired upon.

Q – How many times can a model return defensive fire in a turn?
A – Once per Section that attacks it. If four models in a Section all Direct Fire against a model, it may return Defensive Fire against one of the models. If four models, one from each of four Sections, fire at the same model through the course of a turn, then the defending model would return Defensive fire four times during the turn.

Q – Does a model conducting Defensive Fire get to attempt a Target Lock?
A – No.

Q – When I achieve a Target Lock with a vehicle equipped with Chain Lock, and chain in other models in the Section with Indirect Fire weapons, which Target Lock value is used in computing the damage of the chained in Indirect Fire?
A – You use the Target Lock value of the vehicle that achieved the Target Lock (See the errata section)

Q – Can the Chain Lock pod be used to chain in Direct Fire?
A – No. The Chain Lock pod can only be used in Indirect Fire

Q – Does a model have to have a Chain Lock pod in order to join another model’s Chain Lock?
A – No. A model only has to be part of the same section to join in a Chain Lock

Q – What is the power consumption of a Chain Lock and ECCM Pod?
A – Chain Lock Pods consume 2 and ECCM pods consume 3 power. (See the errata section)

Q – Can you make a target lock attempt against a target for Chain Lock purposes and not actually fire the Chain Locking model at the target?
A – Yes, and you use the Target Lock value of the vehicle that achieved the Target Lock even thought it does not fire at the target.

Q – What is the difference between Main and Secondary weapon systems?
A – Main weapon systems require large and heavy mounting points on a vehicle. Secondary weapon systems are added to a vehicle to round out its mission profile and make vehicles more flexible. When modifying a vehicle, only Main systems can be replaced by Main systems and Secondary systems by Secondary Systems. (See errata section)

Secondary weapons include all Indirect Fire missile packs and all Direct Fire missile packs except:
MK IV Type 77 Heavy Direct Fire Missile Pack
Hughes Marietta Rapier Heavy Direct Fire Missile Pack
Mito-To MT64s Direct Fire Missile Pack

Q – May I Direct Fire at an enemy if Light or Heavy Woods are in the LOS/Line of Fire?
A – Yes. If you have LOS.

Q – Are the effects of Cover Cumulative?
A – Yes, but each type of terrain/cover can only provide one type of cover bonus modifier (defenders choice). Before the beginning of play, the effects of and types of terrain on the table should be covered and if needed examples of its use shown.

Example One: A CAV is standing behind a heavy armored wall that covers over 25% of the CAV’s silhouette. The CAV can take either the Heavy Cover bonus of +2 (for the additional armor the wall is providing) OR the +1 Hull Down bonus (for the smaller silhouette shown the enemy).

Example Two: A CAV is standing behind a hill that covers over 25% of the CAV’s silhouette and on top of the same hill is a stand of Light Woods. In this case the CAV would receive both the +1 Light Cover bonus (from the stand of Light Woods) AND the +1 Hull Down bonus (from the hill).

Q – How do you compute the cumulative effects of different types of woods for LOS/ Line of Fire?
A – For intervening woods stands along the path of LOS/Line of Fire simply assign the numbers (1) to light woods, (2) to medium woods and (3) to heavy woods. Then start adding the numbers of each type of woods along the path of LOS/ Line of Fire together. If the total is greater than 3 then no LOS or Line of Fire exists.

Example: An attacker is attempting to fire at a target standing at the edge of Heavy Woods. Between the attacker and defender are one stand of Light Woods and one stand of Medium Woods. Since the Light Woods equal 1 and the Medium Woods equal 2 for a total of 3. LOS/ Line of Fire exists. Since the target is in Heavy Woods it gets the bonus of Heavy Woods. Against the attackers Direct Fire Attack the defender receives a cover bonus of
+4 (+2 for the Heavy Woods, +1 for the Light Woods and +1 for the Medium Woods) Against the Defenders retaliatory Defensive Fire the attacker receives +2 (+1 for the Light Woods and +1 for the Medium Woods).

Q – When modifying a vehicle do I have to fill all available Main and Secondary weapons systems openings?
A – No. A vehicle can be used that is fully stripped. When modifying a vehicle reasonable care should be taken to modify the miniature to appropriately reflect major changes in Main and Secondary weapon systems. It would not be unreasonable to see a Specter with only its Indirect Fire system operational still have its arms, even though they do not function.

Q – If a model performs a Power Dump, how is it treated concerning victory points?
A – As a destroyed model.

Q – All members of a Section that are firing at the same target must declare their ranged attacks. Does this mean that Sections activated later may also shoot at the same target?
A – Yes.

Q – In what order does immediate Suppression work within simultaneous fire?
A – All attacking and defending fire are resolved first. Suppression, its effects and movement occur immediately upon the resolution of the fire.

Q – If I hit and win the die roll by less than three why is there no damage?
A – The “three” you must beat the defender by to do damage represents “hull hits”. In other words you did hit, but did no appreciable damage.

Q – Why are there no arcs of fire?
A – Originally in playtest we gave all CAVs various degrees of forward fire and the rule that you could not conduct defensive fire against any attacks that hit you from the back 60-degree hex side. As the game evolved, arcs of fire for the attacker became pointless with the speed and fluidity of movement present in the game. The ability to avoid return defensive fire created what we dubbed the “CAV waltz”. The waltz consisted of one CAV walking around a target CAV to face its rear hex side to fire. This was followed by the targeted CAV (during its action phase) moving to the rear area of the CAV that had shot at it and returning the favor. The process was repeated until one of the CAVs was destroyed. Attempts were made to correct the problem by adding opportunity fire, zones of control and on and on, but all that did was slow the game down, added paper work and tracking counters, shifted the balance of play and basically never corrected the problem of the “waltz”. In the end simply using a torso 360 degree rotation coupled with the natural neutral steer of a chassis solved the problem and fit in the game world perfectly.

Q – Does the attacker using Indirect Fire with a successful Target Lock get to use the Target Lock bonus against models in the Area of Effect?
A – No, it only uses the Target Lock bonus on the model targeted.

Q – Why are aircraft speeds so low?
A – They are assumed to always be flying nap of earth and using all terrain possible for cover. Gunships use their ducted fans to both hover and maneuver, but even with this they must still move cautiously around terrain that a vehicle can brush past.

Q – Does the act of Target Locking a model cause Defensive Fire?
A – No.

Q – The Whisper Data Card is confusing. How many damage points can the launcher take?
A – 4, the zeros on the left hand side of the divider should read “-/-” in the 4th, 5th and 6th damage columns. In addition to this, the (ACA) and (DCA) lines should all read “/-”. A launcher that is close assaulted is automatically destroyed and the unlaunched missile does not explode. (See the errata section)

Q – Even though the Whisper missile destroys itself, do I receive any victory points?
A – No. It is considered a destroyed model.

Q – Does the Whisper missile launcher carry any point value after the missile is launched?
A – No. it is automatically removed from play.

Q – If the Whisper Missile is launched from a truck that has been damaged, does the missile start flight with the same level of damage?
A – Yes.

Q – How is movement of a launched Whisper missile conducted?
A – The Whisper is a two stage disposable munition. It must move its maximum movement (MM) on the turn it is launched and cannot engage a target. On the following turn it may move less than its MM and close with a target. If it does not close with a target on the turn following the launch turn it is removed from play.

Q – If the Whisper missile fails to gain a target lock, does it still hit?
A – Yes, although you do not get the target lock bonus. Works just like Direct Fire resolution.

Q – What happens when a model moves into the same space occupied by a launched Whisper missile on purpose?
A – It suffers the attack of the Whisper, but the Whisper does not receive any target lock bonus.
Q – Who is who in the picture of the galaxy races on pg 101 (Page 19)?
A – Left to right: Ritterlich, Human, Malvernis, AEC, Rach and the seated Templar is human.

Q – Is the CAV universe based on the Reaper Miniatures fantasy world of Avalon?
A – No. Certain elements were taken from the fantasy world, but there is no linear progression or connection to it.

Q – When do you use Target Lock (TL)?
A – In Step 1 you use your Target Lock (TL) in attempt to lock on to an enemy target. For Attack Resolution you ONLY add the current Target Lock (TL) value to your weapon’s RAV if you made a successful Target Lock in Step 1.

Q – What is a RAV?
A – RAV is a weapons Ranged Attack Value. That is the number you add to your 1d10 die roll for the weapon during the ranged Attack Resolution.

Q – How do you handle power in defensive fire?
A – You are still limited by your power on how many weapons you can use during your defensive fire. The player conducting defensive fire can however perform a Power-Dump.

Q – How often can a CAV fire its guns?
A – A CAV can fire each weapon only once during its Phase 2 Action Phase. It can fire each weapon only once each time it conducts defensive fire.

Q – How much ammunition does each weapon have?
A – Each turn is four seconds of real time with an average game lasting 8-12 turns being 32 to 48 seconds of real time. Military equipment in CAV is designed to carry enough ammunition for several minutes of real time combat so tracking ammunition levels during a game is not practical.

Q – Is CAV purely a hexed base game?
A – No. the rules contain measurements for both Hex and Open tabletop play.

Q – Is the maximum level of damage 6?
A – No, currently several models are in play that have 8 levels of damage.

Q – Are there firing arcs for CAV’s or do they have a 360 degree firing arc?
A – They have a 360 degree arc of fire.

Q – If an infantry unit shoots then loads up, can the APC still move half its movement?
A – Yes

Q – If you are in a close assault and also a victim of a direct attack can you do a defensive fire on the unit that did the direct attack on you?
A – Yes

Q – Does a unit with Chain Lock fire only work with its section or the whole side?
A – Just the section it is part of.

Q – Does a unit that does a defensive fire count the power usage that it would cost to fire the weapons when it takes its action phase?
A – No. Defensive attacks when they happen would be pulled from reserve power.

Questions concerning CAV can be emailed to:
ReaperGame@AOL.com

or mailed to:
Reaper Miniatures
P.O. Box 293175
Lewisville, TX 75029 USA

Questions should be worded in such a manner as to require only a Yes or No answer.
Unfortunately we are unable to answer questions concerning game rules over the phone.
TOURNAMENT AND SCENARIO RULES

Tournament and Scenario Rules (17 August 2001)

By the very nature of competition in tournament level play additional rules and clarifications concerning the interpretation of the rules are in order.

Tournament and Scenario rules are designed to add flavor to game play and are compiled from “house” rules and suggested optional rules.

In tournament level play Tournament and Scenario rules are optional and may be included by the tournament director at their discretion. If any Tournament or Scenario rules are in play for a tournament, a written copy of the actual rules used should be provided to each participant.

1. One stand of infantry may ride on any vehicle that possesses enough level surfaces to carry it. Infantry cannot ride on CAVs. If the vehicle is attacked, in any way, the infantry dismount into an adjacent hex to the tank and take an equal amount of any damage the vehicle suffers from the attack that forced them to dismount.

   Infantry forced to dismount cannot conduct Defensive Fire. Dismounting infantry are placed in any adjacent hex desired by the controlling player. If the dismounting infantry are forced to dismount due to Indirect Fire, the dismounting infantry suffer both the damage the vehicle suffers plus are subject to any Area of Effect attacks caused by the Indirect Fire after they dismount.

2. Ejected or bailed out crews from destroyed vehicles that have been upgraded from Regular to Veteran, Elite or Ace count as units remaining on the battlefield for victory points if they survive the game. The surviving crew is worth an amount in points equal to the amount spent on their upgrade(s).

   A surviving crew is represented on the table with a special stand and is treated as Regular Infantry with 2 Damage Points. Regular level crews that eject or bail out are not placed on the game table and are worth nothing towards victory points. A surviving crew’s starting location is determined first by the controlling player choosing the direction the ejected or bailed out crew will travel in. Second, the controlling player rolls 1d6 with the value equaling the amount in inches/hexes the crew travels away from the destroyed vehicle. Surviving crew’s may be attacked like anything else on the table.

   If an ejected or bailed out crew is all that is left of a Section then you remove an initiative card and any surviving crews of a dissolved Section are simply attached to and perform actions with any remaining Section.
You Played
the Game.
Now Live it!

CAV
OPERATIONS
GROUP

www.cavhq.com/cog

BATTLEHEX
TERRAIN SYSTEMS

www.battlehex.com
### CHASSIS

**Damage Points:**

<table>
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<th>3</th>
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**Note:** APC's can mount only two weapons but may have ECCM or Chain Lock. If any transport is destroyed, any excess damage is applied to carried units, dividing damage as equally as possible. Surviving units are deployed in an unoccupied space next to the destroyed transport.

### Modular Parts

- **Power (PW):**
  - POWER (PW): 10
  - TARGET LOCK (TL): +1
  - MEASURES (ECM): +2

- **Hard/Soft:**
  - HARD/SOFT: 20
  - HARD/SOFT: 20
  - HARD/SOFT: 16
  - HARD/SOFT: 16

### Weapons

- **Weapon Type:**
  - FA-45 MG
  - RNG: 18
  - AOE: N/A
  - HARD/SOFT: +1/+6
  - HARD/SOFT: +0/+4

### Pilot Type:

- **Type:** WSO
- **Pilot:** WSO

### ARMOR

**Type:** Cape-Alpha

**Breeder:** DS Transware

**Power Cell:** Maltese System CZr1

**Target:** Gurbmah Z21

---

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### BASICS

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<tr>
<th>MOVE (MM)</th>
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### MODULAR PARTS

**POWER (PW):**
- Move: 18
- Repair: +4
- Armor: +3

**TARGET LOCK (TL):**
- Move: 18
- Repair: +4
- Armor: +2

**ELECTRONIC COUNTER:**
- Move: +4
- Repair: +2

### WEAPON TYPE

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<td>+5/+2</td>
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<td>+4/-1</td>
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<td>N/A</td>
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### ARMOR

- Lancelot I
- Notlin 61b

### ECM

- Notlih System 17

### POWER CELL

- Flint A7A

### POWER COST

- 273 POINTS
### BASICS

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### MODULAR PARTS

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### PILOT TYPE: WSO TYPE:

- PILOT TYPE: 1
- WSO TYPE: 1

### Power Cost

- Repair: Combat Medic
- Target: TE 3

### Armor

- Armor: None
- ECM: Em 4

---

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### CHASSIS

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### MODULAR PARTS

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### TOTAL POINTS

230 points

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<td>+1</td>
</tr>
<tr>
<td>4</td>
<td>6</td>
<td>-2</td>
<td>+1</td>
<td>+1</td>
</tr>
</tbody>
</table>

### MODULAR PARTS

<table>
<thead>
<tr>
<th>POWER (PW)</th>
<th>TARGET LOCK (TL)</th>
<th>ELECTRONIC COUNTER</th>
<th>MEASURES (ECM)</th>
</tr>
</thead>
<tbody>
<tr>
<td>12</td>
<td>+2</td>
<td>+2</td>
<td>+2</td>
</tr>
<tr>
<td>12</td>
<td>+1</td>
<td>+1</td>
<td>+1</td>
</tr>
<tr>
<td>8</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
</tr>
<tr>
<td>8</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
</tr>
</tbody>
</table>

### WEAPON TYPE

<table>
<thead>
<tr>
<th>WEAPON TYPE</th>
<th>RNG</th>
<th>AOE</th>
<th>HARD/SOFT</th>
<th>HARD/SOFT</th>
<th>HARD/SOFT</th>
<th>HARD/SOFT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rexus IIb Particle Bolt Gun</td>
<td>32</td>
<td>N/A</td>
<td>+4/+0</td>
<td>+4/+0</td>
<td>+3/-1</td>
<td>+2/-2</td>
</tr>
<tr>
<td>FA-45 MG</td>
<td>18</td>
<td>N/A</td>
<td>+1/+6</td>
<td>+0/+4</td>
<td>-2/-2</td>
<td>N/A</td>
</tr>
<tr>
<td>FA-45 MG</td>
<td>19</td>
<td>N/A</td>
<td>+1/+6</td>
<td>+0/+4</td>
<td>-2/-2</td>
<td>N/A</td>
</tr>
</tbody>
</table>

### TOTAL TARGET LOCK/ECM/ARMOR MODIFIERS

<table>
<thead>
<tr>
<th>TEA</th>
<th>TEA</th>
<th>TEA</th>
<th>TEA</th>
<th>TEA</th>
<th>TEA</th>
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</table>

### ARMOR

<table>
<thead>
<tr>
<th>ARMOR</th>
<th>ECM</th>
<th>BREEDER</th>
<th>POWER CELL</th>
<th>TARGET</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ghast I</td>
<td>Oidar 2f</td>
<td>Hoover 1</td>
<td>Flint B4</td>
<td>Cigam 3c</td>
</tr>
</tbody>
</table>

### POWER COST

<table>
<thead>
<tr>
<th>REPAIR</th>
<th>TARGET</th>
</tr>
</thead>
<tbody>
<tr>
<td>Draug I</td>
<td>Cigam 3c</td>
</tr>
</tbody>
</table>

### TOTAL POINTS

138 points

---

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### CHASSIS DAMAGE POINTS

<table>
<thead>
<tr>
<th>CHASSIS</th>
<th>MOVE (MM)</th>
<th>REPAIR (RP)</th>
<th>(ACA)</th>
<th>(DCA)</th>
<th>ARMOR (ARM)</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>-/1</td>
<td>3/-</td>
<td>-/-</td>
<td>-/-</td>
<td>+2/+4</td>
</tr>
<tr>
<td>1</td>
<td>8/24</td>
<td>-/-</td>
<td>-/-</td>
<td>-/-</td>
<td>+1/+4</td>
</tr>
<tr>
<td>2</td>
<td>8/24</td>
<td>4/-</td>
<td>-/-</td>
<td>-/-</td>
<td>+1/3</td>
</tr>
<tr>
<td>3</td>
<td>6/24</td>
<td>5/-</td>
<td>-/-</td>
<td>-/-</td>
<td>+0/3</td>
</tr>
<tr>
<td>4</td>
<td>4/24</td>
<td>5/-</td>
<td>-/-</td>
<td>-/-</td>
<td>+2</td>
</tr>
<tr>
<td>5</td>
<td>20</td>
<td>5/-</td>
<td>-/-</td>
<td>-/-</td>
<td>+1</td>
</tr>
<tr>
<td>6</td>
<td>18</td>
<td>6/-</td>
<td>-/-</td>
<td>-/-</td>
<td>-/0</td>
</tr>
</tbody>
</table>

#### MODULAR PARTS

<table>
<thead>
<tr>
<th>MODULAR PARTS</th>
<th>POWER (PW)</th>
<th>TARGET LOCK (TL)</th>
<th>ELECTRONIC COUNTER</th>
<th>MEASURES (ECM)</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>3/3</td>
<td>+2/+2</td>
<td>+2/2</td>
<td>+1/1</td>
</tr>
<tr>
<td>1</td>
<td>+0/+3</td>
<td>+0/+3</td>
<td>+0/+2</td>
<td>+1/1</td>
</tr>
<tr>
<td>2</td>
<td>+0/+2</td>
<td>+0/+2</td>
<td>+0/+2</td>
<td>+1/1</td>
</tr>
<tr>
<td>3</td>
<td>-/20</td>
<td>-/20</td>
<td>-/20</td>
<td>-/20</td>
</tr>
</tbody>
</table>

#### WEAPON TYPE

<table>
<thead>
<tr>
<th>WEAPON TYPE</th>
<th>RNG</th>
<th>AOE</th>
<th>HARD/SOFT</th>
<th>HARD/SOFT</th>
<th>HARD/SOFT</th>
<th>HARD/SOFT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Whisper Missile (Single)</td>
<td>24</td>
<td>N/A</td>
<td>+14/+3</td>
<td>+14/+3</td>
<td>+14/+3</td>
<td>+14/+3</td>
</tr>
</tbody>
</table>

### ARMOR

<table>
<thead>
<tr>
<th>ARMOR</th>
<th>BREEDER</th>
<th>ECM</th>
<th>POWER CELL</th>
<th>REPAIR</th>
<th>TARGET</th>
</tr>
</thead>
<tbody>
<tr>
<td>Casper 1/3</td>
<td>DS Transware VSA</td>
<td>Shadow Systems Zr3/4</td>
<td>Raivac 94</td>
<td>Gerts A</td>
<td>Cigam 6/7</td>
</tr>
</tbody>
</table>

### PILOT TYPE

<table>
<thead>
<tr>
<th>PILOT TYPE</th>
<th>WSO TYPE</th>
<th>SUP</th>
</tr>
</thead>
<tbody>
<tr>
<td>PILOT</td>
<td>WSO</td>
<td>SUP</td>
</tr>
</tbody>
</table>

### NOTE

- Number to left of / is used for launcher vehicle.
- The number to the right of the / is used for launched Missile. If missile has not been launched and vehicle is destroyed, it is also destroyed.
- Missile may not strike target on turn of launch. If missile scores a hit, add two points of damage to any result, even if it would otherwise do no damage.
- A launcher that is close assaulted is automatically destroyed and the missile does not explode. If the truck has been damaged, the missile begins flight with the same level of damage.

---

**Casper 1/3**

**Grunsweld Type 2**

**CMC Series 17**

**Raivac 94**

**Genius III**

**Enihr Lock 2b**

---

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### PUMA

#### CHASSIS
- **Move (MM):** 32, 32, 32, 28
- **Repair (RP):** -3, 4, 5
- **(ACA):** +0, -1, -2, -3
- **(DCA):** +3, +2, +1, +1
- **Armor (ARM):** +1, +1, +0, +0

#### MODULAR PARTS
- **Power (PW):** 10, 9, 7, 4
- **Target Lock (TL):** +2, +2, +1, +0
- **Electronic Counter:** +4, +3, +2, +1

#### WEAPON TYPE
- **Range (RNG):** 32, 12, N/A
- **Area of Effect (AOE):** +2/+8, -2/+8
- **Hard/Soft:** +3/+4, +1/+2

#### ARMOR
- **Breeders:** Shield 1D-1, Grunsweld Type 3

#### ECM
- **Frequency:** Shade X(J)

#### POWER CELL
- **Type:** Internal Cell Type 2

#### PILOT TYPE
- **Species:** Genius II

#### WSO TYPE
- **Species:** Enihr Lock

---

### POLTERGEIST

#### CHASSIS
- **Move (MM):** 12, 10, 8, 6
- **Repair (RP):** -3, 4, 5
- **(ACA):** +0, +0, -1, -2
- **(DCA):** +2, +1, +0, +0
- **Armor (ARM):** +2, +2, +1, +0

#### MODULAR PARTS
- **Power (PW):** 10, 8, 8, 4
- **Target Lock (TL):** +1, +1, +0, +0
- **Electronic Counter:** +2, +2, +1, +0

#### WEAPON TYPE
- **Range (RNG):** L/52, 32, 18
- **Area of Effect (AOE):** N/A
- **Hard/Soft:** +3/+4, +2/+3

#### ARMOR
- **Breeders:** Merrimac II, Davinci II

#### ECM
- **Frequency:** Shade X(J)

#### POWER CELL
- **Type:** Raivac 84

#### PILOT TYPE
- **Species:** Gerts II

#### WSO TYPE
- **Species:** Egam 8f

---
### CHASSIS DAMAGE POINTS

<table>
<thead>
<tr>
<th>MOVE (MM)</th>
<th>24</th>
<th>24</th>
<th>20</th>
<th>20</th>
<th>16</th>
<th>12</th>
</tr>
</thead>
<tbody>
<tr>
<td>REPAIR (RP)</td>
<td>-</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
</tr>
<tr>
<td>(ACA)</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>-1</td>
<td>-1</td>
<td>-2</td>
</tr>
<tr>
<td>(DCA)</td>
<td>+5</td>
<td>+5</td>
<td>+5</td>
<td>+4</td>
<td>+3</td>
<td>+2</td>
</tr>
<tr>
<td>ARMOR (ARM)</td>
<td>+3</td>
<td>+3</td>
<td>+2</td>
<td>+2</td>
<td>+1</td>
<td>+0</td>
</tr>
</tbody>
</table>

### MODULAR PARTS

<table>
<thead>
<tr>
<th>POWER (PW)</th>
<th>12</th>
<th>12</th>
<th>10</th>
<th>10</th>
<th>8</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>TARGET LOCK (TL)</td>
<td>+3</td>
<td>+3</td>
<td>+2</td>
<td>+1</td>
<td>+0</td>
<td>+0</td>
</tr>
<tr>
<td>ELECTRONIC COUNTER MEASURES (ECM)</td>
<td>+3</td>
<td>+3</td>
<td>+2</td>
<td>+2</td>
<td>+1</td>
<td>+1</td>
</tr>
</tbody>
</table>

### WEAPON TYPE RNG AOE HARD/SOFT HARD/SOFT HARD/SOFT HARD/SOFT HARD/SOFT HARD/SOFT HARD/SOFT

<table>
<thead>
<tr>
<th>MT64G DF Missile Pack</th>
<th>36</th>
<th>N/A</th>
<th>+3/+1</th>
<th>+3/+1</th>
<th>+3/+1</th>
<th>+3/+1</th>
<th>+3/+1</th>
<th>+3/+1</th>
</tr>
</thead>
<tbody>
<tr>
<td>MT64G DF Missile Pack</td>
<td>36</td>
<td>N/A</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>+3/+1</td>
</tr>
<tr>
<td>MT64L Large IF Missile Pack</td>
<td>4</td>
<td>2/4/4</td>
<td>+2/+4</td>
<td>+2/+4</td>
<td>+2/+4</td>
<td>+2/+4</td>
<td>+2/+4</td>
<td>+2/+4</td>
</tr>
</tbody>
</table>

### ARMOR: Tate I ECM: Hanasu System 21 BREEDER: Sun Dragon 61 POWER CELL: Kandenchi I REPAIR: Naosu I TARGET: Mokuhyo-3

### RHINO

### CHASSIS DAMAGE POINTS

<table>
<thead>
<tr>
<th>MOVE (MM)</th>
<th>8</th>
<th>8</th>
<th>8</th>
<th>8</th>
<th>8</th>
<th>6</th>
<th>6</th>
<th>4</th>
</tr>
</thead>
<tbody>
<tr>
<td>REPAIR (RP)</td>
<td>-</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>9</td>
</tr>
<tr>
<td>(ACA)</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>-1</td>
<td>-1</td>
<td>-2</td>
<td>-2</td>
<td>-3</td>
</tr>
<tr>
<td>(DCA)</td>
<td>+7</td>
<td>+7</td>
<td>+6</td>
<td>+6</td>
<td>+5</td>
<td>+5</td>
<td>+4</td>
<td>+3</td>
</tr>
<tr>
<td>ARMOR (ARM)</td>
<td>+4</td>
<td>+4</td>
<td>+4</td>
<td>+4</td>
<td>+3</td>
<td>+3</td>
<td>+2</td>
<td>+1</td>
</tr>
</tbody>
</table>

### MODULAR PARTS

<table>
<thead>
<tr>
<th>POWER (PW)</th>
<th>20</th>
<th>20</th>
<th>20</th>
<th>19</th>
<th>19</th>
<th>18</th>
<th>15</th>
<th>13</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>TARGET LOCK (TL)</td>
<td>+3</td>
<td>+3</td>
<td>+2</td>
<td>+2</td>
<td>+1</td>
<td>+1</td>
<td>+0</td>
<td>+0</td>
<td>-1</td>
</tr>
<tr>
<td>ELECTRONIC COUNTER MEASURES (ECM)</td>
<td>+3</td>
<td>+2</td>
<td>+2</td>
<td>+2</td>
<td>+1</td>
<td>+1</td>
<td>+1</td>
<td>+0</td>
<td>+0</td>
</tr>
</tbody>
</table>

### WEAPON TYPE RNG AOE HARD/SOFT HARD/SOFT HARD/SOFT HARD/SOFT HARD/SOFT HARD/SOFT HARD/SOFT

<table>
<thead>
<tr>
<th>Maxim 1G Rotary Cannon</th>
<th>32</th>
<th>N/A</th>
<th>+8/+3</th>
<th>+8/+3</th>
<th>+8/+3</th>
<th>+8/+3</th>
<th>+7/+2</th>
<th>+6/+2</th>
<th>+5/+1</th>
<th>+4/+1</th>
<th>+3/+1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Maxim 1G Rotary Cannon</td>
<td>32</td>
<td>N/A</td>
<td>+8/+3</td>
<td>+8/+3</td>
<td>+8/+3</td>
<td>+8/+3</td>
<td>+7/+2</td>
<td>+6/+2</td>
<td>+5/+1</td>
<td>+4/+1</td>
<td>+3/+1</td>
</tr>
<tr>
<td>Model 7D Missile Pack</td>
<td>40</td>
<td>N/A</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Model 7D Missile Pack</td>
<td>40</td>
<td>N/A</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>N/A</td>
<td>N/A</td>
</tr>
</tbody>
</table>

### ARMOR: Shield 1 D-3 ECM: CMC Series 18 BREEDER: Gruns waveld Type 5 POWER CELL: Internal Cell Type 4 REPAIR: Pass Plus 1 TARGET: Enihr Lock 2z

---

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### CHASSIS DAMAGE POINTS

<table>
<thead>
<tr>
<th>MOVE (MM)</th>
<th>REPAIR (RP)</th>
<th>ARMOR (ARM)</th>
<th>POWER (PW)</th>
<th>TARGET LOCK (TL)</th>
<th>ELECTRONIC COUNTER</th>
<th>WEAPON TYPE</th>
<th>ECM</th>
<th>POWER CELL</th>
<th>TARGET</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 1 2 3 4 5 6</td>
<td>24 24 20 20 16 12 8</td>
<td>- 3 4 5 6 7 8</td>
<td>+0 +0 +0 -1 -1 -2 -2</td>
<td>+5 +5 +5 +4 +3 +2 +1</td>
<td>+2 +2 +2 +1 +1 +0 +0</td>
<td>Naftan 66 Gauss Cannon 36 N/A</td>
<td>Hydra System 21</td>
<td>Roticapac III</td>
<td>Dangile N3</td>
</tr>
</tbody>
</table>

### MODULAR PARTS

| POWER | TARGET LOCK | ELECTRONIC COUNTER | MEASURES (ECM) | HARD/SOFT | HARD/SOFT | HARD/SOFT | HARD/SOFT | HARD/SOFT | HARD/SOFT | HARD/SOFT | HARD/SOFT |
|-------|-------------|--------------------|----------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|
| 24 +3 +2 +1 +0 +0 +0 | 3 +3 +2 +1 +0 +0 +0 | 24 +3 +3 +2 +1 +0 +0 | 14 14 12 12 10 7 6 |

### WEAPON TYPE

<table>
<thead>
<tr>
<th>RING</th>
<th>AOE</th>
<th>HARD/SOFT</th>
<th>HARD/SOFT</th>
<th>HARD/SOFT</th>
<th>HARD/SOFT</th>
<th>HARD/SOFT</th>
<th>HARD/SOFT</th>
<th>HARD/SOFT</th>
<th>HARD/SOFT</th>
<th>HARD/SOFT</th>
<th>HARD/SOFT</th>
<th>HARD/SOFT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Naftan 66 Gauss Cannon</td>
<td>+5/+2</td>
<td>+5/+2</td>
<td>+5/+2</td>
<td>+4/2</td>
<td>+4/1</td>
<td>+4/+1</td>
<td>+3/+0</td>
<td>+3/0</td>
<td>4</td>
<td>72</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fire 12 DF Missile Pack</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>+3/1</td>
<td>+3/1</td>
<td>+3/1</td>
<td>N/A</td>
<td>N/A</td>
<td>1</td>
<td>38</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fire 12 DF Missile Pack</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>+3/1</td>
<td>+3/1</td>
<td>+3/1</td>
<td>N/A</td>
<td>N/A</td>
<td>1</td>
<td>38</td>
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<td></td>
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### ARMOR

<table>
<thead>
<tr>
<th>Tri Shield I</th>
<th>Ghost 1c</th>
</tr>
</thead>
</table>

### ECM

<table>
<thead>
<tr>
<th>Hydra System 21</th>
<th>Shadow System 21</th>
</tr>
</thead>
</table>

### POWER CELL

<table>
<thead>
<tr>
<th>Roticapac III</th>
<th>Lacoda Type 3</th>
</tr>
</thead>
</table>

### PILOT TYPE

<table>
<thead>
<tr>
<th>Rapier I</th>
<th>Rostov Type 43b</th>
</tr>
</thead>
</table>

### RESOURCE COST

| 256 POINTS | 282 POINTS |

### Total Target Lock/ECM/Armor Modifiers

| TEA | TEA | TEA | TEA | TEA | TEA | TEA |

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# CHASSIS

<table>
<thead>
<tr>
<th>MOVE (MM)</th>
<th>REPAIR (RP)</th>
<th>(ACA)</th>
<th>(DCA)</th>
<th>ARMOR (ARM)</th>
</tr>
</thead>
<tbody>
<tr>
<td>16</td>
<td>-</td>
<td>+0</td>
<td>+5</td>
<td>+2</td>
</tr>
<tr>
<td>16</td>
<td>3</td>
<td>-1</td>
<td>+4</td>
<td>+2</td>
</tr>
<tr>
<td>14</td>
<td>4</td>
<td>-1</td>
<td>+4</td>
<td>+2</td>
</tr>
<tr>
<td>12</td>
<td>5</td>
<td>-2</td>
<td>+4</td>
<td>+2</td>
</tr>
<tr>
<td>10</td>
<td>6</td>
<td>-3</td>
<td>+3</td>
<td>+2</td>
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<td>8</td>
<td>7</td>
<td>-4</td>
<td>+3</td>
<td>+2</td>
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<td>8</td>
<td>7</td>
<td>-2</td>
<td>+3</td>
<td>+2</td>
</tr>
<tr>
<td>6</td>
<td>7</td>
<td>-3</td>
<td>+1</td>
<td>+1</td>
</tr>
<tr>
<td>5</td>
<td>6</td>
<td>-4</td>
<td>+2</td>
<td>+0</td>
</tr>
<tr>
<td>4</td>
<td>5</td>
<td>-3</td>
<td>+2</td>
<td>+0</td>
</tr>
<tr>
<td>3</td>
<td>5</td>
<td>-4</td>
<td>+1</td>
<td>+0</td>
</tr>
<tr>
<td>2</td>
<td>4</td>
<td>-4</td>
<td>+0</td>
<td>+0</td>
</tr>
</tbody>
</table>

# MODULAR PARTS

<table>
<thead>
<tr>
<th>POWER (PW)</th>
<th>TARGET LOCK (TL)</th>
<th>ELECTRONIC COUNTER</th>
<th>MEASURES (ECM)</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>+4</td>
<td>+3</td>
<td>+3</td>
</tr>
<tr>
<td>10</td>
<td>+4</td>
<td>+3</td>
<td>+3</td>
</tr>
<tr>
<td>10</td>
<td>+4</td>
<td>+3</td>
<td>+2</td>
</tr>
<tr>
<td>10</td>
<td>+3</td>
<td>+3</td>
<td>+2</td>
</tr>
<tr>
<td>8</td>
<td>+2</td>
<td>+2</td>
<td>+1</td>
</tr>
<tr>
<td>6</td>
<td>+1</td>
<td>+2</td>
<td>+0</td>
</tr>
</tbody>
</table>

# WEAPON TYPE

<table>
<thead>
<tr>
<th>WEAPON TYPE</th>
<th>RNG</th>
<th>AOE</th>
<th>HARD/SOFT</th>
<th>HARD/SOFT</th>
<th>HARD/SOFT</th>
<th>HARD/SOFT</th>
<th>HARD/SOFT</th>
<th>HARD/SOFT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rapier Hvy DF Missile Pack 48</td>
<td>N/A</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>N/A</td>
</tr>
<tr>
<td>Rapier Hvy DF Missile Pack 48</td>
<td>N/A</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>N/A</td>
</tr>
<tr>
<td>C56 Hvy IF Missile Pack 60</td>
<td>2</td>
<td>+1/+4</td>
<td>+1/+4</td>
<td>+1/+4</td>
<td>+1/+4</td>
<td>+1/+4</td>
<td>+1/+4</td>
<td>N/A</td>
</tr>
</tbody>
</table>

# TOTAL TARGET LOCK/ECM/ARMOR MODIFIERS

<table>
<thead>
<tr>
<th>POWER</th>
<th>TARGET</th>
<th>ECM</th>
<th>CHASSIS</th>
</tr>
</thead>
<tbody>
<tr>
<td>259</td>
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</table>

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### CHASSIS DAMAGE POINTS

<table>
<thead>
<tr>
<th>MOVE (MM)</th>
<th>REPAIR (RP)</th>
<th>(ACA)</th>
<th>(DCA)</th>
<th>ARMOR (ARM)</th>
</tr>
</thead>
<tbody>
<tr>
<td>20</td>
<td>-</td>
<td>-5</td>
<td>+1</td>
<td>+2</td>
</tr>
<tr>
<td>18</td>
<td>3</td>
<td>-6</td>
<td>+0</td>
<td>+2</td>
</tr>
<tr>
<td>16</td>
<td>4</td>
<td>-7</td>
<td>+1</td>
<td>+1</td>
</tr>
<tr>
<td>14</td>
<td>5</td>
<td>-8</td>
<td>+0</td>
<td>+1</td>
</tr>
</tbody>
</table>

### MODULAR PARTS

<table>
<thead>
<tr>
<th>POWER (PW)</th>
<th>TARGET LOCK (TL)</th>
<th>ELECTRONIC COUNTER</th>
<th>MEASURES (ECM)</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>+3</td>
<td>+3</td>
<td>+3</td>
</tr>
<tr>
<td>8</td>
<td>+2</td>
<td>+2</td>
<td>+2</td>
</tr>
<tr>
<td>6</td>
<td>+1</td>
<td>+1</td>
<td>+1</td>
</tr>
<tr>
<td>6</td>
<td>+2</td>
<td>+2</td>
<td>+2</td>
</tr>
</tbody>
</table>

### WEAPON TYPE

<table>
<thead>
<tr>
<th>Kenka Hvy DF Missile Pack</th>
<th>Denko Particle Bolt Cannon</th>
</tr>
</thead>
<tbody>
<tr>
<td>48 N/A</td>
<td>32 N/A</td>
</tr>
<tr>
<td>+4/+2</td>
<td>+3/+2</td>
</tr>
<tr>
<td>+4/+2</td>
<td>+4/+2</td>
</tr>
<tr>
<td>+4/+2</td>
<td>+4/+2</td>
</tr>
</tbody>
</table>

### HARD/SOFT

<table>
<thead>
<tr>
<th>HARD/SOFT</th>
<th>HARD/SOFT</th>
<th>HARD/SOFT</th>
<th>HARD/SOFT</th>
</tr>
</thead>
<tbody>
<tr>
<td>+4/+2</td>
<td>+4/+2</td>
<td>+4/+2</td>
<td>+4/+2</td>
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</tbody>
</table>

### ECM

<table>
<thead>
<tr>
<th>ECM</th>
<th>POWER CELL</th>
<th>PILOT TYPE</th>
<th>WSO TYPE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Denki 3r</td>
<td>Chikara 2Tr</td>
<td>Naosu 5c</td>
<td>WSO Type</td>
</tr>
<tr>
<td>POWER COST</td>
<td>POWER COST</td>
<td>REPAIR</td>
<td>TARGET</td>
</tr>
<tr>
<td>213 POINTS</td>
<td>213 POINTS</td>
<td>Nejiru 1c</td>
<td>Mato 77</td>
</tr>
</tbody>
</table>

### ARMOR

<table>
<thead>
<tr>
<th>BREEDER</th>
<th>ECM</th>
</tr>
</thead>
<tbody>
<tr>
<td>Yoroi 36l</td>
<td>Renki 3r</td>
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### PILOT TYPE

<table>
<thead>
<tr>
<th>PILOT TYPE</th>
<th>WSO TYPE</th>
<th>POWER COST</th>
<th>POWER COST</th>
<th>REPAIR</th>
<th>TARGET</th>
</tr>
</thead>
<tbody>
<tr>
<td>Nejiru 1c</td>
<td>WSO Type</td>
<td>Nejiru 1c</td>
<td>WSO Type</td>
<td>Nejiru 1c</td>
<td>WSO Type</td>
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### SUP

<table>
<thead>
<tr>
<th>PILOT</th>
<th>WSO</th>
<th>SUP</th>
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<tbody>
<tr>
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### CHASSIS

<table>
<thead>
<tr>
<th>MOVE (MM)</th>
<th>REPAIR (RP)</th>
<th>(ACA)</th>
<th>(DCA)</th>
<th>ARMOR (ARM)</th>
</tr>
</thead>
<tbody>
<tr>
<td>24 24 24 24</td>
<td>4 5 6 6</td>
<td>+0 +0 +0 -1 -2</td>
<td>+5 +4 +4 +4 +3</td>
<td>+2 +2 +2 +1 +1</td>
</tr>
</tbody>
</table>

### MODULAR PARTS

<table>
<thead>
<tr>
<th>POWER (PW)</th>
<th>TARGET LOCK (TL)</th>
<th>ELECTRONIC COUNTER</th>
<th>MEASURES (ECM)</th>
</tr>
</thead>
<tbody>
<tr>
<td>14 14 12 8 4</td>
<td>+2 +2 +1 +1 +1</td>
<td>+3 +2 +1 +1 +0</td>
<td></td>
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### WEAPON TYPE

<table>
<thead>
<tr>
<th>WEAPON TYPE</th>
<th>RNG AOE</th>
<th>HARD/SOFT</th>
<th>HARD/SOFT</th>
<th>HARD/SOFT</th>
<th>HARD/SOFT</th>
<th>HARD/SOFT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Twin Gkw 3c GG Cannon</td>
<td>N/A</td>
<td>+2/+6</td>
<td>+2/+6</td>
<td>+1/+6</td>
<td>+1/+5</td>
<td>+0/+4</td>
</tr>
<tr>
<td>Twin Gkw 3c GG Cannon</td>
<td>N/A</td>
<td>+2/+6</td>
<td>+2/+6</td>
<td>+1/+6</td>
<td>+1/+5</td>
<td>+0/+4</td>
</tr>
<tr>
<td>Mkw 21c DF Missile Pack</td>
<td>N/A</td>
<td>+2/+1</td>
<td>+2/+1</td>
<td>+2/+1</td>
<td>+2/+1</td>
<td>N/A</td>
</tr>
<tr>
<td>MkW SC IF Missile Pack</td>
<td>48 2</td>
<td>+0/+1</td>
<td>+0/+1</td>
<td>+0/+1</td>
<td>+0/+1</td>
<td>N/A</td>
</tr>
</tbody>
</table>

### ARMOR

<table>
<thead>
<tr>
<th>ARMOR</th>
<th>BREEDER</th>
<th>ECM</th>
<th>POWER CELL</th>
<th>PILOT TYPE</th>
<th>WSO TYPE</th>
<th>SUP</th>
<th>TOTAL TARGET LOCK/ECM/ARMOR MODIFIERS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fire Forge II</td>
<td>Naga T-70</td>
<td>Rach Series 18b</td>
<td>Lacoda Type M4</td>
<td>Protector I</td>
<td>N2b Line Lock</td>
<td>240 POINTS</td>
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### DAMAGE POINTS

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</table>

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# Chassis Damage Points

<table>
<thead>
<tr>
<th>MOVE (MM)</th>
<th>REPAIR (RP)</th>
<th>(ACA)</th>
<th>(DCA)</th>
<th>ARMOR (ARM)</th>
</tr>
</thead>
<tbody>
<tr>
<td>16</td>
<td>3</td>
<td>+0</td>
<td>+5</td>
<td>+2</td>
</tr>
<tr>
<td>16</td>
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<td>+2</td>
</tr>
<tr>
<td>16</td>
<td>5</td>
<td>-1</td>
<td>+4</td>
<td>+1</td>
</tr>
<tr>
<td>16</td>
<td>6</td>
<td>-2</td>
<td>+3</td>
<td>+0</td>
</tr>
<tr>
<td>12</td>
<td>7</td>
<td>-3</td>
<td>+3</td>
<td>+0</td>
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<tr>
<td>12</td>
<td>8</td>
<td>-4</td>
<td>+2</td>
<td>+0</td>
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<td>9</td>
<td>-5</td>
<td>+1</td>
<td>+0</td>
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<table>
<thead>
<tr>
<th>POWER (PW)</th>
<th>TARGET LOCK (TL)</th>
<th>ELECTRONIC COUNTER</th>
<th>MEASURES (ECM)</th>
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</thead>
<tbody>
<tr>
<td>18</td>
<td>+3</td>
<td>+3</td>
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</tr>
<tr>
<td>18</td>
<td>+3</td>
<td>+2</td>
<td>+2</td>
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<tr>
<td>16</td>
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<td>+1</td>
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<td>14</td>
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</tr>
<tr>
<td>10</td>
<td>+0</td>
<td>+0</td>
<td>-1</td>
</tr>
</tbody>
</table>

## Modular Parts

<table>
<thead>
<tr>
<th>WEAPON TYPE</th>
<th>RNG</th>
<th>AOE</th>
<th>HARD/SOFT</th>
<th>HARD/SOFT</th>
<th>HARD/SOFT</th>
<th>HARD/SOFT</th>
<th>HARD/SOFT</th>
</tr>
</thead>
<tbody>
<tr>
<td>L 77 GG Cannon</td>
<td>32</td>
<td>N/A</td>
<td>+5/+3</td>
<td>+5/+3</td>
<td>+4/+2</td>
<td>+3/+2</td>
<td>+2/+1</td>
</tr>
<tr>
<td>L 77 GG Cannon</td>
<td>32</td>
<td>N/A</td>
<td>+5/+3</td>
<td>+5/+3</td>
<td>+4/+2</td>
<td>+3/+2</td>
<td>+2/+1</td>
</tr>
<tr>
<td>Hf 1 DF Missile Pack</td>
<td>36</td>
<td>N/A</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>+3/+1</td>
<td>N/A</td>
</tr>
<tr>
<td>Hf 29b IF Missile Pack</td>
<td>48</td>
<td>4</td>
<td>+0/+0</td>
<td>+0/+0</td>
<td>+0/+0</td>
<td>+0/+0</td>
<td>N/A</td>
</tr>
</tbody>
</table>

### Total Target Lock/ECM/Armor Modifiers

| TEA | TEA | TEA | TEA | TEA | TEA | TEA | TEA | TEA | TEA |

---

**Armor:** Ghost 1b  
**Breeder:** DS Transware  
**Weapon Type:** RNG AOE HARD/SOFT  
**Power Cell:** Lacoda Type M2a  
**Target:** Cigam 4c  
**Power Cost:** 301 Points

---

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