MECHWARRIOR®: AGE OF DESTRUCTION

QUICK-START
AND
RULES OF WARFARE

QUICK-START RULES

MechWarrior® is a fast-playing game of tabletop combat using collectable **MechWarrior** miniatures. In this game, you take on the role of a battleforce commander to battle opposing armies. These Quick-Start rules will teach you everything you need to know to begin your first **MechWarrior** game using two players. Once you feel comfortable playing the game using these simplified rules, get the full game experience by using the Rules of Warfare.
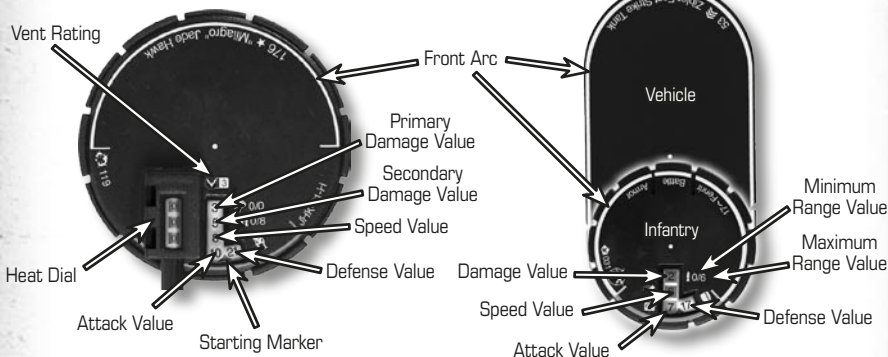
COMPONENTS

In the **MechWarrior: Age of Destruction** Starter Set, you will find these rules, 10 miniatures, one 28˝ flexible ruler, three six-sided dice, 12 combat enhancement cards, four terrain pieces, one playmat, one special equipment card, and the Rules of Warfare. You won't need the combat enhancement cards, the special equipment card, or the Rules of Warfare to use these Quick-Start rules.

MECHWARRIOR UNITS

Each **MechWarrior** miniature is called a unit. Each unit's base and combat dial are printed with important game play information.

'Mech Combat Dial/Base

Infantry and Vehicle Combat Dials/Bases

Vent Rating

Front Arc

Primary Damage Value

Secondary Damage Value

Speed Value

Vehicle

Heat Dial

Defense Value

Minimum Range Value

Maximum Range Value

Attack Value

Starting Marker

Infantry

Damage Value

Speed Value

Attack Value

Defense Value

The combat dial is the rotating disk printed with sets of numbers found under a unit's base; you can see it through the L-shaped stat slot in the base. Each time one of your units is damaged during the game, you turn its combat dial clockwise (once for each 1 damage) to the next set of numbers. This generally weakens the unit. When three bullet holes (✳) appear in a unit's stat slot, that unit is eliminated and should be removed from the battlefield. There are three types of **MechWarrior** units: infantry, vehicles, and 'Mechs™. Infantry and vehicle dials look the same. 'Mechs have a little more information on them.

- **primary damage value:** the amount of damage a 'Mech scores when it attacks with its primary weapon.
- **secondary damage value:** the amount of damage a 'Mech scores when it attacks with its secondary weapon.

- **speed value:** how many inches the unit can move.
- **attack value:** add this number to your dice roll when you attack; the total is the attack result.
- **defense value:** the number an attack result must meet or beat in order to succeed against a unit.
- **minimum range value:** the least number of inches away from the unit a target must be in order for the unit to make a ranged combat attack against it.
- **maximum range value:** the farthest number of inches away from the unit a target can be in order for the unit to make a ranged combat attack against it.
- **heat dial:** shows any heat effects that might be affecting a 'Mech.
- **vent rating:** how much heat a 'Mech loses when it is given the vent order.
- **front arc:** the portion of a unit's base through which it attacks other units.

Note: Only the combat dial/base features you will need for these Quick-Start rules are described in the illustrations on p. 2; all features are explained in the Rules of Warfare.

OTHER MATERIALS YOU WILL NEED

To play, you will need a large, square tabletop and some pennies or other small objects to serve as order tokens (described below).
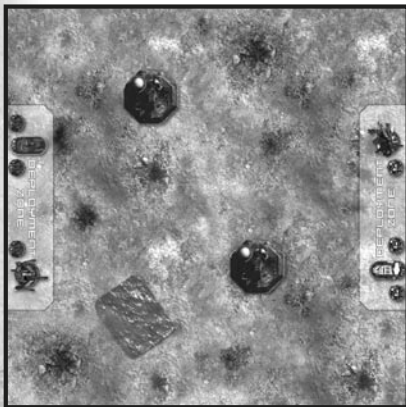
TERRAIN

For these Quick-Start rules, we'll use only two types of terrain: clear and blocking. Clear terrain is the playmat you play on. It has no effect on game play.

Blocking terrain. This terrain represents objects such as boulders and buildings. No part of a unit's base can overlap blocking terrain, and no unit can move through it. Blocking terrain also blocks any line of fire (described below) drawn through it. For these Quick-Start rules, treat all the terrain pieces in the Starter Set as blocking terrain.

BUILDING YOUR ARMY

For your first game, you and your opponent will each use five units from the Starter Set. Notice the different colors on the units. One of you will play with the 21st Centauri Lancers mercenary group (the blue and gray units): three infantry (collector's numbers 125, 126, 127), one vehicle (131), and one 'Mech (134). The other player will play with the Wolf's Dragoons mercenary group (the red and white units): three infantry (128, 129, 130), one vehicle (132), and one 'Mech (133).

SETTING THE SCENE

Now it's time to create the battlefield. Sit across from your opponent at a square tabletop, unfold the playmat, and place it between the two of you. Place the four terrain pieces off to the side of the battlefield. You and your opponent each roll three six-sided dice. Whoever rolls the highest result is the first player; the other player is the second player. The second player chooses a terrain piece and places it on the battlefield, at least 3˝ away from any edge of the playmat and at least 3˝ from any area of the playmat labeled "Deployment Zone." Then the first player places a terrain piece at least 3˝ from any edge of the playmat and the previously placed piece of terrain. Continue taking turns placing terrain this way until all terrain is placed.

Next, the first player places his or her units in the

deployment zone along his or her edge of the battlefield. The second player then places his or her units in the deployment zone along his or her edge of the battlefield. Turn the combat dials of all units so that the starting marker (▲ green arrow) shows in their stat slots.

PLAYING THE GAME

MechWarrior is played in a series of turns, with each player giving orders to his or her units. The first player takes the first turn. Turns then alternate between players until 50 minutes have passed or all of one player's units are eliminated.

You may give two orders on each of your turns. You may see the result of one order before giving the next order. A unit may be given only one order each turn. You don't have to give an order if you don't want to, but any orders that you don't use on your turn are lost when that turn ends. Whenever you give an order to a unit, mark it with an order token.

There are four types of orders, which will be discussed later in these rules:
- move
- vent
- ranged combat
- close combat

Pushing. If you give an order to an infantry or vehicle that causes it to be given a second order token, you have pushed the unit. Pushing a unit deals 1 damage to it at the end of the order that gave it the second order token, and you must turn the unit's combat dial once to reflect this. This pushing damage represents stress caused to the unit because it acted on consecutive turns. You cannot give an order to a unit that already has two order tokens.

Gaining heat. 'Mechs respond a bit differently. If you give an order to a 'Mech that already has an order token, it doesn't receive a second order token or pushing damage. Instead, it gains 1 heat. Instead of turning the 'Mech's combat dial, turn its heat dial once counterclockwise. This allows 'Mechs to be given orders on consecutive turns without being dealt damage.

But beware: As a 'Mech gains heat, its performance often decreases. For these Quick-Start rules, ignore any colors that appear in the heat dial. If, however, a number appears on the heat dial, you must add it to the combat value next to it before you use that value. If a 'Mech gains too much heat, it may shut down, which means you can't give it any move or combat orders. You'll know your 'Mech is shutdown when three radioactive symbols (♣) appear on its heat dial. If this happens, give it a second order token but don't deal it any pushing damage. The second token is there to remind you that your 'Mech is shutdown.

Losing heat. Your 'Mech automatically restarts when the green starting squares (◙) appear on its heat dial. One way to get there is to use the vent order, which helps your 'Mech lose heat. The vent order doesn't give your 'Mech an order token, and it doesn't cause it to gain heat, even if it has an order token on it. When you give a 'Mech a vent order, turn its heat dial clockwise a number of time equal to its vent rating. You cannot turn your 'Mech's heat dial past the green starting squares.

Ending your turn. Once you have given all your orders or decided not to give any more orders, your turn ends. At the end of your turn, remove any order tokens from units you didn't give an order to this turn. If you didn't give your 'Mech an order this turn, it loses 1 heat; turn its heat dial once clockwise. It is now the next player's turn.

SPECIAL EQUIPMENT

Colored circles or squares may appear on a unit's combat dial. These colored areas represent that unit's special equipment, and they apply to the combat values they highlight. Special equipment is destroyed or comes online as your unit takes or is repaired of damage. For your first game, don't worry about special equipment. You'll soon be ready to explore more of your units' abilities!

MOVEMENT

A unit's speed value is the number of inches you may move that unit when you give it a move order. To move a unit, begin by placing the flexible ruler on the battlefield. Measure from the center of your unit's base to the desired destination. Curve the ruler as necessary to show exactly where the unit will move; this is the movement path. The movement path cannot go through another unit's base or between two units in base contact (bases touching each other) or pass through blocking terrain. In addition, the base of the moving unit cannot overlap another unit's base or blocking terrain at the end of the move; it must rest completely flat on the battlefield. When you know where you want to move the unit, pick it up and move it so that the center of its base is at the end of the movement path. At this time, you may choose which way the unit's front arc will face on the battlefield.

Run option. 'Mechs can run when given a move order. This allows the 'Mech to move up to twice its speed value, but it gains 1 heat after the move. Note that if a 'Mech with an order token uses a move order to run, it will gain 2 heat—1 for running and 1 for being given an order on consecutive turns.

Movement formations. If three to five of your infantry and/or vehicles are in base contact with each other, you may move that group together as a formation; 'Mechs cannot participate in movement formations. When you give a move order to just one of the units, all the units can move together using the speed value of the unit in the group with the lowest speed value. Move each unit, one at a time; at the end of the movement, each unit must be in base contact with at least one other unit in the formation. After moving all the units in the formation, give each one an order token.

Free spin. Whenever one of your units ends a move order by coming into base contact with an opposing infantry or 'Mech, that opposing unit is allowed to spin in place so that its front arc is in base contact with your unit; this is a free spin. Free spins don't require orders, and they are helpful because you can attack other units only through a unit's front arc. Vehicles cannot make free spins.

EXAMPLE, PART 1

Turn 1. Kevin has four units in base contact with each other: an LRM Battery, an Undine Battle Armor, a Salamander Battle Armor, and a Zibler Fast Strike Tank. Because they are in base contact, Kevin can use a movement formation to move them. He doesn't want his Tank to be part of the formation because it moves much faster than the other units do, so he declares a movement formation with only the three infantry. He gives a move order to the LRM Battery and checks each unit to find the lowest speed value, which is 4. Kevin then moves each unit 4″, one at a time, until each has been moved and is in base contact with at least one other unit in the formation. He then gives an order token to each one. Kevin then uses his second order to give his Strike Tank a move order. The Tank has speed value 10, so he moves it 10″. After giving his Tank an order token, Kevin's turn ends.

Turn 2. Kim also has four of her units in base contact with each other: a Pathfinder, a PAL Suit, a Fenrir Battle Armor, and a Sekhmet Assault Vehicle. She chooses to use a movement formation with all four units, so she gives her Pathfinder a move order. The PAL Suit has the lowest speed value (5), so she moves each unit 5″, one at a time, until each has been moved and is in base contact with at least one other unit in the formation. She then gives an order token to each one. Kim chooses not to use her second order, so she ends her turn and play passes to Kevin.

RANGED COMBAT

Ranged combat represents attacking from a distance. A unit making a ranged combat attack is called the attacker. The opposing unit against which the attack is being made is called the target. If your unit has a maximum range value greater than 0, you may give it a ranged combat order to make a ranged combat attack against a target.

Range values. A unit has two range values: a minimum range and a maximum range. The minimum range indicates the minimum number of inches the attacker must be from its target. The maximum

range is how far away in inches the target can be from the attacker. Some units have a minimum range value of 0; this means that they can make ranged combat attacks against targets in base contact with them.

Damage values. Infantry and vehicles have only one damage value. 'Mechs have two damage values: a primary damage value and a secondary damage value. Each damage value has its own range values. When a 'Mech makes a ranged combat attack, you must announce which damage value you will use before you make the attack; this choice tells you what the minimum and maximum ranges are and how much damage the unit will do if the attack succeeds.

Line of fire. To make a ranged combat attack against a target, use the flexible ruler to draw a straight line from the center of the attacker's base to the center of the target's base; this is the line of fire. The line of fire must pass through the attacker's front arc. It cannot cross the base of any unit between the attacker and the target, and it cannot pass through blocking terrain. The target cannot be in base contact with one of your other units. Lines of fire drawn to OR from 'Mechs are blocked only by other 'Mech bases and blocking terrain.

If the target is within range and the line of fire is clear, make an attack roll using the three six-sided dice and add the attacker's attack value to the attack roll result; this total is the attack result. If the attack result is equal to or greater than the target's defense value, the attack succeeds against that target. If the result is less than the target's defense value, the attack fails and there is no effect.

Ranged combat damage. When a unit succeeds at a ranged combat attack, look at its damage value. This is the amount of damage dealt to the target. Your opponent must click the target's combat dial clockwise a number of times equal to the damage dealt. If the attacker is a 'Mech, deal damage to the target equal to either its primary or secondary damage value, depending on which one you chose before making the attack.

EXAMPLE, PART 2

Turn 3. Kevin gives one of his units a move order and then gives a ranged combat order to his *Mangonel* 'Mech, targeting Kim's *Jade Hawk*. He checks the line of fire to the *Jade Hawk:* The target is 11˝ away, and the line of fire passes through the *Mangonel*'s front arc and isn't blocked by any unit base or blocking terrain. Kevin chooses to use his secondary damage value for the attack, which has a maximum range value of 12—long enough to reach the target. He makes an attack roll and gets a 13. The *Mangonel*'s attack value is 9, so the attack result is 22 (13 + 9 = 22). The *Jade Hawk*'s defense value is 21, so the attack succeeds. The *Mangonel*'s secondary damage value is 4, so Kim turns the combat dial of her *Jade Hawk* four times to represent the 4 damage. After resolving the attack and removing tokens from his units that didn't receive orders this turn, Kevin ends his turn.

Turn 4. Kim gives her *Jade Hawk* a move order to run to get close to Kevin's *Mangonel*. The *Jade Hawk*'s speed value is 8, so when it runs it can move up to 16˝. Kim lays down its movement path, picks up the *Jade Hawk*,
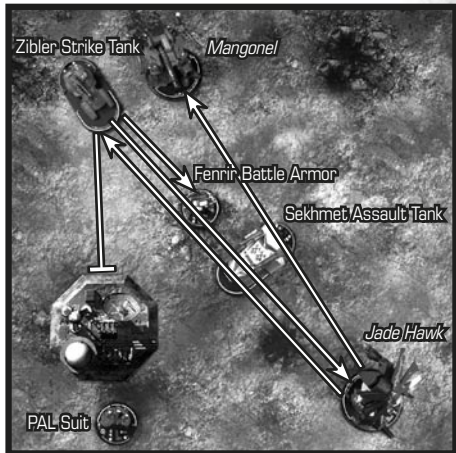
The Zibler Strike Tank can target the Fenrir Battle Armor or the *Jade Hawk* with a ranged combat attack. The line of fire to the PAL Suit is blocked because it crosses blocking terrain. The line of fire to the Sekhmet Assault Tank is blocked because it crosses the base of the Fenrir Battle Armor. The *Jade Hawk* can target the *Mangonel* or the Zibler Strike Tank, because those lines of fire are not blocked by blocking terrain or another 'Mech base.

and then places it in base contact with the *Mangonel*. Because an opposing unit moved into base contact with one of his units, Kevin uses his free spin to turn the *Mangonel* so that its front arc touches the *Jade Hawk*. Kim then gives a ranged combat order to her Sekhmet Tank to attack Kevin's Zibler Strike Tank. Kim rolls a 9 and the Sekhmet's attack value is a 9, for an attack result of 18 (9 + 9 = 18). The Zibler's defense value is 18, so the attack succeeds. The Sekhmet's damage value is 3, so Kevin turns the Zibler's combat dial three times. Kim removes the tokens from the rest of her units and ends her turn.

Turn 3

CLOSE COMBAT

Close combat represents hand-to-hand fighting. Any infantry or 'Mech can make a close combat attack; vehicles cannot. If the front arc of your unit is in base contact with a target, you may give your unit a close combat order to make a close combat attack against that target.

To determine if the attack succeeds, make an attack roll and add the attacker's attack value. If the attack result is equal to or greater than the target's defense value, the attack succeeds. If the result is less than the target's defense value, the attack fails and has no effect.

Close combat damage. When one of your infantry succeeds at a close combat attack, look at its damage value. This is the amount of damage dealt to the target. Your opponent must click the target's combat dial clockwise a number of times equal to the damage dealt. When one of your 'Mechs succeeds at a close combat attack, it deals damage to the target equal to its primary damage value.
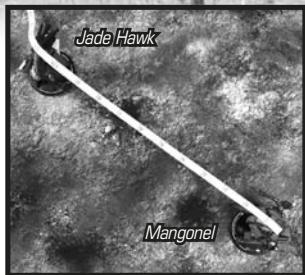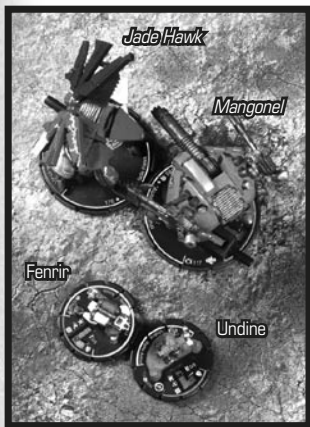
Turn 6

EXAMPLE, PART 3

Turn 5. Kevin gives his Zibler Strike Tank a ranged combat order to attack Kim's Fenrir Battle Armor. Kevin rolls an 8 and his attack value is now 7, for a total of 15. The Fenrir's defense value is 17, so the attack fails. He then gives his Undine Battle Armor a move order to get into base contact with the Fenrir. Kevin ends his turn.

Turn 6. Kim gives her *Jade Hawk* a close combat order to make a close combat attack against Kevin's *Mangonel*. Before rolling the attack dice, she chooses to use the *Jade Hawk*'s primary damage value (3) to resolve the attack. The *Jade Hawk*'s attack value is 8, and Kim rolls a 12, for an attack result of 20. The *Mangonel*'s defense value is 20, so the attack succeeds. Kevin turns the *Mangonel*'s combat dial three times. Kim then gives a close combat order to her Fenrir to attack Kevin's Undine. She rolls a 10 and the Fenrir's attack value is 7, for an attack result of 17. The attack succeeds and the Fenrir deals 2 damage to the Undine, so Kevin turns the combat dial twice. After turning it twice, three bullet holes appear in the stat slot. The Undine is eliminated from the game; Kevin removes it from the battlefield. Kim ends her turn.

ENDING THE GAME

The game ends when you have been playing for 50 minutes or all of one player's units are eliminated. If the game ends before one player is eliminated, count victory points to see who won: Each opposing unit that you eliminate during the game is worth a number of victory points to you equal to its point value.

MechWarrior games are about more than just eliminating an opponent in order to win. See the Rules of Warfare for a complete list of victory conditions.

RULES OF WARFARE

CONTENTS

1. NEW GAME FEATURES

The following features are new to the **MechWarrior®: Age of Destruction** game. We recommend that both experienced and new players read the entire rulebook in order to get the full game experience.

- Units now defined by base type (p. 9).
- Turns further broken down into stages (p. 13).
- Aquatic and Quad 'Mech speed modes introduced (pp. 16–17).
- New speed mode VTOL rules (p. 17).
- New ranged combat restrictions (p. 24).
- New artillery rules (p. 25).
- Assault order type introduced (p. 27).
- Impact damage introduced (p. 27).
- New charge special attack rules (p. 27).
- Alliances introduced (p. 29).
- Units using movement formations are not dealt pushing damage for receiving a second order token (p. 30).
- Combat enhancement cards introduced (p. 34).
- 'Mech bases now have slots for gear and pilots (p. 36).

2. THIS IS MECHWARRIOR: AGE OF DESTRUCTION!

MechWarrior®: Age of Destruction is an exciting and fast-paced miniatures combat game set in a 32nd-century universe, where war is dominated by three-story-high humanoid vehicles called BattleMechs® (or 'Mechs™). Using collectable **MechWarrior: Age of Destruction** miniatures, you command your battleforce and compete against other players to help your faction dominate the known universe.

Each **MechWarrior** miniature is called a unit, and most belong to one of several different factions, each with a unique faction symbol on its base to identify it. The object of the game is to have won the most victory conditions when the game ends.

Bannson's Raiders

Dragon's Fury

Highlanders

House Davion

House Liao

House Steiner

Jade Falcon

The Republic of the Sphere

Sea Fox

Spirit Cats

Steel Wolves

Stormhammers

Swordsworn

If a unit has no faction symbol on its base, it is a Mercenary unit. Mercenary units are hired guns that have been paid to fight for your battleforce.

When you and your friends get together for a **MechWarrior** game, you each build a battleforce from your own collection of units. You can build your battleforce hundreds of different ways, using units from a single faction or mixing units from several factions.

You can play **MechWarrior** with as many people as you like, but the game plays best when there are two, three, or four players, each with his or her own battleforce. You can also play in two (or more) teams, with two or more teammates allied on each team.
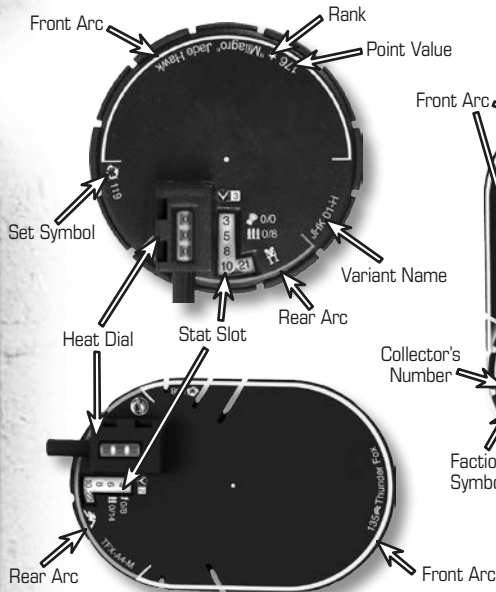
MECHWARRIOR UNITS

There are three different unit types in **MechWarrior**: 'Mechs, infantry, and vehicles. Each type has a different base. Each unit has at least three main components: the figure (the three-dimensional representation of the unit), the base, and the combat dial. 'Mechs also have a fourth component called a heat dial. The base, combat dial, and heat dial are described below.
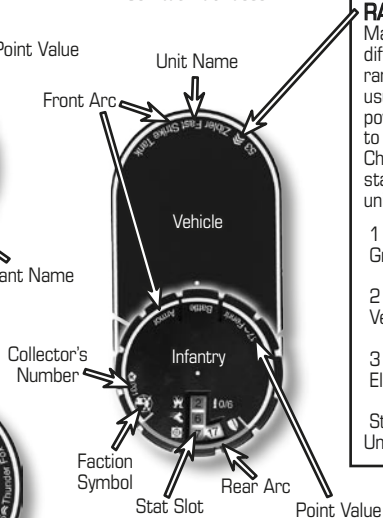
THE BASE

There are four different base types in **MechWarrior**: two for 'Mechs (one for units with the 'Mech speed mode and one for units with the Quad 'Mech speed mode), one for infantry, and one for vehicles. Each unit's base contains important game information. A unit's base determines its type.

'Mech Combat Dial/Bases

Infantry and Vehicle Combat Dial/Bases

Front Arc

Rank

Point Value

Set Symbol

Heat Dial

Stat Slot

Variant Name

Rear Arc

Rear Arc

Front Arc

Unit Name

Front Arc

Vehicle

Infantry

Collector's Number

Faction Symbol

Stat Slot

Rear Arc

Point Value

RANK

Many units have different versions, or ranks; a unit's rank usually indicates its power level relative to its other versions. Chevrons (⌃) and stars (★) indicate unit ranks.

1 Chevron = Green ⌃

2 Chevrons = Veteran ⌃⌃

3 Chevrons = Elite ⌃⌃

Star = Unique ★

Hint: Some figures look the same at first glance but have different ranks, paint schemes, names, and combat dials to identify them. Each unit's base has a collector's number on it so that you can keep track of your collection.
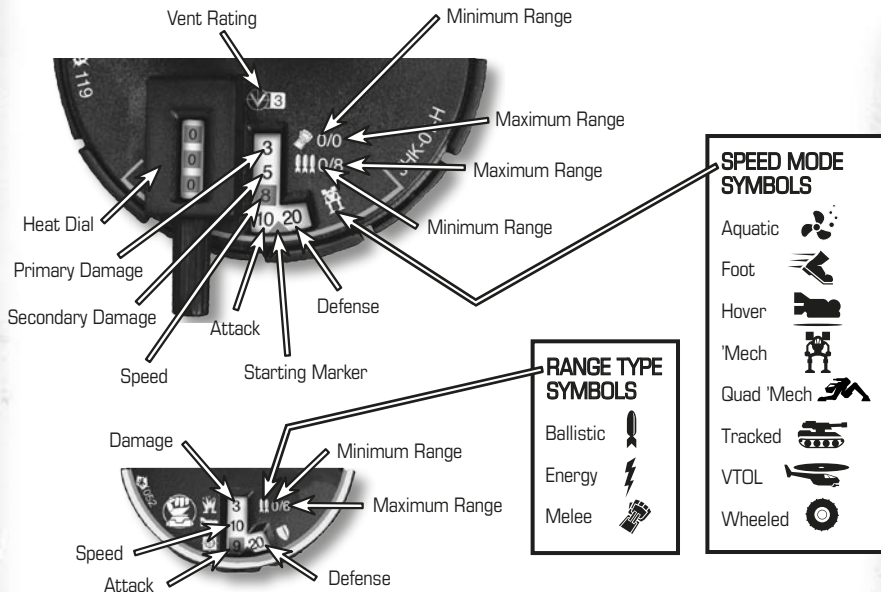
THE COMBAT DIAL

The combat dial is a unique feature that sets **MechWarrior** apart from all other futuristic miniatures games. The combat dial is the rotating disk found under each unit's base. It is printed with numerical values that are viewed through the unit's stat slot. Each time your unit is damaged, turn its combat dial clockwise to the next set of numbers; this usually reduces the unit's effectiveness. When your unit is repaired of damage, turn its combat dial counterclockwise; this usually improves the unit's effectiveness.

THE HEAT DIAL

The heat dial is a tumbler dial adjacent to a 'Mech's stat slot. As a 'Mech operates, it heats up and often becomes harder to pilot. The heat dial is printed with colored squares and numbers that tell you how the 'Mech's accumulated heat is affecting it. When a 'Mech gains heat, click its heat dial counterclockwise; when it loses heat, click its heat dial clockwise.

COMBAT VALUES

Combat values are numbers that tell you how well your unit does certain things. They appear in a unit's stat slot and on its base.

Vent Rating

Minimum Range

Maximum Range

Maximum Range

Minimum Range

Heat Dial

Primary Damage

Secondary Damage

Attack

Speed

Defense

Starting Marker

Damage

Minimum Range

Speed

Maximum Range

Attack

Defense

SPEED MODE SYMBOLS

Aquatic

Foot

Hover

'Mech

Quad 'Mech

Tracked

VTOL

Wheeled

RANGE TYPE SYMBOLS

Ballistic

Energy

Melee

Infantry and vehicles each have six combat values. Four of these values appear in the stat slot and change as the unit is dealt or repaired of damage: damage, speed, attack, and defense. The other two values are printed on each unit's base and do not change as the unit is dealt or repaired of damage: minimum range and maximum range. Each value appears next to its symbol.

'Mechs have ten combat values. Five of these values appear in the stat slot: primary damage, secondary damage, speed, attack, and defense. The other five values are printed on each unit's base: minimum range and maximum range (for the primary damage value and secondary damage value) and vent rating.

Each unit also has a green starting marker (▲ green arrow) and may have one or more black repair markers (▲ black arrow) on its combat dial. Starting markers show the starting position of each unit's combat dial (how the dial should be oriented to begin the game), and repair markers restrict how much damage a unit may be repaired of.

ITEMS REQUIRED FOR PLAY

In addition to your **MechWarrior** units and these rules, you will need the following items to play: a 28˝ flexible ruler marked in 1˝ increments and three six-sided attack dice (two white dice and one black die). These items are supplied in the **MechWarrior** Starter Set. In addition, you will need a few coins or beads to use as tokens during the game. You may also want to collect some simple items to use as terrain (see "Terrain," p. 32), such as a book, a sheet of paper, or a salt shaker, or you may use the terrain pieces included in this Starter Set.

3. GETTING STARTED

BUILDING YOUR BATTLEFORCE

All players must agree on the game's build total. The build total dictates how many points' worth of units each player may use to create his or her battleforce. Each **MechWarrior** unit has a point value printed on its base. Choose units for your battleforce whose point values add up to, but do not exceed, the agreed-upon build total. You may choose units that add up to less than the build total.

Build totals are always in multiples of 150 points. While you are learning the game, use a 300-point build total. Over time, you may increase the build total to 450, 600, or more points. The standard game has a 450-point build total.

> **Example.** Kevin is creating a battleforce for a game with a 300-point build total. He's looking for some fast units, so he chooses two Veteran Zibler Fast Strike Tanks (50 pts. each) for their speed. Kevin then chooses three Veteran Fenrir Battle Armors (17 pts. each) to capture other units. Finally, Kevin selects one Elite *Dasher II* 'Mech (144 pts.) for its short- and long-range capabilities.
>
> The total point value of Kevin's units is 295 points (100 + 51 + 144 = 295). Kevin's units add up to less than the 300-point build total, which is fine. A build total of 301 or more points would not have been allowed.

Your battleforce may contain multiple copies of the same unit, unless that unit is Unique (has the ★ rank symbol). The same Unique may appear in opposing battleforces during the same game. Or the same Unique may appear more than once in your battleforce as long as the collector's numbers of the Unique are different.

Hint. When designing your battleforce, select units that work well together toward your strategic goals. Battleforces might focus on ranged combat attacks in order to keep opponents at a distance, on speed to outmaneuver opponents, or on capturing opposing units. Of course, every strategy has a counterstrategy, so be sure to diversify your units so that you can handle a variety of threats. Go to **www.wizkidsgames.com/mechwarrior** to join a community of players who discuss battleforce-building strategies and game rules.

PREPARING THE BATTLEFIELD

Find a flat, square area about 3´ long on each side. Each player selects one edge of the battlefield to be his or her starting edge. If there are only two players, these starting edges must be directly opposite each other. Along each player's starting edge is an imaginary rectangular box called a deployment zone. Your deployment zone begins at your starting edge and extends 3´ into the battlefield. Your deployment zone must be at least 8´ from any other edge of the battlefield.

Each player then places up to three terrain features in a terrain pile off to the side of the battlefield. If no terrain is being used, skip this step.

Next, each player rolls three six-sided dice and adds together the results; reroll ties. Whoever rolls the highest total is called the first player.

The player to the left of the first player takes a terrain feature from the terrain pile and places it on
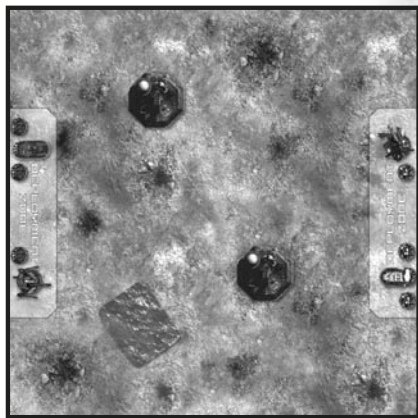
the battlefield. Each terrain feature must be placed at least 3″ away from any other terrain feature already on the battlefield, from any edge of the battlefield, and from any player's deployment zone. Then the next player to the left chooses a terrain feature and places it using the same rules. Continue this process clockwise around the battlefield until four terrain features or all the terrain features have been placed, whichever comes first.

After terrain has been placed, each player turns his or her units' combat dials so that the starting marker (▲ green arrow) shows in the stat slot of each unit. 'Mechs must have their heat dials turned so that three green squares are showing. This is the 'Mech's heat starting position. Now it's time to deploy your battleforce.

The first player deploys his or her battleforce first. Each unit must be placed with its center dot—or the center of its base if its center dot cannot be seen—within the first player's deployment zone; each unit's base must rest completely on the battlefield. After the first player is finished deploying, the player to the left of the first player deploys his or her battleforce in his or her deployment zone. If there are more than two players, continue this process clockwise around the battlefield. When all units have been deployed, the battle is ready to begin.

4. HOW TO PLAY

Players alternate moving their units and attacking opposing units to win the battle.

TURNS, ORDERS, AND STAGES

The game is played in a series of turns. The first player takes the first turn. The player to his or her left takes the next turn, and so on, clockwise around the table. If a player is eliminated from the game, the remaining players continue taking turns in the same order. The player taking the current turn is called the active player.

At the beginning of your turn, you get a certain number of orders; this is your order total. Your order total depends on the game's build total, and it remains the same for the entire game. You get one order for every 150 points of the build total. Therefore, a game with a build total of 150 points gives each player one order every turn, 300 points gives two orders every turn, and so on.

When a game effect says "per turn," it always refers to the turns of the player able to resolve that effect.

Each turn is divided into three stages: the command stage, the order stage, and the clean-up stage. During your command stage, you may give orders specific to the command stage. Some game effects, such as orders given on previous turns and the use of some special equipment, resolve during your command stage. The active player chooses the order in which these game effects resolve.

Once all game effects specific to the command stage resolve, your order stage begins. This is when you assign orders to your units. You may see the result of one order before assigning the next order. Each unit may be given only one order per turn.

There are five types of orders:
1. Move
2. Vent
3. Ranged combat
4. Close combat
5. Assault combat

You may not save or accumulate orders from turn to turn; any unused orders are lost at the beginning of your clean-up stage.

During your clean-up stage, follow the rules for heat and removing order tokens as described later in these rules. Once you declare the end of your clean-up stage, it is the next player's turn.

Example. Jim has eight units in his 450-point battleforce. He gets three orders for each of his turns. During his command stage, there are no game effects to resolve, so he proceeds to his order stage. During his order stage, Jim wants to shoot at one enemy unit and move closer to another one. Jim gives one of his units a ranged combat order and, after resolving the attack, he gives a move order to a different unit. He does not want to do anything else, so he chooses not to use his third order. During his clean-up stage, Jim removes order tokens from his units that didn't receive any orders this turn and notes heat lost from any eligible 'Mechs. Jim declares his clean-up stage complete, and his turn ends.

5. IMPORTANT GAME CONCEPTS

Here are some general concepts important to the **MechWarrior: Age of Destruction** rules.

BASE CONTACT

A unit is in base contact with another unit if their bases are touching. A unit can also be in base contact with a terrain feature or other item if its base is touching and/or overlapping it.

FACING

The position of a unit's front arc relative to the battlefield indicates its facing. When you move a unit, you determine its facing at the end of movement. A unit's facing is important because it may make ranged or close combat attacks only through its front arc.

FRIENDLY AND OPPOSING UNITS

Friendly units are units you control in the game or units controlled by an allied teammate. Opposing units are any units controlled by an opponent. Friendly and opposing status is set at the beginning of the game but may change during the game.

MEASURING

When measuring distances, such as for setup, movement, and ranged combat, always measure to and from the center of a unit's base. Many bases show a center dot as a measurement reference. You may measure anything on the battlefield at any time.

MODIFIERS

Combat values may be altered during the game. Numbers that alter combat values are called modifiers. A modifier can be either positive or negative, adding to or subtracting from the value to which it is applied. Special equipment, combat enhancement cards, and terrain are among the game effects that can modify combat values.

A combat value cannot be negative. If a modifier would cause a value to be negative, the value is 0 instead.

Always use a unit's modified (if applicable) combat values unless a rule or special equipment specifically states that the unit's unmodified combat value should be used. If an effect says to double or halve an unmodified combat value, modifiers should be applied only after the increase or decrease is made.

A single attack affecting multiple targets can have separate modifiers specific to each target.

ORDER TOKENS

If you give an order (other than vent) to one of your units, mark it with an order token, such as a coin or a bead. These tokens will

remind all players which units have been given orders. You may not give a non-'Mech unit an order if it has two order tokens on it. At the end of your clean-up stage, remove all tokens from your non-shutdown units not given an order that turn.

PUSHING

When a non-'Mech unit is given a second order token, it is pushed. This deals 1 pushing damage to the unit. This damage represents the exertion of taking orders back to back; pushing damage cannot be prevented by any means. Units may also be dealt pushing damage from other game effects. Turn the combat dial once clockwise to represent 1 pushing damage.

When a 'Mech is given orders on consecutive turns, it is pushed—but it is not dealt pushing damage. Instead it gains heat (see "Gaining Heat," p. 21). 'Mechs might, however, be dealt pushing damage from other game effects.

You gave this unit an order on this turn and on your last turn. After resolving its second order, it is pushed. Give it a second order token and deal it 1 pushing damage.

REPLACEMENT VALUES

Some game effects tell you to use a specific value in place of a combat value, such as when one value "becomes" or is used "instead of" another value; this new value is a replacement value. The original combat value does not apply while the replacement value applies.

ROUNDING

Some game effects tell you to divide (usually halve) a number. If such division results in a fraction, always round up.

SPECIAL EQUIPMENT

Colored areas might appear in a unit's stat slot, associated with a particular combat value. These colored areas represent special equipment that your unit possesses. These areas are usually shaped like squares, though they may also be shaped like circles (see below). Special equipment is lost or comes into operation as your unit is dealt or repaired of damage. Special equipment rules are printed on the **MechWarrior** special equipment card (SEC). Special equipment rules take precedence over game rules, except where noted.

Special equipment is able to affect game play only while it appears in a unit's stat slot. If special equipment is described as optional, it is assumed to be in effect unless it is canceled. A player may cancel any of his or her unit's special equipment at any time prior to rolling dice to resolve an order given to that unit. The special equipment remains canceled until the end of that turn. At the beginning of the next turn, it is in effect again.

Optional special equipment is used when a player elects to use it or does not cancel it and the requirements for that special equipment are met. Special equipment that is not optional is used when the requirements for that special equipment are met.

Unless stated otherwise, special equipment that appears on a 'Mech's primary or secondary damage values may be used only when resolving attacks using the 'Mech's primary or secondary damage value, respectively.

Special equipment as circles. Special equipment colors shaped like circles are the same as squares, except that the unit using that special equipment is dealt 1 pushing damage after the order resolves.

6. MOVEMENT

A unit's speed value appears on its combat dial. This is the number of inches you may move that unit when you give it a move order. When you move a unit, place the **MechWarrior** flexible ruler on the battlefield. Measure from the unit's center dot to the desired destination, flexing the ruler as necessary to show the unit's exact movement path.

The movement path shown by the flexible ruler may not cross any unit's base and may not pass between two units in base contact. There must be room for the moving unit's base to rest completely on the battlefield at the end of its movement path.

When all players are satisfied that the flexible ruler shows the correct movement path, pick up the unit and place it at its new position on the battlefield, with its center dot at the end of the movement path. You determine the unit's facing after the move.

This unit has speed 10, so it may be moved up to 10˝.

A unit is considered to have moved if its center dot changes position on the battlefield at any time during the game, or if its facing is changed at any time other than during a free spin. You may give a move order to a unit with a speed value of 0 in order to change its facing.

Breaking away. If you give a move order to a unit that is in base contact with one or more opposing units, that unit must attempt to break away. Roll one six-sided die.
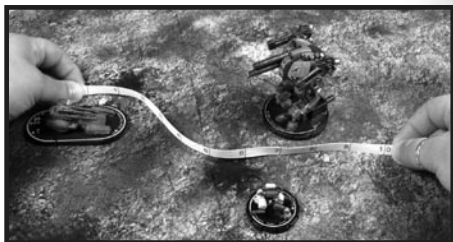
Infantry and vehicles fail to break away on results of 1–3 and cannot move, though you may change the facing of infantry that fails to break away.

'Mechs fail to break away on results of 1 or 2, though you may still change their facing.

A unit may move without needing to break away if the only opposing unit it is in base contact with is a shutdown 'Mech or a unit with Salvage special equipment.

Free spin. If a unit ends its movement in base contact with one or more opposing units, those opposing units may change their facing. This free spin does not require an order.

'Mechs with the Quad 'Mech speed mode and vehicles may not make free spins.

SPEED MODES

The following speed mode entries are characterized primarily by how they interact with terrain. All terrain types are described in "Terrain," p. 32.

FOOT

A unit with the foot ( ) speed mode exists at NOE (nape of the earth) level. NOE level is any point on the battlefield that is not elevated (an elevated terrain feature or cruising level). It interacts with all terrain types per the rules for those types.

AQUATIC

A unit with the aquatic ( ) speed mode exists at NOE level. It interacts with all terrain types per the rules for those types except that this unit treats all water terrain as clear terrain for movement purposes. If it occupies deep water terrain, it is submerged.

HOVER

A unit with the hover (🚤) speed mode exists at NOE level. It interacts with all terrain types per the rules for those types except that it treats all water terrain as clear terrain and all hindering terrain as blocking terrain for movement purposes. If it occupies deep water terrain, it is not submerged. It fails to break away only on a die roll result of 1.

TRACKED

A unit with the tracked (🚜) speed mode exists at NOE level. It interacts with all terrain types per the rules for those types except that it treats all hindering terrain as clear terrain for movement purposes.

WHEELED

A unit with the wheeled (⚙) speed mode exists at NOE level. It interacts with all terrain types per the rules for those types except that this unit treats all water terrain as blocking terrain for movement purposes.

'MECH

A unit with the 'Mech (🐾) speed mode exists at NOE level. It interacts with all terrain types per the rules for those types except that it treats shallow water terrain as clear terrain and deep water terrain as hindering terrain for movement purposes.

This unit's movement path may cross infantry bases, and it deals 1 pushing damage to any opposing infantry in base contact with it when it successfully breaks away.

Run option. A unit with the 🏃 speed mode can use the run option when given a move order; this allows the unit to move a number of inches equal to double its speed value. You must declare that the 'Mech will run before attempting to move it. Running causes the unit to gain 1 heat in addition to any other heat gained by the order. If a 'Mech given a move order to run fails a break away roll, it does not gain 1 heat for the run.

QUAD 'MECH

A unit with the Quad 'Mech (🦿) speed mode exists at NOE level. It interacts with all terrain types per the rules for those types except that it treats shallow water terrain as clear terrain and deep water terrain as hindering terrain for movement purposes.

A 'Mech with the 🦿 speed mode
- ignores infantry bases when determining its movement path,
- can use the run option when given a move order,
- need not make a break away roll to move away from opposing infantry,
- cannot change its facing if it fails a break away roll, and
- cannot make free spins.

Hull-down modifier. A 'Mech with the 🦿 speed mode gets +1 to its defense value against ranged combat attacks when it occupies hindering terrain; this is the hull-down modifier.

VTOL

A unit with the VTOL (🚁) speed mode can exist on the battlefield at two different levels: NOE and cruising (p. 18). It may exist at only one level at a time.

At NOE level, this unit treats all water terrain as clear terrain and hindering terrain as blocking terrain for movement purposes. If it occupies deep water terrain, it is not submerged.

A unit with the 🚁 speed mode can change levels as part of resolving a move order. Each change between levels requires 2″ of the unit's movement for that order. You may change levels at any time during the resolution of this unit's move order, as long as the unit has at least 2″ of movement remaining to make the change.

Use the adjustable stand on the unit's base to indicate the level of the unit: up is cruising, down is NOE. A unit with the ⤙ speed mode may begin the game at either level.

A unit with the ⤙ speed mode
- cannot be a member of a formation,
- cannot use the ram special attack,
- cannot be the passenger of a transport,
- is eliminated instead of captured if it is the target of a successful capture attempt, and
- must immediately be moved to NOE level if it gains the Salvage special equipment.

Cruising. A unit at cruising level does not interact with or occupy any terrain type. Its base does not block lines of fire. No unit is ever considered to be in base contact with a unit at cruising level, even if their bases are touching. Lines of fire drawn to or from a unit at cruising level ignore blocking terrain and unit bases. Lines of fire drawn to or from a unit at cruising level ignore hindering terrain unless the target or attacker occupies hindering terrain. A unit at cruising level ignores terrain and unit bases for movement path purposes, but it cannot end its movement overlapping another unit's base.

Height-advantage modifier. A unit at cruising level gets +1 to its defense value when it is the target of a ranged combat attack originating from NOE level; this is the height-advantage modifier.

TRANSPORTS AND PASSENGERS

Units may be carried into battle by armored personnel carriers known as transports. Transports increase the mobility of other units by permitting them to be moved using the transport's speed value and move order.

A unit is a transport if it has a capacity value on its base above the stat slot. This number indicates how many total units the transport can carry. A transport can carry only infantry and vehicles; each infantry counts as one unit and each vehicle counts as three units.

Each transport has a number of transport shells equal to its capacity value. Transport shells are the opaque covers that are packaged with infantry. Identify a transport's transport shells by writing the unit's collector's number on the shells. If you have more than one transport with the same collector's number in your

Capacity Value

battleforce, label slips of paper "1," "2," and so on and place them under each transport; mark their transport shells in the same way. Place the transport shells off to the side of the battlefield.

Only infantry and vehicles may become passengers of a transport; transports cannot become passengers of other transports.

Passengers are not counted toward formation size limits and may not be given orders. Passengers do not count toward victory conditions and cannot use any of their special equipment.

Passengers of an eliminated transport are eliminated. Otherwise, passengers are not affected by any attacks that affect their transport.

Boarding. A friendly unit that has not been given an order this turn and began the turn in base contact with the rear arc of a transport may become a passenger of that transport; this is boarding. Give the transport a move order and reduce its speed value by half to board any number of passengers up to its capacity value. Remove boarding infantry from the battlefield and place them in the transport shells for that transport; place boarding vehicles beside the transport's shells. Remove any order tokens from the passengers.

Once it boards passengers, a transport may move using its halved speed value. If a transport is a 'Mech, it can use this move order to run. When a 'Mech transport boards passengers and runs using the same move order, double its speed value first before halving its speed value.

Captives count toward a transport's capacity value (see "Capturing," p. 26). If both a captor and its captive cannot board a transport, neither may board.

A unit in base contact with an opposing unit cannot board a transport. Friendly units may begin the game as passengers of a transport.

Disembarking. To disembark any number of passengers from a transport, give the transport a move order and halve its speed value; you must declare that you will be disembarking passengers when you announce this move order. A transport may move before or after it disembarks passengers as long as it does not exceed its speed value. Remove the passengers from the transport shells and place them on the battlefield in base contact with the rear arc of the transport. When disembarking, a passenger may not be placed in base contact with an opposing unit, and its base must rest completely on the battlefield.

If the base of a disembarking passenger cannot rest completely on the battlefield (due to terrain or a lack of space on the battlefield), it is eliminated. The transport's controller decides which passengers to eliminate.

When a 'Mech transport disembarks passengers and runs using the same move order, double its speed value first before halving its speed value.

A transport with Salvage special equipment cannot board units. If a transport gains Salvage when it already has passengers, after resolving the order that caused it to gain Salvage, all of its passengers immediately disembark (this does not cost an order). If a transport is captured, all of its passengers immediately disembark (this does not cost an order), and each noncaptive disembarked passenger is dealt 1 pushing damage.

VTOL transports. A transport with the VTOL speed mode at cruising level can board and disembark only passengers with Jump Jets special equipment. When an order results in passengers with Jump Jets disembarking from a VTOL unit at cruising level, the passengers are in base contact with the VTOL unit for the duration of that order. A VTOL transport at cruising level cannot move after it disembarks passengers with Jump Jets. If a VTOL transport at cruising level gains Salvage, any of its passengers are eliminated unless they have Jump Jets.

? COMBAT

There are three kinds of combat orders: ranged combat, close combat, and assault combat. A unit given one of these combat orders is the attacker. The unit against which the attack is being made is the target.

IMPORTANT COMBAT CONCEPTS

The following general rules apply to combat. They use some terms that are further explained in the ranged, close, and assault combat sections.

RANGE TYPES

There are three range types: ballistic (🔫), energy (⚡), and melee (🗡). A unit's range type appears next to its damage value and can affect how that unit's attacks are resolved and how its damage is scored against different targets. Infantry and vehicles each have only one range type. 'Mechs may have up to two different range types, and 'Mechs are the only units with the melee range type.

A SUCCESSFUL ATTACK

To see if an attack succeeds, roll the attack dice (called the attack roll) and add the attacker's attack value; this total is the attack result. If the attack result is equal to or greater than the target's defense value, the attack succeeds.

DAMAGE

When an attacker succeeds at an attack, the damage scored to the target is equal to the unit's damage value, affected by any modifiers.

Attacks using the 🔫 range type score damage equal to the attacker's damage value, affected by any modifiers. Attacks using the ⚡ range type, however, score damage to some units differently than others.

If an attack using the ⚡ range type targets a vehicle or 'Mech, the attack scores damage to the target equal to the attacker's damage value, affected by any modifiers. If the attack targets infantry, however, the damage scored is reduced to 1, affected by any modifiers.

'MECH DAMAGE

In general, 'Mechs score damage according to the rules above. 'Mechs, however, have three special features that affect the way they resolve combat: a primary damage value, a secondary damage value, and the melee range type.

Ranged combat damage. When a 'Mech makes a ranged combat attack, its controller must announce prior to rolling the attack dice whether the primary or secondary damage value will be used. This announcement also determines the range type of the attack (🔫 or ⚡). If the controller does not make this announcement, the attack uses the primary damage value and its associated range type by default. If the ranged combat attack is not possible using the primary damage value, the attack is canceled and the order lost.

Close combat damage. When a 'Mech makes a close combat attack, it usually must use its primary damage value. If, however, the 'Mech's secondary damage value has the 🔨 range type, its controller may choose to use the secondary damage value instead. This decision must be announced prior to rolling the attack dice. On some units, the 🔨 range type might be associated with the primary damage value; these units may use only their primary damage values to resolve close combat attacks.

When a 'Mech unit succeeds at a close combat attack against a single target, it scores damage to the target equal to the announced damage value, with a minimum of 1 damage.

If a 'Mech with the 🏃 speed mode doesn't have the 🔨 range type associated with either of its damage values, its primary damage value becomes 1 for that close combat attack.

TARGETING FRIENDLY UNITS

Friendly units may not target each other with damaging attacks. Additionally, a unit may never target itself with any attack or special equipment that scores or repairs damage.

ELIMINATING UNITS

As soon as three bullet hole symbols (✸) appear in a unit's stat slot, that unit is eliminated and must be removed from the game.

CRITICAL HITS AND MISSES

When making an attack roll as part of resolving a ranged or close combat attack, if each white die comes up with a result of 6, the attack automatically succeeds; this is a critical hit. If the attack was meant to score damage, the critical hit scores +1 damage against each target of the attack.

If you roll a critical hit when trying to repair a target of damage, the repair attempt automatically succeeds and the target is repaired of +1 damage.

If each white die comes up with a result of 1, the attack automatically fails; this is a critical miss. Your unit is dealt 1 pushing damage after a critical miss.

If you roll a critical miss when trying to repair a target of damage, the repair attempt automatically fails and the target is dealt 1 pushing damage.

Hint. Even if you need an attack roll higher than 18 to hit a target, roll anyway; a critical hit automatically succeeds.

REPAIRING DAMAGE

The Repair special equipment allows you to repair a unit of damage. When a unit is repaired of damage, turn its combat dial once counterclockwise for each 1 damage repaired; never turn past a unit's starting marker.

Always apply this repair 1 damage at a time; you must stop repairing a unit of damage if a black repair marker (▲ black arrow) shows on its combat dial, even if more damage could be repaired. If a unit has a black repair marker showing on its combat dial, it cannot be repaired.

Attack types. There are three attack types: crosshairs (⊕), triage (✚), and wrench (🔧). Attack types come into play only when repairing units of damage; see the Repair special equipment on the SEC.

GAINING HEAT

'Mechs are not given second order tokens when they are pushed; this allows them to be given several orders in a row without being dealt pushing damage. Instead, a 'Mech gains 1 heat after resolving an order that pushes it. As most 'Mechs gain heat, their performance decreases.

This 'Mech has an order token from the last turn and was given an order on the current turn, which causes it to be pushed. Instead of being dealt 1 pushing damage, it gains 1 heat.

Turn a 'Mech's heat dial counterclockwise once for each 1 heat gained. As it gains or loses heat, numbers or colored squares might appear on its heat dial. These numbers and squares are called heat effects. You can find descriptions of all heat effects on the SEC. If a 'Mech's heat dial shows a number or heat effect in a location corresponding to its primary damage value, secondary damage value, or speed value, that combat value is affected by that heat effect or modified by that number.

When a unit gains heat, apply the total amount of heat gained before making any die rolls required as a result of that heat gain; you must make these rolls immediately after the order that generated the heat is resolved. Some die rolls may result in additional heat gain. Apply any new heat gain immediately, and then make any new die rolls required as a result of these heat effects. Continue this process until the 'Mech either does not gain additional heat or becomes shutdown. Heat effects that do not require a die roll always apply while they appear on the heat dial.

Example. Kim's *Jade Hawk* has an order token on it. This turn she gives it a move order to run, which will cause it to gain 1 heat. Because the 'Mech also has an order token on it, it will also gain 1 heat for pushing. So this turn the *Jade Hawk* gains 2 heat. Kim applies the 2 heat to her *Jade Hawk* BEFORE she checks to see if any heat effects require her to make heat effect rolls.

In some cases, multiple heat effects may appear on the dial at the same time; if they do, roll a separate die for each heat effect and apply the results to the 'Mech at the same time. For example, if a 'Mech gains heat and both the Avoid Shutdown and Avoid Ammunition Explosion heat effects appear on the heat dial, you must roll for both effects and apply the results separately. Thus, it is possible to have the 'Mech shut down from a failed Avoid Shutdown roll and also be dealt damage from a failed Avoid Ammunition Explosion roll.

Example. Kevin's *Mangonel* has seen a lot of action in this battle! Its heat dial shows two –1 modifiers: one applying to the *Mangonel's* secondary damage value and one applying to its speed value. If Kevin needs to refer to the secondary damage or speed values for this 'Mech, each will be reduced by 1.

If a ranged combat attack using the ⚡ range type deals at least 1 damage to a 'Mech, the 'Mech also gains 1 heat. A 'Mech may gain only 1 heat in this way each turn, regardless of how many successful ranged combat attacks with the ⚡ range type damage it on a turn.

LOSING HEAT

'Mechs lose heat in three basic ways: by being given the vent order, by not being given an order, and by occupying water terrain.

Each time you give a 'Mech a vent order, turn its heat dial clockwise a number of times equal to its vent rating. It does not receive an order token, but because you did give it an order this turn, do not remove any order tokens from it. If it had an order token when it was given the vent order, it is not pushed. A 'Mech may not lose heat if the heat starting position is showing on its heat dial.

During your clean-up stage, any 'Mech you control that you did not give an order to that turn loses 1 heat.

Also during your clean-up stage, any 'Mech you control that began and ended the turn occupying shallow water terrain loses 1 heat; if it occupied deep water terrain, it loses 2 heat instead. 'Mechs with the 🏃 speed mode lose 2 heat if they begin and end your turn occupying any water terrain.

Note that when a unit loses heat, heat effects may reappear on its heat dial. Like when a unit gains heat, when a unit loses heat apply the total amount of heat lost before making any die rolls required because of heat effects; make these rolls immediately after applying the total heat lost.

Example. Tony's *Hatchetman* occupies shallow water terrain. During his order stage, Tony gives the *Hatchetman* a vent order to cool. Its vent rating is 2, so he turns its heat dial clockwise twice. After applying this heat loss, the Avoid Shutdown heat effect appears on the heat dial, so he rolls a six-sided die and succeeds. During his clean-up stage, his *Hatchetman* loses another 1 heat because it began and ended the turn in shallow water terrain. After applying this 1 heat loss, no heat effects appear on the heat dial, but if they had, Tony would have had to roll for them.

SHUTDOWN

Shutdown occurs when a 'Mech's onboard systems decide its internal heat level is too high to continue operation.

Shutdown automatically occurs when three radioactive symbols (☢) appear on the heat dial. A shutdown 'Mech cannot gain more heat. Shutdown can also occur if you fail a heat effect roll that shuts down your 'Mech. When a 'Mech unit shuts down, mark it so that it has two order tokens. If a 'Mech becomes shutdown because of a failed heat effect roll, do not turn its heat dial to the three radioactive symbols; simply mark it so that it has two order tokens.

A shutdown 'Mech may be given only vent orders. Optional special equipment on a shutdown 'Mech is canceled until the unit restarts. A shutdown 'Mech cannot make free spins.

Any unit attacking a shutdown 'Mech gets +4 to its attack value for that attack.

RESTARTING

A shutdown unit automatically restarts when the heat starting position appears on its heat dial. Restarting might also occur because of a successful heat effect roll. Restarting does not require an order.

When a shutdown 'Mech restarts, remove all order tokens from it; it may be given orders starting on your next turn. If the 'Mech restarts because of a successful heat effect roll, do not turn its heat dial to the heat starting position; simply remove the order tokens from it.

A 'Mech that restarts because of a successful heat effect roll does not roll for any other heat effects that might be present on the heat dial on that turn.
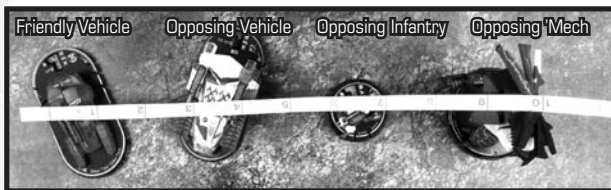
RANGED COMBAT

To make a ranged combat attack, a unit must be given a ranged combat order or an assault order (see "Assault Combat," p. 27). Note that some speed modes might allow ranged combat attacks to be made using other types of orders. A ranged combat attack has either the ⬆ or ⚡ range type; a damage value with the ⬥ range type will have range values of 0 and so may never be used to resolve a ranged combat attack.

Range values. Your unit has two range values separated by a slash printed on its base. The number to the left of the slash is the minimum range value; the number to the right is the maximum range value. A unit's maximum range value and attack value must both be greater than 0 in order for it to make a ranged combat attack.

Line of fire. To make a ranged combat attack, place one end of the flexible ruler at the center of the attacker's base and draw it in a straight line to the center of the target's base. This is called the line of fire. The line of fire must pass through the attacker's front arc. It cannot exceed the attacker's maximum range value or be less than the attacker's minimum range value. The attacker may make a ranged combat attack targeting a unit it is in base contact with if these conditions are met.

If the line of fire is clear, the ranged combat attack may be made. A clear line of fire might be hindered by hindering terrain (see "Terrain," p. 32). In this case, the ranged combat attack may still be made, but terrain modifiers may apply to the attack.

If the line of fire is blocked, the ranged combat attack cannot be made. If a non-'Mech unit targets a 'Mech, the line of fire is blocked if it crosses another 'Mech's base. If a non-'Mech unit targets another non-'Mech unit, the line of fire is blocked if it crosses any other unit's base. If a 'Mech unit targets a 'Mech unit, the line of fire is blocked if it crosses another 'Mech's base. Blocking terrain might also block a unit's line of fire.

An attacker's base never blocks its own line of fire, nor does a target's base block lines of fire drawn to it. Bases of units at cruising level never block line of fire. You may check a potential line of fire at any time. If an attacker is in base contact with any number of opposing units, it may not make a ranged combat attack targeting other opposing units in base contact with units friendly to the attacker.

The friendly vehicle can draw a line of fire out of its front arc targeting the opposing vehicle or 'Mech. Both are within its maximum range value of 12˝ and its minimum range value of 0˝. The line of fire to the opposing infantry is blocked. The opposing 'Mech can draw a line of fire out of its front arc targeting the friendly vehicle. This line of fire is not blocked.

VTOL speed mode. A unit with the 🚁 speed mode and a speed value of at least 13 can make a ranged combat attack as part of a move order. To determine how far the unit can move, subtract 12 from its speed value. The remaining value is the number of inches the unit can move before, after, or both before and after it resolves the ranged combat attack. This unit's base may never overlap another unit's base when it makes a ranged combat attack.

Example. Rich gives his Cavalry Attack Helicopter, which is at NOE level, a move order. He intends to both move and make a ranged combat attack. The unit's speed value is 20, so Rich subtracts 12 for a total of 8. He first moves the Helicopter from NOE to cruising level (so that he can get a clear line of fire), using 2 of the 8 inches available. He then resolves the ranged combat attack against a unit within the Helicopter's 6˝ range. After resolving the attack, he moves the unit 4 inches (2 + 4 = 6 so far) and then back to NOE level, using the last 2 inches of his unit's movement.

RANGED COMBAT MODIFIERS

An attacker gets +2 to its attack value if its line of fire passes through the target's rear arc. Certain other game effects can modify the attacker's attack value (such as ranged combat formations) or the target's defense value (such as Evade special equipment).

Called-shot modifier. If an attacker, which is in base contact with one or more opposing units, targets an opposing unit with which it is not in base contact, the target gets +2 to its defense value; this is the called-shot modifier.

If a 'Mech with the ![speed mode icon] speed mode makes such an attack, and the only opposing units it is in base contact with are infantry, the called-shot modifier does not apply.

Friendly fire modifier. If an attacker is not in base contact with any opposing units, it may target an opposing unit that is in base contact with units friendly to the attacker. The target gets +2 to its defense value; this is the friendly fire modifier. If the target is a 'Mech, it gets +1 to its defense value instead.

INDIRECT-FIRE RANGED COMBAT

When its line of fire would be blocked, a unit can use a ranged combat attack to make an indirect-fire ranged combat attack against a single target; the target may not be in base contact with a unit friendly to the attacker. In order to make an indirect-fire ranged combat attack, a unit must

- have a maximum range value greater than 0,
- not be in base contact with an opposing unit,
- use a damage value with the ![range type icon] range type, and
- have an attack value greater than 0.

Draw a line of fire just as you would for a ranged combat attack; the line ignores unit bases and terrain. The target of the indirect-fire ranged combat attack gets +3 to its defense value. If the attack succeeds, score damage to the target equal to the attacker's damage value, maximum 2.

RANGED COMBAT AGAINST MULTIPLE TARGETS

Some units can target two or more opposing units with a single ranged combat attack. You may never, however, target a unit more than once per ranged combat attack.
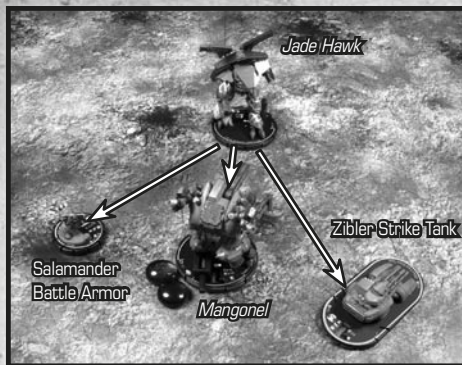
A unit may show two or more ![icon] or ![icon] range type symbols next to its range values. The number of symbols is the maximum number of different units your unit may target with a single ranged combat attack. You do not have to target as many units as the unit has range type symbols. You must be able to draw a clear line of fire to each target you wish to attack. No target of a multiple ranged combat attack may benefit from the called-shot modifier if one of the targets is in base contact with the attacker.

Roll the attack dice once and compare the attack result to each target's defense value. It is possible for the attack to succeed against some targets but fail against others.

If a multiple ranged combat attack succeeds against more than one target, divide and score the attacker's damage value any way you choose among the successfully hit targets; you may choose to score 0 damage to a target. Each target of a multiple ranged combat attack applies the modifiers specific to its condition.

Example. Kim gives a ranged combat order to her *Jade Hawk*. The *Jade Hawk*'s secondary damage value has three ![range type icon] range type symbols and a damage value of 3. Kim picks three opposing units within her unit's minimum range of 0˝ and maximum range of 8˝. All targets are within the *Jade Hawk*'s front arc and the lines of fire are not blocked. The *Jade Hawk*'s attack value is 9, and Kim's attack roll is also 9, giving her an attack result of 18. Kim compares the 18 to the defense values of the three targets.

The first is a shutdown *Mangonel* with a defense value of 20. Against this target, the attack result of the *Jade Hawk* is 22: It gets +4 to its attack value because the target is a shutdown 'Mech. This is enough to succeed against the *Mangonel*.

The second is a Salamander Battle Armor unit with a defense value of 17. Against this target, the attack result of the *Jade Hawk* is 20: It gets +2 to its attack value because the line of fire passes through the target's rear arc. The *Jade Hawk*'s attack easily succeeds against the Battle Armor, and it would have done so even without the +2 modifier.

The third is a Zibler Fast Strike Tank with a defense value of 20. The 18 attack result fails against the Tank.

Kim has a total of 3 damage to divide between the targets against which the attack succeeded. She chooses to score 2 damage to the *Mangonel* and 1 to the Battle Armor.

ANTI-AIRCRAFT UNITS

A unit with the "AA" abbreviation in its name is an anti-aircraft unit. Double the maximum ▮ range value of an AA unit against targets at cruising level.

ARTILLERY UNITS

Artillery units are capable of long-range bombardment on the battlefield. A unit is an artillery unit if it has a number in parentheses printed after its maximum range value; this number is the artillery range value.

Each artillery unit has its own artillery marker, as illustrated. This marker is used in the game to show the location of an artillery attack. An artillery attack scores damage against units within the attack's blast radius.

Artillery Range Value

If your artillery unit's attack value is greater than 0, you may give it a ranged combat order. This order may be used in one of three ways: as a ranged combat attack, an indirect-fire attack, or an artillery attack.

In order to make an artillery attack, give the unit a ranged combat order. The attacker may not be in base contact with an opposing unit. The line of fire for the artillery attack must pass through the attacker's front arc, and it must be greater than the attacker's maximum range value but less than or equal to its artillery range value. Select any spot on the battlefield within the attacker's line of fire. If the line of fire to this spot is blocked, the attack may still be made, but the accuracy of the attack will be affected.

Place the attacker's artillery marker on the designated spot, with the marker's arrow pointing in the direction of the line of fire. During your next command stage, resolve the attack by making an attack roll and adding the attacker's attack value (keep the result of the black attack die; you may need it later). The attacker gets +2 to its attack value if the line of fire to the marker is not blocked. Compare the attack result to the marker's target value; if the result is greater than or equal to the target value, the
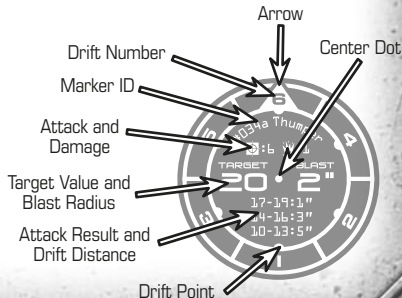

Arrow

Drift Number

Marker ID

Attack and Damage

Target Value and Blast Radius

Attack Result and Drift Distance

Center Dot

Drift Point

attack succeeds against the marker. Score damage equal to the attacker's damage value to every unit within the blast radius, measured from the center dot of the artillery marker to the center of the affected units. After resolving the attack, remove the artillery marker from the battlefield. Captives ignore artillery attacks (see "Capturing," below).

Drift. If the attack fails against the marker, the marker drifts. Drift numbers, labeled 1–6, ring the marker. Find the drift number that corresponds to the result of the black attack die from the attack roll; the marker drifts in that direction. To determine the distance of the drift, compare the attack result to the marker's attack result ranges; the range the attack value falls in uses that range's drift distance. Measure the drift distance from the marker's center dot through the drift point, and then place the marker's center dot at the new position. Score damage equal to the attacker's damage value to every unit within the new position's blast radius. After resolving the attack, remove the artillery marker from the battlefield. If the marker's center dot drifts off of the battlefield, the artillery attack affects no units.

If an artillery unit has Salvage special equipment when you resolve its artillery attack, use the attack and damage values listed on its artillery marker to resolve the attack instead of using the artillery unit's attack and damage values.

Multiple ranged combat attacks. Artillery units capable of multiple ranged combat attacks may place a number of artillery markers up to the number of targets they can attack. Make one attack roll for all markers. Resolve the drift direction and distance, if any, for each marker. Score damage equal to the attacker's damage value to every unit within the blast radius of each marker, even if the blast radiuses of several markers overlap.

Critical hits and misses. If an artillery attack results in a critical hit, the attack automatically succeeds without drift, and it scores +1 damage to each unit affected by the attack. If an artillery attack results in a critical miss, the attacker is dealt 1 pushing damage, and all other units ignore the attack.

CLOSE COMBAT

To make a close combat attack, a unit must be given a close combat order or an assault order. Close combat represents point-blank fighting between units.

Only infantry and 'Mechs can make close combat attacks. In order to make a close combat attack against a target, the attacker's front arc must be in base contact with the target. A 'Mech with the 🏃 speed mode can make a close combat attack against a target if any part of its base is in base contact with the target. A close combat attack uses neither the 🗡 nor 🗲 range types; it uses either no range type or the 🔨 range type.

CLOSE COMBAT MODIFIERS

An attacker gets +2 to its attack value if it is in base contact with the target's rear arc. Certain other game effects can modify the attacker's attack value (such as close combat formations) or the target's defense value (such as capture attempts).

CAPTURING

Infantry with the 🪝 mode may make a close combat attack to capture a target opposing unit instead of damage it. You must declare the capture attempt before rolling the attack dice. A target gets +3 to its defense value against a capture attempt. If the attack succeeds, the target is captured instead of damaged. If the attack fails, the attacker is dealt 1 pushing damage. A captured unit is called a captive. A unit controlling a captive is called a captor. Units with the 🛩 speed mode are eliminated instead of captured if they are the target of a successful capture attempt.

Captives have the following traits:
• They may not be given orders.
• They do not count as friendly or opposing units to any player.
• They do not count toward the unit limit for movement formations.
• All units ignore their special equipment.

Captors have the following traits:

- They may be assigned only move orders.
- They may not get rid of their captives.
- They may not be moved such that their captives cannot be placed in base contact with them.
- They may not be the target of capture attempts or ranged combat attacks (they may, however, be targeted by close combat attacks).

Any order tokens on a captive are removed at the end of the next turn of the player who previously controlled it.

A unit may have only one captive at a time. Show this by keeping the two units in base contact. Captives may not be targeted for any purpose. A captive ignores all damage.

Captive 'Mechs may not be moved or have their facings changed. A captive 'Mech loses heat at the end of each turn of the player who previously controlled it, if applicable.

A captive infantry or vehicle always moves with its captor, using the lower of their two speed values; a captive must be in base contact with its captor both before and after moving. Any speed special equipment possessed by a captor may be used by the captive. If either the captor or captive cannot occupy a terrain feature, then neither unit may occupy that feature. The captor's controller determines the captive's facing and location on the battlefield; this determination must be made after the captor resolves a move order.

If a captor is eliminated, the captive ceases being a captive and may be given orders normally. If a captive occupies blocking terrain when it ceases being a captive, it is eliminated, and the player who had most recently captured it receives victory points for eliminating it.

Some game effects can cause a captive to cease being a captive (such as the Bypass special equipment). In these cases, its captor ceases being a captor and may be given orders normally.

ASSAULT COMBAT

A 'Mech that is not in base contact with an opposing unit may be given an assault order, which allows it to both move and make either a ranged or close combat attack. All terrain modifiers apply to the move. A 'Mech may move up to half its speed value and then make a ranged combat attack, or it may move up to its entire speed value and make a close combat attack. A 'Mech given an assault order

- may not run,
- may not be a member of a formation, and
- gains 1 heat at the end of the order in addition to any other heat generated by the order.

Assault modifier. The target of an assault order gets +1 to its defense value for that attack; this is the assault modifier.

SPECIAL ATTACKS

Vehicles and 'Mechs may attempt special attacks, which are more difficult to execute but score more damage when they succeed. Special attacks are neither ranged nor close combat attacks, and they have no range type.

Impact damage. Special attacks score a special kind of damage called impact damage. Because a special attack has no range type, its impact damage is especially effective because it ignores special equipment such as Heavy Armor and Reactive Armor.

A special attack may be made against only a single opposing non-infantry unit. A unit making a special attack must begin the turn with no opposing units in base contact with it.

CHARGE

'Mechs with attack values greater than 0 can make a special attack called charge. Draw a line of fire from the attacker to the target; this line of fire does not have to pass through the attacker's front arc,

and it ignores the hindering terrain modifier. If the line of fire crosses any non-water terrain feature or other non-infantry unit's base, the target gets +2 to its defense value for the attack. Give the attacker a move order to run; it must end the move in base contact with the target.

The target is allowed a free spin, if able, unless the attacker's line of fire passed through the target's rear arc and the attacker ends its move in base contact with the target's rear arc.

To resolve the attack, make an attack roll and add the attacker's attack value. If the attacker's line of fire passed through the target's rear arc and the attacker ended its move in base contact with the target's rear arc, the attacker gets +2 to its attack value. If the attack result is equal to or greater than the target's defense value, the attack succeeds. The attacker scores impact damage to the target equal to its primary damage value +1.

After resolving the attack, the attacker is dealt pushing damage equal to half of its primary damage value, minimum 1, regardless of whether the attack succeeds. The attacker also gains 1 heat from the attack and 1 heat from the run move, in addition to any other heat generated by the order.

DEATH FROM ABOVE

'Mechs with attack values greater than 0 and with Jump Jets special equipment can make a special attack called death from above. Give the attacker a move order using Jump Jets special equipment and end the move in base contact with the target. The target gets +2 to its defense value against this attack; it may not make a free spin at this time.

To resolve the attack, make an attack roll and add the result to the attacker's attack value. If the attack result is equal to or greater than the target's defense value, the attack succeeds. The attacker scores impact damage to the target equal to its primary damage value +2. The attacker is dealt 1 pushing damage after the attack resolves. If the death from above attack fails, the attacker is dealt 2 pushing damage and the target may make a free spin, if able.

RAM

Vehicles with attack values greater than 0 can make a special attack called ram. Draw a line of fire from the attacker to the target; this line of fire does not have to pass through the attacker's front arc, and it ignores the hindering terrain modifier. Give the attacker a move order and end the move in base contact with the target.

The target is allowed a free spin, if able, unless the attacker's line of fire passed through the target's rear arc and the attacker ends its move in base contact with the target's rear arc. The attacker may not be a member of a movement formation for this attack.

To resolve the attack, make an attack roll and add the result to the attacker's attack value. If the attacker's line of fire passed through the target's rear arc and the attacker ended its move in base contact with the target's rear arc, the attacker gets +2 to its attack value. If the attack result is equal to or greater than the target's defense value, the attack succeeds. The attacker scores 2 impact damage to the target instead of damage equal to its damage value. After resolving the attack, the attacker is dealt 1 pushing damage.

ATTACK SEQUENCE

Use the following sequence of events to resolve a ranged or close combat attack, regardless of whether or not you are using a formation. If a step or part of a step is not applicable to the attack, ignore it.

1. Declare the target(s) of the attack.
2. Declare a capture attempt, if applicable.
3. The attacker chooses which of its optional special equipment to cancel and determines any modifiers to its attack value.
4. The target chooses which of its optional special equipment to cancel and determines any modifiers to its defense value.
5. Make an attack roll and determine if the attack succeeds.

6. Calculate the damage scored:
    a. Apply the attacker's current heat effects to its damage value.
    b. Modify the damage scored based on the attack type (for example, an indirect-fire ranged combat attack or the ram special attack.
    c. Modify the damage scored based on the attacker's special equipment and faction abilities.
    d. If the attack is a critical hit, increase the damage scored by 1.
    e. Modify the damage scored because of the affected units' types (for example, damage scored using the $\not\xi$ range type is reduced to 1 against infantry).
    f. Reduce the damage scored because of the affected units' special equipment and faction abilities.
    g. If the attack is a capture attempt, score no damage. Otherwise, damage scored is dealt to the affected units.
7. Apply any heat gained to the affected units and make any necessary heat effect rolls.
8. If an additional attack is generated by the attack, return to step 2 and repeat the attack sequence until all attacks resolve.
9. Give an order token to the attacker.
10. Apply pushing damage and heat gained to the attacker and make any necessary heat effect rolls.

8. FORMATIONS

An order given to one of your units may be shared among other friendly units by using formations. Using formations is optional, and a formation exists only for the duration of an order. Players may declare a formation when the proper conditions exist. A unit that is part of a formation is called a member. All members of a formation must be from the same faction (determined by its faction symbol) or have an alliance (see below) with each other. Mercenary units may create formations with any other faction, though Mercenaries do not allow factions not of the same faction or allied to create formations with each other.

    Alliances. There are three alliance types: situational alliances (see "Situational Alliances," p. 36), House Alliances, and Grand Alliances.

    House Alliances are alliances between two factions. The following House Alliances are always in effect, though new House Alliances may come into effect later:
- Republic of the Sphere–Highlanders (🔵 🗡️)
- House Davion–Swordsworn (🌀 🦅)
- House Steiner–Stormhammers (🐾 🌐)

    Grand Alliances are alliances announced with each new **MechWarrior** release. Grand Alliances are not always the same; they may change from release to release. Consult each release's Booster Pack for a list of which Grand Alliances are in effect.

MOVEMENT FORMATIONS

If three, four, or five of your infantry and/or vehicles are grouped so that each one is touching the base of at least one other, then you may designate them a movement formation. 'Mechs cannot be part of movement formations. Only units eligible to receive move orders may be members of movement formations.

    When you give a move order to just one member of a movement formation, all members may move as part of that move order. The speed value of each member becomes that of the member with the lowest speed value. Move each member, one at a time. The order is resolved when each member has moved. At the end of the order, each member must be in base contact with at least one other member—the formation cannot be split into two or more groups at the end of the order. No attacks may be made during the order.
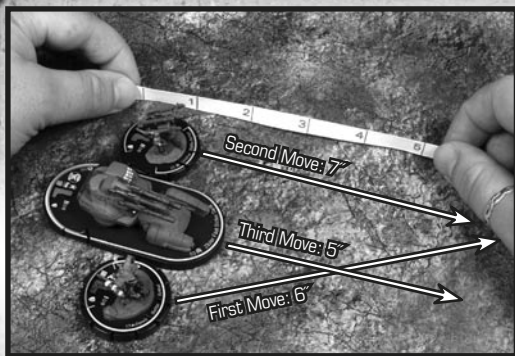
LRM Battery (speed 7) moves first.
Zibler Fast Strike Tank (speed 10) moves third.
Salamander Battle Armor (speed 7) moves second.

If any member fails a break away roll, that unit may not move, though it may still change its facing, if able. Other members move normally, but at the end of the order, each member's base must be touching another member's base.

After the move order resolves, each member is given an order token, and each is considered to have been given an order. Members are not dealt pushing damage if they receive second order tokens from this order.

A unit given a move order to activate special equipment that has the phrase "but do not move it" (Bypass, for example), cannot be a member of a movement formation.

COMBAT FORMATIONS

Units can create two kinds of combat formations: ranged combat formations and close combat formations.

RANGED COMBAT FORMATIONS

If three, four, or five of your units are grouped so that each one is touching the base of another, then you may designate them a ranged combat formation. Only units eligible to receive ranged combat orders may be members of ranged combat formations. When you give a ranged combat order to just one member, all members contribute to the attack. Ranged combat formations may be used to attack and damage only a single opposing target unit. The member to which you give the ranged combat order is called the primary attacker. Each member must be able to draw a clear line of fire to the target.

To resolve the attack, use the primary attacker's attack and damage values; it gets +2 to its attack value for each other member. The primary attacker also gets a one-time +2 to its attack value if any member has a clear line of fire through the target's rear arc.

If you roll a critical miss on a ranged combat formation attack, only the primary attacker is dealt 1 pushing damage.

If the primary attacker is given an order that allows it to make two ranged combat attacks (for example, a unit using the Pulse special equipment), you may use a ranged combat formation only for the first attack—the primary attacker gets no bonuses to subsequent attacks generated by the order.

Each member is considered to have been given an order. If the attack pushes a member, it is given a second order token and dealt 1 pushing damage if it is a non-'Mech unit, or it gains 1 heat if it is a 'Mech.

These Mercenary units create a ranged combat formation. All lines of fire are clear. The *Mangonel* is chosen as the primary attacker; add +4 to its attack value for the two other members of the formation.

Zibler Fast Strike Tank: 0/8
Line of fire: 5″ and clear

Jade Hawk

LRM Battery: 0/6
Line of fire: 6″ and clear

Mangonel: 2/12
Line of fire: 8″ and clear

Artillery units. Artillery units follow the rules for ranged combat formations, with the following exceptions:

- All members must be artillery units.
- The primary attacker's artillery marker must be placed within the artillery range value and beyond the maximum range value of each member.
- The line of fire for each member does not have to be clear.
- Use only the primary attacker's artillery marker.

CLOSE COMBAT FORMATIONS

If two or three of your infantry and/or 'Mechs have their front arcs in base contact with the same single opposing target unit, you may designate them a close combat formation. Only units eligible to receive close combat orders may be members of close combat formations. Members of a close combat formation do not have to be in base contact with each other. When you give a close combat order to just one member, all members contribute to the attack. Close combat formations may be used to attack and damage only a single target opposing unit. The member to which you give the close combat order is called the primary attacker.
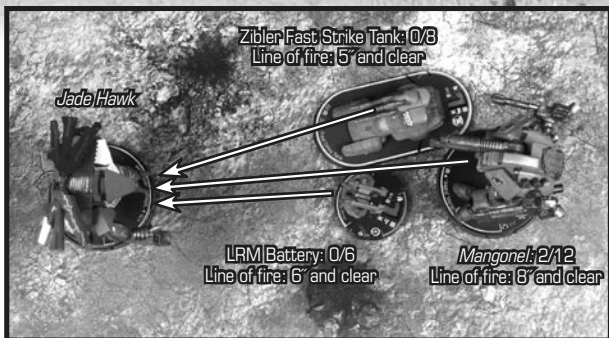
To resolve the attack, use the primary attacker's attack value and damage values; it gets +2 to its attack value for each other member. The primary attacker also gets a one-time +2 to its attack value if any member is in base contact with the target's rear arc.

If you roll a critical miss on a close combat formation attack, only the primary attacker is dealt 1 pushing damage.

Each member is considered to have been given an order. If the attack pushes a member, it is given a second order token and dealt 1 pushing damage if it is a non-'Mech unit, or it gains 1 heat if it is a 'Mech.

If a close combat formation succeeds at a capture attempt, the primary attacker becomes the captor. If a close combat formation fails a capture attempt against a 'Mech, each member is dealt 1 pushing damage.

Hint. Close combat formations make it easier to capture opposing units.

Jade Hawk

Fenrir

Mangonel

The *Jade Hawk* and Fenrir create a close combat formation to attack the *Mangonel*. The *Jade Hawk* is chosen as the primary attacker; it gets +4 to its attack value: +2 for the other member and +2 because the other member is in base contact with the target's rear arc.

9. TERRAIN

You do not have to use terrain when you fight a **MechWarrior** battle, but adding terrain will make your game more challenging and interesting.

There are four types of terrain: clear, hindering, blocking, and water. These terrain types can exist at NOE level, or they can be elevated. A piece of terrain placed on the battlefield is called a terrain feature. A unit occupies a terrain feature if its center dot is in the terrain.

Terrain impacts the game in two ways: moving and drawing lines of fire. Some terrain types affect movement and lines of fire differently. For example, some units have speed modes that allow them to bypass some terrain restrictions.

CLEAR TERRAIN

Clear terrain represents anything from a grassy plain to a city square. The entire battlefield is considered to be clear terrain, except in those areas where hindering, blocking, or water terrain is placed. You may not place nonelevated clear terrain in the terrain pile when preparing the battlefield. Clear terrain has no effect on movement or drawing lines of fire.

HINDERING TERRAIN

Hindering terrain consists of brush, light woods, debris, and other similar terrain. You might represent hindering terrain with shapes cut out of construction paper or cloth. The outer edges of these shapes represent the boundaries of the hindering terrain. Hindering terrain should lie flat on the table so that it does not interfere with the placement of unit bases.
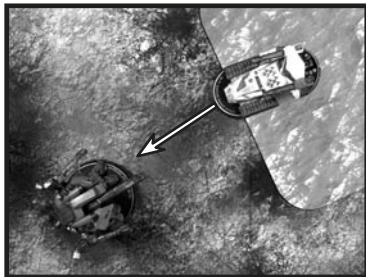
This unit occupies hindering terrain, but the hindering terrain modifier does not apply to its line of fire because the only hindering terrain the line crosses is under its base. If this unit is the target of a ranged combat attack, however, it will benefit from the hindering terrain modifier.

Units can move into and through hindering terrain, but there are restrictions. If a unit begins a move occupying clear terrain, its movement must end immediately when it would occupy hindering terrain. Remember this when laying out a unit's movement path. If a unit's movement path crosses hindering terrain, the unit must be placed so that it occupies the hindering terrain at the point where the path first crosses the hindering terrain. If your unit begins a move with any part of its base overlapping hindering terrain, halve its speed value for the turn. This reduction is made after all other adjustments are made to the unit's speed value, such as doubling it for a run move or halving it for disembarking passengers.

Hindering terrain modifier. Hindering terrain interferes with ranged combat attacks. If a line of fire passes through any amount of hindering terrain and/or hindering terrain features, the target gets +1 to its defense value; this is the hindering terrain modifier. Close combat attacks ignore hindering terrain.

An attacker that occupies hindering terrain might not be penalized by the hindering terrain modifier if its target is outside of the hindering terrain the attacker is in. If the line of fire does not cross any hindering terrain except beneath the attacker's base, the hindering terrain modifier does not apply to that attack. This is true even if the target is at cruising level. This represents the attacker's ability to fire from the edge of hindering terrain, protected but not penalized by it.

In ranged combat formations, only the primary attacker's line of fire is subject to the hindering terrain modifier.

BLOCKING TERRAIN

Some examples of blocking terrain include large boulders, high walls, and buildings. You might represent blocking terrain with common items like decks of cards and small cartons, or you might use scale models.

A unit cannot occupy blocking terrain. No part of a unit's movement path may cross blocking terrain. No part of a unit's base may overlap blocking terrain at the end of its movement or during deployment.

Blocking terrain blocks any line of fire crossing it.

WATER TERRAIN

There are two types of water terrain: shallow and deep. You might represent water terrain with shapes cut out of construction paper or cloth. All water terrain is clear terrain for line of fire purposes.

Shallow water features, such as streams, fords, and ponds, are treated as hindering terrain for movement purposes. A unit occupying a shallow water feature cannot be the target of a close combat attack unless the attacker also occupies that shallow water feature.

Deep water features, such as rivers and lakes, are treated as blocking terrain for movement purposes.

Submerged. A unit occupying a deep water feature is submerged. It cannot make or be the target of ranged combat attacks, and it cannot be the target of close combat attacks unless the attacker is also submerged in the same deep water feature. The bases of submerged units do not block line of fire for units that are not submerged.

ELEVATED TERRAIN

Clear, hindering, and blocking terrain may be elevated to form hills and low plateaus. All elevated terrain represents the same level of height above the battlefield.
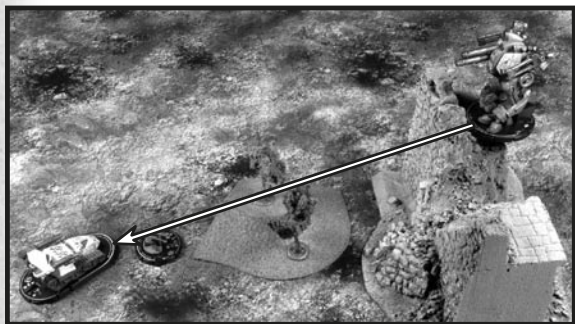
This line of fire passes through hindering terrain and a unit base, but because the attacker is elevated, the intervening terrain is ignored.

You might represent elevated terrain with stacks of books and magazines, or you might use scale models. If you are using models for hills, use models with a distinct elevation change and flat upper surface to accommodate unit bases.

A unit must stop its movement where its movement path first crosses into elevated terrain or down out of elevated terrain. When measuring the movement, don't measure any vertical distance traveled—only the horizontal portion of your unit's move along the tabletop or elevated terrain feature. When moving up into elevated terrain, place the unit such that its entire base is within the elevated terrain, with the edge of its base touching the point where the movement path crosses into the elevated terrain. When moving down out of elevated terrain, place the unit such that no part of its base overlaps the elevated terrain, with the edge of its base touching the point where the movement path leaves the elevated terrain.

Elevated terrain features block line of fire if neither the attacker nor the target occupies that elevated terrain feature.

If the attacker and target both occupy one elevated clear terrain feature, line of fire is affected only by terrain on that elevated terrain feature or by bases of other units on that elevated terrain feature.

If the attacker or target is on an elevated terrain feature, but the other is not, line of fire is blocked under the following circumstances:

- The line of fire crosses a unit base on the elevated terrain feature.
- The line of fire crosses a different elevated terrain feature.
- The line of fire crosses a blocking terrain feature, elevated or nonelevated.

Hindering terrain affects line of fire only if either the attacker or target occupies hindering terrain or the hindering terrain is elevated; otherwise, it has no effect.

Units on different elevations may make close combat attacks against each other and may create formations with each other. In these cases, look down from overhead to determine whether base contact would be possible if the elevation difference weren't there. If so, then base contact is assumed.

Height-advantage modifier. When a unit not occupying elevated terrain makes a ranged or close combat attack against a target occupying elevated terrain, the target gets +1 to its defense value against that attack; this is the height-advantage modifier.

In attack formations, only the primary attacker is subject to the height-advantage modifier.

Abrupt elevated terrain. Flat rooftops and plateaus flanked by cliffs are examples of abrupt elevated terrain. Abrupt elevated terrain is treated like elevated terrain, with the following exceptions:
- At least one access point onto and off of abrupt elevated terrain must be designated when the terrain is placed into the terrain pile. The movement path of non–Jump Jets movement must be measured to and from such predetermined access points.
- Units with Jump Jets may move onto and off of abrupt elevated terrain without using the predetermined access points.
- A unit cannot make a close combat attack against another unit if one of them is on abrupt elevated terrain and the other is not.
- Formations may not be created between units when some of the units occupy abrupt elevated terrain and others do not.

10. COMBAT ENHANCEMENT CARDS

In addition to terrain features, the battlefield may also be affected by combat enhancement cards (CECs). CECs can also affect other aspects of game play, from unit performance to battleforce performance. Using CECs in your games is optional, though some types of CECs require that all players agree to use them in a game if they are to be used in the game.

Besides its name, a CEC is also printed with other game play information, including its collector's number, point value, and rules text. Some CECs are printed with more information than others, depending on their types.

In these rules, each CEC type is labeled with information describing how many cards of that type may be played in a game and how those types must be played. CEC types that require all players to agree to use them if they are to be used in a game are labeled "all players." For example, if planetary conditions are to be used in a game, then each player must play a planetary condition card in that game. CEC types that not all players have to agree to use in a game are labeled "single player." For example, one player may choose to play with a faction pride card in a game even if other players do not. CEC types that a player may have only one card of in a game are labeled "single card." For example, a player may play with only one Mercenary contract card in a game. CECs that a player may have more than one of in a game are labeled "multiple cards." For example, a player may use more than one gear card in a game.

Canceling CECs. Some CECs cancel other CECs. Canceled CECs are removed from the game. If two CECs cancel each other, both cards are removed from the game. Otherwise, follow the rules text on each CEC in play.

Point values. Some CECs have point values associated with them, just like units do. These point values count toward a game's build total for battleforce-building purposes. Most CEC point values vary depending on the game's build total.

For example, a CEC with a point value of 10/150 means that the CEC costs 10 points for every 150 build points of the game's build total. So the card would cost 20 points in a 300-point game, 30 points in a 450-point game, and so on.

The point values of some CECs also count as victory points during the game. See the rules for each CEC type for any victory point details.

Some CECs have alternative point values; these are printed after the point value and the ⊕® symbol. A CEC's alternative point value may be more or less than its point value. If you meet the requirements for an alternative point value, you must use that value when building your battleforce.

Frequency. Some CECs have effects that may be used only a certain number of times per turn, depending on the game's build total; this is a CEC's frequency. For example, a CEC printed with "1/450:" before its rules text indicates that the CEC's effect may be used only once per turn for every 450 points of the game's build total.

Name · Collector's Number · Frequency · Rules Text · Point Value · Alternative Point Value
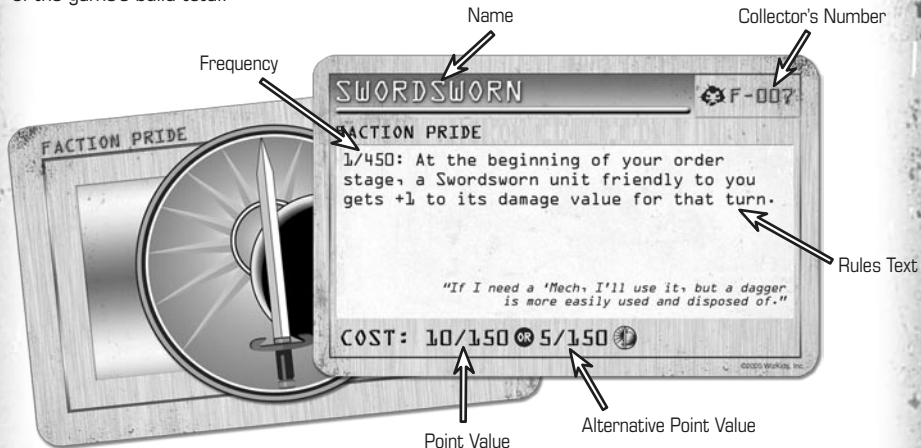
Rule of precedence. Because there are different types of CECs, some CEC effects occur before others in the game. Apply effects or modifiers generated from CECs in the following order:
1. Planetary conditions
2. Faction pride/Mercenary contracts/Situational alliances
3. Gear
4. Pilots

If two effects would resolve at the same time, the active player chooses the order in which they resolve.

PLANETARY CONDITIONS
All Players/Single Card

The collector's number of a planetary condition CEC begins with "PC." Planetary conditions have an effect on the battlefield similar to terrain.

Each player secretly chooses one planetary condition card to play. After terrain is placed but before players deploy their battleforces, each player reveals the planetary condition card he or she chose and puts it into play next to the battlefield. If multiple copies of the same planetary condition are in play, their effects do not stack.

FACTION PRIDE
Single Player/Single Card

The collector's number of a faction pride CEC begins with "F." Faction pride cards usually enhance units of a particular faction. In order to use a faction pride card, a player must have at least one unit from the named faction in his or her battleforce. Any additional requirements for a faction pride card will be printed on the card. Faction pride cards are put into play after any planetary condition cards are put into play, but before any units are deployed. If a player chooses to use a faction pride card in a game, he or she may not also use a situational alliance card in that game.

Faction pride cards have alternative point values associated with a faction symbol. If your battleforce is composed entirely of units with that faction symbol (called a faction-pure battleforce), you must use the alternative point value.

MERCENARY CONTRACTS
Single Player/Single Card

The collector's number of a Mercenary contract CEC begins with "MC." A Mercenary contract card makes Mercenary units in your battleforce part of the faction listed on the card, giving them that faction's faction abilities, if any (see "Faction Abilities," p. 38), and allowing them to benefit from that faction's corresponding faction pride card or situational alliance card. Mercenary contract cards are put into play after any planetary condition cards are put into play, but before any other CECs are put into play.

SITUATIONAL ALLIANCES
Single Player/Single Card

The collector's number of a situational alliance CEC begins with "SA." Situational alliance cards create alliances between the factions named on them; they also usually indicate additional abilities that may be used in the game.

In order to use a situational alliance card, you must have at least one unit from each of the factions named on the card in your battleforce, and the only other factions that may be included in your battleforce are those named in a House or Grand Alliance. Any additional requirements for a situational alliance card will be printed on the card. Factions named on a situational alliance card retain their faction symbols and use of their faction abilities, if any. Situational alliances are put into play after any planetary conditions are put into play, but before any units are deployed. If a player chooses to use a situational alliance card in a game, he or she may not also use a faction pride card in that game.

GEAR AND PILOTS
Single Player/Multiple Cards

'Mechs have two slots on their heat dials that can accommodate gear and/or pilots. Gear and pilot CECs allow players to further personalize and enhance their 'Mechs. A 'Mech may be assigned either up to two pieces of gear or one piece of gear and one pilot.

Besides the usual CEC information, a gear/pilot card is also printed with its requirements, modifiers, special equipment, and/or special maneuvers it provides when assigned to a 'Mech.

Before deployment, each gear/pilot to be used is removed from its card and put into a 'Mech's slot. After a game, the gear/pilot can be snapped back into its card for convenient storage.

Gear. The collector's number of a gear CEC begins with "G." Requirements indicate which traits a 'Mech must possess in order to be assigned that gear. The first requirement listed is the class requirement. A 'Mech's class is listed in the last letter of its variant name. Each 'Mech is one of four classes: light (L), medium (M), heavy (H), or assault (A). For example, in

Labels around the card diagram:
- Point Value
- Name
- Modifiers Provided to the 'Mech
- Rules Text
- Collector's Number
- Gear
- Collector's Number
- Requirements

Card text:

INFERNO AMMUNITION 25 PTS

EQUIPMENT UPGRADE

SPECIFICATIONS

Ignore this gear when the damage value to which it is applied is 0.

(optional) When this unit succeeds at a ranged combat attack that deals damage to a target 'Mech, the target gains 1 heat in addition to any other heat generated by the attack. When this unit succeeds at a ranged combat attack that deals damage to a target vehicle, this unit deals +1 to that target.

REQUIREMENTS: CLASS L

order to assign the Inferno Ammunition gear to a 'Mech, the 'Mech's class must be light and the gear must be assigned to a damage value with the ⚔ range type. A piece of gear modifies the combat value of the 'Mech to which it is applied; the gear CEC will indicate which combat value it modifies.

A unit may not be assigned more than one piece of gear with the same combat value requirement unless one states that it may be used on a combat value along with other gear, or the gear is applied to a different damage value.

Gear that applies to a 'Mech's primary damage value is labeled "PRI." Gear that applies to a 'Mech's secondary damage value is labeled "SEC." Gear that may apply to either damage value is labeled "PRI" on one side and "SEC" on the other. When putting these pieces of gear in a 'Mech's slot, ensure that the letter corresponding to the damage value the gear will apply to faces the 'Mech's faction symbol (or where the faction symbol would be in the case of a Mercenary unit).

A gear CEC provides special equipment to a 'Mech's combat value. If a combat value would receive special equipment from two different sources (for example, one from the combat dial and one from gear), only one may apply at a time, unless the gear states otherwise. For example, a 'Mech with Evade showing on its combat dial that is also assigned Evade gear does not get +4 to its defense value against ranged combat attacks: It gets only +2 because only one Evade may be in effect at a time. If the 'Mech loses Evade on its combat dial, however, the Evade from the gear may be used.

Unless its gear CEC states otherwise, if a 'Mech with gear gains the Salvage special equipment on its combat dial, the gear is ignored.

Gear adds to the point value of a 'Mech. If a 'Mech with gear is eliminated, the player who eliminated it gains a number of victory points equal to the 'Mech's point value plus the point value used for its gear.

Pilots. Most pilot requirements show which 'Mech class or classes those pilots may be assigned to. For example, the Robinson Battle Academy Graduate can pilot only light 'Mechs. Some pilots have additional requirements. There are three types of pilots: common pilots, legendary pilots, and gunslinger pilots.

Common pilots, whose collector's numbers begin with "P," may be assigned to any 'Mech as long as the 'Mech meets the pilot's requirements. The 'Mech gets the modifiers printed on the pilot's card.

Legendary and gunslinger pilots, whose collector's numbers begin with "L" and "GS," respectively, are Unique. A Unique pilot may appear only once in a battleforce, just like a Unique unit. Like common pilots, legendary and gunslinger pilots may be assigned to any 'Mech (see "Recruiting Pilots," p. 38) as long as the 'Mech meets the legendary or gunslinger pilot's requirements. The 'Mech gets the modifiers printed on the pilot's card—but not the benefits of the pilot's rules text, as described below.

Preferred 'Mechs. Each legendary and gunslinger pilot has an alternative point cost. This cost is associated with that pilot's preferred 'Mech, which is identified by its collector's number. If you assign a legendary or gunslinger pilot to his or her preferred 'Mech, you may then—and only then—use the special ability described in the pilot CEC's rules text. This special ability represents a specialty the pilot has picked up from experience with his or her preferred 'Mech.

Recruiting pilots. Gunslingers may be recruited by certain factions. Paying a gunslinger's recruitment cost for a particular faction gives the gunslinger's 'Mech that faction's faction symbol. This gives the 'Mech that faction's faction abilities (if any), and the 'Mech becomes eligible to use any game effects tied to that faction, such as those from faction pride or situational alliance CECs. A recruitment cost not associated with a faction symbol is the cost to give that gunslinger's 'Mech any other faction symbol. A gunslinger's recruitment cost adds to its point value for that game. A gunslinger may have only one of its recruitment costs paid per game.

If you assign a gunslinger to a 'Mech with no faction symbol, you may give that 'Mech a faction symbol for the game by paying its gunslinger's recruitment cost for that faction. If a gunslinger has a faction symbol with a slash through it printed in its recruitment cost section, you may not give its 'Mech that faction symbol. Paying a gunslinger's recruitment cost, however, isn't always optional.

If you want to assign gunslinger to a 'Mech with a faction symbol, you must pay the gunslinger's recruitment cost for that faction. If the recruitment cost cannot be paid (such as if the gunslinger has no recruitment cost for the faction) the gunslinger cannot be assigned to that 'Mech, even if the 'Mech meets all the gunslinger's other requirements. You may not change a 'Mech's faction symbol by assigning a gunslinger to it and then paying the recruitment cost for another faction.

Pilots add to the point value of a 'Mech. If a 'Mech with a pilot is eliminated, the player who eliminated it gains a number of victory points equal to the 'Mech's point value, plus the point value used for its pilot (including recruitment cost, if any).

11. FACTION ABILITIES

Some **MechWarrior: Age of Destruction** factions have special abilities associated with them. These faction abilities are not optional and cannot be canceled.

HOUSE LIAO
All House Liao units possess the following faction abilities.

Awe. At the beginning of your command stage, you may choose an opponent. At the beginning of that opponent's next turn, you may roll one six-sided die for each full 450 points in the game's build total. For each result of 6, your opponent gets one fewer order on his or her turn. Use this ability only if at least half of the build total of your battleforce at the start of the game is composed of Elite-rank (⬥) House Liao units.

Fanaticism. If an order given to an opposing figure eliminates any of your House Liao units, each friendly House Liao unit within 8˝ (measured from the eliminated unit's center dot to the friendly unit's center dot) of your eliminated House Liao unit is repaired of 1 damage.

Ruthlessness. When this unit succeeds at an attack targeting a single Green-rank (⌃) opposing figure, it gets +1 to its damage value for that attack. Unless this unit is in base contact with another opposing unit, or the Green figure cannot be targeted because it is a captive or a passenger, any subsequent attack made by this unit must target the Green figure until that figure is eliminated or becomes a captive or a passenger.

JADE FALCON
All Jade Falcon units possess the following faction abilities.

Zellbrigen. When this unit succeeds at an attack targeting a single opposing Elite-rank (⬥) figure, it gets +1 to its damage value for that attack. Unless this unit is in base contact with another opposing unit, or the Elite figure cannot be targeted because it is a captive or a passenger, any subsequent attack made by this unit must target the Elite figure until that unit is eliminated or becomes a captive or a passenger.

Merciless. When this unit makes a death from above attack, roll one six-sided die

and add the result to this unit's attack value for that attack. This unit is dealt 1 pushing damage when it fails a death from above attack and 0 damage when it succeeds at a death from above attack.

Enhanced Imaging. When this unit makes a ranged combat attack targeting a single opposing figure, roll one six-sided die. On results of 4–6, the following two effects apply to the attack: (1) This unit's line of fire ignores hindering terrain and (2) the target treats hindering terrain as clear terrain.

SEA FOX

All Sea Fox units possess the following faction abilities.

Renegade. Sea Fox units cannot be members of formations.

Scavenger. When this unit eliminates an opposing figure with the same speed mode as itself, this unit is repaired of 2 damage.

Predator. If this unit resolves a successful ranged or close combat attack targeting a single opposing figure that gains Salvage special equipment as a result of the attack, this unit may make a second attack against it. The second attack must be of the same type (ranged or close combat) as the first attack. This second attack does not require an extra order, and this unit does not receive an additional order token. This unit ignores its special equipment when resolving the second attack. If this unit is a 'Mech, the second attack does not generate additional heat.

12. ENDING THE GAME

The game ends at the resolution of any order when any one of the following conditions is met:
- Either one or no player has an able unit on the battlefield; OR
- A predetermined time limit for the game is reached; OR
- All remaining players agree to end the game.

An able unit is one that is not a captive and does not have the Salvage special equipment. After the game, all players retrieve the units they own.

VICTORY!

In **MechWarrior: Age of Destruction**, eliminating opposing units, controlling the battlefield, and controlling your opponent's deployment zone are the three keys to success in battle. The winner of a game is the player who wins the majority of these three victory conditions. If a CEC adds a victory condition to a game, include it in the total number of victory conditions.

VICTORY CONDITION 1: ELIMINATING OPPOSING UNITS

MechWarrior is all about delivering the damage! Victory condition 1 rewards a player for eliminating opposing units.

Each opposing unit eliminated during the game is worth a number of victory points equal to its point value to the player who eliminated it. Score and record these points during the game as units are eliminated.

VICTORY CONDITION 2: CONTROLLING THE BATTLEFIELD

MechWarrior conflicts occur between battleforces struggling to control a geographical area. Victory condition 2 rewards a player for dominating a contested area.

Each able unit in your battleforce that remains on the battlefield when the game ends is worth a number of victory points to you equal to its point value; these are surviving units. If you have no surviving units, you get no points for this victory condition.

Each captive you control that occupies your deployment zone when the game ends is worth a number of victory points to you equal to double its point value. You get no points for infantry and vehicle captives you control that do not occupy your deployment zone. You always receive points for a 'Mech captive you control, even if it does not end the game in your deployment zone.

Each opposing unit with Salvage special equipment that is not in its controller's deployment zone when the game ends is worth a number of victory points to you equal to its point value.

To summarize, points gained from victory condition 2 equal the following:
- double the points of captured opposing infantry and vehicles in your deployment zone, PLUS
- double the points of captured opposing 'Mechs, PLUS
- points of surviving units, PLUS
- points of opposing units with Salvage special equipment not in their controller's deployment zone.

VICTORY CONDITION 3: CONTROLLING YOUR OPPONENT'S DEPLOYMENT ZONE

Supply lines, ammunition stockpiles, and rear-line communications are all essential to successful futuristic combat. Victory condition 3 represents a player's ability to disrupt an opponent's logistics through occupation of his or her deployment zone.

Score 1 victory point at the beginning of each of your command stages for each unit you control that occupies an opponent's deployment zone.

DETERMINING THE WINNER

Score victory points for each victory condition separately. The player with the highest point total for a victory condition wins that victory condition, and the player who wins the most victory conditions wins the game.

If players tie for points for a particular victory condition, no one wins that victory condition. If two or more players tie for winning the most victory conditions, the player who scored the most victory condition 2 points wins. If this total is also tied, the player who scored the most victory condition 1 points wins. If this total is also tied, the player who rolls highest on a six-sided die wins.

WITHDRAWING

During your turn and before the game ends, you may leave the battlefield. This is called withdrawing.

If you withdraw, your opponents retain the victory points for any of your units that they eliminated during the game. If one of your units is a captive when you withdraw, the player who controls it receives victory points as if he or she had eliminated it. You remove all of your units from the battlefield. Any captives you control cease being captives.

13. THE STANDARD GAME

There are many ways you can play **MechWarrior: Age of Destruction**, and you'll make many decisions before the game starts. What build total will you use? Will you use terrain? If so, what kind? Will you set a time limit for play? If you are playing with someone you don't know, these questions might take a long time to resolve. In order to start more quickly, we suggest the following standard game:
- The playing surface is 3´ x 3´ square.
- Use a 450-point build total, giving each player three orders per turn.
- The time limit for the game is 50 minutes.
- Each player contributes three terrain items to the terrain pile.
- Do not use elevated or deep water terrain.
- Follow **MechWarrior** etiquette and have fun!

THE TOURNAMENT GAME

Tournament **MechWarrior: Age of Destruction** games primarily follow the Rules of Warfare and the parameters of the standard game. Some battleforce requirements, however, change in the tournament environment. If you're interested in playing **MechWarrior** on the tournament level, log on to **www.wizkidsgames.com/mechwarrior** to find tournament information and locations.

14. MECHWARRIOR ETIQUETTE

Miniatures games lack the restricted environments of board and card games. This is good, because you can use your imagination to develop all sorts of unique scenarios and terrain ideas. The butter dish is a reinforced bunker. The salt shaker in the center of the table is a communications tower, and the first player to destroy it is the winner!

On the other hand, situations may arise that are not covered by these rules. While we have attempted to write very explicit rules, players may eventually run into a disagreement over who can do what. To avoid or resolve arguments, we suggest the following points of etiquette:

- Players should never spin the combat or heat dials of any units being used in the game unless those units are damaged or repaired or gain or lose heat. At those times, players should turn the dials only the required number of times in the proper direction—don't turn through combat or heat dials just to see what's coming up. Unless asked to do so, players should turn only their own units' combat and heat dials—never another player's.
- You will constantly pick up your units during a game to adjust their dials. Mark the locations and facings of your units with tokens on the table when you do this.
- Because weapons, arms, and other bits of units stick out from their bases, it is sometimes difficult to get a clean base contact between two units. If you cannot get two unit bases to touch, agree that the units are in base contact until one of them moves away.
- Ambiguous situations will arise. For example, a line of fire might or might not be nicking an intervening unit's base. There might or might not be enough room between two units to allow a third to stand between them. Players will reasonably disagree in situations like these. In all such instances, roll one six-sided die. On results of 1–3, the order is not allowed. On results of 4–6, the order is allowed.

15. GLOSSARY

able: A unit on the battlefield that is not a captive and does not have Salvage special equipment.

access point: A predetermined point on an abrupt elevated terrain feature that units without Jump Jets special equipment must use in order to enter and exit that terrain feature.

active player: The player whose turn it is.

alliance: An arrangement between factions that allows them to create formations with each other. There are three types of alliances: Grand Alliances, House Alliances, and situational alliances.

alternative point value: A different point value that might be used to pay for a CEC. If the requirements for the alternative point value are met, the alternative point value must be paid instead of the point value.

artillery attack: A ranged combat attack that affects noncaptive units within the blast radius of the attacker's artillery marker.

assault modifier: The target of an assault order gets +1 to its defense value.

attack dice: Three six-sided dice (two white dice and one black die) used to determine if an attack succeeds.

attack result: The result of an attack roll plus the attacker's attack value and any modifiers that apply to the attack roll or the attacker's attack value.

attack roll: The combined result of rolling the attack dice.

attack value: A number an attacker adds to its attack rolls.

attacker: The unit making a ranged, close, or special attack.

base: The plastic disk to which a unit is glued.

base contact: When a unit's base is touching the base of another unit or a terrain feature.

battleforce: A group of units you control during a game.

blast radius: The area that an artillery attack affects. Any noncaptive unit within a blast radius has damage scored against it.

board: A move order that allows an infantry or a vehicle to become a passenger of a transport.

break away: Attempting to move a unit away from opposing units with which it is in base contact.

build total: A predetermined point total that limits how many combined points a player's army may be; this limit may be equaled but not exceeded.

called-shot modifier: A target gets +2 to its defense value if the attacker is in base contact with an opposing unit but not with the target.

canceled: When special equipment or a CEC temporarily has no effect. If a unit's controller cancels one or more of that unit's special equipment, the canceled special equipment ceases to be canceled at the beginning of the next player's turn, unless the controller cancels it again. A canceled CEC is removed from the game.

capacity value: A number above a unit's stat slot that is preceded by a "C." A unit with a capacity value is a transport, and this number indicates how many passengers the unit can transport.

captive: A captured unit.

captor: A unit that controls a captive.

capturing: Using a close combat order to capture a target instead of damage it.

center dot: The point on a unit's base that indicates its center. The center dot might not be visible on some bases; in these cases, use your best approximation.

class: A 'Mech type related to size and power. There are four classes: light, medium, heavy, and assault.

clean-up stage: The third stage of a turn in which the active player follows the rules for heat and removes order tokens from any units not given an order that turn.

close combat attack: A melee or hand-to-hand attack. This attack has either the 🗡 range type or no range type.

close combat formation: Two or three friendly infantry or 'Mechs using a single close combat order to attack a target.

close combat order: An order given to a unit that allows it to make a close combat attack. Vehicles cannot be given close combat orders.

collector's number: The set symbol and identifying number of a unit or CEC.

combat dial: The rotating disc under a unit's base that is printed with that unit's combat values.

combat enhancement cards (CECs): Ancillary game components that can affect many aspects of game play, from unit performance to battleforce performance. Using CECs is optional. The current CEC types include planetary conditions, faction pride, situational alliances, Mercenary contracts, gear, and pilots (common, legendary, and gunslinger).

combat values: Numbers that tell you how well a unit does certain things. Combat values are printed on a unit's combat dial.

command stage: The first stage of a turn in which the active player gives orders and/or resolves attacks specific to the command stage.

controller: The player able to give orders to a unit is its controller.

critical hit: When the white attack dice both result in a 6.

critical miss: When the white attack dice both result in a 1.

cruising: A level of the battlefield that is above elevated terrain. Units with the ⟟ speed mode may exist at cruising level.

damage dealt: How much damage a target takes after all its modifiers have been applied to the damage scored. The target's controller turns its combat dial clockwise once for each 1 damage dealt.

damage scored: An attacker's damage value, affected by any modifiers.

damage value: A number that indicates how much damage an attacker scores.

deploy: Placing your units on the battlefield before the game begins.

deployment zone: An imaginary rectangle that extends 3˝ from a player's edge of the battlefield and 8˝ away from any other edge of the battlefield. A player must deploy his or her units in his or her deployment zone.

disembark: A move order that allows passengers to leave a transport.

eliminated: When a game element is removed from the game, or when a player is no longer part of the game.

facing: The way a unit's front arc is oriented on the battlefield.

faction: The main group to which a unit belongs. All non-Mercenary units belong to a faction.

faction abilities: Special abilities that some units of a specific faction have.

faction-pure battleforce: A battleforce composed of units from only one faction.

fail: When an attack result does not meet or exceed a target's defense value or when a die roll does not achieve a favorable result, such as a die roll result that does not allow a unit to break away.

figure: A **MechWarrior** unit.

first player: This player sets up his or her units first and takes the first turn of the game.

free spin: Changing a unit's facing after an opposing unit moves into base contact with it.

frequency: The limit that some CECs have on the number of times per turn they may be used. Frequency depends on the game's build total.

friendly fire modifier: An infantry or a vehicle target of a ranged combat attack gets +2 to its defense value if it is in base contact with a unit friendly to the attacker. A 'Mech target gets +1 to its defense value instead.

friendly unit: A unit you control or one that is controlled by a teammate.

front arc: The portion of a unit's base through which it may make attacks.

gaining heat: Turning a unit's heat dial counterclockwise.

heat dial: The rotating spindle on the top of a 'Mech's base that keeps track of heat gained or lost and the heat effects of such heat gain and loss.

heat effects: Modifiers to a 'Mech's combat values that arise from it gaining or losing heat. Heat effects might require rolls that further affect special equipment and unit performance. Heat effects are printed on a 'Mech's heat dial.

heat starting position: The heat dial location where each 'Mech begins the game, identified by three green squares on the heat dial.

height-advantage modifier: A target of a ranged combat attack that is at cruising level or that occupies elevated terrain gets +1 to its defense value if the attacker is at NOE level.

hindering terrain modifier: A target of a ranged combat attack gets +1 to its defense value if the line of fire passes through hindering terrain.

hull-down modifier: If a 'Mech with the ![speed mode symbol] speed mode occupies hindering terrain, it gets +1 to its defense value against ranged combat attacks.

ignores: Is not affected by or treats the stated game condition as if it didn't exist or happen.

impact damage: A special kind of damage scored by special attacks. Impact damage has no range type.

indirect fire: A ranged combat attack with the ![range type symbol] range type made against a single target to which the line of fire is blocked.

line of fire: A line drawn from the center of an attacker's base to the center of its target's base. A ranged combat attack may be made if the line of fire is clear; if the line of fire is blocked, the attack cannot be made.

losing heat: Turning a unit's heat dial clockwise.

lost: When special equipment is no longer showing on a unit's combat dial because the unit has been dealt or repaired of damage.

maximum range value: A number that indicates the maximum number of inches that a unit's ranged combat attack can reach.

member: A unit that is part of a formation.

minimum range value: A number that indicates the minimum number of inches a target must be from the attacker in order for the attacker to make a ranged combat attack against it.

modifier: A number that is added to or subtracted from a unit's combat value or a die roll.

move order: An order given to a unit that allows it to change its position or facing on the battlefield.

moved: A unit is moved when its center dot changes position at any time, or its facing changes during its controller's turn.

movement formation: A group of three, four, or five friendly infantry or vehicles that all move with just one move order.

movement path: The path shown by the flexible ruler indicating where a unit will move.

NOE (nape of the earth): Any point on the battlefield that is not on elevated terrain or at cruising level.

occupy: A unit occupies terrain if its center dot lies completely within that terrain.

opposing unit: A unit controlled by an opponent.

order: There are five orders: move, vent, ranged combat, close combat, and assault combat. You give these orders to your units on your turns in order to win the game.

order stage: The second stage of a turn in which the active player assigns orders to his or her units.

order token: A token used to mark a unit that has been given an order. Some game effects can also cause units to be given order tokens.

order total: The number of orders you get each turn, determined by the game's build total. You get one order for every full 150 points of the game's build total.

passenger: Units that have boarded a transport.

point value: A number that indicates how much it costs to add a unit or CEC to your battleforce. Also the number of victory points gained by a player when he or she eliminates a unit or gear/pilot.

primary attacker: The unit to whom the order is given when making an attack using a ranged or close combat formation.

pushed: Giving infantry or vehicles second order tokens, or giving a 'Mech an order on consecutive turns. When an infantry or vehicle is pushed, it is dealt 1 pushing damage. When a 'Mech is pushed, it gains 1 heat.

pushing damage: The 1 damage dealt to a non-'Mech unit after it is pushed, usually after the order that pushes the unit resolves. Other game effects can also deal pushing damage to any type of unit. This damage cannot be reduced or prevented by any means.

range type: A symbol that appears next to a unit's damage value. There are three range types: 🗡, ⚡, and 🔫 . A unit's range type may affect how that unit's attacks are resolved and how its damage is scored against certain targets.

ranged combat attack: An attack made from a distance. This attack can have the 🗡 or ⚡ range type.

ranged combat formation: Three, four, or five friendly units using one ranged combat order to attack a target.

ranged combat order: An order given to a unit that allows it to make a ranged combat attack.

rear arc: The portion of a unit's base through which it is especially vulnerable to ranged and close combat attacks. When a line of fire passes through a target's rear arc or if an attacker's front arc is in base contact with its target's rear arc, the attacker gets +2 to its attack value for that attack.

recruitment cost: A cost added to a gunslinger CEC's point value that gives its 'Mech a particular faction symbol. Paying a recruitment cost may or may not be optional.

removed from the game: Something that is removed from the game cannot be used again in the current game.

repair marker: A point on a unit's combat dial past which it cannot be repaired of damage, identified by a black triangle.

repairing damage: Turning a unit's combat dial counterclockwise.

replacement value: A value that becomes a substitute for one of a unit's combat values.

resolve: To complete a move, vent, ranged combat, close combat, or assault combat order.

restart: When a 'Mech loses sufficient heat to begin to work again after it is shutdown.

run: When a 'Mech moves twice its speed value. This causes the unit to gain 1 heat after the move order resolves, in addition to any other heat generated by the order.

shutdown: When a 'Mech overheats and all its systems stop working. A shutdown unit is marked with two order tokens to indicate it is shutdown, and it may be given only vent orders.

special attack: A powerful attack that deals impact damage. Current special attacks include charge, death from above, and ram attacks.

speed mode: Indicates the specific way a unit moves. A speed mode might allow a unit to interact with certain terrain types differently than other units do.

speed value: A number that indicates how far a unit can move in inches.

stage: One of three segments of a player's turn: the command stage, the order stage, or the clean-up stage.

starting marker: An indicator (green triangle) that shows the beginning of a unit's combat dial. The combat dials of all units must be turned to their starting markers before they are deployed. In addition, a unit cannot be repaired of damage beyond its starting marker.

stat slot: The visible area of a unit's combat dial.

submerged: A unit occupying deep water terrain is submerged. It cannot be the target of ranged combat attacks, and it may be the target of a close combat attack only if the attacker occupies the same deep water terrain.

succeed: When an attack result meets or exceeds a target's defense value or when a die roll achieves a favorable result, such as a die roll result that allows a unit to break away.

surviving unit: A friendly able unit in play when the game ends.

target: The unit against which an attack is directed.

terrain feature: A piece of terrain placed on the battlefield.

transport: A unit with a capacity value, which can be used to transport other units on the battlefield.

transport shell: An opaque shell packaged with infantry. Units are put into transport shells off of the battlefield when they become passengers of a transport.

turn: The period in the game during which one player gives orders to his or her units. Each turn has three stages: the command stage, the order stage, and the clean-up stage.

Unique: A unit with a ★ as a rank symbol. Also a CEC with a ★ , "L," or "GS" as part of its collector's number. You cannot have more than one of any given Unique unit or CEC in a battleforce.

unit: A **MechWarrior** figure.

unmodified: A unit's combat value unaffected by any modifiers is unmodified.

vent order: An order given to a 'Mech that allows it to lose heat equal to its vent rating.

vent rating: A number indicating how much heat a 'Mech loses when it is given a vent order.

victory condition: One of several battlefield goals that players vie to control in order to win a game.

withdraw: To leave a game before it ends.

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