

# EXTRACTORS !



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# Extractors !

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## 1 Introduction

Doriana, a Sol-like star system in the Sagittarius arm. Doriana- 5, a medium sized planet barely suitable to life, is inhabited by bipedal intelligent creatures, organized in "hives". Not as curious as us, their evolution has been slow, but they have now reached a technology level high enough to put a halt on the centuries-aged wars between hives. Dorians became aware that continuing these wars with weapons more and more deadly would lead to mutual extinction....

5 light-years away, the Avronians develop the ability to send non-living materials through space at effective speed faster than light. Carbophosphate composites, the main organic energy source on Avronia, has now become very scarce but, according to recent probe reports, it is common on Doriana-5.

Whilst most of the Avronian masters are still debating the best way to negotiate their energy crisis, groups of desperate peoples decide to send armed forces (huge semi-autonomous machines) to secure large extraction perimeters on Doriana-5 ...

## 2 Game synopsis

One player controls a company of the Dorian Cellular Forces, consisting of Augmented Infantry Sections organized in cells and support vehicles. They face Avronian Machines whose AI is represented by the second player.

## 3 Playing pieces

The Avronian player deploys up to five machines, whose capabilities (speed, armor, weapons,...) are entirely managed through the provided displays. Machines use various counters (armor, speed, weapons, orders), whose color match those on the displays (ex : green weapons are placed on the green boxes of the display). Players are encouraged to photocopy the machine display page.

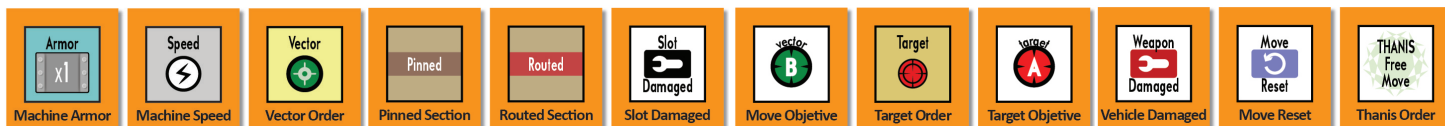
Dorian pieces have 3 common characteristics: firepower, range and speed. Vehicules also have armor. Infantry sections have steps and a name/color identifying their cell.

Miscellaneous counters are used to indicate damage, status, step/armor loss... Players will need one ten sided die (0 reads zero, not 10)

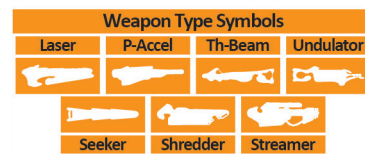
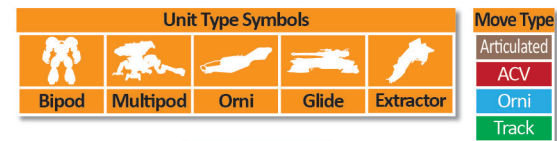
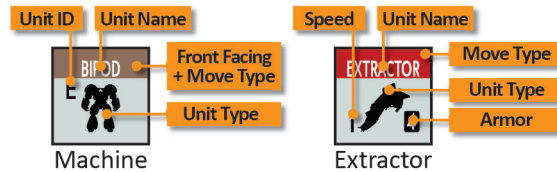
## 4 Sequence of play

1. Army build-up phase
2. Initial placement (Dorian first)
3. Turn sequence :
  - Dorian Movement Phase
  - Dorian Fire Phase
  - Dorian Rally Phase (rally attempts & pinned removal)
  - Avronian Movement Phase
  - Avronian Fire Phase

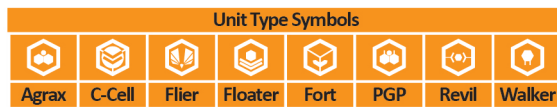
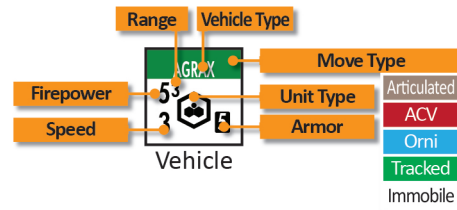
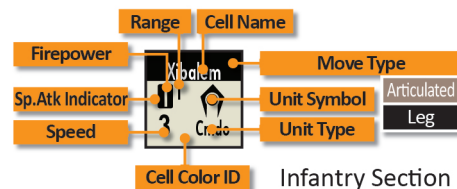
## Game Markers



## Avronian Sample Units



## Dorian Sample Units





## 5 Army build-up phase

Unless the scenario imposes the armies composition, the players proceed as follows :

Each player consults the Cost column in his Army Chart and buys his forces according to the total allowed by the scenario. Please note that the counter mix for the Avronian player allows a maximum of 5 machines only. The color & name of the Dorian pieces play an important role, as this drives which units may combine their firepower.

The Avronian player buys one or more machines amongst the 4 models available (Bipod, Multipod, Glide, Orni), and weapons to equip them. Up to 5 extra armor units may be purchased per machine at a cost of 4 (for Ornis) or 3 (others) per armor unit.

### 5.1 Machines display set-up

The Avronian player places the appropriate counters in the speed, armor, and weapon slots of his machines. Each weapon slot has a firing arc, represented beneath the slot. Only 1 weapon (of any kind) is allowed per weapon slot. Move and Combat commands are placed during the initial placement.

### 5.2 Initial Placement

Depending on the scenario, the Dorian player places or enters the map with all of his units first, in his deployment area. Stacking rules must be respected. Several units may enter through the same hex at no extra cost. Infantry may begin the game embarked.

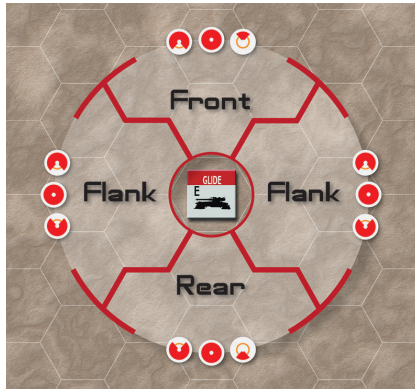
### 5.3 Initial Move and Combat orders set-up (Avronian only)

After he has placed his units (or before entering the map), the Avronian player assigns orders to the Move and Combat sections of all his machines displays (see Operational Cycling for details). This is done after the Dorian initial placement.

## 6 Facing, Stacking, Movement and Rallying

### 6.1 Facing

Infantry Sections have no facing. Dorian vehicles and Avronian machines must always face a hexside. The figure below shows the front, side and rear areas for vehicles and machines. These areas are also used to determine weapon fire arcs : front, front & flanks, rear, rear & flanks, turret (360°).



### 6.2 Stacking

A maximum of 3 friendly units may stack in a hex, and only one of these may be a vehicle or a Machine. In practice, this means that Machines cannot stack together. A player unit may move through enemy units, but may never finish its move into enemy occupied hexes.

### 6.3 Movement

The movement of a unit is conducted entirely before another unit is moved. A player must move all of his units before advancing to the combat phase.

The movement capacity is either indicated on the counter (Dorian pieces) or on the machines display. The cost to enter various terrain types is summarized on the Terrain Effects Chart.

Sections may move in any direction.

Vehicles and Machines must move into their front hex, but may turn 60° freely before OR after moving to a new hex. Turning more than 60° in a hex costs an extra MP, regardless of the new facing chosen and of the terrain occupied by the unit. For example, rotating 180° in a rough hex and then moving to a clear hex costs 2 MP.

Moving through enemy occupied hexes is allowed at no extra cost, but the move cannot end into such hexes. A unit can always move at least one hex provided it does not change facing, even if it has insufficient MPs to enter that hex.

#### 6.3.1 Movement on roads

Movement on roads always cost 1 MP, regardless of the other terrain in hex, provided the unit is moving along the road. In addition, if a unit expends all its MPs on a road, it

gains a bonus to be spent also on the road. The bonus is 1MP for Leg units and 2 MPs for Articulated, ACV & Tracked. The Orni/Flyer gains no bonus.

#### 6.3.2 Movement on flux hexes

When entering a flux hex, leg units are instantly displaced one hex (at no MP cost) in the direction of the flux, indicated by the arrows on the map.

#### 6.3.3 Transporting units

Only the floater vehicle may transport Sections. The transport capacity of the Floater is two Sections.

To embark on a Floater, a Section must move into the Floater's hex, and then pay 1 MP to board the Vehicle. This ends the Section movement, but the Vehicle may move normally, if it has not already moved. A vehicle cannot "pick up" a Section during its move : boarding is done as part of a Section movement. Embarked Sections are placed under the Vehicle.

To disembark, a Section must pay 1 MP, regardless of the terrain cost occupied by the Vehicle. The Section is placed on top of the Vehicle unit. The Section may then continue its move normally. Disembarking may take place after or before the Vehicle move, but not during the Vehicle move (a unit move must be completed before another unit starts moving).

*Example : a Section with 2 MPs disembarks into creeshing bog hex for 1 MP. It may then try (moving outside creeshing bog is not automatic for Sections) to move to an adjacent clear hex for its 1 remaining MP.*

#### 6.3.4 Rallying

During the Rally Phase, a unit may attempt to rally : on a roll of 5-9 the unit rallies. Proximity of non pinned/routed Transcom units may affect the roll (see Rally Table). Pinned markers are also removed during the rallying phase.

## 7 Combat

The fire of each unit is completed before resolving fire of other units. Exception : 7.5

### 7.1 Combat procedure

- The player determines the valid targets, according to range, firing arc, Line of Sight (LoS) and/or Machine orders.
- Roll on the "To hit" table for each weapon (even when combining fire).
- If a hit is scored, roll on the appropriate Damage table (using the sum of firepower of combining weapons that hit the target).
- The critical hit table is consulted if the combat result includes a critical hit (\*)

### 7.2 Line of Sight (LoS)

Ornis and flyers are always visible and see all potential targets. Rough and build-up hexes block the LoS if between the firing unit and its target.

Units in a depression may only see other units in the same depression and those in the hexes adjacent to the depression. The reverse is also true: only units adjacent to a depression or in the depression may see units in a depression. Depression hexes do not block LoS when both the firing unit and the target are outside the depression. If a fire passes through the juncture of a blocking hex and a non blocking hex, the LoS is valid.

### 7.3 Charts

#### 7.3.1 To hit table

The base hit chance is 5 to 9 on 1d10. Cross index the type of unit or weapon firing with the range to determine range modifiers. Additional DRMs maybe derived from terrain, target profile or command orders.

#### 7.3.2 Damage tables

Each machine weapon has a different firepower value against a soft (= section) or hard (= vehicle) target. The target type determines which Damage table to use, and the firepower value determines the line to use in each table. Damage is expressed as armor loss for Machines & Vehicles, step losses for Sections. Sections may also be pinned or routed. An "\*\*\*" result requires an additional roll on the Critical hit table.

A “pinned” unit cannot move or fire during its turn. The Pinned status marker is removed during the next rally phase.

During their movement phase, routed units must use their full MP allowance so as to end their move as close as possible to their friendly edge. A routed unit cannot fire and does not benefit from road movement bonus.

**Important note :** a “Pinned” result on an already pinned section transforms the “Pinned” status into a “routed” one. Additional Pin and Rout effects on already routed units cause a step loss.

#### 7.4 Area weapons

Streamer weapons and Dagmaton affect the target hex and the surrounding hexes (even out of range) provided LoS can be traced to them. A “to hit” roll is needed on each target (using the targeted hex range drm for all affected units) and a separate damage roll is done for each hit. Important note : friendly units are also affected if adjacent to the target ! The use of the area capability is optional (a single unit may be targeted instead).

Shredder weapons affect only units in the same target hex.



**Ex :** Orni E cannot select the nearby Connakti Lance as a target hex because the Streamer cannot hit at 1 hex range nor the Transcom unit which is out of range. Therefore the Orni selects the Shock unit as a target hex for its area fire. The weapon can affect the Shock Section and the Transcom units. The fire on Shock unit will suffer a -1 drm for range and the fire at the Transcom a -3 drm (range + terrain + Target Profile).

#### 7.5 Combined fire

When combining fire, each weapon rolls separately on the “to hit” table, but the firepower of the weapons that scored a hit are combined before rolling once on the appropriate damage table. On the “to hit table”, the facing modifier most advantageous for the firer is used.

##### 7.5.1 Machine combination

Machines must (depending on the order) combine fire if the combat commands instructs to do so.

##### 7.5.2 Cell combination

The Dorian player may only combine fire of units of the same color (“cell”). Transcom Units may combine with any “cell” or Transcom unit. Dagmatons and white vehicles cannot combine together or with other units. Combining fire is not mandatory.

#### 7.6 Commando special attack

In addition to a normal attack (combined or not), the commando rolls on the critical table if the “to hit” was successful. This roll is made even if the normal attack inflicted no damage, and may even result in rolling twice on the critical table (special attack plus critical hit achieved during the normal attack).

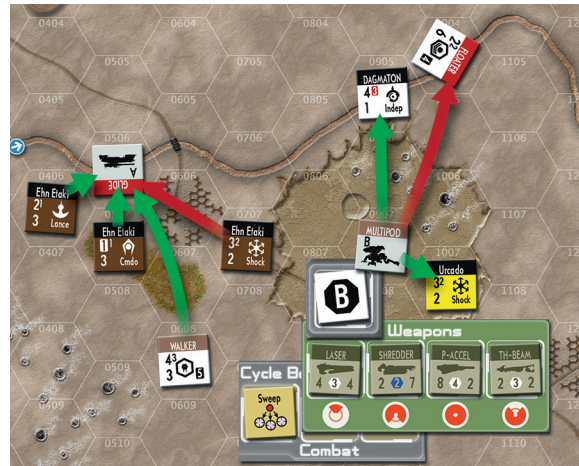
#### 7.7 Combat examples

The Dorian Walker fires at Glide A and rolls a 5 which is a hit. The Dorian player rolls for damage and gets a 6 (adjusted to 5 for firing through front) : 2 armor losses. The Shock section has no LoS to A. The Lance and Commando combine fire rolling respectively 3 and 7 on the to hit table. Only the commando hits, rolling a “3” on the Machine Target Table for no effect. The Commando however gets an automatic roll on the Critical Hit Table. The roll is 5 and the Glide speed indicator is lowered by one.

The Avronian Multipod must “sweep” (see 8.4.2) and cannot combine fire. The Avronian player selects the order of weapon fire. The Laser fires first at the closest unit in range

and firing arc (Dagmaton), hitting it with a roll of 7 (adjusted to 6 due to sweep order). Damage roll is 7 and the Section is flipped to its reduced side. The Shredder targets the Shock Section and misses with a roll of 3. B has no LoS to the Floater, due to the depression. The Thermo Beam misses the Shock Section with a roll of 2.

Thus the Particle Accelerator cycles back to the Dagmaton as it was the first unit fired upon, rolling a 6 followed by a 6 on the damage table : the target is “Routed”.



### 8 Operational cycling (Avronian player only)

New players or players wishing a simpler game may skip the Machines Operational Cycling rules. As this gives an advantage to the Avronian player, we suggest giving the Dorian player additional point in the scenarios (“Simple Extractors!”).

#### 8.1 Operational Cycling mechanics

Machines use a combination of cycling orders to move and engage in combat.

The Avronian player secretly assigns 1 to 3 Move and Combat orders (1 order per box) for all of his Machines. During his move sequence, he reveals the next move order of his machine and executes it. Once all move orders have been revealed, the machine continues to “cycle” through the chosen orders, until the player resets (= give new secret orders) the “Move Cycle” of his machine. The same mechanics apply to the Combat orders, with one important difference : the 1st fire order is not revealed until the machine fires for the first time. The Avronian player decides when a machine starts firing but, when initiated, the combat cycle cannot be paused.

The Status markers are used to track which revealed orders have just been executed. Even if an order cannot be executed (**example :** Sweep combat order with no enemy units in range), the status marker is moved to the next order.

The Avronian player’s freedom is limited by the boundaries imposed by the order itself. For example, the “Closest target” fire order requires the player to fire each weapon at the closest target, and to combine weapons if possible, but the player may freely choose if several targets are at the closest distance.

#### 8.2 Resetting

Instead of executing the next order, the Avronian player may reset. He may reset separately the Move and Combat Cycles, or both during the same player turn. Resetting is done at the very beginning of the Movement (if resetting the Move Cycle) or Combat (if resetting the Combat Cycle) phase.

Move reset: the player replaces ALL the Move orders with hidden ones and does nothing else (= the new cycle will start on the following turn). Place a “Move Reset” marker on the machine to remember that. That marker is removed at the end of the next Dorians player turn.

Combat reset : the player replaces ALL the Combat orders with hidden ones. Then the first hidden Combat order is revealed and executed, but the Machine has less chances (- 2 DRM) to hit enemy units during that order execution only (place “Fire reset” marker). This modifier is added to any other applicable DRMs.

#### 8.3 Move orders

##### 8.3.1 Vector

When revealed, a target hex is marked with a Move Objective marker (use a marker matching the machine ID). The machine must, if possible, move a number of hexes



at least equal to half (rounded down) its speed towards the target hex, and must end its move with the target hex in its front area. Remaining MPs (if any) may be used freely. Cycling through an already revealed Vector order or an additional Vector order, does not allow to reposition the target hex : the Machine continues to move towards its destination hex. When the target hex is reached (or adjacent hex if an enemy unit prevents the Machine unit to enter the target hex), the Move Objective marker is removed. The Machine stops its movement, and the Vector order is removed from the Machine display (even if Vector was the only Move order present on the Machine display).

*Ex: the Bipod (speed 4) vectors towards its destination. The dotted hexes are all valid moves.*



### 8.3.2 Close

The machine must, if possible, move in such a way that it ends its move a number of hexes at least equal to half (rounded down) its speed closer to the closest enemy unit. It must also end its move with that unit in its front area. Remaining MPs (if any) may be used freely. If several enemy units are at same distance (in hexes), the Avronian player chooses. When moving adjacent to the target, the Machine stops its movement. If starting adjacent it does nothing except facing towards the target.

*Note : as a result of this order, the Machine may end-up closer to an enemy unit "B", than its "A" target, provided that the order constraints are strictly obeyed.*



*Ex: Glide Machine A expends 6 MPs and moves at least 3 hex closer (from an initial range 5 to a final range of 2) to the Reub'Ark Lance Section, facing it at the end of its move.*

### 8.3.3 Retire

The Machine must, if possible, move a number of hexes at least equal to half (rounded down) its speed away from the closest unit (no restrictions on final facing). Remaining MPs (if any) may be used freely. If several enemy units are at same distance (in hexes), the Avronian player chooses the "target" of the retire order. The Machine may not end its move closer to other units than it was from its original target at the start of the move.

### 8.3.4 Patrol

A patrolling unit may use only half its MPs (rounded up). The Machine must stay at the same distance (+/- 1 hex) from the closest target at the moment the order is executed, and must end its move with the target in its front area. If several enemy units are at same distance (measured in hexes), the Avronian player chooses the "target" of the patrol order. Example: a patrolling Machine at 3 hex from the closest enemy unit must end its move at 2 to 4 hexes from that unit and facing it.

*Note : as a result of this order, the Machine may end-up closer to/farther away from other enemy units.*

### 8.3.5 Hold

The Machine does not move, but may freely change its facing. The Machine benefits from a +1 drm for its next combat phase.

### 8.3.6 Impassable Terrain

If impassable terrain gets in the way of fulfilling a move order, the units must try to satisfy it as best possible and then stop. They will not try to avoid the obstacle if this contradicts the move order constraints.

## 8.4 Combat orders

### 8.4.1 Closest Target

For each weapon, select the closest target in range and fire arc.

If several targets are equidistant, the player must choose the one where the most weapons can combine. All choice must be made before resolving. Weapons firing at the same target must combine fire. Seekers and Streamers ignore targets at 1 hex range.



*Ex: Multipod B fires its frontal Laser at the Shock unit, having no LOS to the Lance in the depression. Both the Shredder and the Particle Accelerator must combine fire on the closest Transcom unit. The Particle Accelerator cannot fire alone on the Walker because it would not comply with the "most weapons combination" requirement (the Walker is outside of all other weapons fire arc).*

### 8.4.2 Sweep

Weapons cannot combine, and each weapon must fire sequentially at a separate enemy unit if possible. If there are more weapons than enemy units in range, the player cycles to the first unit fired upon (if still alive !). The allocation of a specific weapon to a specific target is left to the player, as well as the choice of the first target. All sweep fires have a -1 drm.

### 8.4.3 Optimize

Each weapon must target a unit, in range/weapon arc, whose type (hard or soft) matches its highest firepower (example : a seeker must select a hard target), but cannot fire at all if no such target exists. All choice must be made before resolving, and weapons firing at the same target must combine fire.

Weapons with equal hard/soft firepower may always fire.



*Ex: The Shredder may fire at the Lance or the Shock Sections. The Laser, with equal Hard/Soft strength may fire at either the Lance (combining with Shredder if it has the same target) or the Floater. The Particle accelerator may not fire because the only target in its fire arc not match its highest firepower.*

### 8.4.4 Target

When revealed, one enemy unit is marked with a red Target Objective marker (use a marker matching the machine ID). The machine can only fire on that unit and must combine weapons. The Machine gets a +1 drm bonus. Weapon that cannot fire on the target cannot fire at all.

Cycling through an already revealed Target order or an additional Target order, does not allow to reposition the target marker: the Machine continues to fire at the same enemy unit. When the target is destroyed all target orders on the Machine display are removed, even if the Target order was the only Combat order present on the Operational Cycle Board.

#### 8.4.5 Self destruct

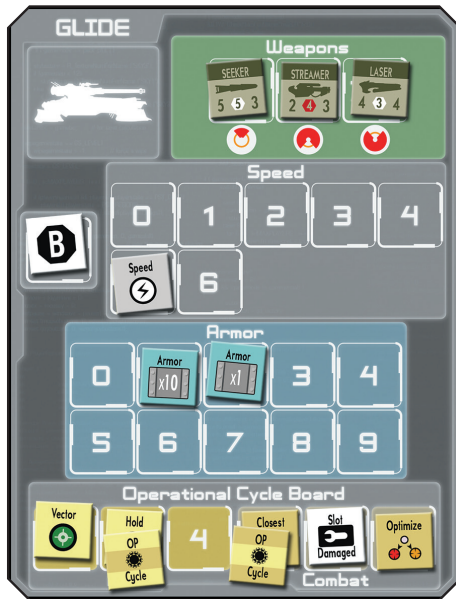
When revealed, the Machine self-destructs, equivalent to a firepower attack of 7 (Soft and Hard) on each enemy unit adjacent to or in the same hex as the machine. The only DRMs that apply are due to terrain (ignore all others).

#### 8.5 Thanis

The unique « Free Move » and « Free Target » orders represent Thanis, the most intelligent machine designed by the Avronians rebels. Respectively, they give a total Move and Targeting freedom to the Avronian player, at a cost of 6 each. If both are bought, they must be placed on the same machine, and cannot be transferred to another machine, even when Thanis is destroyed. Thanis is immune to programming slot damage.

#### Avronian Machine Display example :

The Glide with Id "B" has previously lost 1 speed and its current speed is 5. Its current armor value is 12. On its next turn the Glide will cycle back to a "Vector" move order. Its next combat order will be "Optimize" as the middle slot is damaged.



## 9 Scenarios

### 9.1 Introductory

#### Scenario : Incoming !

##### Scenario duration : 10 turns

The Avronians have landed in Etaki Sector, and are sending Patrols to recon the area around the landing zone. The more time the Avronian presence stays unnoticed, the better. Player forces : the Avronian player deploys one Orni, with any two weapons. The Dorian deploys the Ehn Etaki Cell.

**Set-up :** the Dorians are deployed within 7 hexes away from the xx27 hexrow. The Avronian units then enter play through any hex of the xx27 hexrow but cannot fire on their first turn.

**Scenario victory conditions :** The Avronian player wins if no Dorian section (exiting routed sections are ignored) was able to exit the map through the xx01 hexrow before the end of turn 8. Any other result is a Dorian victory.

### 9.2 Three-Pod Attack

##### Scenario duration : 10 turns

The Avronians have sent 3 Bipods to destroy the Dorian Regional Command Post. The Command Post must be defended or, at least, sufficient time to evacuate must be gained.

**Player forces :** the Avronian player deploys 3 Bipods, with 65 points of equipment in total. The Dorian deploys 180 points (Simple Extractors! : 200)

**Set-up :** the Dorian deploys the Command Cell in hex 1324. He deploys his units anywhere south of hexrow xx15 (included). The Avronian units then enter play through hex 2404 and/or 0102. The Command Post is a hard target with 7 Armor points, with a target profile of +2.

**Mapedge :** Avronian W : Dorian E

**Scenario victory conditions :** Avronian : the Command Post is destroyed before the end of Turn 12 and nor more than one bipod is lost. Any other result is a Dorian victory.

## 9.3 Extractors

##### Scenario duration : 10 turns

Dorians forces launch an offensive aimed at destroying operating Extractor units.

**Player forces :** The Avronian player initially deploys 1 Extractor in each of the map depressions areas and a 4th one within 5 hexes of the bridge in hex 1308. Extractors are tracked *vehicles* that do not benefit from road bonus movement. He also freely deploys one Glide with up to 17 pts of weapons. The Dorian units enter the map through hex 2404 or 2425 with 180 pts of forces (Simple Extractors! : 220)

**Mapedge :** Avronian W : Dorian E

**Reinforcements :** the Avronian player enters 145 pts of forces through hex 0102 on turn 4.

**Scenario victory conditions :** Each destroyed Extractor unit is worth 25 VPs at the end of the game. The Dorian player subtracts his losses from this amount. If the result is positive, the Dorian player wins otherwise he loses. Avronian losses other than the Extractor units are irrelevant.

## 9.4 Ambush

**Scenario duration :** scenario ends when all Avronian Machines have either exited the map or been destroyed, or by the end of turn 12, whichever comes first.

**Player forces :** The Avronian player enters one Bipod and anyone other Machine of his choice (except the Orni) with 20 pts of weapons through the Northern mapedge.

The Dorian player places 140 points of forces on the map (Simple Extractors! : 150).

**Hidden Dorian forces.** The Dorian player must write down on a piece of paper the initial hidden position of all his forces. Hidden forces are automatically revealed at the end of the Avronian turn if Avronian Machines end their turn with 4 hexes of their position. Revealed units have a +3 drm to hit during their next combat phase.

**Activation:** at the start of his turn the Dorian player may activate two of his hidden units (no more than 1 vehicle) even if they are more than 4 hexes away from Avronian forces. These units get no drm during their ensuing combat phase.

**Mapedge :** Dorian S

**Scenario victory conditions :** Avronian Victory : both Machines exit through the southern mapedge. Any other result is a Dorian victory.

## 9.5 The Dobern Strongpoint

##### Scenario duration : 12 turns

The Dorians have established a strongpoint on a communication hub. The Avronians mount a raid to destroy it before Dorian reinforcements arrive on the scene.

**Player forces :** the Avronian player forces (170 pts) enter through the western map edge on turn 1.

The Dorian deploys 5 forts on the rough massif centered on hex 1215 with 1 Garrison unit in each rough hex. Forts may not be adjacent to one another. The Garrison is composed of 2 Dagmaton units and the Reuben'Ark cell (3 infantry sections).

**Reinforcements :** on turn 6, the Dorian player enters 150 points through the Eastern map edge (Simple Extractors! : 170) Special rule. Forts acts like static "vehicles" with 3 armor points and a +1 Target Profile. One Infantry Section may be inside the fort (put the Section under the fort counter). Sections outside the fort are put on top of the fort counter, within the stacking limits of the hex. A fort must be destroyed before any infantry section inside may be targeted. An empty fort is automatically destroyed by any Avronian units entering their hex.

**Mapedge :** Avronian W : Dorian E

**Scenario victory conditions :** The Avronian player must destroy all 5 forts and there can be no more than 2 of the original Garrison units within 2 hexes of the rough massif at the end of the game. He must achieve this without losing half or more of its machine.

## 9.6 Engage !

##### Scenario duration : 12 turns

The Dorians have dispatched their closest Hand to repel the Avronian Intrusion.

**Player forces :** both players secretly buy a 250 points Army (Dorian Simple Extractors ! 290). The Dorians cannot buy infantry or vehicles in excess of 65% of the total force points.

**Set-up :** the Dorians enter first through any hexes of 01xx hexrow. The Avronian then enters play through any hexes of the 24xx hexrow.

**Mapedge :** Avronian W : Dorian E

**Scenario victory conditions :** At the end of turn 12, players total their surviving forces (buying points) within a radius of 5 hexes from hex 1214. The player with the highest value in unit cost wins. Armor/Speed/Cycle slot damage on surviving Avronian units is deducted from their total at the rate of cost of 3 pts per slot destroyed.



## TERRAIN EFFECTS CHART

		Move					Combat Effects	LOS
		Articulated	Leg	Tracked	ACV	Orni		
Clear		1 MP	1 MP	1 MP	1 MP	1 MP	No Effect	No Effect
Rough		1.5 MP	2 MPs	2 MPs	1.5 MP	1 MP	Articulated, Leg & Tracked: -1 DRM	No fire through
Lake		Full MP			1 MP	1 MP	No Effect	No Effect
Build Up		2 MPs	1 MP	2 MPs	2 MPs	1 MP	Articulated: -1 DRM Leg: -2 DRM	No fire through
Depression		1 MP	1 MP	1 MP	1 MP	1 MP	No Effect	See 7.2
Creeshin Bog		2 MPs	2 MPs <sup>A</sup>	3 MPs		1 MP	Articulated, Leg & Tracked: -1 DRM	No Effect
Flux		+1 MP	Drift see 6.3.2	+1 MP	—	—	No Effect	No Effect
Chimneys		—	—	—	+1 MP		ACV: -1 DRM firing from chimneys	No Effect
Road		1 MP <sup>B</sup>	1 MP <sup>B</sup>	1 MP <sup>B</sup>	1 MP <sup>B</sup>	—	No Effect	No Effect

-1 / -2 DRM: Firing at units in terrain has -1 / -2 DRM

— : No effect on move (see other terrain in hex)

**A:** Units attempting to exit roll 1d10: 7-9 = stuck & movement finished

: Not allowed

**B:** Cost is for moving along a road to another connected road hex. Otherwise other terrain in hex applies (see 6.3.1)

Terrain effects are not cumulative for combat purpose. Defender selects best terrain DRM.

## UNITS & WEAPONS CHART

Section (soft target)	Dorians	Cost	Move Type	Target Profile	Armor/Steps
	Lance	5	Leg		
Shock	11	Leg			2
Commando	10	Leg		-1	
Transcom	10	Leg		-1	
Dagmaton ☆	14	Leg			2

Vehicle (hard target)	PGP	Cost	Move Type	Target Profile	Armor/Steps
	Floater	11	ACV		-1
Walker	20	Articulated			5
Revil	20	ACV		-1	4
Flyer	12	Orni		-2	3
Agrax	22	Tracked		+1	5

Chassis	Avronians	Cost	Move Type	Target Profile	Armor/Steps
	Bipod	40	Articulated	15	
Multipod	45	Articulated	20	+1	
Glide	35	ACV	13		
Orni	35	Orni	9	-2	

Weapon	Target Type ▶	Hard	Soft	Range
	Particle Accelerator	7	8	2
Laser	4	4	4	3
Seeker	8	5	3	5
Shredder ☆	5	2	7	2
Streamer ☆	7	2	3	4
Thermo Beam	2	2	2	3
Undulator	7	3	6	4

☆ : area

Extra Avronian armor (up to 5) costs: 3 (4 for Ornis)

To Hit DRM (cumulative):

Terrain: see Terrain Effect Chart

Hold Command: +1

Target Profile: See Unit & Weapon Chart

Target Command: +1

Sweep Command: -1

## RALLY TABLE

Die Roll to succeed	5 to 9
Stacked with Transcom unit	+3 DRM
Adjacent to Transcom unit	+2 DRM
2 hexes away from Transcom unit	+1 DRM

(Pinned or routed Transcoms cannot use DRMs to rally others units but they can always use the -3 DRMs to rally themselves)

## TO HIT TABLE

Unit/Weapon	Range ▶	Base chance = 5 to 9				
		1	2	3	4	5
Lance/Commando/Transcom/Revil	+1					
Shredder ☆ / Shock	+1	—				
Dagmaton ☆	+2	+1	—			
PGP/Particle Accelerator/Undulator	+1	—	—	-1		
Floater	—	—				
Seeker		—	+1	—	—	
Streamer ☆		-1	-1	-1		
Thermo Beam/Flyer/Agrax	+1	—	-1			
Laser/Walker	+1	+1	—			

## MACHINE DAMAGE TABLE

	Die Roll									
Fire	0	1	2	3	4	5	6	7	8	9
1	—	—	—	—	—	—	1	1	1	1
2	—	—	—	1	1	1	1	1	1	2*
3	—	1	1	1	2	2	2	2	2	2*
4	1	1	1	2	2	2	2	2	2*	3*
5	1	1	2	2	2	2	2	2*	3	3*
6	1	2	2	2	2	2*	3	3	3*	3*
7+	1	2	2*	3	3	3	3*	4	4*	4*

### Machine & Hard Damage Tables:

— : No Effect

# : Armor Damage

\* : Critical Hit

DRM :

-1 target fired through front

+1 target fired through rear

## SOFT DAMAGE TABLE

	Die Roll									
Fire	0	1	2	3	4	5	6	7	8	9
1-2	—	P	P	P	P	P	R	R	SL	SL/R
3-4	P	P	P	P	R	R	R	SL	SL/R	SL/R
5-6	P	P	R	R	R	SL	SL	SL/R	SL/R	E
7-8	P	R	R	SL	SL	SL	SL/R	SL/R	E	E
9-10	R	SL	SL	SL	SL	SL/R	SL/R	E	E	E
11+	SL	SL/R	SL/R	SL/R	E	E	E	E	E	E

— : No Effect

SL : Step Loss

P : Pinned. Already pinned units are Routed; Routed units take a step loss.

R : Routed (already routed units lose a step)

SL/R : Step Loss & Route (already routed units are eliminated)

E : Eliminated

## HARD DAMAGE TABLE

	Die Roll									
Fire	0	1	2	3	4	5	6	7	8	9
1-2	—	—	—	1	1	1	1	1	2	2*
3-4	—	1	1	1	1	1*	2	2	2	2*
5-6	1	1	1	1	2	2	2	2	2*	3*
7-10	1	1*	2	2	2	2	2	2*	3	3*
11+	2	2	2	2*	3	3	3	3	3*	4*

## CRITICAL HIT TABLE

Die Roll	Vehicle	Machine
0	+1	Speed
1	Firepower	+1
2	Firepower	Speed *
3	Firepower	Firepower
4	Firepower	NE
5	NE	Speed
6	Speed	NE
7	Speed	Program
8	Speed	Program
9	Speed	+1

## CRITICAL HIT RESULTS

	Vehicle	Machine
NE	No Effect	No Effect
+ #	Additional Armor hit	Additional Armor hit
Firepower	Value halved rounded up (2nd hit = weapon destroyed)	Randomly loose 1 weapon Slot in attacker's firing arc
Speed/Machine	Value halved round up (2nd hit = immobilized)	Loose -1 speed; * : no effect on Multipods and -2 speed for Orni/Glide
Program		Randomly destroy 1 operational cycle slot

## DORIAN CELLS

Comar Augmented Berth					
Cell	Shock	Lance	Cmd.	Walker	Cost
Ferl Erlop	—	1	2	—	25
Urcado	1	—	—	1	31
Panza	2	1	—	—	27
Comar Hart	—	3	—	—	15
Comar Ehn	2	—	—	—	22
Pad Rakem	2	—	—	—	22
Outbok	—	3	1	—	25

Cell	Shock	Lance	Cmd.	Walker	Cost
Ferl Edrid	—	3	—	—	15
Xibalem	2	—	1	—	32
Bha'	1	1	1	—	26
Ehn Etaki	1	1	1	—	26
Connakti	1	2	—	—	21
Reub'Ark	1	2	—	—	21
Ehn Ark	2	1	—	—	27
Marache	1	1	—	—	16