APPENDIX 2: PLAY SUMMARY

Movement	
Cautious Move	• Up to M" • Gain 360° arc of vision • Can be part of Move & Shoot action
Patrol Move	• Up to 2xM" • Can be part of Move & Shoot action
Rapid Move	• Up to 3xM" • Cannot be used in same activation as Shoot or Move & Shoot action
Charge Move	• Up to 2xM" • Must be straight line • May not be a reaction • Stop active element 1" from target, resolve all reactions then finish charge
Counter-charge	• Up to 1" • Must contact enemy element • May only be a reaction

Shooting	
Stand & Shoot	Roll dice equal to F value
Move & Shoot	Roll dice equal to ½F value, rounding up
System	• Declare target: Check active element's line of fire. Choose another target if necessary. • Check range: Measure between closest two points on active element and target. Add target's A and any cover modifier to get effective range. • Fire: Roll dice equal to the active element's F or ½F as appropriate. • Incoming: Target rolls dice equal to its D. Remove one die from the Fire roll for every exact match in the Incoming roll. • Calculate hits: Group remaining Fire dice into groups that equal or exceed the effective range. Each group equals one hit. • Apply damage: Target adds the number of hits to its damage track and reduces its active stats.

Charge	
System	Roll dice equal to P; discard all but the highest • Add +1 for each dice showing the same value as the highest • Add +1 if the element moved • Add +1 if the element moved more than 4"
Normal Resolution	• Opposing element takes damage equal to the final value, rounding down • Whichever element takes most damage moves 1" away from opposing element
Special Resolutions	
Infantry Charges Infantry	Whichever takes most damage is destroyed
Infantry Charges Mech/Vehicle	If infantry wins, vehicle is destroyed. Infantry halves damage it takes, rounding up
Mech/Vehicle Charges Infantry	If vehicle wins, infantry is destroyed; move vehicle on 1". If infantry wins, immediately resolve again as if infantry charged vehicle. If draw, vehicle moves on 1"
Special Rules	• Infantry never adds more than +1 to dice roll • Vehicles cannot Counter-charge

Damage & Recovery	
Normal Damage	• For each hit, apply one point of damage and reduce F, M or A by 1 • If A is 0, element is destroyed
Recover	• Recover action may not be combined with Moving or Shooting • Roll dice equal to D. For each result greater than total damage, increase F, M or A by 1 • May not raise stat above starting value • May not be a reaction