Quick guide to BASIC ACTIONS

Attack (with or without moving):
To attack a target with a weapon(s), if desired you can move before attacking. Factor in a -1 moving attack modifier for half speed, or a -4 for full speed. *Please note that non MSV vehicles are considered auto-stabilized, thus can fire at any point during movement and only take a -1, regardless of speed.*

Attack and cover: (fire and cover)
Represents taking a shot from the current position, and then seeking cover. The unit attacks from the starting position and then can move up to half speed with no moving attack modifier for firing.

Board: (Crew or troop units.)
May move up to half speed and board a unit (with a free passenger spot. A boarding unit can become the crew of the unit it boards, if needed. If the boarding unit is to serve as crew, the boarded unit shall be considered to have acted once.

Death from above: (Jump or leap equipped MSV only.)
Unit can move up to full speed and land adjacent to target. Unit attacks with no fire control but no moving attack modifier applies. On a success, deal ACx20 + D20 damage (ignores armor) to target and deal D20 damage to the attacker.

Dig in:
Unit may move half speed then "dig in." This gives the unit the "dug in" battle status (defensive bonus -2 against attack and can fire back at attacker. Troop units can be declared as dug in at any point before acting thus may not need to do this as an action (see dug-in battle status rules).

Disembark: (Crew or troop units.)
 Exit a unit and move half speed. If the exited unit is now unoccupied, and has a crew requirement, it may no longer be given an action until re-crewed and is no longer considered to be under the player's control. The disembarking unit may be given an action later in the turn, if available. If the disembarking unit re-embarks the same vehicle as part of this action, the re-embarked unit does not lose an action (as it would if a crew or troop was boarding a unit not previously occupied by them).

Fire for Effect: (Units with splash damage weapons only.)
Select any otherwise un-targetable spot on the battlefield and make an attack; no AC + apples. Range penalties do apply. Apply -4 if unit has LOS to selected location, -8 for NLOS to selected location.
 Movement can be used - normal move modifiers apply.

Jump Assault: (Jump equipped units only.)
Unit jump up to its speed in height, and horizontally, fire from this elevated position at a -4 move modifier (regardless of actual height), Then drop straight down and lands on the topmost terrain feature or play surface the unit can legally occupy at that position.

Load:
A unit with passenger capacity may be given a load action to either move up to half speed and then attach any or all adjacent units to it up to the vehicle's capacity OR load any or all units up to its capacity then move up to half speed. Units loaded are attached to the vehicle and may not be given separate actions.

Move:
A unit may be given a move action and move up to its full speed /movement. If jump or leap equipped, it can move up to unit's speed in elevation AND up to speed along the ground to clear obstacles or change elevations. TIP: Remember that you can move while attacking as opposed to just moving if you desire.

Offload: (MSV or VEHICLE units)

A unit with crew, troop or off loadable units attached to either move up to half speed and then offload (place adjacent) any or all units from it OR offload any or all units then move up to half speed.

Units offloaded may do one of the following if they have not yet acted:

- Move half (no attack, both units considered to have acted),
- Attack from offload spot at a -1 to shot (both units considered to have acted),
- Do nothing, in which case it may be given actions later that turn (if valid).

If the offloaded unit has acted (for example, the vehicle's crew), it may still be offloaded, but is considered to have already acted. A vehicle that offloads its crew to claim adjacency for objective purposes may have its offloading crew qualified as "taking an action." If the exited unit is now unoccupied, and has a crew requirement, it may no longer be given an action and is no longer considered to be under the player's control.

Omega Override: (MSV only.)

MSV must not have been given any other actions this turn. MSV must also pass jury rig roll if "in the red." Player may give this unit an action to fire all weapons (ignores linkable limits) at a single target. Unit may not move as part of this action. The unit gets no fire control or positive modifiers to the shots. All defensive gear is offline, and the unit may not be given any other actions this turn.

Overrun: (MSV or Vehicle only)
The attacker may pivot or turn in place then move up to the unit's speed in a straight line. As the unit moves along, any unit (including friendly) encountered along the move path may roll a dodge roll of 12 or less. If dodge succeeds, the dodging unit may move up to 6 away from the overrun and may not be targeted again. If the dodge fails, or the targeted unit chooses not to dodge, unit takes damage equal to D20 X AC of the overrunning unit. Defending units may apply armor to damage. Overrunning unit may fire its weapon(s) as described in normal move and shoot rules or using its abilities if desired. Normal move modifiers apply.

Pop and Shoot: (Leap and jump capable units.)
Jump equipped units can jump up to its full speed in height, make an attack at a -1 move modifier, then drop back to it's the starting position.

Rallied Assault:
A rallied group may attack another opposing group of crew/troop units that would be eligible to be rallied with a rallied assault. The rallied assault may occur even if the opposing group is not actually rallied.

Each member of the attacking rallied group may move up to half speed to gain better line-of-sight to the target rallied group then may attack the nearest member of the target group until eliminated. As each target is eliminated, the next attack will be against the new nearest member of the target group. No move modifiers apply to these attacks.

Rallied Attack:
A rally group (troop units operating as a squad) can move and attack a single target as a single action.

Rallied Weapons Free: (Rallied group may not move for this action, with the exception of Pop and Shoot actions.)
A rallied group may engage any targets within weapon range that can be targeted without any of the rallied members moving other than using a Pop and Shoot. Each member may attack once.

Ram: (MSV / Vehicle units)
Target terrain feature, MSV, or vehicle. Move up to full speed ending adjacent to target. Roll D20 to attack. Apply +2 for fire control. No speed modifier applies. If successful, deal ACxD20 damage to target and half that to rammer. Damage ignores all armor reduction. If the misses attack roll, it may use any remaining speed to move as desired but may not ram or attack other units this action.

Trample: (MSV)
Target a rallied group (regardless of infiltration) with a member within half speed of MSV. Move MSV to anywhere within the rallied group within the MSV's full speed.

Trample may target any number of members of the rallied group as long as the number of targets does not exceed the attacker's half speed.

Trample targets should be located on the ground (or a place an MSV can legally stand on) and in a place the MSV's foot could occupy if no unit was there. (E.g. Not indoors unless the interior is large enough for an MSV to move around.)

For each member being trampled, the targeted unit may roll a dodge roll of 12 or less. If dodge succeeds, the dodging unit may move up to six away from the trample. If the dodge fails or the targeted unit chooses not to dodge, the member takes the (Attacker AC) x (D20 damage roll) in trample damage.

Repair: (Repair equipped units only.)
Repair works like an attack action to a friendly unit, except that the unit gains life for the resulting "damage" instead of losing it.

Scanning:
 Scan action allows unit to move up to half speed and scan for infiltrated unis. On success, any opposing infiltrated units within scan range are revealed. Unit reveals itself, even if it has initiative. Scan range is equal to unit's speed unless otherwise noted. Scanner gear may modify this roll or alter the scan range.

To scan, roll a D20 Unless modified success is on a 12 or less

An MSV that has not been given an action in a turn may be given a free scan action without moving, then may immediately spend its other action. This is considered to be one action for the player.