# TechCommander for Noobs! (New Players)
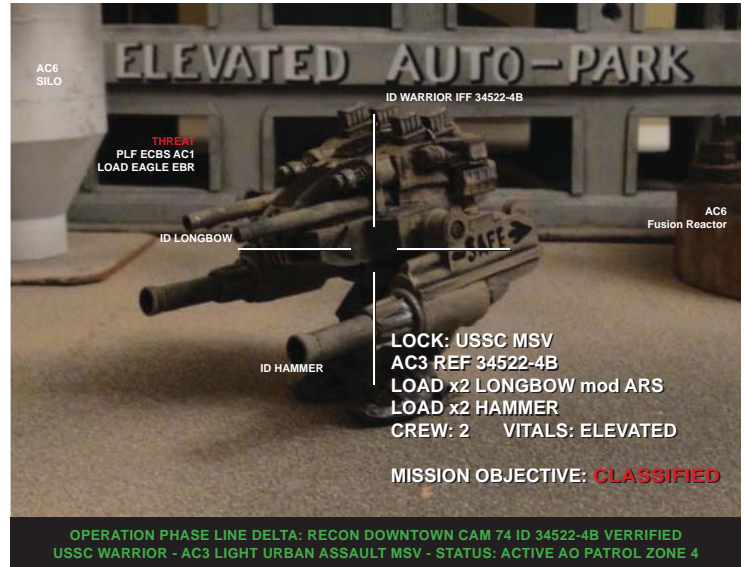
## What is this game??

This game is a very fast paced, super destructive, sci-fi action game. It features mecha units (big piloted stompy robots) called mechanized strike vehicles – or MSV for short. MSV units are customizable, feature fast swap weapon and can act twice per turn. The game also features vehicles, tanks, and sci fi/power armored infantry which can only act once but have special abilities based on unit type. As a player you are playing the part of a techcommander running a mission on a virtual holographic battle board via command center remote link.

## Did he say destructive!?!?

Yup! You can not only destroy other units in this game, you can breach walls, take down buildings, and even kill units in the collateral damage of the above mayhem. Weapons are tuned to be lethal, with many capable of eliminating an opposing vehicle (even a big one) in a single action! It's not uncommon to see all forces eliminated in a single turn. If you prefer keeping your unit with the paint un-scratched to destroying your opponent you'll need to creatively use defensive gear and cover to survive this lethal battlespace!

## Is it like...???

Not really, while it does have big stompy robots like other movies/games, TechCommander the game plays in a unique way that's all its own. The designers added a lot of elements inspired by things they enjoyed from sci-fi action movies, videogames, and Japanes mecha/anima/manga with a TechCommander twist on them.



ELEVATED AUTO-PARK

AC6 SILO

ID WARRIOR IFF 34522-4B

THREAT
PLF ECBS AC1
LOAD EAGLE EBR

AC6 Fusion Reactor

ID LONGBOW

ID HAMMER

SAFE

LOCK: USSC MSV
AC3 REF 34522-4B
LOAD x2 LONGBOW mod ARS
LOAD x2 HAMMER
CREW: 2    VITALS: ELEVATED

MISSION OBJECTIVE: CLASSIFIED

OPERATION PHASE LINE DELTA: RECON DOWNTOWN CAM 74 ID 34522-4B VERRIFIED
USSC WARRIOR - AC3 LIGHT URBAN ASSAULT MSV - STATUS: ACTIVE AO PATROL ZONE 4

## How do I play?

- **Skirmish games :** Played like a more traditional war game, with forces facing off to eliminate the enemy and achieve objectives. We will often play team skirmishes at shows so you can be paired up with a more senior TechCommander while you figure out how to command the battlefield! In skirmish games you'll want to make every shot count and focus on killing opposing command units while keeping your own command units alive.

- **Deathmatch GAMES :** Are meant to represent TechCommanders facing off in a simulated training match with lots of action in a compressed time. Units are "spawned" into the battlefield and in many cases may immediately be surrounded by enemy units. You'll need to think fast and make the best choice among many bad ones to maximize your point lead over other players. That said, this is a great way to learn a lot about your weapons and gear, as you can respawn in reinforcements to replace units you lost in battle every turn. If your idea did not work the first turn, you can try something new the second. You might think that deaths don't matter in this format, but this is only true for a new player. As any experienced deathmatcher will tell you, you can't win by feeding your opponents easy points.

## HOW TO ATTACK STUFF AND DAMAGE IT!

You can target as many things as the number of shots for your weapon system. You will roll one dice for each shot at a target including linked copies of the system. You need to declare how you are dividing your shots before you fire.

- The base odds to hit something are 50/50 —you either do or do not. Thus in TC, **the base number you need to hit something starts at 10 or less on a D20** dice for each shot you take. From that we modify the needed roll to hit for other factors.

- The bigger the target, the easier it is to hit so we **ADD the AC of the target as a plus**.

- Some weapons have better accuracy or a targeting system so **we add the fire control as a plus**.

- If the target is beyond optimum range **you must take the range penalty as a minus**.

- If the line of sight is partially obstructed (over 10%) you take **-1 for 25% or less obstructed, -2 for 25 to 75% obstructed,** and **-3 if more than 75% of the target is obstructed**.

- If **line of sight is completely blocked take a -6 to the shot**. You must be using a non-line of site (NLOS) capable weapon to do this.

- Before determining the final number you need to roll at or below to hit, check to see if smoke is a factor, and ask your opponent if they have **any defensive gear to apply to the shot, this might make the shot harder, negate your fire control etc**. They may also mention gear that would be applied to damage such as armor that might have changing your mind. You can always change your shot until you roll the dice!

**Once you know the modified number needed to hit roll that or less to hit your opponent and you will deal damage!**

To take damage, add all hitting shots, subtract any reduction from defensive gear, then **divide by the AC of your unit. You will take that much life**. Any non-divisible remainder has no effect.

### TURN PHASES

- **INITIATIVE** All players roll initiative, lowest goes first and so on up to highest.

- **ACTION** We take actions that include moving and shooting and or other things. We act in initiative order continuing from first to last, then back to the first player until all players have acted or passed for the number of actions the game type allows for. After this, if applicable we take any command actions player may have, in initiative order (some units add these extra actions to the players force). Please NOTE that eliminated units are not officially dead until the end of the turn and can still act, although they may have restrictions on the effectiveness and or speed applied to them.

- **RESOLVE DAMAGE** Once all actions are done, eliminated units are removed, in some cases players might make survival rolls for the unit's crews and then we go back to initiative and the next turn.

- **RESET** Smoke clears, revealed units are re-infiltrated.

## UNIT TERMINOLOGY:

**ABILITIES** – These are unique capabilities and or special rules related to this unit.

**ARMOR CLASS (AC)** - how big your unit is. This is the plus an enemy will get to shoot you as well as the number you divide damage by to determine life taken.

**FREE WEIGHT** and **POWER** - This is the amount of free weight and power the base unit has to add weapons or gear. Troop and MSV type unit cards will have this, but vehicles will not.

**GEAR** – This is the base equipment of the unit, and does not include any weapons or gear added using the free weight and power.

**SPEED** – How fast you go . . .  measured from any point on the unit to destination point. Rotating the original measure point about the destination point to get an extra bit of movement is not only allowed but encouraged. If you are Jump equipped you may also move that speed vertically in addition to the horizontal. Falling does not require speed for jump equipped units, and they will automatically engage the jets to break any fall.

**TYPE** – This is a quick description if the type of unit.  Please note MSV units can act twice per turn, but must generally use a different weapons system on the second action. Vehicle units can only act once per turn but can use the auto stabilized capability to make them better at moving and shooting accurately. Troop type units can also only be given one action per turn but have special rally actions that allow them to be very flexible about acting in groups like a single unit.

## WEAPON AND GEAR TERMINOLOGY

**ATTRIBUTES** – These are abilities, round types, and or other special rules related to this gear

**CLASS** – for weapons, this indicates what sort of unit the gear was designed for. This is a general class, not a build limit

**DAMAGE** – This represents the amount of damage each shot that hits will deal by default

**DROP** – The needed attack roll is modified by this amount for every additional measured distance (specified after "per") to the target over optimal (thus at 32 the blackout takes a -4)

**FIRE CONTROL** – This represents targeting capability of the weapon, generally a plus to your attack unless negated by defensive gear, ability, or being operated while the controlling unit is heavily damaged.

**LINKABLE** – This indicates the number of copies of a weapon that can be fired as a single action through linked targeting.  Note that some of these weapons are not linkable by default but may have gear or abilities that allow them to be linked (the Blackout shown here is an example of this)

**LOS** – This dictates whether you must have line of sight to a target to use this weapon

**MIN** and **OPT** – This is the minimum range the target must be at for a direct line of sight shot, and the optimum range at which the attacker takes no range penalty for shooting the target.

**ROUNDS** – If a gear is expendable the number of uses is specified here (generally 1 or 6) If the rounds field says NA that means the unit carriers more ammo or power then would be expended in a typical battle situation thus is unlimited use.

**SHOTS/TARGETS** – this is the number of items you may target with the weapon.  Generally speaking you get to roll one D20 for each shot, and apply damage for each shot that hits.

**TYPE** – A general description of what the gear is (often factors in to ability text)

**WEIGHT** and **POWER** – This is how much weight and power this gear will cost if it's not built into the unit you want to add it on.

## COMMONLY USED ATTACK ACTIONS

- **Ambush**: If this unit starts and ends behind a posted up unit (180 back arc) A unit may move up to full speed (move modifiers apply) and make an attack. The posted up player can make a reaction roll. Start with 10 or less then apply a -2 modifier each if attacker started infiltrated, is using suppression gear, did not move, or is a troop unit of the T1/syndicate factions. If the posted up unit fails to react the attack proceed and if a successful hit is scored, the defender's post up status is canceled and the unit is considered to have acted this turn if not already. If the posted up player does make the reaction roll the attack still proceeds, but the posted up defender may make a return attack if able with no positive modifiers applied.

- **Attack (with or without moving)**: To attack a target with a weapon(s) if desired you can move half before doing so at a minus 1 to the attack roll needed, OR move full speed at a minus 4 to the needed attack roll.

- **Attack and Cover**: Attack from starting position and then move half speed at no penalty to firing.

- **Death From Above**: MSV units can move up to full speed with jump jets and land adjacent to a target. Attack with no fire control. On hit deal ACx8 + D20 to target and deal D20 to attacker

- **Fire for Effect**: This is used to target the ground. Range modifiers still apply, but AC plusses do not. Also a -4 modifier is taken if spot is within line of site, and -8 if not (replaces normal NLOS modifier)

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

- **Overrun**: MSV and vehicle units can move up to speed in a straight line and force units to dodge or take D20 times AC damage. Overrunning unit may also fire weapons per normal move and attack rules except that if a unit dodges you cannot target them.

- **Pop and Shoot**: 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.

- **Ram**: MSV and vehicle units can move up to full speed in a straight line and adjacent to target. Attack gets +2 fire control, Deal D20 X AC damage to target on hit and half damage to rammer.

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

- **Rallied Assault**: A rally group (troop units operating as a squad) can move up to half for firing position then attack another rally group starting from closest until eliminated and working back until out of shots for the assaulting group.

- **Rallied Weapons Free**: A rally group (troop units operating as a squad) that does not move (other than popping and shooting) may be given a weapons free order to attack any and all targets in range until out of shots.

## COMMONLY USED TACTICAL/MOVE/ DEFENSIVE ACTIONS

- **Dig In**: This order allows the movement to move half speed then "dig in." This gives the unit the "dug in" battle status so it gets a defensive bonus (-2 to any attack that targets it) and can fire back at attackers. Troop units can also be declared as dug in at any point before acting thus may not need to do this as an action.

- **Disembark**: This cool order lets you order a crew or troop unit to get out of a vehicle or MSV it is attached to, and move half speed, then later still be given an action (normally troop or crew units can only act once per turn)

- **Load**: This orders a vehicle to move half speed either before or after and load adjacent crew or troop units.

- **Move**: The ability move up to the unit's speed. If jump equipped the unit can jump up to its speed in height which does not count against horizontal ground speed. Remember that you can move while attacking if you desire as well.

- **Offload**: This orders a vehicle to move up to half speed either before or after and offload crew or troop units. The offloaded units can: 1- move half and have acted 2— attack at a minus one and have acted OR 3- do nothing, and have NOT acted and able to act later

- **Ready Up**: allows unit to move up to half speed and then "ready" itself for an attack. The readied unit is marked by token. It may attack to complete the action at any point in which an opposing unit(s) that were not previously within optimum range (of any weapon carried by the unit) moves within optimum rage of that same weapon. Attack must be against targets that legally triggered this action. Unit loses readied status upon making the attack or any other action. For infiltrated units, the opposing player may make their stealth roll. If they make their stealth roll, or simply have do not have to by initiative rules, they may not be targeted.

- **Post Up**: A unit may move up to half speed to position with adjacent cover of greater than 25% (or that provides hull down

battle status) then "post up." A marker should be placed to indicate this, and the unit placed so its weapons reflect the direction of the post up. If an opposing unit(s) comes within optimum range in front of the posted up unit (180 forward arc) The posted up unit may attack with any weapon that is legally available (has not need used or capable of more than one use per turn). Additionally if the opposing unit attacks and has a cover modifier add an additional -2 posted up modifier to the attack. Unit is no longer posted up if given any other action.

## BATTLE STATUSES

*NOTE several battle statuses here are added from the core rules that are intended to be added to future editions of the core rules

- **Adjacent**: Meaning approximately within two inches (or units of measure) of something

- **Attached**: This crew or troop unit is a passenger or crew for a vehicle

- **Auto Stabilized**: This unit is a non MSV vehicle. It may take shot(s) from any point during movement path. Any shot taken while moving is at a -1 regardless of speed. This is a special ability of vehicles and is useful to get around defenses such as a bubble shield. It also is useful for working over multiple targets or breaching terrain for an attack as the shots can be declared "on the fly" as needed.

- **Bubbled**: This means the unit is fully within a bubble shield meaning it can't be damaged by a shot from the outside unless the bubble shield was destroyed first, it is revealed, it cannot shoot from inside to the outside. Line of site to and from this unit is unaffected by the bubble.

- **Dug In**: Can be achieved by action or as an infantry at any point prior to acting. Units targeting a dug in unit get a -2 to all attack rolls. Additionally this unit can make a free return attack against any unit that targeted it once per turn. This unit loses its status if it moves.

- **Hull Down**: (vehicle only) If a vehicle is positioned behind adjacent cover or a hill so that the tracks or wheels are completely covered from view to attackers on the opposing side of the feature providing cover, then this vehicle is "hull down" and gets a -2 defensive bonus to attacks from them. This bonus stacks with cover and dug in bonuses.

- **Infiltrated**: This unit is a crew or troop unit with an infiltration system that has not been revealed. This unit is using stealth gear that prevents units on the ground from seeing it. The unit cannot be targeted directly. As a Techcommander, your command center is hooked to sensor gear and intelligence assets that are much more advanced/capable and you can see such units

without a problem. You can order your units to attempt attacks on infiltrated units using indirect methods such as splash damage from nearby targets, or scanning, or even dropping a bubble on them to reveal them!

- **In the red/Critically damaged/Eliminated**:  This unit has taken damage and is under 5 life remaining or is eliminated (thus will die at turn end).  As such it must make a jury rig/gut check before acting, and if failed it is at half speed, is revealed, and has no fire control.

- **Laser Designated**: This unit has been painted by an opposing unit with clear line of site and a laser designator. As such, the opponent ignores cover modifiers when attacking.

- **Rallied**: This unit is part of a group of troop /crew units. Crew or troop units that meet the criteria can rally or un-rally at any time (3 to closest member and 12 to all members by default, some abilities may modify the rally requirements). Rallied units can be given actions as a group as well as special rallied actions.

- **Revealed**: This happens when a unit fails a stealth roll, is scanned, or is in a bubble shield and thus the unit's infiltrated status is canceled.   Unless there is a persistent status such as bubbled that prevents it, normally units lose revealed status at the end of the turn.

- **Smoke Obscured**: This unit is completely within smoke thus units targeting it take a – 6 to attack rolls unless they have gear to defeat the smoke such as a seer system or laser designator.

## COOL TIPS TO AVOID LOOKING LIKE A NOOB

### General Tips

- If your weapon uses splash damage you can target larger terrain pieces or units near your target for a bigger plus. You can use this to hit hard to hit units with nasty defensive systems, or even infiltrated infantry that you can't directly target.

- Until you have a better feel for the capabilities of a unit it is best not to customize much. When you do customize be sure your force is capable of making a good move with every action and balances offence and defense.

### Skirmish

- Make a priority target list based on threat to victory. At the top of this list should be command units. Command units give your opponent extra actions. Eliminating them early while keeping your own alive will lead to you having better order efficiency latter in the game.

- Remember that units will move. If you have a good target right now it may not be there on your next action.

- If you are first player you are walking in to a trap. Your opponent watched you set up and has likely placed defensively. Make sure you make your first strike count with a reliable chance of hit against a key target.

- If you are second player it's a good idea to use your better perspective on enemy starting positions and place defensively. They are going first. Make them pay for moves in to you territory, and avoid exposing key units.

### Deathmatch

- Pay attention to the battlefield and try to keep several moves in mind in case another player steals your thunder. Death matching requires you to keep a quick and open mind to be successful and always looking for opportunities.

- Make moves that other give you points or deny points to others, or make you more likely to stay alive. There is no teaming up, unless this is a team game, and there are no points for attacking a target you can't kill.

- If you are the point's leader and you have the damage to spare you can attack a target with a non-lethal attack just so it is damaged and worth less points. You can also target players you are likely targets for the nearest player in points. Both of these strategies are referred to as "points control".

- **You get points for:**

    **A:** points equal the AC of the eliminated unit killing the enemy

    **B:** 5 points for doing that in a single action (Full life to dead) to a vehicle or MSV (once per action)

    **C:** 5 points for doing that as a crew or troop unit in a single action (Full life to dead) to another crew or troop unit (once per action)

    **D:** 10 points for touching the skull with a crew or troop unit

    **E:** 5 points + 1 per unit remaining for surviving the round

- **White chips are worth 1 green are worth 5, blue are worth 10**. A red and a black chips will be handed to you if you make a kill the red chip is for you to designate the kill, the black is to hand to the person whose unit you killed to indicate deaths. The ratio of red to black chips indicates your kill to death ration, or KDR. This is a good indication of how well you are doing at keeping your units alive. Black chips are not worth anything although experienced players sometimes brag about having them anyways. Red chips are not worth points but can be used to buy a budget increase or a kill perk.