



TECHCOMMANDER

Mechanized Strike Vehicles Quick Start Guide

3rd edition rules

More detailed rules can be found in the TechCommander Core Rules.
Current unit and gear stats can be found online on the Sea Dog Game Studios social presence.

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Designer's notes on the third edition

When I set out to write a sci fi game back in 2008, It was as a gift to my sci fi loving friend, Dave. You see, we'd played years of mech and power armor games - both on tabletop and video games. At the time I was very involved in producing Sailpower and it took up a lot of my time. Dave said he'd missed geeking out with mechs and making custom cool stuff like we did in the video games. And he thought if I made my own sci fi game it would be cool.

The wisdom on the street at the time was the only way to make a sci fi game was to spend a boatload of money. 3D printing was not as accessible as it is now, and to achieve the goal I decided to jumpstart my mech building process by kit bashing all new mech designs out of sailing ship parts I'd already made for Sailpower. I decided to lean into the custom thing and used peg on weapons for a fast build/ hot swappable feel. The resulting models were big 28mm mecha that would turn heads at conventions where the game was played.

Gameplay wise, I wanted to get away from the old-school, paper-heavy, slower-paced games and make something fast and destructive! Even though we achieved that, the models were still hand sculpted, big, pricey, resin models. Many of my players loved the game but could not afford to get enough models to get a big game going on their own. The sad thing was I had a fun game that was hard to produce and not easy for a player to build a collection for.

Aware of this, in 2016 I re-sculpted all the designs digitally. Originally, I was thinking I might be able to have them produced somewhere, I quickly pivoted to 3D printing them in FDM (filament printing) in 28mm scale. The resulting models were much lighter than the old resin cast ones, but they still took hours, if not days, to print a big unit. We knew eventually we needed to release the game on a smaller scale.

The obvious scale to go for was 10mm. The models would still be larger than the old lead/tin mono-pose figures that were standard to sci fi games of my youth, but small enough to fit a big battle on a table and to make collecting models more accessible. The final piece to making 10mm models was the rise of low-cost SLA/MSLA/DLP photo resin printing. This makes it possible to produce models that cost a mere fraction of what the older models did. To better suit this new scale, we also decided to go with bases. It makes the gameplay easier, and the models less prone to falling over on the tabletop.

I also thought for the 3rd edition I'd update the game a bit with more mobile devices, drones, and AI. When I wrote the 1st edition in 2008 the iPhone was only a year old!

So, whether you are new to the game or played this in years past, I hope you enjoy the new scale and enjoy battling in the TechCommander Universe!

Brian Carnes, Designer TechCommander

WELCOME TO TECHCOMMANDER!

What is TechCommander?

This game is a fast paced, super destructive, sci-fi action game. It features mecha units (big, piloted, stompy robots) called Mechanized Strike Vehicles (MSV). MSV units are customizable, featuring fast-swap weapons and can act twice per turn. The game also features vehicles and tanks which are auto stabilized to fire on the move. Finally, the game includes power armored ECBS infantry. As a player you take the role of a "Tech Commander" training and running missions from your command center using a virtual, holographic rendition of the area of operation and relaying orders to the battlefield via secure remote link.



Each player's squad consists of units which can be given actions by the players. In the game, players are limited in the number of actions they can give to units per turn. In the standard skirmish game, this is four actions: in a deathmatch, it's two actions. There are also certain units that can add actions through command ability. This represents units that are designed to aid the TechCommander in dealing with the bandwidth of battlefield data which makes these units very important battlefield assets.

A turn represents about 10 to 20 seconds of "real world" battlefield time. The game uses a turn-based system with simultaneous fire. Thus, action may occur in a non-linear manner within the turn, and this will be explained later in the rules.

TechCommander is a D20 dice-based game, with the use of D6 dice as counters for limited use items.



DID WE SAY DESTRUCTIVE!?!?

Yup! Players can not only destroy other units in this game, but they can also breach walls, take down buildings, and even kill units in the collateral damage. 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 action-packed turn. If one prefers keeping units alive at game's end, they will need to creatively use defensive gear and cover to survive this lethal battlespace!

NOTE: Throughout these rules, you will find some rules in ITALICS. This is often used to denote optional or advanced rules. Italics is also sometimes used for notes or examples but if an entire rule is in italics, it's safe to not use these rules as a new player.

Model Scales and measure

This game is designed for use with 10mm scale (1/160th or N-scale) miniatures with measurements in centimeters. Sea Dog Game Studios has its own line of miniatures in 10mm available for this game.

TechCommander can also be played in 28mm scale (1/64th or S-scale) miniatures and models measuring in inches. The first and second editions of this game used 28mm scale models as a native scale and 28mm scale TechCommander models are available by special order from Sea Dog Game Studios.



HOW DO I PLAY?

There are two basic game types to pick from.

Skirmish games

Skirmish games are played more like a traditional war game with forces facing off to eliminate the enemy and achieve objectives. In skirmish games players will want to make every shot count and focus on killing opposing command units while keeping friendly command units alive. Each player gets 4 base actions with additional actions granted to the player by command units. Thus, especially with larger forces, players will want to incorporate command capable units in the forces they take. For a basic skirmish, the players will each field 12AC worth of units.

Deathmatch Games

These 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. Players will need to think fast and make the best choice among many bad ones to maximize a point lead over other players. This is a great way to learn a lot about weapons and gear, as players can spawn in reinforcements to replace units lost in battle every turn. If an idea did not work the first turn, the player can try something new the second. People not familiar with competitive deathmatching might think that deaths don't matter in this format, but an experienced deathmatch player knows you can't win by feeding opponents easy points!

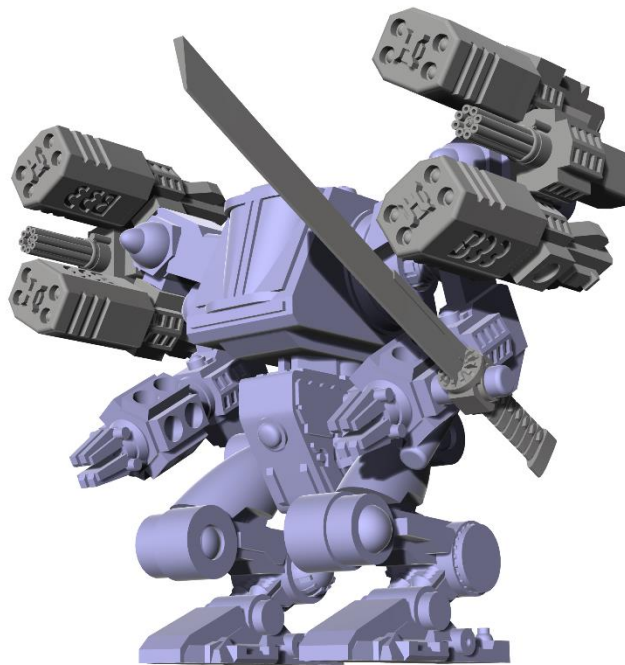


UNIT BASICS

In TechCommander a Unit is any vehicle, figure or military asset (other than gear) the player controls during the game. There are many types of units. Each unit is represented by a model on the play surface except for a few off-field support units. Units also each have a D20, or life counter, which indicates its physical condition.

Units are classified by Armor Class (AC), roughly indicating their general size and toughness.

So, for example, a human with power armor might be an AC1, a light truck might be an AC2, and the MSV unit might be anywhere from AC3 to AC6.



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.

Damage, Armor Class (AC) and Life

All units and terrain features start with 20 Life. This can be represented on a life dial or a D20 in a pinch). Damage dealt by weapons to a target's life is not usually one to one, rather damage will deal one life per AC value of damage. Extra non-divisible damage (that is not totaling the AC increment) just splashes off without further harm to the unit.

For example, an AC2 unit taking seven damage at one life per two (AC) damage will lose three life (Seven divided by two equals three with one remaining). The one remaining damage is non-divisible, so it splashes off.

Crewmembers (crew)

A crewmember is a unit representing the survivor of unit elimination, or other specialized personnel such as technicians or engineers. A crewmember can carry gear and can be given actions. Crewmembers have a base speed of 18 and are AC1.

Troops (Elite Combat Battle System or ECBS)

The ECBS troops are the ground soldiers of the future. This unit starts as a basic troop, and then adds a preferred ECBS suit. The suit gives the unit additional abilities, as well as changes the unit's carry capacity and default speed. ECBS units are jump jetpack equipped for super-agility and use a capacitance based powered armor system. They also incorporate the latest on computer enhanced smart helmet technology.

Many versions of the ECBS suit also incorporate infiltration systems including visibility-based camouflage, sensor masking, and EM shielding. The standard ECBS system power armor starts at 20 life. If the unit loses all 20 life, the damage overwhelms the shield's capacity and the unit dies. Otherwise, at the end of the turn (during the regroup phase), the unit's shield recharges and resets to 20 life.



Equipping crew and troop units

Crew or troop units can carry gear, expressed in kilograms. Crew units can carry 23KG by default. ECBS suited troops can carry 40-50KG by default.

Under loading crew and troop units

For each 5KG of free weight on a crew or troop not used for gear the unit gains an additional 1 to its default speed. In many situations it is best to carry only what is needed for the mission, and not fully load the unit with gear.

Vehicles

Vehicles are tanks, armored personnel carriers, scout vehicles, support trucks, and many other units. These generally are highly specialized and have limited or no customization. They may also have specialized gear or abilities that operate differently or have different rules than those found on MSV or troop units.

Vehicles also have crewmembers associated with them such as pilots, gunners, etc. These come with the unit and are not counted against any passenger/weight limits or AC caps. Vehicles often have a passenger capacity. A vehicle with passenger capacity may carry up to that number of troop/crew units beyond its normal crew.

Many vehicles in TechCommander have the Auto Stabilized ability that allows them to fire at any point during movement at a -1 penalty.



MSV Units

Mechanized Strike Vehicles, or MSVs, are the kings of the battlefield. Due to advanced command processing technology built into the MSV standard specifications, an MSV can process orders faster than most units. MSVs may be given two actions per turn. A second attack action must use a different gear or weapons system than was used in the first action.

An MSV is a legged vehicle with 2 crew, multiple weapons systems, and standardized gear. In most cases they are highly customizable.

MSVs also have crewmembers associated with them, a pilot and an intercept officer (IO). These come with the unit and are not counted against any passenger/weight limits or cap.

MSVs may also have a passenger capacity. An MSV with passenger capacity may carry up to that number of troop/crew units beyond its normal crew.



MSV Standard Build Outs versus Player Customized

One of the features of this game is the ability to quickly customize units, but there are plenty of game ready build outs for a player to choose from to get right into the action. We encourage players to play some games with the standard builds and learn to make a custom loadout once they have a few games under their belt!

The MSV standard

In the TechCommander universe the MSV is a unit built to a universal MSV standard that allows for inter-operability of equipment with 4 classes based on general size. While all MSV units comply with the total weight and power limits of the standard, the engineering of the units often varies from the AC standard as far as actual free weight and power versus the more idealized numbers in the original standard.

MSV classes (MSV AC standard before standard gear subtracted)

Class	AC	Total Weight Max (with all weps gear)	Gear Weight (before std weps/gear subtracted)	Power
LIGHT	3	30	15	30
MEDIUM	4	40	20	40
HEAVY	5	50	25	50
ULTRA HEAVY	6	60	30	60

Equipping MSV units

In the MSV chassis standard, the total weight of an MSV is up to or equal to its AC X 10. The "Free Weight" for weapons and gear is equal to half the total weight amount minus all standard weapons and gear.

The power limit on an MSV chassis is equal to AC X 10 before modification by gear. The Free Power is equal to the power limit minus all standard weapons and gear.

All MSV gear/equipment has a weight expressed in tons and will likely also have power requirements. An MSV unit may be assigned gear by the player up to its free weight/power limits.

MSV Base Chassis Rules

An MSV chassis design normally consists of a set of legs, a combined engine/transmission, a cockpit, possibly arms, and integrated and standard weapons or gear. The chassis may also have one or more abilities that are inherent to the design.

Standard gear*

These are unremovable weapons or gear that come with every MSV of that design, but still costs weight and power out of the normal AC class weight or gear allocation. The free weight and power fields on the unit's stats have this gear's weight and power subtracted.

Integrated Gear*

Integrated gear represents parts that are either modified by the MSV's manufacturer to be built into the chassis and/or that the designers were able to lighten other body parts to compensate to not cost additional weight and power.

***Standard and Integrated weapons and gear are not removable.**

Regardless of whether the weapon or gear is standard or integrated, these parts cannot be removed as they are tied to the core chassis systems.

Swappable Weapons and Gear - Using free weight and power and or standard builds.

Additional weapons and gear may be added up to the free weight and power limits of the unit. The only limit on this is that the weapons must also fit on the MSV weapons mount points.

Standard builds are units that are fully prebuilt units that have already followed these rules. Generally, the write ups or cards for these units will list the added weapons or gear under "builds" or "buildout specific Items." Any of these can be swapped out for weapons or gear of equal or less weight or power. In some cases, these builds do not fully fill the free weight or power. In that case the player may add additional weapons or gear up to the unit's limits.

Mission brief on UNDERSTANDING UNIT AND GEAR STATS

UNIT TERMINOLOGY:

ATTRIBUTES and ABILITIES– These are unique capabilities and 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.

BUILDS or BUILDOUT SPECIFIC ITEMS - These are weapons and gear that the player can swap if desired and are listed as part or standard builds to jumpstart the player into the action without building a custom loadout. This gear uses free weight and power from the standard chassis.

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. These numbers do not include any buildout specific items on standard builds.

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 – Speed is measured from any point on the unit base to the destination point. Rotating the base around the original measure point is allowed. 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 of the type of unit.



WEAPON AND GEAR TERMINOLOGY

ATTRIBUTES and ABILITIES – 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 – The 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 – You must have line-of-sight to a target to use this weapon.

MIN and OPT – This is the minimum range to a target 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 gear is expendable the number of uses is specified here (generally 1 or 6). If the rounds field says NA, the unit carries more ammo or power than 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, 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 into 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.

Mission brief on TECHCOMMANDER BASE RULES

MODEL BASE RULES (new for third edition)

Especially in the new 10mm scale it is useful to use bases for models in game.

Base Shapes and Game purpose for based models

TechCommander uses round bases. In addition to just being an easy way to handle and measure from the model, the base serves as a unit's "reach" for close combat, the space in which the unit can free spin, and if the unit is "adjacent" for rules purposes. This also serves as a measure point for the unit allowing oddly placed model bits such as long weapons from creating rules questions. The base is not considered to reflect the unit as much as the space the unit occupies and is operating in.

Model base sizes

AC1 UNITS – 20mm

AC2 VEHICLES – 40mm

AC3 VEHICLES – 60mm

AC3 MSV UNITS – 50mm

AC4 VEHICLES – 80mm

AV4 MSV UNITS – 60mm

AC5 and AC6 MSV UNITS – 80mm

Terrain features for based models

There is no game purpose for having a base on terrain features and in some cases terrain features may have components which do not follow the base footprint. Thus, for measure in based games, measure is from the nearest face or point of impact on the terrain feature to the unit base.

Movement through doors or gaps

The base is intended to reflect the operating area of the model and should not be considered when determining doors, entrances, alleys, or other gap or height obstructions. Clearance should be based on the model excluding the base.

If the unit would be able to crouch or fold features but the model is not posed that way, the clearance should assume the unit can operate in such a way as to navigate the space. A unit may move through such an obstruction but must be able to stop at the end of movement so the base is legally placed on the battlefield (e.g., a unit can't stop in the doorway if the base does not fit.)

Line-of-Sight for based models

A line-of-sight weapon must be able to draw a straight line to the target units. The base is NOT considered to be the unit for line-of-sight purposes. If the base is the only piece of the model visible to an attacking unit on a target unit, it may not be targeted with a line-of-sight attack.

This is a three-dimensional game. Some weapons may have restricted ability to elevate or depress that would make certain shots impossible. Non-line-of-sight weapons do not need a straight line to the target but must be able to draw some path to the target to take a NLOS (non-line-of-sight) shot. A unit outside of a feature such as a building may not target a unit that is fully surrounded by blocking features.

Figuring range for based models

When figuring range, measure from the closest part of the attacker's base to the closest part of the defender's base. If this range check is for a line-of-sight weapon, the closest point that has line of sight to the attacker should be used. If a laser designator is involved, measure from the

closest part of the attacker base to the laser designated spot. For range penalty purposes, round up. A unit's torso or turret can spin freely to make the shot.

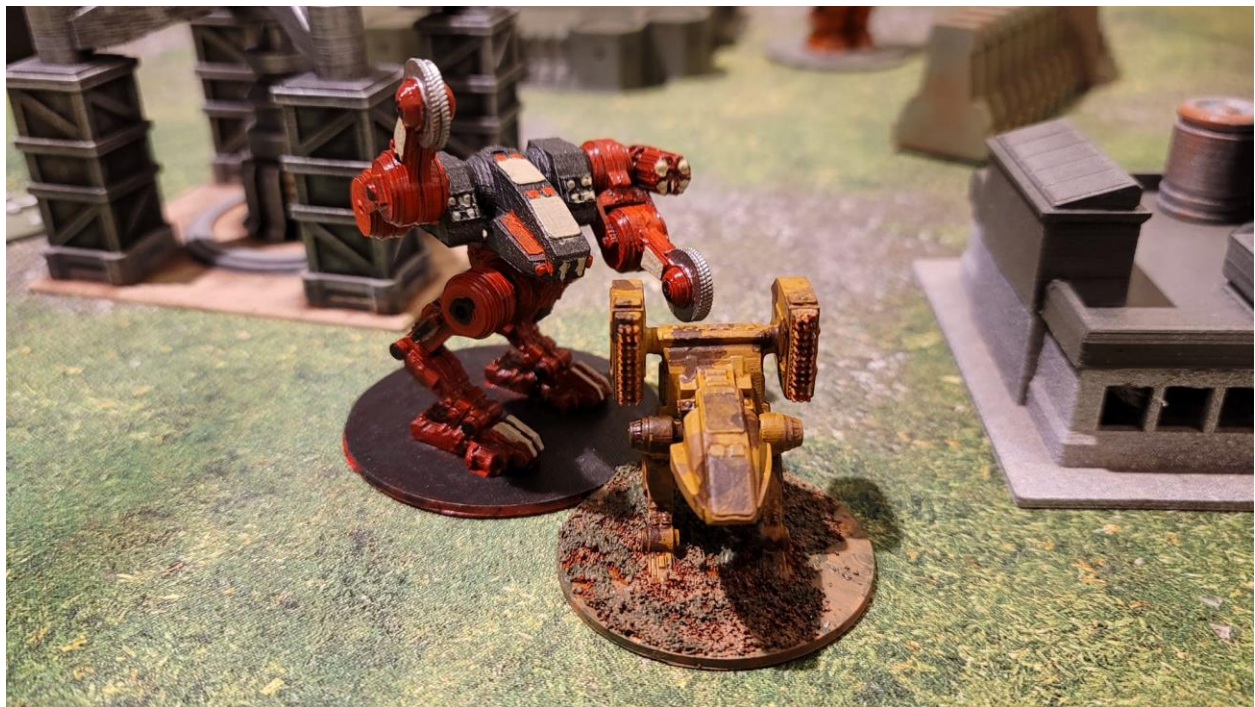
Rally squad cohesion for based models

In the AC1 troop rules there is an ability that allows these units to act as a collective whole if they are rallied. Units need to be within 12 to any point on the base of all rallied units.

ADJACENT and splash ranges defined for based models

“Adjacent” in these rules is redefined as base-to-base contact. If the player intends to be adjacent, the models must be able to make base to base contact.

For purposes of splash damage, the base edge of the model is used for measure but the splash still must have line-of-sight to the actual model. For example, if a model is tucked around a corner in such a way that the “cutting plane” of the splash might hit the base but not the actual unit the unit will not take splash.



Mission brief on TechCommander OVERALL GAMEPLAY

ACTIONS BASICS

Actions are individual things that the player's units do during a turn. There are many types of actions that will be described in detail later in these rules. Examples include moving, attacking, repairing, etc. The number of actions the player has will vary between game types and may also be impacted by the type of force the player has.

Giving Units Actions

Only units may be given an action. Actions reflect an ordered task being completed by the unit and are described in more detail later. Most units may be given one action per turn. MSV units may be given two actions per turn. Some units can only be given specific actions. This is noted in the unit description or in the rules for that unit.

GEAR BASICS

Gear is any equipment or weapons carried by a unit. Gear is not given an action; the action is given to its controlling unit. Some gear is expendable in nature (such as high-power missiles) and are no longer available once fully expended. Most expendable gear in this game has six uses or is single use.

Passing

A unit may "pass," meaning it is not being given any other action. A passing unit is considered to have "acted" for all actions available to it for the turn. If there are no more units to give actions to, or the player is out of actions, the player may pass.

NOTE: the player must select a unit to pass until there are no valid units to give orders to. Once a player passes, as opposed to passing with a unit, the opposing player may give all remaining actions to their forces.

Command units and actions

In a standard skirmish game, a player's team/squad gets four base actions, and in a standard deathmatch a player's team/squad gets two actions. In addition to the base actions, players can add to the total number actions available by adding "command" capable units. Once a player has used all available actions, the only legal action the player may give is to pass.



TURN PHASES

Initiative Phase

All players roll initiative, lowest goes first and so on up to highest. We then deploy all new or reinforcing units.

Action Phase

Players take actions that include moving, shooting, and other things. Players 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 the base actions the game mode allows for are complete, if any player has command units this adds command action rounds, again in initiative order.

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 Phase

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

Reset Phase

Smoke clears, revealed units are re-infiltrated, power armor that was not eliminated resets to 20 life. And we get ready for the next turn!



ACTIONS RULES

Under crewed units and actions

A vehicle or MSV controlled by less than full crew loses all fire control, and any second action or action adding attributes (such as the command ability to add extra actions).

Unit actions and crew

If a unit has been given an action, its crew is considered to have acted as well.

Move Actions

Movement may be made up to the maximum speed indicated on the unit. Movement may be measured from any point on the unit's base. The unit may end movement in any direction as long as the point used for the starting measure has not been moved more than the maximum speed.

Movement that requires no action

A unit can be revolved around its center axis to any facing for free at any time it or an opposing unit is not taking an action. Torso or turrets on units can be revolved at any time an opposing unit is not taking an action.

Terrain and move actions

Blocking terrain must be moved around unless the unit has gear to ignore blocking terrain or is a flying unit. The exception is if the unit qualifies to breach the terrain. (See 'Moving over, onto, or through terrain features').

For passageways, doorways and other obstacles, units must have proper width and height clearances for the unit to move between or through them. The base will not limit movement if the model would otherwise fit through the gap. Similarly, a unit can move behind a terrain feature being out of AO briefly to get to a location assuming the terrain feature is not a fence or feature intending to continue on outside the AO. That said, the base must be legally placed fully within the AO at movement end. Common sense should be a guide here.



Hindering terrain features and speed

Some terrain such as rubble may be assigned a hindering modifier by player agreement or by a GM. Hindering terrain can be ignored by units that are aerial or have jump jets. All other units lose speed equal to the fractional amount of the unit's total speed (without any modifiers considered) once they hit the terrain feature. This is referred to as the hindering speed modifier.

Use $\frac{1}{4}$ loss in speed for slightly rough patches, and $\frac{1}{2}$ loss in speed for very rough patches. A high/low die roll can be used for questionable or marginal terrain features to determine whether $\frac{1}{4}$ or $\frac{1}{2}$ speed penalties are applied.

If the hindering speed modifier reduces the remaining speed to zero or less, the unit is immediately stopped. Otherwise, the unit may continue at the reduced speed. This terrain may be assigned an AC if it is destructible. Hover-equipped units should generally ignore hindering speed modifiers unless all players or GM specify it as hindering hover-equipped vehicles.

TIP: Adding terrain modifiers adds a lot of character to your battlefield. Here are some suggested modifiers to use:

- rough brush or bushes (1/4 speed)
- heavy brush [affects hover-equipped] (1/2 speed)
- swamp (1/2 speed)
- shallow river (1/4 speed)
- steep grade [affects hover-equipped] (1/2 speed)
- narrow passing [gap between terrain features is less than a pencil width wider than the unit] (1/2 speed, or 1/4 speed for hover-equipped)
- muddy road (1/4 speed)
- heavily rutted road (1/2 speed)

Move actions and elevation

Units with jump/leap assistance (jump jets) or jump ability may move up to their speed in elevation AND up to their speed along the ground to clear obstacles or change elevations. Wheeled or legged units that do not have jump ability and wish to change elevation need to use a ramp. Troops, pilots, crew, or tech units may use ladders to climb. Climbs are measured the same as horizontal movement. Any crew or troop unit may make small jumps or clamber over features under one half of the standard crew/troop height.

MSV units may use steps if the step is no more than one half the height of the unit's knee. Likewise, wheeled vehicles may drive over steps equal or less than half the wheel height. Tracked vehicles may drive over steps equal or less than half the height of the front drivers of the tread system. Hover vehicles may use steps equal to half the skirt height or that the nose can clear.

All ramps or steps should be considered hindering terrain to vehicles or MSVs without jump jets.

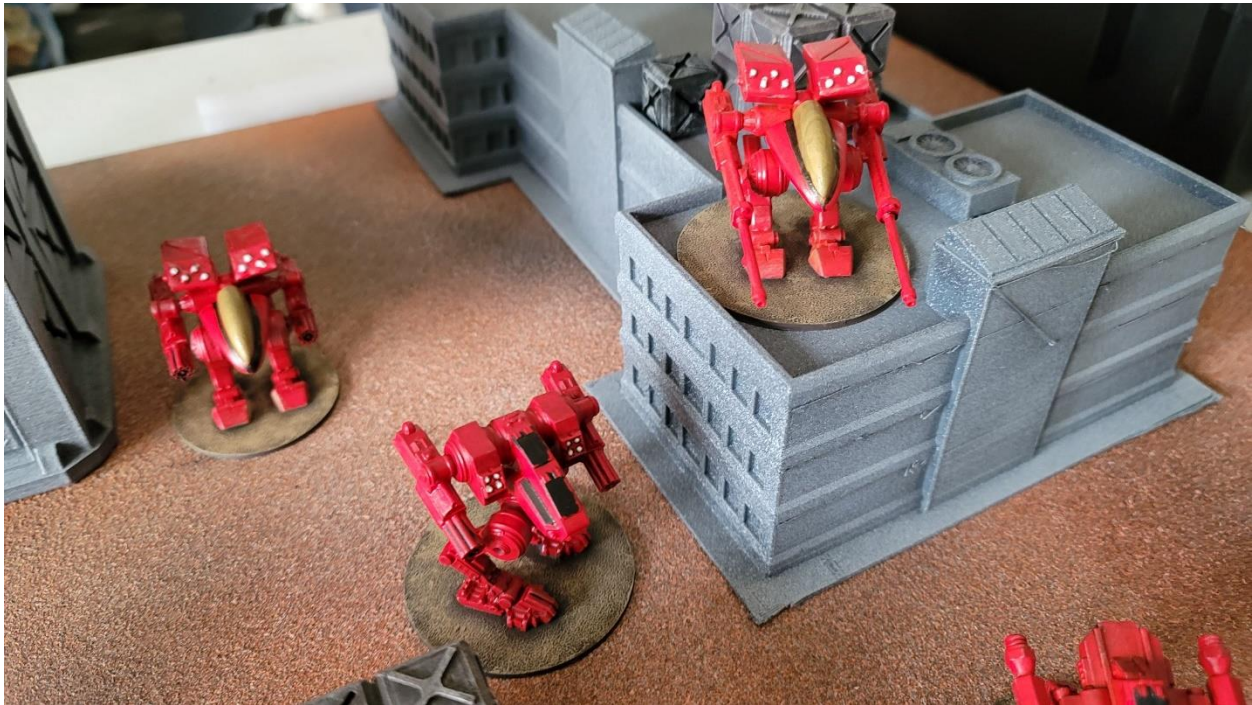
Occupying bridges, upper floors or roofs

A unit may occupy a roof or bridge, or the top of a terrain piece assuming that the piece fits on the surface soundly AND the AC of the terrain feature is equal or greater to that of the unit(s) that occupy it. If not, the terrain feature collapses under the weight of the unit.

If the total number of units occupying a terrain feature exceeds its AC the feature will collapse. This rule does not apply to AC1 units, and AC1 units do not add to the cumulative total.

Moving over, onto, or through (breaching) terrain features

MSVs and vehicles may crash through, or “breach” terrain features assuming the feature has less AC than the unit attempting to crash through. The terrain feature is immediately destroyed. The breaching unit loses $\frac{1}{4}$ of its total movement as soon as it makes contact with the feature. If, after losing $\frac{1}{4}$ of the unit’s total movement, the remaining movement is zero or less, the unit must stop.



Terrain Elimination

Unlike units, when a terrain feature reaches 0 life, it is immediately eliminated and removed from play. In some cases, it may leave a rubble pile at GM discretion.

Collapsing terrain features and damage to units

A destroyed terrain feature will affect any unit within its boundaries or within three of any part of the feature. Some terrain features may have a wider area of effect if it collapses. For example, buildings over twelve in height may have a damage area of six instead of three. These should be pre-agreed upon by the players or set by a game master.

If the terrain is explosive, units nearby will take damage equal to the AC of the terrain feature number of D20’s in damage.

If the terrain is not explosive, and the unit is the same size or bigger in AC than the collapsing feature, the unit takes no damage. If not and a jump capable unit, the unit may attempt a dodge roll of 12 or less. If dodge succeeds, the dodging unit may move up to six away from the collapsing feature. If not jump capable, or the unit fails or chooses not to dodge, take the difference between the feature’s AC and the AC of the unit and deal that number of D20s worth of damage.

Falling and Environment Damage from attacks

In addition to taking damage from a falling terrain feature, units may take damage from simply falling. If the terrain feature the unit was previously occupying is no longer available (either due to collapsing, or moving off of the feature) it has a chance to fall.

Jump capable units may attempt a dodge roll of 12 or less. If dodge succeeds, the dodging unit may move up to six away from the collapsing feature or may land jump assisted on whatever legal space the unit may occupy below.

If a unit is not jump capable, or fails or chooses not to dodge, the unit will fall. Falling units take damage for each story fallen (a story is a feature of approximately 4 height). Roll D20s equal to the AC of the falling unit times the number of stories the unit is falling.

A fall of less than one story can be ignored by units with jump jets or legs. Wheeled or tracked vehicles treat such a fall as a single-story fall.

Jump Units Dodging Collapsing Terrain

If a unit succeeds its dodge from collapsing terrain features, it is considered to have automatically succeeded at its falling dodge. If it failed its collapsing feature dodge, it may still attempt a dodge to avoid the falling damage.



Attack actions

Attacks are part of an action given to a unit to attempt to damage the opponent (an attack action). The player picks a weapon system or gear to use that is attached to the unit being given an action, then rolls a D20 for each shot/attack the weapon has. If the weapon is multi-shot, each attack/shot may have a different target (selected before rolling). Except for the fire-for-effect action, attack actions must be made against a valid target. Valid targets are non-infiltrated or revealed units, buildings, terrain features (other than the ground), doors, and walls. Doors or walls can be considered AC1 unless already specified.

Line-of-sight

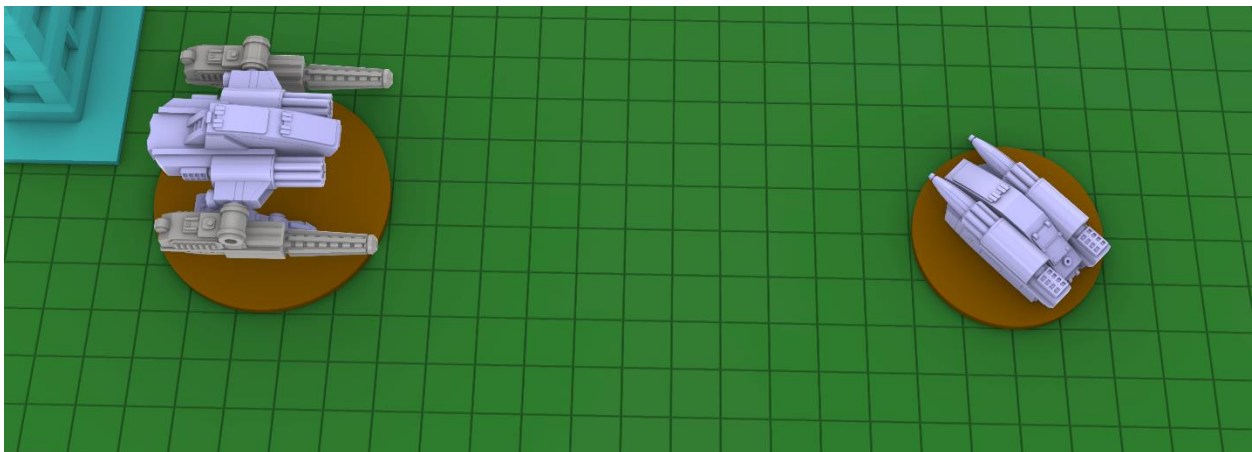
A line-of-sight weapon must be able to draw a straight line to the target. This is a three-dimensional game. Some weapons may have restricted ability to elevate or depress that would make certain shots impossible. Non-line-of-sight weapons do not need a straight line to the target but must be able to draw some path to the target to take the NLOS (non-line-of-sight) shot; a unit outside of a feature such as a building may not target a unit that is completely surrounded by blocking features.

Defining what is considered to be a unit for line-of-sight

A unit is the model itself including all its integrated weapons. When figuring line-of-sight to the unit for point of impact or splash, gun barrels, weapon blades, and nonintegrated weapons or gear are not considered.

Range checks

When figuring range, measure from the closest part of the attacker's base to the closest part of the defender's base that has line-of-sight to the attacker. If there is no line-of-sight, the shot is NLOS, measure closest part of base to closest part of base. If a laser designator is involved, measure from the closest part of the attacker base to the laser designated spot. For range penalty purposes, round up. A unit's torso or turret can spin freely to make the shot.



Cover Modifiers

Cover modifiers are intended to represent intervening terrain features or units that make a shot more difficult. To determine cover modifiers, view the shot line from the weapon to the target. If all parts are visible to the weapon, then no cover modifier applies.

- NO COVER (No Modifier): Target is covered less than 10%. (Examples: just the weapon tips, just the feet, a corner barely covered, or only non-integrated weapons.)
- MINOR COVER (-1): Target is more than 10% but less than 25% obstructed. (Examples: the knees down, a full arm excluding non-integrated weapons or gear.)
- HALF COVER (-2): Target is between 25% and 75% obstructed (Examples: everything below the torso or a whole arm and leg).
- HEAVY COVER (-3): Target is more than 75% obstructed (Examples: only an arm or leg or cockpit visible).
- BLOCKED (No Shot or -6 for NLOS shots): No part of the unit (the model itself, including all integrated weapons excluding gun barrels and/or weapon blades for these weapons) is visible. Nonintegrated weapons or gear are not considered.

Non-Line-of-Sight (NLOS) shots

An NLOS-capable weapon is one that is capable of firing around or over an obstruction. If an attacker is using NLOS capable weapon(s), and no part of the target is visible, the player may use the "Blocked" or NLOS modifier. Using an NLOS shot (regardless of whether line-of-sight is blocked) can also allow the weapon to be used to take a shot under its minimum range, and/or potentially ignore smoke or other defensive systems.

Linking weapons

If MSV or vehicle units have multiple copies of the same weapon, and the weapon system is listed as linkable, the weapons may be fired together, up to the linkable maximum, for a single action. A player may not target more than the base number of shots for that weapon system. Damage note: For each hitting shot, the damage is applied, thus a 12-damage weapon with 4 hitting shots does 48 damage total.

Alternate fire modes or shot types

Some weapons have alternate types of rounds or fire modes. These are covered in the description of the weapon and include such things as HE (High explosive), AP (Armor Piercing), HEAT (High Explosive Anti-Tank) and others. The player should select the round type before making the shot. If a shot type is not selected, the shot defaults to the first listed shot mode/type. All shots from a weapon or linked weapons system must use the same shot mode/type.

Impact point for splash damage

For splash damage, pick an impact point for each hitting shot. Any qualifying unit within the blast radius that is not blocked by the target will take damage. Unless the weapon was fired NLOS, the impact point must have a clear line-of-sight to the weapon. If the shot benefited from being laser designated, the impact(s) point must have line-of-sight to the laser designating unit.

Splash damage rules

Some weapons will indicate that they can do splash damage. This reflects the highly explosive nature of the impact and is figured as affecting a radius from the point of impact. Splash damage does not ignore armor, even if the round type is armor piercing.

Splash does not affect units that are behind cover from the shot. Thus, if a shot hits within the splash radius of a unit, but there is a wall between the unit and the shot, the unit is unaffected. For a line-of-sight shot to a planar wall, the shot splash stops along the plane. For legs, a unit

directly behind the leg is unaffected by splash. In general, if the cover is 75% or more, the unit is unaffected by the splash.

TIP: An item can be splashed assuming that a line can be drawn from the point of impact to the item to be splashed within range WITHOUT intersecting the cutting plane.

The armor pierce wall shot

A unit making an attack with a shot which ignores reduction to a level equal to or greater than the AC of a target wall may take a shot at this wall with a unit in line, behind, and adjacent to the wall. This is referred to as a wall shot. The terrain feature takes full damage and the unit behind takes half damage rounded up. The unit behind is not targeted thus may be infiltrated. A "wall" is defined as a 2-sided terrain element or feature of typical thickness. By player agreement or GM ruling, a wall may be ruled as too thick to pierce.

Flimsy doors of AC1 strength can be wall shot, in some cases, without the reduction in damage. Any armor-piercing shot can deal full damage to the unit behind, and any non-armor-piercing shot will deal half damage against AC1 doors.

Smoke

Some gear generates smoke as a form of cover. Only units equipped with special thermal sight systems such as the SEER or NLOS-capable weapons can ignore this modifier to a shot. The smoke generally is launched by a unit and has a radius and height of effect.

This smoke area generates a -6 "smoke" modifier to shots crossing through it. It does not block line-of-sight for cover modifier or other normal rules purposes or line of fire (direct fire weapons can fire into or through it). Smoke does not affect close combat but does negate fire control on a ram. In addition, it causes a -2 modifier to DFA attacks for any unit with a majority of the unit within the smoke. The smoke modifier may be reduced to -3 if the shot is properly laser designated.

Smoke clears at the end of turn. Shots modifiers for smoke are capped at -6 (multiple smoke areas do not stack.) Smoke modifier does stack with other cover modifiers. The smoke modifier does not apply on NLOS shots.

If an attacking unit can draw a line to any part of the main unit (the hull or body) that is not smoke obscured, the unit may ignore the smoke modifier for targeting that unit. Line of fire may then pass through the smoke without effect (as the targeting computer can see the unit, it can hit any part of it).

Mission brief on HOW TO ATTACK A UNIT and DAMAGE/ELIMINATE IT!

A player can target as many things as the number of shots for the weapon system they choose to use. The player will roll one D20 for each shot at a target including linked copies of the system. Players need to declare how they are dividing shots between targets before they fire.

In TechCommander, the base number you need to hit something starts at 10 or less on a D20 for each shot you take. From that we modify the needed roll to hit for other factors.

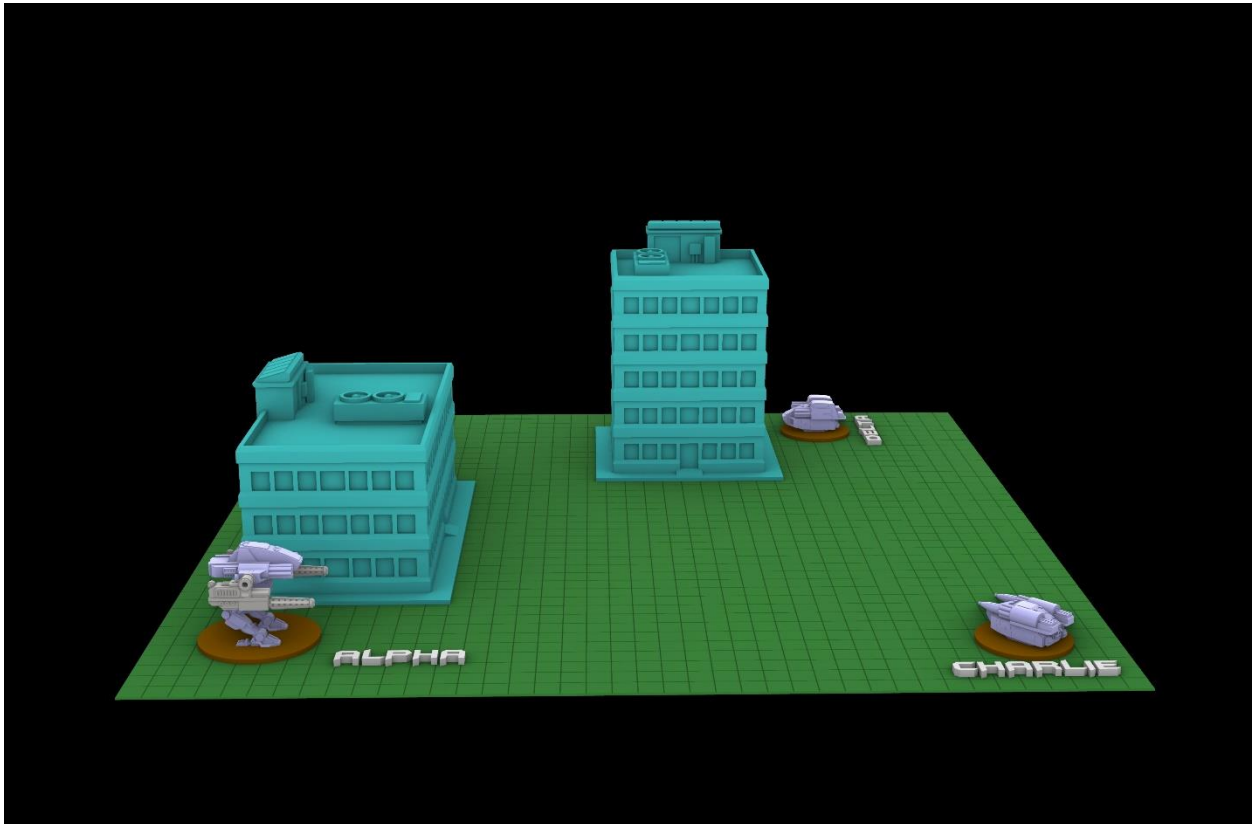
- The bigger the target, the easier it is to hit so we ADD the AC of the target as a plus.
- Some weapons have better accuracy or a targeting system. Player may add the fire control as a plus, if not countered by defensive gear.
- If the target is beyond optimum range, the player must take the range penalty as a minus.
- If line-of-sight is partially obstructed (over 10%) player takes -1
- For 25% or less obstructed, player takes -2
- For 25 to 75% obstructed, player takes -3
- If more than 75% of the target is obstructed, or if line-of-sight is completely blocked, take a -6 to the shot. Player must use a non-line-of-sight (NLOS) capable weapon to do this.

Before determining the final dice roll needed to hit, the player should check to see if smoke is a factor, and ask the opponent if they have any defensive gear to apply to the shot, this might make the shot harder, negate fire control etc. The opposing player may also mention gear that would be applied to damage such as armor that might have changed the player's mind. The player may always change shots until they roll the dice!

Once the player knows the modified number needed to hit, they roll that or less to hit. On hitting the player's weapon will deal damage. To take damage, add all hitting shots, subtract any reduction from defensive gear, then divide by the AC of the unit that was hit. That unit's controlling player will take that much life. Any non-divisible remainder has no effect.

ATTACK ACTION
With or without moving
Move then fire ...
-1 to attack for half move or less
-4 to attack for up to full speed move
AUTO STABILIZED vehicles may fire at any point(s) during movement at a -1

ALPHA may fire at CHARLIE without moving.
ALPHA may move half and fire at BRAVO at a -1
BRAVO may free spin and fire at CHARLIE without moving.
BRAVO may full move and split target CHARLIE and DELTA at a -4.
DELTA can move to the right of the building, fire at BRAVO at a -1 then move back to cover. (auto-stabilized)



Stingray tank CHARLIE is at range 27 from Dwarf ALPHA (measured at nearest points on base) and has popped smoke after moving there to make it harder to hit.

ALPHA wants to use the Devastator cannons on CHARLIE. ALPHA has two Devastators with 3 shots each. EACH SHOT needs to roll under the modified number to hit. Start 10 or less on a D20.

Figure all the positive modifiers:

- +1 - FIRE CONTROL (if fire control is not canceled by defensive gear)
- +1 - Wet Wire Jacks ability (this is the Dwarf special ability)
- +2 - Size Modifier (AC - size modifier plus is capped at 6)

So, +4 - total positive modifiers

Negative modifiers next:

- 0 - Move Modifier (ALPHA did not move (-0 stationary, -1 half move, -4 full move)
- 3 - Range (27 is 3 over Devastator OPT with a DROP of -1 per 1 beyond 24)
- 6 - Smoke (checking if any defensive gear applies)

So, -9 total negative modifiers

So, $+4 - 9 = -5$

The starting 10 - 5 from modifiers means player needs to roll 5 or less for each of the 6 shots (3 per gun) to hit.

Mission brief on the SKIRMISH GAME TYPE

The standard skirmish game runs with four base actions per player where forces face off to eliminate the enemy and achieve objectives. This game type represents one TechCommander running a mission versus another TechCommander.

Skirmish battlefield setup

Determine all terrain features and their armor class (AC), either per a pre-agreed upon scenario, or randomly by placing pieces alternately between players and rolling a die or drawing chits for each terrain feature's AC.

Units may be deployed near (within 12 of) the pre-arranged starting positions or spawn point. The player deploying the unit may choose to start with units rallied or infiltrated. (See infiltrated and rallied battle status rules for details as to what this means.)

Deployment is simultaneous. Each player may adjust his or her units freely during the deployment, until both sides are satisfied with their deployments.

In the Skirmish game type, each player announces whether they have hot drops. (See Hot Drop rules below). Next, all players deploy all units that are not to be hot dropped. Finally, all hot drop units deploy (see next section). Each player may adjust his or her hot dropping units until satisfied. Units that were not hot dropped may not adjust their deployment based on the hot dropped unit's deployment.

Hot Drop Deployment (Optional rule)

Players may choose to hot drop their units into battle. Such units may not start rallied or infiltrated. For each hot dropped unit, roll a D20. The player must then deploy the unit at 12 plus the rolled number away from the starting position. (If you have a very large battlefield, you may use 2D20.) The deployed unit must be at least 12 from any opposing unit. This rule does not apply to the Deathmatch game type.

Skirmish Game: Objective SCENARIO ideas

- **Elimination:** This is the standard skirmish fight where two or more forces meet and fight for control of the battlefield. Control is defined as elimination of all opposing units. Units deploy in pre-agreed deployment zones unless they are hot dropping. In case it is necessary to call the game for time, the objective winner can be determined by points, where each kill gets points equal to the AC of what was destroyed.
- **Raid:** Similar to Elimination except with a pre-placed defender and an attacker deploying into the battlefield. One side sets up on the board wherever they would like and is the defender, the other side picks two points after the defender sets up and hot drops from these two points. The two sides then fight for control of the battlefield. In case it is necessary to call the game for time, the objective winner can be determined by points where each kill gets points equal to the AC of what was destroyed.
- **Recon:** Randomly place an even number of recon tokens representing data drops around the play surface. Each player has a pre-agreed force build. Players score a recon point by having a surviving unit adjacent to the recon token at the end of any turn with no surviving opposing units. Most recon points at end of game wins the objective.
- **Control:** Select a key point or points on the battlefield. Control is defined as having no enemy units within 12 of the point to be controlled while having a friendly unit in the same area. Suggest playing to a pre-agreed time on these scenarios.
- **Invasion:** Randomly select terrain features as objectives to be destroyed. Pre-agree or dice off for attacker or defender. Pre-agree on a round time. The game ends as attacker victory if all objectives are destroyed before time is reached, otherwise the defender wins.

- Hybrid objective: Several of the above types can be combined with each win being an objective. Other pre-agreed objectives can be added as well.

The game ends when a pre-agreed time period elapses, or until a player achieves all objective victories or all opposing units are eliminated.

Standard game: Victory rules

If a player achieves more major objectives than the opposing player(s) then he or she wins the objective victory. In a tie, objective victory trumps elimination victory unless elimination is total (all opposing units eliminated).

Skirmish Tips

- 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 later 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 the first player, you are walking into 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 hitting against a key target.
- If you are the 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 into your territory and avoid exposing key units.

Mission brief on the DEATHMATCH GAME TYPE

The Deathmatch is designed to represent a number of TechCommanders facing off in a simulated training match with game play similar to an action video game and includes respawning and other rules to keep players in the action. This is a great game type for 3 or more players to keep the action moving!

The players set up a starting board and place a pool of units on a side table to be used by spawning players. A basic poker chip set is helpful for scoring the match.

The players will also need to set spawn points (should be equal to or exceed the number of players). Spawn points will be assigned to players using a random method. For example, if there are six or fewer players, a set of six unique looking D6 dice can be used to represent spawns. The players can then roll a D6 to determine spawns with ties being rerolled. Alternatively, any small, numbered items can be used as spawns and players can draw cards for which spawn they will deploy to. This second method avoids tiebreakers.

The players should also select a few extra spawns of exceptional quality as locations to be used for alternate spawns and the 'appeal deployment' perk (covered under kill perk rules).

Deathmatch Starting Cap

To start off each player has a cap of three. Each player may select from the pool or from the player's personal collection any vehicle or MSV unit(s) up to AC3, or an ECBS troop squad of up to three members. Players may also mix and match as long as they do not exceed the cap.

EXAMPLE:

Scott selects an AC2 STINGRAY tank and an ECBS equipped pirate troop.

Dave selects an AC3 PIGEONHAWK MSV.

Chris selects three marines.

Brian selects an AC3 HUNTER IV LAV.

Deathmatch: Team versus Free-for-all

Decide before the game starts whether to play a free for all or to play teams. For teams, choose a captain for each side to manage things like kill perks and the order in which actions are taken. Actions alternate between teams, and the captain rolls initiative for the team. The captain also manages when players on their team get to use each of their two actions. At game's end, victory is by team total, not individual points.

In a free-for-all, each player takes an action in initiative order. Each player has a base of two actions. Once each player has used two actions, those with additional actions take them in initiative order.

Deathmatch: Spawning

All players will roll for, or draw, a spawn point. If there is a tie with another player for spawn, both players will reroll until each player has a separate spawn point. At this point, each player chooses what unit(s) they wish to deploy with. Each player's unit(s) will then spawn within twelve of the spawn point they were selected for per standard rules. There is no hot dropping in deathmatch games. For team games, the players may elect to have a separate set of spawn locations for each team.

Deathmatch: Gameplay

Each player gets a base of two actions per turn. This game is fast and furious and is played for POINTS. Players can go for the big kills or go after skulls or other point generating moves. Points win the game; kills only matter as a tiebreaker.

Deathmatch: Upping the cap, and other kill perks

Once a player gets a kill, in addition to their point chips they will receive a red “kill” chip. They may hand in a kill chip in order to up their budget cap by one to a max cap of eight. They may also save kill chips to buy other in game perks such as air strikes or other cool things. (See Deathmatch: Kill Perks). At game’s end, all kill chips will be returned. A designated GM or scorekeeper can track the kill chips spent by each player on a scratch sheet or hand them an alternate chip of unique color to track how many kill chips were handed in.

Deathmatch: Kills, Deaths, and Points

As was just mentioned, every time a player gets a kill, they will receive a red kill chip. They also will receive point chips for what they killed, and for any bonuses they might get on the kill. The person who has been killed will receive a black “death” chip. These chips are given immediately and retained even if the eliminated unit manages to heal or repair the unit back to a living status.

Pro tip from the TechCommander Convention demo team: Points can be tracked with poker chips (White = 1, Green = 5, Blue =10).

Player gets points for:

- A. **Points equal to the AC** for any unit eliminated by the player.
- B. **5 points** for any unit eliminating a vehicle or MSV unit in a single action. (Full life to dead.)
- C. **5 points** for a crew or troop unit eliminating another crew or troop unit in a single action (Full life to dead)
- D. **10 points** for claiming the skull (being adjacent to at any point during an action) with a crew or troop unit.
- E. **5 points + 1 point** per unit for any unit(s) surviving a full turn.



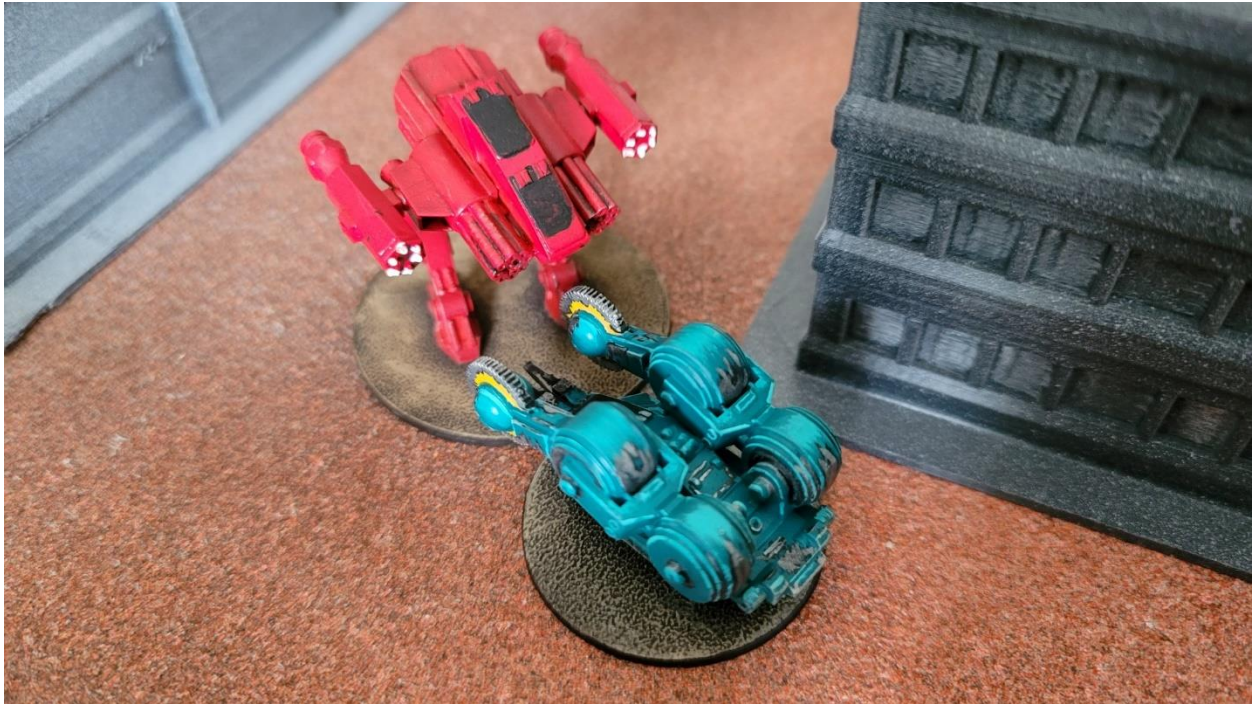
Deathmatch: Skulls

Skulls represent a combination of mission objectives that every ground-based troop unit ends up being assigned, and the typical “Easter eggs” found in video games. Thus, a player is rewarded for claiming the skull with a crew or troop unit and completing the mission by being given 10 points. Then to reflect the Easter egg aspect of it the player rolls a D20 to determine which skull they found.

At the beginning of the game, and any turn where there is not already a skull on the play surface, the players randomly place the skull in the battle area. This can be achieved by selecting a spawn per the method being used by the players, then rolling a D12 to figure a direction with the clock method (e.g., North is 12, South is 6, East is 3, and West is 9 and so on), then rolling one or two D20s (depending on play area size) for distance from the spawn.

Alternatively, if the skull is small and light it can just be tossed into the battle space randomly.

Skulls may only be claimed by an adjacent AC1 crew or troop unit as part of any action given to the claiming unit. The skull is selected with a D20 roll and takes effect right after the action in which it is claimed. The skull may have positive or negative effects on players. Regardless, a player receives 10 points for claiming the skull. The players may make up skulls if desired or use either the basic or advanced sets:



Basic Skull Set

Use this for a new play group with fewer units. (Roll 1D20 to determine result.)

1. **Patriot:** Claiming player gets a UAV missile strike! An off-field UAV fires a pair of apex missiles at a designated target. Ignore smoke, cover, and range modifiers.
2. **Anger:** The claimer may immediately move to a location adjacent to the nearest opposing unit and attack it once for free. (No action cost.)
3. **Tempest:** Until killed, the claiming unit of this skull has clear line-of-sight to all units on the battlefield.
4. **Death:** Claimer takes two D20 damage.
5. **Spring:** All units under claiming player's control are healed to full life. If no unit requires healing, the player may choose to have an additional infantry unit join him rallied to the claimer's group or have the player's cap increased by one.
6. **Fire:** Claimer takes 1D20 damage, then moves 2D20 in any direction.
7. **Famine:** All units in play take 10 life. Death chips are awarded for elimination. Kills are not awarded for elimination by the Famine skull.
8. **Spring:** All units under claiming player's control are healed to full life. If no unit requires healing, the player may choose to have an additional infantry unit join him rallied to the claimer's group or have the player's cap increased by one.
9. **Archangel:** Reveal all units on the battlefield.
10. **Hero:** If the claiming unit can survive for the remainder of the game, and the game is not currently in the last round of play, the controlling player will receive 50 additional points. In the last round, the controlling player receives 20 additional points (to base 10 points received for finding the skull).
11. **Scourge:** All smoke in play is removed; smoke has no effect for rest of turn. All units are revealed.
12. **Patriot:** Claiming player gets a UAV missile strike! An off-field UAV fires a pair of apex missiles at a designated target. Ignore smoke, cover, and range modifiers.
13. **Fire:** Claimer takes 1D20 damage, then moves 2D20 in any direction.
14. **Stupidity:** All opposing players (or teams) get 15 points each! Claiming player only gets the 10 points for finding the skull . . . Stupid skull!
15. **Anger:** The claimer may immediately move to a location adjacent to the nearest opposing unit and attack it once for free. (No action cost.)
16. **Navigator:** Immediately move claimer along with any units rallied to it to a point on the battlefield of claiming player's choice!
17. **Fate:** Claiming player must give a unit under his or her control to an opposing player. That player must immediately respawn the unit at full health at a random spawn location. This unit does not count against the chosen player's cap.
18. **Overwatch:** Player claiming skull receives an extra action until the end of the turn in which the next skull is claimed.
19. **Stupidity:** All opposing players (or teams) get 15 points each! Claiming player only gets the 10 points for finding the skull . . . Stupid skull!
20. **Spring:** All units under claiming player's control are healed to full life. If no unit requires healing, the player may choose to have an additional infantry unit join him rallied to the claimer's group or have the player's cap increased by one.

Advanced Skull Set

Use this set for games where players have enough units to make it work: (Roll 1D20 to determine result.)

1. **Conquest:** Six infantry of player's choice spawn immediately at a random spawn location in support of claimer's squad. These units do not count against the player's cap.
2. **Thunder:** A random AC6 (GM choice or die roll) spawns immediately in support of the claiming player at a random spawn location. Unit does not count against player's cap.
3. **Tempest:** Until killed, the claiming unit of this skull has clear line-of-sight to all units on the battlefield.
4. **Death:** Claimer takes two D20 damage.
5. **War:** A random AC4-6 (GM choice or die roll) spawns immediately in support of the claiming player at a random spawn location. Unit does not count against player's cap.
6. **Pestilence:** Identify the opposing non-eliminated unit with the least life on the battlefield. If there is a tie, the claimer chooses among those units that are tied. As soon as any player eliminates this unit, the claimer of the skull will also receive the points for it. If the claimer of the skull eliminates this unit, he or she will receive double points for its elimination.
7. **Famine:** All units in play take 10 life. Death chips are awarded for elimination. Kills are not awarded for elimination by the Famine skull.
8. **Destiny:** All units under claimer's control die. Claimer may select spawn point on respawn before other players draw or roll or it. Claimer will also be granted four Syndicate (ninja) troop units above the player's current cap under their control for the next time they respawn until the four units are eliminated. In the last round, the controlling player receives 5 points in addition to the base 10 points received for finding the skull.
9. **Archangel:** Reveal all units on the battlefield.
10. **Hero:** If the claiming unit can survive for the remainder of the game, and the game is not currently in the last round of play, the controlling player will receive 50 additional points. In the last round, the controlling player receives 20 additional points (to base 10 points received for finding the skull).
11. **Scourge:** All smoke in play is removed; smoke has no effect for rest of turn. All units are revealed.
12. **Patriot:** Claiming player gets a UAV missile strike! An off-field UAV fires a pair of apex missiles at a designated target. Ignore smoke, cover, and range modifiers.
13. **Fire:** Claimer takes 1D20 damage, then moves 2D20 in any direction.
14. **Stupidity:** All opposing players (or teams) get 15 points each! Claiming player only gets the 10 points for finding the skull . . . Stupid skull!
15. **Anger:** The claimer may immediately move to a location adjacent to the nearest opposing unit and attack it once for free. (No action cost.)
16. **Navigator:** Immediately move claimer along with any units rallied to it to a point on the battlefield of claiming player's choice!
17. **Fate:** Claiming player must give a unit under his or her control to an opposing player. That player must immediately respawn the unit at full health at a random spawn location. This unit does not count against the chosen player's cap.
18. **Overwatch:** Player claiming skull receives an extra action until the end of the turn in which the next skull is claimed.
19. **Rebel:** Claiming player may immediately spawn four pirates above cap at a spawn location of his or her choice!
20. **Spring:** All units under claiming player's control are healed to full life. If no unit requires healing, the player may choose to have an additional infantry unit join him rallied to the claimer's group or have the player's cap increased by one.

Deathmatch: Smack Talk Wagers

Smack talk wagers are available once a player has all their units eliminated. They can be claimed upon respawning only. The player will place a token or unique colored chip by their spawning unit. If the player with a wager token next to their unit can make a kill before dying, they gain 10 points in addition to the kill. If a player kills another player with a wager token before they can make a kill, they get 10 points in addition to the kill.

Deathmatch: Respawning

When a player loses all the units they control, they will roll for a spawn point and select a new unit(s) or squad to command. They will be deployed at the start of the next turn.

Deathmatch: Surviving a round

If a player has units surviving at the end of the turn, they collect the relevant point chips, then may choose to use the 'increase budget cap' perk, and or deploy reinforcement units up to the player's current (including any increase) cap limit. Surviving units count against the cap. The new units will be deployed with the normal respawn rules.

Deathmatch: Crew related points and surviving an eliminated vehicle or MSV

A deathmatch player who eliminates an MSV or vehicle gets points for the unit and possibly the passengers. If the passengers disembark, are offloaded, or escape via a survival roll, the attacker does not get points for them. If any loaded passengers remain in the vehicle at turn end, the attacker will score kills and points for them. Eliminating player does not get points for any standard crew aboard. A player with an eliminated unit can either choose to deploy a reinforcement unit(s) or respawn per the rules or try for crew survival per the rules.

Crew survivors do not count for survivor points on the turn they escape, but do count against the player's cap. It is OK if the number of survivors makes a player's force over cap, however, the player will not be able to deploy new units that count against the cap until their force is less than the cap.

Deathmatch: Game End, and Winning

The game is played to a pre-agreed time, or either kill or death chips are depleted at which point the game immediately ends. The highest point player wins. In case of a tie, the tiebreaker is number of kills. At game end, all players can count the final scores.

Large Cap games

As an alternative to the starting cap of three and max cap of eight, if the play group has longer to play, the group can opt for a "large cap game" with a starting cap of four and a max cap of twelve.

Deathmatch: Kill Perks

Kill perks can be cashed in at any time except when it is an opponent's place to take an action.

- **Increase budget cap** (1 chip): Up unit budget limit by 1 for next respawn (max cap is 8).
- **Initiative boost up** (1 chip): Initiative +2 until the next time player is fully eliminated.
- **Initiative boost down** (1 chip): Initiative -2 until the next time player is fully eliminated.
- **Appeal deployment** (1 chip): Player may use this kill perk to upgrade to the player's choice of one of several pre-designated alternate spawn locations for the current respawn.
- **Saturation Orbital Scan** (3 chips): Free scan of entire board (auto success)
- **Remote Strike** (5 chips): Calls in a UAV that fires a pair of apex missiles at designated target. Ignore smoke, cover, and range modifiers.
- **Hired Gun** (7 chips): A random or GM selected AC4 MSV will spawn at a random spawn in support of player's team. This unit does not count against that player's cap and lasts until eliminated.
- **Fire in the Sky** (10 chips): Antimatter bombardment targets player-selected spot on battlefield. Roll an attack at 12 or less. If attack succeeds, deal 4D20 damage to each unit (includes friendly) within 6 radius of the selected spot. If the attack fails, the shot deviates 1D20 in a line away from the nearest spawn location, then deals 4D20 damage to each unit (includes friendly) within 6 radius of the deviated spot.
- **Bring in the Thunder** (15 chips): Air strike targets player-selected start point and line of 2D20 length in player selected direction. Deal 4D20 damage to each unit within 6 of line (includes friendly units).

Optional kill perk

Requisition Assistance (3 chips): Player rolls 1D20 for one of the following random kill perks:

- 1-5 Initiative boost up or down (player's choice)
- 6-10 Hired Gun
- 11-15 Saturation Orbital Scan
- 16-19 Remote Strike
- 20 Bring in the Thunder

Deathmatch Tips

- Pay attention to the battlefield and try to keep several moves in mind in case another player steals your thunder. Deathmatching requires you to keep a quick and open mind to be successful and always looking for opportunities.
- Make moves that either 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 points 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 feel are likely targets for the nearest player in points. Both strategies are referred to as "points control".

Mission brief on ACTION TYPES

Ambush:

If a unit starts and ends within the 180° back arc of a posted-up unit (see Post Up battle status), the 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 for each of the following:

- *if attacker started infiltrated*
- *if attacker is using suppression gear*
- *if the attacker did not move*
- *if the attacker is a troop unit of the Syndicate factions.*
- *if the attacker is a Tier 1 (T1) type troop unit.*

If the posted-up unit fails to react, the attack proceeds and if a successful hit is scored, the defender's post up status is canceled, and the posted-up 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), units can move before attacking. Factor in a -1 movement 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 movement 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 movement modifier applies. On a success, deal ACx20 + D20 (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 and do 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).

Evacuate:

(MSVs and Vehicles may not use this action.) A pilot or crewmember unit that has reached a friendly board edge or pre-agreed rally point may be given an action to evacuate. This unit may be removed from the game as it has exited the area of operation (AO).

Fire for Effect: (Units with splash damage weapons only.)

Select any otherwise un-targetable spot on the battlefield and make an attack. No AC bonus applies, but range penalties do. Apply -4 if unit has LOS or -8 for NLOS to selected location. Movement can be used - normal move modifiers apply.

Jump Assault: (Jump equipped units only)

Unit may 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 land 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.

Loot: (MSVs and Vehicles may not use this action.)

If a friendly or opposing unit is at 0 or negative health and has acted (thus will be eliminated at turn end if nothing else were to happen), a player may give a loot action to move a crew pilot or troop unit up to its movement ending adjacent to the eliminated unit. The eliminated unit is now "looted." It cannot be looted again that turn. During the resolve damage phase, the looting unit may discard any amount of its existing gear then remove any amount of the gear it can legally carry from the looted unit and add it to itself. This loot happens regardless of whether the looted unit is healed / repaired.

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:

A unit with crew, troop or off loadable units may either move up to half speed then offload (place adjacent) any or all units from it, OR offload then move up to half. 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 pass jury rig roll if at 5 or less life ("in the red"). Player may give this unit an action to fire all weapons (ignore 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)

Attacker may pivot in place then move up to full speed in a straight line. As the unit moves, any unit (including friendly) encountered along the path may roll to dodge on a 12 or less. If successful, 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 use its abilities if desired.

Pop and Shoot: (Leap and jump capable units)

A jump equipped unit can jump up to its full speed in height, make an attack at a -1 move modifier, then drop back to its starting position.

Post Up:

Use this action to give a unit Posted Up battle status. This unit has positioned itself defensively to be able to cover a selected direction and attack when encountered.

If an opposing unit(s) comes within optimum range in front of the pointed weapon of the posted up unit (180 forward arc), the posted up unit may attack with any weapon that is legally available (has not already been used this turn or capable of more than one use per turn). Additionally, if attacking the posted up unit that has a valid cover modifier, factor an additional -2 posted up modifier to the attack.

Unit is no longer posted up if given any other action.

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, except for 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 attack roll misses, 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.

Ready Up:

Allows units to move up to half speed and then "ready" itself for an attack. The readied unit is marked by a token. It may attack to complete the action at any point in which an opposing unit that was not previously within optimum range (of any weapon carried by the unit) moves within optimum range 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 do not have to by initiative rules, they may not be targeted.

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 units. 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.

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 one action for the player.

Mission brief on BATTLE STATUSES - Conditions that affect units

A player's unit may have a battle status associated with it that defines how other units interact with it or gives it special abilities or attributes. The battle status is added when certain conditions are met as defined in the status description. More than one battle status may apply to a unit. (For example, a unit can be rallied and infiltrated, or revealed and rallied.)

Adjacent

A unit that has been moved beside another unit, or an object on the battlefield is considered adjacent. "Adjacent" in these rules is defined as base-to-base contact. If the player intends to be adjacent, the models must be able to make base to base contact.

Attached (Being a passenger)

An "attached" crew or troop unit is a passenger or crew for a vehicle. Troops or crewmembers can be attached to a vehicle assuming it has sufficient capacity at the start of the game, or by giving the vehicle a load action, or by using the board action. Units aboard vehicles generally cannot be given the full range of actions (use common sense) or may have different actions available to them until offloaded. Units aboard vehicles cannot claim skulls as part of the deathmatch rules set.

In addition, if the hatch is open (see "unbuttoned") a crew or troop unit may stand in the hatch. Such a unit may fire and take fire from outside of the vehicle and receives cover (50% generally) from shots coming from the outside.

If the passenger is fully inside the vehicle, it may not be targeted or shot at.

Auto-stabilized

This unit is a non-MSV vehicle. In this game, non-MSV vehicles tend to have a lower center of gravity which makes them ideal for shooting on the move. Non-MSV flying or VTOL units are also considered to be auto-stabilized.

An auto-stabilized vehicle may take shot(s) from any point during its movement path. Any shot taken while moving is at a -1 regardless of speed. An auto-stabilized vehicle with multiple instances of the same weapon may use the shots for each weapon. It is not bound by the link limit for that weapon to use both guns at the same target.

This is a special ability of non-MSV 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

A bubbled 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. Bubbled units are automatically revealed and cannot shoot from inside to the outside. Line-of-sight to and from this unit is unaffected by the bubble.

For ease of reference:

BUBBLE SHIELD: May be dropped on the ground or terrain feature adjacent to the controlling unit any time unless the controlling player has been offered a chance to apply defense gear and declined to apply this gear. If overlapping any other DDP shield, eliminate both shields. Creates 5 radius, 2 high deployable shield cover that units can enter or leave, but in which shots targeted in or out of the shield will hit the shield instead. Units with the shield between them and the impact point are immune from splash damage from the other side. All units within the shield are revealed. Shield starts with 20 life, and recharges to 20 at end of round unless eliminated. If reduced to 0 life

the shield is immediately eliminated; however, units with the shield previously intervening are not affected by damage from that particular shot or linked shots. The shield may be targeted as an AC5 size object but takes damage as a normal AC1 deployable. Units within the shield cannot use anti-missile systems. Once a shield is eliminated, another shield may not be dropped at, or overlapping, the eliminated shield's area for the remainder of the turn.

Dug-in

A dug-in unit is defensively holding its position on the battlefield. This makes it harder to hit and allows it to return fire against units that attack it. A unit becomes 'dug-in' by being given an action to dig-in. Crew or troop units that have not acted may be declared as being dug-in at any point that an opposing player is not targeting it.

Opposing units get a -2 to target a dug-in unit. If this unit is targeted, it may take an immediate return attack at the unit that targeted it, assuming it has range and other normal conditions for taking a shot. The unit may stay dug-in until it moves position on the battlefield (other than pop and shoot or rotating in place.) The unit may only make a return attack once. This does not count as using the weapon for the "once per turn" rule. This return attack does not count as an action.

Hull down (non-MSV or non-flying vehicle)

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 when attacked. This bonus stacks with cover and dug in bonuses.

Infiltrated (crewmember or troop ONLY)

Infiltration reflects a combination of jamming and invisibility-based camouflage. This unit is using stealth gear that prevents units on the ground from seeing it. The unit cannot be targeted directly.

A TechCommander's command center is hooked to sensor gear and intelligence assets that are much more advanced/capable and can see such units without a problem. Crafty commanders can order 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!

Any crewmember or troop unit with an infiltration system that has not been revealed or hot dropped this turn may become infiltrated. The player may infiltrate a unit by declaring it to the opponent or is presumed to be infiltrated unless otherwise declared.

Units that are infiltrated may not be targeted for attack, and do not take damage from direct attacks. Infiltrated units can be hit by splash damage. Infiltrated units that act belonging to players with the highest initiative remain infiltrated.

A unit which acts when its controlling player does not have higher initiative may still declare an action. The player makes a stealth roll of 10 or less on a D20 to try to hide the action. If this succeeds, the unit is not revealed. If the unit fails the stealth roll, it is revealed. Units revealed are revealed to all players. A revealed unit may be targeted, fired upon, or attacked by opposing units. A unit may also be revealed by the scanning action.

Opposing crew or troop units within six may ignore the infiltrated status for direct fire or close combat attacks if they do not use full move.

In the Red / Critically Damaged / Eliminated

This unit has taken damage and has under 5 life remaining or is eliminated. This unit is critically damaged, or "in the red" and may have serious issues that must be addressed in order to act normally. Such improvisation separates the proverbial heroes from the boys. This may be a jury rig of a bad system or using extreme composure to tough out the shaken effects of massive weapons concussion on the shield, or even overcoming a physical injury.

If a unit has been damaged to only have 5 life remaining or is eliminated and wishes to act, the player must make a jury rig or gut check roll. Roll a D20. On 10 or less the unit may act normally. If the roll fails, the unit is affected as follows:

1. Loses half speed (unit limps or has drive train issues.)
2. Is revealed.
3. Cannot use fire control.

Laser Designated

This unit has been painted by an opposing unit with unblocked line of site and a laser designator. As such, the opponent ignores cover modifiers when attacking with missile-based weapons, and any smoke modifiers on laser designated shots (for any ranged weapon) are reduced to -3.

Posted Up

Achieved by giving a Post Up action to the unit with this status. This unit has positioned itself defensively to be able to cover a selected direction and attack when encountered. If an opposing unit comes within optimum range in front of the pointed weapon of the posted-up unit (180° forward arc), the posted-up unit may attack with any weapon that is legally available (has not already been used this turn or capable of more than one use per turn).

Additionally, if attacking the posted-up unit that has a valid cover modifier, factor an additional -2 posted-up modifier to the attack. Unit is no longer posted up if given any other action.

Rallied (crewmember or troop ONLY)

ECBS troops, crew, or pilots that are within an area of proximity may be rallied to each other. If so designated, some infantry-related vehicles may also be rallied, such as ATVs. This represents the ability of the ECBS helmet computer to connect via an encrypted communications link similar in nature to modern day cellular phone Bluetooth technology.

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.

A rallied group may be given a single action as if it were a single unit for the entire group to follow. For purposes of rally groups, proximity is defined as no more than 3 to the nearest member of the group and no more than 12 to every other member of the group. Rallied groups must be declared to all opponents. If players change group configuration, it must also be declared.

Moves are based off the slowest member. Unless modified, attack actions are single target only but get an attack roll for each group member with an eligible weapon. Each member of the rallied group must meet the requirements for the action individually (die rolls etc.). If a rallied group member has acted already, or does not need to participate in the action, they may be left out of the action. If the action requires movement, the non-participating member may move with the group if able and is not considered to have acted. If the non-participating unit has already acted and the rallied action involves movement, it must either be split off from the rallied group, or the group must move in such a way as to keep it rallied despite its inability to move.

A player may select any number of the rallied group being given an action to run supporting scans. The supporting scan follows normal rules for scanning including movement modifiers. The unit moves as the rest of the unit but can scan with the appropriate modifiers. The reveal does not take place until all members of the rallied group have finished their action.

At any time, when legally able to rally, a player may have any number of members of a rallied group that has not yet acted, split off into a new rallied group. Also new members or rallied group can join any other rallied group if they meet the requirements. If members of a rallied group are separated from each other by unit elimination, the divided members can automatically form new, smaller rallied groups. Survivors of MSV or vehicle elimination are automatically rallied if the controlling player chooses.

Rallied groups may also use the special rallied actions to stand and engage or to engage other rallied groups. (See rallied weapons free and rallied assault action rules.)

Ready

A unit achieves this status by being given a Ready Up action. The readied unit is marked by token. It may attack at any point in which an opposing unit that was not previously within optimum range (of any weapon carried by the unit) moves within optimum range 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 do not have to by initiative rules, they may not be targeted.

Revealed (crewmember or troop ONLY)

This status is gained when a unit fails a stealth roll or is successfully scanned. The unit loses its revealed status at the end of the turn. Revealed units may be targeted normally by opposing units. Revealed units should be designated with a token.

Sentry mode

This unit is equipped with an active sentry system. Unless the weapon system associated with this sentry mode is used for a regular attack this turn, this unit is set to sense unit movement and reactively fire.

Once per player action, any opposing unit or rallied group of units that moves through, or ends its movement, within 24 of this unit can be automatically attacked. This ability does not cost an action. If unit(s) in question are infiltrated, you may determine shot targets after the opposing unit(s) have made its stealth roll. This attack occurs BEFORE movement has ended.

If the sentry attack succeeds in dealing enough damage to eliminate the target unit (current state of health and defensive gear not considered) the target unit must immediately stop. If the targeted unit makes an additional jury rig roll it may fire at any original target(s) if still legal from the stopped position.

UNBUTTONED or open vehicle

This unit either has a hatch which can be left open during operation or is built so that passengers have access to the outside. Unless otherwise specified, any attached passenger associated with the location where the hatch (or open seating position) is gains 50% cover for the passenger. Additionally, attached units in these positions may make a free attack at any single target within optimum range of the attacker's weapon at any point during the movement or action of the host unit. These attacks are always taken at a -4 move modifier if the host unit has moved. This ability does not apply to standard crew positions (e.g., the driver, IO, main gunner, etc.).

Attached passengers occupying an unbuttoned or open position may drop deployable shields or other non-action gear, or gear as reinforcements to units outside the vehicle without using an action as part of the host vehicle's move action.