

Movement/Terrain Summary

	CLEAR	HINDERING	BLOCKING	ELEVATED TERRAIN
FOOT [6]	No effect on movement and LOF [32].	Stop upon occupying HINDERING terrain if move started in clear. Half speed if unit begins move touching HINDERING terrain. +1 defense [32]. Shallow water is HINDERING for movement [33].	No part of a unit's path may move into or through BLOCKING terrain. Base can't overlap it at end of move. Blocks LOF [33]. Deep Water is BLOCKING for movement [33].	<ul style="list-style-type: none"> Stop upon occupying or departure. Reposition base entirely on/off elevated terrain based on entry/exit points [33]. +1 defense for height advantage [34]. Close combat, special attacks and formations allowed if base contact possible (view from overhead) [34].
Interaction of other Speed Modes with Terrain				
AQUATIC [16]	Water is CLEAR, (submerge in deep) [16].			ABRUPT ELEVATED TERRAIN [34] Treat like Elevated Terrain except: <ul style="list-style-type: none"> No close combat, special attacks or formations allowed between units on and off abrupt elevated terrain. Move onto or off using Jump Jets or a pre-designated access point.
HOVER/VTOL@NOE [17]	Water are CLEAR (but don't submerge) [17].		Hindering terrain is BLOCKING for movement [17].	
VTOL@CRUISING [18]	Doesn't interact with any terrain type, but can't end movement overlapping another unit's base [18].			WATER TERRAIN <ul style="list-style-type: none"> A unit in shallow/deep water may not be attacked by a close combat attack unless attacking unit(s) also in same shallow/deep water [33]. A unit in deep water is submerged (may not make or be the target of ranged combat attacks, it doesn't block LOF) [33]. 1 cooling for starting and ending turn in shallow water (Quad 'Mechs get 2) [22] or 2 cooling for starting and ending turn in deep water [22].
TRACKED [17]	HINDERING terrain is CLEAR [17].	Shallow water is HINDERING for movement [17].	Deep water is BLOCKING for movement [17].	
WHEELED [17]			Water is BLOCKING [17].	
'MECH [17]	Shallow water is CLEAR [17].	Deep water is HINDERING for movement (submerge) [17,33].		
QUAD 'MECH [17]	Shallow water is CLEAR [17].	Hull Down. Deep water is HINDERING for movement (submerge) [17,33].		

Movement path may cross infantry bases [17].

A unit occupies a terrain feature if its center dot is in the terrain [32].

Breakaway

Infantry, Vehicle [16]	4 - 6
'Mech [16]	3 - 6
Evade, Hover, Jump Jets [17,SEC]	2 - 6
Grappled [SEC]	5 - 6
Automatic:	
<ul style="list-style-type: none"> vs. shutdown 'Mech, salvage unit [16]. Quad 'Mechs vs. infantry [17]. 	
Push Damage: 'Mechs (non-Quad) deal 1 push damage to opposing infantry in base contact upon breakaway [17].	
Failed breakaway:	
<ul style="list-style-type: none"> No heat for declared run [17]. Infantry & non-Quad 'Mechs can free spin [16]. VTOLs can use speed points to change levels & make ranged combat attacks [FAQ18]. 	

Fractions Round Up [15]

Free Spin Summary

- Opposing unit ends move in base contact—yes [16,FAQ3,18]
- Vehicle or Quad "Mech—no [17]
- Ram—yes except rear-to-rear [28]
- Charge—yes except rear-to-rear [28]
- DFA—yes if fail, no if succeeds [28]

Transport Notes

Capacity [18]
<ul style="list-style-type: none"> Infantry cost = 1. Vehicle cost = 3. Captives count towards capacity. No transports or VTOLs can be passengers.
Passengers
<ul style="list-style-type: none"> Placed offboard w/label corresponding to transport [18]. May not be given orders [18]. Don't count towards Victory Conditions [18, but see FAQ17]. Can't use special equipment [18]. Transport eliminated: passengers eliminated [18]. Transport salvaged: passengers immediately disembark [19]. Transport captured: passengers immediately disembark and take 1 push damage [19].
VTOL Transport@cruising [19]
<ul style="list-style-type: none"> May board/disembark passengers with jump jets. If passengers with jump jets disembark at cruising, they stay in base contact for duration of order, and VTOL@cruising can't move after disembarking passengers. Salvage while @cruising: passengers eliminated unless they have jump jets.

Movement Formations

- 3 to 5 infantry/vehicles [29].
- Max. speed = slowest [29].
- No ram [28,29].
- Only the transport given the move order may unload [29].
- Units must be grouped so that each one is touching the base of another unit in the formation [29].
- No pushing damage for 2nd order token [29].
- All members of a formation must be from the same faction [29].
- Mercenary units may create formations with any other faction [29].
- VTOLs can never use formations [18].
- Sea Fox units can't use formations [39].
- Passengers & captives don't count towards formation limits [18,26].

VTOL Notes

- 2" of movement = alternate between NOE/cruising [17].
- 12" of movement = make ranged combat attack (must have 13 speed) [23].
- Salvage—must immediately descend to NOE [18].
- VTOL@cruising never considered to be in base contact [18] (except with jump jet units during order they disembark) [19].
- AA units double their ballistic range against VTOLs [25].
- A VTOL, not in base contact with an opposing unit, given a move order to move and make a ranged combat attack may move into base contact with an opposing unit during the order and then move out of base contact with the opposing unit without rolling to break away [FAQ19].