

Orders Summary

Orders Summary		Eligible Units		
Order [13,19]	Move/Attack/Capture/Vent Restrictions	Inf.	Vehicles	'Mechs
Move	Move [16]	✓	✓	✓
	Run [17]			✓
	Ram special attack (non-VTOL only) [28,18]		✓ non-VTOL	
	Charge special attack [27-28] • Must run.			✓
	Death From Above special attack (jump jets only) [28]			✓ jump jets
	Boarding (transports only) [18] • Transport not salvage [19]. • Passengers can't have been given an order this turn [18]. • Passengers start turn in base w/rear, not based by opponent [18]. • Reduce speed by half, transport may move [18].		✓ transport	✓ transport
	Disembarking (transports only) [18] • Reduce speed by half, declare disembarking will occur [19]. • Transport may move before or after disembarking [19]. • Place passengers in base with rear, not based by opponent, completely on battlefield [19].		✓ transport	✓ transport
Ranged Combat	Ranged Combat Attack [23] • Attack value > 0. Max. rng. > 0. Not blocked.	✓	✓	✓
	Indirect Fire Ranged Combat Attack [24] (ballistic only) • Attack value > 0. Max. rng. > 0. • Can't be in base contact with an opposing unit. Target can't be in base contact with unit friendly to attacker.	✓ ballistic	✓ ballistic	✓ ballistic
	Artillery Attack [25-26] (artillery only) • Attack value > 0. Range > Max. =< Artillery Range • Can't be in base contact with an opposing unit. • Don't resolve attack if artillery unit eliminated [FAQ4].	✓ artillery	✓ artillery	✓ artillery
Close Combat	Close Combat Attack [26] • Quad 'Mechs don't need front arc facing target.	✓		✓
	Capture attempt [26] (speed mode foot only)	✓ foot		
Vent	Vent [22] • Does not give an order token but counts as an order, so any order tokens already on the 'Mech are not removed in clean-up stage.			✓
Assault Combat	Full Move & Close Combat Attack [27,26]			✓
	Half Move & Ranged Combat Attack [27,23]			✓

Capture Summary

<p>Infantry with Foot Movement Mode may make capture attempts [26].</p> <p>Captives</p> <ul style="list-style-type: none"> • May not be targeted [27]. • Ignore all damage [27]. • Ignore artillery attacks [26]. • Ignore SE [26]. • VTOLs elim. instead of captured [18]. • May not be given orders [26]. • Order tokens are removed as normal [27]. • Don't count as friendly or opposing (= free breakaways) [26]. • Captive 'Mechs lose heat as normal but may not move [27]. • Freed if captor eliminated or bypassed [27]. • Count towards transport capacity [18]. • Don't count towards formation limits [26]. <p>Captors [27]</p> <ul style="list-style-type: none"> • May be given only move orders. • Must keep captive in base contact before & after move. • Move with lowest speed of captor/captive. • May share speed special equipment. • May not enter terrain prohibited to either. • If eliminated captor results in captive occupying blocking terrain, captive also eliminated. • May not be target of capture/close combat. • Can have only 1 captive at a time.
--

150 pts. = 1 order [13]

Turn Sequence [13]

Command Stage
 Order Stage
 Clean-up stage

Heat Loss Summary [22]

• **Vent Order** -2 clicks
 keep order tokens
 • **No Order** -1 click
 • **Water (Start and End)**
 Shallow -1 click
 Deep -2 clicks
 Quad 'Mech -2 clicks