

WizKids, LLC has sole ownership of the names to MechWarrior: Dark Age and is not affiliated with this Unofficial MWDA Reference Chart in any official capacity whatsoever.

Victory Conditions

1. ELIMINATING OPPOSING UNITS [39]

Pts. of eliminated opposing units X 1.

2. CONTROLLING THE BATTLEFIELD [40]

Pts. of own **able surviving** units (non-captured, non-salvage units) X 1,

+Pts. of **captured opp. infantry & vehicles in your deployment zone** X 2,

+Pts. of **captured opp. 'Mechs** X 2,

+Pts. of **opposing salvage units not in controller's deployment zone** X 1.

note 1: Each salvage 'Mech you capture counts X 2 [FAQ16].

note 2: Passengers do not count toward victory conditions [18 but see FAQ17].

3. CONTROL OF OPPONENT'S DEPLOYMENT ZONE [40]

1 pt. per own unit in opponent's deployment zone at the beginning of each of your command stages.

Winning [40]: The player with the highest point total for each victory condition wins that victory condition. The winner of the game is the player who wins most of these 3 victory conditions. Tiebreakers are as follows:

- VC2;
- VC1;
- highest six-sided die roll.

Faction Abilities

HOUSE LIAO

Awe [38] (50% of build total is elite Liao)

- Choose an opponent to be Awed at start of your command stage.
- At start of opponent's next turn, roll 1d6 for every 450 build points. A "6" causes opponent to get one fewer order that turn.

Fanaticism [38]

- Whenever a Liao unit(s) is eliminated by an opposing unit, each friendly Liao unit within 8 inches receives 1 click of repair.

Ruthlessness [38,FAQ1]

- A Liao unit that succeeds at an attack targeting a single Green-rank opp. figure gets +1 to its damage value for that attack.
- Any subsequent attacks must target that green unit unless:
 - the Liao unit is in base contact with another opposing unit, or
 - the green unit is eliminated, captured, or becomes a passenger.

JADE FALCON

Zellbrigen [38]

- +1 damage in successful attack targeting a single opposing elite unit.
- Any subsequent attacks must target that elite unit unless:
 - the Jade Falcon unit is in base contact with another opposing unit or
 - the elite unit is eliminated, captured, or becomes a passenger.

Merciless [38-39]

- Merciless. When this unit makes a DFA attack, roll one six-sided die and add the result to this unit's attack value for that attack. This unit is dealt 1 pushing damage when it fails a DFA attack and 0 damage when it succeeds at a death from above attack.

Enhanced Imaging [39]

- Ranged combat attack targeting a single opposing unit-roll 1d6. 4-6: LOF ignores hindering terrain and target treats hindering terrain as clear terrain.

SEA FOX [39]

Renegade

- Can't be members of formations.

Scavenger

- Eliminate opposing unit with same speed mode: repair 2 damage.

Predator

- Successful Ranged Combat or Close Combat attack targeting single opposing unit that gains Salvage special equipment, may make second attack of same type. For second attack, ignore special equipment, don't gain an order token, do not gain heat if a 'Mech.

Alliances

House Alliances [20]

RotS-Highlanders
Davion-Swordsworn
Steiner-Stormhammers

Grand Alliances [insert]

Bannson's Raiders-Liao
Spirit Cats-Steel Wolves

Line of Fire [LOF]	<ul style="list-style-type: none"> Blocked if intervening figure is a 'Mech [23]. Blocked if intervening figure is non-'Mech, & attacker & target are non-'Mechs [23].
	Blocked [33].
	Blocked [33-34].
	Blocked [33].
	Blocked [33-34].
	Not blocked if intervening figure is a VTOL@cruising [18].
	Not blocked VTOL@cruising never affected by elevated or blocking terrain, or unit bases for LOF [18].
LOF Modifiers	
	+1 defense for height advantage [34].
	+1 defense if LOF crosses hindering terrain that is not beneath the base of the attacker: (a) Attacker firing through hindering terrain that it is in but not covered by its base. (b) Intervening hindering. (c) Target is in hindering [32].
	+1 defense for hindering terrain when attacker or target are elevated and intervening hindering terrain is also elevated [34].
	+0 defense Intervening hindering terrain doesn't modify attack when attacker or target are elevated and intervening hindering terrain is not elevated & not occupied by defender [34].
	+1 defense for height advantage for VTOL@cruising if attacker at NOE [18].
	+1 defense VTOL@cruising only affected by hindering if the attacker or target in hindering [18].
Key	
A = attacker	= hindering terrain
T = target	= elevated or blocking terrain
F = intervening figure	
V = VTOL @cruising	