

MOVEMENT & TERRAIN

	CLEAR	HINDERING	BLOCKING	SHALLOW WATER	DEEP WATER
FOOT [6]					
AQUATIC [16]					submerge [16]
HOVER/ VTOL@NOE [17]					
VTOL@ CRUISING [18]	Doesn't interact with any terrain type [18]				
TRACKED [17]					
WHEELED [17]					
COLOSSAL 'MECH [CCURoW]		no defense mod [CCURoW]		-1 heat if start & end turn [17, 22]	submerge -2 heat if start & end turn [17, 22, 33]
'MECH [17]					
QUAD 'MECH [17]		hull down [17]		-2 heat if start & end turn [17, 22]	

Key

Clear	• Has no effect on movement or LOF [32]
Hindering	• Stop upon entering hindering terrain if moving from clear [32] • Half speed if unit begins move touching hindering terrain [32] • +1 defense but not water, which is hindering for movement only [32-33]
Blocking	• No part of unit's path may move into or through blocking terrain [33] • Blocks LOF, but not deep water, which is blocking for movement only [33]

- A unit in water can't be attacked by a close combat unless attacking unit(s) also in the same water [33]
- A unit in deep water is submerged: Can't make or be target of ranged combat, & doesn't block LOS [33]

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

Fractions Round Up [15]

Elevated terrain is like blocking terrain for LOS purposes, but unlike blocking terrain, units can move into it.

ELEVATED TERRAIN

- 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]

ABRUPT ELEVATED TERRAIN

Treat like Elevated Terrain except:

- No close combat, special attacks or formations allowed between units on and off abrupt elevated terrain [34]
- Move onto/off using Jump Jets or a pre-designated access point [34]

BREAKAWAY

	SUCCESS
Infantry, Vehicle [16]	4 - 6
'Mech [16]	3 - 6
Colossal, Evade, Hover, Jump Jets [17, SEC, CCURoW]	2 - 6
Grappled [Colossals ignore] [SEC, CCURoW]	5 - 6

'Mech movement path may cross infantry bases [17]

Automatic:

- vs. shutdown 'Mech, salvage unit [16]
 - Quad & Colossal 'Mechs vs. infantry [17, CCURoW]
- Push Damage:** 'Mechs (non-Quad) deal 1 push damage to opposing infantry in base contact upon breakaway [17]. Colossal 'Mechs also deal this damage to vehicles. [CCURoW].
- Failed breakaway:**
- 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 [FAQ21].

Original design for the movement matrix taken from bigbear's ref sheet.

FREE SPINS

- **Opposing unit** ends move in base contact--yes [16, 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]

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]

VTOLS

- **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 VTOL@cruising [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 [FAQ22]

TRANSPORTS

- Capacity** [18]
- Infantry cost = 1. Vehicle cost = 3.
 - Captives count towards capacity.
 - No transports or VTOLs can be passengers.
 - BOARD: start turn adj. to rear, transport can move 1/2 speed.
 - DISEMBARK: unload at start or end of move, transport can move 1/2 speed.

Passengers

- 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]

- 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.