

ORDERS		150 pts. = 1 order [13]	Eligible Units		
Order [13,19]	Notes		Inf.	Vehicles	'Mechs
Move	Move [16]		✓S	✓S	✓S
	Run [17]				✓SⓈ
	Ram special attack (non-VTOL only) [28,18]	• vs. single non-infantry unit [27]		✓S non-VTOL	
	Charge special attack [27-28] • Must run	• Can't start turn in base contact w/opposing unit [27]			✓S
	Death From Above special attack (jump jets only) [28]	• Attack > 0 [27-28] • Impact damage ignores hard. & hvy. armor [17, SEC]			✓ jump jets
	Boarding (transports only) [18] • 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]			✓S* transport	✓S* 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. • Not 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. and =< Artillery Range. • Not in base contact with an opposing unit • Don't resolve attack if artillery unit eliminated [FAQ20]		artillery	artillery	artillery
Close Combat [26]	Close Combat Attack • Quad 'Mechs don't need front arc facing target • In shallow water, both units must be in the shallow water		✓		✓
	Capture attempt (speed mode foot only)		✓foot		
Vent [22]	Vent • 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				✓S
Assault Combat [27]	Full Move & Close Combat Attack	• Can't start turn in base contact w/opposing unit			✓
	Half Move & Ranged Combat Attack	• No running • No formations			✓

### COLOSSAL 'MECH ORDERS

Can be given > 1 order/turn but:

- Only 1 move order/turn
- Only 1 assault order/turn
- Can't be given orders after being given a vent order
- Once you give a colossal 'mech an order, you can't give an order to another figure and then go back and give additional orders to the colossal 'mech [CCURoW]

### CAPTURE

Infantry with Foot Movement Mode may make capture attempts [26].

#### Captives

- 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]

#### Captors [27]

- 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

✓ = unit may be given this order.

S = salvage units may be given this order (but may not push) [SEC].

S\* = salvage transports must immediately disembark passengers [19]

Ⓢ = colossal 'mechs may not run [CCURoW]

### HEAT LOSS [22]

- **Vent Order** -X clicks where X = vent rating, keep order tokens
- **No Order** -1 click
- **Water** (start and end in)
  - Shallow -1 click
  - Deep -2 clicks
  - Quad 'Mech -2 clicks