

## 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 [FAQ19]

note 2: Passengers do not count toward victory conditions except when eliminated in an eliminated transport [18, FAQ20]

### 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

### 4. Count VC4 if a mission card is in play [Firepower insert]

**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 victory conditions. Tiebreakers are as follows:

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

## CONSTRUCTED TOURNAMENT

### SETUP [12, 35, MTR2.2, Firepower insert]

1. Players place 3 terrain pieces off to the side

2. Players roll dice. Players alternate placing terrain, starting with the 2nd player

3. Each player plays 1 planetary condition (PC), mission or dummy card. Each card may be played once per game per tournament  
Tournament "Hand":

- No duplicates
  - Comprised of PCs, missions and/or dummies
  - Number of cards equal or less than the number of rounds
  - Number of cards of a given card type (PC or mission) in a player's hand must be < the number of rounds in the tournament
- 1st player deploys units
  - 2nd player deploys units
  - 1st player deploys infiltrators
  - 2nd player deploys infiltrators


## Line of Fire [LOF]

- **Blocked** if intervening figure is a 'Mech [23]
- **Blocked** if intervening figure is non-'Mech, & attacker & target are non-'Mechs [23]

A F T

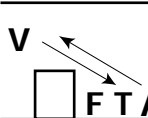
A  T **Blocked** [33]

A  T **Blocked** [33-34]


A  T **Blocked** [33]

A F  T **Blocked** [33-34]


A  T **Not blocked** if intervening figure is a VTOL@cruising [18]

V  F T A **Not blocked**  
VTOL@cruising never affected by elevated or blocking terrain, or unit bases for LOF [18]

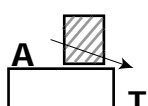
## LOF Modifiers

T  A **+1 defense** for height advantage [34]

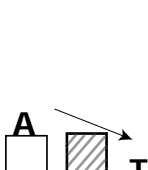
**+1 defense** if LOF crosses hindering terrain that is not beneath the base of the attacker:  
(a) Attacker firing through hindering terrain that it is in but not covered by its base  
(b) Intervening hindering terrain  
(c) Target is in hindering [32]

[a] [b] [c]  
A  T

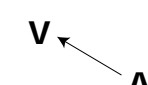
**+1 defense** for hindering terrain when attacker or target are elevated and intervening hindering terrain is also elevated [34]

A  T

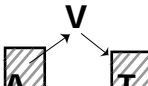
**+0 defense** Intervening hindering terrain doesn't modify attack when attacker or target are elevated and intervening hindering terrain is not elevated & not occupied by defender [34]

A  T

**+1 defense** for height advantage for VTOL@cruising if attacker at NOE [18]

V  A

**+1 defense** VTOL@cruising only affected by hindering if the attacker or target in hindering [18]

V  A T


## Key


A = attacker

T = target

F = intervening figure

V = VTOL@cruising

 = elevated or blocking terrain

 = hindering terrain

## 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, FAQ17]

- A Liao unit that succeeds at an attack targeting a single Green-rank opposing 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]

- 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, don't gain heat if a 'Mech.

## ALLIANCES

**House Alliances** [20, Wolf Strike insert]

- RotS-Highlanders
- Davion-Swordsworn
- Steiner-Stormhammers
- Clan Wolf-Steel Wolves
- House Kurita-Dragon's Fury
- Clan Nova Cat-Spirit Cats

**Grand Alliances** [Wolf Strike insert]

- House Kurita-Clan Nova Cat

## END OF THE GAME [39]

- Either one or no player has an able unit on the battlefield (excludes salvage/captive) or
- Time limit reached or
- Players agree to end game.