

Initiative phase

No Special Attack

special attacks:

CHARGE*
+2 heat must have lower initiative

DEATH FROM ABOVE*
must have lower initiative

PIN

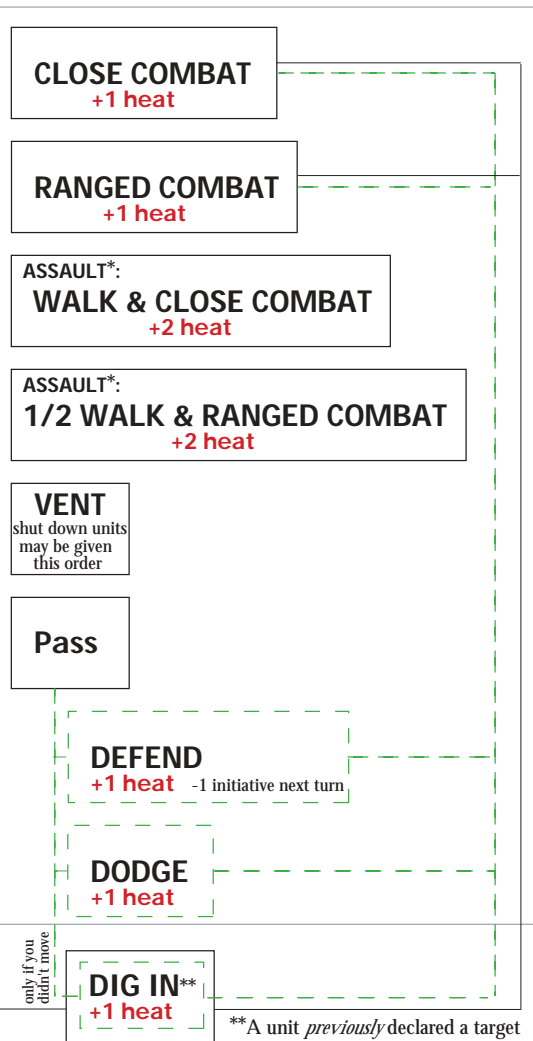
Move phase

MOVE:
WALK or RUN
+1 heat

*Cannot begin special attack or assault order in base contact with an opposing unit

No Move

Combat phase



can do on your turn can do on opponent's turn

Attack Modifiers

based on target or intervening

- 1 hindering terrain
- 2 other unit in LOF
- (-1) friendly fire (or friendlies take 1 damage if successful)
- 1 higher elevation
- 1 defend order
- 2 dodge order
- +1 dig in order
- +2 rear arc
- +2 shutdown

based on attacker

- 1 called shot
- 2 indirect fire
- 1 assault
- 1 defend order
- +2 dig in order
- 2 charge crosses non-water, non-clear terrain or does not start from hexside w/in front arc
- +2 charge rear-to-rear
- 2 death from above

Green = ranged combat
Black = ranged & close combat
Orange = all attacks
Red = charge special attack
Blue = death from above s.a.

Damage

Ranged Combat

- Primary or secondary (ballistic or energy)
 - If energy, target takes 1 heat
 - Indirect fire (ballistic) max. 2 damage

Close Combat

- Melee
- Primary non-melee X 1/2

Charge

- Primary +1 (attacker dealt 1/2 primary)

Death from Above

- Primary +2 (attacker dealt 1 if successful or 2 if fail)

Notes

Breakaway on 3-6

- 2 pinned by lower initiative unit
- 1 pinned by higher initiative unit

Knocked unconscious on crit. hit
4+ to revive at start of each phase or when attacked

Add pilot defense to roll

Token Placement

- 1st: 6 width, 7 or 8 length
- Subsequent: 2d6 width (max. 11), 3d6 length (max. 15)

Reputation

- 70 for eliminating lesser 'Mech
- 80 for eliminating greater 'Mech
- X for target tokens

Movement Cost

- 2 for clear
- 3 for hindering/grounded to elevated

Heat

- 1 no orders this turn
- 1 occupy water during clean-up phase

SOLARIS VII

<http://homepage.mac.com/fenyan/mwda>

unofficial reference chart v.1.1