

8.0 SPECIAL FORMS AND PLAYER AIDS

8.1 Player Aid Sheet

Move Orders

#	Order	Option
0.	NOMOVEMENT	— — — —
1.	MOVEFORWARD	— — — —
2.	TURNRIGHT,MOVEFORWARD	— — — —
3.	TURNLEFT,MOVEFORWARD	— — — —
4.	MOVEBACKWARD	— — — —
5.	MOVETOWARDSPECIFICBOT	Bot ID#
6.	MOVETOWARDNEARESTENEMYBOT	— — — —
7.	MOVETOWARDLASTENEMYBOTTOTARGETME	— — — —
8.	MOVETOWARDNEARESTFRIENDLYBOT	— — — —
9.	MOVETOWARDLASTENEMYBOTTARGETED	— — — —
10.	MOVETOWARDNEARESTFRIENDLYCOMMANDPOST	— — — —
11.	FACESPECIFICDIRECTION	Direction
12.	FACE TOWARDSPECIFICBOT	Bot ID#
13.	FACE TOWARDNEARESTENEMYBOT	— — — —
14.	FACE TOWARDLASTENEMYBOTTOTARGETME	— — — —
15.	FACE TOWARDNEARESTFRIENDLYBOT	— — — —
16.	FACE TOWARDLASTENEMYBOTTARGETED	— — — —
17.	FACE TOWARDNEARESTFRIENDLYCOMMANDPOST	— — — —
18.	STANDUP	— — — —
19.	EJECT	# of Engines
20.	KNEELDOWN	— — — —
21.	SPRINTFORWARD	— — — —
22.	TURNRIGHT	— — — —
23.	TURNLEFT	— — — —
24.	TURNAROUND	— — — —
25.	— Reserved —	— — — —
26.	MOVEFORWARD,TURNRIGHT	— — — —
27.	MOVEFORWARD,TURNLEFT	— — — —

Attack Orders

#	Order	Option
0.	NOATTACK	— — — —
1.	ATTACKSPECIFICENEMYBOT	Bot ID#
2.	ATTACKTHE NEARESTENEMYBOT	— — — —
3.	ATTACKTHE LASTENEMYBOTTOTARGETME	— — — —
4.	ATTACKTHE LASTENEMYBOTTARGETED	— — — —
5.	ATTACKTHE NEARESTENEMYCOMMANDPOST	— — — —
6.	SELFDESTRUCT	— — — —

Note: A “— — — —” indicates that the section is NOT USED with the indicated order and that the “Option” section of the Turn Sheet should be left blank or filled with a dash (“—”). A “0” and a blank (“___”) or dash (“—”) are not synonymous and cannot be used interchangeably. Thus the MOVE ORDER and ATTACK ORDER sections must always contain a number, including a “0” for NO MOVEMENT or NO ATTACK. The “Weapon” section of the Turn Sheet must contain a weapon ID number for ALL Attack Orders EXCEPT #0 NO ATTACK and #6 SELF DESTRUCT. In those two cases the weapon section should be left blank or filled in with a dash.

Summary of Weapons Characteristics

Weapon	APs	Your Heat	OR	MR	DM	Heat Factor
Battle Fist	1+	1	1	1	3+	0.25
Battle Blade	2+	2	1	1	5+	1.00
Lt. Flame Cannon	1	4	1	2	2	4.00
Hvy. Flame Cannon	2	5	2	3	3	4.00
Light Laser	1	1	1	3	2	1.50
Medium Laser	3	2	2	4	4	1.50
Heavy Laser	4	3	2	5	6	1.50
Heavy Machine Gun	1	2	1	2	3	0.50
Lt. Machine Cannon	6	3	3	6	6	0.75
Hvy. Machine Cannon	8	4	4	7	8	0.75
Particle Beam Cannon	9	8	2	5	11	1.00
Mini Missile S-Pack	4	3	6	9	5	0.75
Mini Missile L-Pack	6	4	6	9	7	0.75
Mega Missile S-Pack	5	4	8	10	8	0.75
Mega Missile L-Pack	7	5	8	10	10	0.75

Note 1: Abbreviations: APs = Action Points expended to use the weapon, Your Heat = the amount of Heat generated in the attacking Bot when using the weapon, OR = Optimum Range (the range at which the weapon has the highest chance of hitting a target), MR = Maximum Range (the greatest distance at which the weapon can hit a target), DM = Approximate amount of damage inflicted by the weapon in a successful attack, Heat Factor = used to determine the amount of Heat inflicted on a target by a successful attack (ie. Heat = DM * Heat Factor).

Note 2: The Heat inflicted on an enemy Bot by a successful attack is the amount of damage inflicted multiplied by the Heat Factor.

Note 3: In addition to the listed AP cost for the Battle Fist/Blade the attacking Bot uses additional APs based on the attacking Bot's tonnage (tons/20).

Note 4: In addition to the Damage listed for the Battle Fist the attacking Bot inflicts additional damage based on the attacking Bot's tonnage (tons/10).

Note 5: In addition to the Damage listed for the Battle Blade the attacking Bot inflicts additional damage based on the attacking Bot's tonnage (tons/20).

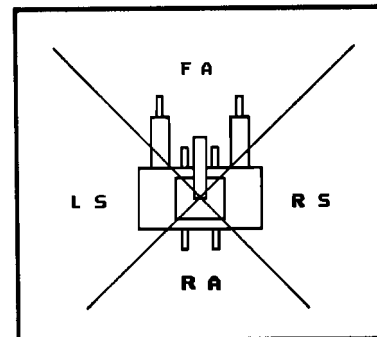
Terrain Effects

Terrain	Cover	Fall Chance
Buildings, Heavy	Excellent	High
Buildings, Light	Poor	Moderate
Crater	None	Low
Gulley	None	Low
Hill-2	None	Low
Hill-3	None	Low
Hill-4	None	Low
Lake	Good	Low
Open	None	Low
Ridge-2	None	Low
Ridge-3	None	Low
Ridge-4	None	Low
Woods, Light	Poor	High
Woods, Heavy	Good	Very High

Note 1: The listed effects of cover are based simply on the terrain type of the sector containing the target and do not include "masked" legs, kneeling, etc.

Note 2: The Fall Chance indicated is based purely on the modifier for entering the terrain type and does not include the effects of a change in elevation. The chance when moving from one Level-4 Ridge to another is Low. When moving from Open Terrain (Level-1) to a Level-4 Ridge is much higher due to the dramatic change in elevation.

Fields Of Fire



Direction Key

