

SPECIAL ABILITIES LIST

CAV: STRIKE OPERATIONS

ABLATIVE ARMOR	(+2) AV vs non-ammo weapon systems or (-1) AV vs ammo weapon systems.
ACTIVE PHASE ARRAY (APA)	Requires Special Action to activate: (+1/+2) to ALL direct-fire Combat Rolls vs ANY enemy model within a (24"/30") radius of model. Requires Opposed Roll (+1/+2) to bypass enemy ECM. Allows use of the Upgrade: HARM GMs.
ADV TARGETING COMPUTER	Requires active Target-Lock: (+1/+2) to model's direct-fire Combat or Strike-Point Rolls.
AEGIS	(+1) to Close-Combat Assault Combat Roll as defender.
AIRBORNE	Infantry models only: Dismount Action (0 AP) from in-flight transport aircraft.
AMMO	Combat Roll Critical Fumble requires an additional (1d6) roll, with a target-point (2+). Roll of "1" results in "jam" for ALL the model's same-type weapon systems for remainder of game.
AMMO BIN	Model may clear Ammo or Ltd Ammo "jam" for each rating level per game.
AMPHIBIOUS	Model may traverse prohibited water terrain objects, (+1) MV per inch moved.
ANTI-AIRCRAFT	Allows for SA: Locked-On. (+1/+2) to direct-fire Ranged Assaults vs aircraft and cruise missile models. GMs (SAM) vs aircraft and cruise missile models only!
ANTI-INFANTRY	(+1) to Close-Combat Assault Combat Rolls vs ALL infantry models.
AoE	Allows for Combat Roll vs ANY non-aircraft model caught within stated radius of final Strike-Point.
ASSAULT	Reduces Run 'N Gun weapon penalty by (-1) per rating level. Does NOT provide Combat Roll bonus.
BLASTER	Combat Roll Critical Success (+1d6): Blaster "11-12," Blaster 1 "10-12," or Blaster 2 "9-12" die-roll.
BLITZ	(+1) to ANY Close-Combat Assault Combat Roll.
BULKY	Requires two transport "slots."
C3	(+1) per rating level to Force Groups' C3 point-pool.
CHAIN-FIRE POD	Requires active Target-Lock: Model may "share" successful Strike-Point with other CFP-equipped models in Squad.
CHAMELEON	(-1) to ANY enemy models' direct-fire Ranged Assault Combat Roll(s) with an attack range of (18") or more.
COMBAT ENGINEER	Allows for the deployment of select Battlefield Support Assets and (+1) per rating level to any required die-rolls.
COUNTER-BATTERY	Requires Combat Action (2 AP): Model may conduct an indirect-fire Ranged Assault, Target-Point (8+) with auto Strike-Point vs firing location of enemy model with a final Strike-Point of 12" or less from equipped model.
COUNTER-MEASURES	Requires successful Target Point (10) Roll: Allows "block" to ANY target-lock, SA: TAG, or SA: Locked-On attempt vs model. (+1) per rating level to roll. Critical Fumble disables system for remainder of game.
DROPSHIP	Aircraft models only: One transportation "slot" per rating level for CAV or vehicle models.
DOUBLE-TIME	(-2) to ANY Combat Roll vs model if full MV is used for (1) Move Action in any single direction, allowing for one Facing Change only. Requires MOVE (10+) to use.
ECM	Requires Special Action to activate: Automatic "jam" of ANY enemy target-lock (EST), CFP, or FCS within a (24"/30") radius of model. Requires Opposed Roll (+1/+2) to "jam" enemy APA or ECM. Allows use of the Upgrade: HARM GMs.
EST	Allows automatic "sharing" of active target-lock with Squad within a 36" radius of the model.
FCS (FIRE CONTROL SYSTEM)	Requires two or more FCS-equipped models in Squad to use. (+1/+2) to Strike-Point Roll.
FIRE-PROOF	(1) Prevents Model State: Burning (0 AP). (2) Prevents Model State: Burning (0 AP). Requires Special Action to activate: Remove Model State: Burning from ANY model within 3" radius of model.
FIST	Requires Special Action to activate: Model may declare Strike-Point within a 36" radius of the model for special attack. (+1) per rating level to Strike-Point Roll.
FULL-AUTO	Allows model to re-roll one (d6) from ANY Combat Roll.
GRENADIER	Infantry models only: (+1) to ANY Close-Combat Assault Combat Roll.
GUN PORT	Allows one direct-fire Ranged Assault by an infantry model being transported per rating level.
HARD	Model is a "hard" target for determining correct damage value from successful enemy "hit."
IMPROVED HANDLING	Wheeled-vehicle, quad CAV, and aircraft models only: Model may move forward (1") and up to (1") left or right (1 MV). Hover or grav-vehicle, quad-CAV, and aircraft models only: Model may move (1") "sideways," left or right (1 MV).
IMPROVED RANGE	(+1) to Long or Extreme-range Combat Rolls with weapon system.
INDIRECT-FIRE	Allows for Ranged Assault without LoS.
LARGE SENSOR PROFILE	(+1) to ALL direct-fire Ranged Assaults vs model.
LAUNCHER	Allows model to serve as deployment point for cruise missile attacks.

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LTD AMMO	Combat Roll Critical Fumble requires an additional (1d6) roll, with a target-point (3+). Roll of "1" or "2" results in "jam" for ALL the model's same-type weapon systems for remainder of game.
LOCKED-ON	Allows for one automatic target-lock (0 AP) per turn during activation.
MINIMUM RANGE	Prevents ANY Ranged-Assault if target is equal to or less than the indicated range amount.
ORBITAL FLIGHT	Allows model non-atmospheric flight. Includes SA: Reduced Turn and Shielded.
OVERDRIVE	Declared before Combat Roll: (x2) dmg, Critical Fumble disables for remainder of game. Roll additional (1d6) with Target-point equal to number of weapons fired (+1). Failed roll results in weapon system loss for one turn.
POINT DEFENSE	Requires successful Target Point (10) Roll: Allows for model to intercept ANY artillery, guided missile, mortar, or rocket attack with a final Strike-Point within (2") radius. (+1) SM per rating level. Critical Fumble disables system.
POP-UP	Allows for direct-fire Ranged Assault from behind adjacent (E1) Cover.
RAT	Infantry models only: Model receives Light Cover vs Ranged Assault.
RAVAGE	(x2) damage vs infantry models in open terrain (no Cover).
REACTIVE ARMOR	(+2) AV vs ammo weapon systems or (-1) AV vs non-ammo weapon systems.
REDUCED TURN	(+1) MV for EACH 90-degree Facing Change.
REINFORCED	(-1) to final enemy MoS on Assault Damage Table per rating level. Cannot be adjusted below (0).
RELENTLESS	Increase model's MOV (+1) if reduced as a result of ANY damage or critical hits.
RE-SUPPLY	Requires Special Action and B2B to activate: Removes "jam" from ANY model.
RUGGED	(x2) Non-lingering damage repair with successful TargetPoint (10) Roll).
SATELLITE UPLINK	Model may request, once per turn (0 AP), a "Hammer Strike" (Strike Package: Space) within 36" of the requesting model's location. Roll 1d6, target-point (6) to deploy. Strike-Point Roll required.
SHIELDED	Model is immune to all nano-disassembler and ion disruptor effects.
SHOCK	Requires targeted model to make ONE Target-Point Roll vs stated value on ANY successful "hit" or receive Model State: Suppressed.
SLOW-FIRE	Prevents weapon system use during two consecutive turns.
SMART	Allows for an indirect Ranged Assault with this weapon system to adjust AoE or RAV (+1) by reducing the other by (-1). Cannot be adjusted below (0) and requires declaration before Combat Roll.
SMOKE	Requires Special Action to activate: Generate Smoke Cloud, AoE (2), centered on current location OR Smoke Line, AoE (1), per (1") moved. Provides Light Cover bonus and LoS for SA: TAG.
SOFT	Model is a "soft" target for determining correct damage value from successful enemy "hit."
SPECIALIST	Model is restricted to Specialist Squad only.
STORM	Infantry models only: Mount/Dismount Action (0 AP) from ground-based models.
STRIKE	Prevents ANY Ranged Assault damage vs infantry and aircraft models with weapon system.
SUPERIOR MOBILITY	Model ignores (-) MV when moving through rough, light woods, or (E1) terrain objects.
TAG	Allows for the use of guided-missiles and other laser-based weapon systems. Does NOT provide target-lock (no ATC). Requires Special Action to "share."
TRANSPORT	Provides one "slot" per rating level for transporting infantry models only.
TURRET	Provides 360-degree Firing Arc and allows model to use "hull-down" for Heavy Cover.
UNIQUE	Allows for ONLY one model of this type in Force Group.
WIZZO	(+1) to any Strike-Point of direct-fire Combat Roll.

MODEL STATES LIST

MODEL STATE: BURNING	(-2) to any die-roll while affected. SA: Soft models only: (+1) damage point per turn.
MODEL STATE: DISABLED	(+2) to ANY enemy model's Combat Roll and (0) AP.
MODEL STATE: DISRUPTED	(0) AP while model is affected.
MODEL STATE: HACKED	(-2) to any die-roll AND (-2) MV while affected.
MODEL STATE: IMMOBILE	(+2) to ANY enemy model's Combat Roll.
MODEL STATE: KNOCKDOWN	(+2) to ANY enemy model's Combat Roll and model is Prone.
MODEL STATE: STUNNED	(-2) to any die-roll AND (0) AP while affected.
MODEL STATE: STATIONARY	(-1) to ANY enemy model's Combat Roll while affected.
MODEL STATE: SUPPRESSED	(-2) to any die-roll AND (0 MV) if moving towards ANY enemy model while affected.