Dedicated to the grunts, without whom, our lives would be poorer.

INTRODUCTION AND WELCOME, by the Author

Welcome,

My name is John Bear Ross, and I'm the author, digital sculptor, designer, and all-around overworked pack mule here at Hellion Productions. Just so we're on the same page, "Hellion" is pronounced (hell-yun), with the second syllable rhyming with onion or rebellion. Not (hee-lee-yon). It's a minor point, but one that must be made nevertheless. Now, on to the system itself…

My universal tabletop warfare simulator (read: war game system) is called The Hellion System, and it was designed to be as limitless and non-genre specific as possible. I personally like to use it for giant armored titans shooting and bashing each other to pieces, like you've seen in various Japanese animated series and movies. On a more personal level, it's ideally suited for elite teams of power-armored Special Forces using small unit tactics to close with and destroy the enemy. Is it purely a sci-fi armor game? No! The versatility of the system enables players to field superhumans and battle psychics like those from comic books or movies. Likewise, historical or ancient fantasy battles can be fought. Battle magic can be used that rivals the most powerful particle beam cannons that science fiction can conjure. Perhaps more importantly, a universal system allows you to mix and match your forces, enabling you to go head to head against your buddy's mecha team from another time period or genre, or his company of M-1A2 Abrams Main Battle Tanks, or an evil coven of battle mages. This tabletop warfare system was made from the ground up to accommodate every means of hellish warfare that man has come up with, along with the hundreds of those he has yet to invent. Which moves us on to a more serious subject…

For those of you who might not have noticed so far, please note that this game deals with the subject of war and conflict. War is an ugly, horrific thing, filled with fire, wailing, gnashing of teeth, and your best friend's brains vented all over you by some sniper's bullet when you least expect it. I have never been to war, but I am a student of it, and prepared for it for a number of years of my own life. It is a result of the human condition, and those who seek its permanent abolishment are, to say the least, chasing clouds. Until we are all plugged into some great harmonic group consciousness and forced to be happy all day long, there will always be ignorance mixed with brute force, and someone will have to stop those people from imposing their will on others. Politics and economic embargoes work on those that are willing to listen. Well-applied small arms fire and laser-guided ordnance works on the rest. I don't condone war, but neither am I phobic of it. It exists as part of the human condition. For those of you who like to darn socks, you can return to your knitting. For the rest of you who want to play a well-thought out tactical war simulator, here it is. Enjoy!

Thank you for your time,

John Bear Ross
Hellion Productions

Hellion Productions Presents…

HELLION SYSTEM

This is the encapsulated version of the entire Hellion system, and thus, how the game is played. Go through the following phases as long as both sides are engaged in battle. These are only the basic mechanics of the game...if you have questions on the finer points of a rule or process, look up its detailed description.
Okay, here goes...

A. THE DECLARATION PHASE
Before the action starts, units that must declare a special "mode" do so now. See individual unit descriptions for more. Most of the time, you won't be using this phase, so skip it.
EXAMPLES: Superhumans or other units that must be in a special "mode" to perform certain actions or receive certain bonuses, etc.

B. THE TIDE OF BATTLE (T.O.B.) PHASE
The action officially begins (da da DAAH!). Each player or side rolls a 1D10 for the Tide of Battle (T.O.D.) to see who is carrying the momentum in the battle. Each side or player adds their T.O.B. bonuses or penalties, and compares final results. The player or side with the highest number is considered to be carrying the Tide Of Battle.

C. THE ACTION MEGAPHASE
This is the bread and butter of the game...here's how it goes...
1. The Action Megaphase is broken down into ten Reaction Phases, 10 being the fastest, 1 being the slowest. The higher your particular unit's Reaction Phase is, the greater its overall speed and quickness. Hyper-tuned killing machines like cyborgs or war-droids are in the upper Reaction Phases, while a normal, unmodified human would be in the middle Reaction Phases (most normal humans are a five). A particularly slow or unresponsive unit, like a heavily-armored tank or mecha, might be piloted by a crew with a faster Reaction Phase, but the armor's bulk or slow interface forces it to be in the lower Reaction Phases.
2. The MegaPhase includes Direct Fire Combat (arrows, lasers, psychic energy bolts, gatling plasma pistols, or hurled stones), the Defensive Actions against those same projected attacks. The movement of units is also done, whether to get into firing positions, get out of the line of fire, or assault enemies in HTH combat. Also included are the brutal hack and slash attacks that involve plasma torches and vibroblades burning through duramantium armor like it's butter.
3. Beginning with Reaction Phase TEN, the player with the highest Tide Of Battle (TOB) result spends his/her Offensive Actions first of a SINGLE unit (a single unit could be a tank, mecha, or infantryman). If that offensive action is to move, the unit is moved across the board (minding all terrain costs) to a distance equal to their Speed Per Action. For example, if the unit's Speed Per Action is "4" and it has four actions, that unit could use all four actions for movement, and travel a total of 16 inches. He'd be a sitting duck out in the open at the end of his movement, but it can be done if the need arises. Or, he can choose to spend his Offensive Actions firing his weapons. Or, he can choose to save some or all of his actions for later in the MegaPhase for performing Defensive Actions from slower Reaction Phase units. Plan well, though, because if your unit is stuck out in the open, without any cover or actions, things can go pretty badly.

4. If that unit chooses to fire at another unit, he declares the target, and what weapon he will be using. An example would be, "I'm going to fire my cyborg's laser cannon at your power-armored trooper over there." The player who owns the power-armored trooper can choose to perform a Defensive Action (i.e. Dodge, Dodge Like Mad, etc), or save his actions for when his own Reaction Phase comes around. Sometimes, a unit being attacked doesn't have the ability to Dodge, and thus, is unable to affect the attack coming at him.

5. If the defending player chooses to not perform a Defensive Action (he might be saving his actions for later, or thinks his armor is tough enough to take it), or is unable to because he lacks that ability or has already spent all his actions, he says, "I'll take the attack." The attacking player, adding in all strike bonuses and strike penalties, performs a strike roll with a 1D10. This is your Strike Result. Any Strike Result of 3 or lower is a complete miss. Any Strike Result of 4 or higher is a direct hit. Any Strike Result of 10 or higher is a Critical Hit.

6. If the defending player chooses to perform a Defensive Action, he declares that right after the attack is declared, usually by saying, "I'll spend a Defensive Action." The defending player decides which option he will use that is available to him, and declares it. Defensive Actions, like Dodges, are usually penalties that apply against an attacker's Strike Result, and are usually found in the form of a dice roll. Both the Dodge roll (see the unit's stats) and Strike roll (1D10) are rolled simultaneously. After all bonuses and penalties are factored into the Strike Result, any applicable damage is applied. Even if the Defensive Action was insufficient to dodge the attack, the defending player still notes that an action was spent. If you spend all your time dodging incoming attacks, chances are you won't have any to spend when your own Reaction Phase comes around. Better to stay in cover, out of sight, until you are able to perform your own actions. Basic tactics, people!

7. Wow, that was all about one Offensive Action of a single unit! The pattern of how actions are performed, though, applies to every unit for the remainder of the MegaPhase. When the TOB winner's first unit has performed all their Offensive Actions, then the player with the next highest TOB result spends the offensive actions of a SINGLE unit (see Unit Descriptions for more) in that Reaction Phase. Perform all Offensive Actions for all units in this Reaction Phase, alternating single unit by single unit. Whatever you don't use, you can save as Defensive Actions from later attacks. Once, all units in a Reaction Phase have performed their offensive actions, go down the list to the next Reaction Phase, alternating the offensive actions of single unit by single unit. You get the picture.

8. If one player has units in a Reaction Phase, and the other doesn't, the player with those units in the Reaction Phase perform his actions normally, just as if the opponent DID have similar units. Then you move on.

9. When your unit's turn comes up to perform its offensive actions, it doesn't HAVE to. This is called converting your unused Offensive Actions to Defensive Actions. You can save your actions for Defensive Actions from incoming distance or HTH attacks. HOWEVER, any Defensive Actions that haven't been spent by the end of the Action MegaPhase are LOST and GONE, and can't be carried over to the next turn's MegaPhase.

HOW HTH INITIATIVE, STRIKES, AND DODGES ARE DONE DURING HTH COMBAT...

1. When a figure on the tabletop touches bases with another figure, and they really don't like each other, they're considered to be engaging in Hand To Hand (HTH) combat. Here's how you work this out in the middle of a firefight.

2. HTH initiative is rolled to see who takes the first action in HTH. Just because a figure initiates the combat by moving in doesn't mean it will have the first strike. Like the Tide Of Battle roll, each player rolls a 1D10, and adds all applicable HTH initiative bonuses and penalties. Also, if one unit has a higher Reaction Phase than the other unit, the higher Reaction Phase subtracts the lower number. This is a REACTION SPEED BONUS. Add this number to the faster unit's HTH result.

3. Whoever has the highest overall result makes the first offensive HTH action. After the HTH initiative winner declares his first action, the HTH initiative loser can choose to defend against the attack, or take the hit and perform his own offensive action next. The two units trade off actions, one by one until one or the other runs out, or one is dead, or one decides to Dodge Like Mad out of the combat.
4. Only units that have the specific ability to "Dodge Like Mad" are able to flee HTH combat. The two combatants roll a 1D10 again, like you were determining initiative, but without the HTH initiative bonuses. Only the Reaction Speed Bonus is added. If the fleeing unit has a higher result, he Dodges like Mad up to half his Speed value in any desired direction. If he fails, his actions are still spent, and he is still involved in the HTH combat.
5. Once a HTH encounter has been broken by one party fleeing, the original unit that initiated the combat, if it still has actions to perform, does so normally, and the Reaction Phase continues as normal. If the original unit chooses to re-engage the fleeing unit again, he can choose to do so. Just make sure you have enough actions to do so, and still be effective.

D. THE ARTILLERY AND AIRSTRIKE PHASE

If you're playing with the advanced rules, this when those calls for fire and support packages arrive, raining hell and discontent onto the battlefield. I'd skip it until you have a decent mastery of the ground game.

E. THE MOP-UP PHASE

All the minor details and loose ends get taken care of during this phase. Shields, Force Fields, and Body points regenerate if your units are capable of doing so. Battlefield units and buildings that were on fire during the entire turn now have that fire damage applied to their Armor Values. Burning units and buildings that have their values reduced to zero by this damage immediately collapse in a pile of blazing rubble and steel. Rally Rolls for Shocked units are also performed.

Total up, or just estimate, how many points worth of the other guy's army you killed or knocked out. Compare it to the damage he did to you, point wise, and the higher number receives the Tide Of Battle bonus for next turn. The turn is officially over. Lather. Rinse. Repeat. Keep Kickin' Buttock Flesh as deemed necessary.

> Whattayamean, "that's it?!?!" You want some overly-complicated, clunky system that tells you when and where you can run, when you can shoot, and that you can't do anything else!?!?
> You deserve better than that!!!

BONUS TABLES AND ADDENDUM

STUFF YOU'LL NEED TO PLAY A HELLION SYSTEM GAME

1. MINIATURES! We here at Hellion Productions make our own line of rapid-prototyped mecha and power armored models and miniatures, as well as other finely-sculpted miniatures, all produced to the highest standards in the industry. The cool thing about a universal miniatures game, though, is that you don't need to buy our stuff, nor will you be sneered at for using the figures of another game. There's lots of good product out there, but they don't allow their customers to interact with other good products. The whole industry suffers, because the customer is forced to portion his or her hard-earned dollar between too many factions. The Hellion System was made to unify those factions, and allow them to be played against each other, all without forcing you, the fan, to learn an overly complicated rules system.

2. A large playing surface, like a kitchen table, plywood board, a group of non-asbestos ceiling panels, a felt mat, sand box, etc. Cover large smooth surfaces, like tables, with sheets of butcher paper of various colors to simulate snow (white), fields (green), or urban areas (gray or black).

3. DICE! At least two of each type...4-sided dice (D4), 6-sided dice (D6), 8-sided dice (D8), and ten-sided dice (D10). Also, most gamers have a HUGE number of 6-sided dice. Placing a die alongside each model, to keep track of its actions, is a major help, and prevents administrative bungling.

4. Making a Deviation Dice. Take one of each of the above dice (D4, D6, D8, D10, etc.). With a permanent marker, draw an arrow on EACH numbered side of the die. Now, when a "Random Deviation" of 1D6 inches is called for, roll your marked deviation D6, look which way the arrow is pointing, and the new direction and distance is determined by the arrow and number showing. Simple, no? The same process works for Deviation D8's, Deviation D10's, and Deviation D4's.

5. Tape measures or rulers will be needed for movement and confirming ranges.

6. Circular templates for explosions, cut in half-inch increments in diameters from ½ inch to 6 inches. Cut them out of transparent plastic (like overhead projector slides), sheet plastic, foam board, paper, cardboard, or whatever. Draw on them to make them look like explosions in comic books or anime cartoons. Spice it up! Cut other templates as needed out of sheet plastic or foamboard (see individual unit descriptions). Another idea for circular explosions is to simply use a clear sheet of plastic, and draw your circular explosions centered on the same impact point in half-inch concentric circles.

7. Various battlefield terrain that you've bought or built. There are several companies that make 25mm/28mm scale terrain. What do I use? Styrofoam...get those cheap white Styrofoam coolers (at convenience stores or large retail stores) for $2 or $3 dollars, spray-paint them gray or brown, and whalah, instant war-torn building. Styrofoam coffee cups and computer or stereo packaging also make good sci-fi terrain. See BATTLEFIELD SCENERY for more.

8. Have a dispute over whether or not a unit has LOS (Line of Sight) on a target? Get one of those cheap little laser pointers, and see if there's a clear shot or not. A piece of string or twine works just as well.

9. ***HAVE FUN, IT'S JUST A GAME!!!***

COVER, CONCEALMENT, and OBSTACLE CLASSIFICATIONS

THE AFFECTS OF TERRAIN on Movement and Cover
Like a lot of stuff in The Hellion System, many things are determined by the Mutual Consent of the Players. Both players should agree what terrain is considered what. Your assortment of trees and bushes on the tabletop may be Heavy Concealment to you, but it might be Light Concealment to the other guy. To keep everyone on the same sheet of music, before the game starts, view each piece of terrain, mutually determine what it is, and write it down on a side sheet of paper. This way should help alleviate the arguments that sometimes bog down your game-playing.

Total Cover
1. Units that are completely hidden from an attacker's Line of Sight (LOS) are considered to be in Total Cover. These units cannot be targeted by any form of weapon, unless they can be seen. The cover they are hiding behind, though, can be targeted, and if the weapon is powerful enough, destroyed. Solution: move around or destroy the covering terrain, until the hiding unit can be targeted.
2. Exceptions to Total Cover do exist, but they are few and far between. Shooting at a unit you know is behind a thin wall or door, for instance, can be done, but both players must agree, the target is given Heavy Concealment, and a Discipline Roll must be passed before the attack is made.

Total Obstacle
1. There are some terrain pieces that are completely impassable to battlefield units. How these areas are defined depends on the unit in question. What is impassable to a regular infantryman might be easily climbed (or stepped over) by a power infantryman or mecha. The basic criteria of what makes a Total Obstacle depends on what the unit uses to move. Anti-Gravity and other flying units can float over anything, without penalty. Legged units with hands can use those hands to grab and climb to the limit of their reach, plus or minus a short distance for an assisting jump or hop. Legged units without hands are limited to what they can step or hop over. Tracked units cannot climb over obstacles that are higher than their exposed tread height. Wheeled units can't climb over obstacles that are more than half the height of their tires. Again, use your judgment. Telephone poles knocked down across a road would be impossible for a wheeled car to pass, but only a heavy obstacle at best for a man to hop over.
2. Total Obstacles can't be moved across unless the unit has the ability to jump, step, or fly over the offending obstacle. Remember, you might be able to destroy a piece of terrain, converting it from a Total Obstacle to a Heavy Obstacle that you plow through.

Heavy Concealment
1. Heavy Concealment is the condition applied to targets that are concealed so that less than half of their mass is visible to enemy fire. For instance, if just the shoulder or front fender of a mecha or tank is poking around the corner of a building, any unit trying to fire on that small segment of the unit must fire through Heavy Concealment. Likewise, infantry in a waist-deep (or deeper) trench or dug-in foxhole are also in Heavy Concealment. Basically, if half or less of the target is visible, it's considered to be in Heavy Concealment. Concealment doesn't block any incoming damage, it just makes you harder to hit.
2. Regardless of what the terrain is actually composed of that is blocking the target, the unit hiding in Heavy Concealment is –3 to be Struck. Heavy Concealment does NOT block LOS, nor does it hinder Connected Template weapons.

Heavy Obstacle

1. A Heavy Obstacle requires 6 points of speed to negotiate successfully. Like Total Obstacles, what may be a Heavy Obstacle to one unit might be a light or non-obstacle to another. Use your judgment. Generally, if an obstacle is more than half, but not over, the height of a unit's legs, wheels, or tracks, it's a Heavy Obstacle. Thus, in game scale, a three-inch tall wall would be a Total Obstacle to an infantryman, but only a Heavy Obstacle to a 6-inch-tall mecha. Likewise, a one-inch-tall wall would be a Heavy Obstacle to an infantryman or a tank with 1-inch-tall treads, but would be a Total Obstacle to a truck whose wheels (in game scale) are only ½ inch in height.
2. Large-area Heavy obstacles, like a grove of large trees, require 3 points of speed per inch of obstacle that is to be traveled. Thus, to get through a 12-inch-wide grove of thick trees would require 36 Speed Points.
3. Heavy Obstacles can be a deep anti-tank trench, a high wall, a small house, a deep gulch or streambed, or a grove of large trees. Heavy Obstacles can also be various types of bad or rugged terrain, like marshland, sand, bogs, jungles, rice paddies, severely rocky landscapes, rubble-littered streets, and the like.

Light Concealment

1. Light Concealment is like Heavy Concealment, only the terrain that is being used for cover is less dense, and allows the attacker a better shot at hitting the hiding unit.
2. Regardless of what the Light Concealment is actually composed of, the unit hiding in Light Concealment is –1 to be Struck. Light Concealment is given when a unit is behind a piece of terrain, but more than half of its mass is visible to the attacker.
3. Light Concealment does NOT block LOS, nor does it hinder Connected Template weapons. Concealment doesn't block any incoming damage, it just makes you harder to hit.

Light Obstacle

1. A light obstacle requires 4 points of Speed to negotiate successfully. Large-area Light obstacles, like a field of light foliage, require 2 points of speed per inch of obstacle that is to be traveled. Thus, to get across a 12-inch field of light foliage would require 24 Speed Points, or two full turns of movement for many units.
2. Light Obstacles can be Barbed Wire, a shallow trench, light foliage, or a low wall. Use your judgment, since (for example) Barbed Wire may be a light obstacle to a tank, but a Heavy Obstacle to an infantryman.

Special Infantry Rule: Going Prone and Crawling

1. Infantrymen, civilians, and other man-sized units, like cyborgs, superhumans, and power armors, often find that it is unhealthy to remain standing straight up during a firefight. Thus, most man-sized units have the following natural ability…
2. A unit has the option, at any time during its Reaction Phase, to fall prone to the ground without the expenditure of actions. All you need to declare is "this guy here is going prone". Show this by laying the figure on its belly or back. This makes the unit a harder target to hit from incoming fire. While the unit is on its belly, all incoming distance attacks are –1 to strike the unit. This penalty CAN be combined with Heavy or Light Concealment, if the unit goes prone in foliage, rubble, or an emplacement.
3. However, there is a cost. To stand back up, the unit must spend One action. If the unit prefers stay on the ground, it can crawl on its belly, but its speed is halved. The unit is also suffers a –3 HTH initiative penalty if it is engaged by an attacker in HTH combat while it is on the ground.

THE THREE CLASSES OF DAMAGE

1. Damage Ratios...how many points of a lower class of damage it takes to equal one point of the next class of damage. For damage to convert from a lower class to a higher class, the damage must come in ONE single attack *(example: 100 pistols doing 1 point of Soft Damage each does not equal 1 point of Devastation. A Man-Portable Rocket Launcher inflicting 160 Soft Damage points with a single explosion DOES equal 1 point of Devastation)*. Round all fractions down when converting from a lower class of damage to a higher one. Thus, 16 points of Soft damage would round down to a single point of Hard Damage.
2. 10 points of Soft Damage equals 1 Point of Hard Damage, and vice versa. Your average human has about 5 Soft points of damage in their frail little bodies, for game purposes.
3. 10 points of Hard Damage equals 1 Point of Devastation, and vice versa.
4. 1 Point of Devastation equals 100 Points of Soft Damage, and vice versa.
5. Soft Damage is inflicted by pistols, rifles, swords, arrows, and other personal weapons; Units made up of Soft Damage material are things like flesh, bone, wood, cardboard, bricks, and puppies.
6. Hard Damage is inflicted by most tank rounds, heavy machineguns, rocket warheads, and being run over by a bulldozer (basically, our modern world); Units made up of Hard Damage material are things like iron, stone, steel, aluminum, advanced plastics and ceramics, reinforced concrete, and titanium.
7. Devastation is when we cross over to super-fantastic weaponry and powerful energy and cannon attacks; Particle beams, plasma weaponry, lasers, punches from 30ft-tall mecha, and the like; Materials that can withstand Devastation border on the unreal: hyperalloys, super-ceramics, force fields, neo-titanium, adamantium, and whatever else can be conjured by the human imagination.

TIDE OF BATTLE ("T.O.B.") Bonuses Table

Player's Army is the Scenario's Defender	+2 TOB bonus*
Player's Army is the Scenario's Attacker	+1 TOB bonus, lasts entire game
Player's Army inflicted the most damage last turn	+2 TOB bonus
Player's Army's Artillery, Airstrikes, or Reinforcements arrived Last Turn	+2 TOB bonus
Player's Attacking Army is engaging In a Surprise Attack or Ambush	+5 TOB bonus, first game turn only

NOTE: the Scenario Defender only receives that TOB bonus for the first turn and each CONSECUTIVE turn after that that he continues to have the highest TOB result. Once another player rolls a higher TOB total, the Scenario Defender no longer receives this bonus for the remainder of the scenario (even if he starts winning the TOB results again). This is to reflect the initial determination that defenders have, but which is quickly lost once an enemy shows even the slightest hint of winning (via a higher TOB result). There are also other TOB bonuses, such as those for gifted army leaders, elite troops, or psychics and magic users, but you'll have to read each unit's text to see if they have any special bonuses like these.

HAND TO HAND (HTH) INITIATIVE Bonuses Table

Unit is the Attacker (initiated the combat by moving into direct contact)	+3 HTH initiative bonus, for the first turn only
Defending Unit has not performed ANY actions yet, and is assumed to have braced for the attack	+2 HTH initiative bonus, for the first turn only
Multiple Combatants are on the Unit's side of the combat	+1 HTH initiative bonus for every additional unit over one
Unit's Unique HTH initiative bonuses	See Unit's Text
Unit attacks a Defender who has already used all their actions for this turn	Attacker automatically wins the HTH initiative for this first turn's HTH combat
Unit has a higher Reaction Phase than its opponent	Subtract the lower Reaction Phase value from the higher Reaction Phase. Add this number to all of the faster unit's HTH initiative rolls against this slower opponent

STRIKE ROLLS

1. Determine if your target is in your unit's LOS (line of sight), if it's in cover, within range, an obscured target, etc.
2. Remember to announce who you are targeting, and with what type of attack.
3. Template attacks that emanate DIRECTLY from the attacking unit, like the cone of a flamethrower or a wide-beam laser, HIT AUTOMATICALLY. The only way to keep from being hit by a connected-template attack is perform special Defensive Actions like Dodge Like Mad, and many units do not have this ability.
4. A drawback to hitting automatically with connected-template weapons, though, is because there's no strike roll, there's no ability to roll a 10 or higher. Thus, connected-template attacks are not capable of inflicting Critical Hits.
5. Do NOT pre-measure your range distances...that ain't cool. Gauge it by eye, or spend an action by firing too see if the target is truly within range. Of course, that's just how I play...you can pre-measure, if you want to, but you'll be called a rookie or cheese-boy.
6. Your target announces whether he'll make a defensive action, like a block or dodge, or take the hit after you announce your attack.
7. The Attacker's Strike roll (on a 1D10) and the Defender's Dodge roll (found in unit's stats, if any) are rolled simultaneously.
8. The Attacker adds in all applicable bonuses and penalties to his Strike Roll, subtract the defender's dodge roll result (if any)...this is your STRIKE RESULT.
9. In distance combat, a strike result of 1 to 3 is a MISS, and 4 to 9 is a NORMAL HIT...roll damage as directed.
10. If a distance attack that has a template attached to it, like a bursting tank shell, MISSES, it Deviates. Standard Deviation, unless otherwise noted, is 1D6+1 inches in a random direction (see Deviation Dice below). Note that large templates that don't deviate too far from their original aiming point are still capable of inflicting full damage to the original target, or even a new target they happen to deviate upon (even friendly troops).
11. Strike results of 10 or higher (remember bonuses) is a CRITICAL HIT.

CRITICAL HITS

1. Critical hits result from adjusted strike rolls that are 10 or higher. The attacker that inflicts the damage has a choice of inflicting 1.5 times normal damage, or inflicting normal damage and making a single roll on any of a number of critical hit tables. Some units have specific, unique Critical Hit Tables, while those without a specific table utilize the Generic Critical Hit Table.
2. Most infantry-sized units, including power infantry, don't have critical hit tables, even generic ones. Thus, unless some exception is noted in their unit text, only apply 1.5 times normal damage against infantry-sized units.
3. Some weapons are extremely devastating, and have modifiers that add to the results rolled on Critical Hit Tables.

SHOCK TESTS AND DISCIPLINE

1. Shock Tests must be taken by units whenever it is caught in a template attack, or hit by an attack that has a template component (like a HE tank shell's explosive burst). Attacks that have no burst radius or template attached to them do not require a Shock Test, unless otherwise noted.
2. Shock Tests must be taken when a unit is down to less than 33% of its Body value. Usually, the actual damage point where the Shock Test is required is so marked on the unit's battle sheet, as damage is marked off. Additional Shock Tests aren't required for every time the unit takes damage past 33%, just once it passes the 33% threshold.
3. Shock Tests must be taken if a special type of attack calls for it (like a psychic bolt with a "horror pulse" attached to it).

4. Add or subtract all shock bonuses and penalties to the unit's Shock Value, and roll 2 D10's as a Percentage (*i.e. designate one D10 as the "tens" value, the other D10 as the "ones" value; roll 2 D10's, get a 4 and a 9, your percentage is 49; simple, no?*).

5. Roll UNDER your adjusted Shock Value? You pass...keep fighting!

6. Roll OVER your adjusted Shock Value? You fail, and have been stunned, slammed against the interior of your cockpit, or overcome by the horror of war. You may spend no more actions for the rest of this turn, and must make a Rally Roll at the end of the turn.

7. What's a Rally Roll? At the end of the turn, to see if your Shocked unit bolts or stays in the fight, add your Discipline Value to the adjusted Shock Value you rolled on earlier. Now roll another 2 D10's as a Percentage. If you rolled under the two added values, your unit comes back to his senses, and is back in the fight next turn. If you failed the roll, your unit spends ALL their actions for the next turn, bolting in a random direction (shocked player's choice) seeking cover. At the end of that next turn, make another Rally Roll, but with a –10% penalty. If you roll over, your unit keeps running. Keep rolling Rally Rolls as long as the unit is on the battlefield. Three sequentially-failed Rally Rolls means your unit has lost his nerve. The unit has a 50% chance of leaving the battlefield (removing it from play, and counting as destroyed for the scenario's purposes), or a 50% chance the pilot/crew abandon the unit, leaving it wide open and sitting on the battlefield.

8. Discipline Tests are taken when units are ordered to do things that would be against their known principles, or to pass a skills test. Shooting into a crowd of civilians, jumping on a grenade, ordering a retreat from a battlefield, and other decisions with real-world ramifications require a Discipline Test. These tests are made at the player's discretion, and are completely optional in order to incorporate a semi-role-playing aspect to the game.

9. Is your unit Shockproof? It always passes Shock Tests, and always keeps fighting.

10. Is your unit Supremely Disciplined? You always pass your Discipline Tests and Rally Rolls, so even if you failed the Shock Test, you're fighting next turn.

OTHER STUFF

1. There are many units that can NOT dodge...that's why you should keep them in cover, ya silly goose. Advanced, more mobile units, like Power Infantry, usually do have the ability to dodge.

2. Unlike many other games, you CAN destroy the terrain, providing your weaponry is powerful enough. Fixed terrain features like Buildings, trees, and rocks are +3 to be struck. Remember, any strike result of 10 or higher still results in a Critical Hit (usual rules apply). The total Body value of a building might number in the thousands, but for game purposes, only the Body value of each individual floor is tracked for damage purposes.

3. Destroying a building takes only the destruction of a single floor to bring the whole she-bang crashing down. Replace the building's former scenery with a pile of rubble that takes the same amount of space. A HUGE dust cloud is created over the rubble, and any units trying to fire through the cloud suffer a –3 to strike penalty.

4. Entering or exiting a vehicle costs one action, and must be done during the exiting/entering unit's Reaction Phase.

5. Donning Gas Masks or closing a vehicle's hatches to make it a sealed environment costs one action, and can only be performed during the unit's own Reaction Phase.