MechWarrior: *Death from Above* Rules

MechWarrior®: *Death from Above* adds new units and rules to the **MechWarrior: Dark Age** game.
All standard **MechWarrior: Dark Age** rules apply unless noted below.

Mercenary Units
If a unit has no faction symbol on its base, it is a Mercenary unit. Mercenary units are hired guns that have been paid to fight for your battleforce. Because Mercenary units do not have a faction symbol on their base, they cannot be used in formations.

Transport Units
In **MechWarrior: Dark Age**, units may be carried about the battlefield by armored personnel carriers known as transports. Transports increase the mobility of units by permitting them to be moved using the transport's speed and move order.

Capacity

A vehicle unit is a transport if it has a number on the base above the stat slot. This number is called capacity and indicates the quantity of infantry units the transport can carry.

Each transport has a number of transport shells equal to its capacity. The transport shells are the opaque covers provided with each infantry unit in the **MechWarrior:** *Death from Above* booster. Identify each transport and its corresponding transport shells using the stickers provided in each booster. Label the stickers of a transport and its transport shells with the same identification number.

Passenger Units
Infantry and vehicles may become the passengers of a transport. Transports cannot become the passengers of other transports. When determining the quantity of units a transport can carry, count an infantry unit (either friendly or captive) as one infantry unit and a vehicle as three infantry units.

Passengers are not counted toward formation size and cannot participate in combat. Passengers do not count toward victory conditions and may not use any of their special equipment.

Passengers of an eliminated transport are eliminated from play. Otherwise, passenger units are not affected by any attacks that affect a transport.

A friendly unit that begins the turn in base contact with the rear arc of a transport may become a passenger of that transport. This is called boarding. Give the transport a move order, and expend half of its speed value (rounded up) to board its capacity of passengers. Remove one or more of the passengers from the battlefield, and place them off of the battlefield in the transport shells for that transport. Place vehicle passengers off of the battlefield beside the transport's shells to represent towing the vehicle. Remove all order tokens from the passengers. Once loaded, a transport can continue its move order.

A captive of a boarding unit also becomes a passenger of the transport, provided the transport has sufficient capacity to carry both units. Otherwise, the controlling unit and its captive cannot board the transport.

A unit in base contact with an opposing unit cannot board a transport. Friendly units can begin the game as passengers of a transport.
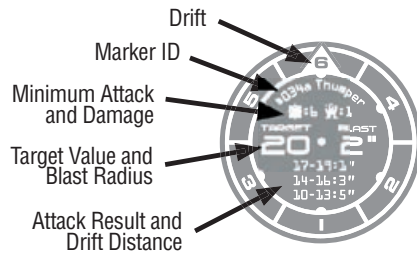
To disembark passengers from a transport, give the transport a move order and expend half of its speed value (rounded up). Remove the passengers from the transport shells and place them in base contact with the rear arc of the transport. When disembarking, a passenger cannot be placed in base contact with an opposing unit. A transport can move either before or after it disembarks as long as it does not exceed its speed value.

A Salvaged transport cannot board units. If a loaded transport becomes Salvage, all its passengers must immediately disembark. If a transport becomes a captive, all its passengers must disembark and each passenger (except captives) takes 1 click of damage. If a passenger cannot disembark (due to terrain or a lack of space on the battlefield), it is eliminated. The transport's controller decides which passengers to eliminate.

Artillery Units

Artillery units are capable of long-range bombardment on the battlefield. A unit is an artillery unit if it has a number in brackets after its maximum range. The number in brackets is called the artillery range.

Drift

Marker ID

Minimum Attack and Damage

Target Value and Blast Radius

Attack Result and Drift Distance

Each artillery unit has its own artillery marker, as illustrated. This marker is used in the game to show the location of an artillery attack. Units within the blast radius receive damage from an artillery attack.

If your artillery unit's attack value is greater than 0, you may give it a ranged combat order. This order can be used in one of three ways: as a ranged combat attack, as an indirect fire attack, or as an artillery attack. A ranged combat attack and an indirect fire attack are made as described in the **MechWarrior: Dark Age** rulebook.

To make an artillery attack, give the unit a ranged combat order. The firer cannot be in base contact with an opposing unit. The line of fire for the artillery attack must pass through the front arc of the firer and must be greater than the maximum range and not more than the artillery range. The line of fire may be blocked, but this will affect the accuracy of the artillery attack.

Select any spot on the battlefield within the artillery unit's line of fire. Place the firer's artillery marker on the designated spot with the marker's arrow pointing in the direction of the line of fire. At the beginning of your next turn, resolve the attack by rolling 3 six-sided dice and adding the firer's attack value. Add 4 to the dice roll if the line of fire to an artillery marker is not blocked. If the result is equal to or greater than the target value on the artillery marker, the artillery attack hits the marker's current location. Apply damage equal to the firer's damage value to every opposing and friendly unit within the blast radius, measured from the center of the artillery marker to the center of the affected unit. After resolving the artillery attack, remove the artillery marker.

If the artillery attack does not hit, the artillery marker drifts. The black six-sided die from the attack roll determines the direction of the drift. The marker will move in the direction corresponding to the drift value on the artillery marker. To determine the distance of the drift, reference the result of the attack roll on the firer's artillery marker. Measure the drift distance from the center of the artillery marker, and place the marker at the new position. Apply damage equal to the firer's damage value to every opposing and friendly unit within the blast radius. After resolving the artillery attack, remove the artillery marker.

All blocking terrain (except water) between the artillery marker and units within the blast radius will prevent those units from taking the artillery damage. If an artillery marker drifts such that its center point is off the map, the artillery attack does no damage.

If an artillery unit is Salvage or not on the battlefield when resolving its attack, use the attack and damage values listed on its artillery marker to resolve the artillery attack.

Artillery Units with Multiple Ranged Attacks

Artillery units with multiple attacks place a number of artillery markers equal to the number of targets they can attack. Roll one attack roll for all markers. Resolve the drift direction and distance for each marker, adding 4 to the attack roll if the line of fire to an artillery marker is not blocked. Units in the blast radius of each marker receive damage equal to the damage value of the firer.

Artillery Units in a Ranged Combat Formation

Artillery units can participate in a ranged combat formation while making an artillery attack. Artillery ranged combat formations follow the rules for ranged combat formations, with the following exceptions:

- All members of the formation must be artillery units.
- The target must be within the artillery range value and beyond the maximum range value of each unit in the formation.
- The line of fire for each member of the formation does not have to be clear.
- Use the artillery marker for the primary attacker only.

Critical Hits and
Critical Misses on Artillery Attacks

If an artillery attack results in a critical hit, the attack hits the artillery marker at its present location and deals 1 additional click of damage to each unit affected by the attack.

If an artillery attack results in a critical miss, the firer takes 1 click of damage and the artillery attack is ended. Remove the firer's artillery marker from play. No other units are damaged by the attack.

Vertical Takeoff and Landing (VTOL) Units

MechWarrior: *Death from Above!* introduces VTOL units to the **MechWarrior** game. A VTOL unit can be identified by the speed mode symbol appearing on its base next to its speed value. All **MechWarrior** rules apply to VTOLs, except as noted in this section.

VTOLs can be on the battlefield at one of two different levels: nape of earth (NOE) or cruising. Use the adjustable stand on the VTOL's base to indicate the level of the unit: up is cruising, down is NOE. A VTOL can begin the game at either level.

NOE Versus Cruising

When at NOE level, a VTOL exists at the elevation of the terrain it is in and interacts with all terrain due to it being at that elevation.

A VTOL at cruising level gains the height advantage modifier when it is the target of a ranged combat attack. A unit on elevated terrain attacked by a VTOL at cruising level does not gain the height advantage modifier. The line of fire to or from a VTOL at cruising level is not affected by blocking terrain, low walls, or unit bases. The line of fire to or from a VTOL at cruising level is not affected by hindering terrain unless the target or firer is in hindering terrain.

Speed Mode VTOL Characteristics

This unit may not be part of a formation. This unit's speed value may be divided into individual speed points. For example, speed value 16 equals 16 speed points. Instead of moving this unit 2″, you may spend 2 speed points to alternate this unit between NOE and cruising levels. Instead of moving this unit 12″, you may spend 12 speed points to have this unit make a ranged combat attack when given a move order. When at NOE level, this unit treats all water terrain as clear terrain for movement purposes only. A NOE unit with speed mode VTOL in deep water is not submerged. A VTOL at NOE level treats all hindering terrain as blocking terrain for movement purposes only. When cruising, this unit may move through terrain and unit bases, though it may not end its movement overlapping another unit's base. A cruising VTOL's movement is not affected by hindering terrain or low walls, and it does not stop when entering or exiting elevated terrain. No unit may be in base contact with a VTOL at cruising level. This unit fails to break away only on a result of 1.

VTOLs and Capturing

A VTOL unit that is the target of a successful capture attempt is eliminated instead of captured.

VTOLs and Transports

A VTOL cannot be a passenger of a transport. A VTOL unit that is a transport can both board and disembark passengers without Jump Jets only when it is at NOE level. A VTOL at cruising level can only disembark passengers with Jump Jets. If a cruising VTOL becomes Salvage, its passengers are eliminated unless they have Jump Jets special equipment.

Anti-Aircraft Units

A **MechWarrior** unit with the "AA" abbreviation in its name is an anti-aircraft unit. Double the maximum range of an AA unit against targets with speed mode VTOL.