



Rules of Warfare

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MECHWARRIOR: DARK AGE

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I. This is MechWarrior: Dark Age!

MechWarrior: Dark Age is an exciting and fast-paced miniatures combat game set in a 32nd-century universe, where war is dominated by three-story high humanoid vehicles called *BattleMechs* (or 'Mechs for short). Using collectable **MechWarrior: Dark Age** miniatures, you can command your battleforce and compete against other players to help your faction dominate the known universe.

Hint: When you are reading these rules, you will come across game terms printed in italics. These terms are described in the Glossary, p. 33.

MechWarrior is a game of tabletop combat using collectable **MechWarrior** miniatures. Each miniature is called a *unit* (or *figure*), and is a member of one of six different factions.

Dragon's Fury



Swordsworn



Highlanders



Steel Wolves



Spirit Cats



Bannson's
Raiders



When you and your friends get together for a **MechWarrior** game, you each build a battleforce from your own collection of units. You can build your battleforce hundreds of different ways, using figures from a single faction or mixing units from several factions together. In the current age of war, commanders utilize resources from wherever they can find them, so battleforces of every possible configuration have been seen on the battlefield.

You can play **MechWarrior** with as many people as you like, but the game is best when there are two, three or four players, each with their own battleforce. You can also play battles with two (or more) teams, with two or more teammates allied on each team. Using these rules, you will learn to lead your battleforces against one another to see who can claim victory!

MechWarrior Units

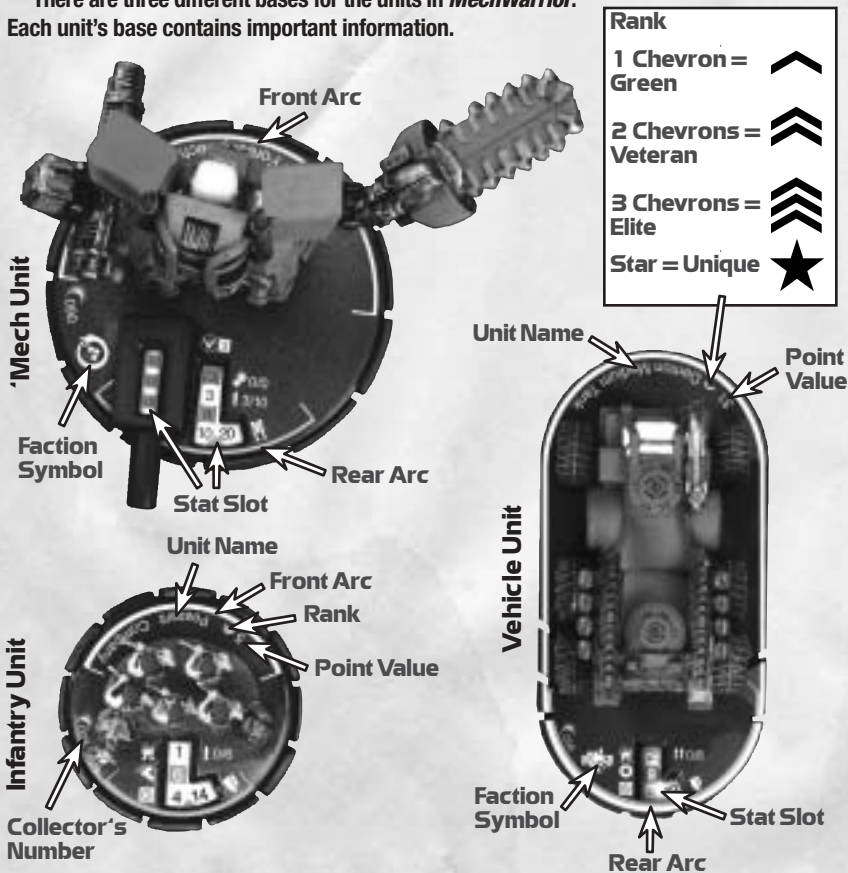
There are three different types of units in *MechWarrior*: 'Mechs, vehicles and infantry. Each type of unit has a different base size and shape. Each unit is composed of three main parts: the figure, the base and the *combat dial*. 'Mechs also have a fourth part called a *heat dial*.

The Figure

The detailed figure of each *MechWarrior* unit gives players an immediate way of identifying the units, creating a visually exciting battle. Each figure is created to "N" scale (1/160).

The Base

There are three different bases for the units in *MechWarrior*. Each unit's base contains important information.



Hint: Collectors will want to know that there are 116 different MechWarrior units in the first set. Some figures look the same at first glance, but will have different ranks, paint schemes and combat dials to identify them. Each figure's base has a collector's number on it so that you can keep track of your collection.

The Combat Dial

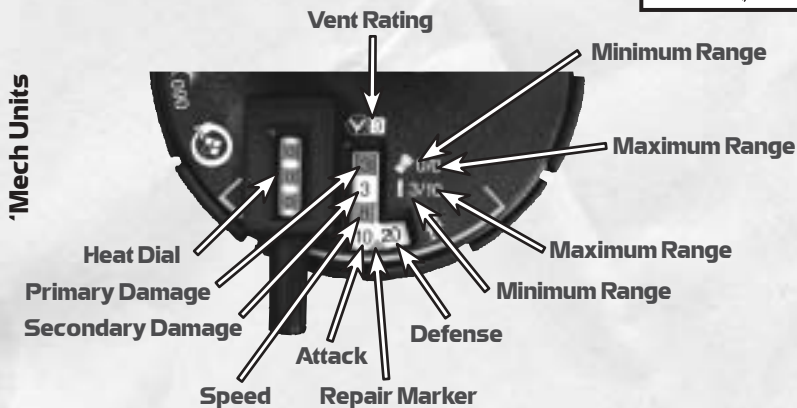
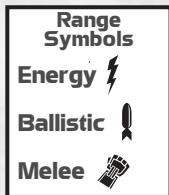
The combat dial is a unique feature that sets *MechWarrior* apart from all other futuristic miniatures games. The combat dial is the rotating disk found under each figure's base. Each unit's combat dial shows a set of numbers that tell you how good your unit is at doing certain things. Each time your unit takes a *click of damage* during the game, you click the combat dial clockwise to the next set of numbers. Each time your unit takes damage, the combat dial numbers change, often reducing its effectiveness. When your unit takes a *click of repair* during the game, click the combat dial counter-clockwise.

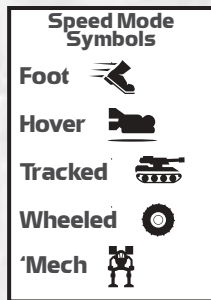
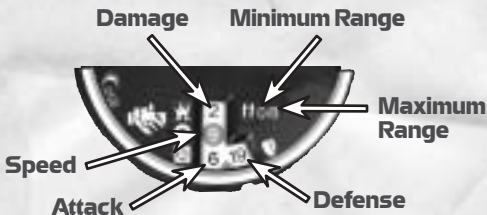
The Heat Dial

'Mechs also have a heat dial, which is a tumbler adjacent to the combat dial stat slot. As a 'Mech operates, it heats up and becomes harder to pilot. The heat dial shows numerous colored squares and numbers to tell you how your 'Mech's accumulated heat is affecting it. Clicking the heat dial once counter-clockwise is called taking a *click of heat*, while clicking the dial once clockwise is called taking a *click of cooling*.

Combat Values

Combat values appear in the unit's stat slot and on its base.





Infantry and vehicles have six combat values. Four of these values can change during the game: damage, speed, attack, and defense. These values appear on the combat dial and can be seen through the stat slot. The other two values are minimum range and maximum range. These two values are printed on the unit's base and never change. Each value appears next to its symbol.

'Mechs have ten combat values. Five of these values can change during the game: primary damage, secondary damage, speed, attack and defense. They are on the combat dial and can be seen through the stat slot. The other five values are minimum range and maximum range for each of the primary damage and secondary damage values, as well as vent rating. These five values are printed on the unit's base and never change. Each value appears next to its symbol.

Additionally, every unit may have one or more black repair markers on the combat dial. These black triangles are values visible in the stat slot between the attack and defense values. Repair markers restrict the amount of repair a unit can be given.

Game Items

In addition to your *MechWarrior* units and this rules booklet, you will need the following items to play: a 28" flexible ruler marked in 1" increments and 3 six-sided dice (2 white dice and 1 black die). These items are supplied in the *MechWarrior* starter set. In addition, you will need a few coins or beads to use as *tokens* during the game. You may also want to collect some simple terrain items.

There are round blank stickers provided with each pack of *MechWarrior* units. You can write your initials on each sticker and attach them to the bottom of each of your units. These stickers will help you to sort out which units are yours at the end of each battle. For the combat dials that turn from underneath the base, you can trim the stickers supplied to fit on the bottom of the base without covering the turning bar.

To introduce players to the factions involved in the *MechWarrior: Dark Age* universe, each starter set includes one of seven *MechWarrior Dossier Cards*. Each card describes a faction and details their goals and motives in the Inner Sphere. Additional dossier cards profiling specific *MechWarrior* pilots and their unique BattleMechs are available in *MechWarrior: Dark Age* booster packs.

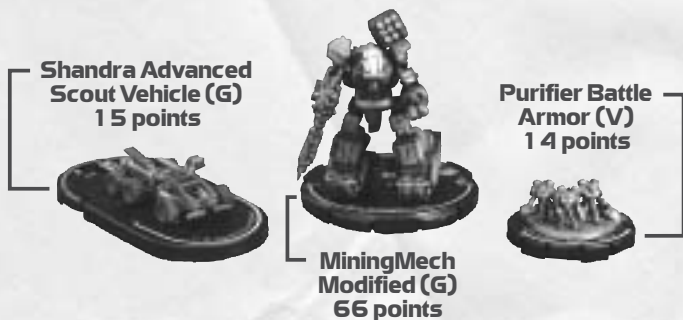
II. Getting Started

There are two things you and your opponents must do before you begin a *MechWarrior* game. Each of you must build your battleforce, and then you all must prepare the battlefield.

Building Your Battleforce

Everyone in the game should agree on the *build total* of each player's battleforce. Build totals are always in multiples of 100 points. While you are learning *MechWarrior*, *build your battleforce* with build totals of 100 points. Once you feel comfortable with the basics, you can increase the build total of your battleforces to 200, 300 or more points. A standard game is played with a build total of 300 points.

Each *MechWarrior* unit has a point value printed on its base. Choose units for your battleforce whose point values add up to, but do not exceed, your allowed build total. You may choose units that add up to less than the build total.



Kevin is creating a battleforce with a build total of 100 points. He's looking for a fast unit so he chooses a Green Shandra Advanced Scout Vehicle for its speed. The Scout is a 15-point unit. Kevin also chooses a Veteran Purifier Battle Armor unit to capture other units. The Battle Armor costs 14 points. Finally, Kevin selects a MiningMech Modified that costs 66 points. This unit is a balanced IndustrialMech with good close combat abilities.

Kevin adds up the point values of his units. The total is 95 points ($15 + 14 + 66 = 95$). Kevin's units add up to less than the build total of 100 points, which is fine. Anything over 100 points would not have been allowed.

Your battleforce may contain two or more of the same unit, unless that unit is *unique*. A unit is unique if it has a star on its base as a rank symbol. It's okay if the same unique unit appears in opposing battleforces on the same battlefield.

Hint: When designing your battleforce, mix and match units that work well together and will help achieve your strategic goals. Battleforces can be created to keep opponents at a distance with ranged attacks, out-maneuver opponents or capture opposing units. Of course, for each battleforce-building strategy there is a counter-strategy, so have enough diversity among your units to handle threats your opponents might bring to the table. Go to www.wizkidsgames.com/mwdarkage to join a community of players who discuss battleforce-building strategies and game rules.

Preparing the Battlefield

Now it's time to prepare the battlefield for your game. You should find a flat square area to play on that's about three feet long on each side. Each player selects one side of the battlefield to be his starting edge. Along your starting edge, you have an imaginary rectangular box called your *deployment zone*. Your deployment zone begins at your edge and extends 3 inches into the battlefield. Your deployment zone must also be at least 8 inches away from any other edge of the battlefield.

Each player then places 0 to 3 terrain items in a terrain pile off to the side of the battlefield. Terrain is fully described on p. 26. Many common items can act as terrain: a book, a sheet of paper, a butter dish or a salt shaker could all represent terrain.

Next, each player rolls 3 dice and adds them together. Re-roll ties. Whoever rolls the highest total is called the *first player*.

The first player takes a terrain item out of the terrain pile and places it on the battlefield. The player to his left then does the same thing. This continues among players around the table in a clockwise direction. Each terrain item must be placed at least 3 inches away from any other terrain item, from any edge of the battlefield and from any player's deployment zone.



After terrain has been placed, all players turn each of their units' combat dials so that the green triangle is showing between the attack and defense values in the stat slot of each unit. This green triangle shows the unit's *starting position*. 'Mech units must also turn their heat dial so three green squares are showing. This is the 'Mech's *heat starting position*.

The first player then places his battleforce on the battlefield. Each of his units must be placed with its center dot in his deployment zone. After the first player is finished placing all of his units, the player to his left does the same thing. If there are more than two players, continue placing units around the table in a clockwise direction.

When the last player has placed his battleforce on the battlefield, the battle is ready to begin.

III. How to Play

In *MechWarrior*, players alternate moving their units and attacking opposing units to win the battle. Here are the rules describing how to move individual units and conduct combat.

Turns and Orders

MechWarrior is played in a series of turns. The first player takes the first turn. The player to his left takes the next turn and so on, clockwise around the table. If a player is eliminated from the game, the remaining players continue taking turns in the same order.

At the beginning of your turn, you get a certain number of *orders*. This number remains the same for the entire game. The number of orders you get depends on the build total of your battleforce. You get 1 order for every 100 points of your battleforce's build total. Therefore, a battleforce with a build total of 100 points gives you 1 order every turn. A build total of 200 points gives you 2 orders every turn; 300 points gives 3 orders, and so on. Your order total remains the same even when your units are eliminated or captured.

During your turn, you assign orders to your units. You can see the result of one order before choosing the next order to give. No unit may ever be given more than one order per turn. You do not have to use all your orders each turn. If you have unused orders at the end of your turn, you lose the extra orders. You cannot save or accumulate orders from turn to turn.

Each order must be chosen from the following four options:

1. *Move*, performed by one unit.
2. *Ranged combat*, performed by one unit.
3. *Close combat*, performed by one infantry or 'Mech unit.
4. *Vent*, performed by one 'Mech unit.

Once you have resolved all of your orders during your turn, it is the next player's turn. Play proceeds with each player taking a turn and giving orders to his units.

Example: Jim has eight units in his 300-point battleforce. He gets three orders at the beginning of each of his turns. During one of his turns, Jim wants to shoot at one enemy unit and move closer to another one. Jim gives one of his units a ranged combat order and, after resolving the attack, he gives a move order to a different unit. He does not want to do anything else, so he chooses to lose his third order. Jim has now resolved all his orders and his turn is over. Note that he could have given three units move orders, or two units ranged combat or close combat orders and a 'Mech a vent order. There is no restriction on the mix of orders that you can give to your units on any given turn.

Hint: As you can see, turns go by very quickly in small 300-point games. Don't worry if you don't accomplish everything you want to do in a single turn. Your opponents are playing under the same restriction, and it will be your turn again very soon!

Important Game Concepts

Before the different orders are described, here are some important game concepts.

Base Contact

Several rules refer to *base contact*. A unit is in base contact with another unit if their bases are touching.

Friendly and Opposing Units

Friendly units are figures that you control in the game, or figures that are controlled by an allied teammate. *Opposing units* are any figures controlled by an opponent. Friendly and opposing status is set at the beginning of the game, but can change during the course of the game.

Marking Units Given Orders

If you give an order (other than vent) to one of your units, mark it with an *order token*, such as a coin or a bead. This token will remind all players which units were given orders. At the end of your turn, remove all tokens from your units not given an order this turn.

A 'Mech that is given a vent order does not receive an order token.



You gave this unit an order on this turn and on your last turn. It is pushed and you give it a second token. After the current order is resolved, you must give it a click of damage.

Pushing

If you give an order to the same infantry or vehicle unit on two consecutive turns, that unit takes 1 click of damage after resolving its current order. This is called *pushing*; the damage represents the fatigue caused by taking orders back to back. You may not give any infantry or vehicle unit an order on three consecutive turns.

You gave this 'Mech an order on this turn and on your last turn. It is pushed and after the current order is resolved, you must give it a click of heat.



Hint: The tokens that you use to mark your units remind you which units could take the pushing penalty. If you push an infantry or vehicle unit, put a second token on it and leave both until your next turn. On that turn, the two tokens will remind you that you can't give the unit any order. At the end of that turn, remove both tokens.

Unlike infantry and vehicles, 'Mechs do not take pushing damage. If a 'Mech is given an order (other than vent) on two or more consecutive turns, that unit takes 1 click of heat after resolving its current order. Do not mark the 'Mech with a second token.

Measurements

When measuring distances for set-up, movement and ranged combat, always measure to and from the center of a unit's base. Many bases show a center dot as a measurement reference. You may measure anything on the battlefield at any time.

Special Equipment

There are colored squares and circles on each unit's combat dial. These colored squares and circles are associated with areas of the stat slot and represent special equipment that your unit possesses. Special equipment is destroyed or comes into operation as your unit takes clicks of damage and repair. You can find descriptions of all special equipment on the *MechWarrior Special Equipment Card*.

Special equipment printed as a circle is called single-use special equipment. Whenever you use single-use special equipment, take 1 click of damage once the order is resolved. This damage may not be prevented by any means. This damage represents ammunition being spent, fuel being used or other consumable equipment being expended.

All special equipment is in effect as long as it appears in the stat slot. If special equipment is described as optional, it is assumed to be in effect unless it is *anceled*. The controlling player may cancel the effect of his unit's special equipment at any time prior to dice being rolled to resolve the current order. This cancels the special equipment until the end of the current turn. After that time, it is in effect again.

Heat Effects

When a 'Mech unit takes a click of heat or cooling, numbers or colored squares might appear on the heat dial. These numbers and squares are called *heat effects*. You can find descriptions of all heat effects on the *MechWarrior Special Equipment Card*.

When a unit takes a click of heat, make any die rolls required as a result of heat effects immediately after resolving the order that generated the heat. Some die rolls may result in applying additional clicks of heat. Apply these additional clicks of heat immediately and perform any die rolls as a result of subsequent heat effects encountered. Continue this process until the 'Mech is either not required to take additional clicks of heat or shutdown occurs. Heat effects that do not require a die roll always apply while they appear on the heat dial.

In some cases, multiple heat effects may occur on the dial at once. If this condition occurs, roll a separate die for each heat effect and apply the results to the 'Mech at the same time.

If the heat dial shows a number in the locations corresponding to either the primary damage, secondary damage or speed locations on the combat dial, modify the combat values of the 'Mech by adding this number to the affected value. Treat the modified value as if it appeared on the 'Mech's combat dial.



Kevin's ForestryMech Modified has seen a lot of action in this battle! Presently, its heat dial shows the number -1 corresponding to the ForestryMech's primary damage value and the number -1 corresponding to its secondary damage value on the combat dial. If Kevin needs to refer to the primary damage or secondary damage value for this 'Mech, each will be reduced by 1.

If a unit takes more than 1 click of heat or cooling as a result of a single order (for example, 2 clicks of heat from a Flamer weapon), apply the heat effects and make any required die rolls after the total amount of heat from that order is applied.

Shutdown

'Mechs units are built with a self-regulating safety precaution called *shutdown*. Shutdown occurs when the internal heat level of a 'Mech rises to a point that the onboard systems decide it is too dangerous to continue operation. Some 'Mech pilots, through experience or ingenuity, can avoid early attempts by the onboard systems to shut down. If the heat level gets too high, however, the 'Mech will inevitably shut down regardless of their efforts. A shutdown 'Mech cannot move and all its systems are inoperative.

Shutdown automatically occurs when three radioactive symbols appear on the heat dial. Ignore any additional heat applied to a 'Mech which is shutdown. Shutdown can also occur if a heat effect requires you to successfully roll a die to avoid shutdown and you fail. When a 'Mech unit shuts down, mark it such that there are two order tokens on it as a reminder that the 'Mech is shutdown.



A 'Mech that is shutdown can only be given a vent order. Optional special equipment on a shutdown 'Mech are canceled until it restarts. A shutdown 'Mech cannot make a free spin.

Any unit attacking a shutdown 'Mech adds 4 to their attack value.

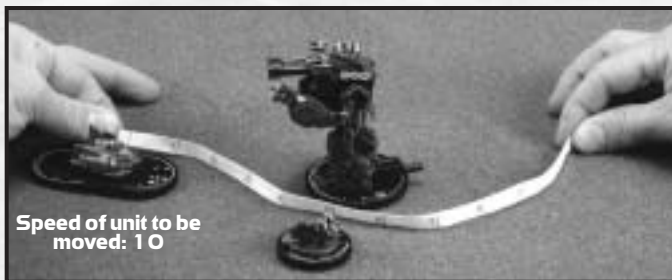
Restart

A unit that is shutdown will automatically *restart* when the heat dial shows the green Starting Position squares. Restarting also occurs if a heat effect instructs you to roll a die to restart your 'Mech, and your die roll succeeds. Restarting does not require that you give a 'Mech an order.

When a shutdown 'Mech restarts, it becomes an active unit again in all respects and may be given orders on your next turn. Remove the two order tokens reminding you that the 'Mech was shutdown.

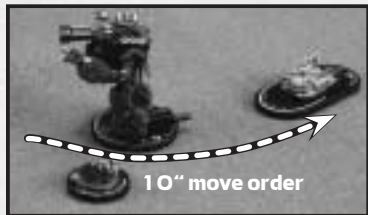
Movement

Your unit's current speed value is shown on its combat dial. This is the number of inches you may move your unit when you give it a move order. When you move a unit, place the *MechWarrior* flexible ruler on the battlefield. Measure from the center of your unit's base to the desired destination, flexing the ruler as necessary to show the unit's exact movement path.



The movement path shown by the flexible ruler may not cross any unit's base and may not pass between two units in base contact.

When all players are satisfied that the flexible ruler shows the correct movement path, pick up your unit and place it at the new position on the battlefield. When you have finished moving, you may face your unit in any direction. The direction that your unit is facing is important because it may only attack (using ranged combat or close combat orders) out of its front arc. There are five speed modes: foot, hover, tracked, wheeled, and 'Mech. Each speed mode may have an effect on your unit's move order. For more details, see *Speed Modes and Terrain*, p. 29.



Run

A 'Mech unit may choose to *run* when given a move order. A unit that runs doubles its speed value for that order. It also takes an extra click of heat in addition to any other heat generated by the order.

Breaking Away

If you give a move order to an infantry or vehicle unit that is in base contact with one or more opposing units, you must attempt to *break away*. Roll 1 six-sided die. If you roll a 1, 2 or 3, the infantry or vehicle unit fails to break away and may not change its position on the battlefield this turn. If an infantry unit fails to break away, you can still rotate it to a new facing. If you roll a 4, 5 or 6, you have succeeded in breaking away; you may change the

unit's position on the battlefield while following the rules for unit movement.

A 'Mech must attempt to break away when it is given a move order and it is in base contact with one or more opposing units. For a 'Mech, if you roll a 3, 4, 5 or 6 on 1 six-sided die, you have succeeded in breaking away and may move your 'Mech normally. If you roll a 1 or 2, you fail to break away and may not move the 'Mech this turn, although you can rotate the 'Mech to a new facing.

Any unit may break away automatically without a die roll if the only opposing unit in base contact with it is a shutdown 'Mech or a *Salvage unit*.

Free Spin

If your unit's movement brings it into base contact with one or more opposing units, those opposing units immediately have the option to spin in place as necessary to bring any portion of their front arcs into contact with your moving unit. These spins, called *free spins*, do not cost any orders, nor do they ever cause pushing. Vehicles may never make free spins.

Example: Jennifer's ForestryMech has a speed value of 4. She gives the ForestryMech a move order. An opposing Atlas controlled by Paul is a few inches away. Jennifer checks that the path of the move is okay, picks up her ForestryMech and places it in base contact with the Atlas. Paul uses his free spin to put the Atlas's front arc in contact with the ForestryMech.

A Moved Unit

A unit is considered to have *moved* if its center dot changes position on the battlefield at any time during the game, or if its facing is changed at any time other than during a free spin.

Combat

Units can be given two kinds of combat orders: ranged combat orders and close combat orders. Both types of combat orders are described below.

Overview

The following rules apply to both ranged combat and close combat orders. These rules use some terms that are explained in the *Ranged Combat* and *Close Combat* sections.

Rolling 2 and 1 2 on the White Dice

Whenever you give a ranged combat or close combat order to a unit and roll a 2 on the two white dice, you automatically miss the target. This is called a *critical miss*. Your unit must turn its combat dial clockwise 1 click after the critical miss. This represents a weapon backfire or your unit damaging itself during the order.

If you roll a 2 on the two white dice while you are trying to repair a target, you automatically miss and deal 1 click of damage to the target of the repair attempt. This

damage may not be prevented.

If you roll a 12 on the two white dice, you have automatically hit the target. This is called a *critical hit*. If you were trying to damage the affected unit or units, the critical hit delivers 1 extra click of damage to each affected unit.

If you roll a 12 on the two white dice while you are trying to repair a target, you are automatically successful and deliver 1 extra click of repair.

Hint: Even if you need more than 18 on the attack dice roll to hit a target, go ahead and roll. If you roll a critical hit, you automatically hit the target.

Targeting Friendly Units

You cannot target a friendly unit with a damaging attack. Additionally, a unit may never target itself with any attack or special equipment that damages or repairs.

Healing and Other Repairing Abilities

Using Repair special equipment or cooling a 'Mech, it is possible to repair clicks on a unit's combat dial or heat dial. When repairing, click the combat dial counter-clockwise, but never turn past the unit's starting position. When cooling, click the heat dial clockwise, but never turn past the unit's heat starting position.

Eliminating Units

As soon as three bullet holes are revealed through the stat slot, your unit is eliminated and removed from the battlefield.



Sequence of an Attack

Use the following sequence of events to make a ranged or close combat attack, regardless of whether or not you are using a formation:

1. Give a ranged combat or close combat order to your attacking unit (or primary attacker of an attack formation).
2. Declare the target(s) of the attack.
3. Declare a capture attempt, if applicable.
4. The attacking player chooses which of his optional special equipment to turn off.
5. The defending player chooses which of his optional special equipment to turn off.
6. Roll the attack dice and determine the success of the attack.
7. Calculate the damage dealt. Apply the damage to the combat dial(s) of the affected units.
8. Calculate the heat dealt and apply the heat to the heat dial(s) of the affected units, if applicable. The defender makes all necessary heat effect rolls.
9. Apply pushing damage to the attacker(s), if applicable. Apply heat to the attacker(s), if applicable, and make all necessary heat effect rolls.
10. Place an order token on each unit contributing to the attack.

Ranged Combat

A ranged combat attack can be one of two types: an energy attack or a ballistic attack. The range symbol indicates the type of attack. These attacks represent everything from lasers and machine guns to Particle Projector Cannons and missiles. A unit given a ranged combat order is called the *firer*.

Your unit has a pair of range values printed on its base separated by a slash. The number on the left of the slash is the minimum range value. The number on the right of the slash is the maximum range value. If your unit's maximum range value and attack value are greater than 0, you may give your unit a ranged combat order.

To make a ranged combat order, place one end of a ruler at the center of the firer's base and draw it in a straight line to the center of the target unit's base. This is called the *line of fire*.

The line of fire must pass through the firer's front arc. It must not exceed the firer's maximum range, or be less than the firer's minimum range. The firer may be given a ranged combat order targeting a unit it is in base contact with if these conditions are met.

The line of fire for an infantry or vehicle unit when targeting a 'Mech is only blocked if the line of fire crosses the base of a 'Mech other than the target. When targeting a non-'Mech unit, the line of fire for an infantry or vehicle unit is blocked if it crosses any unit base other than the firer and the target. The line of fire for a 'Mech is blocked if it crosses any 'Mech base other than the firer and the target. If the line of fire is blocked, you may not attack the target. You may check a potential line of fire at any time.

'Mech units have both a primary damage value and a secondary damage value. A player making a ranged combat attack must announce prior to rolling the attack dice whether the primary or secondary weapons (and corresponding range values and damage values) are being used. This announcement also determines the type of attack (energy or ballistic) being made. If the player does not announce this information, the attack uses the primary damage value and associated attack type by default. If a ranged attack with the primary weapon is not possible, the attack is cancelled and the order is lost.

Unless the target is a unit in base contact with the firer, you may not use a ranged combat order to attack an opposing unit that is in base contact with a unit friendly to the firer.



Tank

Vehicle

'Mech

This tank can trace a line of fire out of its front arc and the target is within its maximum range of 12" and its minimum range of 2". The line of fire targeting the 'Mech is not blocked by the intervening unit. A ranged combat order may be given to the tank.

If one or more opposing units are in base contact with your unit, your unit may only make a ranged combat attack against those units with which it is in contact.

To resolve a ranged combat attack, roll 3 six-sided dice and add them to your unit's attack value. Add 2 to your dice roll if the line of fire passes through the target's rear arc. If the result is equal to or greater than the target unit's defense value as shown on its combat dial, you have hit and damaged the target. Certain special equipment (like Evade) and game modifiers (like a ranged combat formation) can increase the target's defense value or the firer's attack value.

Damage

When your unit hits a single target with its ranged combat attack, look at your unit's appropriate damage value. If the attack is a ballistic attack, this value is the number of clicks of damage you have delivered to the target. Your opponent must click the target's combat dial clockwise that number of times.

If the attack is an energy attack and the target is a vehicle or a 'Mech, deliver damage equal to the damage value to the target. If the target is infantry, the energy attack deals only 1 damage to the infantry unit.

Special equipment (like Reflective Armor) and game modifiers (like multiple ranged combat targets) can alter the damage dealt to a target by ranged combat.

Heat from Energy Weapons

If a 'Mech is successfully hit and dealt at least 1 click of damage by a ranged energy attack, the 'Mech takes 1 click of heat in addition to any damage the attack inflicts. No more than 1 click of heat may be taken by a 'Mech in this fashion each turn.

Indirect Fire Ballistic Ranged Combat

A unit with an attack value greater than 0, a ballistic attack and a maximum range greater than 0 can be given a ranged combat order to attack a single target without having a clear line of fire to the target. This is called an *indirect fire* attack. The line of fire must pass through the firer's front arc but is not affected by the presence of terrain or other units. The line of fire must not exceed the unit's maximum range or be less than the unit's minimum range.

A unit in base contact with an opposing unit may not make an indirect fire attack. You may not make an indirect fire attack if the target is in base contact with a friendly unit.

To resolve an indirect fire attack, roll 3 six-sided dice and add them to your unit's attack value. The defense value of the target of the indirect ranged combat order is increased by 3. If the result is equal to or greater than the target unit's defense value, then you have hit and damaged the target. The target takes damage equal to the firer's damage value, to a maximum of 2 clicks.

Multiple Ranged Combat Targets

Your unit might be able to affect two or more target units with a single ranged combat order. You may never target a unit more than once, however, during the same ranged combat order. Units may show one, two, three or four energy or ballistic weapons symbols beside their

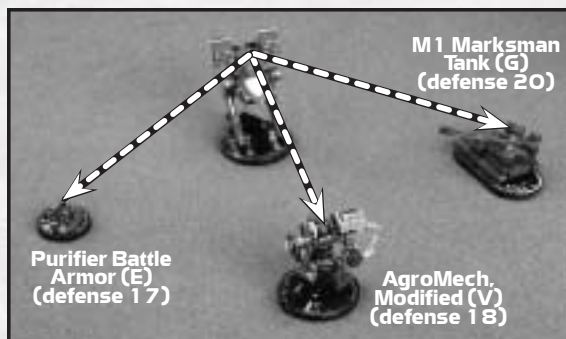
range value. The number of energy or ballistic weapons symbols is the maximum number of different targets your unit may attack with a single ranged combat order. If you are firing at more than one target, you must draw a line of fire to each of them.

Hint: Certain special abilities, like Anti-personnel, allow ranged combat to be resolved against an increased number of targets, but only require you to draw a line of fire to the main target of the attack.

You do not have to target as many units as you have ranged attack symbols. For example, if you have three energy attacks with your primary weapons, you may choose to fire upon one, two or three targets.

When your unit is attempting to affect more than one target with a ranged combat order, you only roll the attack dice once. Some units with low defense values may be successfully hit by the attack, while others with high defense values might not be hit.

To resolve a ranged combat attack against multiple targets, roll 3 six-sided dice and add them to your unit's attack value. If the result is equal to or greater than a target unit's defense value, then you have hit and damaged that target. Whenever you target multiple opposing units with a single ranged combat order, divide the firer's damage value any way you choose among the successfully hit targets.



Tracey gives a ranged combat order to her Catapult 'Mech. The Catapult's secondary damage value has three ballistic symbols and a damage value of 4. Tracey picks three opposing units within her unit's minimum range of 5" and maximum range of 14". All targets are in the Catapult's front arc. The lines of fire to the three targets are not

blocked and the Catapult is not in base contact with an opposing unit. In other words, the targets can be attacked! The attack value of the Catapult is 10. Tracey rolls 3 six-sided dice, getting an 8. The total attack roll is 18 ($10 + 8 = 18$). Tracey compares her 18 to the defense values of the three targets: an AgroMech, Modified with a defense 18, a Purifier Battle Armor unit with a defense 17, and an M1 Marksman Tank with a defense 20. The Catapult's attack misses the Marksman, but hits the AgroMech and the Battle Armor. Tracey has a total of 4 damage to divide between the successfully hit targets and chooses to deal 3 damage to the AgroMech and 1 damage to the Battle Armor unit.

Close Combat

Close combat represents point-blank fighting between units.

The front arc of your infantry or 'Mech unit must be in base contact with a target unit before you can give your unit a close combat order.

Vehicles may not make close combat attacks. A close combat attack is neither an energy attack nor a ballistic attack.

Roll 3 six-sided dice and add them to your unit's attack value. Add 2 to your dice roll if your attacking unit is in base contact with the target's rear arc. If the result is equal to or greater than the target's defense value shown on its combat dial, you have hit and damaged the target. There are other game modifiers (like a close combat formation or a capture attempt) that will increase the attack dice roll or the target's defense value.

Damage

When your infantry unit hits a target with a close combat attack, it deals damage to the target equal to its damage value.

When your 'Mech hits a target with a close combat attack, it deals damage to the target equal to its primary damage value. Some 'Mechs have a special damage value for use in close combat attacks. This is called a *melee damage value* and is indicated by the melee symbol on the unit's base. When you give a close combat order to your 'Mech with a melee damage value, you can choose to have your 'Mech deal damage to the target equal to its melee damage value or its primary damage value. The player making the close combat attack must decide which damage value and associated special equipment is being used prior to rolling the attack dice. Special equipment (like Hand-to-hand Weapon) and heat effects can alter close combat damage.



Capturing

An infantry unit may make a close combat attack *capturing* an opposing target unit instead of damaging it. Only infantry units may participate in a capture attempt, but any unit may be the target. You must declare a capture attempt before rolling the close combat attack dice. The defense value of the target unit is increased by 3 when you are attempting to capture it. If you successfully hit the target, the attacking unit captures the target unit, but does not damage it. A failed capture attempt results in the attacking unit receiving 1 click of damage. This damage may not be prevented.

A captured unit is called a *captive*. A captive cannot be given an order and all of its special equipment is ignored. While a unit is a captive, it does not count as a friendly or opposing unit to any player, and does not count towards the figure limit for movement formations. Captives are ignored for the purpose of breaking away, but the controlling unit may never voluntarily leave base contact with its captive. Captives may not be transferred to other units for control purposes.

Existing order tokens do affect a captive. Order tokens are removed from a captive at the end of the turn of the player who previously controlled it. Since captives cannot be given orders, they do not receive any further order tokens.

A unit may only have one captive under its control. Show this by keeping the two units in base contact at all times. No unit may target a captive for any purpose except if the unit has the Bypass special equipment. A captive never takes damage from any source, even from Anti-personnel attacks.

Captive 'Mechs cannot be moved or have their facing changed by any player. If necessary, a captive 'Mech cools at the end of the turn of the player who previously controlled it.

A captive vehicle or infantry unit always moves with its controlling unit using the lower of their two speed values. The controlling unit gets to use its speed special equipment (if any) for both units unless the special equipment prohibits it. Terrain which is inaccessible to either the captive or the controlling unit due to each unit's speed mode may not be entered. The controlling unit player always determines the captive's facing and location. The captive's position and facing may be changed when the controlling unit moves.

The controlling unit may only be assigned a move order. No player may place a controlling unit in a location where its captive may not be placed next to it. The controlling unit may not be the target of an opponent's capture attempt or ranged combat order, though it may be attacked by a close combat order as normal.

If a unit with a captive is eliminated, the captured unit is no longer a captive and may be given orders normally. If such a unit finds itself occupying blocking terrain at the time of its release, it is eliminated and the player that held it captive receives the victory points for eliminating it.

When the captive of a controlling unit becomes a friendly or opposing unit, the controlling unit is no longer a controlling unit and may be given orders normally.

Special Attacks

Vehicles and 'Mechs can make special attacks that allow them to move and attack a target unit in the same turn.

Ram

A vehicle with an attack value greater than 0 can make a special attack known as a *ram*. The single vehicle unit making the ram must begin the turn with no opposing units in base contact with it. The vehicle must be given a move order and end its move in base contact with a single target. All terrain modifiers apply to the move. A movement formation may not be used in a ram attack. You may not target an infantry unit with a ram attack.

The target of the ram attack is allowed a free spin unless the vehicle making the ram begins the ram attack within the rear arc of the target and ends its move in base contact with the rear arc of the target. In this case, no free spin is allowed. Also, if the target of the ram is a vehicle, no free spin is allowed.

To resolve the attack, roll 3 six-sided dice and add them to the ramming vehicle's attack value. If the vehicle making the ram begins the order within the rear arc of the target and ends its move in base contact with the rear arc of the target, add 2 to the attack roll. If the result is equal to or greater than the target's defense value, the ram is successful and the target receives 2 clicks of damage.

The vehicle making the ram attack takes 1 click of damage regardless of whether or not the attack is successful. This damage may not be prevented.

A ram attack is neither an energy attack nor a ballistic attack. The vehicle unit making the ram attack may not use any of its special equipment that require either a close combat order or ranged combat order while resolving the ram attack.

Charge

'Mech units with an attack value greater than 0 can make a special attack known as a *charge*. The unit making the charge must begin the turn with no opposing units in base contact with it. The charging 'Mech must be given a run move order and end its move in base contact with a single target. All terrain modifiers apply to the move. You may not target an infantry unit with a charge attack.

The target of the charge attack is allowed a free spin unless the 'Mech making the charge begins the charge attack within the rear arc of the target and ends its move in base contact with the rear arc of the target. In this case, no free spin is allowed. Also, if the target of the charge is a vehicle, no free spin is allowed.

To resolve the charge attack, roll 3 six-sided dice and add them to the 'Mech's attack value. If the charging 'Mech begins the charge attack within the rear arc of the target and ends its move in base contact with the rear arc of the target, add 2 to the attack roll. If the result is equal to or greater than the target's defense value, the charge is successful. The target receives damage equal to the attacker's primary damage value + 1.

The charging 'Mech takes 1 click of damage and 1 click of heat (and remember to take another click of heat from the run move) regardless of whether or not the attack is successful. A charge attack is neither an energy attack nor a ballistic attack. The 'Mech unit making the charge attack may not use any of its special equipment that requires either a close combat order or ranged combat order while resolving the charge attack.

Death from Above

A 'Mech unit with an attack value greater than 0 and Jump Jets special equipment can make a special attack known as *death from above*. The unit making the death from above attack must begin the turn with no opposing units in base contact with it. The attacking unit must be given a move order using Jump Jets special equipment and end its move in base contact with a single target. The target does not get a free spin at this time. Ignore terrain modifiers for the attack. Due to the difficulty of this attack mode, the defense value of the target is increased by 2.

To resolve the attack, roll 3 six-sided dice and add them to the attacker's attack value. If the result is equal to or greater than the target's defense value, the death from above

is successful. The target receives damage equal to the attacker's primary damage value plus 2 and does not get a free spin. The attacker takes 1 click of damage. If the death from above is unsuccessful, the attacker takes 2 clicks of damage and the target, if it is a 'Mech, gets a free spin.

An infantry unit may not be the target of a death from above attack. This attack is neither an energy attack nor a ballistic attack. A unit making a death from above attack may not use any of its special equipment that requires it to be given a close combat order while resolving the attack.

Hint: Charge and death from above attacks are useful for damaging units with defense equipment that reduces damage like Reactive Armor or Heavy Armor.

Repairing a Unit

Using Repair special equipment, it is possible to repair clicks on a unit's combat dial. When repairing, click the combat dial counter-clockwise. Apply multiple clicks of repair 1 click at a time. A unit may not receive a click of repair if a black repair marker or green starting position marker is showing on the unit's combat dial. Stop applying clicks of repair to the unit when the repair marker or starting position appears. Any remaining clicks of repair are lost.

Cooling a Unit

To cool a 'Mech, you can either use a vent order or give the 'Mech no order and allow it to cool as the 'Mech remains inactive this turn.

At the end of any turn that a 'Mech unit is not given an order, give the 'Mech 1 click of cooling. To cool the 'Mech, click the heat dial clockwise 1 click. A unit may not receive a click of cooling if the heat starting position is showing on the unit's heat dial.

If you give a 'Mech unit a vent order, the 'Mech takes clicks of cooling equal to its vent rating. The 'Mech given the vent order does not receive an order token. However, you did give the 'Mech an order this turn so do not remove any existing order tokens from it.

IV. Formations

An order that you give to one of your units can be shared among other friendly units by using formations. You may always choose whether or not to use a formation. A formation only exists for the duration of an order. Formations have no effect before or after the order, or during other player's turns. Players may declare a formation whenever the proper conditions exist.

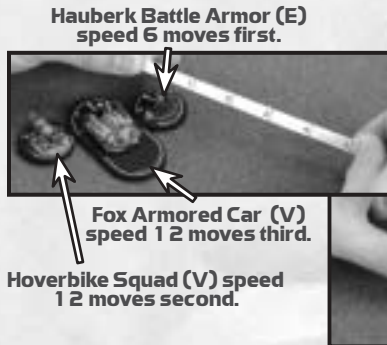
Restrictions: All members of a formation must be from the same faction. Look at the faction symbol on each unit's base to determine if the units may be part of the same formation. Mercenary units can never use formations.

Movement Formations

'Mechs cannot be part of a movement formation.

If 3, 4 or 5 of your infantry and/or vehicles are grouped so that each one is touching the base of at least one other, then you can call this group a *movement formation*. Only a unit eligible to receive a move order may be a member of a movement formation. When you give a move order to just one of these units, all of the units in the movement formation may move as part of that same order. The speed of each unit in the movement formation is reduced to that of its slowest unit. Move all units in the formation normally, one at a time. The order ends when each member of the formation has moved. During the order, the units must be moved to positions on the battlefield so that each member is once again in base contact with at least one other unit from the formation at the end of the order. The formation cannot be split into two or more groups at the end of the order.

Even though only one unit in the formation is given the move order, each member of the



formation is marked with an order token and all are considered to have taken an order. Using a movement formation may cause some units to be pushed, while others are not. This depends on which units took an order on the preceding turn as shown by their order tokens.

If any unit in a movement formation fails a breaking away roll, that unit may not move,

though it can still rotate to face a new direction if it is an infantry unit. Other units in the formation can move normally, but at the end of the order, each unit's base must be touching the base of another unit in the formation.

Hint: Movement formations are good because one move order allows you to move several units instead of just one.

A unit given a move order to activate special equipment, which states "but do not move it" (e.g., Bypass) cannot be a member of a movement formation.

Combat Formations

Units can use two kinds of combat formations: ranged combat formations and close combat formations.

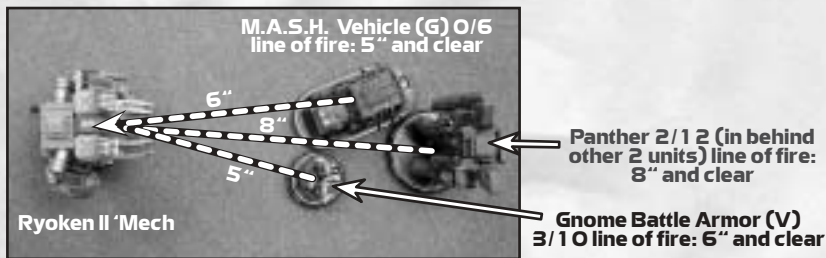
Critical Misses with Formation Attacks

If you roll a 2 on the white dice during a ranged or close combat formation attack, the attack automatically misses and only the primary attacker rotates his base clockwise 1 click.

Ranged Combat Formations

If 3, 4 or 5 of your units are grouped so that each one is touching the base of another unit, you may declare a *ranged combat formation*. Only a unit eligible to receive a ranged combat order may be a member of a ranged combat formation. When you give a ranged combat order to one of these units, all of the units in the formation contribute to the attack. Ranged combat formations can only be used when the attack is to affect a single target unit, and the intent is to damage (not repair) it.

Each member of the ranged combat formation must be able to draw a clear line of fire to the target unit. The target must be within the maximum range value and beyond the



These units from the Swordsworn faction form a ranged combat formation. Lines of fire are drawn; all are clear and within the range values of each unit. The Panther is chosen as the primary attacker. Add +4 to the attack roll for the two extra units in the formation.

minimum range value of each of the formation members. The unit to which you give the ranged combat order is called the *primary attacker*.

To resolve the attack, you use the primary attacker's attack value and damage value. Each additional unit in the ranged combat formation adds 2 to the attack dice roll. If any unit in the formation has a line of fire through the target's rear arc, there is a single additional bonus of 2 added to the die roll. There is no damage bonus.

Even though only one unit in the formation is given the ranged combat order, each member of the formation is marked with an order token and all are considered to have taken an order. Using a ranged combat formation may cause some units to be pushed, while others are not. This depends on which units took an order on the preceding turn, as shown by their tokens.

Hint: Ranged combat formations are good because they allow you to hit targets with very high defense values.

Close Combat Formations

If 2 or 3 of your infantry or 'Mech units have their front arcs in base contact with the same opposing unit, you may declare a *close combat formation* against that unit. Only a unit eligible to receive a close combat order may be a member of a close combat formation. Your own units do not have to be in base contact with one another. When you give a close combat order to one of your units, all of the units in the close combat formation contribute to the attack. Close combat formations can only be used when the attack is to affect a single target unit, and the intent is to damage (not heal) it.

The unit that you give the close combat order to is the primary attacker. To resolve the attack, you use the primary attacker's attack value and damage value. Each additional unit in the close combat formation adds 2 to the attack dice roll. If any unit in the formation is in contact with the target's rear arc, there is a single additional bonus of +2 added to the die roll. There is no damage bonus.

Even though only one unit in the formation is given the close combat order, all units are considered to have attacked. Mark each unit with a token. Using a close combat formation may cause some units to be pushed, while



Gnome Battle
Armor (E)

ForestryMech
Modified (G)

These two Dragon's Fury units form a close combat formation to attack the Mad Cat III. The ForestryMech is chosen as the primary attacker. Add 2 to the attack roll for the extra unit in the formation, and add another +2 because a member of the formation is in contact with the target's rear arc. The final attack roll is modified by +4.

others are not. This depends on which units took an order on the preceding turn, as shown by their tokens.

If a close combat formation makes a successful capturing attempt, the primary attacker is the controlling unit.

Hint: *Close combat formations are good because they help overcome the difficulty of capturing a target.*

V. Terrain

You do not have to use terrain when you fight a *MechWarrior* battle, but adding terrain to your tabletop will make your game more challenging and interesting.

There are three main types of terrain in *MechWarrior*: clear, hindering and blocking. These terrain types can exist at tabletop (ground) level, or they can be elevated. In addition, there are several types of special terrain described at the end of this section.

Clear Terrain

Clear terrain represents anything from a grassy plain to a city square. The entire battlefield consists of clear terrain, except in those areas where hindering, blocking or special terrain items are placed. You may not place non-elevated clear terrain in the terrain pool when preparing the battlefield.

Hindering Terrain



This is one way to represent hindering terrain.

Hindering terrain consists of brush, light woods, debris and other similar terrain. You can represent such terrain with shapes cut out of construction paper or cloth. The outer edges of these shapes represent the boundaries of the hindering terrain. Hindering terrain should lie flat on the table so that it does not interfere with the placement of a unit's base. You can place scale models of bushes and small trees on top of your hindering terrain shapes for visual effect. During the game, you can reposition these models within the boundary of the

terrain, since they have no effect on the play of the game.

Your units can move into and through hindering terrain, but there are restrictions. If your unit begins a move with any part of its base touching clear terrain, its movement must end immediately when its base crosses completely into a hindering terrain feature. It does not have to stop if its base does not cross completely into hindering terrain. If your unit begins a move with any part of its base touching hindering terrain, its speed value is cut

in half for the turn (round up to the nearest whole inch), even if it immediately moves out of the hindering terrain. This reduction is made after all other adjustments to the unit's speed value.

If a line of fire passes through any amount of hindering terrain and/or any number of hindering terrain features, add 1 to the target's defense value. This is called the *hindering terrain modifier*. Close combat attacks are not affected by hindering terrain.

A firer whose center dot is in hindering terrain may not be penalized by the hindering terrain modifier if it is targeting a unit outside of the hindering terrain it is in. If the line of fire from the firer does not cross any hindering terrain except beneath the base of the firer, no hindering terrain modifier applies. This case represents your unit's ability to fire from the edge of hindering terrain: protected, but not penalized by it.

When using a ranged combat formation, only the primary attacker's line of fire is subject to the hindering terrain modifier.

Blocking Terrain

Some examples of blocking terrain include large boulders, high walls and buildings. You can represent blocking terrain with common items like decks of cards and small cartons, or you can use scale models.

Units cannot move into or through blocking terrain. Blocking terrain blocks any line of fire crossing it.



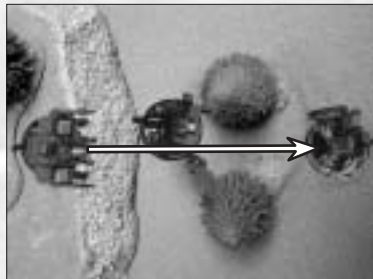
This building represents blocking terrain. Units cannot move into it, and lines of fire cannot be drawn through it.

Elevated Terrain Types

Clear, hindering and blocking terrain may be elevated above the ground-level battlefield to form hills and low plateaus. All elevated terrain is assumed to represent the same level of height above the battlefield.

You can represent elevated terrain types with stacks of books and magazines, or by using scale models. If you are using models for hills, use models with a distinct elevation change and flat upper surface to accommodate figure placement.

A unit must stop its movement as soon as its entire base moves up into elevated terrain or down out of elevated terrain (as if it was entering a hindering terrain feature). When measuring your move, don't measure any vertical distance traveled, just the horizontal portion of



This line of fire passes through hindering terrain and a unit base, but because the firer is elevated, the intervening features can be ignored.

your unit's move along the tabletop or elevated terrain feature.

Elevated terrain features block line of fire unless the firer or target or both are on elevated terrain.

If both the firer and target are on elevated terrain, nothing affects the line of fire except elevated hindering and blocking terrain features and the bases of other elevated figures.

If the firer or target is on elevated terrain but the other is not, the line of fire is blocked if it crosses a different elevated terrain feature. Intervening blocking terrain features also block the line of fire, whether elevated or not. Intervening elevated figure bases will also block these lines of fire, but unit bases not on elevated terrain can be ignored. Hindering terrain modifies the attack if either the firer or target is in hindering terrain, or if the hindering terrain is elevated; otherwise it can be ignored.

Height Advantage

When a firer who is not on elevated terrain makes a ranged combat attack against an elevated target, the target's defense value is increased by 1. This is called the *height advantage modifier*. A target unit might gain the benefit of the height advantage modifier and the hindering terrain modifier at the same time. This would increase its defense value by 2.

When using a ranged combat formation, only the primary attacker's line of fire is subject to the height advantage modifier and hindering terrain modifier.

Close combat attacks are allowed between units at different elevations. Also, members of a formation may occupy different elevations. Since base contact is a condition for close combat and formations, look down from overhead to determine whether base contact would be possible if the elevation difference wasn't there. If so, then base contact is assumed.

If the target of a close combat attack is elevated while the attacking unit/primary attacker is not, the target gets the height advantage modifier.

Special Terrain

Shallow Water

Shallow water features such as streams, fords and ponds are treated as hindering terrain for movement, but have no effect on ranged combat orders. A unit in shallow water may not be attacked by a close combat attack unless the attacking unit is also in shallow water.

Deep Water

Deep water features such as rivers and lakes are treated as blocking terrain for movement purposes, but have no effect on ranged combat orders. Units with their center dot in deep water are considered *submerged* and may not be given ranged combat orders or be the target of ranged combat attacks. A submerged unit may only be the target of a close combat attack by another submerged unit. A submerged unit that is given a close combat order delivers 2 less damage on a successful hit. The unit bases of submerged units have no effect on line of fire between units that are not submerged.

Low Walls

Low walls are a special type of hindering terrain. When your unit moves over a low wall, its movement stops when it reaches the far side of the wall. Ranged combat attacks receive the hindering terrain modifier for crossing the low wall, except if the firer is in base contact with it. Close combat attacks are allowed between figures on opposite sides of a low wall. Since base contact is a condition for close combat and formations, look down from overhead to determine whether base contact would be possible if the wall wasn't there. If so, then base contact is assumed.

Abrupt Elevated Terrain

Flat rooftops and plateaus flanked by cliffs are examples of abrupt elevated terrain. Abrupt elevated terrain is treated like normal elevated terrain, except that close combat attacks are not allowed between units on and off such a feature. Also, formations are not allowed between members who are on abrupt elevated terrain and those off such terrain. Units may only move onto or off of such terrain if they have the Jump Jets special ability, or if a pre-designated access point exists between the different terrain types. Every abrupt elevated terrain item must have at least one access point designated when it is placed in the terrain pool. The path of non-Jump Jets movement must be measured to and from such pre-designated access points.

Speed Modes and Terrain

The speed mode of a unit determines which Repair units can repair it. See the *MechWarrior Special Equipment Card*, Repair for details on this ability.

Speed mode also determines how each terrain type affects a unit.

Foot: This unit interacts with all terrain according to the previous terrain rules.

Hover: This unit treats all water terrain as clear terrain for movement purposes only.

A unit with hover in deep water is not submerged. This unit treats all hindering terrain as blocking terrain for movement purposes only. This unit fails to break away only on a result of 1 on a six-sided die.

Tracked: This unit treats all hindering terrain as clear terrain for movement purposes only.

Wheeled: This unit treats all water terrain as blocking terrain for movement purposes only.

'Mech: This unit ignores low walls for movement and ranged combat purposes. Shallow water features are treated as clear terrain for movement of 'Mechs. Deep water features are treated as hindering terrain for movement of 'Mechs.

At the end of your turn, give your 'Mech 1 click of cooling if it began and ended your turn with its center dot in any type of water terrain. If your 'Mech both began and ended its turn in deep water, give it 2 clicks of cooling instead. This is in addition to any other cooling applied at the end of this turn. A shutdown 'Mech may make a restart roll after this total amount of cooling is applied, as indicated by the heat effects encountered.

VI. Ending the Game

The game ends when any of these things happen:

1. Only one player still has a unit on the battlefield. Captives and units with Salvage special equipment showing do not count as units remaining on the battlefield for this purpose; OR
2. A predetermined time limit for the game passes; OR
3. All remaining players agree to end the game.

After the game, all players retrieve their units.

Victory!

In *Mechwarrior: Dark Age*, elimination of opposing units, control of the battlefield and control of your opponent's deployment zone are the 3 keys to success in battle. The winner of a game is the player who wins the most of these 3 victory conditions.

Victory Condition 1: Elimination of Opposing Units

MechWarrior is all about delivering the damage! Victory Condition 1 rewards a player for eliminating opposing units.

Every opposing unit that is eliminated during the game is worth a number of *victory points* equal to its point value. These points are scored during the game as soon as a unit is eliminated.

To summarize, Elimination of Opposing Units = (points gained from eliminating opposing units)

Victory Condition 2: Control of the Battlefield

Mechwarrior: Dark Age conflicts occur between battleforces struggling for control of a geographical area. Victory Condition 2 rewards a player for dominating a contested area.

Every non-captured unit in your battleforce that is not Salvage and remains on the battlefield at the end of the game is worth the number of victory points equal to its point value. These friendly units are referred to as *surviving units*. If all your units are captured and/or Salvage, add no points.

Every opposing unit that you are holding captive within your deployment zone at the end of the game is worth a number of victory points equal to double its point value. No points are scored for captive infantry and vehicles held outside your deployment zone. A captured 'Mech is always worth the number of victory points equal to double its point value.

Each opposing Salvage unit that is not in the controller's deployment zone at the end of the game is worth a number of victory points equal to its point value.

To summarize, Control of the Battlefield =

- (captured opposing unit points x 2, but only if they are in your deployment zone)
- + (captured opposing 'Mech unit points x 2)
- + (surviving unit points. If all of a player's units are captured and/or Salvage, add 0)

+ (opposing Salvage unit points, but only if they are not in their controller's deployment zone)

Victory Condition 3: Control of your Opponent's Deployment Zone

Supply lines, ammunition stockpiles and rear-line communications are all essential to successful futuristic combat. Victory Condition 3 represents a player's ability to disrupt an opponent's logistics through occupation of his deployment zone.

During the game, you can score points for having your units in an opponent's deployment zone. Score 1 point at the beginning of each of your turns for each of your units in an opponent's deployment zone. The total of all these points at the end of the game is a measure of your ability to control your opponent's deployment zone.

To summarize, Control of your Opponent's Deployment Zone =

(1 point per unit located in an opponent's deployment zone at the beginning of your turn)

Determining the Winner

The victory points scored for eliminating units and occupying an opposing deployment zone are scored during the game. Points for captives, surviving units, and Salvage units are scored at the end of the game. The player with the highest point total for each victory condition wins that victory condition.

If two or more players tie for winning the most victory conditions, the winner is the player with the most Control of the Battlefield victory points. If this total is tied as well, the winner of the game is the player with the most Elimination of Opposing Units victory points. If this total is also tied, roll a six-sided die to determine who wins the game.

Withdrawing

During your own turn and before the game ends, you may leave the battlefield. This is called withdrawing.

If you withdraw, your opponents retain the victory points for any units of yours that they have eliminated during the game. Also, if any of your units are captives when you withdraw, you immediately forfeit their point value to the controlling player as if they had been eliminated as well. You remove all your units from the table and retrieve all of your eliminated units. Opposing units you captured remain on the battlefield and may now be controlled normally by their owners.

VII. The Standard Game

There are many ways you can play *Mechwarrior: Dark Age*, and lots of decisions you will have to make before the game starts. What build total will you use? What sort of terrain will you use? Will you set a time limit for play? If you are playing with someone you don't know, these questions might take a long time to resolve. We suggest the following standard game;

everyone should be comfortable playing this way.

- 1) The playing surface is 3' x 3' square.
- 2) Each battleforce has a build total of 300 points, giving each player 3 orders at the beginning of every turn.
- 3) The time limit for the game is 60 minutes.
- 4) When setting the scene, each player contributes 2 standard terrain items to the terrain pile.
- 5) Do not use elevated terrain.
- 6) Follow *MechWarrior* etiquette and have fun!

VIII. MechWarrior Etiquette

Miniatures games lack the restricted environments of board games and card games. This is good, because you can use your imagination to develop all sorts of unique scenarios and terrain ideas. The butter dish is a re-enforced bunker. The salt shaker in the center of the table is a communications tower, and the first player to destroy it is the winner!

On the other hand, situations may arise which are not covered by these rules. While we have attempted to write very explicit rules, players may eventually run into a disagreement over who can do what. To avoid or resolve arguments, we suggest the following points of etiquette.

1) Players should never spin the combat or heat dials of any units being used in the game unless it takes clicks of damage, repair, heat, or cooling. At those times, players should only click the dials the required number of times in the proper direction. In other words, don't click through combat or heat dials just to see what's coming up. Unless asked to do so, players should only spin their own unit's combat dials or heat dials, never someone else's.

2) You will constantly pick up your units during a game to adjust their combat dials. Mark the locations and facings of your units with tokens on the table whenever you do this.

3) Because weapons, arms and other bits of figures stick out from their bases, it is sometimes difficult to get a clean base contact between two units. If you cannot get two unit bases to touch, agree amongst yourselves that the two units are in base contact until one of them moves away.

4) Ambiguous situations will arise. For example, a line of fire might or might not be nicking a blocking figure base. There might or might not be enough room between two units to allow a third to stand between them. Players will reasonably disagree in situations like these. In all such instances, roll one die. On a 1, 2 or 3, the order is not allowed. On a 4, 5 or 6, the order is allowed.

IX. Glossary

Assault BattleMech: A BattleMech that weighs 80 tons or more.

Attack Dice: Three six-sided dice (two white dice and one black die) used to determine if an attack hits its target.

Bannson's Raiders: Called rebels by the other factions, this group, lead by Jacob Bannson, considers itself a modern-day Robin Hood and protects the common man of the Prefecture.

BattleMech: A large robotic construct that is piloted by humans.

Base Contact: When a unit's base is touching the base of another unit or a terrain feature.

Break Away: Attempting to move a unit out of base contact with opposing units.

Build Total: The limit of your battleforce's total point value. This limit can be equaled but not exceeded.

Building Your Battleforce: Picking units whose point values do not exceed your allowed build total.

Captive: A captured unit.

Canceled: When special equipment or an order does not exist and has no effect.

Capturing: A close combat attack made by infantry to turn a unit into a captive instead of damaging it.

Charge: An attack in which a 'Mech collides with an opposing target unit.

Click of Cooling: A clockwise spin of the heat dial for one click.

Click of Damage: A clockwise spin of the combat dial for one click.

Click of Heat: A counter-clockwise spin of the heat dial for one click.

Click of Repair: A counter-clockwise spin of the combat dial for one click.

Close Combat Order: A melee or hand-to-hand attack order.

Close Combat Formation: Two or three friendly infantry or 'Mech units using a single close combat order to attack a target unit.

Combat Dial: The rotating disc under a unit's base.

Critical Hit: A combined roll of 12 on the two white dice during an attack roll.

Critical Miss: A combined roll of 2 on the two white dice during an attack roll.

Death from Above: An attack in which a 'Mech with Jump Jets drops on an opposing unit.

Deployment Zone: A rectangular area along your edge of the battlefield where you start your units and bring your captives and Salvage units.

Dragon's Fury: Loyal to House Kurita and lead by Duchess Katana Tormark, this faction values honor. It fields fiercely loyal and highly trained warriors.

Figure: A MechWarrior piece.

Firer: A unit given a ranged combat order.

First Player: This player places terrain first, sets up his units first and takes the first turn of the game.

Foot: A speed mode that allows a unit to move through terrain as stated in the terrain rules.

Free Spin: Rotating a unit to bring its front arc toward an opposing unit that moved into base contact.

Friendly Unit: A unit you control or one that is controlled by an ally.

Heat Dial: The rotating spindle on the top of a 'Mech unit base.

Heat Effects: Modifiers to a 'Mech's performance due to it overheating.

Heat Starting Position: The heat dial location where each 'Mech unit begins the game, identified by three green squares in the heat dial slot.

Heavy BattleMech: A BattleMech that weighs between 60 and 75 tons.

Height Advantage Modifier: A +1 increase to the target's defense value used if an attack originates off of elevated terrain to a target on elevated terrain.

Highlander: Loyal to the Republic and the memory of Devlin Stone and his knightly ideals, this faction is devoted to defending peace and freedom against the falling darkness.

Hindering Terrain Modifier: A +1 increase to the target's defense value used if a line of fire passes through any hindering terrain.

Hover: A speed mode that allows the unit to travel through water but not through hindering terrain.

Indirect Fire: A ballistic ranged combat attack against a single target to which the line of fire is blocked.

Infantry Unit: A single-base unit comprised of soldiers.

Light BattleMech: A BattleMech that weighs up to 35 tons.

Line of Fire: A line drawn from the center of a firer's base to the center of a target's base.

'Mech: A BattleMech unit.

'Mech: A speed mode that allows a unit to move through shallow water as if it was clear terrain and deep water as if it was hindering terrain.

Medium BattleMech: A BattleMech that weighs between 40 and 55 tons.

Mercenary: An unaligned faction of hired guns.

Modifier: Any adjustment to a dice roll or defense value.

Move Order: An order that allows you to rotate a unit or move it to a new location on the battlefield.

Moved: A unit is moved when its center dot changes position at any time, or its facing is changed during the owning player's turn.

Movement Formation: A group of three, four or five friendly infantry or vehicle units that all move with just one move order.

Opposing Unit: A unit controlled by an opponent.

Order: There are four orders: move, ranged combat, close combat and vent. You get a certain number of orders at the beginning of each of your turns, which you then give to your units during your turn.

Order Token: A penny or token used to mark a unit that has been given an order.

Primary Attacker: The unit that leads a ranged or close combat formation.

Pushing: Giving an infantry or vehicle unit an order on two consecutive turns.

Ram: An attack in which a vehicle smashes into an opposing target unit.

Ranged Combat Order: An order that uses energy or ballistic weapons to damage a unit.

Ranged Combat Formation: A group of three, four or five friendly units that use one ranged combat order to attack a single target unit.

Repair Marker: A point on the combat dial that a unit may not be repaired past, identified by a black triangle that appears in the stat slot between the attack and defense values.

Restart: When a 'Mech cools sufficiently to begin to work again after a shutdown.

Run: A 'Mech move order at double speed that causes a click of heat at the end of the order.

Salvage Unit: A unit with Salvage special equipment showing in its stat slot.

Shutdown: When a 'Mech overheats and all its systems stop working.

Spirit Cats: Loyal to Clan Nova Cat and lead by Galaxy Commander Kev Rosse, this faction is comprised of Mystic warriors lead by aboriginal vision quests.

Starting Position: The combat dial location where each unit begins the game, identified by a green triangle that appears in the stat slot between the attack and defense values.

Steel Wolves: Loyal to Clan Wolf and lead by the aggressive Galaxy Commander Kal Radick, this faction believes fully in both its own strength and the right to take whatever it needs.

Submerged: When a unit is in deep water terrain and completely underwater.

Surviving Units: Friendly non-captured non-Salvage units that are in play at the end of the game.

Swordsworn: Loyal to House Davion and lead by Duke Aaron Sandoval, this faction is known for its unrivalled officers and its cutting-edge technology.

Token: A marker, like a penny or a glass bead.

Tracked: A speed mode that allows a unit to traverse hindering terrain as though it were clear terrain.

Unique: A unit with a star instead of chevrons as a rank symbol. You may not have more than one of any given unique unit in a battleforce.

Unit: A MechWarrior piece.

Vehicle: A double-based unit like a hovercraft or tank.

Vent Order: An order that allows you to cool a 'Mech.

Victory Points: The points you add up at the end of the game to see who wins the game.

Wheeled: A speed mode that prevents a unit from moving through water terrain.

Withdrawing: Leaving a game before it is over.

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In memory of an exceptional MechWarrior and friend, Captain Peter Musselman

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