



FORWARD ARC



Cinematic Tactical
Mech combat

Print and Play

672



MiLan

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1. Basics:

Welcome, Commanders of the Coral Empire, Jerusalem Compact, and Kanata League, to your first Training Assignment. This guide teaches the fundamentals you'll use as ARC (Automated Reactivity Chassis) Commanders. Learn it at the table, then fight hard and fair.

Players 2 (two opposing teams)

Play Time 30–60 minutes (training missions)

Scale Inches (1" : 10 m)

Dice 1d6 (plus a few spare dice or counters for tracking)

Goal Disable enemy ARCs or achieve your scenario's victory conditions. If a scenario uses Victory Points, VPs decide the winner at game end.

Table & Tools 30"x30" for training (recommended) with line-of-sight blocking terrain; tape measure in inches; pencil; scissors/knife for PnP. Use the provided training maps if available. Open tables will result in very short ARC-vs-ARC engagements.

Start Here Play Destroy the Destroyer (see §3). Follow its setup and deployment, then the Turn Sequence in §4.

Print Order See §2 **What to Print** for a one-page Quick Reference, ARC sheets for your chosen units, standees/tokens, and terrain. Print those first.

Blind Test Note Please learn only from this booklet and the PnP components—no outside videos or designer clarifications. Record questions/house rules on your Issue Log.

2. What to Print (PnP Pack)

Rules	This document	#
Quick Reference Card	Tactical Overview Sheet	1
ARC Cards	Ch20	1 per used unit
Standees	Ch20	1 per used unit

3. Destroy the Destroyer

Training Scenario

3.1 Objective

Destroy the enemy ARC

3.2 Force Contribution

Each side will field a single Destroyer class ARC.
Coral Empire: Taipan

Kanata League: Abhamon

3.3 Deployment Zones

Roll 1d6 for Deployment Initiative. Highest roll goes first.

Must deploy within 4inch corner as marked on the map below. Enemy must deploy in opposite corner.

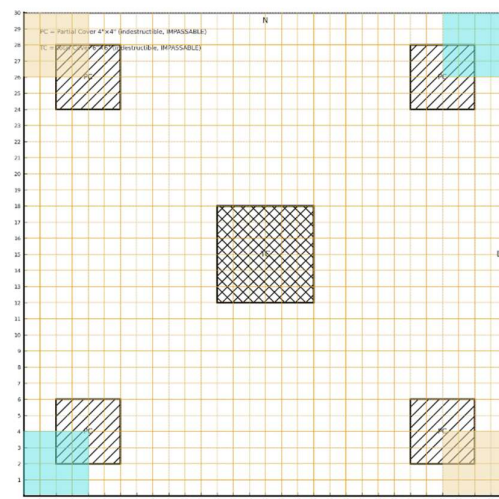
3.4 Map

Training Grounds V2

30" x 30"

4 x 4"x4" lvl1 buildings with centers 4" from boundaries

1 6"x6" lvl2 building central to map



Visibility is clear, no wind.

Corner buildings provide Partial Cover, central building breaks LoS. All buildings are indestructible.

3.5 Walk-Through

Deployment Initiative. Taipan rolls 4, Abhamon rolls 3. Taipan deploys first.

Taipan deploys on South edge, West corner. Abhamon must deploy on North edge, East corner.

3.5.1 Turn 1

Initiative

Taipan rolls 6, Abhamon rolls 1. Taipan activates first.

Movement T

Taipan dashes for 12MP following a 12" path around the lvl1 building and tucks in at the southwest corner of the central building. Facing north.

This gives the Taipan a +2AR for the 12" movement path. Exposes the Chassis plate to the north. Is completely hidden from the East. A d6 with the 2 showing is placed next to the Taipan.

The Abhamon is out of LoS and range. No further action available. Activation end.

Movement A

The Abhamon also takes 12MP dash to face the Northeast corner of the lvl2 building. Maximising its forward arc to the enemies next movement.

The Abhamon also place a d6 with the 2 upwards for reference. There are no targets in LoS. Activation ends.

3.5.2 Turn 2

Initiative

Both sides roll a 2. Re-roll initiative. Taipan rolls highest and goes first.

Movement T

Taipan plays Coral Empire doctrine and Cruises north for 8MP and 8". Ending movement facing the Abhamon face-face. The d6 is changed to face the 1 and placed next to the ARC.

Targeting T

The Abhamon is now 7.5" distant. Taipan declares their target and declares 4x Cannons will be fired.

Reactivity A

The Abhamon engages smoke screen.

Attack T

Employing their Laser Range Finder and Thermal Vision for enhanced targeting, the Taipan determines the Attack Value.

Taipan AV calculation:

150mm SB	LRF	Thermal	Short Range	=	AV
10	+1	+1	+/-0	=	12

The Taipan is firing 4 Cannons at 12AV each.

Resolve A

Abhamon AR calculation:

Chassis	MP	Smoke	=	AR
9	+2	+1	=	12

12AV – 12AR = 0

4x OST damage inflicted on target.

The result is that 4 armour piercing Sabots scream past the Abhamon and slam into the wall far behind the ARC.

Record Keeping

4 rounds are noted on the Taipans ARC sheet.

1 Smoke charge is ticked of the Abhamon ARC sheet.

Movement A

Abhamon remains stationary. Dice is removed from map.

Targeting A

The Taipan is now 7.5" distant. Abhamon declares their target. They will bracket fire cannon battery at the Taipan.

Reactivity T

The Taipan engages smoke screen.

Attack A

Abhamon switches to Thermal imaging and is enhanced by the laser range finder.

Abhamon base AV calculation:

150mm SB	LRF	Thermal	Short Range	=	AV
10	+1	+1	+/-0	=	12

Bracket Firing Result:

Cannon	#1	#2	#3	#4
Modifier	+0	+1	+2	+3
New AV	12	13	14	15

Resolve T

Taipan AR calculation:

Chassis	MP	Smoke	=	AR
9	+1	+1	=	11

All 4 Sabots hit their mark on the Taipan, each one more accurate than the first.

Cannon	#1	#2	#3	#4
ST inflicted	1	2	3	4
Crit Hit	No	Yes	Yes	Yes
Crit Result 1d6	NA	Spall - 1ST	Sensor - 1AV	Mobility ½ Movement

A total of 10ST damage inflicted! There are only 2ST remaining!

Record Keeping

4 rounds are noted on the Abhamons ARC sheet.

1 Smoke charge is ticked of the Taipans ARC sheet.

3 Criticals are ticked on the ARC sheet.

3.5.3 Turn 3

Initiative

Abhamon highest and goes first.

Movement A

Abhamon remains stationary again.

Targeting A

The Taipan is still 7.5" distant. Abhamon declares their target. They will continue to bracket fire cannon battery at the Taipan.

Reactivity T

The Taipan engages another smoke screen.

Attack A

Abhamon maintains Thermal imaging and is enhanced by the laser range finder.

Abhamon base AV calculation:

150mm SB	LRF	Thermal	Short Range	=	AV
10	+1	+1	+/-0	=	12

Bracket Firing Result:

Cannon	#1	#2	#3	#4
Modifier	+0	+1	+2	+3
New AV	12	13	14	15

Resolve T

Taipan AR calculation:

Chassis	MP	Smoke	=	AR
9	+1	+1	=	11

It's all over for the Taipan now!

Cannon	#1	#2	#3	#4
ST inflicted	1	2	3	4
Crit Hit	No	Yes	Yes	Yes
Crit Result 1d6	NA	Sensor -1AV	Mobility ½ Movement	Firepower -1AV

Another staggering 10ST damage inflicted! Taipan is now at -8ST and is well and truly scrap metal.

Record Keeping

4 rounds are noted on the Abhamons ARC sheet.

1 extra Smoke charge is ticked of the Taipans ARC sheet.

3 further Criticals are ticked on the ARC sheet.

Mission Complete

Victory conditions have been met by the Abhamon through the destruction of the enemy Destroyer.

4. Core Rules

4.1 ARC Cards

How to read & use at the table

Each ARC card lists: Name, Faction, Role, Movement (Cruise/Dash), Defence systems, Weapons, Armour, Structure (ST), Pilot info, and Criticals. Use it as your *only* tracker during play.



FORWARD ARC





ARC Data

ARC Name: Abhamon
 Allegiance: Kanata League
 Role: GF Class: Destroyer

Movement

Cruise: 8
 Dash: 12
 Jump: 0

Pilot

Name: _____ Deployments: ☒
 Rank: _____ Tours: _____
 Complete: _____

Defence

UAV: ☐
 UAS: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 APS Front: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 APS Flank: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 Smoke: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Armour

Facing	Value	Crit	#
Crown	10	Sensors (Indirect)	☐
Chassis	9	Mobility	☐
Flank	6	Targeting (Direct)	☐
Rear	3	Crew	☐
Dorsal	3		

Offence

Amount	Weapon	AV	Arms
4	150MM SB	10	40
4	Rotary	4	30
6	MG	3	50







Movement — Shows how far you can Cruise or Dash. (No ARC can jump at this time.)

Defence — Systems fitted to your ARC (e.g., Drone charges, CUAS/APS). Tick these off as you spend them.

Offence (Weapons) — Count of each weapon, its base AV, and ammo. Each weapon may fire once per turn. Some ARCs may have supportive or defensive munitions loaded. The Commander may choose to deploy these in place of offensive firing. Tick off ammo when fired.

Pilot — Each pilot starts with the rank of Commander. Keep track of your missions. How long can your pilot survive Forward ARC for?

Criticals — Record crit results immediately. Crew crits can affect your *next* mission—don't forget them.

Armour — Reference of your ARC's protection by facing. Armour does not degrade, but attacks can penetrate.

Structure (ST) — Your ARC’s “hit points.” Reduce ST as you take damage; at 0 or less, the ARC is destroyed.

4.2 Game Set-Up

Use this quick checklist for any training scenario.

Choose a scenario from the Scenarios chapter and prepare only the listed components.

Build the table — Use the provided training maps or place terrain with line-of-sight blockers; open fields will end fights fast.

Pick forces per the scenario and place their ARC cards, standees, tokens, and rulers within reach.

Roll deployment initiative — Each team rolls 1d6 (re-roll ties). Highest result deploys first per the scenario's deployment rules; then alternate.

Begin play — Follow the Turn Sequence section once deployment is complete.

4.5 Turn Sequence

In Forward ARC, turns are sequential. Effects apply immediately.

Phase	Objective
Initiative	1d6, ties re-roll, highest activates 1 st
Movement	Stationary, Cruise or Dash Note AR bonus
Targeting	Check LoS & armour facing Declare all firing weapons
Reactivity	Launch Drone, check off charge Deploy CUAS (5+ success) and/or Rotary Cannon (6) Deploy smoke if needed
Attack	Launch/Abort indirect Deploy APS (5+) and/or Minigun (6) air defence Resolve each weapon in descending AV order
Resolve	$AV_{\text{weapon}} - AR_{\text{facing}} \geq 1$ note ST damage If damage $\geq 3ST$, roll critical effect
Record Keeping	Ensure all expendables and criticals are noted
Activation End	Next highest initiative commences
End of Turn	Remove smoke Gather Victory Points per Scenario

Initiative (start of turn) — Each team rolls 1d6 (re-roll ties). Highest roll activates first this turn.

Movement — Activate one ARC and choose Stationary / Cruise / Dash.

If Stationary, you may qualify for Bracket Fire later this activation.

If you moved, note your movement AR bonus from the band table.

Targeting — Choose targets and check LoS, range band, and armour facing. Declare which weapons will fire at which targets.

Each weapon may fire once per activation. RoF cannot be split across targets.

Reactivity (defender & systems) — Resolve in this order:

Drone Launched — Defender attempts CUAS at 5+ and/or Rotary at 6 on 1d6 to shoot it down. If a drone survives, the attacker may make indirect attacks this activation.

ARC targeted — Smoke auto-deploys (Front/Flank only) unless the commander overrides, mark charges.

Indirect Fire — APS at 5+ (directional; Front/Flank) and/or Minigun at 6 on 1d6 may attempt a shoot-down ammo cost.

Direct Fire — Resolve declared weapons one by one (in descending AV order). Apply range modifiers and any Bracket bonus if eligible.

Damage & Criticals — For each hit where $AV - AR > 0$, reduce the target's ST by that amount. If the difference is $AV \geq 3$, roll for Criticals and apply immediately.

End of Activation — Next-highest initiative team activates an ARC. When all ARCs have activated, proceed to End of Turn.

End of Turn — Tally scenario VP (if used). Remove tokens and/or markers. All drones are destroyed at end of the turn.

5. Initiative

Initiative sets the activation order for this turn.

5.1 Roll for Initiative (start of each turn)

Each team rolls 1d6. Re-roll ties until all teams have a unique order.

The highest roll acts first, then the next highest, and so on.

5.2 Activations

Teams alternate activating one ARC at a time following the initiative order.

After the last team activates one ARC, return to the first team to activate their next ARC.

Continue round-robin until all ARCs have activated once this turn.

5.3 End of Turn

When every ARC has completed one activation, the turn ends.

Resolve End of Turn effects (remove Smoke; all Drones are destroyed; score VP if the scenario says so).

Roll initiative again for the next turn.

5.4 Passing & No Eligible ARCs

If a team has no ARCs left to activate (destroyed, stunned, or already activated), they skip their next activation in the round-robin.

If all remaining teams would skip, the turn ends immediately.

5.5 Active Avoidance (anti-stall)

To prevent stalling, a team that completes two consecutive turns without attacking, contesting/claiming an objective, or moving closer to any objective cedes initiative for the subsequent turn, they act last in the order. This can be reversed by re-engaging in game objectives. Cannot be used if the player has declared a flee. (Use sparingly; this rule is to keep the game moving.)

Example (2 teams):

Both teams roll. Coral rolls **5**, Kanata **3**, order is **Coral, Kanata**. Coral activates one ARC, then Kanata activates one ARC; repeat until all ARCs have acted once. End the turn, then roll again.

Example (3+ teams):

Rolls: A=6, B=4, C=2, order **A, B, C**. Activations proceed A→B→C→A→B→C until all ARCs have acted once. Then end the turn and re-roll.

Example (Outnumbered)

Two teams, 3 vs 1 ARCs; initiative order: Coral, Kanata.

Sequence: Coral A1, Kanata B1, Coral A2, Coral A3, End of Turn (Kanata has no ARCs left to activate).

Two teams, 4 vs 2 ARCs; order: A then B. A1 → B1 → A2 → B2 → A3 → A4 → End of Turn.

Three teams, 2 vs 1 vs 1; order: A, B, C. A1 → B1 → C1 → A2 → (B has none) skip → (C has none) skip → End of Turn.

6. Deployment

This section covers how to place forces on the table before the first activation. Scenarios may override any item below—follow the scenario if there's a conflict.

6.1 Build the Battlefield

Finish terrain placement before choosing edges. Include solid line-of-sight blockers; open tables shorten games dramatically.

6.2 Set Initiative & Choose Edges

At the start of the turn, roll Initiative (see §4). The highest roll chooses a table edge (or deployment zone, if the scenario defines zones). The other team(s) take the remaining side(s).

6.3 Mark Deployment Zones

Use the scenario's map.

If a scenario doesn't define zones, use these training defaults:

30"×30" table: each team deploys wholly within 4" of its table edge.

48"×48" and larger table: each team deploys wholly within 6" of its table edge.

Measure from the furthest part of the base/standee to the table edge.

A base may not exceed the deployment range limit.



6.4 Place Objectives (if any)

Place objectives exactly as the scenario specifies. If a scenario gives distances, pre-measure is allowed.

6.5 Alternate Deployment

Starting with the highest Initiative team, players alternate placing one ARC at a time until all ARCs are deployed. If a team has no ARCs left to place when it's their turn, they skip (the other team may place remaining ARCs back-to-back).

6.6 Facing & Cohesion

Facing: Set each ARC's initial facing when placed. Ensure the Front/Flank is clear (the base arrow or label should point forward).

Cohesion: ARCs deploy independently (no unit coherency rules).

6.7 Proximity & Terrain

Do not deploy stacked with an ARC or on top of an objective unless the scenario allows it.

You may deploy in or behind terrain if your base fits. Occupying cover applies from the start of play.

6.8 Deployment AR Bonus

Each ARC receives a +3AR bonus until its first activation.

6.9 Final Checks

Put ARC cards and rulers within reach.

Confirm deployment zones, objective locations, and initial facing with your opponent.

Note any scenario special rules that modify deployment.

Deployment Example (two teams)

On a 30"×30" table, Coral wins Initiative and chooses the north edge. Zones are 4" from each edge. Players alternate: Coral places ARC A1, Kanata places K1, Coral A2, Kanata K2. Coral has a third ARC (A3) and places it last. All ARCs start with chosen facing; none within 1" of an objective. Proceed to the Turn Sequence.

7. Movement

Move one ARC when it is your activation. Choose Stationary, Cruise, or Dash.

7.1 Options

Stationary — Displacement limited to 0". You may pivot freely any amount. Eligible for Bracket Fire this activation. No movement AR bonus.

Cruise — Move up to your ARC's Cruise value (in inches). You may pivot anytime during the move.

Dash — Move up to your ARC's Dash value. You may pivot anytime during the move. (No extra attacks from dashing.)

7.2 Measuring & legality

Pre-measure is allowed.

The movement range on the ARC sheet is spent as 1MP = 1" of travel on open ground.

Displacement is measured from front base edge to front base edge.



Moving through terrain that offers cover such as smoke, sparse or dense woods forces the Commander to make more adjustments to traverse the obstacles. This is reflected in the following tables Terrain Costs:

Base movement	1MP/inch
Elevation Change	+2MP/inch
Light Cover	+1MP/inch
Heavy Cover	+2MP/inch

You cannot end movement overlapping terrain you can't occupy. You cannot move through enemy units.

Stay fully on the table. A unit that is partially or wholly removed from the table is considered Fled and cannot re-engage.

Pivots/rotations do not cost distance.

7.3 Terrain & elevation (quick rules)

If a base fits, you may move into/through terrain unless the scenario marks it Impassable.

Occupying cover applies immediately if you end with the base mostly within/behind cover.

Elevation changes follow your table's terrain; if an elevation is marked Impassable for ARCs, you cannot enter it.

(Scenarios may override these.)

7.4 Defensive Movement Bonus

Your movement this activation grants an Armour Rating (AR) bonus based on how far you displaced:

Move in inches	AR bonus
Up to 8"	0
8"-11"	+1
11"-14"	+2
14"-17"	+3
17"+	+4

This AR bonus lasts until your next activation begins.



The Taipan has moved for an AR bonus of +2. Marked with the teal dice for ease of reference.

7.5 Hull-Down

To enter/exit Hull Down the player uses 2MP during their movement phase. The ARC is now kneeling or crouching and protecting its more vulnerable Chassis plate for the thicker Crown plating. The ARC is limited to Cruising while Hull Down.

The ARC is now treated as if they are 1 elevation lower. If they are within 1" of a Level1 terrain along the direct LoS to an attacker, the terrain breaks LoS and they cannot be targeted by direct fire.

7.5.1 Initiative Effects:

Win	Lost
Attack as normal	Attack as if Dashed
Peek-a-Boom	Pinned

When the player **wins** initiative they receive the following benefits:

The ARC may attack as per normal while Hull-Down.

A Stationary ARC can Peek-a-Boom, bracketing while Hull-Down.

When the player **loses** initiative, they receive the following penalties:

The ARCs offence is as if they have Dashed. Reduced to a single weapon attack.

The ARC must remain stationary and cannot expend MP. It can change its facing but may not displace from its origin.

These benefits/penalties lasts until your next activation begins.

7.6 Examples

You Cruise 10" total → gain +1 AR

You Dash 16" → gain +3 AR.

You Dash 19" → gain +3 AR and Burst (first incoming attack is at -1 AV).

You remain Stationary → no movement AR, but you may Bracket (see Bracket Fire).

7.7 Edge cases & reminders

The movement AR bonus is based on total displacement this activation, not the number of pivots or the shape of the path.

Movement AR and Burst (if any) last until next activation.

Smoke/Hull-Down/APS/other systems are handled in their own sections; movement does not by itself trigger them.

If a rule or scenario prevents movement, you may still pivot (Stationary) unless otherwise stated in the scenario.

Example of incorrect Movement Point (MP) bonus calculation: An ARC expends 18 Movement Points (MP) to circle 3 obstacles and finish its movement phase with a total displacement of 8 inches. It does not receive the +3 Armour Rating (AR) and Burst bonus due for using 18 Movement Points (MP). Instead, the player refers to the 8 inch band due to its total displacement from point of origin and receives a +1 Armour Rating (AR).

Example of correct Movement Point (MP) bonus calculation: If an ARC moves 7.5inches, it receives an AR bonus of +0. If it moves 8inches, it receives an AR bonus of +1.

The movement modifiers lasts until your next activation begins.

8. Targeting

Targeting chooses who you'll shoot and which weapons you'll use.

8.1 Eligibility & arcs

You may make attacks against enemy units inside your ARC's front 180° arc.



The Facings of Front, Flank and Rear shall be marked on the ARCs base and are independent of the pose of the ARC.

Enemies may target you from anywhere they meet their own targeting requirements.

Use Line of Sight and Armour Facing to determine which armour face you're striking.

8.2 Declare targets & weapons

Check LoS, range band, and the defender's armour facing for each intended target.

Declare which enemy units you are targeting, and which specific weapons will fire at each.

Each weapon may fire once per activation. RoF cannot be split across targets.

An ARC can track up to 12 targets in a single turn.

A Reconnaissance, RC, unit can act as a spotter for its Force. This requires LoS between target and RC. Terrain modifiers may not exceed +4AR. Battlefield modifiers affect the AV of the indirect fire. The RC may not be Hull Down.

8.3 Range

Ranges determine whether a weapon can be used and what, if any, range modifiers apply to its Attack Value (AV).

8.3.1 Measuring Range

Measure the straight-line distance between the closest points of the attacker's and target's bases after Line of Sight is established.

Pre-measure is allowed.



The Taipans range is 9" to the Abhamons left Flank.

8.3.2 Weapon Profiles and Bands

Each weapon lists a maximum range and, if applicable, range bands (for example: Short, Medium, Long) with modifiers.

Apply the weapon's listed range modifiers to AV. If a band is not listed for a weapon, it has no modifier at that distance—only the max range matters.

Short range incurs no modifiers.

Medium range incurs -1AV.

Long range incurs -2AV.

8.3.3 Minimum Range

If a weapon shows a minimum range, it cannot be used at distances shorter than that value unless the profile says otherwise.

8.3.4 Out of Range

If the measured distance exceeds the weapon's maximum range, that weapon cannot be declared against that target.

8.3.5 Indirect Ranges

Weapons usable indirectly (for example, Grenades, Missiles, Mortars) must still be within their printed range bands.

Indirect attacks require a surviving Drone unless a weapon or rule states that it is inherently indirect.

Use the weapon's indirect range bands and modifiers if they differ from direct fire.

8.3.6 Elevation and Range

Elevation does not change measured distance. It may affect cover (see Terrain Modifiers), but not range.

8.3.7 Multiple Weapons at Different Ranges

Declare targets and assign specific weapons to each target. Check range separately for every weapon.

Each weapon may fire once per activation. Rate of Fire cannot be split across targets.

8.3.8 Bracketing and Range

Bracket Fire does not extend a weapon's range. Each bracketed Cannon attack must be within range and uses the band and modifier appropriate to that shot's distance.

8.3.9 Examples

A Rotary Cannon with Short 0–4, Medium 4-7, Long 7-9 fires at a target 5" away: use the Medium

Weapon	AV	RoF	Short	Medium	Long
175mm SB	11	1	<10"	<19"	<30"
150mm SB	10	1	<10"	<19"	<30"
125mm SB	9	1	<10"	<19"	<30"
100mm SB	8	1	<10"	<19"	<30"
75mm SB	7	1	<10"	<19"	<30"
50mm SB	6	1	<10"	<19"	<30"
25mm SB	5	1	<10"	<19"	<30"
Missile	9	1	5-30"		
Rotary Cannon	6	3	<4"	<7"	<9"
Minigun	5	6	<4"	<6"	
Mortar	4	1	2-15"		
Grenade	5	1	<4"	<7"	<9"

band and apply its listed modifier.

A Grenade with 0–9 direct and indirect is at 4" behind cover with no Line of Sight: launch a Drone; if it survives, resolve an indirect attack using the 4-7 band and its modifier.

Each weapon class has its own range. The effective combat range table above details the different ranges for the direct and indirect weapons.

8.4 Armour Facing – Direct Fire

Use the facing arcs shown in the diagram: Front, Flank (left and right), and Rear. The Rear is a distinct, targetable arc and is typically the weakest armour face.



The Lime facing, covering the front chest and legs is considered the Chassis Facing.

The Purple facing, covering the sides and weapon systems is considered the Flank Facing.

The Yellow facing, covering the upper chest, between the shoulders, is considered the Crown Facing.

The Red facing, the uppermost aspect of the ARC is considered the Dorsal facing.

8.4.1 How to determine the face

Draw a straight line from the attacker's base centre to the target's base centre.

Compare that line to the target's current facing as indicated by the arc bands in the diagram.



If the line lies within the Front arc region, the attack strikes Chassis/Crown/Dorsal armour.

If the line lies within either Flank arc region, the attack strikes Flank/Dorsal armour.

If the line lies within the Rear arc region, the attack strikes Rear/Dorsal.

If the line sits exactly on a boundary between arcs, favour the defender: Front over Flank, Flank over Rear.



8.4.2 Notes

Facing is live. Use the target's facing at the instant each attack is resolved. The defender does not pivot during the attacker's activation unless a rule allows it.

Base contact. If bases are touching, Line of Sight exists; determine the struck face using the same centre-to-centre method.

8.4.3 Elevation

If you are Face-Face:

Elevation Difference	Target Location
≤ 0	Chassis
+1	Crown
≥ 2	Dorsal



The Tzchock firing at the Black Whip elevated 1 level higher, still targets the Chassis.

If you are Face-Flank:

Elevation Difference	Target Location
----------------------	-----------------

≤0	Flank
+1	Flank
≥2	Dorsal

If you are Face-Rear:

Elevation Difference	Target Location
≤0	Rear
+1	Rear
≥+2	Dorsal



The Black Whip is 2 elevations higher than the Tzchok. Thus, targeting the Dorsal armour.

8.5 Armour Facing – Indirect Fire

Irrespective of Facing aspect, Indirect fire always targets the Dorsal armour.

8.6 Terrain & “Obscured”

Apply terrain AR per the Terrain Modifiers table.

If the defender’s terrain-based AR totals 4+, that unit is Obscured and cannot be visually targeted for direct attacks.

Terrain Type	Effect
Buildings	Impenetrable, Indestructible, block LoS/provide cover relevant to their elevation.
Cover	Provides an AR bonus due to breaking LoS as in Terrain Modifiers
Water	Acts as heavy cover
Partial Cover	Cover bonus, an ARC standing within 1inch of blocking terrain and in direct LoS to the attacker receives this bonus.

8.7 Drones & indirect fire

During Targeting, you may launch a Drone to enable indirect attacks when direct LoS is blocked.

After declaration, the defender may attempt to shoot down the Drone (see Reactivity).

If the Drone survives, the defender loses intervening-terrain AR but keeps occupying-cover AR for attacks made indirectly (e.g., Grenades, Missiles, Mortars).

Direct attacks still require LoS.

You may assign multiple Drones in a turn; resolve each Drone’s defence separately. All Drones are destroyed at End of Turn. Unless a C2 unit with required Network Strength is in play.

A Reconnaissance, RC, unit can act as a spotter for its Force. This requires LoS between target and RC. Terrain modifiers may not exceed +4AR. Battlefield modifiers affect the AV of the indirect fire. The RC may not be Hull Down.

8.8 Reactivity reminder

(order of checks before rolling attacks)

Drone declared, resolve CUAS / Rotary vs that Drone.

ARC targeted, Smoke may auto-deploy (Front/Flank).

Indirect fire inbound, APS (Front/Flank) or Minigun if out of APS.

Table tip: Write a quick Targeting order (target → weapons → any Drone) before rolling. Then resolve Reactivity and finally fire weapons one by one in the declared order.

9. Terrain Modifiers

If the **Terrain based AR bonus is 4 or greater**, the ARC **cannot** be visually targeted.

This section explains how terrain and battlefield effects modify a defender’s Armour Rating (AR) during attacks.

9.1 Types of cover

Intervening cover: Terrain between attacker and target that the line of sight passes through.

Occupying cover: Terrain the target is in or directly behind.

Battlefield effects: Smoke, Viral Bursts and similar effects that are not terrain.

9.2 Applying cover

Determine the total value of intervening cover modifiers along the line of sight.

Add occupying cover if the target is in cover.

Add battlefield effects that apply to the attack.

If the total from terrain sources only (occupying, intervening plus temporary) is 4 or more AR, the target is Obscured and cannot be visually targeted for direct attacks. Specific systems can provide battlefield enhancements that can overcome this.

Elevation: If the attacker is at a higher elevation, ignore intervening terrain; occupying cover still applies.

Indirect fire via Drone: Ignore intervening terrain; occupying cover still applies. See Drones and Indirect Fire.

9.3 Cover values

Cover Type	Description	AR Bonus
Light	Sparse Trees, Smoke, ARC obscured ~25%	+1
Heavy	Dense Trees, Lvl -1 water, ARC obscured ~50%	+2
Partial	ARC obscured ~75%	+3
Obscured	100% cover, terrain modifiers ≥ 4	Indirect only



Hull-Down: See the Hull-Down rule. Hull-Down is not a terrain bonus and does not count toward Obscured.

9.4 Stacking and limits

Intervening and occupying cover stack.

Stack multiple intervening pieces; use the sum of the intervening value.

Battlefield effects stack with cover unless a rule says otherwise.

Obscured is checked using terrain cover only. If Obscured, direct attacks are not permitted; use indirect methods.

9.5 Examples

Target in sparse woods and the line of sight clips a sparse ruins corner. Intervening light cover +1 AR, plus occupying light cover +1 AR, total +2 AR. Direct attacks are allowed.

Target behind a building corner and standing inside a ruined wall section. Intervening heavy +2 AR and occupying heavy +2 AR, total +4 AR from terrain. The target is Obscured and cannot be targeted by direct attacks.

Target has Smoke on the Front. An attack from the Front gains the target +1 AR from Smoke. If also in light cover and with intervening light cover, total would be +1 (intervening) +1 (occupying) +1 (Smoke) = +3 AR.

Attacker is on a rooftop, firing down at a target in light cover with a container between them. Intervening terrain is ignored due to elevation; occupying light cover still applies for +1 AR. Direct attacks are allowed.

9.6 Line of Sight (LoS)

LoS determines whether a direct or indirect attack can be made and which armour face is struck.

9.6.1 How to trace LoS

Origin: attacker chooses any point on the attacker's base.

Target: attacker choose any point on the target's base.

Draw an imaginary straight line between those points. If the line is completely blocked by a solid

LoS-blocking piece, there is no LoS and no direct attack.

9.6.2 What blocks or modifies LoS

Intervening terrain: if the line touches intervening terrain, apply the sum of them.

Occupying terrain: if the target is in or directly behind cover, add occupying cover.

Elevated fire: if the attacker is at higher elevation, ignore intervening terrain; occupying cover still applies.

Indirect fire via Drone: ignore intervening terrain; occupying cover still applies.

Friendly and enemy models: do block LoS and do provide intervening cover unless a scenario says otherwise.

“Clipping” edges: if the line touches a terrain piece, treat it as passing through it.

9.6.3 Obscured

If the total from terrain sources only (occupying, intervening plus temporary) is 4 or more AR, the target is Obscured and cannot be visually targeted for direct attacks. Indirect methods may still target it.



9.6.4 Determining armour face

Draw a line from the attacker’s base center to the target’s base center. Where this line meets the target’s facing determines the armour face: Front, Flank or Rear.

Indirect attacks (via Drone) always strike the Dorsal face.

9.6.5 Edge cases

Same-base contact: if bases are touching, LoS exists; determine armour face by the base-center line.

Multiple elevations: if any part of the straight line is fully blocked by a higher solid piece, LoS is blocked unless elevated fire rules apply.

Transparent/scenic elements: only terrain designated as LoS-blocking or cover affects LoS and AR.

10. Reactivity

Reactivity is the defender’s chance to respond to Targeting before attacks are rolled. Resolve all reactions in the order below. Consume charges and ammo whether the reaction succeeds or fails.

10.1 When it happens

Reactivity occurs after the attacker finishes Targeting declarations and before any attack rolls.

Apply reactions in the listed order. If multiple events of the same type occur, resolve them one at a time, then proceed.

Order of reactions:

Affect	Result
Drone deployed	CUAS and/or Rotary Cannon deployed
ARC Targeted	Smoke deployed
Indirect Fire	APS and/or Minigun engaged

10.2 Drone deployed

CUAS: Roll 5 or higher on 1d6 to destroy the declared Drone; spend 1 CUAS charge. Multiple CUAS charges can be declared against a single Drone. These charges can only be used once.

Rotary fallback: you may attempt to shoot-down the drone by using any number of equipped Rotary Cannon; spend the weapon’s ammo as normal. Successful interception occurs on a roll of 6 on 1d6. The weapon cannot be used for attacking in the same turn as defending.

If the Drone survives, it may enable indirect attacks against its declared target this activation.

10.3 ARC targeted

Smoke: You may deploy Smoke on Front or Flank. Spend 1 Smoke charge for each facing chosen.

Smoke adds +1 AR against attacks from that facing, lasting until End of Turn. Smoke stacks with terrain modifiers with respect to obscurity.

You may decline to deploy Smoke.

Mortar: If the ARC is equipped with Mortars, it may deploy these for smoke charges. Check off the ammunition expenditure.

10.4 Indirect inbound

APS: If the attack would strike a protected facing (Front/Flank), roll 5 or higher on 1d6; on a success that one attack is intercepted. Spend 1 APS charge. Multiple APS may be deployed for multiple inbound.

Minigun fallback: you may attempt to shoot-down the drone by using any number of equipped Miniguns; spend the weapon's ammo as normal. Successful interception occurs on a roll of 6 on 1d6. The weapon cannot be used for attacking in the same turn as defending.

APS/Minigun do not react to Cannons, Rotary fire, or other direct ballistic attacks.

10.5 Direction and limits

Directional: CUAS is non-directional. APS and Smoke are directional; each faces Front or Flank only.

One attempt per event: You may make one APS/Minigun attempt per inbound Missile/Grenade attack instance.

Duration: Smoke persists to End of Turn. All Drones are destroyed at End of Turn. Charges and ammo do not refresh unless a rule says so.

10.6 Armour Rating Total

The Armour Rating is determined as the sum of the Targeted Armour Facing, target movement modifiers, intervening and occupying terrain and reactivity defences.

For example: An ARC moves 9 inches into sparse trees, when targeted it deployed smoke. It is face-face with its attacker and has a chassis AR of 5.

Effect	AR Modifier
Chassis plate rating	5
Moved 9"	+1
Occupying Light Cover	+1
Deployed Smoke (Additional Light Cover)	+1
Total Sum	8AR

11. Attack

11.1 Armour Rating Total

Armour Rating (AR) is the defender's protection for this specific attack. Calculate it before resolving any Attack Value (AV).

11.1.1 How to calculate AR

LoS determines struck face.

Elevation: if attacker is higher, ignore intervening; occupying still applies. Apply Hull-Down where applicable.

Start with base Armour for that face from the ARC card. Add movement bonus from this activation.

Apply terrain and effects. Note the intervening cover. Note occupying cover. Note Smoke. If the AR bonus from these is ≥ 4 then LoS is blocked. Only indirect fire is possible.

11.1.2 Result

The sum is the Armour Rating Total for this attack. Keep it visible while resolving AV.

11.1.3 Notes

Apply AR separately for each attack as circumstances may differ (angle, path through terrain, range).

Burst is tracked as a penalty to the first attacker's AV, not as AR.

Directional effects (Smoke, APS) care about which facing the attack comes from; verify facing when applying them.

11.2 Attack

Resolve each declared weapon one by one, in descending order of AV using the steps below.

11.2.1 How to resolve an attack

This weapon was declared in Targeting; it has Line of Sight (direct) or a surviving Drone (indirect); target is in range.

If an APS or CUAS/Rotary reaction destroyed/intercepted the relevant element, this attack does not proceed.

Start from base AV of the weapon. Apply AV modifiers such as burst, range and/or criticals, equipment (LRF, Thermals)

Bracket Fire (if Stationary with Smoothbore Cannons): +0 / +1 / +2 / +3 (cap) per bracket chain rules.

11.2.2 Compare AV vs AR

Use the previously calculated Armour Rating Total for this attack.

If $AV - AR \leq 0$: no damage.

If $AV - AR > 0$: the target loses ST equal to the difference.

If $AV - AR \geq 3$ the target loses ST equal to the difference and the attacker rolls for Critical Effects.

11.2.3 Criticals and effects

If the target receives an attack at ≥ 3 ST damage, roll and apply Criticals immediately (per the Criticals table).

These criticals take effect immediately and cannot be undone during the missions play.

Dice Roll 1d6	Type	Critical	Effect
1	Spall	Damage	-1 ST
2	Sensors	Indirect Fire	-1AV
3	Mobility	Speed	½ Speed
4	Firepower	Direct Fire	-1AV
5	Crew	Shocked	Skip next activation
6	Catastrophic	Severe	-3 ST

11.3 Record-keeping

Tick off ammo/charges spent, including any used during Reactivity (CUAS, APS, Rotary/Minigun).

If the attack consumed a limited-use system, mark it now.

Example 1:

A single destroyer bracket fires four Cannons at a single enemy ARC:

AV Modifier	Modifier Value
Bracket Fire weapon #1	+0AV
Bracket Fire weapon #2	+1AV
Bracket Fire weapon #3	+2AV
Bracket Fire weapon #4	+3AV

Example 2:

A single destroyer takes aim at 2 separate targets and bracket fires 2 Cannons at each enemy target:

AV Modifier at Target 1	Modifier Value
Bracket Fire weapon #1	+0AV
Bracket Fire weapon #2	+1AV

AV Modifier at Target 2	Modifier Value
Bracket Fire weapon #3	+0AV
Bracket Fire weapon #4	+1AV

If the attacks exceed the AR, the enemy takes damage equal to the difference between AV and AR.

Should the difference be equal to or greater than 3 a critical hit is incurred.

Example:

A destroyer cruises into a sparse woods and bracket fires 4 Smoothbore 150mm cannons at a target 10inches distant. The target has moved 9 inches and is standing in the open with its Chassis,9AR, facing the attacker.

AV Modifier	Modifier Value
Attacker Cruised	NA – affects weapon selection only
Attacker Occupying Sparse Trees	NA – attacker not penalised by cover
Defender Chassis AR	9AR
Defender moved 9"	+1AR = 10AR
SB 150mm AV	10AV
10" range is Medium for SB 150mm	-1AV
Adjusted Base AV	9AV
Bracket Fire weapon #1	+0AV = 9AV
Bracket Fire weapon #2	+1AV = 10AV
Bracket Fire weapon #3	+2AV = 11AV
Bracket Fire weapon #4	+3AV = 12AV

Here are the results:

Cannon #	AV – AR	Result
#1	9AV – 10AR = -1	Sabot pings off Chassis plate
#2	10AV – 10AR = 0	Sabot pings off Chassis plate
#3	11AV – 10AR = +1	Penetration! Target takes 1ST
#4	12AV – 10AR = +2	Penetration! Target takes 2ST

11.4 Weapons

Forward ARC uses a variety of weapons, each tuned to their factions specific specifications.

Munitions have been heavily standardised and are able to be used interfactually as long as the weapon type is the same. 100mm Smoothbore ammunition can be used between factions, but not on other calibre Smoothbore cannons or other weapons.

11.4.1 Cannons

All Smoothbore and Autocannons are able to bracket fire.

Smoothbore Cannons

These large cannons have a tremendous range and capability. They fire a single Fin Stabilised Armour Piercing Sabot as a standard fit.

Autocannons

These cannons fire bursts of high calibre shells for kinetic damage.

Rotary Cannons

These belt-fed cannons fire at extremely high rates. All Rotaries can be used to defend against Drones.

Miniguns

These cannons fire at even higher rates than the Rotary Cannons. All Miniguns can be used to defend against missiles.

11.4.2 Missiles & Advanced Tactical Missiles

All missiles can be fired directly with targeting support from a Recon unit or Drone.

ATM's ignore the highest modifying occupying cover bonus.

All missiles have a minimum range in order to arm the warhead safely and process targeting data.

11.4.3 Mortar

Fired from tubes the mortar shells arc high into the air, incurring a minimum range.

Can be fired directly with targeting support from a Recon unit or Drone.

11.4.4 Grenade Launcher

Fired from a kinetic launcher the grenades do not suffer from a minimum range. They do have a shorter effective combat range than the mortar.

11.4.5 Lorentz Cannon

The Lorentz is a plasma weapon. It first fires a dense slug with acts as the anode for the ultra high tension capacitors. The slug is attached via a monofilament conductor. As soon as it impacts the target, the circuit is made and the capacitors discharge through the armour to ground.

11.4.6 Acoustic Barrage

This resonance magnifier tunes to the targets natural resonance and causes kinetic vibrations in the target.

Notably, the Barrage tool is an area effect weapon. The impact affects a radius of 2 inches. Any target within that radius suffers a movement penalty of -2MP for their next activation. The effect occurs even if the target does not take damage.

11.4.7 Graf Kannone

This large calibre cannon fires a single semi-guided armour piercing shell at the target.

The point of impact can be deviated by 1 armour facing.

If the shell where to impact the Chassis, it could target the Flank or Crown instead for example.

11.5 Munitions, Offensive

11.5.1 AP, Armour Piercing

The standard munition equipped into an ARC.

11.5.2 HEAP, High Explosive Armour Piercing

These munitions can be fitted to non-cannon weapons as follows:

- Missiles
- Mortars
- Grenades
- Graf Kannone

The grant a +1AV bonus to standard armour.

They can be defended by APS and Miniguns as per normal rules.

11.5.3 HESH, High Explosive Squash Head

These munitions can be fitted to cannon weapons as follows:

- Smoothbore
- Autocannon
- Graf Kannone

The grant a +1AV bonus to standard armour.

11.6 Munitions, Defensive

These munitions can only be fired if the weapon is being used for defence.

For example, a 100mm Smoothbore Cannon can fire Flak to defend itself, but on its own activation, it must forego the use of that weapon.

11.6.1 Flak

Used by Smoothbore Cannon only.

This airburst shell sends out scores of metal pellets at high velocity upon explosion.

Allows for drones and Indirect fire to be intercepted and neutralized. Success is determined by rolling a 5+ on 1d6.

11.6.2 Cascade Loop

Used by mortar only.

This airburst mortar shell disperses hundreds of microdrones for a radius of 3".

Enemy indirect fire is not possible through or into that radius.

11.7 Munitions, Battlefield

These munitions can only be fired if the weapon is being used for Battlefield management.

For example, a Cannon can fire an Echo Lattice to defend an area, at the expense of the use of that weapon for offensive purposes.

11.7.1 Echo Lattice

Used by Smoothbore Cannon only.

Deploys vibrating lattice of micro drones with 2" radius. Reduces cover bonus by -1.

Place the Echo Lattice Token to the point of impact.

11.7.2 Viral Burst

Used by Smoothbore Cannon only.

Deploys Viral Communications Burst, 2" radius. Enemy ARC suffer -1AV when shooting through.

Place the Viral Burst Token to the point of impact.

11.7.3 Refraction Cloud

Used by Smoothbore Cannon only.

Deploys crystalline micro cloud. Friendly units gain +1AV when shooting through.

Place the Refraction Cloud Token to the point of impact.

12. Sensors and Fire Control

These systems refine sighting and shot solution for direct attacks. Apply their effects during attack resolution after determining the defender's Armour Rating Total.

12.1 Thermals

Thermals are a passive sighting system that improves target acquisition in poor visibility.

Indicated with the following icon on the ARC

sheet: 

12.1.1 Effect

+1AV for direct fire attacks.

Ignore penalties from low or no visibility conditions (for example, night or fog) if your game or scenario uses them.

Does not grant Line of Sight by itself.

Allows attacks when the terrain modifier is up to 4, but not greater.

12.1.2 Limits

Does not reduce or ignore terrain cover (intervening or occupying).

Does not affect the Obscured check; if the target is Obscured with a terrain modifier of 5 or greater, direct attacks are not allowed.

Does not change which armour face is struck.

12.1.3 Interactions

Works with direct attacks.

Has no extra effect on indirect attacks (those already ignore intervening terrain when spotted by a Drone).

Stacks normally with range modifiers, Bracket Fire, and LRF.

12.1.4 Example

An attack from the Front faces light intervening cover (+1), occupying heavy (+2), and Smoke (+1). With Thermals the shot is still possible.

12.2 Laser Rangefinder (LRF)

LRF is a passive fire-control aid that tightens distance solutions for direct fire.

Indicated with the following icon on the ARC

sheet: 

12.2.1 Effect

+1 AV to direct attacks.

12.2.2 Limits

No effect on indirect attacks.

Does not grant Line of Sight or change range bands.

Multiple LRF sources do not stack.

12.2.3 Interactions

Stacks with Thermals, range modifiers, Bracket Fire, and other weapon or scenario modifiers.

Apply LRF after determining the target's Armour Rating Total and before comparing AV vs AR.

12.2.4 Example

Base AV 9 Cannon at Medium range (-1), with LRF (+1) and Thermals. Net AV remains 9 before comparing to the defender's AR.

13. End of Activation

Wrap up everything for the ARC that just acted, then pass play to the next team in initiative order.

13.1 Mark activated

Place an Activated marker or rotate the ARC card to show this ARC has completed its activation. It cannot activate again this turn.

13.2 Spend and record

Tick off any ammo used and any charges spent (Drone, CUAS, APS/Minigun, Smoke, Rotary).

13.3 Apply outcomes

If an ARC was destroyed, place a wreck marker if available. If a scenario calls for claim/contest markers on objectives, place or flip them now.

13.4 Persisting states

The following continue until End of Turn, or next activation, unless a rule says otherwise: Smoke, movement AR bonus, Battlefield munitions (Viral Burst, Echo Lattice etc). Hull-Down persists while its conditions are met; see Hull-Down for how and when it ends.

13.5 One-activation effects end

Bracket Fire chains end now. Any “until your next attack this activation” effects also end.

13.6 Housekeeping

Return any templates and rulers to the side. Confirm both players have recorded ST loss, Criticals, and status markers.

After this, the next team in the initiative order activates one of its eligible ARCs. When all ARCs have activated once, proceed to **End of Turn**.

Declare an end to the activation.

Check for victory conditions and record points gained/lost as per scenario played.

The next highest initiative may begin their activation. If there are no more activations to be made. Progress to the End of Turn.

14. End of Turn

Resolve these steps in order. If a scenario contradicts any item here, follow the scenario.

14.1 Victory Points

Tally scenario Victory Points and apply any end-of-turn scoring or timers.

If a win condition is met, the game ends immediately.

14.2 Remove temporary effects

Remove all Smoke markers.

Destroy all Drones unless a C2 unit with Network Strength of 4 is in play.

Clear any “until End of Turn” effects and markers.

14.3 Persisting states

Movement AR bonus from movement lasts until your next activation begins.

Hull-Down remains active.

14.4 Resolve end-of-turn rules

Apply Critical effects or scenario rules that trigger at End of Turn.

14.5 Housekeeping

Clear Activated markers; all ARCs are eligible for activation next turn.

Advance the round/turn counter if used.

Ensure both players have updated ST, Criticals, objective states, and any ongoing statuses.

Start the next turn by rolling Initiative.

15. Factions



15.1 Coral Empire

The Coral Empire spans the South Pacific and Southeast Asia. From Maylasia through to northern South America. It has an expansive mineral rich territory. It uses speed and long-range missiles to deny the enemy areas of operation, protect its vast coastline and harbours.



15.2 The Kanata League

After the fall of global governments, rising sea levels and the desertification of agricultural belts, Canada managed to benefit from the rich harbour and mineral resources. The Kanata League stretches from east Siberia and northern China through to Iceland and Norway. Controlling the Northern waterways.

16. Platoon Building

The ARCs are divided into 3 categories.

Corvette, ranging from 20-40tons. They tend to be highly mobile and lightly armoured.

Frigates, between 40 and 60tons. This represents the bulk of the ARC force globally.

Destroyers, between 60 and 110tons. The most powerful ARCs. Able to destroy another ARC in but a few seconds.

16.1 Coral Empire

The Empire has a platoon size of 4 ARCs and is made up of mostly Corvettes and Frigates. There is a complement of Destroyers, though these are mostly used for the defence of strategic resources. Littoral platoons emphasize reconnaissance and standoff engagements with gunfighters and Missile Batterys. They fight dispersed with cross-watch. After which they mass for decisive standoff volleys.

Class Mix	Corvette 50–70% Frigate 25–45% Destroyer 0–10% (coastal defence only)
Platoon	≥1 RC; if scenario is littoral, ≥1 amphibious-capable ARC

The Coral Empire covers a vast variety of terrains from ocean coastline to inland deserts. Due to the varied topography, CE ARCs require corrosion-proofing, amphibious modular frames; wide-area sensors & long-range datalinks.

16.2 Kanata League

The Kanata League has a platoon size of 4 ARCs. The KL tends to balance between Corvettes and Frigates. Employing intelligence and surveillance led expeditionary operations with low collateral damage doctrine. Being primarily an arctic expanse, they have a wide and remote reach, for which they require long endurance power plants and cold-weather hardening.

Class Mix	Corvette ≥40% Frigate ≥40% Destroyer 0-15%
Platoon	≥1 HK ≤1 Destroyer

17. ARC Roles

Abbreviation	Designation	Role
MB	Missile Battery	You paint the sky with indirect fire, relocate, and let the enemy die without ever seeing you
HK	Hunter Killer	Strike a heartshot like a scalpel, and vanish before the echo fades
BR	Breacher	The thunderhead that opens the wall, wide enough for the whole line to pour through
GF	Gunfighter	Set your feet, own the lane, and turn every enemy peek into a costly mistake
RC	Recon	Ghosting ahead with drones and glass so every friend shoots sooner and every foe moves scared

18. Training Scenarios

18.1 Bows and Arrows

Training Scenario

18.1.1 Objective

Destroy the enemy ARC

18.1.2 Force Contribution

Each side will field a single Corvette class Missile Batterie ARC.

Coral Empire: Black Whip

Kanata League: Tzchok

18.1.3 Deployment Zones

Roll 1d6 for Deployment Initiative. Highest roll goes first.

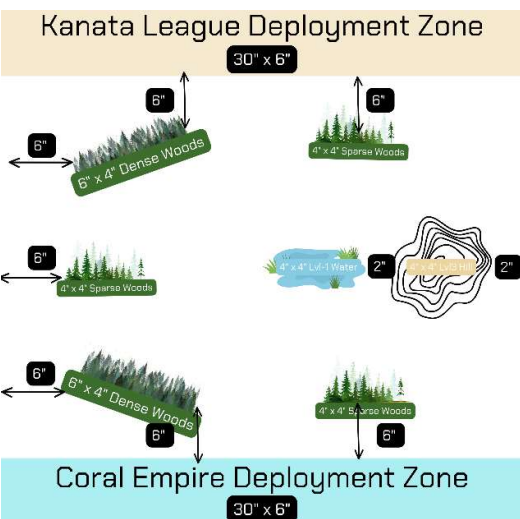
Must deploy within 4inch corner as marked on the map below. Enemy must deploy in opposite corner.

18.1.4 Map

Training Grounds V2

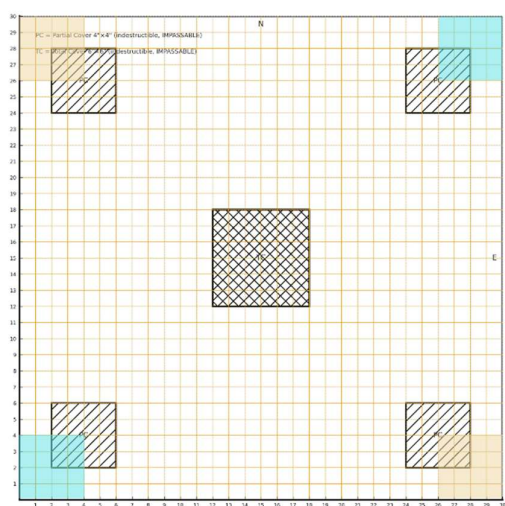
30" x 30"

4 x 4"x4" lvl1 buildings with centers 4" from



boundaries

1 6"x6" lvl2 building central to map



Visibility is clear, no wind.

Corner buildings provide Partial Cover, central building breaks LoS. All buildings are indestructible.

18.2 On the wings of Eagles

Patrol Training Scenario

18.2.1 Objective

Destroy the enemy ARCs

18.2.2 Force Contribution

Each side will field a Wing (2) of ARCs of the types

Coral Empire: Taipan (Destroyer) and Black Whip (Corvette)

Kanata League: Abhamon (Destroyer) and Tzchok (Corvette)

18.2.3 Deployment Zones

Roll 1d6 for Deployment Initiative. Highest roll goes first.

Must deploy within 6inch boundary as marked on the map below. Enemy must deploy on opposite boundary.

18.2.4 Map

Patrol Grounds V3

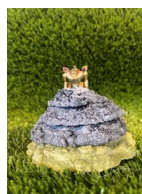
30" x 30"

2 x 6"x4" Dense Woods

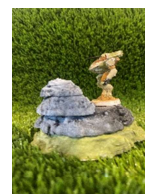
3 x 4"x4" Sparse Woods

1 x 4"x4" Lvl 1 Water

1 x 4"x4" Lvl 3 Hill – Lvl 2 should provide partial cover behind the lvl 3 peak. Detailed below:



Front View



Side View

Visibility is clear, no wind.

All Terrain is indestructible.

19. ARC Cards



FORWARD ARC

ARC Data

ARC Name: Taipan
 Allegiance: Coral Empire
 Role: GF Class: Destroyer

Pilot

Name: _____
 Rank: _____
 Kills: _____

Deployments: _____
 Tours: _____
 Complete: _____

Movement

Cruise: 8
 Dash: 12
 Jump: 0

Defence

UAV: ☐
 UAS: ☐
 APS Front: ☐
 APS Flank: ☐
 Smoke: ☐

Armour

Facing	Value
Crown	10
Chassis	9
Flank	6
Rear	3
Dorsal	3

Criticals

Crit	#
Sensors (Indirect)	
Mobility	
Targeting (Direct)	
Crew	

Structure





Coral Empire - Taipan



FORWARD ARC

ARC Data

ARC Name: Black Whip
 Allegiance: Coral Empire
 Role: MB Class: Corvette

Pilot

Name: _____
 Rank: _____
 Kills: _____

Deployments: _____
 Tours: _____
 Complete: _____

Movement

Cruise: 12
 Dash: 18
 Jump: 0

Defence

UAV: ☐
 UAS: ☐
 APS Front: ☐
 APS Flank: ☐
 Smoke: ☐

Armour

Facing	Value
Crown	3
Chassis	4
Flank	2
Rear	1
Dorsal	4

Criticals

Crit	#
Sensors (Indirect)	
Mobility	
Targeting (Direct)	
Crew	

Structure





Coral Empire - Black Whip



FORWARD ARC

ARC Data

ARC Name: Abhamon
 Allegiance: Kanata League
 Role: GF Class: Destroyer

Pilot

Name: _____
 Rank: _____
 Kills: _____

Deployments: _____
 Tours: _____
 Complete: _____

Movement

Cruise: 8
 Dash: 12
 Jump: 0

Defence

UAV: ☐
 UAS: ☐
 APS Front: ☐
 APS Flank: ☐
 Smoke: ☐

Armour

Facing	Value
Crown	10
Chassis	9
Flank	6
Rear	3
Dorsal	3

Criticals

Crit	#
Sensors (Indirect)	
Mobility	
Targeting (Direct)	
Crew	

Structure





Kanata League - Abhamon



FORWARD ARC

ARC Data

ARC Name: Tzchok
 Allegiance: Kanata League
 Role: MB Class: Corvette

Pilot

Name: _____
 Rank: _____
 Kills: _____

Deployments: _____
 Tours: _____
 Complete: _____

Movement

Cruise: 9
 Dash: 14
 Jump: 0

Defence

UAV: ☐
 UAS: ☐
 APS Front: ☐
 APS Flank: ☐
 Smoke: ☐

Armour

Facing	Value
Crown	5
Chassis	5
Flank	3
Rear	2
Dorsal	5

Criticals

Crit	#
Sensors (Indirect)	
Mobility	
Targeting (Direct)	
Crew	

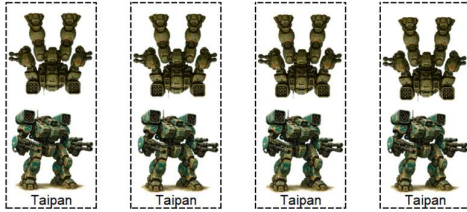
Structure



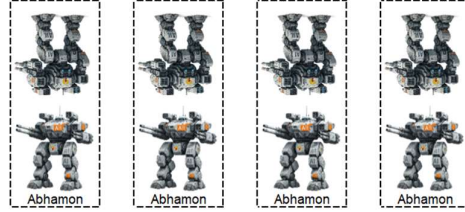


Kanata League - Tzchok

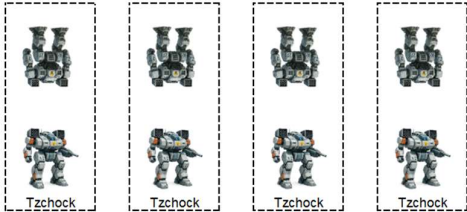
20. Standees



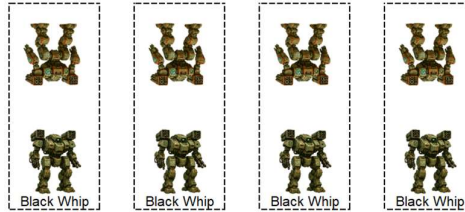
Coral Empire – Destroyer – Taipan



Kanata League – Destroyer - Abhamon



Coral Empire – Corvette – Black Whip



Kanata League – Corvette - Tzchock

Print these Standees out, with care and guidance where required.

Cut around the dashed line, fold in half and use Bluetack to adhere standee to a coin or other stand.

It can be helpful to use sticky tape keep shape and add rigidity.

21. Tokens



Echo Lattice



Refraction Cloud



Viral Burst



Hull Down – Initiative Won



Hull Down – Initiative Lost

Print these tokens out and place them adjacent to the respective ARC.

Ensure that all Tokens are actioned as required during the Record Keeping phase.

22. Quick Reference Tables

Phase	Objective
Initiative	1d6, ties re-roll, highest activates 1 st
Movement	Stationary, Cruise or Dash Note AR bonus
Targeting	Check LoS & armour facing Declare all firing weapons
Reactivity	Launch Drone, check off charge Deploy CUAS (5+ success) or Rotary Cannon (6) Deploy smoke if needed
Attack	Launch/Abort indirect Deploy APS (5+) or Minigun (6) air defence Resolve each weapon in descending AV order
Resolve	$AV_{\text{weapon}} - AR_{\text{facing}} \geq 1$ note ST damage If damage ≥ 3 ST roll critical effect
Record Keeping	Ensure all expendables and criticals are noted
Activation End	Next highest initiative commences
End of Turn	Remove smoke Gather Victory Points per Scenario

Movement	MP/inch
Move	1
Elevation	+2/tvl
Light Cover (inc. smoke)	+1
Dense Cover	+2

Distance	AR Bonus
<8"	+0
<11"	+1
<14"	+2
<17"	+3
$\geq 17"$	+4

Cover	AR Bonus
Light (~25%)	+1
Dense (~50%)	+2
Partial (~75%)	+3
Obscured	Indirect via DRONE only

Movement	Attack
Stationary	Bracket & normal
Cruise	Normal max 12 targets
Dash	Single Attack

Δ Elevation	Front	Flank	Rear
≤ 1	Chassis	Flank	Rear
0	Chassis	Flank	Rear
+1	Crown	Flank	Dorsal
≥ 2	Dorsal		

Dice Roll 1d6	Type	Critical	Effect
1	Spall	Damage	-1 ST
2	Sensors	Indirect Fire	-1AV
3	Mobility	Speed	$\frac{1}{2}$ Speed
4	Firepower	Direct Fire	-1AV
5	Crew	Shocked	Skip next activation
6	Catastrophic	Severe	-3 ST

Weapon System	AV	Ammo/pack	Range Short	Range Med	Range Long
Smoothbore 175mm	11	20	1-9"	10-18"	19-30"
Smoothbore 150mm	10	20	1-9"	10-18"	19-30"
Smoothbore 125mm	9	20	1-9"	10-18"	19-30"
Smoothbore 100mm	8	20	1-9"	10-18"	19-30"
Smoothbore 75mm	7	20	1-9"	10-18"	19-30"
Smoothbore 50mm	6	20	1-9"	10-18"	19-30"
Smoothbore 25mm	5	20	1-9"	10-18"	19-30"
Autocannon 150mm	11	20	1-9"	10-18"	19-30"
Autocannon 100mm	9	20	1-9"	10-18"	19-30"
Autocannon 50mm	7	20	1-9"	10-18"	19-30"
Rotary Cannon 40mm	8	10	1-3"	4-7"	7-9"
Rotary Cannon 30mm	7	20	1-3"	4-7"	7-9"
Rotary Cannon	6	30	1-3"	4-7"	7-9"
Minigun	5	50	1-3"	4-6"	
Missile	9	6	5-30"		
Advanced Tactical Missile (ATM)	9	6	5-30"		
Mortar	5	20	2-15"		
Grenade Launcher	5	20	1-3"	4-7"	7-9"
Lorentz Cannon Heavy	10	10	1-6"	7-12"	13-18"
Lorentz Cannon Light	8	10	1-6"	7-12"	13-18"
Accoustic Barrage	5		0-8"	9-17"	17-24"
Graf Kannone	8	15	0-8"	9-17"	17-24"
Echo Lattice (SB/AC)	NA	15	0-20"		
Viral Burst (SB/AC)	NA	15	0-20"		
Refraction Cloud (SB/AC)	NA	15	0-20"		
Flak (SB/AC)	NA	15	0-20"		
Cascade Loop (Mortar)	NA	15	2-15"		

23. Glossary

Activation

One ARC takes its turn: move, target, reactivity, attacks, damage, record-keeping. Each ARC may activate once per turn.

APS (Active Protection System)

Directional defensive system (Front/Flank) that intercepts **Indirect attacks** on a 5+. If out of APS, a **Minigun** may attempt a 6 to intercept.

ARC (Automated Reactivity Chassis)

A piloted war machine; each ARC is its own unit. ARC cards track weapons, armour, structure, systems, ammo, and crits.

Armour (Base Armour)

Printed protection value by **Facing** on the ARC card (Front, Flank, Rear, Dorsal).

Armour Rating (AR) Total

Defender's total protection for a specific attack: base armour (by facing) + movement bonus + terrain/effects (Smoke, Hull-Down). Used against the attacker's AV.

Attack Value (AV) Total

Start from the weapon's base AV; apply modifiers (range band, Bracket bonus, LRF, Thermals, scenario). Compare to AR to resolve damage.

Bracket Fire

Stationary **Smoothbore Cannons** firing consecutively at one target: +0, +1, +2, then +3 AV (cap). One ammo per shot; each Cannon fires once per activation.

Burst

If a unit displaced more than 17"+ this activation, the **first** attack against it this turn suffers -1 AV.

Crew Shock

Short-term pilot impact tracked on the ARC/pilot sheet; multiple shocks can trigger **Strain** results.

Criticals

If damage is ST ≥ 3, then roll 1d6 to determine the critical effect.

CUAS (Counter-CUAS)

Shoot-down check vs a declared **Drone** on 5+. Costs one CUAS charge. If empty, a **Rotary Cannon** may try on 6 (spends full RoF ammo).

Dash / Cruise / Stationary

Movement options. **Cruise** up to Cruise value; **Dash** up to Dash value; **Stationary** moves 0" (can pivot freely and enables Bracket Fire).

Direct Attack

Attack with Line of Sight; checks **Front/Flank/Rear** facing and terrain normally.

Dorsal

Top armour face. **Indirect** attacks strike Dorsal.

Drone

Spotter enabling **Indirect** attacks when LoS is blocked. Declared in Targeting; can be shot down via CUAS/Rotary. Surviving Drones last until End of Turn.

Elevation

Higher attacker ignores **intervening** terrain; occupying cover still applies. Elevation does not change facing.

End of Activation / End of Turn

Bookkeeping steps after an ARC acts / after all ARCs act. Remove Smoke and destroy Drones at End of Turn.

Facing (Front, Flank, Rear)

Determine by a centre-to-centre line from attacker to target against the target's current facing. Boundary ties favour the defender (Front over Flank, Flank over Rear).

Hull-Down

Positional state behind solid cover. Enter/exit costs 2 MP; while Hull-Down you may only **Cruise**. Grants a Front-only defensive benefit as defined; does not count toward Obscured.

Indirect Attack

Attack made without direct LoS (usually via a surviving **Drone**). Ignores **intervening** terrain; **occupying** cover applies; hits **Dorsal**.

Initiative

Turn order. Roll 1d6 each turn; highest activates first. Teams alternate activating one ARC at a time.

Intervening Cover

Terrain the LoS passes through. Use the **total** intervening value. Stacks with other intervening pieces.

Line of Sight (LoS)

A straight line between any point on attacker's base and any point on target's base. If fully blocked by LoS-blocking terrain, direct attacks are not allowed.

LRF (Laser Rangefinder)

Fire-control aid: **+1 AV** to direct attacks. No effect on indirect.

Minigun

Fallback interceptor when out of APS; may attempt to stop an Indirect attack on 6.

Movement AR Bonus

Defensive bonus from displacement this activation: 0–8" +0; 8–11" +1; 11–14" +2; 14–17" +3; 17"+ +4.

Movement Points (MP)

Cost to traverse the **route**: 1 MP per inch, +1 MP through light cover, +2 MP through heavy cover, +2 MP per level of elevation change. Pivots are free.

Obscured

If **terrain** cover (occupying, intervening + temporary) totals **4+ AR**, the target cannot be visually targeted for direct attacks without specialised equipment.

Objective

Scenario element used for scoring/mission success; sizes and placement are defined per scenario.

Occupying Cover

Cover the target is in/behind: +1 light, +2 heavy. Stacks with one intervening piece and effects like Smoke.

Peek-a-Boom

While in Hull-Down, a stationary ARC can bracket fire if they have initiative.

Pinned

While Hull-Down without initiative, an ARC cannot expend MP. This lasts until the next turn.

Reactivity

Defenders responses after Targeting declarations and before attacks: Drone declared (CUAS/Rotary), ARC targeted (Smoke), Missile/Grenade inbound (APS/Minigun).

Rotary Cannon

High-RoF ballistic weapon. Can act as a CUAS fallback (6).

Smoke

Directional defensive effect (Front/Flank): +1 AR to attacks from that facing, until End of Turn. Does count toward Obscured. May auto-deploy when targeted.

Smoothbore Cannon

Primary direct-fire weapon with high AV and access to **Bracket Fire** when Stationary.

Structure (ST)

An ARC's durability. When **AV – AR > 0**, reduce ST by that amount. At **ST ≤ 0** the ARC is destroyed.

Targeting

Step where the attacker declares targets and assigns specific weapons. Check LoS, range, facing, and any Drones.

Terrain Modifiers

AR gained from terrain: apply one **intervening** value (highest) plus **occupying** value if applicable; add **Smoke** if present.

Thermals

Sensor system that ignores **Smoke** AR and low-visibility penalties. Does not bypass terrain or Obscured.

24. Forward ARC — Playtest Review

This form should take ~3 minutes. One per player, please.

24.1 Session info:

Date: ____ / ____ / ____ Start time: ____ End time: ____

24.2 One-tap sentiment

(circle one per row)

Overall Fun: 😡 😞 😐 😊 😄

Tension (close calls, stakes): 😡 😞 😐 😊 😄

Clarity (rules easy to follow): 😡 😞 😐 😊 😄

Pace (kept moving): 😡 😞 😐 😊 😄

Would you play again?

0 1 2 3 4 5
(0 = never again, 5 = absolutely)

24.3 I felt...

Time & friction

Minutes to learn setup (from opening rules to first deployment): ____

Minutes to first dice roll: ____

Total game time (first deployment → handshake):

Where did it snag?

24.4 Emotional spikes

(one sentence each)

What made you grin:

What made you groan:

7) Top defect to fix (one only, be blunt)

“If you fix THIS, our next game will be better:”

24.5 Relatability

Could you teach this from the book alone? Y / N

Would you hand this PnP to a friend? Y / N

12) Optional contact:

If you want follow-up, drop an email/handle:

Thank you!

24.6 Feedback

Drop this in the box or snap a photo and send via email to:

ForwardARC@mail.com

This game is built for people like you. Your feedback is invaluable to making the game less challenging and more enjoyable.

Thank you for your time, I hope you had a great time!

Crosshairs Up

Stu