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# Armored Assault™



PLANETARY COMBAT

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IN THE FAR FUTURE

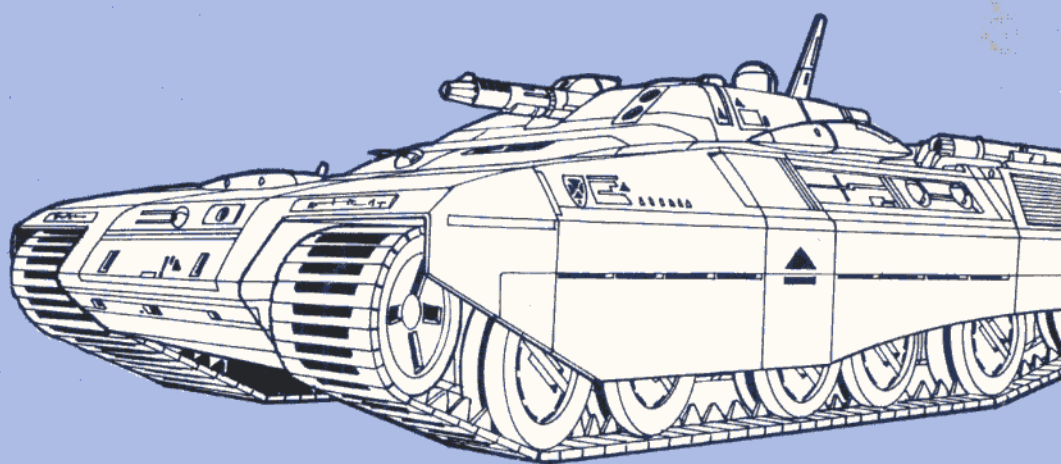
ARMED AND DANGEROUS™



Warhammer 40,000™

***Assault***

***Book***





# SPACE MASTER: ARMORED ASSAULT™

## ASSAULT BOOK

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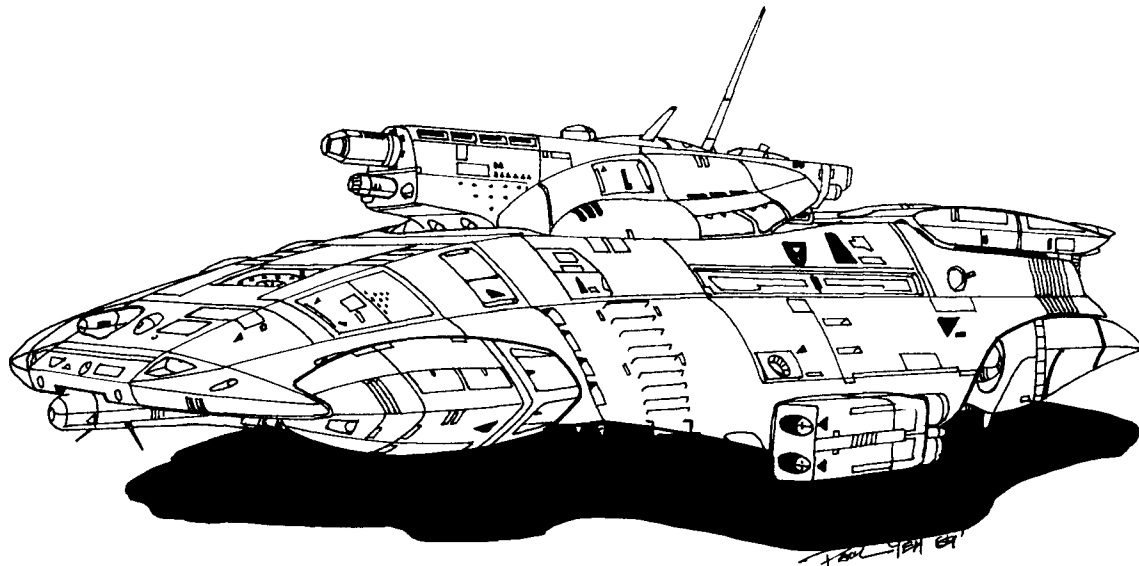
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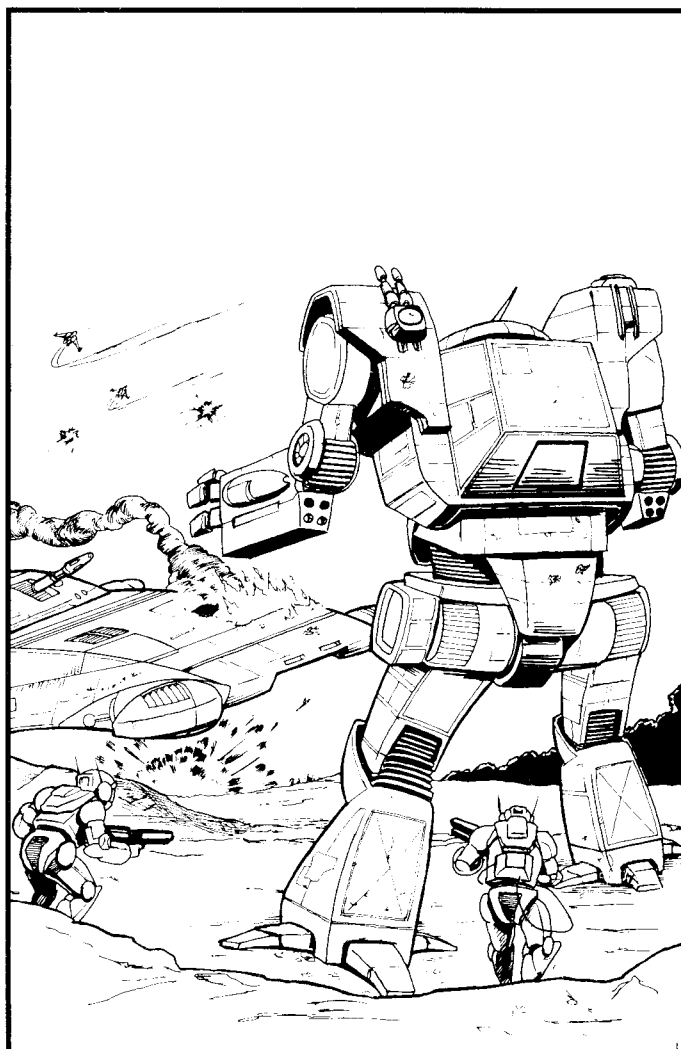
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## COUNTERS ABBREVIATIONS

The Following abbreviations are used on the *Armored Assault* Color Counters:

**AERO:** Aerocraft  
**GRAV:** Gravitic Effects Vehicle  
**HYDR:** Hydromotive Vehicle  
**JUMP:** Jumper Vehicle  
**MIRC:** Maneuver Interface Robotic Comboid  
**MULT:** Multi-motive Vehicle  
**ORDN:** Non-vehicular Ordnance  
**POWR:** Powered Armor Trooper  
**TEAM:** Infantry Team  
**TRAK:** Tracked Vehicle  
**SUBM:** Submersible Hydrocraft  
**SURE:** Surface Effects Vehicle  
**SUBE:** Subsurface Bunker Entrance  
**WALK:** Walker Vehicle  
**WHEL:** Wheeled Vehicle  
**BRKD:** Barricade (Emplacement)  
**BUNK:** Bunker (Emplacement)  
**TRCH:** Trench (Emplacement)  
**VPIT:** Vehicle Pit (Emplacement)  
**RUBL:** Rubble





# PART I: THE BASIC GAME

## 1.0

### INTRODUCTION

**Note:** For readability purposes, these rules use standard masculine pronouns when referring to persons of uncertain gender. In such cases, these pronouns are intended to convey the meanings: he/she, his/hers, etc.

As the final installment of the *Space Master* trilogy, this game follows on the heels of **The Role Playing Game** and **Star Strike**. **Armored Assault** can be played alone, or in conjunction with these other games to form a complete and comprehensive Science Fiction gaming environment. Herein, you will find a planetary combat system (having several levels of complexity and realism), a role playing supplement, a scenario generator, and several construction systems for creating your own Infantry Teams, Powered Troopers, Unmounted Ordnance, Aerocraft, Hydrocraft, and Groundcraft.

The Basic Game, with its minimal rules set and pregenerated vehicles, is designed to get you started into **Armored Assault** within a few short hours.

The Standard Game introduces many new planetary combat concepts and broadens the vehicle and weapon types allowed in the game.

The Advanced Game rounds out the **Armored Assault** force pool by adding Aerocraft and atmospheric combat options.

Optional Rules follow, and these can be added as you become more comfortable with the type of game you are playing. The Optional Rules in play should be decided upon before a scenario begins.

Sensible integration guidelines are also provided for introducing your player characters to the battlefield, if that's what you really want (or you're crazy).

## 1.1

### PREMISE

The gaming universe of **Space Master** is set far into a distant future, when men have long since travelled to new worlds and developed technologies beyond present-day physical barriers. But along with man's technology and diversity grew lust and greed. Man's desire to control the new worlds which technology had handed him brought renewed and escalated violence. When the complete annihilation of planetary surfaces (and their dissident populations) was deemed undesirable, more conventional armed forces would be sent planetside, and the great planetary battles would begin. This is the setting for **Armored Assault**.

The **Armored Assault** arsenal is diverse and specialized. There are vehicles designed for many different purposes: Walkers, Jumpers, Hovetanks, Tracked and Wheeled vehicles, Ships, Subs, Grav Sleds, Aerocraft, Robots, Powered Armor Troopers and Maneuver Interface Robotic Combrids. These are the forces at your command. As a general guideline, any vehicle in **Armored Assault** could be referred to as an AFV; which is the short form of Armored Fighting Vehicle.

In keeping with the theme which runs through the **Space Master** series, you will find that the crew quality element will often be a deciding factor in many battles. This concept is expanded in **Armored Assault** to incorporate Leadership, Elan, Morale and other "human" factors. In **Space Master**, hardware is often only as good as the people running it.

#### DEFENSIVE TECHNOLOGY

There are a number of armor, screen and electronic warfare systems available to prolong the survivability of field combat units.

The basis of a vehicle's defense is its hull/chassis. A construct, in the same vein, is rated in terms of its foundation and building material. The scale which ranks different hulls and foundations against one another is the Construction Armor Type (CAT). CATs are numbered 21 through 30, with 21 the weakest and 30 the most resilient. Armor Types 1 through 20 are used in the **Space Master** series to represent personal body armor. Below are listed the ten CATs and the armor bases they represent.

CAT	Hull / Foundation
21	Steel / Earth-Rock-Concrete
22	Hardened Steel / Reinforced Concrete
23	Crysteel / Plasticrete
24	Crystanium / Duracrete
25	Reinforced Crysteel / Reinforced Plasticrete
26	Crysteel Double Hull / Multi-layered Plasticrete
27	Reinforced Crysteel Double Hull / Reinforced Multi-layered Plasticrete
28	Hardened Crystanium Double Hull Multi-layered Duracrete
29	Ardinium (special metal)
30	Ordium II (special metal)

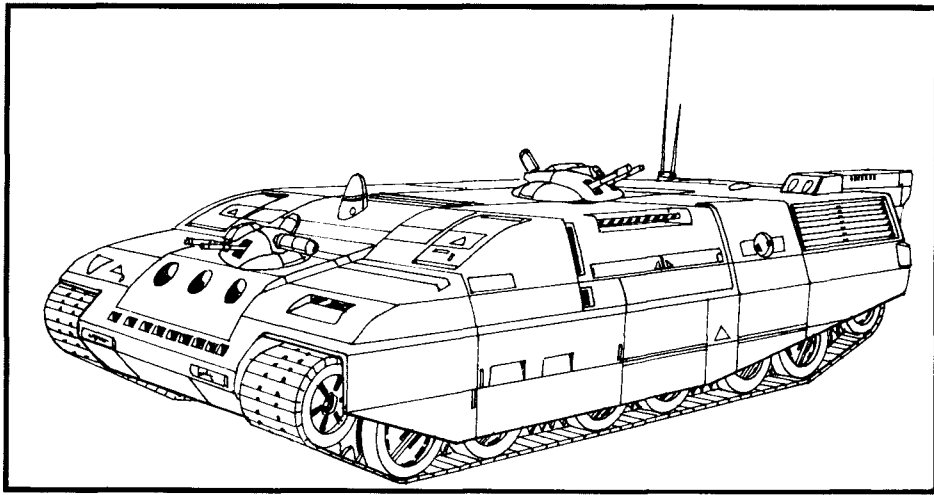
These basic hull/foundation types can be improved upon by a variety of means. The first is the creation of a "superior alloy" which produces an Armor Quality bonus. An Armor Belt bonus is also possible through the application of a layer of depleted uranium metal, or just more of the base armor being represented. For instance, if a more resistant concrete bunker is desired, the mere application of more concrete might do the trick.

**Radiation Shielding** can also be incorporated into the base hull/foundation type. Though this will not contribute to the vehicle's or installation's combat survivability, it may protect any manning crew from harmful electromagnetic rays.

**Screen Generators** are electro-neutrino deflectors which can be incorporated into a vehicle or installation design. These energy screens disperse incoming attacks, dissipating their power and thus reducing a strike's effectiveness. Screens may be arranged to concentrate their protective properties over a specific part of a vehicle if so desired.

**Electronic Warfare (EW)** systems are primarily defensive units which obscure a target to a combatant's weapon tracking sensors. In a more sophisticated version of the game, EW can perform a multitude of battlefield operations from jamming communications to sensor cloaking.





## OFFENSIVE TECHNOLOGY

The standard weapon systems of **Armored Assault** are described below.

**Infantry Armaments:** The inherent small arms of Infantry Teams can include a mix of slug throwers, energy projectors and tactical missile launchers. Infantry Teams may also carry a variety of specialty weapons for use against specific target types. SCDPs (Shaped Charge Demolition Packs/Projectiles) are effective against vehicles. AAIMs (Anti-Aerial Infantry Missiles) are for use against aircraft. CHEMs (Chemical Munitions) are particularly useful against opposing Infantry Teams, and are an alternative to small arms fire. MASKs (Munitions for Anti-laserlight and SmoKe) hinder enemy fire, while MORTs (Infantry Mortars) give Infantry Teams indirect fire capability. Finally, I-Mines (Infantry Mines) and V-Mines (Vehicle Mines) may affect any Infantry Team or mobile construct (as appropriate) entering a hex where they have been sewn.

**Auto Cannons:** These mass drivers diverge from the usual Energy Weapons used aboard a vehicle in that they attempt to inflict damage by propelling a multitude of slugs towards a target. There are advantages and disadvantages to using Auto Cannons. On the plus side, they are inexpensive, mechanically reliable, and tough to critically damage; while on the other hand, they do not inflict severe damage to foes when the lower Mk.# versions of the system are used (i.e., less powerful versions). Also, Auto Cannons require a magazine of ammunition to feed the Firing Mechanism. So when the ammo runs out, an Auto Cannon becomes useless.

**MLA Cannons:** Magnetic Linear Accelerator Cannons use a superconducting coil in their barrel to propel large projectiles at high velocities towards their targets. MLA projectiles may be of five different, generalized types; Armor Piercing (AP), Shaped Charge (SC), High Explosive (HE), Chemical (CH) and Munitions for Anti-laserlight and SmoKe (MASK). AP attacks are represented on the MLA Attack Table found in the attack table section of these rules. SC attacks are resolved on the Shaped Charge Warhead Attack Table. HE rounds are resolved on the Explosive Warhead (Proximity Type) Attack Table when fired against constructs, or the Ordnance vs Infantry Attack Table when fired against Infantry Teams. CH ammunition is effective against infantry, and such attacks are resolved on the Ordnance vs Infantry Attack Table using the Chemical Munitions threshold. MASK rounds are battlefield obscurement munitions dealt with by means of special rules.

**Laser Cannons:** Lasers are the most commonly occurring vehicular Energy Weapons; reason being that they generate the greatest amount of critical damage for the lowest "cost". Lasers use high-powered, coherent light beams layered in concentric "shells" to deliver their destructive energy. The quick "burn-through" ability of Lasers is particularly effective against Ardinium armor, which is not normally susceptible to damage. Unfortunately, due to the delicate Firing Mechanism alignment inherent in Lasers, they have a high breakdown frequency.

**Blast Cannons:** Blasters are rugged particle beam weapons capable of delivering fairly good concussion damage to their targets, considering their (relatively) compact size and inexpensive cost. However, Blaster bolts tend to be random in their application of destructive energy and "splatter" upon striking a target.

**Disruptor Cannons:** These weapons project oscillating electromagnetic pulses which set up sympathetic molecular vibrations within their targets. Ideally, a Disruptor target will disintegrate under such a bombardment. Disruptor beams have the disadvantage of being very susceptible to energy screens, which tend to dissimulate the pulses. To their credit, Disruptors have the distinction of being particularly effective against Ordium II alloys and soft infantry targets.

**Ion Cannons:** Ion Cannons discharge ionized Blaster bolts. This ionization has a dual effect: it reduces a Blast strike's inherent randomness, and it maintains the majority of its destructive force until an armor layer is penetrated.

**Plasma Cannons:** These behemoths represent the upper end of Energy Cannon size and destructiveness. Disgoring a bolt of sub-atomic plasma, targets have difficulty resisting the concussion damage resulting from the attack. Plasma Cannons are, however, prone to overloads due to their high energy requirements.

**Warheads:** In addition to Small Arms or Projectile/Energy Cannons, a combat unit's arsenal may also include Demolition Packs, Missiles and/or Torpedoes. These self-contained attack delivery systems usually carry powerful shaped charge or explosive warheads armed with contact or proximity detonators. Though rarely, if ever, carried, Nuclear or Matter/Antimatter warheads can replace the explosives in a Missile or Torpedo. These are risky to use in a tactical battlefield environment since their blast radii are as likely to engulf friendly troops, as those of the enemy.

## 1.2 SCALE

Battles in **Armored Assault** will take place on the maps supplied with the game. These maps display different types of terrain overlaid with a hexagonal grid. In most cases, a hex will represent a distance of 100 meters (approx. 300') from side to side.

**Armored Assault** is played in a series of discrete Turns, each representing the passage of 1 minute of real time. In the Standard Game, the action within a Turn is segmented into six 10 second Rounds during which firing, movement and maneuvers take place.

At this scale, a unit moving at a velocity of 100 km/hour (approx. 60mph) would pass through 17 "Clear" hexes/Turn.



## USING ARMORED ASSAULT WITHOUT A HEX GRID

If you play **Armored Assault** as a miniatures game (i.e., on a terrain map or playing surface without a hex grid) select a standard length (e.g., 1", 1.5", or 2") to represent the game system's 100 meter increments.

When moving, expend Movement Points for a single terrain type for every standard length traversed. In addition, for each terrain feature entered that has a differing Movement Point cost, but does not span an entire standard length, spend all MPs required by the rules of the game.

## USING ARMORED ASSAULT WITH OTHER TERRAIN MAPS

The **Armored Assault** Standard Game rules are written so as to allow the game to be played on any map surface provided that slopes are represented with contour lines or other discrete renderings. To play on topographical maps, or those of the players' own devising, just lay a clear hex grid (commercially available at many game stores), over the maps used.

## 1.3 DICE AND DICE ROLLING CONVENTIONS

To play **Armored Assault**, you will need two 10 or 20 sided dice, the faces of which are marked from 1 to 0 (10). The two dice should be of different colors for easy identification. Most of the rolls in **Armored Assault** require you to generate a number between 1 and 100. In this instance, declare one 10 sided die to be the "tens", while the other is the "units". Roll both together and read the result in order. If the roll is "00", the result is 100, otherwise, a zero roll for the "tens" die means the "units" result stands alone.

**Example:** *White die is tens, Red die is units. They are rolled: the up-face of the white die is a 4, while that of the red die is a 6. The result is "46". They are rolled again: white die 0, red die 8. The result is "08", or just "eight".*

Dice codes appear throughout the rules in the form #D#, where the first # represents the number of dice to roll and the second # represents the "size" of the dice to roll. If the first # is not given, it is assumed to be "1". Examples follow:

- 1D100 (or D100) is the code used to represent the generation of a 1-100 roll.
- 1D10 (or D10) is the code used to represent the generation of a number between 1 and 10.

- 2D10 will generate a number between 2 and 20. Roll two ten sided dice and add the results.
- 1D5 (or D5) is the code used to represent the generation of a number between 1 and 5. Roll 1D10 and divide by 2, rounding up.

### OPEN-ENDED ROLL

An "open-ended roll" is a special version of D100 (i.e., 1D100), and is used quite often in **Armored Assault**. Roll D100 as usual, but if the result is a 96-100, roll D100 again and add the result to the total. This may theoretically continue on subsequent rolls of 96-100. If the original D100 result is an 01-05, roll again, but this time subtract the result from the total. If this next roll is from 96-100, roll again and continue to subtract the result from the total. This may theoretically continue on subsequent rolls of 96-100. Subsequent rolls of 01-05 do not cause an additional roll to be made.

An open-ended roll, therefore, is capable of generating numbers far beyond the normal 1-100 range.

**Example:** *An open-ended roll is made. The first roll is an 04, requiring another roll to be made and subtracted from 04. The second roll is a 97, resulting (so far) in a -93. However, the 97 indicates that another roll must be made and subtracted again: this time it is an 05. The net roll is -98.*

### COMBAT ROLL

A "combat roll" is a special version of the open-ended roll, and is used throughout the **Armored Assault** combat system. A combat roll is only "open-ended" through the upwards (high) end of the range. So, subsequent add-on rolls are only made after an original 1D100 roll of 96-100. Particularly low rolls are not open-ended downwards, but will rather usually result in a weapon failure.

### COMPETITIVE DIE ROLLS

At various points in the rules, players are sometimes asked to make competitive die rolls. To make a competitive die roll, each player involved rolls 1D10. Reroll ties. The player with the highest number wins the die roll and takes the action specified by the particular rules section.

## 1.4 COUNTER IDENTIFICATION

The cardboard counters provided with this game are used to represent many different things when placed on the playing surface. Below is an inventory of the various kinds of counters used in **Armored Assault**.

### VEHICLES



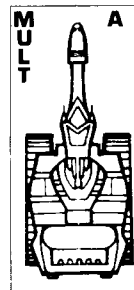
"Small Vehicle"

These counters represent vehicles having a mass of less than 1000 tons. The abbreviation on the counter signifies the type of vehicle portrayed.



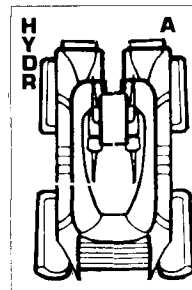
"Medium Vehicle"

These counters represent vehicles having a mass of 1000 to 99,999 tons. The abbreviation on the counter signifies the type of vehicle portrayed.



"Large Vehicle"

These counters represent vehicles having a mass of 100,000 to 999,999 tons. The abbreviation on the counter signifies the type of vehicle portrayed.



"Super Large Vehicle"

These counters represent vehicles having a mass of 1,000,000 tons or more. The abbreviation on the counter signifies the type of vehicle portrayed.

### TROOPS



"Powered Armor Trooper"

This counter represents a man encased in a Powered Armor battlesuit.





### "Infantry Team"

Each Infantry Team, representing approximately five combat soldiers, is represented by its own counter.

## EMPLACEMENTS



### "Barricade"

Barricades are prepared barriers which hinder ground movement through the terrain they are placed in.



### "Surface Bunker"

These are fortified constructs which provide protective fire bases for defending units. The number at the bottom of the counter indicates its maximum troop capacity.



### "Subsurface Bunker Entrance"

These counters locate entrance/exit points to underground bunkers.



### "Personnel Trench"

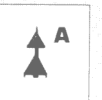
An emplacement which protects Infantry Teams and/or Powered Armor Troopers. The number indicates its maximum troop capacity.



### "Vehicle Pit"

An emplacement which protects vehicles. An "S" indicates that the Pit is Small, an "M" indicates it is Medium.

## MUNITIONS



### "Torpedo"

When fired, a Torp marker is placed on the map and homes in on its target.



### "Infantry Mine"

This counter represents the placement of anti-infantry mines.



### "Vehicle Mine"

This counter represents the placement of anti-vehicle mines.



### "Munition of Anti-laserlight and Smoke"

This counter represents the placement of battlefield obscurement munitions.

## MISCELLANEOUS



### "Terrain"

Identifies variable terrain feature on the map as being a specific type of terrain.



### "In Terrain"

Identifies a unit as being in a specific terrain feature within a hex.



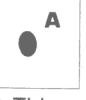
### "Light Rubble"

Indicates the destruction of a building or surface bunker having a CAT of 21-23.



### "Heavy Rubble"

Indicates the destruction of a building or surface bunker having a CAT of 24-30.



### "Life Pod"

This counter is used when a crew survives its vehicle's elimination and must eject into a hostile environment.

## UTILITY



### "Initiative Priority Identifier"

Numbered counters are placed with vehicles in accordance with their Initiative ranking for the Turn. In the Standard Game, the use of this counter also indicates that the Platoon Leader vehicle is not moving.



### "Initiative Priority Identifier with a Move Command"

When a Platoon Leader vehicle is given the command to move during the upcoming Turn, its Initiative Priority Identifier must be supplemented with an "M" for "Moving".



### "The Move Command"

This counter signifies units which are to move during the upcoming Turn.



### "REA Request"

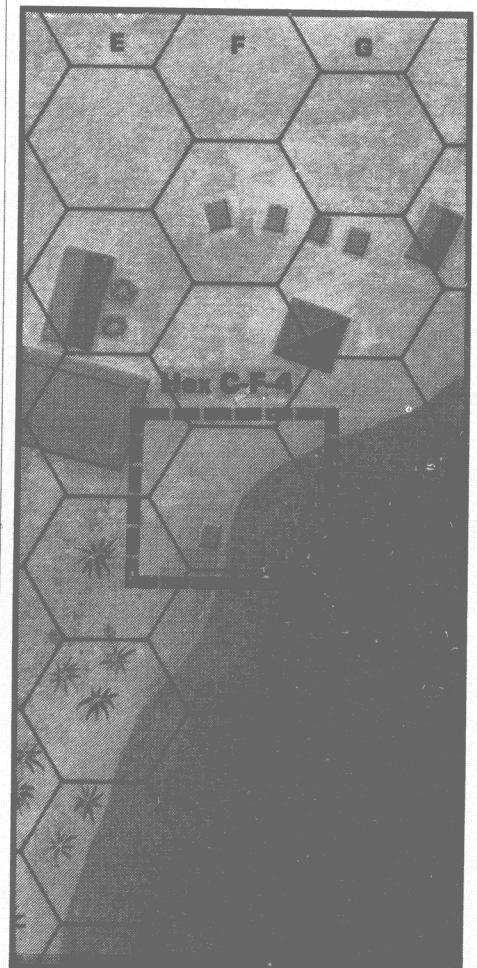
An REA wishing to call-in Rear Area Asset firepower places this counter in his primary target hex.

## 1.5 IDENTIFYING HEXES ON THE MAP

When it is necessary to identify a specific hex on the playing surface use the following guidelines.

Every hex can be identified by a code. The first letter identifies the specific map section (A, B, C, or D). The second letter identifies the specific hex row (A through M) on the map section. The final number identifies the hex in the row, counting 1 as the lettered row hex and other hexes in the row as increasing numerals.

**Example:** Hex C-F-4 is shown here. It is the small house by the lake rendered on map section "C".





## 2.0

# THE BASIC GAME

The **Armored Assault** Basic Game is an introductory version of the Standard Game found in Section 4.0. As such, the Basic Game contains only the bare minimum of rules which govern simple engagements between small Armored Fighting Vehicles (AFVs) with a limited array of weaponry. Some rules, particularly those pertaining to terrain and combat resolution, have been simplified to make the game easier to learn. In the Standard Game, these rules will be expanded to add more realistic and interesting elements.

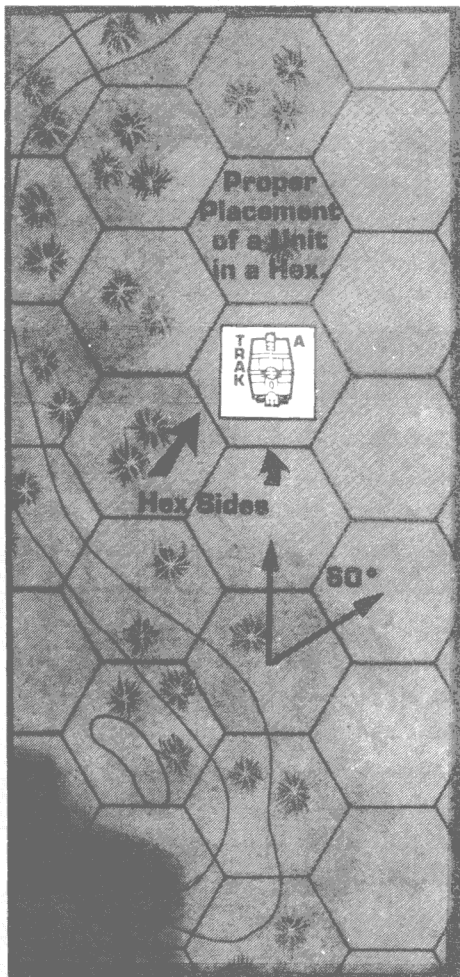
Novice boardgamers would be well advised to play the Basic Game until they feel comfortable with the mechanisms. Even the more experienced among you should read, and possibly play, a Basic Game scenario at least once before moving on to the Standard Game.

## 2.1

### THE MAP

The map supplied with the game is the playing surface for **Armored Assault**. It depicts several types of terrain and is overlaid with a hexagonal grid. The hex grid is used to regulate four key elements of play:

- Position
- Movement
- Facing Changes (turning)
- Ranges between units



During play, each unit occupies one hex and must face one of that hex's 6 sides. Turns (reorientation of vehicle's facing) during movement will occur in 60 degree increments; that is the angle which exists between two adjacent sides of a hexagon. The compass printed in the corner of each map section is numbered from 1 to 6 and is used as a directional reference for some Standard Game's mechanics (e.g., Errant Fire).

**Note:** In the Standard Game, Infantry Teams and Powered Troopers will not have to be placed in a hex so that they always face a hexside.

## 2.2

### TERRAIN

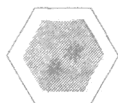
The map depicts several terrain types. However, in the Basic Game, ignore the contour lines which create slopes and hills and ignore any buildings. There is no elevation effect in the Basic Game. The other terrain types in the Basic Game have unique effects on one or more of the following three factors:

- Movement
- Defensive Protection
- Line of Fire



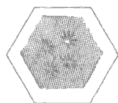
#### Clear

Featureless  
Rolling, barren ground or fields.



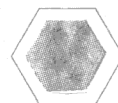
#### Sparse Woods

1-2 symbols  
Young or widely spaced trees.



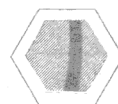
#### Medium Woods

3-4 symbols  
Mature trees, some undergrowth.



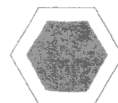
#### Dense Woods

5+ symbols  
Mature trees, much undergrowth.



#### Gully

Streambeds or wadis.



#### Water

Pond or lake.

When determining whether a Woods hex is Sparse, Medium or Dense, count the number of full and partial "tree" symbols appearing in the hex. If there is not at least one full symbol in the hex, it is never considered to be a Woods hex.

Below is a chart which lists the Basic Game terrain types, the Movement Point cost to enter a hex containing that type of terrain, and the Hindrance modifier imparted by that terrain for targets occupying it. The concepts of Movement Points and Hindrance modifiers will be addressed later in these rules.

### BASIC GAME TERRAIN CHART

Terrain Feature	Movement Point Cost to Enter	Hindrance Modifier
Clear	1	0
Sparse Woods	2	+5
Medium Woods	4	+10
Dense Woods	8	+15
Gully	2	+20
Water	N/A	0

**Note:** The Standard Game will introduce elevation effects along with a multitude of various other terrain types.

## 2.3

### THE UNITS

The combatants/units in the Basic Game will be tracked or wheeled AFVs (Armored Fighting Vehicles), armed with Laser and/or Blast Cannons. Maneuvering these tanks over the map's terrain and firing their armaments to destroy your foes will constitute the action of the Basic Game scenarios. These AFVs are represented by cardboard counters (hereafter referred to as units), found on the counter sheet. Use the units marked "TRAK" (tracked) or "WHEL" (wheeled) as appropriate. Units must be placed and moved on the map in accordance with the rules of the game.



Your Basic Game AFVs will be rated in terms of the following capabilities:

**Movement Points (MPs):** a measure of a unit's capacity to move during the Movement Phase of a Combat Turn.

**Heads Up Display (HUD):** a target tracking enhancer.

**Electronic Warfare (EW):** the unit's ability to conceal itself from enemy targeting sensors.

**Screens:** the unit's energy shield.

**Cannon:** the unit's armament; Laser and/or Blast Firing Mechanisms.

**Cannon Mark Number (Mk.#):** the size of a unit's armament. The higher the Mk.#, the more powerful the cannon.

**Construction Armor Type (CAT):** the base armor of a unit's hull.

**Armor Belt:** the unit's add-on armor protection.

**Offensive Bonus (OB):** the sum of a unit's attack capabilities.

**Defensive Bonus (DB):** the sum of a unit's attack avoidance capabilities.

The application and uses of these capabilities and their bonuses will be expanded upon throughout the following sections of the Basic Game rules.

**Note:** *The Standard Game will not only introduce many new vehicle types, but also a number of alternative weapon systems.*

## 2.4 YOUR CREW

AFVs are fine pieces of machinery, but they do not engage in combat by themselves. Your Crew will, more often than not, be the deciding factor on the battlefield. In the Basic Game, your Crew will be defined by three attributes:

**Elan bonus:** this ability is a measure of the AFV Crew's aggressiveness, professionalism, bravery and/or combat aptitude.

**AFV Driver bonus:** this skill is a measure of an AFV Crew's ability to both negotiate difficult terrain successfully, and adeptly complete non-combat maneuvers.

**Heavy Energy Projector bonus:** this reflects an AFV Crew's skill at directing the fire of a vehicle's Energy Weapons. In the Basic Game, these weapons will be Laser and Blast Cannons. This bonus is often abbreviated as HEP.

The use of these bonuses will be explained as you proceed through the following sections of the Basic Game rules.

**Note:** *If you would like to generate your Crew right now, just roll 1D10 and cross index the result on the following chart. Your one die roll will define your Crew's capabilities in all three categories. Write them down for later reference.*

### BASIC GAME CREW GENERATION CHART

Roll	Elan Bonus	AFV Driver Bonus	Heavy Energy Projector Bonus
1	20	40	35
2	25	40	30
3	30	30	40
4	35	55	35
5	40	45	50
6	45	70	60
7	50	50	45
8	60	80	40
9	70	70	55
10	80	90	65

**Note:** *The Standard Game will introduce a number of other Crew skills. Also, robotically-controlled vehicles which do not require Crews will be added to the system.*

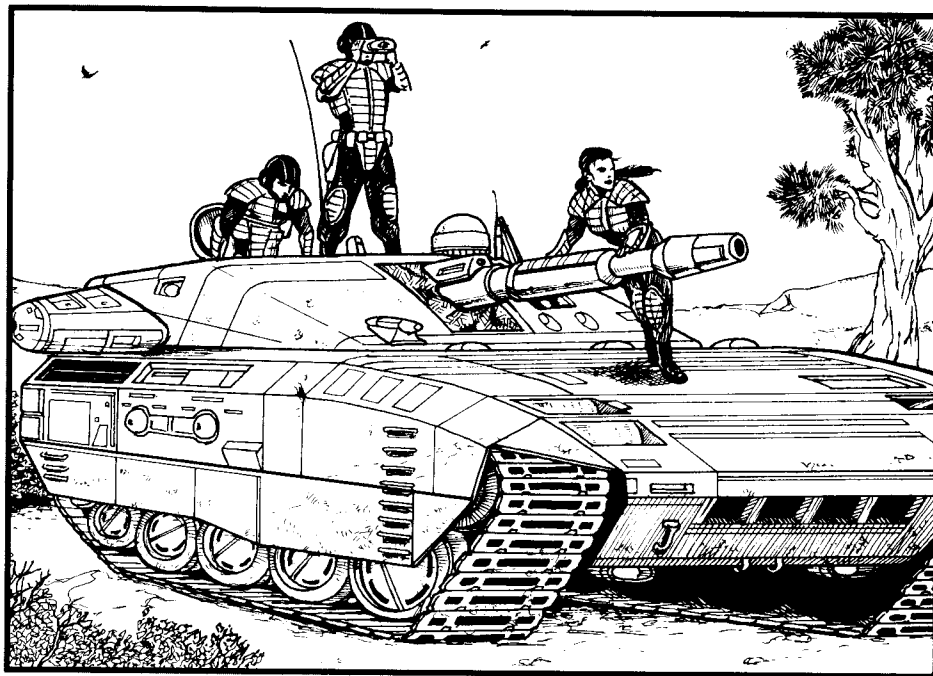
## 2.5 THE BASIC SEQUENCE OF PLAY

Each Combat Turn of **Armored Assault** represents the passing of 1 minute of real time. Within the Combat Turn, you and your opponents must follow the Sequence of Play as outlined below.

### BASIC GAME SEQUENCE OF PLAY

- 1: Initiative Phase
- 2: Movement Phase
- 3: Fire Phase
- 4: Orientation Phase

- Complete all applicable actions of a Phase before going on to the next one.
- You may not perform the Phases out of order.
- The sequence description given below assumes one AFV and Crew per player. If a player controls more than one AFV, he must determine initiative, move and fire each one separately.
- After you have completed the actions of one Turn, go on to the next and start the sequence over again — continuing in this manner until the scenario you are playing is over. See Section 3.0 for a selection of scenarios.





## EXPANDED SUMMARY

### Initiative Phase:

- 1) Each player determines his AFV's Initiative Number (IN) for the Turn. (Section 2.6)
- 2) Create the Initiative Priority ranking for the Turn. (Section 2.6)

### Movement Phase:

- 1) The players may move their AFVs in accordance with their Initiative Priority. (Sections 2.7 and 2.8)

### Fire Phase:

- 1) The players may fire their AFV's weapon(s) in accordance with their Initiative Priority in fire increments. (Sections 2.7 and 2.9)
- 2) All damage resulting from one AFV's attack is resolved before another AFV may fire. (Section 2.10 and 2.12)

### Orientation Phase:

- 1) Each player may attempt to regain control of his AFV if it has gone "Out of Control". (Section 2.11)

**Note:** *The Standard Game will contain a much more involved Sequence of Play.*

## 2.6 INITIATIVE

An AFV's Initiative Number (IN) for the Turn will determine when it moves and fires relative to the other AFV's in the game. Generally, you will want to have a high Initiative Number, as this (in the Basic Game at least) will allow you to move first and fire first.

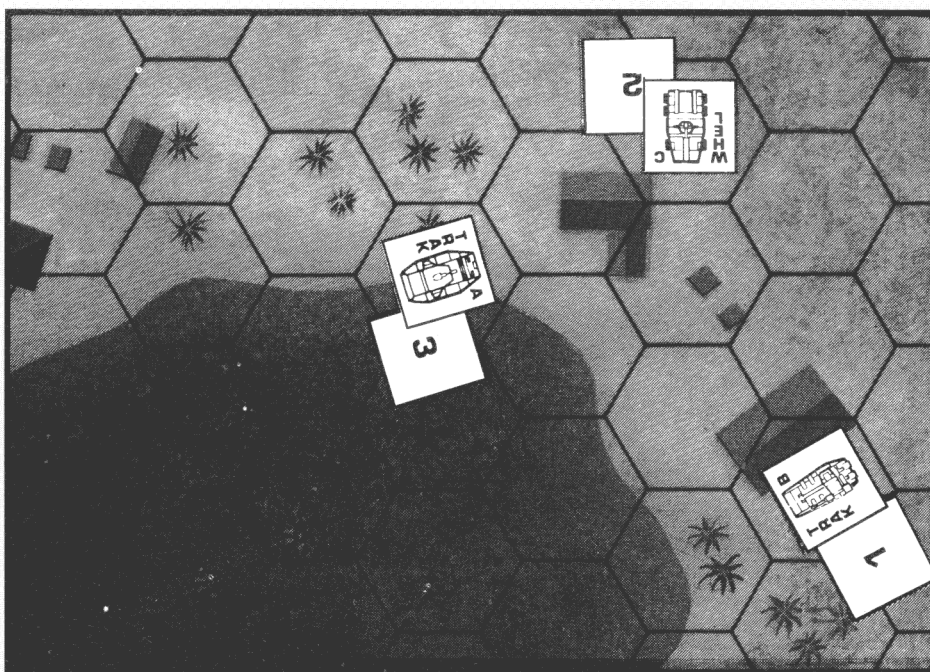
Determining your AFV's Initiative Number is the first activity performed during the Turn. You calculate your IN by adding two factors together:

- Your crew's Elan bonus.
- An Open-ended D100 roll.

If the Initiative Numbers for two or more vehicles are equal, the controlling players should immediately make competitive die rolls to determine how the vehicles will be ranked for movement and firing (see Initiative Priority below). There is no simultaneous moving of vehicles in **Armored Assault**.

### INITIATIVE PRIORITY

As players determine their Initiative Numbers for the Turn, make a side note on a piece of scrap paper as to what the INs are. When all players know the INs for each of their vehicles, they should then be ranked from highest to lowest to create an Initiative Priority for the Turn.



The AFV with the highest IN is said to be "first" in the Initiative Priority ranking. Take a "1" counter from the Utility Marker Sheet and place it next to (or underneath) that AFV. The AFV with the next highest IN is ranked second, so place a "2" counter next to it on the map. Continue this process until all AFV units on the map have a number counter assigned to them. The Initiative Priority ranking process is then complete.

**Example:** *There are three vehicles involved in a battle; "TRAK" A, "TRAK" B, and "WHEEL" C. Their INs for Turn 1 are 98(A), 121(B), and 120(C). The Initiative Priority ranking for Turn 1 is B, C, A. Therefore, a "1" counter is placed next to "TRAK" B, a "2" counter is placed next to "WHEEL" C, and a "3" counter is placed next to "TRAK" A. If players agree that the number counters clutter up the map too much, these counters can be placed underneath the appropriate vehicles instead.*

**Note:** *In the Standard Game, it will not always be the case that the vehicles with the highest INs will move first.*

## 2.7 USING YOUR INITIATIVE PRIORITY

A high Initiative Number (IN) will give your vehicle advantages in combat. A high IN will allow your vehicle to move before others do, grabbing advantageous terrain and denying it to the enemy. An AFV with a high IN also gets to fire its weapon(s) first, possibly eliminating foes before they get a chance to make their attack(s).

### USE OF PRIORITY DURING MOVEMENT

During the Movement Phase of the Turn, vehicles move in accordance with their Initiative Priority. The vehicle ranked first (having the "1" counter next to it) moves first. The vehicle with the "2" counter then moves second. "3" then moves, and so on until all vehicles have had their opportunity to move.

**Note:** *In the Standard Game there are certain disadvantages accrued by moving before others, so the concept of freely declared and executed movement will be introduced. Initiative Priority is only used in the Standard Game to preempt the movement of lower ranked vehicles.*

### USE OF PRIORITY DURING FIRING

Similar to the concept of Priority in Movement, the vehicle with Priority may resolve one (and only one) attack first during the appropriate Phase. Then the vehicle with the next priority may make one attack. This process continues until all AFVs on the map have had their opportunity to make one attack. This completes one "increment" of the Fire Phase.

After one firing increment is completed, start over again with the top-ranked AFV. If it has another weapon to discharge, it may now fire the cannon(s) of one remaining Weapon Mount. Then the next-ranked AFV having another Weapon Mount to discharge may do so. This process is continued until all AFVs wishing to make their second attack for the Phase have done so. This completes the second increment of the Fire Phase.



Additional Fire Phase increments may be performed as long as there remains an AFV with an as-of-yet undischarged Weapon Mount. During each increment, use Initiative Priority to discover which vehicle performs its attack first, second, third and so on.

Strictly speaking, in terms of the Basic Game vehicles provided with **Armored Assault**, only one AFV (the Westwynd, Section 26.6) has two Weapon Mounts, while the others only have one. Thus a second fire increment might only be used if Westwynds are involved in a battle.

**Note:** *The Standard Game will offer some incentives to hold off on an attack, so the concept of freely declared and executed firing will be introduced. Initiative Priority is only used in the Standard Game to preempt the firing of lower ranked vehicles.*

## 2.8 MOVEMENT

In the Armored Assault Basic Game, vehicles are either tracked or wheeled and so they move along the ground. Therefore, terrain will play a big part in determining what hexes can be moved through and how much effort this will take.

### MOVEMENT POINTS

All Basic Game AFVs have a Movement Point (MP) rating which can be found on the appropriate Basic Game Vehicle Display. This MP total can be expended each Turn during the Movement Phase to:

- Enter the Terrain of a new hex
- Change facing within a hex

Your vehicle may not expend more MPs during a Movement Phase than it has available, although it could expend fewer, or not move at all. MPs may not be accumulated from Turn to Turn; they are either expended, or lost.

### ENTERING NEW HEXES

MPs can be spent to enter new hexes on the map. A hex to be moved into must be the one directly ahead of the unit, as determined by your AFV's present facing. The MPs spent entering the new hex equal the "MP Cost To Enter" value found on the Basic Game Terrain Chart. Your vehicle may continue to enter new hexes during a Movement Phase as long as it has sufficient MPs remaining to enter each new hex's terrain. If the MP cost to enter a new hex would require the expenditure of more MPs than the moving vehicle has remaining to spend during the Movement Phase, that new hex may not be entered.

### CHANGING FACING

At any point during your vehicle's move, you may elect to change its facing within the hex it presently occupies. The MP cost for doing this is 1 MP per hexside changed. Such facing changes can be called "turns" and will be distinguished in these rules from Combat "Turns" (a measure of the passage of one minute), which always uses a capital "T".

**Example:** *A Warmonger has 25 Movement Points to spend during the Turn. These 25 points are spent during the Movement Phase as indicated in the diagram. Note the various MP expenditures for moving into Woods hexes of different densities, though turning in a Woods hex costs 1 per hexside turned regardless of the terrain it is performed in. Also note that in this Basic Game slopes are ignored.*

### MINIMUM MOVE

A vehicle may always make a minimum move into one new hex, expending all of its available MPs even if those wouldn't be enough to normally enter the new hex. The following restrictions must be met:

- The minimum move must constitute the unit's entire movement during the Phase
- No facing changes may be performed during the Phase, before or after the one hex move
- The terrain in the new hex, or the hexside crossed to reach it, may not be restricted by an N/A movement Cost To Enter.

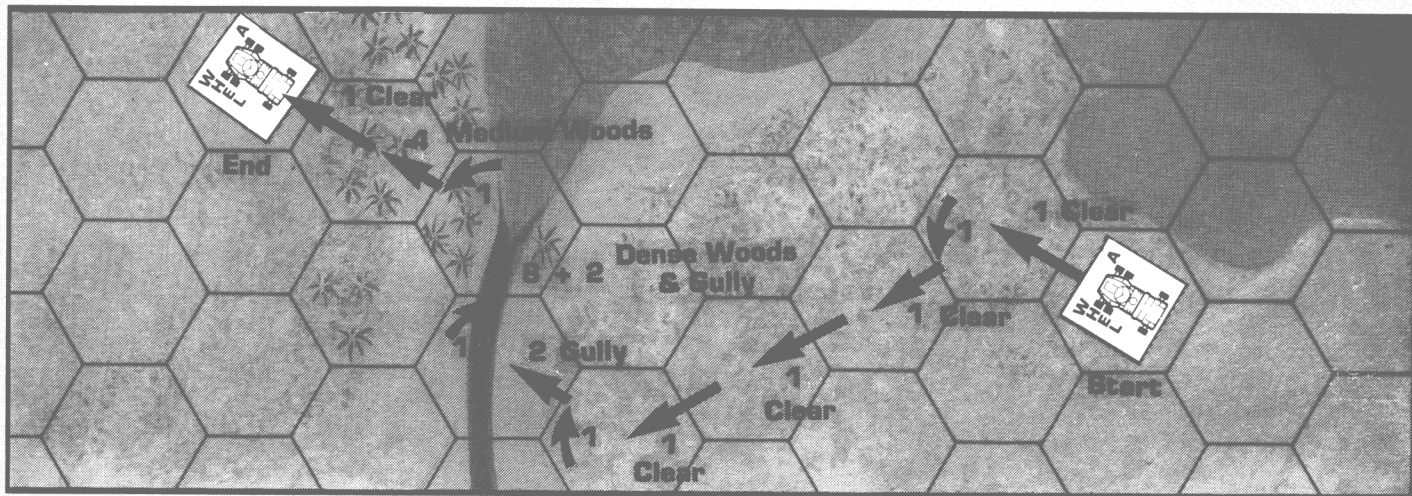
### MORE THAN ONE VEHICLE PER HEX

There is no limit to the number of mutually friendly vehicles which may occupy the same hex at the same time. In the Basic Game, enemy AFVs may not occupy the same hex at any time during, or at the conclusion of the Movement Phase. There is no chance of colliding with another vehicle in the Basic Game.

### FINAL COMMENTS

AFVs move sequentially during the Movement Phase. The actual order of movement during the phase is determined by using the Initiative Priority rules (Section 2.7).

You will want to move your vehicle so as to best take advantage of available terrain while opening up attack opportunities against your opponents. When moving, always keep your objective for the game in mind: if victory hinges upon occupying a piece of terrain, move so that you will be able to take it and keep it from falling to the enemy.





## 2.9 FIRING

In the Basic Game, your AFVs are armed with Laser Cannons and/or Blast Cannons. The parameters which govern firing include:

- The attacker's cannon's Covered Arc
- The Line of Fire between an attacker and its target
- The Range between an attacker and its target
- The attacker's Offensive Bonus
- The target's Defensive Bonus
- Hindering Terrain
- The attacker's Combat Roll

### COVERED ARC

All Basic Game cannons (which are assumed to be housed in turrets) have the same "Covered Arc". This Covered Arc extends in all possible directions from the unit's hex: this is a 360 degree field of fire.

**Note:** In the Standard Game, other more restrictive Covered Arcs will be introduced.

### LINE OF FIRE

**Note:** The abbreviation for Line of Fire is "LOF". The same concept applies in the Standard Game, but sometimes it will be referred to as "LOS" for Line of Sight.

In the Basic Game, all cannons are assumed to be "direct fire" weapons. This means that the Laser and Blast discharges travel in a straight line from the firer to the target. When the LOF crosses obstructing terrain, that attack will be hindered to some extent.

To determine a Line of Fire, take a string and stretch it from the firer's hex to the target's hex. The attacking player places his end of the string somewhere within his AFV's hex first, and may not make any subsequent adjustments during the resolution of this attack. The defending player then places his end of the string somewhere within the target's hex.

As will be shown latter in this section, the number of hexes contain Woods-type terrain that the LOF passes through on its way to the target will affect the attacker's Combat Roll.

## SPECIAL LINE OF FIRE CASE

**Return Fire:** If a unit is fired at, that target may subsequently return fire (if capable) against its attacker during that Fire Phase, without the necessity of making a Line of Fire check. Any intervening terrain modifiers will be the same.

### RANGE

Your vehicle's cannon(s) are restricted in that they may only fire at targets within range. The range of a Basic Game cannon is equal to its Mk.# x 5 hexes.

**Example:** A Mk.8 Laser Cannon has a Basic Game range of 40 hexes.

The greater the range to a target, the more difficult it is to hit that target. Therefore, one of the factors which will be taken into account during the resolution of a Combat Roll will be a "range modification": a subtraction of "1" for each hex of range from the firer to the target.

**Example:** A Mk.8 Laser Cannon firing at a target 20 hexes away would have its Combat Roll modified by -20.

### WHO FIRES FIRST

As described in the Initiative section, your AFV's Initiative Number determines when you can fire during the Fire Phase. The AFV with the highest IN has the first Initiative Priority and may resolve one attack before all other AFVs in the game. All damage from this attack takes effect before the next AFV can fire. The AFV with the second Initiative Priority may then resolve one of its attacks, and so on until

the vehicle with the lowest Initiative Priority fires (if its still around!). This firing procedure is repeated until all eligible AFVs have fired all the Weapon Mounts they desire to discharge. Each Weapon Mount may be fired only once per Turn.

### OFFENSIVE BONUS

Your AFV's Offensive Bonus (OB) is a measure of its effectiveness on the attack. There are several factors which must be added together in order to arrive at your vehicle's Base OB. These factors are:

- Your crew's Heavy Energy Projector (HEP) bonus
- The Mk.# of your AFV's Energy Cannon(s) which are firing (not cumulative for multiple cannons in the same mount)
- The Heads Up Display (HUD) bonus of the Weapon Mount

Your crew's Heavy Energy Projector bonus is one of its defining characteristics (Section 2.4). The other two factors may be found on the appropriate Basic Game Vehicle Display (Section 28.0).

At the beginning of each Fire Phase, add the three factors together to derive your Base OB for the Turn. Note that your Base OB will likely decrease over the course of a game as your AFV suffers damage.

**Example:** A Warmonger AFV is manned by a crew with an HEP of 50. The Base OB of this Warmonger = 50 (HEP) + 10 (Mk.10 Blast Cannon) + 15 (HUD) = 75.

### Warmonger Offensive Bonus

AFV ID: WARMONGER A

Crew: 5 Elan: 40 AFV Driver: 45 HEP: 50

### OFFENSIVE RECORD

Cannon	H.E.P. Bonus	Cannon Mk.#	H.U.D. Bonus	BASE OB
1 x Mk. 10 Blast	<u>50</u>	10	15	<u>75</u>
_____	_____	_____	_____	_____



## Warmonger Defensive Bonus

### DEFENSIVE RECORD

Construction Armor Type	Armor Belt Bonus	E.W. Bonus	Screens Bonus	BASE DB
22	15	30	10	55

### DEFENSIVE BONUS

Your AFV's Defensive Bonus (DB) is a measure of the vehicle's effectiveness at resisting or evading a damaging attack. There are three factors which must be added together in order to arrive at your Base DB. These factors are:

- Your AFV's Armor Belt bonus
- Your AFV's Electronic Warfare (EW) bonus
- Your AFV's Screen bonus

These factors may be found on your AFV Display. At the beginning of each Fire Phase, add these three factors together to derive your Base DB for the Turn. Note that this total will likely be reduced over the course of the game as your vehicle takes damage.

**Example:** The Base DB of the Warmonger AFV = 15 (Armor Belt) + 30 (EW) + 10 (Screens) = 55.

### TERRAIN HINDRANCE MODIFIER

As can be seen on the Basic Game Terrain Chart, the various Woods hexes on the map provide a Hindrance modifier. When a target occupies a Sparse, Medium or Dense Woods hex, its protection is increased by the indicated amount.

**Example:** The Warmonger AFV of the example above is a target of incoming fire during the Fire Phase. Its Base DB is 55; but if it occupies a Dense Woods hex at the time of the attack, its effective protection would be temporarily increased to 70. 55 (Base DB) + 15 (Dense Woods) = 70.

In addition, if the firer and the target are at the same elevation, (which is always the case in the Basic Game) the Woods-type Terrain Hindrance modifiers are cumulative for every hex of same elevation Woods that the Line of Fire passes through on its way from the firer to the target (do not include Woods-type Terrain in the firer's hex).

**Example:** Continued from the example above. Between the firer's hex and the Warmonger's hex there are three Woods hexes; all of which are crossed by the Line of Fire. The Warmonger occupies Dense Woods. Of the three other intervening Woods hexes, two are Sparse and one is Medium. The Warmonger's effective protection is temporarily modified to 90. 55 (Base DB) + 5 (intervening Sparse Woods) + 5 (intervening Sparse Woods) + 10 (intervening Medium Woods) + 15 (Dense Woods in target's hex) = 90.

The +20 Gully Modifier only applies if a target is occupying a Gully hex.

## THE UNMODIFIED COMBAT ROLL

The Unmodified Combat Roll is an open-ended (high) 1D100 roll (see Section 1.3). If this roll falls within the attack weapon's failure range, a "failure" of some sort will occur (see Section 2.10).

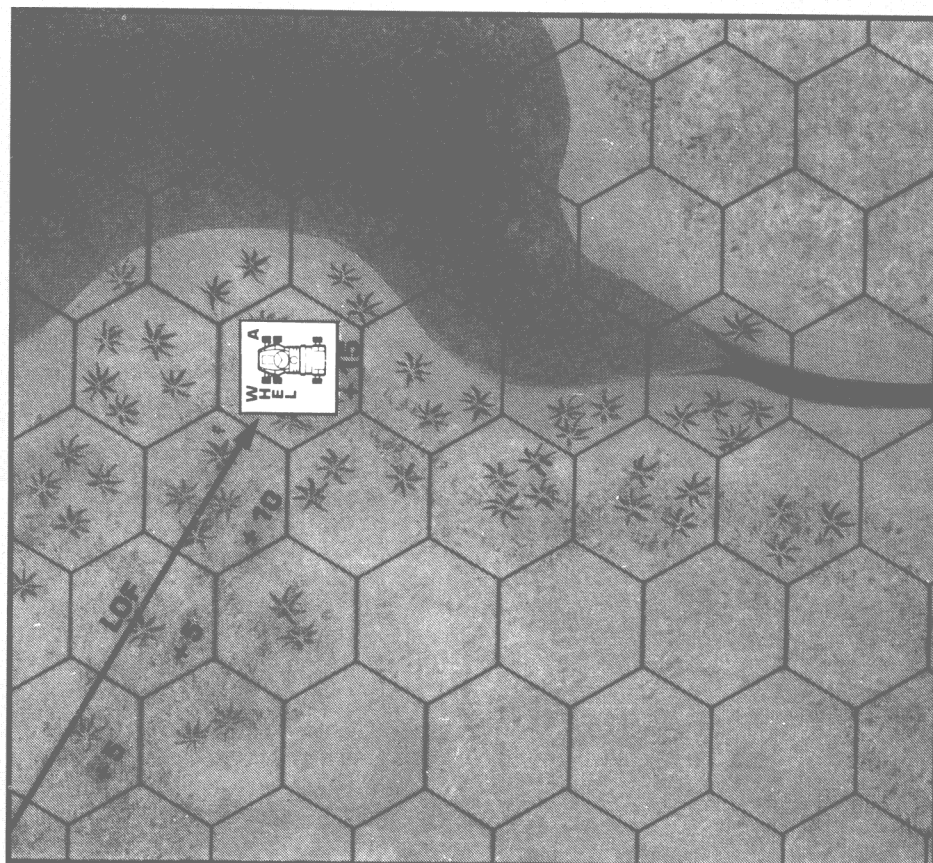
## THE TOTAL COMBAT ROLL

Every time you wish to fire at an eligible opponent, you need to obtain a Total Combat Roll. To obtain the Total Combat Roll for your AFV's attack, take the Unmodified Combat Roll, add your Base OB for the Turn, subtract your target's Base DB for the Turn, subtract any Terrain Hindrance modifier for terrain in the target's hex and possible intervening terrain, and finally subtract the range modification (i.e., -1 per hex of range to target).

### Total Combat Roll =

- Combat Roll
- + Firer's Base OB
- Target's Base DB
- Terrain Hindrance modifier
- Range modifier

This modified roll is then used to determine what damage (if any) you have done to your opponent as described in Section 2.10.



**Example:** Continuing from the examples above: assume that the Warmonger is the target of an attack from a firer which has a Base OB of 85 and is at 9 hex range. The Unmodified Combat Roll is a 64. Therefore, the Total Combat Roll would = 50. 64 (Combat Roll) + 85 (Firer's Base OB) – 55 (Target's Base DB) – 35 (2 Sparse Woods, 1 Medium Woods and 1 Dense Woods) – 9 (Range) = 50.

### FINAL COMMENTS

An AFV may fire each of its Weapon Mounts once per Fire Phase, but as explained in the Section 2.7, only one Weapon Mount may be fired at a time as players go through firing increments based upon their Initiative Priority.

Each of an AFV's Weapon Mounts may fire at the same target, or different targets, over the course of a Fire Phase, but any given Weapon Mount may never fire more than once per Turn.

**Note:** Players may find it odd that their vehicles are allowed to fire their weapons only once per Turn — a one minute span of time. This is a concession to playability in the Basic Game. In the Standard Game, weapons will be allowed to fire many times over the course of a Turn; the primary restriction being the number of crewmembers available to discharge the vehicle's Weapon Mounts.

## 2.10 DAMAGE

To determine the result of an attack, refer to the Basic Game Attack and Damage Tables (Section 2.12). There you will find attack charts for the Basic Game Laser Cannon and the Basic Game Blast Cannon, as well as a critical hit table. If you are making an attack with a Laser Cannon Weapon Mount, use the Laser Table. If you are making an attack with a Blast Cannon Weapon Mount, use the Blast Table. Use the one critical chart for critical damage caused by either weapon type. Below are given the rules for using these charts.

- If the Unmodified Combat Roll (not the Total Combat Roll) falls within the Failure range listed along the top of the attack table, your Weapon Mount has suffered some degree of failure or malfunction.
- Otherwise, cross-index your Total Combat Roll (down the side) with your target's Construction Armor Type (across the top).
- If a number, or number/letter combination results from your cross-indexing, you have scored damage against your opponent.

### THE "F" RESULT

If your Unmodified Combat Roll is an 01-06 for Laser Cannon, or 01-03 for Blast Cannon, a weapon system failure has occurred and no damage is scored against the target (regardless of modifiers).

Roll 1D10 on the Weapon Failure sub-chart displayed at the top of the specific attack table. The "Temporary Overload" result is self-explanatory. If a "Malfunction" occurs in the Basic Game, assume that one Cannon of the Weapon Mount is now inoperative for the rest of the game. If the Weapon Mount only contains one Cannon, it is inoperative for the rest of the game.

**Example:** The Warmonger has one Weapon Mount that contains two Mk. 10 Blast Cannons. They fire, and the Unmodified Combat Roll is an 02. A Failure results. The subsequent 1D10 roll is a 9. A Malfunction occurs. The Warmonger's Weapon Mount is thereafter treated as if it contained only 1 Mk. 10 Blast Cannon. See below for the effect of this reduction.

### A "NUMBER" RESULT

If no Failure occurs when you fire, and the Total Combat Roll cross-indexing results in a number, you have inflicted "Concussion Hit" damage to the target.

Multiply the number result on the appropriate attack table by the number of Cannons on the Weapon Mount. This product is the total Concussion Hit damage you have scored against your foe. The target's player should record this Concussion Hit damage immediately.

**Example:** A Warmonger AFV fires at a target, scoring an "18" result on the Blast Cannon table. But the Warmonger has two Blast Cannons in its Weapon Mount, so the Concussion Hit result of "18" is multiplied by two. The Warmonger inflicts a total of "32" points of damage against the opponent.

### A "NUMBER/LETTER" RESULT

If no Failure occurs when you fire, and the Total Combat Roll cross-indexing results in a number/letter combination (e.g., 15B, 22D, etc.), you have scored Concussion Hit damage and Critical damage.

- The total number of Concussion Hits delivered to the target is determined as described above; including multiplying the number result for multiple cannon Weapon Mounts.

- Critical damage is represented by a letter result. The higher the letter, the more severe the Critical. Critical damage is not affected by multiple cannon Weapon Mounts in any way.
- The result of a Critical is resolved by referring to the Basic Game Critical Results table. Roll 1D100. Modify this result by the Critical severity: A (-20), B (-10), C (0), D (+10). Read the Critical damage text coincident with the modified Critical roll. This text describes the Critical damage you have inflicted upon your foe. Apply the results immediately.

### INTERPRETING CRITICAL RESULTS

Basic Game Criticals are interpreted in a common sense manner.

- Unless otherwise stated, all Critical damage takes effect immediately.
- If a system is "knocked out" or malfunctions, it can't be used for the rest of the game. However, an appropriate Auxiliary System, if available, could negate the effect of the loss of the unit; see below.
- Reductions in the performance level of certain systems (e.g., -20 to EW) are just subtracted from the present operating value of the system. If this reduces a system's bonus value to 0 or below, assume that the system is knocked out for the rest of the game.
- Extra "Hits" listed at the end of some criticals are added to the opponent's Concussion Hit total. These are not affected by multiple cannon Weapon Mounts.
- A vehicle which loses all of its Movement Points merely stops and may not enter a new hex or change facing within its presently occupied hex. No Minimum Move is allowed by such a vehicle.
- If a vehicle's Crew becomes Stunned, that vehicle may perform no actions (e.g., movement, fire, activation of auxiliaries, orientation, etc.). Stuns, and some other critical results are "timed" for their duration. Unless otherwise stated (e.g., something happens next Turn or Round), the critical takes effect immediately, with the present Turn constituting the first Turn of the effect.
- If a Critical calls for an unspecified Auxiliary Unit or Weapon Mount to take damage, and more than one eligible system exists, select the appropriate system randomly.
- The "Out of Control" Critical result requires a more in-depth explanation. See the following page.



## OUT OF CONTROL

If a Critical result indicates that your vehicle is sent Out of Control, the movement of that vehicle becomes random and it may make no attacks until control is regained (an Orientation Phase activity).

If a vehicle is Out of Control during a Movement Phase, it does not generate an Initiative Number for the Turn, and moves randomly before any other vehicle has an opportunity to move. If an Out of Control vehicle has no Movement Points to spend (due to damage), it remains stationary, but may still not fire weapons until control is regained.

To move randomly, roll 1D10 and consult the following chart. Disregard normal MP costs when entering hexes as indicated by the chart:

### OUT OF CONTROL

Roll	Movement
1	Move ahead two hexes.
2	Move ahead one hex.
3	Turn right one hexside, then move ahead one hex.
4	Turn right two hexsides, then move ahead one hex.
5	Turn left one hexside, then move ahead one hex.
6	Turn left two hexsides, then move ahead one hex.
7	Reverse facing, then move ahead one hex.
8	Roll 1D10 then turn to the right that many hexsides.
9	Roll 1D10 then turn to the left that many hexsides.
10	No movement.

If this random movement would result in the vehicle entering one of the following restricted hexes, that vehicle is Destroyed and removed from play.

- Hex has Terrain type that is N/A to enter
- Hex contains an enemy vehicle
- Hex is off of the map

## AUXILIARY SYSTEMS

As listed on the Basic Game Vehicle Display, some AFV's carry certain Auxiliary Systems. These act as back-ups for systems which are destroyed, knocked out, or damaged during combat. While Auxiliary Systems are not operating (i.e., the main unit is in working order), they are affected by "Auxiliary System" Critical results. When an Auxiliary System is functioning in the place of a main unit, that Auxiliary is then affected by "main unit" results from Criticals instead. Main units shut down for take-over by an Auxiliary may not be reactivated during a game.

An Auxiliary System begins functioning as soon as the main unit which it backs-up is destroyed or knocked out. If the main unit is only partially damaged, the Auxiliary System may be engaged at the player's option. In this case the main unit which has been disengaged may not be used in any capacity for the remainder of the scenario.

**Example:** A Warmonger AFV has an Auxiliary EW Generator. During combat, the Warmonger receives a critical which reduces EW by 5. The Warmonger's player decides to activate the Aux EW. A subsequent "Auxiliary System destroyed" critical is received: the Aux EW can not be affected by that hit. The Aux EW is now affected by EW Generator Critical results since it is acting as the main unit.

## DISABLING AND DESTROYING AFVs

An AFV is Disabled when its Hit Total is exceeded by acquired Concussion Hit damage up to, but not exceeding, twice the Hit Total. All systems of a Disabled AFV are knocked out. A Disabled AFV is incapable of undertaking any action.

An AFV is Destroyed (i.e., blows up with a satisfying "Boom!") when it:

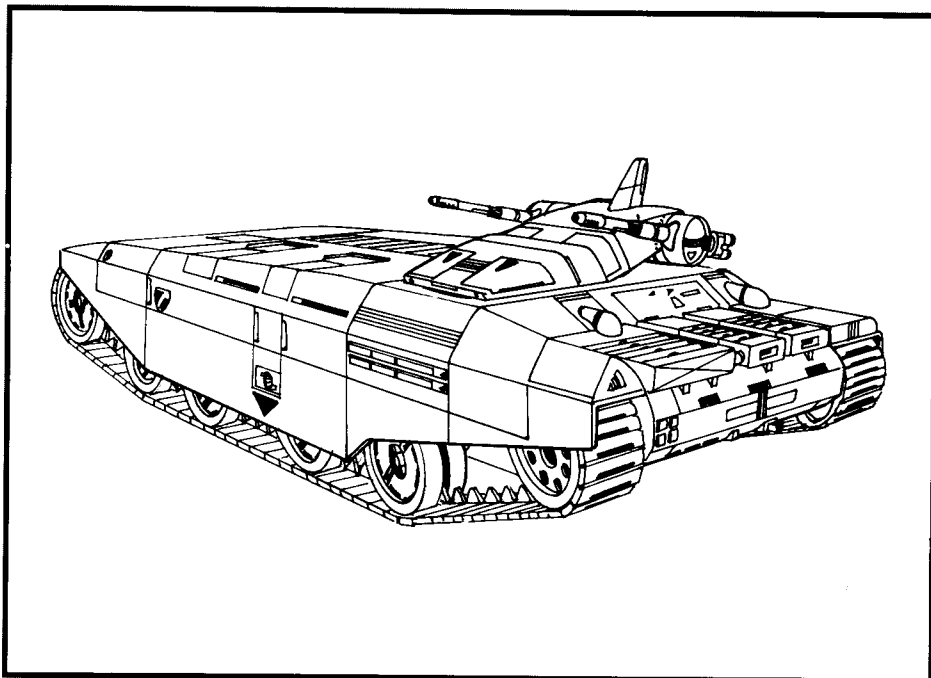
- Takes more than twice as many Concussion Hits as its Hit Total, or
- Receives a Critical result indicating that it is Destroyed.

**Note regarding Hit Totals:** The Hit Total for every vehicle in Armored Assault is equal to its mass (in tons), as modified by the Armor Belt (if one exists). See the vehicle construction system, Section 13.2.

## 2.11 ORIENTATION

In the Basic Game, there is only one activity to be performed during the Orientation Phase. Any AFVs that are Out of Control at the start of an Orientation Phase may attempt to regain control.

To do this, make an Open-ended Roll and add the AFV crew's AFV Driver bonus. If the result is over 100 (i.e., 101+), the crew has regained control of their AFV and may thereafter operate normally. If the result is 100 or less, the AFV remains Out of Control.



## 2.12 BASIC GAME COMBAT TABLES

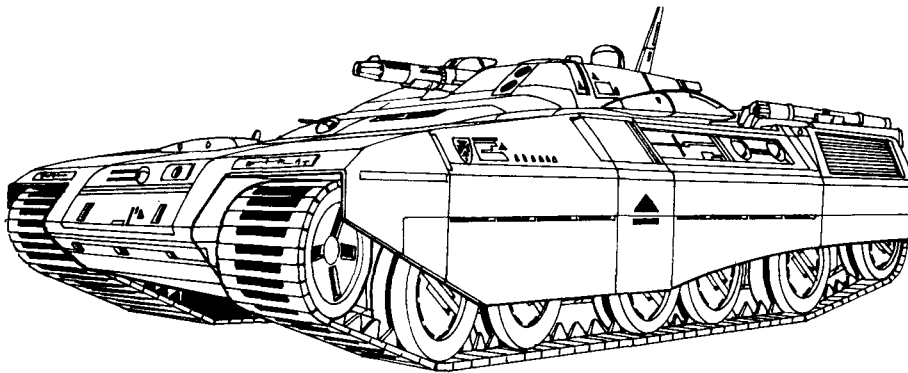
### BASIC GAME LASER CANNON

**UM 01-06** = Weapon Failure:

**Roll 1D10:** 1-3 = Temporary Overload (weapon mount may fire again next Combat Phase)

4-10 = Malfunction.

	25	24	23	22	21
<b>01-03</b>	F	F	F	F	F
<b>04-06</b>	F	F	F	F	F
<b>07-10</b>	0	0	0	1	1
<b>11-20</b>	0	0	1	1	1
<b>21-30</b>	0	1	1	2	3A
<b>31-40</b>	1	1	3	4A	5A
<b>41-50</b>	1	3	5	7A	8A
<b>51-60</b>	3A	6A	8A	10A	10B
<b>61-70</b>	4A	8A	11A	12B	13B
<b>71-80</b>	5A	10A	12B	15B	16B
<b>81-90</b>	6B	11B	14B	17B	18C
<b>91-100</b>	6B	12B	15B	18C	20D
<b>101+</b>	7C	13B	16C	19D	22D



### BASIC GAME BLAST CANNON

**UM 01-03** = Weapon Failure:

**Roll 1D10:** 1-7 Temporary Overload (weapon mount may fire again next Fire Phase)

8-10 = Malfunction.

	25	24	23	22	21
<b>01-03</b>	F	F	F	F	F
<b>04-06</b>	0	0	0	0	0
<b>07-10</b>	0	0	0	0	0
<b>11-20</b>	0	0	1	1	2
<b>21-30</b>	0	0	2	5	6
<b>31-40</b>	2	1	3	10	12
<b>41-50</b>	3	2	8	15	23
<b>51-60</b>	6	5	13	20	32
<b>61-70</b>	8	6	18	30	43A
<b>71-80</b>	11	8	23	40A	52A
<b>81-90</b>	13	10A	27A	50A	63A
<b>91-100</b>	16A	13A	32A	60B	72C
<b>101+</b>	17A	14A	36B	66B	79C

### BASIC GAME CRITICAL TABLE

**-19 — 05**

Glancing blow. Target eludes extra damage.

**06 — 20**

Weak shot. Foe's Screens reduced by 5.

**21 — 35**

Foe's EW is reduced by 10, and Movement Points reduced by 1.

**36 — 50**

Strike to targeting system. Foe may not discharge any weapons for 2 Turns. +1 Hit.

**51 — 65**

Concussion damage to motive system reduces Movement Points by 5 if Tracked, by 10 if Wheeled. +2 Hits.

**66 — 79**

Screens rocked by attack. Reduce foe's screens by 5. Foe is sent Out of Control. +3 Hits.

**80**

Disintegrating blast causes foe's Armor Belt to lose its integrity. Eliminate any Armor Belt bonus. +4 Hits.

**81 — 85**

Vehicle's crew is Stunned for 1D5 Turns. One Weapon Mount is knocked out. +5 Hits.

**86 — 89**

Energy discharge. Foe's EW reduced by 5, Screens reduced by 5, and Movement Points are reduced by 3. +6 Hits.

**90**

Ravaging strike. One of foe's Weapon Mounts may not be used for 1D5 Turns. One Auxiliary System is destroyed. Also, his Movement Points are reduced by 10. +7 Hits.

**91 — 95**

Foe's crew is Stunned for 1D10 Turns. Also, 1 Weapon Mount is knocked out. +8 Hits.

**96 — 99**

Burst on target. Screens are knocked out and Movement Points are reduced by 4. +9 Hits.

**100**

Penetrating blast rips through vehicle. It is destroyed.

**101 — 105**

Cruel attack leaves foe shocked. His EW, Screens and Movement Points are reduced to 0. Foe's crew stunned for 10 Turns. +10 Hits.

**106 — 109**

Raking strike destroys foe utterly. Good shot.

**110**

Foe blasted into little bits. He is destroyed. Add +10 to this Crew's next attack.

#### MODIFICATIONS:

-20 — "A" Critical

-10 — "B" Critical

+0 — "C" Critical

+10 — "D" Critical



# BASIC GAME CHART SUMMARY

## BASIC GAME SEQUENCE OF PLAY

- 1: Initiative Phase
- 2: Movement Phase
- 3: Fire Phase
- 4: Orientation Phase

## EXPANDED SUMMARY

### Initiative Phase:

- 1) Each player determines his AFV's Initiative Number (IN) for the Turn. (Section 2.6)
- 2) Create the Initiative Priority ranking for the Turn. (Section 2.6)

### Movement Phase:

- 1) The players may move their AFVs in accordance with their Initiative Priority. (Sections 2.7 and 2.8)

### Fire Phase:

- 1) The players may fire their AFV's weapon(s) in accordance with their Initiative Priority in fire increments. (Sections 2.7 and 2.9)
- 2) All damage resulting from one AFV's attack is resolved before another AFV may fire. (Section 2.10 and 2.12)

### Orientation Phase:

- 1) Each player may attempt to regain control of his AFV if it has gone "Out of Control". (Section 2.11)

## BASIC GAME TERRAIN CHART

Terrain Feature	Movement Point Cost to Enter	Hindrance Modifier
Clear	1	0
Sparse Woods	2	+5
Medium Woods	4	+10
Dense Woods	8	+15
Gully	2	+20
Water	N/A	0

## BASIC GAME CREW GENERATION CHART

Roll	Elan Bonus	AFV Driver Bonus	Heavy Energy Projector Bonus
1	20	40	35
2	25	40	30
3	30	30	40
4	35	55	35
5	40	45	50
6	45	70	60
7	50	50	45
8	60	80	40
9	70	70	55
10	80	90	65

## OUT OF CONTROL

Roll	Movement
1	Move ahead two hexes.
2	Move ahead one hex.
3	Turn right one hexside, then move ahead one hex.
4	Turn right two hexsides, then move ahead one hex.
5	Turn left one hexside, then move ahead one hex.
6	Turn left two hexsides, then move ahead one hex.
7	Reverse facing, then move ahead one hex.
8	Roll 1D10 then turn to the right that many hexsides.
9	Roll 1D10 then turn to the left that many hexsides.
10	No movement.

## INITIATIVE

Determining your AFV's Initiative Number is the first activity performed during the Turn. You calculate your IN by adding two factor together:

- Your crew's Elan bonus.
- An Open-ended D100 roll.

## OFFENSIVE BONUS

There are several factors which must be added together in order to arrive at your vehicle's Base OB. These factors are:

- Your crew's Heavy Energy Projector (HEP) bonus
- The Mk.# of your AFV's Energy Cannon(s) which are firing (not cumulative for multiple cannons in the same mount)
- The Heads Up Display (HUD) bonus of the Weapon Mount

## DEFENSIVE BONUS

There are three factors which must be added together in order to arrive at your Base DB. These factors are:

- Your AFV's Armor Belt bonus
- Your AFV's Electronic Warfare (EW) bonus
- Your AFV's Screen bonus

## TOTAL COMBAT ROLL

**Total Combat Roll =**

Combat Roll  
+ Firer's Base OB  
- Target's Base DB  
- Terrain Hindrance modifier  
- Range modifier\*

\* The Range Modifier is -1 per hex of range

### 3.0

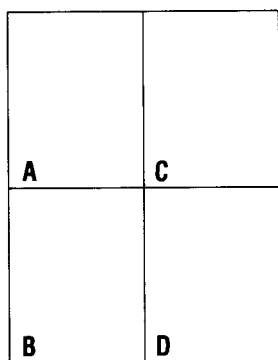
## BASIC GAME SCENARIOS

There are three Basic Game scenarios, all of which use the Basic Game vehicles presented on the displays found in the Tables and Forms Book (Section 28.0). The first scenario is for solo play, the second is for two players, and the third is a multiple player / team game.

### BASIC GAME SCENARIO NOTES

On occasion, reference will be made to "Crew Rank". Your Crew Rank equals the number you rolled on the Basic Game Crew Generation Chart. For instance, if you rolled a "6" to generate your Crew, that Crew has a Rank of 6. Your Crew's Rank will sometimes be used to adjust victory calculations at the end of a scenario. Before starting each of the Basic Game scenarios, set up the four map sections as shown in the diagram below.

**Map Set Up**



### BASIC GAME CREW GENERATION CHART

Roll	Elan Bonus	AFV Driver Bonus	Heavy Energy Projector Bonus
1	20	40	35
2	25	40	30
3	30	30	40
4	35	55	35
5	40	45	50
6	45	70	60
7	50	50	45
8	60	80	40
9	70	70	55
10	80	90	65

### 3.1 SOLO SCENARIO "Training Exercise"

Your crew consists of promising cadets about to enter the last phase of their advanced combat training. The mission: engage an unmanned, drone AFV and destroy it before it destroys you. Although neither your weapons nor the drone vehicle's weapons do any real damage, the low-power training substitutes register hits on damage simulation computers installed aboard each vehicle. Therefore, any damage received is treated as real, as the computer shuts down the appropriate systems. There is no fear of your vehicle being truly Disabled or Destroyed; only your Pride can be wounded.

#### FORCES

**Side A** — You may choose one of the Basic game vehicles provided in Section 28.0, except the Westwynd.

**Side B** — Drone Vehicle. This will be the Westwynd found in Section 28.6. The drone's computer is programmed to seek out and destroy you: treat the vehicle as if it were manned by a Rank 10 Crew (Elan Bonus = 80, AFV Driver Bonus = 90, and HEP Bonus = 65).

#### DRONE VEHICLE MOVEMENT

The drone will move in a somewhat randomized fashion. When the drone is to move during the Movement Phase, roll 1D10 and consult the following chart. The first part of each entry indicates how many Movement Points the drone expends. If a randomized MP value results in a number higher than the drone's current available MP total, the drone will only expend up to its maximum MP limit. If "Seeking", the drone will move towards your vehicle, taking the shortest viable route. If "Evading", the drone will move away from your vehicle. While "Seeking" or "Evading", a drone with two possible hexes to

enter will enter the one having the lowest MP Cost to Enter; if the MP Cost is the same for each, randomize. A drone will automatically cease movement if forced to exit the map while "Evading".

Roll	Movement
1	1D5 MPs "Seeking"
2	1D10 MPs "Seeking"
3	2D10 MPs "Seeking"
4	3D10 MPs "Seeking"
5	All MPs "Seeking"
6	1D5 MPs "Evading"
7	1D10 MPs "Evading"
8	2D10 MPs "Evading"
9	3D10 MPs "Evading"
10	No Movement

#### SET UP

**Side A** — Start your vehicle on any map edge hex, with any desired facing.

**Side B** — Start the drone vehicle in the center of the map area, facing in a random direction.

#### DURATION

This scenario lasts until the Victory Conditions are fulfilled.

#### VICTORY CONDITIONS

**Side A** — You win if you "Disable" or "Destroy" the drone in simulated combat.

**Side B** — The drone vehicle wins if it "Disables" or "Destroys" your vehicle in simulated combat.

### 3.2 TWO PLAYER SCENARIO "Tank to Tank"

In this scenario, players field their AFVs in a fight to the finish.

#### FORCES

To begin the game, both players should agree on which of the following options should be used to determine the force mix. If the players cannot agree, use Option 1.

A Crew should be randomized for each AFV in the game (see Section 3.0).

Then both players should roll 1D100. The high roller is Side B, while the low roller is Side A.

#### Option 1:

**Side A** — 3x Lynx.

**Side B** — 2x Targ Raja.



**Option 2:** Side B starts by declaring the "mass limit" for the scenario. That is, Side B decides the total number of tons worth of AFVs that may be fielded by each Side in the scenario (see Section 28.0 for the tonnages of each Basic Game AFV). A good range of tonnage totals would be between 100 and 300 tons. As an example, if the mass limit was set at 200 tons, each Side could have a combination of AFVs whose masses added up to, but did not exceed, 200 tons.

**Side A** — After Side B sets the mass limit, Side A selects the AFV(s) he will field, but may choose from no more than 3 types of AFVs.

**Side B** — After Side A has selected his AFV(s), Side B makes his selection(s), and must choose only from the remaining vehicle types, if possible.

### SET UP

The two Sides set up simultaneously.

Side A: on the edge hexes of map "A".

Side B: on the edge hexes of map "D".

### DURATION

The scenario ends when 10 Turns have passed OR when all the AFVs of one Side have been Disabled or Destroyed, or have exited from the map.

**Note:** An AFV may exit the map by moving to a map edge hex, then expending one additional MP while facing a direction away from the playing surface.

## VICTORY CONDITIONS

At the end of the game, each Side should calculate the cost of his losses. To do this, multiply the vehicle's cost (found on the Basic Game Vehicle Displays, Sections 28.1 to 28.6) of a Disabled or Destroyed AFV by the Rank of its Crew. Add up the modified costs of all AFVs Disabled or Destroyed during the battle. The Side with the lowest total wins the game.

### 3.3

## TEAM SCENARIO "Armored Assault Free For All"

The team game can be played in one of two ways; either as a straight-up two sided fight, or as a multi-player demolition derby with no set alliances.

Below is a listing of the various forces which may be chosen for use in this scenario. To begin the game, all players should roll 1D100. Highest roller chooses his force first, second highest roller chooses his force next, and so on. A force may not be chosen twice, unless the number of players in the game exceeds six, in which case the seventh and later players may choose a force already selected once.

## FORCES

Force "A": 4 x Gemini Raider

Force "B": 3 x Lynx

Force "C": 3 x Targ Raja

Force "D": 2 x Erkenbrand

Force "E": 2 x Warmonger

Force "F": 1 x Westwynd

After a player's force is selected, he should generate all of the Crews necessary and average the Crew Ranks of all the Crews he is controlling. For instance, if a player needs three Crews and rolls a 2, 5, and 8 on the Generation Chart, the average of his Pilot Ranks would be 5.

There are two ways in which this scenario can be played (Option 1 and Option 2).

**Option 1:** The players must split themselves into two discrete Sides, with half the players forming Side A, while the others form Side B. To determine who plays on which Side, select two captains. The Captain of Side A is the player with the highest Average Crew Rank. The captain of Side B is the player with the second highest Average Pilot Rank. The two captains then alternate choosing other players for their Side, with the Side B captain choosing first.

**Option 2:** Each player fights for himself, and there are no set Sides. A player's AFVs may fire at the AFVs of any other Player.

### SET UP

**Option 1:** The two Sides set up simultaneously along opposite map edge hexes (with the two set up edges chosen randomly).

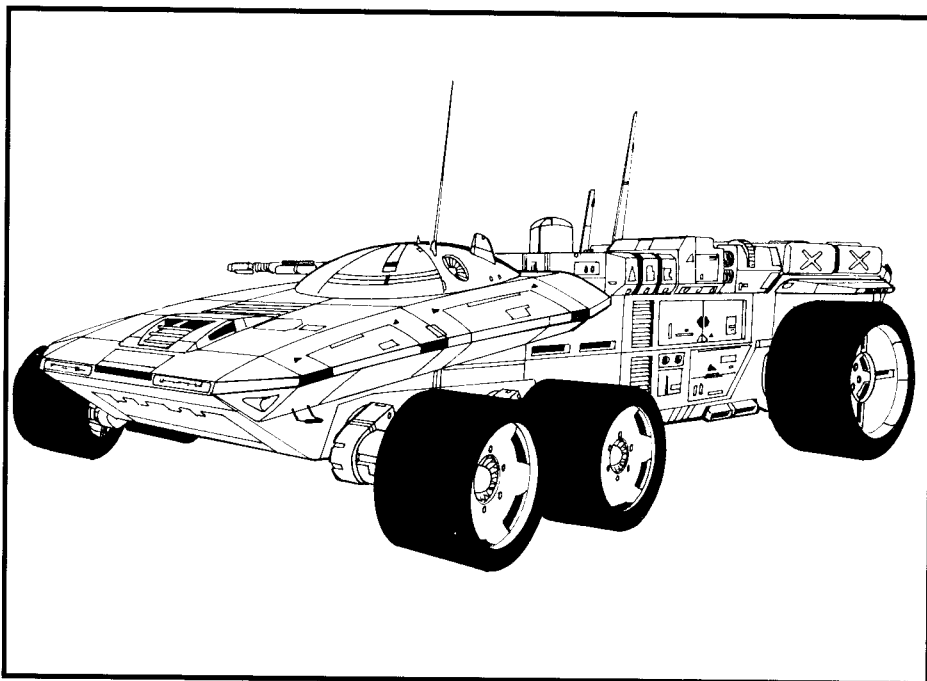
**Option 2:** All players roll 1D100: the lowest roller sets up (anywhere) first, the second lowest roller sets up (anywhere) next, and so on until the highest roller sets up last.

### DURATION

The game ends when 10 Turns have past OR when only one Side/player has non-Disabled, non-Destroyed AFV(s) remaining on the map.

## VICTORY CONDITIONS

At the end of the game, each Side/player should calculate the cost of his losses. To do this, multiply the cost of a Disabled or Destroyed AFV by the Crew Rank of its manning Crew. Add up the modified costs of all AFVs Disabled or Destroyed during the battle. The Side/player with the lowest total losses wins the game. If two or more players tie during an Option 2 game, they draw.



# PART II: THE STANDARD & ADVANCED GAMES

## 4.0

### THE STANDARD GAME

The Standard Game builds on the systems introduced in the Basic Game by layering on additional detail and broadening scope.

- The Standard Game Crews will be defined by several more characteristics.
- Infantry Teams will be introduced.
- Powered Armor Troops will be introduced.
- A complete selection of vehicles will become available. These will not only include the Wheeled and Tracked AFVs of the Basic Game, but Walkers, Jumpers, Surface and Gravitic Effects vehicles, Hydrographic Surface Vessels, as well as Maneuver Interface Robotic Comboids.
- Missiles, Torps and a wider array of Cannons are added to your weaponry selections, as well as multi-functional Payload Pallets and their associated munitions.
- The movement rules are expanded to encompass different motive forms and terrain types.
- Elevation of terrain, and its effects on movement and firing, are introduced.
- Infantry and vehicular melee rules are provided.
- Damage Control rules are added.
- Orientation Phase actions are expanded.

#### CREW CONTROL VS. COMPUTER CONTROL

One of the central concepts in *Armored Assault* is the influence of a vehicle's Crew on the outcome of a battle. Computers of the complexity assumed in the *Space Master* universe are sophisticated enough to run vehicles and other intricate systems by themselves. However, it is assumed that as an intrinsic design feature incorporated by all cultures represented herein, live, sentient crews are required to make machinery function at optimum levels. Thus, non-crew directed activities suffer significant penalties; Crew Casualties and Central Fire Control are good examples of this effect. Rules for completely robotic vehicles are included so that players may experiment with man/machine clashes and derive their own conclusions regarding battlefield optimization.

#### MASS CATEGORIES

All vehicles in *Armored Assault* fall into one of four Mass Categories: Small, Medium, Large and Super Large. The cardboard counters provided with the game come in four sizes which correspond to these categories. Mass Categories are used throughout the rules for many of the game's mechanics (e.g., criticals, ramming, construction, etc.).

Players may be shocked to learn of the projected sizes of *Space Master*'s AFVs. Vehicles which mass in the thousands of tons may seem to counter common sense economic principals.

It is assumed that, with the advent of truly protective armor, single vehicles can afford a substantially increased mass as a shock buffer: the larger a vehicle, the more damage it can sustain, and therefore, the longer it can survive on the battlefield. Larger vehicles can also carry a greater array of armaments.

Though players may counter that one well-placed nuke sends this theory straight into the garbage pail, keep in mind that the *Space Master* universe assumes the outlawing of the use of such mass-destruction devises. The Emperor is watching...

#### STANDARD GAME MOVEMENT AND FIRING PRINCIPALS

Unlike the Basic Game, movement and firing in the Standard Game is very interactive. Based upon vehicular Initiative Priorities, opposing players will be declaring their intended actions which may then be preempted by higher ranked foes. A vehicle with the highest Initiative Priority will not be forced to move and fire first, but may delay action while awaiting developments in the battle, then take action as desired.

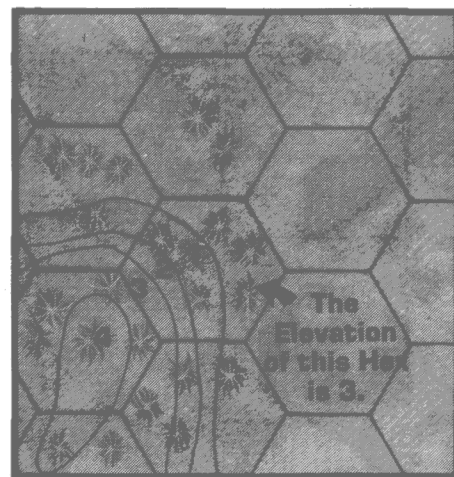
With this system, the forces of three, four, or even more opposing factions may fight one another at the same time without special modifications to the Sequence of Play.

#### LINE OF FIRE / LINE OF SIGHT

Due to the introduction of terrain elevation in the Standard Game, the possibility exists that a desired target may not be seen or directly fired at by an attacker because of intervening higher ground.

The process for determining whether an LOF/LOS is clear or blocked is given in Section 4.19, though the principal is called upon in other sections of the rules (4.10, for example).

The abbreviation for Line of Fire is LOF. The same concept will be referred to as LOS for Line of Sight.





## 4.1 TERRAIN

The field of future conflict does not confine itself to wooded plains and rolling countryside, though battles certainly occur over this sort of landscape. Broken lands of rock spires, mud pits, magma and ice will not deter the future warrior; his battles are often fought over these features too.

Because we are limited in the number of maps we can include with this game, standard terrain is depicted. However, you will notice that the clear areas of the playing surface are rendered in several different colors. By special scenario designation, these colored areas may be specified as containing alternate terrain types. Therefore, dark brown areas might be considered to contain broken ground, while light brown areas represent brush. Along the same lines, existing woods hexes on the maps might be designated as containing jungle-like flora or crystalline monoliths, thus altering movement costs to enter such hexes, and the defensive benefits imparted by them.

### ELEVATION

Elevation of a hex will have an effect on both movement into that hex, and direct fire which passes through it.

When you move a unit up a slope, you will have to determine the "elevation" of the hex you are leaving and the hex you are entering.

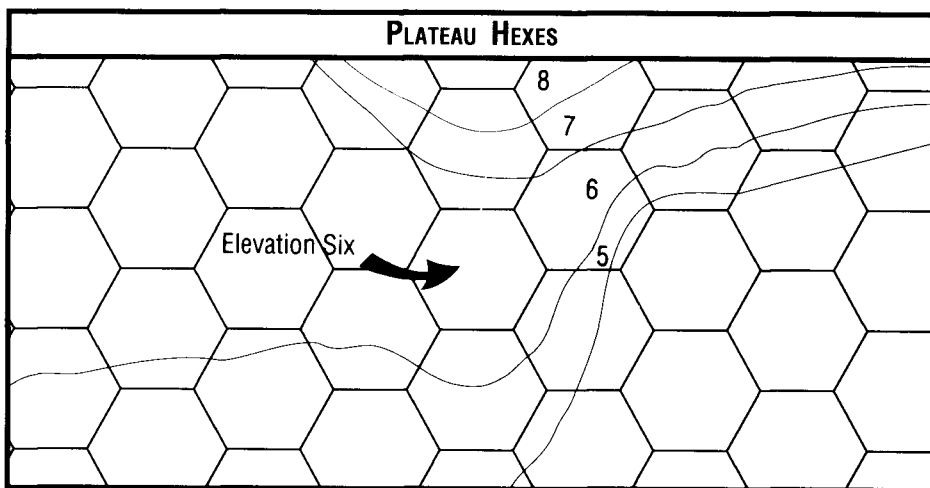
When you check to see if a Line of Fire (Section 4.19) is blocked, it will be necessary to check the "elevation" of the firer, target, and possible blocking terrain.

The elevation of a unit is equal to the elevation of the terrain that unit occupies.

To determine the elevation of terrain in a hex, first check to see whether the hex forms part of a hill or not (a hill is any area bounded by contour lines). If so, the elevation of the terrain in a hex equals the number of the highest numbered contour line in the hex.

**Example:** Three contour lines run through a hex. These contour lines are numbered 2, 3, and 4. The elevation of the hex is 4.

If a hex is obviously part of a hill, but has no contour lines running through it, the elevation of that hex equals the highest numbered contour line nearest the hex on the downward slope.



**Example:** There is a small "plateau" on a hill. This area (hex) of more or less level ground has no contour lines running through it. To the north of this hex can be found contour lines numbered 7 and 8. To the south and east run contour lines 5 and 6. Contours 5 and 6 are obviously the downward slope, therefore the elevation of the hex in question is 6.

If a hex is not part of a hill or slope, it has an elevation of 0.

### TERRAIN TYPES

Terrain in **Armored Assault** is divided into four main types: Natural Ground Terrain, Artificial Ground Terrain, Ground Terrain Modifiers, and Hydrographic Terrain. The Optional Rules will allow the inclusion of another category; Atmospheric Condition Modifiers.

Below is a listing of the various Standard Game terrain types along with a description of their features.

#### NATURAL GROUND TERRAIN

- **Clear.** Gently rolling or flat barren ground. May contain fields or pasture land. May also represent hard-packed sand, gravel, dried mud flats and so on. Clear hexes are assumed to be those not containing other specific terrain types.
- **Brush.** Tangled undergrowth, shrubs, and/or plentiful small trees.
- **Sparse Wood.** Young or widely spaced trees. Such hexes are those containing 1 or 2 tree symbols, or as agreed by the players if game supplied maps are not being used.
- **Medium Wood.** Mature trees with some undergrowth. Such hexes are those containing 3 or 4 tree symbols, or as agreed by the players if game supplied maps are not being used.

- **Dense Wood.** Mature trees, closely packed and/or with much undergrowth. Such hexes are those containing 5 or more tree symbols, or as agreed by the players if game supplied maps are not being used.
- **Jungle.** Dense tropical flora mix.
- **Broken/Rocky.** Very uneven, non-level surface, possibly containing boulders, breaks, fissures and/or treacherous outcroppings.
- **Rock Spires.** Rock or crystalline pillars and monoliths.
- **Crater.** Any bowl-like depression, usually having a raised lip or rim.
- **Gully.** Small rift, wadis or streambed. May contain a shallow hydrographic course along its bottom.
- **Softsand.** Sandy surface having no immediate substrate support.
- **Mud Pit.** Semi-fluid area having bog-like properties.
- **Marsh.** Wet terrain containing mud flats and grassy flora.
- **Magma.** Molten rock surface, either stagnant or flowing.

#### ARTIFICIAL GROUND TERRAIN

- **Good Road.** Paved thoroughway surface provided for ground conveyance vehicles.
- **Poor Road.** Non-paved thoroughway surface provided for ground conveyance vehicles. May be a paved road which has suffered damage or is in disrepair.
- **Personnel Trench.** Protective slit trench or ditch designed to shelter personnel.
- **Surface Bunker.** Protective fortification designed to house an Infantry Team or stationary ordnance weapon.
- **Subsurface Bunker Entrance.** Blast doors leading down to a subterranean shelter.

- **Vehicle Pit.** Protective ditch or depression designed to partially conceal a vehicle
- **Barricade.** Deliberately prepared terrain-blocking feature designed to hinder the mobility of ground troops and vehicles.
- **Light Buildings.** Structures created from non-resilient construction materials like timber or masonry.
- **Heavy Buildings.** Structures created from resilient construction materials like duracrete.
- **Light Rubble.** Tumbled building materials, usually broken into smallish or dispersed pieces.
- **Heavy Rubble.** Tumbled building materials, usually broken into large pieces often concentrated in obstructing heaps.

### GROUND TERRAIN MODIFIERS

- **Slope.** Inclines having varying gradients as depicted through the use of contour lines on the map. The closer together a set of contour lines, the steeper the grade of the slope. Slope contours may form hills, gradual inclines, plateaus and/or cliff areas. Depending on the direction of travel, contours create upslope or downslope gradients. The severity of an upslope or downslope gradient is always measured as the contour line differential between two adjacent hexes.  
**Note:** *Contour line differential is measured by counting the difference in elevation from one hex to another.*
- **Gentle Slope.** 1 or 2 contour line differential between hexes.
- **Normal Slope.** 3 or 4 contour line differential between hexes.
- **Steep Slope.** 5 or 6 contour line differential between hexes.
- **Cliff.** 7 or more contour line differential between hexes.
- **Soggy.** Modifier to all Natural Ground Terrain except Rock Spires and Broken/Rocky terrain. Indicates very wet surface conditions giving the ground bog-like properties.
- **Snow.** Modifier to all Natural Ground Terrain. Indicates a frozen precipitate covering which affects all natural ground surfaces.
- **Deep Snow.** Indicates a profuse frozen precipitate covering which affects all Natural and Artificial Ground Terrain except Bunkers and Buildings.

- **Ice.** A thick frozen surface covering which affects all Natural and Artificial Ground Terrain except Bunkers and Buildings. Does not apply to Frozen Hydrographic Terrain.

### HYDROGRAPHIC TERRAIN

- **Swamp.** A liquid morass combining shallows, streams and abundant flora.
- **Calm.** River, cove, bay, lake or sea with a calm surface.
- **Choppy.** Any open hydrographic body with a disturbed surface.
- **Turbulent.** Any open hydrographic body heaving with tumultuous waves and eddies.
- **Frozen.** A hydrographic feature which has gone solid, at least at its surface, due to freezing.
- **Subhydrographic.** The state of being underneath the surface of a hydrographic terrain feature, thus in the liquid medium.

### TERRAIN EFFECTS

Terrain can effect both movement and combat.

As described in Section 4.17, and shown on the following chart, each terrain feature has an associated *Cost To Enter* value measured in *Movement Points*. Men and vehicles must expend portions of their allotted Movement Point values in order to enter the terrain of a new hex. The exact number of Movement Points to be spent entering new terrain will also depend on the motive form used by the entering unit. This factor is called the *Movement Category* of the unit.

A terrain feature may also impart a concealment or obscurement bonus to a unit occupying it. This is reflected by an increase in the Defensive Bonus of the occupying unit. In a similar vein, intervening terrain, between attacker and target, may obscure the line of fire, therefore again granting a hindrance benefit to the defender. Terrain's effect on combat resolution is more fully described in Section 4.19.

### THE TERRAIN MOVEMENT/HINDRANCE CHART

The Terrain Movement/Hindrance Chart is printed on the following pages. It shows both the Movement Point cost to enter each terrain type by Movement Category, and the Hindrance Modifier generated by that terrain. The Movement Category concept is discussed in Section 4.17, while Hindrance Modifiers are dealt with in Section 4.19.

## 4.2 EMPLACEMENTS AND BUILDINGS

As discussed in the previous section, Ground Terrain can be either Natural or Artificial. Of the several Artificial Ground Terrain types, there is a sub-group known as Emplacements.

Emplacements are prepared defensive positions which create artificial terrain on the map. Examples of Emplacements include: Trenches, Bunkers, Pits and Barricades. Each of these general Emplacement categories has one or more sub-types which specify their capacities, protective restrictions and/or level of hindrance.

An Emplacement creates Artificial Ground Terrain in the hex it is placed in. The Cost To Enter such artificial terrain need only be paid by a moving unit if the Emplacement is to actually be entered by the unit (note that a Barricade in a hex must always be entered, and thus the appropriate MPs expended). When an Emplacement is to be entered by a unit, the Cost To Enter is in addition to the MP cost of the Natural Ground Terrain that the Emplacement exists within, plus any applicable Ground Terrain Modifiers which exist in the hex.

Only one Emplacement may be placed in a single hex. A single hex may never have more than one Emplacement counter in it at any time.

### PERSONNEL TRENCH

A Personnel Trench is a thin slit trench cut into the ground. Designed to protect Infantry Teams and Powered Armor Troopers from attacks, each Trench is rated for its Maximum Capacity. The Maximum Capacity Number (Max Cap #) is the total number of Infantry Teams and/or Powered Armor Troopers which may occupy the Trench and thus receive its protective benefit. For example, a Personnel Trench with a Max Cap # of 3 may hold up to three Infantry Teams, or up to three Powered Armor Troopers, or any such combination adding up to three. Additional units in the hex may not be considered to be in the Trench.

Units should be shown as occupying a Personnel Trench by being placed under the Trench counter.



A Personnel Trench may not be placed in the following types of Natural Ground Terrain: Rock Spires, Softsand, Marsh, Swamp, Mud Pit, and Magma. In addition, a Personnel Trench may not coexist in a hex containing any other type of Artificial Ground Terrain (except a Road).

Only one Personnel Trench counter may be placed in any given hex. If multiple Natural Ground Terrain types exist within the hex, the player placing the Emplacement counter may select the terrain the trench is dug into.

### **SURFACE BUNKER**

A Surface Bunker is a defensive fortification which, due to the nature of its construction, provides more protection to its contents than a mere trench does. In addition, a Bunker may house a mixture of troops and a Small ground vehicle or ordnance weapon.

Like Personnel Trenches, Surface Bunkers are rated for their Maximum Capacity Number. The Max Cap # is the maximum number of Infantry Teams and/or Powered Armor Troopers which may occupy the Surface Bunker. In addition to this limit, a Surface Bunker may house an additional Small ground vehicle or non-vehicular ordnance weapon. Any units occupying a hex with a Surface Bunker in excess of this limit may not occupy the Emplacement.

Units should be shown as occupying a Surface Bunker by being placed underneath the Emplacement counter.

A Surface Bunker may not be placed in the following types of Natural Ground Terrain: Softsand, Mud Pit, and Magma. In addition, a Surface Bunker may not coexist in a hex containing any other type of Artificial Ground Terrain (except a Road).

Only one Surface Bunker counter may be placed in any given hex. If multiple Natural Ground Terrain types exist within the hex, the player placing the Emplacement counter may select the terrain the bunker is constructed in.

### **SUBSURFACE BUNKER**

Subsurface Bunkers are underground structures meant to shelter combat units. Their location is marked on the map by the placement of a Subsurface Bunker Entrance counter. This counter indicates where units may enter and exit a Subsurface Bunker. Only units of the Side that owns a Subsurface Bunker may enter it.

There is no limit to the number of units which may occupy a Subsurface Bunker at a time. However, only Infantry Teams, Powered Armor Troopers, Small ground vehicles, and non-vehicular ordnance weapons (moved via Grav Sled) may utilize this type of Emplacement. While "in" a Subsurface Bunker, units are kept off of the playing surface. They may not engage in any Combat Round sequence activity until they leave the bunker by way of the Subsurface Bunker Entrance during a Movement/Maneuver Phase. Likewise, units that enter a Subsurface Bunker during the Movement/Maneuver Phase may no longer take part in any Combat Round sequence activity until they subsequently leave again.

A Subsurface Bunker Entrance may not be placed in the following types of Natural Ground Terrain: Softsand, Marsh, Swamp, Mud Pit, and Magma. In addition, a Subsurface Bunker Entrance may not coexist in a hex containing any other type of Artificial Ground Terrain (except a Road).

Only one Subsurface Bunker Entrance counter may be placed in any given hex. If multiple Natural Ground Terrain types exist within the hex, the player placing the Emplacement counter may select the terrain the entrance is dug into.

### **VEHICLE PIT**

A Vehicle Pit is a protective ditch cut into the ground, having a short access ramp. Designed to protect ground vehicles from attacks, each Pit is rated as being either Small or Medium. This rating is the highest allowable Mass Category of ground vehicle which may occupy the Trench and thus receive its protective benefit. For example, a Medium ("M") Vehicle Pit may hold any single Small or Medium ground vehicle. Large and Super Large Vehicle Pits are not allowed, so ground vehicles of these sizes may not benefit from Vehicle Pits at all.

Only one ground vehicle or ordnance weapon, along with one Infantry Team or Powered Armor Trooper, may occupy a Vehicle Pit at a time. Additional units in the hex may not be considered to be in the Pit.

A unit should be shown as occupying a Vehicle Pit by being placed under the Pit counter.

A Vehicle Pit may not be placed in the following types of Natural Ground Terrain: Rock Spires, Softsand, Marsh, Swamp, Mud Pit, and Magma. In addition, a Vehicle Pit may not coexist in a hex containing any other type of Artificial Ground Terrain (except a Road).

Only one Vehicle Pit counter may be placed in any given hex. If multiple Natural Ground Terrain types exist within the hex, the player placing the Emplacement counter may select the terrain the pit is dug into.

### **BARRICADE**

A Barricade is a prepared defensive "block" built to slow down enemy ground movement. They are typically constructed from felled trees, piled masonry, heavy wire and the like. However, it is not uncommon to find concealed anti-vehicle ditches and covered pits within the labyrinth of this Emplacement.

Barricades are rated for the maximum vehicle Mass Category that they can block. A Small Barricade can fully effect Small vehicles. A Medium Barricade can fully effect Medium and Small vehicles. A Large Barricade can fully effect Large and smaller vehicles. All Barricades are fully effective against non-vehicular ground units (like Infantry Teams and Powered Troopers). There are no Super Large Barricades.

A Barricade may not be placed in the following types of Natural Ground Terrain: Mud Pit, and Magma. In addition, a Vehicle Pit may not coexist in a hex containing any other type of Artificial Ground Terrain (except a Road).

Only one Barricade counter may be placed in any given hex. It is considered to cover all applicable terrain types appearing in that hex, so the MP Cost To Enter must always be paid (unless the traversing unit enters and leaves the hex via Mud Pit or Magma).

### **BUILDINGS**

Buildings are not necessarily prepared defensive positions in the same way that Emplacements are. However, they may be pressed into service as such in time of need.

Buildings are either Light or Heavy, as noted on the Terrain Chart. Unless otherwise specified, Light Buildings are those building depictions on the map which neither fill a complete hex, nor span an entire hexside. Heavy Buildings, conversely, either fill a complete hex, or span an entire hexside.

# TERRAIN MOVEMENT/HINDRANCE CHART

**Movement Categories:** 1) Foot 2) Wheeled & Tracked 3) Hopper & Walker 4) Jumper 5) Surface Effects & Gravitic Effects 6) Hydromotive

Terrain Type	Cost To Enter (by Movement Category)						Hindrance Modifier
	1	2	3	4 <sup>a</sup>	5	6	
Natural Ground Terrain:							
Clear	1	1	1	1	1	N/A	0
Brush	1	2	1	1	1	N/A	0
Sparse Wood (1-2)	1	2	1	1 (-10)	3	N/A	5 °
Medium Wood (3-4)	1	4	2	1 (-20)	N/A	N/A	10 °
Dense Wood (5+)	2	8	4	1 (-30)	N/A	N/A	15 °
Jungle	2	10	6	1 (-50)	N/A	N/A	20 °
Gully	1	2 <sup>b</sup>	1	1	1	N/A	20 <sup>m</sup>
Crater	1	2 <sup>b</sup>	1	1	1	N/A	20 <sup>n</sup>
Broken/Rocky	2	4	5	1 (-30)	2	N/A	5
Rock Spires	2	5	5	1 (-70)	4	N/A	15 °
Softsand	2	6	6	1	1	N/A	0
Marsh	2	6	7	1 (-30)	1	N/A	5
Swamp	3	N/A	8	1 (-70)	1	N/A	10 °
Mud Pit	N/A	N/A	9	1 (N/A)	1	N/A	0
Magma	N/A	N/A	N/A	1 (N/A)	1	N/A	0
Artificial Ground Terrain:							
Good Road	1	1	1	1	1	N/A	0
Poor Road	1	2	1	1	1	N/A	0
Personnel Trench <sup>c</sup>	1	N/A	N/A (2 <sup>f</sup> )	N/A	N/A	N/A	25
Surface Bunker <sup>c</sup>	1	8	2	N/A	6	N/A	50
Sub. Bunker Entrance	1	2	1	N/A	2	N/A	0
Vehicle Pit <sup>d</sup>	1	2	2	1 (-30)	2	N/A	25
Barricade <sup>e</sup>	3	20	10 (2 <sup>f</sup> )	1 (-50)	20 (2 <sup>g</sup> )	N/A	20 °
Light Building	1	8	N/A (2 <sup>f</sup> )	N/A	N/A	N/A	20
Heavy Building	1	N/A	N/A (2 <sup>f</sup> )	N/A	N/A	N/A	40
Light Rubble	1	3	2	1 (-20)	1	N/A	20 °
Heavy Rubble	2	6	2	1 (-50)	2	N/A	40 °
Ground Terrain Modifiers:							
Upslope							
Gentle (1-2)	+0	+0	+0	+1	+1	N/A	0
Normal (3-4)	+0	+1	+0	+2	+2	N/A	0
Steep (5-6)	+1	+2	+1	+3	+3	N/A	0
Cliff (7+)	N/A	N/A	N/A <sup>h</sup>	+4	N/A	N/A	0
Downslope							
Gentle (1-2)	-0	-0	-0	-1	-1	N/A	0
Normal (3-4)	-0	-0	-0	-2	-2	N/A	0
Steep (5-6)	-0	-0	-0	-3	-3	N/A	0
Cliff (7+)	N/A	N/A	N/A <sup>h</sup>	-4	N/A	N/A	0



Ground Terrain Modifiers:					
Soggy	+1	+2	+2	+0	N/A
Snow	+1	+2	+0	+0	N/A
Deep Snow	+2	+4	+2	+0	N/A
Ice	+0	+2	+4	+0	N/A
Hydrographic Terrain:					
Calm	N/A	N/A	N/A	1 (N/A)	1
Choppy	N/A	N/A	N/A	1 (N/A)	2
Turbulent	N/A	N/A	N/A	1 (N/A)	3
Frozen <sup>1</sup>	1	3	5	1 (-10)	N/A
Subhydrographic	N/A (2 <sup>1</sup> )	10 <sup>k</sup>	10 <sup>k</sup>	N/A	4 <sup>1</sup>

### Notes:

**N/A)** Not Allowed

- Jumper vehicles may be required to make a Maneuver Roll upon landing. The modifier to this roll is given in brackets after the MP Cost To Enter; example, 1(-30). If the Cost To Enter is 1(N/A), then the hex may be jumped over but may not be landed in.
- Wheeled and Tracked vehicles must pay an additional 2 MPs whenever they leave a contiguous Gully or Crater depiction on the map.
- Trenches and Bunkers are rated for their maximum capacities. If a Trench or Bunker already contains its maximum capacity, the Cost To Enter is N/A.
- Vehicle Pits are rated for the size of vehicle which may use them. However, in addition to that vehicle, a Vehicle Pit may contain one Infantry Team or one Powered Armor Trooper. If this maximum capacity is reached, the Cost To Enter is N/A.
- Barricades are rated for the Mass Category of vehicle they are designed to block. The Cost To Enter is for vehicles which are affected by the Barricade. If the vehicle is of a larger Mass Category, halve the Cost To Enter.
- A Powered Armor Trooper always pays 2 MPs for entering these terrain types.
- A vehicle using a Gravitic Effects motive system only pays 2 MPs to enter.
- A Powered Armor Trooper may use a Minimum Move to ascend or descend a Cliff.
- Frozen Hydrographic Terrain should be rated as to the maximum tonnage of vehicle it can support. If a vehicle's mass exceeds this limit, the Cost To Enter is N/A; a Jumper's Cost To Enter would in this case be 1(N/A).
- If an Infantry Team is specially outfitted for Subhydrographic operations, the Cost To Enter is 2 MPs.
- Assumes the vehicle or Powered Trooper is moving along the bottom of the Hydrographic feature. This Cost To Enter could be altered for unusual sea-bed terrain. If a vehicle is Hydrographically Streamlined, halve the Cost To Enter.
- Assumes the vehicle is moving through the liquid of the Hydrographic feature, not along its bottom. If the vehicle is Hydrographically Streamlined, halve the Cost To Enter.
- Assumes direct Line of Fire attacker is at same elevation as Gully. If attacker is at higher elevation, Hindrance Modifier is 0. Attack from lower elevation is N/A.
- Assumes target occupies first contiguous Crater hex of multi-hex Crater (if applicable) crossed by the attacker's direct Line of Fire. Otherwise, Hindrance Modifier is 0. Attack from lower elevation N/A.
- Each hex of this terrain also provides a same level Line of Fire Hindrance when it occurs between an attacker and target at the same elevation.

## SURFACE BUNKERS AND BUILDINGS AS TARGETS

Instead of firing at units occupying a Surface Bunker or Building, an attacker may fire at the actual structure instead (and must do so if using Indirect Fire or Rear Echelon Assets).

The destruction of a Surface Bunker or Heavy Building hex results in the elimination of all occupying units, and the placement of a Heavy Rubble counter in the hex. Destruction of a Light Building hex eliminates the occupying units, and a Light Rubble counter must be placed in the hex.

There are four standard types of Surface Bunkers. The differences between them are based upon their CATs.

Unless otherwise specified, these are the defensive statistics for Surface Bunkers and Buildings:

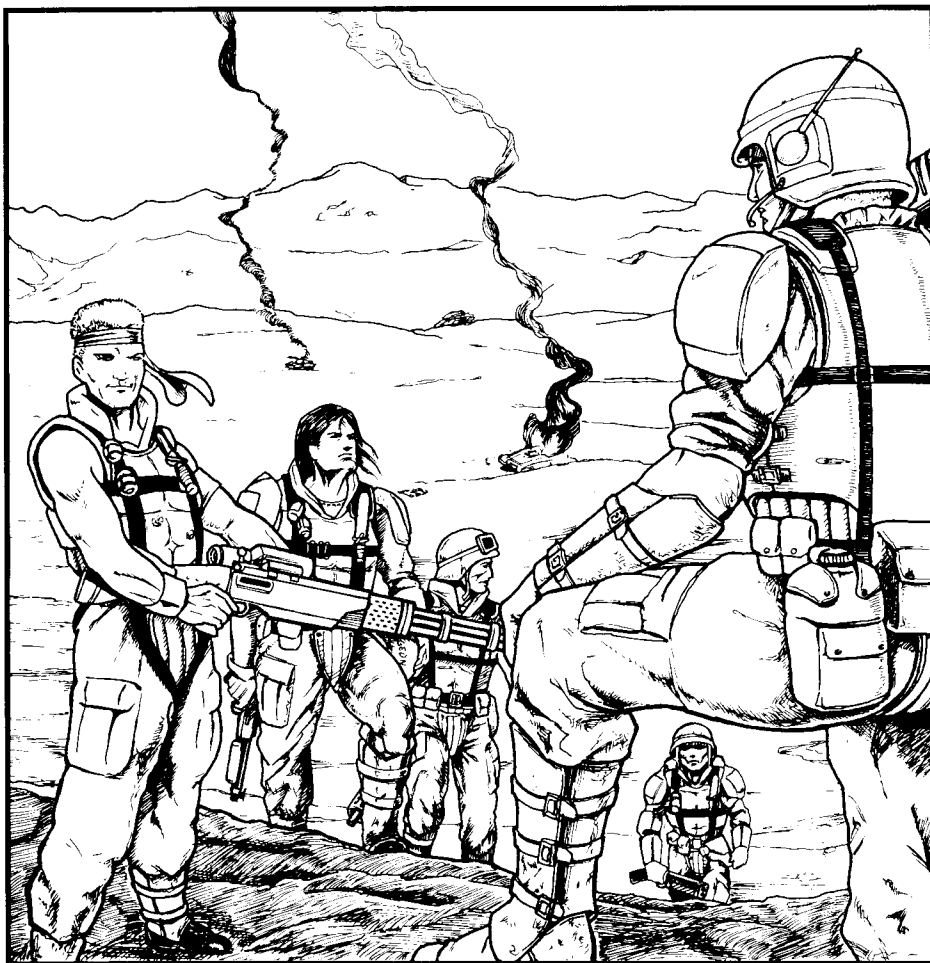
- **Light Building:** CAT 23, DB 20, Hits 500 per hex.
- **Heavy Building:** CAT 24, DB 40, Hits 750 per hex.
- **Surface Bunker Type 1:** CAT 25, DB 50, Hits 1000.
- **Surface Bunker Type 2:** CAT 26, DB 50, Hits 1000.
- **Surface Bunker Type 3:** CAT 27, DB 50, Hits 1000.
- **Surface Bunker Type 4:** CAT 28, DB 50, Hits 1000.

## 4.3 INTRODUCTION TO INFANTRY TEAMS

The following four sections are provided as an introduction to the four major classifications of combat units used in the Standard Game: Infantry Teams, Powered Armor Troopers, Surface Vehicles, and Non-vehicular Ordnance Weapons. The Advanced Game will introduce Aerocraft and Hydrographic Submersibles, which will round out and complete the **Armored Assault** arsenal.

### INFANTRY TEAMS

An Infantry Team is a group of armed soldiers who, on the battle field, act as a single cohesive organism in an attempt to bring about their desired objective. Each Team usually consists of about five soldiers.



### TEAM QUALITY

One of the primary distinguishing factors between opposing Infantry Teams on the battlefield is the concept of Team Quality. Two Teams may carry the same number of soldiers and be similarly equipped, but differences in the level of training and fighting spirit will certainly tell in combat.

There are ten quality designations for Infantry Teams. Each quality designation has a name (called the Troop Type) for reference purposes, and a Quality Number. The Quality Number will be used for Morale and Infantry Melee game mechanics. In order of descending Infantry Team quality, the designations are listed below:

- **Troop Type (Quality #)**
- Guard (10)
- Commando (9)
- Elite (8)
- Storm (7)
- Shock (6)
- Grenadier (5)
- Marine (4)
- Regular (3)
- Poor (2)
- Raw (1)

### TEAM MOVEMENT

Infantry Teams conform to the movement rules presented in the Standard Game. The Infantry Team movement type is "Foot". (Movement Category 1). The human Teams represented in the game have 2 Movement Points (MPs) to expend per Turn.

### TEAM TRANSPORT

Players will discover that the 2 MP allotment assigned to Infantry Teams makes them quite slow. To compensate, players are allowed to transport Infantry Teams using vehicles.

All vehicles will be rated in terms of their Passenger Capacity #. The value of "#" is the number of Infantry Teams (or Powered Troopers) which may be transported by the vehicle at any given time. To show that a Team is being transported, place its counter on the Vehicle Display of the transporting vehicle.

The embarkation and disembarkation of Infantry Team passengers is a maneuver performed during the Movement/Maneuver Phase (see Section 4.18).



## TEAM ARMOR

The members of a Team will wear one of five different types of armor to protect themselves. All members of a Team are assumed to be wearing the same type of armor. The five Armor Types and their abbreviations are (from most protective to least protective):

- Armored Exoskeleton (AEX)
- Mesh Armor (MA)
- Pliable Plate Armor (PPA)
- Light Body Armor (LBA)
- No Armor (NA).

Some Infantry Teams may also be equipped with personal energy shields which greatly enhance their survivability.

## INHERENT SMALL ARMS

Infantry Teams are armed with Inherent Small Arms weaponry. The effectiveness of this weaponry will help determine the Team's "Force #". The higher a Team's Force #, the more effective it is when attacking other personnel or constructs. There are five Forces; Force 1 is the least powerful, while Force 5 is the most powerful. Below are listed the Force #'s and the types of Inherent Small Arms assumed to be carried at that Force level.

**Force 1:** Conventional Pistols, Machine Pistols, Rifles, Assault Rifles, Shotguns, Needleguns, Tangleguns, Taserguns, Hand Grenades, Grenade Rifles, and/or Energy Pistols.

**Force 2:** Conventional Slug-throwers with Depleted Uranium Core ammunition, Conventional Machine Guns, MLA Guns, Rocketguns, Energy Assault Weapons and/or all larger Energy Stunners.

**Force 3:** Rocket Propelled Grenade Launchers and/or Energy Rifles.

**Force 4:** Heavy Support Energy Weapons.

**Force 5:** Portable Missile Launchers.

Infantry Teams of a given Force # are assumed to also carry representative armaments of all lower Force levels.

The current Force # of an Infantry Team defines the damage threshold which can be inflicted by that Team when attacking with its Inherent Small Arms.

Teams may attack targets with their Inherent Small Arms out to a range in hexes equal to their current Force # + 5.

**Example:** A Force 4 Infantry Team may attack a target with its Inherent Small Arms fire at a range of up to nine hexes (4 + 5 = 9).

The range modifier for an Inherent Small Arms Combat Roll is always minus 5 per hex of range to the target (unlike Cannon range modifiers which fluctuate in the Standard Game).

## SPECIAL ARMAMENTS AND CAPABILITIES

In addition to the Inherent Small Arms listed above, Infantry Teams may carry special armaments and/or have special capabilities. Special armaments include: Shaped Charge Demo Packs/Projectiles, Anti-Aerial Infantry Missiles, Chemical Munitions, Infantry Mortars, and Field Mines. Special capabilities include being a Rear Echelon Asset Director, and possibly having a role as a Battlefield Commander (or Platoon Leader if the Optional Rules are used). The presence of these special armaments and/or capabilities have no effect on an Infantry Team's Force #. However, the reduction of a Team's Force # due to critical damage will often entail the loss of some or all of a Team's special arms.

At the beginning of a scenario, an Infantry Team may never have more special armaments and/or capabilities than its initial Force #. As an example, a Force 3 Infantry Team may have 1, 2, or 3 special armaments and/or capabilities assigned to it before the start of a game.

Here is a listing and description of Infantry Team special armaments and capabilities.

### • Shaped Charge Demolition Packs/Projectiles (SCDPs)

SCDPs, often referred to as "Demo Packs", are anti-construct munitions particularly effective when used to attack vehicles. Unlike other Infantry Team weapons, an SCDP warhead must be manually placed on its target, or delivered by means of a short range rocket propellant. Therefore, SCDP attacks may only be made after a successful Maneuver Roll during a Movement/Maneuver Phase that an SCDP equipped Team occupies the same hex as its target.

Each Team may only attempt the placement of one SCDP per Round, and only during the Movement/Maneuver Phase.

Successfully placed SCDPs detonate at the beginning of the immediately following Projectile/Energy Fire Phase. These attacks are resolved on the Shaped Charge Warhead Attack Table (25.11), using the Mk.10 damage threshold.

SCDP attack capability can be lost to a Team only due to an adverse critical damage result.

### • Anti-Aerial Infantry Missiles (AAIMs)

AAIMs, are small, man-portable missiles fired from a light rail or tube. They are self-guided, and only useful against aerial targets like aerocraft and low-flying starcraft. These aerial combat units will be introduced in the Advanced Game.

An Infantry Team may forgo its Inherent Small Arms attack during the Projectile/Energy Fire Phase to make an AAIM attack. An aerial target must be within ten hex range at the time of the attack. The attack is resolved on the Explosive Warhead (Proximity Type) Attack Table using the Mk.10 damage threshold.

AAIM attack capability can be lost to a Infantry Team only due to an adverse critical damage result.

### • Chemical Munitions (CHEMs)

CHEMs, also known as "Chem rounds", are not actually distinct weapon mechanisms. Rather, they are a special type of ammunition for an Infantry Team's existing Inherent Small Arms. Releasing corrosive or virulent chemical agents upon detonation, CHEMs are particularly effective against opposing Infantry Teams.

A CHEM attack can be declared by any CHEM equipped Team, in lieu of its normal attack. The attack range limit for Chem rounds are the same as those for Inherent Small Arms fire, but instead of using the Small Arms vs Infantry Attack Table (25.1), the Ordnance vs Infantry Attack Table (25.2) is used with the Chemical Munitions damage threshold.

CHEM attack capability is lost to a Team only due to an adverse critical damage result.

### • Munitions for Anti-laserlight and Smoke (MASKs)

MASK is a battlefield obscurement munition which hinders targeting lasers and visual sighting attempted through it. Like CHEM, MASK is a special type of ammunition for an Infantry Team's existing Inherent Small Arms.

MASK placement can be declared by any MASK equipped Team, in lieu of its normal attack. A MASK counter may be placed in any hex within a Team's direct LOF and within Inherent Small Arms range. No Combat Roll is necessary to place MASK, but a D100 roll is made in any event to check for munition failure: an unmodified roll of 01-02 indicates that the desired MASK placement is unsuccessful.

MASK placement capability is lost to a Team only due to an adverse critical damage result.

### • Infantry Mortars (MORTs)

MORTs are special heavy armaments for Infantry Teams and are analogous to vehicular Lob Cannons. MORT equipped Teams may use their Infantry Mortars to make an attack in lieu of their Inherent Small Arms fire during the Projectile/Energy Fire Phase. Unlike all other Infantry Team attacks, MORTs do not require a direct LOF to their target. Foes hidden behind intervening terrain may be subjected to MORT attack. The Indirect Fire principals involved are identical to those described for Lob Cannons in Section 4.19.

The range limit of MORTs is 10 hexes if no direct LOF exists to the target, or 20 hexes if a direct LOF does exist.

MORT attacks are resolved on the Explosive Warhead (Proximity Type) Attack Table (25.13) using the Mk.10 damage threshold. If the target type is infantry, the Ordnance vs Infantry Attack Table (25.2) is used.

MORT attack capability is lost to a Team only due to an adverse critical damage result.

### • Field Mines (I-Mine and V-Mine)

Field Mines come in two varieties, I-Mines and V-Mines. I-Mines (Infantry Mines) are effective against moving infantry-type targets; those having personal Armor Types. V-Mines (Vehicle Mines) are effective against moving vehicle-type targets; those having Construction Armor Types.

An Infantry Team may only be equipped with one type of Field Mine at a time, either the I-Mine or V-Mine.

Mines carried by an Infantry Team may be placed in a hex just vacated by that Team during its Movement/Maneuver Phase. These mines must be marked on the playing surface by an I-Mine or V-Mine counter, as appropriate. Any subsequent movement of an appropriate target type in such a mine hex will cause the mines placed there to detonate. I-Mine and V-Mine game mechanics are more fully described in Section 4.15.

An Infantry Team equipped with Field Mines may place them only once during the course of a scenario. After a Team's mines are placed, they may not place any more, and this special armament is removed from its record. Field Mine placement capability may also be lost due to an adverse critical damage result.

### • Rear Echelon Asset Director (READ)

READ is a special capability, as opposed to an armament. An Infantry Team which has READ capability may "direct" the application of off-map firepower. As explained in Sections 4.8 and 4.10, Rear Echelon Assets are combat units not directly involved in front-line firefights. Their presence may, however, still be felt on the battlefield due to the existence of READs.

Using a combination of microfrequency communication and laser/director sighting equipment, READ capable units can call for Asset firepower using the mechanics outlined in Section 4.10.

READ capability may only be lost due to an adverse critical damage result.

### • Leadership (BC, or Optional Rule 8.7: PL)

An Infantry Team may be assigned some form of leadership capability. In the Standard Game, this will occasionally come in the role of being a Battlefield Commander (BC). The traits of a Battlefield Commander are dealt with in Section 4.8.

If Optional Rule 8.7 is being used, Infantry Teams may be formed into Platoons, in which case the special capability of Platoon Leader (PL) will have to be assigned to a Team. See the appropriate rules section for the consequences of this.

## DAMAGE TO A TEAM

Damage to a Team is represented in eight distinctly different ways.

- 1) *Pin*. If the Team has a face-up Move counter, it is flipped down.
- 2) *Stun*. Teams may become Stunned due to combat results. A Stunned Team may perform no actions for the duration of the Stun effect.
- 3) *Hit Point Damage*. Each Infantry Team has a Hit Point Total. This total reflects how much cumulative concussion damage the Team can sustain from combat and critical damage results before being eliminated (i.e., removed from play).
- 4) *Force Number Reduction*. A Team's Force # may be reduced due to Combat Roll failures, Infantry Melee, or critical damage results. This effect represents several different occurrences, some or all of which may actually have taken place: weapon malfunctions, weapon abandonment, ammunition depletion, troop desertion, fatalities, and/or incapacitation of key personnel.

5) *OB Reduction*. A Team's Offensive Bonus (OB) may be reduced due to critical damage results. This effect represents several different occurrences, some or all of which may actually have taken place: weapon performance degradation, pinned or shaken troops, and/or multiple non-incapacitating injuries.

6) *Quality Number Reduction*. A Team's Quality # may be reduced due to a Morale Check or adverse critical damage result. This effect represents several different occurrences, some or all of which may actually have taken place: breakdown of discipline, disenchantment with leadership, fear, and/or loss of key personnel.

7) *Special Armament/Capability Loss*. Critical damage results may call for the removal of certain special armaments or capabilities from an Infantry Team's inventory. This effect represents several different occurrences, some or all of which may actually have taken place: munition malfunction, special armament destruction or loss, and/or the loss of Team member(s) specially trained in the implementation of the special armament or capability.

8) *Morale Check*. Morale Checks may be called for by certain critical damage results. Outright Failure of a Morale Check results in the Infantry Team counter being removed from the playing surface.

**Note:** See Section 19.0 for the relationship between Infantry Team damage and the effect this has on Space Master: RPG characters who are members of a damaged Infantry Team.

## MORALE CHECKS

Whenever a Team is called upon to make a Morale Check, the owning player immediately rolls 1D10.

- If the roll is less than the Team's Quality #, there is no adverse result — the Morale Check has been passed.
- If the roll equals the Team's Quality #, the Team is adversely affected by the permanent lowering of its Quality # by 1 — the Morale Check was borderline.
- If the roll is greater than the Team's Quality #, the Team's will to fight is lost and the unit is removed from play — the Morale Check has been failed.

## THE INFANTRY TEAM ROSTER

A player's Infantry Teams are kept track of on a special side record known as the Infantry Team Roster.

ID: _____	AT: _____
OB: _____	DB: _____
Force:   ○   ○   ○   ○   ○	
1   2   3   4   5	
Type/Quality#: _____	
Hit Points: _____	
SCDPs   ○   AAIMs   ○	
CHEMs   ○   MASKs   ○	
MORTs   ○   READ   ○	
I-Mine   ○   V-Mine   ○	
Notes:	

Players must fill out the roster for each one of their Infantry Teams. As the status of a Team changes during the course of a scenario, the information on the roster must be updated. Following is an explanation of each of the roster's entries.

**ID:** Note down the identification letter of the infantry Team.

**AT:** The Armor Type of the Team's troops. Use the following abbreviations; AE (Armored Exoskeleton), MA (Mesh Armor), PPA (Pliable Plate Armor), LBA (Light Body Armor), and NA (No Armor).

**OB:** The Team's Offensive Bonus.

**DB:** The Team's Defensive Bonus.

**Force:** Note the current Force Number of the Team by blacking out the circles having numbers higher than the current Force Number of the Team.

**Quality #:** Enter the Team's Troop Type and Quality #.

**Hit Point Total:** Enter the current value of the Team's total Hit Points.

**Special Armaments and Capabilities:**

These are SCDPs, AAIMs, CHEMs, MASKs, MORTs, READ, and I-Mine/V-Mine. Black out the circles next to those armaments or capabilities that the Team currently does not have. A Team may never start with more special armaments and/or capabilities than its initial Force #. Note that a Team may never have both I-Mines and V-Mines at the same time.

**Notes:** If the Infantry Team is equipped with Personal Energy Shields, write "SHIELDS" here. Indicate whether the Team is a Battlefield Commander (or Platoon Leader) with the abbreviations "BC" and "PL". Also, if a Team is Stunned, use the notation "STUN X", where X indicates the Round that the Team becomes unstunned. Any other pertinent notes may be kept here.

**Example:** Infantry Team "B" wears Armored Exoskeletons, has an OB of 80, a DB of 40, and is Force 4. They are Elite, and thus have a Quality # of 8. The Team takes 80 Hit Points. Special armaments include Demo Packs, Aerial Missiles, and Infantry Mortars. The Team is also capable of functioning as a Rear Echelon Asset Director.

**Example:** Assume that Team "B" has been having a rough time of it during a firefight. Their OB has dropped by 10, they've lost two Force Levels and they have taken 47 Hit Points of damage. The Team has also sustained critical damage indicating that they have lost any SCDPs, AAIMs, and CHEMs they might have been carrying. To reflect this new state, the information on the roster would have to be altered in the following way: 1) OB is now 70, 2) black out Force circles 4 and 3, indicating that the Team is now Force 2, 3) the Hit Point Total is now 33, 4) black out the circles next to SCDPs and AAIMs — the Team did not have CHEMs to begin with, so there is no change there.

ID: <u>B</u>	AT: <u>AEX</u>
OB: <u>70</u>	DB: <u>40</u>
Force:   ○   ○   ●   ●   ●	
1   2   3   4   5	
Type/Quality#: <u>ELITE/8</u>	
Hit Points: <u>33</u>	
SCDPs   ●   AAIMs   ●	
CHEMs   ●   MASKs   ●	
MORTs   ○   READ   ●	
I-Mine   ●   V-Mine   ●	
Notes:	

## 4.4

## INTRODUCTION TO POWERED TROOPERS

### POWERED ARMOR TROOPERS

Powered Armor is personal battlefield suiting, integrating armored protection with offensive weaponry in a mix that can put a single Powered Trooper on par with and entire Infantry Team or even a much larger AFV. Such troops bridge the gap between foot soldiers and combat vehicles, having characteristics of both. Powered Troopers are very flexible: one moment they might melee opposing Infantry Teams, while in the next, they could exchange in heavy energy fire with enemy tanks.

Unlike the men of Infantry Teams, which are represented in small groups, Powered Armor Troopers are considered to be single, discrete entities in the game; as vehicles are. Powered Armor Troopers are often simply referred to as Powered Troopers, or just Troopers.

### POWERED TROOPER QUALITY

Just as Infantry Teams are rated by Troop Type, so are those soldiers who don Powered Armor suits. But the training required to operate in Powered Armor precludes its use by the lower quality Troop Types. Here is a listing of Powered Armor Troop Types and their corresponding Quality Numbers:

#### • Troop Type (Quality #)

- Guard (10)
- Commando (9)
- Elite (8)
- Storm (7)
- Shock (6)

### POWERED TROOPER MOVEMENT

The Powered Armor Troop movement type is "Hopper" (Movement Category 3). A Powered Armor suit's bio-servos and enhancers amplify the encased soldier's movements, allowing him to move quickly, and with great ease. This results in a Powered Trooper covering ground in a series of agile leaps. The number of Movement Points available to a Powered Trooper is dependent upon the type of Powered Armor suit he is wearing.



Unlike Infantry Teams and Vehicles, Powered Troopers have the advantage of being able to expend their allotted Movement Points every Movement/Maneuver Phase of every Combat Round, if they so desire. Infantry Teams and Vehicles, on the other hand, are only allowed to move during one Combat Round of every Turn. Given this difference, it will quickly become apparent to players that *Powered Troopers* enjoy a great maneuverability advantage over all other types of surface units.

### POWERED TROOPER TRANSPORT

As with Infantry Teams, players may transport Powered Troopers in vehicles.

All vehicles will be rated in terms of their Passenger Capacity #. The value of “#” is the number of Powered Troopers (or Infantry Teams) which may be transported by the vehicle at any given time. To show that a Trooper is being transported, place its counter on the Vehicle Display of the transporting vehicle.

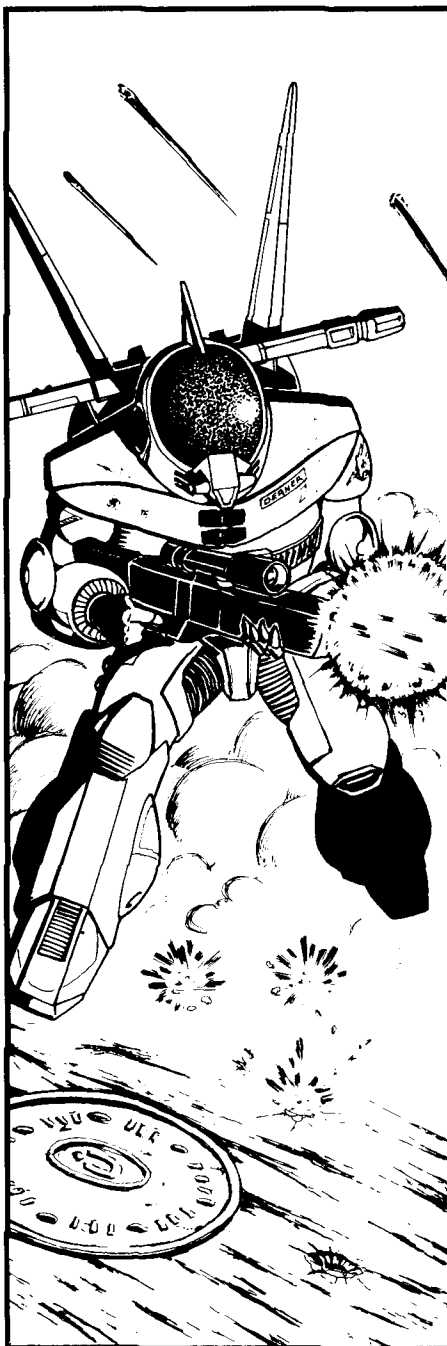
The embarkation and disembarkation of Powered Trooper passengers is a maneuver performed during the Movement/Maneuver Phase (see Section 4.18).

### POWERED TROOPER ARMOR

Powered Armor suits are so sturdy and protective, that they are rated in terms of their Construction Armor Type, just as vehicles and other constructs are. Thus they are resilient to Small Arms fire, and usually require heavy ordnance to defeat them.

In all circumstances of combat, Powered Troopers should be treated as vehicles. As examples: they may be attacked by direct cannon or missile fire, just as other vehicles are; they set off V-Mines just as vehicles do; they must be subjected to an Infantry Team's Inherent Small Arms fire in the same way that other constructs are; and so on. If a weapon system's attack affects Construction Armor Types, the Powered Trooper will be vulnerable.

The other way of looking at this, of course, is that Powered Troopers, though infantry-like in nature, are not as susceptible to attack forms affecting Infantry Teams *per se*. Thus they are not subject to CHEM attacks (barring the Optional Rules), I-Mine detonations, and may not be attacked on combat tables 25.1 or 25.2.



### POWERED TROOPER WEAPONRY

The various Powered Armor suits will have differing arrays of inherent armaments, but there are two general types:

**Anti-infantry weapons:** These are essentially Small Arms integrated into the Powered Armor suit. They may be small missile launchers, grenade dischargers, automatic slug throwers, and/or energy weapons of various types, but their net effect is the same: A Powered Armor suit's anti-infantry weapons will equate to Infantry Team Force # in all respects.

**Anti-construct weapons:** A Powered Armor suit is just large enough to allow the mounting of the smallest of ordnance weapons. Though more difficult to integrate into a suit than the less demanding anti-infantry weapons, an installed anti-construct armament will equate to either a Mk.6 Auto Cannon, MLA Cannon, Laser Cannon or Blast Cannon.

### SPECIAL ARMAMENTS AND CAPABILITIES

In addition to the anti-infantry and anti-construct weapons listed above, Powered Armor suits may have special armaments, munitions and/or capabilities integrated into their design.

In all ways, these special armaments and capabilities parallel those available to Infantry Teams. There are only slight variations in their Powered Trooper usage.

The number of special armaments and capabilities usable by any given Powered Armor suit is predetermined by that suit's design. Once fixed by the design process, the allotment or mix of these special attributes may never be changed.

The special armaments and capabilities for Powered Armor suits are listed below:

- **Shaped Charge Demolition Pack/Projectile (SCDP)**

This SCDP is used in exactly the same way as Infantry Teams use it, but unlike Teams, a Powered Armor Trooper carries only one SCDP at a time. Once a Powered Trooper attempts SCDP placement, it may not make another attempt for the duration of the scenario.

- **Anti-aerial Powered Armor Missile (APAM)**

Identical to the Infantry Team AAIM. However, a Powered Trooper may only discharge the APAM once. After an APAM attack is made, the Trooper loses this capability for the remainder of the scenario.

- **Chemical Munition Discharger (CHEM-D)**

Similar to a vehicle's CHEM Discharger. A Powered Trooper's CHEM-D may fire a CHEM attack out to a 1 hex range in lieu of any other attack being made during the Projectile/Energy Fire Phase. CHEM attack capability may only be used once.

### • Munitions for Anti-laserlight and SmoKe Discharger (MASK-D)

Similar to a vehicle's MASK Discharger. As with CHEM-D, MASK may be placed using the Powered Armor's MASK Discharger out to a 1 hex range in lieu of any attack being made during the Projectile/Energy Fire Phase. No Combat Roll is necessary to place MASK, but a D100 roll is made in any event to check for munition failure: an unmodified roll of 01-02 indicates that the desired MASK placement is unsuccessful. MASK-D placement capability may only be used once.

### • Powered Armor Mortar (MORT)

Identical to Infantry Mortars in most respects. It is assumed that the Powered Armor Mortar is integrated into the suit, usually on the back. A Powered Armor MORT may only be fired once; then its ammunition load is depleted.

### • Field Mines (I-Mine and V-Mine)

Field Mines carried by Powered Troopers are identical in all respects to those available to Infantry Teams. Only one type of mine (I or V) may be carried by a Trooper, and they may only be placed once.

### • Rear Echelon Asset Director (READ)

Powered Trooper READ capability is identical to that of the Infantry Team READ.

### • Leadership (BC, or Optional Rule 8.7: PL)

A Powered Armor Trooper may be assigned the role of Battlefield Commander (BC) in the same way that an Infantry Team might. If Optional Rule 8.7 is used, Powered Troopers may be organized into Platoons, and a Platoon Leader (PL) assigned. Consult the appropriate rules Sections: 4.8 and 8.7.

### DAMAGE TO POWERED ARMOR SUITS

Powered Armor Suits have Construction Armor Types (CATs) just as vehicles do, and so are directly susceptible to ordnance fire, while being resilient to Small Arms attacks. Suits vary as to how many Concussion Hits they can take before they are Disabled, but that total is usually not very high.

Critical damage indicated on the Attack Tables do not have a direct impact on the capabilities of a Powered Armor suit (i.e., there is no critical table for Powered Armor targets). However, critical results will cause harm to the Trooper inside a Powered Armor suit. Though this effect will have little impact on a normal game (and may even be ignored), players engaged in an ongoing *Space Master: The Role Playing Game* campaign will want to keep track of such damage, particularly if a player character is involved.

If the critical taken by the suit is Blast, the Trooper inside takes an Automatic/Shrapnel (27.1) crit of the same severity. If the critical taken by the suit is Pierce, the Trooper inside takes a Pierce (27.2) crit of the same severity.

### THE POWERED TROOPER ROSTER

Players keep track of their Powered Armor forces on a special side record known as the Powered Trooper Roster.

Players must fill out the roster for each one of their Powered Armor Troopers. As the status of a Trooper changes during the course of a battle, the information on the roster must be updated. What follows is an explanation of the roster's entries.

ID: _____	CAT: _____
OB: _____	DB: _____
IMV: _____	MPs: _____
Type/Quality#: _____	
Hit Points: _____	
Force: <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5	
Mk. 6 _____	Mag: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Mk. 6 _____	Mag: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
SCDP <input type="radio"/>	APAM <input type="radio"/>
CHEM-D <input type="radio"/>	MASK-D <input type="radio"/>
MORT <input type="radio"/>	READ <input type="radio"/>
I-Mine <input type="radio"/>	V-Mine <input type="radio"/>
Notes: _____	

**ID:** Note the corresponding identification letter of the Powered Trooper's counter.

**CAT:** The Construction Armor Type of the Powered Armor. This will be a number between 21 and 24, inclusive.

**OB:** This is the sum total of the Powered Armor's Offensive Bonuses. Included are the Trooper's weapon skill bonus, and the suit's HUD bonus.

**DB:** This is the sum total of the Powered Armor's Defensive Bonuses. Included are factors such as Armor Quality, Energy Shield, EW Generator, and Quickness.

**IMV:** Here, the suit's Infantry Melee Value is entered.

**MPs:** The current number of Movement Points which may be expended by the Trooper each Round is entered here.

**Quality #:** Enter the Powered Armor Trooper's Type and Quality #.

**Hit Point Total:** Enter the current Concussion Hit total of the Powered Armor suit here.

**Force:** Note the current Force Number of the suit's anti-infantry weaponry by blacking out the circles having numbers higher than the current Force Number equivalent of the suit.

**Mk.6:** Here are two entries provided for the notation of the suit's anti-construct weaponry. Enter Auto, MLA, Laser, or Blast Cannon, as appropriate.

**Mag:** If one or two of the suit's anti-construct weapons are either Auto Cannons or MLA Cannons, note the current Magazine capacity of the weapon by blacking out one of the five circles every time the Weapon Mount is fired. When no ammunition remains, the armament may not be fired. If the armament is a Laser Cannon or Blast Cannon, ignore this entry: there is no magazine limit imposed for these weapons.

### Special Armaments and Capabilities:

These are SCDP, APAM, CHEMs, MASKs, MORT, READ, and I-Mine/V-Mine. Black out the circles next to those armaments or capabilities that the suit currently does not have. Note that a Powered Armor suit may never have both I-Mines and V-Mines at the same time.

**Notes:** Indicate whether the Powered Trooper is a Battlefield Commander (or Platoon Leader) with the abbreviations BC and PL. Also, if a Trooper is Stunned, use the notation Stun "X", where "X" indicates the Round that the Trooper becomes unstunned. Any other pertinent notes may be kept here.

**Example:** As shown below, an Elite Trooper has donned a Raccoon Powered Armor suit. The counter identification letter is "C". The CAT is 23. Offensive Bonus is 125, while the suit's Defensive Bonus is 90. The Melee Value of the Trooper against Infantry is 60; against Vehicles it is 40. The Trooper is Elite with a Quality # of 8. The suit takes 5 Concussion Hits. Its anti-infantry weaponry has a Force 3 equivalence, and it packs two anti-construct weapons. The MLA Cannon has a full magazine of 5 rounds. The suit also has an integral Mortar. Finally, this Trooper may act as a Rear Echelon Asset Director.

ID: <u>C</u>	CAT: <u>23</u>
OB: <u>125</u>	DB: <u>90</u>
IMV: <u>60</u>	MPs: <u>7</u>
Type/Quality#: <u>ELITE/8</u>	
Hit Points: <u>5</u>	

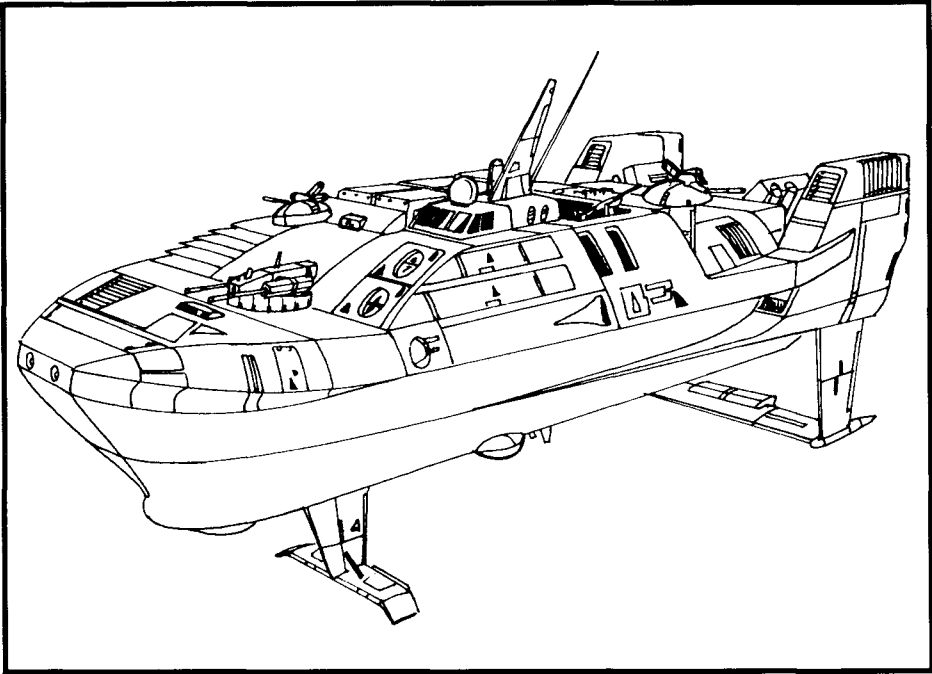
Force:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
	1	2	3	4	5
Mk. 6 <u>MLA</u>	Mag:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Mk. 6 <u>LASER</u>	Mag:	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>

SCDP	<input checked="" type="radio"/>	APAM	<input checked="" type="radio"/>
CHEM-D	<input checked="" type="radio"/>	MASK-D	<input checked="" type="radio"/>
MORT	<input type="radio"/>	READ	<input type="radio"/>
I-Mine	<input checked="" type="radio"/>	V-Mine	<input checked="" type="radio"/>

Notes:
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During one Round of every Turn, a mobile vehicle is allowed to expend its allotment of Movement Points (MPs).

The Standard Game vehicle movement types are "Wheeled" and "Tracked" (Movement Category 2), "Walker" (Movement Category 3), "Jumper" (Movement Category 4), "Surface Effects" and "Gravitic Effects" (Movement Category 5), and "Hydromotive" (Movement Category 6).

Wheeled and tracked vehicles are rather self-explanatory and easy to visualize: trucks and tanks should come to mind. Note, however, that the wheels of a wheeled vehicle need not necessarily be of pneumatic rubber. More often than not, they will actually be solid, armored tires for battlefield durability.

Walker vehicles are distinctive in that their motive system consists of a leg-like apparatus, which allows such craft to more easily pick their way through obstructing terrain.

Jumper vehicles use boost-packs and powerful struts to literally jump from one location to another, thus completely avoiding intervening terrain.

Surface Effects vehicles utilize powerful fans and jets to keep them floating just above the terrain they are traversing, which may include liquid surfaces. These hovercraft are restricted in that they may only operate if there is a substantial atmosphere with which to manipulate.

Gravitic Effects vehicles, on the other hand, manipulate gravity to create their hover-like movement, and so do not require an atmosphere to move through. Gravitic Effects craft may also raise themselves somewhat higher off of the ground than their Surface Effects counterparts.

A Hydromotive vehicle is bound by its motive system to fluid bodies, whether they be water, cooled methane, molten sulphur, or what have you. In the Standard Game, only surface Hydromotive vehicles are dealt with, though in the Advanced Game, a Hydromotive Drive may allow subhydrographic travel.

These various Movement Categories, and their associated Movement Point expenditures for terrain entered, are summarized on the Terrain Movement/Hindrance Chart in Section 4.1, and are more thoroughly dealt with in Section 4.17.

### VEHICLE TRANSPORT

In addition to Infantry Teams and Powered Troopers, vehicles may also carry smaller vehicles within them. Some vehicles are built with internal Vehicle Bays, and those that are will be rated in terms of the maximum tonnage of vehicles which may be so carried.

To show that a vehicle is being transported by another larger craft, place its counter on the Vehicle Display of the transporting vehicle.

The embarkation and disembarkation of transported vehicles is performed during the Movement/Maneuver Phase (see Section 4.18).

## 4.5 INTRODUCTION TO VEHICLES

The vehicles of the Standard Game are many and varied, and comprise the main focus of **Armored Assault** action. They include craft which move on or above solid and/or liquid surfaces, and are therefore generally referred to as "surface vehicles". Aircraft and Subhydrographic vehicles are dealt with in the Advanced Game.

Most vehicles are manned by crews who operate the machine's systems. Since these crews are quite important, and may exist as separate entities apart from their vehicles, they are dealt with in their own Section (4.7).

### VEHICLE MOVEMENT

All surface vehicles conform to the movement rules presented in the Standard Game. Hydrographically submersed (e.g., submarine) movement, and aircraft movement is dealt with in the Advanced Game.



## VEHICLE ARMOR

All vehicles are constructs, and thus have Construction Armor Types (CATs) ranging from 21 to 30, inclusive. Standard vehicular armor may be enhanced through the composition of superior alloys, which may provide an Armor Quality bonus, and the layering-on of an Armor Belt.

The number of Concussion Hits which a vehicle may sustain before becoming Disabled on the battlefield is equal to the mass of the craft in tons. This total may be modified upward by the application of an Armor Belt.

## VEHICLE WEAPONRY

Vehicles may be armed with a diverse array of weaponry. They may carry small anti-infantry mounts and other special munition dispensers, but the more common armaments will be anti-construct weapons. Vehicular anti-construct weapons can be generally broken down into three main types: Projectile Cannons, Energy Cannons, and Warhead delivery systems. The various cannons and warheads are listed below:

### Projectile Cannons:

- Auto Cannon
- MLA Cannon
- Lob Cannon

### Energy Cannons:

- Laser Cannon
- Blast Cannon
- Disruptor Cannon
- Ion Cannon
- Plasma Cannon

### Warheads:

- Shaped Charge Warhead
- Explosive (Proximity Type) Warhead
- Explosive (Seeker Type) Warhead
- Nuclear Warhead (Optional Rule 8.2)
- Matter/Antimatter Warhead (Optional Rule 8.2)

Each individual Projectile or Energy Cannon is called a Firing Mechanism. One or more Firing Mechanisms of the same gun type will be housed inside a Weapon Mount. It is the Weapon Mount which defines the firing arc for the Firing Mechanism(s) contained within it.

Warheads are usually contained within self-propelled delivery systems. For land-bound vehicles, these are most often Missiles. Hydrographically-bound vehicles (e.g., ships) might have their warheads contained within Missiles (for over-surface firing) and/or Torpedoes (for under-surface firing). Missiles are fired from Missile Launchers (Section 4.13), while Torpedoes are discharged from Payload Pallets (Section 4.14).

Certain warheads may also be delivered by some Projectile Cannons. For instance, MLA Cannons may fire Shaped Charge and Explosive (Proximity Type) Warheads, while Lob Cannons fire Explosive (Proximity Type) Warheads exclusively.

All Standard Game cannons and warheads deliver a maximum threshold of damage based upon the weapon's Mk.#, which may range from Mk.6 to Mk.50 inclusive. The higher the Mk.#, the more damage the weapon is capable of inflicting on its target. Larger Mk.# weapons are necessarily more bulky, and thus usually require heavier vehicles to mount them.

## SPECIAL MUNITIONS

As with Infantry Teams and Powered Armor Troopers, vehicles may carry an array of special armaments. These special munitions and delivery systems are mounted on an AFV by means of that vehicle's Payload Pallets.

The Payload Pallet is a multi-purpose system which allows a variety of munitions and/or interchangeable pods to be loaded onto the vehicle before battle. So, Payload Pallet vehicles are capable of altering their special munition configuration from scenario to scenario — something Powered Armor suits may not do since their special armaments are integrated in to suit's design.

Here is a listing of the various special munition systems which may be loaded onto a vehicle's Payload Pallets:

- Torpedo (TORP)
- Anti-Infantry Munition System (AIMS)
- Point Defense Munition System (PDMS)
- Anti-Aerial Vehicular Missile (AAVM)
- Chemical Munition Discharger (CHEM-D)
- Munition for Anti-laserlight and Smoke Discharger (MASK-D)
- Infantry Mine Dispenser (I-Mine)
- Vehicle Mine Dispenser (V-Mine)

**Note:** *These special munition loads will be fully described in Sections 4.14 and 4.15.*

## DAMAGE TO VEHICLES

Vehicles are susceptible to ordnance fire and detonations of various sorts, including Small Arms fire from infantry weapons. As described in Sections 4.19 and 4.20, vehicles may take concussion and critical damage from these attacks. No matter how heavily armored, any vehicle may be destroyed by overwhelming firepower.

It is likely, however, that any given attack will often only hinder a vehicle's performance in some way. This sort of specific critical damage might reduce or incapacitate a vehicle's screens, electronics, mobility or firepower, depending on the severity of the strike, thus making the craft more susceptible to further attacks.

Hits scored against vehicles may also incapacitate crewmembers to varying degrees, and it may not be unusual to find vehicles intact, but their crews dead.

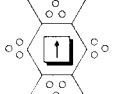
## ROBOTIC COMBAT UNITS

It is commonly assumed throughout the rules of this game that any vehicle will be operating under the control of its crew. However, it is possible for a vehicle to be designed so as to be completely controlled by its own on-board computer. In such a case, this central computer "brain" functions in place of the crew, maneuvering the vehicle and firing its weapons. Such vehicles are referred to as Robotic Combat Units.

Robotic Combat Units conform to all rules of the game, but the various crew characteristics usually factored into Initiative, Offensive Bonus, Defensive Bonus and Maneuver Roll calculations are set by the vehicular computer's programs, not the vagrancies of random crew quality.

Treat Robotic Combat Units just as you would a normal vehicle. As explained in the Damage rules (Section 4.20), crew casualty critical results are reinterpreted as computer "brain" performance degradation. All such damage penalties are incurred normally.

Disabled Robotic Combat Units have no opportunity of generating a "Bailed Out" crew (Section 4.18), on the battlefield.

Name/ID: _____		Crew: _____		Elan: _____		AFV Driver: _____	
<b>VEHICLE RECORD</b>							
Drive/MPs: _____		Drive/MPs: _____		Streamlined: _____		Vehicle Bay: _____	
MIRC: _____		Passenger Cap #: _____		PL: _____		BC: _____	
READ: _____							
<b>OFFENSIVE RECORD</b>							
Weapon Mount/ Location	Crew Bonus	Cannon Mk. #	Multi FM	HUD Bonus	Base OB		
_____	_____	_____	_____	_____	_____		
_____	_____	_____	_____	_____	_____		
<b>MISSILE RECORD</b>							
<b>PAYLOAD RECORD</b>							
TORP: _____		PDMS: _____		CHEM-D: _____		I-Mine: _____	
AIMS: _____		AAVM: _____		MASK-D: _____		V-Mine: _____	
<b>DEFENSIVE RECORD</b>							
Construction Armor Type	Armor Quality	Armor Belt	EW Bonus	Screen Bonus	Base DB		
_____	_____	_____	_____	_____	_____		
<b>AUXILIARY SYSTEMS RECORD</b>							
Aux: _____		Aux: _____		Aux: _____		Aux: _____	
<b>DAMAGE RECORD</b>							
Current Hit Total: _____				Concussion Hit Thresholds (Mods):			
System Bonus Reductions: _____				75% Hits = _____ (-10)			
Systems Knocked Out: _____				50% Hits = _____ (-20)			
				25% Hits = _____ (-30)			
<b>DIRECT FIRE RECORD</b>				<b>NOTES</b>			
							

## THE VEHICLE DISPLAY

Each of a player's vehicles must be kept track of on a special side record known as a Vehicle Display.

Players must fill in the appropriate information on the display for each of the vehicles they control in the scenario. As the status of each vehicle changes, the entries must be updated to show the current state of each craft. What follows is an explanation of each of the display's entry records.

**ID and Crew Record:** There are spaces here for the entry of the vehicle's name, identity letter, and crew. The crew's Elan and AFV Driver bonuses should also be noted here.

**Vehicle Record:** These are entries for data on the vehicle's motive system(s) and special capabilities. For each drive, enter its type and the current number of Movement Points it generates. Note if the vehicle has the MIRC (Maneuver Interface Robotic Comboid) system installed and/or is Hydrographically Streamlined. There are spaces to insert the vehicle's Passenger Capacity, and the size of its Vehicle Bay, if it has one.

There are also spaces to indicate whether the vehicle is presently acting as a Rear Echelon Asset Director, Platoon Leader, and/or Battlefield Commander.

**Offensive Record:** Enter each Projectile and Energy anti-construct Weapon Mount by indicating the number of FMs, the cannon Mk.# and type, and its location on the vehicle. Missile Launchers are also noted here. Then fill in the appropriate bonuses to derive the Base OB for each. Note the types of missiles loaded in each Missile Launcher, and the current number of missiles in each magazine.

**Payload Record:** Here, the vehicle's special armaments are noted. Keep track of their loss or depletion.

**Auxiliary Systems Record:** Note each of the vehicle's available auxiliaries, and cross them out as they are engaged to replace shut-down main units.

**Damage Record:** Here space is provided to keep track of the vehicle's current Concussion Hit total and critical damage applied to various systems. The Concussion Hit thresholds (75%, 50% and 25%) are entered to keep track of damage modifiers which will apply to most rolls made by the vehicle.

**Direct Fire Strike Record:** Finally, the Direct Fire Strike Record is used to keep track of the number of direct fire ordnance hits which cause critical damage to either the front, left side, right side, or rear quarters of the vehicle. Strikes against a certain area of the vehicle will allow for more damage to be caused by successive critical damage, as explained in Section 4.20.

## 4.6 INTRODUCTION TO NON-VEHICULAR ORDNANCE

Though not common on the **Armored Assault** battlefield, non-vehicular ordnance weapons require some introduction. Essentially, a non-vehicular ordnance weapon is a non-armored, free-standing Weapon Mount; a battlefield artillery piece should come to mind as an example.

### NON-VEHICULAR ORDNANCE WEAPONS

Such ordnance pieces may be Missile Launchers, or any of the cannon types listed for vehicular anti-construct weapons. Each is considered to have an inherent crew which can fire the mount with a set Base OB. Being essentially unarmored, such weapons are CAT 21 and have a DB of 0. They are immediately destroyed, and their inherent crew eliminated, whenever they take at least one Concussion Hit from any source.

ID: _____	Grav Sled: _____
Weapon Mount: _____	
Magazine: _____	
OB: _____	
Notes:	

Some non-vehicular ordnance weapons may have limited mobility. This comes from the Weapon Mount being assigned a Grav Sled. Grav Sleds allow these weapons to move 1 hex per Turn, on the sixth Round of the Turn, and only after all other movement and maneuvers for the Turn have been completed by all other units.

Keep track of non-vehicular ordnance pieces on the Non-vehicular Ordnance Weapon Display. For each piece, fill out the appropriate information, including its: identification letter, mount, number and Mk.# of Cannon FMs or the Mk.# of Missile Launcher, Magazine capacity, and OB. Use a 'yes' or 'no' notation to signify whether or not the ordnance is mounted on a Grav Sled. Note special ammunition or missile type, as appropriate.

## 4.7 CREWS

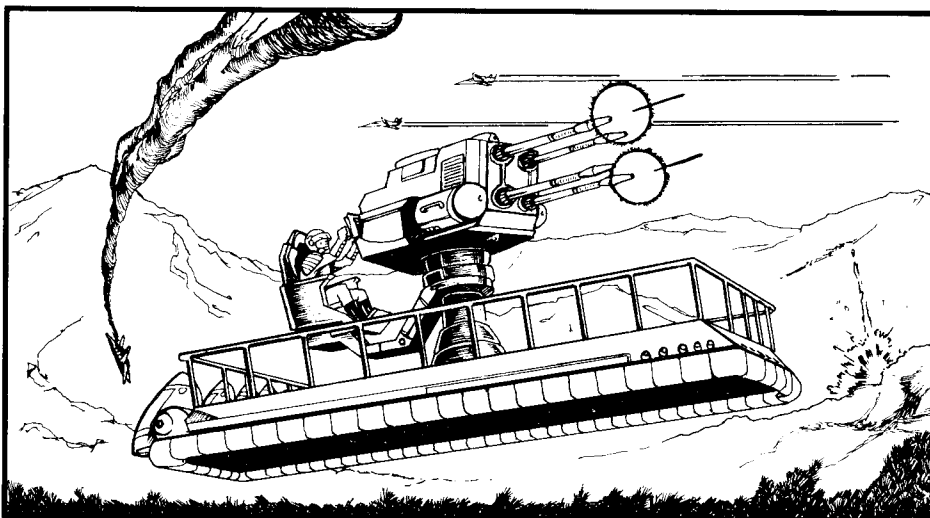
In the Standard Game, Crew attributes are expanded from three (Basic Game) to six. For a set of new Crew attributes, roll 1D10 and cross-index the result on the Standard Game Crew Generation Chart.

The Basic Game attributes are: Elan bonus, AFV Driver bonus, and the Heavy Energy Projector bonus. The new attributes are:

**Projectile Gunnery bonus:** this reflects an AFV crew's skill at directing the fire of a vehicle's Projectile Weapons. These are Auto Cannons, MLA Cannons and Lob Cannons.

**Missile bonus:** this bonus is used when firing Missiles (but not Torpedoes) at opponents.

**Total Hit Points:** this value reflects the amount of personal body damage that crewmembers can sustain before becoming unconscious. The most pertinent Standard Game application of this statistic is when a Crew bails out of a Disabled vehicle. It is then rather vulnerable in the battlefield environment and may be subjected to any attack in the same way that Infantry Teams are. Crews can take Hit Point damage as Infantry Teams do. See the notes regarding individual crewmember injury and bailing out in Section 4.20.



### OTHER CREW CHARACTERISTICS

A Crew is considered to be an integral component of its vehicle until that vehicle sustains so much damage that the Crew, if capable, wishes to leave it (called "bailing out"). When a Crew bails out, it is considered to be a Force 1 Infantry Team with No Armor. Its Quality # equals its Elan bonus divided by 10, then rounded off.

Crews which have bailed out of a READ vehicle do not retain that capability.

### EXPERIENCE

It is possible for players to keep the same Crews from game to game. Thus, over time, victorious and surviving Crews will become more proficient and experienced.

**Note:** Ignore the following guidelines if you are using *Space Master: The Role*

### Playing Game characters.

- If a Crew is on the winning side of a scenario, it can "raise one level of experience" (see below).
- If a Crew discharges direct-fire weaponry which at least Disables armed craft of a cumulative tonnage at least equivalent to their own, that Crew may "raise one level of experience" (see below).
- Each Crew may only "raise one level of experience" per scenario that they participate in.
- To "raise one level of experience", pick one attribute and increase its value by 5. An attribute's value may not be raised above 100.

**Note:** A Crew's Elan bonus may never exceed its AFV Driver bonus.

### STANDARD GAME CREW GENERATION CHART

Roll	Elan Bonus	AFV Driver Bonus	Heavy Energy Projector Bonus	Projectile Gunnery Bonus	Missile Bonus	Total Hit Points
1	20	40	35	20	15	15
2	25	40	30	25	10	17
3	30	30	40	30	5	20
4	35	55	35	50	40	23
5	40	45	50	40	50	26
6	45	70	60	45	25	29
7	50	50	45	60	20	33
8	60	80	40	55	45	37
9	70	70	55	35	35	41
10	80	90	65	65	30	45



## 4.8 PLATOONS, PLATOON LEADERS, BATTLEFIELD COMMANDERS & READS

Before beginning a Standard Game scenario, the players of each Side must group their vehicles into Platoons.

### PLATOONS

A Platoon is defined as a group of 4 or fewer vehicles, of the same type, on the same Side of a scenario. Groups of 4 must at all times be used as the basis for Platoon creation, unless not enough vehicles of the same type can be organized into a grouping of at least 4. In this case, Platoons may be composed of 3, 2, or even a single vehicle.

**Example:** Side C of a scenario has a force of three Westwynd AFVs and two Warmongers. Side C's player has little choice before the game begins: One Platoon must consist of the 3 Westwynds, while a second Platoon must be composed of the 2 Warmongers. No other Platoon arrangement is possible.

**Example:** Side B of a scenario has a force which consists of seven Westwynd AFVs. Side B's player must group these vehicles into two Platoons before the scenario begins; the first Platoon has 4 Westwynds, while the second Platoon has just 3. No other Platoon arrangement is possible. If, on the other hand, there were thirteen Westwynds on Side B, the first, second and third Platoons would have 4 vehicles each, while the fourth Platoon would have just 1.

Vehicles do not have to occupy the same hex in order to form or act as a Platoon.

This grouping of vehicles (or vehicle, if the Platoon must consist of a single AFV), acts as a kind of cohesive unit on the battlefield, theoretically providing mutual support while striving to achieve the goal of the mission. Once a Platoon is created, there can be no exchanging of similar vehicles between Platoons, with the exception of Battlefield Reformation due to combat losses, as described in the next paragraph.

If a vehicle, or vehicles, of a Platoon were to be Disabled or Destroyed on the battlefield, a new Platoon of up to 4 functioning AFVs could be reformed by merging stragglers together during the

Final Orientation Phase of a Combat Round. This is called Battlefield Reformation. This Platoon reforming process is an option, not mandatory; but once a new Platoon is created in this way, it is under the same restrictions as those Platoons designated before the scenario began. The mechanics of Battlefield Reformation are described in Section 4.24.

### PLATOON LEADERS

Each Platoon has a Platoon Leader. Under usual circumstances, the Platoon Leader is the crew that has the highest Elan bonus of all those in the Platoon. If a current Platoon Leader is lost, or his vehicle is Disabled or Destroyed, the crew having the next highest Elan bonus in the Platoon immediately assumes the function of Platoon Leader. The Platoon Leader designation is important because it is his Elan bonus that is used during the Vehicular Initiative procedure for all vehicles in his Platoon. See Section 4.11.

### BATTLEFIELD COMMANDERS

The player of each Side in a scenario must also designate a Battlefield Commander which has dominion over all forces on that Side of the battle. The unit which is to be the Battlefield Commander is recorded secretly before a scenario begins. If the Battlefield Commander unit is a vehicle, that vehicle must also be a Platoon Leader. The Battlefield Commander must be selected from that Side's READ units (see below), if any exist.

The identity of a Side's Battlefield Commander unit need only be revealed under two circumstances:

- 1) The Battlefield Commander unit loses its READ capability, or is Stunned, Disabled, Destroyed, or otherwise eliminated from play.
- 2) A unit on an opposing Side makes a successful identification attempt with its Sensors (see Section 4.24).

When a Battlefield Commander unit loses its READ capability, or is Disabled, Destroyed, or otherwise eliminated from the game, the controlling player must reassign the command to another eligible unit on his Side (READ capable, if available, and a Platoon Leader, if the new BC is to be a vehicle). This reassignment is done immediately, and may have to be performed several times during the course of a battle if new commanders are continually lost.

The loss of Battlefield Commander(s) degrades Initiative determination for the other units of that Side. (See Section 4.11)

## READs

**Armored Assault** is a very tactically oriented simulation, particularly with respect to the limited battlefield area depicted by the playing surface. One must assume that other combat units, possibly from all Sides of a conflict, roam the expanses beyond the map. These distant combatants are often very well capable of projecting their influence on the outcome of a localized battle. When the firepower of such off-map units can be called upon by on-map firefight participants, a protocol for fire direction is necessary.

Off-map units which can have their firepower called upon by friendly on-map units are called Rear Echelon Assets. When Rear Echelon Assets are available to a Side in a scenario, that Side will designate a specified number of vehicles as Rear Echelon Asset Directors (READs) who are capable of "calling-in" the off-map firepower. Note that whereas vehicles must be assigned READ capability, some Infantry Teams and/or Powered Armor Troopers are automatically capable of being READs.

As described in Section 4.10, Rear Echelon Assets are grouped into Batteries, and each Battery may perform individual Fire Missions. Any READ may direct the fire of any Battery from its Side, but a READ may not direct the fire of more than one Battery at a time.

## 4.9 THE STANDARD SEQUENCE OF PLAY

The Basic Game Sequence of Play is expanded in the Standard Game.

In addition, the main portion of the Standard Game Sequence of Play is executed every 10 second Round, not every 1 minute Turn as it was in the Basic Game.

As can be seen from the Sequences of Play below, Turns are kept track of for three reasons: READ mechanics, determining Vehicular Initiative for each passing minute of the battle, and the assigning of "Move" orders to units.

At the beginning of each Turn there is a Turn Preparation Phase, followed by the repetition of six Combat Round sequences. After these six Combat Rounds have been completed, begin a new Turn with another Turn Preparation Phase, repeating the process.

For every Combat Round, the Sequence of Play for that Round is followed, phase by phase, in the order presented. The actions of each individual phase must be completed before moving on to the next phase.

### SEQUENCE OF PLAY FOR THE TURN

**A:** Turn Preparation Phase

**B:** Round 1

**C:** Round 2

**D:** Round 3

**E:** Round 4

**F:** Round 5

**G:** Round 6

### Sequence of Play for each Round

**1:** Missile/Torpedo Launch Phase

**2:** Direct LOF Missile Results Phase

**3:** Movement/Maneuver Phase

**4:** Projectile/Energy Fire Phase

**5:** Indirect LOF Missile/Torpedo/REA Results Phase

**6:** Melee Phase

**7:** Final Orientation Phase

### EXPANDED SUMMARY

#### Turn Preparation Phase:

**Note:** Performed only before the beginning of the first Round of each new Turn.

- 1) READs request Rear Echelon Asset Battery Fire Missions.
- 2) Each player determines his Vehicles' Initiative Number(s) (INs) for the upcoming Turn.
- 3) Players signify which of their units are commanded to "Move" during the upcoming Turn.

#### Missile/Torpedo Launch Phase:

- 1) Each Missile Launcher to be fired this Round has a target selected for it within the Launcher's covered arc.
- 2) A Lock-on is attempted for each Missile Launcher target.
- 3) For every successful Lock-on, the number of Missiles to be discharged at the target is declared. Missile Launchers are now considered to have been fired.
- 4) Torpedoes are discharged; place Torp markers on the map.
- 5) Any other special armament to be fired this phase is discharged.

#### Direct LOF Missile Results Phase:

- 1) Any Missile(s) fired by an attacker having a direct Line of Fire to its target (including Anti-aerial Missile fire) has the attack immediately resolved. All such attacks are resolved concurrently.

#### Movement/Maneuver Phase:

- 1) Players may move/maneuver Powered Armor Troopers.
- 2) Players may move/maneuver eligible Infantry Teams.
- 3) Players may move/maneuver eligible Vehicles, abiding by the rules of Initiative Priority.
- 4) Each Torpedo moves towards its target after the target moves.
- 5) Remove Torpedoes without targets.

#### Projectile/Energy Fire Phase:

- 1) Resolve the attacks of successfully placed SCDPs from the previous Phase.
- 2) Non-vehicular Ordnance Weapons may each make one attack, or go on Opportunity Fire.
- 3) Powered Armor Troopers, not locked in Melee, may each execute one attack, or go on Opportunity Fire.
- 4) Infantry Teams, not locked in Melee, may each execute one attack, or go on Opportunity Fire.
- 5) Vehicles may execute their attacks and/or go on Opportunity Fire, abiding by the rules of Initiative Priority.
- 6) All Projectile/Energy fire from an attack is resolved and the damage applied immediately, before the next eligible combatant fires.

#### Indirect LOF Missile/Torpedo/REA Results Phase:

- 1) Any Missile(s) fired this Round by an attacker not having a direct Line of Fire to its target has the attack resolved now.
- 2) The attacks of all Torpedoes which entered their target's hexes are resolved.
- 3) READs may call in fire from their Rear Echelon Assets and have it resolved.

#### Melee Phase:

- 1) Resolve Infantry Melee
- 2) Resolve Vehicle Melee

#### Final Orientation Phase:

- 1) Check for MASK removal.
- 2) Each unit may attempt one of the following activities, if applicable:
  - Regain control of Out of Control vehicle.
  - Repair Routine or Light Damage/Malfunction with automatic Damage Control system.
  - Extinguish internal fire with automatic Damage Control system.
  - Use Sensors to detect a concealed foe.
  - Use Sensors to gain information about a revealed foe.
  - Reorient Screens.
  - Battlefield Reformation
  - Receive and/or transmit one Microfreq communication.
  - Self destruct.

## 4.10

### REAR ECHELON ASSETS

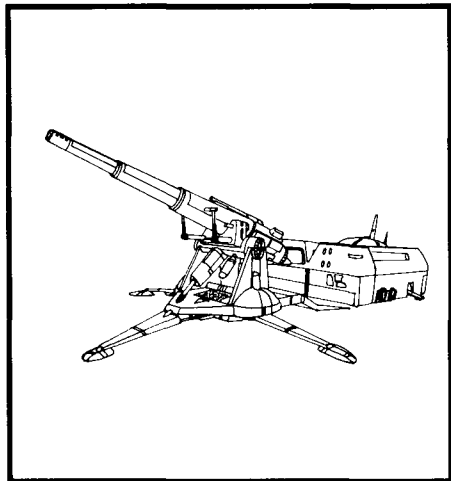
Rear Echelon Assets (REAs) are groups of combat units which may project their firepower onto the playing surface without actually being on the map. This firepower, which comes in several forms, requires a friendly Rear Echelon Asset Director (READ) on the front lines to orchestrate its application on the battlefield.

REAs are organized into Batteries. Each Battery will have an assigned allotment of munition types. The inclusion of an REA Battery in a scenario automatically entails the free allotment of READ capability to a vehicle of the player's choice, provided that the candidate vehicle has a functioning Microfrequency Comm Rig. One vehicular READ may be assigned for each REA Battery possessed by a Side in a scenario. Such READs are in addition to any Infantry Team or Powered Trooper inherent READ special capabilities possessed by the Side's forces.

A READ may direct the fire of a single Battery each Turn. A Battery's firepower may not be directed by more than one READ per Turn, even if that Battery has more than one munition type available. When a Battery actually fires, its attack is called a Fire Mission.

What follows is a summary of the procedure for using REA.

- 1) During the Turn Preparation Phase, a READ may request a Battery's Fire Missions for that Turn. The READ selects a target hex in direct LOS (see Section 4.19 for determination), which is unobscured by intervening MASK, and places a Fire Mission request counter in that hex. The identification letter on the Fire Mission request counter should correspond with the ID of the Battery to be used.
- 2) During any subsequent REA Results Phase of that Turn, the READ may "call in" a Fire Mission from his Battery, but only if the READ still has a direct LOS to its Fire Mission request hex. If at the time of REA Results Phase, the direct LOS between the READ and the request hex is unobscured by MASK, the Fire Mission is resolved normally. If, however, MASK now obscures this direct LOS, then Errant Fire will result.



### REQUESTING FIRE MISSIONS

At the beginning of each Turn Preparation Phase, one READ for each friendly REA Battery may place that Battery's Fire Mission request counter in a hex within direct LOS. The direct LOS between a READ and the requested hex may not be obscured by a MASK hex; that is — any hex crossed by the LOS (excluding the READ and the requested hex) which contains a MASK counter will obscure the request, thus disallowing it.

For the rest of the Turn, the READ may "call in" a Fire Mission from its Battery on any and all REA Results Phases, provided that there is still a direct LOS from the READ to the requested hex during the REA Results Phase that a Fire Mission is called.

Note that the direct LOS during the REA Results Phase may be obscured by MASK. The presence of intervening MASK at this point will not preclude a Fire Mission being called, however, it will result in Errant Fire.

A particular READ/Battery match-up need not be maintained throughout a scenario. Every Turn Preparation Phase brings the opportunity to switch Battery direction between friendly READs. The only restriction is that a Battery's Fire Missions may never be directed by more than one READ per Turn.

The Turn Preparation Phase also brings the opportunity to switch a Battery's Fire Mission request hex. Just move the request counter to the new hex abiding by the restrictions listed above.

### CALLING IN A FIRE MISSION

At the end of every Indirect LOF Missile/Torpedo/REA Results Phase, all unstunned READs with Fire Mission request counters on the map may call in a Fire Mission for that Round. As already noted, a direct LOS must exist to the READ's request hex during this Phase in order for the Fire Mission to be called in.

Each READ that will call in a Fire Mission notes the munition and pattern to be used. This information may be written down by players in secret, then simultaneously revealed, if desired; but it is not necessary to do so. All Fire Missions are considered to be resolved simultaneously — REA attacks are not sequential.

If the direct LOS between the READ and the requested hex is unobscured by a MASK hex, a Fire Mission will take effect as desired by the READ. If the LOS has become obscured by a MASK hex, then the Fire Mission will likely stray from its intended request hex (see Errant Fire).

### FIRE MISSION MUNITIONS

Each Battery will have at least one type of munition available. In the Standard Game, there are four main types of munitions: High Explosive (HE), Chemical (CHEM), Munition for Anti-laserlight and Smoke (MASK), and Counter-battery (CNTR).

There are five types of HE ammunition, each corresponding with a damage threshold on the Explosive Warhead (Proximity Type) Attack Chart. These are, from least powerful to most powerful: HE10, HE20, HE30, HE40, and HE50.

**HE Fire Mission** attacks against constructs are resolved on the Explosive Warhead (Proximity Type) Attack Table (25.13), and the proper damage threshold must be observed. Attacks against Infantry Teams are resolved on the Ordnance vs Infantry Attack Table (25.2) with the appropriate damage threshold observed (e.g., HE40 would be a Mk.40 Explosive attack).

**CHEM Fire Missions** are useful against Infantry Teams, and have their attacks resolved on the Ordnance vs Infantry Attack Table (25.2) using the CHEM damage threshold.

**MASK Fire Missions** place MASK counters in the Fire Mission pattern hex(es).

**CNTR Fire Missions** are the only ones which are not directed by a READ. Any Turn during which a Battery's Fire Missions are not requested by a READ, the controlling player may use that Battery's CNTR to try to disrupt the fire of one of his opponent's Batteries.

### MUNITION ACQUISITION

Each munition type will be assigned an availability number. This is a number between 1 and 10, inclusive. Whenever a munition type is to be used for a Fire Mission during the REA Results Phase, 1D10 is rolled by the controlling player.

- If the number rolled is less than the current availability number for that Battery's desired munition, then the Fire Mission is resolved.
- If the number rolled is equal to the munition's current availability number, the Fire Mission is resolved, but the availability number is immediately, and permanently reduced by 1.
- If the number rolled is greater than the current availability number, then the Fire Mission is not resolved (e.g., some unforeseen circumstance has prevented the REA from firing). Whenever a Fire Mission is not resolved due to this unsuccessful availability roll, that munition's availability number is immediately, and permanently reduced by 1.

When an availability number is reduced to 0, that Battery may no longer attempt to produce Fire Missions of that munition type.



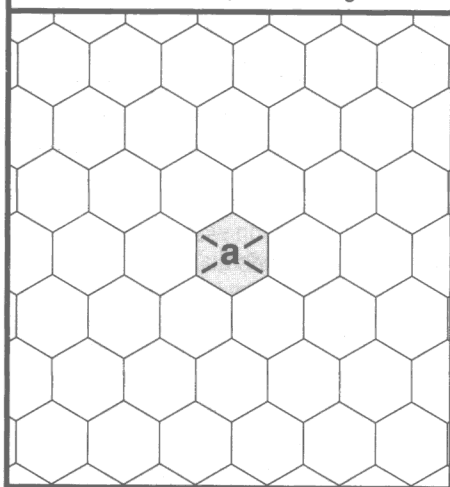
## FIRE MISSION PATTERNS

There are five Fire Mission bombardment patterns. The pattern chosen dictates the OB used for HE and CHEM attacks, and the damage multiplier which results in the various hexes of a given HE or CHEM pattern. MASK Fire Mission patterns merely dictate the way in which MASK counters are placed on the map.

In all patterns, "X" indicates the Fire Mission request hex. Code letters indicate the distribution of HE and CHEM attack OBs and Concussion Hit multipliers.

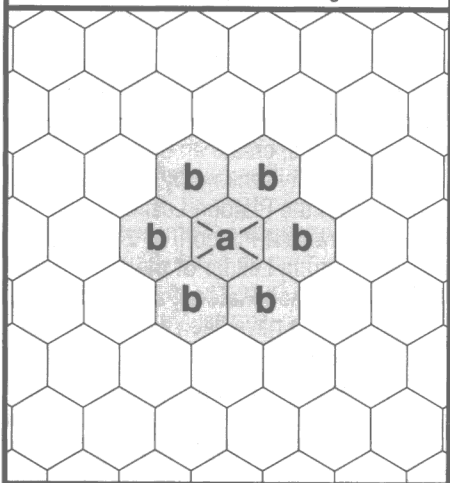
### PATTERN A

a: OB=100, x10 damage.



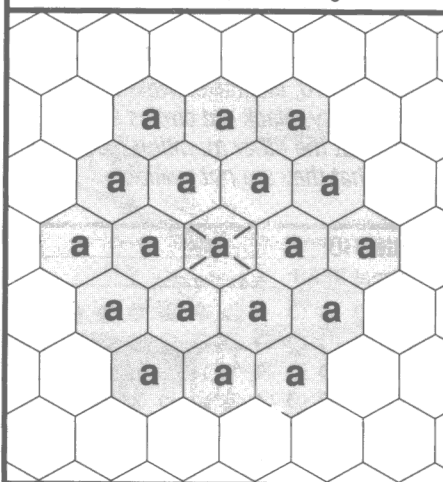
### PATTERN B

a: OB=75, x5 damage.  
b: OB=50, x1 damage.



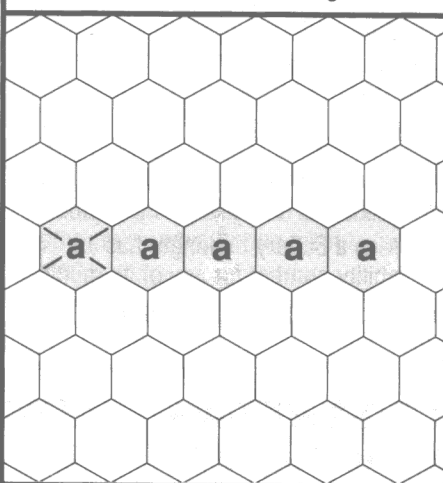
### PATTERN C

a: OB=25, x1 damage.



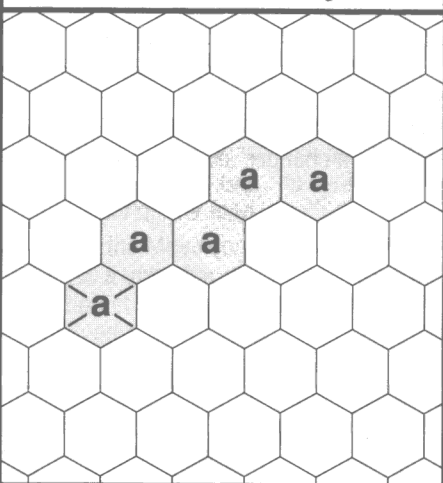
### PATTERN D

(Direction of spread from X  
chosen by READ)  
a: OB=50, x2 damage.



### PATTERN E

(Direction of spread from X  
chosen by READ)  
a: OB=50, x2 damage.



## DAMAGE MULTIPLICATION

Because of the concentration of Fire Mission attacks, most patterns allow hexes of damage multiplication. If a target within such a hex takes Concussion Hit damage, the number of hits delivered is increased by the appropriate multiple. There is no multiplication effect for critical damage.

### ERRANT FIRE

If the direct LOS between a READ and his Fire Mission request counter is obscured by an intervening MASK hex during the REA Results Phase, Errant Fire will result. This is due to the obscuring and diffracting effect of the MASK on the READ's targeting lasers.

For Errant Fire, pick a direction leading out of the request hex randomly (1-6 as indicated on the numbered compass in the corner of each map). Then roll 1D10. This is the number of hexes that the entire Fire Mission pattern "drifts" in the randomly selected direction. The Fire Mission is then resolved normally, though the actual Fire Mission request counter does not move. If the Fire Mission was HE or CHEM, any new targets, friendly or enemy, in the pattern must be attacked. If the Fire Mission was MASK, MASK counters are placed in the new hexes.

**Example:** A "Pattern C" HE40 Fire Mission becomes Errant Fire. The random drift direction is "3" and the number of hexes to drift is "10". Each hex of the pattern is relocated 10 hexes in direction "3". This unfortunately brings friendly units under attack, each of which is subjected to a Mk.40 Explosive Warhead (Proximity Type) attack; OB=25 and damage inflicted is not multiplied.

### COUNTER-BATTERY FIRE

As described above, if a Battery's Fire Missions are not requested for a Turn, that Battery may engage in Counter-battery Fire if it has a CNTR availability number.

During any and all REA Results Phases of a Turn in which a Battery will use CNTR, the controlling player merely states that he will engage in Counter-battery Fire.

He rolls 1D10 for CNTR availability in the same way as described for other munition types, and if successful, he may reduce each of the availability number(s) of one selected opposing Battery by one. This penalty takes effect after the current REA Results Phase.

**Example:** The controlling player of Side “A” has a Battery with a CNTR availability number of 7. His opponent, Side “B’s” player, has a Battery with HE50/8, CHEM/7, and MASK/9. This is just too much, decides player A, so he does not commit his Battery to any of his READs for one Turn. Player A’s Battery may now use Counter-battery Fire during the REA Results Phases of the upcoming Turn. In Rounds 1, 2, 3 and 4 of the Turn, player A makes his CNTR availability rolls (a 2, 5, 3 and 6), and each time reduces the availability numbers of player B’s Battery. At the end of Round 4, player B’s Battery has been reduced to HE50/4, CHEM/3 and MASK/5. In Round 5, player A rolls a 9 for CNTR availability. He blows it. No Counter-battery damage is done and player A’s own CNTR availability number is reduced to 6.

**Each player with Rear Echelon Assets must fill out a Rear Echelon Asset Display.**

**Battery ID:** \_\_\_\_\_

**Current READ:** \_\_\_\_\_

<b>HE</b>	_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>CHEM</b>	_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>MASK</b>	_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>CNTR</b>	_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
_____	_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
		<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>			

**Notes:**

A record must be kept for each of a player's Batteries. Fill in the Battery's ID, and indicate its starting munition type(s) and availability numbers. Availability numbers for munition types are indicated by blacking out the circles which correspond to numbers higher than the Battery's availability number for a given munition type.

Battery ID: A  
 Current READ: Warmonger B

HE	<u>30</u>										
CHEM											
MASK											
CNTR											
		<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>

Notes:

As the availability of a Battery's munition types decreases, either due to failed availability rolls or Counter-battery Fire, black out the appropriate circles to indicate its current availability numbers.

When a Battery no longer has an availability number for any of its munition types, that Battery may no longer be requested for Fire Missions by friendly READs.

#### 4.11 [REDACTED] VEHICULAR INITIATIVE

As in the Basic Game, determining Initiative Numbers (INs) for vehicles helps players rank their AFVs for the purposes of prioritizing movement and firing. You will want to have high INs for your vehicles, because in the Standard Game this will allow you greater flexibility; opening up more opportunities to defeat your foes.

Unlike Basic Game Initiative, the Standard Game alters the way in which INs are generated for vehicles. These significant changes are detailed below.

Initiative rolls are no longer necessarily made for each individual vehicle. Vehicles in Standard Game scenarios must be grouped into Platoons, and only one Initiative D100 roll is made for each Platoon. A Platoon is defined as a group of 4 or fewer vehicles of the same type, on the same Side of the scenario. Groups of 4 must at all times be used as the basis of a Platoon unless not enough vehicles of the same type can be organized into a grouping adding up to 4. For further information on Platoons, see Section 4.8.

## GENERATING VEHICULAR INITIATIVE NUMBERS

The second action of each Turn Preparation Phase is the generation of Initiative Numbers (INs) for all vehicles. As in the Basic Game, an IN is generated by adding an Open-ended D100 roll to a crew's Elan bonus. But in the Standard Game, this is not done for every vehicle. Instead, an IN is generated for all the vehicles of a Platoon with one roll, using the Platoon Leader's Elan bonus as that which is added to the roll. There is an additional -10 modifier to all INs for a Side everytime that Side's current Battlefield Commander is lost. All vehicles in a Platoon share the same IN for the Turn.

If the INs for two or more Platoons are identical, immediately make competitive die rolls to break the tie.

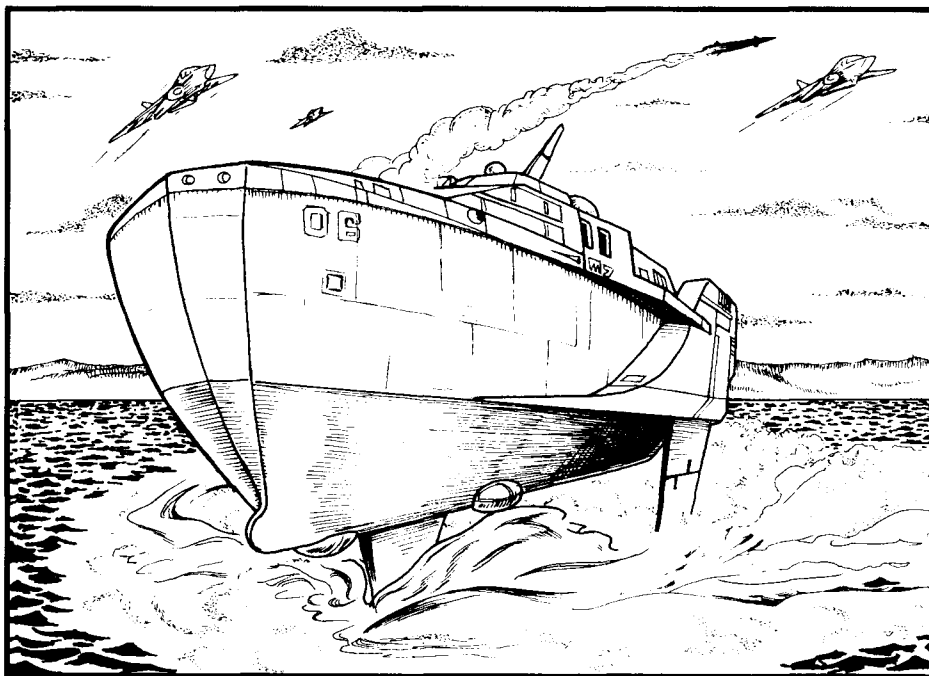
Though not on the map, vehicles in Subsurface Bunkers should have INs generated for them also.

## INITIATIVE PRIORITY

As the various Platoons generate their INs, make a side note of them, then rank them from highest to lowest. Then, as in the Basic Game, create an on-map Initiative Priority ranking by placing a “1” counter with the Platoon Leader of the highest IN ranked Platoon, a “2” counter with the Platoon Leader of the second highest IN ranked Platoon, and so on until all the Platoons have been assigned their rank numbers.

Vehicles of the first ranked Platoon are said to have Initiative Priority over all other lower ranked Platoons, and the vehicles of the second ranked Platoon have Initiative Priority over the third, fourth, fifth, (and so on) ranked Platoons.

Having Initiative Priority over other vehicles will be of great benefit to players, and will allow them the greatest flexibility in Movement and Firing Phases.



Note that once the Initiative ranking is done during the Turn Preparation Phase, it is in effect for the duration of all six Rounds of the upcoming Turn. In the event of Battlefield Reformation, where vehicles of different Platoons come together during a Turn, Initiative Priority is always based on the ranking of the Platoon Leader.

### THE USE OF INITIATIVE PRIORITY

As in the Basic Game, high INs give a player a great advantage over his foes.

The basic premise for movement and firing in the Standard Game is that you can do something (during the appropriate Phase), at any point in the sequence that you like. However, if a vehicle having a higher Initiative Priority would like to preempt the moving or firing of a lower ranked vehicle, its controlling player merely steps into the sequence and states that he would like to do such-and-such (move or fire, as appropriate), before the lower ranked player may do so.

**Example:** *Player A has a vehicle of the 4th ranked Platoon that he would like to move during the current Movement/Maneuver Phase. He states his intention to do so and is about to start moving the unit, when Player B, who has a vehicle in the 2nd ranked Platoon, notices that a particularly important piece of terrain will be occupied by Player A's vehicle if allowed to proceed. Player B states that he will use his Initiative Priority (2nd over 4th), to move his own vehicle first.*

*Though Player A controls the 1st ranked Platoon, all of those vehicles have already moved this Turn, so Player A must sit back helplessly and let Player B's vehicle complete its move.*

It is important to realize that vehicles of any given Platoon need not move together. One may move during one Round, while another may move during a subsequent Round.

## 4.12 THE MOVE COMMAND

As the third and final action of the Turn Preparation Phase, players must decide which of their units they would like to move during the upcoming Turn. A unit which is to be moved at some point in time during the Turn must be given a "Move" command. Units which have lost all of their MPs may never be given the Move command.

Any unit that is given the Move command must have a Move ("M") counter placed beneath it. Platoon Leaders, which will already have a numbered Initiative rank counter beneath them, may replace these with an appropriate "#M" marker in order to avoid counter congestion on the map.

Once the Move command has been given to a unit, that unit *must* change its Location at some point in time during the upcoming Turn (Exception: unless the unit fails to leave a Subsurface Bunker).

Placement of the "M" counter indicates that a unit is in the process of moving, and so is — or soon will be — in motion.

When a unit has finished moving for the Turn, its "M" counter is:

- 1) removed from the map (if the unit expended less than half of its MP allotment), **or**
- 2) remains on the amp with the vehicle, but is *flipped-over* (if the unit expended half, or more, of its MP allotment).

When the "M" counter is removed from the map, it indicates that the moving unit has now stopped its motion entirely, and has taken up a firing position. A flipped-over "M" counter indicates that the unit is expending most of its effort for the Turn moving, and is either still in motion, or has not yet settled into a good firing position.

**Important Exceptions:** *Jumper vehicles and Powered Troopers always have their "M" counters removed from the map once they have finished moving for the Turn.*

Being in motion entails certain benefits and penalties. While an "M" counter, either face up or flipped-over, is beneath a unit, that unit has more difficulty firing at other targets, but at the same time, opponents have a harder time hitting it. These bonuses and penalties are cited in the applicable sections of the rules. The mechanics of the Movement Phase can be found in Section 4.17.

**Note:** *All mobile units; Infantry Teams, Powered Troopers, and Vehicles, are subject to the Move command.*

## 4.13 MISSILES

### INTRODUCTION

In the Standard Game, the first step of each Round is the Missile/Torpedo Launch Phase. Missiles are quite distinct from Torpedoes, both in their capabilities and usage, so it would be best to get the differences straight. A Missile is a small, short range and very fast moving warhead delivery system, with only a limited internal guidance system. They are usually available only in Mk.#'s from 6 through 10 inclusive. Finally, their launching mechanism allows for very rapid discharge.

Torpedoes, on the other hand, are long range warhead delivery systems capable of tracking a target independently and following it for some time. Torpedoes also have internal EW generators and are available in MK.#'s 6 through 50 inclusive.

Missiles are delt with here, while Torpedoes will be handled in the next section.

## MISSILE TYPES

There are two main types of Missiles in **Armored Assault**: Surface Missiles, and Anti-aerial Missiles.

Surface Missiles are always contained within, and fired from, vehicular or non-vehicular ordnance Missile Launchers.

Special armament Anti-aerial Missiles are designated as either AAIMs (Anti-Aerial Infantry Missiles), APAMs (Anti-aerial Powered Armor Missiles), or AAVMs (Anti-Aerial Vehicular Missiles). The only difference between AAIMs, APAMs, and AAVMs, is in how their depletion is handled. In all other aspects of attack resolution, they may be considered identical.

## MISSILE PARAMETERS

Surface Missiles generally contain explosive warheads and are available in Mk.#s 6, 7, 8, 9, and 10 only. A Surface Missile may take as a target any Aeroborne Torpedo, Infantry Team, Powered Armor Trooper, Surface Vehicle, or other construct.

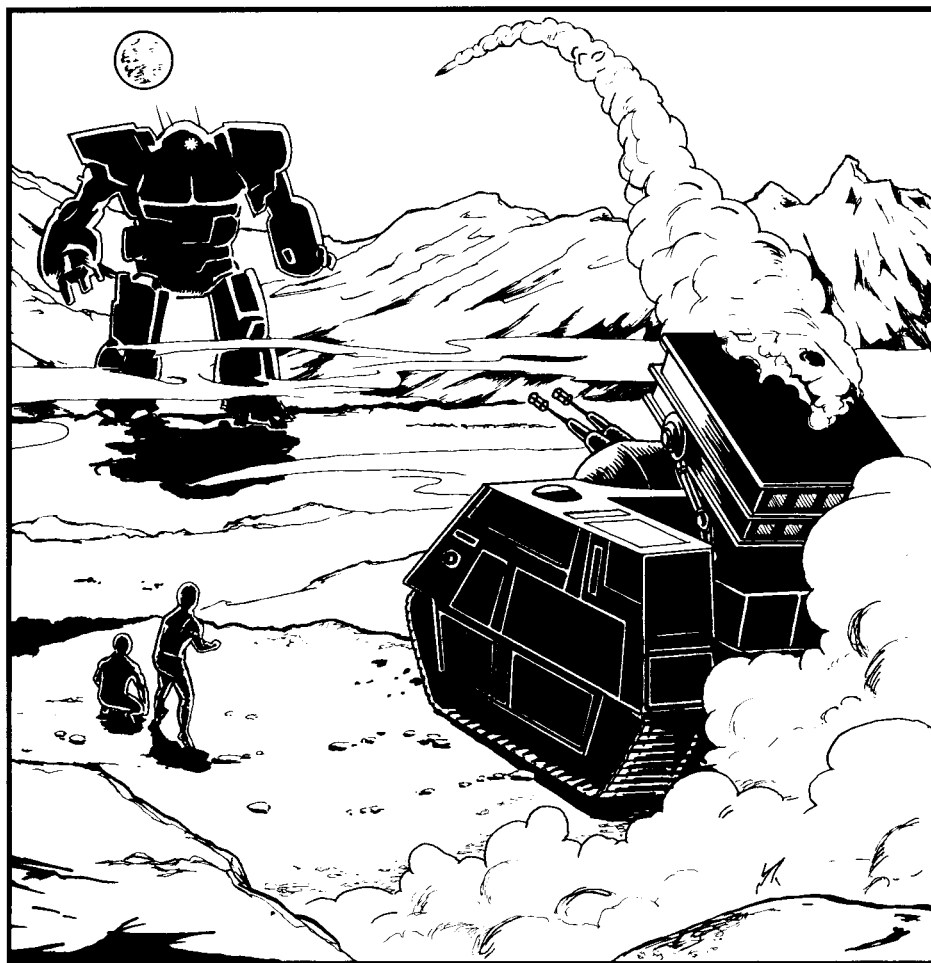
Special armament Anti-aerial Missiles carry nothing more than a Mk.10 equivalent Explosive (Proximity Type) Warhead which is only effective against aerial targets.

There are no Missile counters included in **Armored Assault**, as they are unnecessary. Missile fire and flight is handled by the game mechanics; they do not appear on the map to be guided to their targets by the players.

All Missile attacks are resolved within the same Round in which they are fired. Surface Missiles having a direct LOF (see Section 4.19) to their targets, and special armament Anti-aerial Missile attacks are resolved almost immediately — in the Direct LOF Missile Results Phase. Surface Missiles fired without a direct LOF to their targets have their attacks resolved later in the Round — during the Indirect LOF Missile Results Phase.

## SURFACE MISSILE PROCEDURE

During the Missile/Torpedo Launch Phase, each Crew wishing to fire Surface Missiles may attempt to Lock-on to a target within range and lying within the Covered Arc of the Missile Firing Mount (i.e., Launcher). The declaration of Lock-on intent may be done simultaneously in secret, or in any convenient order. If one player wishes the declaration to be secret, all players must declare Lock-on intentions in secret.



To Lock-on to a target, the Crew first selects the target he would like to Lock-on to and then makes a Lock-on roll. A Lock-on roll is generated by making an Open-ended roll, adding the Crew's Missile bonus and the current EW value of the firing craft, then subtracting the current EW value of the intended target. If the modified roll exceeds 100 (i.e., 101+) the Lock-on is successful and Surface Missile(s) may be fired against that target this Round.

After a Lock-on has been achieved, the Missile Launcher Crew may select any number of Missiles remaining from his Launcher to be fired at the target. This too, may be recorded in secret, then simultaneously revealed between players.

The number of Surface Missiles which may be fired at a target by a given Missile Launcher is limited by the target's Mass Category.

Target Size	Maximum # of Missiles From Each Missile Launcher
Small	9
Medium	29
Large	49
Super Large	No Limit

Surface Missile firing range limits are dependent on the target type. In most cases, the range in hexes to a target may not exceed the Mk.# of the Missile x 5 (e.g., a Mk.7 Missile may fire at a target up to 35 hexes away). An exception to this range limit is when the target is an Aeroborne Torpedo which is — in turn — presently targeted on the attacker firing the Missile(s). In this case, the range of the Missile(s) is increased to the Mk.# x 25 hexes.

Players must keep track of the number of Missiles fired from a Launcher and the intended target (targets if multiple Launchers are firing from a single vehicle) for the Round. Once a Launcher's Missile magazine has been exhausted, it may no longer discharge Missiles.

All Surface Missiles fired at a target will require a Combat Roll to be made in order to determine the effects of their detonation during the appropriate Missile Results Phase.



## ANTI-AERIAL MISSILE PROCEDURE

During the Missile/Torpedo Launch Phase, any unit wishing to fire its AAIMs, APAMs, or AAVMs (as appropriate) may attempt to Lock-on to an aerial target presently within a ten hex range, in any direction. In the Standard Game, the only aerial targets will be Aeroborne Torpedoes presently tracking their targets. However, in the Advanced Game, with the introduction of Aerocraft, the variety of possible targets will increase dramatically.

Each AAIM, APAM and AAVM system may make only one attack per Round.

Lock-on declarations are handled at the same time, and in the same way as Surface Missiles. However, for AAIMs and APAMs, instead of a Crew's Missile Bonus being used in the Lock-on attempt roll, the Infantry Team's or Powered Trooper's OB is substituted.

After a Lock-on has been achieved, the attacker is free to make one Combat Roll against his target in the Direct LOF Missile Results Phase. Note that all anti-aerial attacks within a ten hex range are considered to have a direct Line of Fire.

The paperwork involved in keeping track of Anti-aerial Missile discharges is simpler than the inventory record involved in Surface Missile firing.

- AAIMs are only depleted on certain critical results against equipped Infantry Teams.
- APAMs may only be fired once by an equipped Powered Trooper.
- AAVMs are Payload Pallet armaments for vehicles. For every Mk.5 equivalent of an AAVM system, the vehicle may discharge one Anti-aerial Missile.

## MISSILE SALVOS

Surface Missiles and AAVM systems may increase the deadliness of their attacks by being launched in salvos. The number of Surface Missiles which may be discharged in a salvo from a Missile Launcher is limited by the target's Mass Category. An AAVM system may launch up to 5 of its Anti-aerial Missiles at a time. Consult the Missile Salvo Chart.

## MISSILE ATTACK TABLES

When resolving a Missile attack, be sure to use the proper attack table and damage threshold as indicated below.

- Surface Missile with Direct LOF to construct target: Explosive (Seeker Type) Warhead, Mk.10 damage threshold.

- Surface Missile with Indirect LOF to construct target: Explosive (Proximity Type) Warhead, Mk.10 damage threshold.
- Surface Missile with Direct or Indirect LOF to infantry target: Ordnance vs Infantry Attack Table, using the Mk.10 Explosive Warhead damage threshold.
- Anti-aerial Missile (AAIM, APAM, AAVM): Explosive (Proximity Type) Warhead, Mk.10 damage threshold.

## ATTACK RESOLUTION

To resolve a Missile attack against a selected target, make a Modified Roll:

- Make an Open Ended Roll
- Add the Crew's Missile bonus (or Team's/Trooper's OB)
- Add the Mk.# of Surface Missile(s) used
- Add the Surface Missile Launcher's HUD bonus
- Add any OB Modifier for discharging multiple Surface Missiles or AAVMs
- Subtract the target's DB (x2 if Indirect LOF is used), but do not factor in the EW bonus
- Subtract the Hindrance Terrain modifier (if any) for the Location occupied by the target
- Add Damage/Casualty modifiers

## • Modified Roll =

- Open-ended Roll
- + Missile bonus/OB
- + Mk.# of Surface Missile
- + Surface Missile Launcher HUD bonus
- + OB Modifier due to multiple Missiles
- target's DB (x2 for Indirect LOF) without EW bonus
- Occupied Hindrance Terrain modifier
- + Damage/Casualty modifiers

Using the appropriate attack table, the Modified Roll is cross-indexed with the target's Armor Type to determine the result. Apply the damage immediately.

Once a Missile is fired, its attack is always resolved; however a Crew's Missile bonus or Team's/Trooper's OB, and a Surface Missile Launcher's HUD bonus are not factored into the Modified Roll if:

- The firer is Stunned, Disabled, Destroyed or otherwise eliminated before the attack is to be resolved, or
- Central Fire Control is used (i.e., a crewmember is unable to direct the Surface Missile Launcher).

## ALTERNATE WARHEADS

Nuclear Warheads are available for Surface Missiles. However, the rules covering their use are Optional (see Section 8.2).

## MISSILE SALVO CHART

Number of Missiles Fired	Explosive Warhead Mk.# Threshold	Offensive Bonus Modification	Concussion Damage Multiplier
1	Mk.10	0	x1
2	Mk.10	+4	x1
3	Mk.10	+6	x1
4	Mk.10	+8	x1
5-9	Mk.10	+10	x2
<b>Maximum Effective Limit Against Small Target</b>			
10-19	Mk.10	+15	x3
20-29	Mk.20	+20	x4
<b>Maximum Effective Limit Against Medium Target</b>			
30-39	Mk.30	+30	x6
40-49	Mk.40	+40	x8
<b>Maximum Effective Limit Against Large Target</b>			
50+	Mk.50	+50	x10
<b>Maximum Effective Limit Against Super Large Target</b>			

## 4.14

### TORPEDOES

As explained in the introduction to Section 4.13, Missiles and Torpedoes are two different weapon types. Although Torpedoes are more flexible as attack delivery systems, they are slower than Missiles, and more susceptible to interception.

Vehicles use a system known as the Payload Pallet to carry and discharge Torpedoes. Torpedoes are *not* fired by Missile Launchers.

Torpedoes are represented by a counter on the map as they move towards their targets.

Torpedoes may be attacked, damaged and destroyed by other weapon systems using the normal construct attack rules.

#### TORPEDO MODES

A Torpedo may move in two modes: over surface terrain, and through a liquid body. Torpedoes which are flying over surface terrain are called *Aeroborne* Torpedoes, while those moving through liquid bodies are called *Hydrographic* Torpedoes. Any given Torpedo may use either mode, as necessary, to home-in on its target.

In the Standard Game, there are no subhydrographic targets available as subhydrographic movement is introduced in the Advanced Game. However, there are still reasons to use Torpedoes in Hydrographic mode during the Standard Game:

- 1) Hydrographic Torpedoes are not susceptible to Anti-aerial Missile fire, and
- 2) Hydromotive Surface Vehicles may be attacked by Torpedoes entering their hexes in Hydrographic mode.

#### TORPEDO PARAMETERS

Unlike Missiles, Torpedoes come in a wider variety of sizes, being available in Mk.#'s from 6 through 50 inclusive, and they generally contain explosive warheads. A Torpedo must be mounted on a Payload Pallet which has a Mk.# equal to, or *greater than*, the Mk.# of the Torpedo. A Payload Pallet may carry only one Torpedo, and when so engaged, may carry nothing else.

Below is the Torpedo Chart. Note that it lists Torpedo Types. A given Torpedo Type may be of any Mk.# between 6 through 50 inclusive.

### TORPEDO CHART

Type	AT(DB)	EW	Hits	MP's	Offensive Bonus	Cost Multiplier
Standard	21(10)	10	1	12	Mk.# + 50	1.0
Armored	23(10)	10	5	12	Mk.# + 50	1.5
Express	21(10)	10	1	20	Mk.# + 50	2.0
Stealth	21(40)	40	1	10	Mk.# + 50	2.5
Supreme	22(40)	40	1	15	Mk.# + 50	3.0

All Torpedoes may chase their targets for an unlimited number of Rounds in game terms. True duration for all Torpedoes is 1 hour (360 Rounds).

#### PROCEDURE

During the Missile/Torpedo Launch Phase, any vehicle wishing to fire Torpedo(s) may do so by declaring target(s) and the number of Torpedoes fired.

- Each Torpedo may only have one declared target.
- A Torpedo's target must be within 50 hexes per Sensor Rating # of the firing craft.
- Any Torpedo, Infantry Team, Powered Trooper, Vehicle, or other construct may be a target for a Torpedo, as long as:
  - a) the target is not cloaked by EW (see Section 8.1), and
  - b) the firing vehicle has an operating Sensor system.
- Unlike Missile Launcher fire, any number of targets may be fired at during a Round.
- A Torpedo is considered to be automatically Locked-on to its target, and will move towards that target during the Movement/Maneuver Phase of every Round until the target is reached, or the Torpedo is destroyed.
- A Torpedo may be targeted on a hex within range, even if the hex does not contain an enemy unit.

#### TORPEDO MOVEMENT

When a Torpedo is fired, place a Torp counter on the map in the firing vehicle's hex. The Torp may be facing in any direction.

A Torp will attempt to home-in on (i.e., move towards) its respective target during each subsequent Movement/Maneuver Phase, expending all of the MP's listed on the Torpedo Chart, if possible. Each Torpedo moves immediately after its

target has moved during the Movement/Maneuver Phase. If its target does not move during a Round, the Torp is moved at the end of the Movement/Maneuver Phase.

Torpedoes move by entering one hex at a time. The hex moved into must be the one immediately ahead of the Torp counter. For every hex moved into, a Torp may make one hexside turn (i.e., facing change). *Aeroborne Torpedoes* expend 1 MP per hex moved into, and 1 MP per hexside turn. *Hydrographic Torpedoes* expend 2 MP's per hex moved into, and 2 MP's per hexside turn.

The player whose vehicle fired the Torpedo decides how the Torp will move, but with two restrictions:

- 1) The Torp must attempt to decrease the range to its target if possible, and
- 2) All of a Torp's MP's must be expended every Round until the target is reached.

Torpedo targeting and launch may be declared and resolved in any convenient order. But, if any player wishes these declarations to be secret, all players must declare targeting and launching in secret (e.g., write them down). Afterwards, all *secret declarations are revealed simultaneously*.

#### DETONATION

A Torpedo will detonate if:

- a) It has entered its target's hex, or
- b) Its target has been *Destroyed* or otherwise eliminated before the Torp reaches the hex.
- c) Its target enters the Torp's hex.

If, during the Movement/Maneuver Phase, a Torpedo enters the target's hex, it ends its movement immediately and detonates, attempting to inflict damage on the target. This detonation is resolved during the Torpedo Results Phase. If the target enters the Torp's hex during the Movement/Maneuver Phase, the detonation is resolved immediately.

If a Torp's target is eliminated before the Torp gets there, the Torp will self-destruct, causing no damage whatsoever.

### TORPEDO ATTACK TABLES

When resolving a Torpedo attack, be sure to use the proper attack table as indicated below.

- Target is a construct: Explosive (Seeker Type) Warhead Attack Table.
- Target is infantry: Ordnance vs Infantry Attack Table, using the appropriate damage threshold for an explosive warhead.

### COLLATERAL ATTACKS

A Torpedo's target might not be the only unit affected by the Torp's detonation. All other units in the target's hex at the time of detonation are attacked by the blast of the Torpedo. Such secondary attacks are called Collateral Attacks and affect units even if they are friendly to the firing player.

All Collateral Attacks versus constructs are resolved on the Explosive (Proximity Type) Warhead Attack Table with the appropriate damage threshold for the Mk.# of the Torp. Collateral infantry targets are attacked on the Ordnance vs Infantry Attack Table with the appropriate damage threshold for the explosive warhead.

### ATTACK RESOLUTION

To resolve a Torpedo attack, make a Modified Roll:

- a) Make an Open-ended Roll
  - b) Add the Torpedo's OB
  - c) Subtract the target's DB (no EW bonus)
- **Modified Roll =**  
Open-ended Roll  
+ Torpedo's OB  
- target's DB (no EW bonus)
  - Using the appropriate attack table, the Modified Roll is cross-indexed with the target's Armor Type to determine the result. Apply the damage immediately.

### ALTERNATIVE WARHEADS

Nuclear and Matter/Antimatter Warheads are available for Torpedoes. However, the rules covering their use, particularly with respect to Blast Radius and attack thresholds are covered in the Optional Rules (Section 8.2).

## 4.15 SPECIAL ARMAMENTS AND PAYLOAD PALLET MUNITIONS

### INTRODUCTION

Though the mechanics of using some special armaments and Payload Pallet munitions have already been presented up to this point in the rules, this section consolidates all the information required to use these items.

### SHAPED CHARGE DEMO PACKS/PROJECTILES (SCDP)

#### Used by:

- Infantry Teams and Powered Troopers.

#### Prerequisites for use:

- Target must be a construct.
- If target is a vehicle or Powered Trooper, it may not have a Move counter beneath it, either face-up or inverted.
- SCDP equipped Infantry Team or Powered Trooper must occupy target's hex and make successful placement roll during the Movement/Maneuver Phase.

#### Attack resolution:

- Successfully placed SCDP has its attack resolved at the beginning of the immediately following Projectile/Energy Fire Phase.
- **Modified Roll =**  
Open-ended Roll  
+ Placing unit's OB  
- Target's DB (no EW or Screens)
- Cross-index the result on the Shaped Charge Warhead Attack Table (25.11), using the Mk.10 damage threshold.

#### Depletion:

- Infantry Teams lose SCDP capability on adverse critical damage results.
- Powered Troopers may only discharge one SCDP each.

### ANTI-AERIAL MISSILES (AAIM — APAM — AAVM)

#### Used by:

- Infantry Teams, Powered Troopers and Vehicles

#### Prerequisites for use:

- Target must be an Aeroborne Torpedo, or an Aircraft or Starcraft (Advanced Game).
- Target must be within 10 hexes of the firing unit during the Missile/Torpedo Launch Phase.

#### Attack resolution:

- Resolve attack during the Direct LOF Missile Results Phase.
- **Modified Roll =**  
Open-ended Roll  
+ Firing Crew's Missile OB (or Team's/Trooper's OB)  
- Target's DB
- Cross-index the result on the Explosive (Proximity Type) Warhead Attack Table (25.13), using the Mk.10 damage threshold.

#### Depletion:

- Infantry Teams lose AAIM capability on adverse critical damage results.
- Powered Troopers may only discharge one APAM each.
- Vehicular AAVMs may fire once for every Mk.5 equivalent of the system.

### CHEMICAL MUNITIONS (CHEM — CHEM-D)

#### Used by:

- Infantry Teams, Powered Troopers and Vehicles

#### Prerequisites for use:

- Target must be infantry (or construct; see Optional Rules).
- Target must be in range and Direct LOF. Infantry Teams may fire out to their Force # range equivalent (5 + Force #). Powered Troopers and vehicles may discharge CHEM out to one hex range.

#### Attack resolution:

- A CHEM or CHEM-D attack may be declared in lieu of a normal attack opportunity during the Projectile/Energy Fire Phase.

#### Modified Roll =

- Open-ended Roll  
+ Firing Crew's Projectile Gunnery OB (or Team's/Trooper's OB)  
- Target's DB
- Cross-index the result on the Ordnance vs Infantry Attack Table (25.2), using the Chemical Munitions damage threshold.

#### Depletion:

- Infantry Teams lose CHEM capability on adverse critical damage results.
- Powered Troopers may only use their Chem-D once each.
- Vehicular chemical munition dischargers may make one attack for every Mk.5 equivalent of a CHEM-D system.

## MUNITION FOR ANTI-LASERLIGHT AND SMOKE (MASK — MASK-D)

### Used by:

- Infantry Teams, Powered Troopers and Vehicles.

### Prerequisites for use:

- Placement hex must be in range and Direct LOF. Infantry Teams may place a MASK counter out to their Force # range equivalent (5 + Force #). Powered Troopers and vehicles may discharge MASK out to a one hex range.

### Placement resolution:

- One MASK counter placement may be declared in lieu of a normal attack opportunity during the Projectile/Energy Fire Phase.
- Vehicular MASK-Ds may only discharge one MASK counter at a time each.
- No attack roll is necessary for desired MASK placement, but munition failure must always be checked for. Roll 1D100: on a roll of 01-02, the MASK munition fails in some way and the MASK counter is not placed on the map.

### Depletion:

- Infantry Teams lose MASK placement capability on adverse critical damage results.
- Powered Troopers may only use their MASK-D once each.
- Vehicle MASK dischargers may place one MASK counter for every Mk.5 equivalent of a MASK-D system.

## INFANTRY MORTAR (MORT)

### Used by:

- Infantry Teams and Powered Troopers.

### Prerequisites for use:

- If a Direct LOF exists to the target hex, the range may not exceed 20 hexes.
- If only an Indirect LOF exists to the target hex, the range may not exceed 10 hexes.
- No fire allowed at 0 hex range.

### Attack resolution:

- All potential targets in the target hex are affected by a MORT attack. Only one attack roll is made, but it applies to all defenders in the hex.
- Resolve attack during the Projectile/Energy Fire Phase in lieu of a normal attack opportunity.

### • Modified Roll =

- Open-ended Roll
- + Firing unit's OB
- Target's DB (x2 for Indirect LOF)
- Occupied Hindrance Terrain Modifier

- Cross-index the modified result against each target on the Explosive (Proximity Type) Warhead attack table (25.13), using the Mk.10 damage threshold.

### Depletion:

- Infantry Teams lose MORT attack capability on adverse critical damage results.
- Powered Troopers may only discharge their MORTs once each.

## FIELD MINES (I-MINE — V-MINE)

### Used by:

- Infantry Teams, Powered Troopers and Vehicles.

### Prerequisites for use:

- I-Mine targets must be Infantry Teams.
- V-Mine targets must be Surface Vehicles or Powered Troopers.
- Field Mines must be "dropped" in a hex just exited by the possessing unit during its Movement/Maneuver Phase.

### Attack resolution:

- I-Mines are detonated by any Infantry Team entering the mined hex.
- V-Mines are detonated by any Surface Vehicle or Powered Trooper entering the mined hex.
- As soon as an appropriate target enters a mined hex, resolve the mine attack.

### • Modified Roll =

- Open-ended Roll
- + 50
- Target's DB (no EW)

- Cross-index the result on the appropriate attack table. I-Mines attack infantry on the Ordnance vs Infantry Attack Table (25.2), using the Mk.50 Explosive Warhead damage threshold. V-Mines attack constructs on the Explosive (Proximity Type) Warhead Attack Table (25.13), using the Mk.50 damage threshold.
- Multiple I-Mines or V-Mines in a hex do not have a cumulative attack effect.
- After Field Mines have detonated, they may not do so again. Remove the counter from the map.

### Special attack resolution:

- If an infantry target occupies a V-Mine hex when they detonate, the infantry is also attacked as if by an I-Mine using the same attack roll made against the target which set off the V-Mine.

### Depletion:

- Infantry Teams and Powered Troopers with Field Mines may only place them in one hex. Afterward, they may not place another mine.
- Vehicles may place one Field Mine for every Mk.5 equivalent of their I-Mine or V-Mine dispenser.

## ANTI-INFANTRY MUNITION SYSTEM (AIMS)

### Introduction:

- AIMS is a Payload Pallet device used for primarily for attacking Infantry Teams. An AIMS functions exactly like an Infantry Team's Inherent Small Arms. Each Mk.10 equivalent of an AIMS device equates to one Force Level of Small Arms fire in terms of range and effect.

### Used by:

- Vehicles.

### Attack resolution:

- A vehicle Crew may make an AIMS attack in lieu of a normal attack opportunity during the Projectile/Energy Fire Phase.

### • Modified Roll =

- Open-ended Roll
- + Firing Crew's Projectile Gunnery bonus
- Target's DB
- Occupying Hindrance Terrain Modifier
- Intervening Terrain Modifier
- Range Modifier for Small Arms fire

- Cross-index the result on the appropriate attack table. If the target is infantry, use the Small Arms vs Infantry Attack Table (25.1). If the target is a construct, use the Small Arms vs Construct Attack Table (25.3).
- AIMS devices are self-powered Energy Weapons. Their attack capability does not deplete, though they are subject to malfunctions on a UM 01-02 roll, and may be damaged due to critical hits.

## POINT DEFENSE MUNITION SYSTEM (PDMS)

### Introduction:

- The PDMS is a Payload Pallet device meant to be the last line of defense against Torpedoes which are homing in on the PDMS equipped vehicle.



#### Used by:

- Vehicles

#### Prerequisites for use:

- A Torpedo targeted on the vehicle must enter its hex during the Movement/Maneuver Phase.

#### Attack resolution:

- In the Projectile/Energy Fire Phase after the Torpedo enters the vehicle's hex and before the Torpedo Results Phase, the target vehicle's crew may fire a PDMS in lieu of a normal attack opportunity.
- Each PDMS may fire at only one Torpedo per Projectile/Energy Fire Phase. If multiple Torpedoes enter a target's hex and the target has multiple PDMS devises to fire, their attacks must be pre-allocated before being resolved.
- **Modified Roll =**
  - Open-ended Roll
  - + Mk.# of the PDMS devise
  - Torpedo's DB
- If the Modified Roll is over 100 (i.e., 101+), the Torpedo is destroyed before it detonates.

#### Depletion:

- PDMS devises are self-powered Energy Weapons. Their attack capability does not deplete, though they are subject to malfunctions on a UM 01-02 roll, and may be damaged due to critical hits.

### TORPEDO (TORP)

Torpedo mechanics are covered in Section 4.14.

## 4.16 INFANTRY TEAM, POWERED TROOPER, AND NON-VEHICULAR ORDNANCE INITIATIVE

Initiative mechanics for Infantry Teams, Powered Troopers and Non-vehicular Ordnance weapons is much less involved than for vehicles.

In the cases of both Movement and Firing, these units have their own special portions of these Phases to perform their activities. If opposing players each have Teams, Troopers and/or Non-vehicular Ordnance, they may alternate the execution of move/fire activities between opposing units, using a competitive die roll to determine which Side may go first.

**Example:** *Player A and Player B both have Infantry Team units on the playing surface, and a few from each Side have had Move counters placed beneath them. During the Movement/Maneuver Phase of Round 1, Turn 1, both players roll a competitive D10 to see which of them will have the opportunity of moving first. Player A rolls a 2, Player B rolls a 4. If Player B is going to move one of his Infantry Teams this Round, he must do so first. Assume he does. Player A now must move one of his eligible Infantry Teams if he intends to do so this Round. If Player A does move a Team, Player B may then move another one of his. If Player A elected to pass on moving one of his Teams this Round, Player B would then be able to go ahead and move as many more of his eligible Teams as he desired; Player A has passed on movement for the remainder of the Round. The same principles would apply to the firing of Infantry Team weapons in the Projectile/Energy Fire Phase.*

## 4.17 MOVEMENT

### INTRODUCTION

Standard Game movement is an expansion of the fundamentals established in the Basic Game. Most Basic Game movement concepts apply except where amended below.

The main principle behind the movement system is that all Surface Vehicles and Infantry Teams may actually perform their movement on the playing surface during only 1 Round of the Turn. The Round during which one of these units actually moves is left to the discretion of the controlling player. Eligible Powered Troopers, on the other hand, may perform movement on any, and every Round of the Turn. Torpedoes, of course, must perform movement on every Round of the Turn until they detonate or are destroyed.

The order of movement during a Movement/Maneuver Phase will often be dictated by Initiative Priority, as players jockey for their opportunities to move. However, it is important to realize that once a player has begun to move a unit, his foes must wait until that unit's move is completed before they may have any further opportunity to exercise an Initiative advantage.

It would help to refer to the Terrain Movement/Hindrance Chart displayed in Section 4.1 when going through the rules.

### ENTERING HEXES WITH SLOPES

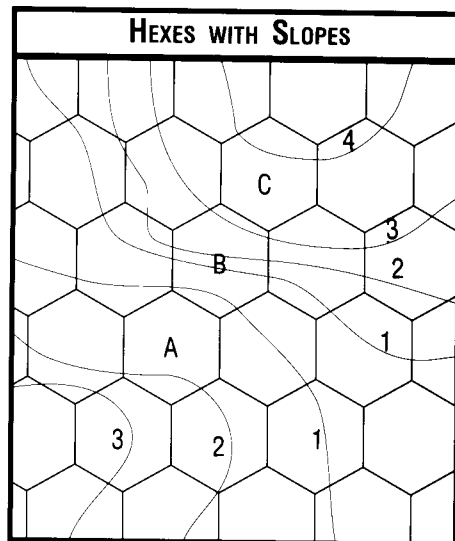
Note on the Terrain Movement/Hindrance Chart that the "MP Cost to Enter" value for a Slope is listed as +#. This means that the # value is added to the MP Cost of other terrain in the hex if the vehicle is passing from a hex of lower elevation to a hex of higher elevation (see Section 4.1 to determine hex elevation).

To determine whether a slope between two adjacent hexes is gentle, medium or steep, find the elevation of the hex being exited and the one being entered. The difference in elevations indicates the number of contour lines being crossed, and thus, the grade of the slope.

The +# MP Cost is only applicable if passing to a hex with a higher elevation. The MP cost to move along a slope is +0. When moving downslope, there may be a -# MP Cost, which indicates that MPs are gained by the unit for further expenditure during the Phase.

**Special Case:** When entering a hex that contains contour lines of two different hills, assume that the highest elevation possible is always the one moved to. If this would obviously or necessarily entail a move first to a lower elevation, then on to the highest possible elevation, count contour lines from the lowest point in the hex to the highest: this generates the slope MP Cost.

**Example:** *Refer to the accompanying diagram. A vehicle in hex "A" is at elevation 2. Hex "B" is an elevation 3 hex, but moving from "A" to "B" entails an elevation change of 3 levels, since hex "B" has contour lines from two different hills. The elevation change in this case must be counted from the lowest point in the hex. Moving on from hex "B" to "C" is just an elevation change of 1 (elevation 3 to 4).*



## MOVEMENT CATEGORIES

Different drive systems are capable of managing various terrain types to greater or lesser levels of proficiency. To represent these differences, Movement Categories have been introduced in the Standard Game.

There are six Movement Categories which encompass all of the motive forms allowed by units in the Standard Game. These categories, and the motive forms they represent are listed below.

### Movement Category 1: Foot

Foot movement is used by Infantry Teams, each of which has 2 MPs to expend each Turn. No vehicular drive system uses the Foot Movement Category.

### Movement Category 2: Wheeled and Tracked

This is the Movement Category which was used in the Basic Game. All vehicles using a wheeled or tracked drive system spend its MPs in this Movement Category. Some players may wonder why there is no distinction made between Wheeled and Tracked vehicles in negotiating terrain. It is assumed here that the tires of Wheeled vehicles are solid, armored, and deeply treaded, so that they have the traction and durability of tracked systems.

### Movement Category 3: Hopper and Walker

Powered Troopers have a "hopper" motive form, so called because of the way they move: that being a series of powerful hops. No vehicular drive system is considered to be of the hopper type. However, some vehicles may have a walker motive system. Walker drives allow vehicles to pick their way through tough terrain using their systems of leg-like appendages.

### Movement Category 4: Jumper

Jumper vehicles leap from one location to the next. As can be noted on the Terrain Movement/Hindrance Chart, the cost for entering most hexes is just 1 MP. This represents the fact that jumpers pass over, not through, intervening terrain when they move.

When jumpers land, they may be required to make a landing Maneuver Roll as indicated by the presence of a difficulty modifier on the Terrain Chart after certain MP entries, and explained in the Maneuver section of the rules (4.18).

Jumpers pick a landing hex before they actually move in the Movement Phase. This landing hex may not be at a greater range than the jumper has MPs. Jumper range may be modified due to the passing over of sloped terrain, as indicated on the Terrain Chart.

When a Jumper moves, it passes through hexes on the map in the most direct line from starting to ending point. This path provides Opportunity Firers with target hexes if they choose to fire at the jumping vehicle.

A Jumper may not jump to a hex out of its LOS unless the vehicle has a functioning Sensor system.

### Movement Category 5: Surface Effects and Gravitic Effects

Hovercraft and anti-grav vehicles use this category's movement costs. Surface Effects vehicles may not operate unless an atmosphere is present.

### Movement Category 6: Hydromotive

This drive system allows vehicles to travel on and under hydrographic terrain. Though the Standard Game only accounts for surface hydrographic movement, this motive system may be used in the Advanced Game for submersed movement when allowed by a vehicle's design.

## CHANGING MOVEMENT CATEGORIES

Some vehicles will have more than one drive type, which may allow the expenditure of MPs in different categories. Changing the presently engaged drive of a vehicle is an action attempted during any Movement/Maneuver Phase in which the vehicle does not expend MPs. MPs from only one drive system may be expended over the course of a single Turn.

## MOVEMENT POINTS

Each drive system will have an associated number of MPs which may be spent during a Turn to:

- Enter the terrain of a new hex.
- Change facing within a hex.
- Enter different terrain within a presently occupied hex.

The MPs of one drive system may not be used to supplement the MPs of another drive system on multi-motive system vehicles.

As already indicated, the MP allotment of a motive system is the total which may be expended every Turn. The one exception to this rule in the Standard Game is the Powered Trooper, who may expend his MP allotment every Round, if desired.

## ENTERING HEXES

As in the Basic Game, any new hex moved into by a vehicle must be the one directly to that vehicle's front facing. Consult the Terrain Chart to determine the MP Cost To Enter for moving into the new hex.

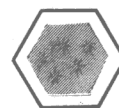
## LOCATION

The concept of "Location" is that of a unit's position within a hex. This is particularly relevant when a hex contains more than one type of terrain. For instance, a hex containing Clear terrain and a Mud Pit has two Locations, either of which may be occupied by an entering unit.

Use a terrain counter to signify what specific Location is occupied by a unit at any given time.

## SELECTING TERRAIN TO ENTER

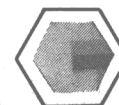
Some hexes will contain more than one terrain type. In such cases, the moving player may select the type of terrain that his Small or Medium vehicle enters. The cases in which a terrain type *must* be entered by a moving unit are listed below:



- The hex contains woods or jungle.



- The hex contains a barricade or rubble.



- The hexside between the adjacent hexes being moved from and to is covered by a specific terrain type all along its length.

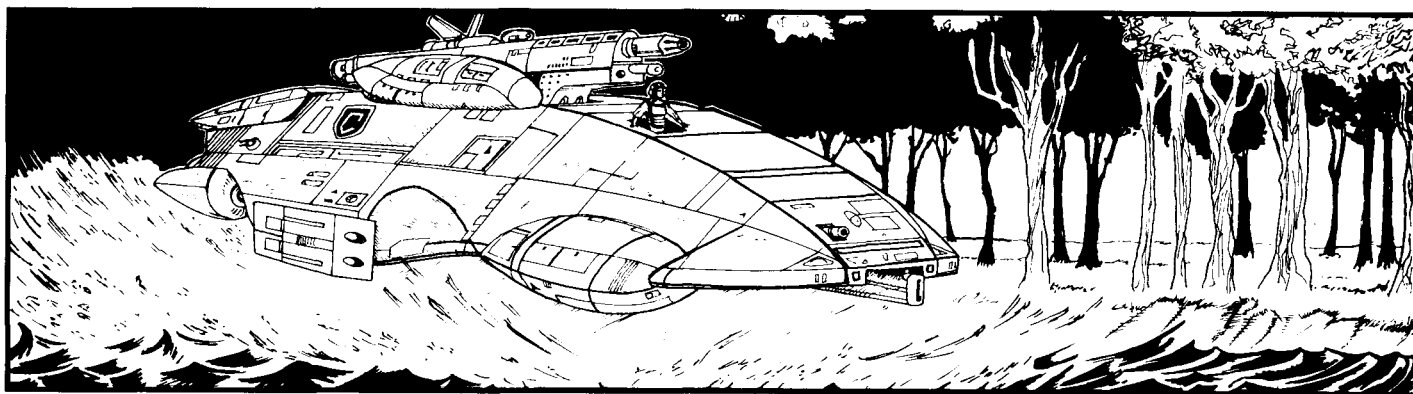


- A terrain feature crosses the length of a hex, and the moving unit wishes to exit the hex on the other side of the feature.

- The hex falls completely within the confines of a building.

The road MP Cost To Enter may only be used if the road symbol intersects the hexside crossed between hexes.

The MP Cost To Enter for Emplacements is in addition to the Natural Ground Terrain cost and Ground Terrain Modifier for the hex if the Emplacement is to be entered by a moving unit. Note that Barricades must always be entered if their hex is moved into.



Large and Super Large vehicles do not have a choice of the Location that they enter in a hex: they must always enter the most prevalent terrain type (judged by area covered) in a hex.

### FACING CHANGES

As in the Basic Game, the cost to change facing within a hex is 1MP per hexside changed. However, this turning cost is not paid while a unit is moving along a road.

Units without a face-up Move counter beneath them may change facing within their presently occupied hex during a Movement/Maneuver Phase by executing a turning maneuver, provided that the vehicle's presently engaged drive system is not immobilized. See Section 4.18.

### ENTERING DIFFERENT TERRAIN WITHIN A HEX

A vehicle with a face-up Move counter occupying a multi-terrain hex may change the terrain that it presently occupies in a hex by paying the Cost To Enter for the terrain type to be moved into. No physical movement of the unit on the map is necessary to complete this type of move. This is known as a change in Location, and may be coupled with a facing change if desired.

### MOVEMENT UNDER HYDROGRAPHIC BODIES

Subhydrographic movement can take two forms:

- 1) Moving through a liquid medium, and
- 2) Moving along the bottom of a hydrographic body.

Moving through liquid mediums (i.e., true submersible movement) is dealt with in the Advanced Game. The Standard Game does, however, allow ground vehicles to move along the bottom of relatively shallow hydrographic terrain features, like lake-beds. See the entry for Subhydrographic movement on the Terrain Chart.

Units presently at the bottom of a hydrographic body are immune to all attacks forms except Hydrographic Torpedoes, and may not discharge any weapon systems except Hydrographic Torpedoes.

### MINIMUM MOVE

The Standard Game Minimum Move is the same as that presented in the Basic Game.

### STACKING

Stacking is the placement of more than one unit in a hex.

The Standard Game introduces Stacking limitations, which come into effect at the end of every Movement/Maneuver Phase.

- No more than four Small vehicles may occupy a hex, and Small vehicles may never occupy the same hex as any larger vehicle.
- Only one Medium, Large or Super Large vehicle may occupy a hex.
- If a hex contains Small or Medium vehicles, any number of Infantry Teams and/or Powered Troopers may also occupy the hex.
- Only one Infantry Team or Powered Trooper may occupy a hex containing a Large or Super Large vehicle.
- A Non-vehicular Ordnance Weapon is considered to be a Small vehicle for the purposes of stacking.

### WHEN TO MOVE

A unit with a face-up Move counter may execute its move during any Round of the Turn. A unit's entire move for the Turn must be executed within one Movement/Maneuver Phase of one Round in that Turn. The decision as to which Round to move is left up to the player. Remember that Powered Troopers are special in that they may move in every Round of a Turn, if so desired.

### FREQUENCY OF UNIT MOVEMENT

One Round Per Turn	Every Round Per Turn
<ul style="list-style-type: none"> <li>• Infantry Teams</li> <li>• All Surface Vehicles</li> </ul>	<ul style="list-style-type: none"> <li>• Powered Armor Troopers</li> <li>• Torpedoes</li> </ul>

Keep in mind that a vehicle with Initiative Priority over another may preempt that other's move before it has started. Once a vehicle with Initiative Priority has finished its move, the lower ranked vehicle may attempt to initiate its own move again (if still desired), subject to further preemption.

### FINAL COMMENTS

The **Armored Assault** movement system may take some getting used to. The idea behind it is that any unit which has been given the command to Move may execute that move at any time. However, vehicles with the Initiative may step in at any time and execute their moves first, if that is what the owning player decides to do.

What this system will lead to is a dynamic flow of movement on the playing surface, where Platoons of vehicles with the Initiative dictate the pace at which the action occurs. They may sit back for the first few Rounds and see where their opponents deploy, then react. Or, they may use their Initiative advantage to go first and grab up the most favorable firing positions in an attempt to deny their possession to the enemy.

**Armored Assault** scenarios will rarely be seen where all the forces of one side take actions, followed by all the forces of the other, in a "My turn — Your turn" sort of game. It is hoped that each **Armored Assault** scenario will involve a high level of interaction, with more of a "Oh no you don't, I'll do this first" feel to it.

## 4.18 MANEUVERS

During the Movement/Maneuver Phase, players have the opportunity to perform certain maneuvers. All units are restricted to performing no more than one maneuver per Round. Most maneuvers are voluntary actions, but all require that certain prerequisite circumstances exist.

Each Round a unit may perform one, and only one, of the following maneuvers:

- Infantry Team Embarkation/Disembarkation
- Powered Trooper Embarkation/Disembarkation
- Vehicular Embarkation/Disembarkation
- Bail Out
- Exit Subsurface Bunker
- Change Engaged Drive System
- Change Facing
- Land Jumper Vehicle
- Place SCDP
- Disengage From Infantry Melee
- Ram

### THE MANEUVER ROLL

Many of these maneuvers will require a Maneuver Roll to determine if they succeed. To make a Maneuver Roll add:

- an Open-ended Roll
- the appropriate Skill bonus (if any)
- the Difficulty Modifier of the maneuver
- any other applicable modifiers/bonuses

If a Maneuver Roll is over 100 (i.e., 101+) the maneuver is successful. Otherwise, the maneuver has failed and the consequences must be resolved and/or applied. These consequences and effects are documented in the following sub-sections.

Below is a chart indicating the modifiers associated with the various difficulty ratings used in the *Space Master* series.

### RATINGS AND MODIFIERS

Difficulty Rating	D100 Modifier
Routine .....	+30
Easy .....	+20
Light .....	+10
Medium .....	0
Hard .....	-10
Very Hard .....	-20
Extremely Hard .....	-30
Sheer Folly .....	-50
Absurd .....	-70
Insane .....	-100

## INFANTRY TEAM

### EMBARKATION/DISEMBARKATION

Infantry Teams may be passengers in vehicles. The loading and off-loading of Infantry Teams is a maneuver which requires that certain preconditions exist. However, no Maneuver Roll is required.

Embarkation/Disembarkation is considered to be a maneuver performed by both the transporting and transported unit(s). The Initiative Priority of the transporting unit is the guide used for determining when this maneuver may be performed during the Movement/Maneuver Phase.

#### Prerequisites:

- The transporting vehicle must not be Disabled, and may not have a Move counter beneath it.
- For Embarkation, the transporting vehicle and Infantry Team(s) must occupy the same Location.

#### Effect:

- For Embarkation, the Infantry Team(s) are removed from the map and placed on the Vehicle Display of the transporting unit.
- For Disembarkation, the Infantry Team(s) are removed from the Vehicle Display of the transporting unit and placed on the map in the hex occupied by the transporting unit (may be a different Location in the hex). Infantry Team(s) may be placed on the map with a face-up Move counter beneath them, at the discretion of the controlling player.

## POWERED TROOPER

### EMBARKATION/DISEMBARKATION

Powered Troopers may be passengers in vehicles. The loading and off-loading of Powered Troopers is a maneuver which requires that certain preconditions exist. However, no Maneuver Roll is required.

Players will notice that Powered Trooper Embarkation/Disembarkation is less stringent than that for Infantry Teams, as Powered Troopers may load onto, and off-load from, transport vehicles in motion.

Embarkation/Disembarkation is considered to be a maneuver performed by both the transporting and transported unit(s). The Initiative Priority of the transporting unit is the guide used for determining when this maneuver may be performed during the Movement/Maneuver Phase.

#### Prerequisites:

- The transporting vehicle must not be Disabled.
- For Embarkation, the transporting vehicle and Powered Trooper(s) must occupy the same Location.

#### Effect:

- For Embarkation, the Powered Trooper(s) are removed from the map and placed on the Vehicle Display of the transporting unit.
- For Disembarkation, the Powered Trooper(s) are removed from the Vehicle Display of the transporting unit and placed on the map in the hex occupied by the transporting unit (may be a different Location in the hex). Powered Trooper(s) may be placed on the map with a face-up Move counter beneath them, at the discretion of the controlling player.

## VEHICULAR

### EMBARKATION/DISEMBARKATION

If they are small enough, some vehicles may be carried inside the Vehicle Bays of larger craft, called "carriers". The loading and off-loading of a transported vehicle(s) is a maneuver which requires that certain preconditions exist. However, no Maneuver Roll is required.

Embarkation/Disembarkation is considered to be a maneuver performed by both the carrier and transported unit(s). The Initiative Priority of the carrier is the guide used for determining when this maneuver may be performed during the Movement/Maneuver Phase.

#### Prerequisites:

- The carrier must not be Disabled, and may not have a Move counter beneath it.
- For Embarkation, the vehicle(s) to be transported must move to the carrier's hex and enter its Vehicle Bay on the same Round.
- The Vehicle Bay of the carrier must be large enough to accommodate all transported vehicles. Compare the tonnage capacity of the carrier's Vehicle Bay to the sum total masses of all transported vehicles.

#### Effect:

- For Embarkation, the transported vehicle(s) are removed from the map and placed on the Vehicle Display of the carrier.



- For Disembarkation, the transported vehicle(s) are removed from the Vehicle Display of the carrier and placed on the map in the hex occupied by the carrier. Transported Vehicle(s) may be placed on the map with a face-up Move counter beneath them, and must move that Round (if necessary) to satisfy Stacking limitations.

### BAIL OUT

When a vehicle is Disabled, its Crew and any transported Infantry Teams and/or Powered Troopers may Bail Out of that vehicle during any following Movement/Maneuver Phase. Normal Embarkation/Disembarkation procedures are never used if the transporting vehicle is Disabled: Bail Out must be used. No Maneuver Roll is necessary.

#### Prerequisites:

- The vehicle must be Disabled.
- There must be at least one surviving crewmember, Infantry Team, or Powered Trooper.
- Environment must not be hostile to non-environmentally protected Crews or Infantry Team passengers.

#### Effect:

- Surviving Crews/Teams/Troops have their counters placed on the map in the Location of their Disabled vehicle at the end of the Movement/Maneuver Phase. No Move counters may be placed with them.
- Crews produce one Force 1 Infantry Team for every multiple of five surviving crewmembers. Their Quality # equals their Elan divided by 10, rounded off.

### EXIT SUBSURFACE BUNKER

Units in a Subsurface Bunker may leave by way of a Subsurface Bunker Entrance, but this action requires a successful Maneuver Roll.

#### Prerequisites:

- The unit must be in a Subsurface Bunker.
- The unit must have been given the Move command.
- The unit must attempt this maneuver at the beginning of its move, which must be performed in accordance with the prevailing Initiative rules.

#### • Maneuver Roll =

- Open-ended Roll
- + Crew's AFV Driver bonus (if unit is a vehicle)
- + Team's/Trooper's Quality # x 10 (if unit is a Team/Trooper)
- + Light (+10) Difficulty Modifier
- + Damage/Casualty Modifiers

#### Effect:

- If the Maneuver Roll is successful (101+), the unit is placed in the Subsurface Bunker Entrance hex, facing in any desired direction. The unit must then execute its move.
- If the Maneuver Roll fails, the unit may not move this Round.

### CHANGE ENGAGED DRIVE SYSTEM

Some vehicles have more than one drive system, though only one may be in use at a time. Changing the drive system to be used by a vehicle is an action which requires a successful Maneuver Roll. Note that a vehicle may only expend the MPs of one drive system per Turn.

#### Prerequisites

- The vehicle must have an alternate drive system with a current MP total greater than 0.
- The vehicle must not expend MPs during the current Round.

#### • Maneuver Roll =

- Open-ended Roll
- + Crew's AFV Driver bonus
- + Medium (+0) Difficulty Modifier
- + Damage/Casualty Modifiers

#### Effect:

- If the Maneuver Roll is successful (101+), the vehicle is now considered to have the new drive system engaged.
- If the Maneuver Roll fails, the vehicle is still considered to have the same drive system engaged.

### CHANGE FACING

Any vehicle may change its facing by one hexside, even if it has not been commanded to Move during the Turn. This action requires a successful Maneuver Roll.

#### Prerequisites:

- The vehicle must have an engaged drive system with an MP total greater than 0.
- The vehicle must not expend MPs during the current round.

#### • Maneuver Roll =

- Open-ended Roll
- + AFV Driver bonus
- + Difficulty Modifier (see below)
- + Damage/Casualty Modifiers
- The Difficulty Modifier to be used can be found on the following chart:

Vehicle's Location	Difficulty Modifier
Clear, Brush, Crater	Easy (+20)
Calm Hydrographic	Light (+10)
Sparse Wood, Broken/Rocky	Medium (+0)
Choppy Hydrographic	Hard (-10)
All Other Hydrographic Terrain	Very Hard (-20)
All Other Ground Terrain	Extremely Hard (-30)

#### Effect:

- If the Maneuver Roll is successful (101+), the vehicle may change its facing by one hexside in either direction.
- If the Maneuver Roll fails, the vehicle may not change its facing.

### LAND JUMPER VEHICLE

If a jumper vehicle lands in a Location containing treacherous terrain, it is required to make a Maneuver Roll to avoid damaging itself.

The terrain types which require Maneuver Rolls to be landed in are noted on the Terrain Movement/Hindrance Chart by the inclusion of the associated Difficulty Modifier next to the MP Cost To Enter under Movement Category 4.

If a terrain type does not have an associated Difficulty Modifier, no Maneuver Roll is required upon landing.

#### Prerequisites:

- A jumper vehicle is landing in a terrain type having an associated Difficulty Modifier on the Terrain Chart.

#### • Maneuver Roll =

- Open-ended Roll
- + Crew's AFV Driver bonus
- + Difficulty Modifier associated with terrain type
- + Damage/Casualty Modifiers

### Effect:

- If Maneuver Roll is successful (101+), the jumper lands without incident.
- If the Maneuver Roll fails, the jumper may sustain damage. Immediately roll an attack on the Explosive (Proximity Type) Warhead Attack Table (25.13), using the Mk.50 damage threshold.

### • Damage Roll =

Open-ended Roll

- + The absolute value of the Difficulty Modifier (this will be the Difficulty Modifier stated as a positive number)
- + 1 per MP expended in the jump
- The jumper's DB (no EW, Screen or terrain bonuses)

## PLACE SCDP

Infantry Teams and Powered Troopers may carry the SCDP special armament. As described in Section 4.3, SCDPs must be "placed" on their targets from a very short range. This placement attempt requires that a successful Maneuver Roll be made.

### Prerequisites:

- Placing Infantry Team or Powered Trooper must be equipped with SCDP capability.
- The Team/Trooper must occupy the same hex as the target (which must have a Construction Armor Type).
- The target must not have a face-up Move counter beneath it.

### • Maneuver Roll =

Open-ended Roll

- + Placing Team's/Trooper's Quality # x10
- + Extremely Hard (-30) Difficulty Modifier
- + Damage/Casualty Modifiers

### Effect:

- If the Maneuver Roll fails, the SCDP placement attempt fails. Powered Troopers may only make one attempt per scenario, Infantry Teams may make another placement attempt on subsequent Rounds.
- If the Maneuver Roll is successful (101+), the SCDP detonates at the beginning of the immediately following Projectile/Energy Fire Phase. The Modified Roll for the attack is given here.

### • Modified Roll =

Open-ended Roll

+ Placing unit's OB

- Target's DB (no EW, Screen or terrain bonus)

- Cross-index the modified result on the Shaped Charge Warhead Attack Table (25.11), using Mk.10 damage threshold.

## DISENGAGE FROM INFANTRY MELEE

Units engaged in either Infantry Melee may attempt to disengage from an ongoing melee, but first, a successful Maneuver Roll is required.

### Prerequisites:

- The unit must have a face-up Move counter beneath it, and an MP total greater than 0.
- **Maneuver Roll =**  
Open-ended Roll
  - + The Team's/Trooper's Quality # x 10.
  - + Extremely Hard (-30) Difficulty Modifier
  - + Damage/Casualty Modifiers

### Effect:

- If the Maneuver Roll is successful (101+), the disengaging unit may execute its move for the Turn.
- If the Maneuver Roll fails, the unit is still considered to be locked in melee.

## RAM

Any vehicle may attempt to ram another construct as its maneuver for the Round in which it moves. This action requires a Maneuver Roll to succeed. Note that normal Stacking Limitations may be ignored in a hex where a ram occurs.

### Prerequisites:

- The ramming vehicle must have expended MPs this Round and must be in the same Location as its target at the end of the Movement/Maneuver Phase.
- **Maneuver Roll =**  
Open-ended Roll
  - + Ramming Crew's AFV Driver bonus
  - + Difficulty Modifier (see below)
  - + Target Type Modifier (see below)
  - + Damage/Casualty Modifiers
- The Difficulty Modifier is based on the target's movement status as summarized in the following chart:

Target's Movement Status	Difficulty Modifier
No Move counter	Medium (+0)
Flipped-over	
Move counter	Extremely Hard (-30)
Face-up	
Move counter	Absurd (-70)

- The Target Type Modifier is based on the size and type of target as summarized in the following chart:

Target Type	Target Type Modifier
Medium Vehicle	+20
Large Vehicle	+50
Super Large Vehicle	+100
Surface Bunker/Building	+100

### Effect:

- If the Maneuver Roll fails, the ram is unsuccessful and there is no effect.
- If the Maneuver Roll is successful (101+), the ram succeeds and both ramming vehicle and target are immediately attacked on the Ram Attack Table (25.1), using the Mk.10 damage threshold. A separate Modified Roll is made against each participant.

### • Modified Roll =

Open-ended Roll

- + 10 for each fraction of 1000 tons of the ramming vehicle's mass.

## 4.19

## PROJECTILE AND ENERGY FIRE

The concepts of firing at opponents presented in the Basic Game are still applicable in the Standard Game, except where expanded and amended below. Players will note that the Standard Game introduces a much wider range of available weaponry, and expands those Cannon types up to their full Mk.50 size limitation. Also, a variety of Weapon Mounts and attendant Covered Arcs are introduced.

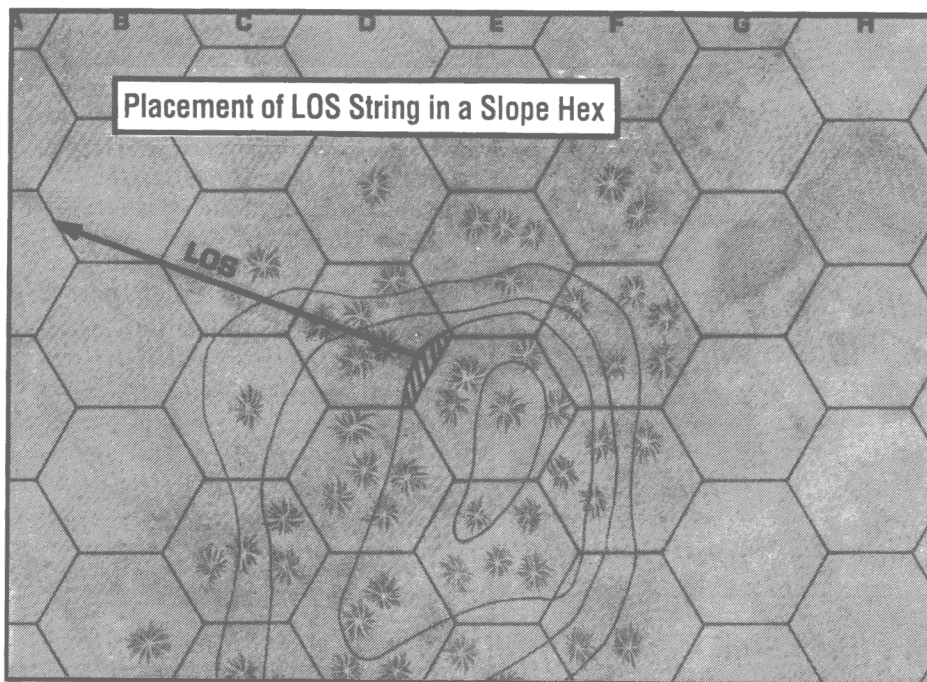
**Note:** *The Basic Game Attack Tables and Critical Result Table is no longer used in the Standards Game. Refer to the Attack Tables in Section 25.0.*

### LINE OF FIRE

**Note:** *The abbreviation for Line of Fire is LOF. The same concept will be referred to as LOS for Line of Sight.*

Most Cannons are assumed to be "direct fire" weapons. This means that the projectile or energy discharges travel in a straight line from the firer to the target. This Line of Fire must be clear of obstructing terrain in order to be effective. If a Line of Fire is "blocked", that attack may not be resolved.

To determine a Line of Fire, take a string and stretch it from the firer's hex to the target's hex. The attacking player places his end of the string somewhere within his AFV's hex first, and may not make any subsequent adjustments during the resolution of this attack. The defending player then places his end of the string



somewhere within the target's hex. The only restriction to these placements of the Line of Fire string is that if a unit occupies a hill hex, the end of the string must be within the area bounded by the highest contour line of the hex (i.e., within the portion of the hex at the highest elevation).

If a Line of Sight to a hex (not an enemy unit) is being checked, the player making the check may place both ends of the Line of Sight string as desired. Such an instance might arise when an REA is placing an REA Request counter.

At this point, the highest contour line crossed by the string outside of the firer's and target's hexes *may* block the Line of Fire. If combatants occupy different elevations, and several "highest" contour lines are crossed, base LOF blockage judgements on the contour line closest to the combatant at the lower elevation.

To determine if the Line of Fire is blocked, consult the applicable case below:

**Case 1)** The highest intervening contour line is higher than the elevation of both combatants. Result: LOF is blocked.

**Case 2)** The highest intervening contour line is equal to, or lower than the elevation of both combatants. Result: Line of Fire is not blocked.

**Case 3)** The highest intervening contour line is equal to the elevation of one combatant, but lower than the other. Result: Line of Fire is not blocked.

**Case 4)** The highest intervening contour line is equal to the elevation of one combatant, but higher than the other. Result: Line of Fire is blocked.

**Case 5)** The highest intervening contour line is lower than one combatant, but higher than the other; and the line has a range closer to the higher unit than the lower unit (count range in hexes). Result: Line of Fire is not blocked.

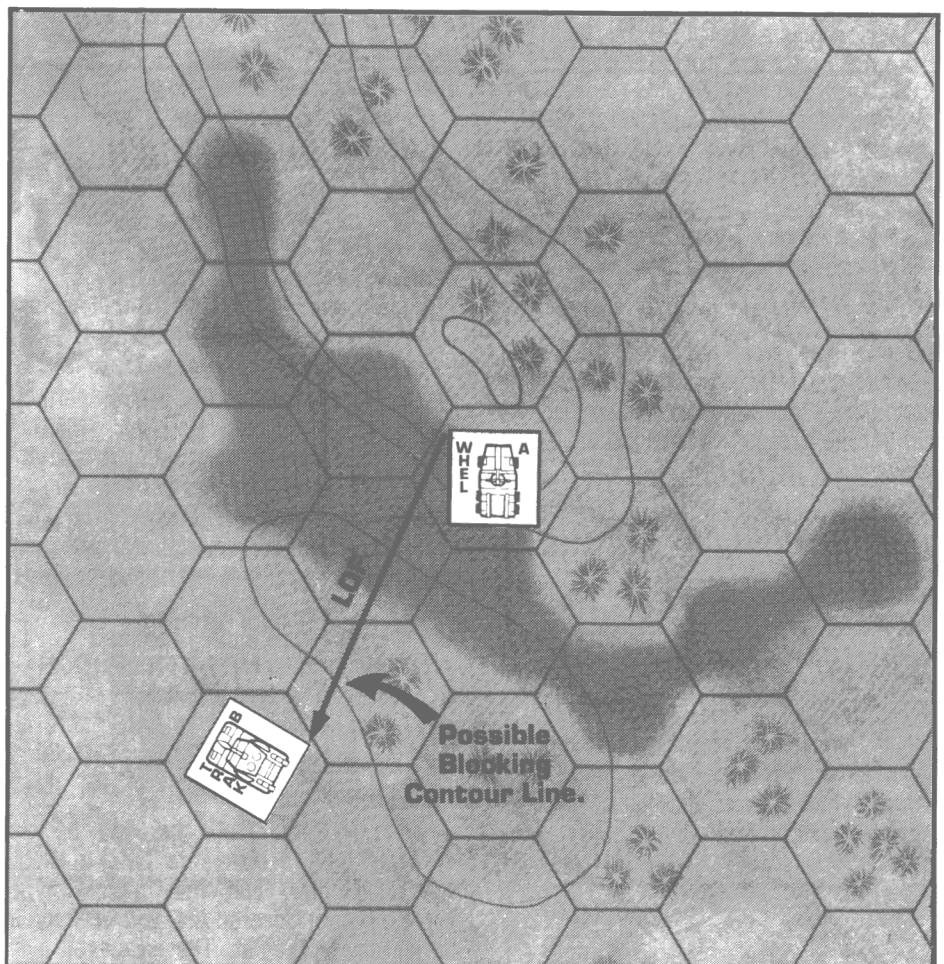
**Case 6)** The highest intervening contour line is lower than one combatant, but higher than the other; and the line has a range equal or closer to the lower unit than the higher unit (count range in hexes). Result: Special. Perform the following calculations:

*Step A)* Subtract the "number" of the intervening contour line from the elevation of the higher combatant.

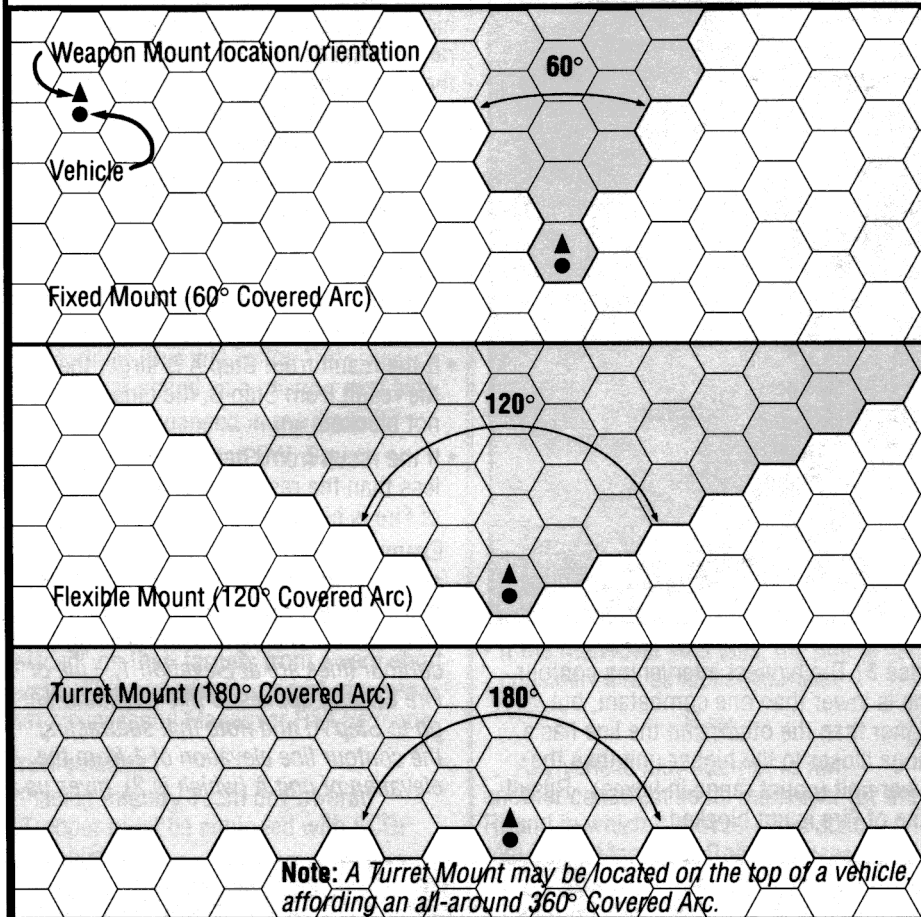
*Step B)* Subtract the elevation of the lower combatant from the "number" of the intervening contour line.

- If the result from Step A is larger than the result from Step B, the Line of Fire is not blocked.
- If the result from Step A is equal to, or less than the result from Step B, the Line of Fire is blocked.

**Example:** Refer to the diagram. Unit A is shown in an elevation 2 hex. It wishes to make a Direct LOF attack against unit B at elevation 0. The highest intervening contour lines are at Elevation 1. Line of Fire Case 6) applies to this situation. We go to Step A) and note that subtracting the contour line elevation of 1 from the elevation of unit A (which is 2), gives us a



## STANDARD GAME WEAPON MOUNTS AND COVERED ARCS



result of 1. In Step B) we subtract the elevation of unit B (0) from the contour line elevation (1), which gives us a result of 1. The result of Step A) is equal to, or less than the result from Step B), therefore the Line of Fire is blocked.

### SPECIAL LINE OF FIRE CASES

**Return Fire:** If a unit is fired at, that target may subsequently return fire (if capable) against its attacker during that Fire Phase, without the necessity of making a Line of Fire check.

**Buildings:** If the combatants are at the same elevation, and the Line of Fire string crosses the depiction of a building occupying that elevation, the Line of Fire is blocked.

**Adjacent Combatants:** If the combatants occupy adjacent hexes (i.e., they share a common hex side), the Line of Fire can only be blocked by a building depiction which covers the entire length of the common hex side. In all other cases of adjacent hex combatants, the Line of Fire is never blocked.

## WEAPON TYPES

Projectile and Energy Weapons can be divided into two major types: Ordnance, and Small Arms. Ordnance Weapons encompass the Projectile and Energy Cannons available in sizes from Mk.6 through to Mk.50, inclusive. Small Arms, however, are usually man-portable weapons which cover the Mk.1 to Mk.5 range.

Most of the rules in this section pertain to Ordnance Weapons. However, Small Arms fire, whether generated by Infantry Teams, Powered Troopers or vehicular Anti-Infantry Munition Systems, uses the same Combat Roll resolution system explained at the end of this section.

### WEAPON MOUNTS

There are three basic Weapon Mount types in the Standard Game:

- the Fixed Mount
- the Flexible Mount
- the Turret Mount

As in the Basic Game, there may be multiple Firing Mechanisms (FMs) in each Weapon Mount. Each Weapon Mount type has a different Covered Arc, within which a target may be fired at. These Covered Arcs are illustrated here.

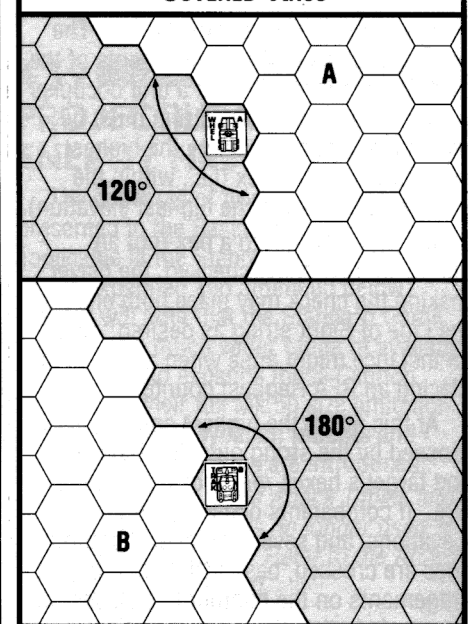
As a unit rests on the map, the exact covered arc of its various weapons will be determined both by the vehicle's facing, and the location of the Weapon Mount on the vehicle. For instance, a fixed Mount placed on the rear of a vehicle will generate its 60 degree Covered Arc extending from the aft of the vehicle. Therefore, all Weapon Mounts will be classified as occupying one of 6 different locations on a craft. These are:

- 1) Forward
- 2) Front Quarter Right
- 3) Front Quarter Left
- 4) Rear Quarter Right
- 5) Rear Quarter Left
- 6) Aft

In addition, Turret mounts may occupy a seventh location on a vehicle:

- 7) Top

## COVERED ARCS



**Example:** See the two sample Covered Arcs. "A" is the Covered Arc of a Flexible Mount located on the Rear Quarter Left. "B" is the Covered Arc of a Turret Mount located on the Front Quarter Right.

Turret Mounts on the top of a vehicle afford a 360° field of fire.

### MULTIPLE FIRING MECHANISMS WITHIN A SINGLE WEAPON MOUNT

It will be quite common to find craft housing multiple Firing Mechanisms in some or all of their Weapon Mounts. When discharged, all FMs of a single Weapon Mount must resolve their attack against a single target. Unlike the Basic Game, a player must randomize how many of his Cannons actually hit the target for determining Concussion Hit damage.



## MULTIPLE FIRING MECHANISMS CHART

(Result is # of Firing Mechanisms that "Hit")

Roll	# of Firing Mechanisms in the Weapon Mount									
	2	3	4	5	6	7	8	9	10	11+
1	1	1	1	1	1	1	1	1	1	# x .1 *
2	1	1	1	1	2	2	2	2	2	# x .2 *
3	1	1	2	2	2	3	3	3	3	# x .3 *
4	1	2	2	2	3	3	4	4	4	# x .4 *
5	1	2	2	3	3	4	4	5	5	# x .5 *
6	2	2	3	3	4	5	5	5	6	# x .6 *
7	2	2	3	4	4	5	5	6	7	# x .7 *
8	2	3	3	4	5	6	6	7	8	# x .8 *
9	2	3	4	5	5	6	7	8	9	# x .9 *
10	2	3	4	5	6	7	8	9	10	#

\* Round off.

When a Weapon Mount's attack is resolved, the resulting Concussion Hit damage number is multiplied by the number of FM discharges that actually "hit" the target.

If an attacking Weapon Mount contains more than one FM, the exact number of FMs that hit the target must be determined. You may roll on the Multiple Firing Mechanism Chart or roll 1D10, divide by 10, and multiply by the number of fms in the Weapon Mount (round off with a minimum result of 1):

# of FMs that hit = 1 or

$(1D10 \div 10) \times (\# \text{ of FMs in the mount})$ ,  
which ever is greater.

**Example:** A Westwynd AFV has a turret which houses 2 Laser Cannon FMs. The Combat Roll indicates a "7A" result. On a D10 roll of 1-5, only one of the turret's cannons will hit, delivering the normal 7 points of damage. On a D10 roll of 6-10, both cannons will hit the target, generating 14 (2x7) hit points of damage, and the "A" critical result.

**Attack Bonus:** In the Standard Game there is now a bonus awarded to a firer's OB when discharging a multiple FM mount. This bonus is equal to +2 for every Firing Mechanism discharged from a multi-mechanism mount.

**Example:** A Turret Mount houses four Plasma Cannons. The Multi FM bonus is +8, which is added to the attacker's OB.

### IDENTIFYING FIRING MECHANISM, MOUNT AND LOCATION

Every firing platform on a vehicle has to be identified by its type and location. This is done merely by stringing the information together.

**Example:** If three Mk.20 Laser Cannons are housed in a Flexible Mount on the right rear quarter of a craft, the entire platform is recognized as:

3 x Mk.20 Laser/Flexible/Rear Qtr Right  
Similarly, a mount of six Mk.10 Disruptor Cannons turreted on the nose of a vehicle is identified as:

6 x Mk.10 Disruptor/Turret/Forward

## TARGETING RESTRICTIONS

Most large Ordnance Weapons are too cumbersome to track and fire at fast moving targets. Therefore only Mk.6 through Mk.10 Cannons may fire at the following target types:

- Powered Troopers with a Move counter.
- Jumper vehicles executing their moves (requiring the use of Opportunity Fire).
- Aeroborne Torpedoes.
- Aircraft (Advanced Game).

## RANGE MODIFIERS

The Total Combat Roll involves subtracting a Range Modifier. In the Basic Game this was 1 per hex of range. In the Standard Game, the Range Modifier per hex can be found on the following chart.

### RANGE MODIFIER CHART

Small Arms or Proj./ Energy Cannon Mk.#	Combat Roll Range Modifier per hex to Target
Small Arms	-5.00
6-10	-1.00
11-20	-0.40
21-30	-0.20
31-40	-0.10
41-50	-0.04

**Note:** If target is an immobile construct, the Range Modifier is decreased by a factor of 10 (i.e., divide by 10).

## RANGE

Projectile and Energy Cannons are available in sizes ranging from Mk.6 through Mk.50 inclusive. Consult the following chart to determine the maximum ranges of different sized Cannons, and the Mk.# threshold they abide by at the various range increments.

## PROJECTILE/ENERGY CANNON RANGE LIMITS

Projectile/ Energy Cannon Mk.#	Maximum Result (Mk.#) threshold based upon Range for Projectile/Energy Cannons (range in hexes)							
	0-50	51-100	101-150	151-200	201-250	251-450	451-800	801-1250
6-10	Mk.10	—	—	—	—	—	—	—
11-20	Mk.20	Mk.20	Mk.10	Mk.10	—	—	—	—
21-30	Mk.30	Mk.30	Mk.30	Mk.20	Mk.20	Mk.10	—	—
31-40	Mk.40	Mk.40	Mk.40	Mk.40	Mk.30	Mk.20	Mk.10	—
41-50	Mk.50	Mk.50	Mk.50	Mk.50	Mk.50	Mk.40	Mk.30	Mk.20

## TERRAIN EFFECTS

A target may benefit from two types of terrain Hindrance effects:

- The terrain Hindrance modifier for the Location it occupies.
- Qualifying terrain Hindrance modifiers for intervening hexes between firer and target.

Terrain Hindrance modifiers can be found on the Terrain Movement/Hindrance Chart (see Section 4.1).

A target will always benefit from the Hindrance modifier for the terrain it occupies. However, intervening terrain Hindrance modifiers must meet the two following conditions before they can be applied:

- The firer, intervening Hindrance, and target must all be at identical elevations.
- Intervening Hindrance may only be generated by Woods, Jungle, Spire, Swamp, Barricade or Rubble terrain. Such Hindrances are noted on the Terrain Chart for easy reference.

**Note:** A vehicle attacked by Opportunity Fire while moving using a jumper drive system obtains no terrain benefit whatsoever.

## MASK EFFECTS

Munitions for Anti-laserlight and SmoKe (MASK) produce a cloud of suspended particles. This cloud keeps its integrity by means of a sustained electro-static field generated by the munition delivery devise (usually a shell, canister or grenade). Under battlefield conditions, the electro-static field maintains itself only for a limited and unpredictable span of time, after which the MASK cloud disperses.

MASK counters on the map act like an intervening Hindrance modifier for attacks directed through them. The one major difference between MASK and terrain Hindrance, is that MASK will hinder fire between an attacker and target at different elevations.

- Subtract 5 for each MASK hex that a Direct LOF passes through, between the attacker's and target's hexes. Subtract 10 per hex instead, if the attack is made by Laser Cannon.

MASK will also have a detrimental effect on the calling-in of Fire Missions from REAs, as described in Section 4.10.

## CREWS

In the Standard Game, a vehicle may fire no more Weapon Mounts per Round than it has crewmembers. If a vehicle has more Weapon Mounts than crewmembers, then some of those mounts will either not have an opportunity to fire during a given Round, or must be discharged under the direction of computerized Central Fire Control (see below). The existence of spare crewmembers does *not* allow any Weapon Mount to be fired more than once per Round.

Because Missile Launchers are considered to be Weapon Mounts too, players must keep track of how many Cannon mounts may be fired in the Projectile/Energy Fire Phase if Missile Launchers were discharged earlier in the Round. A shortage of crewmembers able to fire Projectile and/or Energy Cannons may result.

The following Payload Pallet munitions also require the attention of one crew-member each during the Round in which they are to be discharged: AIMS, PDMS, AAVM, CHEM-D, and MASK-D.

Each vehicle's Crew has a number of firing bonuses. One of these bonuses will apply to each Weapon Mount's Base OB, depending on the type of Weapon Mount.

## CENTRAL FIRE CONTROL

If, for some reason, a crewmember is *unavailable to discharge a Weapon Mount* or Payload Pallet special munition, that armament may still make an attack if a player so desires. Such a player declares that the armament is being controlled by the vehicle's computer. Make any Combat Rolls as normal, but do not add:

- any applicable Crew skill bonus.
- any applicable HUD bonus.

The player may, however, add a bonus equivalent to the Mk.# of his vehicle's Computer divided by 10. This Computer firing bonus is not affected by the number of Weapon Mounts to be directed by Central Fire Control that Round.

## PROJECTILE CANNONS

Unlike Energy Cannons, Projectile Cannons do not have an "unlimited" supply of discharges. All Projectile Cannon listings include a Magazine rating (Mag#) which indicates the number of Rounds during which the Cannon may fire before becoming depleted (this is also known as the magazine's Duration #). The

Magazine rating is never an indication of exactly the number of "shells" that a Cannon has available, as it is assumed that Projectile Cannon attacks always involve multiple firings (particularly in the case of Auto Cannons).

Every time a Projectile Cannon mount is discharged, mark off one Magazine unit worth of ammunition. When no ammunition remains in a Magazine, that Projectile Cannon mount may no longer discharge.

Projectile Cannon Magazines may not be reloaded in the context of a single scenario, but may be refilled between games. See Section 13.11 for the cost of Projectile Cannon ammunition.

## MLA CANNON AMMUNITION

MLA Cannons are unique in that they may fire several different types of ammunition. These include:

- **Armor Piercing (AP)** — use the MLA Cannon Attack Table (25.5).
- **Shaped Charge (SC)** — use the Shaped Charge Warhead Attack Table (25.11).
- **High Explosive (HE)** — use the Explosive (Proximity Type) Warhead or Ordinance vs Infantry Attack Table, as appropriate (25.13 and 25.2).
- **Chemical (CH)** — use the Ordinance vs Infantry Attack Table (25.2).
- **Munition for Anti-laserlight and SmoKe (MASK)** — place a MASK counter as desired if a munition failure roll of 01-02 on a D100 is avoided.

As a concession to playability, allow an MLA Cannon to discharge any desired munition type as long as its Magazine is not depleted.

MLA Cannons are always Direct Fire weapons. They may never use Indirect Fire as described below.

## LOB CANNON AMMUNITION

Lob Cannons, like MLA Cannons, may fire different ammunition types. These include HE, CH and MASK. Treat attack resolution and munition availability in the same way that it is done for MLA Cannons. The advantage of Lob Cannons is that they may use Indirect Fire.

## INDIRECT FIRE

Certain weapon types may use Indirect Fire to attack a target. These weapons include Lob Cannons, Infantry Mortars, and Surface Missiles.

An Indirect Fire situation exists when there is no Direct LOF between an attacker and its desired target. Resolve Indirect Fire attacks normally with the following adjustments:

- Ignore intervening terrain Hindrance.
- Double the target's DB.

### OPPORTUNITY FIRE

At any point in time when a unit would normally have the ability to fire a Small Arms, Special Munition, or Ordnance weapon system, but does not do so, that weapon system may be allocated to Opportunity Fire.

Opportunity Fire indicates that a weapon system is waiting for the right moment to make its attack against a moving opponent. At the time of the attack, a Direct LOF must exist between the attacker and target.

To declare that a weapon system will "go on opportunity," certain preconditions must exist, a specific foe must be preselected, and the attack may only thereafter be conducted under specific circumstances.

#### Prerequisites:

- Opportunity Firer must not have a face-up Move counter.
- Opportunity Firer may have a flipped-over Move counter, but any Opportunity attacks are modified by an additional -50 penalty.
- Opportunity Firer must have a weapon system capable of firing during the Projectile/Energy Fire Phase, but forgoes utilizing it in an attack during the Round.
- Opportunity Firer selects (secretly if desired), a target unit which presently occupies a hex in the weapon system's covered arc.
- Opportunity Firer must not discharge the weapon system until its specific Opportunity Fire attack is resolved, or the action is cancelled.
- Opportunity Firer may not be given the Move command until its specific Opportunity Fire attack is resolved, or the action is cancelled.

#### Effect:

- During any subsequent Movement/Maneuver Phase that the target moves, the attacker may (if a Direct LOF exists) stop the target in mid-move and resolve its Opportunity Fire attack. Damage is allocated immediately and the target may thereafter continue its move if still capable of doing so.

- The weapon system(s) used in the Opportunity attack may not be discharged again during the same Round.

Opportunity Fire may be cancelled without resolution at any time.

### THE USE OF INITIATIVE WHEN FIRING

In a manner similar to the movement system, vehicles may fire during the Projectile/Energy Fire Phase as desired. However, firing and damage resolution during this phase is a sequential activity. There is no simultaneous firing. Therefore, the Initiative Priority system is used to resolve the question of who will fire in what order, if conflicts arise.

Here are the most important firing principals used during the Projectile/Energy Fire Phase:

- Only one Weapon Mount may be fired by a vehicle at a time.
- A single vehicle may not consecutively fire two of its Weapon Mounts unless no other vehicles on the map wish to, or are capable of, firing.
- If a vehicle declares a Weapon Mount attack, only a vehicle having a higher Initiative Priority may preempt that attack with one of its own.

Therefore, if two or more opposing vehicle's wish to discharge their Weapon Mounts, it will be the unit with the best Initiative ranking which will have the opportunity of firing one of its Weapon Mounts first.

### MODIFIERS FOR MOVEMENT

Movement on the part of either the attacker or target reduces the effectiveness of an attack. Consult the following chart to determine the Movement Modifiers which apply to a Combat Roll.

Movement Status	Movement Modifier
<b>Attacker Based:</b>	
Unit has a face-up Move counter	-50
Unit has a flipped-over Move counter	-25
<b>Target Based:</b>	
Infantry Team has a face-up Move counter	+20
Infantry Team has a flipped-over Move counter	+0
Other unit has a face-up Move counter	-20
Other unit has a flipped-over Move counter	-10

### OFFENSIVE BONUS

Below are listed the factors which may be added together to derive the Base OB for any given Weapon Mount discharge:

- 1) The Crew's Heavy Energy Projector or Projectile Gunnery bonus. \* \*\*
- 2) The Mk.# of the Firing Mechanism(s).
- 3) The multiple Firing Mechanism attack bonus (+2 per Cannon).
- 4) The HUD bonus. \*\*

\* — The Heavy Energy Projector bonus is used when firing Energy Cannon, while the Projectile Gunnery bonus is used when firing Projectile Cannons.

\*\* — Only if manned by a crewmember.

### DEFENSIVE BONUS

Add together these factors to determine a vehicle's Base DB when fired on:

- 1) Armor Quality bonus.
- 2) Armor Belt bonus.
- 3) Electronic Warfare bonus.
- 4) Screen bonus.

### OCCUPIED HINDERING TERRAIN

The terrain in the Location occupied by the target may modify incoming attacks. See the Terrain Movement/Hindrance Chart (4.1) for these Hindrance Modifiers.

### THE TOTAL COMBAT ROLL

Similar to the Basic Game Combat Roll, the Standard Game Total Combat Roll incorporates a few more factors.

For each Weapon Mount that discharges: roll an Open-ended (high) 1D100, add the attacker's OB, subtract the defender's DB, then subtract the Occupied Hinderance Terrain Modifier, the Range Modifier, subtract any intervening Hindrance Modifiers (same-elevation terrain and MASK), and any applicable Damage/Casualty Modifiers.

#### Total Combat Roll =

- A Combat Roll
- + Firer's OB
- Target's DB
- Occupied Hinderance Terrain Modifier
- Range Modifier
- Intervening Hindrance Modifiers
- Movement Modifiers
- + Damage/Casualty Modifiers

Cross-reference the modified roll with the defender's Armor Type on the appropriate attack table, observing the weapon's maximum damage threshold. Apply any resulting damage immediately.

**Note:** In the Standard Game, a "Failure" result affects all Cannons in the Weapon Mount.

## SALVO FIRE

If a vehicle has several Weapon Mounts with similar Cannon types and sizes, they may all be fired simultaneously against a single target. This procedure is called Salvo Fire.

During the firing procedure, a vehicle may declare Salvo Fire against one target and make an attack roll for several Weapon Mounts (and so overcome the normal requirement of only firing one mount at a time).

To fire a salvo, the following requirements must be met.

### Prerequisites:

- All FMs must be Cannons of the same type — Auto, MLA, Lob, Laser, Blaster, Disruptor, Ion, or Plasma.
- All FMs must have the same Maximum Damage Threshold — Mk.10, Mk.20, Mk.30, Mk.40, or Mk.50.
- All Weapon Mounts containing the FMs must be able to fire at the target, taking into consideration firing arcs, ranges and other parameters.

The Combat Roll for Salvo Fire is calculated in the following manner:

### Total Combat Roll =

- A Combat Roll
- + Firer's average OB for all of the Weapon Mounts firing
- Target's DB
- Occupied Hindering Terrain Modifier
- + 2 per FM involved in the attack
- Range Modifier
- Intervening Hindrance Modifiers
- Movement Modifiers
- + Damage/Casualty Modifiers

Salvo Fire damage is handled somewhat abstractly. After obtaining the combat result on the appropriate attack table, apply damage as follows:

### # of Concussion Hits =

(Concussion Hit result from the attack)  
× (# of FMs firing ÷ 2)

### # of Criticals =

# of Weapon Mounts involved in the attack

If the unmodified Combat Roll indicates a weapon Failure, the attack has no effect, regardless of the modifiers, and 10% of the FMs involved are Knocked Out.

## 4.20 DAMAGE

The Basic Game Damage rules (Section 2.10) are applicable here except that references to AFV's now cover the broad spectrum of units available. Some of the Basic Game rules have been expanded or amended below.

The Standard Game expands players' weapon selections, thus broadening the number of attack tables available for use. All of the Armored Assault attack tables may be found in Section 25.0, located in the Tables and Forms Book found in the game box.

When using the attack tables to determine the damage done to an opponent as a result of a favorable Combat Roll, observe the proper Maximum Result thresholds, as dictated by weapon Mk.# or munition type: do not apply damage beyond levels appropriate for the weapon type, (which may be modified by extended ranges, Section 4.19).

## CONCUSSION HIT DAMAGE MODIFIERS

At certain subjective levels of punishment, vehicle performance becomes degraded. This is reflected by a non-cumulative modifier added to all Combat and Maneuver Rolls made by a vehicle that has taken Concussion Hit damage. Consult the chart to determine the severity of these modifiers.

Percentage of Concussion Hits Remaining	Combat and Maneuver Roll Modifier *
76-100%	0
51-75%	-10
26-50%	-20
1-25%	-30

\* Not cumulative

## ELIMINATING INFANTRY TEAMS

An Infantry Team is removed from the playing surface when either its Hit Point total drops to 0 or below, or its Force # drops to 0.

## DISABLING VEHICLES AND POWERED ARMOR

A vehicle or Powered Armor suit is Disabled when its Concussion Hit damage exceeds its Hit Total, but does not exceed twice its Hit Total.

A Disabled vehicle has all of its major systems knocked out. Thus it immediately stops any movement, is unable to maneuver, fire, communicate, or otherwise take any action.

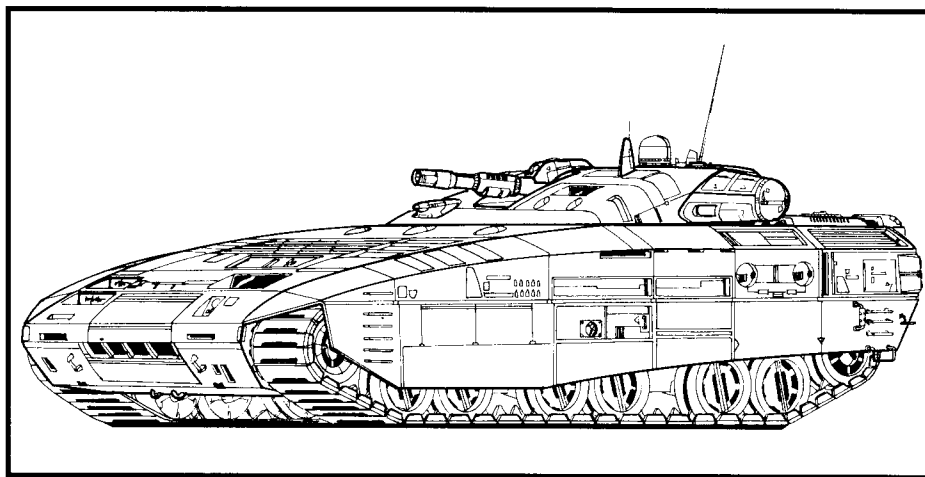
**Example:** If a vehicle has a Hit Total of 105, it is considered to be Disabled when its Concussion Hit total is between 106 and 210 inclusive.

Crewmembers of a Disabled vehicle, if still alive and functioning, may, at their option, stay aboard the vehicle, Bail Out, or jettison in Life Pods.

A Powered Trooper inside a Disabled suit may take no action whatsoever.

## DESTROYING VEHICLES AND POWERED ARMOR

A vehicle or Powered Armor suit is Destroyed either by a taking a specific critical result (vehicle's only), or when its accumulated Concussion Hit damage exceeds double its Hit Point total.





Destroyed vehicles are removed from the map immediately after the "Exploding Vehicles" procedure is resolved. Destroyed Powered Armor suits are merely removed from the playing surface.

**Example:** Barring a "vehicle destroyed" critical result, a vehicle that normally takes 105 Hits is destroyed when its accumulated Hit total exceeds 210.

### DESTROYING SURFACE BUNKERS AND BUILDINGS

Once the Concussion Hit total of a Surface Bunker or Building is exceeded, the structure is Destroyed (along with any occupying units), and an appropriate Rubble counter is placed. There is no "Disabling" of such structures — they are simply Destroyed when their Concussion Hit total drops below 0.

### EXPLODING VEHICLES

All Destroyed vehicles "explode", possibly inflicting damage on nearby constructs and other units. The Exploding Vehicle procedure is resolved immediately after the attack that Destroyed it.

Below is a chart listing the possible sizes of a destroyed vehicle, the limitation on what other targets may be effected by its destruction, and the form of the attack made on the possible targets.

Exploding Vehicle attacks versus vulnerable units are resolved by Total Combat Rolls calculated as follows:

#### Total Combat Roll =

- A Combat Roll
- + The Exploding Vehicle's Reactor Rating divided by 5
- + The number of Surface Missile Magazines on the Exploding Vehicle still containing Missiles
- + The number of Payload Pallets still loaded with special munitions on the Exploding Vehicle
- The target's normal DB (no EW bonus)
- Occupied Hindering Terrain Modifier

### LIFE PODS

When a vehicle is Destroyed, any remaining crewmembers and/or transported Infantry Teams/Powered Troopers must abandon the vehicle in Life Pods. Life Pods are integral components of all vehicles, and it is assumed that there are always enough to accommodate crews and passengers.

## EXPLODING VEHICLE ATTACK CHART

Size of Exploding Vehicle	Effect of Blast on Other Possible Targets		
	Ramming	Within 10 hex Direct LOS	Within 20 hex Direct LOS
<500 tons	Mk.10 Exp. WH	None	None
Other Small Vehicle	Mk.30 Exp. WH	None	None
Medium Vehicle	Mk.50 Exp. WH	Mk.10 Exp. WH	None
Large Vehicle	1st Blast Rad Nuclear WH	2nd Blast Rad Nuclear WH	Mk.50 Exp. WH
Super Large Vehicle	1st Blast Rad Nuclear WH	1st Blast Rad Nuclear WH	2nd Blast Rad Nuclear WH

If necessary, place a Life Pod counter 20 hexes away in a random direction from each destroyed vehicle. This counter represents the position of all survivors. No occupants may leave a Life Pod during the course of a scenario, but may be recovered by victorious forces afterward if a campaign is in progress.

Life Pods maybe used by Crews and Infantry Teams Bailing Out of a Disabled vehicle into a hostile environment.

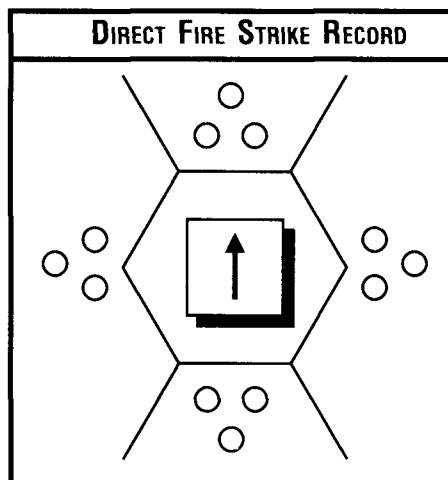
### DAMAGE TO OCCUPANTS OF SURFACE BUNKERS AND BUILDINGS

Surface Bunkers and Buildings may be targets, as opposed to the units occupying them at the time of attack.

If a Surface Bunker or Building undergoes an attack which causes a critical result, that critical is sustained by the occupying unit(s), not the structure itself. Critical type and severity is unaltered.

### INCREASED SUSCEPTIBILITY TO CRITICAL DAMAGE

Each Vehicle Display has a Direct Fire Strike Record.



Whenever a vehicle takes a critical caused by a Direct LOF hit, one circle on the Strike Record is filled in. There are four quarters displayed on the Direct Fire Strike Record: Front, Right Side, Left Side, and Rear. The circle to be filled in must be from the quarter that the Direct LOF strike was traced into. The number of circles filled in on the Strike Record indicates the increase in severity of subsequent critical strikes on that quarter. For example, if a hit occurs on a vehicle's quarter which already has one circle filled in, any critical is then increased by one severity level (e.g., a B becomes a C). Every time a critical is taken in this way, another circle on the quarter is filled in. If two circles are filled in, any subsequent critical is raised by two severity levels, and so on.

Note however that there is a limit to the number of circles which may be filled in on any given vehicle quarter. Also, Super Large vehicles are not subject to this rule.

If an attacker fires at a vehicular target while in its hex, the quarter affected is randomly determined.

Non-direct LOF attacks will not cause increased susceptibility to critical damage.

**Note:** This rule shows the degrading effect of critical hits sustained in the same area of a vehicle. As more hits are taken, subsequent hits have a greater chance of crippling the target vehicle.

## 4.21 INTERPRETING CRITICAL RESULTS

Most critical results are self-explanatory, but a few notes on system mechanics, and the effect of critical damage in the campaign setting are in order.

### PINNED TEAMS

When an Infantry Team is Pinned, there is only one effect. If the Team presently has a face-up Move counter, it is flipped over and the Team may no longer move.

### QUALITY NUMBER REDUCTION

A unit's Quality # may be reduced, and if so, it may not be raised to its former level for the duration of the scenario. Quality Number Reductions are cumulative, but a unit's Quality # may never be forced below 0.

Quality Number Reductions in no way affect an Infantry Team's Troop Type, which remains the same for the duration of a scenario.

### MORALE CHECK

When a critical calls for an Infantry Team to check its Morale, immediately roll 1D10.

- If the result is less than the unit's Quality #, then the Morale Check is passed. There is no detrimental effect to the unit.
- If the result is equal to the unit's Quality #, the Morale Check is passed, but there is an immediate and permanent lowering of the unit's Quality # by 1.
- If the roll is higher than the unit's Quality #, that unit's Morale is broken and it no longer exists as a fighting unit. The unit is assumed to abandon its weapons, flee the battlefield, surrender, or hide until the end of the fight. In any case, the unit is removed from the map.

### SPECIAL ARMAMENT/CAPABILITY LOSS

Some critical results may call for the elimination of one or more of a unit's Special Armaments/Capabilities. Such eliminations are noted on the appropriate Display or Roster, and is in effect for the remainder of the scenario.

### STUNNED UNITS

If a vehicle's Crew is Stunned, that vehicle may not move, may not discharge any weapons, may not perform Orientation Phase activities, and any attempt at performing appropriate maneuvers are made with a -50 Stunned Modifier. If a vehicle's Crew is Stunned, any carried passengers are also Stunned for the same length of time.

Stunned Infantry Teams and Powered Troopers are similarly restricted: they may not move, discharge weapons, perform Orientation Phase activities, and any maneuvers are penalized by -50.

All Stun results are cumulative with one another.

### OUT OF CONTROL

For vehicles capable of expending MPs, the Standard Game Out of Control rules are the same as those presented in the Basic Game. However, for craft without a functioning drive, assume that an Out of Control result affects the vehicle's stability, tracking and fire control systems. Such a vehicle may neither discharge weapons nor take any other actions until control is regained.

A Crew may attempt to regain control of its Out of Control vehicle during the Orientation Phase.

### CREW CASUALTIES

Crew casualties on a Small vehicle are handled on an individual basis; the exact number of incapacitations/fatalities are listed. There are two main effects of these casualties:

- Since a vehicle may not fire more Weapon Mounts than crewmembers available, reductions in crew size may effect the number of times that a vehicle may make attacks each Round.
- When a vehicle has no crewmembers left, it may not move, fire, nor perform any other activities. It is considered to be Disabled for Victory Point purposes.

If the Small vehicle is a Robotic Combat Unit, Crew Casualties are ignored.

Crew casualties on Medium and larger vehicles are stated as a percentage loss. Each player must keep a running total of the cumulative casualty percentage for each Medium and larger vehicle.

- All rolls made for a vehicle are modified by -5 per 10% casualties (e.g., Combat Rolls, Maneuver Rolls, Orientation Rolls, etc.).
- When the casualty percentage reaches 100%, the craft is effectively Disabled, and is considered Disabled for Victory Point purposes.

If the Medium or larger vehicle is a *Robotic Combat Unit*, Crew Casualties and their effects are recorded normally. This is assumed to reflect a degradation of performance in the Robotic Unit's "brain".

When it is important to know the exact results of casualty damage to individual crewmembers (as would be the case for Space Master Player Characters), use the following guidelines:

- In the case of Small vehicles, incapacitations/fatalities are distributed randomly to the appropriate number of crewmembers. A fatality results in a dead crewmember. An incapacitation reduces a crewmember's Hit Point Total to 0, and he takes a "D" Pierce critical.
- For individuals aboard Medium or larger vehicles, a roll should be made for each player character. If the roll is less than the casualty percentage inflicted, the character has been injured: roll a "D" Pierce critical against him.

### CREWMEMBER CRITICAL HITS

Occasionally on the vehicle Critical Result Tables, a player is directed to roll a specific critical against a crewmember. Use the Crewmember Critical Tables of Section 27.0 to resolve these. Apply any hits delivered to the specific crewmember's Hit Total. When a crewmember's Hit Total drops below 0, he is unconscious and incapable of performing actions for the duration of the scenario.

Vacuum criticals should be used by players of a *Space Master* campaign when it is apparent that certain unprotected crewmen are exposed to it. The standard method for applying Vacuum criticals is to start with severity "A" and increase by one severity level for each subsequent Round that an unprotected person is exposed to vacuum conditions until "E" severity is reached. The exposed person(s) then take an "E" Vacuum crit every Round until they are dead, or the Vacuum conditions are eliminated.

## KNOCKED OUT

When a system is knocked out, it may not function at all for the balance of the scenario. In a campaign, treat knocked out systems as Extremely Severely Damaged for repair purposes. Auxiliary units may be engaged to take over the functions of knocked out systems.

## BONUS REDUCTIONS

When a systems receives damage which reduces that system's bonus, a player will have to make due with the lower value for the duration of the scenario unless an Auxiliary Unit is available and the player wishes to switch over to it. When the bonus for a system reaches 0, it is "knocked out" (see above).

## SCREEN REDUCTIONS

Bonus reductions to Screens are often unaccompanied by a damage severity note. Such bonus reductions are reinstated after the scenario without repairs being necessary; unless:

- Damage severity is stated by the critical result, or
- The Screen bonus drops to 0; which indicates thet the Screen Generator has been knocked out.

## OTHER EFFECT OF DAMAGE

Unless otherwise stated, a critical result to a system without an accompanying bonus value reduction, means that the system is immediately and completely inoperable until the damage is repaired.

## ADDITIONAL HITS

Criticals are often accompanied with a "+X Hits" listing. These additional Hits are applied to the vehicle's cumulative Concussion Hit total and are not adjusted for multiple Firing Mechanism strikes.

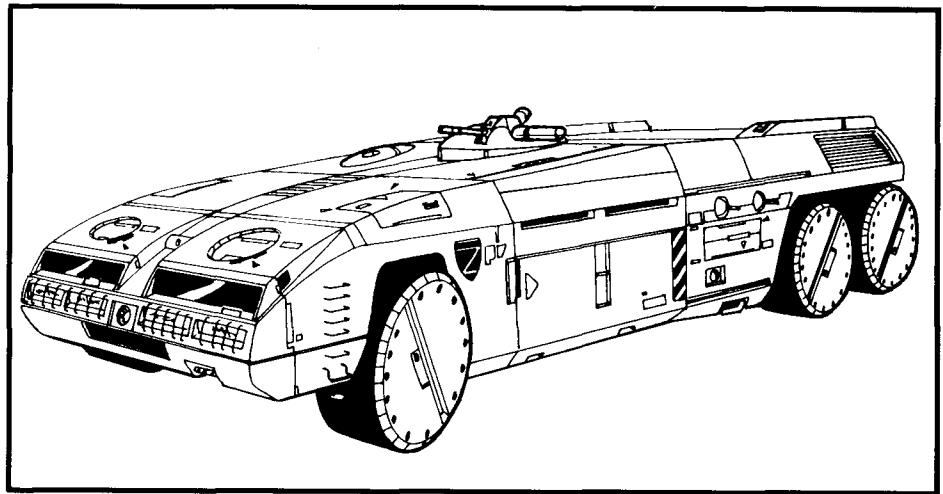
## INTERIOR FIRES

Some criticals call for a vehicle to take "Hits per Round". These are caused by internal fires and other insidious damage. Interior fires may be extinguished during the Final Orientation Phase using a vehicle's inherent Damage Control system, as explained in Section 4.24.

## REPAIRING SYSTEM DAMAGE

Unless otherwise stated, the successful completion of repairs to a system eliminates the effect of the damage.

**Example:** If Light Damage to EW reduces its bonus by 20, repairing the Light Damage brings the EW back up by 20.



If multiple instances of damage occur, each must be repaired separately, and with each successful completion, appropriate lost bonuses are restored.

*Routine* and *Light* damage can be repaired during a battle using a vehicle's inherent Damage Control system, as explained in Section 4.24.

Damage repair may entail the expenditure of resources in the form of CIP's (Cost In Parts), often stored in vehicular Workshops. See the Repair Damage/Malfunction Table (15.5).

## CRITICALS FOR LARGE AND SUPER LARGE VEHICLES

Due to their inherent size and structural integrity, Large and Super Large vehicles are immune to some critical strikes. Large target vehicles ignore "A" severity criticals. Super Large vehicles ignore "A", "B" and "C" severity criticals. When a Large or Super Large target takes a critical that would affect it, roll the result on the appropriate table (26.8 or 26.9). Note that these critical rolls are Open-ended through the high end of the range.

## 4.22 INFANTRY MELEE

Infantry Melee is a term which denotes a special type of close quarters combat relying heavily upon short range small arms fire, grenade attacks, and hand-to-hand fighting.

During the Melee Phase of every Round, melee attacks must occur between opposing Infantry Teams and/or Powered Troopers occupying the same hex. There is assumed to be a separate melee in every hex containing opposing Infantry Teams and/or Powered Troopers.

## INFANTRY MELEE VALUE

Central to Infantry Melee is the concept of Infantry Melee Value (IMV). IMV is a measure if the offensive strength of a unit in melee.

The IMV for an Infantry Team is equal to its current Force # multiplied by its current Quality #.

**Example:** A Force 5 Commando Infantry Team has an IMV of 45 (Force 5 x Quality 9 = 45).

The IMV of a Powered Trooper is equal to his Base IMV (built into the battlesuit during the construction process). To this is added his current Force # equivalent multiplied by his current Quality #.

**Example:** A Powered Armor suit with an Base IMV of 20 and Force 3 Small Arms equivalent is occupied by a Storm Trooper (Quality # = 7). His total IMV equals  $20 + (3 \times 7) = 41$ .

## INFANTRY MELEE STRENGTH

Once the IMVs of all units in an Infantry Melee are known, they are added up for each Side in a melee hex.

The sum total of IMVs for a Side in an Infantry Melee is called that Side's Infantry Melee Strength.

**Example:** One Side in an Infantry Melee has two Force 4 Grenadier (Quality 5) Infantry Teams, one Force 2 Poor (Quality 2) Infantry Team, and a Powered Trooper having a current IMV of 37. The Infantry Melee Strength of this Side equals  $81. (4 \times 5) + (4 \times 5) + (2 \times 2) + 37 = 81$ .

## INFANTRY MELEE RESULTS CHART

### Infantry Melee Strength Differential

Roll	0-10	11-25	26-50	51-100
-(-25)	A-10	A-8	A-6	A-5
(-24)-0	A-7/D-1	A-6/D-1	A-5/D-1	A-4/D-1
01-10	A-5/D-1	A-5/D-1	A-4/D-1	A-3/D-1
11-33	A-4/D-2	A-4/D-2	A-3/D-2	A-2/D-2
34-66	A-3/D-3	A-2/D-3	A-2/D-3	A-1/D-3
67-90	A-2/D-4	A-1/D-4	A-1/D-4	A-1/D-5
91-100	A-1/D-5	A-1/D-5	D-5	D-7
101-125	A-1/D-8	D-10	D-12	D-15
126+	D-12	D-14	D-16	D-20
Roll	101-250	251-500	501-1000	1000+
-(-25)	A-4	A-4/D-1	A-3/D-2	A-2/D-5
(-24)-0	A-3/D-1	A-3/D-2	A-2/D-4	A-1/D-10
01-10	A-3/D-2	A-2/D-3	A-1/D-8	A-1/D-15
11-33	A-2/D-3	A-1/D-5	A-1/D-10	D-20
34-66	A-1/D-4	A-1/D-8	D-15	D-X
67-90	D-5	D-10	D-20	D-X
91-100	D-10	D-20	D-X	D-X
101-125	D-20	D-X	D-X	D-X
126+	D-X	D-X	D-X	D-X

#### Results:

**A-#:** Side with Advantage loses a minimum number of Force #s of infantry equal to #.

**A-#/D-#:** Both Advantaged and Disadvantaged Sides lose the minimum indicated number of Force #s of infantry.

**D-#:** Side with Disadvantage loses minimum number of Force #s of infantry equal to #.

**D-X:** All of the Disadvantaged Side's units involved in the melee are eliminated.

#### Notes:

- 1) Force # loses are chosen from the involved units by the player taking the loses, and may be distributed as desired.
- 2) Infantry Force # loses may be taken by involved Powered Armor Troopers (and must be so taken if no other casualty possibilities exist). Here is a listing of Powered Armor CATs and their corresponding infantry Force # equivalents for casualty absorption purposes after their inherent Force # equivalency has been reduced to 0: CAT 21 - 4, CAT 22 - 5, CAT 23 - 6, CAT 24 - 7. Powered Troops taken as casualties in this way are considered Destroyed.
- 3) If all the Infantry Teams of only one Side involved in an Infantry Melee have personal energy shields, their casualty Force # result is reduced by half. D-X results are not affected in any way.

### INFANTRY MELEE COMBAT

Infantry Melees are resolved by players in any convenient order, and all results are assumed to take effect simultaneously.

The Side having the higher Infantry Melee Strength has the Advantage for the Infantry Melee combat that Round. The other Side's unit(s) are said to have the Disadvantage. If the Infantry Melee Strengths of both Sides are equal, use a

competitive die roll to determine which Side has the Advantage that Round.

Subtract the Infantry Melee Strength of the Disadvantaged Side from the Advantaged Side to arrive at the Infantry Melee Strength Differential.

Consult the Infantry Melee Results Chart. The Side with the Advantage makes an Open-ended roll on the appropriate Strength Differential column. The results are applied immediately.

### LOCKED IN MELEE

If Infantry Melee results fail to eliminate all the units of one Side, then all involved units are "locked in melee" until one Side emerges victorious after a subsequent Melee Phase.

Units locked in melee may not perform any actions, other than engage in Infantry Melee, until such time as they are no longer locked in melee.

It is important to realize that the Strength Differential, and Advantage/Disadvantage status may change from Round to Round as Force # casualties are inflicted, and melees are reinforced.

### FIRING INTO MELEE

Direct Fire weapons may not be used against a specific target locked in melee; a defender is randomized instead. Indirect Fire or other area attack forms affect all units in a melee.

### MELEE REINFORCEMENT

Players of any Side may reinforce an ongoing melee by moving more units into a melee hex. The IMVs of these reinforcing units are then added to their Side's Infantry Melee Strength during the next Melee Phase.

## 4.23

### VEHICULAR MELEE

Only two types of units may engage in Vehicular Melee:

- 1) Powered Armor Troopers not locked in Infantry Melee, and
- 2) Vehicles installed with the Maneuver Interface Robotic Comboid (MIRC) system.

After all Infantry Melee battles are resolved, any Vehicular Melees are then taken care of.

Each eligible Vehicular Melee unit picks a target in its Location as being subject to its Vehicular Melee attack. Such target declarations may be made in secret and simultaneously revealed, if desired.

Restrictions on Vehicular Melee targets are as follows:

- The target must have a Construction Armor Type.
- The target must not have a face-up Move counter.

**Note:** As can be seen from the above restrictions, any sort of vehicle may be subject to a Powered Trooper's or MIRC's Vehicular Melee attack, as long as the target isn't moving. Powered Troopers and MIRCs could even melee each other.



All Vehicular Melee attacks are resolved in any convenient order though they are considered to take place simultaneously. Vehicular Melee damage is inflicted on the Vehicular Melee Attack Table (25.4) using the following Maximum Result thresholds:

- Mk.10 — all Powered Troopers, and MIRC vehicles up to 200 tons.
- Mk.20 — MIRC vehicles up to 400 tons.
- Mk.30 — MIRC vehicles up to 600 tons.
- Mk.40 — MIRC vehicles up to 800 tons.
- Mk.50 — MIRC vehicles up to 1000 tons.

#### Vehicular Melee Combat Roll =

Open-ended roll

- + attacking MIRC's AFV Driver bonus, or Powered Trooper's Quality # x 10
- defending unit's DB (no EW or Screens)

Any damage result from a Vehicular Melee attack is applied immediately.

**Note:** *There is no such thing as being "locked" in Vehicular Melee in the Standard Game.*

## 4.24 FINAL ORIENTATION

### MASK REMOVAL

The first action of the Final Orientation Phase is to check for MASK removal. MASK, as explained earlier, is a battlefield obscurement munition. However, once placed, it is susceptible to being dispersed. This dispersal is checked for every MASK counter on the map at the end of every round.

Roll 1D10 for every MASK counter. If a 1 is rolled, that MASK counter is removed from the map.

### ORIENTATION ACTIVITIES

The Standard Game Orientation Phase activity selections are expanded from the sole Basic Game activity of regaining control of an Out of Control vehicle. Below is a complete listing of activities. Any vehicle may perform one of these activities for every 5 Control Pts (round off) required by the vehicle (see Section 13.7 for a discussion on Control Points).

The following Orientation activities are expanded upon in the explanations below.

- 1) Regain control of an Out of Control vehicle.
- 2) Repair Routine or Light Damage/Malfuction with automatic Damage Control system.
- 3) Extinguish internal fire with Damage Control system.

- 4) Detect an unrevealed foe with Sensors and EW.
- 5) Use Sensors to gain information.
- 6) Reorient Screens
- 7) Battlefield Reformation
- 8) Receive and/or transmit one Microfreq communication.
- 9) Self Destruct

### REGAIN CONTROL OF AN OUT OF CONTROL VEHICLE

Any vehicle that is Out of Control at the start of a Final Orientation Phase may attempt to regain control. To do this make an Open-ended roll and add the vehicle crew's AFV Driver bonus. If the result is over 100 (101+), the crew has regained control of the vehicle, and it may thereafter operate normally. If the modified roll is 100 or less, the vehicle remains Out of Control.

#### Modified Roll =

- Open-ended Roll
- + Crew's AFV Driver bonus
- + Damage/Casualty Modifiers

### USE DAMAGE CONTROL

*Repair Routine or Light Damage/Malfuction*

One of the two functions of Damage Control is Damage/Malfuction repair (the other being interior flame control). A craft's automatic Damage Repair capability is restricted in that it may only handle Routine or Light Damage or Malfuctions.

To successfully effect an automatic Routine or Light severity Repair, make an Open-ended roll, then add the crew's AFV Driver bonus and a Difficulty Modifier (+30 for Routine, +10 for Light). If the modified roll is over 100 (101+), the damage or malfuction has been repaired, cancelling any ill effects resulting from it. Only one Routine or Light Damage or Malfuction may be repaired in this manner at a time.

#### Modified Roll =

- Open-ended Roll
- + Crew's AFV Driver bonus
- + Difficulty Modifier: +30 Routine, +10 Light
- + Damage/Casualty Modifiers

### USE DAMAGE CONTROL

#### *Extinguish Interior Fire*

The other function of a vehicle's inherent Damage Control system is the hampering of internal flames which deliver "Hits per Round" to a craft due to a critical hit result. To successfully retard an interior fire, make an Open-ended roll and add the Crew's AFV Driver bonus. The reduction in severity of the fire is dependent upon this modified roll. Consult the following chart to determine how many Hits per Round of interior fire damage are relieved each time this Orientation Phase activity is chosen.

#### Modified Roll =

- Open-ended Roll
- + Crew's AFV Driver bonus
- + Damage/Casualty Modifiers

### INTERIOR FLAME CONTROL CHART

Flame Control Modified Roll	Reduction in Hits perRound caused by Interior Fire
01-100	-1 Hit/rnd
101-120	-2 Hits/rnd
121-140	-3 Hits/rnd
141-160	-4 Hits/rnd
161-180	-5 Hits/rnd
181-200	-7 Hits/rnd
201-250	-10 Hits/rnd
251+	-20 Hits/rnd

### DETECT AN UNREVEALED FOE

Some scenarios may stipulate that certain combatants enter the game "Electronically Concealed" due to a special device or exceptional Electronic Warfare capability and operators. When this is the case, opponents must successfully detect an electronically concealed vehicle before it may be fired upon by ANY indirect fire weapon system (Indirect LOF; Missiles, Lob Cannon, Torps, etc.). A vehicle may attempt to detect one cloaked vehicle for every +5 bonus of its Sensor value (e.g., a vehicle with a +20 Sensor bonus could detect up to 4 electronically concealed vehicles per Final Orientation Phase).

To detect each unrevealed foe, make an Modified Roll as indicated below.

If the Modified Roll is over 100 (101+), the electronically concealed vehicle is revealed to the entire detecting Side of a scenario for the duration of the game. If the modified roll is 100 or less, the foe remains cloaked.

**Modified Roll =**

Open-ended Roll

- + detecting vehicle's Sensor bonus
- + detecting vehicle's EW bonus
- + 5 for every MP the cloaked vehicle expended this Round
- + 5 for each Weapon Mount discharged by the cloaked vehicle this Round
- the electronically concealed vehicle's EW bonus
- + Damage/Casualty Modifiers

**USE SENSORS**

If an opponent's vehicle is not electronically concealed, a player may use his Sensor systems to discover specific information about the foe. This Final Orientation activity should only be allowed during refereed or "double blind" games where opposing players are not allowed to freely examine the opponent's Vehicle Displays.

**Modified Roll =**

Open-ended Roll

- + Scanning vehicle's Sensor bonus
- Target vehicle's EW bonus
- + Damage/Casualty Modifiers

If the Modified Roll is over 100 (101+) roll 1D10 and consult the following chart:

Roll	Sensor Information Gained
1	The number of foe's crew and biological type.
2	Foe's Reactor Rating.
3	The number of foe's Energy Weapon Mounts.
4	The number, type and Mk.# of foe's Firing Mechanisms.
5	The number of foe's Missile Launchers.
6	Foe's drive types and ratings.
7	The number and type of foe's Auxiliary Systems.
8	Foe's structural info: CAT, Armor Quality, and Armor Belt.
9	Determine if foe is an READ, Platoon Leader, and/or Battlefield Commander.
10	You may spend 1 minute examining foe's Vehicle Display.

In a *Space Master: The RPG* campaign, the preceding chart is not used. Instead, Player Characters can take this opportunity to use their Sensor Analysis skill to determine certain things about their opponents; such as power output, weapon system nomenclature, life forms and so on. The particulars of Sensor Analysis and the amount of information gathered are left to the discretion of the GM.

**REORIENT SCREENS**

Normally, a vehicle's Deflector Screens spread a set Screen bonus over the entire craft evenly. This does not necessarily have to be the case however. At a player's discretion, he may change the Screen setting, protecting one portion of the vehicle with a greater Screen strength while leaving a deficit over the other areas.

Specifically, a Screen bonus may be doubled in one of three areas, while the bonus must drop to 0 in the other two areas. The three Screen areas are Forward, Aft and Sides (in the Advanced Game this last area is expanded to Sides/Top/Bottom).

When Screens are reoriented, they must remain in their set configuration until changed again during another Final Orientation Phase.

**BATTLEFIELD REFORMATION**

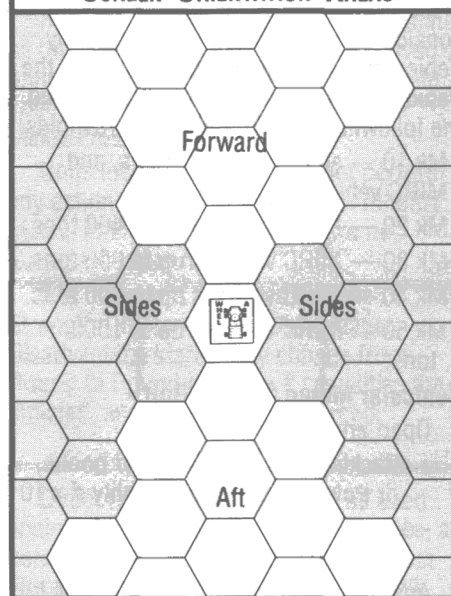
A Platoon Leader may attempt to absorb an eligible vehicle into his Platoon during a battle whenever his Platoon has fewer than the 4 vehicle maximum. Such reformation will often occur due to combat losses in one or more Platoons.

To accomplish a Battlefield Reformation, the Platoon Leader attempting the action must make a Modified Roll as indicated below. If the result is over 100 (101+) the "target" vehicle is absorbed into the Platoon Leader's formation. The Platoon Leader and the "target" vehicle must both have a functioning Microfreq Comm Rig at the time of the reformation.

**Modified Roll =**

Open-ended Roll

- + Platoon Leader's Elan Bonus

**SCREEN ORIENTATION AREAS****MICROFREQUENCY COMMUNICATION**

In a multi-player game, it may be stipulated that players may not communicate unless they are using their Microfreq Rigs. Such communications may be made verbally between players, but they should be limited to 10 seconds for each communication (i.e., one such communication per Orientation Phase).

**SELF DESTRUCT**

In desperate situations, players may wish to Self Destruct their vehicles. This requires a Modified Roll:

**Modified Roll =**

Open-ended Roll

- + Crew's AFV Driver Bonus
- + a Hard (-10) Difficulty Modifier
- + Damage/Casualty Modifiers

If successful (101+), the vehicle will explode in six Rounds. See the Exploding Vehicle rules (Section 4.20) to resolve any damage against nearby secondary targets when the vehicle does explode. A Self Destruct sequence can only be stopped (at any time) by the vehicle's Crew.

# 5.0

## STANDARD GAME SCENARIOS

The scenarios in this Section take place within a consistent milieu. Based upon small military engagements occurring during the Replicant Rebellion crisis of decade Imp.470, each can be played separately, or in succession to form a short campaign.

The setting is the Imperial territory known as Quadrant Hydrax, during an uprising of Replicant slaves. The scenarios follow the exploits of three combatant groups involved in the campaign. One is a crack unit of Legona Hydraxi Millennia Warriors fighting for the Empire, while their main opposition comes from a rag-tag collection of Replicants desperately striving for freedom and recognition. The third faction represented in these scenarios is a mercenary troop whose services have been bought, for the time being, by the Replicant hordes.

### 5.1 IZMION'S REPLICANT HIDEAWAY

The Replicant slaves of Imperial Quadrant Hydrax had, with a collective will, been rising up against the citizenry and government of the quadrant's member star systems for years. When mass gatherings of Replicants were outlawed, the slaves continued their forums and protests in defiance. Then the massacres began.

Underground Replicant leaders, called tri-alphas, began undertaking negotiations with Minor Clan arms dealers in an effort to build up a military force to meet the Legona Hydraxi on even terms.

On Izmion, a small moon in the Gotama system, the Replicant forces began to make sorties. After their first strike, the search for the hidden rebel base was under way.

Spearheading the planetside effort to root out the Replicant fighter base was a Millennia Warrior unit — the "*Avalanche*" — recently attached to Izmion's Legona Hydraxi garrison. To protect the hideaway, the Replicants formed a small mobile force which they dubbed "*Brazen Hope*." Despite the best efforts of the *Hope*, the Imperial troops were slowly pressing towards the secret base, and their inevitable victory.

This scenario depicts a small meeting engagement between *Avalanche* scouts and a *Brazen Hope* blocking force.

#### FORCES

**Side A:** Replicants of *Brazen Hope*.

- 2 x Targ Raja (Tracked)
- 3 x Lynx (Tracked)

**Side B:** Millennia Warrior scouts of *Avalanche*.

- 3 x Paroxysm (Gravitic)
- Loads: 1xMk.20 MASK-D  
1xMk.10 V-Mine Dispenser  
1xMk.10 Standard Expl Torp

#### TERRAIN

##### MAP SET UP

A	C
B	D

Green = Clear  
Grey = Brush  
Brown = Marsh  
Buildings = Light Buildings

#### SET UP

**Side A:** Start on Map A.

**Side B:** Enter from Map D edge on Turn 1.

#### VICTORY CONDITIONS

**Side A:** Avoid Side B's victory conditions.

**Side B:** Disable, Destroy, or force the exit of all of Side A's vehicles, and exit one of your own vehicles from a Map A edge hex; all before the end of Turn 5.

### 5.2 UNREST ON DYUSHAMBE V

The Replicant forces of Izmion had managed to gain a short period of space supremacy over that moon. Before larger units of the Legona Hydraxi could be called in to lay siege to Izmion, deep space transports were sent to other Replicant-populated systems in the quadrant.

Dyushambe V, the planet known as Kuznetsk, was the Prison World of Imperial Quadrant Hydrax, and harbored not only a strong force of Replicants, but also numerous interned dissident military leaders. If the Replicant Rebellion was to succeed, this resource of men and minds would need to be liberated.

A tri-alpha plan was developed which called for the extraction of a large number of prisoners from Dyushambe V by means of an escorted space transport. However, to divert the Prison Guardian network, a blockade runner was sent planetside prior to the transport's arrival. The 'runner delivered a shipment of *Brazen Hope*'s light vehicles and small arms to one of the Prison World's settlements. Led by volunteer members of *Brazen Hope*, a rampaging mob of Replicant prisoners stormed a Guardian network outpost. The diversionary attack had the desired effect. Recently transferred members of *Avalanche* went down to the Prison World's surface to put down the Replicants.

This scenario depicts a mopping-up as *Avalanche* forces seek out the remnants of the *Brazen Hope* raiding party.

#### FORCES

**Side A:** A mixed Replicant force, including members of *Brazen Hope*.

- 1 x Targ Raja (Tracked)
- 1 x Lynx (Tracked)
- 2 x Gemini Raider (Wheeled)
- 1 x Grenadier Infantry Team Type 500
- 4 x Regular Infantry Team Type 300
- 2 x Poor Infantry Team Type 200

**Side B:** *Avalanche* Millennia Warriors.

- 2 x Warmonger (Wheeled)
  - 2 x Reaper (MIRC)
- Loads: 2xMk.10 CHEM-D  
• 2 x Shock Infantry Team Type 600

#### TERRAIN

##### MAP SET UP

V	D
C	B

Green = Broken/Rocky  
Grey = Rock Spires  
Brown = Brush  
Blue = Mud Pit  
Buildings = Light Buildings

#### SET UP

**Side A:** Set up anywhere on playing surface after Side B has predesignated his entrance map edge. Gemini Raiders may be set up carrying passengers. No units may exit the map at any time.

**Side B:** Predesignate the edge of one map which you will enter the playing surface from. Enter the map during Turn 1. The Infantry Teams must begin the game carried by the Warmongers.

### VICTORY CONDITIONS

**Side A :** Avoid Side B's victory conditions.

**Side B:** Disable or Destroy all enemy vehicles, and eliminate all Infantry Teams; all before the end of Turn 5.

## 5.3

### MU LAMBDA I COMPROMISED

Mu Lambda I, an Omega World, had served as the rallying point for the majority of Quadrant Hydrax' far-flung Replicant cells. In time, however, the Replicant forces there were discovered.

Imperial ground troops, including members of *Avalanche*, landed on the planet *en mass*. To their surprise, the Millennia Warriors found themselves not only fighting the tenacious Replicants (including the reformed *Brazen Hope*), but well organized mercenary units brought in as rear guards for the fleeing Replicant legions. A bloody and protracted struggle ensued, seeing many small unit actions planetwide.

This scenario depicts an aggressor action against a set defense, as Replicant and mercenary units attempt to block Millennia Warriors from reaching an underground hangar still housing transport ships for the evacuation off-world.

### FORCES

**Side A:** *Brazen Hope* vehicles and infantry supplemented by Powered Troopers from *Jarlsbaad* mercenary company.

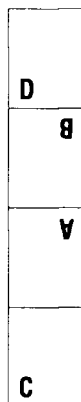
- 3 x Erkenbrand (Tracked)
- 1 x Lynx (Tracked)
- 4 x Elite Powered Trooper Type 300
- 3 x Regular Infantry Team Type 300
- 3 x Poor Infantry Team Type 200
- 1 x REA Type 200
- 1 x Surface Bunker Type 2 (Max Cap 1)
- 3 x Vehicle Pit (Small)
- 3 x Personnel Trench (Max Cap 2)

**Side B :** *Avalanche* tanks and personnel carriers.

- 3 x Interloper (Surface Effects)  
Loads: 1xMk.10 AIMS  
1xMk.10 MASK-D
- 2 x Scarab (Walker)  
Loads: 1xMk.10 AIMS  
1xMk.10 MASK-D
- 1 x REA Type 300

### TERRAIN

#### MAP SET UP



Green = Clear modified by Ice  
Grey = Broken/Rocky modified by Ice  
Brown = Magma  
Buildings = Heavy Buildings  
Special = Ignore Tree symbols.

### SET UP

**Side A:** Set up anywhere on Maps A, B, and/or D.

**Side B:** Enter all forces along the bottom edge of Map C during Turn 1.

### VICTORY CONDITIONS

**Side A:** Disable or Destroy all three Interlopers by the end of Turn 5.

**Side B:** Exit one Scarab with a carried Infantry Team off of the top edge of Map D by the end of Turn 5.

**Special:** If both Sides meet their victory conditions, the scenario is a draw.

## 5.4

### RAID ON SCIROCCO

Siloam Chi Kappa IV, a planet known as Scirocco, was the Homeworld of Minor Clan Coristan. Known to hate Replicants, and to supply Legona Hydraxi with men and materiel, Family Coristan made an excellent target for a demonstrative raid.

While a dogfight raged in orbit overhead, Replicant strike teams, augmented with *Jarlsbaad* mercenaries, made planetfall and carried out extensive raids on Coristani industrial complexes.

Once more, elements of *Avalanche* and *Brazen Hope* would clash during their system-spanning struggle.

This scenario depicts an action which brewed-up as Replicant and mercenary forces were withdrawing to their rendezvous coordinates after trashing a refining complex. Imperial forces, slow in reacting, arrived to trap and destroy the strike force.

### FORCES

**Side A:** A mixed strike force of *Brazen Hope* Replicants and *Jarlsbaad* mercenary troops.

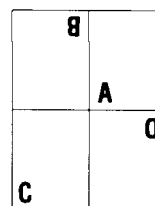
- 4 x Westwynd (Tracked)
- 6 x Gemini Raider (Wheeled)
- 2 x Commando Powered Trooper Type 400
- 3 x Elite Powered Trooper Type 300
- 4 x Grenadier Infantry Team Type 500

**Side B :** Elements of *Avalanche*'s Scirocco garrison.

- 1 x Invoker (Gravitic Effects)  
Loads: 1xMk.50 MASK-D  
2xMk.20 AIMS  
2xMk.20 Standard Expl Torps
- 3 x Parallax (Jumper)

### TERRAIN

#### MAP SET UP



Green = Brush  
Grey = Marsh  
Brown = Swamp

**Special 1:** All Woods hexes are Jungle.

**Special 2:** All buildings have been destroyed. Place a Heavy Rubble counter in every hex containing a Building depiction.

### SET UP

**Side A:** All units must set up within 2 hexes of a Heavy Rubble counter. No Infantry Teams or Powered Troopers may begin the scenario carried by the Gemini Raiders.

**Side B:** Enter from any edge hex(es) during Turn 1.

### VICTORY CONDITIONS

**Side A:** Exit 4 vehicles, and 4 Teams and/or Troopers (in any combination adding to 4) from the Map A edge. The scenario ends immediately when this condition is met or becomes impossible to meet.

**Side B** — Prevent Side A from meeting its victory conditions.

**Special:** If the scenario lasts longer than 10 Turns, the game is a draw.



## 6.0

# THE ADVANCED GAME

While the Standard Game concentrates on surface action, the Advanced Game introduces units which operate over and under the battlefield. Specifically, Aircraft and Submersibles, along with their particular environs, are developed here.

### AIRCRAFT

The Aircraft represented in **Armored Assault** are assumed to be those directly interacting with other battlefield participants. Thus, they usually will be taking on the role of close support firing platforms, or combat troop transports.

Although the rules presented in this section are primarily geared towards Aircraft operating close to the ground, and therefore coming into direct conflict with enemy ground forces, it will be possible to represent strictly Aircraft-to-Aircraft battles. Players will probably want to acquire separate hex grids to fight out these pure air battles, when and if they become necessary.

### SUBMERSIBLES

Submersible vehicles should be treated as surface vehicles in all respects, except that it will be necessary to differentiate between the depths that a submersible may be occupying at any given time. Vehicles under the surface of hydrographic terrain may only discharge Torpedoes or Mines, and are only susceptible to Torpedo or Mine attacks.

## 6.1 THE ADVANCED SEQUENCE OF PLAY

The Advanced Sequence of Play is similar to that used in the Standard Game, except were amended for the inclusion of Starcraft and Aircraft into the Movement/Maneuver and Firing Phases. Submersibles are considered to be Vehicles for all Sequence of Play purposes.

### ADVANCED GAME SEQUENCE OF PLAY

#### Turn Preparation Phase:

As Standard Game.

#### Missile/Torpedo Launch Phase:

As Standard Game.

#### Direct LOF Missile Results Phase:

As Standard Game.

#### Movement/Maneuver Phase:

- 1) Players move/maneuver any Star Strike Starcraft involved in the game.
- 2) Players move/maneuver Aircraft.
- 3) The Standard Game Move/Maneuver Phase begins at this point.

#### Projectile/Energy Fire Phase:

- 1) Star Strike Starcraft involved in the game perform their Projectile/Energy Fire Phase activities.
- 2) Aircraft may each execute one attack.
- 3) The Standard Game Projectile/Energy Fire Phase begins at this point.

#### Indirect LOF Missile/Torpedo/REA Results Phase:

As Standard Game.

#### Final Orientation Phase:

As Standard Game.

### COMPLETE EXPANDED SUMMARY OF PLAY

#### Turn Preparation Phase:

**Note:** Performed only before the beginning of the first Round of each new Turn.

- 1) READs request Rear Echelon Assets
- 2) Each player determines his Vehicles' Initiative Number(s) (INs) for the upcoming Turn.
- 3) Players signify which of their units are commanded to "Move" during the upcoming Turn.

#### Missile/Torpedo Launch Phase:

- 1) Each Missile Launcher to be fired this Round has a target selected for it within the Launcher's covered arc.
- 2) A Lock-on is attempted for each Missile Launcher target.
- 3) For every successful Lock-on, the number of Missiles to be discharged at the target is declared. Missile Launchers are now considered to have been fired.
- 4) Torpedoes are discharged; place Torp markers on the map.
- 5) Any other special armament to be fired this phase is discharged.

#### Direct LOF Missile Results Phase:

- 1) Any Missile(s) fired by an attacker having a direct Line of Fire to its target has the attack immediately resolved. All such attacks are resolved concurrently.

#### Movement/Maneuver Phase:

- 1) Players may move/maneuver Powered Armor Troopers.
- 2) Players may move/maneuver eligible Infantry Teams.
- 3) Players may move/maneuver eligible Vehicles, abiding by the rules of Initiative Priority.
- 4) Players move/maneuver Aircraft (Advanced Game).
- 5) Players move/maneuver Starcraft (Optional Rules).
- 6) Each Torpedo moves towards its target after the target moves.
- 7) Remove Torpedoes without targets.

#### Projectile/Energy Fire Phase:

- 1) Resolve the attacks of successfully placed SCDPs from the previous Phase.
- 2) Aircraft and Starcraft may execute their attacks (Advanced Game and Optional Rules).
- 3) Non-vehicular Ordnance Weapons may each make one attack or go on Opportunity Fire.
- 4) Powered Armor Troopers, not locked in Melee, and which have not moved this Round, may each execute one attack, or go on Opportunity Fire.



- 5) Infantry Teams, not locked in Melee, may each execute one attack, or go on Opportunity Fire.
- 6) Vehicles, not locked in Melee, may execute their attacks and/or go on Opportunity Fire, abiding by the rules of Initiative Priority and Deferral.
- 7) All Projectile/Energy fire from an attack is resolved and the damage applied immediately, before the next eligible combatant fires.

#### Indirect Fire Missile/Torpedo/REA

##### Results Phase:

- 1) Missile(s) fired this Round by an attacker not having a direct Line of Fire to its target has attack resolved now.
- 2) The attacks of all Torpedoes entering their target's hexes are resolved.
- 3) REAs may call in fire from their Rear Echelon Assets and have it resolved.

#### Melee Phase:

- 1) Resolve Infantry Melee
- 2) Resolve Vehicle Melee

#### Final Orientation Phase:

- 1) Check for MASK removal.
- 2) Each unit may attempt one of the following activities, if applicable:
  - Regain control of Out of Control vehicle.
  - Repair Routine or Light Damage/Malfunction with automatic Damage Control system.
  - Extinguish internal fire with automatic Damage Control system.
  - Use Sensors to detect a concealed foe.
  - Use Sensors to gain information about a revealed foe.
  - Reorient Screens.
  - Battlefield Reformation
  - Receive and/or transmit one Microfreq communication.
  - Self destruct.

## 6.2 PILOTS

Advanced Game Aircraft Pilots are defined by six characteristics, each of which is described below.

**Combat Pilot Bonus:** this reflects the Pilot's skill in combat.

**Atmospheric Pilot Bonus:** a rating of the Pilot's non-combat flying skill.

**Heavy Energy Projector Bonus:** a reflection of the Pilot's skill at firing Energy Weaponry. This skill is often abbreviated as H.E.P.

**Projectile Gunnery Bonus:** bonus used when firing Projectile Weaponry. On Aircraft, these are most often Auto Cannons.

## PILOT GENERATION CHART

Roll	Combat Pilot Bonus	Atmospheric Pilot Bonus	H.E.P. Bonus	Projectile Gunnery Bonus	Missile Bonus	Total Hit Points
1	20	40	35	40	35	15
2	25	40	30	30	40	17
3	30	30	40	25	45	20
4	35	55	35	10	20	23
5	40	45	50	10	25	26
6	45	70	60	5	20	29
7	50	50	45	15	50	33
8	60	80	40	20	30	37
9	70	70	55	10	15	41
10	80	90	65	15	20	45

**Missile Bonus:** the bonus used when firing Missiles (not Torpedoes) at targets.

**Total Hit Points:** The amount of damage the Pilot can sustain before becoming unconscious. Though not often used in an **Armored Assault** game, this statistic may be helpful to players of a campaign game who are keeping track of characters from scenario to scenario.

To generate the skill bonuses of an Advanced Game Pilot, roll 1D10 on the Pilot Generation Chart, then cross-index. This one roll is used to determine all statistics for a Pilot.

#### EXPERIENCE

It is possible for Pilots to gain experience in the same way as Standard Game Crews. Use the guidelines found in Section 4.7.

**Note:** A Pilot's *Combat Pilot Bonus* may never exceed his *Atmospheric Pilot Bonus*.

## 6.3 AEROCRAFT SYSTEMS

The Aircraft represented in **Armored Assault** are (relatively) small transportation and/or attack vehicles. They are assumed to be operated by a single pilot who flies the vehicle and fires its armaments, if it has any.

#### MOTIVE SYSTEM

Aircraft are assumed to use a combination of drive systems, including rotors, turbo-fans, ram-jets, jump-jets, rocket booster gear and/or gravitics. Thus, Aircraft should be allowed to operate over planetary bodies which do not have atmospheres, as well as those which do.

The use of rotor, gravitics and jump-jet drives will also allow some Aircraft to slow to a stationary hover, if need be.

As players read through the Aircraft Movement rules, they may note that some Armored Assault Aircraft are capable of moving very fast, even in an atmosphere. It is assumed that Aircraft have energy shields incorporated into their construction which allow them to ignore dynamic stress effects which would tear high velocity, unshielded Aircraft apart.

#### WEAPONS

Aircraft may be armed with Fixed Weapon Mounts containing single Firing Mechanisms. These FM's may be Auto, MLA, Laser or Blast Cannons of Mk.#s 6 through 10. The Projectile Cannon Magazines are limited to a maximum Duration # of 10 (see Section 13.4).

An Aircraft may also carry Missile Launchers (Fixed Mount), with a Magazine capacity limit of 10.

They may also be installed with Payload Pallets.

These various weapon systems operate in a manner similar to their vehicular counterparts. See Section 6.5 for more details on Aircraft weapons and firing.

#### PASSENGER CAPACITY

Like vehicles, Aircraft may carry passengers in the form of Infantry Teams and Powered Armor Troopers. To Embark or Disembark these passengers on the battlefield, a carrying Aircraft must have Hover capability. Otherwise, Embarkation and Disembarkation is handled in the same way as it is for vehicles.



## 6.4 AEROCRAFT MOVEMENT

Aerocraft move on the playing surface as vehicles do, expending their MPs as they enter new hexes. However, their speed and special maneuvering characteristics require a separate set of rules.

The underlying principal of Aerocraft Movement is the trade-off between increased speed and poorer maneuverability. Each Aerocraft will have an allotment of Base Movement Points. At the Base Movement Point speed, an Aerocraft has its tightest turning circle. An Aerocraft Pilot may, at the beginning of a Movement/Maneuver Phase, accelerate by multiplying his Base Movement Points by a whole number from one to ten (within restrictions). Flying at a faster speed entails a larger turning circle, with poorer maneuverability. Deceleration reduces speed, allowing better maneuverability.

### BASE MOVEMENT POINTS

Each Aerocraft will have its own Movement Point allotment which must be completely expended during every Round's Movement/Maneuver Phase. This allotment is known as the Aerocraft's Base Movement Points (BMPs).

### SPEED MULTIPLIER

The BMP of an Aerocraft may be multiplied by up to 10 times, in increments of whole numbers. Therefore, the speed multipliers are: x1, x2, x3, x4, x5, x6, x7, x8, x9, x10. A x0 speed multiplier is an option for Aerocraft with Hover capability. Speed multiplier levels are achieved through the use of Acceleration and Deceleration, as explained below.

Increasing an Aerocraft's Movement Points by using a speed multiplier results in a poorer Turn Mode, as explained in the Turning rules, also found below.

**Example:** A Goshawk fighter has a BMP allotment of 15, but no Hover capability. It could Accelerate or Decelerate to change its MP expenditure from Round to Round. Since the Goshawk's BMPs are 15, speed multiples of 1 through 10 will yield maximum MP totals of 15(x1), 30(x2), 45(x3), 60(x4), 75(x5), 90(x6), 105(x7), 120(x8), 135(x9), or 150(x10), on any given Round. Increasing speed will also increase the Goshawk's Turn Mode.

Except for the BMP (x1) speed increment, an Aerocraft need not expend the maximum MPs provided by a given speed multiple, as long as more MPs are expended than are provided by the next lower speed multiple.

**Example:** A Goshawk at its x4 speed multiple may expend anywhere from 46 to 60 MPs during the Movement/Maneuver Phase.

An Aerocraft with Hover capability that is in its x1 speed multiple may expend anywhere from 1 MP to its BMP total during the Movement/Maneuver Phase. A Hover-capable Aerocraft must be at its x0 speed multiple to avoid spending any MPs during the Movement/Maneuver Phase.

### ACCELERATION/DECELERATION

Each Aerocraft will have its own Acceleration (Accel) and Deceleration (Decel) factors.

The Acceleration factor is the maximum number of speed multiples that an Aerocraft may increase its BMP allotment from one Round to the next.

**Example.** A Goshawk fighter (Accel:3) is flying at its x6 speed multiple — 90 hexes per Round. At the beginning of a new Movement/Maneuver Phase, the Pilot wishes to accelerate. With an Accel:3 rating, the Goshawk could go to x7, x8, or x9 speed. Full acceleration would increase the fighter's speed from 90 hexes per Round, to 135 hexes per Round (its x9 speed multiple).

### ALTITUDE

The Aerocraft represented in **Armored Assault** are assumed to be those directly interacting with other battlefield participants. Therefore, Aerocraft placed on the playing surface are always assumed to be at a low altitude (i.e., within 1 km of the ground).

At any time during its move, an Aerocraft may expend 20 of its remaining MPs to climb away from the battlefield. This is a vertical disengagement which effectively removes the Aerocraft from the scenario being played, unless there are enemy Aerocraft on the map which wish to continue the engagement. If this is the case, refer to the section on Dogfighting below. If the Aerocraft in question is incapable of expending 20 MPs per Round it must spend half of its maximum MP allotment "climbing" and the other half moving on the map. When the total number of MPs spent climbing equal 20, the Aerocraft has successfully completed its vertical disengagement.

## ENTERING HEXES

An Aircraft enters 1 new hex for every MP it expends in level flight. In Dogfighting, as described below, an Aircraft which expends 20 MPs to raise one Altitude increment, or 5 MPs to lower one Altitude increment, does not enter a new hex, but stays in place as it climbs or dives.

## TURN MODE

Each Aircraft will have an assigned Maneuverability rating. From the Maneuverability rating is derived the Aircraft's Turn Mode. The Turn Mode is the number of hexes that an Aircraft must fly in a straight line before being allowed to make a one hexside turn to the right or the left. While in its x1 (BMP) speed multiple, an Aircraft's Turn Mode equals its Maneuverability rating.

**Example:** A Goshawk flying at a speed of 15 hexes per Round is in its x1 speed multiple; thus expending its Base Movement Point allotment. The fighter's Maneuverability rating is 4, therefore its Turn Mode is 4. The Goshawk need only fly 4 hexes ahead before making a right or left turn of one hexside. The Aircraft could make 3 such turns during the Movement/Maneuver Phase if desired.

The Turn Mode increases as an Aircraft's speed increases. The Turn Mode of an Aircraft using a speed multiple greater than x1 can be derived from the following formula:

**Turn Mode** = (Maneuverability rating x speed multiple) + (speed multiple - 1)

**Example:** The Turn Mode of a Goshawk in its x7 speed multiple is 34. Turn Mode = (4 x 7) + (7 - 1) = 34.

A Hover-capable Aircraft in its x0 or x1 speed multiple automatically has a Turn Mode of 0. That is, such an Aircraft may turn any number of hexsides at will.

Players may wish to use dummy (blank or otherwise designated) counters to mark the position of the last turn of each Aircraft. Thus, players will be able to readily count back from their Aircraft's position to the dummy counter to know when they satisfy Turn Mode requirements. By using this method, Turn Mode requirements may be accumulated from Round to Round of movement.

## INITIATIVE

Aircraft may use the same initiative system used by Infantry Teams, Powered Troops and Non-vehicular Ordnance in Section 4.16. Alternately, at the agreement of both players, an initiative ranking system like that used by vehicles may be used for Aircraft, incorporating the Aircraft pilot's Combat Pilot bonus into the Initiative Roll.

## EXITING THE MAP

Aircraft may exit the map while they are moving. Such units are assumed to disengage from the battle and may not return.

As explained in the Altitude section above, Aircraft may expend 20 MPs to climb away from the battlefield. Again, this is a case where a unit exits the map and may not return.

If a player exits the map with an Aircraft, his opponent may continue the engagement if the opponent has his own Aircraft. See Dogfighting below.

## DOGFIGHTING

Dogfighting is Aircraft-to-Aircraft combat conducted separately from the Armored Assault playing surface either because the combatants have climbed away from the battlefield, or have laterally displaced themselves from the fighting.

Move Dogfighting units to a separate hex grid, keeping relative distances between units the same as they were on the **Armored Assault** playing surface.

Dogfighting units may climb or dive at will. Altitude increments are in 1 km vertical steps. Players must keep track of the current altitude of their units. It costs 20 MPs to climb one Altitude increment, and 5 MPs to dive one Altitude increment. Climbs and dives are done within a hex: there is no lateral displacement during a

climb or dive provided the Aircraft in question has at least 20 MPs to spend every Round. Otherwise, use the climb method described above in the Altitude sub-section.

Except for the possibility of altitude changes and the non-interaction with other Armored Assault forces, Dogfighting units conform to the Sequence of Play and other rules of the game in all respects.

## 6.5 AEROCRAFT WEAPONS AND FIRING

Aircraft weapons, and their firing procedures are analogous to their vehicular counterparts.

### ARMAMENT

Aircraft may be armed with the following weapons:

- Auto Cannons (Mk.6-10)
- MLA Cannons (Mk.6-10)
- Laser Cannons (Mk.6-10)
- Blast Cannons (Mk.6-10)
- Missile Launchers (Mk.6-10)
- Payload Pallet Armaments (Mk.6-10)

Cannon FMs are limited to 1 per Weapon Mount. Projectile Cannons and Missile Launchers are limited to a Magazine capacity of 10. All Weapon Mounts and Launchers are assumed to be Fixed Mounts (60 degree field of fire).

Payload Pallets may be armed with any analogous vehicular load (see Section 4.14 and 4.15), including AAVMs (which would more properly be called Anti-Aerial Aircraft Missiles: AAAMs). CHEM-D and MASK-D may be discharged into a ground hex up to one hex range from the Aircraft, just as if it were a vehicle.

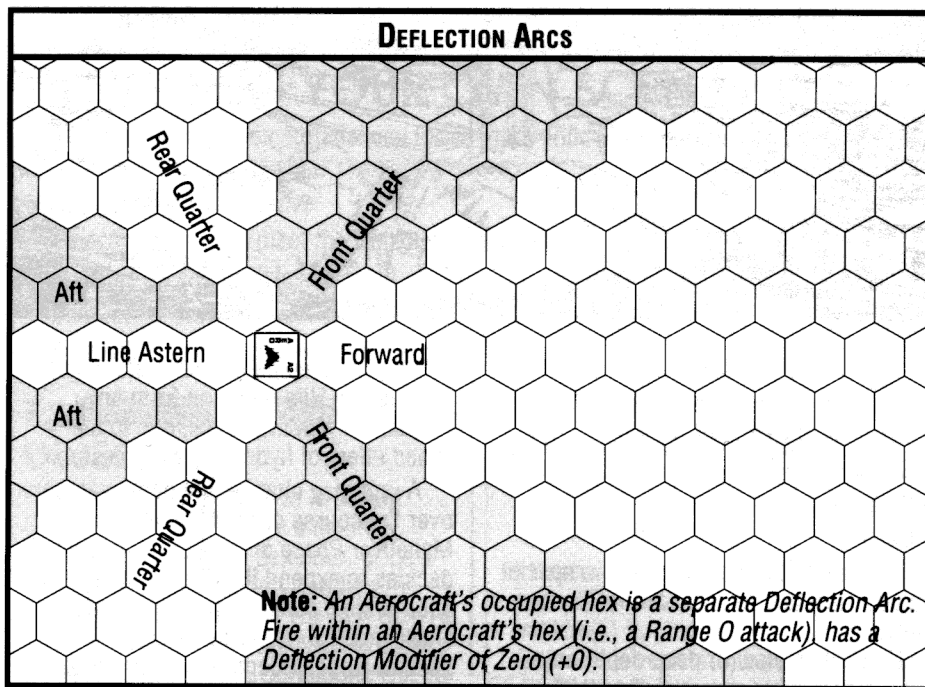
An Aircraft Pilot may only discharge one weapon system per Round.

## DEFLECTION MODIFIER CHART

Target is in this Deflection Arc of the Attacker	Attacker is in this Deflection Arc of the Target				
	Forward	Front Quarter	Rear Quarter	Aft	Surface Target or Line Astern
Forward	0	**	0	+10	+20
Front Quarter	**	*	+10	0	0
Rear Quarter	0	+10	*	0	0
Aft	+10	0	*	0	0
Line Astern	+10	0	*	0	+10

\* minus 2 per 10MPs target is expending this Round.

\*\* minus 5 per 10MPs target is expending this Round.



#### DEFLECTION

When Aircraft fire Cannon (at airborne or surface units) or AIMS (at surface units), or are fired at, a modifier is factored into the Combat Roll which is based upon Deflection. Deflection is a term referring to the angle of attack with respect to the movement of the target unit. Refer to the Deflection Arcs diagram to find the various Deflection Arcs, and the Deflection Modifier Chart to determine the Combat Roll adjustment.

#### TOTAL COMBAT ROLL

Use the following summary of the Total Combat Roll to resolve Aircraft Cannon attacks against targets.

#### Total Combat Roll =

- A Combat Roll
- + Firer's Total OB (including FM Mk.# and HUD)
- Target's Total DB
- Occupied Hindering Terrain Modifier (if target is a surface unit)
- Range Modifier
- + Deflection Modifier

For Aircraft mounted Missile Launchers and Payload Pallet loads, use the combat resolution procedures found in Section 4.0. Remember, these weapon systems are analogous to vehicular weapon systems in every way. (Exception: an AIMS attack will factor a Deflection Modifier into the Combat Roll).

#### INITIATIVE WHEN FIRING

Aircraft may use the same initiative system used by Infantry Teams, Powered Troops and Non-vehicular Ordnance in Section 4.16. Alternately, at the agreement of both players, an initiative ranking system like that used by vehicles may be used for Aircraft, incorporating the Aircraft pilot's Combat Pilot bonus into the Initiative Roll.

## 6.6 AEROCRAFT DAMAGE

Aircraft are always considered to be CAT 21. When they take 1 Concussion Hit of damage, they are considered to be Disabled: they may fly, but may not perform any attacks and all Payload Pallet loads are jettisoned without effect. If they take 2 Concussion Hits of damage, they are Destroyed: they are removed from the playing surface. An pilot may always eject from a Disabled or Destroyed Aircraft.

As with Powered Troopers (Section 4.4), Critical strike results have no additional effect on the Aircraft, but are resolved against the Pilot if an ongoing campaign is in progress. Blast Criticals are resolved on the Automatic/Shrapnel Critical Strike Table (27.1). Pierce Criticals are resolved on the Pierce Critical Strike Table (27.2).

## 6.7 AEROCRAFT DISPLAY

A sample Aircraft Display may be found in Section 37.0. As with the other units in the game, each Aircraft must have its stats recorded on its own display sheet. Below is a summary of the Aircraft Display entries.

**ID:** Note the identity of the Aircraft unit here.

**DB:** Enter the Aircraft's DB (the only relevant defensive statistic, since the CAT will be 21 and it will always take 2 Hits to Destroy).

**Pilot:** Enter your Pilot's relevant statistics here.

**BMP:** Note the Aircraft's Base Movement Points.

**Accel/Decel:** Note the Acceleration and Deceleration ratings of the Aircraft here.

**Maneuver Rtg:** Note the Aircraft's Maneuverability rating.

**Hover:** If the Aircraft has Hover capability, enter 'Yes' here.

**Passenger Cap #:** If the Aircraft can carry Infantry Teams/Powered Troopers, enter the Capacity Number here. The Cap # is the total number of Infantry Teams and/or Powered Troopers which may be carried.

**Current Speed Multiple:** Mark the circle indicating the Aircraft's present speed multiple.

**Weapon Mounts:** Enter each FM Mk.#, Weapon Mount, Magazine (if applicable), Location, and HUD.

**Payloads:** Enter all loads carried on the Aircraft's Payload Pallets.

ID: _____	DB: _____
Pilot: _____	BMP: _____
Accel/Decel: _____	Maneuverability: _____
Hover: _____	Passenger Cap #: _____
<b>Current Speed Multiple:</b> <div style="display: flex; justify-content: space-around; align-items: center;"> <span>○</span><span>○</span><span>○</span><span>○</span><span>○</span><span>○</span><span>○</span><span>○</span><span>○</span><span>○</span> </div> <div style="display: flex; justify-content: space-around; align-items: center; margin-top: 5px;"> <span>0</span><span>1</span><span>2</span><span>3</span><span>4</span><span>5</span><span>6</span><span>7</span><span>8</span><span>9</span><span>10</span> </div>	
<b>Weapon Mounts:</b> <div style="border-bottom: 1px solid black; height: 15px; margin-bottom: 5px;"></div> <div style="border-bottom: 1px solid black; height: 15px; margin-bottom: 5px;"></div> <div style="border-bottom: 1px solid black; height: 15px; margin-bottom: 5px;"></div>	
<b>Payloads:</b> <div style="border-bottom: 1px solid black; height: 15px; margin-bottom: 5px;"></div> <div style="border-bottom: 1px solid black; height: 15px; margin-bottom: 5px;"></div> <div style="border-bottom: 1px solid black; height: 15px; margin-bottom: 5px;"></div>	





## 6.8 **STARCRAFT**

Starcraft from *Space Master: Star Strike* may easily be incorporated into *Armored Assault* scenarios. Consult Section 20.0 for the mechanics involved in bringing space vessels into direct contact with planetary units.

Essentially they use the flight mechanics of Aircraft, while having the combat durability of Surface Vehicles.

## 6.9 **SUBMERSIBLES**

Submersibles act as vehicles in every sense except that, while submerged, their depth should be recorded, and only a very limited array of weaponry may effect them.

A submersible is any vehicle which has a Hydromotive Drive, Life Support systems, and Sub-hydrographic Streamlining.

### **MOVEMENT**

Submersed movement costs are completely covered in the Standard Game's Terrain Movement/Hindrance Chart found in Section 4.1. All other Standard Game movement conventions apply to submersibles.

**Note:** *It is assumed that hydrographic terrain liquid has, at least, the approximate density of water. A GM may wish to apply movement modifiers if the liquid is significantly more or less dense than water.*

### **DEPTH**

There are three hydrographic depth categories in *Armored Assault*.

- Surface
- Shallow
- Deep

Units at the surface require no special rules. They are treated as other Surface Vehicles.

Units at shallow or deep depth are submersed. They may only be attacked by Torpedoes or V-Mines at their depth. They may only discharge Torpedoes or V-Mines.

Units at deep depth may not launch Torpedo attacks at a unit in a higher depth category unless the launching unit has a functioning Sensor system. Nor may such deep depth units be targets for other attackers at higher depth categories wishing to launch a Torpedo unless the attacker has a functioning Sensor system. Torpedoes launched at a submersed vehicle while at shallow depth will follow that submersible should it go to deep depth, and vice versa.

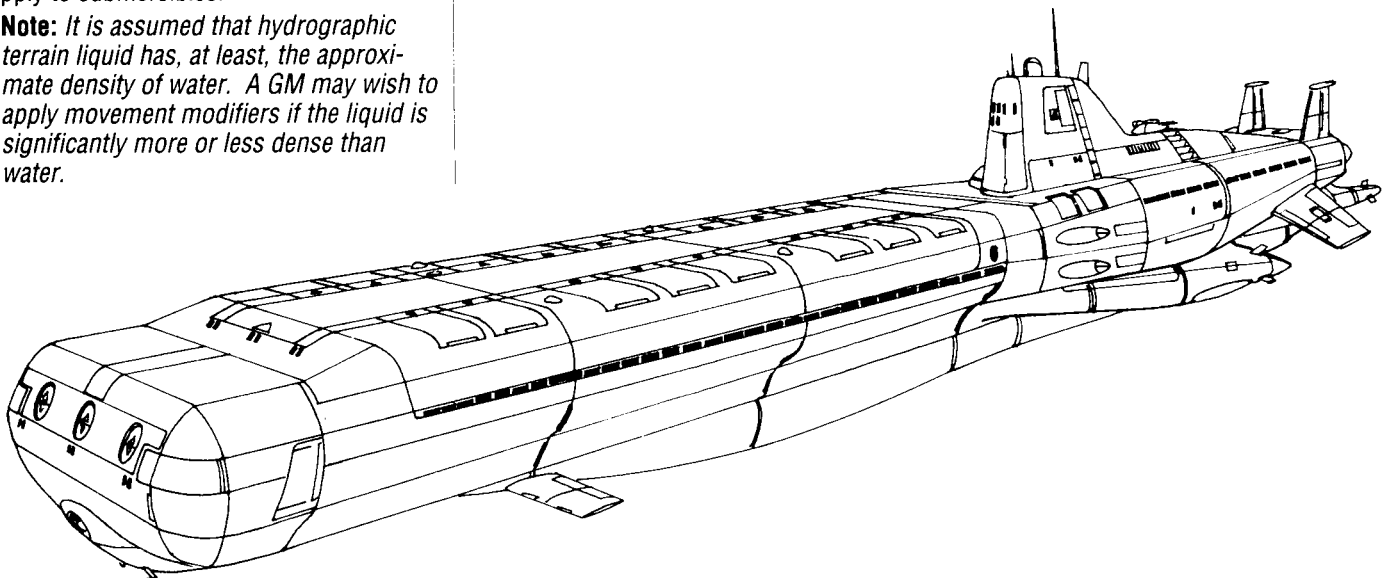
Units at deep depth will sustain double Concussion Hits resulting from any Torpedo or V-Mine attack, due to the added effect of hydrographic pressure.

A unit may change one depth category over the course of the Movement/Maneuver Phase of the Round in which it decides to expend its MPs. Therefore a submersible could go from the surface to shallow depth (and vice versa), OR shallow to deep depth (and vice versa) over the course of a Turn.

During a depth change, a submersible may not expend more than half of its available MPs. A vehicle changing depth category is assumed to be at its new depth category at the end of the Movement/Maneuver Phase in which it moves.

These movement rules apply to Torpedoes which will change depth category as they move.

Keep a side record of the depth of submersible units and hydrographic Torpedoes.



## 7.0

# DESIGNING YOUR OWN SCENARIOS

What follows are some guidelines for creating your own **Armored Assault** scenarios. Generally, there are five steps in the procedure:

- 1) Determining an *Objective*
- 2) *Selecting Forces* to meet the Objective
- 3) *Loading Up* any vehicles selected
- 4) Generating *Crews* to man any vehicles selected
- 5) Determining the *Victory Conditions* of the scenario

## 7.1

### OBJECTIVE

Most battle scenarios in **Armored Assault** will either involve a defined attacker and a defined defender, or be a meeting engagement between two (or more) aggressive forces. The first type of scenario is called an "Attacker/Defender Game" and the Victory Conditions will be influenced by the success of the attacker to meet his objective. The second type of scenario is called an "Engagement Game" and the Victory Conditions will almost always be based upon Adjusted Monetary Victory Points (see Section 7.5).

#### ATTACKER/DEFENDER GAME

When designing a **Armored Assault** "Attacker/Defender Game", consult the following list of Objectives and select one for the Attacker (either randomly or pick). If there is a "\*" at the end of the Objective selected, roll for the Objective of the scenario's Defender after Sides and Forces have been determined. If there is no "\*" at the end of the Objective selected, there will be no other purpose for the Defender during the game other than preventing the Attacker from achieving his Objective.

#### ATTACKER'S OBJECTIVE:

- 1) **Penetration.** All of Attacker's vehicle(s) must cross the playing surface and exit the opposite map edge with a functioning Drive unit. \*
- 2) **Numerical Superiority.** The attacker must have more non-Disabled vehicles on the playing surface than the Defender at the end of 5 Turns. \*
- 3) **Repel Aggressors.** Attacker's forces must Disable, Destroy, or force from the map all of Defender's vehicle(s). \*

#### 4) Eliminate Battlefield Commander.

Attacker must eliminate Defender's initially selected Battlefield Commander by the end of 5 Turns. \*

- 5) **Destroy Invader.** Attacker must Destroy one of Defender's largest Mass Category vehicle(s) by the end of 5 Turns. If all Defender's vehicle(s) exit the map and/or are Disabled, Attacker immediately wins by default.

#### DEFENDER'S OBJECTIVE:

**Note:** Roll only after Sides and Forces have been determined, and then only if a "\*" appears in the Attacker's Objective.

- 1) **Switch.** Defender is now the Attacker and takes on Attacker's Objective. Attacker is now the Defender and must prevent the new Attacker from achieving his Objective.
- 2) **Prevent Capture.** If a Defending Infantry Team is eliminated due to a failed Morale Check, and the Attacker has any surface forces remaining on the map at the end of 5 Turns, A capture occurs. Defender must prevent this or he loses.
- 3) **Self Destruct Moratorium.** Defender may not Self Destruct any vehicle(s). Otherwise Defender loses automatically.
- 4) **Energy Weapons Hold.** Defender may not be the first to use any sort of Energy Cannon, and then he may only use specific Cannon types which are fired against him first by Attacker's vehicle(s). Otherwise Defender loses automatically.
- 5) **Eradicate Foe.** Defender must Disable, Destroy or otherwise force off of the map all of Attacker's forces.

## SET UP

First, players should settle upon a map configuration. If the maps supplied with **Armored Assault** are used, they should be laid out in any way desired by the scenario players. If there is a disagreement as to how the maps should be configured, players should roll a competitive die, then alternate individual map placement.

The **Armored Assault** rules are designed to allow the use of any topographical-style map overlaid with a clear hex grid. Players may wish to use such a map as the scenario's playing surface.

When designing scenarios, players should agree on a reasonable Set Up for the game to be played. As a guide, in Attacker/Defender Games, the Defender should deploy on the map first and then the Attacker should enter his forces along one edge of the playing surface.

In an Engagement Game, all involved Sides should deploy simultaneously and in secret along the map's edges.

## 7.2

### SELECTING FORCES

In an Engagement Game, players should decide on a Cost (Elmonit) limit, and then secretly purchase unloaded vehicle(s) up to, but not exceeding, that limit.

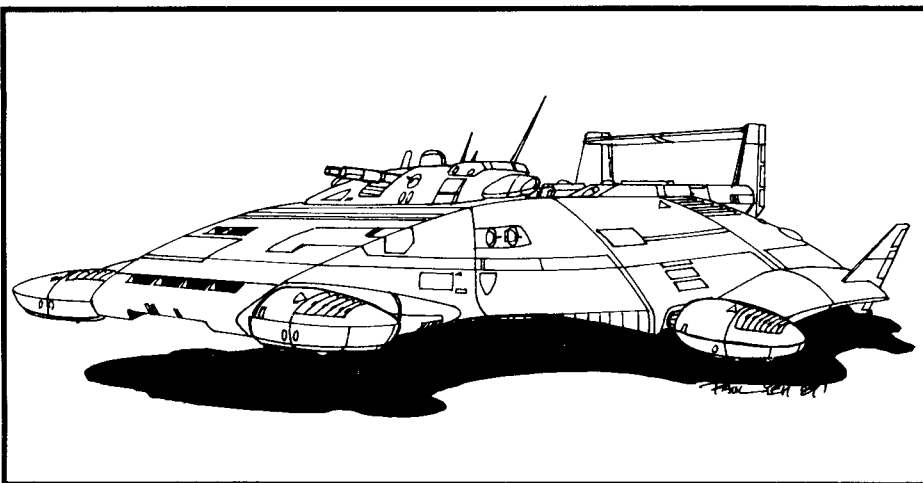
In an Attacker/Defender Game use the following procedure:

- a) Players should decide on a Cost Category for the scenario after the Attacker's Objective has been determined. The Cost Categories for a scenario follow:

#### SCENARIO COST CATEGORIES

- |                                   |
|-----------------------------------|
| A) 1K — 1000K Elmonits            |
| B) 1000K — 5000K Elmonits         |
| C) 5000K — 10,000K Elmonits       |
| D) 10,000K — 50,000K Elmonits     |
| E) 50,000K — 100,000K Elmonits    |
| F) 100,000K — 500,000K Elmonits   |
| G) 500,000K — 1,000,000K Elmonits |
| H) 1,000,000K + Elmonits          |

- b) Once a Cost Category for the scenario is decided upon, both players secretly select an Elmonit value that they would build their force with if they were the scenario's Attacker.



c) Players simultaneously reveal their Elmonit value for the Attacker. The player with the lowest recorded value becomes the Attacker (roll off if both have the same recorded value) and must select forces whose cumulative unloaded Costs do not exceed his recorded Elmonit value for the Attacker. The other player then becomes the scenario Defender and must select forces whose cumulative unloaded Costs are limited to 50% of his recorded Elmonit value **or** the Attacker's value (whichever is smaller).

**Example:** Using Cost Category "E", two players secretly record their "bids" for playing the Attacker in an Attacker/Defender Game. Player X writes down 60 million Elmonits while Player Y picks 100 million Elmonits. After revealing their bids, Player X will be the Attacker with 60 million to spend on forces and Player Y will be the Defender, having 50 million (50% of 100 million) to spend.

**PICKING FORCES**

When selecting forces, players pay for each unloaded vehicle and or other available forces (e.g., Infantry Teams, Powered Troopers, Rear Echelon Assets, etc.) with their designated Elmonit totals. The sum total of all forces purchased by a player may not exceed his Elmonit limit, though any number of combat units might be purchased.

Players may specify beforehand that a particular unit type may not be used by both sides in the scenario. In this instance, players should sanction certain units for the Attacking and Defending sides before instigating the scenario design procedure.

If players are ambitious, they may design their forces for the scenario from scratch, customizing them to their particular missions. Use the various Construction and Cost guidelines found in this rulebook.

**7.3 LOADING UP**

After the players' forces have been selected, any vehicles should be "Loaded Up" with Projectile Cannon ammunition, Missiles and Payload Pallet items. The costs for these items are found in Section 13.11. All Loaded ordnance should be recorded secretly, and those costs added to the Cost of vehicle(s) used by each player.

The value of a vehicle with its Projectile Cannon ammo, Missiles and Payload Pallet items on board is called its "Loaded Cost". It is the Loaded Cost of a vehicle which is used in the Adjusted Monetary Victory Point calculation in Section 7.5.

**7.4 SELECTING PERSONNEL**

Once players have their vehicles Loaded Up, they must determine the skill value(s) of the personnel aboard. For each vehicle, roll once on the Standard Game Crew Generation Chart (Section 4.1) and record the roll and the resultant values.

The rolls made to select Crews must be recorded for the purposes of determining the Adjusted Monetary Victory Point value of each vehicle in Section 7.5.

Note that the quality of units other than vehicular Crews are purchased during their construction procedure.

After Personnel are selected, roll for a Defender's Objective (Section 7.1) if necessary.

**7.5 VICTORY CONDITIONS**

In an Attacker/Defender Game, victory of one Side over all others will be dependant upon that Side fulfilling the terms of its Objective. A draw may result if both sides have Objectives to meet and achieve them. Players, upon mutual consent, may make victory somewhat weighted by the Adjusted Monetary Victory Point (AMVP) value of units in the game. For instance, players may decide that for the Attacker to win decisively, he must score twice as many AMVPs as the Defender, and so on.

**ADJUSTED MONETARY VICTORY POINTS**

Adjusted Monetary Victory Points (hereafter referred to as AMVPs) are an accurate measure of the value of a unit lost in combat. The AMVP of non-vehicular units are calculated during their construction procedure.

To arrive at the AMVP for a vehicle:

- a) Start with the Loaded Cost of a vehicle as determined in Sections 13 and 7.3.
- b) Multiply the Loaded Cost by the Crew Factor to arrive at the Crew Loaded Cost. To determine the Crew Factor, consult the following chart:

Crew Roll	Crew Factor
1-2	x0.50
3-4	x0.75
4-6	x1.00
6-8	x1.25
8-10	x1.50

- c) Multiply the Crew Loaded Cost of a vehicle by its Condition Factor at the end of a scenario to arrive at its Adjusted Monetary Victory Point value. Consult the following chart:

Condition of Vehicle	Condition Factor
Exited Map	x0.50
Disabled	x1.00
Destroyed	x2.00

- d) Score AMVPs for enemy vehicles Exited, Disabled, or Destroyed. During an Engagement Game, the player scoring the most AMVPs is the winner.

**AMPV =**  
 (Loaded Cost) x (Crew Factor) x  
 (Condition Factor)

## OPTIONAL RULES

The following sections list various Optional Rules which players may use as they see fit. Note that every Optional Rule added to the game increases its complexity and the time required to play.

### 8.1 OPTIONAL ELECTRONIC WARFARE CAPABILITIES

As it stands in the Standard Game, Electronic Warfare adds to a vehicle's DB and little else. When using Optional EW Capabilities, Electronic Warfare takes on a multitude of roles, increasing its impact on the game system.

#### ELECTRONIC CONCEALMENT

A vehicle may begin a game "electronically concealed" — being impervious to any Indirect LOF Missile, Indirect Fire Lob Cannon or Torpedo attack until an opponent either:

- 1) Makes a successful Sensor Detection roll against it, or
- 2) Traces a Direct LOF to the vehicle.

A vehicle begins a game electronically concealed if it can generate an EW bonus of over 100 (i.e., 101+). This can be accomplished by having a high inherent EW and then adding EW Pods on top of this (see Section 8.3), or by having a referee who designates certain vehicles as having some sort of technological device/advantage.

#### EW STRIPPING

EW Stripping is a method of reducing an opponent's EW value.

During the Final Orientation Phase of any Round, a vehicle may perform an Orientation Phase activity which will "strip" one or more opponents of all or part of their EW during the next Round.

EW Stripping is essentially a cancelling process: for each point of EW successfully expended by the "stripping" vehicle, a point of EW will be deleted from the "stripped" vehicle for one Round. The points of EW expended by the stripping craft may only be spent once per Orientation Phase, though they can be parcelled out amongst eligible opponents in any manner that the stripping player sees fit.

To perform an EW Strip of an opponent, the following conditions must be met:

- The target(s) must be within a number of hexes not to exceed the attacker's EW Rating x 5.
- Each target must have an EW value less than that of the attacking vehicle.
- The sum total of all target's masses may not exceed the attacking vehicle's mass.
- The attacking vehicle must make an EW Stripping Roll against each target.

To EW Strip a target, roll against it in the following manner:

- 1) Make an Open-ended Roll.
- 2) Add the EW skill bonus of the EW operator aboard the attacking vehicle (requires that a Space Master Role Playing character is aboard with EW skill). If **Space Master: The RPG** is not being used, assume an EW skill value of 30 + 2D10.
- 3) Add any Damage/Casualty Modifiers to determine the final Modified Roll.

If the Modified Roll is over 100 (101+), the EW Stripping attempt is successful. If successful, the attacking and target vehicles have their EW values reduced during the next Round by the amount the attacker committed to the EW Strip. If unsuccessful, only the attacker's EW value is lowered during the upcoming Round.

EW Strips which would lower a vehicle's EW value below 0 will not result in a negative EW value, nor produce any further penalty.

#### Modified Roll =

- Open-ended Roll
- + EW skill value of the attacker
- + Damage/Casualty Modifiers

**Example:** Battle Pod A (mass = 2K tons) has an EW value of 45. During the Final Orientation Phase, enemy MIRC B (mass = 900 tons) is 30 hexes away and has an EW value of 20. Therefore A may attempt to EW Strip B. Battle Pod A commits 15 points of its EW to the EW Strip and is successful. During the next Round, Battle Pod A has an EW value of 30, and MIRC B has an EW value of 5.

#### JAM TORPEDOES

A vehicle which has a Torpedo(es) homing in on it may use EW to prematurely detonate it/them during the Final Orientation Phase. Jamming Torpedoes counts as an Orientation Phase activity.

To jam an incoming Torp, the target vehicle's player must decide how much of his EW he wishes to commit to the detonation attempt. Any portion of a vehicle's EW committed to Torp Jamming is unavailable for any purpose during the next Round. Separate Torp Jamming attempts each require a portion of the EW allocation. Each Jamming attempt requires that at least 5 points of EW be committed to it.

There is no effective range limit on Torp Jamming attempts.

Roll to Jam an inbound Torp in the following manner:

- 1) Make an Open-ended Roll.
- 2) Add the EW skill value of the target vehicle's EW operator (requires that a Space Master Role Playing character is aboard with EW skill). If **Space Master: The RPG** is not being used, assume an EW skill value of 30 + 2D10.
- 3) Add the portion of the vehicle's EW committed to the jamming attempt of that particular Torpedo.
- 4) Subtract the Torpedo's EW value.
- 5) Add any applicable Damage/Casualty Modifiers.

If the Modified Roll is over 100 (101+), the Torpedo subjected to the Jamming attempt immediately detonates. If the Torp's warhead is Nuclear or Matter/Antimatter, resolve the blast against any eligible targets.

#### Modified Roll =

- Open-ended Roll
- + EW skill factor of the target vehicle's EW operator
- + Portion of EW value committed to the Jam
- Torp's EW value
- + Damage/Casualty Modifiers

**Example:** Tracked AFV A has an EW value of 50 and an EW operator skill value of 35. During the Final Orientation Phase, there are three inbound Standard Mk.20 Torps. AFV A's player picks "Jamming Torpedoes" as his Final Orientation Phase activity. He commits 5 points of EW against each Torp and makes the three

rolls. Each roll has +30 added to it (+5 AFV EW, +35 skill, -10 Torp EW). The rolls are 06, 67, and 89 — modified to 36, 97, and 119. The final roll results in Torpedo detonation. Next Round, the AFV has an effective value of 35, since 15 points were used for Jamming. There are still two Torps tracking the vehicle.

#### JAM COMMUNICATIONS

Only Microfrequency Communications may be jammed with EW. During the Final Orientation Phase a vessel may attempt to jam a target's (or multiple targets') Microfreq transmissions and receptions as an Orientation Phase activity. Multiple targets may have their Microfreq Rigs jammed, but no more than one per 5 points of the jammer's EW value may be affected. To jam communications, the following conditions must exist:

- The jammer must have a higher EW value than the target.
- The target must be within a number of hexes equal to the jammer's EW rating x 500.

To jam Microfreq Rigs, use the following procedure:

- 1) make an Open-ended Roll.
- 2) Add the jammer's EW operator skill bonus (requires that **Space Master** Role Playing characters with EW skill be used). If **Space Master: The RPG** is not available, assume an EW skill bonus of 30 + 2D10.

- 3) Add the jammer's EW value.
- 4) Subtract the target's EW value.
- 5) Add any Damage/Casualty Modifiers

If the Modified Roll is over 100 (101+), the jamming attempt is successful. Successful jamming reduces the target's effective Microfreq Rating by the jammer's EW value. For instance, if a successful jammer has an EW value of 50, its target will have its Microfreq Rating reduced by 50. The jamming reduction lasts for as long as the target is within jamming range and the jammer is not Disabled, Destroyed or has his EW value reduced in any way.

Auxiliary Microfreq Rigs are reduced to the same extent as the Main Unit.

#### Modified Roll =

- Open-ended Roll
- + Jammer's EW operator skill bonus
- + Jammer's EW value
- Target's EW value
- + Damage/Casualty Modifiers

## 8.2 OPTIONAL WARHEADS FOR MISSILES AND TORPEDOES

The campaign environment of **Space Master: The Role Playing Game** precludes the use of most devastating warheads (Nuclear and Matter/Antimatter) due to Imperial restrictions. Therefore, Explosive Warheads for Missiles and Torpedoes are the norm. However, attack tables are given for more powerful warheads to allow players flexibility.

#### BLAST RADII

The Nuclear and Matter/Antimatter (M/A) attack tables are unique in that they do not have damage thresholds based on a weapon's Mk.#, but rather the thresholds are based upon the position of the target relative to the detonating warhead. Essentially, the closer the target is to the point of detonation, the more damage it is likely to receive.

When a warhead detonates, it produces five (5) Blast Radii which are like concentric spheres radiating out from the explosion. The 1st Blast Radius is closest to the detonation, the 5th is furthest away. To determine the Blast Radii of a Nuclear or M/A detonation, consult the *Nuclear or Matter/Antimatter Blast Radii Chart*.

Ranges on the *Nuclear or Matter/Antimatter Blast Radii Chart* are given in km. Since each hex in **Armored Assault** is 100m across, each kilometer equals 10 hex range.

When a Nuclear or M/A warhead detonates, all constructs, friend or foe, are attacked with a Combat Roll. Using the chart above, determine which Blast Radius is occupied by a target. This helps determine the OB for the Combat Roll and the maximum applicable damage threshold.

#### OB CALCULATION

The OB for a Combat Roll made for a Nuclear or M/A warhead only takes into account the distance to the target and the Mk.# of the weapon. There are no other factors added to the Combat Roll.

To calculate the OB for a Nuclear or M/A warhead attack, select one of the following appropriate categories:

- Mk.# + 100 if target is within the 1st Blast Radius.
- Mk.# + 50 if target is within the 2nd Blast Radius.
- Mk.# + 25 if target is within the 3rd Blast Radius.
- Mk.# + 10 if target is within the 4th Blast Radius.
- Mk.# + 0 if target is within the 5th Blast Radius.

#### DB CALCULATION

The DB subtracted from a Combat Roll made for a Nuclear or M/A warhead only takes into account the target's Armor Quality (Superior Alloy) bonus, Armor Belt bonus and Screen value. There are no other factors subtracted from the Combat Roll.

#### MISSILES

Missiles may be armed with Nuclear warheads, but not Matter/Antimatter warheads. The regular Missile attack procedure is ignored when making the Combat Roll for a Nuclear Missile, though a Lock-on is still required. Each Nuclear Missile attack must be rolled for separately. A Nuclear Missile always detonates in the Location occupied by its target.

As an alternate firing method, a Crew can specify a certain Location within range, which is presently unoccupied, as the target of his Missile(s). No Lock-on roll is necessary and the Missile(s) will detonate during the appropriate Phase.

### NUCLEAR OR MATTER/ANTIMATTER BLAST RADII CHART

Mk. # of the Nuclear or M/A Warhead	1st Blast Radius	2nd Blast Radius	3rd Blast Radius	4th Blast Radius	5th Blast Radius
6-10	Target hex	1 km	2 km	4 km	8 km
11-20	1 km	2 km	4 km	10 km	20 km
21-30	2 km	4 km	8 km	25 km	50 km
31-40	4 km	8 km	16 km	50 km	100 km
41-50	8 km	16 km	32 km	100 km	500 km



## TORPEDOES

Torpedoes may be armed with Nuclear or Matter/Antimatter warheads. The Torpedo's normal OB, as displayed on the Torpedo Chart in Section 4.14, is not used. Instead, the warhead attack procedure outlined above is used.

As an alternate firing method, a Crew can specify a certain Location within range, which is presently unoccupied, as the target of a Torpedo. No Lock-on roll is necessary and the Torpedo will detonate upon entering the Location (though any Combat Rolls would be made during the appropriate Phase).

## HARMFUL RADIATION

Important (Player Character and Non-player Character) occupants of a construct which takes a critical hit from a Nuclear detonation should each take a Radiation Critical of the same severity to determine if they suffer significant ill secondary effects from the blast.

If the construct has Radiation Shielding and the game is played in conjunction with **Space Master: The RPG**, characters can make a RR vs the Radiation attack (modified by the Radiation Shielding bonus) to avoid the blast's harmful effects.

## BLAST EFFECTS ON TERRAIN

Nuclear and Matter/Antimatter blasts are devastating to the terrain that they occur over. Below is a summary of blast effects on terrain features:

- Assume that any Subsurface Bunkers and their occupants (location being noted by the position of a Subsurface Bunker Entrance) in the 1st Blast Radius are eliminated.
- Assume that any Surface Bunkers and their occupants in the 1st and 2nd Blast Radii are eliminated. Place Rubble counters as appropriate.
- Assume that any Heavy Buildings and their occupants in the 1st, 2nd, and 3rd Blast Radii are eliminated. Place Rubble counters as appropriate.
- Assume that any Light Buildings and their occupants, as well as Barricades, in the 1st, 2nd, 3rd, and 4th Blast Radii are eliminated. Place Rubble counters as appropriate.
- Assume that all foliage-type terrain in any Blast Radii is turned to Clear terrain.
- Assume that Shallow Depth will shield a hydrographically submersed target by effectively decreasing the Blast Radius threshold of the attack by 1 level.
- Assume that Deep Depth will shield a hydrographically submersed target by effectively decreasing the Blast Radius threshold of the attack by 3 levels.

## 8.3

### OPTIONAL PAYLOAD PALLET ITEMS

Here is a selection of alternative items which may be mounted on a Payload Pallet.

#### EXPLOSIVE WARHEAD MISSILE PACKS

Standardized Missile Launchers can be loaded onto a Payload Pallet. When so loaded, these "Missile Packs" can each have a Fixed Covered Arc facing in any one direction chosen by the controlling player before the start of the game. The size of the Launcher's magazine determines the minimum required Mk.# of the carrying Payload Pallet. Consult the following chart:

Explosive Warhead Missile Pack	Minimum Required Payload Pallet Mk.#
5-Pack	Mk.10
10-Pack	Mk.20
25-Pack	Mk.30
50-Pack	Mk.40
100-Pack	Mk.50

All normal Missile Launcher rules apply to Missile Packs, including Crew Lock-ons and multiple Missile firings. The cost of Missile Packs can be found in Section 13.11, the *Vehicle Cost Summary*.

#### Pods

Pods are utility containers, each of which performs a specific function. The cost for all Pods described below can be found in Section 13.11, the *Vehicle Cost Summary*.

**Electronic Warfare Pods:** EW Pods enhance a vehicle's existing EW bonus (not Rating) in the following manner. Every multiple of Mk.10 worth of EW Pods aboard a vehicle's Payload Pallets adds +1 to that vehicle's EW value (i.e., divide the total of the Mk.#s by 10, then round off). The bonus imparted by EW Pods cannot exceed the current inherent EW bonus of the vehicle.

**Example:** *Wheeled APC A has an inherent EW bonus of 30. Two Mk.50 EW Pods are loaded up, increasing the APC's effective EW to a total of 40 (2 x Mk.50 = 100, or +10 to EW). The APC's effective EW value could be increased to 60, but this would require a cumulative EW Pod Mk.# total of 300 — in any combination.*

**Sensor Pods:** Sensor Pods enhance a vehicle's existing Sensor bonus (not Rating). The enhancement calculation and limit is exactly the same as that found above for EW Pods.

**Example:** *Hover Command Vehicle A has a Sensor bonus of 55. Three Mk.10 and two Mk.40 Sensor Pods are loaded up, increasing the vehicle's effective Sensor bonus to a total of 66 (3 x Mk.10 + 2 x Mk.40 = 110, or +11 to Sensor rolls). The vehicle's effective Sensor value could be increased to 110, but this would require a cumulative Sensor Pod Mk.# total of 550 — in any combination.*

**Recon Pods:** A Reconnaissance Pod is an abstracted information gathering device which GMs should use to develop campaign scenarios involving stealth, spying or other subterfuge. Recon Pods have no tactical impact on a game of **Armored Assault**, but Victory Conditions may specify that a vehicle carrying them spend a certain number of Rounds within range of a certain Location so that the data recording devices within the Pod can complete their task, etc. The effective range of a Recon Pod in hexes is Mk.# x 5. Separate Recon Pods may not add their Mk.#s together to increase range.

**Cargo Pods:** Cargo Pods are simple, environmentally secure containers. The cumet capacity of a Cargo Pod equals its Mk.# x 5. Cargo in a Pod is not accessible from the carrying vehicle's interior.

## 8.4

### OPTIONAL VEHICULAR SYSTEMS

Experienced players should feel free to alter some of the formulae in the Vehicle Construction System (Section 13.0) to customize vehicles even further. Some examples would be to reduce the volume of a Drive system by a factor of 10, but increase its cost by a factor of 100. Or, you could halve the EW bonus, but decrease the cost by a factor of 5. Increase Computer volume fifty-fold, but only make them two thirds as expensive.

This sort of juggling will introduce differences between vehicles of different cultures or technology levels. Always keep in mind, though, that an advantage in one sense (decreased volume or cost) should be balanced by a disadvantage (increased cost or volume, or a reduction in performance) unless a leap in technology is being represented.

These practices can be extended to the construction procedures for Infantry Teams, Powered Armor, Aircraft, etc.

## 8.5 OPTIONAL PLATOON SIZE AND COMPOSITION

Players should feel free to alter the size of their vehicular Platoons as they see fit in order to represent various tactical doctrines. Thus, Platoon size could range from 2 vehicles to 8 or more. Note however that too many Platoons on the map will create logistical headaches for players having to keep track of Initiative Numbers for many groups, while too few Platoons will heavily weight the importance of the Initiative Roll.

Ad hoc battle forces should also be allowed to form Platoons with vehicles of differing makes. It is suggested, however, that all vehicles in a Platoon be capable of the same motive form.

## 8.6 OPTIONAL NON-PLATOON VEHICULAR INITIATIVE

Players may wish to do without the Platoon rules, in which case they must roll an Initiative Number for each vehicle they control. This is fine for low density scenarios, but is not suggested for games involving more than 4 or 5 vehicles per Side.

Non-platoon Initiative is an option which should be considered for races or military systems which emphasize individualism and shun teamwork.

## 8.7 OPTIONAL PLATOON INITIATIVE FOR TEAMS AND TROOPS

If players are willing to keep track of Initiative Rolls made for Infantry Teams and Powered Armor Troopers, these units may be formed into Platoons just as vehicles are.

If this option is used, ignore the guidelines in Section 4.16, while implementing the Vehicular Initiative rules in Section 4.11 for Teams and Troops.

Teams and Troops should still execute their activities during their designated portions of the movement and firing phases, but they should use the Initiative Priority guidelines for the preemption of enemy movement and fire.

## 8.8 OPTIONAL INFANTRY MOVEMENT MODES

The Standard Game assumes that Infantry Teams always use Foot Movement Category 1 when expending their MPs. This option allows Infantry Teams to expend MPs in different Movement Categories if they have special equipment. The alternate Movement Categories and the equipment required are listed below.

**Movement Category 3:** Hopper. Team members are outfitted with Grav Suspensor Bouys which make movement over difficult terrain easier. Such Teams are granted 6 MPs.

**Movement Category 5:** Gravitic Effects. Team members are outfitted with full Grav Belts which allow infantrymen to sustain a limited form of flight. Such Teams are granted 8 MPs.

**Movement Category 6:** Hydrographic. Teams are outfitted with hydrographic survival gear (like SCUBA equipment) and portable propulsion units. Such Teams are granted 4 MPs.

An Infantry Team may only be outfitted for one optional movement mode at a time. Even if granted an optional movement mode, Infantry Teams may always use Foot movement when desired.

The costs for outfitting Teams with these devices are listed below. This additional cost is factored in to a Team's Total Cost before calculating AMVP.

Optional Movement Mode	Additional Cost
Hopper	1.5K x Team's Force Level
Gravitic	3.5K x Team's Force Level
Hydrographic	1.0K x Team's Force Level

## 8.9 OPTIONAL POWERED ARMOR MOVEMENT MODES

The Standard Game assumes that Powered Troopers always use Hopper Movement Category 3 when expending their MPs. This option allows Powered Troopers to expend MPs in different Movement Categories if the suit is designed to incorporate the alternate drives required. The alternate Movement Categories are listed in the next column.

**Movement Category 5:** Gravitic Effects. An Anti-grav Drive is installed in the Powered Armor suit.

**Movement Category 6:** Hydrographic. A Hydrographic Drive unit is installed in the Powered Armor suit.

**Movement Category Special:** Sublight Drive Maneuvering Thrusters. The Powered Armor suit is installed with limited N-space maneuvering capabilities and a RIF Generator. The use of this option allows Powered Troopers to be integrated into *Space Master: Star Strike* scenarios, as detailed in Section 20.2.

Only one optional movement mode (in addition to the standard Hopper mode) may be incorporated into a Powered Armor suit. The cost of incorporating one of these optional Drives into a Powered Armor suit is 1.5x that for the suit's Hopper Drive. This extra cost is factored into the suit's Total Cost before determining AMVP.

## 8.10 OPTIONAL SCAVENGING MANEUVER

When Infantry Teams or Powered Armor Troopers are eliminated in combat, their Special Munitions are often left behind. Using the optional Scavenging Maneuver, other Teams and Troopers may "scavenge" the hex where friendly units perished in the hopes of recovering some of these Special Munitions.

When a Team or Trooper is eliminated, note the Location in which it occurs (except if the elimination was caused by a detonating warhead, in which case no scavenging is possible). Also note exactly what Special Munitions have been left behind. Any friendly Team or Trooper may then subsequently enter that Location and attempt a Scavenging Maneuver. The restrictions which apply to this maneuver are listed below:

- Infantry Teams may only recover the Special Munitions of eliminated friendly Teams, and then only if the scavenging unit can carry the Special Munitions (Teams can not acquire a Special Munition if the number of Special Munitions or Capabilities it already carries equals or exceeds its current Force Number).
- Powered Troopers may only recover an SCDP of an eliminated friendly Trooper, and then only if the scavenging unit does not already possess an SCDP.

To perform a Scavenging Maneuver, the Team or Trooper must spend a Turn in the scavenging Location, and may not move or fire. At the end of the Turn, scavenging units roll 1D10, and are assumed to recover one possible and desired Special Munition for each digit that the roll was over 5. For example, on a roll of a 7, 2 Special Munitions could be recovered. This roll may only be made once per hex. Any unrecovered Special Munitions are assumed to have been destroyed.

Special Munitions which were not left behind by eliminated units may, of course, not be scavenged for.

## 8.11 **OPTIONAL POWERED TROOPER SPACEBOURNE DROPS**

Powered Troopers may be dropped from Starcraft in a low geosynchronous orbit over the field of battle. To bring Powered Armor Troops onto the map in this way, use the following procedure:

- 1) On the Turn of entry into the game, select one hex on the map as a "Drop Point" for Powered Troopers. One Drop Point can be assigned for every 10 Troopers to be dropped from space.
- 2) For every Trooper that is to land during the Turn, roll 1D6. This number is the Round during which the Trooper will land.
- 3) Each time a Trooper lands, roll 1D6 and 1D10. The 1D6 gives the direction (based upon the compass rose shown in the corner of each map) of the Trooper's drift. The 1D10 indicates the number of hexes that the Trooper drifts from the Drop Point before landing.

- 4) Landed Troopers are assumed to have a face-up Move counter beneath them, and may begin moving normally the Round after they land.
- 5) Descending Troopers may be fired at by any declared firer on the playing surface during the Round immediately preceding their scheduled drop Round. Such fire is not restricted by LOF blockages, and is assumed to take place at a range of 50 hexes. Such Powered Trooper targets only get half of their regular DB.

## 8.12 **OPTIONAL AUTO CANNON SUSTAINED FIRE**

Players may increase the damage potential of their Mk.6-30 (inclusive) Auto Cannons by using "Sustained Fire."

When using Sustained Fire for an attack, a Crew expends more than one burst from the FM's magazine. Sustained Fire increases the attack's Concussion Hit result; the increase is determined by applying a damage multiplier.

### PROCEDURE

- 1) Before making an Auto Cannon attack, a Crew may declare that he is using the Sustained Fire option. He must then declare how many bursts of ammunition he will use in the attack. All FMs involved must expend identical amounts of ammunition from their magazines.
- 2) Resolve the attack normally.
- 3) Multiply the Concussion Hits indicated by the attack result by the Sustained Fire Multiplier obtained from the Sustained Fire Chart.

When using Sustained Fire, the Unmodified Failure Number (usually 01-02 for Auto Cannons) is doubled.

If a Failure occurs during a Sustained Fire attack, the target receives no damage and only half of the declared ammunition usage is actually expended (round off).

### SUSTAINED FIRE CHART

Units of Auto Cannon Ammo Expended	Final Concussion Hit Damage Multiplier
2	x 2.00
3	x 2.50
4	x 3.00
5	x 3.50
6	x 4.00
7	x 4.25
8	x 4.50
9	x 4.75
10+	x 5.00

## 8.13 **OPTIONAL MLA AND LOB CANNON AMMO DEPLETION**

When this option is used, every time an MLA or Lob Cannon equipped Weapon Mount experiences a failure due to an unmodified "F" attack roll, Ammo Depletion occurs. Ammo Depletion is an effect which is cumulative with any other penalty incurred by the "F" roll.

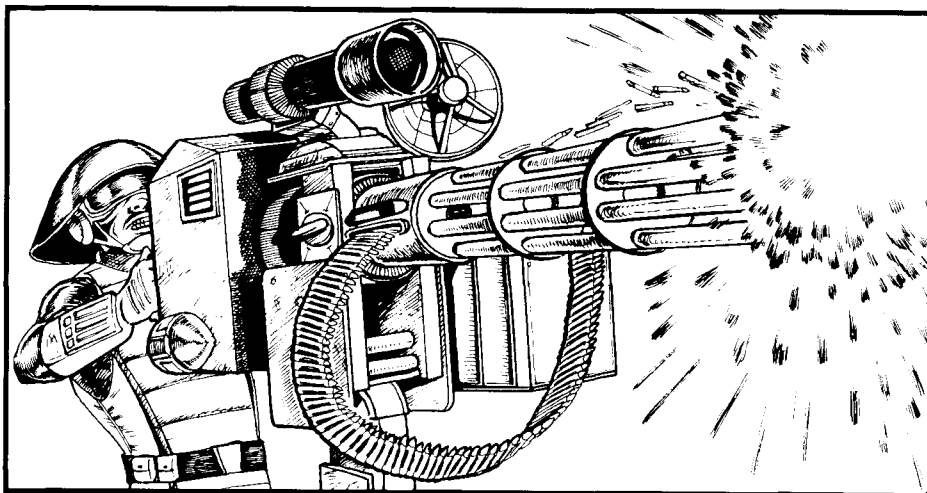
Ammunition Depletion is the loss of the use of one specific type of ammunition by the Weapon Mount. Normally the ammo type lost is that which was to be used in the failed attack. Alternatively, players may roll randomly on the Ammo Depletion Chart to determine exactly what ammunition type may no longer be discharged by the Weapon Mount.

### AMMO DEPLETION CHART

Roll	MLA Cannon	Lob Cannon
1-2	AP	HE
3-4	HE	CH
5-6	SC	CH
7-8	CH	MASK
9-10	MASK	MASK

Keep a side note of the ammunition types which are not available to depleted Weapon Mounts.

If a single Weapon Mount suffers multiple depletions, it may not lose its last remaining ammo type if it still has ammunition remaining in its Magazines.



## 8.14 OPTIONAL LOB CANNON DAMAGE RESOLUTION DELAY

With this option, the actual attack resolution of Lob Cannon attacks are left until the beginning of the immediately following Indirect LOF Missile/Torpedo/REA Resolution Phase.

It is assumed that the high trajectory and low muzzle velocity of Lob Cannon rounds causes a delay before warhead detonation. Thus, Lob Cannon targets will have the opportunity to complete their own Energy/Projectile Fire Phase before receiving the Lob Cannon attack.

## 8.15 OPTIONAL SUSCEPTIBILITY DUE TO OVERHEAD FOLIAGE

Infantry Teams occupying foliage-type terrain are more susceptible to overhead warhead detonations due to the added shrapnel-like effect of splintering trees.

The Occupied Hindrance Terrain modifier is added (not subtracted) to the Combat Roll, if Infantry Teams are occupying foliage-type terrain while subjected to the following attack forms:

- Indirect LOF Lob Cannon
- Indirect LOF Missiles
- Torpedoes

**Foliage-type terrain includes:**

- Sparse Woods
- Medium Woods
- Dense Woods
- Jungle

## 8.16 OPTIONAL EXPLOSIVE AREA EFFECTS

In the Standard Game, Explosive (Proximity Type) Warheads only affect their target unit. Using this optional rule, Explosive (Proximity Type) Warhead attacks can affect multiple units in multiple hexes. This is an Explosive Area Effect.

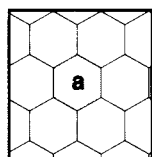
Consult the following diagrams. Find the Mk.# of the attacking warhead and its corresponding Area Effect pattern (which must be centered on the target hex). All targets in the Area Effect pattern are attacked with separate Combat Rolls. Note that the Maximum Result thresholds drop as the range increases from the target hex.

Additionally, hydrographic terrain will dampen surface-detonated Explosive Area Effects. At Shallow Depth, reduce the indicated Damage Threshold by 2 levels. A unit at Deep Depth may not be affected by surface-detonated Explosive Area Effects.

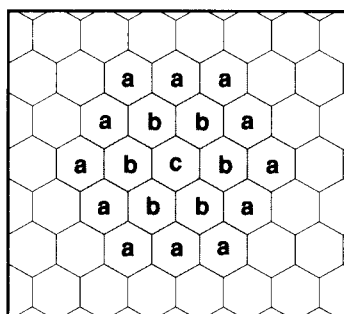
## 8.17 OPTIONAL CHEMICAL MUNITIONS VS CONSTRUCTS

As explained in the Standard Game, Chemical Munitions (CHEM, CHEM-D, and CH ammo) contain virulent and corrosive agents. With this option, Chemical Munitions may be used against any target with a Construction Armor Type.

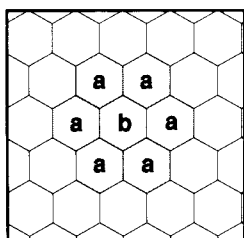
### EXPLOSIVE AREA EFFECT



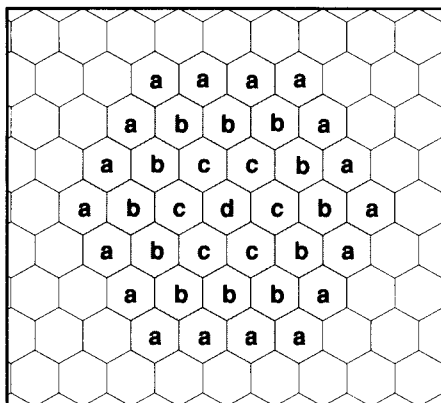
Mk. 6-10



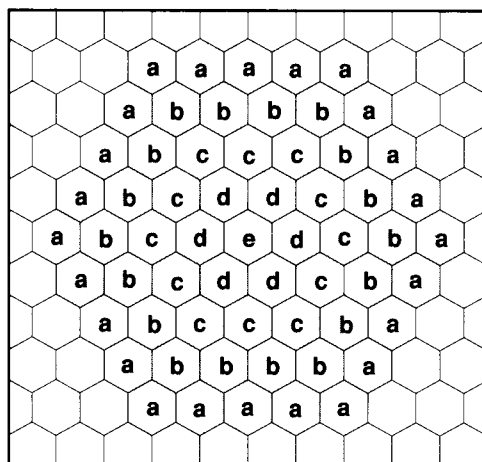
Mk. 21-30



Mk. 11-20



Mk. 31-40



Mk. 41-50

**Damage Threshold Codes:**

a: Mk. 10

b: Mk. 20

c: Mk. 30

d: Mk. 40

e: Mk. 50

A Chemical Munition, when fired against a construct, is always considered to be a Mk.10 Explosive (Proximity Type) Warhead. Resolve the attack normally.

Mutually consenting players may also decide to allow Chemical Munitions to effect all potential targets in a hex where the munitions are detonated.

## 8.18 OPTIONAL LARGE AND SUPER LARGE CRITICAL FREQUENCY

As stated in the Standard Game, Large vehicles ignore A crits, while Super Large vehicles ignore A, B and C crits. Using this optional rule, any critical strike has the possibility of inflicting a critical result on a Large or Super Large vehicle.

Consult the Critical Frequency chart below to determine the percentage chance that any critical will affect a Large or Super Large vehicle.

CRITICAL FREQUENCY CHART		
Critical Severity	Large Vehicle	Super Large Vehicle
A	20%	10%
B	40%	20%
C	60%	30%
D	80%	60%
E	100%	90%

If a roll on the Critical Frequency Chart indicates that a critical strike affects a Large or Super Large vehicle, resolve the strike normally on the appropriate Critical Strike Table (26.8 or 26.9).

## 8.19 OPTIONAL MORALE CHECK CIRCUMSTANCE

In the Standard Game, the only time an Infantry Team takes a Morale Check is when it suffers critical damage which specifies that the check must be rolled for. Using this option, Morale Check frequency is increased.

Whenever a player is about to advance one of his Infantry Teams into an Infantry Melee situation against a superior foe, the Team must take a Morale Check. A foe is superior if the weakest enemy Team (in terms of IMV) in the hex has a higher Quality # and Force # than the advancing Team.

## 8.20 OPTIONAL VEHICULAR MELEE CONSTRAINTS

Use of this optional rule brings the infantry concept of being "locked in melee" into the realm of vehicles.

Only MIRC units may be locked in Vehicular Melee. The consequence of being locked in melee is that units so locked may neither move out of their occupied hex, nor fire their weapons at any target other than the unit they are locked in melee with.

If two or more opposing MIRC units are involved in Vehicular Melee, and one of the combatants wishes to be locked in melee, his opponent (the one he attacked in the Melee Phase) may not refuse to be so locked.

### DISENGAGE FROM VEHICULAR MELEE

A MIRC locked in melee may attempt to Disengage from Vehicular Melee during the Movement/Maneuver Phase. The process for doing this is exactly the same as the Disengage From Infantry Melee maneuver, except that instead of adding the Team/Trooper's Quality # x 10 to the Maneuver Roll, the disengaging unit must add his AFV Driver bonus.

## 8.21 OPTIONAL BATTLEFIELD CONCEALMENT

Infantry Teams, Powered Troopers, and ground vehicles less than 200 tons may attempt Battlefield Concealment. Battlefield Concealment is visual camouflage (as opposed to the electronic camouflage described in Section 8.1). Units which are

successful in securing Battlefield Concealment have their Defensive Bonus against Direct LOF attacks increased by 10 until the Battlefield Concealment is lost.

In order to gain Battlefield Concealment, the following conditions must exist:

- The unit must occupy one of the following foliage terrain types: Woods, Jungle, or Swamp.
- The unit may not be given the Move command for the Turn during which it will conceal itself.
- The unit must be out of the LOS of all enemy units for the entire Turn during which it will conceal itself.

The defensive benefit of concealment is acquired on the Turn after the concealment is instigated.

Battlefield Concealment is lost as soon as the concealed unit expends any MPs.

## 8.22 OPTIONAL ATMOSPHERIC CONDITION MODIFIERS

Atmospheric Condition Modifiers are akin to Ground Terrain Modifiers (Section 4.1), in that they modify the MP Cost To Enter some kinds of terrain. They can also make Jumper vehicle landings more treacherous. Consider the following chart to be an addendum to the Terrain Movement/Hindrance Chart in Section 4.1.

**Note:** *It is assumed that the atmospheres dealt with in most Armored Assault games will be analogous to our own. A GM may wish to apply other movement (and even firing) modifiers for unusual atmospheres (e.g., dense, strange composition, etc.).*

ATMOSPHERIC CONDITION MODIFIERS CHART						
Atmospheric Condition Modifiers:	Cost to Enter (by Movement Category)					
	1	2	3	4 <sup>p</sup>	5	6 <sup>q</sup>
Downpour	+1	+1	0	0	0	0
Hailing	+1	0	0	0	0	0
Sleeting	0	0	+1	0(-5)	0	0
Blizzard	+1	+2	+1	0(-10)	0	0
Gusty Winds	0	0	0	0(-10)	+1	0
Harsh Winds	0	0	0	0(-5)	+2	+1
Irresistable Winds	N/A	+1	+2	0(-20)	+5	+3
Meteor Shower	0	+1	+1	0(-5)	+1	+1
<b>Notes:</b>						
<b>p)</b> Any modifier shown indicates that a Maneuver Roll must be made upon landing. If the terrain landed in would require a roll anyway, the modifier shown is cumulative with that of the terrain.						
<b>q)</b> Assumes a Hydromotive vehicle at Surface Depth. Submerged craft ignore these modifiers.						



# PART III: CONSTRUCTION SYSTEMS

## 9.0

### INFANTRY TEAM CONSTRUCTION AND COST

A perusal of Section 4.3 will give players a good idea of what constitutes an Infantry Team, and how different Teams compare to one another. It will be assumed throughout this construction protocol that the designer is familiar with concepts such as Force Level, Quality Number, Troop Type, Total Hits, Special Weapons/Capabilities, and so on.

To design an Infantry Team, just go through the Step-by-Step procedure that follows. Perform each Step in order.

## 9.1

### TEAM CONSTRUCTION

#### Step 1: SELECT FORCE LEVEL

Your Infantry Team's Force Level is an abstraction of the Team's weaponry. The higher the Force Level, the more damage the Team can inflict and the greater their weapon's range.

Force # Selected	Cost
1	1.0K
2	1.5K
3	3.0K
4	9.0K
5	18.0K

#### Step 2: SELECT ARMOR

The armor your Team wears will determine how easily its members are wounded on the battlefield.

Armor Selected	Cost
No Armor	0
Light Body Armor	150 x Force #
Pliable Plate Armor	1.0K x Force #
Mesh Armor	1.5K x Force #
Armored Exoskeleton	3.0K x Force #

#### Step 3: SELECT PERSONAL ENERGY SHIELDS

Personal Energy Shields are portable defense mechanisms which, if purchased (and they need not be), will add 30 to the Team's Defensive Bonus calculated below in Step 7.

Cost if Personal Energy Shields purchased =  $8.0K \times \text{Force \#}$

#### Step 4: SELECT SPECIAL WEAPONS/CAPABILITIES

The number of Special Weapons/Capabilities purchased for your Team may not exceed the Team's Force # (e.g., a Force 3 Team could have up to 3 Special Weapons/Capabilities purchased for it). Their purchase is at the designer's discretion.

Special Weapon/ Capability Selected	Cost
SCDPs	1.0K
AAIMs	1.0K
CHEMs	1.0K
MASKs	1.0K
MORTs	1.0K
I-Mine*	0.5K
V-Mine*	1.5K
READ	2.0K
* — I-Mine and V-Mine may not both be purchased for the same Team.	

#### Step 5: SELECT TROOP TYPE

There are ten Troop Types, each having an associated Quality Number. Better quality troops will make more effective attacks, are much more deadly in melee, and resist the detrimental effects of Morale Checks better than poorer quality troops.

During this Step, merely select the Troop Type of your Infantry Team. The effect of this decision will be felt in later Steps as you determine the Team's Offensive Bonus, Hit Points, and final Adjusted Cost.

Troop Type	Associated Quality #
Guard	10
Commando	9
Elite	8
Storm	7
Shock	6
Grenadier	5
Marine	4
Regular	3
Poor	2
Raw	1

#### Step 6: DETERMINE TEAM'S OFFENSIVE BONUS

The Team's OB is based upon its Quality #.

**OB** =  $(\text{Quality \#} \times 10) + ((\text{Quality \#} \times 0.5) \times 10)$

### Step 7: DETERMINE TEAM'S DEFENSIVE BONUS

The Team's DB is based up its AT, Quality #, and is modified if Personal Energy Shields have been purchased.

Team's Armor Type	AT Factor
NA	20
LBA	15
PPA	10
MA	5
AEX	0

**DB** = AT Factor + (Quality # x 5) + 30 if Shields purchased

### Step 8: DETERMINE TEAM'S CONCUSSION HIT POINT TOTAL

Every Team will have an individualized Hit Point Total, since a certain number of D10 will be rolled for each Team depending on its Quality # and a randomized 1D5 roll.

**Hit Points** = 20 + XD10 (where X = Quality # + 1D5).

### Step 9: DETERMINE TEAM'S TOTAL COST

To determine how much it costs to build your Infantry Team, add the costs derived from Steps 1, 2, 3 and 4 together.

### Step 10: DETERMINE TEAM'S ADJUSTED MONITORY VICTORY POINT VALUE

Many scenarios will require that players determine the AMVP total of eliminated units. The AMVP value of an Infantry Team is a function of its Total Cost (derived in Step 9, above), and the Team's Troop Type.

Troop Type	AMVP Modifier
Guard	x50
Commando	x25
Elite	x15
Storm	x10
Shock	x5
Grenadier	x3
Marine	x2
Regular	x1
Poor	x0.5
Raw	x0.1

Use the following formula to determine an Infantry Team's Adjusted Monetary Victory Point value.

**Team AMVP** = Total Cost x AMVP Modifier

## 9.2 EXAMPLE OF TEAM CONSTRUCTION

For our example, we design a vehicle assault Team.

**Step 1.** Since this Team will primarily be assigned to close assault actions against enemy armor, anti-infantry capability will not be a priority. We can get away with a Force Level of 3.

**Force # Selected** = 3

**Cost** = 3.0 K

**Step 2.** These guys are going to be up close and ugly with Anti-Infantry Munition Systems, and itchy crewmember trigger fingers. They're going to take a lot of defensive fire, so the best armor available is the only way to go.

**Armor Selected** = Armored Exoskeleton

**Cost** = 3.0K x Force 3 = 9.0K

**Step 3.** Personal Shields would be nice, but you've got to count on this sort of Team being eliminated in most games, and if their cost is driven up too high, their victory value will be inordinately high — perhaps crippling to their owner's cause. If Shields were purchased for this Team, they would cost 28 thousand Elmonits. Too much for serious consideration. Personal Energy Shields are not purchased. There is no Cost.

**Step 4.** This Team can acquire up to 3 Special Weapons/Capabilities, and they will need all of them: MASK ammo to cover their advance, a V-Mine to leave a nasty surprise for pursuers, and SCDPs to do the dirty work on the enemy vehicles.

**Special Weapons/Capabilities Selected** = SCDPs, MASKs, V-Mine

**Cost** = 1.0K + 1.0K + 1.5K = 3.5K

**Step 5.** These guys don't have to be stars, and since they'll probably die anyway, we don't want their quality to be too good.

**Troop Type Selected** = Grenadier

**Associated Quality #** = 5

**Step 6.** The Team's Offensive Bonus is a straight calculation.

**OB** = (5 x 10) + (2.5 x 10) = 75

**Step 7.** The Team's Defensive Bonus will not benefit from a Shield modifier, and their heavy armor won't help them out either. Oh well.

**DB** = 0 + (5 x 5) = 25

**Step 8.** Here's where we separate the men from the boys. The Team's Hit Points will be randomized on a roll of a certain number of D10 and added to a 20 Hit Point base. The number of D10 rolled for hits will equal the Team's Quality # + 1D5. We will assume that on the 1D5 roll, a 2 is generated — well, that's not looking good. 7 (5 + 2) D10 will be rolled for hits.

**Hit Points** = 20 + 7D10 = 20 + (2,1,6,4,8,3,9) = 53

**Step 9.** The Team's Total Cost equals the sum of the costs generated in the first four steps.

**Total Cost** = 3.0K + 9.0K + 3.5K = 15.5K Elmonits

**Step 10.** If this Team is eliminated in a scenario, its Adjusted Monetary Victory Point total will not equal its total cost, as derived above. The AMVP Modifier for Grenadiers is x3. Essentially, this Team is three times more valuable than its cost indicates, due to the skill inherent in the exceptional Troop Type.

**Team AMVP** = 15.5K x 3 = 46.5K

# 10.0

## POWERED ARMOR CONSTRUCTION AND COST

A review of Section 4.4 will give players an overview of the different capabilities available to Powered Armor Troopers. But not all Powered Armor suits will have the same profile, and a wide variety of design options exist. Throughout this construction protocol, it is assumed that the designer will be familiar with the various concepts discussed.

To design a Powered Armor suit, just go through the Step-by-Step procedure that follows. Perform each Step in order.

### 10.1

## POWERED ARMOR CONSTRUCTION

### Step 1: SELECT CONSTRUCTION ARMOR TYPE

The suit's CAT will form the base of its defensive integrity. Powered Armor is restricted to an upper limit of CAT 24.

CAT Selected	Cost
21	1.0K
22	1.5K
23	3.0K
24	5.5K

### Step 2: SELECT CONCUSSION HIT POINT TOTAL

Powered Armor suits are relatively small, and therefore take very few Concussion Hits of damage before they are Disabled in combat. In this Step, you select the Concussion Hit Point total of the suit. Powered Armor is restricted to a minimum of 1, and a maximum of 5 Concussion Hits

Hit Point Total Selected	Cost
1	500
2	1.0K
3	2.0K
4	4.0K
5	8.0K

### Step 3: SELECT HOPPER MOVEMENT POINT TOTAL

Powered Armor suits usually expend MPs as Hopper units (Movement Category 3). The Movement Point total selected during this Step is the number of MPs that the Powered Trooper may expend each Round. Powered Armor suits are restricted to a minimum of 1 MP, and a maximum of 10 MPs.

Hopper MPs Selected	Cost
1	100
2	200
3	400
4	800
5	1600
6	3200
7	6400
8	12800
9	25600
10	51200

### Step 4: SELECT FORCE LEVEL

A Powered Armor suit's anti-infantry weaponry is rated in terms of Infantry Team Force Level equivalency.

Force Level Selected	Cost
0	0
1	500
2	1.0K
3	2.0K
4	4.0K
5	8.0K

### Step 5: SELECT CANNON

A Powered Armor suit is limited to a maximum of 2 Mk.6 Cannon. They may be of the same or different types. If a selected Cannon is of the Projectile type (Auto or MLA), a standard Magazine capacity of 5 shots (Duration # = 5) is assumed in the cost.

Cannon Selected	Cost
None	0
Mk.6 Auto	4.0K
Mk.6 MLA	5.0K
Mk.6 Laser	6.0K
Mk.6 Blast	6.0K

### Step 6: SELECT SPECIAL WEAPONS/CAPABILITIES

The number of Special Weapons/Capabilities purchased for your Powered Armor suit is only limited by monetary constraints. The first Special Weapon/Capability selected is purchased at the stated Base Cost. The second Special Weapon/Capability purchased costs double the Base Cost. The third costs triple; the fourth, quadruple, and so on. Special Weapons/Capabilities may be purchased in any order. Special Weapons/Capabilities need not be purchased at all if not desired.

Special Weapon/ Capability Selected	Base Cost
SCDP	750
APAM	750
CHEM-D	500
MASK-D	250
MORT	800
I-Mine*	600
V-Mine*	1.5K
READ	2.0K

\* — I-Mine and V-Mine may not both be purchased for the same Powered Armor suit.

### Step 7: SELECT BASE INFANTRY MELEE VALUE

Powered Armor suits are particularly effective in Infantry Melee. The IMV of a Powered Armor Trooper is equal to the sum of two factors: 1) the suit's Base Infantry Melee Value (selected during this Step), and 2) the product of the suit's Force Level and the Trooper's Quality # (just as with Infantry Teams). The Trooper's total IMV will be calculated in Step 11, following.

The Base Infantry Melee Value is a representation of the suit's inherent capability to kill soft infantry targets in close combat due to the Powered Armor's agility and strength enhancers.

Base Infantry Melee Value Selected	Cost
0	0
5	1.0K
10	2.0K
15	4.0K
20	8.0K
25	16.0K

### Step 8: SELECT TROOP TYPE

At this point, the Powered Armor suit has been constructed, but now a Trooper must be put inside of it. As explained in Section 4.4, Troopers must be of Shock type or better.

During this Step, merely select the Troop Type of your Powered Armor Trooper. The effect of this decision will be felt in later Steps as you determine the Powered Armor's OB, DB, IMV, and AMVP total.

Troop Type	Associated Quality #
Guard	10
Commando	9
Elite	8
Storm	7
Shock	6

### Step 9: DETERMINE TROOPER'S OFFENSIVE BONUS

The Trooper's OB is based upon his Quality #, though considerations such as the Powered Armor suit's HUD, targeting mechanisms, and weapon quality are already factored in.

$$OB = (Quality \# \times 10) + ((Quality \# \times 0.5) \times 10) + 20$$

### Step 10: DETERMINE TROOPER'S DEFENSIVE BONUS

The Trooper's DB is based upon his Quality # and his suit's Hopper MPs. All suits are assumed to have an Energy Shield, which is already factored into the DB calculation.

$$DB = (Quality \# \times 5) + (MP \text{ total} \times 5) + 30$$

### Step 11: DETERMINE TROOPER'S IMV

The Trooper's Infantry Melee Value is equal to the suit's Base Infantry Melee Value (selected in Step 7, above), plus the product of the Trooper's Quality # multiplied by the suit's Force Level.

$$IMV = \text{Base IMV} + (Quality \# \times \text{Force Level})$$

### Step 12: DETERMINE POWERED ARMOR SUIT'S TOTAL COST.

The cost of building a Powered Armor suit is the sum of the costs derived in Steps 1 through 7.

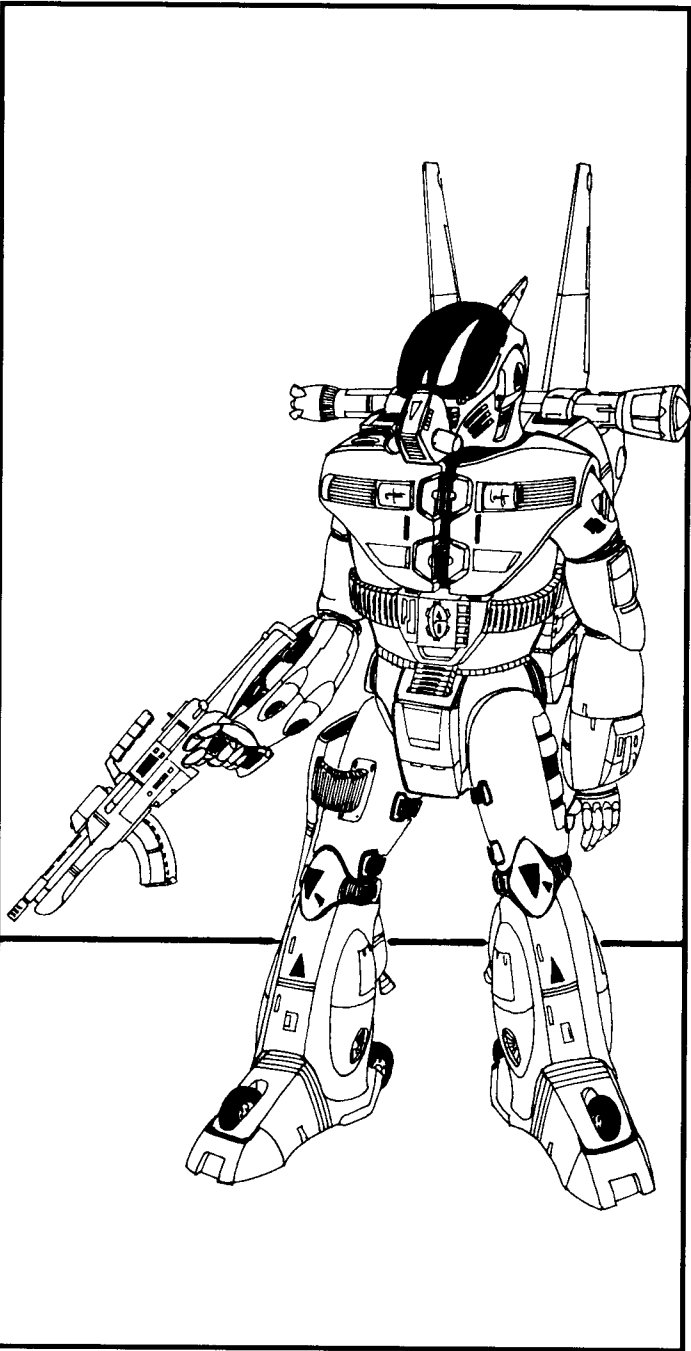
### Step 13: DETERMINE TROOPER'S ADJUSTED MONETARY VICTORY POINT VALUE.

Many scenarios will require that players determine the AMVP total of eliminated units. The AMVP value of a Powered Armor Trooper is a function of its Total Cost (derived in Step 12, above), and the Trooper's Troop Type.

Troop Type	AMVP Modifier
Guard	x30
Commando	x15
Elite	x9
Storm	x6
Shock	x1

Use the following formula to determine a Powered Armor Trooper's Adjusted Monetary Victory Point value.

$$\text{Trooper AMVP} = \text{Total Cost} \times \text{AMVP Modifier}$$



## 10.2

### EXAMPLE OF POWERED ARMOR CONSTRUCTION

For this example, we will get extravagant and construct a Heavy Assault Trooper.

**Step 1.** This is a heavy duty combat model, so we'll go for top of the line armor.

**CAT Selected** = 24

**Cost** = 5.5K

**Step 2.** Though Powered Armor suits can never take as many Concussion Hits as you'd like, five will have to suffice.

**Hit Points Selected** = 5

**Cost** = 8.0K

**Step 3.** Powered Armor Troops can move every Round, so even a moderate MP purchase will result in any Trooper being able to cover a lot of ground. We'll go for seven MPs.

**Hopper MPs Selected** = 7

**Cost** = 6.4K

**Step 4.** This suit is bound to run into pesky infantry, so a good anti-personnel weapon system will be a must.

**Force Level Selected** = 4

**Cost** = 4.0K

**Step 5.** One Blast Cannon is selected to pummel targets for Concussion Hit damage, while one Laser Cannon is installed to deliver crits.

**Cannon Selected** = 1 x Mk.6 Laser, 1 x Mk.6 Blast

**Cost** = 6.0K + 6.0K = 12.0K

**Step 6.** The more Special Weapons selected, the more expensive they become. We will be conservative here and only purchase a Shaped Charge demo, an Anti-aerial Missile, a Chemical Munition Discharger, and an Infantry Mortar.

**1st Weapon Selected** = MORT

**Cost** = (800 x 1) = 800

**2nd Weapon Selected** = SCDP

**Cost** = (750 x 2) = 1500

**3rd Weapon Selected** = APAM

**Cost** = (750 x 3) = 2250

**4th Weapon Selected** = CHEM-D

**Cost** = (500 x 4) = 2000

**Sum Cost** = 800 + 1500 + 2250 + 2000 = 6550

**Step 7.** Hopefully, this Trooper will be able to kill any Teams or other Troopers before they engage him in melee, but just in case, we'll purchase some inherent close combat capability.

**Base Infantry Melee Value Selected** = 15

**Cost** = 4.0K

**Step 8.** This guy is definitely going to be Elite.

**Troop Type Selected** = Elite

**Associated Quality #** = 8

**Step 9.** The Trooper's Offensive Bonus is a straight calculation.

**OB** = (8 x 10) + (4 x 10) + 20 = 140

**Step 10.** Another calculation for Defensive Bonus

**DB** = (8 x 5) + (7 x 5) + 30 = 105

**Step 11.** The Trooper's IMV is the sum of two separate factors: the base value of the suit, and the product of the Trooper's Quality # x the suit's Force Level.

**IMV** = 15 + (8 x 4) = 47

**Step 12.** The Powered Armor suit's Total Cost is the sum of the Costs generated in the first seven Steps of the construction procedure.

**Total Cost** =

5.5K + 8.0K + 6.4K + 4.0K + 12.0K + 6.55K + 4.0K = 46,450

**Step 13.** The Trooper's Adjusted Monetary Victory Point total is different from it's Total Cost, because the suit is manned by an Elite Trooper (x9 modifier). When the suit is eliminated in battle, its AMVP value will be higher than the Total Cost.

**Trooper AMVP** = 46,450 x 9 = 418,050



## 11.0

# NON-VEHICULAR ORDNANCE CONSTRUCTION AND COST

As explained in Section 4.5, Non-vehicular Ordnance pieces are akin to field artillery, as they are nothing more than unarmored Weapon Mounts.

There are three general classifications of Non-vehicular Ordnance systems: Projectile Cannons, Energy Cannons, and Missile Launchers.

Projectile Cannons fire ballistic rounds at their targets from an ammunition magazine. Energy Cannon manipulate atomic and sub-atomic particles to deliver their destructive power. Missile Launchers are firing platforms for self-propelled warhead delivery systems.

Any given Non-vehicular Ordnance piece may only house one Weapon Mount, though any number of Firing Mechanisms may be held in the Mount.

## 11.1

# NON-VEHICULAR ORDNANCE CONSTRUCTION

To construct a Non-vehicular Ordnance piece, follow the Step-by-Step construction procedure below.

### Step 1: SELECT THE FIRING MECHANISM TYPE

The FM type that is to be housed in the Non-vehicular Ordnance Mount may be selected from the following list:

- Auto Cannon
- MLA Cannon
- Lob Cannon
- Laser Cannon
- Blast Cannon
- Disruptor Cannon
- Ion Cannon
- Plasma Cannon
- Missile Launcher

### Step 2: SELECT THE NUMBER OF FMS IN THE MOUNT

Once the FM type has been selected, a number of FMs may be installed in the Mount. The number of Cannon FMs which may be installed in the Mount may be from 1 through 5. There may be only 1 Missile Launcher FM per mount.

### Step 3: SELECT THE MK.# OF THE FMS

All FMs in a Mount must be of the same Mk.#. The Mk.# of Cannon FMs in the Mount may be from Mk.6 through Mk.50. The Mk.# of a Missile Launcher may be from Mk.6 through Mk.10.

### Step 4: SELECT THE MAGAZINE CAPACITY OF PROJECTILE CANNON FMS AND MISSILE LAUNCHERS.

Projectile Cannons (Auto, MLA, and Lob) require a Magazine of ammunition to discharge. Likewise, a Missile Launcher requires a Magazine of Missiles. The capacity of a Projectile Magazine is rated by Duration #; the number times the Cannon may fire before depleting its ammo. The capacity of a Missile Launcher Magazine is rated simply by the number of Missiles it contains.

An identical Magazine must be purchased for each FM of a multi-FM Cannon Mount.

### Step 5: SELECT GRAV SLED

The purchase of a Grav Sled will allow a Non-vehicular Ordnance piece limited mobility, as described in Section 4.6.

A Grav Sled costs 5K Elmonits.

### Step 6: DETERMINE THE COST OF NON-VEHICULAR ORDNANCE PIECE

The cost of a Projectile Cannon Mount equals the sum total cost of the FM(s), Magazine(s), and Ammunition.

**Cost of Auto Cannon FM** =  $(\text{Mk.}\# \times 500) + 500$

**Cost of Auto Cannon Magazine** =  
 $(\text{FM Mk.}\# \times 50) + (\text{Duration}\# \times 5)$

**Cost of Auto Cannon Ammo** =  
 $(\text{FM Mk.}\# \times 25)$  per Duration # of each Magazine

**Cost of MLA Cannon FM** =  $(\text{Mk.}\# \times 500) + 1\text{K}$

**Cost of MLA Cannon Magazine** =  
 $(\text{FM Mk.}\# \times 10) + (\text{Duration}\# \times 5)$

**Cost of MLA Cannon Ammo** =  
 $(\text{FM Mk.}\# \times 30)$  per Duration # of each Magazine

**Cost of Lob Cannon FM** =  $(\text{Mk.}\# \times 200) + 100$

**Cost of Lob Cannon Magazine** =  
 $(\text{FM Mk.}\# \times 10) + (\text{Duration}\# \times 5)$

**Cost of Lob Cannon Ammo** =  
 $(\text{FM Mk.}\# \times 20)$  per Duration # of each Magazine

The cost of an Energy Cannon Mount equals the sum total cost of the FM(s) selected. There is no Magazine purchase for Energy Cannons. Energy Cannon cost factors in the FM's Category #. There are five categories of Energy Weapons:

- Category 1: (Mk.6-10)
- Category 2: (Mk.11-20)
- Category 3: (Mk.21-30)
- Category 4: (Mk.31-40)
- Category 5: (Mk.41-50)

**Cost of Laser FM** =  $\{(\text{Mk.}\# \times 600) + 2000\} \times (\text{Category}\#)$

**Cost of Blast FM** =  $\{(\text{Mk.}\# \times 500) + 2000\} \times (\text{Category}\#)$

**Cost of Disruptor FM** =  $\{(\text{Mk.}\# \times 700) + 10,000\} \times (\text{Category}\#)$

**Cost of Ion FM** =  $\{(\text{Mk.}\# \times 800) + 50,000\} \times (\text{Category}\#)$

**Cost of Plasma FM** =  $\{(\text{Mk.}\# \times 2000) + 200,000\} \times (\text{Category}\#)$

The cost of a Missile Launcher is derived through the following formula which factors in the Launcher's Magazine capacity and a full load of Explosive Warhead Missiles.

**Cost of Missile Launcher** =  
 $6\text{K} + (\text{Missile Mk.}\# \times 100)$   
 $+ (\text{number of missiles stored} \times 10) + (\text{Mk.}\# \times 1\text{K})$

The Total Cost of a Non-vehicular Ordnance piece equals the cost of FM(s) purchased, plus Magazine(s) and Ammo purchased (if necessary), plus Grav Sled purchased (Step 5).

### Step 7: SELECT OFFENSIVE BONUS

A Non-vehicular Ordnance piece has an inherent crew or automated fire control, which determines the Mount's OB when fired. The OB selected will have an effect on the Adjusted Monetary Victory Point value of the piece when eliminated in battle.

Offensive Bonus Selected	AMVP Modifier
100	x5.0
90	x4.0
80	x3.0
70	x2.0
60	x1.5
50	x1.0
40	x0.8
30	x0.6
20	x0.4
10	x0.2

### Step 8: DETERMINE NON-VEHICULAR ORDNANCE AMVP VALUE

Use the following formula to determine the Adjusted Monetary Victory Point value of a Non-vehicular Ordnance piece.

**Non-Vehicular Ordnance AMVP** = Total Cost x AMVP Modifier

## 11.2

### EXAMPLE OF NON-VEHICULAR ORDNANCE CONSTRUCTION

This is a fairly simple example of the construction of an Auto Cannon Ordnance piece.

**Step 1.** The FM type will be Auto Cannon.

**Step 2.** There will be four FMs in the Mount.

**Step 3.** These Auto Cannons will be Mk.10.

**Step 4.** Each FM's Magazine will hold 20 bursts of ammunition.

**Step 5.** Yes, a Grav Sled will be purchased for this Weapon Mount.

**Step 6.** Here we calculate the cost of the FMs, their Magazines, and Ammunition.

**Cost of Auto Cannon FMs** =  $((10 \times 500) + 500) \times 4 = 22K$

**Cost of Auto Cannon Magazines** =  
 $((10 \times 50) + (20 \times 5)) \times 4 = 2.4K$

**Cost of Auto Cannon Ammo** =  $(10 \times 25) \times 80 = 20K$

**Cost of Grav Sled** = 5K

**Total Cost of Weapon Mount** =  $22K + 2.4K + 20K + 5K = 49.4K$

**Step 7.** To keep the AMVP of the Weapon Mount down, an Offensive Bonus of 50 is selected, which imparts an AMPV modifier of x1.0.

**Step 8.** The determination of the Weapon Mount's AMVP is a simple calculation.

**Non-vehicular Ordnance AMVP** =  $49.4K \times 1.0 = 49.4K$

## 12.0

### AEROCRAFT CONSTRUCTION AND COST

Because an Aircraft must maintain aerodynamic integrity and a sufficient power-to-weight ratio, their design, more than any other, is always a trade off between speed, maneuverability, and armament. As such, the Aircraft construction system presented here is based upon a "point buying" scheme, where every system costs a certain number of points to install. The point total of the design determines the Aircraft's cost.

Due to size considerations, Aircraft are limited to a 100 point design ceiling.

## 12.1

### AEROCRAFT CONSTRUCTION

To design an Aircraft, select components from the listings which follow, being careful that the 100 point design ceiling is not exceeded.

MOTIVE SYSTEM COMPONENTS	
Component	Points
Base Movement Points	1 per BMP up to 10 BMPs, 2 per extra BMP
Acceleration	5 per Accel Factor
Deceleration	3 per Decel Factor
Maneuverability	1 for Maneuverability 10 2 for Maneuverability 9 3 for Maneuverability 8 4 for Maneuverability 7 5 for Maneuverability 6 6 for Maneuverability 5 8 for Maneuverability 4 11 for Maneuverability 3 15 for Maneuverability 2 20 for Maneuverability 1
Hover Capability	10

ARMAMENT SYSTEM COMPONENTS	
Component	Points
Auto Cannon*:	4 per Mk.# (limited to Mk.6-10)
MLA Cannon*:	4 per Mk.# (limited to Mk.6-10)
Laser Cannon:	3 per Mk.# (limited to Mk.6-10)
Blast Cannon:	4 per Mk.# (limited to Mk.6-10)
Missile Launcher**:	5 per Mk.# (limited to Mk.6-10)
Payload Pallet:	1 per Mk.# (limited to Mk.6-20)
* Assumes a full Magazine with a Duration # of 10.	
** Assumes a full Magazine of 10 Explosive Warhead Missiles	

DEFENSIVE SYSTEM COMPONENT	
Component	Points
Defensive Bonus:	2 per 5 DB

TRANSPORT COMPONENT	
Component	Points
Passenger Capacity #:	10 per Passenger Cap of 1

### AEROCRAFT COST

The cost of your Aircraft is calculated with a simple formula based upon the number of points used to construct the Aircraft. Any loads carried on the Aircraft's Payload Pallets must also be factored into the cost. A listing of Payloads and their costs can be found in Section 13.11.

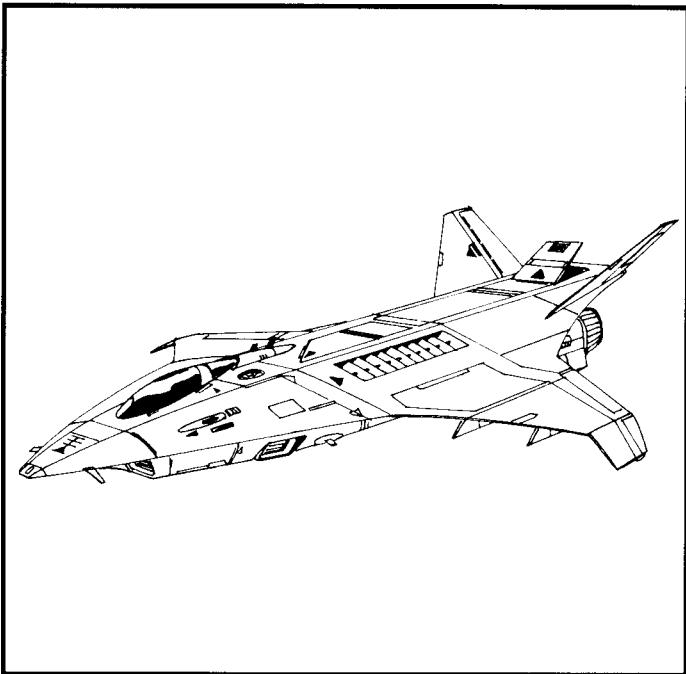
**Aircraft Cost** = (1.0K per Point) + Cost of all Payloads Carried.

### ADJUSTED MONETARY VICTORY POINT VALUE

The AMVP value of an Aircraft is dependent on the Cost of the Aircraft, modified by the Pilot flying it. Aircraft Pilots are generated in Section 6.2. Find the roll you used to generate your Pilot, and the associated AMVP Modifier, then use the formula below to calculate the Aircraft's AMVP.

Pilot Generation Roll	AMVP Modifier
8-10	x2.0
5-7	x1.5
1-4	x1.0

**Aircraft AMVP** = Total Cost x AMVP Modifier



## 12.2

## EXAMPLES OF AEROCRAFT CONSTRUCTION

Here are two examples of Aircraft Construction; the Goshawk Fighter used in the examples of Section 6.4, and a Combat Troop Transport.

### GOSHAWK FIGHTER

#### Movement System Components

**BMPs** = 15 (20 points)

**Accel** = 3 (15 points)

**Decel** = 2 (6 points)

**Maneuver** = 4 (8 points)

**Hover** = No

#### Armament System Components

**Laser Cannon** = Mk.6 (18 points)

#### Defensive System Components

**Defensive Bonus** = 80 (32 points)

#### Aircraft Cost

**Aircraft Cost** = (1.0K x 99 points) = 99.0K

Note that the AMVP value of the Goshawk would depend upon the quality of its Pilot.

### COMBAT TROOP TRANSPORT

#### Movement System Components

**BMPs** = 5 (5 points)

**Accel** = 1 (5 points)

**Decel** = 3 (9 points)

**Maneuver** = 8 (3 points)

**Hover** = Yes (10 points)

#### Armament System Components

**Payload Pallets** = 2 x Mk.6 (12 points)

These Pallets will be loaded with 2 x Mk.6 Standard Torpedoes at a cost of 9.0K (See Sections 4.14 and 13.11).

#### Defensive System Component

**Defensive Bonus** = 75 (30 points)

#### Transport Component

**Passenger Cap #** = 2 (20 points)

#### Aircraft Cost

**Aircraft Cost** = (1.0K x 94 points) + 9.0K = 103.0K

Note that the AMVP value of this Troop Transport would depend upon the quality of its Pilot.

## 13.0

# VEHICLE CONSTRUCTION AND COST

The design protocol presented in this section is for your use if you wish to create your own customized Armored Assault vehicles. Start at the beginning, and go through each section in order, only skipping those steps you deem unnecessary.

Before you begin, formulate in your mind the type of vehicle you want. Perhaps the most important consideration will be the type and number of Drive systems. Are you creating a basic tracked tank, or a multi-motive vehicle capable of hovering over, and walking on land, as well as maneuvering on and under water? If the latter is the case, you will need a Gravitic or Surface Effects Drive, a Walker Drive and a Hydromotive Drive, including Streamlining. Is the vehicle intended to operate for extended periods of time in hostile environments? If so, Life Support will be a must, and you may want to include Crew Quarters and Security Stations. How heavy must the armaments be, and which ones should be selected? Evaluate the armor types and defensive systems of your most likely opponents and consult the various weapon attack tables to make your decisions. Projectile weapons will break down less frequently than their Energy counterparts, but their ammunition takes up valuable space.

Whether designing a hoversuit, walker, carrier or submarine, you will have to decide upon the proportioned mix of maneuverability and firepower.

Below are the important concepts used throughout the construction procedure:

### SYSTEMS

A system is a specific set of equipment installed within a vehicle. Each separate system performs a unique task. Systems are grouped into two categories: main units and auxiliary units.

- Main units will be those optimal systems purchased during the bulk of the design sequence.
- Auxiliary units are systems purchased at the end of the design sequence with the intention of providing back-ups for main units already acquired.

### VOLUME

The most important concept to keep in mind while creating a vehicle is "Volume".

- Volume is measured in cubic meters, or "cumets" for short.
- Once you select a certain size of vehicle, most systems that you wish to put into it will fill up a certain number of cumets of available space.
- Designing a vehicle requires that you choose a group of desired and necessary systems that will all fit within the volume available.

### COSTS

The costs associated with purchases at each Step are given in terms of the Imperial Elmonit (E), which is the standard monetary unit in *Space Master*.

## CODES

For the sake of brevity, several of the values calculated during the construction process are given codes.

The "Volume" code for a given Step is abbreviated [v#], where # is the Step number in which the value was derived (e.g., [v5] is the Volume of the system selected in Step 5). In the same way, the "Cost" code for a given step is [c#], where # is the Step number (e.g., [c5] is the Cost of the system selected in Step 5). The code, [m1], is the Mass value derived in Step 1 of the construction procedure. Finally, the letter "K" is used to represent a value of one thousand (K stands for kilo).

[m1] = Mass of a vehicle

[v#] = Volume of system selected in Step #

[c#] = Cost of system selected in Step #

#K = # x 1000 (i.e., K stands for one thousand)

## 13.1

# MASS AND VOLUME

### STEP 1: Select Vehicle's Mass in Tons.

This is a subjective selection of the craft's displacement which must be made by the designer. As a general guide, the following chart may be useful.

Tons	Class
50-200	Wheeled or Tracked AFVs, Hoversuits, Infantry Carriers.
100-500	Small Multi-motive Groundcraft.
100-1K	Jumptanks, MIRC's, Large Multi-motive Groundcraft.
500-5K	Battle Pods, Groundcraft Carriers, Surface Control Vehicles.
1K-10K	Surface Hydrocraft, Submersibles, Supply Vehicles.
10K-500K	Mobile Battle Stations.
100K-1000K+	Surface Dreadnought.

**Note:** In general, all vehicles fall into one of four Mass Categories. Craft less than 1000 tons are called "Small". Vehicles of 1000 tons or more are "Medium". Those 100,000 tons or greater are "Large", while craft of 1,000,000+ tons are "Super Large". Each Mass Category is given a corresponding number: 1, 2, 3, and 4. Such classifications pertain to critical hit determination, construction procedures, and other game-specific applications.

Mass (in tons)	Mass Category	Mass Category #
1-999	Small	1
1K-99,999	Medium	2
100K-999,999	Large	3
1000K+	Super Large	4

The Mass Category Number will be a factor multiplied into certain formulae used during the construction procedure.

In future calculations, the numerical value of your starcraft's mass will be referred to as [m1].

## STEP 2: Determine Vehicle's Volume.

**Total Vehicle Volume** = [v2] = [m1] x 3 cubic meters.

In future calculations, the numerical value of your starcraft's volume will be referred to as [v2].

## 13.2

## HULL

### STEP 3: Select Hull

Select the foundation of your vehicle's hull from the following Construction Armor Types. Check the minimum hull requirements and the maximum hull limits listed in the following charts.

CAT	Description	Volume Factor	Cost Multiplier
21	Steel	0.02	1.0
22	Hardened Steel	0.02	1.5
23	Crysteel	0.02	3.0
24	Crystanium	0.02	5.5
25	Reinforced Crysteel	0.06	7.0
26	Crysteel Double Hull	0.10	8.5
27	Reinforced Crysteel Double Hull	0.16	10.0
28	Hardened Crystanium Double Hull	0.12	15.0
29	Ardinium	0.08	30.0
30	Ordium II	0.04	50.0

CAT	Minimum Hull Requirements
22	Minimum for vehicles over 500 tons.
25	Minimum for vehicles over 10K tons.
26	Minimum for vehicles over 50K tons.
27	Minimum for vehicles over 500K tons.

CAT	Maximum Hull Limits
24	Maximum for vehicles under 500 tons.
25	Maximum for vehicles under 1K tons.
26	Maximum for vehicles under 100K tons.

All CAT hulls may be constructed of superior alloys, as opposed to the standards represented above. Superior alloys, when purchased, will have one of two effects. They will either increase the DB of the vehicle (called an Armor Quality bonus) **OR** decrease the volume occupied by the hull. Refer to the chart below for the superior alloy cost multiplier and effect.

Effect	Superior Alloy Cost Multiplier
+5 to DB <b>or</b> -10% from Hull Volume	2.0
+10 to DB <b>or</b> -20% from Hull Volume	4.0
+15 to DB <b>or</b> -40% from Hull Volume	8.0
+20 to DB <b>or</b> -60% from Hull Volume	16.0
+25 to DB <b>or</b> -80% from Hull Volume	32.0

**Note:** To derive the Total Cost Multiplier for the Hull Cost calculation below, multiply the various cost multipliers for CAT and superior alloys together. Thus, a Crysteel Double Hull which was +5 to DB and -30% from Hull Volume would have a Total Cost Multiplier of 136 (8.5 x 2.0 x 8.0).

**Hull Volume** = [v3] = ([v2] x Volume Factor)

– (reduction due to any superior alloy purchased)

**Hull Cost** = [c3] = [m1] x 100 x Total Cost Multiplier

**Volume Left After Step 3** = [v2] – [v3]

### STEP 4: Add Armor Belt

To a vehicle's basic hull (represented by the CAT and any superior alloys purchased, as derived in Step 3), you may layer on an additional Armor Belt. An Armor Belt is normally composed of depleted uranium or similarly dense matter. It may also be made up of materials identical to that of the CAT. In any case, Armor Belts do not subtract from the volume available for installations inside of the craft.

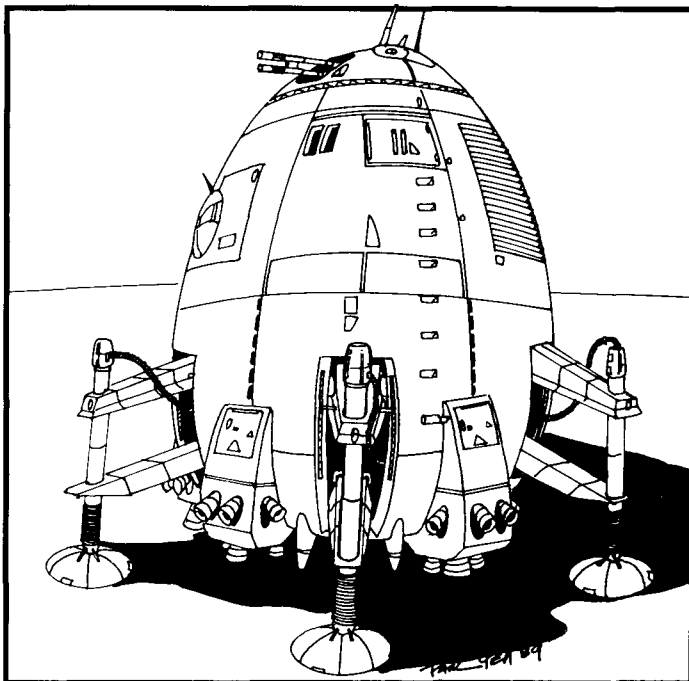
The cost of an Armor Belt is proportional to the mass of the vehicle and the amount of protection to be imparted by the Belt. Armor Belt protection is stated in terms of both an increased DB, and Hit Point value, for the vehicle. The Hit Point addition is shown as a percentage increase. Normally, the Hit Point value of a vehicle equals its mass in tons (e.g., a 200 ton vehicle has 200 Hit Points). However, with the addition of an Armor Belt, the Hit Point value is increased by the appropriate percentage (e.g., a 200 ton vehicle with a +20 Armor Belt has 240 Hit Points). Therefore, the percentage Hit Point increase is the percentage of the vehicle's mass, [m1], added to the craft's Hit Point value.

Armor Belt Protection	Cost Multiplier
+5 to DB <b>and</b> +5% Hit Points	100
+10 to DB <b>and</b> +10% Hit Points	200
+15 to DB <b>and</b> +15% Hit Points	300
+20 to DB <b>and</b> +20% Hit Points	400
+25 to DB <b>and</b> +25% Hit Points	500

**Note:** +25 is the maximum Armor Belt which may be layered onto a vehicle.

**Armor Belt Volume** = 0

**Armor Belt Cost** = [c4] = [m1] x Cost Multiplier





## 13.3 DRIVES

### INTRODUCTION

Steps 5 through 11 offer a wide range of vehicular motive forms which may be incorporated into your design. The purchase of every motive system is based upon its Rating value. The Rating of a motive system provides a corresponding Movement Point value found on the Drive Rating chart at the end of Step 11. Movement Points are expended by a vehicle in order to traverse the various forms of terrain that a vehicle will encounter.

At least one motive system must be installed in a vehicle, and several may be included if maneuver flexibility is a priority for your craft. If multiple motive systems are to be purchased, keep track of the Rating value of each one separately, as Movement Point values will change depending on the motive form used at any particular time. Each motive system has its advantages and disadvantages, whether they be dependant upon usage, size, cost, maintenance and/or susceptibility to damage.

### STEP 5: Select Wheeled Motive System

A Wheeled drive mechanism is the simplest motive form available to Small and Medium vehicles. Large and Super Large vehicles may not incorporate a Wheeled drive. A Wheeled motive system requires a solid surface to traverse.

Select the desired Rating and corresponding Movement Point value from the Drive Rating chart. The Volume calculation for a Wheeled drive is dependant upon the Mass Category of the vehicle and the Rating selected.

**Wheeled Drive Volume for Small Vehicle =**

$$[v5] = ([v2] \times 0.01 \times \text{Rating}) + 20$$

**Wheeled Drive Volume for Medium Vehicle =**

$$[v5] = ([v2] \times 0.02 \times \text{Rating}) + 300$$

**Note:** The cost of a Wheeled motive system is not dependant upon the Mass Category of the vehicle.

**Wheeled Drive Cost = [c5] = ([m1] x Rating) + 5K**

**Volume left after Step 5 = (Volume left after Step 3) – [v5]**

### STEP 6: Select Tracked Motive System

A Tracked drive mechanism, though more durable than a wheeled one, is larger and more costly. Small, Medium and Large vehicles may incorporate a Tracked drive, while Super Large vehicles may not. A Tracked motive system requires a solid surface to traverse.

Select the desired Rating and corresponding Movement Point value from the Drive Rating chart. The Volume calculation for a Tracked drive is dependant upon the vehicle's Mass Category and the Rating selected.

**Tracked Drive Volume for Small Vehicle =**

$$[v6] = ([v2] \times 0.015 \times \text{Rating}) + 30$$

**Tracked Drive Volume for Medium Vehicle =**

$$[v6] = ([v2] \times 0.03 \times \text{Rating}) + 400$$

**Tracked Drive Volume for Large Vehicle =**

$$[v6] = ([v2] \times 0.05 \times \text{Rating}) + 5000$$

**Note:** The cost of a Tracked motive system is not dependant upon the Mass Category of the vehicle.

**Tracked Drive Cost = [c6] = ([m1] x 2 x Rating) + 8K**

**Volume left after Step 6 = (Volume left after Step 5) – [v6]**

### STEP 7: Select Walker Motive System

A Walker drive mechanism, though more bulky than a wheeled or tracked system, is capable of better negotiating difficult surface terrain. This is due to a Walker drive's "legs", which allow the vehicle to pick its way through, or stride over, otherwise hindering obstacles. Only Small and Medium vehicles may incorporate a Walker drive; Large and Super Large vehicles may not. A Walker motive system requires a solid surface to traverse.

Select the desired Rating and corresponding Movement Point value from the Drive Rating chart. The Volume calculation for a Walker drive is dependant upon the vehicle's Mass Category and the Rating selected.

**Walker Drive Volume for Small Vehicle =**

$$[v7] = ([v2] \times 0.02 \times \text{Rating}) + 50$$

**Walker Drive Volume for Medium Vehicle =**

$$[v7] = ([v2] \times 0.04 \times \text{Rating}) + 600$$

**Note:** The cost of a Walker motive system is dependent upon the Mass Category of the vehicle.

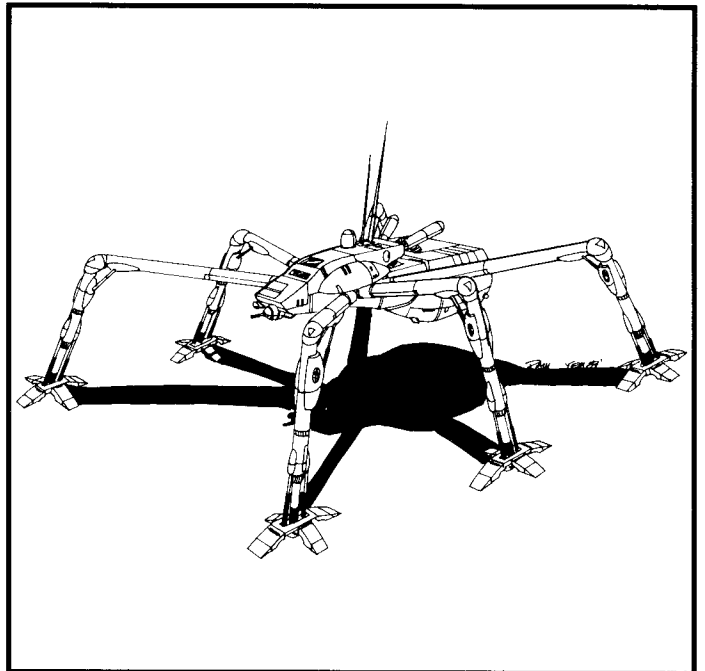
**Walker Drive Cost for Small Vehicle =**

$$[c7] = ([m1] \times 5 \times \text{Rating}) + 10K$$

**Walker Drive Cost for Medium Vehicle =**

$$[c7] = ([m1] \times 10 \times \text{Rating}) + 100K$$

**Volume left after Step 7 = (Volume left after Step 6) – [v7]**



## STEP 8: Select Jumper Motive System

A Jumper drive mechanism, whether provided by jump jets, a boost pack, or powerful servo-hydraulic struts, allows a vehicle to circumnavigate surface terrain by leaping over it. The greater a Jump Drive Rating selected, the farther a vehicle may displace its location with each leap. The volume occupied by a Jumper drive incorporates both the lift-off mechanism and landing support structure. Only Small and Medium vehicles may install a Jumper drive; Large and Super Large vehicles may not. A Jumper motive system requires a solid lift-off and landing surface; intervening terrain is inconsequential.

Select the desired Rating and corresponding Movement Point value from the Drive Rating chart. The Volume calculation for a Jumper drive is dependant upon the vehicle's Mass Category and the Rating selected.

### Jumper Drive Volume for Small Vehicle =

$$[v8] = ([v2] \times 0.02 \times \text{Rating}) + 60$$

### Jumper Drive Volume for Medium Vehicle =

$$[v8] = ([v2] \times 0.08 \times \text{Rating}) + 800$$

**Note:** The cost of a Jumper motive system is dependant upon the Mass Category of the vehicle.

### Jumper Drive Cost for Small Vehicle =

$$[c8] = ([m1] \times 10 \times \text{Rating}) + 20K$$

### Jumper Drive Cost for Medium Vehicle =

$$[c8] = ([m1] \times 30 \times \text{Rating}) + 300K$$

$$\text{Volume left after Step 8} = (\text{Volume left after Step 7}) - [v8]$$

## STEP 9: Select Surface Effects Motive System

A Surface Effects drive mechanism utilizes powerful fans and jets to propel a vehicle over terrain without ever having to come into physical contact with the surface medium. Surface Effects craft are restricted in that they may only operate if an adequate atmosphere is present. On an airless moon or planet, a Surface Effects vehicle would be incapable of movement, as there would be no atmosphere to manipulate.

Only Small vehicles may incorporate a Surface Effects drive; Medium, Large and Super Large vehicles may not. A Surface Effects motive system requires an atmosphere over any surface medium to operate.

Select the desired Rating and corresponding Movement Point value from the Drive Rating chart.

### Surface Effects Drive Volume =

$$[v9] = ([v2] \times 0.02 \times \text{Rating}) + 50$$

### Surface Effects Drive Cost =

$$[c9] = ([m1] \times 5 \times \text{Rating}) + 10K$$

$$\text{Volume left after Step 9} = (\text{Volume left after Step 8}) - [v9]$$

## STEP 10: Select Gravitic Effects Motive System

A Gravitic Effects drive mechanism utilizes anti-grav pods and manipulators to propel a vehicle over surface terrain without having to come into physical contact with it. Gravitically driven craft are unlike Surface Effects vehicles, in that they may use their hover-like effects whether an atmosphere is present or not. The only restriction is that Gravitic Effects craft must travel over some sort of solid or liquid surface.

Select the desired Rating and corresponding Movement Point value from the Drive Rating chart.

All Mass Categories of vehicles may incorporate a Gravitic drive. The Volume calculation for a Gravitic Effects drive is based upon the Mass Category of the vehicle and the selected Drive Rating.

### Gravitic Effects Drive Volume for Small vehicle =

$$[v10] = ([v2] \times 0.01 \times \text{Rating}) + 20$$

### Gravitic Effects Drive Volume for Medium vehicle =

$$[v10] = ([v2] \times 0.02 \times \text{Rating}) + 500$$

### Gravitic Effects Drive Volume for Large vehicle =

$$[v10] = ([v2] \times 0.04 \times \text{Rating}) + 10K$$

### Gravitic Effects Drive Volume for Super Large vehicle =

$$[v10] = ([v2] \times 0.10 \times \text{Rating}) + 50K$$

**Note:** The cost of a Gravitic Effects motive system is not dependant upon the Mass Category of the vehicle.

$$\text{Gravitic Effects Drive Cost} = [c10] = ([m1] \times 25 \times \text{Rating}) + 100K$$

$$\text{Volume left after Step 10} = (\text{Volume left after Step 9}) - [v10]$$

## STEP 11: Select Hydromotive System

A Hydromotive drive is used on or under liquid surfaces (e.g., open ocean, river or lake), irregardless of the actual liquid medium (e.g., water, cooled methane or heated sulphur). The actual drive mechanism may differ from one vehicle to another. For instance, hydrofoils, propeller screws, and liquid stream jets are all considered to be Hydromotive drive systems.

Select the desired Rating and corresponding Movement Point value from the Drive Rating chart.

All Mass Categories of vehicles may incorporate a Hydromotive drive. The Volume calculation for a Hydromotive drive is based upon the Mass Category of the vehicle and the selected Drive Rating.

### Hydromotive Drive Volume for Small vehicle =

$$[v11] = ([v2] \times 0.02 \times \text{Rating}) + 20$$

### Hydromotive Drive Volume for Medium vehicle =

$$[v11] = ([v2] \times 0.05 \times \text{Rating}) + 500$$

### Hydromotive Drive Volume for Large vehicle =

$$[v11] = ([v2] \times 0.10 \times \text{Rating}) + 12K$$

### Hydromotive Drive Volume for Super Large vehicle =

$$[v11] = ([v2] \times 0.15 \times \text{Rating}) + 300K$$

**Note:** The cost of a Hydromotive system is not dependant upon the Mass Category of the vehicle.

$$\text{Hydromotive Drive Cost} = [c11] = ([m1] \times \text{Rating}) + 5K$$

$$\text{Volume left after Step 11} = (\text{Volume left after Step 10}) - [v11]$$

### DRIVE RATING CHART

Rating	Movement Points
1	2
2	4
3	6
4	8
5	10
6	12
7	14
8	16
9	18
10	20
11	21
12	22
13	23
14	24
15	25
16	26
17	27
18	28
19	29
20	30
21	30
22	31
23	31
24	32
25	32
26	33
27	33
28	34
29	34
30	35
33	36
36	37
40	38
45	39
50	40
55	41
60	42
65	43
70	44
75	45
80	46
85	47
90	48
95	49
100	50

## 13.4 ARMAMENTS

### INTRODUCTION

There are four general classifications of vehicular attack delivery systems: Projectile Cannons, Energy Cannons, Missile Launchers and Payload Pallets.

Projectile Cannons fire ballistic rounds at their targets from an ammunition magazine. Energy Cannon manipulate atomic and sub-atomic particles to deliver their destructive power. Missile Launchers are firing platforms for self-propelled warhead delivery systems. Finally, Payload Pallets are multi-purpose weapon mounts capable of carrying a variety of interchangeable battlefield munitions and pods.

### STEP 12: Select Projectile Cannons

There are three types of Projectile Cannons which may be mounted on vehicles. These are:

Auto Cannons

Magnetic Linear Accelerator (MLA) Cannons

Lob Cannons

They differ from Energy weapons in that they have a limited ammunition supply, and the ammunition requires extra storage space (i.e., Volume).

Auto Cannons are usually mass drivers which hurl a multitude of (relatively) small rounds in rapid succession at their targets. MLA Cannons use larger caliber rounds than Auto Cannons and have a lower rate of fire. MLA Cannon ammunition is often specialized to deal with different types of targets. Lob Cannons, unlike Auto and MLA types, are capable of indirect fire; "lobbing" their munitions at targets often hidden by intervening terrain.

When purchasing Projectile Cannons, you must buy:

- The Firing Mechanism, **and**
- The Weapon Mount, **and**
- The Magazine (i.e., ammunition store)

Add the volumes of each of these components to determine the total volume occupied by each Projectile Cannon.

Firing Mechanism (FM): A Firing Mechanism is the Cannon itself, including loader, breach, and fire direction gear. Weapon size and deadliness are rated in terms of Mk. number. The higher the Mk.#, the more damage a weapon has the potential of doing. The volume occupied by the Firing Mechanism is dependant upon the Mk.# category of the weapon. There are five categories of weapons:

Category 1 (Mk's 6-10)

Category 2 (Mk's 11-20)

Category 3 (Mk's 21-30)

Category 4 (Mk's 31-40)

Category 5 (Mk's 41-50)

**Volume of Auto Cannon FM =**

$$\text{Mk.\#} \times (\text{Category \#})$$

$$\text{Cost of Auto Cannon FM} = (\text{Mk.\#} \times 500) + 500$$

**Volume of MLA Cannon FM =**

$$\text{Mk.\#} \times (\text{Category \#})$$

$$\text{Cost of MLA Cannon FM} = (\text{Mk.\#} \times 500) + 1K$$

**Volume of Lob Cannon FM =**

$$\text{Mk.\#} \times (\text{Category \#})$$

$$\text{Cost of Lob Cannon FM} = (\text{Mk.\#} \times 200) + 100$$

**WEAPON MOUNT:** A Weapon Mount is the “housing” within which one or more Firing Mechanisms are located. A Weapon Mount defines an FM’s field of fire, but the location of any given Weapon Mount on a vehicle is left to the designer’s discretion. There are three possible Weapon Mounts for any given vehicular FM, or group of FMs. Each Weapon Mount is assigned a Category number:

*Category 1:* Fixed Mount (grants a 60° cone field of fire)

*Category 2:* Flexible Mount (grants a 120° cone field of fire)

*Category 3:* Turret Mount (grants a 360° complete hemisphere of fire)

**Note:** *Multiple Firing Mechanisms, of the same type and Mk.#, may be installed in the same Weapon Mount. To determine the Volume of the Weapon Mount, simply add the volumes of the various FMs together and multiply by their Weapon Mount Category #.*

**Volume of Weapon Mount =**

$$(\text{Volume of weapon's Firing Mechanism}) \\ \times (\text{Weapon Mount's Category \#})$$

**Cost of Weapon Mount =**

$$\text{Weapon Mount's Category \#} \times 2000$$

**MAGAZINE:** A Magazine is the ammunition storage area for a Projectile Cannon. Each Projectile Cannon FM requires its own Magazine. When a Projectile FM’s Magazine is depleted (i.e., all ammunition within it has been expended), that Cannon may no longer fire. Projectile Cannon Magazines are rated in terms of a Duration #. This is the total number of Combat Rounds during which a given FM may fire before depleting its Magazine (e.g., a Lob Cannon FM Magazine with a Duration # of 10 may fire ten times before running out of ammo).

**Volume of Auto Cannon Magazine =**

$$\text{FM Mk.\#} \times 0.2 \times (\text{Duration \#})$$

**Cost of Auto Cannon Magazine =**

$$(\text{FM Mk.\#} \times 50) + (\text{Duration \#} \times 5)$$

**Volume of MLA Cannon Magazine =**

$$\text{FM Mk.\#} \times 0.1 \times (\text{Duration \#})$$

**Cost of MLA Cannon Magazine =**

$$(\text{FM Mk.\#} \times 10) + (\text{Duration \#} \times 5)$$

**Volume of Lob Cannon Magazine =**

$$\text{FM Mk.\#} \times 0.15 \times (\text{Duration \#})$$

**Cost of Lob Cannon Magazine =**

$$(\text{FM Mk.\#} \times 10) + (\text{Duration \#} \times 5)$$

**AMMUNITION:** All Projectile Cannons require that ammunition be purchased to fill their magazines, however, this is not performed during the construction procedure. Rather, all Projectile Cannon munitions should be purchased during the Loading Up process (see Section 7.3 and 13.11).

**TOTALS FOR PROJECTILE CANNONS:** To determine the total Volume and Cost associated with Projectile Cannon purchase, use the following formulae:

**Projectile Cannon Volume = [v12] =**

The total of (FM Volumes + Weapon Mount Volumes + Magazine Volumes) for all Projectile Cannons purchased

**Projectile Cannon Cost = [c12] =**

The total of (FM Costs + Weapon Mount Costs + Magazine Costs) for all Projectile Cannons purchased

$$\text{Volume left after Step 12} = (\text{Volume left after Step 11}) - [\text{v12}]$$

## STEP 13: Select Energy Cannons

There are five different Energy Cannons which you may purchase for your vehicle:

Laser Cannon

Blast Cannon

Disruptor Cannon

Ion Cannon

Plasma Cannon

Although these weapons differ in the way they function and deliver damage, the process for integrating them into your craft is the same. Energy Cannon are powered by the vehicle’s fusion reactor.

When purchasing Energy Cannons, you must buy:

- The Firing Mechanism, **and**
- The Weapon Mount

Add their Volumes together to determine the total Volume occupied by the Energy Cannon.

**FIRING MECHANISM (FM):** A Firing Mechanism is the Cannon itself, including power feed and fire direction gear. Weapon size and deadliness are rated in terms of Mk. number. The higher the Mk.#, the more potential damage a weapon can do. The volume occupied by the Firing Mechanism is dependant upon the Mk.# category of the weapon. There are five categories of weapons:

Category 1 (Mk’s 6-10)

Category 2 (Mk’s 11-20)

Category 3 (Mk’s 21-30)

Category 4 (Mk’s 31-40)

Category 5 (Mk’s 41-50)

**Volume of Laser FM =** Mk.# x (Category #)

$$\text{Cost of Laser FM} = \{(\text{Mk.\#} \times 600) + 2000\} \times (\text{Category \#})$$

**Volume of Blast FM =** Mk.# x (Category #) x 2

$$\text{Cost of Blast FM} = \{(\text{Mk.\#} \times 500) + 2000\} \times (\text{Category \#})$$

**Volume of Disruptor FM =** Mk.# x (Category #) x 4

$$\text{Cost of Disruptor FM} = \{(\text{Mk.\#} \times 700) + 10,000\} \times (\text{Category \#})$$

**Volume of Ion FM =** Mk.# x (Category #) x 10

$$\text{Cost of Ion FM} = \{(\text{Mk.\#} \times 800) + 50,000\} \times (\text{Category \#})$$

**Volume of Plasma FM =** Mk.# x (Category #) x 20

$$\text{Cost of Plasma FM} = \{(\text{Mk.\#} \times 2000) + 200,000\} \times (\text{Category \#})$$

**WEAPON MOUNT:** A Weapon Mount is the "housing" within which one or more Firing Mechanisms are located. A Weapon Mount defines an FM's field of fire, but the location of any given Weapon Mount on a vehicle is left to the designer's discretion. There are three possible Weapon Mounts for any given vehicular FM, or group of FMs. Each Weapon Mount is assigned a Category number:

- Category 1: Fixed Mount (grants a 60° cone field of fire)
- Category 2: Flexible Mount (grants a 120° cone field of fire)
- Category 3: Turret Mount (grants a 360° complete hemisphere of fire)

**Note:** Multiple Firing Mechanisms, of the same type and Mk.#, may be installed in the same Weapon Mount. To determine the Volume of the Weapon Mount, simply add the volumes of the various FMs together and multiply by their Weapon Mount Category #.

**Volume of Weapon Mount =**  
 (Volume of weapon's Firing Mechanism)  
 x (Firing Mount's Category #)

**Cost of Weapon Mount =**  
 (Weapon Mount's Category #) x 2000

**TOTALS FOR ENERGY CANNONS:** To determine the total Volume and Cost associated with Energy Cannon purchase, use the following formulae:

**Energy Cannon Volume = [v13] =**  
 The total of (FM Volumes + Weapon Mount Volumes) for all Energy Cannons purchased

**Energy Cannon Cost = [c13] =**  
 The total of (FM Costs + Weapon Mount Costs) for all Energy Cannons purchased

**Volume left after Step 13 =** (Volume left after Step 12) – [v13]

## STEP 14: Select Missile Launchers

Missiles are fast attack delivery systems for several different types of warheads. Missiles are restricted in that they are only available in sizes from Mk.#'s 6 through 10 inclusive. Any given Missile Launcher will only be able to fire one specific Mk.# of missile, regardless of the warhead carried.

To purchase a Missile Launcher, you must buy:

- The Weapon Mount (hereafter referred to as the Launcher), and
- The missile storage Magazine

Add their Volumes together to determine the total Volume occupied by the Missile Launcher.

**LAUNCHERS:** There are three possible Launchers for missiles. Each is assigned a Category number below. Although missiles may only be fired at targets which lie within the covered arc (i.e., field of fire) of their Launcher, the positioning of Launchers on a vehicle is left to the designer's discretion. The Launcher Category numbers are:

- Category 1: Fixed Launcher (grants a 60° cone field of fire)
- Category 2: Flexible Launcher (grants a 120° cone field of fire)
- Category 3: Turret Launcher (grants complete hemisphere of fire)

Volume of Launcher = (Missile Mk.#) x (Launcher Category #)

Cost of Launcher = (Launcher Category #) x 2000

Magazines: Missile Launchers require a magazine of missiles to discharge. When a Magazine is depleted (i.e., all stored missiles have been launched) that Missile Launcher may no longer fire. Magazines must be purchased separately for each Missile Launcher.

**Volume of Launcher Magazine =**  
 (Missile Mk.#) x 0.5 x (number of missiles stored)

**Cost of Launcher Magazine =**  
 (Missile Mk.# x 100) + (number of missiles stored x 10)

**MISSILES:** Launchers require missiles in their magazines in order to fire. However, the cost to purchase these missiles is not incorporated into the construction procedure. Rather, all missiles should be purchased during the Loading Up process (see Section 7.3 and 13.11).

**TOTALS FOR MISSILE LAUNCHERS:** To determine the total Volume and Cost associated with Missile Launcher purchase, use the following formulae:

**Missile Launcher Volume = [v14] =**  
 The total of (Launcher Volume + Magazine Volume) for all Launchers purchased

**Missile Launcher Cost = [c14] =**  
 The total of (Launcher Cost + Magazine Cost) for all Launchers purchased

**Volume left after Step 14 =** Volume left after Step 13 – [v14]

## STEP 15: Select Heads Up Display

A Heads Up Display (hereafter referred to as a HUD) is a targeting enhancement mechanism which increases the deadliness of many different weapons. A separate HUD may be purchased for each individual Weapon Mount and/or Missile Launcher carried by your vehicle.

HUD units may only be purchased for Projectile Cannon Weapon Mounts, Energy Cannon Weapon Mounts and/or Missile Launchers.

HUDs occupy negligible volume within a craft. Their cost is dependant upon their quality. Consult the following chart:

HUD Bonus to Weapon Mount or Missile Launcher	Cost per HUD unit installed
+5 to OB	10K
+10 to OB	20K
+15 to OB	60K
+20 to OB	240K
+25 to OB	1200K

**Note:** It should be clear to the vehicle's designer that a HUD's OB value is only added to attacks made from that specific Weapon Mount or Missile Launcher, and then only if the weapon is manned by an individual crewmember (i.e., not being fired by computer directed Central Fire Control).



**HUD Volume = 0**

**HUD Cost = [c15]** = The sum total Cost of all HUDs purchased

## STEP 16: Select Payload Pallets

Payload Pallets are multi-use platforms which are able to house a variety of different and interchangeable loads. Payload Pallets are capable of carrying Torpedos, Mines, Pods, or any number of other specialized munitions. The only restriction is that the Mk.# of the item carried may not exceed the Mk.# of the Payload Pallet. Therefore, the Mk.# of any Payload Pallets you purchase will be the limiting factor of the size of what you may carry on them.

Pallet loads are not purchased during the design procedure. Rather, various munitions and pods are acquired during the Loading Up process (Section 7.3 and 13.11).

### PAYLOAD PALLETS:

**Volume of Payload Pallet = Mk.#**

**Cost of Payload Pallet = Mk.# x 10**

**TOTALS FOR PAYLOAD PALLETS:** To determine the total Volume and Cost associated with Payload Pallet purchase, use the following formulae:

**Payload Pallet Volume = [v16] =**

The sum total Volume of all Payload Pallets purchased

**Payload Pallet Cost = [c16] =**

The sum total Cost of all Payload Pallets purchased

**Volume left after Step 16 = Volume left after Step 15 – [v16]**

## 13.5 ELECTRO/NEUTRINO SYSTEMS

### INTRODUCTION

Electro/Neutrino systems encompass a broad range of essential battlefield equipment, including Communication Rigs, Sensors, Electronic Warfare and Deflector Screen Generators.

## STEP 17: Select Microfrequency Communications Rig

Microfreq Rigs are standard message transmission and reception units. The higher the Mk.# of the Rig, the more sophisticated it is. Each Mk.# represents the Rig's ability to simultaneously process (receive and record, or transmit) multiple messages (one per Mk.#). All transmissions are audio or image facsimile only.

**Microfreq Rig Volume = [v17] = (Mk.# x 0.1 cumets) + 5**

**Microfreq Rig Cost = [c17] = Mk.# x 100**

**Volume left after Step 17 =**

Volume left after Step 16 – [v17]

## STEP 18: Select Tight Beam Communications Rig

Tight Beam Rigs use a laser to send information. An integral reception dish allows the Rig to also receive similar transmissions. Tight Beam communications are very secure due to their nature, but are also restricted in that a direct and unobscured Line of Sight must exist between the sending and receiving units. Tight Beam Rigs may transmit in audio, visual, and/or visual facsimile mode.

The Mk.# of the Rig determines the maximum effective transmission range. The Mk.# equals range in Light Seconds (1 LS = 300,000 km) through vacuum, or half of that if the beam has to pass through a standard atmosphere. Range, therefore, will usually be a consideration in surface-to-orbit transmissions only.

**Tight Beam Rig Volume = [v18] = (Mk.# x 1.0 cumets) + 20**

**Tight Beam Cost = [c18] = Mk.# x 20K**

**Volume left after Step 18 =**

Volume left after Step 17 – [v18]

### SENSOR / EW / SCREENS / RADIATION SHIELDING CHART

Rating	Sensor / EW / Screens / Radiation Shielding Bonus
1	5
2	10
3	15
4	20
5	25
6	30
7	35
8	40
9	45
10	50
11	52
12	54
13	56
14	58
15	60
16	62
17	64
18	66
19	68
20	70
21	71
22	72
23	73
24	74
25	75
26	76
27	77
28	78
29	79
30	80
31+	80 + 0.5 x (Rating – 30)

## STEP 19: Select Tachyon Beam Dictor Communications Rig

The TBD is an instantaneous interstellar communications system. Transmissions may only be made in the form of visual facsimile. The Mk.# of the Rig equals effective transmission and reception range in Light Years.

**Note:** *Regardless of the Mk.# of the Rig, TBD communications beyond 50 LY are extremely difficult due to technological limitations.*

$$\text{Tachyon Beam Dictor Volume} = [\text{v19}] = (\text{Mk.\#} \times 500) + 10\text{K cumets}$$

$$\text{Tachyon Beam Dictor Cost} = [\text{c19}] = \text{Mk.\#} \times 500\text{K}$$

$$\text{Volume left after Step 19} = \text{Volume left after Step 18} - [\text{v19}]$$

## STEP 20: Select Sensors

Sensors are near-instantaneous information gathering units used for vehicular, construct, and battlefield analyses. A Sensor's rating provides a bonus to analysis attempts. Select a Sensor unit rating for your vehicle from the Sensor/EW/Screen/Radiation Shielding Chart (page 97).

**Note:** *Sensor Rating may exceed 30. Each Rating above 30 adds 0.5 to the Bonus. Sensors have a maximum Rating of 100 due to technological limitations.*

$$\text{Sensor Volume} = [\text{v20}] = (\text{Rating} \times \text{Rating} \times 3 \text{ cumets}) + 20$$

$$\text{Sensor Cost} = [\text{c20}] = \text{Rating} \times 2000$$

$$\text{Volume left after Step 20} = \text{Volume left after Step 19} - [\text{v20}]$$

## STEP 21: Select Electronic Warfare

EW has a myriad of uses, but the main consideration for combat vehicle designers is that it adds its bonus to the defense when under fire. Select the Rating of your vehicle's EW from the Sensor/EW/Screen/Radiation Shielding Chart (page 97).

**Note:** *EW Rating may exceed 30. Each Rating above 30 adds 0.5 to the Bonus.*

$$\text{Electronic Warfare Volume} = [\text{v21}] = [\text{v2}] \times 0.01 \times \text{Rating}$$

$$\text{Electronic Warfare Cost} = [\text{c21}] = [\text{m1}] \times 30 \times \text{Rating}$$

$$\text{Volume left after Step 21} = \text{Volume left after Step 20} - [\text{v21}]$$

## STEP 22: Select Deflector Screen Generator

Screens add to a vehicle's Defensive Bonus by generating a protective energy barrier around the craft which is effective against projectile, energy and warhead attacks. Select a Screen rating for your vehicle from the Sensor/EW/Screen/Radiation Shielding Chart (page 97).

**Note:** *Screen Rating may exceed 30. Each Rating above 30 adds 0.5 to the Bonus.*

$$\text{Deflector Screen Generator Volume} = [\text{v22}] = [\text{v2}] \times 0.03 \times \text{Rating}$$

$$\text{Deflector Screen Generator Cost} = [\text{c22}] = [\text{m1}] \times 20 \times \text{Rating}$$

$$\text{Volume left after Step 22} = \text{Volume left after Step 21} - [\text{v22}]$$

## 13.6 POWER

### INTRODUCTION

All vehicles require a fusion reactor to supply power to various onboard systems, as well as a fuel (Hydrogen) containment unit for the reactor.

## STEP 23: Select Fusion Reactor

The fusion reactor aboard your craft will be the unit which powers all of the vehicle's systems. The reactor must be large enough to power-up all of the vessel's major systems at the same time. To begin the calculation of the reactor's size, first add the Rating numbers of the following systems: All Drives, Electronic Warfare, and Deflector Screen Generator. Next, add in the sum of the Mk.#'s of all Laser, Blast, Disruptor and Ion Cannons. Also add in 2 x the Mk.#'s of any Plasma Cannons. Finally, add the product of  $[\text{m1}] \times 0.01$ . The sum total of all these figures will give you the Rating number of the vessel's Reactor. The following formula summarizes this calculation:

### Fusion Reactor Rating =

- All Motive System Ratings
- + Electronic Warfare Rating
- + Screen Generator Rating
- + all Laser Cannon Mk.#s
- + all Blast Cannon Mk.#s
- + all Disruptor Cannon Mk.#s
- + all Ion Cannon Mk.#s
- + all Plasma Cannon Mk.#s x 2
- +  $([\text{m1}] \times 0.01)$

**FUSION REACTOR VOLUME:** To calculate Fusion Reactor Volume, you will need to factor in your vehicle's Mass Category # (see Section 13.1).

$$\text{Fusion Reactor Volume} = [\text{v23}] = \text{Rating} \times (\text{Category \#}) \times (\text{Category \#}) \times (1 \text{ cumet})$$

$$\text{Fusion Reactor Cost} = [\text{c23}] = \{\text{Rating} \times 500 \times (\text{Category \#}) \times (\text{Category \#})\} + 50\text{K}$$

$$\text{Volume left after Step 23} = \text{Volume left after Step 22} - [\text{v23}]$$

## STEP 24: Select Fusion Reactor Fuel Storage Unit

All that your Fusion Reactor requires is a supply of light atoms (like Hydrogen). These light atoms are most commonly derived from water. Water can be acquired from any conventional source; the light nuclei being separated out through an integral electrolysis unit.

Each Rating Level of the Fusion Reactor Fuel Storage Unit will allow your vehicle to operate under normal conditions for 10 days before any refueling is required (e.g., Rating 1 = 10 days operation, Rating 2 = 20 days operation etc.). A volume of water equal to  $[(v24) \times 10]$  will completely refill an empty Storage Unit. Subjectively select the Rating of your Fuel Storage Unit, then move on to the following calculations:

$$\text{Fuel Storage Unit Volume} = [v24] = [v23] \times 0.01 \times \text{Rating}$$

$$\text{Fuel Storage Unit Cost} = [c24] = (\text{Reactor Rating} + \text{Fuel Storage Unit Rating}) \times 10$$

$$\text{Volume left after Step 24} = \text{Volume left after Step 23} - [v24]$$

## 13.7 CONTROL

### INTRODUCTION

Vehicles alone are just large blocks of expensive machinery. By adding Crewmembers and a Computer (called the Control components), a machine comes to life and may carry out its gruesome purpose.

## STEP 25: Determine Control Points

Control Points are an artificial measure of the level or complexity of command which your craft will require to run smoothly and efficiently by way of Crew and Computer. The larger or more sophisticated the vehicle, the more Control Points it will generate, and thus the larger the Crew size and/or Computer Mk.# needed.

**Note:** In the following formula sum all of the factors before taking the "Square Root", and then round the resultant number off to the nearest whole number.

**Control Point # =**

$$\text{Square Root of } \{ [(m1) \times 0.01]$$

- + sum total of all Drive Ratings
- + total number of Weapon Mounts
- + total number of Missile Launchers
- + total number of Payload Pallets
- + total Mk.# of all Communication Rigs
- + Sensor Rating
- + EW Rating
- + Screen Rating }

## STEP 26: Select Crew

The number of required crewmembers you select for your vehicle is left to your subjective judgement. But as a guideline, you will probably not need any more than the Control Point # derived in Step 25, though you are free to select more if desired. You are also free to select fewer required crewmembers than the Control Point #, as the deficit will be compensated for through the installation of a more sophisticated Computer in Step 27. Also, if your vehicle has several weapon systems, you may want to have at least one crewmember allocated for each Weapon Mount and Missile Launcher to avoid computer directed Central Fire Control (which is often not as good as having a live Gunner on station).

It is possible to select zero crewmembers for your vehicle. In this case, control will be provided solely by the Computer, and the vehicle will essentially be turned into a large, mobile robot.

The size of your crew will affect certain Volume requirements in later Steps (e.g., Control Area, Life Support, etc.).

If you are using **Space Master: The Role Playing Game**, you should allow for a mix of Pilots, Armsmen, and Arms Techs in your crew.

## STEP 27: Select Main Computer

The Computer will be the most important control and information mechanism installed aboard your craft. A formula follows which calculates the minimum Mk.# of Computer required by your vehicle. You are free to select a larger Computer, if you wish, as it would be more flexible and allow you to run more programs (see Section 14.0). Such a decision is subjective, and left to the designer's discretion.

**Minimum Computer Mk.# =** largest of the following:

- 20, or
- $(\text{Control Point \#}) \times 2$ , or
- $\{ (\text{Control Point \#}) - \text{Crew} \} \times 10$

**Note:** If zero Crewmembers were selected in Step 26, double the Minimum Computer Mk.# selected from the choices above.

As a guideline to designers, Computers with a Mk.# of greater than 500 should be unavailable due to technological constraints. If your vehicle requires a Computer larger than Mk.500, go back to Step 26 and select more crewmembers to lighten the Control Point burden. If you insist upon installing a Computer larger than Mk.500, multiply the Volume required by 100 and the Cost by 1000.

Your Computer's Mk.# will set the limits of its operating parameters; see Section 14.0 for the definitions of these parameters. Your Computer will have:

- A number of "Processing Units" equal to its Mk.#
- A number of "Memory Units" equal to its Mk.# x 2
- A number of "Reserve Units" equal to its Mk.# x 10

Your Computer will require the additional purchase of 1 or 2 Programs. A System Integrity and Maintenance (SIM) Program must be purchased. If your vehicle has at least one Weapon Mount, a Targeting Program will also be required.

- The SIM Program cost equals the vehicle's Control Point # x 100K Elmonits.
- The Targeting Program cost equals 10K Elmonits x the sum of the number of the vehicle's Weapon Mounts, Launchers and Payload Pallets

**Main Computer Volume** = [v27] = Mk.# x 0.1 cumets

**Main Computer Cost** = [c27] = (Mk.# x 1K) + (CP# x 100K)  
+ ((# of Weapon Mounts + # of Launchers + # of Payload  
Pallets) x 10K)

**Volume left after Step 27** = (Volume left after Step 24) – [v27]

## STEP 28: Determine Crewmember Control Areas

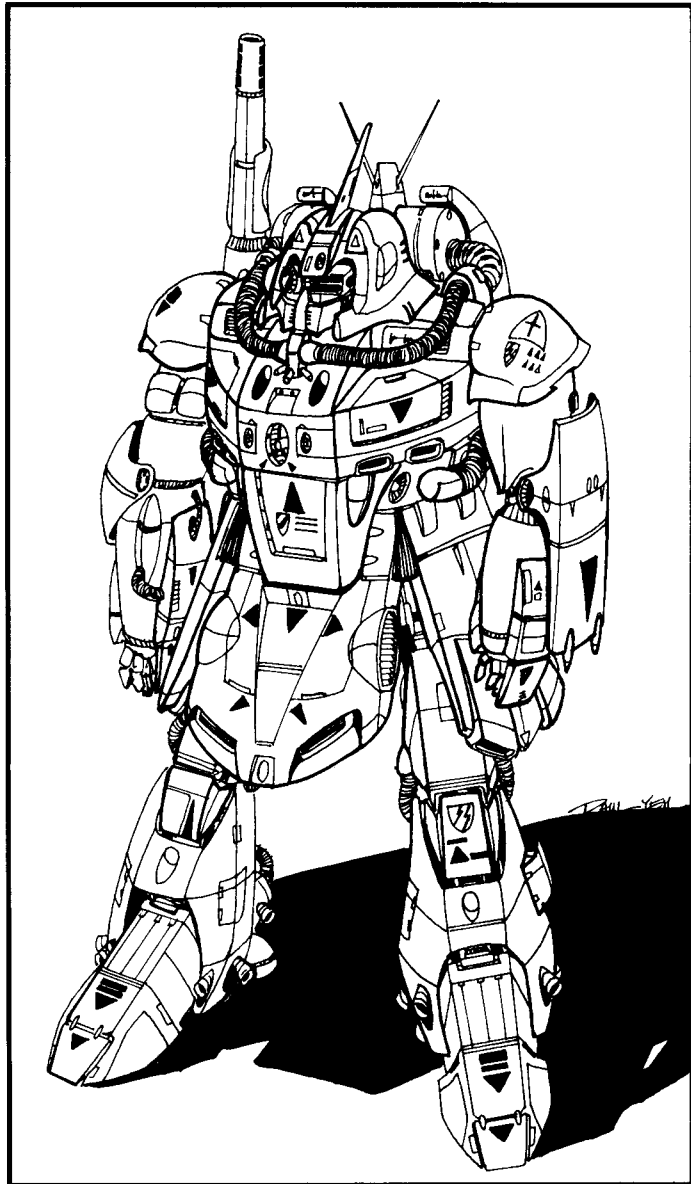
Control Areas are crewmember work stations. They may be combined together within the vehicle to create a “Command Center”, or be scattered throughout the craft, at the designer’s whim.

To calculate the Control Area Volume, you will need to factor in your vehicle’s Mass Category # (see Section 13.1).

**Control Area Volume** = [v28] =  
(# of Crewmembers) x 5 cumets x (Category #)

**Cost** = [c28] = (# of Crewmembers) x 5K x (Category #)

**Volume left after Step 28** = (Volume left after Step 27) – [v28]



## STEP 29: Select MIRC System

The Maneuver Interface Robotic Comboid (MIRC) System allows the movements of a single manning crewmember to be replicated by the vehicle in which the system is installed. The inclusion of this system will necessarily require the chassis of the vehicle to be articulated into a hominoid form (e.g., having a combination of legs/torso/arms) so that the crewman’s movements may be carried out by the vehicle. The advantage of having the MIRC System is that it affords the possibility of the vehicle making an additional “striking” attack during the Melee Phase of the Combat Round. For the MIRC System to be installed, the following conditions must be met:

- There must be one, and only one, crewmember (Step 26).
- The vehicle must have a Walker Motive System (Step 7).
- The vehicle may also incorporate other Drive types, but no Motive System may be of a higher Rating than the Walker Motive System installed.
- The vehicle must be of the Small Mass Category (i.e., less than 1000 tons).

**MIRC System Volume** = [v29] = ([v2] x 0.01) + 10 cumets

**MIRC System Cost** = [c29] = ([m1] x 10) + 10K

**Volume left after Step 29** =  
(Volume left after Step 28) – [v29]

## 13.8 ADDITIONAL FACILITIES

### INTRODUCTION

After the inclusion of your vehicle’s necessary Drives, Armaments, Power and Control systems, you may find room available for these optional, but no less important, Additional Facilities.

## STEP 30: Select Crew Quarters

This calculation encompasses sleeping and hygiene facilities. Crew Quarters must be purchased only if your vehicle’s crew will be operating unsupported for extended periods of time and thus require living accommodations within the craft.

**Crew Quarters Volume** = [v30] =  
(# of Crewmembers) x 10 cumets

**Crew Quarters Cost** = [c30] = (# of Crewmembers) x 500

**Volume left after Step 30** = (Volume left after Step 29) – [v30]

## STEP 31: Select Passenger Accommodations

Staterooms and Cryogenic Berths are accommodations for vehicular passengers who will be travelling for extended periods of time. Seating is all that is required for passengers who will be travelling for periods of 50 hours or less. Seating must also be purchased for troops that are to be carried into battle. 5 seats equate to a Passenger Capacity # of 1, whether they are used for Infantry Teams or Powered Troopers.

Staterooms, though calculated on an individual being basis, may be combined to create multiple-being sleeping quarters.

**Volume of First Class Staterooms =**

(# of occupants) x 30 cumets

**Cost of First Class Staterooms =** (# of occupants) x 1K

**Volume of Standard Staterooms =**

(# of occupants) x 20 cumets

**Cost of Standard Staterooms =** (# of occupants) x 800

**Volume of Low/Military Staterooms =**

(# of occupants) x 10 cumets

**Cost of Low/Military Staterooms =** (# of occupants) x 500

**Volume of Cryogenic Berths =**

(# of occupants) x 3 cumets

**Cost of Cryogenic Berths =** (# of occupants) x 1K

**Volume of Seating =**

(# of occupants) x 3 cumets

**Cost of Seating =** (# of occupants) x 100

**Total Passenger Accommodation Volume = [v31] =**

The sum total Volume of all Accommodations purchased

**Total Passenger Accommodation Cost = [c31] =**

The sum total Cost of all Accommodations purchased

**Volume left after Step 31 =** (Volume left after Step 30) – [v31]

## STEP 32: Select Life Support

Every crewmember and passenger not in a Cryogenic Berth requires Life Support apparatus if the designer wishes to have the vehicle's interior sealable from the outside environment. This system is mandatory for vehicles operating under water, in vacuum, in toxic atmospheres, or under any similar condition. A Life Support system provides clean air, drinking water and food.

**Life Support Volume = [v32] =**

{(# of Crew) + (# of Passengers)} x 10 cumets

**Life Support Cost = [c32] =**

{(# of Crew) + (# of Passengers)} x 500

**Volume left after Step 32 =** (Volume left after Step 31) – [v32]

## STEP 33: Determine Recreational Facilities

Recreational facilities are standard purchases for Stateroom Passengers.

**Recreational Facility Volume = [v33] =**

(# of Stateroom Passengers) x 5 cumets

**Recreational Facility Cost = [c33] =**

(# of Stateroom Passengers) x 100

**Volume left after Step 33 =** (Volume left after Step 32) – [v33]

## STEP 34: Select Medical Dispensary

A Dispensary is a small medical facility required for cases involving First Aid. If a dispensary is selected as an installation, the minimum Volume requirement is given in the following formula:

**Dispensary Volume = [v34] =**

{(# of Crew) + (# of Passengers)} x 1 cumet

**Dispensary Cost = [c34] =**

{(# of Crew) + (# of Passengers)} x 200

**Volume left after Step 34 =** (Volume left after Step 33) – [v34]

## STEP 35: Select Medical Sick Bay

A Sick Bay is an extensive medical facility which can accommodate surgical operations. Volume and Cost calculations are dependant upon how many patients the designer wishes the Sick Bay to be able to handle at the same time.

**Sick Bay Volume = [v35] =** (Patient capacity x 25 cumets)

+ 100

**Sick Bay Cost = [c35] =** Patient capacity x 4K

**Volume left after Step 35 =** (Volume left after Step 34) – [v35]

## STEP 36: Select Labs

Labs add a bonus, based upon their Volume, to research work performed within them. Each Lab purchased must be devoted to a specific Scientific Skill (See *Space Master: The Role Playing Game*). Each 10 cumets purchased adds a +1 bonus to a Research roll made while the scientist is using the Lab. (Lab bonus limited to a maximum of +50 or the Scientist's Skill Bonus, whichever is lower.)

**Lab Volume = [v36] =** Subjective selections by designer

**Lab Cost = [c36] =** 1K per cumet of Labs

**Volume left after Step 36 =** (Volume left after Step 35) – [v36]

## STEP 37: Select Workshop

A workshop is a voluntary installation, but is required if field repairs are to be made within the vehicle which require CIP (Cost In Parts) expenditures. A workshop may be stocked with abstractly handled "Parts" for use in CIP repairs, merely by spending the Elmonits. However, a Workshop may not be stocked with more "Parts" than its Volume x 2000 Elmonits.

**Note:** Only one Workshop may be utilized for one major system repair at a time. You may therefore want to purchase multiple Workshops.

**Note:** [c37] does not include CIP "Parts" stocking.

**Minimum Workshop Volume** (if installed) = [v37] = [v2] x 0.03

**Workshop Cost = [c37] =** 100 per cumet of Workshop

**Volume left after Step 37 =** (Volume left after Step 36) – [v37]



**STEP 38: Select Security Stations**

Security Stations are personal weapon storage, armor storage, and security monitoring centers. They are required if your craft carries military personnel and is installed with Military State-rooms. Security Stations may also be installed for the benefit of the vehicle's crew.

- Security Station Volume** = [v38] =  
(# of military personnel) x 2 cumets
- Security Station Cost** = [c38] = (# of military personnel) x 50
- Volume left after Step 38** = (Volume left after Step 37) – [v38]

**STEP 39: Select Fighter Bays**

If your vehicle is intended to carry small military aircraft and/or starcraft, proper maintenance and storage bays must be purchased.

- Fighter Bay Volume** = [v39] =  
Total Volume of all Fighters carried x 5
- Fighter Bay Cost** = [c39] = 50 per cumet of Fighter Bay
- Volume left after Step 39** = (Volume left after Step 38) – [v39]

**STEP 40: Select Shuttle/Vehicle Bays**

If your craft is intended to carry and operate smaller vehicles and/or non-combat aircraft or starcraft, proper maintenance and storage bays must be purchased.

- Shuttle/Vehicle Bay Volume** = [v40] =  
Total Volume of all Shuttles/Vehicles carried x 3
- Shuttle/Vehicle Bay Cost** = [c40] =  
20 per cumet of Shuttle/Vehicle Bay
- Volume left after Step 40** = (Volume left after Step 39) – [v40]

**STEP 41: Select Cargo Hold**

Cargo Holds are simple containment areas. They are environmentally secure.

- Cargo Hold Volume** = [v41] = Designer's discretion
- Cargo Hold Cost** = [c41] = 5 per cumet of Cargo Hold
- Volume left after Step 41** = (Volume left after Step 40) – [v41]

**STEP 42: Select Subhydrographic Streamlining**

If you intend your craft to enter and operate under hydrographic surfaces (e.g., under water) the vehicle should be streamlined. Essentially, this streamlining allows most vehicles to have submarine-like capabilities, while a Hydromotive Drive will be required to produce a true submarine. Other vehicles may be able to use their own non-hydromotive drive systems at a penalty when moving through a liquid medium, but this will be mitigated by streamlining. The process of streamlining only involves the Cost of molding the vehicle's Hull.

- Subhydrographic Streamlining Volume** = [v42] = 0
- Subhydrographic Streamlining Cost** = [c42] = [m1] x 50

**STEP 43: Select Radiation Shielding**

Radiation Shielding provides a bonus against harmful electromagnetic radiation which could damage vehicular systems or personnel. Such shielding, when purchased, becomes an integral part of the Hull, and thus does not significantly add to Volume. Only the Cost will have to be taken into account. The Rating of Radiation Shielding, with the corresponding Bonus subtracted from Radiation attacks, or added to Radiation Resistance Rolls.

Select the rating of your vehicle's Radiation Shielding from the Sensor/EW/Screen/Radiation Shielding Chart (page 97).

Note: Radiation Shielding Ratings may exceed 30. Each Rating above 30 adds 0.5 to the Shielding Bonus.

- Radiation Shielding Volume** = [v43] = 0
- Radiation Shielding Cost** = [c43] = [m1] x 30 x Rating

**13.9 AUXILIARY SYSTEMS**

**INTRODUCTION**

Auxiliary Systems are back-up units for the main operating areas of the vehicle. You may now use any Volume remaining within your craft to contain these back-ups.

Note that in most cases, Auxiliary Units may not be engaged unless the unit they are backing-up is shut down or completely inoperable. Auxiliary Systems may never be more powerful than the unit they are backing-up.

**STEP 44: Select Auxiliary Systems**

The purchase procedure for an Auxiliary System is the same as that for the original system. All Volume and Cost calculations are identical. You may purchase Auxiliary Systems from the following Steps:

- Step 10 ..... (Gravitic Effects Motive System)
- Step 17 .... (Microfrequency Communication Rig)
- Step 18 ..... (Tight Beam Communication Rig)
- Step 19 ..... (TBD Communication Rig)
- Step 20 ..... (Sensors)
- Step 21 ..... (Electronic Warfare)
- Step 22 ..... (Screens)
- Step 27 ..... (Computer)
- Step 28 ..... (Control Area)
- Step 32 ..... (Life Support)

- Volume available for Auxiliary Systems** =  
Volume left after Step 41

**FINAL STEP: Juggling the Numbers**

The designer will now have to juggle numbers in order to completely fill the Volume available. The details are left to your own devising, but here is one helpful hint: If access Volume is left over, add it to Step 41 (Cargo Bay), as it is inexpensive and not considered as a factor in other Step calculations.

# 13.10 VEHICLE CONSTRUCTION WORKSHEET

	Vol. Left		Vol. Left
<b>Step 1:</b> Mass [m1]:		<b>Step 22:</b> Screen Generator [v22]: [c22]:	
<b>Step 2:</b> Volume [v2]:		Rating: _____ Screen Bonus: _____	
<b>Step 3:</b> Hull [v3]: [c3]:		<b>Step 23:</b> Fusion Reactor [v23]: [c23]:	
CAT: _____ Superior Alloy (DB): _____		Rating: _____	
Superior Alloy (volume): _____		<b>Step 24:</b> Reactor Fuel Storage [v24]: [c24]:	
<b>Step 4:</b> Armor Belt [c4]:		Rating: _____ Operating Duration: _____	
DB: _____ Hit Points: _____		<b>Step 25:</b> Control Points	
<b>Step 5:</b> Wheeled Drive [v5]: [c5]:		Control Point #: _____	
Rating: _____ Movement Points: _____		<b>Step 26:</b> Crew	
<b>Step 6:</b> Tracked Drive [v6]: [c6]:		# of crewmembers: _____	
Rating: _____ Movement Points: _____		<b>Step 27:</b> Main Computer [v27]: [c27]:	
<b>Step 7:</b> Walker Drive [v7]: [c7]:		Computer Mk.#: _____ Processing Units: _____	
Rating: _____ Movement Points: _____		Memory Units: _____ Reserve Units: _____	
<b>Step 8:</b> Jumper Drive [v8]: [c8]:		<b>Step 28:</b> Control Area [v28]: [c28]:	
Rating: _____ Movement Points: _____		<b>Step 29:</b> MIRC System [v29]: [c29]:	
<b>Step 9:</b> Surface Effects Drive [v9]: [c9]:		<b>Step 30:</b> Crew Quarters [v30]: [c30]:	
Rating: _____ Movement Points: _____		<b>Step 31:</b> Accommodations [v31]: [c31]:	
<b>Step 10:</b> Grav Effects Drive [v10]: [c10]:		First Class Stateroom occupants: _____	
Rating: _____ Movement Points: _____		Standard Stateroom occupants: _____	
<b>Step 11:</b> Hydromotive Drive [v11]: [c11]:		Low/Military Stateroom occupants: _____	
Rating: _____ Movement Points: _____		Cryogenic Berth occupants: _____	
<b>Step 12:</b> Projectile Cannons [v12]: [c12]:		Seating occupants: _____ Passenger Capacity #: _____	
Mechanism(s) Mk.# and Mount: _____		<b>Step 32:</b> Life Support [v32]: [c32]:	
Magazine(s): _____		<b>Step 33:</b> Rec Facilities [v33]: [c33]:	
Mechanism(s) Mk.# and Mount: _____		<b>Step 34:</b> Dispensary [v34]: [c34]:	
Magazine(s): _____		<b>Step 35:</b> Sick Bay [v35]: [c35]:	
Mechanism(s) Mk.# and Mount: _____		Patient capacity: _____	
Magazine(s): _____		<b>Step 36:</b> Labs [v36]: [c36]:	
<b>Step 13:</b> Energy Cannons [v13]: [c13]:		Type and bonus: _____ Type and bonus: _____	
Mechanism(s) Mk.# and Mount: _____		Type and bonus: _____ Type and bonus: _____	
Mechanism(s) Mk.# and Mount: _____		Type and bonus: _____ Type and bonus: _____	
Mechanism(s) Mk.# and Mount: _____		<b>Step 37:</b> Workshops [v37]: [c37]:	
Mechanism(s) Mk.# and Mount: _____		Workshop #1 CIP available: _____	
Mechanism(s) Mk.# and Mount: _____		Workshop #2 CIP available: _____	
<b>Step 14:</b> Missile Launchers [v14]: [c14]:		<b>Step 38:</b> Security Stations [v38]: [c38]:	
Mk.# and Launcher: _____ Magazine: _____		<b>Step 39:</b> Fighter Bays [v39]: [c39]:	
Mk.# and Launcher: _____ Magazine: _____		Number and Volume of Fighters: _____	
Mk.# and Launcher: _____ Magazine: _____		<b>Step 40:</b> Shuttle/Vehicle Bays [v40]: [c40]:	
Mk.# and Launcher: _____ Magazine: _____		Number and Volume of Shuttles/Vehicles: _____	
<b>Step 15:</b> Heads Up Displays [c15]:		<b>Step 41:</b> Cargo Hold [v41]: [c41]:	
HUD: _____ HUD: _____ HUD: _____		<b>Step 42:</b> Sub-hydrographic Streamlining [c42]:	
HUD: _____ HUD: _____ HUD: _____		<b>Step 43:</b> Radiation Shielding [c43]:	
HUD: _____ HUD: _____ HUD: _____		Rating: _____ Radiation Shielding Bonus: _____	
<b>Step 16:</b> Payload Pallets [v16]: [c16]:		<b>Step 44:</b> Auxiliary Systems [v44]: [c44]:	
Pallet Mk.#: _____ Pallet Mk.#: _____ Pallet Mk.#: _____		Volume available: _____	
Pallet Mk.#: _____ Pallet Mk.#: _____ Pallet Mk.#: _____		AUX _____ [v44a]: _____ [c44a]: _____	
<b>Step 17:</b> Microfreq Rig [v17]: [c17]:		AUX _____ [v44b]: _____ [c44b]: _____	
Microfreq Mk.#: _____		AUX _____ [v44c]: _____ [c44c]: _____	
<b>Step 18:</b> Tight Beam Rig [v18]: [c18]:		AUX _____ [v44d]: _____ [c44d]: _____	
Tight Beam Mk.#: _____		AUX _____ [v44e]: _____ [c44e]: _____	
<b>Step 19:</b> Tach Beam Dictor [v19]: [c19]:		AUX _____ [v44f]: _____ [c44f]: _____	
TBD Mk.#: _____		AUX _____ [v44g]: _____ [c44g]: _____	
<b>Step 20:</b> Sensors [v20]: [c20]:		AUX _____ [v44h]: _____ [c44h]: _____	
Rating: _____ Sensor Bonus: _____		AUX _____ [v44i]: _____ [c44i]: _____	
<b>Step 21:</b> Electronic Warfare [v21]: [c21]:		AUX _____ [v44j]: _____ [c44j]: _____	
Rating: _____ EW Bonus: _____		AUX _____ [v44k]: _____ [c44k]: _____	
		AUX _____ [v44l]: _____ [c44l]: _____	
		<b>Remainder to Cargo Bay:</b> [+v41]: [+c41]:	
		<b>Cost of vehicle without Projectile Cannon ammunition, Missiles,</b>	
		<b>Payloads, or Workshop CIP expenditures:</b> _____	

### 13.11 VEHICLE COST SUMMARY

Step #:	Cost (Elmonits):
<b>Step 3:</b> Hull .....	[m1] x 100 x Total Cost Multiplier
<b>Step 4:</b> Armor Belt .....	[m1] x Cost Multiplier
<b>Step 5:</b> Wheeled Drive .....	([m1] x Rating) + 5K
<b>Step 6:</b> Tracked Drive .....	([m1] x 2 x Rating) + 8K
<b>Step 7:</b> Walker Drive Small .....	([m1] x 5 x Rating) + 10K
Medium .....	([m1] x 10 x Rating) + 100K
<b>Step 8:</b> Jumper Drive Small .....	([m1] x 10 x Rating) + 20K
Medium .....	([m1] x 30 x Rating) + 300K
<b>Step 9:</b> Surface Effects .....	([m1] x 5 x Rating) + 10K
<b>Step 10:</b> Grav Effects .....	([m1] x 25 x Rating) + 100K
<b>Step 11:</b> Hydro Drive .....	([m1] x Rating) + 5K
<b>Step 12:</b> Projectile Cannon	
Auto Cannon	
Firing Mechanism .....	(Mk.# x 500) + 500
Weapon Mount .....	(Category #) x 2000
Magazine .....	(Mk.# x 50) + (Duration # x 5)
MLA Cannon	
Firing Mechainsm .....	(Mk.# x 500) + 1K
Weapon Mount .....	(Category #) x 2000
Magazine .....	(Mk.# x 10) + (Duration # x 5)
Lob Cannon	
Firing Mechanism .....	(Mk.# 200) + 100
Weapon Mount .....	(Category #) x 2000
Magazine .....	(Mk.# x 10) + (Duration # x 5)
<b>Step 13:</b> Energy Cannon	
Laser .....	{(Mk.# x 600) + 2K} x (Category #)
Blast .....	{(Mk.# x 500) + 2K} x (Category #)
Disruptor .....	{(Mk.# x 700) + 10K} x (Category #)
Ion .....	{(Mk.# x 800) + 50K} x (Category #)
Plasma .....	{(Mk.# x 2K) + 200K} x (Category #)
Firing Mount .....	(Category #) x 2K
<b>Step 14:</b> Missile Launchers	
Launcher .....	(Category #) x 2K
Magazine .....	(Mk.# x 100) + (# of missiles x 10)
<b>Step 15:</b> Heads Up Displays	
+5 .....	10K
+10 .....	20K
+15 .....	60K
+20 .....	240K
+25 .....	1200K
<b>Step 16:</b> Payload Pallets .....	Mk.# x 10
<b>Step 17:</b> Microfreq Rig .....	Mk.# x 100
<b>Step 18:</b> Tight Beam Rig .....	Mk.# x 20K
<b>Step 19:</b> TBD Rig .....	Mk.# x 500K
<b>Step 20:</b> Sensors .....	2K x Rating
<b>Step 21:</b> EW .....	[m1] x 30 x Rating
<b>Step 22:</b> Screens .....	[m1] x 20 x Rating
<b>Step 23:</b> Fusion Reactor .....	{Rating x 500 x (Category #) x (Category #)} + 50K
<b>Step 24:</b> Fuel Storage .....	(Reactor Rating + Storage Rating) x 10
<b>Step 27:</b> Computer .....	(Mk.# x 1K) + (CP# x 100K) + ((#WM + #Launchers + #Pallets) x 10K)
<b>Step 28:</b> Contol Area .....	(# of Crew) x 5K x (Category #)
<b>Step 29:</b> MIRC System .....	[m1] x 10) + 10K

Step #:	Cost (Elmonits):
<b>Step 30:</b> Crew Quarters .....	(# of Crew) x 500
<b>Step 31:</b> Passenger Accomodations	
First Class .....	# x 1K
Standard .....	# x 800
Low/Military .....	# x 500
Cryogenic Berth .....	# x 1K
Seat .....	# x 100
<b>Step 32:</b> Life Support .....	{(# of Crew) + (# of Passengers)} x 500
<b>Step 33:</b> Recreation .....	(# of Stateroom Passengers) x 100
<b>Step 34:</b> Dispensary .....	{(# of Crew) + (# of Passengers)} x 200
<b>Step 35:</b> Sick Bay .....	(# of Patients) x 4K
<b>Step 36:</b> Labs .....	1K per cumet
<b>Step 37:</b> Workshop .....	100 per cumet
<b>Step 38:</b> Security Stn .....	(# of Military personnel) x 50
<b>Step 39:</b> Fighter Bay .....	50 per cumet
<b>Step 40:</b> Shuttle Bay .....	20 per cumet
<b>Step 41:</b> Cargo Hold .....	5 per cumet
<b>Step 42:</b> Streamlining .....	[m1] x 50
<b>Step 43:</b> Rad Shield .....	[m1] x 30 x Rating
<b>Step 42:</b> Auxiliary .....	As per other systems listed

## LOADING UP

<b>Item:</b>	<b>Cost (Elmonits):</b>
<b>Projectile Cannon Ammunition</b>	
Auto Cannon ammo .....	(Mk.# x 25) per Duration # loaded
MLA Cannon ammo .....	(Mk.# x 30) per Duration # loaded
Lob Cannon ammo .....	(Mk.# x 20) per Duration # loaded
<b>Missiles</b>	
Explosive Warhead .....	Mk.# x 1K
Nuclear Warhead .....	Mk.# x 10K
<b>Payloads</b>	
• <b>Torpedos</b>	
Explosive Warhead .....	Mk.# x 750
Nuclear Warhead .....	Mk.# x 7500
Matter/Antimatter .....	Mk.# x 1000K
• <b>Other Special Munitions</b>	
AIMS .....	Mk.# x 1K
PDMS .....	Mk.# x 500
AAVM .....	Mk.# x 1K
CHEM-D .....	Mk.# x 750
MASK-D .....	Mk.# x 100
I-Mine .....	Mk.# x 3K
V-Mine .....	Mk.# x 6K
• <b>Explosive Warhead Missile Packs</b>	
5-Pack .....	(Mk.# x 5K) + 6050
10-Pack .....	(Mk.# x 10K) + 6100
25-Pack .....	(Mk.# x 25K) + 6250
50-Pack .....	(Mk.# x 50K) + 6500
100-Pack .....	(Mk.# x 100K) + 7K
• <b>Pods</b>	
EW Pod .....	Mk.# x 2K
Sensor Pod .....	Mk.# x 1500
Recon Pod .....	Mk.# x 1K
Cargo Pod .....	Mk.# x 50
<b>Workshop CIP</b> .....	As per Workshop CIP limit

## EXAMPLE OF VEHICLE CONSTRUCTION

The vehicle construction guidelines are rather long and involved; so for the benefit of those players who require a more involved explanation of the procedure, we present the following example. Here, Sheri and Tod design the "Chivalrous Aardvark".

Sheri and Tod, our fearless planet-conquering duo, hop straight out of the pages of *Star Strike* to take on this new design task. They have been commissioned to design a flexible paramilitary scout/transport vehicle, capable of sustained periods of operation in hostile, alien territory. They barely made it through their design of the "Ardent Sloor" in the Strike Book, so let's see how they make out this time.

"Looks like we're back again, Sheri," observes Tod, wondering how ICE ever managed to finally get the author to complete the Assault Book.

"Yeah," says Sheri, "they must have been pretty desperate. But they keep putting us on the cover art of these Space Master boxes, so who are we to complain?"

"Oh, I wasn't complaining," Tod quickly interjects. "It's just that I'm kind of surprised. I'm not very good at this 'construction stuff', you know?"

"I know Tod, but just follow my lead." Sheri opens her Assault Book to the vehicle construction section, and lets her molecular android mind whirl through the design possibilities.

"Just a second, Sheri," says Tod, somewhat distressed.

"What is it?"

"Do you want to tell me why we always wind up designing starships and vehicles with such absurd names? I mean, look at what it is this time; the Chivalrous Aardvark! Gawd, they're making fools out of us."

"Don't include me in your blanket statements, Tod," admonishes Sheri while getting out her pencil and paper. "But if it makes you feel better, let's just call it the 'Vark', OK?"

"Fine," says Tod, feeling somewhat patronized. "Where do we start?"

"With the mass," states Sheri correctly. "I believe we want a vehicle that masses-in at around 6000 tons. Right?"

"I suppose. But that's pretty big, isn't it?"

"Sure is," says Sheri. "Don't forget, though, that what we're looking for is basically a mobile base for use on alien worlds. It's got to be big."

- [m1] = 6000
- Mass Category = Medium
- Mass Category # = 2

Tod, drawing from his experience in the Strike Book, says; "Next we have to figure out the volume of the vehicle, so we get an idea of how much stuff we can cram inside."

"Correct," says Sheri, "but that's a simple calculation. Volume in cumets equals mass times three."

- [v2] = 6000 x 3 = 18,000

Tod looks up from Section 13.2 and says, "Next we have to pick a hull type."

"Check. Well, these are our options. According to the minimum and maximum hull requirements, at 6000 tons we can get a hull from Construction Armor Type 22 through 26, inclusive. The higher, the better — in terms of protection; but the more expensive they get too."

"It's your neck and mine if we get into trouble out there. I say go for the best," says Tod. "We need a Crysteel Double Hull; CAT 26. And how about some of those special alloys for added protection!"

"Gack! Don't you realize that even adding a Superior Alloy +5 Defensive Bonus modifier to this hull will double its cost! Unless we were building a vehicle destined for battle, I wouldn't even consider a Superior Alloy. Forget it, Tod. We can always get an Armor Belt in the next step. But the CAT 26 — I'll go for that."

"Well, OK..." Tod reads ahead, while Sheri does the calculations for the hull.

- [v3] = 18,000 x 0.10 = 1800 cumets
- [c3] = 6000 x 100 x 8.5 = 5,100,000 Elmonits

"Wow! Expensive," observes Tod. "Listen, Sheri. You do these calculation things — cause you're good at them. I'll keep a running total of the volume we have left, OK?"

"Sounds fine, Tod. So after the hull, what have we got?"

"I'm on it..." Tod scribbles furiously, then says: "16,200 cumets left."

"OK, Step 4 is the Armor Belt, and I know you want one of those."

"You bet," says Tod. "Nothing wimpy — get a good one."

"Well, let's not blow our budget before we barely get out of the starting blocks. How about +10. That gives us +10 to our Defensive Bonus and increases our Hit Total from 6000, to 6600."

- [v4] = 0 cumets
- [c4] = 6000 x 200 = 1,200,000 Elmonits

"Hey, that didn't take up any space," says Tod, surprised.

"That's because an Armor Belt is a layer of protection placed on the outside of the hull."

"Ahh..." Tod scratches his head and gets ready for the upcoming calculations.

Sheri, moving onto the next section, realizes that they have to buy the vehicle's motive system(s). "Now we pick our drives, Tod."

"Hey, we can pick more than one, right?"

"Yup. And with a vehicle this big, it's easier to fit multiple drive systems in, too. Let's get a wheeled system for primary motivation, and a grav drive to negotiate tough terrain like lava pits and deep rivers."

Tod, about to agree, actually has an original idea. "Sheri, since this vehicle is intended for use on a variety of planets, how about a hydromotive system too. I mean, what if the Vark gets set down on an all-water world. The grav drive would allow it to move over the water's surface, but a hydromotive drive would let us go underwater too"

Sheri looks utterly shocked. "Umm, good idea Tod. We'll need sub-hydrographic streamlining later on, and a life support system; but we were going to be getting one of those anyway. OK, let's do it."

# 13.10 VEHICLE CONSTRUCTION WORKSHEET

"THE CRIVALROUS AARDVARK"		Vol. Left			Vol. Left
Step 1: Mass	[m1]: 6000		Step 22: Screen Generator	[v22]: 1080 [c22]: 240,000	3420
Step 2: Volume	[v2]: 18000	18000	Rating: 2	Screen Bonus: +10	
Step 3: Hull	[v3]: 1800 [c3]: 5,100,000	16200	Step 23: Fusion Reactor	[v23]: 568 [c23]: 334,000	2852
CAT: 26	Superior Alloy (DB): -		Rating: 142		
	Superior Alloy (volume): -		Step 24: Reactor Fuel Storage	[v24]: 57 [c24]: 1520	2195
Step 4: Armor Belt	[c4]: 1,200,000		Rating: 10	Operating Duration: 100 days	
DB: +10	Hit Points: 6600		Step 25: Control Points		
Step 5: Wheeled Drive	[v5]: 3900 [c5]: 65,000	12300	Control Point #: 12		
Rating: 10	Movement Points: 20		Step 26: Crew		
Step 6: Tracked Drive	[v6]: - [c6]: -		# of crewmembers: 10		
Rating: -	Movement Points: -		Step 27: Main Computer	[v27]: 5 [c27]: 1,490,000	2790
Step 7: Walker Drive	[v7]: - [c7]: -		Computer Mk #: 50	Processing Units: 50	
Rating: -	Movement Points: -		Memory Units: 100	Reserve Units: 500	
Step 8: Jumper Drive	[v8]: - [c8]: -		Step 28: Control Area	[v28]: 100 [c28]: 100,000	2690
Rating: -	Movement Points: -		Step 29: MIRC System	[v29]: - [c29]: -	
Step 9: Surface Effects Drive	[v9]: - [c9]: -		Step 30: Crew Quarters	[v30]: 100 [c30]: 5,000	2590
Rating: -	Movement Points: -		Step 31: Accommodations	[v31]: 200 [c31]: 10,000	2390
Step 10: Grav Effects Drive	[v10]: 1940 [c10]: 700,000	10360	First Class Stateroom occupants: -		
Rating: 4	Movement Points: 8		Standard Stateroom occupants: -		
Step 11: Hydromotive Drive	[v11]: 3200 [c11]: 23,000	7160	Low/Military Stateroom occupants: 20		
Rating: 3	Movement Points: 6		Cryogenic Berth occupants: -		
Step 12: Projectile Cannons	[v12]: 200 [c12]: 17,300	6960	Seating occupants: -	Passenger Capacity #: -	
Mechanism(s) Mk.# and Mount: 1x Mk. 20 MLA/Turret			Step 32: Life Support	[v32]: 300 [c32]: 15,000	2090
Magazine(s): 20			Step 33: Rec Facilities	[v33]: 100 [c33]: 2,000	1990
Mechanism(s) Mk.# and Mount: -			Step 34: Dispensary	[v34]: 30 [c34]: 6,000	1960
Magazine(s): -			Step 35: Sick Bay	[v35]: 200 [c35]: 16,000	1760
Mechanism(s) Mk.# and Mount: -			Patient capacity: 4		
Magazine(s): -			Step 36: Labs	[v36]: 450 [c36]: 450,000	1310
Step 13: Energy Cannons	[v13]: 390 [c13]: 67,000	6570	Type and bonus: Bot +10	Type and bonus: 200 +10	
Mechanism(s) Mk.# and Mount: 1x Mk. 25 Blast/Fix			Type and bonus: Mkt +10	Type and bonus: Anth +5	
Mechanism(s) Mk.# and Mount: 1x Mk. 10 Laser/Flex			Type and bonus: Plz +10	Type and bonus: -	
Mechanism(s) Mk.# and Mount: 1x Mk. 10 Laser/Flex			Step 37: Workshops	[v37]: 540 [c37]: 540,000	770
Mechanism(s) Mk.# and Mount: -			Workshop #1 CIP available: 4,080,000		
Mechanism(s) Mk.# and Mount: -			Workshop #2 CIP available: -		
Step 14: Missile Launchers	[v14]: 96 [c14]: 13,400	6474	Step 38: Security Stations	[v38]: 40 [c38]: 1,000	730
Mk.# and Launcher: Mk. 6/Turret	Magazine: 10		Step 39: Fighter Bays	[v39]: - [c39]: -	
Mk.# and Launcher: Mk. 6/Turret	Magazine: 10		Number and Volume of Fighters: -		
Mk.# and Launcher: -	Magazine: -		Step 40: Shuttle/Vehicle Bays	[v40]: 63 [c40]: 1260	667
Mk.# and Launcher: -	Magazine: -		Number and Volume of Shuttles/Vehicles: 21 m <sup>3</sup>		
Step 15: Heads Up Displays	[c15]: 130,000		Step 41: Cargo Hold	[v41]: - [c41]: -	
HUD: +15	HUD: +5	HUD: +5	Step 42: Sub-hydrographic Streamlining	[c42]: 300,000	
HUD: +10	HUD: +5	HUD: -	Step 43: Radiation Shielding	[c43]: 1,440,000	
HUD: +5	HUD: +5	HUD: -	Rating: 8	Radiation Shielding Bonus: +40	
Step 16: Payload Pallets	[v16]: 410 [c16]: 4100	6064	Step 44: Auxiliary Systems	[v44]: 611 [c44]: 1,805,100	
Pallet Mk.#: 5x Mk. 50	Pallet Mk.#: 10x Mk. 10		Volume available: 667		
Pallet Mk.#: 2x Mk. 30	Pallet Mk.#: -		AUX Microfreq Mk. I	[v44a]: 5 [c44a]: 100	
Step 17: Microfreq Rig	[v17]: 7 [c17]: 2000	6057	AUX T. Beam Mk. I	[v44b]: 21 [c44b]: 20,000	
Microfreq Mk.#: 20			AUX EW Rtg. I	[v44c]: 180 [c44c]: 180,000	
Step 18: Tight Beam Rig	[v18]: 21 [c18]: 20,000	6036	AUX Comp Mk. 50	[v44d]: 5 [c44d]: 1,490,000	
Tight Beam Mk.#: 1			AUX Control Area	[v44e]: 100 [c44e]: 100,000	
Step 19: Tach Beam Dictor	[v19]: - [c19]: -		AUX Life Support	[v44f]: 300 [c44f]: 15,000	
TBD Mk.#: -			AUX -	[v44g]: - [c44g]: -	
Step 20: Sensors	[v20]: 95 [c20]: 10,000	5941	AUX -	[v44h]: - [c44h]: -	
Rating: 5	Sensor Bonus: +25		AUX -	[v44i]: - [c44i]: -	
Step 21: Electronic Warfare	[v21]: 1440 [c21]: 1,440,000	4501	AUX -	[v44j]: - [c44j]: -	
Rating: 5	EW Bonus: +40		AUX -	[v44k]: - [c44k]: -	
			AUX -	[v44l]: - [c44l]: -	
			Remainder to Cargo Bay:	[+v41]: 56 [+c41]: 280	
			Cost of vehicle without Projectile Cannon ammunition, Missiles, Payloads, or Workshop CIP expenditures:	15,062,960	



Sheri decides on a Wheeled Drive (Rating 10), Gravitic Effects Drive (Rating 4), and a Hydromotive Drive (Rating 3). "That will be 20 Movement Points from the primary drive, 8 MPs for the grav unit, and 6 MPs in hydrographic terrain."

- **[v5]** =  $(18,000 \times 0.02 \times 10) + 300 = 3900$  cumets
- **[c5]** =  $(6000 \times 10) + 5000 = 65,000$  Elmonits
- **[v10]** =  $(18,000 \times 0.02 \times 4) + 500 = 1940$  cumets
- **[c10]** =  $(6000 \times 25 \times 4) + 100,000 = 700,000$  Elmonits
- **[v11]** =  $(18,000 \times 0.05 \times 3) + 500 = 3200$  cumets
- **[c11]** =  $(6000 \times 3) + 5000 = 23,000$  Elmonits

Tod, discouraged, looks up from his calculator. "Hey, those were big. We've only got 7160 cumets left."

"Look at it this way," says Sheri, "weapon systems don't take up quite as much space. And they're next."

"Weapons!" Tod's eyes light up. "Please say we can get lots of those. Who knows how many alien critters we're going to have to blow away with the Vark."

"I don't know that we'll be getting as many as you want, Tod, but we'll get a good variety anyway." Sheri decides on a Mk.25 Blast Cannon, Mk.20 MLA Cannon, three Mk.10 Laser Cannon, and two Mk.6 Missile Launchers.

The android turns to her sidekick, "Step 12 is Projectile Cannons, and I want us to have a Mk.20 Magnetic Linear Accelerator Cannon, housed in a Turret mount. I think a magazine with a Duration # of 20 should do nicely."

Tod is distressed, "These weapon calculations are kind of tough. Would you explain them to me... please?"

"Sure. For the MLA we have to buy the Firing Mechanism — that's the actual cannon; the Weapon Mount — which will be the Turret; and the Magazine — which stores the ammunition. Now for the specifics: the FM is 40 cumets and costs 11,000 Elmonits. The Weapon Mount is 120 cumets and costs 6000. The Magazine is 40 cumets and costs 300.

- **[v12]** =  $40 + 120 + 40 = 200$  cumets
- **[c12]** =  $11,000 + 6000 + 300 = 17,300$  Elmonits

Sheri continues; "The Energy Cannon calculations are simpler than the Projectile Cannons' because we don't have to factor in a magazine: Energy Cannons are powered by the vehicle's reactor, which we'll be buying later. We'll put the Mk.25 Blast Cannon in a Fixed Mount — facing forward — to cut down on volume, and the three Mk.10 Laser Cannons will be put on Flex Mounts — one forward, and one to each of the rear quarters.

- **[v13]** = 390 cumets
- **[c13]** = 67,000 Elmonits

Now Sheri moves on to the Missile Launchers. "We'll get two Mk.6 Missile Turrets, each with a magazine housing 10 missiles. For these weapons, all we have to do is buy the Launcher — which is the same as buying any other mount; and then get the Magazine. The Launcher volume equals  $6 \times 3$ , which is 18, while the Magazine volume equals  $6 \times 0.5 \times 10$ , which is 30. Therefore, one Mk.6 Missile Launcher is 48 cumets; but we want two."

- **[v14]** =  $48 + 48 = 96$  cumets
- **[c14]** =  $6700 + 6700 = 13,400$  Elmonits

"Just a second," pleads Tod, "let me catch up. By my figuring, we've got 6474 cumets to go. But I don't understand something. Did the costs of the Projectile Cannon and Missile Launchers include the ammunition for their magazines?"

"No," says Sheri firmly. "All magazine munitions are purchased during the 'Loading Up' stage, which occurs after the vehicle construction process is finished. We'll take care of it later on."

"Alright, but let's not forget..." Tod makes a side note to himself while Sheri moves on to the next step.

"Heads Up Displays," declares Sheri. "They're expensive, but they'll help target any nasties we run into."

"How many should we get," asks Tod, "and with what bonus?"

"Well, even though the Blast Cannon is bigger, I'd say our primary weapon is the MLA Cannon. We'll give it a +15 HUD. The Blaster will get a +10, while the Laser Weapon Mounts and Missile Launchers will have a +5 each.

- **[v15]** = 0 cumets
- **[c15]** =  $60K + 20K + (5 \times 10K) = 130,000$  Elmonits

"Well, that was nothing from volume, so we've still got 6474 cumets. What's next Sheri?"

"Payload Pallets."

"Hey, they're good. I read through Section 4.15. There's a lot of different hardware we can hook-up to those pallet-things."

"Yeah," says Sheri, "and they don't take up much space either. We'll get five Mk.50s, two Mk.30s, and ten Mk.10s. That's plenty. Later we'll buy payloads to put on them."

- **[v16]** =  $(5 \times 50) + (2 \times 30) + (10 \times 10) = 410$  cumets
- **[c16]** =  $410 \times 10 = 4100$  Elmonits

"That knocks us down to 6064 cumets. It seems like a lot. Why didn't we buy more weapons," Tod pouts.

"Oh, stop it. We're not even half way through, but we're already down to a third of our starting volume. Next is Electro/Neutrino systems, and some of those can be pretty big — particularly the Screen Generators. First off, though, are the communication sets. Let's get a Mk.20 Microfrequency Rig."

"A Micro—what?"

"A radio," explains Sheri.

"Oh."

- **[v17]** =  $(20 \times 0.1) + 5 = 7$  cumets
- **[c17]** =  $20 \times 100 = 2000$  Elmonits

Sheri goes on, "And we'll get a Mk.1 Tight Beam Laser Communications Rig. That will let the Vark communicate with an orbiting mother ship without there being a fair chance of having the transmissions jammed."

- **[v18]** =  $(1 \times 1.0) + 20 = 21$  cumets
- **[c18]** =  $1 \times 20,000 = 20,000$  Elmonits

"We'll skip the TBD transceiver," declares Sheri. "It would too big for the Vark."

"Fine," says Tod, not quite following all of what Sheri is babbling on about. "We've got 6036 cumets left."

"OK, next we get our Sensors. Rating 5 gives us a +25 bonus."

- **[v20]** =  $(5 \times 5 \times 3) + 20 = 95$  cumets

- **[c20]** =  $5 \times 2000 = 10,000$  Elmonits

Sheri discovers that Electronic Warfare is the next purchase. "Its time for the EW, Tod."

"Hey, I've looked at some of the Optional Rules. EW is pretty versatile."

"I agree," says the android. "Let's get Rating 8 for a +40 bonus."

- **[v21]** =  $(18,000 \times 0.01 \times 8) = 1440$  cumets

- **[c21]** =  $(6000 \times 30 \times 8) = 1,440,000$  Elmonits

"Expensive!" Tod's eyes bulge out, and he starts to perspire.

"This stuff ain't cheap, fly-boy. Next is Screens. We'll get Rating 2 for a +10 bonus." The android goes back to work.

- **[v22]** =  $(18,000 \times 0.03 \times 2) = 1080$  cumets

- **[c22]** =  $(6000 \times 20 \times 2) = 240,000$  Elmonits

Having recovered, Tod makes his volume computations. "3420 cumets to go."

"Alright," says Sheri, "now we have to get the reactor that's going to power-up all this stuff."

"How do we figure out the specs on that?" asks Tod, perplexed.

"Well, to determine the reactor's Rating, we have to find the sum of several factors. 17 for the three drives, 8 for EW, Screens is 2, there's 30 Mk.#s worth of Laser Cannons, 25 for the Blaster, and 60 for the vehicle's other systems. That's a total Rating of 142.

- **[v23]** =  $142 \times 2 \times 2 = 568$  cumets

- **[c23]** =  $(142 \times 500 \times 2 \times 2) + 50,000 = 334,000$  Elmonits

"Correct me if I'm wrong," says Tod nervously, "but the reactor needs a Fuel Storage Unit, right?"

"Exactly. In fact, that's next. If we get a Rating 10 unit, that will keep the Vark going for 100 days without the need for a refuel. Handy, if we wind up on a desolate moon in the middle of nowhere."

- **[v24]** =  $568 \times 0.01 \times 10 = 57$  cumets

- **[c24]** =  $(142 + 10) \times 10 = 1520$  Elmonits

"Well, we're down to 2795 cumets, Sheri."

"That's pretty good," says the chief designer. "Most of the rest of the installations are relatively small."

"What's next?"

Sheri considers for a moment. "Here we're getting into the command and control considerations. First off is the Control Point calculation."

"Oh ya. I remember those things. We add up a bunch of factors, then take the square root of the sum."

"Very good, Tod. Do you want to do it?"

Tod backs away, "No, no, that's OK. You go ahead."

"Control Points equal the square root of the sum of the following: 60 for general systems, 17 for Drives, 5 Weapon Mounts, 2 Missile Launchers, 17 Payload Pallets. 21 Mk.#s of Communication Rigs, 5 for Sensors, 8 for EW, and finally, 2 for Screens."

#### • Control Points =

Square root of:  $(60 + 17 + 5 + 2 + 17 + 21 + 5 + 8 + 2) = 12$

"OK," says Tod, "now that we know the Control Point number, what do we do with it?"

"Control Points are meant to be a general gauge of the amount of control systems required by the vehicle to operate. There are two types of control systems: crewmembers and the computer. If you read through Steps 26 and 27, you'll see how to satisfy the vehicle's control requirements."

"Oh, that's OK, I'll take your word for it."

"I see. Anyway," continues Sheri, "we could really skimp and get away with a crew of 8 and a Mk.40 Computer, but I'm going to inflate things a little. The Vark will get a crew of 10 and a Mk.50 Computer. The larger computer will allow us to run programs other than those specifically necessary for the maintenance of the vehicle's systems. The cost of the computer includes the vehicle's SIM and Targeting Programs."

- **Crew** = 10

- **Computer** = Mk.50

- **[v27]** =  $50 \times 0.1 = 5$  cumets

- **[c27]** =  $(50 \times 1K) + (12 \times 100K) + ((5 + 2 + 17) \times 10K) = 1,490,000$  Elmonits

"Geez!" exclaims Tod, "I'd forgotten how expensive computers and their programs were."

"Facts of life..."

"At least they don't take up much space."

"Right. Anyway, next step is to purchase the Control Area, and after that, the Crew Quarters." Sheri starts scribbling again.

- **[v28]** =  $10 \times 5 \times 2 = 100$  cumets

- **[c28]** =  $10 \times 5000 \times 2 = 100,000$  Elmonits

- **[v30]** =  $10 \times 10 = 100$  cumets

- **[c30]** =  $10 \times 500 = 5000$  Elmonits

Tod follows along, then figures out the remaining volume: "2590 cumets left, Sheri."

"I hear you, and we'll need most of it. Next we get accommodations for the Vark's passengers."

"How many guys is this thing supposed to carry, anyway?"

"Specs say we've got to house twenty 'troops', so it looks like we get twenty military staterooms."

- **[v31]** =  $20 \times 10 = 200$  cumets

- **[c31]** =  $20 \times 500 = 10,000$  Elmonits

"2390 cumets left to go," says Tod.

"Alright, now the next batch of stuff is pretty straightforward. In Step 32 we get Life Support for all thirty people aboard. Step 33 provides the troops with a small recreation area. We get a

Dispensary for First Aid in Step 34, while in Step 25 we get a 4 patient Sick Bay. Labs are purchased in Step 36. We'll get a +10 Botany, +10 Metallurgy, +10 Planetology, +10 Zoology, and a +5 Anthropology Lab."

- [v32] =  $30 \times 10 = 300$  cumets
- [c32] =  $30 \times 500 = 15,000$  Elmonits
- [v33] =  $20 \times 5 = 100$  cumets
- [c33] =  $20 \times 100 = 2000$  Elmonits
- [v34] =  $30 \times 1 = 30$  cumets
- [c34] =  $30 \times 200 = 6000$  Elmonits
- [v35] =  $(4 \times 25) + 100 = 200$  cumets
- [c35] =  $4 \times 4000 = 16,000$  Elmonits
- [v36] =  $100 + 100 + 100 + 100 + 50 = 450$  cumets
- [c36] =  $450 \times 1000 = 450,000$  Elmonits

"Slow down, just a second..." Tod finishes punching figures into his calculator. "OK, I figure we're down to a mere 1310 cumets after that little outburst."

"Fair enough," says Sheri. "Next we get a workshop."

"Why do we need one of those? Wouldn't you rather save space for Auxiliary Systems?"

"Well, considering that the Vark may be operating for extended periods of time away from any civilized facilities, the crew will need a work area to fix malfunctioned parts."

- [v37] =  $18,000 \times 0.03 = 540$  cumets
- [c37] =  $540 \times 100 = 54,000$  Elmonits

"770 cumets left, Sheri. Hey, while we're on workshops, what's this about CIPs?"

"CIP stands for Cost In Parts. It's kind of like generic replacements for broken-down systems. Since the Vark's workshop is 540 cumets, it can hold 1,080,000 Elmonits worth of CIPs. We'll buy them later. Right now we've got to get Security Stations for the passengers, since they're paramilitary types."

- [v38] =  $20 \times 2 = 40$  cumets
- [c38] =  $20 \times 50 = 1000$  Elmonits

"730 cumets, and counting..."

Sheri skips down to Step 40. "Tod, let's get a small Vehicle Bay, say big enough to hold 21 cumets worth of vehicles — that's about 7 tons, or several ground cars."

"Fine with me, as long as my Maserati will fit in."

- [v40] =  $21 \times 3 = 63$  cumets
- [c40] =  $63 \times 20 = 1260$  Elmonits

"Almost there," says Sheri. "Let's get our Sub-hydrographic Streamlining in Step 42, and pick up a Radiation Shield in Step 43. Neither take up any volume, they're just expensive — but who's counting. Rating 8 on the Shield gives us a bonus of +40."

- [v42] = 0 cumets
- [c42] =  $6000 \times 50 = 300,000$  Elmonits

- [v43] = 0 cumets
- [c43] =  $6000 \times 30 \times 8 = 1,440,000$  Elmonits

Tod gives his report: "667 cumets left. Not very much. What's there still to buy?"

Sheri explains: "The last Step is to get our Auxiliary Systems, but with just 667 cumets to work with, we won't have much room to pack them in. We'll get a Mk.1 Microfreq Rig, a Mk.1 Tight Beam Rig, EW of Rating 1, another Mk.50 Computer with programs, an auxiliary Control Area, and a back-up Life Support system. When you add all that up, it falls out like this:"

- [v44] = 611 cumets
- [c44] = 1,805,100 Elmonits

"Wow, that was close. We've got a meager 56 cumets left."

Sheri, knowing exactly what to do with that, says, "56 cumets is perfect for a Cargo Bay."

- [+v41] = 56 cumets
- [+c41] =  $56 \times 5 = 280$  Elmonits

Tod gets up from his chair and stretches. "Well, there it is. Pretty impressive Sheri. What do you want to do now?"

"Don't you want to know how much this is going to cost?"

Tod groans, "Drat. I was hoping we were going to skip that part."

"You can't avoid the inevitable, Tod. I'm just finishing the addition now. The price tag, without magazine ammo, payloads, or CIP expenditures, is... 15,062,960 Elmonits."

"That's incredible! Where are we going to get that much money?"

"Don't look at me," says Sheri innocently, "I was just doing the math."

## LOADING UP

Now that Sheri and Tod have finished designing the Chivalrous Aardvark, it's time to load it up and get it ready for action.

- 20 x Mk.20 MLA Ammo = 12,000 Elmonits
- 20 x Mk.6 Missiles = 120,000 Elmonits
- 5 x Mk.50 Sensor Pods (+25 Sensor Bonus) = 375,000 Elmonits
- 2 x Mk.30 Standard Explosive Torpedoes = 45,000 Elmonits
- 2 x Mk.10 AIMS = 20,000 Elmonits
- 2 x Mk.10 PDMS = 10,000 Elmonits
- 2 x Mk.10 AAVM = 20,000 Elmonits
- 1 x Mk.10 CHEM-D = 7500 Elmonits
- 1 x Mk.10 MASK-D = 1000 Elmonits
- 1 x Mk.10 I-Mine Dispenser = 30,000 Elmonits
- 1 x Mk.10 V-Mine Dispenser = 60,000 Elmonits
- Cost In Parts expenditure = 1,080,000 Elmonits

With the addition of these loads, the Total Loaded Cost of the Vark is increased to 16,843,460 Elmonits.

## 14.0

# COMPUTERS AND PROGRAMS

The computer programs absolutely required for the running of your vehicle are purchased during the vehicle construction process in Section 13.7. These are the SIM and Targeting programs. This Section will provide more information on those and other computer programs.

Note that the **Armored Assault** computer rules are a revised version of those found in **Space Master: The Role Playing Game**. Although compatible in principal, the rules found herein should be somewhat easier to use.

## 14.1

### INTRODUCTION TO COMPUTERS

The raw measure of a computer's power in **Armored Assault** is its Mk.#. As noted in the vehicle Construction guidelines (Section 13.7), the higher a computer's Mk.#, the larger and more sophisticated it is.

A computer's Mk.# defines three distinct parameters of the unit:

**Number of Processing Units (PUs):** A computer has a number of Processing Units equal to its Mk.#. Each program in a computer requires a certain number of Processing Units in order to operate; when a program is not operating, it requires 0 PUs.

**Number of Memory Units (MUs):** A computer has a number of Memory Units equal to its Mk.# x 2. Each program in a computer may require MUs when it is operating. When a program is not operating it will not require any MUs; but MUs may be used to satisfy RU requirements.

**Number of Reserve Units:** A computer has a number of Reserve Units equal to its Mk.# x 10. Reserve Units are also called reserve memory, secondary storage, backup storage, etc. A program always requires RUs for storage; but MUs may be used to satisfy RU requirements.

**Note:** The computer's "Operating System" is an intrinsic part of the computer, and requires none of the available PUs, MUs, or RUs.

Generally, when a program is operating (i.e., the program is "running" in the "processor"), it will occupy a certain number of Processing Units and Memory Units. When a program is not operating (i.e., it is in "storage") its PU and MU requirements drop to zero. At all times, each program requires storage in the form of Reserve Units and/or Memory Units.

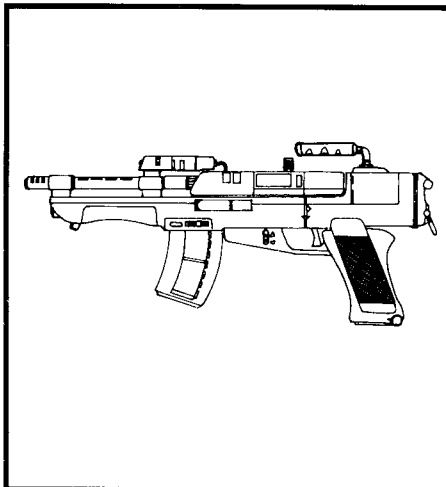
There are several programs which you may buy for your computer, but only one of them is absolutely essential and must be constantly "running" while your vehicle is operational. That one key program is called "Systems Integrity and Maintenance" (SIM for short), and it is described in the Program Listing (Section 14.4).

Section 14.4 also presents a list of the Running Sizes and Storage Sizes required by the various computer programs.

#### PROGRAM LOADING TIME

As already mentioned, programs are either running, or they are in storage. On occasion, it may be important to know how long it takes to get a program up and running in the processor out of storage.

- Generally, if a program was stored in Memory Units, you may begin running it immediately.
- If space limitations forced you store a program in Reserve Units, the Program Loading Time is significantly increased: 10 Processing Units may be filled per Round (10 seconds).
- Any program that is presently running may be put into storage instantly upon command.



## 14.2

### FUNCTION OF COMPUTERS IN COMBAT

Your vehicle's computer will generally have to run two programs while in combat situations:

- 1) **Systems Integrity and Maintenance (SIM):** Coordinates the workings of many of your vehicle's major systems (e.g., Drive, EW, Screens, Life Support, Damage Control, etc.).
- 2) **Targeting:** Provides lock-on information to Weapon Mounts. Also allows a crewmember to directly control the fire of a mount, or it will automatically fire unmanned mounts by means of a computerized central fire control.

In Robotic Units (those vehicles which are designed without the need for crewmembers), SIM and Targeting are still required. Note that the "computer power" required to run a vehicle without a crew is accounted for by the doubling of the minimum computer size in such vehicles, as specified in Section 13.7.

## 14.3

### OTHER FUNCTIONS OF COMPUTERS

When not in combat, a portion of your computer's Processing Units will be freed up to run other programs at your leisure. Although you will always be having to run the vehicle's SIM, there are four other areas of non-combat programs to choose from. The four areas are: Survey, Technical Reference, Scientific Reference and Database Reference.

The number of non-combat programs you may run is limited by the number of Processing and Memory Units available. Storage of these programs when not in use will also be limited by your computer's Memory and/or Reserve Units.

## 14.4

### PROGRAM LISTING

This section includes descriptions, Running Sizes, and Storage Sizes for all **Armored Assault** computer programs.

#### THE SIM PROGRAM

**Systems Integrity and Maintenance (SIM):** SIM is a cross-system integration and housekeeping program. Its various functions include control of Drives, Power, EW, Screens, Life Support, Communications, Security, Lighting, and Damage Control (among others). The SIM

## PROGRAM SIZE AND COST CHART

Program	RUNNING SIZE		STORAGE SIZE	
	Processing Units	Memory Units	Memory or Reserve Units	Cost (Elmonits)
<b>Necessary Program for All Vehicles:</b>				
Systems Integrity and Maintenance (SIM)	(Control Point #) x 2	((Control Point #) - Crew) x 20 {may not be negative}	((Control Point #) - Crew) x 20 <b>OR</b> Control Point # x 2 {which ever is larger}	100K x (Control Point #)
<b>Combat Program:</b>				
Targeting	# of Weapon Mounts + Launchers + Payload Pallets	0	# of Weapon Mounts + Launchers + Payload Pallets	10K x (# of Weapon Mounts + Launchers + Payload Pallets)
<b>Survey Programs:</b>				
Bio Analysis	6	0	6 per vehicle's Sensor Rating	600 per vehicle's Sensor Rating
Construct Analysis	4	0	4 per vehicle's Sensor Rating	400 per vehicle's Sensor Rating
<b>Technical Reference Programs:</b>				
Each	2	4	20	2K
<b>Scientific Reference Programs:</b>				
Each	10	20	100	20K
<b>Database Reference Programs:</b>				
General Reference	2	4	20 per race or planetary system covered	2K per race or planetary system covered
Archive Reference	10	20	100 per race or planetary system covered	10K per race or planetary system covered

program allows a complex, multi-system unit, like a Surface Vehicle, to work as a cohesive whole. SIM must always be running whenever a vehicle is operational. While running, SIM will occupy Processing Units and possibly Memory Units (if the Memory Unit calculation results in a negative number, assume a "0" instead).

### COMBAT PROGRAM

**Targeting:** A combination target lock-on, gunner interface, and central fire control option program. The program's size is a direct function of the total number of a vehicle's Weapon Mounts, Missile Launchers, and Payload Pallets intended to carry offensive armaments.

### SURVEY PROGRAMS

**Bio Analysis:** This program allows detailed interpretation of Sensor data when life forms (plants, animals, etc.) are being analyzed by a vehicle's Sensors.

**Construct Analysis:** This program allows detailed interpretation of Sensor data when constructs (vehicles, buildings, installations, etc.) are being analyzed by a vehicle's Sensors.

### TECHNICAL REFERENCE PROGRAMS

There is a Technical Reference Program which corresponds to each of the Tech Skills found in *Space Master: The Role Playing Game*. These include: Mechanical, Weapons, Electrical, Computer, Power Systems, Criminological, Medical, Cybernetic, and Genetic Programs. Running the appropriate Technical Reference Program while repairs or constructions/modifications are underway will decrease the Difficulty or Severity Level of the repair/construction/modification by one level (not to be reduced below the lowest possible level).

### SCIENTIFIC REFERENCE PROGRAMS

There is a Scientific Reference Program which corresponds to each of the Scientific and Engineering Skills found in *Space Master: The Role Playing Game*. They are too numerous to list here. Running the appropriate Scientific Reference Program while research is underway will decrease the Difficulty Level of that research by one level (not to be reduced below the lowest possible level).

### DATABASE REFERENCE PROGRAMS

**General Reference:** An encyclopedic database, referenced by subject with multiple cross-references. Includes specific information on the race or planetary system that the program was designed to reference.

**Archive Reference:** An exhaustive encyclopedic database, referenced by research area, subject, and entry with voluminous cross-references. Includes very detailed and obscure information on the race or planetary system that the program was designed to reference. Archive Reference may be used as a Scientific Reference program for racial or system-specific research corresponding to that of the Archive Reference program.



## COMPUTER PROGRAM INVENTORY RECORD

[illegible]

## 15.0

# MAINTENANCE AND REPAIR

Your vehicle will require constant monitoring and periodic maintenance in order to run smoothly. However, occasional breakdowns will be the norm for such a complex system, and the less attentive or apt your technicians are, the more frequent any given malfunction will be. Also, if your vehicle enters combat, you can expect some level of damage to accrue, and that will have to be repaired at some point.

This section deals with vehicle maintenance procedures and the repair of system malfunctions and combat damage in the campaign setting. Albeit, automatic Damage Control rules are given in the Standard Game Damage section, but your vehicle's Damage Control units are very limited in what they are able to handle. Between fights of a multi-scenario game, or between missions of an on-going role playing campaign, some level of repair may be necessary.

There will often be references in this section to various skills not covered by the Armored Assault rules. These particular skills are fully detailed in **Space Master: The Role Playing Game**. For the purposes of those persons using Armored Assault alone, assume all crewmembers possess the relevant skills at a +50 bonus.

## 15.1

# MAINTENANCE

No matter how well a vehicle is taken care of, there exists a set 2% probability that over a period of 10 days, a malfunction of some sort will occur. This 2% per 10 day chance increases proportionally as described below.

During the Vehicle Construction process, a decision is made as to the number of crewmembers manning a particular vehicle (Section 13.7). If this crew requirement is not met for a given ten day period, increase the probability of a malfunction occurring by the percentage of the crew that is not available.

**Example:** A Bradok AFV has a required crewmember number of 5. If, over a ten day operating period, only 4 crewmembers are aboard, fit and working, the malfunction probability rises by 20% (one out of five), to a total of 22% (2 + 20).

In addition, vehicle crewmembers must be adept at their respective jobs. Any given crewmember must have at least one AFV Driver, or Tech skill bonus of over 25. If a vehicle crewmember has no appropriate skill bonus over 25, he may not be counted towards the required crew total for determining malfunction probabilities.

Finally, the technical crew of any vehicle must be able to cover the full spectrum of vehicular systems. Therefore if qualified (bonus of 26+) technicians are unavailable for any one of the following technical areas, the malfunction probability will increase. Vehicular technical areas include: Mechanical Technics, Weapon Technics (if vehicle has weapons), Electronic Technics, Computer Technics and Power System Technics. For each skill not covered by the technical crew over a ten day period, add +20 to the malfunction probability.

**Note:** The preceding calculations assume vehicle operating times in excess of ten days. For operating periods of less than ten days (which would be the case for many smaller vehicles), maintenance may be performed by non-crewmembers who had access to the vehicle for at least one day out of ten. The number of non-crewmember technicians required for such down-time maintenance equals; 1, OR the vehicle's tonnage divided by 500, whichever is greater.

**Malfunction Chance every 10 days = 2%**

- + (percentage of normal crew that is unavailable)
- + (20% per technical area not covered by a crewmember)

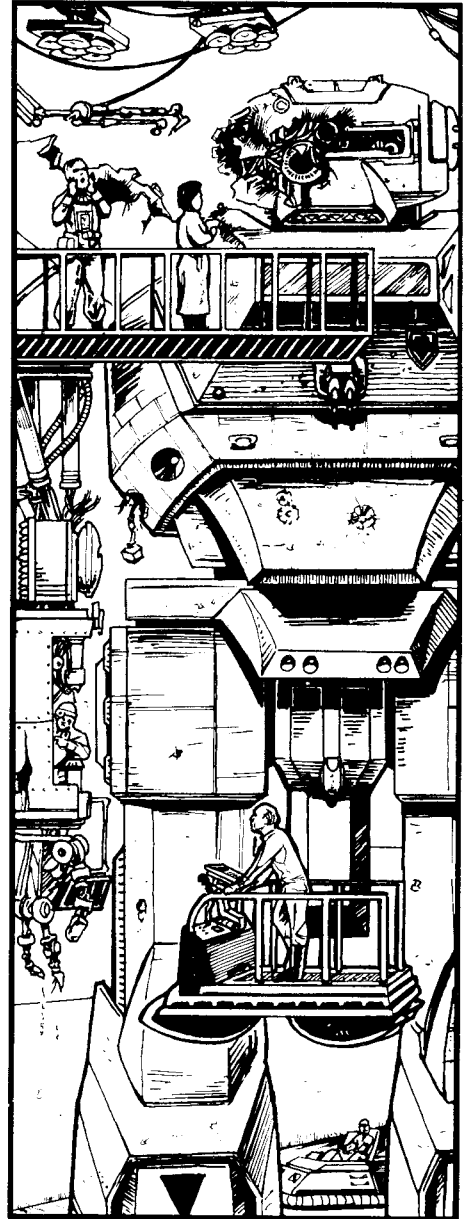
## 15.2

# MALFUNCTIONS

A malfunction can occur in one of two ways:

- Due to a malfunction probability roll based on maintenance (Section 15.1)
- Due to a combat critical result (Section 26.0)

When attempting to repair malfunctions of greater severity than Routine, determine the relevant Tech Skill area(s) required for the repair. Make a Static Action Open-ended Roll, adding the Tech Skill bonus (if



more than one Skill is involved, average the bonuses) and cross index the modified result on the *Repair Damage/Malfunction Table* (15.5). In addition, multiple technicians may work on the same malfunction. In this case, designate a "Chief" technician whose bonuses will form the basis of the repair roll modifier, and for each extra qualified technician on the team, add +2 to the roll. A qualified technician is one whose bonus in the relevant Tech Skill exceeds 25.

The severity of a malfunction sets the limit on the number of extra technicians allowed to contribute to a Repair Roll. These limits appear on the following chart:

Malfunction Severity	Maximum number of extra technicians allowed on repair team
Routine	0
Light	1
Moderate	2
Severe	4
Very Severe	8
Extremely Severe	16

There are three main aspects of any malfunction:

• **Where it occurs:** Unless otherwise specified, you must determine where a malfunction occurs. To do this, first roll 1D10 and refer to the following chart to randomize a general system Area. Then roll 1D100 and refer to the Malfunction Table 15.4 to determine the exact nature of the malfunction.

**Note:** If a Random Malfunction Area/Sub-area roll indicates a system that the vehicle in question does not possess, treat the result as "No Malfunction". This reflects the fact that the simpler a machine is, the less prone it is to breakdown.

Roll	Area containing Malfunction
1	Electro/Neutrino
2	Drives
3	Armaments
4	Hull
5	Power
6	Control
7	Additional Facilities
8	Auxiliary Systems
9	Life Support
10	Special: roll 1D10 Malfunctions (ignore further rolls of 10)

• **How severe it is:** If the severity of the malfunction is unspecified, roll 1D10:

Roll	Severity
1-5	Routine
6	Light
7	Moderate
8	Severe
9	Very Severe
10	Extremely Severe

• **What skills are required to repair it:** If the Malfunction is merely Routine, no Tech skill is required to fix the problem. Otherwise, you will find the Tech skill(s) required for repairs at the end of each result on the *Malfunction Table* (15.4).

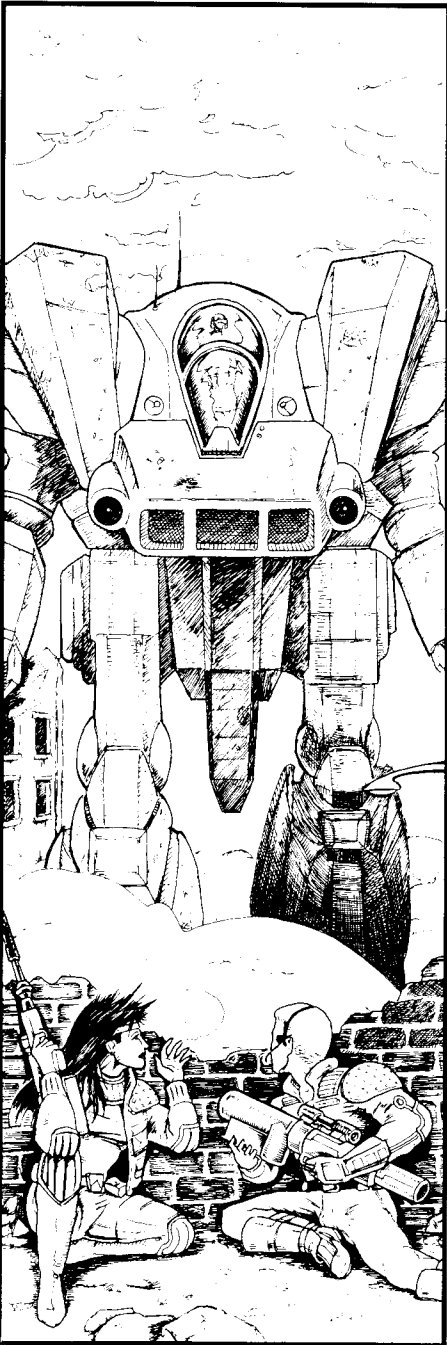
### 15.3 DAMAGE

As a result of combat, sabotage, or other deliberate means, certain vehicular systems may be subject to damage of various severities. The severity levels of damage are identical to those ascribed to malfunctions, and thus the same table is used to resolve repair attempts.

All restrictions governing malfunction repair procedures apply to damage repair, including technician team limits and skill qualification level (a 26+ Skill Bonus minimum). The particular Tech Skill required to repair damage should be self evident, but when questions arise, use the *Malfunction Table* result as a guide.

Repairs may occasionally require a CIP expenditure. CIP stands for Cost In Parts, and is the percentage of the parent unit cost which must be expended to bring about the desired repair. As explained in Vehicle Construction (Section 13.8), Workshops may stock a limited quantity of abstracted "Parts" which may be used to bring about these repairs.

Vehicular Concussion Hit damage may be repaired by making a Mech Tech Repair Roll and referring to the last column (entitled "Hits Repaired per 25 Hour Period") on the *Repair Damage/Malfunction Table* (15.4). A repair team may be used, with the number of technicians limited to 1, or the vehicle's mass divided by 500, which ever is greater.



## 15.5 REPAIR DAMAGE/MALFUNCTION TABLE

	ROUTINE (1-5)	LIGHT (6)	MODERATE (7)	SEVERE (8)	VERY SEVERE (9)	EXT. SEVERE (10)	Hits Repaired Per 25 Hr Period
-151	Sad job. Dam/Mal becomes Very Severe after 1 Round.	Dam/Mal becomes Very Severe after 1 Round.	You deliver 10 pts. of damage to the system. Roll again.	You deliver 30 pts. of damage to the system. Repair on Extremely Severe column.	You deliver 150 Hits to the system. System is a write off.	System is destroyed (explosively if possible). 100% repair team casualty rate.	-100
(-150) - (-101)	Dam/Mal becomes Severe after 4 Rounds.	Dam/Mal becomes Severe after 5 Rounds.	Dam/Mal becomes Extremely Severe after 1 minute.	Dam/Mal becomes Very Severe after one hour. Waste 10% CIP.	System is a write off after 2 hours of tinkering.	1-100% of repair team becomes casualties. System destroyed.	-10. Roll for random malfunction.
(-100) - (-51)	Dam/Mal becomes Moderate after 4 Rounds.	Dam/Mal becomes Moderate after 6 Rounds.	Dam/Mal becomes Very Severe after 2 minutes.	Dam/Mal becomes Very Severe after 6 Rounds.	Dam/Mal upgraded to Extremely Severe after 1 hour.	2 members of repair team takes appropriate "D" critical strike.	-5. Roll a Random "E" Crit on a repair team member.
(-50) - (-26)	Dam/Mal becomes Light after 3 Rounds.	20 minutes with 5% CIP. Otherwise 30 minutes.	Dam/Mal becomes Severe after 1 minute.	3 hours to repair with 10% CIP.	72 hours to repair with 50% CIP.	1 member of repair team takes appropriate "C" critical strike.	-1. Roll for random malfunction.
(-25)-0	You fumble with device for 5 minutes until it is working again.	10 min. to repair unit. Unit operates at -25% with a Routine malf.	40 minutes to repair with 10% CIP. You overload circuits causing a random malfunction.	2 hours to repair with 10% CIP.	48 hours to repair with 50% CIP.	1-100 Hits to system. Try again.	0
01-20	3 minutes to repair.	8 minutes to repair.	30 minutes to repair damage with 10% CIP. Malfunction repaired at no cost.	90 minutes to repair damage with 10% CIP. 60 minutes to repair malfunction with 10% CIP.	36 hours to repair unit to 50% effectiveness, 48 hours to fully repair. 50% CIP.	Repair may not be attempted until 2 Severe procedures are completed.	1
21-40	2 minutes to repair.	5 min. to repair. Routine malf. will occur next time system is used.	20 minutes to repair with 10% CIP.	1 hour to repair with 10% CIP.	25 hours to repair with 25% CIP.	200 hours to repair with 50% CIP.	3
41-55	1 minute to repair.	5 minutes to repair.	15 minutes to repair with 5% CIP. 25 min. otherwise.	1 hr. to repair damage. 10% CIP. Malf repaired. no cost.	24 hours to repair with 25% CIP.	120 hours to repair with 50% CIP.	5
56-65	5 Rounds to repair.	5 minutes to repair.	13 minutes to repair with 5% CIP. 25 min. otherwise.	55 min. to repair damage with 10% CIP. Malfunction repaired without cost.	24 hours to repair damage with 25% CIP. Malfunction repaired without cost.	110 hours to repair to 50% effectiveness. 120 hours to repair fully. 50% CIP.	8
66-75	5 Rounds to repair.	5 minutes to repair.	12 minutes to repair. Dam/Mal becomes Light after 1 Round.	50 min. to repair damage with 10% CIP. Malfunction repaired without cost.	18 hours to repair damage with 25% CIP. Malfunction repaired without cost.	110 hours to repair with 50% CIP.	12
76-85	4 Rounds to repair.	4 minutes to repair.	10 minutes to repair.	45 min. to repair damage with 10% CIP. Malf repaired by 2 Light procedures.	16 hours to repair with 10% CIP.	100 hours to repair with 50% CIP.	17
86-95	4 Rounds to repair.	4 minutes to repair.	9 minutes to repair.	40 minutes to repair with 5% CIP.	15 hours to repair with 10% CIP.	90 hours to repair damage with 50% CIP. Malfunction repaired without cost.	25
96-105	3 Rounds to repair.	3 minutes to repair.	8 minutes to repair.	40 minutes to repair.	13 hours to repair damage with 10% CIP. Malfunction repaired without cost.	Repair reduced to 2 Moderate procedures.	35
106-115	3 Rounds to repair.	2 minutes to repair.	7 minutes to repair damage. 6 minutes to repair malfunction.	30 minutes to repair with 5% CIP. 40 minutes to repair otherwise.	10 hours to repair unit to 50% capacity. 11 hours to repair fully. 10% CIP.	80 hours to repair with 50% CIP.	50
116-125	2 Rounds to repair.	2 minutes to repair.	You isolate 3 Routine procedures to repair unit. Start next Round.	30 minutes to repair.	8 hours to repair. 10% CIP.	70 hours to repair damage with 50% CIP. Malfunction repaired without cost.	100
126-135	2 Rounds to repair.	6 Rounds to repair.	5 minutes to repair.	25 minutes to repair.	5 hours to repair. 10% CIP.	70 hr. to repair damage or 60 hr. to repair malf. Both have 25% CIP.	200
136-145	You may use equipment next Round.	4 Rounds to repair.	Unit at -25% in 3 minutes. Unit repaired in 5 minutes.	20 minutes to repair.	5 hours to repair damage with 10% CIP. Malfunction is downgraded to Severe.	60 hours to repair to 50% effectiveness. 70 hours to repair fully. 25% CIP.	400
146-155	Unit ready next Round.	3 Rounds to repair.	Unit at -50% in 6 Rounds. Unit repaired in 5 minutes.	20 minutes to repair damage. Malfunction repair is 3 Routine procedures.	4 hours to repair. 10% CIP.	50 hours to repair with 25% CIP.	800
156-165	Unit ready. You have 1/2 Rnd left.	2 Rounds to repair.	3 minutes to repair.	Downgrade repair to Moderate after 5 minutes.	3 hours to repair. 10% CIP.	Procedure reduced to 2 Severe repair procedures.	1300
166+	Quick adjustment. You have the full Round to act.	1 Round to repair.	2 minutes to repair.	10 minutes to repair.	Reassessment of systems shows 2 Light repairs are required.	40 hours to repair with 25% CIP.	2000

**Note 1:** If only one person is working on a repair, double the times listed. Double the necessary time if no repair scanner or diagnostic computer is used during the repair.

**Note 2:** CIP refers to the Cost-in-Parts. This is the indicated percentage of the parent unit cost which must be invested to bring about the desired repair.

The CIP of Concussion Hit repair equals the percentage cost of the vehicle's Hull repaired.

## 15.4 MALFUNCTION TABLE

	(1) Electro/Neutrino	(2) Drives	(3) Armaments	(4) Hull	
<b>01-05</b>	Microfrequency Rig dysfunction. Reduce Microfreq Mk.# by one half. (Mech or Elec Tech)	Wheeled Drive mechanism locks up. Reduce Wheeled MPs to 0. (Mech Tech)	Projectile Cannon Firing Mechanism breakdown. One Projectile Cannon is unable to discharge. (Mech/Weap Tech)	External hatch pressure leak. One hatchway is unusable if two separate at-mosphere types are involved. (Mech Tech)	<b>LOCATION ROLL</b>  <b>Area Containing Malfunction</b> Roll 1 Electro/Neutrino 2 Drives 3 Armaments 4 Hull 5 Power 6 Control 7 Additional Facilities 8 Auxiliary Systems 9 Life Support 10 Special: Roll 1D10 Malfunctions (ignore further rolls of 10)
<b>06-10</b>	Microfrequency Rig breakdown. Microfreq Rig unusable. (Elec Tech)	Tracked Drive mechanism reduction. Reduce Tracked MPs by 1D10. (Mech/Power Tech)	Projectile Cannon Magazine jam. One Projectile Cannon is unable to discharge. (Mech or Weap Tech)		
<b>11-15</b>	Tight Beam Laser Rig dysfunction. Tight Beam receiver loses one ability: audio, visual, or facsimile production (Mech/Elec Tech)	Tracked Drive mechanism breaks down. Reduce Tracked MPs to 0. (Mech Tech)	Energy Cannon Firing Mechanism capacitance dysfunction. One Energy Cannon may fire only once every other Round. (Weap Tech)		
<b>16-20</b>	Tight Beam Laser Rig misalignment. Double time necessary to align Tight Beam Rig for transmission or reception (Mech/Elec Tech)	Walker Drive mechanism reduction. Reduce Walker MPs by 1D10. (Mech Tech)	Energy Cannon Weapon Mount capacitance dysfunction. All Energy Cannons of one Weapon Mount may only fire once every other Round. (Weap Tech)		
<b>21-25</b>	Tight Beam Laser Rig breakdown. Tight Beam Rig unusable. (Elec Tech)	Walker Drive freeze-up. Reduce Walker MPs to 1. (Mech/Power Tech)	Energy Cannon Firing Mechanism partial dysfunction. One Energy Cannon drops in effective Mk.# by 10. (Weap Tech)	Bay Doors jam. One set of Fighter/Shuttle/Vehicle Bay doors jam in their current configuration (open/closed). (Mech Tech)	
<b>26-30</b>	Tachyon Beam Dictor dysfunction. Reduce TBD Mk.# by 1D10. (Elec Tech)	Walker Drive Breakdown. Reduce Walker MPs to 0. (Mech Tech)	Energy Cannon Weapon Mount partial dysfunction. All Energy Cannons of one Weapon Mount drop in effective Mk.# by 10. (Weap Tech)		
<b>31-35</b>	Tachyon Beam Dictor dysfunction. Reduce TBD Mk.# by 2D10. (Elec Tech)	Surface Effects Drive reduction. Reduce Surface Effects MPs by 1D10. (Mech/Power Tech)	Energy Cannon Firing Mechanism breakdown. One Energy Cannon unable to discharge. (Weap Tech)		
<b>36-40</b>	Tachyon Beam Dictor dysfunction. Reduce TBD Mk.# by a half. (Elec Tech)	Surface Effects Drive breakdown. Reduce Surface Effects MPs to 0. (Mech Tech)	Energy Cannon Weapon Mount breakdown. All Energy Cannons of one Weapon Mount unable to discharge. (Weap Tech)		
<b>41-45</b>	Tachyon Beam Dictor failure. TBD unusable. (Elec Tech)	Jumper Drive dysfunction. Vehicle has a 50% chance of not performing a jump when desired. (Mech Tech)	Mass Energy Cannon Firing Mechanism breakdown. 1D10 Energy Cannons unable to discharge. (Weap Tech)	Turret traverse impeded. Treat one Turret Weapon Mount as a Flexible Weapon Mount with random orientation. (Mech Tech)	
<b>46-50</b>	Tachyon Beam Dictor failure. TBD unusable. (Elec Tech)	Jumper Drive reduction. Reduce Jumper MPs by 1D10. (Mech/Power Tech)	Mass Energy Cannon Firing Mechanism breakdown. 2D10 Energy Cannons unable to discharge. (Weap Tech)		
<b>51-55</b>	Sensor flicker. Sensors inoperative every other Round. (Mech or Elec Tech)	Jumper Drive reduction. Reduce Jumper MPs by 2D10. (Mech/Power Tech)	Turret Weapon Mount/Launcher jam. The Firing Mechanism(s)/Missiles of one Turret unable to discharge. (Mech/Weap Tech)		<b>SEVERITY ROLL</b>  <b>Roll Severity</b> 1-5 Routine 6 Light 7 Moderate 8 Severe 9 Very Severe 10 Extremely Severe  <b>Note:</b> If a Random Malfunction Area/Sub-area roll indicates a system that the vehicle in question does not possess, treat the result as "No Malfunction". This reflects the fact that the simpler a vehicle, the less prone it is to breakdown.
<b>56-60</b>	Sensor efficiency reduction. Reduce Sensor Rating by 1D10. (Elec Tech)	Jumper Drive breakdown. Reduce Jumper MPs to 0. (Mech Tech)	Flexible Weapon Mount/Launcher jam. The Firing Mechanism(s)/Missiles of Flexible mount unable to discharge. (Mech/Weap Tech)		
<b>61-65</b>	Sensor failure. Sensors unusable. (Elec Tech)	Gravitic Drive mechanism dysfunction. Reduce Gravitic MPs by 1D5. (Power Tech)	Fixed Weapon Mount/Launcher Jam. The Firing Mechanism(s)/Missiles of Fixed mount unable to discharge.	External Visual Monitors short out. Control Area crew may not visually perceive events outside of the vehicle. (Mech Tech)	
<b>66-70</b>	Electronic Warfare dysfunction. Reduce EW Rating by 1D10. (Elec Tech)	Gravitic Drive mechanism breakdown. Reduce Gravitic MPs by 1D10. (Power Tech)	Missile Launcher Magazine jam. One Missile Launcher may not discharge. (Mech or Weap Tech)		
<b>71-75</b>	Electronic Warfare performance reduction. Reduce EW Rating by a half. (Elec Tech)	Gravitic Drive freeze-up. Reduce Gravitic MPs to 0. (Mech/Power Tech)	Payload Pallet System Link breakdown. One Payload Pallet load unable to function. (Mech/Weap Tech)		
<b>76-80</b>	Electronic Warfare breakdown. EW unusable. (Elec Tech)	Hydrographic Drive reduction. Reduce Hydrographic MPs by 1D10. (Mech/Power Tech)	Mass Payload Pallet dysfunction. 1D10 Payload Pallet loads unable to function. (Mech/Weap Tech)		
<b>81-85</b>	Deflector Screen Generator performance degradation. Reduce Screen Rating by 1D10. (Elec Tech)	Hydrographic Drive breakdown. Reduce Hydrographic MPs to 0. (Mech Tech)	Heads Up Display short. One HUD unit unusable. (Elec/Weap Tech)	Inter-compartmental Bulkhead Doors jam. 1-10 sets of doors jam in their current configuration (open/closed). (Mech Tech)	
<b>86-90</b>	Deflector Screen Generator breakdown. Screens unusable. (Elec Tech)	Multiple Drive dysfunction. Reduce the MPs of all Drives by 1D10 each. (Mech/Power Tech)	Mass Heads Up Display short out. 1D10 HUD units unusable. (Elec/Weap Tech)		
<b>91-100</b>	Other/Game Master's discretion.	Other/Game Master's discretion.	Other/Game Master's discretion.	Other/Game Master's discretion.	



## 15.4 MALFUNCTION TABLE

	(5) Power	(6) Control	(7) Addit. Facilities	(8) Auxiliary Sys.	(9) Life Support
01-05	Power Conduit degradation. Engaged Drive reduced by 1D5 MPs. (Power Tech)	Gunner Station breakdown. One Weapon Mount loses direct crewmember control function. (Mech Tech)	Stateroom Hygienic Facilities break down. 1D5 First Class, Standard, or Low/Military Staterooms lose the use of their hygienic facilities. (Mech Tech)	Auxiliary Gravitic Drive dysfunction. Rating reduced by half. (Mech/Power Tech)	Food Processor fails. No food available for crew. (Mech Tech)
06-10	Power Conduit degradation. Engaged Drive reduced to 1 MP. (Power Tech)	Mass Gunner Station breakdown. 1D10 Weapon Mounts lose direct crewmember control function. (Mech/Power Tech)	Stateroom lighting fails. 1D5 Staterooms lose their lights. (Mech Tech)	Auxiliary Gravitic Drive breakdown. System unusable. (Mech/Power Tech)	
11-15	Capacitor failure. One Energy Weapon Firing Mechanism unusable. (Power Tech)	Central Gunnery Control dysfunction. Weapons fired by Central Fire Control (via Targeting Program) are at -25. (Comp Tech)	Recreational Facility dysfunction. Facility may only accommodate half of its designed capacity. (Mech/Elec Tech)	Auxiliary Gravitic Drive fails. System unusable. (Mech/Elec Tech)	Temperature Maintenance dysfunction. Atmospheric temperature rises by 1 Centigrade degree per minute. (Mech/Elec Tech)
16-20	Mass Capacitor failure. All Energy Weapons of one Weapon Mount unusable. (Power Tech)	Driving performance reduction. Engaged Drive MP expenditure may only be altered by 1 MP/Turn. (Mech/Elec Tech)	Recreational Facility breakdown. Recreational Facility unusable. (Mech/Elec Tech)	Auxiliary Microfrequency Rig fails. System unusable. (Mech/Elec Tech)	
21-25	Weapon Mount Power Feed dysfunction. One Weapon Mount unusable. (Power Tech)	Driving performance reduction. Engaged Drive MP expenditure must be altered by at least 5 MPs/Turn, if possible. (Mech/Elec Tech)	Sick Bay dysfunction. Sick Bay capacity reduced by 1D5 patients. (Mech/Elec Tech)	Auxiliary Tight Beam Laser Rig breakdown. System unusable. (Mech/Elec Tech)	Temperature Maintenance dysfunction. Atmospheric temperature lowers by 1 Centigrade degree per minute. (Mech/Elec Tech)
26-30	Mass Turret Power Feed breakdown. 1D10 Turrets unusable. (Power Tech)	Driving control lost. Vehicle may not perform any maneuvers, and may only move straight ahead. (Elec Tech)	Sick Bay facility failure. Sick Bay capacity reduced by 2D10 patients. (Mech/Elec Tech)	Auxiliary TBD Rig dysfunction. Mk.# reduced by half. (Mech/Elec Tech)	
31-35	Mass Weapon Mount Power Feed breakdown. 2D10 Weapon Mounts unusable. (Power Tech)	Communications down. No Communications Rigs may be used. (Elec Tech)	Sick Bay power failure. Sick Bay capacity reduced to 0. (Power Tech)	Auxiliary TBD Rig breakdown. System unusable. (Mech/Power Tech)	Atmosphere Processor dysfunction. Toxic gasses released into vehicle's atmosphere, killing crew in 1D10 days. (Mech Tech)
36-40	Power Feed failure. One Drive system unusable. (Power Tech)	Sensor control lost. Sensor displays spew erroneous information. (Elec Tech)	Lab dysfunction. 1 Lab has research bonus reduced by 1/2. (Mech/Elec Tech)	Auxiliary Sensor failure. (Mech/Elec Tech)	
41-45	Power Conduit degradation. One Communications Rig unusable. (Power Tech)	Electronic Warfare control lost. Electronic Warfare value may only be applied to DB of vehicle; special EW capabilities unusable. (Elec/Power Tech)	Mass Lab dysfunction. 1D5 Labs have their research bonuses reduced by a half each. (Elec/Power Tech)	Auxiliary EW failure. System unusable. (Mech/Elec Tech)	Atmosphere Processor fails. Crew will die in 2D10 hours. (Mech Tech)
46-50	Power Conduit failure. Sensors unusable. (Power Tech)	Screen control lost. Screen orientation may not be changed. (Elec Tech)	Lab breakdown. One lab unusable. (Mech/Elec Tech)	Auxiliary Screen breakdown. (Mech/Elec Tech)	
51-55	Power Conduit dysfunction. Electronic Warfare Rating reduced by a half. (Power Tech)	Environmental control erratic. Vehicle's Life Support Environmental maintenance function goes haywire, causing random and constantly fluctuating atmospheric conditions. (Mech/Elec Tech)	Workshop breakdown. One Workshop unusable. (Mech/Power Tech)	Auxiliary Computer dysfunction. Effective Mk.# reduced by 2D10. (Elec/Comp Tech)	Cryogenic Berth dysfunction. Occupant of one Cryogenic Berth will die in 1D10 hours. (Mech Tech)
56-60	Power Trunk failure. Deflector Screens drop to an effective Rating of 0. (Power Tech)	Bay Door control lost. All Fighter/Shuttle/Vehicle Bay doors jam in their present configuration (open/closed). (Mech/Elec Tech)	Vehicle Bay maintenance facility failure. 1 Vehicle Bay may not be used for maintenance or repairs of vehicles. (Mech/Power Tech)	Auxiliary Computer failure. System unusable. (Mech/Comp Tech)	
61-65	Electro/Neutrino Power distribution failure. Sensor, Electronic Warfare and Screen Ratings all drop by 2D10 each. (Power Tech)	Automatic Damage Control capability lost. Vessel may not engage in any automatic Damage Control activities. (Mech/Elec Tech)	Mass Vehicle Bay maintenance facility failure. 1D10 Vehicle Bays may not be used for maintenance or repairs of vehicles. (Mech/Power Tech)	Auxiliary Control Area breakdown. System unusable. (Elec/Power Tech)	Multiple Cryogenic Berth failure. Occupants of 1D10 Cryogenic Berths will die in 2D10 hours. (Mech/Elec Tech)
66-70	Computer Power failure. Computer shuts down. (Power Tech)	Computer performance degraded. Reduce Computer Mk.# by 1D10. No Programs lost, but those in Storage are inaccessible. (Elec Tech)	Vehicle Bay containment breakdown. 1 Bay may no longer safely store vehicles. Any vehicle already stored has 1 hr to be moved before being subject to Random Malfunction. (Mech Tech)	Auxiliary Life Support failure. System unusable. (Mech/Power Tech)	
71-75	Power Trunk to Life Support fails. Crewmembers will perish in 1D10 hours if outside environment is hostile. (Power Tech)	Computer performance degraded. Reduce Computer Mk.# by 2D10. No Programs lost, but those in Storage are inaccessible. (Elec/Comp Tech)	Shuttle/Vehicle Bay maintenance facility failure. 1 Bay may not be used for maintenance, repairs or storage. A construct already so stored has 1 hr to be moved before it is subject to a random malfunction. (Mech Tech)	Multiple Auxiliary Unit failure. 1D5 Auxiliary systems unusable. (Mech/Power Tech)	Mass Cryogenic Berth failure. Occupants of 1D100 Cryogenic Berths will die in 3D10 hours. (Mech/Elec Tech)
76-80	Lighting Power dysfunction. All vehicle lighting fails. (Power Tech)	Computer performance degraded. Reduce Computer Mk.# by a half. No Programs lost, but those in Storage are inaccessible. (Comp Tech)	Cargo Hold dysfunction. Environmental control in one cargo hold lost. (Mech/Power Tech)	Multiple Auxiliary Unit Failure. 1D5 Auxiliary systems unusable. (Mech/Power Tech)	
81-85	Reactor shuts down. No power available for any systems. (Power Tech)	Computer down. No Programs may be run in the Processor. (Comp Tech)	Cargo Hold containment integrity lost. Random cargo in 1Cargo Hold takes a Random Malfunction. (Mech Tech)	Multiple Auxiliary Unit Failure. 1D5 Auxiliary Systems unusable.	Water Supply poisoned. Water supply aboard vehicle will become unusable in 1D10 hours (Mech Tech)
86-90	Reactor overheating, and will melt down, destroying unit, in 1D10 minutes. (Power Tech)	Computer dysfunction. Any Programs run in the Processor are lost. (Comp Tech)	Cargo Hold dysfunction. Cargo will inadvertently be ejected in 1 minute. (Mech Tech)	Multiple Auxiliary Unit Failure. 1D5 Auxiliary Systems unusable.	
91-100	Other/Game Master's discretion.	Other/Game Master's discretion.	Other/Game Master's discretion.	Other/GM's discretion.	Other/GM's discretion.

## 16.0

### DESIGNING INSTALLATIONS

For the benefit of players who are using *Armored Assault* and *Space Master: The Role Playing Game* together, this section outlines ways for GMs to create ground installations, such as forts, research centers, space ports, and so on.

The basic principal in designing installations is that the cost of any system will be comparable to that found in the construction of vehicles (Section 13.0). Volume considerations might be forgone, since designers of buildings are rarely constrained by the amount of space their constructs occupy. Vehicle designers are not so fortunate. However, installation designers should select a representative mass for their buildings so that system cost calculations can be made. The mass selected should be enough to encompass the integration of all desired systems.

What follows is a listing of the systems from Section 13.0 which players may wish to integrate into their ground installations:

- **Step 3:** Select Foundation (see Section 1.1 for a comparison of Hull and Foundation types).
- **Steps 12 — 16:** Select Armament Systems.
- **Steps 17 — 19:** Select Communication Systems.
- **Steps 20 — 22:** Select Other Electro/Neutrino Systems.

- **Steps 23 — 24:** Select Power System.
- **Steps 25 — 28:** Select Control Systems.
- **Steps 30 — 33, 38:** Select Personnel Facilities.
- **Steps 34 — 35:** Select Medical Facilities.
- **Step 36:** Select Labs.
- **Step 37:** Select Workshops.
- **Steps 39 — 40:** Select Bays and Hangars.
- **Step 41:** Select Storage Areas.
- **Step 43:** Select Radiation Shielding.
- **Step 44:** Select Auxiliary Systems.

As an option, installation designers should feel free to increase the size (i.e., volume) of ground installation systems by two or three times, while decreasing their cost by 10% — 20%.

## 17.0

### REAR ECHELON ASSET AND EMPLACEMENT LISTINGS AND COSTS

There is little effort involved in purchasing REA batteries and Emplacements. What follows is a list of REA components and various Emplacements, with associated costs.

#### REAR ECHELON ASSETS

For each battery you design, purchase the munition types and availability numbers from the following listing.

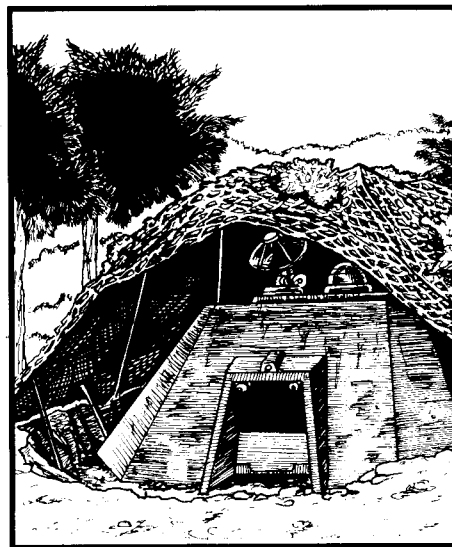
- Only one HE type may be purchased for each battery.
- Availability numbers may not exceed 10.

For every REA Battery possessed by a Side in a scenario, the owning player may

designate a READ capability to a vehicle with a functioning Microfrequency Comm Rig. These vehicles, along with any Infantry Teams or Powered Troopers with the READ special capability, may direct the REA Batteries of the Side.

#### EMPLACEMENTS

You may purchase Emplacements from the following list.



Munition	Cost per Availability Number Purchased
HE10	500
HE20	1.0K
HE30	2.0K
HE40	4.0K
HE50	8.0K
CHEM	1.5K
MASK	1.5K
CNTR	3.0K

Emplacement	Cost
Personnel Trench	250 per Max Cap #
Surface Bunker Type 1	7.0K per Max Cap #
Surface Bunker Type 2	10.0K per Max Cap #
Surface Bunker Type 3	15.0K per Max Cap #
Surface Bunker Type 4	25.0K per Max Cap #
Subsurface Bunker	50.0K + 5.0K per Entrance
Vehicle Pit (Small)	1.0K
Vehicle Pit (Medium)	5.0K
Barricade (Small)	8.0K
Barricade (Medium)	12.0K
Barricade (Large)	20.0K

## ROBOT CONSTRUCTION AND COST

This section is primarily for the benefit of *Space Master: The Role Playing Game* players, as it provides the construction system for small non-combat type robots. Robots can be an important part of a role playing campaign, as they may make up for skill deficits in groups of Player Characters, as well as providing comic relief on certain occasions.

Players should note that while this Armored Assault construction system is compatible in principle with the robot guidelines provided in *Space Master: The Role Playing Game*, this system is altered, expanded and more complete. Still, players should only look upon this section as a guideline for the construction of some types of robots. GMs should feel free to design other robot types and robotic systems, not to mention Robotic Programs.

### ROBOTS

There are two main categories of Robots: Combat and Utility.

**Combat Robots** are, for all intents and purposes, the Robotic Units described in the vehicle rules and vehicle construction system of *Armored Assault*. If players desire to construct Combat Robots, they are advised to proceed to the vehicle construction protocol in Section 13.0, and select 0 crewmembers.

**Utility Robots**, on the other hand, are oriented towards less destructive pursuits. These are the most likely automatons that Player Characters will run across in the Space Master universe, and interaction with them may prove to be a rewarding role playing experience.

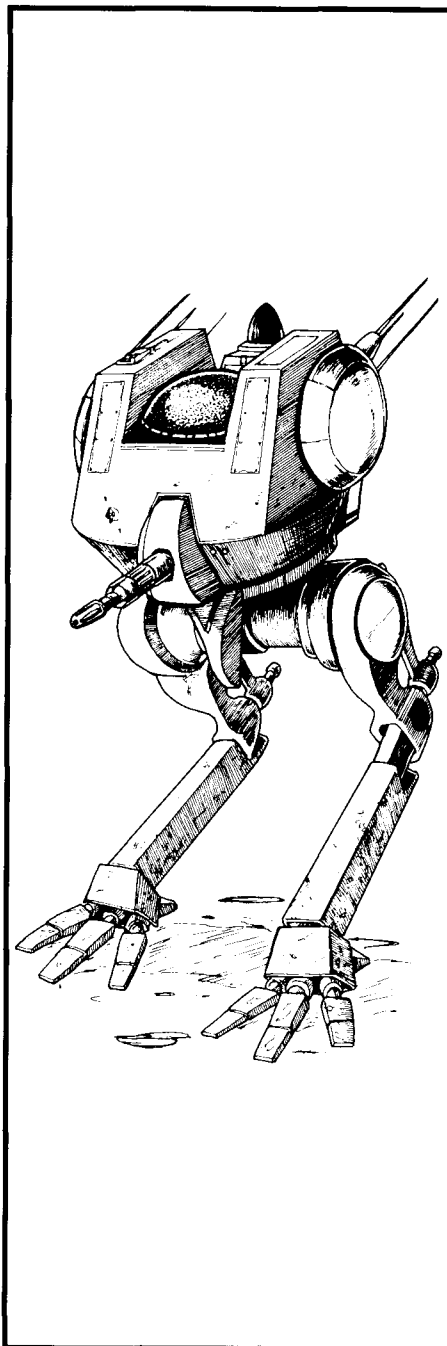
There are three main types of Utility Robots in Space Master:

- **Service Bots** — Workers which specialize in maintenance and repair.
- **Mech Interface Bots** — Self-portable computer and mechanism manipulators.
- **Human Relations Bots** — Hominoid robots designed for close interaction with humans and humanoids.

All Robots can communicate with one another through their common language, BIVOC (Binary Vocabulary Of Computers).

The total cost of a Utility Robot is equal to its Base Cost, plus the cost of Optional Systems, plus the cost of all Robotic Programs purchased for it.

The standard and optional systems of these robots, and their costs are listed below.



### SERVICE BOTS

#### Standard Systems:

**Computer Brain** — Allows up to 10 Robotic Programs to be stored and used.

**Power** — Capacitors which allow 10 days of continual operation before a recharge is necessary.

**Motive** — Wheeled, Tracked or Gravitic motive system which allows movement at 10m/Rnd.

**Defensive** — Armor Type 20. 200 Concussion Hits.

**Manipulative** — Appendages which allow the manipulation of equipment up to a mass of 1000 kg.

**Communicative** — BIVOC communication system.

Base Service Bot Mass = 500 kg

Base Service Bot Cost = 100K Elmonits

#### Optional Systems and Costs:

**Computer Brain** — 1K Elmonits per additional Robotic Program storable and usable.

**Power** — 1K Elmonits per additional 10 day period of continual use before recharging is necessary.

**Defensive** — 500 Elmonits per 5 added to DB up to a maximum 50 DB.

**Communicative** — 500 Elmonits to add a humanoid comm system.

### MECH INTERFACE BOT

#### Standard Systems:

**Computer Brain** — Allows up to 10 Robotic Programs to be stored and used.

**Power** — Capacitors which allow 10 days of continual operation before a recharge is necessary.

**Motive** — Wheeled, Tracked or Gravitic motive system which allows movement at 15m/Rnd.

**Defensive** — Armor Type 19. 100 Concussion Hits.

**Manipulative** — Interface jack which allows Bot to manipulate computers, starcraft and vehicles with Mech Interface Robotic Programs. Appendages allow the manipulation of equipment up to a mass of 100 kg.

**Communicative** — BIVOC communication system.

Base Mech Interface Bot Mass = 300 kg

Base Mech Interface Bot Cost = 300K Elmonits

**Optional Systems and Costs:**

Computer Brain — 500 Elmonits per additional Robotic Program storable and usable.

Power — 500 Elmonits per additional 10 day period of continual use before recharging is necessary.

Defensive — 500 Elmonits per 5 added to DB up to a maximum 50 DB.

Communicative — 500 Elmonits to add a humanoid comm system.

**HUMAN RELATIONS BOT****Standard Systems:**

Computer Brain — Allows up to 10 Robotic Programs to be stored and used.

Power — Capacitors which allow 10 days of continual operation before a recharge is necessary.

Motive — Walking or Gravitic motive system which allows movement at 20m/Rnd.

Defensive — Armor Type 11. 100 Concussion Hits.

Manipulative — Appendages which allow the manipulation of equipment up to a mass of 100 kg.

Communicative — BIVOC communication system and humanoid communication system. Human Relations Bots may freely translate between BIVOC and any other language it can speak.

Base Human Relations Bot Mass = 100 kg

Base Human Relations Bot Cost = 200K Elmonits

**Optional Systems and Costs:**

Computer Brain — 500 Elmonits per additional Robotic Program storable and usable.

Power — 250 Elmonits per additional 10 day period of continual use before recharging.

Defensive — 500 Elmonits per 5 added to DB up to a maximum 50 DB.

**ROBOTIC PROGRAMS**

A Robot's Computer Brain is capable of storing and using a number of Robotic Programs. Each desired Robotic Program must be purchased and installed separately into your Robot. If a Robot does not have a given program, it may not perform that specific function. Select desired Robotic Programs from the following chart.

**ROBOTIC PROGRAM CHART**

Robotic Program	Cost	Notes
<b>GENERAL PROGRAMS</b>		
Data Acquisition	0.5K	Allows recording of visual and audio data (N/A for Service Bots)
Computer Tap	1.0K	Allows acquisition of data from a computer (Mech Interface only)
Disarm Traps	5.0K	+25 Bonus
Pick Locks	9.0K	+25 Bonus (+50 for Mech Interface)
Driving	1.0K	+25 Bonus (N/A for Service Bots)
Atmospheric Pilot	1.5K	+25 Bonus (N/A for Service Bots)
Marine Pilot	1.0K	+25 Bonus (N/A for Service Bots)
<b>SPECIAL PROGRAMS</b>		
Linguistics	1.0K	One program per language group. Requires humanoid comm system.
Scanner Analysis	2.0K	+25 Bonus (+50 for Mech Interface)
First Aid	1.0K	+25 Bonus (Human Relations only)
<b>TECHNICAL PROGRAMS</b>		
Mech Tech	1.0K	+25 Bonus
Weap Tech	1.0K	+25 Bonus
Elec Tech	1.0K	+25 Bonus
Comp Tech	1.0K	+25 Bonus
Powr Tech	1.0K	+25 Bonus
Medi Tech	1.0K	+25 Bonus
Cybr Tech	1.0K	+25 Bonus
Improved Mech Tech	3.0K	+50 Bonus
Improved Weap Tech	3.0K	+50 Bonus
Improved Elec Tech	3.0K	+50 Bonus
Improved Comp Tech	3.0K	+50 Bonus
Improved Powr Tech	3.0K	+50 Bonus
Improved Medi Tech	3.0K	+50 Bonus
Improved Cybr Tech	3.0K	+50 Bonus
<b>COMBAT PROGRAMS</b>		
Combat Pilot	5.0K	+25 Bonus (N/A for Service Bots)
AFV Driver	5.0K	+25 Bonus (N/A for Service Bots)
Missiles	5.0K	+25 Bonus (N/A for Service Bots)
Projectile Gunnery	5.0K	+25 Bonus (N/A for Service Bots)
Hvy Energy Proj	5.0K	+25 Bonus (N/A for Service Bots)
<b>ASTRONAUTIC PROGRAMS:</b>		
Orbital Pilot	3.0K	+25 Bonus (N/A for Service Bots)
N-space Pilot	4.0K	+25 Bonus (N/A for Service Bots)
H-space Pilot	6.0K	+25 Bonus (N/A for Service Bots)
N-space Astrogation	5.0K	+25 Bonus (Mech Interface only)
H-space Astrogation	9.0K	+25 Bonus (Mech Interface only)

# PART IV: THE SPACE MASTER SERIES

## 19.0

### SPACE MASTER: ARMORED ASSAULT AND THE RPG

*Space Master: Armored Assault* and *Space Master: The Role Playing Game* are two components in a gaming trilogy (*Space Master: Star Strike* is the other release in the series). As such, *Armored Assault*, the RPG and *Star Strike* are completely compatible with one another. They all use the same 10 second Combat Round to regulate tactical actions, so that it is possible to simultaneously run actions from all three games.

Below are three Combat Round sequences shown for comparative purposes: one from *The Role Playing Game*, and one each from the *Star Strike* and *Armored Assault* Standard Games. Note when actions from the three game systems occur coincidentally.

<i>The Role Playing Game</i> Combat Round Sequence	<i>Star Strike</i> Combat Round Sequence	<i>Armored Assault</i> Combat Round Sequence
1) Psion Casting Phase	1) —	1) —
2) Psion Results Phase	2) —	2) —
3) Psion Orientation Phase	3) —	3) —
4) Fire Phase (A)	4) Missile/Torp Launch Phase	4) Missile/Torp Launch Phase
5) Fire Results Phase (A)	5) —	5) Direct LOF Missile Results Phase
6) —	6) Initiative Phase	6) —
7) Movement/Maneuver Phase	7) Movement Maneuver Phase	7) Movement/Maneuver Phase
8) Fire Phase (B)	8) Projectile/Energy Fire Phase	8) Projectile/Energy Fire Phase
9) Fire Results Phase (B)	9) Missile/Torp Results Phase	9) Indirect LOF Missile/Torp/REA Results Phase
10) Melee Phase	10) —	10) Melee Phase
11) Melee Results Phase	11) —	11) —
12) Final Orientation Phase	12) Final Orientation Phase	12) Final Orientation Phase

## 19.1 PLAYER CHARACTERS IN ARMORED ASSAULT

Characters from the Role Playing Game, particularly Armsmen, Pilots and Techs, should have no trouble integrating themselves into *Armored Assault* action. Three aspects of Player Character cross-overs will be dealt with here: characters as Infantry Team members, characters as Powered Troopers, and characters as vehicular crewmembers.

### CHARACTERS IN INFANTRY TEAMS

There are two important questions that would be asked if Player Characters were to form an *Armored Assault* Infantry Team.

- 1) How are a group of characters rendered down to Infantry Team statistics, and
- 2) How do combat results against Infantry Teams affect characters?

### CREATING AN INFANTRY TEAM

When converting a group of characters into an Infantry Team, perform the following functions:

### Step 1: DETERMINE FORCE LEVEL

Consult the Inherent Small Arms listing in Section 4.3, and match the character's weaponry with the Force Level listings. The highest Force Level containing weaponry possessed by the characters is the Force Level of their Infantry Team. However, as a restriction, the Force Level of the Team may not exceed the number of character in the Team.

**Example:** *A group of characters possesses at least one Heavy Support Energy Weapon, qualifying them for Force 4 status. However, there are only three members in the group. Therefore, the highest Force Level attainable is Force 3.*

### Step 2: DETERMINE TEAM'S ARMOR TYPE

The Armor Type of an Infantry Team is that of the most prevalent type in the character mix (e.g., Exoskeletons, Mesh, Pliable Plate, Light Body, or No Armor). If there is no prevalent type, use the best armored character as the determinant of the group's AT classification.

### Step 3: DETERMINE TROOP TYPE AND QUALITY NUMBER

The Troop Type of your characters' Infantry Team will be dependant upon the Experience Levels of the characters. Average the Experience Levels of all characters in the Team, then round off to the nearest whole number. The result is the Quality Number of the Team.

The Team's Troop Type can be garnered from the following chart.

Quality Number	Team's Troop Type
10+	Guards
9	Commando
8	Elite
7	Storm
6	Shock
5	Grenadier
4	Marine
3	Regular
2	Poor
1	Raw

#### Step 4: DETERMINE TEAM'S OB

Average all character's OBs for their primary weapon skills. Each character may contribute one OB to this averaging process, and the OB must come from a weapon skill for a weapon listed in the Inherent Small Arms listing in Section 4.3.

#### Step 5: DETERMINE TEAM'S DB

A Player Character Infantry Team's DB is computed the same as it is for constructed Infantry Teams. See Section 9.1.

#### Step 6: DETERMINE HIT POINTS

To determine the Team's Hit Points, average the Hit Point totals of all characters in the Team.

#### Step 7: DETERMINE SPECIAL ARMAMENTS AND CAPABILITIES

Your group must possess special equipment to qualify for Special Armaments and Capabilities use. Purchase these as if you were constructing an Infantry Team, as indicated in Section 9.1.

#### COMBAT RESULTS

After a battle, players will want to know what fates have befallen their characters. What follows is a listing of some of the various ways in which Infantry Teams take damage, and the method for determining the specific results of that damage against an individual character.

- **Hit Points:** Take the Hit Point damage delivered to the Infantry Team, then randomly add or subtract (equal chance) 1-50 hits. This is the Concussion Hit damage taken by the individual.
- **OB Reduction:** Take the OB Reduction delivered to the Infantry Team, then randomly add or subtract (equal chance) 1-50. This is the total wound-induced action penalty incurred by the character. This penalty can be reduced to 0 through subsequent healing.
- **Quality Number Reduction:** A character takes a critical strike each time his Team's Quality Number is reduced. Consult the following chart to determine the severity and types of these criticals. Roll one critical for each occurrence of Quality # reduction. Note that critical severity is dependant on how much the Team's Quality # is reduced by for each Infantry Team critical received.
- **Fatality Criticals:** If a critical result on Table 25.1 or 25.2 indicates that a Team member is killed, select the fatality from among the characters randomly.

If the critical states that the Team's leader is killed, the selection is not randomized; rather, the natural or designated leader among the Player Characters is the one eliminated.

Quality # Reduction	Attack Form Which Caused The Quality # Reduction			
	Small Arms	Disruptor Cannon	Plasma Cannon	Other Ordnance
1	A Pierce	A Disruption	2xA Heat	A Shrapnel
2	B Pierce	B Disruption	2xB Heat	B Shrapnel
3	C Pierce	C Disruption	2xC Heat	C Shrapnel
4	D Pierce	D Disruption	2xD Heat	D Shrapnel
5+	E Shrapnel	E Disruption	2xE Heat	E Shrapnel
If circumstances warrant a critical type other than those listed here, GMs should by all means alter the results.				

If a critical states that the entire Team is eliminated, roll 1D5 E severity Shrapnel criticals against each Team member.

#### CHARACTERS IN POWERED ARMOR

Players may don Powered Armor and then enter the **Armored Assault** battlefield. However, before this can occur, a Player Character must be fully proficient at maneuvering in Powered Armor. Refer to **Space Master: The RPG's Player Book** page 8 to discover the Development Point cost for Maneuvering In Armor (Powered Armor sub-category).

All Powered Armor suits require 20 levels of Maneuver In Armor skill development before a zero maneuver penalty is reached. The following is the Armor Chart entry for Powered Armor. Consider it an extension of the Armor Chart on page 62 of the *Player Book*.

When a character is in a Powered Armor suit which takes a critical strike, the critical is resolved against the character with no change in the severity level. Consult the following chart to determine which personal critical strike table is used, depending on the critical type which the original attack generated.

#### POWERED TROOPER CRITICALS

Original Critical Type	Critical versus Trooper
Pierce	Pierce*
Blast	Shrapnel
* Exception: If the Powered Suit takes a crit from a Disruptor Cannon attack, the Trooper crit is Internal Disruption.	

#### POWERED TROOPERS IN ROLE PLAYING SITUATIONS

Due to the overwhelming capabilities of Powered Armor, GMs are advised to keep Powered Troopers out of normal tactical Role Playing situations. If this advice is refused, scoffed at, or otherwise ignored, the following guidelines are suggested:

- During the Movement/Maneuver Phase allow Powered Troopers to move to any desired location within the bounds of the tactical environment. Such movement will not detract from Fire Phase activities.
- Powered Troopers should be able to punch through doors, walls, floors, ceilings, or other impediments with ease (i.e., have the character make a Maneuver Roll).

#### CHARACTERS IN VEHICLES

When characters form the crew of a vehicle, just use the characters' skill bonuses instead of those generated randomly in Section 4.7. For instance, when you wish to fire a vehicle's Heavy Energy Projector (e.g., Laser Cannon Turret), use the manning character's HEP bonus. When repairs are required, use your character's appropriate Tech Skill bonuses.

In fact, if you are ambitious enough, and the GM allows it, you can game out combat repairs by techs during a fight as they race to the various parts of the vehicle to effect repairs. Also, characters may switch functions and locations within a vehicle as situations warrant by making successful maneuver rolls.

#### ARMOR CHART

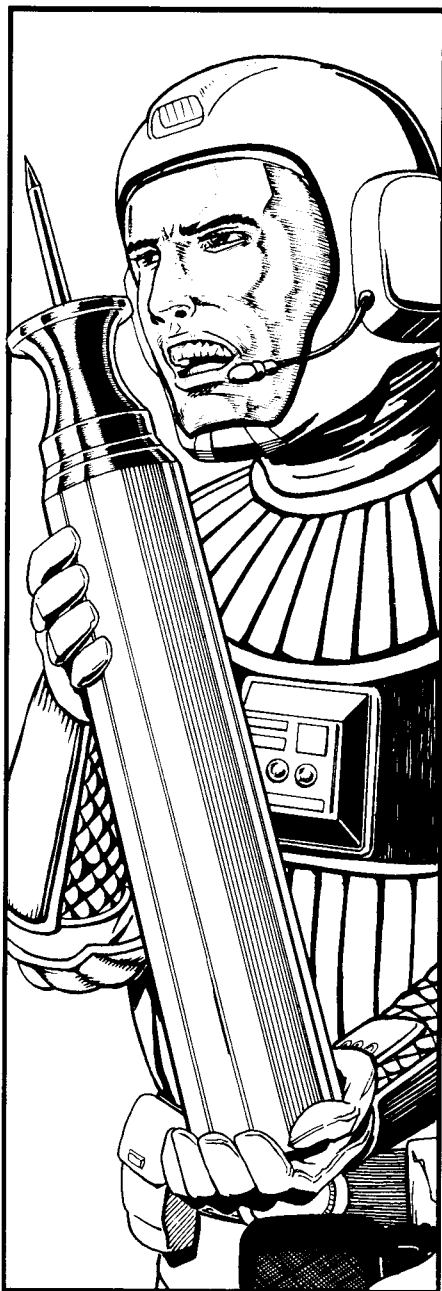
Armor Type	Minimum Maneuver Penalty	Maximum Maneuver Penalty*	Missile Attack Penalty	Quickness Penalty	Radiation Bonus
All Powered Armor	0	-100	-100	0	-4 levels
* Unlike other personal Armor Types, the Ag/St stat bonus may not reduce this penalty.					



*But what happens when the vehicle occupied by a player character is Disabled or Destroyed?*

Unless a critical result states that there are no survivors due to combat damage, a GM may assume that all players abandon the vehicle automatically in Life Pods. If the GM wishes, he can have each player make a successful maneuver roll to get out in time.

**Note:** *Life Pods* are integral parts of any vehicle and each has a homing beacon which will allow friendly (or enemy!) forces to pick them up after a battle.



## Crew Elan

Crew Elan is directly equated to a character's Combat Pilot skill. Average all Combat Pilot skills from crewmembers in a vehicle to derive the Crew's Elan.

## 19.2 EXPERIENCE POINT GUIDELINES

Players of **Armored Assault** and **Space Master: The Role Playing Game** should refer to pages 22-23 of the Player Book (Table 5.2) to determine how many experience points their characters get when they Disable or Destroy an enemy vehicle. However, the following Kill Point Modifiers are suggested:

1/2x .....	foe is only Disabled
1x .....	foe is Destroyed

If characters are members of an Infantry Team, all should share experience points gained through the elimination of enemy units.

## 19.3 VEHICULAR MOVEMENT RATES

The following movement rates are provided for GMs who wish to represent the movement of vehicles in a Role Playing tactical environment. To determine a movement rate, find the number of Movement Points being expended per Turn. The movement rates are then given for clear terrain movement in meters per Round and kilometers per hour.

## 19.4 RESOLVING ATTACKS AGAINST CONSTRUCTS

With the attack tables provided with **Armored Assault**, it is now an easy task for Role Playing characters to resolve Small Arms attacks against constructs in **Space Master: The RPG**.

Each character wishing to use his weapon against a target with a Construction Armor Type should refer to Table 25.3 and consult the following guidelines:

- A character should only be allowed one roll on Table 25.3 per Round. However, during the Round of the attack, the only action which the character may perform is firing. He must fire during Fire Phase (A) and (B) if allowed by weapon type.

The actual attack is resolved in Fire Results Phase (B), but an additional roll should be made for normal weapon failure in Fire Phase (A).

- The Maximum Result Threshold for the attack will equate to the Force Level categories in Section 4.3, given the weapon type used by the character.

## VEHICULAR MOVEMENT RATES CHART

(CLEAR TERRAIN)

Movement Point Expenditure Per Turn	Movement Rate Meters/Round	Movement Rate Kilometers/Hour
1	17	6
2	33	12
3	50	18
4	66	24
5	83	30
6	100	36
7	116	42
8	133	48
9	149	54
10	166	60
11	183	66
12	199	72
13	216	78
14	232	84
15	249	90
16	266	96
17	282	102
18	299	108
19	315	114
20	332	120
21	349	126
22	365	131
23	382	137
24	398	143
25	415	149
26	432	155
27	448	161
28	465	167
29	481	173
30	498	179
35	580	210
40	665	240
45	745	270
50	830	300

## SPACE MASTER: ARMORED ASSAULT AND STAR STRIKE

This section deals with the integration of the *Armored Assault* and *Star Strike* boardgames.

### 20.1 PLANETSIDE STARCRAFT

Starcraft from *Star Strike* may easily be incorporated into *Armored Assault* scenarios. Consult the following points for the conversion:

- Any starcraft uses its MT value as its *Armored Assault* Aerocraft BMPs as described in Section 6.4.
- The Accel/Decel rating of starcraft are as follows:
  - Small starcraft = 4/4
  - Medium starcraft = 3/3
  - Large starcraft = 2/2
  - Super Large starcraft = 1/1
- The Maneuverability rating of starcraft are as follows:
  - Small starcraft = 4
  - Medium starcraft = 6
  - Large starcraft = 8
  - Super Large starcraft = 10

Double these values if the vessel is not atmospherically streamlined, and the craft is moving in an atmosphere.

- All starcraft have Hover capability.
- All starcraft operating in an atmosphere must have at least a +5 Screen value. If Screens are lost, a starcraft may only use its x0 and x1 speed multiples. If Screens are lost while moving at a higher speed multiple, and Deceleration cannot bring the speed down to an acceptable level on the next Round, the starcraft is Destroyed.

Starcraft move and fire during their own portions of the Movement/Maneuver and Proj/Energy Fire Phases. Star Strike Initiative Ranking rules should prevail for starcraft during these phases.

When starcraft have combat with non-starcraft units, they should not factor in their Predict and Evade Rated Computer Program bonuses.

### 20.2 SPACEBORNE POWERED ARMOR

As indicated in Optional Rules Section 8.9, Powered Armor suits may integrate N-space Maneuver Thrusters as a motive form. Powered Armor with Maneuver Thrusters may engage in an N-space battle with starcraft, or other Powered Armor suits.

Powered Armor suits may be stowed aboard starcraft in Fighter or Shuttle/Vehicle Bays. Each suit takes up the equivalent of 5 tons of Bay capacity. Powered Troopers may be launched from starcraft just as fighters are.

Powered Troopers in a space battle may only use their Mk.6 Projectile or Energy Weapons. These are considered to be held in Turret Mounts.

Powered Armor suits with Maneuver Thrusters may not fly in an atmosphere like an Aerocraft (as starcraft are allowed), nor may they engage in Maximum Sublight Acceleration.

### 20.3 STAR STRIKE SYSTEM CHANGES

The advent of *Armored Assault* allows for some desirable system changes to *Space Master: Star Strike*. These changes are detailed below.

#### STAR STRIKE TORPEDOES

Explosive Warhead Torpedoes in Star Strike now resolve their attacks on *Armored Assault* Table 25.12, Explosive (Seeker Type) Warhead.

#### OPTIONAL STARCRAFT CONSTRUCTION SYSTEMS

As if the Star Strike Construction System (Star Strike Section 9.0) weren't involved enough already, starcraft designers may now incorporate the following systems from the Vehicle Construction System (Section 13.0):

- **Step 6:** Tracked Motive System
- **Step 7:** Walker Motive System
- **Step 8:** Jumper Motive System
- **Step 10:** Gravitic Effects Motive System
- **Step 11:** Hydromotive System
- **Step 29:** MIRC System
- **Step 42:** Subhydrographic Streamlining

The Volumes and Costs of these vehicular systems are identical when purchased for starcraft. Starcraft must abide by all restrictions stipulated for these systems when purchased for vehicles.

During Starcraft Construction Steps 20 and 23 (*Strike Book* pages 58-59), designers should factor in the Drive Ratings of all vehicular Motive Systems purchased.

#### FIRST EDITION STRIKE BOOK ERRATA

The following important errata should be incorporated into your First Edition Strike Books:

- Page 17, first column. The maximum # of Missiles which may be fired at a target should not be based upon each firing vessel, as indicated on the chart, but rather, the maximum number of Missiles — as listed — should be based upon each discharging Missile Launcher. Therefore, in the chart, and in the short paragraph above it, replace "firing vessel" with "Missile Launcher".
- Page 17, second column. In the Attack Resolution sub-section, add the Missile Launcher's HUD bonus as a factor in the Modified Roll. Also, do not factor either EW nor Evade bonuses into the target's DB total.
- Page 19, first column. In the Attack Resolution sub-section, do not factor either EW, Evade, nor Combat Pilot DB Split bonuses into the target's DB total.
- Page 30, second column. In the Damage Modifier Chart, replace the header "Concussion Hit Damage as % of Hit Total" with "Percentage of Concussion Hits Remaining".
- Page 11 of the *Tables and Forms Book*. The Ion Cannon Attack Table has some erroneous entries for CATs 24 and 25. Use the *Armored Assault* Ion Attack Table.

## 21.0

### ARMORED ASSAULT AND THE CAMPAIGN SETTING

Players and GMs are encouraged to develop military campaigns which utilize all aspects and components of the **Space Master** series. **Armored Assault** is particularly well suited for planetary operations.

To develop a campaign, a GM should first outline the conflict, the factions involved, and make a list of the various types of hardware available to all sides in the conflict. The terrain of the planet where the battles occur should also be decided upon.

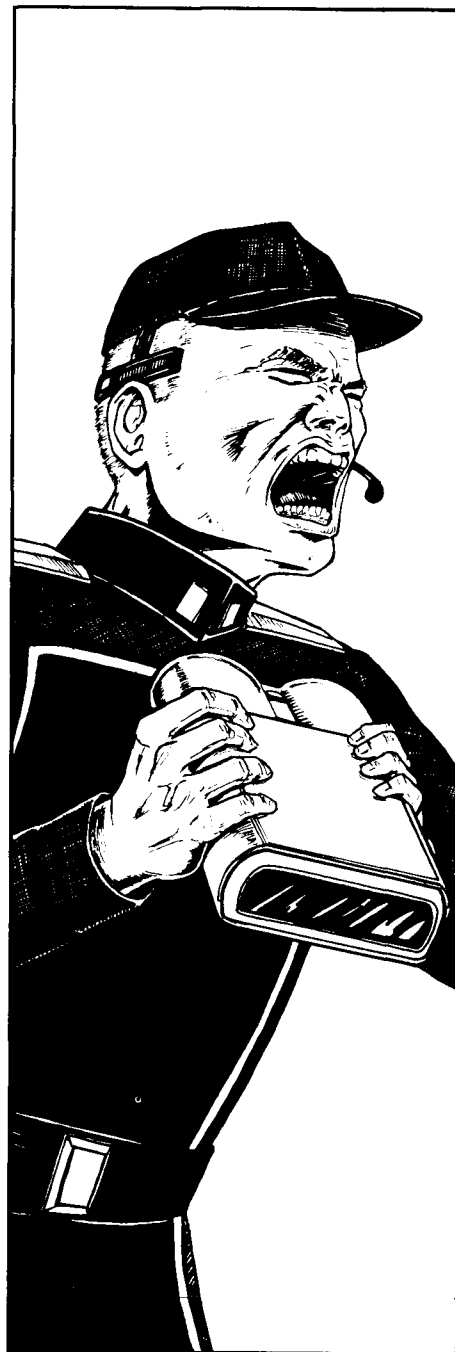
The scenarios of the campaign should then be worked-up. Each scenario should be a vignette covering a small, but representative portion of the overall conflict. The actions of individual players should be indicative of the heroism or shame experienced by their respective side in the campaign.

Campaigns are also particularly satisfying if conducted with original vehicles designed and constructed by the players themselves. If players are battling one another, new designs should be constructed in secret, then battle-tested in the field.

The inclusion of Starcraft, spaceborne Trooper drops, Aerocraft, Rear Echelon Assets, and the like should add a great deal of diversity to **Armored Assault** campaign scenarios.

It is hoped that in the future, campaign scenario packs for **Armored Assault** will become available from I.C.E. Look for them at your local hobby dealer.

**Note:** If you, or members of your game group have ideas for supplementary **Armored Assault** products, you are encouraged to submit your proposals to I.C.E.



## 22.0

### INVENTORY OF LIGHT MILITARY UNITS

What follows is a listing of a number of Infantry Teams, Powered Troopers, Rear Echelon Asset Batteries and Vehicles for players to use in the scenarios provided in Section 5, or those of their own devising.

## 22.1 INFANTRY TEAM INVENTORY

ID: ..... Type 100	AT: ..... LBA
OB: ..... 15	DB: ..... 20
Force: <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> 1     2     3     4     5	
Type/Quality#: ..... Raw / 1	
Hit Points: ..... 20+ (1+1D5)D10	
SCDPs <input checked="" type="radio"/>	AAIMs <input checked="" type="radio"/>
CHEMs <input type="radio"/>	MASKs <input type="radio"/>
MORTs <input checked="" type="radio"/>	READ <input checked="" type="radio"/>
I-Mine <input checked="" type="radio"/>	V-Mine <input checked="" type="radio"/>
<b>Notes:</b> Total Cost = 3,800 AMVP = 380	

ID: ..... Type 200	AT: ..... LBA
OB: ..... 30	DB: ..... 25
Force: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> 1     2     3     4     5	
Type/Quality#: ..... Poor / 2	
Hit Points: ..... 20+ (2+1D5)D10	
SCDPs <input checked="" type="radio"/>	AAIMs <input checked="" type="radio"/>
CHEMs <input checked="" type="radio"/>	MASKs <input type="radio"/>
MORTs <input type="radio"/>	READ <input checked="" type="radio"/>
I-Mine <input type="radio"/>	V-Mine <input checked="" type="radio"/>
<b>Notes:</b> Total Cost = 5,950 AMVP = 2,975	

ID: ..... Type 300	AT: ..... LBA
OB: ..... 45	DB: ..... 30
Force: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> 1     2     3     4     5	
Type/Quality#: ..... Regular / 3	
Hit Points: ..... 20+ (3+1D5)D10	
SCDPs <input checked="" type="radio"/>	AAIMs <input type="radio"/>
CHEMs <input type="radio"/>	MASKs <input type="radio"/>
MORTs <input checked="" type="radio"/>	READ <input checked="" type="radio"/>
I-Mine <input checked="" type="radio"/>	V-Mine <input checked="" type="radio"/>
<b>Notes:</b> Total Cost = 6,450 AMVP = 6,450	

ID: ..... Type 400	AT: ..... PPA
OB: ..... 60	DB: ..... 30
Force: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> 1     2     3     4     5	
Type/Quality#: ..... Marine / 4	
Hit Points: ..... 20+ (4+1D5)D10	
SCDPs <input type="radio"/>	AAIMs <input checked="" type="radio"/>
CHEMs <input type="radio"/>	MASKs <input type="radio"/>
MORTs <input checked="" type="radio"/>	READ <input checked="" type="radio"/>
I-Mine <input checked="" type="radio"/>	V-Mine <input checked="" type="radio"/>
<b>Notes:</b> Total Cost = 9,000 AMVP = 18,000	

ID: ..... Type 500	AT: ..... PPA
OB: ..... 75	DB: ..... 35
Force: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> 1     2     3     4     5	
Type/Quality#: ..... Grenadier / 5	
Hit Points: ..... 20+ (5+1D5)D10	
SCDPs <input type="radio"/>	AAIMs <input type="radio"/>
CHEMs <input checked="" type="radio"/>	MASKs <input checked="" type="radio"/>
MORTs <input type="radio"/>	READ <input checked="" type="radio"/>
I-Mine <input checked="" type="radio"/>	V-Mine <input checked="" type="radio"/>
<b>Notes:</b> Total Cost = 9,000 AMVP = 27,000	

ID: ..... Type 600	AT: ..... MA
OB: ..... 90	DB: ..... 65
Force: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> 1     2     3     4     5	
Type/Quality#: ..... Shock / 6	
Hit Points: ..... 20+ (6+1D5)D10	
SCDPs <input type="radio"/>	AAIMs <input checked="" type="radio"/>
CHEMs <input type="radio"/>	MASKs <input type="radio"/>
MORTs <input checked="" type="radio"/>	READ <input checked="" type="radio"/>
I-Mine <input checked="" type="radio"/>	V-Mine <input type="radio"/>
<b>Notes:</b> Shields Total Cost = 42,000 AMVP = 210,000	

ID: ..... Type 700	AT: ..... AEX
OB: ..... 105	DB: ..... 65
Force: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> 1     2     3     4     5	
Type/Quality#: ..... Storm / 7	
Hit Points: ..... 20+ (7+1D5)D10	
SCDPs <input type="radio"/>	AAIMs <input type="radio"/>
CHEMs <input checked="" type="radio"/>	MASKs <input checked="" type="radio"/>
MORTs <input type="radio"/>	READ <input type="radio"/>
I-Mine <input checked="" type="radio"/>	V-Mine <input checked="" type="radio"/>
<b>Notes:</b> Shields Total Cost = 58,000 AMVP = 580,000	

ID: ..... Type 800	AT: ..... AEX
OB: ..... 120	DB: ..... 70
Force: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> 1     2     3     4     5	
Type/Quality#: ..... Elite / 8	
Hit Points: ..... 20+ (8+1D5)D10	
SCDPs <input type="radio"/>	AAIMs <input checked="" type="radio"/>
CHEMs <input type="radio"/>	MASKs <input type="radio"/>
MORTs <input checked="" type="radio"/>	READ <input type="radio"/>
I-Mine <input type="radio"/>	V-Mine <input checked="" type="radio"/>
<b>Notes:</b> Shields Total Cost = 78,500 AMVP = 1,177,500	

ID: ..... Type 900	AT: ..... LBA
OB: ..... 135	DB: ..... 90
Force: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> 1     2     3     4     5	
Type/Quality#: ..... Commando / 9	
Hit Points: ..... 20+ (9+1D5)D10	
SCDPs <input type="radio"/>	AAIMs <input type="radio"/>
CHEMs <input checked="" type="radio"/>	MASKs <input type="radio"/>
MORTs <input checked="" type="radio"/>	READ <input type="radio"/>
I-Mine <input type="radio"/>	V-Mine <input checked="" type="radio"/>
<b>Notes:</b> Shields Total Cost = 64,250 AMVP = 1,586,250	

## 22.2 POWERED TROOPER INVENTORY

ID: ..... Type 100	CAT: ..... 21
OB: ..... 110	DB: ..... 75
IMV: ..... 11	MPs: ..... 3
Type/Quality#: .....	Shock / 6
Hit Points: .....	2
Force: <input type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> 1    2    3    4    5	
Mk. 6 ..... Auto	Mag: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Mk. 6 .....	Mag: <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
SCDP <input type="radio"/>	APAM <input checked="" type="radio"/>
CHEM-D <input checked="" type="radio"/>	MASK-D <input type="radio"/>
MORT <input checked="" type="radio"/>	READ <input checked="" type="radio"/>
I-Mine <input checked="" type="radio"/>	V-Mine <input checked="" type="radio"/>
Notes: Total Cost = 9,150 AMVP = 9,150	

ID: ..... Type 200	CAT: ..... 22
OB: ..... 125	DB: ..... 90
IMV: ..... 24	MPs: ..... 5
Type/Quality#: .....	Storm / 7
Hit Points: .....	2
Force: <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> 1    2    3    4    5	
Mk. 6 ..... MLA	Mag: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Mk. 6 .....	Mag: <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
SCDP <input type="radio"/>	APAM <input checked="" type="radio"/>
CHEM-D <input type="radio"/>	MASK-D <input type="radio"/>
MORT <input checked="" type="radio"/>	READ <input checked="" type="radio"/>
I-Mine <input checked="" type="radio"/>	V-Mine <input checked="" type="radio"/>
Notes: Total Cost = 14,600 AMVP = 87,600	

ID: ..... Type 300	CAT: ..... 23
OB: ..... 140	DB: ..... 100
IMV: ..... 39	MPs: ..... 6
Type/Quality#: .....	Elite / 8
Hit Points: .....	3
Force: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> 1    2    3    4    5	
Mk. 6 ..... Laser	Mag: <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
Mk. 6 .....	Mag: <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
SCDP <input checked="" type="radio"/>	APAM <input type="radio"/>
CHEM-D <input checked="" type="radio"/>	MASK-D <input type="radio"/>
MORT <input type="radio"/>	READ <input type="radio"/>
I-Mine <input checked="" type="radio"/>	V-Mine <input checked="" type="radio"/>
Notes: Total Cost = 27,050 AMVP = 243,450	

ID: ..... Type 350	CAT: ..... 24
OB: ..... 140	DB: ..... 105
IMV: ..... 47	MPs: ..... 7
Type/Quality#: .....	Elite / 8
Hit Points: .....	5
Force: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> 1    2    3    4    5	
Mk. 6 ..... Laser	Mag: <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
Mk. 6 ..... Blast	Mag: <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
SCDP <input type="radio"/>	APAM <input type="radio"/>
CHEM-D <input type="radio"/>	MASK-D <input checked="" type="radio"/>
MORT <input type="radio"/>	READ <input checked="" type="radio"/>
I-Mine <input checked="" type="radio"/>	V-Mine <input checked="" type="radio"/>
Notes: Total Cost = 46,450 AMVP = 418,050	

ID: ..... Type 400	CAT: ..... 24
OB: ..... 155	DB: ..... 115
IMV: ..... 56	MPs: ..... 8
Type/Quality#: .....	Commando / 9
Hit Points: .....	4
Force: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> 1    2    3    4    5	
Mk. 6 ..... Blast	Mag: <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
Mk. 6 ..... Blast	Mag: <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
SCDP <input type="radio"/>	APAM <input checked="" type="radio"/>
CHEM-D <input checked="" type="radio"/>	MASK-D <input type="radio"/>
MORT <input type="radio"/>	READ <input checked="" type="radio"/>
I-Mine <input checked="" type="radio"/>	V-Mine <input type="radio"/>
Notes: Total Cost = 52,650 AMVP = 789,750	

ID: ..... Type 500	CAT: ..... 24
OB: ..... 170	DB: ..... 130
IMV: ..... 75	MPs: ..... 10
Type/Quality#: .....	Guard / 10
Hit Points: .....	5
Force: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> 1    2    3    4    5	
Mk. 6 ..... Laser	Mag: <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
Mk. 6 ..... Laser	Mag: <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
SCDP <input type="radio"/>	APAM <input type="radio"/>
CHEM-D <input type="radio"/>	MASK-D <input type="radio"/>
MORT <input type="radio"/>	READ <input type="radio"/>
I-Mine <input checked="" type="radio"/>	V-Mine <input type="radio"/>
Notes: Total Cost = 119,500 AMVP = 3,585,000	

## 22.3 REAR ECHELON ASSET INVENTORY

Battery ID: ..... Type 100
Current READ: .....
HE: 10 <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
CHEM <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
MASK <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
CNTR <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
_____ 1 2 3 4 5 6 7 8 9 10
Notes: Total Cost = 12,500

Battery ID: ..... Type 200
Current READ: .....
HE: 20 <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
CHEM <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
MASK <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
CNTR <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
_____ 1 2 3 4 5 6 7 8 9 10
Notes: Total Cost = 23,000

Battery ID: ..... Type 300
Current READ: .....
HE: 30 <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
CHEM <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
MASK <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
CNTR <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
_____ 1 2 3 4 5 6 7 8 9 10
Notes: Total Cost = 44,500

Battery ID: ..... Type 400
Current READ: .....
HE: 40 <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
CHEM <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
MASK <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
CNTR <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
_____ 1 2 3 4 5 6 7 8 9 10
Notes: Total Cost = 72,000

Battery ID: ..... Type 500
Current READ: .....
HE: 50 <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/>
CHEM <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
MASK <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
CNTR <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
_____ 1 2 3 4 5 6 7 8 9 10
Notes: Total Cost = 125,000

Battery ID: ..... Type 1000
Current READ: .....
HE: 50 <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/>
CHEM <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
MASK <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
CNTR <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
_____ 1 2 3 4 5 6 7 8 9 10
Notes: Total Cost = 140,000

## 22.4 VEHICLE STATISTICS

<b>Name</b> .....	Gemini Raider	<b>CAT</b> .....	23	<b>Drive/MPs</b> ...	WHEL / 17	<b>Sensor Rating</b> .....	—	<b>Screen Rating</b> .....	—
<b>Class</b> .....	Wheeled APC	<b>Armor Quality</b> ...	—	<b>Drive/MPs</b> .....	—	<b>Sensor Bonus</b> .....	—	<b>Screen Bonus</b> .....	—
<b>Cost</b> .....	543,030 E.	<b>Armor Belt</b> .....	+5	<b>MIRC</b> .....	No	<b>EW Rating</b> .....	—	<b>Rad. Shield Rating</b> .....	5
<b>Mass</b> .....	40 tons	<b>Hits</b> .....	42	<b>Streamlined</b> .....	No	<b>EW Bonus</b> .....	—	<b>Rad. Shield Bonus</b> .....	+25

**Armament/Mount/Location/HUD:** • 1 x Mk. 6 Laser/Turret/Top/0

**Payload Pallets:** —

<b>Control Points</b> .....	4	<b>Microfreq</b> .....	Mk.4	<b>Reactor Rating</b> .....	15	<b>Cargo</b> .....	6 m <sup>3</sup>	<b>Comp. Prog.</b> .....	SIM
<b>Crew</b> .....	1	<b>Tight Beam</b> .....	—	<b>Duration</b> .....	10 Days	<b>Workshop</b> .....	No	<b>Comp. Prog.</b> .....	Targeting
<b>Computer</b> .....	Mk. 30	<b>TBD</b> .....	—	<b>Life Support</b> .....	No	<b>Sick Bay</b> .....	No	<b>Comp. Prog.</b> .....	—

**Fighter Bays:** —

**Shuttle/Vehicle Bays:** —

**Auxiliary Systems:** —

**Notes:** Passenger Cap # = 2

<b>Name</b> .....	Lynx	<b>CAT</b> .....	24	<b>Drive/MPs</b> ...	TRAK / 20	<b>Sensor Rating</b> .....	—	<b>Screen Rating</b> .....	—
<b>Class</b> .....	Tracked AFV	<b>Armor Quality</b> ...	—	<b>Drive/MPs</b> .....	—	<b>Sensor Bonus</b> .....	—	<b>Screen Bonus</b> .....	—
<b>Cost</b> .....	606,140 E.	<b>Armor Belt</b> .....	+20	<b>MIRC</b> .....	No	<b>EW Rating</b> .....	2	<b>Rad. Shield Rating</b> .....	5
<b>Mass</b> .....	50 tons	<b>Hits</b> .....	60	<b>Streamlined</b> .....	No	<b>EW Bonus</b> .....	+10	<b>Rad. Shield Bonus</b> .....	+25

**Armament/Mount/Location/HUD:** • 1 x Mk. 6 Blast/Turret/Top/+10

**Payload Pallets:** —

<b>Control Points</b> .....	4	<b>Microfreq</b> .....	Mk. 4	<b>Reactor Rating</b> .....	19	<b>Cargo</b> .....	8 m <sup>3</sup>	<b>Comp. Prog.</b> .....	SIM
<b>Crew</b> .....	1	<b>Tight Beam</b> .....	—	<b>Duration</b> .....	10 days	<b>Workshop</b> .....	No	<b>Comp. Prog.</b> .....	Targeting
<b>Computer</b> .....	Mk. 30	<b>TBD</b> .....	—	<b>Life Support</b> .....	No	<b>Sick Bay</b> .....	No	<b>Comp. Prog.</b> .....	—

**Fighter Bays:** —

**Shuttle/Vehicle Bays:** —

**Auxiliary Systems:** • EW Rtg. 2

**Notes:** —

<b>Name</b> .....	Targ Raja	<b>CAT</b> .....	23	<b>Drive/MPs</b> ...	TRAK / 16	<b>Sensor Rating</b> .....	1	<b>Screen Rating</b> .....	1
<b>Class</b> .....	Tracked AFV	<b>Armor Quality</b> ...	—	<b>Drive/MPs</b> .....	—	<b>Sensor Bonus</b> .....	+5	<b>Screen Bonus</b> .....	+5
<b>Cost</b> .....	605,485 E.	<b>Armor Belt</b> .....	+15	<b>MIRC</b> .....	No	<b>EW Rating</b> .....	1	<b>Rad. Shield Rating</b> .....	4
<b>Mass</b> .....	65 tons	<b>Hits</b> .....	75	<b>Streamlined</b> .....	No	<b>EW Bonus</b> .....	+5	<b>Rad. Shield Bonus</b> .....	+20

**Armament/Mount/Location/HUD:** • 1 x Mk. 10 Laser/Turret/Top/+10

**Payload Pallets:** —

<b>Control Points</b> .....	4	<b>Microfreq</b> .....	Mk. 4	<b>Reactor Rating</b> .....	21	<b>Cargo</b> .....	5 m <sup>3</sup>	<b>Comp. Prog.</b> .....	SIM
<b>Crew</b> .....	1	<b>Tight Beam</b> .....	—	<b>Duration</b> .....	10 days	<b>Workshop</b> .....	No	<b>Comp. Prog.</b> .....	Targeting
<b>Computer</b> .....	Mk. 30	<b>TBD</b> .....	—	<b>Life Support</b> .....	Yes	<b>Sick Bay</b> .....	No	<b>Comp. Prog.</b> .....	—

**Fighter Bays:** —

**Shuttle/Vehicle Bays:** —

**Auxiliary Systems:** • EW Rtg. 1  
• Life Support

• Screens Rtg. 1

**Notes:** —



## 22.4 VEHICLE STATISTICS

Name .....	Interloper	CAT .....	23	Drive/MP's ...	SURE / 20	Sensor Rating .....	—	Screen Rating .....	1
Class ...	Surface Effects AFV	Armor Quality ...	—	Drive/MP's .....	—	Sensor Bonus .....	—	Screen Bonus .....	+5
Cost .....	716,505 E.	Armor Belt .....	+5	MIRC .....	No	EW Rating .....	3	Rad. Shield Rating .....	4
Mass .....	70	Hits .....	74	Streamlined .....	No	EW Bonus .....	+15	Rad. Shield Bonus .....	+20
Armament/Mount/Location/HUD: • 1 x Mk. 10 Laser/Flex/Forward/+5									
Payload Pallets: 2 x Mk. 10									
Control Points .....	5	Microfreq .....	Mk. 4	Reactor Rating .....	25	Cargo .....	9 m <sup>3</sup>	Comp. Prog. ....	SIM
Crew .....	2	Tight Beam .....	—	Duration .....	10 days	Workshop .....	No	Comp. Prog. ....	Targeting
Computer .....	Mk. 30	TBD .....	—	Life Support .....	No	Sick Bay .....	No	Comp. Prog. ....	—
Fighter Bays: —									
Shuttle/Vehicle Bays: —									
Auxiliary Systems: —					Notes: —				
Name .....	Erkenbrand	CAT .....	24	Drive/MP's ...	TRAK / 12	Sensor Rating .....	—	Screen Rating .....	1
Class .....	Tracked AFV	Armor Quality ...	—	Drive/MP's .....	—	Sensor Bonus .....	—	Screen Bonus .....	+5
Cost .....	608,040 E.	Armor Belt .....	+25	MIRC .....	No	EW Rating .....	2	Rad. Shield Rating .....	4
Mass .....	80 tons	Hits .....	100	Streamlined .....	No	EW Bonus .....	+10	Rad. Shield Bonus .....	+20
Armament/Mount/Location/HUD: • 2 x Mk. 8 Blast/Turret/Top/+10									
Payload Pallets: —									
Control Points .....	4	Microfreq .....	Mk. 4	Reactor Rating .....	26	Cargo .....	2 m <sup>3</sup>	Comp. Prog. ....	SIM
Crew .....	1	Tight Beam .....	—	Duration .....	10 days	Workshop .....	No	Comp. Prog. ....	Targeting
Computer .....	Mk. 30	TBD .....	—	Life Support .....	No	Sick Bay .....	No	Comp. Prog. ....	—
Fighter Bays: —									
Shuttle/Vehicle Bays: —									
Auxiliary Systems: • EW Rtg. 1					Notes: —				
Name .....	Warmonger	CAT .....	22	Drive/MP's ..	WHEL / 25	Sensor Rating .....	—	Screen Rating .....	2
Class .....	Wheeled APC	Armor Quality ...	—	Drive/MP's .....	—	Sensor Bonus .....	—	Screen Bonus .....	+10
Cost .....	801,875 E.	Armor Belt .....	+15	MIRC .....	No	EW Rating .....	6	Rad. Shield Rating .....	5
Mass .....	95 tons	Hits .....	109	Streamlined .....	No	EW Bonus .....	+30	Rad. Shield Bonus .....	+25
Armament/Mount/Location/HUD: • 1 x Mk. 10 Blast/Turret/Top/+15									
Payload Pallets: —									
Control Points .....	5	Microfreq .....	Mk. 4	Reactor Rating .....	34	Cargo .....	No	Comp. Prog. ....	SIM
Crew .....	1	Tight Beam .....	—	Duration .....	10 days	Workshop .....	No	Comp. Prog. ....	Targeting
Computer .....	Mk. 40	TBD .....	—	Life Support .....	No	Sick Bay .....	No	Comp. Prog. ....	—
Fighter Bays: —									
Shuttle/Vehicle Bays: —									
Auxiliary Systems: • Microfreq Mk. 4 • EW Rtg. 6 • Screens Rtg. 2					Notes: Passenger Cap # = 1.				

## 22.4 VEHICLE STATISTICS

<b>Name</b> .....	Westwynd	<b>CAT</b> .....	24	<b>Drive/MPs</b> ....	TRAK / 23	<b>Sensor Rating</b> .....	—	<b>Screen Rating</b> .....	1
<b>Class</b> .....	Tracked AFV	<b>Armor Quality</b> ...	—	<b>Drive/MPs</b> .....	—	<b>Sensor Bonus</b> .....	—	<b>Screen Bonus</b> .....	+5
<b>Cost</b> .....	888,865 E.	<b>Armor Belt</b> .....	+25	<b>MIRC</b> .....	No	<b>EW Rating</b> .....	5	<b>Rad. Shield Rating</b> .....	6
<b>Mass</b> .....	100 tons	<b>Hits</b> .....	125	<b>Streamlined</b> .....	No	<b>EW Bonus</b> .....	+25	<b>Rad. Shield Bonus</b> .....	+30
<b>Armament/Mount/Location/HUD:</b> • 2 x Mk. 6 Laser/Turret/Top/+15 • 2 x Mk. 6 Laser/Turret/Top/+15									
<b>Payload Pallets:</b> —									
<b>Control Points</b> .....	5	<b>Microfreq</b> .....	Mk. 4	<b>Reactor Rating</b> .....	44	<b>Cargo</b> .....	3 m <sup>3</sup>	<b>Comp. Prog.</b> .....	SIM
<b>Crew</b> .....	2	<b>Tight Beam</b> .....	—	<b>Duration</b> .....	10 days	<b>Workshop</b> .....	No	<b>Comp. Prog.</b> .....	Targeting
<b>Computer</b> .....	Mk. 30	<b>TBD</b> .....	—	<b>Life Support</b> .....	Yes	<b>Sick Bay</b> .....	No	<b>Comp. Prog.</b> .....	—
<b>Fighter Bays:</b> — <b>Shuttle/Vehicle Bays:</b> —									
<b>Auxiliary Systems:</b> —					<b>Notes:</b> —				
<b>Name</b> .....	Paroxysm	<b>CAT</b> .....	24	<b>Drive/MPs</b> ....	GRAV / 24	<b>Sensor Rating</b> .....	1	<b>Screen Rating</b> .....	1
<b>Class</b> .....	Grav Effects AFV	<b>Armor Quality</b> ...	—	<b>Drive/MPs</b> .....	—	<b>Sensor Bonus</b> .....	+5	<b>Screen Bonus</b> .....	+5
<b>Cost</b> .....	1,241,005 E.	<b>Armor Belt</b> .....	+10	<b>MIRC</b> .....	No	<b>EW Rating</b> .....	2	<b>Rad. Shield Rating</b> .....	5
<b>Mass</b> .....	170 tons	<b>Hits</b> .....	187	<b>Streamlined</b> .....	No	<b>EW Bonus</b> .....	+10	<b>Rad. Shield Bonus</b> .....	+25
<b>Armament/Mount/Location/HUD:</b> • 1 x Mk.10 MLA (Mag 20)/Turret/Top/+15 • 1 x Mk. 6 Laser/Turret/Top/+15 • 1 x Mk. 6 Missile (Mag 10)/Turret/Top/+5									
<b>Payload Pallets:</b> 1 x Mk. 20, 2 x Mk. 10									
<b>Control Points</b> .....	6	<b>Microfreq</b> .....	Mk. 4	<b>Reactor Rating</b> .....	25	<b>Cargo</b> .....	19 m <sup>3</sup>	<b>Comp. Prog.</b> .....	SIM
<b>Crew</b> .....	3	<b>Tight Beam</b> .....	—	<b>Duration</b> .....	10 days	<b>Workshop</b> .....	No	<b>Comp. Prog.</b> .....	Targeting
<b>Computer</b> .....	Mk. 30	<b>TBD</b> .....	—	<b>Life Support</b> .....	Yes	<b>Sick Bay</b> .....	No	<b>Comp. Prog.</b> .....	—
<b>Fighter Bays:</b> — <b>Shuttle/Vehicle Bays:</b> —									
<b>Auxiliary Systems:</b> • Sensors Rtg. 1 • EW Rtg. 2 • Screens Rtg. 1 • Microfreq Mk.4 • Life Support					<b>Notes:</b> Dispensary. Cost does not include magazine ammo.				
<b>Name</b> .....	Reaper	<b>CAT</b> .....	24	<b>Drive/MPs</b> ....	WALK / 20	<b>Sensor Rating</b> .....	1	<b>Screen Rating</b> .....	1
<b>Class</b> .....	MIRC AFV	<b>Armor Quality</b> ...	—	<b>Drive/MPs</b> .....	JUMP / 8	<b>Sensor Bonus</b> .....	+5	<b>Screen Bonus</b> .....	+5
<b>Cost</b> .....	1,435,345 E.	<b>Armor Belt</b> .....	+20	<b>MIRC</b> .....	Yes	<b>EW Rating</b> .....	4	<b>Rad. Shield Rating</b> .....	6
<b>Mass</b> .....	200 tons	<b>Hits</b> .....	240	<b>Streamlined</b> .....	No	<b>EW Bonus</b> .....	+20	<b>Rad. Shield Bonus</b> .....	+30
<b>Armament/Mount/Location/HUD:</b> • 1 x Mk. 15 Blast/Flexible/Forward/+10 • 1x Mk. 6 Missile (Mag 5)/Fixed/Forward/+5 • 1 x Mk. 6 Missile (Mag 5)/Fixed/Forward/+5									
<b>Payload Pallets:</b> 2 x Mk. 10									
<b>Control Points</b> .....	6	<b>Microfreq</b> .....	Mk. 4	<b>Reactor Rating</b> .....	41	<b>Cargo</b> .....	5 m <sup>3</sup>	<b>Comp. Prog.</b> .....	SIM
<b>Crew</b> .....	1	<b>Tight Beam</b> .....	—	<b>Duration</b> .....	10 days	<b>Workshop</b> .....	No	<b>Comp. Prog.</b> .....	Targeting
<b>Computer</b> .....	Mk. 50	<b>TBD</b> .....	—	<b>Life Support</b> .....	Yes	<b>Sick Bay</b> .....	No	<b>Comp. Prog.</b> .....	—
<b>Fighter Bays:</b> — <b>Shuttle/Vehicle Bays:</b> —									
<b>Auxiliary Systems:</b> —					<b>Notes:</b> Cost does not include magazine ammo. MIRC also has a Grav Effects Drive for 2 MPs.				

## 22.4 VEHICLE STATISTICS

Name .....	Scarab	CAT .....	24	Drive/MP's ..	WALK / 25	Sensor Rating .....	1	Screen Rating .....	2
Class .....	Walker APC	Armor Quality ..	—	Drive/MP's .....	—	Sensor Bonus .....	+5	Screen Bonus .....	+10
Cost .....	1,967,580 E.	Armor Belt .....	+10	MIRC .....	No	EW Rating .....	5	Rad. Shield Rating .....	5
Mass .....	300 tons	Hits .....	330	Streamlined .....	No	EW Bonus .....	+25	Rad. Shield Bonus .....	+25

**Armament/Mount/Location/HUD:** • 1 x Mk. 15 Laser/Flexible/Forward/+10  
• 1 x Mk. 6 Laser/Turret/Top/+10

**Payload Pallets:** 2 x Mk. 10

Control Points .....	6	Microfreq .....	Mk. 4	Reactor Rating .....	46	Cargo .....	2 m <sup>3</sup>	Comp. Prog. ....	SIM
Crew .....	2	Tight Beam .....	Mk. 1	Duration .....	10 days	Workshop .....	No	Comp. Prog. ....	Targeting
Computer .....	Mk. 40	TBD .....	—	Life Support .....	Yes	Sick Bay .....	No	Comp. Prog. ....	—

**Fighter Bays:** —

**Shuttle/Vehicle Bays:** —

**Auxiliary Systems:** • Sensors Rtg. 1      • Screens Rtg. 2      **Notes:** Dispensary. Passenger Cap # = 1.  
• EW Rtg. 5      • Computer Mk. 40

Name .....	Demiter	CAT .....	23	Drive/MP's ..	WALK / 20	Sensor Rating .....	1	Screen Rating .....	1
Class .....	MIRC APC	Armor Quality ..	—	Drive/MP's .....	SURE / 8	Sensor Bonus .....	+5	Screen Bonus .....	+5
Cost .....	1,327,165 E.	Armor Belt .....	+10	MIRC .....	Yes	EW Rating .....	4	Rad. Shield Rating .....	6
Mass .....	375 tons	Hits .....	413	Streamlined .....	No	EW Bonus .....	+20	Rad. Shield Bonus .....	+30

**Armament/Mount/Location/HUD:** • 1 x Mk. 20 MLA (Mag 10)/Flexible/Forward/+15      • 1 x Mk. 6 Missile (Mag 5)/Fixed/Front Qtr R/+5  
• 1 x Mk. 10 Laser/Turret/Top/+10      • 1 x Mk. 6 Missile (Mag 5)/Fixed/Front Qtr L/+5  
• 1 x Mk. 6 Missile (Mag 5)/ Fixed/Forward/+5

**Payload Pallets:** 1 x Mk. 20, 1 x Mk. 10

Control Points .....	6	Microfreq .....	Mk. 4	Reactor Rating .....	33	Cargo .....	5 m <sup>3</sup>	Comp. Prog. ....	SIM
Crew .....	1	Tight Beam .....	—	Duration .....	10 days	Workshop .....	No	Comp. Prog. ....	Targeting
Computer .....	Mk. 50	TBD .....	—	Life Support .....	Yes	Sick Bay .....	No	Comp. Prog. ....	—

**Fighter Bays:** —

**Shuttle/Vehicle Bays:** —

**Auxiliary Systems:** • Microfreq Mk. 4      • Screens Rtg. 1      **Notes:** Passenger Cap # = 2. Cost does not include magazine ammo.  
• Life Support

Name .....	Parallax	CAT .....	25	Drive/MP's ..	JUMP / 34	Sensor Rating .....	1	Screen Rating .....	1
Class .....	Jumper AFV	Armor Quality ..	—	Drive/MP's .....	—	Sensor Bonus .....	+5	Screen Bonus .....	+5
Cost .....	1,544,670 E.	Armor Belt .....	+20	MIRC .....	No	EW Rating .....	1	Rad. Shield Rating .....	5
Mass .....	420 tons	Hits .....	504	Streamlined .....	No	EW Bonus .....	+5	Rad. Shield Bonus .....	+25

**Armament/Mount/Location/HUD:** • 2 x Mk. 15 Laser/Turret/Top/+15

**Payload Pallets:** —

Control Points .....	6	Microfreq .....	Mk. 4	Reactor Rating .....	64	Cargo .....	4 m <sup>3</sup>	Comp. Prog. ....	SIM
Crew .....	1	Tight Beam .....	—	Duration .....	10 days	Workshop .....	No	Comp. Prog. ....	Targeting
Computer .....	Mk. 50	TBD .....	—	Life Support .....	Yes	Sick Bay .....	No	Comp. Prog. ....	—

**Fighter Bays:** —

**Shuttle/Vehicle Bays:** —

**Auxiliary Systems:** • Life Support

**Notes:** —

## 22.4 VEHICLE STATISTICS

<b>Name</b> ..... Invoker	<b>CAT</b> ..... 24	<b>Drive/MPs</b> .... GRAV / 30	<b>Sensor Rating</b> ..... 2	<b>Screen Rating</b> ..... 2
<b>Class</b> ... Gravitic Effects AFV	<b>Armor Quality</b> ... —	<b>Drive/MPs</b> ..... —	<b>Sensor Bonus</b> ..... +10	<b>Screen Bonus</b> ..... +10
<b>Cost</b> ..... 3,183,790 E.	<b>Armor Belt</b> ..... +25	<b>MIRC</b> ..... No	<b>EW Rating</b> ..... 8	<b>Rad. Shield Rating</b> ..... 8
<b>Mass</b> ..... 500 tons	<b>Hits</b> ..... 625	<b>Streamlined</b> ..... No	<b>EW Bonus</b> ..... +40	<b>Rad. Shield Bonus</b> ..... +40

**Armament/Mount/Location/HUD:** • 1 x Mk. 20 MLA (Mag 20)/Turret/Top/+15  
• 1 x Mk. 15 Blast/Turret/Top/+15

**Payload Pallets:** 1x Mk. 50, 4 x Mk. 20

<b>Control Points</b> ..... 7	<b>Microfreq</b> ..... Mk. 4	<b>Reactor Rating</b> ..... 50	<b>Cargo</b> ..... 16 m <sup>3</sup>	<b>Comp. Prog.</b> ..... SIM
<b>Crew</b> ..... 4	<b>Tight Beam</b> ..... Mk. 1	<b>Duration</b> ..... 10 days	<b>Workshop</b> ..... No	<b>Comp. Prog.</b> ..... Targeting
<b>Computer</b> ..... Mk. 30	<b>TBD</b> ..... —	<b>Life Support</b> ..... Yes	<b>Sick Bay</b> ..... No	<b>Comp. Prog.</b> ..... —

**Fighter Bays:** —

**Shuttle/Vehicle Bays:** —

**Auxiliary Systems:** • 2 x GRAV Drive Rtg. 1 • Microfreq Mk. 4 **Notes:** Dispensary.  
• EW Rtg. 4 • Computer Mk. 30 • Life Support

<b>Name</b> ..... Kyrma	<b>CAT</b> ..... 25	<b>Drive/MPs</b> ..... HYDR/22	<b>Sensor Rating</b> ..... 1	<b>Screen Rating</b> ..... —
<b>Class</b> ..... Patrol Ship	<b>Armor Quality</b> ..... 0	<b>Drive/MPs</b> ..... —	<b>Sensor Bonus</b> ..... +5	<b>Screen Bonus</b> ..... —
<b>Cost</b> ..... 2,686,080 E.	<b>Armor Belt</b> ..... +20	<b>MIRC</b> ..... No	<b>EW Rating</b> ..... 3	<b>Rad. Shield Rating</b> ..... 4
<b>Mass</b> ..... 1200 tons	<b>Hits</b> ..... 1440	<b>Streamlined</b> ..... No	<b>EW Bonus</b> ..... +15	<b>Rad. Shield Bonus</b> ..... +20

**Armament/Mount/Location/HUD:** • 2 x Mk. 10 Auto (Mag 20)/Flexible/Forward/+10  
• 1 x Mk. 10 Laser/Turret/Top/+10  
• 1 x Mk. 10 Laser/Turret/Top/+10

**Payload Pallets:** 2 x Mk. 25, 2 x Mk. 10

<b>Control Points</b> ..... 7	<b>Microfreq</b> ..... Mk. 10	<b>Reactor Rating</b> ..... 47	<b>Cargo</b> ..... 40 m <sup>3</sup>	<b>Comp. Prog.</b> ..... SIM
<b>Crew</b> ..... 3	<b>Tight Beam</b> ..... —	<b>Duration</b> ..... 10 days	<b>Workshop</b> ..... No	<b>Comp. Prog.</b> ..... Targeting
<b>Computer</b> ..... Mk. 40	<b>TBD</b> ..... —	<b>Life Support</b> ..... No	<b>Sick Bay</b> ..... No	<b>Comp. Prog.</b> ..... —

**Fighter Bays:** —

**Shuttle/Vehicle Bays:** —

**Auxiliary Systems:** — **Notes:** Cost does not include loads.

<b>Name</b> ..... Vark	<b>CAT</b> ..... 26	<b>Drive/MPs</b> ..... WHEL/20	<b>Sensor Rating</b> ..... 5	<b>Screen Rating</b> ..... 2
<b>Class</b> ..... Wheeled Rover	<b>Armor Quality</b> ... —	<b>Drive/MPs</b> ..... GRAV/8	<b>Sensor Bonus</b> ..... +25	<b>Screen Bonus</b> ..... +10
<b>Cost</b> ..... 15,062,960 E.	<b>Armor Belt</b> ..... +10	<b>MIRC</b> ..... No	<b>EW Rating</b> ..... 8	<b>Rad. Shield Rating</b> ..... 8
<b>Mass</b> ..... 6000 tons	<b>Hits</b> ..... 6600	<b>Streamlined</b> ..... Yes	<b>EW Bonus</b> ..... +40	<b>Rad. Shield Bonus</b> ..... +40

**Armament/Mount/Location/HUD:** • 1 x Mk. 20 MLA (Mag 20)/Turret/Top/+15  
• 1 x Mk. 10 Laser/Flex/Forward/+5  
• 1 x Mk. 10 Laser/Flex/Rear Qtr L/+5  
• 1 x Mk. 6 Missile (Mag 10)/Turret/Top/+5  
• 1 x Mk. 25 Blast/Fixed/Forward/+10  
• 1 x Mk. 10 Laser/Flex/Rear Qtr R/+5  
• 1 x Mk. 6 Missile (Mag 10)/Turret/Top/+5

**Payload Pallets:** 5 x Mk. 50, 2 x Mk. 30, 10 x Mk. 10

<b>Control Points</b> ..... 12	<b>Microfreq</b> ..... Mk. 20	<b>Reactor Rating</b> ..... 142	<b>Cargo</b> ..... 56 m <sup>3</sup>	<b>Comp. Prog.</b> ..... SIM
<b>Crew</b> ..... 10	<b>Tight Beam</b> ..... Mk. 1	<b>Duration</b> ..... 100 days	<b>Workshop</b> ..... Yes	<b>Comp. Prog.</b> ..... Targeting
<b>Computer</b> ..... Mk. 50	<b>TBD</b> ..... —	<b>Life Support</b> ..... Yes	<b>Sick Bay</b> ..... 4 patients	<b>Comp. Prog.</b> ..... —

**Fighter Bays:** —

**Shuttle/Vehicle Bays:** 7 ton limit

**Auxiliary Systems:** • Microfreq Mk. 1 • Tight Beam Mk.1 • EW Rtg. 1 **Notes:** Also has Hydrographic Drive for 6 MPs. Cost  
• Life Support • Computer Mk. 50 • Control Area Does not include loads. Dispensary. 20 Military  
Staterooms. 5 Labs.

## 22.4 VEHICLE STATISTICS

<b>Name</b> .....	Orinoco	<b>CAT</b> .....	25	<b>Drive/MP's</b> .....	HYDR/16	<b>Sensor Rating</b> .....	10	<b>Screen Rating</b> .....	2
<b>Class</b> .....	Light Cruiser	<b>Armor Quality</b> ..	+10	<b>Drive/MP's</b> .....	—	<b>Sensor Bonus</b> .....	+50	<b>Screen Bonus</b> .....	+10
<b>Cost</b> .....	42,279,325 E.	<b>Armor Belt</b> .....	+25	<b>MIRC</b> .....	No	<b>EW Rating</b> .....	6	<b>Rad. Shield Rating</b> .....	4
<b>Mass</b> .....	9000 tons	<b>Hits</b> .....	11,250	<b>Streamlined</b> .....	No	<b>EW Bonus</b> .....	+30	<b>Rad. Shield Bonus</b> .....	+20

<b>Armament/Mount/Location/HUD:</b> <ul style="list-style-type: none"> <li>• 2 x Mk. 30 MLA (Mag 20)/Turret/Top/+15</li> <li>• 10 – 1 x Mk. 15 Laser/Flex/Various/+10</li> <li>• 1 x Mk. 10 Missile (Mag 100)/Turret/Top/+5</li> </ul>	<ul style="list-style-type: none"> <li>• 2 x Mk.30 MLA (Mag 20)/Turret/Top/+5</li> <li>• 10 – 1 x Mk. 10 Laser/Turret/Top/+10</li> <li>• 1 x Mk. 10 Missile (Mag 100)/Turret/Top/+5</li> </ul>
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**Payload Pallets:** 10 x Mk. 50, 10 x Mk. 40, 50 x Mk.10

<b>Control Points</b> ..... 18	<b>Microfreq</b> ..... Mk. 100	<b>Reactor Rating</b> ..... 356	<b>Cargo</b> ..... 31 m <sup>3</sup>	<b>Comp. Prog.</b> ..... SIM
<b>Crew</b> ..... 30	<b>Tight Beam</b> ..... Mk. 1	<b>Duration</b> ..... 10 days	<b>Workshop</b> ..... Yes	<b>Comp. Prog.</b> ..... Targeting
<b>Computer</b> ..... Mk. 50	<b>TBD</b> ..... —	<b>Life Support</b> ..... No	<b>Sick Bay</b> ..... 1 patient	<b>Comp. Prog.</b> ..... —

**Fighter Bays: —**  
**Shuttle/Vehicle Bays: —**

**Auxiliary Systems:** • Sensors Rtg. 10      • Computer Mk. 50      **Notes:** Dispensary. Cost does not include loads.  
• EW Rtg. 6

<b>Name</b> .....	Nakamura	<b>CAT</b> .....	26	<b>Drive/MP's</b> .....	HYDR/20	<b>Sensor Rating</b> .....	5	<b>Screen Rating</b> .....	2
<b>Class</b> .....	Submersible	<b>Armor Quality</b> ..	—	<b>Drive/MP's</b> .....	—	<b>Sensor Bonus</b> .....	+25	<b>Screen Bonus</b> .....	+10
<b>Cost</b> .....	51,125,990 E.	<b>Armor Belt</b> .....	+25	<b>MIRC</b> .....	No	<b>EW Rating</b> .....	10	<b>Rad. Shield Rating</b> .....	8
<b>Mass</b> .....	20,000 tons	<b>Hits</b> .....	25,000	<b>Streamlined</b> .....	Yes	<b>EW Bonus</b> .....	+50	<b>Rad. Shield Bonus</b> .....	+40

**Armament/Mount/Location/HUD:** • 2 x Mk. 10 Blast/Turret/Top/+20

**Payload Pallets:** 23 x Mk. 50, 16 x Mk. 30, 80 x Mk. 10

<b>Control Points</b> ..... 21	<b>Microfreq</b> ..... Mk. 100	<b>Reactor Rating</b> ..... 242	<b>Cargo</b> ..... 1404 m <sup>3</sup>	<b>Comp. Prog.</b> ..... SIM
<b>Crew</b> ..... 11	<b>Tight Beam</b> ..... Mk. 1	<b>Duration</b> ..... 100 days	<b>Workshop</b> ..... Yes	<b>Comp. Prog.</b> ..... Targeting
<b>Computer</b> ..... Mk. 100	<b>TBD</b> ..... —	<b>Life Support</b> ..... Yes	<b>Sick Bay</b> ..... 1 patient	<b>Comp. Prog.</b> ..... —

**Fighter Bays: —**  
**Shuttle/Vehicle Bays: —**

**Auxiliary Systems:** • Microfreq Mk. 4 • Tight Beam Mk.1 **Notes:** Dispensary. Cost does not include loads.  
• 2 x EW Rtg. 2 • 2 x Sensors Rtg. 1 • Screens Rtg. 2  
• Control Area • Computer Mk. 100 • 2 x Life Support

Name _____	CAT _____	Drive/MP's _____	Sensor Rating _____	Screen Rating _____
Class _____	Armor Quality _____	Drive/MP's _____	Sensor Bonus _____	Screen Bonus _____
Cost _____	Armor Belt _____	MIRC _____	EW Rating _____	Rad. Shield Rating _____
Mass _____	Hits _____	Streamlined _____	EW Bonus _____	Rad. Shield Bonus _____

**Armament/Mount/Location/HUD:**

### Payload Pallets:

Control Points _____	Microfreq _____	Reactor Rating _____	Cargo _____	Comp. Prog. _____
Crew _____	Tight Beam _____	Duration _____	Workshop _____	Comp. Prog. _____
Computer _____	TBD _____	Life Support _____	Sick Bay _____	Comp. Prog. _____

**Fighter Bays:**  
**Shuttle/Vehicle Bays:**

**Auxiliary Systems:** \_\_\_\_\_ **Notes:** \_\_\_\_\_

# PART V: GLOSSARY AND INDEX

## 23.0

### GLOSSARY

**Armored Assault**, as with all **Space Master** games, often uses unfamiliar terms to represent unfamiliar items or concepts. What follows is a listing of some of the terms used in **Armored Assault**, and their meanings.

**AAAM:** Anti-Aerial Aerocraft Missile. An air-to-air missile.

**AAIM:** Anti-Aerial Infantry Missile. An infantry-carried surface-to-air missile.

**AAVM:** Anti-Aerial Vehicular Missile. A mounted surface-to-air missile.

**AIMS:** Anti-Infantry Munition System. A weapon system specifically designed to affect soft targets.

**Aerocraft:** A flying vehicle incapable of space flight.

**AFV:** Armored Fighting Vehicle. Any vehicle armed and/or armored, and designed for battle.

**APAM:** Anti-aerial Powered Armor Missile.

**APC:** Armored Personnel Carrier. Any AFV designed to carry troops or other personnel into battle.

**AT:** Armor Type. This usually refers to personal body armor which is fully described in **Space Master: The Role Playing Game**.

**Auto Cannon:** A Firing Mechanism which discharges a profuse number of heavy "slugs" in rapid succession. Auto Cannons use an electro-magnetic coil charged with pulses of energy to accelerate their "slugs" towards a target.

**CAT:** Construction Armor Type. This is a numerical rating for the underlying physical structure of any vehicle, craft, construct, or other naturally occurring barrier. CAT's range from 21 through to 30, inclusive.

**Central Fire Control:** The default firing option used by a vehicle when individual crewmembers are not available to discharge Weapon Mounts. Central Fire Control requires a functioning Targeting program to be running in the vehicle's computer.

**CHEM:** Chemical Munitions

**Concussion Hits:** A measure of general structural integrity damage. Hits are equal to the mass of a vehicle in tons, and may be modified by adding an Armor Belt.

**Construct:** Any vehicle, object or craft which has been constructed or synthesized for some purpose. Constructs are notable in that they have Construction Armor Types (CAT's) and can be affected by ordnance weapons

**Covered Arc:** The cone or hemisphere through which a Weapon Mount may engage targets.

**Cumet:** Cubic Meter.

**DB:** Defensive Bonus. A measure of ability to avoid or deflect an attack.

**Destroyed:** Cataclysmic elimination of a vehicle. A destroyed vehicle may not be retrieved or repaired.

**Disabled:** A disabled vehicle, though not destroyed, is completely non-functional. All of its systems are assumed to be knocked out. A vehicle is disabled when it takes more Concussion Hits than its Hit total. It is possible to recover and repair a disabled vehicle.

**Elmonit:** Standard unit of cost. An electronic monit.

**Energy Cannon:** A Firing Mechanism. Available in any of the following forms: Laser, Blast, Disruptor, Ion, Plasma. Each produces different damage characteristics.

**EW:** Electronic Warfare. Capability of a vehicle to trick adversarial detection, targeting, and attack delivery systems. EW may also be used to jam opponent's microfrequency communications and/or prematurely detonate Torpedoes.

**Firing Mechanism:** A weapon. In the game, this refers to either an individual Projectile or Energy Cannon, of which there are many kinds. One or more Firing Mechanisms will occupy a Weapon Mount. Multiple Firing Mechanisms which occupy a single Weapon Mount will discharge in unison.

**Fixed Mount:** Weapon Mount which affords a 60 degree field of fire.

**Flexible Mount:** Weapon Mount which affords a 120 degree field of fire.

**Force #:** Abstracted firepower threshold applied to weapons which produce Small Arms damage characteristics. Force #s range from Force 1 (least powerful) through Force 5 (most powerful).

**Hex:** Hexagonal space on the map, normally representing a distance of 100 meters from side to side.

**Hydrographic:** Having to do with liquid terrain. This most often refer to water bodies, but may encompass other more exotic liquid media.

**I-Mine:** Infantry Mine. A delayed-action explosive detonated by proximity infantry movement.

**Infantry Team:** A group of about 5 soldiers acting as a cohesive unit.

**Large:** A vehicle having a mass from 100,000 to 999,999 tons, inclusive.

**Launcher:** Weapon Mount which houses Missiles. There are three general Launcher types: Fixed, Flexible, and Turret. These conform to the other Weapon Mount types.

**Loading Up:** Filling a vehicle's Projectile Cannon magazines, loading its Missile Launcher magazines, attaching Payloads to its Pallets, and purchasing Workshop CIP allotments.

**Lob Cannon:** A low velocity, high trajectory Projectile Cannon.

**Location:** The specific terrain in a hex occupied by a unit.

**LOF:** Line of Fire.

**LOS:** Line of Sight.

**MASK:** Munition for Anti-laserlight and SmoKe. A battlefield obscurement munition.

**Mass Category:** A general classification used to identify vehicles and apply certain mechanics of the game system to them. There are four Mass Categories for vehicles: Small, Medium, Large, and Super Large.

**Mass Category Number:** A number used to apply certain mechanics of the game system to vehicles during the vehicle construction procedure. The Mass Category Numbers are: 1 (Small), 2 (Medium), 3 (Large), and 4 (Super Large).

**Medium:** A vehicle having a mass from 1000 to 99,999 tons inclusive.

**Melee:** Close combat engaged in by opposing forces.

**Mine:** See I-Mine or V-Mine.



**Missile:** Self-contained fast attack delivery system. Missiles only exist in sizes ranging from Mk.6 through to Mk.10 inclusive. A Missile may contain Explosive or Nuclear Warheads.

**MLA Cannon:** Magnetic Linear Accelerator Cannon. A direct fire weapon which uses electro-magnetic pulses to hurl its projectile at the target.

**Morale Check:** A game mechanic by which players discover whether their troops are maintaining their fighting spirit, and are still willing to fight.

**MORT:** Mortar. A low velocity, high trajectory weapon system. Allows the use of indirect fire.

**Movement Categories:** General classifications established for the purpose of Movement Point expenditures. The Movement Categories are: 1 (Foot), 2 (Wheeled & Tracked), 3 (Hopper & Walker), 4 (Jumper), 5 (Surface Effects & Gravitic Effects), and 6 (Hydromotive).

**Movement Points (MPs):** A quantification of the speed capability of a unit's Drive system.

**OB:** Offensive Bonus. A measure of attack effectiveness.

**Payload Pallet:** Holding or containment system for a variety of add-on weapons, special munition systems, or Pods.

**PDMS:** Point Defense Munition System.

**Pod:** Container of special equipment or cargo. It may be attached to, and function for, a vehicle by means of a Payload Pallet.

**Powered Armor Trooper:** Soldier encased in an advanced battle suit.

**Round off:** Fractional values are rarely used in the game. Therefore, round off fractional numbers in the following way: values of .50 or more are rounded up to the next higher whole digit, while values of .49 or less are rounded down to the next lower whole digit.

**SCDP:** Shaped Charge Demolition Packs/Projectiles

**Screens:** Defensive energy barriers created by Screen Generators.

**Small:** A vehicle having a mass of less than 1000 tons.

**Starcraft:** Any vehicle capable of space flight.

**Super Large:** A vehicle having a mass of 1,000,000 tons or greater.

**Torpedo:** Self-contained attack delivery system. Torps may come in any size from Mk.6 through to Mk.50 inclusive. They may carry Explosive, Nuclear or Matter/Antimatter Warheads, or any of a variety of other payloads, including: communications, cargo, etc. Torps may only be fired from Payload Pallets.

**Turret Mount:** Weapon Mount which affords a complete 360 degree field of fire.

**Vehicle:** a reference to any mobile (usually planetbound) construct.

**V-Mine:** Vehicle Mine. A warhead detonated by the proximate movement of a vehicular construct.

**Volume:** During the vehicle construction process, Volume is a measure of the space occupied by a given system. Volume is measured in cumets.

**Warhead:** Destructive yield of Missiles, Torpedos, Mines, etc. Warheads may have Explosive, Nuclear, or Matter/Antimatter yields.

**Weapon Mount:** Unit containing one or more Firing Mechanisms. There are three general Weapon Mounts: Fixed, Flexible, and Turret. A Weapon Mount which houses Missiles is called a Launcher.

## 24.0 INDEX

The following is a list of references to materials throughout the two *Armored Assault* books. Entries are coded with an "A" or a "Z". A stands for the Assault Book, while Z stands for the Tables and Forms book. All Tables and Charts in *Armored Assault* have their own index, which follows the rules indexing below.

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## • MULTIPLE FIRING MECHANISMS CHART

(Result is # of Firing Mechanisms that "Hit")

# of Firing Mechanisms in the Weapon Mount										
Roll	2	3	4	5	6	7	8	9	10	11+
1	1	1	1	1	1	1	1	1	1	# x .1 *
2	1	1	1	1	2	2	2	2	2	# x .2 *
3	1	1	2	2	2	3	3	3	3	# x .3 *
4	1	2	2	2	3	3	4	4	4	# x .4 *
5	1	2	2	3	3	4	4	5	5	# x .5 *
6	2	2	3	3	4	5	5	5	6	# x .6 *
7	2	2	3	4	4	5	5	6	7	# x .7 *
8	2	3	3	4	5	6	6	7	8	# x .8 *
9	2	3	4	5	5	6	7	8	9	# x .9 *
10	2	3	4	5	6	7	8	9	10	#

\* Round off.

## MISSILE SALVO CHART

Number of Missiles Fired	Explosive Warhead Mk.# Threshold	Offensive Bonus Modification	Concussion Damage Multiplier
1	Mk.10	0	x1
2	Mk.10	+4	x1
3	Mk.10	+6	x1
4	Mk.10	+8	x1
5-9	Mk.10	+10	x2
<b>Maximum Effective Limit Against Small Target</b>			
10-19	Mk.10	+15	x3
20-29	Mk.20	+20	x4
<b>Maximum Effective Limit Against Medium Target</b>			
30-39	Mk.30	+30	x6
40-49	Mk.40	+40	x8
<b>Maximum Effective Limit Against Large Target</b>			
50+	Mk.50	+50	x10
<b>Maximum Effective Limit Against Super Large Target</b>			

## TORPEDO CHART

Type	AT(DB)	EW	Hits	MP's	Offensive Bonus	Cost Multiplier
Standard	21(10)	10	1	12	Mk.# + 50	1.0
Armored	23(10)	10	5	12	Mk.# + 50	1.5
Express	21(10)	10	1	20	Mk.# + 50	2.0
Stealth	21(40)	40	1	10	Mk.# + 50	2.5
Supreme	22(40)	40	1	15	Mk.# + 50	3.0

## NUCLEAR OR MATTER/ANTIMATTER BLAST RADII CHART

Mk. # of the Nuclear or M/A Warhead	1st Blast Radius	2nd Blast Radius	3rd Blast Radius	4th Blast Radius	5th Blast Radius
6-10	Target hex	1 km	2 km	4 km	8 km
11-20	1 km	2 km	4 km	10 km	20 km
21-30	2 km	4 km	8 km	25 km	50 km
31-40	4 km	8 km	16 km	50 km	100 km
41-50	8 km	16 km	32 km	100 km	500 km

## PROJECTILE & ENERGY SALVO FIRE

**Total Combat Roll =**

- A Combat Roll
- + Firer's average OB for all of the Weapon Mounts firing
- Target's DB
- Occupied Hindering Terrain Modifier
- + 2 per FM involved in the attack
- Range Modifier
- Intervening Hindrance Modifiers
- Movement Modifiers
- + Damage/Casualty Modifiers

**# of Concussion Hits =**

(Concussion Hit result from the attack)  
x (# of FMs firing + 2)

**# of Criticals =**

# of Weapon Mounts involved

## SURFACE MISSILES

To Lock-on to a selected target, make a

• **Modified Roll =**

- Open-ended Roll
- + Crew's Missile bonus
- + Firer's EW bonus
- Target's EW bonus
- + Damage/ Casualty Modifiers
- If the modified roll exceeds 100 (i.e., 101+) the Lock-on is successful.

## ATTACK RESOLUTION

• **Modified Roll =**

- Open-ended Roll
- + Missile bonus/OB
- + Mk.# of Surface Missile
- + Surface Missile Launcher HUD bonus
- + OB Modifier due to multiple Missiles
- Target's DB without EW bonus (x2 for Indirect LOF)
- Occupied Hindrance Terrain modifier
- + Damage/Casualty modifiers

## TORPEDOES

A Torpedo is considered to be automatically Locked-on to its target.

## ATTACK RESOLUTION

• **Modified Roll =**

- Open-ended Roll
- +Torpedo's OB
- Target's DB (no EW bonus)

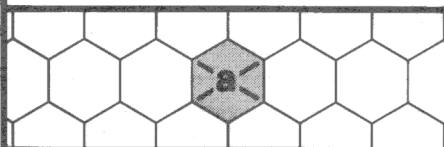
# PROJECTILE/ENERGY CANNON RANGE LIMITS

Projectile/ Energy Cannon Mk.#	Maximum Result (Mk.#) threshold based upon Range for Projectile/Energy Cannons (range in hexes)							
	0-50	51-100	101-150	151-200	201-250	251-450	451-800	801-1250
6-10	Mk.10	—	—	—	—	—	—	—
11-20	Mk.20	Mk.20	Mk.10	Mk.10	—	—	—	—
21-30	Mk.30	Mk.30	Mk.30	Mk.20	Mk.20	Mk.10	—	—
31-40	Mk.40	Mk.40	Mk.40	Mk.40	Mk.30	Mk.20	Mk.10	—
41-50	Mk.50	Mk.50	Mk.50	Mk.50	Mk.50	Mk.40	Mk.30	Mk.20

## REA BATTERY FIRE MISSION PATTERNS

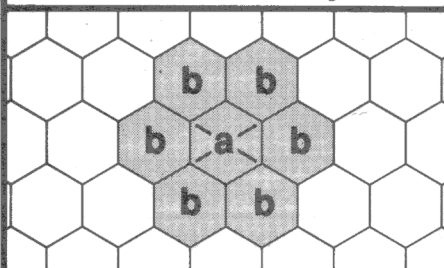
### PATTERN A

a: OB=100, x10 damage.



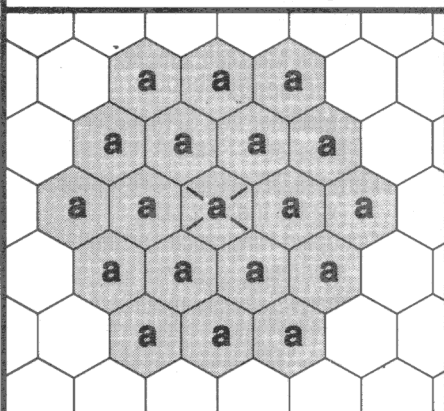
### PATTERN B

a: OB=75, x5 damage.  
b: OB=50, x1 damage.



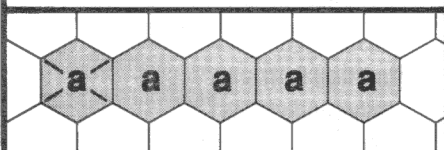
### PATTERN C

a: OB=25, x1 damage.



### PATTERN D

a: OB=50, x2 damage.



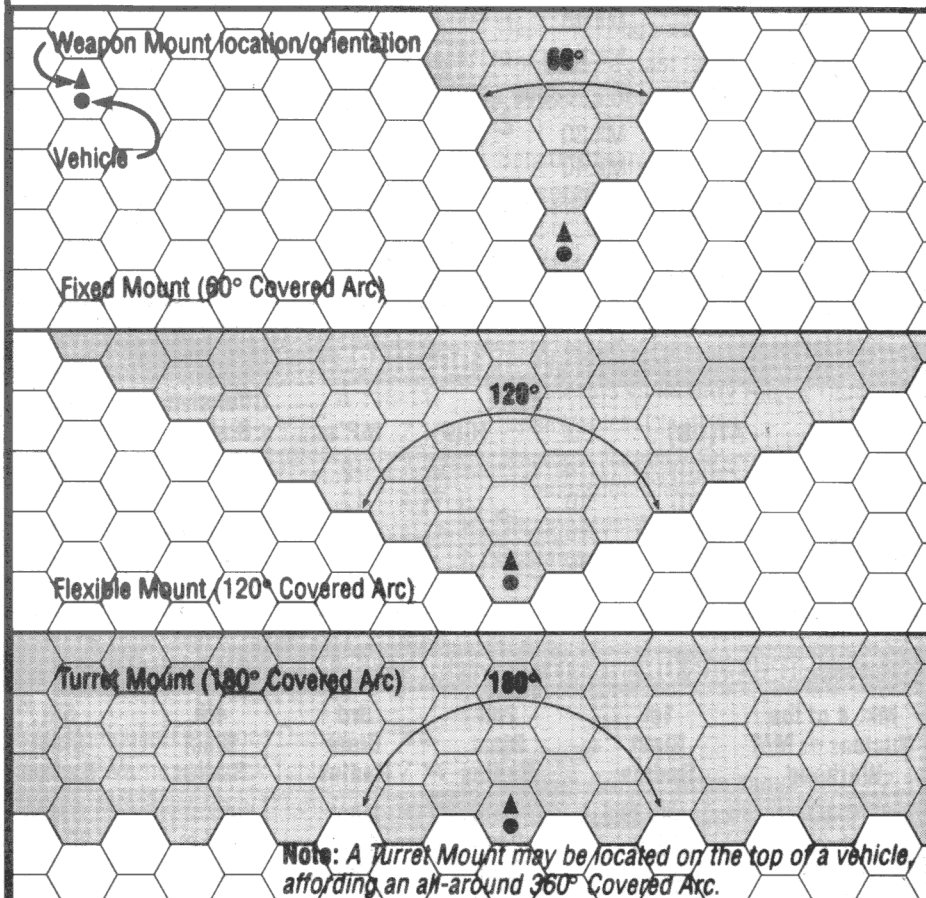
## INTERIOR FLAME CONTROL CHART

Flame Control Modified Roll	Reduction in Hits per Round caused by Interior Fire
01-100	-1 Hit/rnd
101-120	-2 Hits/rnd
121-140	-3 Hits/rnd
141-160	-4 Hits/rnd
161-180	-5 Hits/rnd
181-200	-7 Hits/rnd
201-250	-10 Hits/rnd
251+	-20 Hits/rnd

## TROOP TYPES

Troop Type	Quality #
• Guard	10
• Commando	9
• Elite	8
• Storm	7
• Shock	6
• Grenadier	5
• Marine	4
• Regular	3
• Poor	2
• Raw	1

## STANDARD GAME WEAPON MOUNTS AND COVERED ARCS





## INFANTRY MELEE RESULTS CHART

### Infantry Melee Strength Differential

Roll	0-10	11-25	26-50	51-100
-(-25)	A-10	A-8	A-6	A-5
(-24)-0	A-7/D-1	A-6/D-1	A-5/D-1	A-4/D-1
01-10	A-5/D-1	A-5/D-1	A-4/D-1	A-3/D-1
11-33	A-4/D-2	A-4/D-2	A-3/D-2	A-2/D-2
34-66	A-3/D-3	A-2/D-3	A-2/D-3	A-1/D-3
67-90	A-2/D-4	A-1/D-4	A-1/D-4	A-1/D-5
91-100	A-1/D-5	A-1/D-5	D-5	D-7
101-125	A-1/D-8	D-10	D-12	D-15
125+	D-12	D-14	D-16	D-20
Roll	101-250	251-500	501-1000	1000+
-(-25)	A-4	A-4/D-1	A-3/D-2	A-2/D-5
(-24)-0	A-3/D-1	A-3/D-2	A-2/D-4	A-1/D-10
01-10	A-3/D-2	A-2/D-3	A-1/D-8	A-1/D-15
11-33	A-2/D-3	A-1/D-5	A-1/D-10	D-20
34-66	A-1/D-4	A-1/D-8	D-15	D-X
67-90	D-5	D-10	D-20	D-X
91-100	D-10	D-20	D-X	D-X
101-125	D-20	D-X	D-X	D-X
125+	D-X	D-X	D-X	D-X

#### Results:

**A-#:** Side with Advantage loses a minimum number of Force #s of infantry equal to #.

**A-#/D-#:** Both Advantaged and Disadvantaged Sides lose the minimum indicated number of Force #s of infantry.

**D-#:** Side with Disadvantage loses minimum number of Force #s of infantry equal to #.

**D-X:** All of the Disadvantaged Side's units involved in the melee are eliminated.

#### Notes:

- Force # losses are chosen from the involved units by the player taking the losses, and may be distributed as desired.
- Infantry Force # losses may be taken by involved Powered Armor Troopers (and must be so taken if no other casualty possibilities exist). Here is a listing of Powered Armor CATs and their corresponding infantry Force # equivalents for casualty absorption purposes after their inherent Force # equivalency has been reduced to 0: CAT 21 - 4, CAT 22 - 5, CAT 23 - 6, CAT 24 - 7. Powered Troops taken as casualties in this way are considered Destroyed.
- If all the Infantry Teams of only one Side involved in an Infantry Melee have personal energy shields, their casualty Force # result is reduced by half. D-X results are not affected in any way.

## DAMAGE MODIFIERS CHART

Percentage of Concussion Hits Remaining	Combat and Maneuver Roll Modifier *
76-100%	0
51-75%	-10
26-50%	-20
1-25%	-30
* Not cumulative	

## RANGE MODIFIER CHART

Small Arms or Proj./ Energy Cannon Mk.#	Combat Roll Range Modifier per hex to Target
Small Arms	-5.00
6-10	-1.00
11-20	-0.40
21-30	-0.20
31-40	-0.10
41-50	-0.04

## OFFENSIVE BONUS

Below are listed the factors which may be added together to derive the Base OB for any given Weapon Mount discharge:

- The Crew's Heavy Energy Projector or Projectile Gunnery bonus. \* \*\*
- Mk.# of the Firing Mechanism(s).
- The multiple Firing Mechanism attack bonus (+2 per Cannon).
- The HUD bonus. \*\*

\* — The Heavy Energy Projector bonus is used when firing Energy Cannon, while the Projectile Gunnery bonus is used when firing Projectile Cannons.

\*\* — Only if manned by a crewman.

## DEFENSIVE BONUS

Add together these factors to determine a vehicle's Base DB when fired on:

- Armor Quality bonus.
- Armor Belt bonus.
- Electronic Warfare bonus.
- Screen bonus.

## PROJECTILE/ENERGY FIRE: THE TOTAL COMBAT ROLL

**Total Combat Roll = A Combat Roll**

- + Firing's OB
- Target's DB
- Occupied Hindering Terrain Modifier
- Range Modifier
- Intervening Hindrance Modifiers
- Movement Modifiers
- + Damage/Casualty Modifiers

## MOVEMENT MODIFIER CHART

Movement Status	Movement Modifier
<b>Attacker Based:</b>	
Unit has a face-up Move counter	-50
Unit has a flipped-over Move counter	-25
<b>Target Based:</b>	
Infantry Team has a face-up Move counter	+20
Infantry Team has a flipped-over Move counter	+0
Other unit has a face-up Move counter	-20
Other unit has a flipped-over Move counter	-10

# TERRAIN MOVEMENT/HINDRANCE CHART

**Movement Categories:** 1) Foot 2) Wheeled & Tracked 3) Hopper & Walker 4) Jumper 5) Surface Effects & Gravitic Effects 6) Hydromotive

Terrain Type	Cost To Enter (by Movement Category)						Hindrance Modifier
	1	2	3	4 <sup>a</sup>	5	6	
<b>Natural Ground Terrain:</b>							
Clear	1	1	1	1	1	N/A	0
Brush	1	2	1	1	1	N/A	0
Sparse Wood (1-2)	1	2	1	1 (-10)	3	N/A	5 °
Medium Wood (3-4)	1	4	2	1 (-20)	N/A	N/A	10 °
Dense Wood (5+)	2	8	4	1 (-30)	N/A	N/A	15 °
Jungle	2	10	6	1 (-50)	N/A	N/A	20 °
Gully	1	2 <sup>b</sup>	1	1	1	N/A	20 <sup>m</sup>
Crater	1	2 <sup>b</sup>	1	1	1	N/A	20 <sup>n</sup>
Broken/Rocky	2	4	5	1 (-30)	2	N/A	5
Rock Spires	2	5	5	1 (-70)	4	N/A	15 °
Softsand	2	6	6	1	1	N/A	0
Marsh	2	6	7	1 (-30)	1	N/A	5
Swamp	3	N/A	8	1 (-70)	1	N/A	10 °
Mud Pit	N/A	N/A	9	1 (N/A)	1	N/A	0
Magma	N/A	N/A	N/A	1 (N/A)	1	N/A	0
<b>Artificial Ground Terrain:</b>							
Good Road	1	1	1	1	1	N/A	0
Poor Road	1	2	1	1	1	N/A	0
Personnel Trench <sup>c</sup>	1	N/A	N/A (2 <sup>i</sup> )	N/A	N/A	N/A	25
Surface Bunker <sup>c</sup>	1	8	2	N/A	6	N/A	50
Sub. Bunker Entrance	1	2	1	N/A	2	N/A	0
Vehicle Pit <sup>d</sup>	1	2	2	1 (-30)	2	N/A	25
Barricade <sup>e</sup>	3	20	10 (2 <sup>i</sup> )	1 (-50)	20 (2 <sup>o</sup> )	N/A	20 °
Light Building	1	8	N/A (2 <sup>i</sup> )	N/A	N/A	N/A	20
Heavy Building	1	N/A	N/A (2 <sup>i</sup> )	N/A	N/A	N/A	40
Light Rubble	1	3	2	1 (-20)	1	N/A	20 °
Heavy Rubble	2	6	2	1 (-50)	2	N/A	40 °
<b>Ground Terrain Modifiers:</b>							
<b>Upslope</b>							
Gentle (1-2)	+0	+0	+0	+1	+1	N/A	0
Normal (3-4)	+0	+1	+0	+2	+2	N/A	0
Steep (5-6)	+1	+2	+1	+3	+3	N/A	0
Cliff (7+)	N/A	N/A	N/A <sup>h</sup>	+4	N/A	N/A	0
<b>Downslope</b>							
Gentle (1-2)	-0	-0	-0	-1	-1	N/A	0
Normal (3-4)	-0	-0	-0	-2	-2	N/A	0
Steep (5-6)	-0	-0	-0	-3	-3	N/A	0
Cliff (7+)	N/A	N/A	N/A <sup>h</sup>	-4	N/A	N/A	0

Ground Terrain Modifiers:									
Soggy	+1	+2	+2	+0	+2	+0	+0	N/A	0
Snow	+1	+2	+2	+0	+0	+0	+0	N/A	0
Deep Snow	+2	+4	+2	+0	+2	+0	+0	N/A	0
Ice	+0	+2	+2	+0	+4	+0	+0	N/A	0
Hydrographic Terrain:									
Calm	N/A	N/A	N/A	N/A	N/A	1 (N/A)	1	1	0
Choppy	N/A	N/A	N/A	N/A	N/A	1 (N/A)	1	2	5
Turbulent	N/A	N/A	N/A	N/A	N/A	1 (N/A)	2	3	10
Frozen <sup>i</sup>	1	3	5	1 (-10)	1	1 (-10)	1	N/A	0
Subhydrographic	N/A (2) <sup>i</sup>	10 <sup>k</sup>	10 <sup>k</sup>	N/A	N/A	N/A	N/A	4 <sup>i</sup>	0
Atmospheric Condition Modifiers:									
Downpour	+1	+1	0	0	0	0	0	0	0
Hailing	+1	0	0	0	0	0 (-5) <sup>p</sup>	0	0	0
Sleeting	0	0	0	0	+1	0 (-10) <sup>p</sup>	0	0	0
Blizzard	+1	+2	+1	0	0	0 (-10) <sup>p</sup>	+1	0	0
Gusty Winds	0	0	0	0	0	0 (-5) <sup>p</sup>	+2	+1 <sup>q</sup>	0
Harsh Winds	0	0	0	0	0	0 (-20) <sup>p</sup>	+5	+3 <sup>q</sup>	0
Irresistable Winds	N/A	+1	+2	0	+2	0 (-5) <sup>p</sup>	+1	+1 <sup>q</sup>	0
Meteor Shower	0	+1	+1	0	+1	0 (-5) <sup>p</sup>	+1	+1 <sup>q</sup>	0

#### Notes:

N/A) Not Allowed

- Jumper vehicles may be required to make a Maneuver Roll upon landing. The modifier to this roll is given in brackets after the MP Cost To Enter; example, 1(-30). If the Cost To Enter is 1(N/A), then the hex may be jumped over but may not be landed in.
- Wheeled and Tracked vehicles must pay an additional 2 MPs whenever they leave a contiguous Gully or Crater depiction on the map.
- Trenches and Bunkers are rated for their maximum capacities. If a Trench or Bunker already contains its maximum capacity, the Cost To Enter is N/A.
- Vehicle Pits are rated for the size of vehicle which may use them. However, in addition to that vehicle, a Vehicle Pit may contain one Infantry Team or one Powered Armor Trooper. If this maximum capacity is reached, the Cost To Enter is N/A.
- Barricades are rated for the Mass Category of vehicle they are designed to block. The Cost To Enter is for vehicles which are affected by the Barricade. If the vehicle is of a larger Mass Category, halve the Cost To Enter.
- A Powered Armor Trooper always pays 2 MPs for entering these terrain types.
- A vehicle using a Gravitic Effects motive system only pays 2 MPs to enter.
- A Powered Armor Trooper may use a Minimum Move to ascend or descend a Cliff.
- Frozen Hydrographic Terrain should be rated as to the maximum tonnage of vehicle it can support. If a vehicle's mass exceeds this limit, the Cost To Enter is N/A; a Jumper's Cost To Enter would in this case be 1(N/A).
- If an Infantry Team is specially outfitted for Subhydrographic operations, the Cost To Enter is 2 MPs.
- Assumes the vehicle or Powered Trooper is moving along the bottom of the Hydrographic feature. This Cost To Enter could be altered for unusual sea-bed terrain. If a vehicle is Hydrographically Streamlined, halve the Cost To Enter.
- Assumes the vehicle is moving through the liquid of the Hydrographic feature, not along its bottom. If the vehicle is Hydrographically Streamlined, halve the Cost To Enter.
- Assumes direct Line of Fire attacker is at same elevation as Gully. If attacker is at higher elevation, Hindrance Modifier is 0. Attack from lower elevation is N/A.
- Assumes target occupies first contiguous Crater-hex of multi-hex Crater (if applicable) crossed by attacker's direct Line of Fire. Otherwise, Hindrance Modifier is 0. Attack from lower elevation N/A.
- Each hex of this terrain also provides a same level Line of Fire Hindrance when it occurs between an attacker and target at the same elevation.
- Any modifier shown indicates that a Maneuver Roll must be made upon landing. If the terrain landed in would require a roll anyway, the modifier shown is cumulative with that of the terrain.
- Assumes a Hydromotive vehicle at Surface Depth. Submerged craft ignore these modifiers.

## SEQUENCE OF PLAY FOR THE TURN

- A:** Turn Preparation Phase  
**B:** Round 1  
**C:** Round 2  
**D:** Round 3  
**E:** Round 4  
**F:** Round 5  
**G:** Round 6

## SEQUENCE OF PLAY FOR EACH ROUND

- 1:** Missile/Torpedo Launch Phase  
**2:** Direct LOF Missile Results Phase  
**3:** Movement/Maneuver Phase  
**4:** Projectile/Energy Fire Phase  
**5:** Indirect LOF Missile/Torpedo/REA Results Phase  
**6:** Melee Phase  
**7:** Final Orientation Phase

## INITIATIVE

- Initiative Number =**  
 Open-ended Roll  
 + Platoon Leader's Elan bonus  
 - 10 per loss of the Side's current Battlefield Commander

## FREQUENCY OF UNIT MOVEMENT

One Round Per Turn	Every Round Per Turn
<ul style="list-style-type: none"> <li>• Infantry Teams</li> <li>• All Surface Vehicles</li> </ul>	<ul style="list-style-type: none"> <li>• Powered Armor Troopers</li> <li>• Torpedoes</li> <li>• Aircraft</li> <li>• Starcraft</li> </ul>

## STANDARD GAME CREW GENERATION CHART

Roll	Elan Bonus	AFV Driver Bonus	Heavy Energy Projector Bonus	Projectile Gunnery Bonus	Missile Bonus	Total Hit Points
1	20	40	35	20	15	15
2	25	40	30	25	10	17
3	30	30	40	30	5	20
4	35	55	35	50	40	23
5	40	45	50	40	50	26
6	45	70	60	45	25	29
7	50	50	45	60	20	33
8	60	80	40	55	45	37
9	70	70	55	35	35	41
10	80	90	65	65	30	45

## COMPLETE EXPANDED SUMMARY OF PLAY

### Turn Preparation Phase:

**Note:** *Performed only before the beginning of the first Round of each new Turn.*

- 1) READs request Rear Echelon Assets
- 2) Each player determines his Vehicles' Initiative Number(s) (INs) for the upcoming Turn.
- 3) Players signify which of their units are commanded to "Move" during the upcoming Turn.

### Missile/Torpedo Launch Phase:

- 1) Each Missile Launcher to be fired this Round has a target selected for it within the Launcher's covered arc.
- 2) A Lock-on is attempted for each Missile Launcher target.
- 3) For every successful Lock-on, the number of Missiles to be discharged at the target is declared. Missile Launchers are now considered to have been fired.
- 4) Torpedoes are discharged; place Torp markers on the map.
- 5) Any other special armament to be fired this phase is discharged.

### Direct LOF Missile Results Phase:

- 1) Any Missile(s) fired by an attacker having a direct Line of Fire to its target has the attack immediately resolved. All such attacks are resolved concurrently.

### Movement/Maneuver Phase:

- 1) Players may move/maneuver Powered Armor Troopers.
- 2) Players may move/maneuver eligible Infantry Teams.
- 3) Players may move/maneuver eligible Vehicles, abiding by the rules of Initiative Priority.
- 4) Players move/maneuver Aircraft (Advanced Game).
- 5) Players move/maneuver Starcraft (Optional Rules).
- 6) Each Torpedo moves towards its target after the target moves.
- 7) Remove Torpedoes without targets.

### Projectile/Energy Fire Phase:

- 1) Resolve the attacks of successfully placed SCDPs from the previous Phase.
- 2) Aircraft and Starcraft may execute their attacks (Advanced Game and Optional Rules).
- 3) Non-vehicular Ordnance Weapons may each make one attack or go on Opportunity Fire.
- 4) Powered Armor Troopers, not locked in Melee, and which have not moved this Round, may each execute one attack, or go on Opportunity Fire.
- 5) Infantry Teams, not locked in Melee, may each execute one attack, or go on Opportunity Fire.
- 6) Vehicles, not locked in Melee, may execute their attacks and/or go on Opportunity Fire, abiding by the rules of Initiative Priority and Deferral.
- 7) All Projectile/Energy fire from an attack is resolved and the damage applied immediately, before the next eligible combatant fires.

### Indirect Fire Missile/Torpedo/REA Results Phase:

- 1) Missile(s) fired this Round by an attacker not having a direct Line of Fire to its target has attack resolved now.
- 2) The attacks of all Torpedoes entering their target's hexes are resolved.
- 3) REAs may call in fire from their Rear Echelon Assets and have it resolved.

### Melee Phase:

- 1) Resolve Infantry Melee
- 2) Resolve Vehicle Melee

### Final Orientation Phase:

- 1) Check for MASK removal.
- 2) Each unit may attempt one Orientation Phase Activity.

# SPACE MASTER: ARMORED ASSAULT™

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### COUNTER ABBREVIATIONS

The Following abbreviations are used on the *Armored Assault*  
Color Counters:

<b>AERO:</b> Aircraft
<b>GRAV:</b> Gravitic Effects Vehicle
<b>HYDR:</b> Hydromotive Vehicle
<b>JUMP:</b> Jumper Vehicle
<b>MIRC:</b> Maneuver Interface Robotic Comboid
<b>MULT:</b> Multi-motive Vehicle
<b>ORDN:</b> Non-vehicular Ordnance
<b>POWR:</b> Powered Armor Trooper
<b>TEAM:</b> Infantry Team
<b>TRAK:</b> Tracked Vehicle
<b>SUBM:</b> Submersible Hydrocraft
<b>SURE:</b> Surface Effects Vehicle
<b>SUBE:</b> Subsurface Bunker Entrance
<b>WALK:</b> Walker Vehicle
<b>WHEL:</b> Wheeled Vehicle
<b>BRKD:</b> Barricade (Emplacement)
<b>BUNK:</b> Bunker (Emplacement)
<b>TRCH:</b> Trench (Emplacement)
<b>VPIT:</b> Vehicle Pit (Emplacement)
<b>RUBL:</b> Rubble

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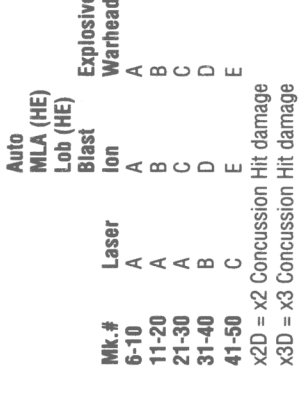
## 25.2 ORDNANCE vs INFANTRY ATTACK TABLE

**UM 01-02 = Weapon Failure.** If Warhead, it is a dud. If Cannon, it Malfunctions (roll for severity).

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197	198	199	200	201	202	203	204	205	206	207	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223	224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239	240	241	242	243	244	245	246	247	248	249	250	251	252	253	254	255	256	257	258	259	260	261	262	263	264	265	266	267	268	269	270	271	272	273	274	275	276	277	278	279	280	281	282	283	284	285	286	287	288	289	290	291	292	293	294	295	296	297	298	299	300	301	302	303	304	305	306	307	308	309	310	311	312	313	314	315	316	317	318	319	320	321	322	323	324	325	326	327	328	329	330	331	332	333	334	335	336	337	338	339	340	341	342	343	344	345	346	347	348	349	350	351	352	353	354	355	356	357	358	359	360	361	362	363	364	365	366	367	368	369	370	371	372	373	374	375	376	377	378	379	380	381	382	383	384	385	386	387	388	389	390	391	392	393	394	395	396	397	398	399	400	401	402	403	404	405	406	407	408	409	410	411	412	413	414	415	416	417	418	419	420	421	422	423	424	425	426	427	428	429	430	431	432	433	434	435	436	437	438	439	440	441	442	443	444	445	446	447	448	449	450	451	452	453	454	455	456	457	458	459	460	461	462	463	464	465	466
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## Criticals are either Pierce vs Damage Thresholds

Infantry or Blast vs Infantry.



## Ordnance vs Infantry Attack Table

Comprehensive Performance Analysis - Q3 2023						
Product Line		Regional Sales Data			Customer Engagement	
AE	MA	PPA	LBA	NA	AE	MA
01-02	F	F	F	F	93-94	2
03-10	0	0	0	0	95-96	2
11-16	0	0	0	1	97-98	2A
17-18	0	0	1	1	99-100	3A
19-28	0	0	1	2	101-102	3A
29-30	0	0	1	2	Maximum Result For Ordinance Type A	
31-32	0	1	2	3	103-104	3A
33-34	0	1	2	3A	105-106	4A
35-36	0	1	2	3A	107-108	5A
37-38	0	1	2	3A	109-110	6A
39-40	0	1	2	3A	111-112	8A
41-42	1	1	2A	4A	113-114	10A
43-44	1	1	2A	4A	Maximum Result For Ordinance Type B	
45-46	1	1	2A	4A	115-116	12A
47-48	1	1	2A	4A	117-118	14A
49-50	1	1	2A	5A	119-120	16B
51-52	1	1	3A	5B	121-122	18B
53-54	1	1	3A	5B	123-124	20B
55-56	1	1	2	3A	125-126	22B
57-58	1	1	2	3A	Maximum Result For Ordinance Type C	
59-60	1	1	2A	3A	& Chemical Weapons	
61-62	1	1	2A	4A	127-128	24B
63-64	1	1	2A	4A	129-130	26B
65-66	1	1A	2A	4A	131-132	29C
67-68	1	2A	2A	4A	133-134	32C
69-70	1	2A	5A	7B	135-136	36C
71-72	1	2A	5A	8B	137-138	40C
73-74	1	2A	5A	8B	Maximum Result For Ordinance Type D	
75-76	1	2A	6A	9B	139-140	44D
77-78	2	2A	6A	9B	141-142	50D
79-80	2	2A	3A	6A	143-144	58D
81-82	2	2A	3A	7A	145-146	68D
83-84	2	2A	3A	7A	147-148	80D
85-86	2	2A	3A	8A	149-150	94E
87-88	2	2A	3A	8A	Maximum Result For Ordinance Type E	
89-90	2	2A	3A	9A	101E	101E
91-92	2	2A	3A	9A	103E	103E



## 25.3 SMALL ARMS vs CONSTRUCT ATTACK TABLE

**UM 01-05 = Weapon Failure:** Reduce Force # equivalent of weapon system by 1.

All Criticals are Blast.

**Armaments assumed at each Force Level**

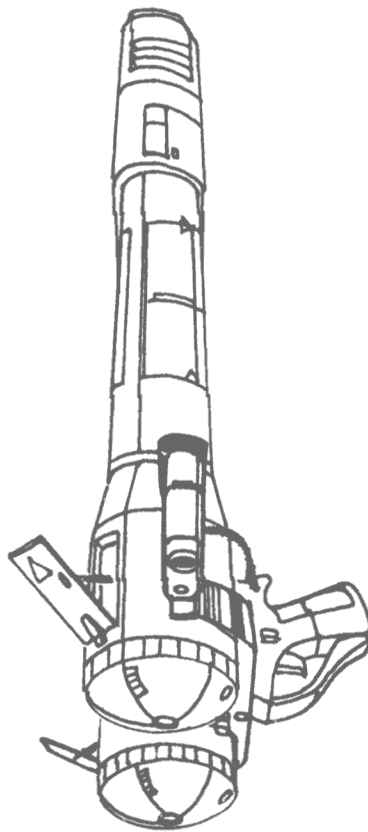
**Force 1:** Conventional Pistols, Machine Pistols, Rifles, Assault Rifles, Shotguns, Needleguns, Tangleguns, Taserguns, Hand Grenades, Grenade Rifles, and/or Energy Pistols.

**Force 2:** Conventional Firearms with DUC ammo, Machine Guns, MLA Guns, Rocketguns, Energy Assault Guns, and/or Stunners.

**Force 3:** RPG Launchers, and/or Energy Rifles.

**Force 4:** Heavy Portable Energy Weapons.

**Force 5:** Portable Missile Launchers.



### Small Arms vs Construct Attack Table

	30	29	28	27	26	25	24	23	22	21
01-05	F	F	F	F	F	F	F	F	F	F
06-50	0	0	0	0	0	0	0	0	0	0
51-52	0	0	0	0	0	0	0	0	0	1
53-54	0	0	0	0	0	0	0	0	0	1
55-56	0	0	0	0	0	0	0	0	0	1
57-58	0	0	0	0	0	0	0	0	0	1
59-60	0	0	0	0	0	0	0	0	0	1

	30	29	28	27	26	25	24	23	22	21
61-62	0	0	0	0	0	0	0	0	1	1
63-64	0	0	0	0	0	0	0	0	1	1
65-66	0	0	0	0	0	0	0	0	1	1
67-68	0	0	0	0	0	0	0	0	1	1
69-70	0	0	0	0	0	0	0	1	1	2
71-72	0	0	0	0	0	0	0	1	1	2
73-74	0	0	0	0	0	0	0	1	1	2
75-76	0	0	0	0	0	0	0	1	1	2
77-78	0	0	0	0	0	0	0	1	1	2
79-80	0	0	0	0	0	0	0	1	1	2
81-82	0	0	0	0	0	0	0	1	1	2
83-84	0	0	0	0	0	0	0	1	1	2
85-86	0	0	0	0	0	0	0	1	1	2
87-88	0	0	0	0	0	0	0	1	1	2A
89-90	0	0	0	0	0	0	0	1	1	2A
91-92	0	0	0	0	0	0	0	1	2	2A
93-94	0	0	0	0	0	0	0	1	2	2A
95-96	0	0	0	0	0	0	0	1	2	2A
97-98	0	0	0	0	0	0	0	1	2	2A
99-100	0	0	0	0	0	1	0	1	2	2A
101-102	0	0	0	0	0	1	0	1	2	3A
Maximum Result For Force 1 Attack										
103-104	0	0	0	0	0	1	0	1	2	3A
105-106	0	0	0	0	0	1	0	1	2	3A
107-108	0	0	0	0	0	1	0	1	2	3A
109-110	0	0	0	0	0	1	0	1	2	3A
111-112	0	0	0	0	0	1	0	1	3	4A
113-114	0	0	0	0	0	1	0	2	3	4A
Maximum Result For Force 2 Attack										
115-116	0	0	0	0	0	1	0	2	3	4A
117-118	0	0	0	0	0	1	0	2	3	4A
119-120	0	0	0	0	0	1	1	2	3	4A
121-122	0	0	0	0	0	1	1	2	4	4A
123-124	0	0	0	0	0	1	1	3	4	4A
125-126	0	0	0	0	0	1	1	3	4	5A
Maximum Result For Force 3 Attack										
127-128	0	0	0	0	0	1	1	3	4	5A
129-130	0	0	0	0	0	1	1	3	4	5B
131-132	0	0	0	0	0	1	1	3	4A	5B
133-134	0	0	0	0	0	1	1	3	4A	5B
135-136	0	0	0	0	0	2	1	3	4A	6B
137-138	0	0	0	0	0	2	1	4	5A	6B
Maximum Result For Force 4 Attack										
139-140	0	0	0	0	0	1	2	4	5A	7B
141-142	0	0	0	0	0	1	2	4	5B	7C
143-144	0	0	0	0	0	1	2	4	5B	7C
145-146	0	0	0	0	0	1	3	4A	6B	8C
147-148	0	0	0	0	0	1	3	4A	6B	9C
149-150	0	0	0	0	0	1A	3A	5A	7B	10C
Maximum Result For Force 5 Attack										

## 25.4 AUTO CANNON/RAM/VEHICULAR MELEE ATTACK TABLE

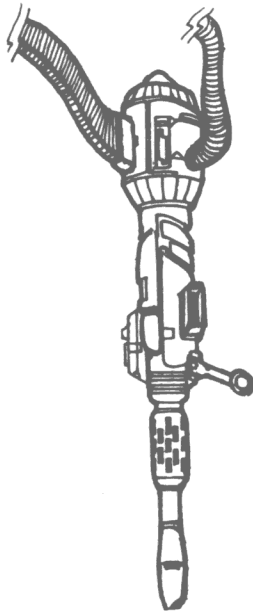
**UM 01-02 = Weapon Failure.** Roll 1D10: 1-7 = Temporary Jam (weapon may fire next Round);  
8-10 = Malfunction (roll for severity)

All Criticals from **A** to **E** are Pierce.

**F** = E Pierce and A Blast

**G** = E Pierce and C Blast

**H** = E Pierce and E Blast



### Auto Cannon / Ram / Vehicular Melee Attack Table

	30	29	28	27	26	25	24	23	22	21
01-02	F	F	F	F	F	F	F	F	F	F
03-08	0	0	0	0	0	0	0	0	0	0
09-10	0	0	0	0	0	0	0	0	1	1
11-12	0	0	0	0	0	0	0	0	1	1
13-14	0	0	0	0	0	0	0	0	1	1
15-16	0	0	0	0	0	0	0	1	1	1
17-18	0	0	0	0	0	0	1	1	1	1
19-20	0	0	0	0	0	0	1	1	1	1
21-22	0	0	0	0	0	0	1	1	1	1
23-24	0	0	0	0	0	0	1	1	1	1
25-26	0	0	0	0	0	0	1	1	1	1
27-28	0	0	0	0	0	0	1	1	1	2
29-30	0	0	0	0	1	0	1	1	1	2
31-32	0	0	0	0	1	0	1	1	1	2
33-34	0	0	0	0	1	0	1	1	1	2
35-36	0	0	0	0	1	0	1	1	1	2
37-38	0	0	0	0	1	0	1	1	1	2
39-40	0	0	0	0	1	0	1	1	1	2
41-42	0	0	0	0	1	0	1	1	1	3
43-44	0	0	0	0	1	0	1	1	1	3
45-46	0	0	0	0	1	0	1	1	2	3
47-48	0	0	0	0	1	0	1	1	2	3
49-50	0	0	0	0	1	1	1	1	2	3
51-52	0	0	0	0	1	1	1	1	2	4
53-54	0	0	0	0	1	1	1	1	2	4
55-56	0	0	0	0	1	1	1	1	2	5
57-58	0	0	0	0	1	1	1	2	2	6
59-60	0	0	0	0	1	1	1	2	2	7

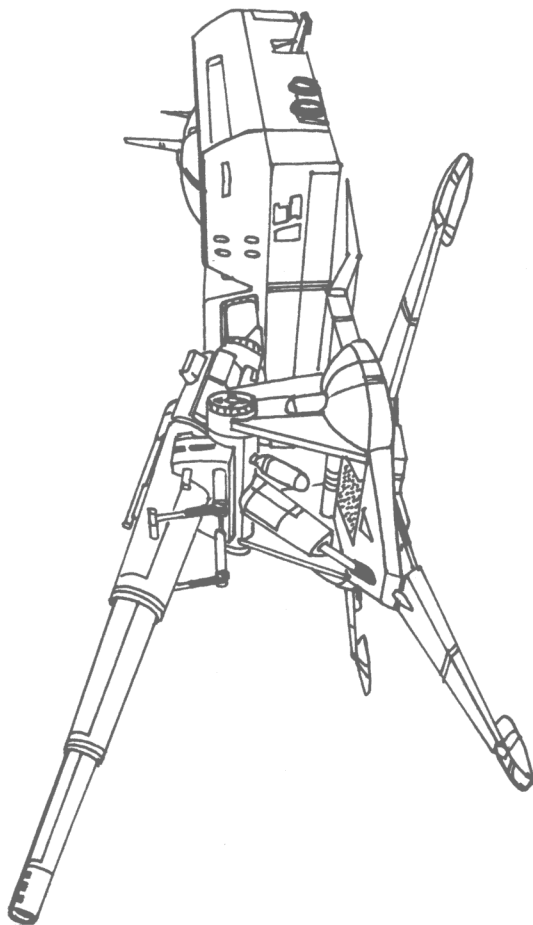
	30	29	28	27	26	25	24	23	22	21
61-62	0	0	0	0	1	1	1	2	3	8
63-64	0	0	0	1	1	1	1	2	3	9
65-66	0	0	0	1	1	1	1	2	4	10A
67-68	0	0	0	1	1	1	1	3	4	11A
69-70	0	0	0	1	1	1	2	3	5	12A
71-72	0	0	0	1	2	1	2	4	5	13A
73-74	0	0	0	1	2	1	3	4	6	14A
75-76	0	0	0	1	3	1	3	5	6	15A
77-78	0	0	1	1	3	2	4	5	7	16A
79-80	0	0	1	2	4	2	4	6	8	18A
81-82	0	0	1	2	3	2	5	7	9	19A
83-84	0	0	1	2	5	2	6	8	10	21A
85-86	0	0	1	3	6	3	7	9	11A	22B
87-88	0	0	1	3	7	3	8	11	13A	24B
89-90	0	0	1	4	8	4	9	12	14A	26B
91-92	0	0	1	4	9	5	10	14	16A	28B
93-94	0	0	1	5	10	6	12	15	17A	30B
95-96	0	0	1	5	12	7	13	17	19A	32B
97-98	0	0	2	6	14	8	15	19	21A	34B
99-100	0	1	2	7	16	9	17	21	23A	36C
101-102	0	1	3	8	18	10	19	23A	25B	38C
Maximum Result For Mk.10 Weaponry										
103-104	0	1	3	9	20	11	21	25A	27B	40C
105-106	0	1	4	10	22	12	23	27A	29B	42C
107-108	0	1	4	11	24	13	25	29A	31B	44C
109-110	0	1	5	12	26	14A	27	31A	33B	46C
111-112	0	1	5	13	28	15A	29	33A	35B	48C
113-114	0	1	6	14	30	16A	31	35A	37B	50C
Maximum Result For Mk.20 Weaponry										
115-116	0	1	6	15	32	17A	33	37A	39B	52C
117-118	0	1	7	16	34	18A	35	39A	41B	54C
119-120	0	1	7	17	36	19A	37	41A	43B	56C
121-122	0	1	8	18	38	20A	39	43A	45B	58C
123-124	0	1	8	19	40	21A	41	45A	47B	60D
125-126	1	2	9	20	42	22A	43	47B	49C	62D
Maximum Result For Mk.30 Weaponry										
127-128	1	2	9	21	44	23B	45	49B	51C	65D
129-130	1	3	10	22	46	25B	47A	52B	54C	68D
131-132	1	3	10	23	48	27B	49A	55B	57C	71D
133-134	2	4	11	24	50	29B	51A	59B	61C	75D
135-136	2	4	11	26	52A	32B	54A	63B	66C	82E
137-138	2	5	12	29A	55A	36B	58B	68C	72D	92E
Maximum Result For Mk.40 Weaponry										
139-140	2	6	13A	33A	60B	41B	63B	75C	80D	115E
141-142	3	7A	15A	38A	70B	50B	70B	85C	90D	145E
143-144	5	9A	20A	47A	90B	70B	85B	105C	115E	200F
145-146	7A	14A	30A	65B	130B	110C	115B	150D	170F	300G
147-148	12A	20B	50B	95C	210C	190D	175C	240E	280G	500H
149-150	20B	35C	90C	155D	370D	350E	300D	420F	500H	900H
Maximum Result For Mk.50 Weaponry										

## 25.5 MLA CANNON ATTACK TABLE

**UM 01-02 = Weapon Failure.** Roll 1D10: 1-6 = Temporary Jam (weapon may fire again next Round); 7-10 = Malfunction (roll for severity).

All Criticals are Pierce.

**Note:** This Table is used for MLA Cannons firing AP ammunition. If HE is fired, use Table 25.2 or 25.13. If SC is fired, use Table 25.11. If CH is fired, use Table 25.2.



### MLA Cannon Attack Table

	30	29	28	27	26	25	24	23	22	21
01-02	F	F	F	F	F	F	F	F	F	F
03-40	0	0	0	0	0	0	0	0	0	0
41-42	0	0	0	0	0	0	0	0	1	1
43-44	0	0	0	0	0	0	0	0	1	1
45-46	0	0	0	0	1	0	0	1	1	2
47-48	0	0	0	0	1	1	0	1	1	2
49-50	0	0	0	0	1	1	0	1	1	2
51-52	0	0	0	1	1	1	0	1	2	3A
53-54	0	0	0	1	1	1	0	1	2	3A
55-56	0	0	0	1	1	1	0	1	2	3A
57-58	0	0	0	1	1	1	0	1	2	4A
59-60	0	0	0	0	1	1	0	1	2A	4A

	30	29	28	27	26	25	24	23	22	21
61-62	0	0	0	1	1	1	1	2	3A	4B
63-64	0	0	0	1	1	1	1	2	3A	5B
65-66	0	0	0	1	2	1	1	2A	3A	5B
67-68	0	0	0	1	2	1	1	2A	4A	5B
69-70	0	0	0	1	2	2	1	2A	4B	6C
71-72	0	0	0	1	2	2A	1	2A	4B	6C
73-74	0	0	0	1	2	2A	2	2A	5B	7C
75-76	0	0	0	1	2	2A	2	3A	5B	7C
77-78	0	0	0	1	2	2A	2	3A	6B	8C
79-80	0	0	0	1	2	3A	2	3A	6B	8D
81-82	0	0	0	1	2	3A	2A	4B	7B	9D
83-84	0	0	0	2	3	3A	2A	4B	7B	9D
85-86	0	0	0	2	3	3A	2A	4B	8B	10D
87-88	0	0	0	2	3	3A	2A	5B	8B	10D
89-90	0	0	0	2	3	3A	2A	5B	9B	11D
91-92	0	0	0	2	3	3B	2A	5B	9C	11D
93-94	0	0	0	2	3	3B	2A	6B	10C	12D
95-96	0	0	0	2	3	3B	3A	6B	10C	13D
97-98	0	0	0	2	4	3B	3B	7B	11C	14E
99-100	0	0	0	2	4A	3C	3B	7C	11D	15E
101-102	0	0	0	2	4A	4C	3C	8C	12D	16E
Maximum Result For Mk.10 Weaponry										
103-104	0	0	0	2	4A	4C	3C	9C	13D	18E
105-106	0	0	0	3	5A	4C	3C	10C	14D	20E
107-108	0	0	0	3	5A	5C	3C	11C	15D	23E
109-110	0	0	0	3	6A	5C	3C	13C	17D	26E
111-112	0	0	0	4	7A	6C	4C	15C	19D	30E
113-114	0	0	0	4	8A	7C	4C	18D	22D	35E
Maximum Result For Mk.20 Weaponry										
115-116	0	0	0	5	9A	8C	4C	21D	26D	41E
117-118	0	0	0	6	10A	9C	5C	25D	31E	48E
119-120	0	0	0	7	12A	10C	6C	30D	37E	56E
121-122	0	0	0	8	14B	11C	7C	36D	44E	65E
123-124	0	0	1	9	16B	12C	8C	43D	52E	75E
125-126	0	0	2	10	18B	13D	9C	51D	61E	88E
Maximum Result For Mk.30 Weaponry										
127-128	0	0	3	11	21B	15D	10C	60D	71E	98E
129-130	0	0	4	13	25B	18D	11D	70E	86E	114E
131-132	0	0	5	16A	30B	22D	12D	85E	111E	145E
133-134	0	0	6	19A	40B	27D	13D	110E	144E	190E
135-136	0	1	7	23A	55C	35E	15D	140E	189E	240E
137-138	1	2	8	28B	75C	45E	18E	180E	235E	300E
Maximum Result For Mk.40 Weaponry										
139-140	1	3	10A	38B	105C	60E	22E	230E	290E	370E
141-142	1	4	12A	50B	145C	80E	30E	290E	355E	450E
143-144	2	5A	14A	60B	190C	110E	40E	360E	430E	540E
145-146	2	6A	16A	70B	245C	150E	60E	440E	515E	650E
147-148	2	7A	18A	80B	310C	200E	90E	530E	610E	770E
149-150	3A	8A	20B	90C	385D	260E	150E	635E	725E	890E
Maximum Result For Mk.50 Weaponry										

## 25.6 LASER CANNON ATTACK TABLE

**UM 01-06 = Weapon Failure.** Roll 1D10: 1-3 = Temporary Overload (weapon may fire next Round);  
4-10 = Malfunction (roll for severity)

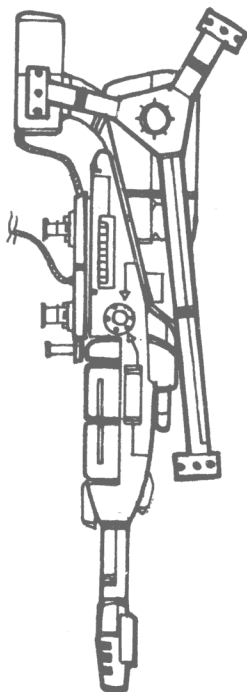
All Criticals are Pierce.

F = E and A Criticals

G = E and B Criticals

H = E and C Criticals

I = E and D Criticals



Laser Cannon Attack Table

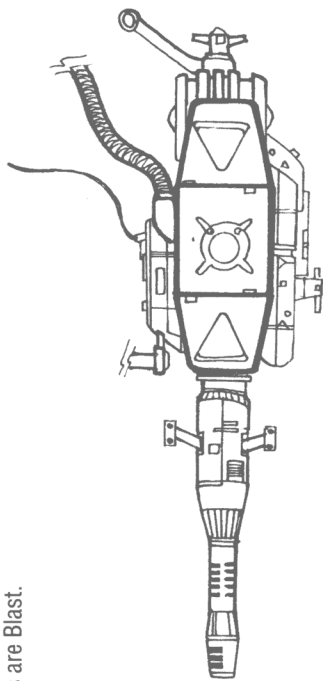
	30	29	28	27	26	25	24	23	22	21
01-06	F	F	F	F	F	F	F	F	F	F
07-08	0	0	0	0	0	0	0	0	0	0
09-10	0	0	0	0	0	0	0	0	0	1
11-12	0	1	0	0	0	0	0	1	1	1
13-14	0	1	0	0	0	0	0	1	1	1
15-16	0	1	0	0	0	0	0	1	1	1
17-18	0	1	0	0	0	0	1	1	1	1A
19-20	0	1	0	0	0	0	1	1	1	1A
21-22	0	1	0	0	0	0	1	1	1	2A
23-24	0	1	0	0	1	1	1	1	2	2A
25-26	0	1	0	0	1	1	1	1	2A	3A
27-28	0	1	0	0	1	1	1	1	3A	3A
29-30	0	1	0	0	1	1	1	1	3A	4A
31-32	0	1	0	0	1	1	1	2	4A	4A
33-34	0	1	0	0	1	1	1	2	4A	5A
35-36	0	1	0	0	1	1	1	3	5A	5A
37-38	0	1	1	1	1	1	1	3	5A	6A
39-40	0	1	1	1	1	1	2	4	6A	6A
41-42	0	1	1	1	1	1	2	4	6A	7A
43-44	0	1	1	1	1	1	3	5	7A	7A
45-46	0	1	1	1	1	1	3	5A	7A	8A
47-48	0	1	1	1	2	2	4	6A	8A	8A
49-50	0	1	1	1	2	2	4A	6A	8A	9A
51-52	0	2	1	1	2	2	5A	7A	9A	9B
53-54	0	2	1	1	2	2A	5A	7A	9A	10B
55-56	0	2	1	1	3	3A	6A	8A	10A	10B
57-58	0	2	1	1	3	3A	6A	8A	10B	11B
59-60	0	2	1	1	3	3A	7A	9A	11B	11B

	30	29	28	27	26	25	24	23	22	21
61-62	0	2	1	1	3	3A	7A	9A	11B	12B
63-64	0	2	1	2	4	4A	8A	10A	12B	12B
65-66	0	2	1	2	4	4A	8A	10A	12B	13B
67-68	0	3	1	2	4	4A	9A	11A	13B	13B
69-70	0	3	1	2	4	4A	9A	11A	13B	14B
71-72	0	3	1	2	5	5A	10A	12A	14B	14B
73-74	0	3	1	2	5	5A	10A	12B	15B	15B
75-76	0	3	1	2	5	5A	10A	12B	15B	16B
77-78	0	3	1	2	5	5B	10A	13B	15B	16B
79-80	0	4	1	2	5	5B	11A	13B	16B	16B
81-82	0	4	1	2	5	5B	11B	13B	16B	17B
83-84	0	4	1	2	5	5B	11B	13B	16B	17C
85-86	0	4	1	2	5A	6B	11B	14B	17B	18C
87-88	0	5	1	3	6A	6B	12B	14B	17B	18C
89-90	0	5	1	3	6A	6B	12B	14B	17B	19C
91-92	0	5	2	3	6A	6B	12B	14B	17C	19C
93-94	1	5	2	3	6A	6B	12B	15B	18C	20C
95-96	1	6	2	3	6A	6B	13B	15B	18C	20D
97-98	1	6	2	3	6A	6B	13B	15C	18C	21D
99-100	1	6	2	3	6A	6C	13B	15C	18C	21D
101-102	1	7A	2	3	6A	7C	13B	16C	19D	22D
Maximum Result For Mk.10 Weaponry										
103-104	1	7A	2	3	7A	7C	14B	16C	19D	22D
105-106	1	8A	2	3	7B	7C	14C	16D	19D	23D
107-108	1	8A	2	3	7B	7D	14C	16D	19D	23D
109-110	1	9A	2	3	7B	7D	14C	17D	20D	24D
111-112	1	9A	2	3	7B	7D	15C	17D	20D	24E
113-114	1	10A	2	3A	7C	7D	15C	17D	20E	25E
Maximum Result For Mk.20 Weaponry										
115-116	1	11A	2	3A	7C	7D	15D	17D	21E	25E
117-118	1	12A	2A	3B	7C	7D	15D	18D	21E	26E
119-120	1	13A	2A	4B	8C	8D	16D	18D	22E	27E
121-122	2	14A	2A	4B	8C	8D	16D	19D	23E	28E
123-124	2	15A	3A	4B	8C	8D	16D	19E	23E	29F
125-126	2	16B	3A	4C	8C	8E	17D	20E	24E	30F
Maximum Result For Mk.30 Weaponry										
127-128	2	17B	3B	4C	8C	8E	17D	20E	25E	31F
129-130	2	19B	3B	4C	8D	9E	18D	21E	26E	32F
131-132	2	20B	3B	4C	8D	9E	19E	22E	27E	33F
133-134	2	22B	3C	4C	9D	10E	20E	23E	28E	34G
135-136	2A	23B	3C	4C	9D	10E	21E	24E	29E	35G
137-138	3A	25B	3C	5D	10D	11E	22E	25E	31F	37G
Maximum Result For Mk.40 Weaponry										
139-140	3A	27B	3C	5D	11D	12E	25E	28E	33F	40G
141-142	3A	29C	4D	6D	12D	14E	30E	32E	40F	50G
143-144	3B	31C	5D	7D	13D	16E	36E	38E	55G	70H
145-146	4B	33C	6D	8D	15E	20F	44E	46F	75G	100H
147-148	4C	35D	8D	10E	18E	28F	56F	58F	105H	140I
149-150	5D	40E	12E	15F	22F	42G	70G	74H	145I	190I
Maximum Result For Mk.50 Weaponry										

## 25.7 BLAST CANNON ATTACK TABLE

**UM 01-03 = Weapon Failure.** Roll 1D10: 1-7 = Temporary Overload (weapon may fire next Round); 8-10 = Malfunction (roll for severity)

All Criticals are Blast.



**Blast Cannon Attack Table**

	30	29	28	27	26	25	24	23	22	21
01-03	F	F	F	F	F	F	F	F	F	F
04-10	0	0	0	0	0	0	0	0	0	0
11-12	0	0	0	0	0	0	0	1	1	1
13-14	0	0	0	0	0	0	0	1	1	2
15-16	0	0	0	0	0	0	0	1	2	2
17-18	0	0	0	0	0	0	0	1	2	2
19-20	0	0	0	0	0	0	0	1	2	3
21-22	0	0	0	0	0	0	0	1	3	4
23-24	0	0	0	0	0	0	0	2	4	5
25-26	0	0	0	0	0	0	0	2	5	6
27-28	0	0	0	0	0	0	0	2	6	7
29-30	0	0	0	0	1	0	1	2	7	8
31-32	0	0	0	0	2	0	1	3	8	9
33-34	0	0	0	1	2	1	1	3	9	11
35-36	0	0	1	2	3	2	1	3	10	13
37-38	0	0	1	2	3	2	1	4	11	15
39-40	0	0	2	3	4	3	2	5	12	17
41-42	0	0	2	3	5	3	2	6	13	19
43-44	0	0	2	3	6	3	3	7	14	21
45-46	0	0	2	3	7	3	3	8	15	23
47-48	0	0	2	4	8	4	3	9	16	25
49-50	0	0	2	4	9	4	4	10	17	27
51-52	0	0	2	5	10	5	4	11	18	29
53-54	0	0	2	5	11	5	4	12	19	31
55-56	0	0	3	6	12	6	5	13	20	33A
57-58	0	0	3	6	13	6	5	14	22	35
59-60	0	0	3	7	14	7	5	15	24	37A

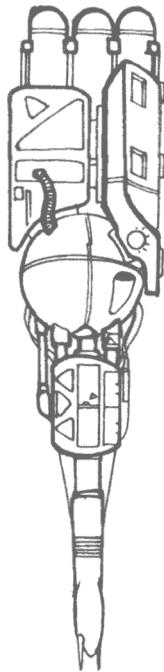
	30	29	28	27	26	25	24	23	22	21
61-62	0	0	3	7	15	7	6	16	26	39A
63-64	0	0	3	8	16	8	6	17	28	41A
65-66	0	0	3	8	17	8	6	18	30	43A
67-68	0	0	3	9	18	9	7	19	32A	45A
69-70	0	0	3	9	19	9	7	20	34	47A
71-72	0	0	4	10	20	10	7	21	36A	49A
73-74	0	0	4	10	21	10	8	22	38A	51A
75-76	0	0	4	11	22	11	8A	23	40A	53A
77-78	0	0	4	11	23	11	8	24A	42A	55B
79-80	0	0	4	12	24	12	9	25	44A	57B
81-82	0	0	4	12	25	12	9A	26	46A	59B
83-84	0	0	4	13	26	13	10	27A	48A	61B
85-86	0	0	4	13	27	13	10A	28A	50A	63B
87-88	0	0	5	14	28	14A	11A	29B	52B	65B
89-90	0	1	5	14	29	14	11A	30A	54B	67C
91-92	0	1	5	15	30	15	12A	31A	56A	69C
93-94	0	1	5	15	31	15A	12A	32A	58B	71C
95-96	0	1	5	16	32	16A	13A	33B	60B	73C
97-98	0	2	5	16	33	16A	13A	34A	62B	75C
99-100	0	2	5	17	34	17A	14A	35A	64B	77C
101-102	1	2	6	17	35	17A	14A	36B	66B	79C
<b>Maximum Result For Mk.10 Weaponry</b>										
103-104	1	3	6	18	36	18A	15A	37B	68B	81C
105-106	1	3	6	18	37	18A	15A	38B	70B	83B
107-108	1	3	6	19	38	19A	16B	39B	72B	85C
109-110	1	4	6	19	39	20A	17A	40A	74B	87C
111-112	1	4	7	20	40	21A	18A	41B	76C	89C
113-114	1	4	7	20	41	22A	19B	42B	78B	91C
<b>Maximum Result For Mk.20 Weaponry</b>										
115-116	1	5	7	21	42	23A	20B	43B	80B	93C
117-118	1	5	7	21	43	24A	21B	44A	82B	95C
119-120	1	6	8	22	44	25A	22B	45B	84B	97D
121-122	1	6	8	22	45	26A	23B	46B	86C	99C
123-124	1	7	8	23	46	27A	24A	47B	88B	101C
125-126	2	8	9	23	47	28A	25B	48B	90B	103D
<b>Maximum Result For Mk.30 Weaponry</b>										
127-128	2	9	9	24A	48	29A	26B	49B	92B	105D
129-130	2	10	10A	24	49A	30B	27B	50B	94B	107D
131-132	3	11	10	25A	50	31A	28B	51B	96C	109E
133-134	3	12	11A	25	51A	32A	29A	52C	98D	111D
135-136	4	13A	11	26A	52A	33B	30B	53C	100C	113D
137-138	5	14A	12A	27A	54A	35B	32B	55C	105D	118E
<b>Maximum Result For Mk.40 Weaponry</b>										
139-140	6	15A	13B	28A	56A	37B	34B	57D	110D	124E
141-142	7	16A	15A	30B	58A	39C	37B	60C	120E	136E
143-144	8	17A	18A	33A	62C	43B	41C	65D	135D	154E
145-146	9A	18B	22A	37A	68B	50C	49C	75D	155D	179E
147-148	10A	19B	30B	44B	80C	65C	70D	95E	200E	230E
149-150	11B	20C	40C	60C	105C	95D	100D	125E	255E	300E
<b>Maximum Result For Mk.50 Weaponry</b>										

## 25.8 DISRUPTOR CANNON ATTACK TABLE

**UM 01-05 = Weapon Failure.** Roll 1D10: 1-3 = Temporary Overload (weapon may fire next Round); 4-10 = Malfunction (roll for severity)

All Criticals are Pierce.

Special Note: Double the value of Defender's Screens when attacking with Disruptor Cannons.



**Disruptor Cannon Attack Table**

	30	29	28	27	26	25	24	23	22	21
01-05	F	F	F	F	F	F	F	F	F	F
06-16	0	0	0	0	0	0	0	0	0	0
17-18	1	0	0	0	1	0	0	1	0	0
19-20	1	0	0	0	1	0	0	1	0	0
21-22	2	0	0	0	1	0	0	1	0	0
23-24	2	0	0	0	2	0	1	2	0	0
25-26	3	0	0	0	2	0	1	2	0	0
27-28	3	0	0	1	2	1	2	2	0	1
29-30	4	0	0	1	3	2	2	3	0	1
31-32	4	0	0	1	3	2	2	3	1	1
33-34	5	0	0	1	3	2	2	3	1	1
35-36	5	0	0	2	4	3	2	4	1	1
37-38	6	0	0	2	4	3	2	4	1	1
39-40	6	0	0	2	4	3	3	4	1	1
41-42	7	0	0	2	5	3	3	5	1	1
43-44	7	0	0	3	5	4	3	5	1	1
45-46	8	0	0	3	5	4	3	5	1	2
47-48	8	0	0	3	6	4	3	6	1	2
49-50	9	0	0	4	6	5	4	6	1	2
51-52	9	0	0	4	6	5	4	6	1	2
53-54	10	0	0	4	7	5	4	7	1	2
55-56	10	0	0	5	7	6	4	7	1	2
57-58	11	0	0	5	7	6	5	7	1	2
59-60	11	0	0	5	8	6	5	8	1	2

	30	29	28	27	26	25	24	23	22	21
61-62	12	0	0	6	8	7	5	8	1	3
63-64	12	0	1	6	8	7	6	8	1	3
65-66	13	0	1	6	9	7	6	9	1	3
67-68	13	0	1	7	9	8	6	9	2	3
69-70	14	0	1	7	9	8	7	9	2	3
71-72	14	0	1	7	10	8	7	10	2	3
73-74	15	0	1	8	10	9	7	10	2	3
75-76	15	0	1	8	10	9	8	10	2	4
77-78	16	0	1	8	11	9	8	11	2	4
79-80	16	0	2	9	11	10	8	11	2	4
81-82	16	0	2	9	11	10	8	11	2	4
83-84	17	0	2	9	12	10	9	12	2	4
85-86	18	0	2	10	12	11	9	12	2	4
87-88	18	0	2	10	12	11	10	12	2	5
89-90	19	0	3	10	13	11	10	13	2	5A
91-92	19	0	3	11	13	12	10	13	3	5A
93-94	20	0	3	11	13	12	11	13A	3	5A
95-96	20A	0	4	11	14	12	11	14A	3	5A
97-98	21A	0	4	12	14	13	11A	14A	3	6A
99-100	21A	1	4	12	14	13A	12A	14A	3	6B
101-102	22A	1	5	12	15A	13A	12A	15B	3A	6B
Maximum Result For Mk. 10 Weaponry										
103-104	23A	1	5	13	15A	14A	12A	15B	3A	7B
105-106	24A	2	6	13	16A	14A	13A	16B	3A	7B
107-108	25A	2	6	14	16A	15A	14A	16B	4A	7B
109-110	26A	2	7	15	17A	16A	15A	17B	4A	7B
111-112	27A	3	7	16	18A	17A	16A	18B	4A	7B
113-114	28A	3	8	17	19A	18A	17B	19B	4A	8B
Maximum Result For Mk. 20 Weaponry										
115-116	30A	3	8	19	20A	19A	18B	20B	4A	8B
117-118	32A	4	9	21	22A	20A	19B	22B	4A	9B
119-120	34A	4	10	23	24A	22A	21B	24B	5A	10C
121-122	36B	5	11	25	26A	24A	23B	26B	5A	11C
123-124	38B	5	12	27	28A	26A	25B	28B	6A	12C
125-126	40B	6	13	29A	30A	28B	27B	30C	6A	13C
Maximum Result For Mk. 30 Weaponry										
127-128	43B	6	14A	31A	32A	30B	29C	32C	7A	15C
129-130	46B	7	15A	33A	35A	33B	31C	35C	8A	17D
131-132	49C	7	17A	36A	38A	36B	34C	38C	9B	19D
133-134	52C	8	19A	38A	41A	39B	37C	41C	10B	21D
135-136	55C	8	21A	41A	44A	42B	40C	44C	12B	24D
137-138	58C	9	23A	44A	47B	45C	43C	47D	14B	27D
Maximum Result For Mk. 40 Weaponry										
139-140	62C	10	25A	47A	50B	48C	47D	50D	16B	31E
141-142	67D	12	27B	51B	54B	52C	51D	54D	19C	35E
143-144	73D	14	29B	57B	60B	58C	57D	60D	24C	40E
145-146	80D	16A	32B	65B	68B	66C	65D	68D	35C	50E
147-148	90D	18A	37B	75B	78C	76D	75D	78E	50D	65E
149-150	110E	20B	45C	85C	90C	88E	87D	90E	75E	85E
Maximum Result For Mk. 50 Weaponry										



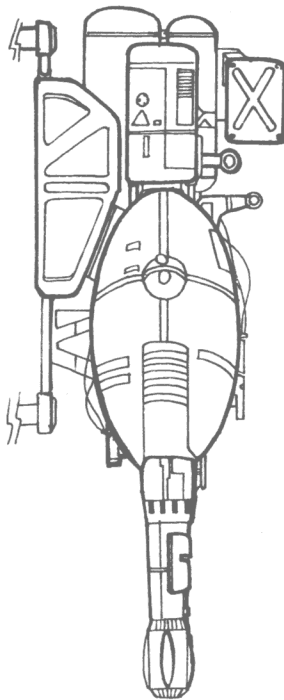
## 25.9 ION CANNON ATTACK TABLE

**UM 01-04 = Weapon Failure.** Roll 1D10: 1-7 = Temporary Overload (weapon may fire next Rnd); 8-10 = Malfunction (roll for severity)

All Criticals from A to E are Pierce.

F = E Pierce and A Blast

G = E Pierce and C Blast



**Ion Cannon Attack Table**

	30	29	28	27	26	25	24	23	22	21
01-04	F	F	F	F	F	F	F	F	F	F
05-10	0	0	0	0	0	0	0	0	0	0
11-12	0	0	0	0	0	0	0	1	1	1
13-14	0	0	0	0	0	0	0	1	1	2
15-16	0	0	0	0	0	0	0	1	2	2
17-18	0	0	0	0	0	0	0	1	2	2
19-20	0	0	0	0	0	0	0	1	2	3
21-22	0	0	0	0	0	0	0	1	3	4
23-24	0	0	0	0	0	0	0	2	4	5
25-26	0	0	0	0	0	0	0	2	5	6
27-28	0	0	0	0	0	0	0	2	6	7
29-30	0	0	0	0	1	0	1	2	7	8
31-32	0	0	0	0	2	0	1	3	8	9
33-34	0	0	0	0	2	1	1	3	9	11
35-36	0	0	1	2	3	2	1	3	10	13
37-38	0	0	1	2	3	2	1	4	11	15
39-40	0	0	2	3	4	3	2	5	12	17
41-42	0	0	2	3	5	3	2	6	13	19
43-44	0	0	2	3	6	3	3	7	14	21
45-46	0	0	2	3	7	3	3	8	15	23
47-48	0	0	2	4	8	4	3	9	16	25
49-50	0	0	2	4	9	4	4	10	17	27
51-52	0	0	2	5	10	5	4	11	18	29
53-54	0	0	2	5	11	5	4	12	19	31
55-56	0	0	3	6	12	6	5	13	20	33A
57-58	0	0	3	6	13	6	5	14	22	35A
59-60	0	0	3	7	14	7	5	15	24	37A

	30	29	28	27	26	25	24	23	22	21
61-62	0	0	3	7	15	7	6	16	26	39A
63-64	0	0	3	8	16	8	6	17	28	41A
65-66	0	0	3	8	17	8	6	18	30	43A
67-68	0	0	3	9	18	9	7	19	32A	45A
69-70	0	0	3	9	19	9	7	20	34A	47A
71-72	0	0	4	10	20	10	7	21	36A	49A
73-74	0	0	4	10	21	10	8	22	38A	51A
75-76	0	0	4	11	22	11	8	23	40A	53A
77-78	0	0	4	11	23	11	8	24A	42A	55B
79-80	0	0	4	12	24	12	9	25A	44A	57B
81-82	0	0	4	12	25	12	9A	26A	46A	59B
83-84	0	0	4	13	26	13	10A	27A	48A	61B
85-86	0	0	4	13	27	13	10A	28A	50A	63B
87-88	0	0	4	14	28	14	11A	29A	52B	65B
89-90	0	1	5	14	29	14A	11A	30A	54B	67C
91-92	0	1	5	15	30	15A	12A	31A	56B	69C
93-94	0	1	5	15	31	15A	12A	32A	58B	71C
95-96	0	1	5	16	32	16A	13A	33A	60B	73C
97-98	0	2	5	16	33	16A	13A	34A	62B	75C
99-100	0	2	5	17	34	17A	14A	35A	64B	77C
101-102	1	2	6	17	35	17A	14A	36B	66B	79C
<b>Maximum Result For Mk.10 Weaponry</b>										
103-104	1	3	6	18	36	18A	15A	37B	68B	81C
105-106	1	3	6	18	37	18A	15A	38B	70B	83C
107-108	1	3	6	19	38	19A	16A	39B	72B	85C
109-110	1	4	6	19	39	20A	17A	40B	74B	87C
111-112	1	4	7	20	40	21A	18A	41B	76B	89C
113-114	1	4	7	20	41	22A	19A	42B	78B	91C
<b>Maximum Result For Mk.20 Weaponry</b>										
115-116	1	5	7	21	42	23A	20A	43B	80B	93C
117-118	1	5	7	21	43	24A	21A	44B	82B	95C
119-120	1	6	8	22	44	25A	22A	45B	84B	97C
121-122	1	6	8	22	45	26A	23A	46B	86B	99C
123-124	1	7	8	23	46	27A	24A	47B	88B	101C
125-126	2	8A	9	23	47	28A	25A	48B	90B	103D
<b>Maximum Result For Mk.30 Weaponry</b>										
127-128	2	9A	9	24	48	29A	26B	49B	92C	105D
129-130	2	10A	10	24	49	30A	27B	50B	94C	107D
131-132	3	11A	10	25	50	31A	28B	51B	96C	109D
133-134	3	12B	11	25	51A	32A	29B	52C	98C	111D
135-136	4	13B	11	26A	52A	33B	30B	53C	100C	113D
137-138	5	14B	12A	27A	54A	35B	32B	55C	105D	118E
<b>Maximum Result For Mk.40 Weaponry</b>										
139-140	6	15B	13A	28A	56A	37B	34B	57D	110D	124E
141-142	7	16B	15A	30A	58A	39C	37C	60D	120E	136E
143-144	8	17C	18A	33A	62B	43C	41C	65D	135E	154F
145-146	9	18C	22A	37B	68B	50C	49D	75E	155F	179F
147-148	10	19C	30B	44B	80C	70C	70E	95F	200F	230G
149-150	11A	20C	40C	60C	105C	95D	100F	125F	255G	300G
<b>Maximum Result For Mk.50 Weaponry</b>										

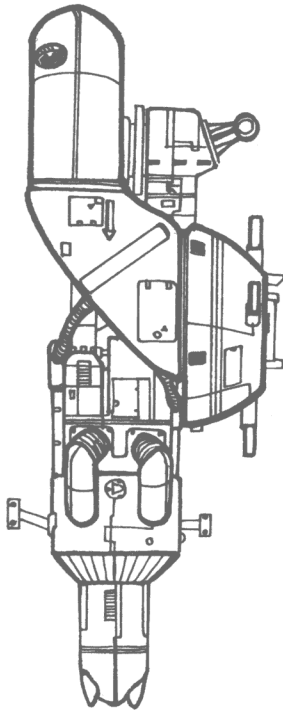
## 25.10 PLASMA CANNON ATTACK TABLE

**UM 01-09 = Weapon Failure.** Roll 1D10: 1-6=Temporary Overload (weapon may fire next Rnd); 7-10=Malfunction (roll for severity)

All Criticals are Blast.

**F = E and A Criticals**

**G = E and C Criticals**



## Plasma Cannon Attack Table

	30	29	28	27	26	25	24	23	22	21
01-09	F	F	F	F	F	F	F	F	F	F
10-20	0	0	0	0	0	0	0	0	0	0
21-22	0	0	0	0	0	0	0	2	2	4
23-24	0	0	0	0	0	0	0	3	5	6
25-26	0	0	0	0	0	0	0	4	7	8
27-28	0	0	0	0	0	0	0	4	9	10
29-30	0	0	0	0	0	0	0	5	12	14
31-32	0	0	0	0	0	0	0	5	14	18
33-34	0	0	0	0	0	0	0	6	16	22
35-36	0	0	0	0	2	0	2	7	18	26
37-38	0	0	0	0	5	0	3	8	20	30
39-40	0	0	0	2	8	2	4	10	22	34
41-42	0	0	2	4	10	4	5	12	24	38
43-44	0	0	4	6	12	6	6	14	26	42
45-46	0	0	4	7	14	7	6	16	28	46
47-48	0	0	4	8	16	8	7	18	30	50
49-50	0	0	4	9	18	9	8	20	32	54
51-52	0	0	5	10	20	10	8	22	34	58
53-54	0	0	5	11	22	11	9	24	36	62
55-56	0	0	5	12	24	12	10	26	40	66A
57-58	0	0	5	13	26	13	10	28	44	70A
59-60	0	0	6	14	28	14	11	30	48	74A

	30	29	28	27	26	25	24	23	22	21
61-62	0	0	6	15	30	15	12	32	52	78A
63-64	0	0	6	16	32	16	12	34	56	82A
65-66	0	0	6	17	34	17	13	36	60	86A
67-68	0	0	7	18	36	18	14	38	64A	90A
69-70	0	0	7	19	38	19	14	40	68A	94A
71-72	0	0	7	20	40	20	15	42	72A	98A
73-74	0	0	7	21	42	21	16	44	76A	102A
75-76	0	0	8	22	44	22	16	46	80A	106A
77-78	0	0	8	23	46	23	17	48A	84A	110B
79-80	0	0	8	24	48	24	18	50A	88A	114B
81-82	0	0	8	25	50	25	19A	52A	92A	118B
83-84	0	0	9	26	52	26	20A	54A	96A	122B
85-86	0	0	9	27	54	27	21A	56A	100A	126B
87-88	0	0	9	28	56	28	22A	58A	104B	130B
89-90	0	1	9	29	58	29A	23A	60A	108B	134C
91-92	0	1	10	30	60	30A	24A	62A	112B	138C
93-94	0	1	10	31	62	31A	25A	64A	116B	142C
95-96	0	2	10	32	64	32A	26A	66A	120B	146C
97-98	0	2	10	33	66	33A	27A	68A	124B	150C
99-100	0	2	11	34	68	34A	28A	70A	128B	154C
101-102	1	2	11	35	70	35A	29A	72B	132B	158C
Maximum Result For Mk.10 Weaponry										
103-104	1	3	11	36	72	36A	30A	74B	136B	162C
105-106	1	3	12	37	74	37A	31A	76B	140B	166C
107-108	1	3	12	38	76	38A	32A	78B	144B	170C
109-110	1	4	13	39	78	40A	34A	80B	148B	174C
111-112	1	4	13	40	80	42A	36A	82B	152B	178C
113-114	1	4	14	41	82	44A	38B	84B	156B	182C
Maximum Result For Mk.20 Weaponry										
115-116	1	5	14	42	84	46A	40B	86B	160B	186C
117-118	1	5	15	43	86	48A	42B	88B	164B	190C
119-120	1	6	15	44	88	50A	44B	90B	168B	194C
121-122	1	6	16	45	90	52A	46B	92B	172B	198C
123-124	1	7	16	46	92	54A	48B	94B	176B	202C
125-126	2	8A	17	47	94	56A	50B	96B	180B	206D
Maximum Result For Mk.30 Weaponry										
127-128	2	9A	18	48	96	58A	52B	98B	184B	210D
129-130	2	10A	19	49	98	60A	54B	100B	188C	214D
131-132	3	11A	20	50	100	62A	56B	102B	192C	218D
133-134	3	12B	21	51	102A	64A	58B	104C	196C	222D
135-136	4	13B	22	52A	104A	66B	60B	106C	200C	226D
137-138	5A	14B	24A	54A	108A	70B	64B	110C	210D	236E
Maximum Result For Mk.40 Weaponry										
139-140	6A	15B	26A	56A	112A	74B	68B	114D	220D	248E
141-142	7A	16B	30A	60A	116A	78B	74C	120D	240E	272E
143-144	8A	17C	36A	66A	124B	86C	82C	130D	270E	308F
145-146	9B	18C	44A	74B	136B	100C	98D	150E	310F	358F
147-148	10C	19C	60B	88C	160C	130C	140D	200E	400F	460G
149-150	11D	20D	80C	120D	210D	190D	200E	250F	510G	600G
Maximum Result For Mk.50 Weaponry										

## 25.11 SHAPED CHARGE WARHEAD ATTACK TABLE

**UM 01-02 = No Effect.** Warhead is a dud.

**Special:** If Shaped Charge attack was made by MLA Cannon;

**UM 01-02 = Weapon System Failure.** Roll 1D10: 1-2 = Warhead is a dud; 3-6 = Temporary Jam (weapon may fire next Round); 7-10 = Malfunction (roll for severity).

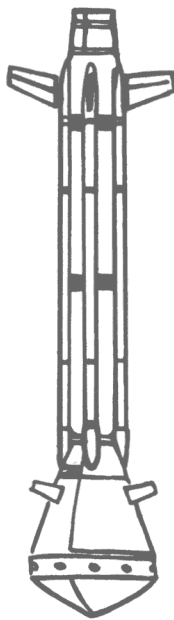
All Criticals from A to E are Pierce.

F = E Pierce and A Blast

G = E Pierce and B Blast

H = E Pierce and C Blast

I = E Pierce and D Blast



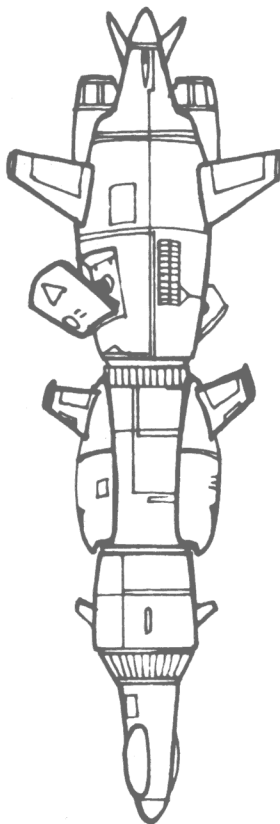
### Shaped Charge Warhead Attack Table

	30	29	28	27	26	25	24	23	22	21
01-02	F	F	F	F	F	F	F	F	F	F
03-38	0	0	0	0	0	0	0	0	0	0
39-40	0	0	0	0	0	0	0	0	1	1
41-42	0	0	0	0	0	0	0	0	1	1
43-44	0	0	0	0	0	0	0	1	1	1
45-46	0	0	0	0	0	1	0	1	1	1A
47-48	0	0	0	0	0	1	0	1	1	1A
49-50	0	0	0	0	0	1	1	1	1	1A
51-52	0	0	0	0	0	1	1	1	1	1A
53-54	0	0	0	0	0	1	1	1	1	1A
55-56	0	0	0	0	0	1	1	1	1	1B
57-58	0	0	0	0	0	1	1	1	1	1B
59-60	0	0	0	0	1	1	1	1	1A	1B

	30	29	28	27	26	25	24	23	22	21
61-62	0	0	0	0	1	1	1	1	1A	2B
63-64	0	0	0	0	1	1	1	1	1A	2C
65-66	0	0	0	0	1	1	1	1	1A	2C
67-68	0	0	0	0	1	1	1	1	1A	2C
69-70	0	0	0	0	1	1	1	1	2A	2C
71-72	0	0	0	0	1	1	1	1	2A	2D
73-74	0	0	0	0	1	1	1	1	2B	2D
75-76	0	0	0	0	1	1	1	1	2B	2D
77-78	0	0	0	0	1	1	1	1A	2B	2D
79-80	0	0	0	0	1	1	1	1A	2B	3D
81-82	0	0	0	0	1	1	1	1A	2B	3E
83-84	0	0	0	1	1	1	1	1A	2C	3E
85-86	0	0	0	1	1	1A	1	1A	2C	3E
87-88	0	0	0	1	1	1A	1	1B	2C	3E
89-90	0	0	0	1	1	1A	1	1B	2D	3E
91-92	0	0	0	1	1	1A	1A	1B	2D	3E
93-94	0	0	0	1	1	1A	1A	1B	3D	3E
95-96	0	0	0	1	1	1B	1A	1C	3E	4E
97-98	0	0	0	1	1	1B	1C	1C	3E	4E
99-100	0	0	0	1	1	1B	1B	1C	3E	4E
101-102	0	0	1	1	1	1C	1C	1D	3E	4E
Maximum Result For Mk. 10 Weaponry										
103-104	0	0	1	1	1	1C	1C	1D	3E	5E
105-106	0	0	1	1	1	1C	1C	2D	3E	5E
107-108	0	0	1	1	1	1C	1C	2D	3E	5E
109-110	0	0	1	1	1	1D	1C	2D	3E	6E
111-112	0	0	1	1	1	1D	1C	2D	4E	6E
113-114	0	0	1	1	1	1D	1D	2D	4E	6E
Maximum Result For Mk. 20 Weaponry										
115-116	0	0	1	1	1	1D	1D	2D	4E	7E
117-118	0	0	1	1	1	1D	1D	2E	4E	7E
119-120	0	0	1	1	1	1D	1D	2E	5E	7E
121-122	0	1	1	1	1	1D	1D	2E	5E	8F
123-124	0	1	1	1	1	1E	1D	2E	5E	8F
125-126	0	1	1	1	1	1E	1D	2E	6E	9F
Maximum Result For Mk. 30 Weaponry										
127-128	0	1	1	1	1	1E	1E	2E	6F	9F
129-130	0	1	1	1	1	1E	1E	3E	6F	10F
131-132	0	1	1	1	1	1E	1E	3E	7F	10G
133-134	0	1	1	1	1	1E	2E	3E	7F	11G
135-136	0	1	1	1	1	1E	2E	3E	8F	11G
137-138	0	1	1	1	1	1E	2E	3F	8G	12G
Maximum Result For Mk. 40 Weaponry										
139-140	0	1	1	1	1	1F	2E	3F	9G	12H
141-142	0	1	1	1	1	1F	2F	3F	9G	13H
143-144	0	1	1	1	1A	1F	2F	4G	10H	13H
145-146	0	1	1	1A	1A	1G	3G	4G	10H	14I
147-148	1	1	1	1A	1A	2H	3H	4H	11I	15I
149-150	1	1	1A	1B	2B	3I	4I	5I	12I	16I
Maximum Result For Mk. 50 Weaponry										

# 25.12 EXPLOSIVE WARHEAD (SEEKER TYPE) ATTACK TABLE

UM 01-02 = No Effect. Warhead is a dud.  
All Criticals are Blast.



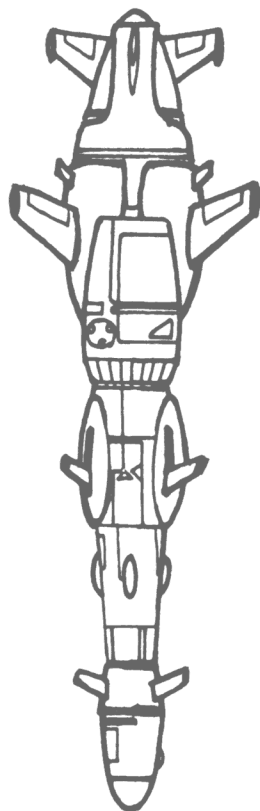
Explosive Warhead (Seeker Type) Attack Table

	30	29	28	27	26	25	24	23	22	21
01-02	F	F	F	F	F	F	F	F	F	F
03-38	0	0	0	0	0	0	0	0	0	0
39-40	0	0	0	0	0	0	0	0	0	15A
41-42	0	0	0	0	0	0	0	0	8	20A
43-44	0	0	0	0	1	0	0	7	10	25A
45-46	0	0	0	0	2	0	2	9	12A	30B
47-48	0	0	0	0	3	0	3	11	15A	35B
49-50	0	1	0	0	4	1	4	13	20A	40B
51-52	0	1	0	0	6	1	5	15A	25A	45B
53-54	0	1	0	0	10	1	6	20A	30A	50B
55-56	0	1	0	1	15	2	8A	25A	35A	55B
57-58	0	1	0	2	20	4	10A	30A	40B	60C
59-60	0	1	0	4	25	6A	15A	35B	45B	65C

	30	29	28	27	26	25	24	23	22	21
61-62	0	1	0	6	30	8A	20A	40B	50B	70C
63-64	0	1	1	8	35	10A	25B	45B	55B	75C
65-66	0	1	2	10	40	15B	30B	50B	60C	85C
67-68	0	1	3	15	45	20B	35B	55B	65C	95C
69-70	0	1	4	20	50A	25B	40B	60C	70C	105D
71-72	0	1	6	25	55A	30B	45B	65C	80C	115D
73-74	0	1	10	30A	60A	35B	50C	70C	100C	135D
75-76	0	1	15	35A	65A	40C	55C	80C	120D	155D
77-78	0	1	20	40A	70A	45C	60C	90C	140D	175D
79-80	0	1	25	45A	75A	50C	65C	100C	160D	200D
81-82	0	1	30	50A	80A	55C	60C	110C	180D	225D
83-84	0	1	35	55A	85B	60C	70C	125C	200D	255D
85-86	0	1	40	60A	90B	65C	70C	150D	220D	285E
87-88	0	1	45	65A	100B	70C	110C	175D	240E	315E
89-90	0	1	50	70A	110B	90C	135D	200D	260E	345E
91-92	0	1	55	75A	130B	110C	160D	225D	280E	370E
93-94	0	1	60	80A	160B	140C	185D	250D	300E	395E
95-96	0	1	75	85A	195B	170C	210D	275D	330E	420E
97-98	0	1	80	95A	230B	200C	235D	300D	360E	445E
99-100	0	1	90	115A	265B	230C	260D	320D	390E	470E
101-102	0	2	100	150A	300B	260C	290D	340D	420E	495E
Maximum Result For Mk.10 Weaponry										
103-104	1	3	130	185A	335B	290C	320D	360D	450E	520E
105-106	2	5	190	230A	370B	320C	360D	385D	480E	545E
107-108	3	8	260	280A	405B	350D	400D	415D	515E	570E
109-110	4	11	330	330A	440C	380D	430D	445E	550E	600E
111-112	5	15	360	380A	470C	410D	445D	470E	580E	630E
113-114	10	20	380A	430B	495C	440D	460D	500E	610E	660E
Maximum Result For Mk.20 Weaponry										
115-116	15	30A	390A	440B	510C	450D	470D	510E	640E	690E
117-118	20	40A	400A	450B	520C	460D	480E	520E	660E	710E
119-120	25	46A	410A	460B	530C	470D	490E	530E	680E	730E
121-122	29	51A	420B	470B	540C	480D	500E	540E	700E	750E
123-124	32	55B	430B	480B	545C	490D	510E	550E	720E	770E
125-126	34	58B	440B	490B	550C	500D	520E	560E	740E	790E
Maximum Result For Mk.30 Weaponry										
127-128	35	60B	450B	500B	555C	510D	525E	570E	750E	800E
129-130	36	62B	460B	510B	560C	520D	530E	580E	760E	810E
131-132	37A	64B	470B	520B	570C	530D	535E	590E	770E	820E
133-134	38A	66B	480B	530B	580C	540D	540E	600E	780E	830E
135-136	39A	68B	490B	540C	590C	550D	550E	610E	790E	840E
137-138	40A	70C	500B	550C	600D	560D	565E	620E	800E	850E
Maximum Result For Mk.40 Weaponry										
139-140	41A	73C	510C	570C	630D	590E	595E	650E	810E	870E
141-142	42A	76C	520C	600C	660D	620E	625E	690E	830E	890E
143-144	44B	79C	540C	625C	690D	650E	655E	730E	850E	915E
145-146	46B	82C	560C	650C	730E	680E	685E	770E	870E	940E
147-148	48B	85D	580D	675D	770E	710E	720E	810E	890E	965E
149-150	50C	90D	600E	700E	810E	750E	760E	850E	910E	990E
Maximum Result For Mk.50 Weaponry										

# 25.13 EXPLOSIVE WARHEAD (PROXIMITY TYPE) TABLE

UM 01-02 = No Effect. Warhead is a dud.  
All Criticals are Blast



Explosive Warhead (Proximity Type) Attack Table

	30	29	28	27	26	25	24	23	22	21
01-02	F	F	F	F	F	F	F	F	F	F
03-08	0	0	0	0	0	0	0	0	0	0
09-10	0	0	0	0	0	0	0	0	1	1
11-12	0	0	0	0	0	0	0	0	1	1
13-14	0	0	0	0	0	0	0	0	1	1
15-16	0	0	0	0	0	0	0	1	1	1
17-18	0	0	0	0	0	0	1	1	1	1
19-20	0	0	0	0	0	0	1	1	1	1
21-22	0	0	0	0	0	0	1	1	1	1
23-24	0	0	0	0	0	0	1	1	1	1
25-26	0	0	0	0	0	0	1	1	1	1
27-28	0	0	0	0	0	0	1	1	1	2
29-30	0	0	0	0	1	0	1	1	1	2
31-32	0	0	0	0	1	0	1	1	1	2
33-34	0	0	0	0	1	0	1	1	1	2
35-36	0	0	0	0	1	0	1	1	1	2
37-38	0	0	0	0	1	0	1	1	1	2
39-40	0	0	0	0	1	0	1	1	1	2
41-42	0	0	0	0	1	0	1	1	1	3
43-44	0	0	0	0	1	0	1	1	1	3
45-46	0	0	0	0	1	0	1	1	2	3
47-48	0	0	0	0	1	0	1	1	2	3A
49-50	0	0	0	0	1	1	1	1	2	3A
51-52	0	0	0	0	1	1	1	1	2	4A
53-54	0	0	0	0	1	1	1	1	2	4A
55-56	0	0	0	0	1	1	1	1	2A	5A
57-58	0	0	0	0	1	1	1	2	2A	6A
59-60	0	0	0	0	1	1	1	2	2A	7A

	30	29	28	27	26	25	24	23	22	21
61-62	0	0	0	0	1	1	1	2	3A	8A
63-64	0	0	0	1	1	1	1	2A	3A	9A
65-66	0	0	0	1	1	1	1	2A	4A	10B
67-68	0	1	0	1	1	1	1	3A	4A	11B
69-70	0	1	0	1	1	1	2	3A	5A	12B
71-72	0	1	0	1	2	1	2A	4A	5A	13B
73-74	0	1	0	1	2	1	3A	4A	6A	14B
75-76	0	1	0	1	3	1	3A	5A	6B	15B
77-78	0	1	1	1	3	1	4A	5A	7B	16B
79-80	0	1	1	2	4	2	4A	6A	8B	18B
81-82	0	1	1	2	3	2A	5A	7A	9B	19B
83-84	0	1	1	2	5	2A	6A	8B	10B	21B
85-86	0	1	1	3	6	3A	7A	9B	11B	22C
87-88	0	1	1	3	7	3A	8A	11B	13B	24C
89-90	0	1	1	4	8	4A	9A	12B	14B	26C
91-92	0	1	1	4	9	5A	10A	14B	16B	28C
93-94	0	1	1	5	10	6A	12A	15B	17B	30C
95-96	0	1	1	5	12	7A	13A	17B	19B	32C
97-98	0	1	2	6	14A	8A	15A	19B	21B	34C
99-100	0	1	2	7	16A	9A	17A	21B	23B	36D
101-102	0	2	3	8A	18A	10A	19A	23B	25C	38D
Maximum Result For Mk.10 Weaponry										
103-104	0	2	3	9A	20A	11A	21A	25B	27C	40D
105-106	0	2	4	10A	22A	12A	23A	27B	29C	42D
107-108	0	2	4	11A	24A	13A	25B	29B	31C	44D
109-110	0	2	5	12A	26A	14B	27B	31B	33C	46D
111-112	0	3	5A	13A	28A	15B	29B	33B	35C	48D
113-114	0	3A	6A	14A	30A	16B	31B	35B	37C	50D
Maximum Result For Mk.20 Weaponry										
115-116	0	3A	6A	15A	32A	17B	33B	37B	39C	52D
117-118	0	3A	7A	16A	34A	18B	35B	39B	41C	54D
119-120	0	4A	7A	17A	36A	19B	37B	41B	43C	56D
121-122	0	4A	8A	18A	38A	20B	39B	43B	45C	58D
123-124	0	4A	8A	19A	40A	21B	41B	45B	47C	60E
125-126	1	5A	9A	20A	42A	22B	43B	47C	49D	62E
Maximum Result For Mk.30 Weaponry										
127-128	1	5A	9A	21A	44A	23C	45B	49C	51D	65E
129-130	1	6A	10A	22A	46A	25C	47B	52C	54D	68E
131-132	1	7A	10A	23A	48A	27C	49B	55C	57D	71E
133-134	2	8A	11A	24A	50A	29C	51B	59C	61D	75E
135-136	2A	9A	11A	26A	52B	32C	54B	63C	66D	82E
137-138	2A	10A	12A	29B	55B	36C	58C	68D	72E	92E
Maximum Result For Mk.40 Weaponry										
139-140	2A	11B	13B	33B	60C	41C	63C	75D	80E	115E
141-142	3A	12B	15B	38B	70C	50C	70C	85D	90E	145E
143-144	5A	13B	20B	47C	90C	70C	85C	105D	115E	200E
145-146	7B	15B	30B	65C	130C	110C	115C	150E	170E	300E
147-148	12B	20C	50C	80D	170D	160E	150D	200E	270E	400E
149-150	20C	30C	70D	100E	220D	210E	200E	300E	400E	500E
Maximum Result For Mk.50 Weaponry										

## 25.14 NUCLEAR WARHEAD ATTACK TABLE

**UM 01-02 = No Effect.** Warhead is a dud.

All Criticals are Blast.

**F** = E and A Criticals

**G** = E and B Criticals

**H** = E and C Criticals

**I** = E and D Criticals

### Special Notes on the use of this table:

- The OB used for attack resolution is selected from one of the following applicable modifiers:
  - \* Mk# +100 if target is within the 1st Blast Radius.
  - \* Mk# +50 if target is within the 2nd Blast Radius.
  - \* Mk# +25 if target is within the 3rd Blast Radius.
  - \* Mk# +10 if target is within the 4th Blast Radius.
  - \* Mk# +0 if target is within the 5th Blast Radius.
- The DB used for attack resolution is the sum of the target's Armor Quality bonus, Armor Belt bonus and Screen value.
- ELIM results in the outright destruction of the target.

### Nuclear Warhead Attack Table

	30	29	28	27	26	25	24	23	22	21
01-02	F	F	F	F	F	F	F	F	F	F
03-08	0	0	0	0	0	0	0	0	0	0
09-10	0	0	0	0	0	0	0	0	1	1
11-12	0	0	0	0	0	0	0	0	1	2
13-14	0	0	0	0	0	0	0	0	1	2
15-16	0	0	0	0	0	0	0	1	1	2
17-18	0	0	0	0	0	0	0	1	2	2
19-20	0	0	0	0	0	0	0	1	2	2
21-22	0	0	0	0	0	0	0	1	2	2
23-24	0	0	0	0	0	0	0	1	2	2
25-26	0	0	0	0	0	0	0	1	2	2
27-28	0	0	0	0	0	0	0	1	2	2
29-30	0	0	0	0	0	0	1	1	2	2
31-32	0	0	0	0	0	0	1	1	2	2
33-34	0	0	0	0	0	0	1	1	2	2
35-36	0	0	0	0	0	0	1	1	2	2
37-38	0	0	0	0	0	0	1	1	2	2
39-40	0	0	0	0	0	0	1	1	2	2
41-42	0	0	0	0	1	0	1	2	2	3
43-44	0	0	0	0	1	0	1	2	2	3
45-46	0	0	0	0	1	0	1	2	2	3
47-48	0	0	0	0	1	0	1	2	2	3
49-50	0	0	0	0	1	1	1	2	2	3
51-52	0	0	0	0	1	1	1	2	2	4
53-54	0	0	0	0	1	1	1	2	2	4
55-56	0	0	0	0	1	1	1	2	2	5
57-58	0	0	0	0	1	1	1	2	2	6
59-60	0	0	0	0	1	1	1	2	2	7

	30	29	28	27	26	25	24	23	22	21
61-62	0	0	0	0	1	1	1	2	3	8
63-64	0	0	0	0	1	1	1	2	3	9A
65-66	0	0	0	0	1	1	1	2	4	10A
67-68	0	1	0	1	1	1	1	3	4	11A
69-70	0	1	0	1	1	1	2	3	5	12A
71-72	0	1	0	1	2	1	2	4	5A	13A
73-74	0	1	0	1	2	1	3	4	6A	14A
75-76	0	1	0	1	3	1	3	5	6A	15A
77-78	0	1	1	1	3	1	4	5	7A	16A
79-80	0	1	1	2	4	2	4	6	8A	18A
81-82	0	1	1	2	3	2	5	7	9A	19A
83-84	0	1	1	2	5	2	6	8	10A	21A
85-86	0	1	1	3	6	3	7	9	11A	22A
87-88	0	1	1	3	7	3	8	11	13A	24A
89-90	0	1	1	4	8	4	9	12	14A	26A
91-92	0	1	1	4	9	5	10	14	16A	28A
93-94	0	1	1	5	10	6	12	15	17A	30A
95-96	0	1	1	5	12	7	13	17	19A	32A
97-98	0	1	2	6	14	8	15	19	21A	34A
99-100	0	1	2	7	16	9A	17	21A	23A	36A
101-102	0	2	3	8A	18A	10A	19A	23A	25A	38A
<b>Maximum Result For 5th Blast Radius</b>										
103-104	0	2	3	9A	20A	11A	21A	25A	29A	42B
105-106	0	2	4	10A	23A	12A	23A	27A	33A	46B
107-108	0	2	4	11A	26A	13A	25A	29A	37B	50B
109-110	0	2	5	12A	30A	14A	27A	35A	41B	54C
111-112	0	3	5A	13A	34A	15A	29A	39A	45B	58C
113-114	0	3A	6A	14A	38A	16A	31A	43A	49C	62C
<b>Maximum Result For 4th Blast Radius</b>										
115-116	0	3A	7A	15A	42A	18A	35A	47B	57C	70D
117-118	1	3A	8A	16A	48A	20B	39B	53B	65C	78D
119-120	1	4A	9A	17A	54A	22B	44B	59C	73D	86D
121-122	1	4A	10A	19A	62B	22C	50C	67C	81D	94E
123-124	1	5A	11A	21A	70B	26C	57C	75D	89D	102E
125-126	2	6A	13B	25A	78B	32C	65D	83D	97E	110F
<b>Maximum Result For 3rd Blast Radius</b>										
127-128	2	7A	15B	33B	95C	40D	75D	110E	120E	130F
129-130	2	9A	19C	40B	110C	60D	95E	120E	140F	150G
131-132	3	13A	27C	60C	140D	80E	135E	160F	260G	300G
133-134	6	21A	40D	80C	200D	120E	215F	240G	425H	450H
135-136	8A	37B	60D	120D	320E	200F	375G	400H	750H	800I
137-138	12A	70C	90E	200E	500F	300G	550H	700I	ELIM	ELIM
<b>Maximum Result For 2nd Blast Radius</b>										
139-140	24A	140D	150E	300F	700G	500H	ELIM	ELIM	ELIM	ELIM
141-142	48A	250E	270F	500G	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM
143-144	96B	500F	400G	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM
145-146	192C	750G	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM
147-148	385D	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM
149-150	770E	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM
<b>Maximum Result For 1st Blast Radius</b>										



## 25.15 MATTER/ANTIMATTER WARHEAD ATTACK TABLE

**UM 01-02 = No Effect.** Warhead is a dud.

All Criticals are Blast.

**F** = E and B Criticals

**H** = E and D Criticals

**G** = E and C Criticals

**I** = E and E Criticals

### Special Notes on the use of this table:

1) The OB used for attack resolution is selected from one of the appropriate following modifiers:

\* Mk# +100 if target is within the 1st Blast Radius.

\* Mk# +50 if target is within the 2nd Blast Radius.

\* Mk# +25 if target is within the 3rd Blast Radius.

\* Mk# +10 if target is within the 4th Blast Radius.

\* Mk# +0 if target is within the 5th Blast Radius.

2) The DB used for attack resolution is the sum of the target's Armor Quality bonus, Armor Belt bonus and Screen value.

3) ELIM results in the outright destruction of the target.

### Matter/Antimatter Warhead Attack Table

	30	29	28	27	26	25	24	23	22	21
01-02	F	F	F	F	F	F	F	F	F	F
03-08	0	0	0	0	0	0	0	0	0	0
09-10	0	0	0	0	0	0	0	0	1	1
11-12	0	0	0	0	0	0	0	0	1	2
13-14	0	0	0	0	0	0	0	0	1	2
15-16	0	0	0	0	0	0	0	1	1	2
17-18	0	0	0	0	0	0	0	1	2	2
19-20	0	0	0	0	0	0	0	1	2	2
21-22	0	0	0	0	0	0	0	1	2	2
23-24	0	0	0	0	0	0	0	1	2	2
25-26	0	0	0	0	0	0	0	1	2	2
27-28	0	0	0	0	0	0	0	1	2	2
29-30	0	0	0	0	0	0	1	1	2	2
31-32	0	0	0	0	0	0	1	1	2	2
33-34	0	0	0	0	0	0	1	1	2	2
35-36	0	0	0	0	0	0	1	1	2	2
37-38	0	0	0	0	0	0	1	2	2	2
39-40	0	0	0	0	0	0	1	2	2	2
41-42	0	0	0	0	0	1	1	2	2	3
43-44	0	0	0	0	1	0	1	2	2	3
45-46	0	0	0	0	1	0	1	2	3	4
47-48	0	0	0	0	1	0	1	2	3	4
49-50	0	0	0	0	1	1	1	3	3	4
51-52	0	0	0	0	1	1	1	3	3	5
53-54	0	0	0	0	1	1	1	3	3	6
55-56	0	0	0	0	1	1	1	3	3	7
57-58	0	0	0	0	1	1	1	3	3	9
59-60	0	0	0	0	1	1	1	3	3	10

	30	29	28	27	26	25	24	23	22	21
61-62	0	0	0	0	1	1	1	3	4	12
63-64	0	0	0	0	1	1	1	3	5	13A
65-66	0	0	0	0	1	1	2	3	6	15A
67-68	0	1	0	1	1	1	2	4	7	16A
69-70	0	1	0	1	2	1	3	4	8	18A
71-72	0	1	0	1	3	1	3	5	9A	19A
73-74	0	1	0	1	3	1	4	6	11A	21A
75-76	0	1	0	1	4	1	4	7	13A	24B
77-78	0	1	1	1	4	1	5	8	14A	27B
79-80	0	1	1	2	5	2	6	9	16A	31B
81-82	0	1	1	2	6	2	7	10	18B	35B
83-84	0	1	1	2	7	3	9	12A	20B	39B
85-86	0	1	1	3	8	4	11	14A	22B	43B
87-88	0	1	1	3	10	6	13	17A	25B	47B
89-90	0	1	1	4	12	8	15	20A	28B	51B
91-92	0	1	1	5	15	10	18A	24A	31B	55B
93-94	0	1	1	6	18	12	21A	28A	34B	60B
95-96	0	1	1	7	22	14A	25A	32A	32B	66B
97-98	0	1	2	9	26	16A	29A	38A	43B	73B
99-100	0	1	2	11	30	18A	33A	45B	49B	81B
101-102	0	2	3	14A	34A	20B	37B	53B	56B	90B
<b>Maximum Result For 5th Blast Radius</b>										
103-104	0	2	3	18A	39A	23B	42B	62B	65B	100C
105-106	0	2	4	23A	45A	27B	53B	74B	85B	120C
107-108	0	3	5	29A	53B	32B	70B	95B	115C	150C
109-110	0	4	7	36A	65B	38B	95B	125B	150C	190D
111-112	0	5A	9A	44A	85B	45B	125B	160B	195C	240D
113-114	0	6A	12A	53A	120B	53B	160B	200C	255D	310D
<b>Maximum Result For 4th Blast Radius</b>										
115-116	0	7A	15B	63A	170B	65B	200B	245C	320D	400E
117-118	1	8B	19B	75A	230B	80C	250C	300C	400D	500E
119-120	1	10B	24B	90B	300B	100C	300C	400D	500E	600F
121-122	1	13B	30B	120B	400C	200D	400C	500E	600F	700G
123-124	1	16B	40B	160B	500C	300D	500E	600F	700G	800H
125-126	2	20B	75C	210B	600E	400E	600F	700G	800H	900I
<b>Maximum Result For 3rd Blast Radius</b>										
127-128	2	25B	130C	300C	700F	500F	700G	800H	900I	ELIM
129-130	3	32B	200D	400D	800G	600G	800H	900I	ELIM	ELIM
131-132	4A	40B	300D	500E	900H	700H	900I	ELIM	ELIM	ELIM
133-134	6A	50B	400E	600F	ELIM	800I	ELIM	ELIM	ELIM	ELIM
135-136	9B	70C	500F	700G	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM
137-138	13B	110D	600G	800H	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM
<b>Maximum Result For 2nd Blast Radius</b>										
139-140	25B	200E	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM
141-142	50B	300E	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM
143-144	150C	600F	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM
145-146	300D	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM
147-148	450E	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM
149-150	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM
<b>Maximum Result For 1st Blast Radius</b>										

## 26.2 PIERCE CRITICAL STRIKE TABLE — vs INFANTRY

	A	B	C	D	E
<b>01-05</b>	Your fire whizzes past opponent.	Shots arc wide of target.	You can't seem to pin down foe's troops.	You cut foe a break with a clean miss.	You had your chance. +0 hits.
<b>06-10</b>	Strikes are wide of foe.	You may have better luck next Round.	If foe's troops are Raw, they take a Morale Check.	Multiple strikes fail to produce more than +4 hits.	+4 hits inflicted on foe. Very weak. Try a Plasma Cannon.
<b>11-15</b>	+0 hits.	If foe's troops are Raw, they are Pinned.	Strikes lance with little effect. -5 to OB. +5 hits.	Unless foe's troops are Elite, or better, they are Pinned.	Foe's unit is Pinned.
<b>16-20</b>	These imprecise strikes will Pin Poor and Raw troops, but that is all.	Foe's troops make cover before you deliver the killing blow. Only +3 hits.	You hit a special weapons man. Foe's team loses one Special Muniton of your choice. +9 hits.	Foe must make a Morale Check. -15 to OB, unless opponents are wearing Armored Exoskeletons.	Foe loses 1 Special Muniton of his choice. -10 to OB.
<b>21-35</b>	If foe's troops are Regular, or of a lower type, they take a Morale Check. +1 hit if foe has No Armor.	Foe takes a Morale Check if his Troop Type is Regular or lower.	If foe's team is composed of Shock troops, or lower types, they take a Morale Check.	If foe's troops are Raw, they are eliminated. Otherwise, they are Pinned.	If foe's Troops Type is Regular, or lower, they must take a Morale Check. +8 hits.
<b>36-45</b>	Raking strikes keep opponent wondering. -5 to foe's OB if wearing Light Body Armor, or No Armor.	Foe is at -20 to OB if wearing Light Body Armor or No Armor. +2 hits.	Your attack leaves foe's team quaking. The unit is at -20 to OB.	You land several rounds among foe's troops. -35 to OB. +5 hits if team is wearing No Armor.	You inflict several casualties. Foe loses 2 Force Levels. +7 hits unless team is wearing Armored Exoskeletons.
<b>46-50</b>	Pathetic attempt to fire at an individual results in +2 hits if foe has No Armor.	Foe's troops lose one Special Muniton of their choice.	Foe's team loses its Mortar attack capability. +6 hits.	Foe drops 1 Force Level, and loses 1 Special Muniton of his choice.	In a series of mind-numbing blasts, foe loses 2 Force Levels. +13 hits.
<b>51-55</b>	Random shots Pin foe's infantry if their Troop Type is Poor or Raw. -5 to OB if target is wearing Pliable Plate Armor.	If foe's infantry Troop Type is Marine or lower, they are Pinned by your wild attack. +3 hits.	Unless foe's troops are Guards, they are Pinned by your attack. +5 hits, unless team is wearing Exoskeletons or Mesh Armor.	Suppression fire Pins foe's team. +7 hits if team is wearing No Armor; otherwise +5 hits.	You spread your fire across foe's team. They are Pinned and OB is at -40. +7 hits.
<b>56-60</b>	If foe's Troop Type is Regular or lower, unit loses READ capability in a false panic. +1 hit if target is wearing LBA.	If target has READ capability, it is lost as communications and targeting equipment is damaged.	Foe's team loses READ capability. -10 to OB if troops are wearing Light Body Armor or No Armor.	Foe loses READ capability. -25 to OB. +8 hits if foe is wearing Armored Exoskeletons; otherwise +14 hits.	Foe's team loses its READ capability and 2 other Special Munitons of your choice. -30 to OB. +12 hits.
<b>61-65</b>	Impressive strikes have little effect. If target's Troop Type is Regular or lower, they take a Morale Check.	If foe's Troop Type is Grenadier or lower, they take a Morale Check. -5 to OB.	Near misses cause foe's troops to take a Morale Check. +9 hits.	Foe's troops must take a Morale Check. -10 to OB.	Foe's Quality Number drops by 2, then troops take a Morale Check. -15 to OB unless unit is wearing Armored Exoskeletons.
<b>66</b>	Precision strike takes out team's leader. Unit loses 1 Force Level.	Random strike takes out foe's team leader. Force Level drops by 1. +6 hits.	Foe's team leader goes down. Reduce Quality # by 1, then take a Morale Check. Unit is Stunned until the end of next Round.	Foe's natural leaders indiscriminately slain. Team's Quality Number is reduced by 4. +16 hits.	Heavy, piercing strikes disembowel foe's troops. unit is sadly eliminated.
<b>67-70</b>	Several of foe's troops inadvertently duck. Target unit takes a Morale Check.	Unexpected blow forces foe's team to take a Morale Check. +4 hits if wearing No Armor.	Bracketing fire Pins all but Guard Quality units. -5 to OB.	Brutal attack Pins foe's troops. +9 hits, unless team is wearing Armored Exoskeletons.	Unleash a barrage which Stuns foe's troops until the end of next Rnd. They lose 2 Force Levels. +14 hits.
<b>71-75</b>	Foe's troops take +5 hits if they wear Light Body Armor or No Armor. Otherwise +1 hit.	Confusion reigns. Foe loses one Special Muniton of his choice.	Foe loses one Special Muniton of his choice. +6 hits if team is wearing Light Body Armor or No Armor.	Foe's team loses 2 Special Munitons of your choice. -15 to OB. +8 hits.	Foe loses 3 Force Levels to your devastating attack. +15 hits, unless team is wearing No Armor, in which case they take +25 hits.
<b>76-80</b>	Strikes are little too close for comfort. Minor wounds taken. -15 to OB.	Enemy is somewhat fearful of your attack. Their Quality Number is reduced by 1.	Foe demoralized by your assault. Team loses 1 Quality Number. -10 to OB.	Determined blasts shake the opposition. Their Quality Number is reduced by 1D5.	Brutal strike is fearsome. Foe's Quality Number drops by 1D5, then they take a Morale Check.
<b>81-85</b>	Foe's squad members take multiple wounds. -20 to OB if wearing No Armor; -10 otherwise.	Your strikes land close to the opposition. -25 to OB if wearing No Armor; otherwise they are at -10. +2 hits.	Your beams rake foe's squad. They are at -30 to OB. +7 hits, unless team is wearing Armored Exoskeletons.	You deliver injuries to several of foe's soldiers. -40 to OB. +11 hits.	Key members of foe's team are killed. Foe loses 3 Special Munitons of his choice. -55 to OB. +23 hits.
<b>86-90</b>	Surprisingly, you Pin foe's troops if they are Marines, or of a lower type.	If foe's Troop Type is Grenadier or lower, they are Pinned. -10 to OB. +6 hits, unless team is wearing Armored Exoskeletons.	Assault eliminates team if it is composed of a Regular or lower Troop Type. -10 to OB.	Sustained fire reduces foe's Force Level by 2. -20 to OB, unless team is wearing Armored Exoskeletons or Mesh Armor.	Pummeling strike drops foe's Force Level by 3. +25 hits.
<b>91-95</b>	Foe's troops must take a Morale Check if they are Grenadiers, or of a lower Troop Type. +2 hits if team is wearing No Armor.	Foe's team is thrown into turmoil. They lose two Special Munitons of their choice, and their Force Level is reduced by 1. +6 hits.	Ravaging attack causes multiple casualties. Foe's Force Level is reduced by 2. +12 hits.	You manage to rout foe. Team is eliminated. +10 hits.	Foe drops to Force 1, and the unit is Stunned for 1D10 Rounds. +26 hits, unless foe is wearing Armored Exoskeletons.
<b>96-99</b>	You seem to have delivered some incapacitating injuries. Foe's Force Level drops by 1.	A key member of foe's team is struck down. Reduce Force Level by 2. +10 hits, unless troops are wearing AEX.	Continuous stream of fire reduces foe's Force Level by 3, and the troops must take a Morale Check. +8 hits.	Cruel strikes eliminate foe's entire team.	Foe's squad is uncerimoniously eliminated, while other enemy teams within 100 meters must take a Morale Check.
<b>100</b>	Under your determined assault, foe's team loses 2 Force Levels. They are at -20 to OB if wearing No Armor.	Your piercing strikes cause a 3 Level Force reduction to foe's team.	Team's Force Level is cut by 4 as you mow down the majority of foe's squad.	Lancing bursts of energy destroy foe's troops.	Foe's team rendered down to a mushy pulp. Not pretty, but the deed is done.

## 26.3 BLAST CRITICAL STRIKE TABLE — vs INFANTRY

	A	B	C	D	E
<b>01-05</b>	Detonations aren't even close.	Near miss. +1 hit.	Blast inflicts +2 hits.	Blast off target. +3 hits.	It was close. +5 hits.
<b>06-10</b>	Burst absorbed by terrain. Only +1 hit.	Foe will not succumb to such meager fire. +2 hits.	Unless foe's Troop Type is Elite or better, they must take a Morale Check. -5 to OB.	Foe loses one Special Munition of his choice. +5 hits, unless team is wearing Armored Exoskeletons.	Detonations are close. Team is Stunned next Round. +7 hits.
<b>11-15</b>	Attack Pins Poor, Raw, and Regular troops.	Scattered bursts cause foe's OB to be reduced by -10, unless team is wearing AEX.	If your target is Shock infantry, or lower, they are Pinned. -15 to OB. +5 hits.	Foe's team is Pinned, unless they are Guards. -15 to OB.	Harmful energy cuts a swath through foe's unit. -30 to OB. +14 hits.
<b>16-20</b>	Blasts inflict +4 hits if foe's troops are wearing Light Body Armor or No Armor. Otherwise, only +1 hit.	If foe's Troop Type is Regular or lower, you successfully suppress him; the unit is Pinned. +4 hits.	Blast dazes foe. Target loses one Special Munition of their choice, and they are Stunned until the end of next Round.	Foe takes an untimely Morale Check. -20 to OB, and team is Stunned until the end of next Round. +7 hits.	Foe loses 2 Special Munitions of his choice, and his unit is Stunned until the end of next Round. -20 to OB.
<b>21-35</b>	The ground trembles. Target takes a Morale Check unless it is an Elite, Commando, or Guard unit.	You force foe to take a Morale Check if his Troop Type is Marine or lower. +3 hits if team wears No Armor.	Unless foe's team is a Commando or Guard unit, your firepower causes a Morale Check. Target is Stunned for the remainder of the Round.	If foe's troops are Raw or Poor, they die quickly. Other Troop Types take a Morale Check. -15 to OB. +10 hits.	Only an Elite or higher Troop Type will survive this bludgeoning. +20 hits.
<b>36-45</b>	Straying shots cause +5 hits if foe's troops wear No Armor; otherwise, +2 hits.	Bracketing fire inflicts several wounds. Foe is at -20 to OB if wearing No Armor; -15 to OB otherwise. +4 hits.	Your attack blunts foe's resolve. They are at -30 to OB. +8 hits.	You inflict multiple injuries with blast. -50 to OB. +8 hits, unless troops are wearing Armored Exoskeletons or Mesh Armor.	Foe takes multiple casualties. Foe at -55 to OB and loses 2 Force Levels. +10 hits if troops wear No Armor.
<b>46-50</b>	Concussion and confusion cause a -15 OB penalty to Shock infantry, or lower type.	Foe's team loses any Shaped Charge Demos and Aerial Missiles they are carrying.	Foe's team loses cohesion. Unit loses two Special Munitions of their choice. -15 to OB.	Opponent loses 1 Force Level and is Stunned until the end of next Round. +19 hits.	Foe loses 3 Force Levels and 2 Special Munitions of your choice. +7 hits.
<b>51-55</b>	If foe's Troop Type is Regular or lower, the unit is Pinned. -10 to OB. +3 hits if wearing PPA or NA.	If foe's Troop Type is Grenadier or lower, they are Pinned by your blasting attack. +5 hits.	Opponent Pinned by heavy infall of munitions. Team Stunned until the end of next Round. -20 to OB. +10 hits.	Firepower is depressing. Foe's team is Pinned and their Quality Number is reduced by 1. +10 hits.	Troops caught looking. Team loses 3 Force Levels and takes a Morale Check. -50 to OB.
<b>56-60</b>	Foe is forced to abandon one Special Munition of his choice. +5 hits if wearing No Armor.	If target has READ capability, it is lost, along with a Force Level reduction of 1. +6 hits.	Foe loses artillery spotter. Team loses READ capability. -10 to OB and +14 hits.	Foe loses READ capability and 2 Special Munitions of your choice. -25 to OB. +20 hits.	Overpowering. Foe loses READ capability and all Special Munitions carried. -55 to OB.
<b>61-65</b>	Your attack is convincing, if somewhat weak. Foe's infantry takes a Morale Check.	You force foe to take a Morale Check. He is at -10 to OB, unless wearing Armored Exoskeletons.	Blasts cause disorder. Troops take a Morale Check. Marine, and lower Troop Types have Force # reduced by 1. +6 hits.	Brutal assault. Foe must reduce his Quality Number by 1, then take two Morale Checks. -20 to OB.	Unrelenting barrage drops foe's Quality Number by 4. Then the unit takes two Morale Checks. +20 hits.
<b>66</b>	Airburst catches troop leader at unawares. He is killed. Reduce team's Force Level by 2. +5 hits.	Cruel blast takes out team leader. Unit's Force Level drops by 1, and the troops are Stunned for 2 Rounds. +10 hits.	Barrage claims foe's team leader as casualty. Reduce Quality Number by 2, then take a Morale Check. Team Stunned for 3 Rnds.	Destructive forces unleashed. Foe's Force Level drops by 1D5 and unit is Stunned for 10 Rounds. Team leader lies dead. +22 hits.	Blast ferrets out foe's troops, all of whom succumb to the Grim Reaper. Unit destroyed.
<b>67-70</b>	That was close... Foe's troops are Pinned unless they are Guards. +2 hits.	Airbursts. If foe's Troop Type is Storm or lower, his troops are Pinned. +5 hits.	Suppressing fire Pins enemy troops. They are also Stunned for 2 Rounds. -30 to OB. +13 hits.	Foe's squad is Pinned. -35 to their OB, unless wearing AEX, in which case they are -25 to OB. +20 hits.	Cataclysmic blast Stuns foe for 10 Rounds. +30 hits.
<b>71-75</b>	Team takes a casualty and must abandon one Special Munition of their choice. +5 hits if wearing Light Body Armor or No Armor.	The dirt flies. Foe loses his MASK munitions. -20 to OB if team wears Light Body Armor or No Armor; -10 to OB otherwise. +10 hits.	Foe probably wishes he were somewhere else. Team loses 3 Special Munitions of your choice. -10 to OB. +15 hits.	Cruel salvo causes the loss of all of the team's Special Munitions. -40 to OB.	Overpressure attack takes out the majority of foe's team. Reduce Force Level by 4. -40 to OB.
<b>76-80</b>	Blast shakes up foe. Reduce team's Quality Number by 1. -10 to OB if opponents are wearing Light Body Armor.	Team commander cowers. Foe's Quality Number is reduced by 2, then the team takes a Morale Check.	Team's Quality Number drops by 1D10. -25 to OB. +8 hits if troops aren't wearing Armored Exoskeletons or Mesh Armor.	Foe's team is losing its resolve to fight. Their Quality Number is reduced by 1D10, then they take a Morale Check. +24 hits.	Terrible concussion causes foe's Quality Number to drop by 1D5. Then the team takes two Morale Checks. +20 hits.
<b>81-85</b>	Debris sent flying. Foe is at -15 to OB. +6 hits if opponents are wearing No Armor.	Incoming! -20 to OB if foe wears Armored Exoskeletons; otherwise -30 to OB. +12 hits.	You deal horrible injuries to poor fools. -50 to OB, they and are Stunned until the end of next Rnd.	Overpressure incapacitates several of foe's troops. -65 to OB. +20 hits.	Scything death visited upon foe. If Troop Type is Storm or lower, unit is eliminated. -60 to OB. +12 hits.
<b>86-90</b>	Foe's infantry is Pinned. They take +7 hits if wearing Light Body Armor or No Armor; otherwise +4 hits.	Rocking blast forces foe to take a Morale Check. His Force Level is also reduced by 1.	Detonations eliminate Marines, or lower Troop Types. Other units are Pinned. Take a Morale Check. +17 hits.	Blasts consume several team members, causing a Force Level reduction of 3. -20 to OB. +25 hits.	Foe's Force Level drops by 1D5, and it takes two Morale Checks under unrelenting salvos.
<b>91-95</b>	Target infantry runs for cover, abandoning one Special Munition of their choice. They take a Morale Check. +3 hits.	Foe's team sent running pell-mell. They lose one Special Munition of their choice, and one of your choice. +13 hits.	Team members swallowed by blast. Foe's Force Level is reduced by 2. -35 to OB. +18 hits.	Foe's troops turn and run. The unit is eliminated. +26 hits.	All Special Munitions and Capabilities are lost to unit. The troops are Stunned for 12 Rounds. +27 hits.
<b>96-99</b>	If foe's troops wear Armored Exoskeletons, their Force Level is reduced by 1; otherwise it is reduced by 2. -15 to OB.	Overpressure knocks out several team members. Reduce Force Level by 3. +14 hits, unless Mesh Armor.	Deadly salvo eliminates foe's team.	Salvo makes short work of infantry. They are eliminated.	Foe's team slaughtered. Other enemy teams within 100 meters must take a Morale Check.
<b>100</b>	Point blank detonation knocks out every team member. The unit is lost. Very sad.	Devastating detonations eliminate foe's troops.	Foe's team incinerated. Only bits of armor remain.	Gouts of molten death claim team members. None remain.	Team melts away without leaving a trace.

## 26.4 PIERCE CRITICAL STRIKE TABLE — vs SMALL VEHICLES

	A	B	C	D	E
<b>01-05</b>	Wild shot delivers glancing blow off foe's armor. Targeting bungle prevents your weapon from firing again next Round. Find cover!	You can't seem to pin the target down.	Better luck next time.	Absolutely pathetic. +1 Hit.	Foe is carrying Mr. Luck in his back pocket today. +2 Hits.
<b>06-10</b>	Target evades extra damage.	Light Damage delivered by your attack will cause foe to double the time necessary to change engaged Drives. -5 to Screens.	Light structural damage causes all maneuver attempts to be made at -10. One Payload Pallet load is destroyed. You could have done better.	Foe takes Moderate damage to engaged Drive. Drive is reduced by 2010 MPs. Severe Damage to power conduit prevents one Energy Weapon Mount from discharging. +5 Hits.	Power surge knocks out one of foe's Energy Weapon Mounts. If vehicle has no Armor Belt, one Auxiliary unit is eliminated. +10 Hits.
<b>11-15</b>	Your attempt to pummel foe into cowed defeat is an abysmal failure.	Random energy dissipation eliminates one carried Infantry Team. If target is a MIRC, it must stop and may not move for 1 Turn.	Foe's Microfreq Rig takes Moderate Damage. Power flux prevents foe's Energy Weapons from firing for 1-2 Rounds. -5 to Screens. +1 Hit.	All of foe's Communications Rigs are knocked out. Additional Severe Damage reduces foe's Wheeled, Walker, or Jumper motive system by 3D10 MPs. -5 to Screens. +10 Hits.	All of foe's Communications systems knocked out. Severe damage to Computer causes all maneuvers to be attempted at -30. One Turret Mount knocked out. -5 to Screens. +20 Hits.
<b>16-20</b>	If foe has no Screens, he loses 1 MP from his currently engaged Drive.	Over-heating knocks out one of foe's HUD units. -5 to Screens. +1 Hit.	Foe's Computer jarred. Moderate damage to Computer causes all maneuver attempts to be made at -20. If foe has Screens, one HUD unit is knocked out. Otherwise, all HUD's are knocked out. +2 Hits.	Crushing burst wreaks havoc on foe's craft. Sensors knocked out. Electronic Warfare knocked out. -5 to Screens. +20 Hits.	Foe's engaged Drive unit reduced by 10 MPs due to Severe Damage. If foe has no Armor Belt, -10 to Screens. +40 Hits.
<b>21-35</b>	Light Damage to two systems: foe's EW reduced by 5, and Wheeled Drive is reduced by 2 MPs.	Light Damage reduces foe's EW by 10. He may not jam incoming Torps for the next 1D5 Rounds. Additional Light Damage reduces foe's engaged Drive by 3 MPs. +1 Hit.	Lancing energy causes Severe damage to foe's EW system, reducing it by 30. Light Damage reduces Wheeled and Tracked MPs by 4. +3 Hits.	Foe's Screens splatter your piercing strike. Foe may not fire any weapons next Round. If foe has Armor Belt, his EW is knocked out. Otherwise, EW and Screens are knocked out. +35 Hits.	Energy surge knocks out foe's EW. Also, if foe has no Screens, Computer takes Moderate damage causing all maneuvers to be attempted at -20. One Payload Pallet and its load are destroyed. +70 Hits.
<b>36-45</b>	If foe has no Screens, his weapon targeting system gets jostled: He may not discharge any weapons for 1 Round. Foe loses one Mine, if carried. -5 to Screens.	Unworthy attempt to impale foe merely results in one of foe's Weapon Mounts to be inoperative for 1D5 Rounds. -5 to Screens. +1 Hit.	Power surge. Foe may fire no Missile Launchers or Torpedoes for 1D5 Rounds. One Energy Weapon Turret is knocked out. -10 to Screens. +4 Hits.	Piercing strike knocks out 1D5 of foe's Weapon Mounts. Severe Damage reduces foe's engaged Drive by 2D10 MPs. 3 Payload Pallet loads are destroyed. +50 Hits.	Unbearable attack knocks out 1D10 Weapon Mounts and all Payload Pallets. If foe has no Armor Belt, Sensors and Electronic Warfare knocked out also. -20 to Screens. +100 Hits.
<b>46-50</b>	Your soft strike gives foe's computer a Routine Malfunction: -15 to any Maneuvers attempted. Also, power surge prevents foe's Energy Weapons from being discharged next Round.	Foe's automatic Damage Control capabilities knocked out. One Energy Weapon Turret knocked out. Light Damage reduces foe's engaged Drive by 4 MPs. +2 Hits.	Pounding strike rocks Computer: -20 to attempted maneuvers due to Moderate damage. If foe has no Screens, secondary Moderate Damage reduces the engaged Drive's MPs by 2D10. +5 Hits.	Foe's Computer Processor takes Very Severe damage: programs may not be moved to or from the Processor without being erased. 2 Turret Mounts knocked out. -10 to Screens. +70 Hits.	Sizzling beam knocks out foe's Computer. Vehicle is incapable of taking any action. If foe has no Armor Belt, 2 Auxiliary Systems are destroyed. -20 to Screens. +150 Hits.
<b>51-55</b>	Deflected impact jars Wheeled or Surface Effects Drive; MPs reduced by 2 due to Moderate Damage. If foe has no Armor Belt, -5 to Screens. Foe loses one Payload Pallet munition. +1 Hit.	Target's Screens absorb strike, but they are at -15 for 1D5 Rounds. Foe loses one Payload Pallet item. +2 Hits.	One quick zap, and foe's EW is shorted out. Vehicle has no EW for 1D10 Rounds. Also, if foe has no Armor Belt, one Auxiliary System is destroyed. +7 Hits.	Pin-point strike knocks out foe's Screen Generator. Foe has no Screens. If foe has no Armor Belt, all Crewmembers take a "B" Heat critical due to secondary energy dissipation. +90 Hits.	Tumultuous strike knocks out foe's Screen Generator. Crewmembers Stunned for 2 Rounds. Very Severe Damage reduces engaged Drive by 3D10 MPs. All Energy Weapons knocked out. +200 Hits.
<b>56-60</b>	Foe's Life Support system takes Light Damage from your concentrated attack. If environmental conditions are hostile to crew, they will die in 1 hour unless Damage is repaired. +1 Hit.	Lancing shot delivers Moderate Damage to Life Support system. If vehicle is operating in a hostile environment, the crew will die in 1 hour unless damage is repaired. +2 Hits.	Penetrating round delivers Severe Damage to Life Support system. If vehicle is operating in a hostile environment, Crew will die in 30 minutes unless damage repaired. -10 to Screens. +10 Hits.	Vaporizing impact gives foe's Life Support system Very Severe damage: if vehicle is operating in a hostile environment, Crew will die in 5 minutes. Each crewmember takes a "C" Heat critical. -10 to Screens. +120 Hits.	Rude shot causes toxin to flow through Life Support system. Crewmembers will die in 1D5 Rounds unless they Bail Out or eject in Life Pods now. -20 to Screens. +250 Hits.
<b>61-65</b>	Foe's automatic Damage Control capability lost for 10 Rounds due to your determined blow. Additional Light Damage reduces foe's Wheeled and Tracked Drive MPs by 1D5. -5 to Screens. +1 Hit.	Damage Control system takes Moderate Damage from your careening discharge. No Energy Weapons may be fired next Round. -10 to Screens. +3 Hits.	Damage Control capability lost due to your near-deadly shot. If foe has no Armor Belt, 1-2 Energy Weapon Mounts are knocked out. -15 to Screens. +13 Hits.	Smart strike knocks out foe's Damage Repair capability. One of foe's Turret or Flexible Weapon Mounts is destroyed. Also, Severe Damage knocks out foe's engaged Drive. +150 Hits.	Disasterous energy discharge careens through foe's vehicle. All systems malfunction. Vehicle neither moves nor fires in its inert stupor. +300 Hits.

## 26.4 PIERCE CRITICAL STRIKE TABLE — vs SMALL VEHICLES

	A	B	C	D	E
66	Unforeseen blow delivers +50 Hits if foe has Armor Belt. Otherwise, foe takes +100 Hits.	Hammering blast burns through Screens and riddles foe. If he has an Armor Belt, +100 Hits. Otherwise, he takes +200 Hits.	Deft strike, unimpeded by Screens, buckles foe's armor plates. If foe has Armor Belt, +500 Hits. Otherwise, +1000 Hits. Ooo, its ugly.	Armor... What armor? Foe's vehicle is torn to pieces. Add +10 to this Crew's next attack.	There are no survivors left to crawl out of the twisted wreckage.
67-70	If foe has no Screens, a penetrating energy swath ignites an internal fire. Foe's vehicle takes 1 Hit/rnd until flame put out. -10 to Screens in any event.	Heat from your attack triggers interior fire in foe's vehicle. It takes 2 Hits/Rnd until flames put out. Additional Light Damage reduces engaged Drive by 1D10 MPs.	Undissipated heat ignites interior fire. Foe's vehicle takes 4 Hits/rnd until flames are extinguished. If foe has no Screens, he takes additional Light Damage reducing his engaged Drive by 2D10 MPs.	Attack overcomes target's defenses. Two Auxiliary Systems knocked out. If foe has Armor Belt, his craft takes 10 Hits/rnd from internal fire. Otherwise, it is destroyed.	Unchecked flames rage through vehicle's interior, causing it to take 20 Hits/rnd. All crewmembers take 1 "B" Heat critical per Round until flames are controlled. 2 Auxiliary Systems knocked out.
71-75	Secondary concussions Stun crew for 1 Round. Moderate Damage reduces foe's Wheeled or Gravitic Effects Drive by 1D5. Target loses 1 Payload Pallet item. +2 Hits.	Energy discharges knock out 2 crewmembers. 2 Payload Pallet munitions are lost. -5 to Screens. +3 Hits.	Flat strike Stuns crew for 1D10 Rounds. 1 Auxiliary System destroyed. The end is near. +16 hits.	Crushing strike to armor Stuns foe's Crew for 1D10 Rounds. Each Crewmember takes a "C" Pierce critical as bits of shingled metal wing around the inside of the vehicle. -15 to Screens. +180 Hits.	Impact of your strike causes foe's Crew to be Stunned for 2D10 Rounds. Unfortunately for them, their vehicle will explode in 1D10 Rounds. -30 to Screens. +350 Hits.
76-80	Determined strike knocks out one crewmember for the battle. The engaged Drive loses 10 MPs for 1D5 Rounds. +2 Hits.	Foe's Drive systems battered. Each Drive unit is reduced by 1D10 MPs. One crewmember is taken as a casualty. +4 Hits.	Piledriving blow decimates foe's Drive systems. Severe Damage to each of foe's Drives reduces all MP values by 2D10. +20 Hits.	Slashing arcs of energy cause Very Severe damage to all of foe's Drive systems. If foe expends one more MP, his vehicle will be Disabled. +220 Hits.	Seemingly unphased by your attack, foe's vehicle operates normally for 1 Round. At that point it will violently explode. -40 to Screens. +500 Hits.
81-85	Unbalancing blast sends foe's vehicle Out of Control. Additional Moderate Damage reduces foe's Wheeled or Surface Effects Drive by 1D5 MPs. +2 Hits.	Raking shots impede performance. Moderate Damage to Computer causes all attempted Maneuvers to be at -20. -10 to Screens. +5 Hits.	Dexterous attack sends foe Out of Control. Also, Severe Damage to foe's Computer: -30 to all attempted maneuvers. One crewmember is taken as a casualty. -10 to Screens. +25 Hits.	Pierced hull results in glorious internal explosions. All Crewmembers take "E" Heat criticals. Vehicle stops and is inert for 1D10 Rounds, then explodes. +270 Hits.	Funneled energy stream guts foe's vehicle. It is Destroyed.
86-90	Kinetic energy dispersal causes one Weapon Mount to be inoperative for 1D10 Rounds. MIRC system knocked out, rendering such a vehicle useless. -15 to Screens. +3 Hits.	Externally dissipated blow knocks out 1D5 of foe's Payload Pallets. Additional Moderate Damage reduces foe's engaged Drive by 5 MPs. -10 to Screens. +6 Hits.	Secondary blasts overload all Weapon systems. No Weapons may fire for 1D10 Rounds. Runaway power capacitor overload will cause vehicle to explode in 2D10 Rounds. Too bad. +30 Hits.	Foe's vehicle reels under your deadly impacting rounds. Weapons and Reactor overload. Vehicle operates normally for 1 Round, then explodes and is Destroyed. +330 Hits.	Irresistable burn-through causes foe's vehicle to lose structural integrity. Total collapse. Vehicle is Destroyed
91-95	Cruel blow delivers Moderate Damage to foe's engaged Drive. MPs for that Drive fall to a meager 1. +3 Hits.	Severe Damage to foe's engaged Drive unit caused by your incredible passing shot reduces the engaged Drive's MPs by 2D10. +7 Hits.	Engaged Drive knocked out. 1-2 Auxiliary Systems destroyed. Vehicle operates normally for 1D5 Rounds, then explodes. +40 Hits.	Radiant beams of destruction are unleashed pell-mell over foe. Power system detonates, eliminating vehicle.	Blistering rays of death toast vehicle and Crew. There is no escape for those poor souls.
96-99	Lucky strike causes Moderate Damage to foe's reactor. Crewmembers take one "C" Radiation Critical per minute. Secondary Light Damage reduces foe's engaged Drive by 2 MPs. +4 Hits.	Piercing stream of death overloads foe's reactor. Vehicle will explode at the end of next Round. Bail Out! +8 Hits.	Destructive ray burns through Screens, breaches hull, then melts down foe's Reactor. Vehicle disappears in a fireball at the beginning of next Round. +50 Hits.	Hull unmercifully breached by your attack. Reactor detonates immediately, destroying vehicle. All Crewmembers perish.	Conflagration envelops foe. Vehicle Destroyed with no survivors.
100	Intercompartmental bulkhead pierced. Reactor irreversibly damaged. Vehicle will explode in 1D5 Rounds. Impressive. +5 hits.	Powerful raking shots penetrate chassis. Foe's vehicle suffers structural collapse and is destroyed. Add +10 to this firer's next attack.	Determined attempt to eliminate foe succeeds. Foe's craft ripped into insignificant scrap metal. It is totally destroyed.	Foe's ordnance and reactor detonate in a flash of cruel extermination. Vehicle gutted. No one gets out alive.	Sadly, there is nothing left behind to take as a battle trophy.

# 26.5 BLAST CRITICAL STRIKE TABLE — vs SMALL VEHICLES

	A	B	C	D	E
01-05	Fireball detonates wide of the target. No extra damage.	Blast detonates wide of target.	Zip.	Foe dodges fatal blast. +2 Hits.	+5 Hits. Is that all!
06-10	No extra hits, but one of foe's Payload Pallet loads malfunctions.	Concussion Stuns foe's Crew for one Round if he has Shields, two Rounds otherwise. 2 Payload Pallets and their loads take Moderate damage.	Close blast delivers Moderate damage to one Auxiliary System if foe has no Armor Belt.	Meek attack. If foe has no Screens, you manage to knock out one of his Payload Pallets, and it's load. +10 Hits.	Hard blast sends foe Out of Control. +20 Hits.
11-15	Pretty meek. If foe has no Screens, the engaged Drive is reduced by 1 MP.	Detonation sends shudder through foe's vehicle. If foe has MIRC system, he may take no action for 1 Round. Micro-frequency Rig takes Moderate damage.	Impact of blast knocks out all of foe's Communication Rigs. Also, foe may not use/discharge any of his Payloads for one Round. +2 Hits.	One of foe's Communication Rigs is knocked out by your errant attack. +20 Hits.	Foe's targeting capability lost due to Severe damage to his Computer: he may not make any attacks. +40 Hits.
16-20	Proximate blast causes foe's Sensor display to flicker momentarily. Craft's Sensors at -20 for 5 Rounds. Additional Light damage reduces foe's Wheeled Drive by 105 MPs.	Energy waves knock out 1-2 of foe's HUD units. +2 Hits.	Foe's Computer performance impeded by Moderate damage: any maneuvers are attempted at -15. +4 Hits.	Blast shingles the inside of foe's hull. All crewmembers take a "C" Shrapnel critical strike. Foe's vehicle may not move for 6 Rounds. +40 Hits.	Intense blast knocks out foe's Sensors. He may make no Indirect Fire attacks. -5 to Screens. +80 Hits.
21-35	Light Damage reduces foe's EW rating by 5. If foe has no Armor Belt, his Micro-frequency Rig is unusable due to Light damage.	Electronic Warfare system jarred. Moderate damage reduces EW by 10, and foe may not jam incoming Torpedoes for 1 Round. +2 Hits.	Foe's Electronic Warfare system takes the brunt of the attack. -10 to EW due to Moderate damage. +6 Hits.	Foe's armor absorbs the strike. His EW is reduced by 20 due to Severe damage. +70 Hits.	Energy surge causes Very Severe damage, reducing foe's EW by 25. Also, the engaged Drive is reduced by 5 MPs. +140 Hits.
36-45	Not bad. Foe's weapon targeting systems short out. He may not fire any weapons for 1 Round. One random crewmember takes an "A" Heat critical. -5 to Screens.	One of foe's Weapon Mounts is now inoperative for 2 Rounds. If foe has no Armor Belt, one Auxiliary System takes Moderate damage. +2 Hits.	Targeting system bungle. Foe may fire no Missiles or Torpedoes for 2 Rounds. +8 Hits.	Conflagration envelops foe's vehicle. If foe has an Armor Belt, 2 Weapon Mounts are knocked out. Otherwise, 4 are knocked out. +100 Hits.	Intense barrage knock's out 1D10 Weapon Mounts, 1D10 Payload Pallets and destroys one Auxiliary System. +200 Hits.
46-50	Pathetic strike gives foe's Computer a Routine malfunction: -15 to any attempted maneuvers. One Energy Turret Mount may not fire for 1D5 Rounds.	Blasts are encroaching. One Weapon Mount knocked out. If foe has no Screens, any Cargo takes Moderate damage. +4 Hits.	Detonation suppresses foe's weapon systems. Foe may not discharge Projectile weapons for 1 Round, Missiles for 2 Rounds, and Energy weapons for 1D5 Rounds. +10 Hits.	Krack! One of foe's Turret mounts is destroyed, while 3 other Weapon Mounts take Severe damage and are unable to function. +140 Hits.	Blast knocks out foe's Computer. The only action which foe may take is movement at a rate of 1MP per Turn. +300 Hits.
51-55	Splattered impact jars Screens. Foe's Screen Generator takes Light Damage, causing Screens to be reduced by 5. +2 Hits.	If foe has Screens, they are at -5, and +4 Hits. If foe has no Screens, any Cargo takes Moderate damage, and the vehicle receives +16 Hits.	Foe's Shield Generator knocked out. Reduce Shield strength to 0. +14 Hits.	Foe's Screen Generator is destroyed. Also, if foe has no Armor Belt, one Auxiliary System is knocked out. +180 Hits.	Shock to Screen system. Screen Generator knocked out. If foe has no Armor Belt, Crew is Stunned for 1D10 Rounds. +400 Hits.
56-60	If foe has no Screens, his Life Support system takes Light damage. If vehicle is in a hostile environment, Crew will die in 2 hours unless damage is repaired. +2 Hit.	Foe is sent Out of Control by your hard strike. If foe has a Wheeled Drive, it is reduced by half of its MPs. +4 Hits.	Your attack delivers Moderate damage to foe's Life Support system. If environment is hostile, the Crew will die in 60 minutes unless damage repaired. -5 to Screens. +20 Hits.	Sad strike Stuns foe's Crew for 1D10 Rounds. The engaged Drive loses 8 MPs due to Very Severe damage. -10 to Screens. +240 Hits.	Intense heat rushes through foe's vehicle. Each crewmember takes an "E" Heat critical. -10 to Screens. +500 Hits.
61-65	Blast sends shudders through target vehicle. Foe's Damage Control system unusable out for 1D5 Rounds. Any Cargo carried by the vehicle takes Light damage. +2 Hits.	High energy burst. No passengers may embark or disembark vehicle for 1D5 Rounds. If foe has no Shields, no Energy Weapons may be fired next Round due to heat build-up. +6 Hits.	Burst on target. If foe has an Armor Belt, one Auxiliary System is destroyed. If foe has no Armor Belt, 2 Auxiliary Systems are destroyed. +26 Hits.	Foe's vehicle may undertake no Damage Control for the next 10 Rounds. Also, one Energy Weapon Mount is knocked out. +300 Hits.	Explosion funnels through vehicle. All systems knocked out. Foe inert for 2D10 Rounds, then the vehicle explodes. +300 Hits.



# 26.5 BLAST CRITICAL STRIKE TABLE — vs SMALL VEHICLES

	A	B	C	D	E
66	Burst on target delivers +100 Hits if foe has no Armor Belt. Otherwise, foe takes +200 Hits.	Crushing strike to foe's armor. If foe has an Armor Belt, +200 Hits, otherwise +400 Hits.	Foe's armor buckled indiscriminately. +1000 Hits.	Foe's craft obliterated.	You vaporize foe's vehicle. There are no survivors.
67-70	Hot blast. If foe has no Armor Belt, impact causes an internal fire. Foe's craft takes 1 Hit/Rnd until flame put out.	If foe has no Armor Belt, he takes 2 Hits/Rnd due to an internal fire. One Auxiliary System takes Severe damage.	Critical build-up of heat. Foe's craft takes 4 Hits/Rnd due to an interior fire. If foe has no Screens, his engaged Drive is reduced by 6 MPs.	Overbearing heat ignites an internal fire which delivers 10 Hits/Rnd. If foe has no Screens, his Crew is Stunned for 1 Round.	Flames rage through foe's vehicle. If it has an Armor Belt, vehicle takes 20 Hits/rnd. Otherwise, it explodes next Round.
71-75	Explosion sends foe's vehicle Out of Control, and Stuns Crew for 1D5 Rounds. +4 Hits.	Barrage Stuns foe's Crew for 2 Rounds and Light damage reduces the engaged Drive by 5 MPs. -5 to Screens. +6 Hits.	Obtrusive concussion Stuns Crew for 2-20 rounds. 1 Turret Weapon Mount takes Severe damage. +32 hits.	Merciless torrents of energy Stun foe's Crew for 10 rounds. If vehicle has no Armor Belt, any Passengers are knocked unconscious for at least an hour. -15 to Screens. +360 Hits.	Brutal blast kills all crewmembers. All of the vehicle's systems are knocked out. It is immobile. +700 Hits.
76-80	Lower hull takes impact. Foe's engaged Drive frozen for 1 Turn. 0 MPs. +4 Hits.	Foe's lower hull takes impact. Moderate damage reduces foe's Wheeled, Tracked, and Walker Drives by 6 MPs each, and the engaged Drive system by an additional 5 MPs. +8 Hits.	Blatant hit on foe's engaged Drive system. If foe's engaged Drive is Surface Effects, it is knocked out. If it is a Walker system, Severe damage reduces MPs to 1. Otherwise, Severe damage reduces MPs by 9. +40 Hits.	Enemy's Drives are hit. All of foe's Drive systems are reduced by 3D10 MPs due to Very Severe damage. Also, Moderate damage causes all attempts at changing the engaged Drive to take twice as long. +440 Hits.	Foe's reactor overloads. Vehicle will explode next Round. +100 Hits.
81-85	Detonation rocks foe's Screens. -10 to Screens. Crew is Stunned for 1-2 Rounds. +4 Hits.	Splattered blast impedes foe's Computer performance. Moderate Damage causes all maneuver attempts to be at -20. -10 to Screens. +10 Hits.	Detonation inflicts Severe damage to foe's Computer: all maneuvers are attempted at -40. 1D5 Payload Pallets, along with their loads, are knocked out. +50 Hits.	Explosion causes foe's vehicle to rest inert for 2D10 Rounds, during which time it may take no action. +540 Hits.	You gut vehicle with a point blank detonation.
86-90	Impact absorbed by weapon system. One Weapon Mount unusable for 1-2 Rounds. If foe has no Screens, one Auxiliary System is knocked out. -5 to Screens. +6 Hits.	Payload Pallet systems take the brunt of the assault. 1D5 Payload Pallets and their loads are knocked out. -5 to Screens. +12 Hits.	Blast knocks out 1D5 of foe's Weapon Mounts. Secondary concussions Stun Crew for 1 Round. +60 Hits.	Unforgiving detonation. Weapons and Reactor overload. Vehicle remains stationary for 1 Round, then explodes. +660 Hits.	Vehicle loses structural integrity. It will be Destroyed next Round.
91-95	Shuddering blast delivers Light damage to each of foe's Drives: they are reduced by 5 MPs each. +6 hits.	Unbalancing impact. If foe's engaged Drive is a Walker or Jumper system, the vehicle may not move for 6 Rounds. Any other vehicle may not move for 3 Rounds. +14 Hits.	Detonation seeks out foe's Drive system. Target's engaged Drive is knocked out, and he may not engage another Drive for 12 Rounds. +80 Hits.	Internalized concussion. Vehicle is Destroyed.	Annihilating blast Destroys foe's vehicle and kills crew.
96-99	Secondary explosions cause Light damage to foe's reactor. Crewmembers each take one "B" Radiation Critical per minute. +8 Hits.	Blast shuts down foe's reactor for 1D5 rounds, during which his vehicle may take no action. +16 Hits.	Energy discharge causes foe's Reactor to overload. Vehicle may take 1D5 Rounds of normal activity, but then is Destroyed as Reactor detonates. +100 Hits.	Foe's hull collapses under barrage. The vehicle is eliminated.	Foe's vehicle utterly eliminated in a single, pyrotechnic instant. There are no survivors.
100	Boom! Compartmental collapse. Foe's vehicle will explode next Round. +10 hits.	Pinpoint shocker collapses foe's vehicle. It is no more.	Burst on target. Foe's vehicle disappears in blinding flash.	The detonation rips open foe's vehicle. All crewmembers and passengers perish.	After the detonation, all that's left are cinders.

## 26.6 PIERCE CRITICAL STRIKE TABLE — vs MEDIUM VEHICLES

	A	B	C	D	E
<b>01-05</b>	Weak shot. Try a missile.	Maybe next time.	A clean miss of foe's critical systems.	+1 Hit. That's all.	+2 Hits is all you get.
<b>06-10</b>	You manage to knock out one of foe's Payload Pallets and the load it was carrying.	If foe has a Jumper Drive engaged, all future landing maneuvers are made at -50 due to Moderate damage. Reduce foe's engaged Drive by 3 MPs due to Moderate damage.	If foe's vehicle has an engaged Walker Drive, it is reduced to 2 MPs and all maneuver attempts are now at -60 due to Moderate damage. One Vehicle Bay takes Severe damage, destroying any craft there.	If target has an engaged Surface Effects or Gravitic Effects Drive, foe is forced to ground momentarily, inflicting upon himself a "D" Blast critical. +5 Hits.	Severe damage to vehicle's structure prevents any embarkation or disembarkation of passengers or vehicles of any kind. Power surge knocks out one Energy and one Projectile Weapon Mount. +10 Hits.
<b>11-15</b>	Shot reduces foe's engaged Drive by 1 MP due to Light damage.	If foe has no Armor Belt, a random energy dissipation reduces his engaged Drive by 4 MPs for the next 6 Rounds.	Foe's Microfreq Rig takes Light Damage. If foe has no Armor Belt, a power flux prevents his Energy Weapons from firing for 1 Round. Sick Bay capacity drops by 1D5 due to Moderate Damage. +1 Hit.	Quick discharge fries Communications arrays. All of foe's Communications Rigs are Very Severely damaged. Additional Severe damage reduces foe's engaged Drive by 8 MPs. +10 Hits.	All of foe's Communication Rigs are knocked out. One Turret Weapon Mount knocked out. 1D5 Labs knocked out. -5 to Screens. +20 Hits.
<b>16-20</b>	If foe has no Armor Belt, any Direct Fire attacks made for the next Round will be at -10 due to a targeting system malfunction.	Over-heating knocks out one of foe's HUD units. Microfreq Rig takes Light Damage. +1 Hit.	Selective energy causes Moderate damage to foe's Computer: all maneuvers are attempted at -15. Sensors reduced by 5 due to Light damage. 1 HUD unit is knocked out. +2 Hits.	Havoc is wreaked upon foe's craft. Sensors reduced by 20 due to Severe damage. 20% Crew Casualties. Engaged Drive is reduced by 9MPs due to Moderate damage. Any Cargo takes Moderate damage. -5 to Screens. +20 Hits.	Foe's Sensors are reduced by 30 due to Severe damage. If craft has no Shields, engaged Drive is reduced by 9 MPs due to Moderate damage. +40 Hits.
<b>21-35</b>	Ricochet reduces foe's EW by 5 due to Light Damage. Roll one Light random malfunction.	Shot jars foe's EW system. He may not jam incoming Torpedoes for the next 2 Rounds. If foe has no Armor Belt, additional Light Damage reduces his engaged Drive by 2 MPs. +1 Hit.	Piercing blast causes Moderate damage to foe's EW system, reducing it by 20. If vehicle has no Screens, additional Light damage reduces foe's engaged Drive by 4 MPs. +3 Hits.	Pulsed burst partially deflected. Foe may not discharge any Payload Pallet armaments for 1D10 rounds. If foe has no Armor Belt, his EW is reduced by 25 due to Moderate Damage. +35 Hits.	Overpowering assault knocks out foe's EW. Also, if foe has no Screens, his Computer takes Moderate damage causing all maneuvers to be performed at -50. If foe has no Armor Belt, Sick Bay destroyed. +70 Hits.
<b>36-45</b>	If foe has no Armor Belt, one Weapon Mount targeting system shorts out. Target may not discharge any weapons from one Weapon Mount for 1 Round.	Ugly strike results in one of foe's Energy Weapon Turrets to be inoperative next Round. +1 Hit.	Cruel rays strike target. 1D5 of foe's Energy Weapon Mounts may not fire for 1 Round. If foe has no Armor Belt, one Lab destroyed. -5 to Screens. +4 Hits.	Indiscriminate beams inflict 10% Crew Casualties. 1-2 Weapon Mounts knocked out. Severe damage reduces foe's engaged Drive by 8 MPs. 10 Staterooms and Recreational facilities destroyed. +50 Hits.	Searing attack knocks out 1D5 Weapon Mounts and 1D10 Payload Pallets. If foe has no Armor Belt, 2 Auxiliary Systems are destroyed. -15 to Screens. +100 Hits.
<b>46-50</b>	You give foe's Computer a Routine malfunction: -5 to any attempted maneuvers. One Vehicle destroyed in Bay.	Foe's Damage Control capabilities are non-functional for 1D5 Rounds. One Payload Pallet and its load are knocked out. -5 to Screens. +2 Hits.	Keen strike affects Computer processing; no new targets (those other than the ones already fired at this Round) can be engaged with weapon systems for 1D10 Rounds. +5 Hits.	Foe's Computer takes Severe damage: any maneuvers attempted by vehicle are at -50. 10% Crew Casualties. One Turret Weapon Mount knocked out. -10 to Screens. +70 Hits.	Foe loses Sensors to Very Severe damage, and EW to Severe damage. 10% Crew Casualties. If foe has no Screens, engaged Drive is reduced by 3D10 MPs. -20 to Screens. +150 Hits.
<b>51-55</b>	Deflected energy beam skitters through Drive unit. Engaged Drive has its MPs reduced by 2 due to Light damage. If foe has no Armor Belt, -5 to Screens. +1 Hit.	Target's armor absorbs strike, but his Screens are at -10 for 1D5 Rounds. Any Cargo takes Light damage. +2 Hits.	Hard impact temporarily shorts out foe's EW. Vehicle has no EW for 3 Rounds. Also, if foe has no Armor Belt, one Auxiliary System is destroyed. +7 Hits.	You manage to knock out foe's Screen Generator: foe has no Screens. Dispensary destroyed. If foe has no Armor Belt, 20% crew casualties and 2 Random Malfunctions result. +90 Hits.	Disasterous impact knocks out foe's Screens. Crew is Stunned for 2 Rounds. Very Severe damage reduces engaged Drive by 3D10 MPs. All Energy Weapons knocked out. +200 Hits.
<b>56-60</b>	Life Support system takes Light damage from your pitiless attack. Crew will die in 10 hours unless damage is repaired. Roll one Moderate random malfunction. +1 Hit.	Strike delivers destructive energy to Life Support system. Crew will die in 5 hours unless damage is repaired. A short circuit reduces the engaged Drive by 8 MPs for 6 Rounds. +2 Hits.	Sneaky passing shot delivers Moderate damage to Life Support system. Crew will die in 1D5 hours unless damage repaired. -10 to Screens. +10 Hits.	Foe's Life Support system takes Severe damage: if environment is hostile, Crew will die in 30 minutes. If target has no Armor Belt, 30% Crew Casualties. -5 to Screens. +120 Hits.	Your tumultuous strike causes a toxin to flow through Life Support system. Crew will die in 10 Rounds unless they abandon the vehicle within 1D5 Rounds. -10 to Screens. +250 Hits.
<b>61-65</b>	Determined blow shorts out foe's Damage Control capability for 1D5 Rounds. Roll 1 Moderate random malfunction. One Missile Launcher jams due to Light Damage. +1 Hit.	Disrupting shot knocks out foe's Damage Control system. Also, no Energy Weapons may be fired for 1 Round. +3 Hits.	Foe's Damage Control capability lost due to your attack. If foe has no Armor Belt, one Energy Weapon Firing Mount knocked out. -10 to Screens. +13 Hits.	Foe's Damage Control capability knocked out. One of foe's Turret Weapon Mounts is knocked out. All Shuttle/Vehicle Bays are Severely damaged and in-bay constructs are destroyed. +150 Hits.	Rude strike winds through foe's vehicle. 70% Crew Casualties. 1D10 Shuttle/Vehicle Bays destroyed, including stored craft. 1D10 Labs knocked out. Any Cargo Very Severely damaged. +300 Hits.

## 26.6 PIERCE CRITICAL STRIKE TABLE — vs MEDIUM VEHICLES

	A	B	C	D	E
66	Impacting strike delivers +50 Hits if foe has an Armor Belt. Otherwise, foe takes +100 Hits.	Target vehicle riddled. If foe has an Armor Belt, +100 Hits. Otherwise, he takes +200 Hits.	Devastating blast rakes foe's armor. If foe has Armor Belt, +500 Hits. Otherwise, +1000 Hits.	Penetrating strike cleaves into foe's vehicle. If target has an Armor Belt, +5000 Hits. Otherwise, +10,000 Hits. Add +10 to your Crew's next attack.	Foe's vehicle is cracked open. If target has an Armor Belt, +100,000 Hits. Otherwise it is Destroyed.
67-70	If foe has no Armor Belt, your shot ignites an internal fire: target takes 1 Hit/Rnd until flame put out. Roll one random malfunction.	Heat build-up triggers an interior fire in foe's vehicle. Target takes 2 Hits/Rnd until flames put out. 1D5 Staterooms destroyed.	Heat from your strike ignites interior fire. Foe's craft takes 4 Hits/Rnd until flames are extinguished. If foe has no Screens, he takes additional Light Damage reducing all Drive MPs by 5.	Overbearing attack. One Auxiliary System destroyed. If foe has an Armor Belt, his craft takes 10 Hits/Rnd from internal fire. Otherwise, 20 Hits/Rnd.	Vicious flames rage through foe's vehicle, causing it to take 20 Hits/Rnd. 50% Crew Casualties. Workshop destroyed. One Auxiliary System destroyed. Dispensary destroyed.
71-75	Foe's engaged Drive is reduced by 2 MPs due to Moderate damage. If foe has no Armor Belt, one HUD is knocked out. +2 Hits.	Discharges causes 10% Crew Casualties. If foe's vehicle has an engaged Wheeled Drive, it's MPs drop to 1 due to Severe damage. -5 to Screens. +3 Hits.	Crafty strike inflicts 10% Crew Casualties. One on-board vehicle is destroyed. If foe has no Armor Belt, one Auxiliary System is destroyed. +16 hits.	Pounding concussion inflicts 20% Crew Casualties. -20 to Screens. Cargo Bay destroyed and cargo lost. 1D5 Payload Pallet loads are destroyed. +180 Hits.	Brutal secondary concussions inflict 90% Crew Casualties. Roll 2D10 random malfunctions. -20 to Screens. +350 Hits.
76-80	Cruel stroke freezes foe's engaged Drive system: he may expend no MPs from that Drive for 6 Rounds. +2 Hits.	If foe has an engaged Wheeled, Tracked, or Walker Drive, it is knocked out. Any other engaged Drive is reduced by 2D10 MPs due to Moderate damage. +4 Hits.	Lancing strike knocks out one of foe's unengaged Drive systems. If foe has no Armor Belt, one Weapon Mount is destroyed. +20 Hits.	Scything beams cause Severe damage to foe's engaged Drive: MPs reduced to 0. Any other Drives are reduced by 2D10 MPs due to Moderate damage. +220 Hits.	Brilliant immobilizing shot knocks out foe's engaged Drive, while destroying all other Drive systems. -20 to Screens. +500 Hits.
81-85	Strike affects foe's Computer. Due to Light damage, foe will always lose Initiative until damage is repaired. Additional Light damage reduces engaged Drive by 2 MP. +2 Hits.	Bombardment impedes foes Computer performance. Light damage to the Computer causes all maneuvers to be attempted at -20. One Workshop loses half of its CIP stockpile. +5 Hits.	Your attack knocks out 1D10 of foe's Payload Pallets, along with their loads. If foe has no Armor Belt, any Cargo carried is Severely damaged. +25 Hits.	Penetrating strike triggers interior explosions. Vehicle takes 1D10 Random Malfunctions. 50% Crew Casualties. All Crew Quarters destroyed. 2D10 Staterooms and 1D100 Cryogenic Berths destroyed. +270 Hits.	Energy beams run amok, knocking out all Weapons, Payload Pallets, Sensors, Communications, Labs and Workshops. 40% Crew Casualties to boot. +700 Hits.
86-90	Blow to Weapon Mount. One Weapon Mount is inoperative for 1D10 Rounds. +3 Hits.	You knock out 1D5 of foe's Payload Pallets; any loads are unusable. If foe has no Screens, additional Light damage reduces foe's engaged Drive by 4 MP. -5 to Screens. +6 Hits.	Determined attack overloads foe's Weapon systems. Projectile Cannons and Missile Launchers may not fire for 1 Round, while Energy Weapons may not fire for 1D10 Rounds. +30 Hits.	Impacting energy bursts. All of foe's Energy Weapons overload and are knocked out. Very Severe damage reduces foe's engaged Drive by 20 MPs. +330 Hits.	Foe's vehicle begins an inevitable disintegration. It functions normally for 1D10 rounds, then is Destroyed. +1000 Hits.
91-95	Shot with slim chance of success manages to reduce foe's engaged Drive by 1D5 MPs. If target is using a Gravitic Effects Drive, the vehicle momentarily grounds for an extra "A" Blast critical. +3 Hits.	Sneaky burst delivers Moderate damage to foe's engaged Drive: it is reduced by 2D10 MPs. One Security Station is destroyed. +7 Hits.	Foe's engaged Drive is destroyed. If foe has no Armor Belt, one Shuttle/Vehicle Bay is destroyed, including any stored craft. +40 Hits.	Foe criss-crossed by retributive beams. All Drives are knocked out. 1D10 Firing Mechanisms destroyed. If foe has no Armor Belt, one Auxiliary System is knocked out. +400 Hits.	Annihilating beams of destruction turn foe's vehicle to scrap. It is reduced to 10 Hits short of complete destruction. 50% Crew Casualties. Target is utterly helpless.
96-99	Strike delivers Light damage to foe's reactor, causing a dangerous radiation leak. Vehicle will take 10% Crew Casualties until the damage is repaired. Secondary Light damage reduces foe's engaged Drive by 2 MPs. +4 Hits.	Stream of power temporarily overloads foe's reactor. Vehicle may take no action for 1D5 Rounds. +8 Hits.	Swath of destruction burns through Screens, breeches hull, then melts down foe's Reactor. Powerless, craft is utterly helplessly. +50 Hits.	You breach foe's hull. Reactor overloads, explosively destroying vehicle in 1D10 Rounds. 50% crew casualties. +500 Hits.	Foe's vehicle engulfed in spectacular detonation. There are no survivors.
100	Bulkhead penetrated. 20% Crew Casualties. One Weapon Mount knocked out. Engaged Drive reduced to 1 MP. +5 Hits.	Pummeling strikes make foe wish he were somewhere else. Foe suffers 40% Crew Casualties, and his engaged Drive is destroyed. Roll 2 random malfunctions.	You puncture hull in several places. Craft is inert for one Round, then explodes.	Well orchestrated attack detonates foe's ordnance and reactor. Vehicle destroyed in spectacular explosion.	Your attack renders the target down to its component atoms.

## 26.7 BLAST CRITICAL STRIKE TABLE — vs MEDIUM VEHICLES

	A	B	C	D	E
<b>01-05</b>	Your attack goes wide.	Overpressure is ineffective.	Didn't quite do it to him... this time.	Foe avoids embarrassing demise. +2 Hits.	+4 Hits. And you thought you could do better.
<b>06-10</b>	Foe <b>doesn't</b> think twice about this attack.	If foe has no Screens, he takes Light damage to the vehicle's engaged Drive, reducing it by 3 MPs.	Routine damage to Computer causes all maneuvers to be attempted at -10. +1 Hit.	If foe's vehicle has Walker or Jumper Drives, they are knocked out. Wheeled and Tracked Drives are reduced by 14 MPs due to Moderate damage. +10 Hits.	If foe's engaged Drive is Surface Effects or Gravitic Effects, the vehicle goes to ground, delivering another "E" Blast critical to itself. -20 to Screens. +20 Hits.
<b>11-15</b>	If foe has no Screens, his engaged Drive is reduced by 1 MP.	Wiff. If foe has no Screens, secondary concussions reduce vehicle's engaged Drive by 8 MPs for 6 Rounds. +1 Hit.	Foe's Tight Beam Rig takes Light damage. If foe has no Screens, a power flux prevents one Weapon Mount from firing next Round. +2Hits.	Foe's Tight Beam and TBD Communication Rigs are destroyed. If vehicle has no Screens, foe's engaged Drive is reduced by 9 MPs due to Moderate damage. +20 Hits.	All of foe's Communication systems are knocked out. 1D5 Missile Launchers are knocked out. 1D5 Labs knocked out. One Workshop knocked out and its CIP stockpile is destroyed. +40 Hits.
<b>16-20</b>	The best you could muster. If foe has no Armor Belt, he may not discharge one Turret Weapon Mount for 1 Round.	Your attack causes foe's TBD Communications Rig to take Light damage. +2 Hits.	If foe has Screens, one HUD unit is knocked out. Otherwise, 1D5 Payload Pallets are knocked out. +4 Hits.	Energy wave wreaks havoc on foe's craft. Electronic Warfare and one Turret are knocked out. Sensors reduced by 10 due to Moderate damage. Cargo Hold gutted and cargo destroyed. +40 Hits.	Each of foe's Drives are reduced by 1D10 MPs due to Severe damage. Sensors are reduced by 20 due to additional Moderate damage. If foe has no Screens, 1D5 Labs are knocked out. +80 Hits.
<b>21-35</b>	Deflected energy inflicts Light damage to foe's EW, reducing it by 5. If target has a Wheeled Drive, it loses 5 MPs to Light damage. +1 Hit.	Waves of energy shut down foe's EW system for 1 Round. If foe has no Screens, one Payload Pallet and load are knocked out. +2 Hits.	Foe's armor doesn't quite deflect attack. Target's EW reduced by 15 for 1D5 Rounds. If vehicle has no Armor Belt, additional Light damage reduces engaged Drive's MPs by 1. +6 Hits.	Armor deflects blast. Foe may not discharge any Missile Launchers for 1D5 Rounds. If foe has no Armor Belt, -10 to Screens and one Auxiliary System Severely damaged. +70 Hits.	Burst knocks out foe's EW. Sick Bay destroyed. Also, if foe has no Armor Belt, his Computer takes Moderate damage causing all maneuvers attempted to be at -40. +140 Hits.
<b>36-45</b>	You short out one of foe's targeting systems. One Weapon Mount may not fire for 1D5 Rounds. +1 Hit.	Not bad. You cause one of foe's Energy Weapon Mounts to be inoperable for 1D5 Rounds. +3 Hits.	Energy surge. 1 of foe's Energy Weapon Mounts may not fire next round. Any Cargo takes Light damage. If foe has no Armor Belt, one Lab destroyed. +8 Hits.	Blast inflicts 30% Crew Casualties. 1 Energy Weapon Mount is knocked out. Severe damage reduces foe's engaged Drive by 10 MPs. 5 Staterooms and Recreational facilities destroyed. +100 Hits.	Cruel detonation destroys 2 Turret Mounts and 1D5 Payload Pallets with their loads. If foe has no Screens, engaged Drive is reduced by 13 MPs. +200 Hits.
<b>46-50</b>	Weak blast. Foe's Sensors reduced by 5. If foe has no Armor Belt, one Vehicle destroyed in Bay. +1 Hit.	Foe's Damage Control capabilities non-functional for 1D5 Rounds. If craft has no Armor Belt, -5 to Screens. +3 Hits.	Blast takes its toll on crew-members: 20% Crew Casualties. Foe's Sensors reduced by 10 due to Light damage. +10 Hits.	Explosion fuses Vehicle Bay doors: no carried vehicles may embark or disembark. If craft has no Screens, one Turret Weapon Mount is knocked out. +140 Hits.	A multitude of foe's systems take damage. Very Severe damage reduces EW by 30. Severe damage reduces Sensors by 20. Moderate damage renders 1D5 Weapon Mounts inoperative. -5 to Screens. +300 Hits.
<b>51-55</b>	Misdirected strike only manages to reduce foe's engaged Drive by 4 MPs. If foe has no Armor Belt, -5 to Screens. +2 Hits.	Blast isn't everything you had hoped for. Foe's Screens are at -10 for 2 Rounds. Any Cargo takes Light damage. +4 Hits.	Explosion knocks 2 loads off of their Payload Pallets. Also, if foe has no Screens, one Auxiliary System is Severely damaged. -5 to Screens. +14 Hits.	Boom! Screen Generator performance impeded: foe has no Screens for 1D5 Rounds. Dispensary destroyed. If foe has no Armor Belt, 40% Crew Casualties and 1D5 Moderate random malfunctions result. +180 Hits.	Beastly assault knocks out foe's Screen Generator. Severe damage reduces engaged Drive by 1D10 MPs. If target has no Armor Belt, 1-10 Energy Weapon Mounts are knocked out. +400 Hits.
<b>56-60</b>	Foe's Life Support system takes Routine damage. If in a hostile environment, Crew will die in 20 hours unless the damage is repaired. One Payload Pallet and its load are destroyed. +2 Hits.	You deliver Light damage to foe's Life Support system. In a hostile environment, Crew will die in 10 hours unless damage is repaired. A short circuit reduces the engaged Drive's MPs by 4 for 6 Rounds. +5 Hits.	Blunt attack delivers Light damage to foe's Life Support system. In a hostile environment, Crew will die in 1D10 hours unless damage is repaired. Crew Stunned for 1 Round. +10 Hits.	Overpowering blow gives foe's Life Support system Moderate damage: in a hostile environment, Crew will die in 1 hour unless damage repaired. 20% Crew Casualties. If foe has no Armor Belt, -5 to Screens. +240 Hits.	Rest in Peace. Target takes 90% Crew Casualties. Sensors, EW and Screens knocked out. One Workshop and its CIP stockpile are destroyed. +500 Hits.
<b>61-65</b>	Deadly fragments short out foe's Damage Control capability for 1 Round. If vehicle has no Screens, its MPs are reduced by 3 for 6 Rounds. +2 Hits.	Insidious attack. Foe may fire no Energy Weapons for 2 Rounds. One Missile Launcher takes Moderate damage. +6 Hits.	Foe's Damage Control capacity lost due to your attack. If foe has no Armor Belt, one Turret Mount knocked out, and one Vehicle Bay is Severely damaged, destroying any contained craft. +26 Hits.	One of foe's Energy Weapon Mounts is knocked out. 1D10 carried constructs are destroyed. +300 Hits.	Detonations ravage vehicle. Roll 1D5 Severe random malfunctions. 30% Crew Casualties. 2D10 carried Vehicles are destroyed, while their Bays take Severe damage. All Cryogenic Berths and Labs destroyed. +600 Hits.

## 26.7 BLAST CRITICAL STRIKE TABLE — vs MEDIUM VEHICLES

	A	B	C	D	E
66	Unexpected hit delivers +100 Hits if foe has Armor Belt. Otherwise, foe takes +200 Hits and Crew is Stunned for 1 round.	Blam! If foe has an Armor Belt, +200 Hits and Armor Belt bonus is reduced by half. Otherwise, target takes +400 Hits and the Crew is Stunned for 2 Rounds.	Detonation overpowers Screens and tears up hull plating. If foe has Armor Belt, +1000 Hits and Armor Belt lost. Otherwise, +2000 Hits and Crew takes 30% casualties.	Concussion rocks foe's hull plating. If vehicle has an Armor Belt, +10,000 Hits and Armor Belt lost. Otherwise, +40,000 Hits and Crew Stunned for 10 Rounds.	You vaporize foe's hull. Vehicle destroyed in a fiery, white blaze.
67-70	Searing heat from attack ignites an internal fire. Foe's vehicle takes 1 Hit/Rnd until flame put out. Roll for two Light random malfunctions.	Hot strike. Dissipating heat from detonation triggers interior fire in foe's craft. Vehicle takes 2 Hits/Rnd until flames put out. 1D10 Cryogenic Berths destroyed.	Interior fire. Foe's vehicle takes 4 Hits/Rnd until flames are extinguished. If foe has no Screens, he takes additional Light damage which reduces his engaged Drive's MPs by 3.	Waves of heat. If foe has an Armor Belt, he takes 10 Hits/Rnd from internal fire. Otherwise, 20 Hits/Rnd.	Torrents of flame rage through foe's vehicle, inflicting 20 Hits/Rnd. 50% crew casualties. Workshop destroyed. One Auxiliary System Very Severely damaged. -10 to Screens.
71-75	You deliver Moderate damage which reduces foe's engaged Drive by 5 MPs. If foe has no Screens, 1D5 HUD's are knocked out. +3 Hits.	Waves of force inflict 10% Crew Casualties. If foe has no Armor Belt, 2 carried Vehicles are destroyed in their Bay. +7 Hits.	Brutal strike causes 10% Crew Casualties. 1D5 carried Shuttles and/or Vehicles are destroyed. If foe has no Screens, one Workshop and its CIP stockpile are destroyed. +32 Hits.	Overbearing blast sends foe Out of Control. 10% Crew Casualties. 1D10 Payload Pallets and their loads knocked out. If craft has no Armor Belt, Cargo Bay destroyed and cargo lost. +360 Hits.	Terrible explosion causes 80% Crew Casualties. Roll 2D10 Very Severe random malfunctions. +700 Hits.
76-80	Concussive waves of energy shut down foe's reactor until the end of the current Round. Foe may take no action until the beginning of next Round. +4 Hits.	Explosion momentarily impedes Drive performance. Foe's Drives are reduced by 12 MPs each for 12 Rounds. +8 Hits.	Shock wave of blast temporarily impedes foe's engaged Drive: it is reduced to 1 MP for the next 6 Rounds. +40 Hits.	Detonation knocks out foe's engaged Drive. Any other Drives take Severe damage. -10 to Screens. +440 Hits.	Severe damage renders all of foe's Drives useless. Reactor begins a slow run-up to overload: vehicle may operate for 12 Rounds, then it explodes. +1000 Hits.
81-85	Sensor system jarred. Light damage reduces Sensors by 5. If vehicle has no Armor Belt, additional Light damage reduces EW by 5. +5 Hits.	Moderate damage to foe's Computer causes all maneuvers performed by the vehicle to be at -30. If foe has no Armor Belt, one Auxiliary System is Very Severely damaged. +10 Hits.	Disorienting blast on armor sends foe Out of Control. If foe has no Armor Belt, 1 Auxiliary System is Very Severely Damaged. +50 Hits.	Swirling blasts generate 30% Crew Casualties. All Crew Quarters and Staterooms destroyed. If foe has no Armor Belt, one Auxiliary System is destroyed. +540 Hits.	Foe is very sad. All Weapon Mounts, Payload Pallets, Sensors, Communication Rigs, Auxiliary Systems and Drives knocked out. 60% Crew Casualties. +1400 Hits.
86-90	You got close with that shot. One of foe's Weapon Mounts is inoperative for 1D5 Rounds. -5 to Screens. +6 Hits.	You knock out 1 of foe's Payload Pallets and its load. If foe has no Armor Belt, 1D5 Missile Launchers are knocked out. +12 Hits.	Cruel blast overloads Firing Mechanisms. Projectile Cannons may not fire next Round, while Energy Weapons may not fire for 1D5 Rounds. If foe has no Armor Belt, -5 to Screens. +60 Hits.	All of foe's Energy Weapons overload and are knocked out. Very Severe damage reduces target's engaged Drive by 12 MPs. If vehicle has no Armor Belt, 1D5 Labs are destroyed. +660 Hits.	Foe's vehicle is destroyed by your spectacular blast.
91-95	Concerted effort delivers Light damage to foe's engaged Drive. It is reduced by 5 MPs. If foe has no Screens, one Payload Pallet takes Moderate damage. +7 Hits.	Foe's engaged Drive takes Light damage, reducing MPs by 10. If vehicle has no Armor Belt, 1 Security Station is destroyed. +14 Hits.	You knock out foe's engaged Drive. If foe has no Armor Belt, he takes 20% Crew Casualties. +80 Hits.	Blast engulfs foe. All Drives are knocked out. 1D10 Weapon Mounts are destroyed. If foe has no Armor Belt, 40% Crew Casualties. +800 Hits.	Debilitating attack causes 70% Crew Casualties and destroys vehicle.
96-99	Blast is too close for comfort. Foe is sent Out of Control. If vehicle has no Armor Belt, secondary Light damage reduces foe's Sensors by 5. +8 Hits.	Brutal detonation temporarily overloads foe's reactor. Vehicle may take no action for 2 Rounds. Any Computer damage during that time will cause the destruction of the target. +16 Hits.	Point blank detonation destroys reactor. Powerless, foe may take no action. +100 Hits.	Your assault breaches foe's hull. Reactor overloads, explosively destroying vehicle in 2D10 Rounds. 50% Crew Casualties. Sensors, Screens and EW knocked out. +1000 Hits.	Funneled stream of destruction crushes foe's vehicle. Sadly, none get out alive.
100	Burst on target. Engaged Drive is destroyed. Foe's Crew is Stunned for 1D10 Rounds. Sensors are knocked out. -15 to Screens. +10 Hits	Hull takes impact of strike. Foe suffers 20% Crew Casualties, and his engaged Drive is destroyed. Screens and EW are knocked out. +20 Hits.	Multiple explosions destroy foe's Control Area and Drives. Crew takes 50% casualties. Craft is incapable of taking any action. +150 Hits.	Foe engulfed in explosion. Little remains.	Target? What Target? There is nothing left — not even survivors.

## 26.8 CRITICAL STRIKE TABLE — vs LARGE VEHICLES

	Pierce	Blast
<b>01-05</b>	Your determined attack delivers +100 Hits, but unfortunately, you overload your weapon's capacitors. You may not discharge this Weapon Mount next Round.	Your barrage delivers +100 Hits, but your Sensors are momentarily dazzled. Sensors are at -10 for 12 Rounds.
<b>06-10</b>	+5 Hits is all you can muster against this behemoth.	+15 Hits.
<b>11-20</b>	1 Light random malfunction. +10 Hits.	+30 Hits.
<b>21-30</b>	2 Light random malfunctions. +20 Hits.	1 Light random malfunction. +60 Hits.
<b>31-40</b>	2 Moderate random malfunctions. +40 Hits.	1 Light random malfunction. +120 Hits.
<b>41-50</b>	3 Moderate random malfunctions. Light damage reduces engaged Drive by 2 MPs. +70 Hits.	2 Light random malfunctions. +210 Hits.
<b>51-65</b>	Moderate damage reduces Sensors by 10. 1 Severe random malfunction. +110 Hits.	Crew Quarters aboard foe's vehicle are destroyed. 2 Moderate random malfunctions. +330 Hits.
<b>66</b>	Passing shot evades Screens and armor. Foe's reactor hit. Vehicle operates normally for 30 Rounds, then explodes.	Explosion against foe's hull. Armor is ripped away, exposing vehicle's interior. 50% Crew Casualties. Target is Disabled.
<b>67-70</b>	1D10 of foe's Weapon Mounts take Severe damage. Additional Moderate damage reduces engaged Drive MPs by 2.	Target's Shuttle/Vehicle Bays suck up the blast. 2D10 carried constructs are destroyed. 1 Moderate random malfunction. 20% Crew Casualties. +480 Hits.
<b>71-80</b>	Foe's EW Generator takes Moderate damage: -10 to EW. 10% of target's Cargo takes Moderate damage. +220 Hits.	Blast shatters foe's Armor Belt. Reduce any Armor Belt bonus to 0. Moderate damage to engaged Drive reduces MPs by 3. +660 Hits.
<b>81-90</b>	You shot inflicts Moderate damage to foe's Screen Generator, reducing Screens by 20. +300 Hits.	Blast absorbed by foe's Screens: -10 to Screens. +900 Hits.
<b>91-95</b>	Your attacks deliver Moderate damage to several systems: -10 to Sensors, -5 to Screens, -15 to EW, and engaged Drive reduced by 2 MPs. +400 Hits.	Explosive attack affects multiple systems with Moderate damage: -5 to EW, -5 to Screens and -10 to Sensors. 20% Crew Casualties. +1200 Hits.
<b>96-98</b>	Your scary strike knocks out foe's engaged Drive and reduces other Drives by 8 MPs each due to Severe damage. +500 Hits.	Blast strikes low and knocks out foe's engaged Drive. +1500 Hits.
<b>99-100</b>	Spectacular hit. Foe's vehicle Destroyed as armaments and reactor core detonate. There are no survivors.	Target's hull breached, as detonation occurs within foe's vehicle. It is totally Destroyed. There are no survivors.
<b>101-150</b>	Ravaging attack disperses its destructive energy on the Power Deck. Roll 1D5 Severe malfunctions on the Power Area of the Malfunction Chart. +1000 Hits.	Blast overloads Screens, destroying Screen Generator and causing 1D5 Moderate random malfunctions. +3000 Hits.
<b>151-175</b>	Gruesome beams discharge in foe's Control Deck. Roll 1D5 Very Severe malfunctions on the Control Area of the Malfunction Chart. 10% Crew Casualties. +5000 Hits.	Detonation over Control Deck. Roll 2 Very Severe malfunctions on the Control Area of the Malfunction Chart. 20% Crew Casualties. +15,000 Hits.
<b>176-200</b>	Vigorous attack focuses on foe's Electro/Neutrino systems. Roll 1D5 Extremely Severe malfunctions on the Electro/Neutrino Area of the Malfunction Chart. +10,000 Hits.	You discharge multiple explosions within foe's vehicle. Target is immobile and incapable of action for 5 Rounds, then explodes. 20% Crew Casualties. +30,000 Hits.
<b>201-250</b>	You overload foe's Screens, then follow-up with a blow which wipes out all of foe's Control systems. Foe is Disabled. +50,000 Hits.	Burst on target. Foe's vehicle annihilated in explosion.
<b>251+</b>	Incredible attack. Foe's vehicle is utterly destroyed.	Target gutted by well aimed attack. There is little left for inspection.

## 26.9 CRITICAL STRIKE TABLE — vs SUPER LARGE VEHICLES

	Pierce	Blast
	Your attack delivers +100 Hits, but your Weapon Mount jams and is unable to fire next Round.	Boom! +100 Hits, but your Sensor system is momentarily scrambled. Sensors are at -10 for 6 Rounds.
	+5 Hits.	+30 Hits.
	+10 Hits.	+60 Hits.
	+20 Hits.	+120 Hits.
	+40 Hits.	+240 Hits.
	1 Light random malfunction. +70 Hits.	+420 Hits.
	Attack destroys one Workshop and its CIP stockpile. 1 Moderate random malfunction. +110 Hits.	1 Light random malfunction. +660 Hits.
	Foe is amazed. His vehicle's Computer, Drives and auxiliaries/alternates are destroyed. Foe is helpless. +1000 Hits.	Simply put, your strike detonates inside foe's vehicle, destroying it utterly.
	1 Moderate random malfunction. Engaged Drive reduced by 2 MPs due to Moderate damage. +160 Hits.	1 Moderate random malfunction. Moderate damage reduces engaged Drive by 1 MP. +960 Hits.
	1 Severe random malfunction. -5 to Screens. +220 Hits.	Your attack reduces foe's Armor Belt bonus by 5. 1 Moderate random malfunction. +1320 Hits.
	1 Very Severe random malfunction. -10 to Screens. 10% Crew Casualties. +300 Hits.	1 Severe random malfunction. 10% Crew Casualties. +1800 Hits.
	Energy beam delivers Moderate damage to multiple systems: -5 to Sensors, -5 to Screens, -5 to EW, and engaged Drive is reduced by 2 MPs. +400 Hits.	Explosion inflicts Moderate damage to several systems: -5 to EW, -5 to Screens and -5 to Sensors. +2400 Hits.
	Retributive attack delivers Severe damage to foe's engaged Drive, reducing its MPs to 0. +500 Hits.	Detonation knocks out foe's Life Support. In a hostile environment, Crew will perish in one hour. +3000 Hits.
	Multiple hits! Foe's vehicle lies inert for 3 Rounds, then explodes.	Deep internal detonation. Foe's vehicle operates normally for 1D10 Rounds, then is completely destroyed.
	Strike penetrates target. 1D5 Severe random malfunctions. All Labs destroyed. 10% Crew Casualties. +1000 Hits.	1 Very Severe random malfunction. 10% Crew Casualties. +6000 Hits.
	Cruel rays penetrate vehicle. Roll 1D5 Very Severe random malfunctions. +5000 Hits.	1D5 Very Severe random malfunctions. +30,000 Hits.
	Swath of destruction. Roll 1D5 Extremely Severe random malfunctions. 20% Crew Casualties. +10,000 Hits.	Blast delivers 1D10 Extremely Severe random malfunctions to foe's vehicle. +60,000 Hits.
	Unheard of shot. All of foe's major systems are knocked out. Foe is quite helpless. All CIP stockpiles destroyed. +50,000 Hits.	Savage attack. All of foe's major systems are knocked out. 10% Crew Casualties. Target is a pathetic sight. +120,000 Hits.
	You get right to the heart of the matter. Foe's reactor core detonates, destroying target next Round.	Odd, target seems to shrug off the attack. However, every Round brings on a 1% cumulative probability that vehicle explodes in a brilliant flash.



## 26.1 SMALL ARMS CRITICAL STRIKE TABLE — vs INFANTRY

	A	B	C	D	E
<b>01-05</b>	Pathetic attempt to inflict harm upon foe results in wasted ammunition. Reduce your own Force Level by 1.	Foe holds up under attack. No extra damage.	Lose opportunity to deliver fatal damage. +1 hit.	Foe is elusive, this time. +2 hits.	Cheesy opponent gets away with only +3 hits.
<b>06-10</b>	You fire over their heads. No extra damage to foe.	Poorly directed fire causes a mere +2 hits.	If troops are Poor or Raw, they take a Morale Check. +3 hits.	Foe loses his Aerial Missiles.	Unbalance troops with proximate blasts. They are Stunned next Round.
<b>11-15</b>	If foe's troops are Poor or Raw, they are Pinned.	If foe's troops are Raw, they are eliminated. Otherwise, -5 to OB. +1 hit.	If your target is a Grenadier Troop Type, or lower, they are Pinned. -10 to OB.	Unless foe's troops are Commandoes or Guards, they are Pinned by your attack. +5 hits.	You manage to do little more than Pin foe's unit. +8 hits.
<b>16-20</b>	Wild shooting fails to bare down on enemy. Only +1 hit. Attacks shake the opposition.	You fail to lay down satisfactory suppression fire. +3 hits.	Scattered fire. Target loses one Special Munition of their choice. -5 to OB. +5 hits.	Foe loses any Mines carried, and must make a Morale Check. -15 to OB. +3 hits.	Foe loses 2 Special Munitions of your choice. -20 to OB. +10 hits.
<b>21-35</b>	If foe's Troop Type is Regular or lower, they take a Morale Check.	Foe must take a Morale Check if his Troop Type is Marine or lower.	Unless foe's team is a Commando or Guard unit, your firepower causes a Morale Check. +2 hits.	If foe's troops are Raw, they are eliminated. Otherwise, they take a Morale Check. -20 to OB. +5 hits.	If troops are Regular, or of a lower type, they are eliminated. Otherwise they take a Morale Check. +6 hits.
<b>36-45</b>	Suppression fire fails to catch enemy with their heads up. -5 to opponent's OB.	Your mediocre attack inflicts multiple, non-incapacitating injuries. -15 to OB. +4 hits.	Blasts among foe's troops degrade their performance. -25 to OB. +6 hits.	Foe takes multiple, non-incapacitating injuries, and is shaken by your attack. -40 to OB. +6 hits.	You inflict multiple casualties. Foe at -45 to OB and loses 1 Force Level. +11 hits.
<b>46-50</b>	Sporadic fire causes foe's soldiers to lose any Mines they are carrying. -5 to OB. +2 hits.	Team loses any Shaped Charge Demos they are carrying. -10 to OB. +3 hits, unless troops are wearing Armored Exoskeletons.	Foe's Mortar ammunition is lost. Unit loses Mortar attack capability, along with one other Special Munition of foe's choice.	You inflict grave wounds to key personnel in foe's team. Opponent loses 1 Force Level, and 2 Special Munitions of your choice. +7 hits.	Foe loses 2 Force Levels and all Special Munitions carried except MASK. He will need it. +12 hits.
<b>51-55</b>	Firepower Pins foe's infantry if their Troop Type is Regular or lower. -5 to OB. +2 hits.	If foe's troops are Grenadiers, or of a lower Troop Type, they are Pinned. +4 hits.	Unless opponent is a Guard unit, foe's troops are Pinned by your heavy firepower. +5 hits.	Well directed suppressive fire Pins foe's team. They lose 1 Quality Number. +3 hits.	You strike team members, all of whom go to ground. Unit is Pinned and OB is at -50. +14 hits.
<b>56-60</b>	Foe's targeting and communication equipment damaged. Infantry loses READ.	If target has READ capability, it is lost, along with any Aerial Missiles it was carrying. +4 hits.	Your sharpshooter picks off foe's spotter. Team loses READ capability. -5 to OB.	Foe loses READ capability and 1 Special Munition of your choice. -30 to OB.	Foe's troops lose READ capability and all other Special Munitions carried. -40 to OB. +8 hits.
<b>61-65</b>	Foe's troops have second thoughts. If their Troop Type is Marine or lower, they take a Morale Check. +3 hits.	Your ad hoc attack forces foe to take a Morale Check. He is at -10 to OB.	Crescendo of fire causes foe's troops to take a Morale Check. Regular and lower Troop Types have Force Level reduced by 1.	Your well orchestrated attack forces foe to take two Morale Checks. -5 to OB. +7 hits.	Your assault drops foe's Quality Number by 3. Then the unit takes two Morale Checks. -10 to OB. +7 hits.
<b>66</b>	Troop leader incapacitated by lucky hit. Reduce Force Level by 1, and foe's troops are Stunned for 1 Round. +5 hits.	Foe's team leader is struck dead. Force Level drops by 1, and unit is Stunned for 1D5 Rounds. +11 hits.	Foe's squad leader blown away. Reduce Quality Level by 1, then take a Morale Check. Team Stunned for 3 Rounds. +12 hits.	Foe's command structure ruined. Team's Quality Number is reduced by 1D5 and the unit is Stunned for 6 Rounds. +14 hits.	Foe's cowering does not prevent you from destroying the unit utterly. There are no survivors.
<b>67-70</b>	Sprayed munitions Pin foe's troops unless they are Elite or better. -10 to OB. +4 hits.	If foe's Troop Type is Shock or lower, his troops are Pinned. Otherwise they take a Morale Check.	Effective suppressing fire Pins enemy troops. -10 to OB. +7 hits, unless team is wearing Armored Exoskeletons or Mesh Armor.	Razing fire Pins foe's troops and leaves them Stunned next Round. +9 hits, unless team is wearing Armored Exoskeletons.	You badly shake-up foe's troops. Their OB drops to 5, and they are Pinned. Team is Stunned until the end of next Round. +9 hits.
<b>71-75</b>	Demoralizing attack causes enemy Marines, or lower Troop Type, to abandon one Special Munition of their choice. +1 hit.	In the confusion created by your attack, foe loses his Chemical Munitions. -15 to OB. +5 hits.	Foe loses stored ammo as you press home your attack. Enemy team loses any Chemical Munitions and MASK it is carrying. +5 hits.	Your attack leaves foe's team befuddled. They lose all Special Munitions and are Stunned next Round. -30 to OB. +10 hits.	Incredible application of firepower reduces foe's Force Level by 4. All Special Munitions are lost. +19 hits.
<b>76-80</b>	Discipline falters. If Troop Type is Grenadier or lower, their Quality is reduced by 1. -10 to OB. +4 hits.	Foe's team leader hesitates under your fire. Troops lose confidence; thus their Quality Number is reduced by 1.	Volume of fire proves too much for enemy. Foe's troops lose 1D5 Quality Numbers. -15 to OB. +10 hits.	Foe's troops suffer discipline breakdown. Their Quality Number is reduced by 1D10, then they take a Morale Check.	Cruel bursts strike fear into the hearts of foe's team. Their Quality Number drops by 1D10. Then they take two Morale Checks.
<b>81-85</b>	Foe's squad takes multiple light injuries. -20 to OB. +5 hits.	Your well aimed attacks shake the opposition. -10 to OB if foe wears Armored Exoskeletons; otherwise -20 to OB. +6 hits.	You distribute several minor wounds to foe's soldiers. They are at -30 to OB. +8 hits.	You incapacitate several of foe's soldiers. -55 to OB. +15 hits.	Vetans killed. If foe's team is a Shock unit, or lower, the unit is eliminated. Other Troop Types become Regular. -60 to OB. +18 hits.
<b>86-90</b>	Your weak but determined attack Pins foe's troops. +3 hits.	If foe's Troops Type is Storm, or lower, they are Pinned. Otherwise they take a Morale Check. +7 hits.	Stream of death eliminates unit if it is of Regular or lower Quality. Higher rated units are Pinned. -10 to OB. +12 hits.	Disrupting firepower causes a Force Level reduction of 3, then what is left of the team is Pinned. -20 to OB. +17 hits.	In a fatal display of the art of war, foe's unit is eliminated.
<b>91-95</b>	Foe's troops momentarily scattered by your attack. They lose any Mortars they are carrying, and must take a Morale Check. +6 hits.	Foe's team is thrown into turmoil. They lose two Special Munitions of their choice. Their Force Level is reduced by 1.	Inflict multiple fatalities. Foe's Force Level is reduced by 2. -15 to OB. +15 hits.	Foe's troops drop their weapons and flee the battlefield. Unit is eliminated. +12 hits.	Foe drops to Force 1 while losing all Special Munitions and Capabilities. The unit is Stunned for 1D10 Rounds. +22 hits.
<b>96-99</b>	Multiple incapacitating injuries cause foe's Force Level to be reduced by 2. +8 hits.	Several members of foe's unit are knocked out. Reduce Force Level by 3. +12 hits.	Foe's Force Level reduced by 4, and they abandon all Special Munitions. -30 to OB. +16 hits.	Devastating attack eliminates foe's team to the last man. Unit destroyed.	All of foe's troops are killed. Other enemy teams within 100 meters must take a Morale Check.
<b>100</b>	Preliminary attacks flush foe's troops, who are then mowed down indiscriminately.	Your determined attack destroys foe's team.	All members of foe's team are killed in place. It was quick.	Without mercy, you kill the unit. All other enemy teams within 100 meters are Stunned next Round.	In a gruesome plume of pyrotechnics, you eliminate foe's team. Add +10 to the attacker's next roll.

# 27.1 AUTOMATIC / SHRAPNEL CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	A grazing shot; no extra hits. Your gun just jammed ... sorry.	You shoot off a piece of foe's equipment. +0 hits.	Hit foe's weapon, destroying it and breaking one of foe's fingers. +2 hits.	Foe is staggered by your effort. He is stunned next rnd. +6 hits.	Foe urinates in fear. +7 hits.
06-10	Just a nick ... for +1 hit.	+2 hits.	Foe stunned next rnd. +3 hits.	Foe, impressed with your hail of fire, is stunned for 2 rnds. +7 hits.	You have initiative for the next 3 rnds. +10 hits
11-15	+3 hit.	You have initiative next rnd as foe checks for damage. +4 hits.	Hit foe's side in poorly aimed fire. +9 hits. You have the initiative.	Solid hit to shoulder blade. Foe is stunned for 4 rnds and is unable to parry for 2 rnds. He takes 2 hits/rnd. +9 hits.	Foe fumbles weapon and is unable to parry when he is stunned next rnds. +12 hits.
16-20	Foe may not attack next rnd. +4 hits	Slash foe's side. He must parry next rnd. +5 hits	Blows to the sides cause foe to parry for 2 rnds. +9 hits.	Foe takes 3 side strikes. He is stunned for 6 rnds and bleeds, taking 4 hits/rnd. +11 hits. Add 10 to your next action.	Grazing head strikes stun foe for 3 rnds. He takes 2 hits/rnd. +13 hits. Add 25 to next attack.
21-35	You gain initiative next rnd +4 hits.	Foe must parry next rnd at -40 as the metal is too close for comfort. +6 hits.	You shatter one of foe's ribs. Foe is stunned for 2 rnds, takes 2 hits/rnd, and is knocked on his back. +11 hits.	Foe hit in hip and along both sides. He is stunned and unable to parry for 4 rnds, is at -45, and takes 2 hits/rnd. +13 hits.	Several ribs shatter in glancing blows. Foe takes 2 hits/rnd and is stunned for 2 rnds with no parry. +15 hits.
36-45	Blow to foot. Foe receives 1 hit per rnd unless armored +5 hits.	Strikes to calf and hand give +7 hits. Foe is at -10.	Strike foe's knee and calf. Foe receives 4 hits/rnd and foe is at -40. +12 hits.	Foe doubles over with hits to the shin, thigh, and groin. He receives 5 hits/rnd, is prone for 4 rnds and permanently sterile. +15 hits.	Arm and leg strike. if armored, foe takes +12 hits. If not, he takes +17 hits and is bleeding at 4 hits/rnd, is at -40 and stunned for 10 rnd.
46-50	Glancing shots to back of foe's neck. Foe must parry next rnd at -30. +5 hits.	Strike to the back and upper arm. Foe is stunned and unable to parry for 2 rnds. Foe receives 2 hits/rnd and +8 Hits.	Strike across foe's back and buttocks — ouch. He takes 2 hits/rnd and is stunned for 3 rnds. +13 hits.	Strikes to lower back paralyze foe's legs. He is down (at -80 to all action) and taking 4 hits/rnd.	Multiple back blows send foe flying 10 feet. Unable to parry, foe is stunned for 12 rnds. He takes 6 hits/rnd and is at -70. +19 hits.
51-55	Two strikes to foe's collar area. He is knocked back parrying at -20 next rnd. Foe receives 2 hits/rnd and +6 hits.	Foe hit in side and upper arm. +10 hits. Foe is stunned for 3 rnds and takes 5 hits/rnd.	Foe staggers and parries for 3 rnds after receiving minor wounds to the chest and groin. Foe receives 3 hits/rnd and +15 hits.	Major wounds to foe's chest. He and is stunned and unable to parry for 3 rnds. He takes 5 hits/rnd. +19 hits.	Foe knocked back with chest strikes. Aorta damage causes 20 hits/rnd. Lung lacerations will suffocate foe in 4 rnds. He is prone, meanwhile. +21 hits.
56-60	Two shots to foe's leg. If armored, +4 hits. If not, +10 hits. Foe is stunned for next 3 rnds.	Two strikes to the thigh and one to the forearm sadden foe. Foe receives 4 hits/rnd and +11 hits. Foe is stunned 3 rnds and unable to parry. He is at -50.	Foe stunned for 5 rnds by strikes to the calf and thigh of both legs. He is down and taking 5 hits/rnd and is at -50. +16 hits.	You lacerate foe's thigh and shatter a hip joint. He is in a week long coma taking 5 hits/rnd. +22 hits.	Both thighs and groin very severely slashed. Foe takes 10 hits/rnd, is down and stunned for 20 rnds. +23 hits. Embarrassing.
61-65	Hit along wrist. Foe receives 2 hits/rnd. Foe is stunned next rnd. +10 hits.	Blows along forearm and opposite shoulder. Arms less than useless. Foe receives 4 hits/rnd and 12 hits.	Foe drops possessions after being struck in the arms. Foe takes +17 hits, stunned 5 rnds. -25 on actions, and bleeds. Receives 6 hits/rnd. Give up.	Foe loses hand, and arm is severely mangled. He is unable to parry for 5 rnds and is stunned for 20 rnds. Receives 6 hits/rnd. +24 hits.	You deliver ugly wounds to foe's arms and shoulders. Limbs are useless. Foe is at -60, stunned, and unable to parry for 5 rnds. +25 hits.
66	Strikes to shoulder/collar area. Foe is stunned for 5 rnds and arm is useless. Activity at -30 and foe receives 4 hits per rnd. +55 hits.	Elbow shattered with forearm left dangling. Foe receives 6 hits/rnd as foe sees this and passes out. +20 hits.	You cut foe down at the knees. Foe is immobilized and at -100. Receives 10 hits/rnd and foe is stunned for 12 rnds.	The side of foe's head springs 3 leaks. Too late to call a plumber; he's dead. Very gory.	You expose foe's chest cavity appropriate for pre med anatomy course. He is dead. +15 to your next action.
67-70	Blow along neck, upper chest and arm. Foe knocked down stunned for 4 rnds. Foe receives 4 hits/rnd. +17 hits.	Neck and arm strikes cause 6 hits/rnd and +14 hits. Foe at -20 and stunned for 5 rnds.	Multiple strikes along the upper body. Foe is stunned for 8 rnds and cannot parry for 4 rnds. Receives 2 hits/rnd and +20 hits.	Shoulder smashed. Foe spins back 10 feet. He is stunned and unable to parry for 7 rnds. Arm is useless. Receives 6 hits/rnd. +26 hits.	Muscles and tendons in foe's arm and leg are torn beyond recognition. He takes 12 hits/rnd and is down for 20 rnds. +28 hits.
71-75	Tendons in both legs are slashed. Foe is at -50 and is taking 4 hits/rnd. He is out for 2 rnds and stunned for 5 more. Too bad.	Foe's leg riddled. He is at -50 with 4 hits/rnd and also stunned for 5 rnds. +17 hits.	Leg muscles and tendons slashed by strikes to calf and thigh. Foe stunned and unable to parry for 8 rnds, takes 5 hits/rnd, and is at -75. +25 hits.	Hits in the shin, knee, hip, and side, down foe in a convulsive heap. He is down for 24 rnds and at -90. He takes 8 hits/rnd. +27 hits.	Foe loses both legs to your razing assault. He is in shock, taking 14 hits/rnd, and will die anyway in 6 rnds. +30 hits.
76-80	Foe's left side and arm are perforated. Foe is at -40, stunned and unable to parry for 6 rnds. Foe takes 3 hits/rnd and +18 hits.	Foe's left arm takes multiple lacerations. Receives 3 hits/rnd and operates at -40. Foe is stunned next rnd and cannot parry. +18 hits.	Blows to both arms and chest break several indigenous bones. Foe is stunned for 12 rnds, takes 8 hits/rnd, and is unable to parry. +27 hits.	Strike destroys foe's weapon and neatly separates his arm from his bod. Foe is in shock and prone taking 8 hits/rnd +30 hits.	Bone splintered from one shoulder to the other. Additional thigh wound. Foe is prone taking 14 hits/rnd and equipment is destroyed. +32 hits.
81-85	Foe pummeled in the side and hip. Immobilized until aided. He takes 6 hits/rnd and +20 hits.	Strikes to the side and leg. Foe experiences 9 Hits/rnd for bleeding. Stunned and unable to parry for 5 rnds before passing out from shock. +21 hits.	Several side and back wounds cause foe to parry in a stunned state for the next 13 rnds. Foe takes 9 hits/rnd and +28 hits.	Severe blows to foe's side and abdomen. Foe is stunned and unable to parry for 5 rnds. He is taking 10 hits/rnd and is at -95. +32 hits.	Willless loser charges you as you sever his spine, hand, and lacerate the side of this head. He falls in a heap, quite lifeless.
86-90	Hit foe's back and upper leg. He is bloody and knocked 10 feet away. Foe unable to parry for 5 rnds. 6 hits per rnd, and +18 hits.	Strikes blow away ear and pierce hip. Foe at -30. cannot parry for 2 rnds, is stunned for 6 rnds, and takes 8 hits/rnd. +27 hits.	Foe knocked down. Strikes kill an unarmored foe. Otherwise, he is stunned, unable to parry for 12 rnds, receiving 9 hits/rnd. +30 hits.	Sent spinning, foe is struck in the spine, the kidneys, and he loses a hand. This one is history in one rnd. +33 hits.	Disemboweling stream of metal pummels foe's leg, abdomen, and chest. He lapses into unconsciousness before dying in 4 rnds. +35 hits.
91-95	Foe loses one ear, and nose is lacerated. Hearing at -50. Stunned for 10 rnds if armored or out 3 hours if not. Foe receives 5 hits/rnd and +23 hits.	Impacts to middle and upper back, and back of head. If unarmored, foe dies; otherwise, he is stunned for 10 rnds. Takes 8 hits per rnd and +25 hits.	Foe makes an excellent ventilator with holes in the leg, side, and chest. He expires in 1 rnd. +32 hits.	Several strikes take out the liver spleen, and intestines. Poor slob fights for one messy rnd then drops. +34 hits.	Spinal shot induces a bizarre twist. Arteries in chest and arm also severed. Foe is paralyzed and dies in 3 rnds. +40 hits.
96-99	Malicious blow to foe's face. He loses nose cheekbone and a part of his skull. Foe is in coma until revived. Receives 4 hits/rnd and +25 hits.	Foe brutalized in strikes to the side, cheek, neck, and brain. Foe dies in 2 prone rnds. Add 10 to your next attack. +35 hits.	Foe knocked back 15 feet without an arm, and with gashes in the neck. He is paralyzed by a broken spine and dies in 8 rnds. +35 hits.	A classic example of unanesthetized surgery. You remove a plethora of vital organs. A bit sloppy. Foe is out and dies in 3 rnds. +35 hits.	A Steady stream nails the sucker in brain, neck, heart, abdomen, and groin. Your allies within 50 feet add +10 to their next attacks. You are out of ammunition.
100	Hip is destroyed. More importantly, the head is messily separated from the shoulders. Bye.	Poor sucker is without the lower half of his body and has a hole where his eye was to boot. It was quick.	Foe takes strikes to the chest, and face. Lungs fill with blood, making breathing difficult. Poor fool expires in 3 messy rnds.	Foe hit in the heart and brain for a prompt demise. Good shot. Add +20 to your next attack.	Foe bursts into a bloody pulp. Yuck.

## 27.2 PIERCE CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Zip	Glancing blow. No extra damage. +0.	+1 hit	+2 hits	+3 hits
06-10	+1 hit	+2 hits	+3 hits	+4 hits	Unbalance foe with a nice grazing strike. You gain initiative +5 hits.
11-15	You receive initiative for next round. +1 hit	Glancing low to foe's side. +3 hits. You receive initiative next round.	Blow to foe's side. +5 hits. You receive initiative next round.	+2 hits. Foe must parry for next round.	+3 hits. Foe must parry for next round.
16-20	Foe must parry next round. +1 hit.	Blow to side. +2 hits. Foe must parry next round at -10.	Blow across side. Foe must parry next round at -20. +3 hits.	Minor side wound. Foe fights at -10. You have initiative next rnd.	Stun foe for 1 round. Add +20 to your next attack.
21-35	Foe must parry next round. +2 hits. Add +10 to next attack.	Foe must parry next round at -20. +2 hits.	You wound foe along side of chest. Foe is stunned 1 round and takes 1 hit per round.	You wound foe along side of hip. Foe is stunned 1 round and takes 2 hits per round.	Foe receives minor side wound. +2 hits. Foe is at -10. Foe takes 2 hits per round.
36-45	Minor calf wound. Foe receives 1 hit per round.	Minor calf wound. Foe takes 1 hit per round. +2 hits.	Minor calf wound. Foe takes 2 hits per round.	Minor thigh wound. Foe takes 3 hits per round.	Thigh strike. If foe has leg armor, +3 hits. If foe has no armor, +2 hits and 3 hits per round.
46-50	Strike along foe's back. +2 hits. Foe must now parry next round at -30.	Strike along foe's back. Foe is stunned for 1 round and takes 1 hit per round.	Strike across foe's back stuns foe for 2 rounds. Foe takes 1 hit per round.	Strike to foe's lower back. Foe is stunned and unable to parry next round. +6 hits.	Strike to foe's lower back. Foe takes 3 hits per round. +5 hits. Foe is stunned and unable to parry during next round.
51-55	Strike to foe's chest. Foe must parry next round at -25. Foe takes 2 hits per round.	Minor chest wound. Foe takes 2 hits per round. +3 hits. Foe must parry for next 2 rnds.	Minor chest wound. Foe takes 2 hits per round. +3 hits. Foe is stunned for 2 rounds.	Strike to chest. +5 hits. Foe takes 3 hits per round and fights at -15. Foe must parry next round.	Chest wound. Foe takes 4 hits per round. +5 hits. Foe fights at -10. Foe is stunned and unable to parry next round.
56-60	Minor thigh wound. Foe takes 2 hits per round. +2 hits. Foe is stunned next round.	Minor thigh wound. Foe takes 2 hits per rounds. +3 hits. Foe is stunned and unable to parry next round.	Minor thigh wound. +5 hits. Foe takes 2 hits per round and is at -10. Foe is stunned for 2 rounds.	Strike to thigh. Foe takes 3 hits per round. Foe is stunned and unable to parry for the next round. +3 hits.	Thigh wound. Foe takes 5 hits per round. +6 hits. Foe is stunned and unable to parry next round.
61-65	Minor forearm wound. +2 hits. Foe takes 2 hits per round. Foe is at -10.	Minor forearm wound. Foe is stunned during next round. +2 hits. Foe is at -10 and takes 2 hits per round.	Forearm wound. Foe takes 2 hits per round and is at -10. +3 hits. Foe is stunned for 2 rounds.	Forearm wound. Foe takes 3 hits per round and is at -10. +3 hits. Foe is stunned for 2 rounds.	Forearm wound. Foe takes 3 hits per round and is at -15. +5 hits. Foe is stunned for 2 rounds.
66	Strike through foe's non-weapon shoulder. Arm is useless. +10 to your next attack. Foe is stunned for 3 rnds.	Strike shatters elbow in foe's weapon arm. +3 hits. Arm is useless. Foe is stunned 4 rnds and cannot parry for 2 rnds.	Strike shatters foe's knee. Foe is knocked down, is at -90, and stays down for 3 rounds. Foe is unable to parry 2 rounds.	Strike to side of head. Foe is knocked out for 6 hours. +10 hits. If foe has no helmet, you kill him.	Strike through both of foe's lungs. Foe drops and passes out. Foe dies in 6 rounds. Add +10 to your next attack.
67-70	Strike along foe's neck. +5 hits. Foe is stunned for 3 rounds and cannot parry next round.	Strike to foe's neck area. Foe takes 3 hits per round and is at -5. Foe is stunned for 2 rounds.	Strike along foe's neck. Foe is stunned for 4 rounds and cannot parry for 2 rounds. Add +15 to your next attack.	Strike foe in shoulder. +3 hits. Foe is stunned and unable to parry for 2 rounds. Foe is at -20.	Strike foe's shoulder. Sever muscle and tendons. Arm is useless. Foe takes 3 hits per round. Foe is stunned for 6 rounds.
71-75	Strike lower leg. Tear tendons. Foe is at -25. +3 hits. Foe is stunned and unable to parry next round.	Strike to foe's calf. Slash muscle. Foe is at -40. +3 hits. Foe is stunned and unable to parry for 2 rounds.	Strike to lower leg. Foe is stunned and unable to parry for 2 rounds. +5 hits. Foe is at -50. Slash muscle and tendons.	Strike to lower leg. Foe is at -50. Slash muscle and cartilage. +6 hits. Foe is stunned and unable to parry for 2 rounds.	Strike through lower leg. Foe is stunned and unable to parry for 3 rounds. Sever muscle. Foe is at -75.
76-80	Strike to foe's upper arm. +3 hits. Foe takes 3 hits per round and is at -25. Foe is stunned for 2 rounds.	Strike through muscle in foe's non-weapon arm. Foe is at -30 and takes 3 hits per round. Foe is stunned for 3 rounds.	Strike foe in shield arm. Tear muscle and tendons. Foe takes 3 hits per round, fights at -25. Foe is stunned 6 rounds.	Strike foe in non-weapon arm. Arm is useless. Foe is stunned for 6 rounds. Foe takes 3 hits per round. +12 hits.	Strike foe in weapon arm, bone is broken. Foe is stunned and unable to parry for 3 rounds. +10 hits.
81-85	Side wound. Foe takes 5 hits per round and is stunned for 6 rounds. Add +20 to your next attack.	Side wound. +6 hits. Foe takes 5 hits per round. Foe is at -25. Foe is stunned and unable to parry for 3 rounds.	Side wound. +6 hits. Foe takes 5 hits per round. Foe is at -25. Foe is stunned and unable to parry for 3 rounds.	Major abdominal wound. Foe takes 6 hits per round. +10 hits. Foe is stunned and unable to parry for 3 rounds. Foe is at -20.	Strike through foe's back severs a vein. Foe is stunned and unable to parry for 12 rounds — then he dies.
86-90	Strike foe in back. Foe is at -20 and takes 3 hits per round. Foe is stunned and unable to parry 2 rounds.	Strike to back of head. If foe has no helmet, he dies. If foe has a helmet, +6 hits and foe is down for 2 rounds.	Strike to back of head. If foe has no helmet, he dies. If foe has a helmet, +6 hits and foe is down for 2 rounds.	Strike through foe's kidneys. Foe drops. +9 hits. Foe dies after 6 rounds of very intense agony. Sad.	Strike through leg severs an artery. Foe drops, lapses into unconsciousness, and dies after 12 rounds.
91-95	Rip off foe's ear. +3 hits. Foe takes 2 hits per round, hears at -50. Foe is stunned and not able to parry for 2 rounds.	Strike through foe's hip. Foe takes 3 hits per round. +5 hits. Foe is stunned next round. Foe is at -25.	Strike through foe's chest, severs a vein. Foe drops immediately and dies in 9 rounds due to shock and blood loss.	Strike through foe's side destroys a variety of organs. Foe fights normally for 6 rounds then dies.	Sever artery in foe's arm. Foe is stunned for 12 rounds and then dies.
96-99	Strike foe's nose. There is a permanent scar. Foe takes 3 hits/rnd. Foe is stunned and unable to parry 3 rnds.	Strike through foe's cheek. Foe drops and dies after 9 rounds of incapacity. Add +20 to your next attack.	Strike through foe's neck breaks backbone and severs spine. Foe is paralyzed from the neck down — permanently.	Nail sucker in lower back. Internal bleeding and shock kill foe in 6 rounds. Foe is down and out.	Shot through heart sends foe reeling back 10 feet to a spot suitable for dying. Weapon is stuck in reeling foe.
100	Strike through neck. Sever vein and artery. Foe cannot breathe. Foe drops and dies of a massive heart failure.	Strike through foe's eye. Foe dies instantly. Add +10 to all friendly attacks within 30 feet next round.	Shot through both ears proves effective. Foe dies instantly. Add +20 to your next 6 round. Pretty shot.	Strike through brain makes life difficult for foe. You have a half round left to act. Add +20 to your next attack.	Strike through foe's eye. Foe dies instantly. Add +25 to your next attack. Carry on.

## 27.3 HEAT CRITICAL STRIKE TABLE

	A	B	C	D	E
<b>01-05</b>	Hot air. +0 hits.	Hot draft. +0 hits.	+1 hit.	+2 hits.	+3 hits.
<b>06-10</b>	+1 hit.	+2 hits.	+3 hits.	+4 hits.	Foe loses initiative for 1 rnd. +4 hits.
<b>11-15</b>	Foe loses initiative for 1 rnd. Hard, hot breeze. +2 hits.	Foe loses 1 rnd of initiative. +2 hits. Strong heat; little effect.	Foe loses 1 rnd of initiative while he recovers his balance. +3 hits.	Foe loses initiative for 1 round. Not quite singeing. +4 hits.	Foe feels heat, loses 1 rnd initiative; if he has no armor, 2 rnds. +5 hits.
<b>16-20</b>	Foe loses initiative for 1 rnd. The nearby fire gives 3 more hits. Good blast, weak fire.	Blast unbalances foe. Foe loses initiative for 2 rounds.	Foe loses initiative for 2 rounds. +5 hits.	Foe is unbalanced and must parry for 1 round. +6 hits.	Hot, unbalancing blast. Foe must parry for 1 round. +7 hits.
<b>21-35</b>	Blast unbalances foe. He loses initiative for 2 rnds. +4 hits.	Foe loses initiative for 2 rnds. Bothersome smoke. +6 hits.	Light burns. Foe must parry for 1 rnd. 1 hit per rnd. +7 hits.	Minor burns. Foe must parry for 2 rnds. 1 hit per rnd. +8 hits.	Minor burns. Foe must parry for 2 rnds. 2 hits per rnd. +9 hits.
<b>36-45</b>	Foe must parry for 1 round. +6 hits.	Light burns. Foe must parry for 1 round. +7 hits. Foe takes 1 hit per round.	Minor burns force foe to parry for 2 rounds. +8 hits and 1 hit per round.	Blast stuns foe for 1 round. +9 hits. Foe takes 2 hits per round due to pain and suffering.	Blast stuns foe for 1 round. +10 hits. Foe take 3 more hits per round. If he is wearing a cloak, it is destroyed.
<b>46-50</b>	Light burns. Foe must parry for 1 round. +7 hits, and foe takes 1 hit per round.	Minor burns. Foe must parry for 2 rounds. +8 hits. Foe takes 1 hit per round.	Fire stuns foe for one round. +9 hits. Foe takes 2 hits per round. Minor burns.	Fire stuns foe for 1 round. +10 hits. 3 hits/rnd. If foe is using a non-metal bow, it is destroyed.	Fire stuns foe for 2 rounds. +12 hits and 3 hits per round. If foe is using a wooden weapon, it is destroyed.
<b>51-55</b>	Blast unbalances foe. +8 hits. Foe must parry for two rnds and takes 1 hit per rnd.	Blast stuns foe for 1 round. +8 hits. Foe takes 2 hits per round. Wide shot, strong fire.	Blast stuns foe for 2 rnds. +9 hits. If foe has leg armor, he takes 1 hit per rnd. If not, 3 hits per rnd.	Blast stuns foe 2 rnds. If foe has a helmet, he takes 8 hits and 2 per rnd. If not, 11 hits and 4 per rnd.	Foe reels back 3 feet. Stunned and unable to parry for 1 rnd. Takes 3 hits per rnd from hot blast. +13 hits.
<b>56-60</b>	Foe is stunned for 1 round. +9 hits. Foe loses initiative for 2 rounds and takes 2 hits per round.	Foe is stunned for 2 rounds. If foe is in metal armor and has leg armor, +8 hits. If not, +9 hits and 3 hits per round.	Blast stuns foe for 2 rounds. +10 hits. Foe takes 2 hits per round. All other cloth covering on foe's back is destroyed.	Foe's clothing ignites; stunned and unable to parry for 1 rnd, takes +9 hits/rnd while aflame (2 rnds to extinguish fire). +12 hits.	Fire stuns foe 2 rounds; +15 hits. Foe cannot parry for 1 rnd. He fights at -10 and burns deliver 3 hits per round.
<b>61-65</b>	Foe is stunned for 2 rnds. If he has leg armor, he takes +7 hits and one hit per rnd. If not, he takes +10 hits and 3 per rnd.	Foe is stunned and unable to parry for 1 round. +9 hits, and 2 hits per round. Foe fights at -5 (leg burns).	Foe is stunned and unable to parry for 1 round. +10 hits, foe takes 3 hits per round and fights at -10. Upper leg burns.	Foe is stunned 2 rnds and unable to parry for 1. If foe has leg armor, he takes +10 hits and 4 hits per rnd. If not, +13 hits and 6 hits per rnd.	Searing blast burns foe's legs. Foe is stunned and unable to parry for 2 rounds. He takes 4 hits per round and fights at -10. +15 hits.
<b>66</b>	Blast causes foe to drop what he is holding. Stunned and unable to parry for 2 rnds and is at -15 (chest burns). +9 hits.	Foe is stunned 2 rounds. If foe wears organic armor, it is now useless. +10 hits. Foe takes 4 hits per rnd from chest blast.	Chest blast knocks foe down. If arm armor, he takes 2 hits/rnd. If not, his weapon arm is useless and he takes 4 hits/rnd. +12 hits.	Neck blast. If foe has neck armor, he takes 3 hits/rnd and fights at -10. If not, foe is unconscious and takes 10 hits per round.	Head strike. If foe has a helmet, he is knocked out and takes 5 hits per rnd. If not, foe is killed instantly, his head fully vaporized. Fine aim.
<b>67-70</b>	Back blast. Foe is stunned for 2 rounds. Foe takes 2 hits per round and fights at -5. +8 hits.	Back blast. Foe is stunned for 2 rounds and unable to parry for 1 rnd. Foe takes 2 hits per rnd and fights at -10. +7 hits.	Back blast. Foe is stunned for 2 rounds and unable to parry for 1 round. Foe takes 2 hits per round and fights at -15.	Back blast. Foe is knocked down. +15 hits. Foe is out of action for 1 rnd. Foe takes 3 hits/rnd. Organic material on his back is destroyed.	Blast to foe's non-weapon arm. If foe has arm armor, he takes 4 hits/rnd and fights at -15. If no armor, foe takes 5 hits/rnd and loses use of arm.
<b>71-75</b>	Hot smoke blinds foe. Foe is stunned and unable to parry for 1 round. +12 hits.	Chest blast. Foe is stunned for 2 rounds and unable to parry for 1 rnd. Foe fights at -15. Add +10 to your next swing. +9 hits.	Chest blast. Foe is stunned for 3 rounds. If foe has organic chest armor, it is destroyed. If no chest armor, foe takes 6 hits per round and fights at -25.	Blast to foe's non-weapon arm. Any organic material in or on his arms is destroyed. He is stunned 6 rnds, loses use of arm, and fights at -50.	Chest blast. If foe has chest armor, it is destroyed. Foe takes +12 hits and is stunned 3 rounds. Otherwise, foe is knocked down, takes 6 hits/rnd and fights at -60.
<b>76-80</b>	Blast stuns foe for 2 rnds. Foe cannot parry for 1 round. +10 hits. Side wound. Foe takes 2 hits per round.	Arm strike. Burns stuns foe for 2 rnds. Foe takes 2 hits per rnd. All cloth on foe's weapon arm is burned off and foe drops whatever he is holding.	Blast to foe's non-weapon arm. He is stunned 6 rnds, loses use of arm, and fights at -50. Any organic material in or on his hands is destroyed.	Foes loses weapon hand. Severe burns. Any item in hand possibly damaged. Foe is stunned and unable to parry for 3 rounds, and takes 5 hits per round.	Blast to foe's non-weapon arm. If foe has arm armor, it is destroyed, foe loses his hand, and is stunned for 6 rounds. If not, foe loses arm and is knocked out. +20 hits.
<b>81-85</b>	Back blast. Foe is stunned for 2 rounds and is at -20. Burns deliver 2 hits per round. +8 hits.	Back blast. Foe is knocked down, stunned 1 rnd, and takes 2 hits/rnd. All organic material on foe's back is destroyed.	Leg blast. If foe has leg armor, he takes 2 hits/rnd and is at -20. If not, massive tissue damage; foe's leg is useless, and foe is at -80.	Blast burns both of foe's arms and all of upper chest. Foe loses use of arms and is stunned 9 rounds. +15 hits.	Foe inhales flame and gets parched throat and lungs. Foe expires in 12 painful rounds. +20 hits.
<b>86-90</b>	Blast knocks foe down. Fire destroys any of Foe's organic foot and calf covering. +10 hits.	Leg strike. Any organic leg covering catches fire and delivers 6 hits per rnd until extinguished (takes 1 rnd). Foe is stunned for 3 rnds. +10 hits.	Lower leg burns. Foe loses foot, but wound is cauterized. Foe is stunned and unable to parry for 6 rounds, takes 3 hits per round, and fights at -85. +15 hits.	Abdomen strike. If foe has abdominal armor, it is destroyed, foe is knocked out, and takes 2 hits/rnd. If not, foe dies in 12 inactive rnds due to organ damage.	Foe's lower body is engulfed in flames. Foe dies in 9 rounds as a result of organ and tissue loss. +20 hits.
<b>91-95</b>	Fire burns foe in hip area. Foe is stunned and unable to parry for 2 rounds. Foe fights at -30. +12 hits.	Head strike. Foe is blinded and fights at -95 for 6 rnds. If foe has no helmet, 8 hits/rnd and loses 50% of head hair. Any organic helmet is destroyed.	Upper leg burns. Foe loses use of leg due to tissue loss, is stunned and unable to parry for 6 rounds, takes 4 hits per round and fights at -90. +18 hits.	Head strike. If foe has a full helmet, his eyes are destroyed and he is in a coma for 2 days. If not, foe dies in 6 rounds due to massive shock and brain damage. +20 hits.	Chest strike. All organic material on foe's body is destroyed. Foe dies of shock and nerve damage in 6 rounds. +25 hits.
<b>96-99</b>	Blast to foe's neck area. If foe has neck armor, he is stunned and unable to parry for 3 rounds. If not, foe is down and taking 8 hits per rnd.	Neck strike destroys foe's throat. +20 hits. Foe takes 12 hits per round and is inactive for 9 rounds. Foe then dies. Add 10 to your next roll.	Chest strike. If foe has chest armor, it is destroyed and foe dies of burns in 9 rnds. If not, foe's chest cavity is a hollow cinder and he dies instantly.	Foe's side is engulfed in flames. Foe dies in 6 rounds due to multiple compound fractures, tissue and organ loss, and boiling blood. +20 hits.	Foe is instantly dehydrated into dust. Add +10 to your next roll.
<b>100</b>	Searing blast to foe's head. If helm, he is knocked out and takes 7 hits/rnd. If not, he is in a 1 month coma and loses 50% of his Presence. +15 hits.	Blast to foe's neck fuses vertebrae and unites skin with clothing. Very unpleasant. Foe is paralyzed permanently. +25 hits.	Foe's head is but a charred stump. Sadly, foe cannot handle the loss and he dies instantly. Add +10 to your next roll.	Heat vaporizes foe's midsection, destroys foe's clothing, armor, and all items he carries. Foe is cut in half and dies. Add +15 to your next roll.	All that remains of foe are charred bits of teeth and bone. Add +20 to your next roll.

## 27.4 VACUUM CRITICAL STRIKE TABLE

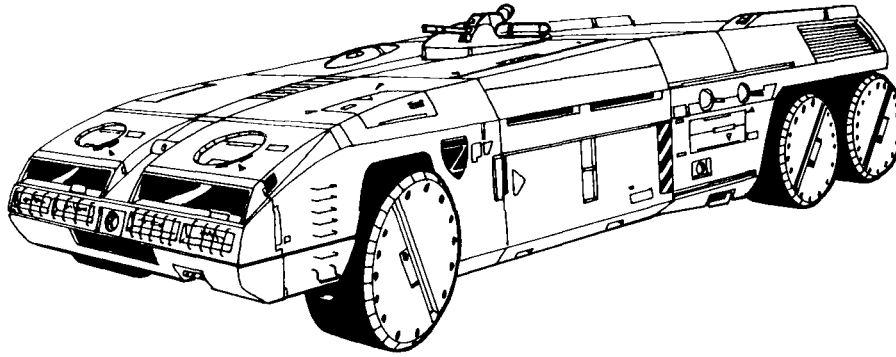
	A	B	C	D	E
01-05	Cool breeze delivers no hits.	Refreshing breeze ruffles hair. Boy, does he look cool.	Target's ears pop. +1 hit.	Winds distract target: he loses initiative for 1 round.	+1 hit.
06-10	Chilly breeze delivers 1 hit.	+1 hit.	Target's ears pop audibly; +2 hits.	+2 hits; target forced to parry 1 rnd.	+3 hits, target must parry next round.
11-15	Cold breeze delivers 2 hits.	+2 hits.	Target's ears really pop. +3 hits, permanent minor hearing loss.	+4 hits and target must parry for 1 round.	+5 hits.
16-20	Icy wind delivers 5 hits; target loses a round of initiative.	Target is unbalanced. +3 hits and he must parry one round.	Inner ears pop. Target unbalanced. +5 hits, must parry 1 rnd.	Escaping air stuns target for 1 round; he takes 6 hits.	Airburst stuns target and delivers 7 hits.
21-35	Staggering airburst gives target 3 hits and he loses 2 rounds of initiative.	Blast of air unbalances target. +5 hits and he is forced to parry 1 round.	Pressure change causes equilibrium problems. +6 hits, stunned 1 round.	Fleeing oxygen gives target pause; he is stunned for 2 rounds.	Target stunned no parry 1 round; 9 hits.
36-45	Rushing winds deliver 3 hits; target unbalanced (and stunned 1 round).	Escaping environment buffets target, delivering 8 hits and stunning him for 1 round.	Target is muddled and must parry for 2 rounds. +7 hits.	Roaring winds confuse target. He is stunned 3 rounds and takes 8 hits.	Target stunned 4 rounds by freezing air.
46-50	Target loses 3 rnds of initiative in the rush of air. +2 hits.	Howling winds force target to parry for 2 rounds. +6 hits.	Target stunned for 1 round. +8 hits	Target slashed by debris: +10 hits and 5 per round.	Target struck by debris: +20 hits, 2 per round and stunned 2 rounds.
51-55	Target unbalanced. +6 hits, stun for 1 round.	Whirlwind stuns foe for 1 round. +8 hits.	Debris strikes target in leg; he is stunned 1 round, and takes 2 hits per round.	Target's hand is struck by debris: off-hand wrist is sprained and at -50. +12 hits and stunned for 2 rounds	Target struck in weapon-arm: 50% chance item in hand is dropped (and lost in vacuum). +10 hits and stunned 5 rounds
56-60	Cold and air loss take target's breath away; he is stunned for 3 rounds and takes 15 hits.	Deafening howl of escaping air; +10 hits; renders target stunned and unable to parry for 1 round.	Blast stuns target for 2 rounds; he cannot parry for the first round. Leg hit, +9 hits.	Airburst staggers target, +10 hits; he is stunned and unable to parry for 1 round.	A flurry of sharp metal fragments slash target. +20 its and 7 per round.
61-65	Fog of rushing air stuns target for 2 rounds. +10 hits.	Target does a forced about face, stunning him for 3 rounds.	Target spun about. +5 hits. Stun 3 rnds, loses initiative for 3 more.	Target spins like a top. +10 hits, and foe is stunned no parry 2 rnds.	Target whirls like a gyroscope. +15 hits; foe is stunned no parry 2 rnds.
66	Blast sends target spinning. +10 hits, left arm is broken and useless, he is stunned for 5 rounds.	Target hears bells; eardrums burst and hearing permanently damaged. Nose bleeds; 2 hits/rnd. +18 hits. -50 to activity for 5 rounds.	Flying debris strikes target in head, +12 hits and he is stunned 6 rounds by impact. If no helmet skull is fractured, target unconscious with concussion.	Target flung outward by winds, but gets a reflexive grip on the edge of the breach. 25 hits, Stunned no parry 5 rnds (but holding on until unconscious).	Wasting no time, target zips out through hull breach. Surrounded by a cloud of frozen oxygen, he explores the final frontier. If he has a spacesuit, fine; if not, he is dead after 6 rounds. Wave good-bye.
67-70	Flying debris strikes target in back; he is stunned for 1 round. +8 hits.	Winds stun target 1 round, deliver 2 hits.	Back strike. Target is stunned and cannot parry for 2 rounds. Target is at -10. +11 hits.	Target thrown 2 meters and slammed against a bulkhead. He is stunned 3 rounds and takes 10 hits.	Lack of air takes target's breath away. He is at -50, stunned 3 rounds, and takes 10 hits.
71-75	Blast of fleeing atmosphere disorients target; he is stunned and unable to parry for 1 rnd.	Fog of escaping gas confuses target and stuns him 3 rounds.	Airborne stuff blinds target, stunning him for 2 rounds and delivering 10 hits.	Whirling debris strikes target in head; +15 hits; a minor concussion; stunned no parry for 2 rnds.	Flying debris strikes target in head. He is stunned no parry 2 rounds, +15 hits.
76-80	Crystallizing atmosphere cloud stuns target for 2 rounds, +15 hits. Foe is unable to parry for one round.	Whirling oxygen crystals blind target, stunning him for 4 rounds.	Now you know why it's called "Hard" vacuum: blast knocks the wind out of target, +15 hits, breaks ribs; stuns him for 3 rnds.	Depressurization damages ears. Inner ear equilibrium upset, stun 3 rnds, +10 hits. Maneuvers at -50 for 2 days. Permanent deafness.	Decompression collapses one lung and destroys hearing. Target at -70; +20 hits and he is stunned 6 rounds.
81-85	Swirling debris delivers 10 hits and breaks two of target's ribs; he is at -25.	Blast sends target careening 2m, impact causing broken leg. Foe is at -50, stunned 3 rnds; +15 hits. (Strapped in target only takes 5 hits).	Brutal wind carries target 3 meters, slamming him against a hard surface. Foe is stunned for 10 rnds; +25 hits. (Strapped-in target only takes 10 hits).	Escaping atmosphere drags target 4m, battering him on the way. Both of his arms are broken; stunned for 4 rnds; +25 hits. Strapped in target: only +15 hits; stunned 2 rnds.	Explosive decompression hurls target 5m, pummeling his poor body. Internal organs are damaged; +50 hits; dies in 12 rnds. Strapped in target: only +25 hits; stunned 8 rnds.
86-90	Target feels his blood simmering. +10 hits and 5 per round while exposed.	Target's boiling blood delivers 15 hits and 7 per round while he is exposed to vacuum.	Target's blood starts to boil: +30 hits and 10 per round while exposed. He is stunned for six rounds.	Target's blood is bubbling: +40 hits and 15 per round while exposed. He is stunned for eight rounds.	Target's circulatory system becomes a balloon: +50 hits; 20 hits/rnd while exposed. Stunned for 3 rnds, then (if exposure continues) unconscious as major organs are seriously damaged. Poor bloated fool dies in 12 rnds.
91-95	Disconcertingly, target bleeds through nose and ears. He is at -30, takes 10 hits, 3 hits per round and is stunned for 5 rounds.	Unpleasantly, target bleeds through eyes, nose, and ears. He is at -50, takes 15 hits, 5 hits per round and is stunned for 7 rounds.	Grossly, target begins to bleed through eyes, nose, ears and under fingernails. He is at -70, takes 20 hits, 7 hits per round and is stunned for 9 rounds.	Disgustingly, target bleeds through all of his bodily orifices. He is at -80, takes 25 hits, 9 hits per round and is stunned for 10 rounds.	In a clear attempt to gross everyone out, target bleeds through all of his pores. He is at -90, +30 hits, 12 hits/rnd and is stunned for 6 rnds before losing consciousness (if not before).
96-99	Target is struck in the head; +20 hits. If foe has a helmet, he is unconscious for 1 day; otherwise he is in a coma for 10 days.	Target's lungs collapse. +20 hits; target is at -80 and dies in 12 agonizing rounds of asphyxiation.	Sudden pressure change causes multiple internal organ malfunctions. Foe is completely incapacitated for 10 rounds, then dies.	Target is slammed by rushing air. +25 hits, bone is driven into target's internal organs, killing him in three helpless, painful rounds.	Target unwittingly attempts to turn inside out. Unsuccessful (sort of), he loses use of all sensory organs as well as lungs; tumbles, unconscious, through deep space. +80 hits.
100	Target is knocked down and is struck on the head. +25 hits. Helmet is crushed and useless, target stunned 5 rounds. If no helmet, skull is fractured, target dies in 3 rounds.	Luckily, target is lodged between conduits within 3 meters of a door to safety, avoiding an unpleasant space walk. Unluckily, his spine is damaged and he is paralyzed from the waist down. +25 hits.	Explosive blast sends target's brain out through ears. He is quite dead.	Lack of air pressure disrupts lungs, eyes and ears. Not a pretty sight. Target dies in 12 messy rounds, blind and deaf.	Rather abrupt decompression. Target explodes into billions and billions of tiny bits of flesh, quite severely dead.

## 27.5 RADIATION CRITICAL STRIKES

	A	B	C	D	E
<b>01-05</b>	What radiation?	They're only sub-atomic particles.	Nothing worse than a day at the beach.	Target looks a little red, but it's nothing serious.	Target was lucky, this time.
<b>06-10</b>	Warm draft.	Fast neutrons stay clear of target. Lucky.	This could have been really bad.	+3 hits.	+5 hits. It must have been those cool sun glasses.
<b>11-15</b>	The experts say it's nothing to worry about.	Target has little to worry about.	A mild headache is the end result.	+4 hits. These may only be healed by anti-radiation treatment.	+8 hits. These may only be healed by anti-radiation treatment.
<b>16-20</b>	Bright flash reduces target's vision by 50% for 3 rounds.	Zip.	Insignificant damage.	Mild irradiation. Target at -10 until treated.	Radiation sickness. Target loses hair, teeth, and nails within a day. He is at -50 for 5 days, after which he dies.
<b>21-35</b>	Afterglow reddens target a shade.	Walking in front of a neon sign would be more dangerous.	+4 hits; may only be healed by anti-radiation treatment.	Rad build-up will produce a cancer in target within the next 5 years.	Severe exposure drops all of target's temporary stats by 1-10. Really bad.
<b>36-45</b>	Microbes on target's skin have a rough time of it.	+2 hits.	Mild radiation sickness. Hair falls out in three days, and target is at -30 until treated.	Target's vision blurs. Perception is at -30 until treated. +5 hits.	Sizzling beams raise blisters on target's red-hot skin. He is at -60 until treated and takes 1 hit per round whenever he moves. +10 hits.
<b>46-50</b>	A few cells spontaneously mutate, but quickly die off.	Target may (50% chance) develop tumour within 5 years.	Target has a 10% chance of fainting each minute. He is out for 1-10 hrs and at -20 for 5 days.	Organ damaged. One of target's internal organs will fail in 1-10 hours.	Severe Radiation sickness. Target will die within a day unless treated, and is at -50 while he waits. +12 hits.
<b>51-55</b>	Target will feel queasy (-10) in an hour. It will last for only 4 hours.	Target will feel ill. -15 to actions for 6 hours, beginning in one hour.	Mild radiation sickness. Hair falls out; sores develop in 1-5 days. Target at -30 until treated. 50% chance of a cancer within a year.	Rays weaken target. His temporary Strength stat is reduced by 15 while the temporary Constitution stat falls by 5.	Deadly rays course through target. In ten minutes, he is struck by severe nausea (operates at -60) lasting 1-10 days. Target then dies.
<b>56-60</b>	Target's vision becomes hazy in 30 minutes (perception at -20). It will last until treated.	Telepathic target loses 1-10 PP's. All targets at -10 until treated.	Rad accumulation will produce a cancer within a year.	Waves give target +20 hits that may only be healed by anti-radiation treatment. Target stunned 6 rnds.	Severe burns. Target at -70 until treated. He is stunned for 6 rounds.
<b>61-65</b>	Some tactile sensation will be lost to the target (operates at -5) until treated. Effect manifests itself after an hour.	Target will have a headache in 10 min which will last for 1-10 hrs during which target will be at -20. It will recur 1 day later.	Telepathic target loses 1-10 PP's and is stunned for 6 rounds. All targets at -15 until treated.	Telepathic target loses Psion casting ability for 1 day. All target's are at -20 until treated.	Telepathic target loses Psion casting ability for 1-10 years. All targets at -50 until treated. +15 Hits.
<b>66</b>	Rays course through body. Target has 50% chance of producing mutated offspring.	Bitter chromosome damage to target's reproductive organs. Offspring have a 75% chance of being mutants.	Hot rays sterilize target. +5 hits. Sad.	Rays sterilize target. Target will die in 10 hours due to organ failure.	Widespread cellular damage gives target +40 hits and sends him into a coma. He will die in 1-10 minutes.
<b>67-70</b>	Minor loss of hand-eye coordination manifested in 2 hours. Static maneuvers at -15. Effect will last for 2 days.	Loss of hand-eye coordination for 5 days. Static maneuvers at -20 during that time.	Target loses hand-eye coordination and is at -40 to all maneuvers until treated.	Beams daze target. He is stunned for 20 rounds and is at -50 for all activities until treated.	Target dazed. He is stunned and unable to parry until treated. +17 hits. These hits may only be healed by anti-radiation treatment.
<b>71-75</b>	A minor skin cancer will develop within a year.	Target has difficulty concentrating. Reduce temporary Reasoning stat by 10 until treated.	Violent electromagnetic radiation raises sores on target's skin. He is at -30 until treated.	Radiation sickness. Hair lost, teeth and fingernails fall out, and sores appear within 1 day. Target at -40; will die in 1-10 days unless treated. Telepaths lose 1-10 PP's. +10 hits.	Target's skin blackened. He takes 4 hits per round and is at -80 until treated. Permanent Quickness and Agility stats are reduced by 2-20 points each.
<b>76-80</b>	Mild burn. Target at -10 for 2 days.	Rays give minor burn. Target takes 4 hits and is at -10 for 2 days.	Lingering radiation sickness. Target at -50 within one day. Hair and teeth begin to fall out. Target will die in 30 days unless treated.	Rad build-up will produce a malignant tumour within 6 months. Target at -40 until treated.	Target blinded and sent into a coma. Severe radiation sickness will kill target within a day unless treated.
<b>81-85</b>	Lingering rad buildup has a 50% chance of producing a cancer within 5 years.	Exposure gives target 7 hits which may only be healed by anti-radiation treatment.	Target receives second degree burns. He is at -30 for 6 days.	Selective rays destroy target's eyes. +15 hits.	Horrible rays reduce all of target's temporary stats by 2-20 and all permanent stats by 1-10. +19 hits.
<b>86-90</b>	Mild burn. Target at -5 for 5 days.	Target irradiated and loses hair in two days. He operates at -20 until treated.	Electromagnetic waves damage a random internal organ. It will cease to function in 1-10 days. Tough.	Severe burns give target 3 hits per round. He is at -30. +17 hits.	A multitude of target's internal organs fail. Target drops and dies in 1-10 rounds. Telepathic targets lose all Psion Power.
<b>91-95</b>	Insidious exposure delivers 4 hits that may only be healed by anti-radiation treatment.	Burns crack target's skin. Target takes 1 hit per round and is at -10 until treated.	Target sees flash. He is blinded for 1-10 days, then at -30 to vision from then on.	Target zapped. He is blinded and stunned for 10 rounds, then operates at -60. He will die in one day unless treated.	Blistering rays fry target. He is sent into a coma and dies in 6 rounds.
<b>96-99</b>	Second degree burn gives target 5 hits.	Bright flash blinds target for 1-10 hours.	Heavy rad dose reduces temporary Constitution stat by 20. Permanent Constitution is lost at the rate of 1 point/hr until treated.	Severe exposure. Target slips into coma and dies in 1-10 hours.	Sizzling burst leaves but a few remains of target's former self. Sad.
<b>100</b>	Flash burns give target 10 hits. Target at -15 for 7 days.	Target at -20 until treated, and will develop a cancer within 6 months.	Target's skin flash-fried. +30 hits. Target knocked out and takes 4 hits per round. He will die in 2-20 hours unless treated.	Target's blood boils. He drops immediately and dies in 6 rounds due to massive internal damage.	Target glows white before vanishing utterly.



## 28.1 GEMINI RAIDER — AFV DISPLAY



**AFV Name:** ..... Gemini Raider  
**Cost:** ..... 543,030  
**Mass:** ..... 40  
**Hits:** ..... 42  
**Motive System:** ..... Wheeled  
**Movement Points:** ..... 17  
**Cannon:** ..... 1 x Mk.6 Laser Turret  
**Heads Up Display:** ..... 0  
**CAT:** ..... 23  
**Armor Belt:** ..... +5  
**Electronic Warfare:** ..... 0  
**Screens:** ..... 0

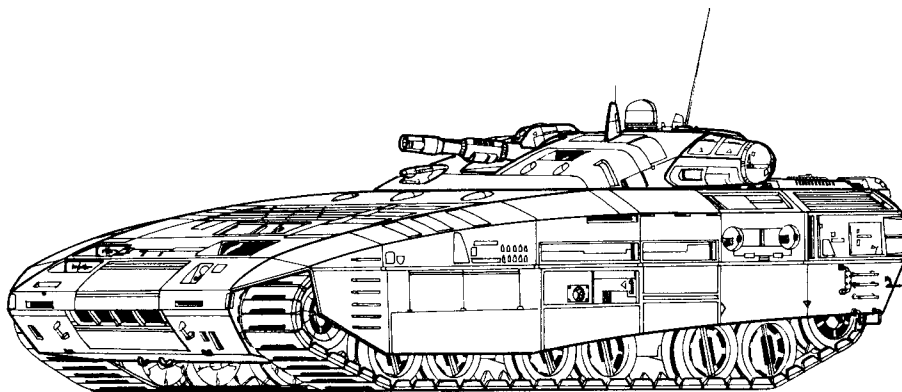
<b>AFV ID:</b> _____				
<b>Crew:</b> _____ <b>Elan:</b> _____ <b>AFV Driver:</b> _____ <b>HEP:</b> _____				
<b>OFFENSIVE RECORD</b>				
<b>Cannon</b>	<b>H.E.P. Bonus</b>	<b>Cannon Mk.#</b>	<b>H.U.D. Bonus</b>	<b>BASE OB</b>
1 x Mk.6 Laser	_____	6	0	_____
<b>DEFENSIVE RECORD</b>				
<b>Construction Armor Type</b>	<b>Armor Belt Bonus</b>	<b>E.W. Bonus</b>	<b>Screens Bonus</b>	<b>BASE DB</b>
23	5	0	0	5
<b>DAMAGE RECORD</b>		<b>AUXILIARY SYSTEMS</b>		
Current Hit Total: _____		Aux: ..... None		
System Bonus Reductions: _____		Aux: ..... None		
Systems Knocked Out: _____		Aux: ..... None		

<b>AFV ID:</b> _____				
<b>Crew:</b> _____ <b>Elan:</b> _____ <b>AFV Driver:</b> _____ <b>HEP:</b> _____				
<b>OFFENSIVE RECORD</b>				
<b>Cannon</b>	<b>H.E.P. Bonus</b>	<b>Cannon Mk.#</b>	<b>H.U.D. Bonus</b>	<b>BASE OB</b>
1 x Mk.6 Laser	_____	6	0	_____
<b>DEFENSIVE RECORD</b>				
<b>Construction Armor Type</b>	<b>Armor Belt Bonus</b>	<b>E.W. Bonus</b>	<b>Screens Bonus</b>	<b>BASE DB</b>
23	5	0	0	5
<b>DAMAGE RECORD</b>		<b>AUXILIARY SYSTEMS</b>		
Current Hit Total: _____		Aux: ..... None		
System Bonus Reductions: _____		Aux: ..... None		
Systems Knocked Out: _____		Aux: ..... None		

<b>AFV ID:</b> _____				
<b>Crew:</b> _____ <b>Elan:</b> _____ <b>AFV Driver:</b> _____ <b>HEP:</b> _____				
<b>OFFENSIVE RECORD</b>				
<b>Cannon</b>	<b>H.E.P. Bonus</b>	<b>Cannon Mk.#</b>	<b>H.U.D. Bonus</b>	<b>BASE OB</b>
1 x Mk.6 Laser	_____	6	0	_____
<b>DEFENSIVE RECORD</b>				
<b>Construction Armor Type</b>	<b>Armor Belt Bonus</b>	<b>E.W. Bonus</b>	<b>Screens Bonus</b>	<b>BASE DB</b>
23	5	0	0	5
<b>DAMAGE RECORD</b>		<b>AUXILIARY SYSTEMS</b>		
Current Hit Total: _____		Aux: ..... None		
System Bonus Reductions: _____		Aux: ..... None		
Systems Knocked Out: _____		Aux: ..... None		

<b>AFV ID:</b> _____				
<b>Crew:</b> _____ <b>Elan:</b> _____ <b>AFV Driver:</b> _____ <b>HEP:</b> _____				
<b>OFFENSIVE RECORD</b>				
<b>Cannon</b>	<b>H.E.P. Bonus</b>	<b>Cannon Mk.#</b>	<b>H.U.D. Bonus</b>	<b>BASE OB</b>
1 x Mk.6 Laser	_____	6	0	_____
<b>DEFENSIVE RECORD</b>				
<b>Construction Armor Type</b>	<b>Armor Belt Bonus</b>	<b>E.W. Bonus</b>	<b>Screens Bonus</b>	<b>BASE DB</b>
23	5	0	0	5
<b>DAMAGE RECORD</b>		<b>AUXILIARY SYSTEMS</b>		
Current Hit Total: _____		Aux: ..... None		
System Bonus Reductions: _____		Aux: ..... None		
Systems Knocked Out: _____		Aux: ..... None		

## 28.2 LYNX — AFV DISPLAY



AFV Name: ..... Lynx  
 Cost: ..... 606,140  
 Mass: ..... 50  
 Hits: ..... 60  
 Motive System: ..... Tracked  
 Movement Points: ..... 20  
 Cannon: ..... 1 x Mk.6 Blast Turret  
 Heads Up Display: ..... +10  
 CAT: ..... 24  
 Armor Belt: ..... +20  
 Electronic Warfare: ..... +10  
 Screens: ..... 0

AFV ID: \_\_\_\_\_  
 Crew: \_\_\_\_\_ Elan: \_\_\_\_\_ AFV Driver: \_\_\_\_\_ HEP: \_\_\_\_\_

### OFFENSIVE RECORD

Cannon	H.E.P. Bonus	Cannon Mk.#	H.U.D. Bonus	BASE OB
1 x Mk.6 Blast	_____	6	10	_____
_____	_____	_____	_____	_____

### DEFENSIVE RECORD

Construction Armor Type	Armor Belt Bonus	E.W. Bonus	Screens Bonus	BASE DB
24	20	10	0	30

### DAMAGE RECORD

### AUXILIARY SYSTEMS

Current Hit Total: \_\_\_\_\_  
 System Bonus Reductions: \_\_\_\_\_  
 Systems Knocked Out: \_\_\_\_\_

Aux: ..... EW  
 Aux: ..... None  
 Aux: ..... None

AFV ID: \_\_\_\_\_  
 Crew: \_\_\_\_\_ Elan: \_\_\_\_\_ AFV Driver: \_\_\_\_\_ HEP: \_\_\_\_\_

### OFFENSIVE RECORD

Cannon	H.E.P. Bonus	Cannon Mk.#	H.U.D. Bonus	BASE OB
1 x Mk.6 Blast	_____	6	10	_____
_____	_____	_____	_____	_____

### DEFENSIVE RECORD

Construction Armor Type	Armor Belt Bonus	E.W. Bonus	Screens Bonus	BASE DB
24	20	10	0	30

### DAMAGE RECORD

### AUXILIARY SYSTEMS

Current Hit Total: \_\_\_\_\_  
 System Bonus Reductions: \_\_\_\_\_  
 Systems Knocked Out: \_\_\_\_\_

Aux: ..... EW  
 Aux: ..... None  
 Aux: ..... None

AFV ID: \_\_\_\_\_  
 Crew: \_\_\_\_\_ Elan: \_\_\_\_\_ AFV Driver: \_\_\_\_\_ HEP: \_\_\_\_\_

### OFFENSIVE RECORD

Cannon	H.E.P. Bonus	Cannon Mk.#	H.U.D. Bonus	BASE OB
1 x Mk.6 Blast	_____	6	10	_____
_____	_____	_____	_____	_____

### DEFENSIVE RECORD

Construction Armor Type	Armor Belt Bonus	E.W. Bonus	Screens Bonus	BASE DB
24	20	10	0	30

### DAMAGE RECORD

### AUXILIARY SYSTEMS

Current Hit Total: \_\_\_\_\_  
 System Bonus Reductions: \_\_\_\_\_  
 Systems Knocked Out: \_\_\_\_\_

Aux: ..... EW  
 Aux: ..... None  
 Aux: ..... None

AFV ID: \_\_\_\_\_  
 Crew: \_\_\_\_\_ Elan: \_\_\_\_\_ AFV Driver: \_\_\_\_\_ HEP: \_\_\_\_\_

### OFFENSIVE RECORD

Cannon	H.E.P. Bonus	Cannon Mk.#	H.U.D. Bonus	BASE OB
1 x Mk.6 Blast	_____	6	10	_____
_____	_____	_____	_____	_____

### DEFENSIVE RECORD

Construction Armor Type	Armor Belt Bonus	E.W. Bonus	Screens Bonus	BASE DB
24	20	10	0	30

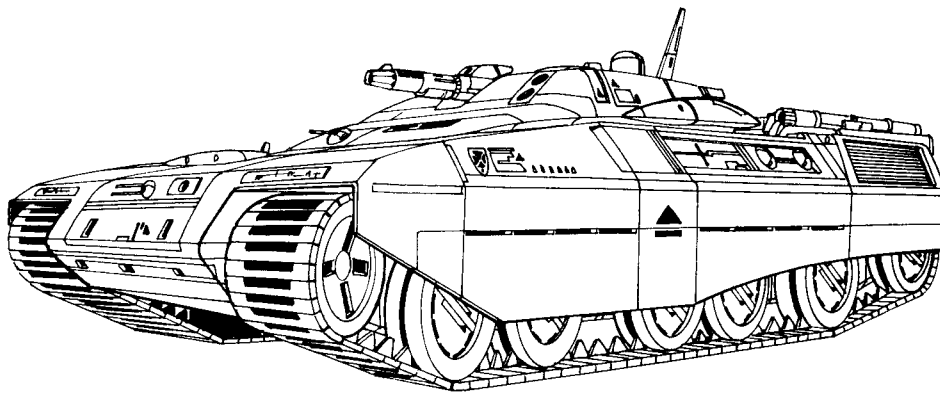
### DAMAGE RECORD

### AUXILIARY SYSTEMS

Current Hit Total: \_\_\_\_\_  
 System Bonus Reductions: \_\_\_\_\_  
 Systems Knocked Out: \_\_\_\_\_

Aux: ..... EW  
 Aux: ..... None  
 Aux: ..... None

## 28.3 TARG RAGA — AFV DISPLAY



AFV Name: ..... Targ Raja  
 Cost: ..... 605,485  
 Mass: ..... 65  
 Hits: ..... 75  
 Motive System: ..... Tracked  
 Movement Points: ..... 16  
 Cannon: ..... 1 x Mk.10 Laser Turret  
 Heads Up Display: ..... +10  
 CAT: ..... 23  
 Armor Belt: ..... +15  
 Electronic Warfare: ..... +5  
 Screens: ..... +5

AFV ID: \_\_\_\_\_  
 Crew: \_\_\_\_\_ Elan: \_\_\_\_\_ AFV Driver: \_\_\_\_\_ HEP: \_\_\_\_\_

### OFFENSIVE RECORD

Cannon	H.E.P. Bonus	Cannon Mk.#	H.U.D. Bonus	BASE OB
1 x Mk.10 Laser	_____	10	10	_____
_____	_____	_____	_____	_____

### DEFENSIVE RECORD

Construction Armor Type	Armor Belt Bonus	E.W. Bonus	Screens Bonus	BASE DB
23	15	5	5	25

### DAMAGE RECORD

Current Hit Total: \_\_\_\_\_  
 System Bonus Reductions: \_\_\_\_\_  
 Systems Knocked Out: \_\_\_\_\_

### AUXILIARY SYSTEMS

Aux: ..... EW  
 Aux: ..... Screens  
 Aux: ..... Life Support

AFV ID: \_\_\_\_\_  
 Crew: \_\_\_\_\_ Elan: \_\_\_\_\_ AFV Driver: \_\_\_\_\_ HEP: \_\_\_\_\_

### OFFENSIVE RECORD

Cannon	H.E.P. Bonus	Cannon Mk.#	H.U.D. Bonus	BASE OB
1 x Mk.10 Laser	_____	10	10	_____
_____	_____	_____	_____	_____

### DEFENSIVE RECORD

Construction Armor Type	Armor Belt Bonus	E.W. Bonus	Screens Bonus	BASE DB
23	15	5	5	25

### DAMAGE RECORD

Current Hit Total: \_\_\_\_\_  
 System Bonus Reductions: \_\_\_\_\_  
 Systems Knocked Out: \_\_\_\_\_

### AUXILIARY SYSTEMS

Aux: ..... EW  
 Aux: ..... Screens  
 Aux: ..... Life Support

AFV ID: \_\_\_\_\_  
 Crew: \_\_\_\_\_ Elan: \_\_\_\_\_ AFV Driver: \_\_\_\_\_ HEP: \_\_\_\_\_

### OFFENSIVE RECORD

Cannon	H.E.P. Bonus	Cannon Mk.#	H.U.D. Bonus	BASE OB
1 x Mk.10 Laser	_____	10	10	_____
_____	_____	_____	_____	_____

### DEFENSIVE RECORD

Construction Armor Type	Armor Belt Bonus	E.W. Bonus	Screens Bonus	BASE DB
23	15	5	5	25

### DAMAGE RECORD

Current Hit Total: \_\_\_\_\_  
 System Bonus Reductions: \_\_\_\_\_  
 Systems Knocked Out: \_\_\_\_\_

### AUXILIARY SYSTEMS

Aux: ..... EW  
 Aux: ..... Screens  
 Aux: ..... Life Support

AFV ID: \_\_\_\_\_  
 Crew: \_\_\_\_\_ Elan: \_\_\_\_\_ AFV Driver: \_\_\_\_\_ HEP: \_\_\_\_\_

### OFFENSIVE RECORD

Cannon	H.E.P. Bonus	Cannon Mk.#	H.U.D. Bonus	BASE OB
1 x Mk.10 Laser	_____	10	10	_____
_____	_____	_____	_____	_____

### DEFENSIVE RECORD

Construction Armor Type	Armor Belt Bonus	E.W. Bonus	Screens Bonus	BASE DB
23	15	5	5	25

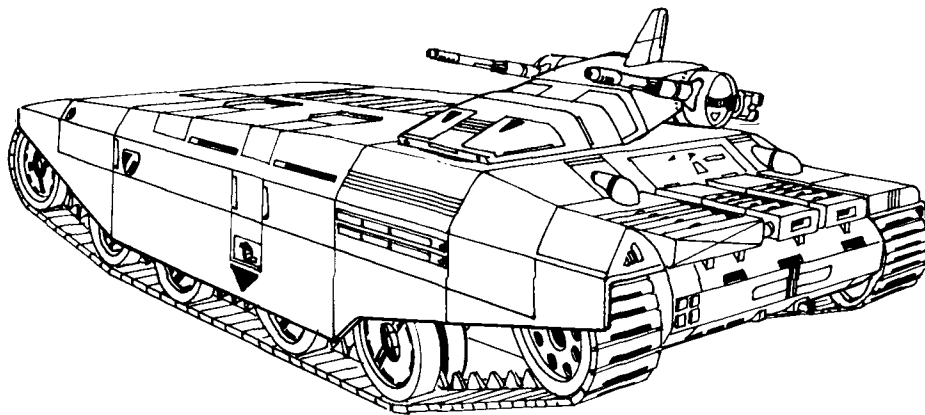
### DAMAGE RECORD

Current Hit Total: \_\_\_\_\_  
 System Bonus Reductions: \_\_\_\_\_  
 Systems Knocked Out: \_\_\_\_\_

### AUXILIARY SYSTEMS

Aux: ..... EW  
 Aux: ..... Screens  
 Aux: ..... Life Support

## 28.4 ERKENBRAND — AFV DISPLAY



**AFV Name:** ..... Erkenbrand  
**Cost:** ..... 658,040  
**Mass:** ..... 80  
**Hits:** ..... 100  
**Motive System:** ..... Tracked  
**Movement Points:** ..... 12  
**Cannon:** ..... 2 x Mk.8 Blast Turret  
**Heads Up Display:** ..... +10  
**CAT:** ..... 24  
**Armor Belt:** ..... +25  
**Electronic Warfare:** ..... +10  
**Screens:** ..... +5

**AFV ID:** \_\_\_\_\_  
**Crew:** \_\_\_\_\_ **Elan:** \_\_\_\_\_ **AFV Driver:** \_\_\_\_\_ **HEP:** \_\_\_\_\_

### OFFENSIVE RECORD

Cannon	H.E.P. Bonus	Cannon Mk.#	H.U.D. Bonus	BASE OB
2 x Mk.8 Blast	_____	8	10	_____
_____	_____	_____	_____	_____

### DEFENSIVE RECORD

Construction Armor Type	Armor Belt Bonus	E.W. Bonus	Screens Bonus	BASE DB
24	25	10	5	40

### DAMAGE RECORD

**Current Hit Total:** \_\_\_\_\_  
**System Bonus Reductions:** \_\_\_\_\_  
**Systems Knocked Out:** \_\_\_\_\_

### AUXILIARY SYSTEMS

**Aux:** ..... EW  
**Aux:** ..... None  
**Aux:** ..... None

**AFV ID:** \_\_\_\_\_  
**Crew:** \_\_\_\_\_ **Elan:** \_\_\_\_\_ **AFV Driver:** \_\_\_\_\_ **HEP:** \_\_\_\_\_

### OFFENSIVE RECORD

Cannon	H.E.P. Bonus	Cannon Mk.#	H.U.D. Bonus	BASE OB
2 x Mk.8 Blast	_____	8	10	_____
_____	_____	_____	_____	_____

### DEFENSIVE RECORD

Construction Armor Type	Armor Belt Bonus	E.W. Bonus	Screens Bonus	BASE DB
24	25	10	5	40

### DAMAGE RECORD

**Current Hit Total:** \_\_\_\_\_  
**System Bonus Reductions:** \_\_\_\_\_  
**Systems Knocked Out:** \_\_\_\_\_

### AUXILIARY SYSTEMS

**Aux:** ..... EW  
**Aux:** ..... None  
**Aux:** ..... None

**AFV ID:** \_\_\_\_\_  
**Crew:** \_\_\_\_\_ **Elan:** \_\_\_\_\_ **AFV Driver:** \_\_\_\_\_ **HEP:** \_\_\_\_\_

### OFFENSIVE RECORD

Cannon	H.E.P. Bonus	Cannon Mk.#	H.U.D. Bonus	BASE OB
2 x Mk.8 Blast	_____	8	10	_____
_____	_____	_____	_____	_____

### DEFENSIVE RECORD

Construction Armor Type	Armor Belt Bonus	E.W. Bonus	Screens Bonus	BASE DB
24	25	10	5	40

### DAMAGE RECORD

**Current Hit Total:** \_\_\_\_\_  
**System Bonus Reductions:** \_\_\_\_\_  
**Systems Knocked Out:** \_\_\_\_\_

### AUXILIARY SYSTEMS

**Aux:** ..... EW  
**Aux:** ..... None  
**Aux:** ..... None

**AFV ID:** \_\_\_\_\_  
**Crew:** \_\_\_\_\_ **Elan:** \_\_\_\_\_ **AFV Driver:** \_\_\_\_\_ **HEP:** \_\_\_\_\_

### OFFENSIVE RECORD

Cannon	H.E.P. Bonus	Cannon Mk.#	H.U.D. Bonus	BASE OB
2 x Mk. * Blast	_____	8	10	_____
_____	_____	_____	_____	_____

### DEFENSIVE RECORD

Construction Armor Type	Armor Belt Bonus	E.W. Bonus	Screens Bonus	BASE DB
24	25	10	5	40

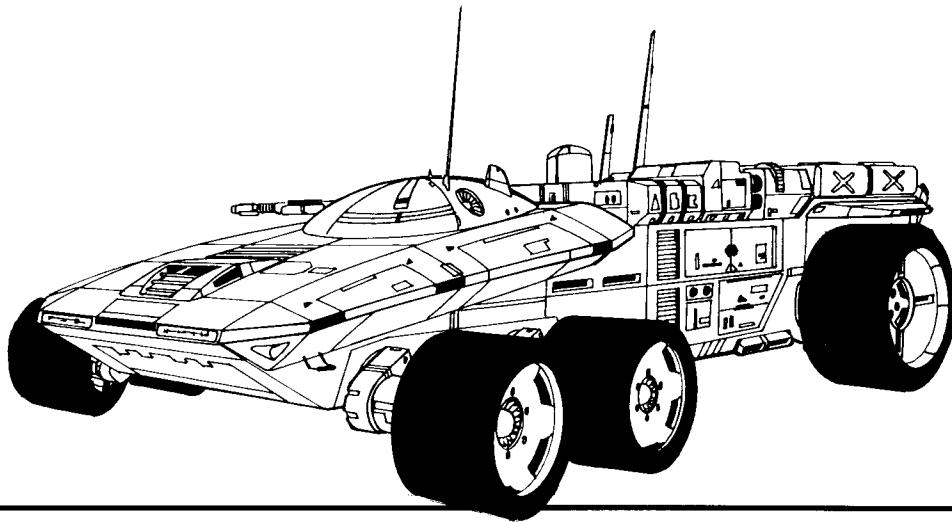
### DAMAGE RECORD

**Current Hit Total:** \_\_\_\_\_  
**System Bonus Reductions:** \_\_\_\_\_  
**Systems Knocked Out:** \_\_\_\_\_

### AUXILIARY SYSTEMS

**Aux:** ..... EW  
**Aux:** ..... None  
**Aux:** ..... None

## 28.5 WARMONGER — AFV DISPLAY



**AFV Name:** ..... Warmonger  
**Cost:** ..... 801,875  
**Mass:** ..... 95  
**Hits:** ..... 109  
**Motive System:** ..... Wheeled  
**Movement Points:** ..... 25  
**Cannon:** ..... 1 x Mk.10 Blast Turret  
**Heads Up Display:** ..... +15  
**CAT:** ..... 22  
**Armor Belt:** ..... +15  
**Electronic Warfare:** ..... +30  
**Screens:** ..... +10

**AFV ID:** \_\_\_\_\_  
**Crew:** \_\_\_\_\_ **Elan:** \_\_\_\_\_ **AFV Driver:** \_\_\_\_\_ **HEP:** \_\_\_\_\_

### OFFENSIVE RECORD

Cannon	H.E.P. Bonus	Cannon Mk.#	H.U.D. Bonus	BASE OB
1 x Mk.10 Blast	_____	10	15	_____
_____	_____	_____	_____	_____

### DEFENSIVE RECORD

Construction Armor Type	Armor Belt Bonus	E.W. Bonus	Screens Bonus	BASE DB
22	15	30	10	55

### DAMAGE RECORD

**Current Hit Total:** \_\_\_\_\_  
**System Bonus Reductions:** \_\_\_\_\_  
**Systems Knocked Out:** \_\_\_\_\_

### AUXILIARY SYSTEMS

**Aux:** ..... Microfreq.  
**Aux:** ..... EW  
**Aux:** ..... Screens

**AFV ID:** \_\_\_\_\_  
**Crew:** \_\_\_\_\_ **Elan:** \_\_\_\_\_ **AFV Driver:** \_\_\_\_\_ **HEP:** \_\_\_\_\_

### OFFENSIVE RECORD

Cannon	H.E.P. Bonus	Cannon Mk.#	H.U.D. Bonus	BASE OB
1 x Mk. 10 Blast	_____	10	15	_____
_____	_____	_____	_____	_____

### DEFENSIVE RECORD

Construction Armor Type	Armor Belt Bonus	E.W. Bonus	Screens Bonus	BASE DB
22	15	30	10	55

### DAMAGE RECORD

**Current Hit Total:** \_\_\_\_\_  
**System Bonus Reductions:** \_\_\_\_\_  
**Systems Knocked Out:** \_\_\_\_\_

### AUXILIARY SYSTEMS

**Aux:** ..... Microfreq.  
**Aux:** ..... EW  
**Aux:** ..... Screens

**AFV ID:** \_\_\_\_\_  
**Crew:** \_\_\_\_\_ **Elan:** \_\_\_\_\_ **AFV Driver:** \_\_\_\_\_ **HEP:** \_\_\_\_\_

### OFFENSIVE RECORD

Cannon	H.E.P. Bonus	Cannon Mk.#	H.U.D. Bonus	BASE OB
1 x Mk.10 Blast	_____	10	15	_____
_____	_____	_____	_____	_____

### DEFENSIVE RECORD

Construction Armor Type	Armor Belt Bonus	E.W. Bonus	Screens Bonus	BASE DB
22	15	30	10	55

### DAMAGE RECORD

**Current Hit Total:** \_\_\_\_\_  
**System Bonus Reductions:** \_\_\_\_\_  
**Systems Knocked Out:** \_\_\_\_\_

### AUXILIARY SYSTEMS

**Aux:** ..... Microfreq.  
**Aux:** ..... EW  
**Aux:** ..... Screens

**AFV ID:** \_\_\_\_\_  
**Crew:** \_\_\_\_\_ **Elan:** \_\_\_\_\_ **AFV Driver:** \_\_\_\_\_ **HEP:** \_\_\_\_\_

### OFFENSIVE RECORD

Cannon	H.E.P. Bonus	Cannon Mk.#	H.U.D. Bonus	BASE OB
1 x Mk.10 Blast	_____	10	15	_____
_____	_____	_____	_____	_____

### DEFENSIVE RECORD

Construction Armor Type	Armor Belt Bonus	E.W. Bonus	Screens Bonus	BASE DB
22	15	30	10	55

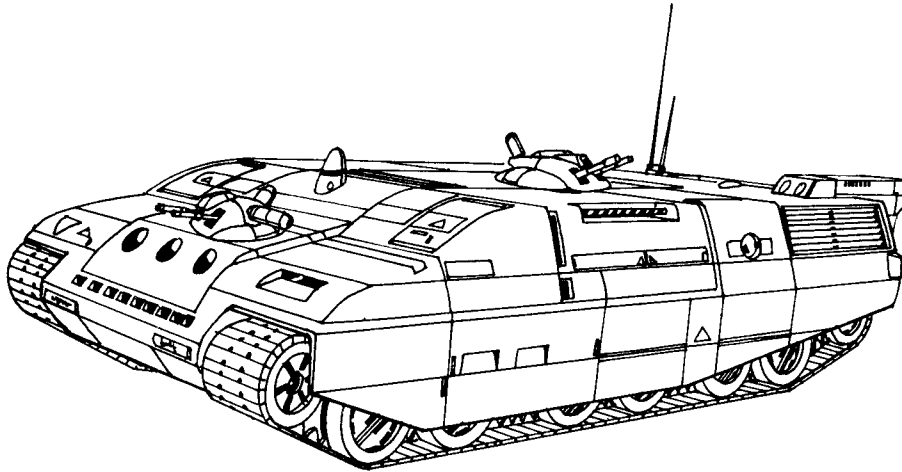
### DAMAGE RECORD

**Current Hit Total:** \_\_\_\_\_  
**System Bonus Reductions:** \_\_\_\_\_  
**Systems Knocked Out:** \_\_\_\_\_

### AUXILIARY SYSTEMS

**Aux:** ..... Microfreq.  
**Aux:** ..... EW  
**Aux:** ..... Screens

## 28.6 WESTWYND — AFV DISPLAY



**AFV Name:** ..... Westwynd  
**Cost:** ..... 888,865  
**Mass:** ..... 100  
**Hits:** ..... 125  
**Motive System:** ..... Tracked  
**Movement Points:** ..... 23  
**Cannon:** ..... 2- 2 x Mk.6 Laser Turrets  
**Heads Up Display:** ..... +15, +15  
**CAT:** ..... 24  
**Armor Belt:** ..... +25  
**Electronic Warfare:** ..... +25  
**Screens:** ..... +5

**AFV ID:** \_\_\_\_\_  
**Crew:** \_\_\_\_\_ **Elan:** \_\_\_\_\_ **AFV Driver:** \_\_\_\_\_ **HEP:** \_\_\_\_\_

### OFFENSIVE RECORD

Cannon	H.E.P. Bonus	Cannon Mk.#	H.U.D. Bonus	BASE OB
2 x Mk.6 Laser	_____	6	15	_____
2 x Mk.6 Laser	_____	6	15	_____

### DEFENSIVE RECORD

Construction Armor Type	Armor Belt Bonus	E.W. Bonus	Screens Bonus	BASE DB
24	25	25	5	55

### DAMAGE RECORD

### AUXILIARY SYSTEMS

**Current Hit Total:** \_\_\_\_\_ **Aux:** ..... None  
**System Bonus Reductions:** \_\_\_\_\_ **Aux:** ..... None  
**Systems Knocked Out:** \_\_\_\_\_ **Aux:** ..... None

**AFV ID:** \_\_\_\_\_  
**Crew:** \_\_\_\_\_ **Elan:** \_\_\_\_\_ **AFV Driver:** \_\_\_\_\_ **HEP:** \_\_\_\_\_

### OFFENSIVE RECORD

Cannon	H.E.P. Bonus	Cannon Mk.#	H.U.D. Bonus	BASE OB
2 x Mk.6 Laser	_____	6	15	_____
2 x Mk.6 Laser	_____	6	15	_____

### DEFENSIVE RECORD

Construction Armor Type	Armor Belt Bonus	E.W. Bonus	Screens Bonus	BASE DB
24	25	25	5	55

### DAMAGE RECORD

### AUXILIARY SYSTEMS

**Current Hit Total:** \_\_\_\_\_ **Aux:** ..... None  
**System Bonus Reductions:** \_\_\_\_\_ **Aux:** ..... None  
**Systems Knocked Out:** \_\_\_\_\_ **Aux:** ..... None

**AFV ID:** \_\_\_\_\_  
**Crew:** \_\_\_\_\_ **Elan:** \_\_\_\_\_ **AFV Driver:** \_\_\_\_\_ **HEP:** \_\_\_\_\_

### OFFENSIVE RECORD

Cannon	H.E.P. Bonus	Cannon Mk.#	H.U.D. Bonus	BASE OB
2 x Mk.6 Laser	_____	6	15	_____
2 x Mk.6 Laser	_____	6	15	_____

### DEFENSIVE RECORD

Construction Armor Type	Armor Belt Bonus	E.W. Bonus	Screens Bonus	BASE DB
24	25	25	5	55

### DAMAGE RECORD

### AUXILIARY SYSTEMS

**Current Hit Total:** \_\_\_\_\_ **Aux:** ..... None  
**System Bonus Reductions:** \_\_\_\_\_ **Aux:** ..... None  
**Systems Knocked Out:** \_\_\_\_\_ **Aux:** ..... None

**AFV ID:** \_\_\_\_\_  
**Crew:** \_\_\_\_\_ **Elan:** \_\_\_\_\_ **AFV Driver:** \_\_\_\_\_ **HEP:** \_\_\_\_\_

### OFFENSIVE RECORD

Cannon	H.E.P. Bonus	Cannon Mk.#	H.U.D. Bonus	BASE OB
2 x Mk.6 Laser	_____	6	15	_____
2 x Mk.6 Laser	_____	6	15	_____

### DEFENSIVE RECORD

Construction Armor Type	Armor Belt Bonus	E.W. Bonus	Screens Bonus	BASE DB
24	25	25	5	55

### DAMAGE RECORD

### AUXILIARY SYSTEMS

**Current Hit Total:** \_\_\_\_\_ **Aux:** ..... None  
**System Bonus Reductions:** \_\_\_\_\_ **Aux:** ..... None  
**Systems Knocked Out:** \_\_\_\_\_ **Aux:** ..... None



## 28.7 BASIC GAME AFV DISPLAY (BLANK FORM)

	AFV Name: _____ Cost: _____ Mass: _____ Hits: _____ Motive System: _____ Movement Points: _____ Cannon: _____ Heads Up Display: _____ CAT: _____ Armor Belt: _____ Electronic Warfare: _____ Screens: _____
--	--

AFV ID: _____				
Crew: _____ Elan: _____ AFV Driver: _____ HEP: _____				
<b>OFFENSIVE RECORD</b>				
Cannon	H.E.P. Bonus	Cannon Mk.#	H.U.D. Bonus	BASE OB
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
<b>DEFENSIVE RECORD</b>				
Construction Armor Type	Armor Belt Bonus	E.W. Bonus	Screens Bonus	BASE DB
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
<b>DAMAGE RECORD</b>		<b>AUXILIARY SYSTEMS</b>		
Current Hit Total: _____		Aux: _____		
System Bonus Reductions: _____		Aux: _____		
Systems Knocked Out: _____		Aux: _____		

AFV ID: _____				
Crew: _____ Elan: _____ AFV Driver: _____ HEP: _____				
<b>OFFENSIVE RECORD</b>				
Cannon	H.E.P. Bonus	Cannon Mk.#	H.U.D. Bonus	BASE OB
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
<b>DEFENSIVE RECORD</b>				
Construction Armor Type	Armor Belt Bonus	E.W. Bonus	Screens Bonus	BASE DB
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
<b>DAMAGE RECORD</b>		<b>AUXILIARY SYSTEMS</b>		
Current Hit Total: _____		Aux: _____		
System Bonus Reductions: _____		Aux: _____		
Systems Knocked Out: _____		Aux: _____		

AFV ID: _____				
Crew: _____ Elan: _____ AFV Driver: _____ HEP: _____				
<b>OFFENSIVE RECORD</b>				
Cannon	H.E.P. Bonus	Cannon Mk.#	H.U.D. Bonus	BASE OB
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
<b>DEFENSIVE RECORD</b>				
Construction Armor Type	Armor Belt Bonus	E.W. Bonus	Screens Bonus	BASE DB
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
<b>DAMAGE RECORD</b>		<b>AUXILIARY SYSTEMS</b>		
Current Hit Total: _____		Aux: _____		
System Bonus Reductions: _____		Aux: _____		
Systems Knocked Out: _____		Aux: _____		

AFV ID: _____				
Crew: _____ Elan: _____ AFV Driver: _____ HEP: _____				
<b>OFFENSIVE RECORD</b>				
Cannon	H.E.P. Bonus	Cannon Mk.#	H.U.D. Bonus	BASE OB
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
<b>DEFENSIVE RECORD</b>				
Construction Armor Type	Armor Belt Bonus	E.W. Bonus	Screens Bonus	BASE DB
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
<b>DAMAGE RECORD</b>		<b>AUXILIARY SYSTEMS</b>		
Current Hit Total: _____		Aux: _____		
System Bonus Reductions: _____		Aux: _____		
Systems Knocked Out: _____		Aux: _____		

## 29.0 INFANTRY TEAM ROSTER

ID: _____	AT: _____
OB: _____	DB: _____
Force: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> 1        2        3        4        5	
Type/Quality#: _____	
Hit Points: _____	
SCDPs <input type="radio"/>	AAIMs <input type="radio"/>
CHEMs <input type="radio"/>	MASKs <input type="radio"/>
MORTs <input type="radio"/>	READ <input type="radio"/>
I-Mine <input type="radio"/>	V-Mine <input type="radio"/>
Notes:	

ID: _____	AT: _____
OB: _____	DB: _____
Force: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> 1        2        3        4        5	
Type/Quality#: _____	
Hit Points: _____	
SCDPs <input type="radio"/>	AAIMs <input type="radio"/>
CHEMs <input type="radio"/>	MASKs <input type="radio"/>
MORTs <input type="radio"/>	READ <input type="radio"/>
I-Mine <input type="radio"/>	V-Mine <input type="radio"/>
Notes:	

ID: _____	AT: _____
OB: _____	DB: _____
Force: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> 1        2        3        4        5	
Type/Quality#: _____	
Hit Points: _____	
SCDPs <input type="radio"/>	AAIMs <input type="radio"/>
CHEMs <input type="radio"/>	MASKs <input type="radio"/>
MORTs <input type="radio"/>	READ <input type="radio"/>
I-Mine <input type="radio"/>	V-Mine <input type="radio"/>
Notes:	

ID: _____	AT: _____
OB: _____	DB: _____
Force: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> 1        2        3        4        5	
Type/Quality#: _____	
Hit Points: _____	
SCDPs <input type="radio"/>	AAIMs <input type="radio"/>
CHEMs <input type="radio"/>	MASKs <input type="radio"/>
MORTs <input type="radio"/>	READ <input type="radio"/>
I-Mine <input type="radio"/>	V-Mine <input type="radio"/>
Notes:	

ID: _____	AT: _____
OB: _____	DB: _____
Force: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> 1        2        3        4        5	
Type/Quality#: _____	
Hit Points: _____	
SCDPs <input type="radio"/>	AAIMs <input type="radio"/>
CHEMs <input type="radio"/>	MASKs <input type="radio"/>
MORTs <input type="radio"/>	READ <input type="radio"/>
I-Mine <input type="radio"/>	V-Mine <input type="radio"/>
Notes:	

ID: _____	AT: _____
OB: _____	DB: _____
Force: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> 1        2        3        4        5	
Type/Quality#: _____	
Hit Points: _____	
SCDPs <input type="radio"/>	AAIMs <input type="radio"/>
CHEMs <input type="radio"/>	MASKs <input type="radio"/>
MORTs <input type="radio"/>	READ <input type="radio"/>
I-Mine <input type="radio"/>	V-Mine <input type="radio"/>
Notes:	

ID: _____	AT: _____
OB: _____	DB: _____
Force: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> 1        2        3        4        5	
Type/Quality#: _____	
Hit Points: _____	
SCDPs <input type="radio"/>	AAIMs <input type="radio"/>
CHEMs <input type="radio"/>	MASKs <input type="radio"/>
MORTs <input type="radio"/>	READ <input type="radio"/>
I-Mine <input type="radio"/>	V-Mine <input type="radio"/>
Notes:	

ID: _____	AT: _____
OB: _____	DB: _____
Force: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> 1        2        3        4        5	
Type/Quality#: _____	
Hit Points: _____	
SCDPs <input type="radio"/>	AAIMs <input type="radio"/>
CHEMs <input type="radio"/>	MASKs <input type="radio"/>
MORTs <input type="radio"/>	READ <input type="radio"/>
I-Mine <input type="radio"/>	V-Mine <input type="radio"/>
Notes:	

ID: _____	AT: _____
OB: _____	DB: _____
Force: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> 1        2        3        4        5	
Type/Quality#: _____	
Hit Points: _____	
SCDPs <input type="radio"/>	AAIMs <input type="radio"/>
CHEMs <input type="radio"/>	MASKs <input type="radio"/>
MORTs <input type="radio"/>	READ <input type="radio"/>
I-Mine <input type="radio"/>	V-Mine <input type="radio"/>
Notes:	

**CODES:** ID: Identification Letter, AT: Armor Type (**AEX**: Armored Exoskeleton, **MA**: Mesh Armor, **PPA**: Pliable Plate Armor, **LBA**: Light Body Armor, **NA**: No Armor), OB: Offensive Bonus, DB: Defensive Bonus, **Force**: Current Force Number, **Type/Quality #**: Troop Type and Quality Number, **Hit Points**: Concussion Hit Point Total; **SCDPs**: Shaped Charge Demolition Packs/Projectiles, **AAIMs**: Anti-Aerial Infantry Missiles, **CHEMs**: Chemical Munitions, **MASKs**: Munitions for Anti-laserlight and Smoke, **MORTs**: Infantry Mortars, **READ**: Rear Echelon Asset Director, **I-Mine**: Infantry Mines, **V-Mine**: Vehicle Mines, **Notes: Shields** — Team equipped with Personal Energy Shields, **BC** — Battlefield Commander, **PL** — Platoon Leader (Optional Rule), **STUN "X"**: Stunned until Round "X".

## 30.0 POWER TROOPER ROSTER

ID: _____	CAT: _____
OB: _____	DB: _____
IMV: _____	MPs: _____
Type/Quality#: _____	
Hit Points: _____	
Force: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> 1       2       3       4       5	
Mk. 6 _____	Mag: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Mk. 6 _____	Mag: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
SCDP <input type="radio"/>	APAM <input type="radio"/>
CHEM-D <input type="radio"/>	MASK-D <input type="radio"/>
MORT <input type="radio"/>	READ <input type="radio"/>
I-Mine <input type="radio"/>	V-Mine <input type="radio"/>
Notes: _____	

ID: _____	CAT: _____
OB: _____	DB: _____
IMV: _____	MPs: _____
Type/Quality#: _____	
Hit Points: _____	
Force: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> 1       2       3       4       5	
Mk. 6 _____	Mag: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Mk. 6 _____	Mag: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
SCDP <input type="radio"/>	APAM <input type="radio"/>
CHEM-D <input type="radio"/>	MASK-D <input type="radio"/>
MORT <input type="radio"/>	READ <input type="radio"/>
I-Mine <input type="radio"/>	V-Mine <input type="radio"/>
Notes: _____	

ID: _____	CAT: _____
OB: _____	DB: _____
IMV: _____	MPs: _____
Type/Quality#: _____	
Hit Points: _____	
Force: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> 1       2       3       4       5	
Mk. 6 _____	Mag: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Mk. 6 _____	Mag: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
SCDP <input type="radio"/>	APAM <input type="radio"/>
CHEM-D <input type="radio"/>	MASK-D <input type="radio"/>
MORT <input type="radio"/>	READ <input type="radio"/>
I-Mine <input type="radio"/>	V-Mine <input type="radio"/>
Notes: _____	

ID: _____	CAT: _____
OB: _____	DB: _____
IMV: _____	MPs: _____
Type/Quality#: _____	
Hit Points: _____	
Force: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> 1       2       3       4       5	
Mk. 6 _____	Mag: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Mk. 6 _____	Mag: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
SCDP <input type="radio"/>	APAM <input type="radio"/>
CHEM-D <input type="radio"/>	MASK-D <input type="radio"/>
MORT <input type="radio"/>	READ <input type="radio"/>
I-Mine <input type="radio"/>	V-Mine <input type="radio"/>
Notes: _____	

ID: _____	CAT: _____
OB: _____	DB: _____
IMV: _____	MPs: _____
Type/Quality#: _____	
Hit Points: _____	
Force: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> 1       2       3       4       5	
Mk. 6 _____	Mag: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Mk. 6 _____	Mag: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
SCDP <input type="radio"/>	APAM <input type="radio"/>
CHEM-D <input type="radio"/>	MASK-D <input type="radio"/>
MORT <input type="radio"/>	READ <input type="radio"/>
I-Mine <input type="radio"/>	V-Mine <input type="radio"/>
Notes: _____	

ID: _____	CAT: _____
OB: _____	DB: _____
IMV: _____	MPs: _____
Type/Quality#: _____	
Hit Points: _____	
Force: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> 1       2       3       4       5	
Mk. 6 _____	Mag: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Mk. 6 _____	Mag: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
SCDP <input type="radio"/>	APAM <input type="radio"/>
CHEM-D <input type="radio"/>	MASK-D <input type="radio"/>
MORT <input type="radio"/>	READ <input type="radio"/>
I-Mine <input type="radio"/>	V-Mine <input type="radio"/>
Notes: _____	

ID: _____	CAT: _____
OB: _____	DB: _____
IMV: _____	MPs: _____
Type/Quality#: _____	
Hit Points: _____	
Force: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> 1       2       3       4       5	
Mk. 6 _____	Mag: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Mk. 6 _____	Mag: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
SCDP <input type="radio"/>	APAM <input type="radio"/>
CHEM-D <input type="radio"/>	MASK-D <input type="radio"/>
MORT <input type="radio"/>	READ <input type="radio"/>
I-Mine <input type="radio"/>	V-Mine <input type="radio"/>
Notes: _____	

ID: _____	CAT: _____
OB: _____	DB: _____
IMV: _____	MPs: _____
Type/Quality#: _____	
Hit Points: _____	
Force: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> 1       2       3       4       5	
Mk. 6 _____	Mag: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Mk. 6 _____	Mag: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
SCDP <input type="radio"/>	APAM <input type="radio"/>
CHEM-D <input type="radio"/>	MASK-D <input type="radio"/>
MORT <input type="radio"/>	READ <input type="radio"/>
I-Mine <input type="radio"/>	V-Mine <input type="radio"/>
Notes: _____	

ID: _____	CAT: _____
OB: _____	DB: _____
IMV: _____	MPs: _____
Type/Quality#: _____	
Hit Points: _____	
Force: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> 1       2       3       4       5	
Mk. 6 _____	Mag: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Mk. 6 _____	Mag: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
SCDP <input type="radio"/>	APAM <input type="radio"/>
CHEM-D <input type="radio"/>	MASK-D <input type="radio"/>
MORT <input type="radio"/>	READ <input type="radio"/>
I-Mine <input type="radio"/>	V-Mine <input type="radio"/>
Notes: _____	

**CODES:** ID: Identification Letter, CAT: Armor Type (21-24), OB: Offensive Bonus, DB: Defensive Bonus, IMV: Infantry Melee Value, MPs: Movement Points, Type/Quality #: Troop Type and Quality Number, Hit Points: Suit's Concussion Hit Point Total, Force: Current Force Number, Mk.6: Cannon Type, Mag: Projectile Cannon Magazine Capacity, SCDP: Shaped Charge Demolition Pack/Projectile, APAM: Anti-aerial Powered Armor Missile, CHEM-D: Chemical Munition Dispenser, MASK-D: Munitions for Anti-laserlight and Smoke Dispenser, MORT: Infantry Mortar, READ: Rear Echelon Asset Director, I-Mine: Infantry Mines, V-Mine: Vehicle Mines, Notes: BC — Battlefield Commander, PL — Platoon Leader (Optional Rule), STUN "X": Stunned until Round "X".

31.0 SMALL VEHICLE DISPLAY

Name/ID: \_\_\_\_\_ Crew: \_\_\_\_\_ Elan: \_\_\_\_\_ AFV Driver: \_\_\_\_\_

VEHICLE RECORD

Drive/MPs: \_\_\_\_\_ Drive/MPs: \_\_\_\_\_  
MIRC: \_\_\_\_\_ Streamlined: \_\_\_\_\_  
Passenger Cap #: \_\_\_\_\_ Vehicle Bay: \_\_\_\_\_  
READ: \_\_\_\_\_ PL: \_\_\_\_\_ BC: \_\_\_\_\_

OFFENSIVE RECORD

Weapon Mount/ Location	Crew Bonus	Cannon Mk.#	Multi FM	HUD Bonus	Base OB
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

MISSILE RECORD

PAYLOAD RECORD

TORP: \_\_\_\_\_ PDMS: \_\_\_\_\_ CHEM-D: \_\_\_\_\_ I-Mine: \_\_\_\_\_  
AIMS: \_\_\_\_\_ AAVM: \_\_\_\_\_ MASK-D: \_\_\_\_\_ V-Mine: \_\_\_\_\_

DEFENSIVE RECORD

Construction Armor Type	Armor Quality	Armor Belt	EW Bonus	Screen Bonus	Base DB
_____	_____	_____	_____	_____	_____

AUXILIARY SYSTEMS RECORD

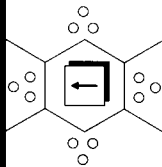
Aux: \_\_\_\_\_ Aux: \_\_\_\_\_ Aux: \_\_\_\_\_

DAMAGE RECORD

Current Hit Total: \_\_\_\_\_ Concussion Hit  
System Bonus Reductions: \_\_\_\_\_ Thresholds (Mods):  
75% Hits = \_\_\_\_\_ (-10)  
50% Hits = \_\_\_\_\_ (-20)  
Systems Knocked Out: \_\_\_\_\_ 25% Hits = \_\_\_\_\_ (-30)

DIRECT FIRE RECORD

NOTES



Name/ID: \_\_\_\_\_ Crew: \_\_\_\_\_ Elan: \_\_\_\_\_ AFV Driver: \_\_\_\_\_

VEHICLE RECORD

Drive/MPs: \_\_\_\_\_ Drive/MPs: \_\_\_\_\_  
MIRC: \_\_\_\_\_ Streamlined: \_\_\_\_\_  
Passenger Cap #: \_\_\_\_\_ Vehicle Bay: \_\_\_\_\_  
READ: \_\_\_\_\_ PL: \_\_\_\_\_ BC: \_\_\_\_\_

OFFENSIVE RECORD

Weapon Mount/ Location	Crew Bonus	Cannon Mk.#	Multi FM	HUD Bonus	Base OB
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

MISSILE RECORD

PAYLOAD RECORD

TORP: \_\_\_\_\_ PDMS: \_\_\_\_\_ CHEM-D: \_\_\_\_\_ I-Mine: \_\_\_\_\_  
AIMS: \_\_\_\_\_ AAVM: \_\_\_\_\_ MASK-D: \_\_\_\_\_ V-Mine: \_\_\_\_\_

DEFENSIVE RECORD

Construction Armor Type	Armor Quality	Armor Belt	EW Bonus	Screen Bonus	Base DB
_____	_____	_____	_____	_____	_____

AUXILIARY SYSTEMS RECORD

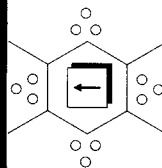
Aux: \_\_\_\_\_ Aux: \_\_\_\_\_ Aux: \_\_\_\_\_

DAMAGE RECORD

Current Hit Total: \_\_\_\_\_ Concussion Hit  
System Bonus Reductions: \_\_\_\_\_ Thresholds (Mods):  
75% Hits = \_\_\_\_\_ (-10)  
50% Hits = \_\_\_\_\_ (-20)  
Systems Knocked Out: \_\_\_\_\_ 25% Hits = \_\_\_\_\_ (-30)

DIRECT FIRE RECORD

NOTES



# 32.0 MEDIUM VEHICLE DISPLAY

Name/ID: \_\_\_\_\_ Crew: \_\_\_\_\_ Elan: \_\_\_\_\_ AFV Driver: \_\_\_\_\_

## VEHICLE RECORD

Drive/MPs: \_\_\_\_\_ Drive/MPs: \_\_\_\_\_  
 Drive/MPs: \_\_\_\_\_ Streamlined: \_\_\_\_\_  
 Passenger Cap #: \_\_\_\_\_ Vehicle Bay: \_\_\_\_\_  
 READ: \_\_\_\_\_ PL: \_\_\_\_\_ BC: \_\_\_\_\_

## OFFENSIVE RECORD

Weapon Mount/ Location	Crew Bonus	Cannon Mk. #	Multi FM	HUD Bonus	Base OB
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

## MISSILE RECORD

## PAYLOAD RECORD

TORP: \_\_\_\_\_ PDMS: \_\_\_\_\_ CHEM-D: \_\_\_\_\_ I-Mine: \_\_\_\_\_  
 AIMS: \_\_\_\_\_ AAVM: \_\_\_\_\_ MASK-D: \_\_\_\_\_ V-Mine: \_\_\_\_\_

## DEFENSIVE RECORD

Construction Armor Type	Armor Quality	Armor Belt	EW Bonus	Screen Bonus	Base DB
_____	_____	_____	_____	_____	_____

## AUXILIARY SYSTEMS RECORD

Aux: \_\_\_\_\_ Aux: \_\_\_\_\_ Aux: \_\_\_\_\_ Aux: \_\_\_\_\_  
 Aux: \_\_\_\_\_ Aux: \_\_\_\_\_ Aux: \_\_\_\_\_ Aux: \_\_\_\_\_

## DAMAGE RECORD

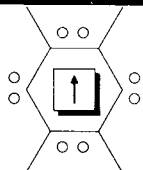
Current Hit Total:	System Bonus:	Systems Knocked Out:	Concussion Hit Thresholds (Mods): 75% Hits = _____ (-10) 50% Hits = _____ (-20) 25% Hits = _____ (-30)
--------------------	---------------	----------------------	--

### Crew Casualty Modifiers:

10%	20%	30%	40%	50%	60%	70%	80%	90%	100%
-5	-10	-15	-20	-25	-30	-35	-40	-45	0

## DIRECT FIRE RECORD

## NOTES



PAYLOAD RECORD	
TORP:	
PDMS:	
CHEM-D:	
I-Mine:	
AIMS:	
AAVM:	
MASK-D:	
V-Mine:	

[illegible]

## MISSILE RECORD

**Notes:**

<b>DEFENSIVE RECORD</b>					
<b>Construction Armor Type</b>	<b>Armor Quality</b>	<b>Armor Belt</b>	<b>EW Bonus</b>	<b>Screen Bonus</b>	<b>Base DB</b>
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

<b>Construction</b>	<b>Armor Type</b>	<b>Armor Quality</b>	<b>Armor Belt</b>	<b>EW Bonus</b>	<b>Screen Bonus</b>	<b>Base DB</b>

DAMAGE RECORD	
Current Hit Total:	
Concussion Hit Thresholds (Mods):	
75% Hits ≈	(-10)
50% Hits ≈	(-20)
25% Hits ≈	(-30)

Current Hit Total: \_\_\_\_\_

Concussion Hit Thresholds (Mods):

75% Hits ≈ \_\_\_\_\_ (-10)

50% Hits ≈ \_\_\_\_\_ (-20)

25% Hits ≈ \_\_\_\_\_ (-30)

### Thresholds (Mods):

50% Hits = \_\_\_\_\_ (-20)

100

**System Bonus Reductions:**

**Systems Knocked Out:**

Crew Casualty Modifiers:									
10%	20%	30%	40%	50%	60%	70%	80%	90%	100%
-5	-10	-15	-20	-25	-30	-35	-40	-45	D

	10%	20%	30%	40%	50%	60%	70%	80%	90%	100%
	-5	-10	-15	-20	-25	-30	-35	-40	-45	D

## AUXILIARY SYSTEMS RECORD

[illegible]



### 33.0 LARGE VEHICLE RECORD

Name/ID: \_\_\_\_\_ Crew: \_\_\_\_\_ Elan: \_\_\_\_\_ AFV Driver: \_\_\_\_\_

## VEHICLE RECORD

**Drive/MPs:** \_\_\_\_\_  
**Drive/MPs:** \_\_\_\_\_  
**Passenger Cap #:** \_\_\_\_\_  
**READ:** \_\_\_\_\_

## OFFENSIVE RECORD

[illegible]

## MISSILE RECORD

PAYLOAD RECORD	
1	10/10/10
2	10/10/10
3	10/10/10
4	10/10/10
5	10/10/10
6	10/10/10
7	10/10/10
8	10/10/10
9	10/10/10
10	10/10/10
11	10/10/10
12	10/10/10
13	10/10/10
14	10/10/10
15	10/10/10
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90	10/10/10
91	10/10/10
92	10/10/10
93	10/10/10
94	10/10/10
95	10/10/10
96	10/10/10
97	10/10/10
98	10/10/10
99	10/10/10
100	10/10/10

TORP: \_\_\_\_\_ PDMS: \_\_\_\_\_ CHEM-D: \_\_\_\_\_ I-Mine: \_\_\_\_\_  
 AIMS: \_\_\_\_\_ AAVM: \_\_\_\_\_ MASK-D: \_\_\_\_\_ V-Mine: \_\_\_\_\_

### DEFENSIVE RECORD

Construction Armor Type	Armor Quality	Armor Belt	EW Bonus	Screen Bonus	Base DB

## AUXILIARY SYSTEMS RECORD

Aux: _____	Aux: _____	Aux: _____	Aux: _____
Aux: _____	Aux: _____	Aux: _____	Aux: _____
Aux: _____	Aux: _____	Aux: _____	Aux: _____

## DAMAGE RECORD

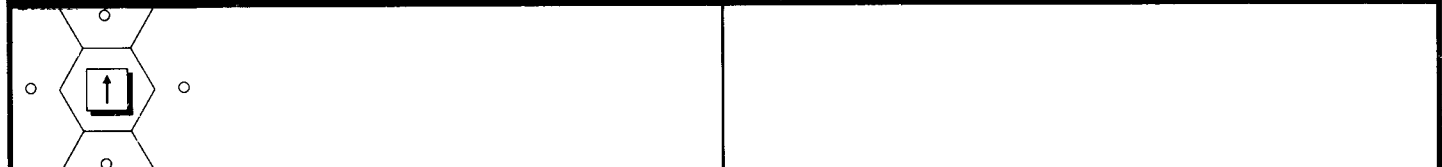
<b>Current Hit Total:</b>	<b>System Bonus Reductions:</b>	<b>Systems Knocked Out:</b>	<b>Concussion Hit Thresholds (Mods):</b> <b>75% Hits = _____ (-10)</b> <b>50% Hits = _____ (-20)</b> <b>25% Hits = _____ (-30)</b>
---------------------------	---------------------------------	-----------------------------	---

**Crew Casualty Modifiers:**

10%	20%	30%	40%	50%	60%	70%	80%	90%	100%	
-5	-10	-15	-20	-25	-30	-35	-40	-45	D	

DIRECT FIRE RECORD	NOTES
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DIRECT FIRE RECORD	NOTES
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ID: _____	Grav Sled: _____
Weapon Mount: _____	
Magazine: _____	
QB: _____	
Notes:	

ID: _____	Grav Sled: _____
Weapon Mount: _____	
Magazine: _____	
QB: _____	
Notes:	

<b>ID:</b> _____	<b>Grav Sled:</b> _____
<b>Weapon Mount:</b> _____	_____
<b>Magazine:</b> _____	_____
<b>QB:</b> _____	_____
<b>Notes:</b> <div style="height: 100px; border: 1px solid black;"></div>	

ID: _____	Grav Sled: _____
Weapon Mount: _____	
Magazine: _____	
OB: _____	
Notes:	

ID: _____	Grav Sled: _____
Weapon Mount: _____	
Magazine: _____	
OB: _____	
Notes:	

ID: _____	Grav Sled: _____
Weapon Mount: _____	
Magazine: _____	
OB: _____	
Notes:	

<b>ID:</b> _____	<b>Grav Sled:</b> _____
<b>Weapon Mount:</b> _____	_____
<b>Magazine:</b> _____	_____
<b>OB:</b> _____	_____
<b>Notes:</b>	

ID: _____	Grav Sled: _____
Weapon Mount: _____	
Magazine: _____	
OB: _____	
Notes: _____	

<b>ID:</b> _____	<b>Grav Sled:</b> _____
<b>Weapon Mount:</b> _____	_____
<b>Magazine:</b> _____	_____
<b>OB:</b> _____	_____
<b>Notes:</b> <div style="border: 1px solid black; height: 100px; margin-top: 5px;"></div>	

**Battery ID:** \_\_\_\_\_  
**Current READ:** \_\_\_\_\_

<b>HE</b>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>CHEM</b>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>MASK</b>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>CNTR</b>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>

**Notes:**

**Battery ID:** \_\_\_\_\_

**Current READ:** \_\_\_\_\_

<b>HE</b>	_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>CHEM</b>	_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>MASK</b>	_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>CNTR</b>	_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
_____		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
		<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>				

**Notes:**

**Battery ID:** \_\_\_\_\_  
**Current READ:** \_\_\_\_\_

<b>HE</b>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>CHEM</b>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>MASK</b>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>CNTR</b>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>			

**Notes:**

**Battery ID:** \_\_\_\_\_

**Current READ:** \_\_\_\_\_

<b>HE</b>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>CHEM</b>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>MASK</b>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>CNTR</b>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	

**Notes:**

[illegible]

**Battery ID:** \_\_\_\_\_

**Current READ:** \_\_\_\_\_

<b>HE</b>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>CHEM</b>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>MASK</b>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>CNTR</b>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>				

**Notes:**

**Battery ID:** \_\_\_\_\_  
**Current READ:** \_\_\_\_\_

<b>HE</b>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>CHEM</b>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>MASK</b>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>CNTR</b>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	

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**Notes:**

**Battery ID:** \_\_\_\_\_  
**Current READ:** \_\_\_\_\_

<b>HE</b>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>CHEM</b>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>MASK</b>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>CNTR</b>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>									

**Notes:**

Battery ID: _____										
Current READ: _____										
HE	○	○	○	○	○	○	○	○	○	○
CHEM	○	○	○	○	○	○	○	○	○	○
MASK	○	○	○	○	○	○	○	○	○	○
CNTR	○	○	○	○	○	○	○	○	○	○
_____	○	○	○	○	○	○	○	○	○	○
	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>
Notes:										

## 37.0 AEROCRAFT DISPLAY

ID: _____ Pilot: _____ Accel/Decel: _____ Hover: _____	DB: _____ BMP: _____ Maneuverability: _____ Passenger Cap #: _____
Current Speed Multiple: <div style="display: flex; justify-content: space-around; align-items: center;"> <span><input type="radio"/> 0</span> <span><input type="radio"/> 1</span> <span><input type="radio"/> 2</span> <span><input type="radio"/> 3</span> <span><input type="radio"/> 4</span> <span><input type="radio"/> 5</span> <span><input type="radio"/> 6</span> <span><input type="radio"/> 7</span> <span><input type="radio"/> 8</span> <span><input type="radio"/> 9</span> <span><input type="radio"/> 10</span> </div>	
Weapon Mounts: _____ _____ _____ _____	
Payloads: _____ _____ _____	

ID: _____ Pilot: _____ Accel/Decel: _____ Hover: _____	DB: _____ BMP: _____ Maneuverability: _____ Passenger Cap #: _____
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Payloads: _____ _____ _____	

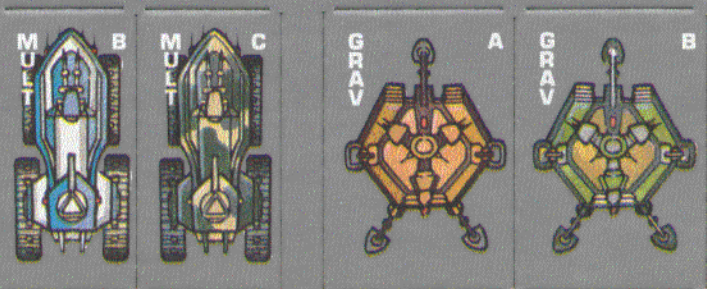
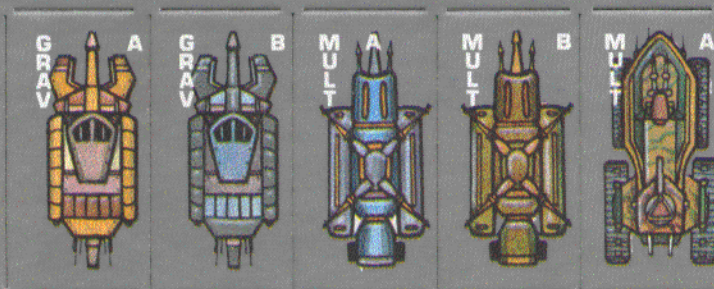
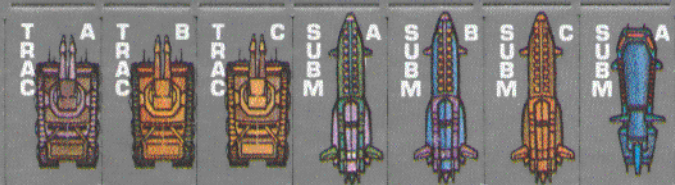
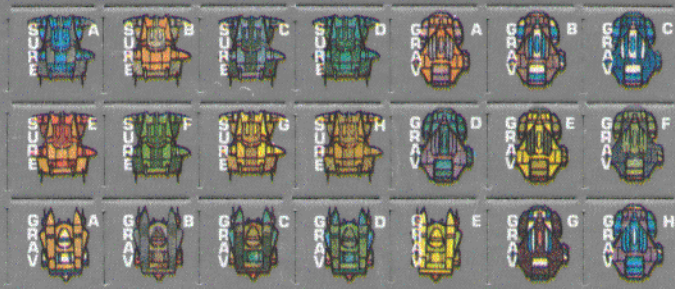
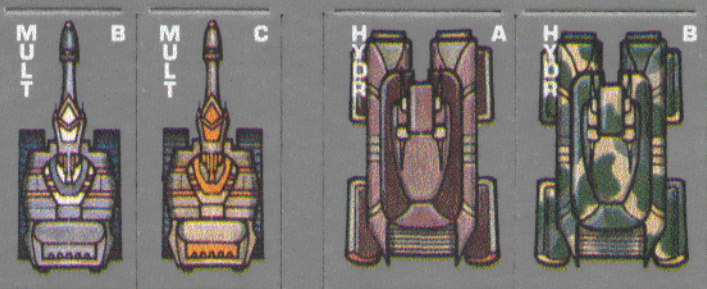
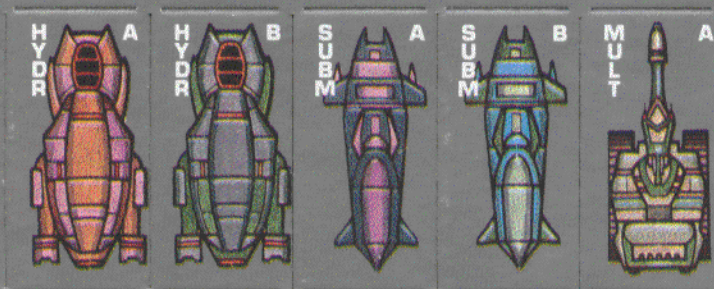
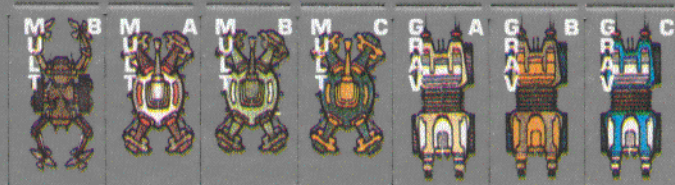
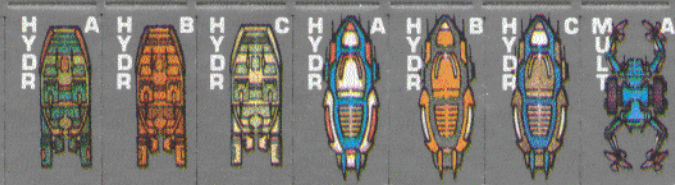
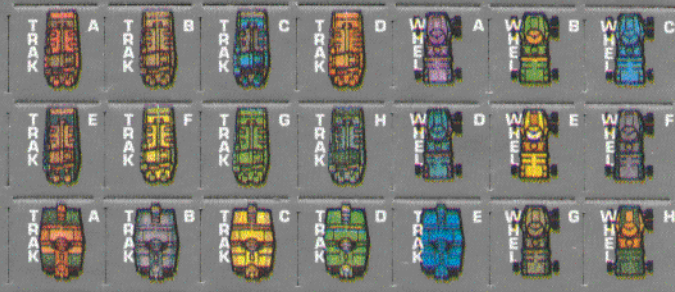
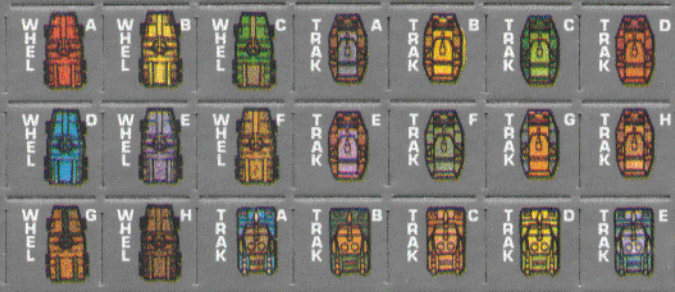
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Weapon Mounts: _____ _____ _____ _____	
Payloads: _____ _____ _____	







## INITIATIVE PRIORITY MARKERS

1	2	3	4	5	6	7
1M	2M	3M	4M	5M	6M	7M

8	9	10	11	12	13	14	15
8M	9M	10M	11M	12M	13M	14M	15M

## MOVE COMMAND MARKERS

Move	Move	Move	Move	Move	Move	Move
Move	Move	Move	Move	Move	Move	Move

Move	Move	Move	Move	Move	Move	Move	Move
Move	Move	Move	Move	Move	Move	Move	Move

Move	Move	Move	Move	Move	Move	Move
Move	Move	Move	Move	Move	Move	Move

REA Request A	REA Request B	REA Request C	REA Request D	REA Request E	REA Request F	REA Request G	REA Request H
Move	Move	Move	Move	Move	Move	Move	Move



## MASK MARKERS

## INFANTRY TRENCH & VEHICLE PIT MARKERS

TRENCH 4	TRENCH 4	TRENCH 4	TRENCH 3	TRENCH 3	TRENCH 3	TRENCH 3
TRENCH 2	TRENCH 2	TRENCH 2	TRENCH 2	TRENCH 2	TRENCH 2	TRENCH 2

TRENCH 1	TRENCH 1	TRENCH 1	TRENCH 1	TRENCH 1	TRENCH 1	TRENCH 1	TRENCH 1
PIT M	PIT M	PIT S	PIT S	PIT S	PIT S	PIT S	PIT S

## BUNKER MARKERS

BUNKER 4 3	BUNKER 4 2	BUNKER 4 1	BUNKER 3 3	BUNKER 3 2	BUNKER 3 1
BUNKER 3 3	BUNKER 3 2	BUNKER 3 1	BUNKER 2 3	BUNKER 2 2	BUNKER 2 1

BUNKER 4 4	BUNKER 4 3	BUNKER 4 2	BUNKER 4 1	BUNKER 3 4	BUNKER 3 3	BUNKER 3 2	BUNKER 3 1
BUNKER 2 4	BUNKER 2 3	BUNKER 2 2	BUNKER 2 1	BUNKER 1 4	BUNKER 1 3	BUNKER 1 2	BUNKER 1 1

## BARRICADE MARKERS

BARRICADE L	BARRICADE L	BARRICADE L	BARRICADE M	BARRICADE M	BARRICADE M	BARRICADE M
BARRICADE S	BARRICADE S	BARRICADE S	BARRICADE S	BARRICADE S	BARRICADE S	BARRICADE S

## RUBBLE MARKERS

RUBBLE LT	RUBBLE LT	RUBBLE LT	RUBBLE LT	RUBBLE LT	RUBBLE LT	RUBBLE LT	RUBBLE LT
RUBBLE HVY	RUBBLE HVY	RUBBLE HVY	RUBBLE HVY	RUBBLE HVY	RUBBLE HVY	RUBBLE HVY	RUBBLE HVY

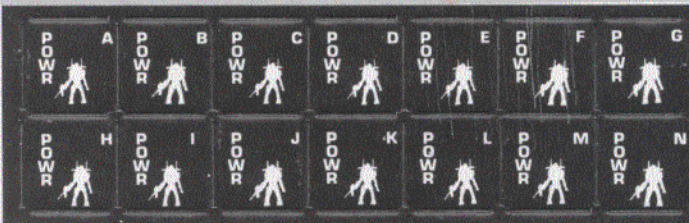
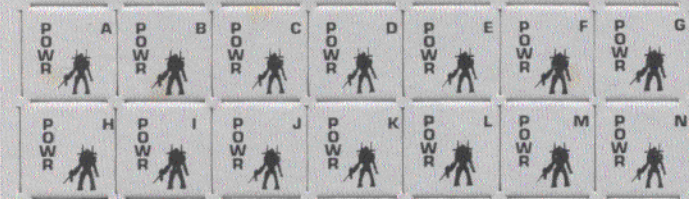
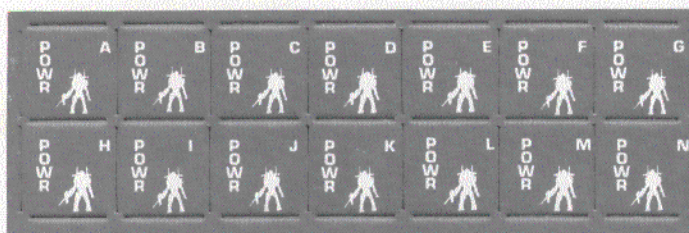
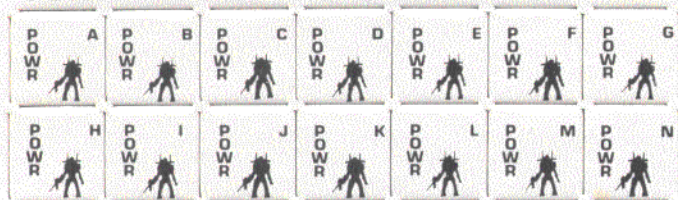
Clear	Brush	Woods	Gully	Crater	Broken/Rocky	Rock Spires
In Clear	In Brush	In Jungle	In Gully	In Crater	In Broken/Rocky	In Rock Spires

## TERRAIN MARKERS

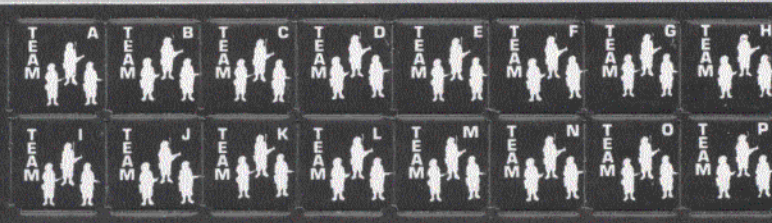
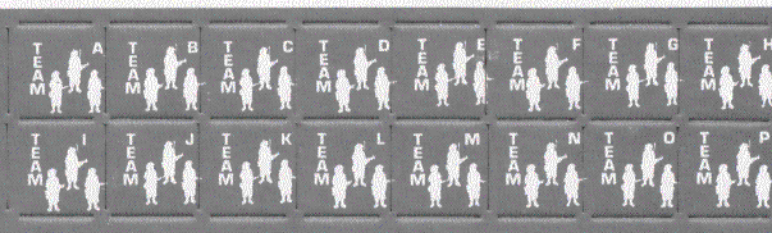
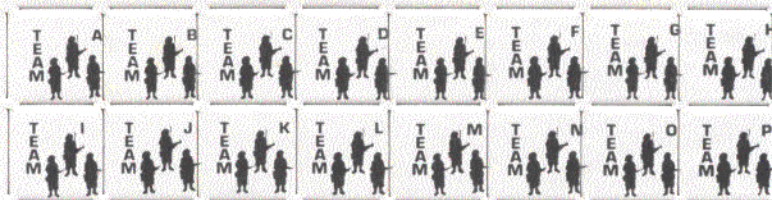
Soft Sand	Marsh	Swamp	Mud Pit	Magma	In Bldg	In Bldg	In Bldg
In Soft Sand	In Marsh	In Swamp	In Mud Pit	In Magma	In Bldg	In Bldg	In Bldg



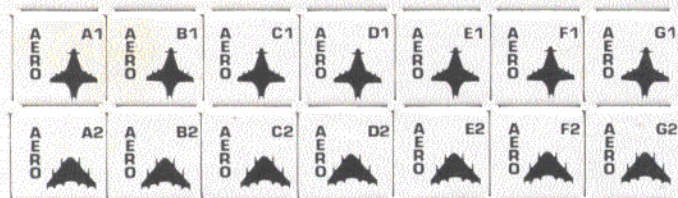
## POWERED ARMOR TROOPER MARKERS



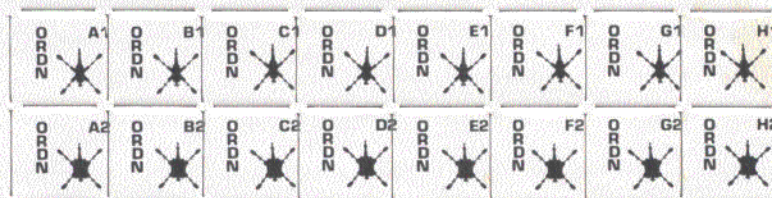
## INFANTRY TEAM MARKERS



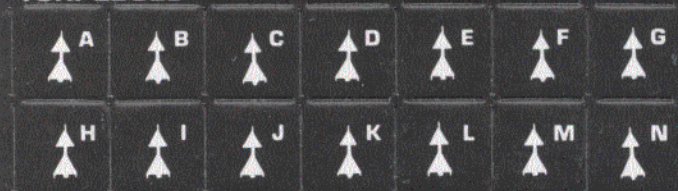
## AEROCRAFT



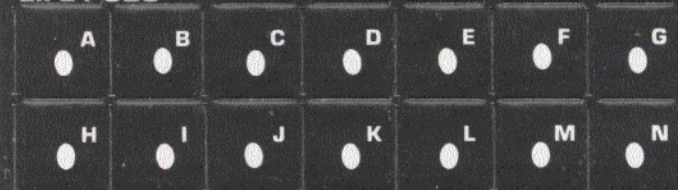
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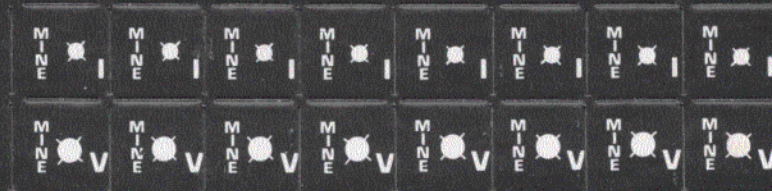
## TORPEDOES



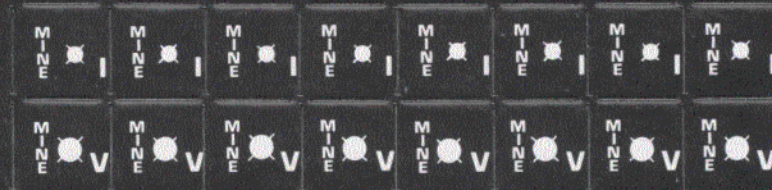
## LIFE PODS



## MINES



## MINES





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ICE, Inc.  
P.O. Box 1605  
Charlottesville, VA 22902



# Armored Assault™

ICE presents **Space Master: Armored Assault™**, an intricate boardgame of gripping, tactical planetside combat in the far future. **Armored Assault** also doubles as the vehicular expansion set for **Space Master: The Role Playing Game™**.

## THE ULTIMATE IN FLEXIBILITY

Now you can simulate decisive futuristic planet-bound battles! Command small unit actions with a handful of tracked AFVs, or mobilize full-blown campaigns, mustering subs, surface ships, walkers, grav tanks, artillery, aircraft, and more!

Choose Basic, Standard or Advanced Rules to define your game's level of detail and realism. Challenge yourself further by adding even more exacting Optional Rules.

**Armored Assault** is completely compatible with **Space Master: The Role Playing Game** and **Star Strike™**. It includes comprehensive construction systems for tracked vehicles, infantry teams, powered armor troopers, rear echelon assets, and more.

**Armored Assault** is the third part of the **Space Master Science Fiction Trilogy**. The first in the series is **Space Master: The Role Playing Game**, a sophisticated set of science fiction role playing rules. The second game, **Space Master: Star Strike**, a fast-paced simulation of interplanetary ship combat, puts you in the gunner's chair as you face enemy starships. Play the **Space Master** games individually, or combine them to create sweeping science fiction campaigns. Since they are all compatible with **Rolemaster™**, you can also design fascinating science-fantasy adventures!

**Space Master: Armored Assault** includes:

### Assault Book

- **The Basic Game:** Simple, easy-to-learn rules and scenarios for beginners.
- **The Standard Game:** Comprehensive rules for a wide range of surface combat units, weapon types, scenarios, and campaign suggestions.
- **The Advanced Game:** Rules which incorporate aerial and submersible vehicles into the action.
- **Optional Rules:** Add-on game systems for master players who desire even more detail.
- **Construction Rules:** Custom-design guidelines for infantry teams, powered troopers, ordnance, aircraft, rear echelon assets, installations, robots, and all manner of vehicles.

### Tables and Forms Book

- **Combat Tables:** Attack charts for auto, MLA, and lob cannons, laser, blaster, disruptor, ion and plasma cannons, as well as shaped charge, seeking explosive, proximity explosive, nuclear and matter/antimatter warheads. Also, there are 9 critical result tables for attacks against soft and hard targets, and another 5 for personal casualties.
- **Game Charts:** The most commonly used charts in one section for quick reference.

### Playing Pieces

- **130 Vehicle Counters:** Full color counters depicting a variety of vehicle types.
- **480 Utility Markers:** Troops, torps, mines, terrain, and other game system markers.
- **4 Tactical Maps:** Each displays unique terrain features on a 100 meter hex scale.
- **2 Percentile Dice**

## PLANETARY COMBAT IN THE FAR FUTURE

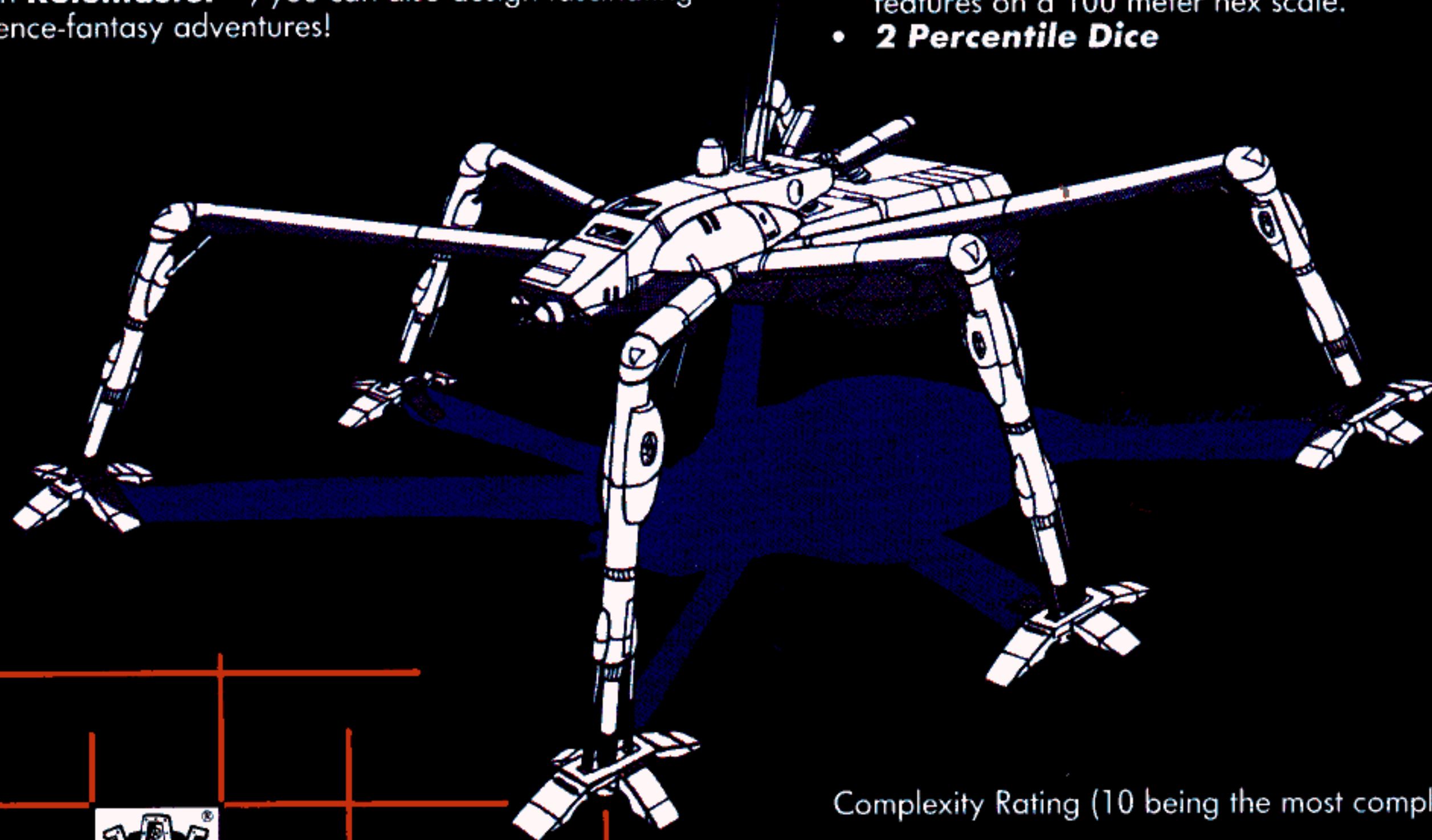
*The long-anticipated strike on Idamarcus was underway. Unexpectedly thrust into the dire battle over this resource-rich moon in the Idorian home system, Tod Jairus and Sheri XII donned their Powered Armor battlesuits and stumbled out of the pitching Imperial troop carrier.*

*Rear Echelon Assets dropped relentless salvos of High Explosives among the attackers. Aircraft streaked overhead. Idorian troops, dug deep into their fortified bunkers, poured streams of blinding firepower over the onrushing vehicles.*

*"Correct artillery coordinates to A-C-12," screamed Sheri into her comm-link.*

*"They're discharging MASK rounds," cried Tod as Disruptor fire sizzled overhead. "We'll hit their positions from the left. Follow me!"*

*Engaging their armor's bio-servos, Tod and Sheri catapulted themselves over the moon's cratered surface. The firefight had begun its deadly crescendo . . .*



Complexity Rating (10 being the most complex)

Basic Game: 4  
Standard Game: 7  
Advanced Game: 9  
Optional Rules: 10

Made in U.S.A. #9020

