

## Weapons - Types, Ranges, Hit Dice and Damage Types

WEAPON TYPES	ATTACK DICE	RANGE INCREMENTS			DAMAGE
INFANTRY WEAPONS	*(ADD ADB)	SHORT (+1)	MED	LONG (-1)	
Musket	2D3*	0-1	2-3	4	HIGH/LOW/LOW ‡
Conventional Side Arms	2D4*	0-1	2-3	4-5	MID/LOW/LOW ‡
Medium Machine Guns	2D6*	0-2	3-6	7-9	MID/LOW/LOW ‡
Heavy Machine Guns	2D8*	0-3	4-6	7-12	MID/MID/LOW
Power Gun Side Arms	2D6*	0-3	LOS		HIGH
Coil Gun	2D8*	0-3	4-6	7-8	MID/MID/LOW ‡
Grenade launchers	2D6e*	0-1	2-3	4-5	HIGH
Buzz Bombs	2D6e*	1	2-3	4-5	HIGHx2
Flechette Side Arms	2D4*	0-1	2-3	4-5	HIGH/MID/LOW ‡
Flechette Machine Guns	2D6*	0-2	3-6	7-9	HIGH/MID/LOW ‡
10cm Power Gun	2D6*	0-3	LOS		HIGHx2
Infantry Laser	2D6e*	0-2	3-5	6	LOW
Cone Bore Side Arms	2D4*	0-3	LOS		MIDx2/LOWx3 ‡

### DIRECT FIRE SUPPORT WEAPONS

Tri-Barrel Power Guns	2D8*	LOS			HIGH
Vehicle Point Defence	3D4»	0 - LOS			ALL
Medium Lasers	2D6e*	0-4	5-9	LOS	HIGH
Guided Missiles/MLRSµ	3D6e	Lock on range 18 Hexes			HIGH
5cm RF Guns (Conventional)					
HE	2D6*	1-4	5-9	LOS	HIGH/LOW #
AP	2D6e*	1-4	5-9	LOS	LOW/HIGH #
3cm CAP Guns	2D8*	1-12	LOS		LOW/HIGH #
Coil Guns	2D6e*	1-4	5-9	LOS	HIGH/MID #
Medium Rail ("Coil") Guns	2D8*	1-6	7-12	LOS	LOW/HIGH #
Calliope 8 Barrel 3cm PowerGun	2D8*+7	LOS - Treat as Medium range			HIGH + 7
Twin 3cm Power Guns	2D8*+1	LOS - Treat as Medium range			HIGH + 1
2cm Cone Bore	2D6e*	1-12	LOS		LOWx3/MIDx2 #
2cm Gatling Power Guns	2D8*	LOS - Treat as Medium range			ALL ▢
5cm HV Power Guns	2D8*	LOS - Treat as Medium range			ALL

### INDIRECT FIRE SUPPORT WEAPONS

DICE FOR IMPACT				MUNITION TYPE		
	ON TARGET	NEXT HEX	2 HEXES	CL'STER	HE	SF
Mortars	3D6e				HIGH/LOW #	
15cm/MLRS 1 Missile	5D6e	3D6e		ALL/NILL #	HIGH/LOW #	NILL/HIGH #
20cm	6D6e	4D6e	3D6e	ALL/NILL #	HIGH/LOW #	NILL/HIGH #
22cm/MLRS 2 Missiles	7D6e	5D6e	4D6e	ALL/NILL #	HIGH/LOW #	NILL/HIGH #
DIRECT FIRE MODE WITH AP ROUNDS	*(ADD ADB)	SHORT (+1)	MED	HIGH (-1)		
15cm	2D6*	1-6	7-12	LOS	LOW/ALL #	
20cm	2D8*	1-6	7-12	LOS	LOW/ALL #	
22cm	2D10*	1-6	7-12	LOS	LOW/ALL #	

### TANK GUNS

20cm Power Gun	2D8*	LOS - Treat as Medium range			ALLx2
15cm Power Gun	2D6*	LOS - Treat as Medium range			ALLx2
10cm Power Gun	2D6*	LOS - Treat as Medium range			HIGH + MIDx2
15cm CAP Gun	2D6*	1-12	LOS		LOW/ALLx2 #
Heavy Lasers	2D10*	1-7	8-12	LOS	HIGHx2
Heavy Rail ("Coil") Guns	2D6e*	1-7	8-12	LOS	LOW/HIGHx2 #

**Notes:** \* = add Attack Dice Bonus - LOS = Treat as Medium range - » = if ANY doubles are thrown: double damage - ‡ Range Dependent Damage - » = plus 6 to hit against infantry at 0 range - # Varying Damage: - Against Infantry & Softskins/ Against Armour - Self Forging rounds pick the single CLOSEST Target, then the BIGGEST Target - SF = SELF FORGEING (1 TARGET ONLY) - µ MLRS in DIRECT FIRE MODE

### Speed Chart Affecting your chance to hit - cross reference for modifier to hit target

		Target's Speed									
Firer's Speed	0	0	1-2	3-4	5-6	7-10	10-12	13-15	15+		
	0	0	-1	-2	-3	-4	-5	-6	-7		
	1-3	-1	-2	-3	-4	-5	-6	-7	-8		
	4-10	-2	-3	-4	-5	-6	-7	-8	-9		
	10+	-3	-4	-5	-6	-7	-8	-9	-10		

#### Movement Order

The two sides add their combined unit's Initiative Bonus to a D10 Dice Roll. Highest wins the initiative and alternate moves are made. Like later *Silent Death*, if one side has **DOUBLE** the number of (revealed) units, then that player moves their pieces in pairs rather than singly.

Hitting Buzzbombs & Missiles with RCDRA Point Defence	Defensive Value
Buzz-bomb fired from 0 Range	9
Buzz-bomb fired from 1 Range	8
Buzz-bomb fired from 2 Range	7
Buzz-bomb fired from 3 Range	6
Buzz-bomb fired from 4 or 5 Range	5
Missile fired at any Range	8*
* Add to dice roll any unused Overwatch rating on that vehicle - ie add +1 for an unused Tri-barrel	

Cover and its effect on different weapon types			
Weapon Type (right)	Powerg's and Lasers	O'head Artly rounds Cluster and SF only	Other weapon types or munition types
Cover Type (below)			
Open Ground	0	0	0
Soft Cover - light	-2*	0	-1*
Dense Woodland	-3*	-1	-2*
Hard Cover -	-3*	-4**	-3*
Hull down	-5*	0	-4*
<b>Covering Fire</b> - 4 to hit anything you cant see	*these minuses apply for each intervening hex (including the target's hex) ** for roofs only		

Hard Cover - buildings with walls or roofs that block fire  
Hull down Tanks/vehicles or dug in Infantry without overhead cover  
0 - no effect on fire

### TERRAIN EFFECTS

V'hicle	Speed	RP	FW	UW	SH	SC	LW	HW	TC	TTC	SS
Blower Tank	12	1	2	NP	3	2	3	N P	3	1D4 + 3	2
C'bt Car	13	1	1	1	3	2	4	N P	2	1D4 + 2	1
Trk'd Tank	6	1	2	NP	4	2	3	N P	2	1D6 + 2	N P
Trk'd Lt Tank	8	1	2	NP*	4	2	3	N P	1	1D6 + 1	N P
W'd APC	9	1	2	NP*	5	2	3	N P	2	1D6 + 2	N P
W'd JP	10	1	2	NP	5	2	3	N P	1	1D6 + 1	N P
Hov JP	13	1	1	1	3	2	3	4	2	1D4 + 2	1
Sk'mer	16	1	1	1	2	2	2	3	1	1D4 + 1	1
Infantry	2	1	2	NP	2	2	2	2	N A	NA	N A

NP= Non Passable, NA - Not Applicable, \*Unless amphibious, then cost 3

Moving backwards costs 1

RP - Roads & Paths, FW - Fordable Water/Marsh, UW - Unfordable water, SH - Steep Hills & Skree Slopes, SC - Scrub, LW - Light Woods, HW - Heavy Woods, TC - Turn Cost, TTC - Tight Turn Cost, SS - Side Slip

### NOTES for SPEED CHART (Left)

The chart is optimised for **Turreted Main Tank Guns** so they fire on the **CHART AS IT STANDS** and suffer no further minus.

**Infantry Weapons:** These react fast and shift **TWO BANDS TO THE LEFT**. The only thing to bear in mind is that a weapon mounted in a skimmer has only a Frontal Arc.

**Direct fire support weapons,** assuming that they are mounted on some form of tripod or on a vehicle cupola or, in the case of the Calliope, in a specifically designed, fast rotating turret, shift **ONE BAND TO THE LEFT**.

All **Indirect fire weapons** that are used, er... indirectly, obviously aren't affected (they're lucky to hit anything anyway...), but when used in the direct fire mode, turreted weapons fall into the same category as **Turreted Main Tank Guns**.

**Non Turreted Tank Guns** mounted on a **Hover chassis** (i.e. Legion Tank Destroyers) shift **ONE BAND TO THE RIGHT**

**Non Turreted Tank Guns** mounted on a **other chassis** (i.e. Tracked or wheeled) shift **TWO BANDS TO THE RIGHT**

## Unit Definitions

A Unit is an individual vehicle and it's crew or a grouped number of figures.

Also note the following:

- No two vehicles bigger than Jeeps may occupy the same hex.
- No more than 2 Jeeps or Two infantry units in a hex.
- No more than 8 infantry in a unit.
- No more than 5 Skimmers and Infantry crew in a unit.
- No more than 1 vehicle and 1 infantry unit in a hex at the same time.
- Infantry Units have individual weapons assembled into one or more groups and these may fire at individual targets, but no splitting off of individual riflemen (unless they are predefined as sniper units, of course).

Infantry units may not split across a number of hexes but, other than that, apparent direction of individuals, weapons or turrets is unimportant (after all, this is mostly a Tank game, *not* an Infantry game). The only directional facing that is important is the direction of vehicles as this determines the firing arc of hull mounted, driver gunned weapons.

## Skills and Dice Rolls (for Tim)

Skill	Gunnery Skill Dice to Use
10-9	D10
8-7	D8
6-5	D6
4-3	D4
2-1	D4

Mines and their Targets		Intended Target	
Light Mines		Infantry; wheeled, un-armoured light trucks and jeeps	
Medium Mines		Hover Jeeps and Skimmers	
Heavy Mines		Tracked Tanks; Wheeled APC's; Hover Tanks and Hover Combat Cars	
Mines and their Results			
Roll 1-2		The unit fails to detect the mines and fails to set them off	
Roll 3-4		The unit detects the mines in time and has the option to stop. If they stop then the unit may back up or go around the hex next turn. If the unit decides to carry on, then treat the result as a 5-6 roll - see below.	
Roll 5-6		The mines go off, clearing the hex but possibly damaging the occupant(s) see chart below	
Damage From Mines			
Mine Type	Damage		Special Notes
Light	3D6e	HIGH	Infantry units cannot move during the turn directly after setting off a mine. Use the standard defensive values of all units, including speed reductions.
Medium	5D6e	HIGH	Damage is done to vehicles on their thinly armoured underside. Minus 2 on Defensive Value to hit and minus 2 Damage Reduction (including speed reductions) based on the vehicles <b>Front</b> Primary Damage Track. Hits are taken on the PDT (F) and then on to the MHDT.
Heavy	7D6e	HIGH	As above, for Medium

## HIDDEN & REVEALED UNITS - bowl when unit moves within six hexes or when a hidden unit moves or fires

Range 6 Hexes for observation non moving/firing. Range for Moving/firing target is LOS. Roll a D10, add +and - and check to see if revealed on a 5 or better				Minus for terrain hex of hidden unit - these are not cumulative		Plus For action of hidden unit - these are cumulative	
Unit Type	Scrub	Light Woods	Heavy Woods (or edge of)	Buildings	Large Cam Net	Each time Weapon is Fired	Each time Moves a hex or more
Sniper	-3	-5	-6	-6	NA	+3	+2
Infantry Support Weapon	0	-3	-4	-4	-4	+6	+6
Infantry Unit	-1	-3	-5	-4	-4	+5	+4
Jeep, Skimmers	0	-3	-4	-2	-6	+6	+6
Combat Car, Light/Medium Tank	Automatic reveal	-3	-4	-2	-6	+7	+6
Heavy Tank, Artillery	Automatic reveal	-2	-3	-2	-5	+8	+8

Ram Hit & Damage Chart	Bowl a:	Add to "target" dice roll if ram occurs on:		Dice used & Damage done to:
Unit Type		Exposed Trench systems	Forests	Target/Rammer
Heavy Tank	1D4	NA	0	3D12 : HIGH/MID
Other Tanks/ Combat Cars etc	1D6	NA	0	3D8 : HIGH/MID
Jeeps etc	1D8	NA	+1	3D4 : HIGH/MID
Infantry/Skimmers	1D10	+2	+2	NA

- Ram when 1) Vehicle v infantry (or skimmers), 2) Tank v Jeep, 3) tank/combat car versus tank/combat car or Jeep versus Jeep

Bowl dice and add **this turn's speed** (hexes) or - if it hasn't moved yet, **last turn's**. Add terrain mods. **Highest score wins**. Draw is lose for rammer. If the 'rammer' **wins** the target is **rammed** and damage is done (see **Ram Hit & Damage Chart** below).

If it is a draw or the 'rammer' **loses** then the **target** has **avoided the ram**. If stacking would allow multiple hex occupancy (ie if a vehicle tries to run over an infantry unit or a jeep) then the target does not move but avoids contact and the vehicle passes through without loss of speed. If the target was a vehicle that would not normally stack in a hex then either drop 2 movement points off of the rammer ("he swerved and almost hit me...") or move the target into an adjacent hex of the targets choice. Either of these two actions take place at the targets choice or if knocking movement points off of the (failed) ramming vehicle means that it doesn't actually reach it's target.