# STRIKER

704

Rules for 15mm
Traveller Miniatures

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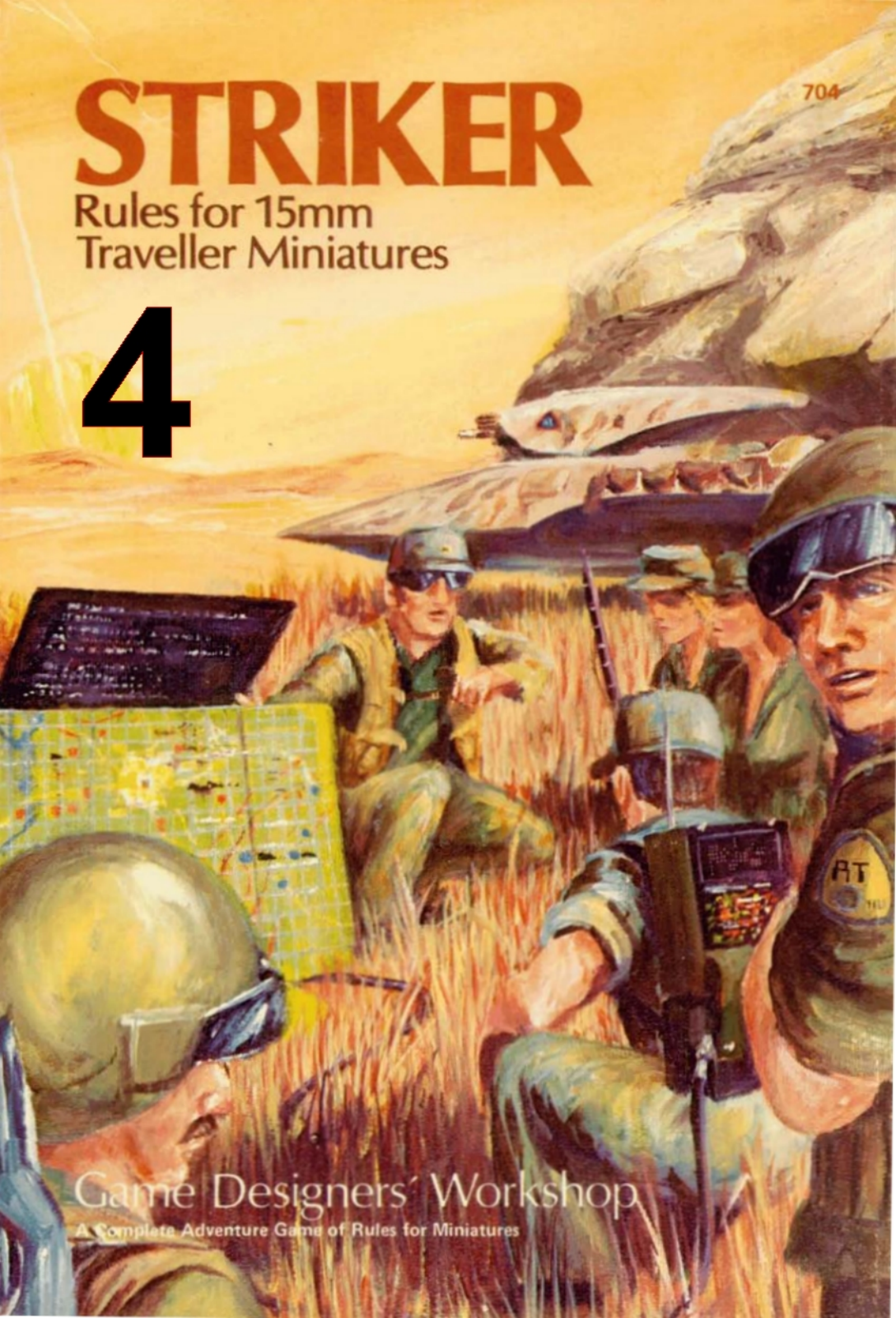


Game Designers' Workshop

A Complete Adventure Game of Rules for Miniatures

**CONTENTS**



# *Design Sequence Tables*

# STRIKER

## Rules for 15mm Traveller Miniatures

**STABILIZATION TABLE**

| *TL* | *Volume* | *Price* | *Move ½ or less* | *Move more than ½* |
|---|---|---|---|---|
| | No Gear | | -4 FFP, no fire EFP | No Fire |
| 6 | 5% | 20,000 | -4 EFP | -4 FFP, no fire EFP |
| 7 | 7.5% | 40,000 | -2 EFP | -2 FFP, no fire EFP |
| 8 | 10% | 50,000 | No effect | -4 EFP |
| 9 | 10% | 60,000 | No effect | -2 EFP |
| 10+ | 10% | 70,000 | No effect | No effect |

*Volume:* Multiply weapon weight in tons by the listed percentage to determine volume of stabilization gear in $m^3$.
*Price:* per $m^3$ in Cr.
*Weight:* one ton per $m^3$.

**POWER PLANT TABLE**

| *TL* | *Description* | *Output* | *Weight* | *Price* | *Fuel* |
|---|---|---|---|---|---|
| 5 | Internal combustion | .15 | 1 | 1000 | 900 |
| 6 | Improved internal comb. | .25 | 1 | 2000 | 500 |
| 7 | Gas turbine | .40 | 1 | 5000 | 500 |
| 8 | MHD turbine | .60 | 1 | 10,000 | 300 |
| 9-12 | Fusion | 2.0 | 4 | 200,000 | 1.5 |
| 13-14 | Fusion | 3.0 | 3 | 200,000 | 1.5 |
| 15 | Fusion | 6 | 2 | 200,000 | 1.5 |

*Output:* per $m^3$ in megawatts. No power plant may be less than 1 $m^3$ in volume. Very large power plants have increased outputs per $m^3$. See the scale efficiencies table.
*Weight:* per $m^3$ in tons.
*Price:* per $m^3$ in Cr.
*Fuel:* Liters of fuel consumed per megawatt of output per hour.

**CREW SPACE TABLE**

| *TL* | *V Seated* | *V Standing* |
|---|---|---|
| 5 | 2 | 3 |
| 6 | 1.5 | 2.5 |
| 7+ | 1 | 2 |

*Volume:* in $m^3$.
*Weight:* .2 tons per crewman.
*Price:* Cr 100 per crewman.

**SCALE EFFICIENCIES TABLE**

| *Type* | *V* | *O* |
|---|---|---|
| Pre-fusion | 11+ | x1.5 |
| Fusion | 6-9 | x1.5 |
| Fusion | 10-13 | x2 |
| Fusion | 14+ | x3 |

*V:* Volume in $m^3$ of power plant. Power plants benefitting from scale efficiency must be constructed with an integral volume in $m^3$. No fractional number of $m^3$ is allowed.
*O:* Output is multiplied by this amount.

**TRANSMISSION TABLE**

| *TL* | *V: Tr* | *V: Wh* | *P* |
|---|---|---|---|
| 5 | 5 | 3 | 1000 |
| 6 | 2 | 1 | 1250 |
| 7+ | .6 | .3 | 1500 |

*V:* Volume of transmission in $m^3$ per megawatt of power plant output.
*P:* Price per $m^3$ in Cr.
*Weight:* 1 ton per $m^3$.

**ARMOR TYPE TABLE**

| *TL* | *Description* | *T* | *Weight* | *Price* |
|---|---|---|---|---|
| 5 | Soft steel | x.8 | 8 | 1.6 |
| 6 | Hard steel | x1 | 8 | 2 |
| 7-9 | Composite laminates | x2 | 7 | 7 |
| 10-11 | Crystaliron | x4 | 10 | 9 |
| 12-13 | Superdense | x7 | 15 | 14 |
| 14-15 | Bonded superdense | x14 | 15 | 28 |

*T:* Toughness, with hard steel set at 1.
*Weight:* in tons per $m^3$.
*Price:* in thousands of Cr per $m^3$.

**AVIONICS TABLE**

| *TL* | *V* | *P* | *NOE* |
|---|---|---|---|
| No Avionics | | | 40/33 |
| 8 | .4 | 10 | 120/100 |
| 9 | .4 | 11 | 130/108 |
| 10 | .3 | 12 | 140/117 |
| 11 | .3 | 13 | 150/125 |
| 12 | .2 | 14 | 160/133 |
| 13 | .2 | 15 | 170/142 |
| 14 | .1 | 16 | 180/150 |
| 15 | .1 | 17 | 190/158 |

*V:* Volume in $m^3$.
*P:* Price in thousands of Cr.
*NOE:* NOE Speed in km per hour/cm per turn.
*Weight:* .5 tons per $m^3$.

**OBSCURATION DEVICE TABLE**

| *TL* | *Description* | *Volume* | *Price* |
|---|---|---|---|
| 5 | Smoke discharger | .005 | 150 |
| 8 | Anti-laser aerosol | .001 | 20 |
| 10 | Prismatic aerosol | .001 | 20 |

*Volume:* in $m^3$.
*Price:* in Cr.
*Weight:* 1 ton per $m^3$.

**LASER SENSOR TABLE**

| *TL* | *Volume* | *Price* | *D* |
|---|---|---|---|
| 8 | .30 | 25 | 8+ |
| 9 | .25 | 30 | 7+ |
| 10 | .20 | 30 | 6+ |
| 11 | .15 | 34 | 5+ |
| 12 | .10 | 36 | 4+ |
| 13 | .10 | 38 | 3+ |
| 14+ | .10 | 40 | 2+ |

*Volume:* in $m^3$.
*Price:* in thousands of Cr.
*D:* Die roll to detect incoming laser beams.
*Weight:* 1 ton per $m^3$.

## ENVIRONMENTAL CONTROL EQUIPMENT TABLE

| *Description* | *Volume* | *Price* | *Requirement* |
|---|---|---|---|
| Sealed environment | .001 | 10 | per $m^3$ of usable chassis/turret space |
| Overpressure | .01 | 10 | per $m^3$ of usable chassis/turret space |
| Life support | .50 | 1000 | per crewman and passenger |
| Intake compressor | .10 | 200 | per megawatt of power plant output |

*Volume:* per requirement in $m^3$.
*Price:* per requirement in Cr.
*Weight:* 1 ton per $m^3$.
*Tech level:* All equipment is tech level 5.

## VEHICLE MOBILITY TABLE

| *P/W* | *M* |
|---|---|
| 4-5 | 15 |
| 6-7 | 20 |
| 8-9 | 25 |
| 10-11 | 30 |
| 12-13 | 35 |
| 14-15 | 40 |
| 16-17 | 45 |
| 18-19 | 50 |
| 20-21 | 55 |
| 22-23 | 60 |
| 24-25 | 65 |
| 26-30 | 70 |

*P/W:* Power to weight ratio
*M:* Movement speed in km per hour

There are several modifiers to road speed:

*For tracked and wheeled vehicles:*
Add 10 kph per tech level above 5
Add 10 kph if vehicle is wheeled
Add 15 kph if vehicle is light; see the light vehicle table

*For ACVs:*
Subtract 50 kph at Tech level 7
Subtract 20 kph at Tech level 8
Add 10 kph at Tech level 9+

*For all vehicles:*
Add 1 kph for each power to weight number over 30.

## LIGHT VEHICLE TABLE

| *TL* | *Weight* |
|---|---|
| 5 | 5 |
| 6 | 10 |
| 7 | 15 |
| 8 | 20 |
| 9+ | 25 |

*Weight:* maximum weight of a light vehicle.

## CROSS COUNTRY MOBILITY

| *P/W* | *Wh* | *Tr* |
|---|---|---|
| 4-7 | 15% | 30% |
| 8-11 | 20% | 40% |
| 12-15 | 25% | 50% |
| 16+ | 30% | 60% |

If vehicle has a ground pressure of 7+, subtract 10% from the above figures.
*P/W:* Power to weight ratio.
*Wh, Tr:* Cross country speed expressed as a percentage of road speed.

## GRAV VEHICLE SPEED

| *G* | *S* |
|---|---|
| .10 | 120 |
| .15 | 180 |
| .20 | 240 |
| .25 | 300 |
| .30 | 360 |
| .35 | 420 |
| .40 | 480 |
| .45 | 540 |
| .50 | 600 |
| .60 | 720 |
| .70 | 840 |
| .80 | 960 |
| .90 | 1080 |
| 1.0 | 1200 |
| 1.2 | 1400 |
| 1.4 | 1590 |
| 1.6 | 1770 |
| 1.8 | 1950 |
| 2.0 | 2120 |
| 2.2 | 2280 |
| 2.4 | 2430 |
| 2.6 | 2580 |
| 2.8 | 2720 |
| 3.0 | 2850 |
| 3.5 | 3150 |
| 4.0 | 3400 |
| 4.5 | 3640 |
| 5.0 | 3840 |
| 6.0 | 4200 |
| 7.0 | 4500 |

*G:* Maneuver Gs.
*S:* Maximum speed in kph. Cruising speed is .75 times maximum speed.
NOE speed is .25 times max. speed, but not more than is allowed by avionics.

## ARMOR RATINGS

| *Value* | *cm* | *Value* | *cm* | *Value* | *cm* |
|---|---|---|---|---|---|
| 1 | 0.25 | 41 | 36.7 | 81 | 1170 |
| 2 | 0.50 | 42 | 40.0 | 82 | 1280 |
| 3 | 0.75 | 43 | 43.6 | 83 | 1400 |
| 4 | 1.00 | 44 | 47.6 | 84 | 1520 |
| 5 | 1.25 | 45 | 51.9 | 85 | 1660 |
| 6 | 1.50 | 46 | 56.6 | 86 | 1810 |
| 7 | 1.75 | 47 | 61.7 | 87 | 1970 |
| 8 | 2.00 | 48 | 67.3 | 88 | 2150 |
| 9 | 2.25 | 49 | 73.4 | 89 | 2350 |
| 10 | 2.50 | 50 | 80.0 | 90 | 2560 |
| 11 | 2.75 | 51 | 87.2 | 91 | 2790 |
| 12 | 3.00 | 52 | 95.1 | 92 | 3040 |
| 13 | 3.25 | 53 | 104 | 93 | 3320 |
| 14 | 3.54 | 54 | 113 | 94 | 3620 |
| 15 | 3.86 | 55 | 123 | 95 | 3950 |
| 16 | 4.20 | 56 | 135 | 96 | 4310 |
| 17 | 4.59 | 57 | 147 | 97 | 4700 |
| 18 | 5.00 | 58 | 160 | 98 | 5120 |
| 19 | 5.45 | 59 | 174 | 99 | 5580 |
| 20 | 5.95 | 60 | 190 | 100 | 6090 |
| 21 | 6.48 | 61 | 207 | 101 | 6640 |
| 22 | 7.07 | 62 | 226 | 102 | 7240 |
| 23 | 7.71 | 63 | 247 | 103 | 7900 |
| 24 | 8.41 | 64 | 269 | 104 | 8610 |
| 25 | 9.17 | 65 | 293 | 105 | 9360 |
| 26 | 10.0 | 66 | 320 | 106 | 10200 |
| 27 | 10.9 | 67 | 349 | 107 | 11200 |
| 28 | 11.9 | 68 | 381 | 108 | 12200 |
| 29 | 13.0 | 69 | 415 | 109 | 13300 |
| 30 | 14.1 | 70 | 453 | 110 | 14500 |
| 31 | 15.4 | 71 | 494 | 111 | 15800 |
| 32 | 16.8 | 72 | 538 | 112 | 17200 |
| 33 | 18.3 | 73 | 587 | 113 | 18800 |
| 34 | 20.0 | 74 | 640 | 114 | 20500 |
| 35 | 21.8 | 75 | 698 | 115 | 22300 |
| 36 | 23.8 | 76 | 761 | 116 | 24400 |
| 37 | 25.9 | 77 | 830 | 117 | 26600 |
| 38 | 28.3 | 78 | 905 | 118 | 29000 |
| 39 | 30.8 | 79 | 987 | 119 | 31600 |
| 40 | 33.6 | 80 | 1080 | 120 | 34400 |

**CPR GUN TABLE**

| | | | | | --Indirect Fire Range-- | | | | --------- Penetration --------- | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| *Bore* | *Crew* | *Wt/ammo* | *Price* | *Set-up* | *Mort* | *Hwtz* | *Gun* | *ROF* | *HE* | *KEAP* | *HEAP* | *CBM DM* | *Illum* |
| 2 | 3/2 | .10/.40 | 2 | 4 | – | – | 1 | 15 | 1/–/– | 3 | – | – | – |
| 2.5 | 3/2 | .11/.60 | 3 | 5 | – | – | 2 | 15 | 2/–/– | 4 | – | – | – |
| 3 | 3/2 | .12/.80 | 4 | 6 | – | – | 3 | 15 | 3/–/– | 5 | 1 | – | – |
| 3.5 | 3/2 | .13/1.2 | 5 | 7 | – | 1 | 4 | 15 | 4/–/– | 6 | 3 | – | 5 |
| 4 | 4/2 | .16/2 | 6 | 8 | – | 2 | 5 | 15 | 5/–/– | 8 | 6 | – | 10 |
| 4.5 | 4/2 | .24/3 | 8 | 9 | 2 | 3 | 6 | 15 | 6/–/– | 10 | 9 | – | 15 |
| 5 | 4/2 | .30/4 | 10 | 10 | 2.5 | 4 | 7 | 15 | 7/–/– | 12 | 12 | – | 20 |
| 5.5 | 4/2 | .36/5 | 12 | 11 | 3 | 5 | 8 | 14 | 8/1/1 | 14 | 15 | – | 25 |
| 6 | 5/2 | .42/6 | 14 | 12 | 3.5 | 6 | 9 | 13 | 9/1/1 | 16 | 18 | – | 30 |
| 6.5 | 5/2 | .48/8 | 17 | 13 | 4 | 7 | 10 | 12 | 10/1/2 | 18 | 21 | – | 35 |
| 7 | 5/2 | .54/10 | 20 | 14 | 4.5 | 8 | 11 | 11 | 11/1/2 | 20 | 24 | – | 40 |
| 7.5 | 5/2 | .60/12 | 23 | 15 | 5 | 9 | 12 | 10 | 12/1/2 | 21 | 26 | – | 45 |
| 8 | 6/3 | .66/14 | 26 | 16 | 5.25 | 9.5 | 14 | 9 | 13/2/2 | 22 | 28 | – | 50 |
| 8.5 | 7/3 | .78/18 | 30 | 17 | 5.5 | 10 | 16 | 8 | 14/2/2 | 23 | 30 | +1 | 55 |
| 9 | 8/3 | 1/22 | 34 | 18 | 5.75 | 10.5 | 18 | 7 | 15/2/2 | 24 | 32 | +1 | 60 |
| 10 | 9/3 | 1.2/30 | 42 | 19 | 6 | 11 | 19 | 6 | 16/2/3 | 25 | 34 | +1 | 65 |
| 11 | 10/3 | 1.5/35 | 50 | 20 | 6.5 | 12 | 20 | 5 | 17/2/3 | 26 | 36 | +1 | 70 |
| 12 | 11/3 | 2.1/40 | 60 | 21 | 7 | 13 | 21 | 4 | 18/2/3 | 27 | 38 | +1 | 75 |
| 13 | 12/3 | 2.7/46 | 70 | 22 | 7.5 | 14 | 22 | 3 | 19/3/3 | 28 | 40 | +2 | 78 |
| 14 | 13/4 | 3.3/52 | 80 | 23 | 8 | 15 | 23 | 3 | 20/3/3 | 29 | 41 | +2 | 81 |
| 15 | 14/4 | 4/60 | 100 | 24 | 8.25 | 16 | 24 | 2 | 21/3/3 | 30 | 42 | +2 | 84 |
| 16 | 15/4 | 4.5/70 | 120 | 25 | 8.5 | 16.5 | 26 | 2 | 22/3/4 | 31 | 43 | +3 | 87 |
| 17 | 16/4 | 6/80 | 140 | 26 | 8.75 | 17 | 28 | 2 | 23/3/4 | 32 | 44 | +3 | 90 |
| 18 | 17/5 | 7.5/90 | 160 | 27 | 9 | 17.5 | 30 | 1 | 24/3/4 | 33 | 45 | +4 | 93 |
| 19 | 18/5 | 9/105 | 180 | 28 | 9.25 | 18 | 32 | 1 | 25/4/4 | 34 | 46 | +5 | 96 |
| 20 | 19/5 | 11/120 | 200 | 29 | 9.5 | 18.5 | 34 | 1 | 26/4/4 | 35 | 47 | +6 | 99 |

**CPR GUN TABLE (continued)**

| | | | | | --Indirect Fire Range-- | | | | --------Penetration-------- | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| *Bore* | *Crew* | *Wt/ammo* | *Price* | *Set-up* | *Mort* | *Hwtz* | *Gun* | *ROF* | *HE* | *KEAP* | *HEAP* | *CBM DM* | *Illum* |
| 21 | 20/5 | 13/140 | 220 | 30 | 9.75 | 19 | 36 | 1 | 27/4/4 | 36 | 48 | +7 | 102 |
| 22 | 21/6 | 15/155 | 240 | 31 | 10 | 19.5 | 40 | ½ | 28/4/5 | 37 | 49 | +8 | 105 |
| 23 | 22/6 | 17/170 | 260 | 32 | 10.25 | 20 | 45 | ½ | 29/4/5 | 38 | 50 | +9 | 108 |
| 24 | 23/7 | 19/190 | 280 | 33 | 10.5 | 20.5 | 50 | ½ | 30/4/5 | 39 | 51 | +10 | 111 |
| 25 | 24/8 | 21/240 | 300 | 34 | 10.75 | 21 | 60 | ¼ | 31/5/5 | 40 | 52 | +11 | 114 |
| 30 | 25/10 | 30/480 | 400 | 35 | 11 | 21.5 | 65 | ¼ | 32/5/5 | 41 | 53 | +12 | 117 |
| +1 | | | | 36 | 11.25 | 22 | 70 | ¼ | 33/5/5 | | 54 | | 119 |
| +2 | | | | 37 | 11.5 | 22.5 | 75 | ¼ | 34/6/5 | | 55 | | 121 |
| +3 | | | | 38 | 11.75 | 23 | 75 | ¼ | 35/6/5 | | 56 | | 123 |
| +4 | | | | 39 | 12 | 23.5 | 75 | ¼ | 36/6/5 | | 57 | | 125 |
| +5 | | | | 40 | 12.25 | 24 | 85 | 1/8 | 37/6/6 | | 58 | | 127 |
| +6 | | | | 41 | 12.5 | 24.5 | 90 | 1/8 | 38/6/6 | | 59 | | 129 |



**NOTES**

**Bore:** Diameter of bore in cm.

**Crew:** Normal/minimum crew sizes.

**Wt/ammo:** The first number is the weight of a high velocity gun in tons. For other types, multiply by the value given on the CPR multiplier table. The second number is the weight of a single round of ammunition in kg. Multiply the weight of mortar ammunition by .5, RAP ammunition by 2.

**Price:** Price of a low velocity gun in thousands of Cr. For other types, multiply by the value given on the CPR multiplier table.

**Set-up:** Set-up time for a towed weapon in complete turns. Multiply the time for mortars and vehicle mounted weapons by .5.

**Indirect Fire Range:** Indirect fire range of the weapon (mortar, howitzer, or gun) in km. Count down 1 row on the table for each tech level above 5; count down 1 if a high velocity gun, 2 if a hyper velocity gun.

**ROF:** Rate of fire in rounds per turn. Count up one column for each tech level above 5. Then multiply by 1.5 if a mortar 12 cm or less in bore; multiply by .5 if a medium, high, or hyper velocity gun.

**Penetration:** Penetration value of a round.

**HE:** Contact penetration/burst size/fragmentation penetration. Count down one row for each tech level above 6.

**KEAP:** Penetration of a KEAP round at effective range. Add the following modifiers: for each tech level above 5, +1; for medium velocity guns, +3; for high velocity guns, +6; for hyper velocity guns, +9. Determine long and extreme range penetrations using the KEAP range modifiers table.

**HEAP:** Penetration of a HEAP round. Count up or down the column as specified in the HEAP penetration modifiers table.

**CBM DM:** The DM to hit when firing CBM rounds.

**Illum:** The illumination radius of an illum round. Count down one row for each tech level above 5.

### CPR MULTIPLIER TABLE

| *Type* | *Weight* | *Price* |
|---|---|---|
| Mortar | x.25 | x.10 |
| Howitzer | x.50 | x1 |
| Med velocity | x.75 | x1.5 |
| High velocity | x1 | x2.0 |
| Hyper velocity | x1.25 | x2.5 |

*Weight:* Weapon weight multiplier.
*Price:* Weapon price multiplier.

### CPR CARRIAGE TABLE

| *Type* | *Weight* | *Price* |
|---|---|---|
| Mortar | x.25 | x.10 |
| All others | x2.5 | x.25 |

*Weight:* Multiply by weight of weapon to find weight of carriage.

*Price:* Multiply by price of weapon to find price of carriage.

### CPR ACCURACY TABLE

| *Type* | *Accuracy to ½ range* | *Accuracy over ½ range* |
|---|---|---|
| Howitzer, medium velocity gun | -2 | -4 |
| All others | -4 | -8 |

Add 1 for each tech level above 5.

### CPR DIRECT FIRE RANGE TABLE

| *Tech Level* | *Range* | | |
|---|---|---|---|
| | *Effective* | *Long* | *Extreme* |
| 5 | 20 | 60 | 150 |
| 6 | 40 | 80 | 200 |
| 7 | 60 | 100 | 250 |
| 8 | 80 | 150 | 300 |
| 9 | 100 | 200 | 350 |
| 10+ | 150 | 250 | 400 |
| – | 200 | 300 | 450 |
| – | 250 | 350 | 500 |
| – | 300 | 400 | 550 |

Range is given in cm for low and medium velocity rounds.

Count down one column for KEAP and KEAPER rounds, except for low velocity rounds.

Count down one additional column for all high velocity rounds and two additional columns for all hyper velocity rounds.

### HEAP PENETRATION MODIFIERS

| | |
|---|---|
| Tech level 7-8 | down 3 |
| Tech level 9-10 | down 5 |
| Tech level 11-12 | down 6 |
| Tech level 13+ | down 7 |
| Medium velocity gun | up 2 |
| High velocity gun | up 3 |
| Tech level 6 hyper velocity gun | up 4 |
| TL 7+ hyper velocity gun | no mod |

### CPR SIGNATURE DMs TABLE

| *Bore* | *DM* |
|---|---|
| 5 cm or less | +1 |
| 5.5-10 cm | +2 |
| 11-15 cm | +3 |
| 16 cm or larger | +5 |

**CPR AMMUNITION TABLE**

| *Weapon Type* | *Base Price* |
|---|---|
| Mortar | x3 |
| Howitzer | x2 |
| Medium velocity | x3 |
| High velocity | x4 |
| Hyper velocity | x5 |
| *Ammunition Type* | *Multiplier* |
| HE | x1 |
| KEAP | x1 |
| Tech level 6 hyper velocity KEAP | x1.5 |
| Tech level 7+ hyper velocity KEAP | x2 |
| KEAPER KEAP | x1.1 |
| HEAP | x1.5 |
| CBM | x3 |
| Flechette | x5 |
| Illum | x2 |
| Chaff | x2 |
| Incendiary smoke | x1 |
| Chemical smoke | x2 |

*Price:* weight x base price x multiplier.

**KEAP RANGE MODIFIERS**

| *Penetration** | *Long* | *Extreme* |
|---|---|---|
| Less than 10 | -1 | -2 |
| 10-29 | -2 | -4 |
| 30-34 | -3 | -6 |
| 35-39 | -4 | -8 |
| 40 or more | -5 | -10 |

*at effective range

Penetration at any range may not be less than 0.

**CPR LASER GUIDANCE TABLE**

| *TL* | *Price* |
|---|---|
| 8 | 1000 Cr |
| 9 | 800 Cr |
| 10 | 600 Cr |
| 11 | 400 Cr |
| 12+ | 200 Cr |

**FLECHETTE TABLE**

| *Type* | *Danger space* |
|---|---|
| Howitzer | 5 |
| Med. velocity | 10 |
| High velocity | 15 |
| Hyper velocity | 20 |
| *Bore* | *Hit DM* |
| 2-2.5 | +2 |
| 3-3.5 | +3 |
| 4-6.5 | +4 |
| 7-10 | +5 |
| 11+ | +6 |

*Danger space:* Length of danger space in cm.

*Bore:* Bore size in cm.

**AUTOFIRE BONUS TABLE**

| *Rounds* | *Eff.* | *Long* | *Ext.* | *Targets* |
|---|---|---|---|---|
| 20 | +2 | +1 | 0 | 2 |
| 40 | +3 | +2 | +1 | 4 |
| 80 | +4 | +3 | +1 | 8 |
| 160 | +5 | +4 | +2 | 16 |
| 320 | +6 | +5 | +2 | 16 |
| 640 | +7 | +5 | +3 | 16 |
| 1280 | +8 | +6 | +3 | 16 |
| 2560 | +9 | +7 | +4 | 16 |

*Rounds:* Rounds per phase. If the number of rounds fired by a weapon falls between two values, use the lower of the two.

*Eff, Long, Ext:* Autofire hit bonus at effective, long, and extreme ranges.

Targets: Number of targets engaged.

**MD GUN INPUT MULTIPLIERS**

| *Type* | *Multiplier* |
|---|---|
| Mortar | .01 |
| Howitzer | .10 |
| Medium velocity | .50 |
| High velocity | 1.0 |
| Hyper velocity | 1.5 |

**BATTERY TABLE**

| *TL* | *Storage* | *Price* |
|---|---|---|
| 8 | 1.25 | 325 |
| 9 | 2.25 | 375 |
| 10 | 3 | 525 |
| 11 | 3.5 | 675 |
| 12 | 4 | 850 |
| 13 | 10 | 3000 |
| 14 | 15 | 5000 |
| 15 | 25 | 10000 |

*Storage:* Amount of energy stored per kg of battery in megawatt-seconds. (1 megawatt-second will produce 1 megawatt of power for 1 second, .1 megawatts for 10 seconds, etc.)
*Price:* Price in Cr per kg of battery.
*Volume:* A battery is .001 $m^3$ per kg.

**LASER HIT BONUS TABLE**

| *Type* | *DM* | *Targets* |
|---|---|---|
| Beam | +2 | 2 |
| Pulse: 1 lens | 0 | 1 |
| 2-3 lenses | +1 | 1 |
| 4-7 lenses | +2 | 2 |
| 8-15 lenses | +3 | 4 |
| 16 lenses | +4 | 8 |

*DM:* Hit bonus DM.
*Targets:* Number of targets engaged.

**LASER PENETRATION TABLE**

| *Range* | *TL 8-12* | | *TL 13+* | |
|---|---|---|---|---|
| | *Beam* | *Pulse* | *Beam* | *Pulse* |
| Effective | 10 | 12 | 12 | 15 |
| Long | 5 | 6 | 6 | 7 |
| Extreme | 2 | 3 | 3 | 4 |

**ENERGY WEAPON TABLE**

| *TL* | *Weight* | *Output* |
|---|---|---|
| 10 | 50 | .20 |
| 11 | 30 | .24 |
| 12 | 14 | .28 |
| 13 | 6 | .28 |
| 14 | 5 | .40 |
| 15 | 3.5 | .40 |

*Weight:* in kg per megawatt of input.
*Output:* in megawatts per megawatt of input.

**ENERGY WEAPON MULTIPLIER TABLE**

| *Range* | *------Plasma------* | | *------Fusion------* | |
|---|---|---|---|---|
| | *Range* | *Pen.* | *Range* | *Pen.* |
| Effective | x1 | x30 | x1.5 | x40 |
| Long | x2 | x10 | x3 | x15 |
| Extreme | x4 | x1 | x6 | x2 |

*Range:* Range multiplier.
*Pen:* Penetration multiplier.

**RAPID PULSE TABLE**

| *Tech Level* | *Bonus +2* | *+3* | *+4* | *+5* | *+6* | *+7* | *+8* |
|---|---|---|---|---|---|---|---|
| 11 | 5 | – | – | – | – | – | – |
| 12 | 10 | 5 | – | – | – | – | – |
| 13 | 15 | 10 | 5 | – | – | – | – |
| 14 | 25 | 20 | 15 | 10 | 5 | – | – |
| 15 | 35 | 30 | 25 | 20 | 15 | 10 | 5 |
| Targets | 2 | 4 | 8 | 16 | 16 | 16 | 16 |
| Multiplier | x2 | x4 | x8 | x16 | x32 | x64 | x128 |

*Bonus:* Hit bonus. The numbers are maximum allowed input in megawatts to receive that hit bonus at a given tech level.
*Multiplier:* Input multiplier.

**DIRECT FIRE CONTROL TABLE**

| | | Range | | | |
|---|---|---|---|---|---|
| *TL* | *Weight* | *Effective* | *Long* | *Extreme* | *Price* |
| 5 | .005 | .6 | 1 | 2.5 | 500 |
| 6 | .01 | 1 | 2 | 3.5 | 1000 |
| 7 | .02 | 1.5 | 2.5 | 4 | 5000 |
| 8 | .03 | 2 | 3 | 4.5 | 10000 |
| 9 | .05 | 2.5 | 3.5 | 5 | 20000 |
| 10 | .06 | 3 | 4 | 5.5 | 30000 |
| 11 | .07 | 3.5 | 4.5 | 8 | 50000 |
| 12 | .08 | 4.5 | 9 | 18 | 100000 |
| 13 | .09 | 5.25 | 10.5 | 21 | 125000 |
| 14 | .1 | 7.75 | 15.5 | 31 | 150000 |
| 15 | .12 | 10 | 20 | 40 | 250000 |

*Weight:* in tons. Volume in $m^3$ equals weight.
*Range:* Effective, long, and extreme range in km.
*Price:* in Cr.

**INDIRECT FIRE CONTROL TABLE**

| *TL* | *Weight* | *Price* |
|---|---|---|
| 5 | .05 | 6000 |
| 6 | .075 | 8000 |
| 7 | .1 | 10000 |
| 8+ | .2 | 20000 |

*Weight:* in tons. Volume in $m^3$ equals weight.
*Price:* in Cr.
Multiply weight and price of fire control for mortars by .25.

**FIRE DIRECTION CENTER TABLE**

| *TL* | *Targets* | *Initiative* | *Weight* | *Price* |
|---|---|---|---|---|
| 5 | 1 | – | .1 | .1 |
| 6 | 1 | – | .2 | .2 |
| 7 | 2 | – | .3 | .3 |
| 8 | 3 | +1 | 4 | 4 |
| 9 | 4 | +1 | 5 | 6 |
| 10 | 8 | +2 | 6 | 8 |
| 11 | 16 | +2 | 7 | 12 |
| 12 | 25 | +2 | 8 | 15 |
| 13 | 25 | +2 | 9 | 16 |

*Targets:* Number of fire missions the center may control at a time.
*Initiative:* Addition to initiative of weapon crews.
*Weight:* Weight in tons. Volume in $m^3$ equals weight.
*Price:* Price in millions of Cr.

## OPERATOR GUIDED MISSILE TABLE

| *TL* | *Link* | *Weight* | *Price* | *Hit DM* | *Range* |
|---|---|---|---|---|---|
| 6 | wire | 1/10 | 40/400 | +1 | 4 |
| 7 | wire | 2/15 | 80/800 | +3 | 4 |
| 8 | wire | 2/15 | 100/1200 | +3 | 8 |
| 9+ | wire | 2/15 | 100/1500 | +3 | 10 |
| 7-8 | laser | 2/20 | 150/1600 | +3 | 10 |
| 9-12 | laser | 2/20 | 150/3000 | +3 | 12 |
| 13+ | laser | 2/20 | 150/4000 | +3 | 12 |
| 7+ | maser | 2/20 | 200/4000 | +3 | 10 |
| 7 | radio | 3/20* | 120/1000 | +3 | * |
| 8 | radio | 2/20* | 150/1500 | +3 | * |
| 9+ | radio | 2/20* | 200/2000 | +3 | * |

*Weight:* in kg of guidance in missile/launcher.
*Price:* in Cr of guidance in missile/launcher.
*Range:* Maximum range of guidance system in km.
*In addition to the listed launcher price and weight, the guidance system must be provided with a radio; prices and weights are given in the electonics section of this book. Maximum range is the range of the radio.

## PROPELLANT TABLE

| *Range* | *Weight Multiplier* |
|---|---|
| 1 | x1 |
| 1.5 | x1.5 |
| 2 | x2 |
| 2.5 | x2.5 |
| 3 | x3 |
| 3.5 | x3.5 |
| 4 | x4 |

*Range:* in km.
Add .5 to multiplier for each km of range over 4; add 1 if TL 6.

## TELEGUIDED MISSILE TABLE

| *TL* | *Weight* | *Price* |
|---|---|---|
| 8 | 3/10 | 1000/2000 |
| 9 | 2/6 | 1500/1500 |
| 10+ | 1/4 | 1500/1000 |

*Weight:* in kg of guidance in missile/launcher.
*Price:* in Cr of guidance in missile/launcher

## TARGET MEMORY MISSILES

| *TL* | *Weight* | *DM* | *Multiplier* |
|---|---|---|---|
| 8 | 3/10 | +1 | x10 |
| 9 | 2/10 | +2 | x10 |
| 10-11 | 1/10 | +3 | x3 |
| 12-13 | 1/10 | +3 | x1.5 |
| 14-15 | 1/10 | +3 | x1 |

*Weight:* in kg of guidance in missile/launcher.
*DM:* Hit DM.
*Multiplier:* Speed multiplier.

## TARGET DESIGNATED MISSILES

| *TL* | *Weight* | *Price* |
|---|---|---|
| 8 | 2 | 1000 |
| 9 | 1 | 800 |
| 10 | 1 | 600 |
| 11 | 1 | 400 |
| 12+ | 1 | 200 |

*Weight:* in kg of guidance in missile.
*Price:* in Cr of guidance in missile.

**DRONE MISSILE BRAIN TABLE**

| *TL* | *Weight* | *DM* |
|---|---|---|
| 13 | 20 | +3 |
| 14 | 10 | +4 |
| 15 | 5 | +5 |

*Price:* Cr100,000 each.
*Weight:* in kilograms
*Volume:* Volume in $m^3$ is weight in kg divided by 500.

**DRONE VEHICLE BRAIN TABLE**

| *TL* | *Weight* | *Price* | *DM* |
|---|---|---|---|
| 13 | 200 | 2 | -2 |
| 14 | 150 | 1 | -1 |
| 15 | 100 | .75 | 0 |

*Weight:* in kg.
*Price:* in millions of Cr.
*Volume:* Volume in $m^3$ is weight in kg divided by 500.

**AIRFRAME TYPE TABLE**

| *TL* | *Type* | *Weight* | *Price* | *Min Sp* | *Des Sp* | *G-Eff* |
|---|---|---|---|---|---|---|
| 5 | Simple | .01 | 10 | 150/75 | 300 | .85 |
| 6 | Fast subsonic | .05 | 20 | 160/80 | 800 | .90 |
| 6 | Transonic | .10 | 30 | 176/88 | 1100 | .95 |
| 7 | Supersonic | .20 | 40 | 280/140 | 2800 | 1.0 |
| 8 | Hypersonic | .30 | 100 | 350/175 | 4500 | 1.0 |

*Weight:* Weight in tons per ton of aircraft. Add .05 if STOL, .10 if VTOL.
*Price:* Price in thousands of Cr per ton of aircraft. Multiply by 1.3 if STOL, by 1.5 if VTOL.
*Min Sp:* Minimum speed in km per hour for normal aircraft/STOL.
*Des Sp:* Maximum design speed limit of airframe.
*G-Eff:* G efficiency.

**THRUST AGENCY TABLE**

| *TL* | *Type* | *Thrust* | *Fuel* | *Cost* | *Airframe* |
|---|---|---|---|---|---|
| 5 | Basic propeller | 8 | 2 | 5 | Fast subsonic |
| 6 | High performance propeller | 16 | 3 | 10 | Fast subsonic |
| 6 | High performance turboprop | 25 | 5 | 20 | Fast subsonic |
| 6 | High performance turbojet | 30 | 9 | 30 | Supersonic |
| 6 | Basic ramjet | 50 | 40 | 50 | Hypersonic |
| 6 | High performance ramjet | 65 | 50 | 60 | Hypersonic |
| 6 | Basic rocket | 50 | 80 | 50 | Hypersonic |
| 6 | High performance rocket | 65 | 100 | 60 | Hypersonic |
| 7 | Basic turboprop | 20 | 4 | 15 | Fast subsonic |
| 7 | Basic turbojet | 25 | 6.5 | 25 | Supersonic |
| 7 | Basic turbofan | 30 | 7 | 35 | Supersonic |
| 7 | High performance turbofan | 35 | 8 | 40 | Supersonic |

*Thrust:* Thrust multiplier. Add 10 if using reheat with turbojet or turbofan.
*Fuel:* Fuel use multiplier.
*Cost:* Cost multiplier.
*Airframe:* Highest speed airframe with which this thrust agency may be used.

**WEAPON MOUNT TABLE**

| *TL* | *Description* | *Drag* | *Weight* | *Capacity* | *Price* |
|---|---|---|---|---|---|
| 5 | Fixed mount | 0 | 0 | 1 weapon | 0 |
| 5 | Bomb hardpoint | (1) | .02 | 1 bomb | 2000 |
| 5 | Bomb rack | (4) | .10 | 6 bombs | 8000 |
| 5 | Internal bomb bay | 0 | 1.00 | 1 ton of bombs | 15000 |
| 5 | Turret | 4 | .40 | 40 kg of weapons | 5000 |
| 6 | Remote turret | 2 | .50 | 60 kg of weapons | 50000 |
| 7 | Remote turret | 1 | .50 | 60 kg of weapons | 20000 |

*Drag:* Drag points. Values in parentheses affect only loaded aircraft.
*Weight:* Weight in tons.
*Capacity:* Quantity of weapons mount will hold.
*Price:* Price of mount in Cr.

**CREW ACCOMMODATIONS TABLE**

| *TL* | *Type* | *Capacity* | *Weight* | *Price* |
|---|---|---|---|---|
| 5 | Simple cockpit | 1 | .10 | 5000 |
| 5 | Crew station | 1 | .10 | 5000 |
| 5 | Passenger section | 4 | .30 | 5000 |
| 6 | Complex cockpit | 1 | .25 | 50000 |
| 5 | Cockpit armor | (1) | +.10 | 5000 |
| 6 | Ejection seat | (1) | +.10 | 5000 |
| 7 | Advanced ejection seat | (1) | +.25 | 10000 |
| 7 | Rocket escape | (1) | +.50 | 15000 |

*Capacity:* Number of men the station will hold.
*Weight:* in tons.
*Price:* in Cr.
Parenthetical capacities: May be added to a cockpit/station.

**CONTROLS TABLE**

| *TL* | *Type Controls* | *Airframe* | *MP* | *Weight* | *Price* |
|---|---|---|---|---|---|
| 5 | Simple | Fast subsonic | 0 | .05 | 20 |
| 6 | Boosted | Transonic | 1 | .10 | 50 |
| 6 | Powered | Hypersonic | 2 | .15 | 100 |
| 7 | Enhanced | Hypersonic | 4 | .20 | 200 |
| 8 | Computer enhanced | Hypersonic | 6 | .15 | 1000 |

*Airframe:* Highest speed airframe this type of control may be used with.
*MP:* Maneuver points.
*Weight:* Weight multiplier.
*Price:* Price in thousands of Cr per ton of controls.

## HELICOPTER TABLE

| *TL* | *Type* | *Weight* | *Payload* | *Volume* | *Max Speed* | *Cruise Speed* | *NOE Speed* | *Agility* | *Fuel* | *Price* |
|---|---|---|---|---|---|---|---|---|---|---|
| 6 | Light | 2.0 | .7 | 120 | 200 | 140 | 50 | 2 | 100 | 190 |
| | Medium | 5.25 | 2.6 | 220 | 210 | 160 | 50 | 4 | 180 | 600 |
| 7 | Light | 2.4 | 1.5 | 140 | 210 | 190 | 60 | 6 | 200 | 300 |
| | Medium | 7.0 | 4.25 | 420 | 230 | 200 | 60 | 5 | 700 | 1000 |
| | Heavy | 27.0 | 14.0 | 1400 | 300 | 250 | 60 | 5 | 3000 | 3000 |
| 8 | Light | 1.5 | 1.0 | 500 | 315 | 220 | 80 | 7 | 850 | 1500 |

Helicopters as listed above include airframe, powerplant, enhanced controls, and avionics. All else, including fuel, must be added.
*Weight:* Weight of basic helicopter in tons.
*Payload:* Weight of equipment that may be added in tons.
*Volume:* Volume in $m^3$.
*Speed:* in km per hour.
*Fuel:* Fuel use in liters per hour.
*Price:* Price of basic helicopter in thousands of Cr.
*Pilots:* Heavy helicopters require two pilots; all others require one.



## MINEFIELD TABLE

| *Type* | *Mines per field* | |
|---|---|---|
| | *Regular* | *Scatterable* |
| Anti-personnel, pressure | 30 | 18 |
| Anti-personnel, proximity | 15 | 9 |
| Anti-vehicle, pressure | 10 | 6 |
| Anti-vehicle, proximity | 5 | 3 |

**PERSONNEL WOUND TABLE**

| *Dice* | *Effect* |
|---|---|
| 3 or less | No effect |
| 4 | Light wound |
| 5 | Light wound |
| 6 | Light wound |
| 7 | Light wound |
| 8 | Serious wound |
| 9 | Serious wound |
| 10 | Serious wound |
| 11 | Serious wound |
| 12+ | Death |

**ARMOR COMBINATION TABLE**

| *Larger armor minus smaller* | *Addition to larger armor* |
|---|---|
| 0 | +8 |
| 1-2 | +7 |
| 3-4 | +6 |
| 5-7 | +5 |
| 8-10 | +4 |
| 11-13 | +3 |
| 14-18 | +2 |
| 19-28 | +1 |
| 29 or more | +0 |

**Personnel Wound Table DMs:**

+ Weapon penetration
- Target armor

**VEHICLE PENETRATION TABLE**

| | *Round* | | |
|---|---|---|---|
| *Die Roll (1D)* | *HE* | *KEAP* | *Others* |
| 1 or less | No effect | No effect | No effect |
| 2 | Surface | No effect | No effect |
| 3 | 2 Surface | No effect | Surface |
| 4 | 2 Surface | Surface | Surface |
| 5 | 3 Surface | Surface | 2 Surface |
| 6 | Minor | Minor | Minor |
| 7 | Minor | Minor | Minor |
| 8 | Major | Minor | Minor |
| 9 | Major | Minor | Major |
| 10 | Major | Minor | Major |
| 11+ | Major | Major | Major |

**Vehicle Penetration Table DMs:**

+ Weapon penetration
- Target armor

## MORALE TABLES

| | *Proximity to the Enemy/Casualties* | *Panic* |
|---|---|---|
| +1 | Suppressed | Fall Back |
| +2 | Fall back | Forced back |
| +3 | Fall back | Routed |
| +4 | Forced back | Routed |
| +5 | Forced back | Routed |
| +6 | Routed | Routed |

+n is the amount by which the die roll exceeds a unit's morale.

**Instantaneous Morale Modifiers**

| | |
|---|---|
| NCO visible within 10 cm | +1 |
| Officer visible within 10 cm | +2 |
| Supreme commander visible within 10 cm | +3 |
| Each friendly casualty this turn: | |
| personnel within 5 cm* | -1 |
| vehicle within 10 cm* | -2 |
| Unit is concealed | +1 |
| Unit is under cover | +3 |

*Not on the stand checking morale

## AIR SPOTTING TABLE

| *Speed* | *Die Roll* |
|---|---|
| under 100 cm | 2+ |
| +100-200 cm | 3+ |
| +200-300 cm | 4+ |
| +300-400 cm | 5+ |
| +400-500 cm | 6+ |
| +500-600 cm | 7+ |
| +700-800 cm | 8+ |
| +800-900 cm | 10+ |
| +900-1000 cm | 11+ |
| over 1000 cm | 12+ |

DM: In terrain following mode:-2
Units in high mode or using radar spot at 3+

## GROUND SPOTTING TABLE

| | *Distance in cm* | | | |
|---|---|---|---|---|
| *Unit being spotted is:* | *up to 15* | *+15-50* | *+50-150* | *over 150* |
| Moving in concealment | auto | 6+ | 8+ | 10+ |
| Stationary in concealment | 6+ | 8+ | 10+ | 12+ |
| Performing a popup | 5+ | 7+ | 9+ | 11+ |
| Stationary in camouflage | 8+ | 10+ | 12+ | 14+ |

Units in the open are automatically spotted.

DMs: Vehicle or heavy weapon +1
Firing +2
Signature DMs apply

## VEHICLE DAMAGE TABLES

**Minor Penetration**

| *Die Roll (1D)* | *High* | *Low* | | | | |
|---|---|---|---|---|---|---|
| | | *Front* | *Side* | *Rear* | *Top* | *Bottom* |
| 1 | W | EC | E3C | E2C | E2C | E2C |
| 2 | WC | 2C | SC | SC | WC | SC |
| 3 | W2C | 3C | TC | PC | TC | SC |
| 4 | EC | SC | P2C | PC | P2C | S2C |
| 5 | 2C | T2C | F3C | PC | F3C | T2C |
| 6 | AC | A3C | A3C | F2C | A3C | FC |

**Major Penetration**

| *Die Roll (1D)* | *Result* |
|---|---|
| 1 | EST4C |
| 2 | EWA6C |
| 3 | EPF3C |
| 4 | EFA5C |
| 5 | Catastrophic |
| 6 | Catastrophic |

**Vehicle Damage Results: Major and Minor Penetration**

**W:** Weapon. Vehicle's main weapon destroyed.

**E:** Electronics. One electronic system is destroyed. Referee chooses from fire control, communicator, computer, radar. Destroyed fire control is reduced to tech level 5; others cease to work.

**S:** Suspension. Suspension damaged. A ground vehicle is immobilized; a grav vehicle loses one fourth of its total Gs, which may or may not make it unable to move.

**T:** Transmission. The vehicle's transmission is damaged. A ground vehicle is reduced to one tenth speed; a grav vehicle may not move except straight up or down.

**P:** Power plant. The vehicle's power plant is disabled. Vehicles are immobilized and no power-consuming weapons may fire; grav vehicles float to the ground.

**F.** Fuel. If the power plant is tech level 8-, its fuel explodes; a catastrophic hit. Otherwise no damage.

**A:** Ammunition. If the main weapon uses explosive ammunition (HE, HEAP, or KEAPER) or blows up; a catastrophic hit. Otherwise, no damage.

**Cn:** Crew. The indicated number of crew members are hit (if n exceeds the number of crew, some are hit twice). Roll on the personnel wound table for each; use the penetration of the round and the combined armor of the crew member and the vehicle.

**Catastrophic:** A catastropic hit destroys the vehicle; all crew are killed.

## WEAPON DAMAGE TABLE

| *Die Roll (1D)* | *Surface Damage* | *Minor Penetration* | *Major Penetration* |
|---|---|---|---|
| 1 | J1 | GA3C2 | DC2 |
| 2 | J2 | J4 | DC3E |
| 3 | I | A6 | DC3E |
| 4 | A1 | D | DC4E |
| 5 | A2 | D | DC4E |
| 6 | A3 | D | DC4E |

**Weapon Damage Results**

**Jn:** Weapon jammed; it may not fire for nx1D turns.

**I:** Immobilized; a towed weapon may not be moved; no effect on self-propelled.

**An:** Loss of Accuracy; indirect fire accuracy is reduced by n. For direct fire, n is a negative DM.

**G:** Gunshield destroyed.

**D:** Weapon destroyed.

**Cn:** Each crew member receives a fragmentation attack; it hits on 8+, with a penetration of n.

**E:** If the weapon uses explosive ammunition (HE, HEAP, or KEAPER), it blows up; each crew member receives one contact hit from the weapon.

## SURFACE DAMAGE TABLE

| *Die* | *Result* |
|---|---|
| 2 | Weapon |
| 3 | Turret |
| 4 | Suspension |
| 5 | Cupola |
| 6 | Suspension |
| 7 | Vision |
| 8 | Communicator |
| 9 | Sensor |
| 10 | Launch Rail |
| 11 | Radar |
| 12 | Fire control |

**Surface Damage Results**

**Weapon:** The vehicle's largest weapon is disabled.

**Turret:** The vehicle's turret or remote mount is jammed and may not traverse.

**Suspension:** A tracked vehicle is immobilized; a wheeled vehicle's speed is reduced by 50%; an ACV is immobilized by a belly hit only; a grav vehicle is unaffected.

**Cupola:** One cupola or pintel mounted weapon is disabled.

**Vision:** One vision enhancement device is disabled.

**Communicator:** One communicator is disabled.

**Sensor:** Laser sensors on one side of vehicle are disabled.

**Launch rail:** one tac missile launch rail is disabled.

**Radar:** One radar, ladar, direction finder, or jammer is disabled.

**Fire control:** One fire control system is disabled. Reduce to tech level 5.

## DIRECT FIRE HITS

| | |
|---|---|
| Effective range | 8+ |
| Long range | 10+ |
| Extreme range | 12+ |
| Fragmentation | 8+ |

### Direct Fire Hit DMs

| | |
|---|---|
| Autofire or accuracy bonus | as in weapon rating |
| If weapon has lost accuracy | as on weapon damage table |
| Recon by fire | -4 |
| If gunner is elite | +3 |
| If gunner is veteran | +2 |
| If gunner is regular | +1 |
| For each light wound on gunner | -1 |
| If gunner moved: | |
| Infantry | -2 FFP, no fire EFP |
| Vehicle | as in vehicle rating |
| If target moved: | |
| 80-160 cm | -1 |
| +160-240 cm | -2 |
| +240-320 cm | -3 |
| +320-400 cm | -4 |
| +400-480 cm | -5 |
| +480-560 cm | -6 |
| +560-640 cm | -7 |
| +640-720 cm | -8 |
| +720-800 cm | -9 |
| over 800 cm | -10 |
| If target is concealed | -1 |
| If target is infantry and evading | -1 |
| If target is a vehicle | as in vehicle rating for high or low hit |

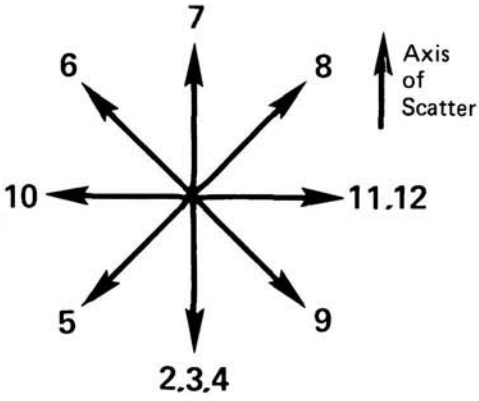
## MELEE TABLE

| *Die Roll* | *Result* |
|---|---|
| 7- | No effect |
| 8-11 | Light wound |
| 12-15 | Serious wound |
| 16+ | Dead |

## BEATEN ZONE TABLE

| *Number of Rounds* | *Sheaf Size* |
|---|---|
| 1 | 1x |
| 4 | 2x |
| 16 | 4x |
| 25 | 5x |
| 36 | 6x |
| 49 | 7x |
| 64 | 8x |
| 81 | 9x |
| 100 | 10x |
| 121 | 11x |
| 144 | 12x |
| 169 | 13x |
| 196 | 14x |
| 225 | 15x |
| Air burst HE | x2 |
| CBM | x4 |

**Deviation Direction**




## DEVIATION DISTANCE TABLE

| *Modified Roll* | *Deviation* |
|---|---|
| 0 or less | 80 |
| 1-2 | 75 |
| 3-4 | 70 |
| 5-6 | 65 |
| 7-8 | 60 |
| 9-10 | 55 |
| 11-12 | 50 |
| 13-14 | 45 |
| 15-16 | 40 |
| 17-18 | 35 |
| 19-20 | 30 |
| 21-22 | 25 |
| 23-24 | 20 |
| 25-26 | 15 |
| 27-28 | 10 |
| 29-30 | 5 |
| 31+ | on target |

**Deviation Table DMs:**

| | |
|---|---|
| Weapon accuracy | + or - |
| High initiative crew | +4 |
| Low initiative crew | -4 |
| Observer has map box | +1 |
| *Per turn of correction:* | |
| Average initiative observer | +1 |
| High initiative observer | +2 |
| Per turn of fire if gunner can see target | +2 |
| If range is: | |
| 5 km or less | +8 |
| + 5-10 km | +5 |
| +10-20 km | +4 |
| +20-40 km | +2 |

## INDIRECT FIRE HITS

| | |
|---|---|
| Contact hit | 11+ |
| Fragmentation hit | 10+ |

**Indirect Fire Hit DMs:**

| | *Fragmentation* | *Contact* |
|---|---|---|
| Converged Sheaf | +2 | +1 |
| Dispersed sheaf | -1 | -1 |
| Scattered sheaf | -2 | -2 |
| CBM rounds | varies with weapon | |

## STRIKER ERRATA

The following errata have been found in the second printing of *Striker.*

**The Design Sequence Tables:** On the notes to the CPR gun table, the tech level modifiers for HE penetration are wrong. Count down one row for each *two* tech levels above 6, as stated in Book 3.

The tac missile propellant table has been changed, as shown at right. Increase the weight multiplier by .1 for every km of range over 4.

**PROPELLANT TABLE**

| *Range* | *Weight Multiplier* |
|---|---|
| 1 | x1 |
| 1.5 | x1.5 |
| 2 | x2 |
| 2.5 | x2.25 |
| 3 | x2.5 |
| 3.5 | x2.75 |
| 4 | x3 |

**Book 2:** In Rule 75, Naval Vessels, the *Striker* armor rating corresponding to a *High Guard* armor rating of zero should be 40, not 60.

**Book 3:** Grav generators are available starting at tech level 8.

In Design Sequence 2, CPR Guns, it should be stated that the effects of illum and chaff rounds last for two turns.

In Design Sequence 9, Tac Missiles, it should be stated that all tac missiles have a signature DM of +2.

The characteristics of grav modules as given in Design Seqence 10, Drone Missiles and Vehicles, are wrong. Each kilogram of grav module costs Cr50, has a volume of .0005 cubic meters, and produces 25 kilograms of thrust.

In Design Sequence 11, Aircraft, the agility formula should be altered. Instead of the term MS/100, substitute the direct fire hit DM (from the combat tables) corresponding to the aircraft's maximum speed.

Note that aircraft agility in *Striker* is not the same as agility in *High Guard.* To find a spacecraft's *Striker* agility, determine its maximum speed by checking its *High Guard* agility against the grav vehicle speed table; then use the aircraft agility formula.