DR Effect on Infantry
TU in vehicle

1 - 4
Infantry unaffected - they may get out of the vehicle or not as they choose.

5
They’ve been hit. Dice again for effect against infantry using the weapon’s FP against the infantry TU in the vehicle. For a vehicle TU of DV6 or less count the vehicle as Light Cover (+1) or if the vehicle TU had a DV of 7 or more from the direction of fire - Heavy Cover (+2). This becomes a ‘regular’ attack against infantry: if the infantry TU is hit, it is destroyed. If not, it is suppressed and the TU clears out to the area immediately around the destroyed vehicle (within range Point Blank).

5
They’ve been hit. Dice again for effect against infantry using the weapon’s FP against the infantry TU in the vehicle. For a vehicle TU of DV6 or less count the vehicle as Light Cover (+1) or - if the vehicle TU had a DV of 7 or more from the direction of fire - Heavy Cover (+2). This becomes a ‘regular’ attack against infantry: if the infantry TU is hit, it is destroyed. If not, it is suppressed and the TU clears out to the area immediately around the destroyed vehicle (within range Point Blank).

6+
Any transported infantry are destroyed.

Die Roll

Effect of Satchel Charge

1
Blows up before it’s thrown: host Infantry TU destroyed.

2
Device fails to detonate: no effect

3 - 4
1 Suppression Marker on host Infantry TU and target TU. If target TU is a vehicle, then no effect.

5
1 Suppression Marker on host Infantry TU and target infantry TU destroyed. If target is vehicle: FP 4.

6
1 Suppression Marker on host Infantry TU and target infantry TU destroyed. If target is vehicle: FP 6.

2d6 Dice

Infantry Target

Vehicle target

9
1 Suppression Marker

No Effect

10
2 Suppression Markers

Hit against DV6

11
3 Suppression Markers

Hit against DV7-8

12
4 Suppression Markers

Hit against DV9+

Die Roll

DAMAGE - Effect on a Building

1
1 Suppress on infantry inside

2
As roll 1, plus breech in wall.

3
As rolls 1 & 2, plus building burning.

4
As rolls 2 & 3, plus 2 Suppress on infantry inside

5
As rolls 2 & 3, plus 3 Suppress on infantry inside

6 +
Building destroyed, all infantry inside killed.

Mine Attack

What sets it off

Light Shots 1, Firepower 3/1 Always set off by contact.

Medium Shots 1, Firepower 3/5 Infantry & NoE set it off on a 6. Vehicles always set it off.

Heavy Shots 1, Firepower 5/8 Infantry & NoE do not set it off. Vehicles always set it off.

Miners - Types and Effects

SNIPER ATTACKS

ATTACKS on BUILDINGS

BUILDINGS - Target Type

Defensive Value (DV)

Light Building (e.g. wooden construction) 6

Medium Building (e.g. brick construction) 7

Heavy Building (e.g. reinforced concrete) 7

Light Bunker, steel bridges etc 8

Heavy Bunker (Starport Main Buildings) 9

Die Roll

DAMAGE - Effect on a Building

1
1 Suppress on infantry inside

2
As roll 1, plus breech in wall.

3
As rolls 1 & 2, plus building burning.

4
As rolls 2 & 3, plus 2 Suppress on infantry inside

5
As rolls 2 & 3, plus 3 Suppress on infantry inside

6 +
Building destroyed, all infantry inside killed.

HITS ON INFANTRY IN VEHICLES

DR

Effect on Infantry TU in vehicle

1 - 4
Infantry unaffected - they may get out of the vehicle or not as they choose.

5
They’ve been hit. Dice again for effect against infantry using the weapon’s FP against the infantry TUs in the vehicle. For a vehicle TU of DV6 or less count the vehicle as Light Cover (+1) or - if the vehicle TU had a DV of 7 or more from the direction of fire - Heavy Cover (+2). This becomes a ‘regular’ attack against infantry: if the infantry TU is hit, it is destroyed. If not, it is suppressed and the TU clears out to the area immediately around the destroyed vehicle (within range Point Blank).

6+
Any transported infantry are destroyed.
NOTES

- Steel Rain assets cost LPs to call in a strike and fire at their maximum range - NA. Adjust LPs required for multiple barrel shots.
- No observation of target = Minus 1QR to hit. Observation is from any friendly unit.
- ConFire: Like regular mortar equipped TUs,
- Lasers and powerguns etc get the same interception rolls as they would against artillery rounds (the red triangles on the TU cards page 124).
- Snipers may spot for off-table mortars as they would for other off-table artillery (page 120). 1LP spent with a sniper raises the QR by 1. This can be combined with ConFire.

WHEN?

With “Steel Rain”, fire for mortars is initiated in Phase 5, as per normal, but arrives on target during Phase 7b of the following round – NOT – Phase 7b of the same round, as would normally happen with mortars used on-table.

COUNTER BATTERY

For results of Counter-Battery fire check the Detecting and Attacking off-table weapons systems chart, above right.

First establish if the firer has been detected using the red and green columns and - only if it is - then bowl a dice and use the number generated on the chart above using the far right column called Counter-Battery Fire Number Generator which uses a bonus in red added to a d6. This costs 4LPs.

Finally use that number on the chart right, applying any modifiers (in red). The charts indicate that a TU can be missed or damaged (or suppressed in the case of infantry) and - in some circumstances - still retire.

ADDITIONAL PLAY SHEET - STEEL RAIN & COUNTER FIRE

Comparisons of off-table artillery Leadership Point costs using optional rules ‘The Big Guns’ and ‘Steel Rain’.

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>LPs needed to fire</th>
<th>Shots Fired*</th>
<th>Fire Power</th>
<th>Quality Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Light Mortar</td>
<td>3</td>
<td>3</td>
<td>3/1</td>
<td>-1 QR</td>
</tr>
<tr>
<td>Heavy Mortar</td>
<td>3</td>
<td>1</td>
<td>5/4</td>
<td>-1 QR</td>
</tr>
<tr>
<td>Light Artillery</td>
<td>16</td>
<td>6</td>
<td>4/4</td>
<td>No Change</td>
</tr>
<tr>
<td>Heavy Artillery</td>
<td>20</td>
<td>6</td>
<td>5/6</td>
<td>No Change</td>
</tr>
</tbody>
</table>

* This can vary – check the TU cards

Detecting and Attacking off-table weapons systems

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Roll needed to detect</th>
<th>Counter-Battery Fire Number Generator</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Elite/Veteran</td>
<td>Trained/Green</td>
</tr>
<tr>
<td>Light Mortar</td>
<td>5+</td>
<td>6+</td>
</tr>
<tr>
<td>Heavy Mortar</td>
<td>5+</td>
<td>6+</td>
</tr>
<tr>
<td>Light Artillery</td>
<td>5+</td>
<td>6+</td>
</tr>
<tr>
<td>Heavy Artillery</td>
<td>5+</td>
<td>6+</td>
</tr>
</tbody>
</table>

If detected, pay 4LPs to return Counter-Battery fire:

Results of Counter-Battery Fire Number Generator Roll.

+ 1 for Partially Armoured target, -2 for Armoured targets, 1 for Elite and Veteran shooters

<table>
<thead>
<tr>
<th>Dice Result</th>
<th>Counter Battery Fire on target</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-2</td>
<td>Counter-firing TU missed – no effect *</td>
</tr>
<tr>
<td>3-4</td>
<td>Target vehicle TU hit but no effect on vehicles*</td>
</tr>
<tr>
<td></td>
<td>1 suppression marker on a target infantry TU*</td>
</tr>
<tr>
<td>5-6</td>
<td>Target vehicle TU hit: no firing next turn*</td>
</tr>
<tr>
<td></td>
<td>2 suppression markers on a target infantry TU*</td>
</tr>
<tr>
<td>7</td>
<td>Target vehicle TU badly hit: no firing next turn.</td>
</tr>
<tr>
<td></td>
<td>3 suppression markers on a target infantry TU</td>
</tr>
<tr>
<td>8</td>
<td>Target vehicle TU is out of action permanently but not destroyed.</td>
</tr>
<tr>
<td></td>
<td>Target infantry TU is destroyed</td>
</tr>
<tr>
<td>9-13</td>
<td>Target battery completely destroyed</td>
</tr>
</tbody>
</table>

* Target can withdraw if they chose after this round of Counter-Battery return fire