



### ATTACKS on BUILDINGS

BUILDINGS - Target Type	Defensive Value (DV)	Die Roll	DAMAGE - Effect on a Building
Light Building (e.g. wooden construction)	6	1	1 Suppress on infantry inside
Medium Building (e.g. brick construction)	7	2	As roll 1, plus breach in wall.
Heavy Building (e.g. reinforced concrete)	7	3	As rolls 1 & 2, plus building burning.
Light Bunker, steel bridges etc	8	4	As rolls 2 & 3, plus 2 Suppress on infantry inside
Heavy Bunker (Starport Main Buildings)	9	5	As rolls 2 & 3, plus 3 Suppress on infantry inside
		6 +	Building destroyed, all infantry inside killed.

### SNIPER ATTACKS

2d6 Dice	Infantry Target	Vehicle target
9	1 Suppression Marker	No Effect
10	2 Suppression Markers	Hit against <b>DV6</b>
11	3 Suppression Markers	Hit against <b>DV7-8</b>
12	4 Suppression Markers	Hit against <b>DV9+</b>

### 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 <i>Point Blank</i> ).
6+	Any transported infantry are destroyed

### MINES - TYPES AND EFFECTS

Mine Type	Attack	What sets it off
Light	Shots <b>1</b> , Firepower <b>3/1</b>	Always set off by contact.
Medium	Shots <b>1</b> , Firepower <b>3/5</b>	Infantry & NoE set it off on a 6. Vehicles always set it off.
Heavy	Shots <b>1</b> , Firepower <b>5/8</b>	Infantry & NoE do <b>not</b> set it off. Vehicles always set it off.

### SACHEL CHARGE EFFECTS

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: <b>FP 4</b> .
6	1 Suppression Marker on host Infantry TU and target infantry TU destroyed. If target is vehicle: <b>FP 6</b> .



■ **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 = **Minus1QR** 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.

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

Weapon Type	LPs needed to fire	Shots Fired*	Fire Power	Quality Level
Light Mortar	3	3	3/1	-1 QR
Heavy Mortar	3	1	5/4	-1 QR
Light Artillery	16	6	4/4	No Change
Heavy Artillery	20	6	5/6	No Change

*\* This can vary – check the TU cards*

**Detecting and Attacking off-table weapons systems**

Weapon Type	Roll needed to detect		Counter-Battery Fire Number Generator
	Elite/Veteran	Trained/Green	
Light Mortar	5+	6+	1+1d6
Heavy Mortar	5+	6+	3+1d6
Light Artillery	5+	6+	4+1d6
Heavy Artillery	5+	6+	6+1d6

**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**

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

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