SF3D ALTERNATE SPACE

S.A.F.S. (Super Armoured Fighting Suit)

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	Armour	Move	Agility	Weight	Weapons	Remote Designator	N
Scout	25	20	5	2	Auto-Cannon	Yes	I
Destroyer	35	12	3	4	Improved RPG	Yes	II
DX	45	9	1	6	Improved Laser	Yes	III
Fireball	20	30	5	4	Auto-Cannon	Yes	IIII
H.A.F.S.	55	12	117	12	Auto-Cannon	Yes	
Walker					Improved RPG	Yes	
Actions	PARTY A						

- 3 actions per turn per figure, Maximum of two of the same type of action per turn (any order)
- Actions are: move, fire, stand up, hand-to-hand, aim, climb, 'special'

Movement

- Move distances (as per the table above) are per action.
- Turning on the spot is free.
- 1 action to change level (more than figure height) unless it is a Fireball (see below)
- Fireball This has a higher movement allowance (a sort of 'bounce'); no penalty for 'climbing' as long as it's within the move distance.

Hand to Hand

- Each rolls 1d6 and adds their 'Agility' value (x2 if opponent on the ground)
- Highest score wins, inflicts damage = weight of the winner
- Loser knocked over backwards if winner has a greater than loser armour weight.
- Falling from a height doubles the damage
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 - Loser knocked over backwards if winner has a greater than loser armour weight.
 - Highest score wins, inflicts damage = weight of the winner

Each rolls 146 and adds their 'Agility' value (x2 if opponent on the ground)

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Snoito A

Improved RPG SƏX Walker Auto-Cannon 22 SƏX 12 17 R.A.F.S. Auto-Cannon 5 SƏX 30 50 **Fireball** b Improved Laser 9 St III SƏX 6 DX Destroyer Improved RPG 3 IISƏX b 17 32 Auto-Cannon SƏY 50 25 Scout

IIII **Designator** Weight Agility ON Meapons Элом **Armour** Remote

SF3D ALTERNATE SPACE

P.K.A. (Panzer Kampf Anzug) ausf.M

	Armour	Move	Agility	Weight	Weapons	Rem Desi	ote gnato <u>r</u>
Scout	20	15	4	1	Auto-Cannon	Yes	I 🗐
Destroyer	30	9	2	3	RPG	No	III
DX	40	6	0	5 6	RPG (some have	No	II
			1		Auto-Cannon too)	15	E !
Fireball	20	30	5	4	Auto-Cannon	Yes	IIII

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IIII	SəY	nonnsD-otuA	Þ	S	30	70	Fireball
1	144	(oot nonng-otuA		- add	1		
III de	oN	PPG (some have	2	0	9	0 b	DX
III	οN	ВРБ	3	7	6	30	Destroyer
IN	SƏX	Auto-Cannon	IGT I	b	ST	70	Scout

Designator Weight Weapons Remote YJilipA **Armour Move**

P.K.A. (Panzer Kampf Anzug) ausf.M – "MELUSINE"

2000		1	2	3	4	5	6	7	8
	Marked	9	10	11	12	13	14	15	16
		17	18	19	20				
SECTION OF THE PARTY OF THE PAR									

	1	2	3	4	5	6	7	8
Marked	9	10	11	12	13	14	15	16
	17	18	19	20	21	22	23	24
	25	26	27	28	29	30		

	1	2	3	4	5	6	7	8
Marked	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

Firing

- Nominate firer and target then measure range
- State whether using an extra action to 'aim' (+1 to roll)
- Basic scores to hit are:

Short range: 3+ Long Range: 5+

REMOTE DESIGNATOR: Measure range from nearest friendly figure in line-of-sight to target. Target must still be within overall range of the weapon. 'Designation' does not count as an action for the one doing the spotting.

Ranges ROF Damage & Specials

Auto-cannon – Scouts, Fireball and some DX

Short – 15" 5d6 DAMAGE = 1pt per hit

Laser – Destroyers

 $Short - 24'' \quad 1d6 \quad DAMAGE = 1d6 + 3$

RPG - DX

Short -24'' 1d6 DAMAGE = 6 + 1d6

Fire once per turn; a direct hit knocks target over

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BPG-DX

24. 146 DAMAGE = 146 + 3

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Ranges ROF Damage & Specials

Auto-cannon – Scouts, Fireball and H.A.F.S

Short -15'' 5d6 **DAMAGE** = 1pt per hit

Improved Laser - DX

Short – 30" 3d6 If ANY die-roll is successful, it counts as a hit.

DAMAGE = the 'median' dice score rolled (i.e. if two dice are the

same, that's very bad news!).

So '2,3,6'=3pts, '2,2,5'=4pts, '1,5,5'=10pt

Improved RPG – Destroyer and H.A.F.S

Short – 36" 2d6 If ANY die-roll is successful, it counts as a hit.

DAMAGE = 6 + 2d6

Fire once per turn; hits knock target over

BLAST: If it misses, it still has a localised 'blast effect' on the target of the number rolled on the 'to hit' dice. Only affects target figure.

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Improved RPG – Destroyer and H.A.F.S

1401 = 2.2,2,1', 15.5' = 30.2,2', 15.5' = 30.2,1', 15.5' = 30.2,1'

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Auto-cannon – Scouts, Fireball and H.A.F.S.

Ranges ROF Damage & Specials

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REMOTE DESIGNATOR: Measure range from nearest friendly figure in line-of-sight to target. Target must still be within overall range of the weapon. 'Designation' does not count

Long Range: 5+

Short range: 3+

- Basic scores to hit are:
- State whether using an extra action to 'aim' (+1 to roll)
 - Nominate firer and target then measure range

Firing