

SF3D ALTERNATE SPACE

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

	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. Walker	55	12	1	12	Auto-Cannon Improved RPG	Yes Yes	

Actions

- 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



- 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

Hand to Hand

- 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.

Movement

- 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'

Actions


	Armour	Move	Agility	Weight	Weapons	Remote Designator	No
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. Walker	55	12	1	12	Auto-Cannon Improved RPG	Yes Yes	

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

SF3D ALTERNATE SPACE

SF3D ALTERNATE SPACE

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

	Armour	Move	Agility	Weight	Weapons	Remote Designator
Scout	20	15	4	1	Auto-Cannon	Yes I 
Destroyer	30	9	2	3	RPG	No III
DX	40	6	0	5	RPG (some have Auto-Cannon too)	No II
Fireball	20	30	5	4	Auto-Cannon	Yes IIII

Actions

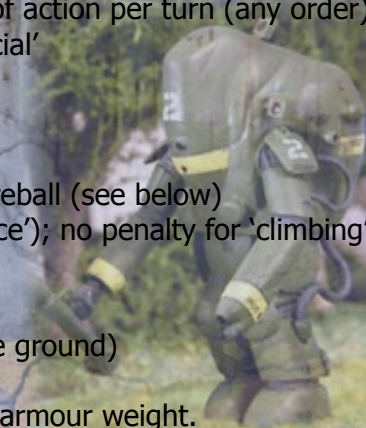
- 3 actions per turn per figure, Maximum of two of the same type of action per turn (any order)
- Actions are: move, fire, stand up, hand-to-hand, aim, climb, 'special'

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's 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



- 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'
- 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's 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.
- 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

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

Actions

	Armour	Move	Agility	Weight	Weapons	Remote Designator
Scout	20	15	4	1	Auto-Cannon	Yes I
Destroyer	30	9	2	3	RPG	No III
DX	40	6	0	5	RPG (some have Auto-Cannon too)	No II
Fireball	20	30	5	4	Auto-Cannon	Yes IIII

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

SF3D ALTERNATE SPACE

Scout P.K.A. ausf.M – "MELUSINE"



	1	2	3	4	5	6	7	8
Marked	9	10	11	12	13	14	15	16
I	17	18	19	20				

Destroyer P.K.A. ausf.M – "MELUSINE"



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

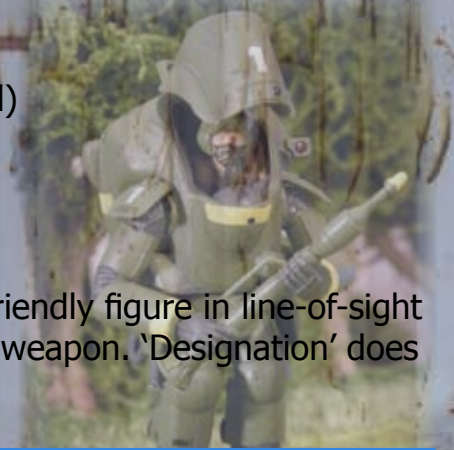
DX P.K.A. ausf.M – "MELUSINE"



	1	2	3	4	5	6	7	8
Marked	9	10	11	12	13	14	15	16
III	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"	1d6	DAMAGE = 1d6 + 3
RPG – DX		
Short – 24"	1d6	DAMAGE = 6 + 1d6 Fire once per turn; a direct hit knocks target over

© IVAN CONGREVE, BRIAN CAMERON ,PETER MERRITT

© IVAN CONGREVE, BRIAN CAMERON ,PETER MERRITT

Ranges	ROF	Damage & Specials
Auto-cannon – Scouts, Fireball and some DX		
Short – 15"	5d6	DAMAGE = 1pt per hit
Laser – Destroyers		
Short – 24"	1d6	DAMAGE = 1d6 + 3
RPG – DX		
Short – 24"	1d6	DAMAGE = 6 + 1d6 Fire once per turn; a direct hit knocks target over

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.

- 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+

Firing



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 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.

© IVAN CONGREVE, BRIAN CAMERON ,PETER MERRITT

© IVAN CONGREVE, BRIAN CAMERON ,PETER MERRITT

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.

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

Auto-cannon – Scouts, Fireball and H.A.F.S
 Short – 15" 5d6 **DAMAGE** = 1pt per hit

Ranges ROF Damage & Specials

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.

Long Range: 5+

Short range: 3+

- Basic scores to hit are:

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

Firing