

QUICK REFERENCE - TABLES

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| IN RESERVE TABLE | | | |
|------------------|----|----|----|
| TURN | 1 | 2 | 3+ |
| REQUIRED ROLL | 6+ | 4+ | 2+ |

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| | | WEAPON ENERGY (E) | | | | | | | | | | | | |
|-------------------|----|-------------------|----|----|----|----|----|----|----|----|----|----|----|----|
| | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 |
| TARGET ARMOUR (A) | 1 | 5+ | 4+ | 3+ | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ |
| | 2 | 6+ | 5+ | 4+ | 3+ | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ |
| | 3 | ⊗ | 6+ | 5+ | 4+ | 3+ | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ |
| | 4 | ⊗ | ⊗ | 6+ | 5+ | 4+ | 3+ | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ |
| | 5 | ⊗ | ⊗ | ⊗ | 6+ | 5+ | 4+ | 3+ | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ |
| | 6 | ⊗ | ⊗ | ⊗ | ⊗ | 6+ | 5+ | 4+ | 3+ | 2+ | 2+ | 2+ | 2+ | 2+ |
| | 7 | ⊗ | ⊗ | ⊗ | ⊗ | ⊗ | 6+ | 5+ | 4+ | 3+ | 2+ | 2+ | 2+ | 2+ |
| | 8 | ⊗ | ⊗ | ⊗ | ⊗ | ⊗ | ⊗ | 6+ | 5+ | 4+ | 3+ | 2+ | 2+ | 2+ |
| | 9 | ⊗ | ⊗ | ⊗ | ⊗ | ⊗ | ⊗ | ⊗ | 6+ | 5+ | 4+ | 3+ | 2+ | 2+ |
| | 10 | ⊗ | ⊗ | ⊗ | ⊗ | ⊗ | ⊗ | ⊗ | ⊗ | 6+ | 5+ | 4+ | 3+ | 2+ |

| STRUCTURE STAT SHEET | | | | | |
|----------------------|---------|-----------|-------------|----|----|
| SIZE | A(WEAK) | A(NORMAL) | A(HARDENED) | DP | G |
| MICRO | 4 | 6 | 8 | 2 | 0 |
| TINY | 4 | 6 | 8 | 4 | 3 |
| SMALL | 4 | 6 | 8 | 10 | 6 |
| NORMAL | N/A | 6 | 8 | 20 | 9 |
| LARGE | N/A | 6 | 8 | 40 | 12 |

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| CQB DAMAGE TABLE | | | | |
|-------------------------|----|----|----|----|
| ENEMY ARMOUR (A) VALUE | 1 | 2 | 3 | 4 |
| ROLL REQUIRED TO DAMAGE | 3+ | 4+ | 5+ | 6+ |

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| DESTROYED AIRCRAFT TABLE | | | |
|--------------------------|--|---|---|
| D6 ROLL | 1-2* | 3,4,5** | 6 |
| RESULT | EMERGENCY LANDING: THE AIRCRAFT IS FORCED TO THE GROUND AND DISABLED, BUT ANY UNITS TRANSPORTED SURVIVE UNHARMED | CRASH LANDING: A MESSY AND FINAL RETURN TO EARTH. ANY UNIT TRANSPORTED IS DESTROYED ON A ROLL OF 4+ | DESTROYED IN THE AIR! THE AIRCRAFT IS BLOWN TO SMITHEREENS! ANY UNITS TRANSPORTED ARE DESTROYED INSTANTLY |

| DESTROYED GROUND TRANSPORT TABLE | | | |
|----------------------------------|--|---|---|
| D6 ROLL | 1-2 | 3,4,5 | 6 |
| RESULT | DISABLED: THE TRANSPORT IS FOR ALL INTENTS AND PURPOSES DESTROYED, BUT THE UNITS INSIDE SURVIVE UNHARMED | BAD DAMAGE: THE TRANSPORT IS A TOTAL WRECK. EACH UNIT INSIDE IS DESTROYED ON A ROLL OF 4+ | EXPLOSION: THE TRANSPORT IS ANNIHILATED IN A SPECTACULAR FIREBALL! ALL UNITS INSIDE ARE DESTROYED INSTANTLY |

*/** REFER TO MAIN RULES TEXT

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| SEARCH FOR OBJECTIVE TABLE | | | | | |
|----------------------------|-----|-----|-----|-----|------|
| TURN OF OCCUPANCY | | | | | |
| STRUCTURE SIZE | 1ST | 2ND | 3RD | 4TH | 5TH+ |
| TINY | 3+ | 2+ | 2+ | 2+ | 2+ |
| SMALL | 4+ | 3+ | 2+ | 2+ | 2+ |
| NORMAL | 5+ | 4+ | 3+ | 2+ | 2+ |
| LARGE | 6+ | 5+ | 4+ | 3+ | 2+ |

