Slammer Skirmish - Reference Tables

Table 1. Action Table.

	Team Actions	Move Options	Fire Options	Other
13 +	**Double Move**	Full Move	Close Assault	
11,12	**Close**	Full move	Close Assault	
9,10	**Close**	Half move	Direct Fire	Deactivate Booby Traps
8	**Advance**	Half move	Direct Fire	
7	**Advance**	Half move	Opportunity Fire	Observe for indirect fire.
6	**Stand**	Half move	Opportunity Fire	De-bus and Deploy
5	**Stand**	Half move	Return Fire	Recover Casualties
3,4	**Pinned**	No movement	Return Fire	Reload Heavy Weapons
2	**Fall Back**	Half move back	Panic Fire	
1	**Fall Back**	Full move back	No Firing	
< 1	**Break**	Full move + 2"	Abandon Weapons	Flee or surrender

Activation Modifiers.		Situation Modifiers			
Untrained	**0**	Leader with group	**+1**	Not under Fire	**+1**
Green troops	**+2**	Fresh troops	**+2**	Under Direct Fire	**-1**
Trained	**+4**	Armoured troops	**+1**	Under Auto Fire	**-1**
Veteran troops	**+6**	In cover	**+1**	Under Explosive Fire	**-2**
Elite troops	**Up 1**	In Hard Cover	**+2**	Separated from unit	**-2**
Fanatics / Aliens	**6 ***	In Prepared Position	**+3**	Attacked from Flank	**-1**
Warriors	**+2**	Each wounded	**-1**	Attacked from rear	**-2**
Reluctant	**Down 1**	Each casualty	**-2**	Broken troops	**-2**

* The activation modifier for Fanatics or Aliens is used instead of the troop quality rating.

Table 2. Infantry Movement Examples.

Armour	Move	Notes
None	10"	Civilians and figures in normal clothing. *
Light	8"	Ballistic cloth, flak jacket & helmet. Military and Police uniform.
Heavy	6"	Battle Suit, ablative plate & helmet. Heavy Infantry Armour, Hostile Environment Suits.
Armoured	8"	Power assisted heavy armour.
Aliens	12"	Bugs, Predators, Animals, etc.
Monsters	8"	Alien beasties of unusual size or strength.
Warriors	+2"	Troops specialising in close assault.

Table 3: Firer and Target Modifiers.

Firer To-Hit numbers							
Untrained	9	Green Troops	8	Trained Troops	7	Veteran Troops	6

Firer Modifiers:		Target Modifiers:	
Elite Troops	+ 1	Untrained	+2
Firer moved half move or more	- 4	Green Troops	+1
Firer moved up to half move	- 2	Trained Troops	0
Prone Firer	+ 1	Veteran Troops	-1
Braced Weapons	+ 1	One Specific figure	- 3
Un-braced Heavy Weapons	- 4	Target group is unaware	+ 2
Firing from a prepared position	+ 2	Moving into or out of sight	- 2
Not under Fire	+ 2	Moved more than half move in sight	+1
Firer received a light wound	- 2	Prone Targets	- 1
Direct Fire	+ 2	Prepared Position	- 4
Return Fire	- 2	Soft Cover	- 2
Panic Fire	- 3	Hard Cover	- 3
Close Range (up to four inches)	Add Close Combat factor for weapon type		
Extreme Range	Firing up to 2x effective range		- 4

Table 4. Armour Rating:			
Armour Rating:	vs. B	vs. E	Notes:
None	- 2	- 2	Civilians, normal clothing.
Light Infantry	+ 0	- 1	Military weave, flak jacket & helmet.
Heavy Infantry	+ 1	+ 1	Battle Suit, Ablative plate & helmet.
Armoured Infantry	+ 2	+ 2	Power Assisted Heavy Armour.
Aliens;	+ 1	+ 0	Bugs, Predators, etc.
Monsters	+ 3	+ 2	Large Alien Beasties.
If the firers total is twice the defender's or greater;			Defender Killed
If the firers total is more than the defenders, but less than twice;			Serious Wound
If the firer's and defender's totals are equal;			Light Wound
If the target's total is greater than the firer's;			Near Miss

Table 5. Close Assault.			
1D6 each + Weapon Close Combat Factor + Modifiers;			
Untrained	- 2	`Aliens'	+ 4
Green troops	- 1	`Monsters'	+ 6
Veterans;	+ 1	Armoured Infantry	+ 1
Elite	+ 1	Defending a prepared position	+ 2
Fanatics	+ 1	Wounded	- 2
Warriors	+2	Surprised or unaware	- 2
Outnumbered:	Each opponent after the first.		- 1
Melee Weapons:	Swords, axes, chain-saws, etc.		+ 3
Improvised Weapons:	Knife, bayonet, clubs, bottles, pick handles, etc.		+ 1

If the attackers total is twice or more than twice the defenders total;	Defender Breaks
If the attacker's total is more than the defender's total, but less than twice the defenders total;	Defender Killed or captured
If the totals are equal;	Attacker falls back 4"
If the defender's total is greater than the attacker's;	Attacker killed
If the defenders total is twice, or more than twice the attackers total;	Attacker falls back to start

Vehicle Size	Target Modifier		Vehicle Defence values		
Very Small:	**+0**	Bikes	Softskin vehicles	**1D**	Civilians, jeeps, transport,
Small:	**+1**	Jeeps, Scout Cars, Air Raft	Larger softskins	**1D+1**	Lorries, cargo, Industrial Vehicles
Medium:	**+2**	APC, Light Tank, Truck	'Bulletproof'	**1D+2**	Troop carriers, halftracks, tankettes, most armoured cars, combat aircraft.
Large:	**+3**	MBT, SPG, Lorry, 'Copter	Light Tank	**2D**	APC's, Scouts, heavier armoured cars, SPG's.
Huge / Building:	**+4**	Cyber Tank, Aircraft, Dropship.	Medium Tank	**3D**	IFV's
			Heavy Tank	**4D**	Main Battle Tanks
Flying Vehicle	**-4**		Super-Heavy Tank	**5D**	BOLO, OGRE, Iridium, Assault Tanks

Tank armour is one 'class' less from the side or rear and 'Bulletproof' from the top.

Attack that does double the armour or more	Vehicle Kill
Attack that beats the vehicles armour	Penetrating Hit
Attack equals the armour value	Non-Penetrating hit
Attack score less than the vehicles armour value	No Effect