Artillery, Vehicles & Planes

'Little' Stuff	Detail
Machine Guns – Suppresive Fire	DC:10 + Rng Mods; Uses 10 rnds; Chrs within 20' must make a will save DC:15 or lose their next action – fumbles result in a hit.
Stray Rounds (Any Ballistic Fire)	If a miss happens and there are others close by, roll 1d6, starting with the nearest alternate target. A 1 equals a hit, 2-6 equals keep rolling.
Explosions (Stun)	Primary Burst in Feet; All characters in the blast radius must make a Fortitude roll or be stunned for one round. DC:15 primary, DC:10 secondary
Grenades	DC:10 + Rng Mods (15' for hand, 30' for rifle) + Other Mods (p92). Returning Grenades is Reflex DC:20. Falling on a Grenade is Reflex DC:15.

Mortars & Artillery	Detail
Direct Fire	Full round action for first shot, move eq. action to reload thereafter; Attack = Artillery (DC:10+Rng Mod); If the attack Misses roll Deviation (1d12 direction, 2d10yards); Reflex for half damage in primary radius, reflex for no damage in secondary (DC:15); Stun as above
Calling Indirect Fire	Artillery Check, time to first round is 10 – 1 for every five on the dice roll; Character must remain in contact with battery until first round impacts; Full round action, conecerntration if distracted. Artillery DC:15 to get spotting round on target; Deviation failure 1d12 direction, 2d10yds rng. Can either adjust fire for another spotting round with an Artillery check, 1yd per point of roll or can give order to Fire for Effect.
Fire for Effect	See the table on p93 for damage, deviation, shots per round & duration
Airbursts & Woodland	Rounds which land in woodland have a 50/50 chance of airbursting, in this case they do an extra 2 dice of damage and prone characters do not get cover.
Walk Fire	The spotter can move fire a number of yards equal to his new roll, min DC:10.
Blind Fire	Doubles the attack or calling DC

Mines	Detail
Density Rating	Light (5-6), Medium (9-10), Heavy (13-14)
Finding a Mine	Roll 1d20 every 10', if the result is less than the rating the soldier/vehicle has found one
Damage	Contact damage is doubled, primary & secondary as above
Vehicle Locations	1-3 Suspension, 4-5 Lower Hull, 6 Upper Hull
Clearing Mines	Demolitions DC:15; 5mins/4yds; +5 for a metal detector
Disarming Mines	Demolitions DC:20; If the roll fails, 1d20, on a 1 the mine is dud, otherwise, triple damage

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Vehicle Maneuvres	Detail
Cruising Speed	This is the vehicles speed in feet/rnd
Higher Speeds	High Speed x2; Top Speed x4
Paved Roads	Fairly rare outside of major towns, extra 50% to each move speed
New Vehicles	When adding new vehicles, times the vehicles max mph by 1.517[1] to find its cruising speed in ft/rnd
Driving Checks	+2 Stationary; +2 Cautious; +0 Cruising; -2 High; -4 Top Speed; Other modifiers on p100
Condition Checks	Any conditions p100 which incur a negative mod require a DC:5+Mod driving check each turn to maintain control
Bogging	If a driver fails a roll in snow, mud or a ploughed field a second DC:15 is required to avoid becoming bogged
Damage	If a vehicle's armour is penetrated or the driver takes damage he must make a DC:20 to remain in control
Manuevres	*See the DC sheet for a list of maneurves and their DCs*
Failed Maneuvres	Whenever a manuevre is failed, consult the table on p102
Collision Speed	Moving vs Stationary = Speed; Head On = Sum of speed; Rear End = Rear – Front
Collision Damage	Use the errata sheet; Vehicle PV = Lower Hull Armour; Building PV = p104 table; Medium Creature = 1; Huge Creature = 4; Modified by speed PV; (Damage Rolled x Size Mod[p106]) – (Armour – PV) = Damage Taken; Drivers must make checks DC:10 (20 if damage sustained) to maintain control, largest vehicle pushes away the smaller.
Breach	If a vehicle causes enough damage to breach a building (p102), and makes a driving check (10/20 if damaged) it goes through

Vehicle Combat	Detail
Firing the Big Gun	This uses the gunners full attack bonus (-4 without the gunnery feat); Feats such as Rapid shot etc. have no effect on gunnery
Aimed Fire	An aimed shot in a stationary vehicle has +2 if the gunner has aimed for a round
Firing on the Move	-0 Stationary; -2 Cautious; -4 Cruising; -6 High; -8 Top Speed
Normal Vehicle Damage	If a vehicle is hit, the damage comes off the vehicles DP; Damage Rolled – (Armour – PV) = Damage Taken; Negative PV adds to the vehicles armour for damage purposes; Explosive rounds have two damages, the first is for vehicles & buildings, the second for objects and people; If a vehicle is hit by an explosive round or artillery the people inside must make a Stun Fortitude Save (DC:15 primary, DC:10 secondary)
Hit Location	The vehicles hit location : 1-2 Suspension, 3-4 Lower Hull, 5-7 Upper Hull, 8-10 Turret or Upper Hull
Critical Hits	A critical is scored if a crit is rolled and the damage would penetrate the armour; Or if the vehicle takes over 50% of its DP in a single hit. Roll % on the critical table on p107
Attacks from Above	These affect the 'Deck' armour, open toped vehicles have none and the damage is applied to everyone inside
Suspension Hits	These do not affect the DP, but roll straight on the Crit table, adding the damage which penetrated to the % roll

[1] Max mph, times 5280 (convert to feet), divided by 600 (a round is 6 seconds), divided by 5.8 (cruising, not max) … in short form, times the max mph by 1.517 to find the cruising speed in feet per round