

# VARIABLE DAMAGE 2.0 CHARTS

## Ranged/Physical Attacks

## Minimal Damage

To hit 7, unit causes 3 damage:				To hit 7, unit causes 0* damage:			
Pilot Die		Dmg. Die	Total	Pilot Die		Dmg. Die	Total
3	+	5	= 8 Hit	3	+	5	= 8 Hit
Crit Die		2	= 5 Miss	Min. Die			
4		4	= 7 Hit	4			
<b>Unit causes 2 damage to target</b>				<b>Unit causes 1 damage to target</b>			

\*\*\* All dice are rolled together. Pilot die result is added to each damage die to determine if there is a hit or miss. Crit die determines a floating critical, or if variable damage causes a point of damage.

\*\*\* Pilot Die: Roll 1 Pilot Die (D6) with # of damage die to see which points of damage hit.

\*\*\* Damage Die: Roll a pool of 1d6 per point of damage the unit causes, including any bonuses or additions (ie Rear Attacks, Overheating).

\*\*\* Crit Die (Tough Armor/Floating Crits): For Physical Attacks, roll for a Critical Hit if the Pilot die result of 6 is equal to the Crit Die result of 6. For Ranged Attacks, roll for a Critical Hit if any Damage Die result of 6 is equal to the Crit Die result of 6 (1 maximum). For Minimum Damage, roll for a Critical Hit if the Pilot Die, Damage Die, and Minimum Die, match on 6.

\*\*\* Min. Die: A result of 4+ causes 1 point of damage.

\*\*\* Charge and Death From Above do not use Variable Damage.

## MODIFIED MOTIVE SYSTEM DAMAGE

Unit Motive Type	2D6 Roll Modifier	2D6 Roll	Motive Effects
Tracked/Naval	+0	2-8	No effect ***
Wheeled/Hovercraft	+1	9-10	-2" Move, -1 TMM*
VTOL/WIGE	+2	11	-50% Move, -50% TMM**
		12+	Unit immobilized

\* A unit reduced to 0" (or less) Move is immobilized  
 † If a fractional Move rating results, round it down. There is a minimum Move loss of 2" and TMM loss of 1.  
 \*\*\* On a result of 2 or 3 roll for a critical hit

\*\*\* A result of 2 or 3 results in a critical hit check, modifiers for motive system type do not apply.