

VARIABLE DAMAGE 2.0 CHARTS

Ranged/Physical Attacks

Minimal Damage

To hit 7, unit causes 3 damage:			
Pilot Die		Dmg. Die	Total
3	+	5	= 8 Hit
		2	= 5 Miss
Crit Die		4	= 7 Hit
4			
Unit causes 2 damage to target			

To hit 7, unit causes 0* damage:			
Pilot Die		Dmg. Die	Total
3	+	5	= 8 Hit
Min. Die			
4			
Unit causes 1 damage to target			

*** 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

MOTIVE SYSTEMS DAMAGE TABLE (P. 51)			
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.