

GROUND COMBAT

Automatic weapons:

Normal fire: 3 throws to hit D100, +1D6 (number of hits)
You must fire 3 times at 1 target

Roll	Hits
1,2,3	1
4,5	2
6	3

area autofire: up to 5 targets, easiest targets to hit must be shot at first, eg vehicle, standing before prone.

The covered area is for small arms 25 X 50M
MMG and up 50X150M

Throw to hit (D100) for every target + 1D6 (number of hits)
Small arms

Roll	Hits
1,2,3,4,5	1
6	2

MMG and up

Roll	Hits
1,2,3,4	1
5,6	2

Heavy automatic weapons may fire up to 10 targets (HMG's, 20mm autocannon, heavy 20mm laser and blaster autocannon) as long that there are rounds that hit are not all expended (max 10), but you use not 10, but 20 rounds this way.

Direct to hit table:

On an unmodified D100 roll 01 -05 always is a hit (if the shot is possible) and 95-00 always misses.

Firer status	P.B.	Short	Medium	Long	Extreme
Erect	95	80	50(60)	15(30)	0(15)
Kneeling/sitting	95	85	55(65)	20(35)	5(20)
Prone/in foxhole	95	85	60(75)	30(50)	10(35)
Using bipod/pedestal/ Tripod mount	90	85	65(75)	35(55)	15(40)
Using tripod with T/E Mech or mechanical Mount	50*	90	75(80)	50(65)	25(50)

*For second shot at stationary target from stationary weapons, hit percentage = 95%
number between brackets are percentages to hit used for scopesights or equivalents.

Subtract the worst modifier applicable

Fire status modifiers:	
Moving at walk	-10
Moving at trot(double)	-35
Moving at run, using jump belt, etc	-70
Firing from slow moving vehicle	-15
Firing from fast moving vehicle +40km/h	-50
Using integral weap.of stab.vehicle slow	-05
Using int. weap.of stab.vehicle fast mov.	-20
Using wrong hand	-25
Using 1 hand with pistol PB or short range	-05
Using 1 hand with pistol medium or more	-10
Using 1 hand firing shoulder weapon	-35
Under fire	-10
Supressed	-40
Dazed	-50
Tired (less than 1/2 SF remaining)	-05
Exhausted (no SF remaining)	-25
In melee,not grappled use pistol or SMG	-10
In melee,not grap use short shoulder arm	-25
In melee,not grap use long shoulder arm	-45
In melee,not grap use LMG, HMG, etc	-70
Got light wound in firing arm or shoulder	-10
Got light wound in head	-10
Got serious wound in firing arm/shoulder	-25
Got serious wound in head	-25
Has sustained mor than 50% of DF	-20
Autofire area modifiers	
Autofire at PB range multiple target	-35
Autofire at short range multiple target	-25
Autofire at medium range multiple target	-20
Autofire at long range multiple target	-10
Autofire at extreme range multiple target	-05
Target is completely obscured	-25

Firers skill modifiers	
Firer's skill modifier/skill level	+02
Not familiarized weapon PB	-15
Not familiarized weapon short	-20
Not familiarized weapon medium or more	-25
Consecutive shots/bursts at same target	
Short range	+05
Medium range	+10
Long range	+15
Extreme range	+20
Projectile weapons double mod at med+	X
Projectile weapons in unfamiliar G	
Short range	+00
Medium range	-10
Long range	-50
Extreme range	-90
Multiply these modifiers with the difference between the friendly G and the planetary G	X
Target stats modifier	
Moving slowly (trotting)	-10
Moving fast (jump belt, fast ground vehicle)	-25
Moving very fast (aircraft, etc.)	-40
Kneeling or equivalent cover	-15
Prone or equivalent cover	-30
In foxhole or equivalent cover	-40
Half man-sized	-15
Quarter man-sized	-30
Large animal-sized (horse,etc.)	+10
Small vehicle-sized (car,jeep,etc.)	+15
Large vehicle-sized (truck,APC, AFV)	+30
Targeted head	-35
Targeted neck	-60
Targeted arm or shoulder	-35
Targeted leg, chest, abdomen	-25
Target is stationary in the open	+10
Target is partially cocealed (in bush, etc.)	-10
Tgt is slightly obscured by smoke (not for area fire)	-25

Hit location:

Human/humanoid target hit location

1d100	Body area affected
01-06	Left lower leg
07-12	Right lower leg
13-19	Left upper leg
20-26	Right upper leg
27-40	Lower abdomen/groin
41-54	Abdomen/belly
55-68	Chest
69-71	Left hand/lower arm
72-74	Right hand/lower arm
75-77	Left upper arm
78-80	Right upper arm
81-83	Left shoulder
84-86	Right shoulder
87-89	Neck
90-00	Head

Non human hit location table

1d10	Body area affected
01-02	Head
03	Right limb
04	Left limb
05	Right pincer
06	Left pincer
07-10	Abdoman/thorax

Silicates & cold planeter hit location

Just hit them, they have no vital parts so it will not matter.

Wounds:

1d20 modified with wound factor of weapon used

Humanoid	Very light	Light	Moderate	Serious	Critical/KIA
Left lower leg	01-06	07-14	15-17	18-19	20/nil
Right lower leg	01-06	07-14	15-17	18-19	20/nil
Left upper leg	01-04	05-10	11-14	15-17	18-20/nil
Right upper leg	01-04	05-10	11-14	15-17	18-20/nil
Lower abdomen/groin	01-02	03-06	07-10	11-14	15-20/10%+WF
Abdomen/belly	01-02	03-06	07-11	12-15	16-20/10%+WF
Chest	01-02	03-05	06-09	10-12	13-20/15%+WF
Left hand/lower arm	01-04	05-07	08-11	12-14	15-20/nil
Right hand/lower arm	01-04	05-07	08-11	12-14	15-20/nil
Left shoulder	01-05	06-10	11-14	15-17	18-20/2%
Right shoulder	01-05	06-10	11-14	15-17	18-20/2%
Neck	01-02	03-05	06-08	09-10	11-20/25%+WF
Head	01-03	04-05	06-08	09-10	11-20/25%+WF
Non humanoid	Light	Serious	Critical/KIA	Comment	
Head	01-05	06-10	11-20/30%+WF	Full damage	
Right limb	01-03	04-09	10-20/nil	No damage pts	
Left limb	01-03	04-09	10-20/nil	No damage pts	
Right pincer	01-09	10-16	17-20/nil	½ damage pts	
Left pincer	01-09	10-16	17-20/nil	½ damage pts	
Abdomen/thorax	01-07	08-12	13-20/20%+WF	Full damage	

Very light wound: 1-3 points of damage, a very superficial flesh wound has been sustained

Light wound: 2-7 points of damage, the wound is nothing to ignore, but does not seriously impair the victim.

Moderate wound: 3-8 points of damage, The wound is still not serious, but a shock CR is required of all victims with constitution under 11.(animal constitution = shock CR).

Serious wound: 9-13 points of damage, a shock CR is required.

Critical wound: 15-25 points of damage (13+2d6), a shock CR minus the wound factor of inflicting weapon is required.

KIA: NPC's run the risk of being killed outright by a critical wound. Roll 1d100 for all NPC's or creatures suffering the effect of a critical hit before determining damage or shock CR.

Humans & Humanoids must cut movement by -20% for each serious wound sustained to legs, torso and head. If 3 such wounds are suffered the victim is deemed to suffer a critical hit, wich reduces movement to 25%, and a shock CR. If a critical wound is suffered in a leg, the victim can only crawl... A critical hit in the weapon-arm incapacitates it completely. Melee is also reduced by 25% per serious wound taken, and 3 of these reduce it to 25%, as does a critical hit. 3 seious hits always cause a critical hit.

Non humanoids bugs and insectoids have 6 limbs, there is 25% for light, 50% for serious and 100% for critical wounds that is shot of. The creature feels no effect. Movement can be maintained as long as the creature has 4 lims in use for movement. (2 are needed to use a weapon) Otherwise movement will be at crawl. No movement possible with 1 limb. Bugs have to be shot to pieces to stop them.

Klackons have 6 'legs' and 2 pincers, its movement is not affected till it has 3 'legs' left, then the beast must crawl. Pincers can double for legs. Archanoids and scorpionoids are treated the same. Never roll a shock CR for al these creatures. Mertuns are 8 legged octopi-like creatures and are treated the same way. Each serious wound reduces H/H factor by 25%, and 3 of such reduce it to 25% as does one critical hit, but these must be sustained to the head or body. Also when movement is reduced due to loss of limbs, the H/H factoer is reduced to half of the existing level. Klackons losing the use of both pincers have NO H/H capacity or use of weapons.

Silicates are made of solid rock, or rather, its plastick or crystalline equivalent. Damage suffered from all weapons is reduced to half, and the location of the hits is irrelevant.

Animals will be of the humanoid model, even four footed, and all effects apply as above.