

GEAR KRIEG COMBAT REFERENCE SHEET

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CREW SKILLS

Type	Driving	Gunnery	Leadership	Tactics	TV Multiplier (Infantry/Vehicle)
Rookie	1	1	0	0	x.25 / x.25
Qualified	2	2	1	1	x1 / x 1
Veteran	3	3	2	2	x1.5 / x2.25
Elite	4	4	3	3	x1.75 / x 4
Legendary	5	5	4	4	x2 / x 16

COMBAT SUMMARY TABLE

Phase	Description
1. Declaration	Declare extra actions/evasive actions
2. Initiative	Action test w/ Tactics Skill of Commanders
3. Activation	Move combat groups, alternating players
4. Miscellaneous	Any action not spent is lost.

USING COMMAND POINTS

- Extra action (with no dice penalty)
- Activate an unactivated unit out of sequence
- Cancel a Command Point spent by opponent
- Defensive Maneuver (+2 to one defense roll)
- About Face (Change facing up to 180 degrees)

TERRAIN TABLE with HULL DOWN COSTS AND VALUES

Terrain Type	Infantry	Walker	Ground	Obscurement	Hull-Down MP Cost	Covers	Protection
Clear	1	1	1	0	+3*	n/a	10*
Rough, Rubble	1	1	2	0	+2	2 to 4	15
Sand/Dust	2	2/D	2/D	0	+3	3 to 4	10
Woods	1	1/D	2/D	1	+2	2 to 4	15
Jungle	2	2/D	3/D	2	+1	2 to 6	20
Swamp	1/D	3/D	4/D	1	+1	2 to 6	10
Water (Shallow)	2	2**	3**	0	-	-	-
30 degree Slope	add 4	add 2	add 2	-	+1	2 to 6	15
Urban	1	1	1	2	+2	2 to 6	15

*Only Infantry can go hull-down in clear terrain

**Only amphibious vehicles and walkers can enter water

D: Terrain marked "D" requires a Dangerous Terrain Test.

ATTACK and DEFENSE MODIFIER SUMMARY

Attack Roll Modifiers

- Fire Control Rating
- Weapon Accuracy Rating
- Range Modifier
- Attack Movement Modifier
- Obscurement Penalty

Defense Roll Modifiers

- Maneuver Rating
- Defender Movement Modifier
- Arc of Attack Modifier

Possible Outcomes

Attacker's total is above Defender's	HIT
Attacker's total equal to or below Defender's	MISS

SPECIAL FORMS OF ATTACK

•Burst Fire

Against armored targets, add a weapon's ROF to its Damage Multiplier. Against unarmored targets, add the ROF to its Margin of Success. Burst fire costs 10 rounds per point of ROF used, and pins infantry whether or not any damage is caused by the attack.

•Walking Fire

Weapons capable of burst fire may attack multiple targets no more than 1 MU apart from one another. A number of targets equal to the weapon's ROF +1 may be attacked. Decrease the ROF for figuring damage by 1 for every target attacked, but do not decrease ammunition spent.

•Saturation Fire

Choose a saturation point and roll a normal attack. Add half of the ROF (rounded down) to the roll. Any unit within (ROF x MU) of the saturation point must beat this number defensively or suffer an attack, taking damage equal to their Margin of Failure x the Damage Multiplier of the weapon. Saturation costs 30 rounds of ammo per ROF point used.

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ATTACK MODIFIERS

•Range Modifier

Point Blank	(Infantry/Walker Only)	+1
Short	(1 MU to Base Range)	0
Medium	(Previous to 2x Base Range)	-1
Long	(Previous to 4x Base Range)	-2
Extreme	(Previous to 8x Base Range)	-3

•Obscurement Modifiers

Swamp	1	Woods	1
Jungle	1	Water	2*

*Only produces Obscurement if defender is Amphibious

•Movement Modifiers

Sationary	+2	1/2 Combat Speed or Less	+1
Combat Speed	+0	Top Speed	-3

DEFENSE MODIFIERS

•Target Speed Modifier (Hexes Moved/Modifier)

0	+3	1-2	-2
3-4	-1	5-6	0
7-9	+1	10-19	+2
20-99	+3		

•Defense Arc Modifier

Attack from Defender's front	0
Attack from Defender's rear flank	-1
Attack from Defender's rear	-2

RAMMING SPEED

Ramming Direction	Impact Speed
Head on	Attacker Speed + Defender Speed
Side	Attacker Speed
Rear	Attacker Speed - Defender Speed

IMPACT SPEED MODIFIERS

Speed	Damage	Speed	Damage
1-2	-2	3-4	-1
5-6	+0	7-9	+1
10-19	+2	20-99	+3

DAMAGE VS ARMOR TABLE (B = Base Armor)

Damage to Armor	Outcome	What to Do
Damage less than B	No Effect	Nothing
Damage greater than or equal to B, less than 2 x B	Light Damage	-1 Armor; roll on System Table
Greater than or equal to 2 x B, less than 3 x B	Heavy Damage	-2 Armor; roll on System Table
Greater than or equal to 3 x B	Overkill	Target Destroyed

SYSTEMS DAMAGE TABLE: LIGHT DAMAGE

Roll	Damaged System	Result
1	Fire Control	Roll on SubtableA
2	Structure	Roll on Subtable B
3	Crew	Crew Stunned
4	Movement	-1 MP
5	Aux Systems	-1 to 1d6 Aux Systems
6	Roll Twice on this table	

SYSTEMS DAMAGE TABLE: HEAVY DAMAGE

Roll	Damaged System	Result
1	Fire Control	Roll on SubtableA, +1
2	Structure	Roll on Subtable B, +1
3	Crew	10% Casualties, Min. 1
4	Movement	1/2 MP, -2 Maneuver
5	Aux Systems	1d6 Aux Sustems lost
6	Roll Twice on this table	

SUBTABLE A: FIRE CONTROL DAMAGE

Die Roll	Effect
1	-1 Accuracy to a single weapon
2	-2 Accuracy to a single weapon
3	-1 Accuracy to all weapons
4	Single Weapon Destroyed
5	Fire Control Destroyed (-5 to all attacks)
6	Roll Twice on this table
7	Ammunition/Fuel Hit (Roll 1d6)
1-3	Ammo Storage and Fuel Tank Ruptured (Vehicle Cannot Move or fire weapons)
4-6	Chain Reaction! Ammo and fuel explode! (Vehicle destroyed, all crew killed)

SUBTABLE B: STRUCTURAL DAMAGE

Die Roll	Effect
1	-1 MP
2	1/2 Remaining MPs (Round Down)
3	-1 to Maneuver
4	-2 to Maneuver
5	Power transfer Failure; No movement
6	Catastrophic Crew Compartment Failure (75% Casualties, Minimum 1)
7	Complete Structural Failure (Vehicle Destroyed, Crew Escapes)

Reference Sheet prepared by Scott Lynch using Quark XPress and Adobe PDFWriter. March 11, 2001

The Snark Hunt: www.geocities.com/thesnarkhunt