

# VEHICLE ATTACKING VEHICLE(S)



## Spotting

Check LoS - If LoS is clear then attempt to spot

Make and spot roll +/- modifiers (1d20)

DESCRIPTION	SPOTTING
<b>TARGET</b>	
Target vehicle is moving	<b>+4</b>
Fired main weapon	<b>+6</b>
Target vehicle is in cover	<b>-6</b>
Target vehicle Hidden	<b>-15</b>
Target in/behind smoke	<b>-10</b>
<b>ATTACKER</b>	
Attacking vehicle is moving	<b>-4</b>
Each additional AP added	<b>+4</b>



## Shooting

Make a weapon roll +/- modifiers (1d20)

DESCRIPTION	SHOOTING
<b>TARGET</b>	
Target vehicle is moving	<b>-4</b>
Fired main weapon	<b>-</b>
Target vehicle is in cover	<b>-6</b>
Target vehicle Hidden	<b>-</b>
Target in/behind smoke	<b>-10</b>
<b>ATTACKER</b>	
Attacking vehicle is moving	<b>-10</b>
Each additional AP added	<b>+4</b>

## Location

Roll for the vehicle location

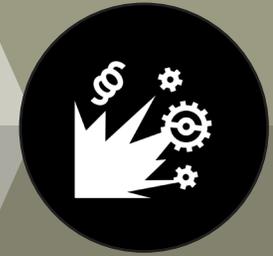
1d20	LOCATION
1-14	Vehicle hull
15-20	Turret*

\*Many vehicles don't have turrets in this case treat all hits as vehicle hull hits.



## Armour Save

1D20	RESULT
<b>1</b>	<b>Glancing Hit</b> The shot glances off the armour. Add 3 to the armour score of the appropriate facing when calculating penetration.
<b>2-5</b>	<b>Strong Point</b> The shot hits the toughest part of the vehicle's defences. Add 2 to the armour score of the appropriate facing.
<b>6-10</b>	<b>Favourable Slope</b> The shot hits the armour at a favourable angle. Add 1 to the armour score.
<b>11-19</b>	<b>Direct Hit</b> The shot hits the vehicle squarely, use the listed armour value when calculating penetration.
<b>20</b>	<b>Weak Point</b> The shot lands in a shot trap or deflects off the ground, striking weaker armour in the roof or the deck of the vehicle. Subtract 1 from the vehicle's armour score when calculating penetration.



## Penetration

Does the weapon PEN exceed the the adjusted armour score of the vehicle?

**NO** - the vehicle is undamaged. The vehicle gains a suppression or morale marker based on the weapon used in the attack.

**YES** - roll on the table below.

1D20	RESULT
<b>1-5</b>	<b>Spalling</b> On a roll 1-15 the crew is injured, this reduces the operational ability of the vehicle to 2AP. On 16-20 the crew survive uninjured but shaken. The vehicle receives a Suppression token.
<b>6-10</b>	<b>Mobility Kill</b> The vehicle's engine and the vehicle sputters to a halt or track is hit and the vehicle runs off the track and stuck. The vehicle may not move again for the duration of the game but can fire its weapons. The vehicle receives a Suppression token.
<b>11-15</b>	<b>Mission Kill</b> The vehicle is critically damaged and out of action. The passengers and crew, fearing the outbreak of fire, bail out immediately and abandon the vehicle
<b>16+</b>	<b>Catastrophic Kill!</b> The hit explodes into vehicle's interior, detonating fuel and ammunition in a massive detonation. All passengers and crew are killed instantly.