

## **ANTITANK WEAPON USE:**

The antitank weapon (such as the bazooka) is used as though it were simply another infantry weapon. Use the regular Firing Factors to determine whether the shot hit. This is a huge disadvantage to the antitank weapon operator and loader - the odds of hitting a tank are a lot less than the tank's chance of hitting another tank. This is intended to simulate the stress of combat for an infantryman who faces a tank armed only with a length of pipe and a rocket in his hand.

### *Antitank Example, Part II:*

*Continuing on with our antitank example, now that Bazooka Joe has knocked out the tank, what happened to the 3-man crew? The hit to the tank's midsection gives each occupant only a 10% chance of survival. The crewmen roll (Commander) 26%, (Driver) 08%, and (Gunner) 87%. Only one crewman (the Driver) has survived. Consulting the Crew Survivor Damage Table, a roll of 63% indicates the Driver is wounded, however. Where was he hit? Roll a 1d20 for this one. He was hit right square in the 4. Consulting the Hit Location Table, a "4" is a hit to the chest (or back). The driver is wounded, so his move rate is cut by 75%. He's only got to climb about 4" to get out of the tank, so he can still get out of it in the next turn, despite his wound. He's got 20 turns to be discovered by a medic before he bleeds to death, because he has no medical skill and no aid kit. Bazooka Joe advances forward with pistol in hand to take the driver prisoner as he calls out "Medic! Get that stretcher up here!"*

## **ANTI-AIRCRAFT EFFECTS:**

Hits to the aircraft may disable it, and hits to the crew can cause injury, incapacitation, or death.

- Determine the hit location (whether it hit the acft and whether it is still airworthy)
- Determine the effect on the crew (whether any were injured)

Determine hit location as you did with tanks (above). Divide the aircraft into sections and number each. For example, the AT Helicopter would look like this:

The AT Pursuit Craft would look like this:

After determining whether it was hit, and the hit location, determine the results of that strike on the tables below:

**Helicopters** (works for Hasbro single seat and First Strike multiple occupant helos):

Area Hit	% chance of aircraft incapacitation	% chance of pilot/co injury/incap.*	% chance rear pass. injury/incap. **
Rotors	20%	10%	10%
Engines	80%	80%	70%
Front side of cockpit	10%	40%	90%
Mid-ship side	10%	60%	60%
Side hit - Rear	10%	10%	80%
Tail section hit	20%	90%	80%
Front hit - fuselage	20%	5%	10%
Rear hit - fuselage	20%	10%	5%

*\* Note: this seems generous, but remember, this gives the odds of survival of the hit to the aircraft only - there may still be damage from the ensuing crash! If they've been hit/injured, use the standard FIGURE DAMAGE rules.*

*\*\* Note: this would only apply where there WAS a passenger section, such as the First Strike helicopter that was available for couple of years.*

**Winged Aircraft** (such as the AT Pursuit Craft or the Max Steel jet):

Area Hit	% chance of aircraft incapacitation	% chance of pilot/co injury/incapacitation*
Engines	80%	80%
Front side of cockpit	10%	40%
Mid-ship side	20%	60%
Side hit - Rear	10%	10%
Tail section hit	20%	90%
Front hit - fuselage	20%	5%
Rear hit - fuselage	20%	10%

**CRASH LANDING:**

When an aircraft engine has been hit (or some other critical part of the aircraft), the aircraft must crash land with no more than a 5/1 glide ratio. In other words, if a player is holding a helicopter approximately 6 feet high, it must crash land within 30 feet of the location where the engine was hit. [We have done this two alternate ways, one was to simply let the player go any direction they wanted to the crash site; the other was to restrict the crash site within 90 degrees of the direction the vehicle was facing when the disabling hit occurred; we decided we liked the first approach for helicopters and the 45 degree approach for winged aircraft -- do what makes sense to you].

**Aircrew Damage upon Crash Landing:** there is more damage if moving than hovering, because we tried to accommodate the factor of airspeed in the crash:

Aircraft activity prior to engine damage	% chance no dmg	% chance superficial damage	% chance wounded	% chance incapacitated	% chance killed
Hovering	1-30	31-50	51-70	71-90	91-00
Traveling (low speed)	1-20	21-40	41-60	61-80	81-00
Traveling (high speed)	1-10	11-30	31-50	51-70	71-00

## ATTACHMENT 1- Equipment List

The weight a person carries affects his movement rate. An individual soldier may not carry more than his maximum capacity of 40 lbs in combat. Should a soldier exceed that weight, he may not fight until he sheds weight to reduce his load to 40 lbs or less. For every 5 lbs over 40, the figure's movement rate is reduced by 10%. See equipment list (Attachment 2) for item weights. (Note: If you're using the OPTIONAL RULES: PERSONAE, MANPOWER, RANK, and SKILLS, then the soldier may carry no more than 1/2 of his Strength score in combat. For every 5 lbs over that character's capacity, his movement rate is reduced by 10%.)

### EQUIPMENT LIST

Item	wt (lbs)				
		Flashlight (2x "D" cell)	1 1/2		
Uniform Shirt	2	Mag-Lite (3x "D" cell)	2	Mini-Uzi	6 1/2
Uniform Trousers	2	Shure-Fire TAC light	1/2	Uzi Pistol	4
Patrol Cap / Boonie	1/4			HK MP5	6
Field Jacket/Trench Coat	4	GPS	1	MP5KA4 (no stock)	4
Parka	7	Compass	1/2	MP5D-PDW (folding)	6
Boots	3	Handie-Talkie	1 1/2	MP5SD (fold. w/supp)	7
Jumpsuit (mech or pilot)	4	Cell Phone	1	HK G36 (.223)	7
Web Belt	1	Walkie Talkie (WWII)	9	HK 33 (.223)	8
Web Harness	1	Night Vision Goggles	2	HK G3A3 (.308)	9 1/2
Canteen	1/2	Night Vision Binoculars	2 1/2	HK 21E (.308)	20
Canteen Cup and Stove	1	Night Vision Scope	3	HK PSG1 (.308)	18
Canteen Cover	1/2	Maps and Case	1	Fabrique Nationale .308	9
Camelbak (empty)	1	Binoculars	1 1/2	AK-47	7
Water (per quart)		Rappelling Harness	2	Dragunov	
Helmet, Steel		Tac Pack Rope Duffel	1	.30 Browning MMG	
Helmet, Kevlar		+ 165 ft rope	+8	.30 Browning Tripod	
		Rope - mil spec (600')	40	.50 HMG	
Buttpack	1	Carabiners (set of 4)	1	.50 HMG Tripod	
Backpack - Small (Day)	1	Ascender	1	Scope, NVG	2
Backpack - Med (ALICE)	2			Scope, Large	1
Backpack - Lg (ALICE)	3	Parka	7	Scope, Small	1/2
Backpack Frame w/shelf	3	Snowshoes		Bayonet and sheath	2
		Skis and Poles			
Knife and Sheath	1			Ammo (per 10 rounds)	
Boot Knife	1/2	Ammo Can (.30 empty)		9mm	.28
Pocket Knife/Leatherman	1/2			.45	.43
Pen Knife	1/4	Shooting Glasses		.223 / 5.56	.30
Hand Axe	1 1/2	Shooting Muffs	1	.308 / 7.62	.60
Folding Shovel & Cover	3	Shooting Kit (field)	1/2	.30-'06	.69
Machete and Sheath	2	Handgun (full size)	2 1/2	7.62 x 39	.60
Wire "Commando" Saw	1/4	Handgun (pocket)	1 1/2	7.62 x 54R	
Wire cutters	1	Holster (any)	1/2		
		Rifle, Hunting	6	Flamethrower	60
Poncho	1	Rifle, Lever-Action	6	Bazooka (60mm)	13 1/4
Sleeping Bag - Cold Wx	5	Shotgun, 12ga pump	6 1/2	Bazooka Rockets	3
Sleeping Bag - Regular	4	M-14	8	Grenades	1
Duffel Bag	3	M1 Garand	9 1/2	Mortar (M-19)	45
Tent - (2 man pup tent)	5	M1 Carbine	5 1/2	Mortar Rounds	3
Tarp (or rainfly)	2	M-3 Grease Gun		Claymore Mines	5 1/2
		Thompson .45 SMG		Dynamite, 5-stick&timer	
Signal Mirror	1/2	M-16	6	Field Telephone	19
Cordless Spotlight	4	M-16 Carbine		Wire Roll	2
		Uzi	7	Field Radio	

