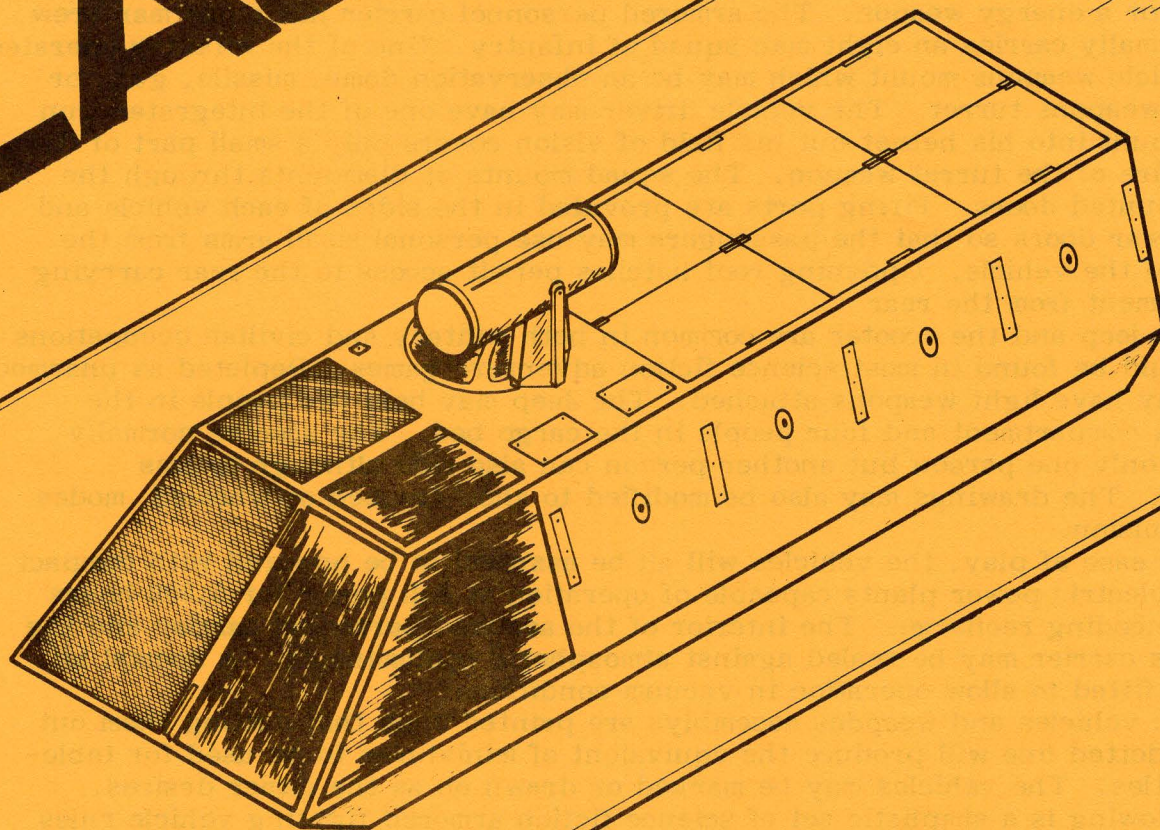


Judges Guild



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SCIENCE FICTION ARMORED COMBAT RULES

15mm SCALE, 33 VEHICLES, 48 WEAPONS

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AFV

Enclosed herein are three sheets of 15mm scale armored fighting vehicles for use in science fiction games. They are designed to be used in resolving encounters involving light fighting vehicles and other equipment. Some may be used as both civilian and military equipment. The basic chassis markers on the fighting vehicles are double-sided so as to depict both exterior and interior arrangements. A square grid is superimposed to regularize loading, movement, and play.

Each fighting vehicle chassis has four different weapons mounts or turrets that can be carried in the turret position. The basic chassis is depicted in the drawings as if fitted for anti-gravity propulsion. The drawings may be modified to indicate tracked or wheeled propulsion modes. The weapons carrier normally has a three man crew. Turrets fitted to it are gun, missile, artillery, and special weapons. The special weapons turret is used to indicate a rapid fire multi-barrel cannon or a energy weapon. The armored personnel carrier has a one man crew and normally carries an eight man squad of infantry. One of the infantry operates the vehicle weapons mount which may be an observation dome, missile, gun, or special weapons turret. The vehicle driver may have one of the integrated gun sights built into his helmet but his field of vision covers only a small part of the arc of fire of the turret weapon. The squad mounts or dismounts through the rear-mounted doors. Firing ports are provided in the sides of each vehicle and in the rear doors so that the passengers may use personal small arms from the inside of the vehicle. Oppening roof hatches permit access to the rear carrying compartment from the rear

The jeep and the scooter are common in both military and civilian occupations and would be found in most science fiction adventure games. Depicted as unarmed, they may have light weapons attached. The Jeep may hold two people in the driver's compartment and four people in the cargo bed. The scooter normally carries only one person but another person can also ride although in less comfort. The drawings may also be modified to show tracked or wheeled modes of propulsion.

For ease of play, the vehicles will all be assumed to be powered with compact fusion-electric power plants capable of operation at full power for 5,000 hours before needing recharge. The interior of the armored personnel carrier and the weapons carrier may be sealed against atmospheric contaminants. A special kit may be fitted to allow operation in vacuum conditions.

The vehicles and weapons assemblies are printed such that cutting them out on the dotted line will produce the equivalent of miniatures to be used for tabletop battles. The vehicles may be marked or drawn on as the gamer desires.

Following is a simplistic set of science fiction armored fighting vehicle rules for tabletop use. Skirmish Scale is close to actual scale and simulates close-up action well. Maneuver Scale permits actions which would take a football field to be resolved on a ping pong table but does give some distortions.

Turn Sequence is: Write Movement Orders, Move, Fire. All actions are assumed to be simultaneous. Each turn is assumed to represent about 30 seconds. To determine a hit, roll one 20-sided die and add any penalties or bonuses to the number before consulting the chart. If the number resulting is equal to or lower than that on the chart, a hit has been scored and the die is rolled again. The second time if the result is equal to or lower than the second number (after penalties or bonuses), then the target vehicle has been destroyed. Only vehicle to vehicle combat is handled by these simple rules, there already being published sufficient man to man combat rule systems.

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Weapon Firing	Target (Number To Hit/Number To Kill)					Weapons Range (Meters)	
	Scooter	Jeep	APC	WC	Short	Effective	Long
Machine Gun	10/10	14/8	17/2	18/-	-200	201 - 1000	1000 - 2000
Auto Cannon	7/16	11/12	14/5	15/2	-600	601 - 1500	1501 - 3000
Gun	6/18	10/16	13/10	14/8	-1000	1001 - 2500	2501 - 4000
Missile	3/19	5/18	8/16	12/14	--	250 - 1000	1001 - 5000
Energy Weapon	8/12	12/10	15/4	16/2	-250	251 - 1000	1001 - 6000

Clear Terrain

	Wheeled	Tracked	Anti-Gravity
Scooter	30 kph	25 kph	60 kph
Jeep	50 kph	40 kph	80 kph
APC	50 kph	40 kph	100 kph
WC	40 kph	40 kph	80 kph

	Road	Rough	Mud	Sand	Water
Wheeled	x2	x $\frac{1}{2}$	x $\frac{1}{4}$	x $\frac{1}{2}$	Amph 10 kph
Tracked	x1 $\frac{1}{2}$	x $\frac{3}{4}$	x $\frac{1}{2}$	x $\frac{3}{4}$	Amph 10 kph
Anti-Gravity	NE	NE	NE	NE	NE

Die Roll Modifiers

Soft Cover (Smoke/Bushes - Obscure Vision): Add 1 to To Hit Number; add 2 to To Kill Number with Energy Weapons only.

Hard Cover (Wall/Trees - Obscure Vision and Protect): Add 2 to To Hit Number; add 2 to To Kill Number with all Weapons.

Movement: Add 1 to To Hit if either/or firer/target is moving more than half speed. Add 2 if both are moving.

Movement Costs

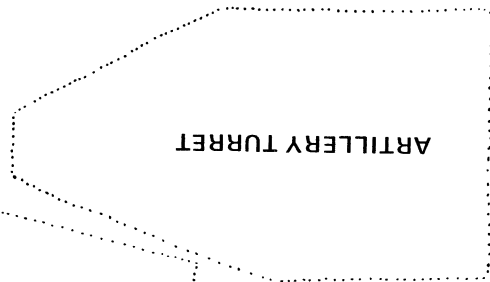
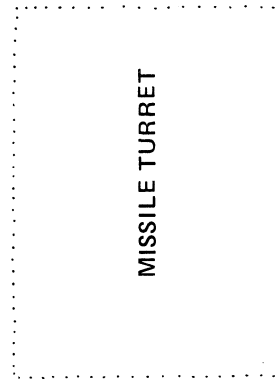
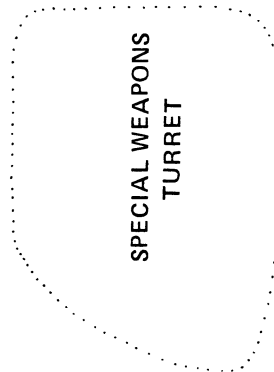
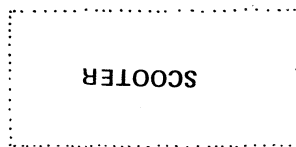
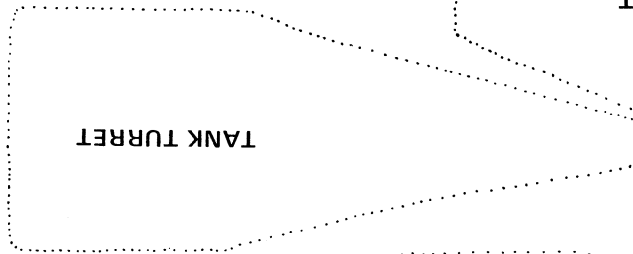
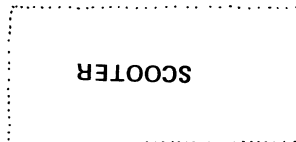
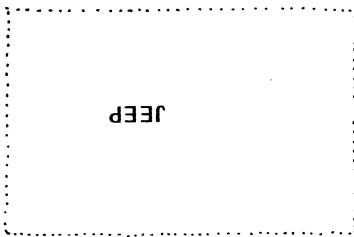
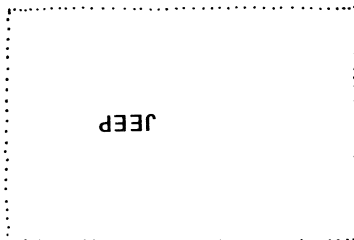
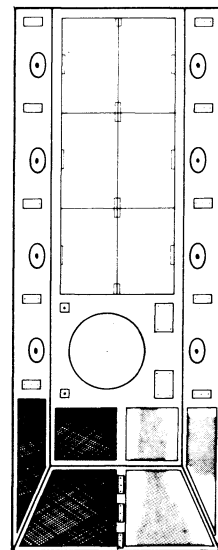
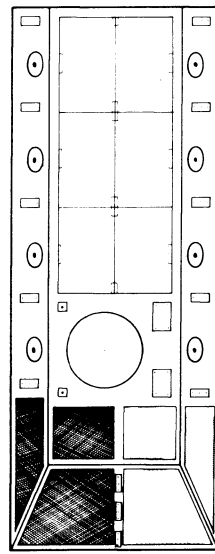
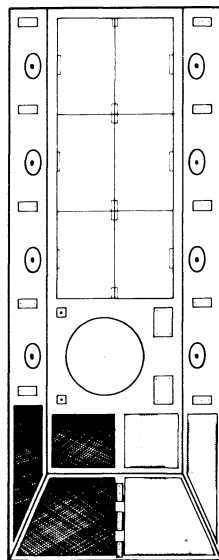
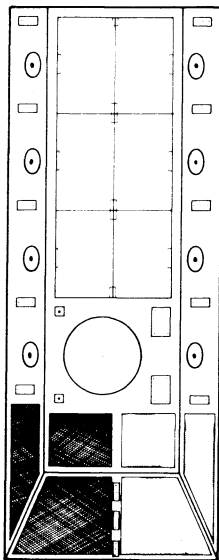
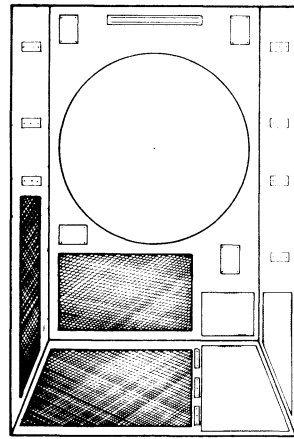
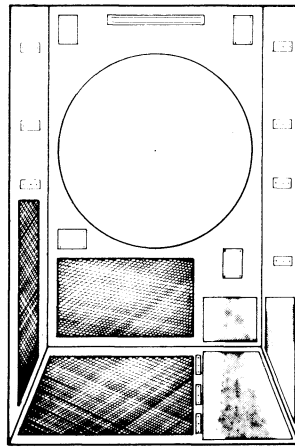
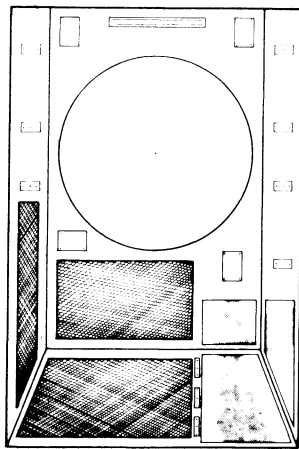
A) Skirmish Scale (1 cm = 1 m)

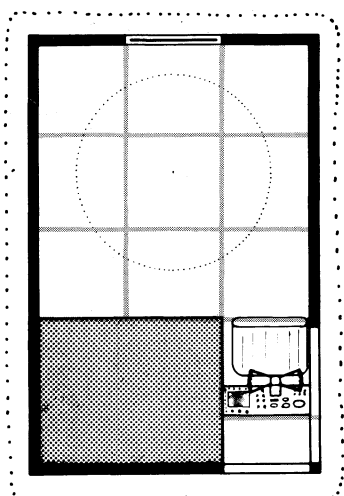
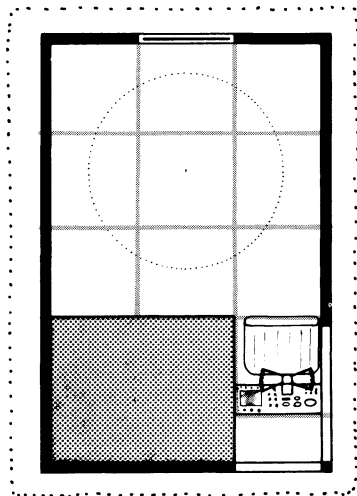
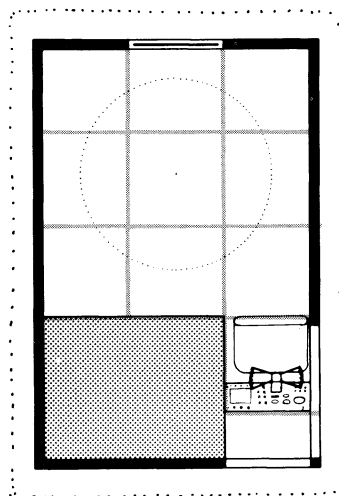
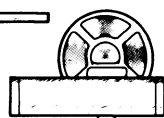
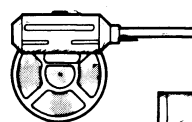
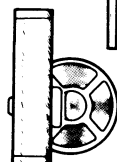
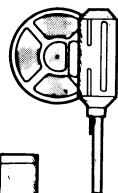
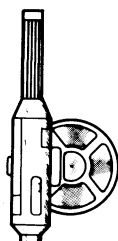
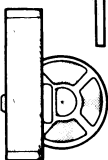
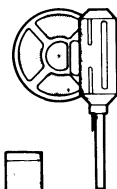
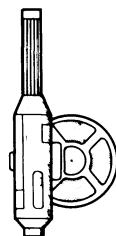
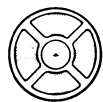
Each vehicle may move a distance in centimeters equal to its maximum speed for that terrain type in kilometers per hour. Turns of up to 45 degrees subtract 1 cm from that total; 46 - 60 degrees subtract 2 cm; 61 - 90 degrees subtract 3 cm; and turns greater than 91 degrees subtract 4 cm. Ground vehicles traversing a linear obstacle subtract a movement penalty equal to four times the width of the obstacle. Subtract 2 cm from the movement total for each passenger mounting/dismounting that turn.

B) Maneuver Scale (1 mm - 1 m)

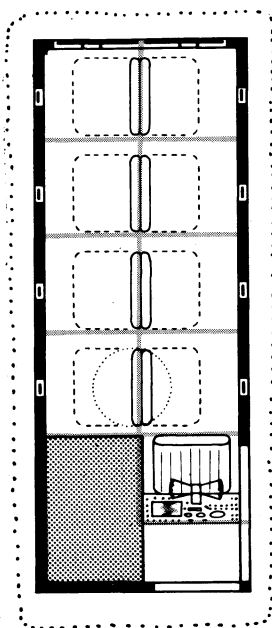
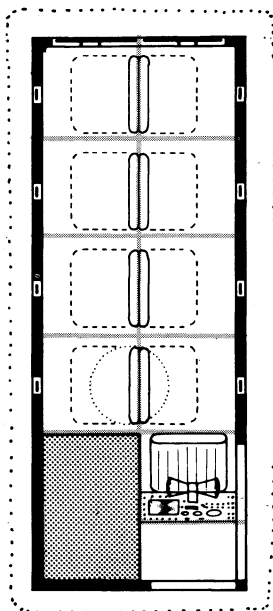
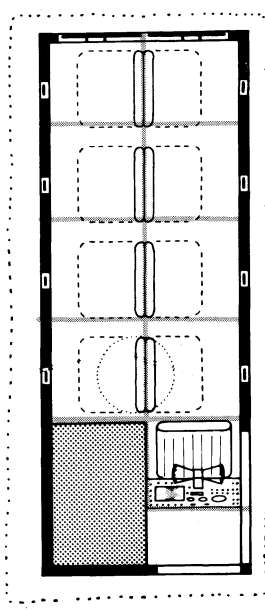
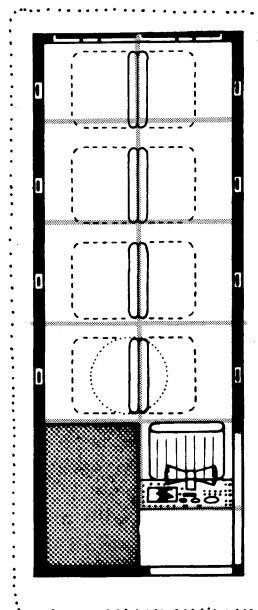
All measurements are made from the center/center turret of one vehicle to the center/center turret of the other. The numbers remain the same but the move is measured in millimeters per kilometer per hour rather than centimeters.

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