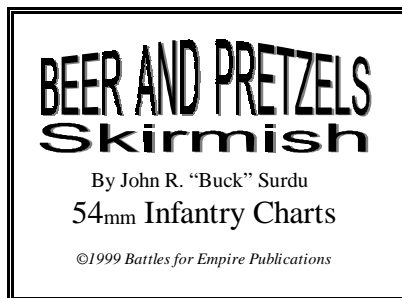## TURN SEQUENCE:

☞ ROLL FOR LEADER POINTS
- 1d4 + leader rating (minimum of 1 point)
- suppressed leaders get 0 points
- leaders of units in bad morale do not get the die roll, only their leader rating (minimum of 1 point)

☞ PLACE ORDER CHIPS (start with highest level leaders & work down)
- costs 1 leader point per 12" the soldier is from the leader
- costs 2 for a leader to give himself a fire order and 1 to give himself other orders
- higher-level leaders can use their points:
  - to give orders to soldiers just like team leaders can
  - to give points to lower-level leaders (1 level down)
    this costs 1 point per 36" the lower-level leader is from the higher-level leader (e.g., a squad leader with 3 points can give 2 points to a leader 24" away but only 1 point to a leader 45" away)
  - to change a lower-level leader's objective

☞ ROLL FOR RANDOM ORDERS (for soldiers who did not get any orders this turn) (leaders never get random orders!)
- suppressed soldiers without orders remain suppressed and do not roll for a random order

BEER AND PRETZELS Skirmish

By John R. "Buck" Surdu

54mm Infantry Charts

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Random Orders (1d20)		
	Good Morale	Bad Morale
1	Sprint away from enemy †	ATTEMPT TO SURRENDER ‡
2	Rush toward enemy †	Sprint away from enemy
3	Rush toward nearest friendly soldier	Rush to nearest cover
4	No action this turn †	Fire at nearest enemy
5	No action this turn	Move toward nearest friendly soldier
6	No action this turn †	Rush in random direction
7	Same as nearest friendly soldier *with orders*	Sprint away from enemy
8	Same as nearest friendly soldier *with orders* †	Move away from enemy
9	Same as nearest friendly soldier *with orders*	Sprint away from enemy
10	Same as nearest friendly soldier *with orders* †	Sprint in random direction
11	Rush toward leader (to find out what's up)	Move in random direction
12	Rush toward leader (to find out what's up) †	Sprint toward nearest cover
13	Same as last turn	Rush toward nearest cover
14	Same as leader †	No action this turn
15	Same as leader	No action this turn
16	Same as leader †	No action this turn
17	Fire at nearest enemy	No action this turn
18	Fire at nearest enemy †	No action this turn
19	Fire at nearest enemy	No action this turn
20	HEROIC ACTION	GO BERSERK!

† if the soldier is greater than 24" from his unit, random order becomes Rush toward leader
‡ move toward the enemy until contact is made

☞ REVEAL ORDER CHIPS   point arrows in the intended direction of movement or firing
☞ HASTY FIRES AND GRENADE ◐ THROWS   can only hasty fire at known enemy positions
☞ MOVES   *move* 1" - 18"; *rush* 18" - 27"; *sprint* 27" - 36"; *moving fire* 1" - 18"
- suppressed soldiers can only move away from the enemy
- soldiers with 1 wound cannot sprint
- soldiers with 2 wounds cannot rush or sprint
- soldiers move at half speed through woods, creeks, up stairs, etc.
- soldiers lose 6 inches for crossing walls, hedges, doors, windows, etc.
- weapon crews with men missing move at half speed

☞ NORMAL FIRES
  SIGHTING: Light Woods: 4d4 inches   Heavy Woods: 1d4+2 inches
  AMMUNITION: If the unit rolls *any* 1's on the Combat Resolution Table, roll 1d6 for each soldier to check weapon status:
    for any automatic weapon, a roll of 1 or 2 means the weapon is out of ammo or jammed
    for other weapons, a roll of 1 means the weapon is out of ammo or jammed

Attack Factors					
	0-15"	15.1-60"	60.1-150"	150.1-300"	300.1"+
Pistol	2	1	No Shot	No Shot	No Shot
Carbine	2	2	1	1	No Shot
Submachine gun	5	3	1	No Shot	No Shot
Rifle (bolt-action)	2	2	2	1	
Rifle (semi-auto)	3	3	2	1	1
Rifle (automatic)	4	3	2	1	No Shot
Shotgun	8	2	No Shot	No Shot	No Shot
Light Machine Gun (Belt/magazine fed)	8/6	8/6	5/4	3/2	2/1
Medium Machine Gun	12	10	8	6	4
Heavy Machine Gun	20	16	16	10	6
Notes:	Suppressed, Moving, or Hasty Firing soldiers' attack factors are multiplied by ½ Machine guns' attack factors for guns without assistant gunners are multiplied by ½ *Units add the leader's leader rating to their attack factor (if the leader is not firing)*				

Attack Factors for Special Weapons					
Flame Thrower	0-9" 12	9.1-18" 8	18.1-27" 2	27.1"+ No Shot	
Hand Grenade*† roll to hit scatter distance	<3" 2-20 1d4	3.1-9" 11-20 3d4	9.1-12" 14-20 3d4	12.1-15" 17-20 3d4	15.1-18" 19-20 3d4
Rifle Grenade*† roll to hit scatter distance	<18" No Shot No Scatter	18.1-45" 12-20 3d4	45.1-90" 9-20 3d10	90.1-150" 12-20 3d10	150.1-225" 18-20 3d20
Very Lt. Mortar*† Light Mortar*† first shot subsequent shots scatter distance	<12" <18" No Shot No Shot No Scatter	12.1-120" 18.1-150" 12-20 6-20 3d6	120.1-600" 150.1-1050" 10-20 4-20 3d10	600.1-750" 1050.1-1200" 15-20 4-20 6d10	750.1"+ 1200.1"+ No Shot No Shot No Scatter
Notes:	* Result is not an attack factor, but the roll (on 1d20 *minus* defense factor *modifiers*) needed to hit the aim point † See Radii of Effect of HE Weapons chart (other side of chart card) for effects of HE				

Defense Factors				
Basic Defense Factors			Defense Factor Modifiers	
Stationary	3		Light	soft-skinned vehicles, light woods, fences, etc.	+3
Moving or Moving Fire	1		Medium	stone walls, trenches, wood buildings, heavy woods, etc.	+5
Rushing	4		Heavy	stone or brick buildings, hatch of armored veh., etc.	+7
Sprinting	2		Very Heavy	bunkers, etc.	+9

Combat Resolution Table (1d20)

Attack Factor Minus Defense Factor	Number of Men in Target Area									
	1	2	3	4	5	6	7	8	9	10
-6	17:S 18:1 19:2 20:K	18:S 19:1 20:2/K	19:S 20:1/2/K	20:(1)	20:(1)	20:(2)	20:(2)	20:(3)	20:(3)	20:(4)
-5	16-17:S 18:1 19:2 20:K	17:S 18:1 19:2 20:K	18:S 19:1 20:2/K	19:S 20:1/2/K	20:(1)	20:(1)	20:(2)	20:(2)	20:(3)	20:(3)
-4	15-17:S 18:1 19:2 20:K	16-17:S 18:1 19:2 20:K	17:S 18:1 19:2 20:K	18:S 19:1 20:2/K	19:S 20:1/2/K	20:(1)	20:(1)	20:(2)	20:(2)	20:(3)
-3	14-16:S 17-18:1 19:2 20:K	15-17:S 18:1 19:2 20:K	16-17:S 18:1 19:2 20:K	17:S 18:1 19:2 20:K	18:S 19:1 20:2/K	19:S 20:1/2/K	20:(1)	20:(1)	20:(2)	20:(2)
-2	13-15:S 16-17:1 18-19:2 20:K	14-16:S 17-18:1 19:2 20:K	15-17:S 18:1 19:2 20:K	16-17:S 18:1 19:2 20:K	17:S 18:1 19:2 20:K	18:S 19:1 20:2/K	19:S 20:1/2/K	20:(1)	20:(2)	20:(2)
-1	12-14:S 15-16:1 17-18:2 19-20:K	13-15:S 16-17:1 18:2 20:K	14-16:S 17-18:1 19:2 20:K	15-17:S 18:1 19:2 20:K	16-17:S 18:1 19:2 20:K	17:S 18:1 19:2 20:K	18:S 19:1 20:2/K	19:S 20:1/2/K	20:(1)	20:(1)
0	11-13:S 14-16:1 17-18:2 19-20:K	12-14:S 15-16:1 17-18:2 20:K	13-15:S 16-17:1 18-19:2 20:K	14-16:S 17-18:1 19:2 20:K	15-17:S 18:1 19:2 20:K	16-17:S 18:1 19:2 20:K	17:S 18:1 19:2 20:K	18:S 19:1 20:2/K	19:S 20:1/2/K	20:(1)
1	10-12:S 13-15:1 16-18:2 19-20:K	11-13:S 14-16:1 17-18:2 19-20:K	12-14:S 15-16:1 17-18:2 19-20:K	13-15:S 16-17:1 18-19:2 20:K	14-16:S 17-18:1 19:2 20:K	15-17:S 18:1 19:2 20:K	16-17:S 18:1 19:2 20:K	17:S 18:1 19:2 20:K	18:S 19:1 20:2/K	19:S 20:1/2/K
2	9-11:S 12-14:1 15-17:2 18-20:K	10-12:S 13-15:1 16-18:2 19-20:K	11-13:S 14-16:1 17-18:2 19-20:K	12-14:S 15-16:1 17-18:2 20:K	13-15:S 16-17:1 18-19:2 20:K	14-16:S 17-18:1 19:2 20:K	15-17:S 18:1 19:2 20:K	16-17:S 18:1 19:2 20:K	17:S 18:1 19:2 20:K	18:S 19:1 20:2/K
3	8-10:S 11-14:1 15-17:2 18-20:K	9-11:S 12-14:1 15-16:2 18-20:K	10-12:S 13-15:1 16-18:2 19-20:K	11-13:S 14-16:1 17-18:2 19-20:K	12-14:S 15-16:1 17-18:2 19-20:K	13-15:S 16-17:1 18-19:2 20:K	14-16:S 17-18:1 19:2 20:K	15-17:S 18:1 19:2 20:K	16-17:S 18:1 19:2 20:K	17:S 18:1 19:2 20:K
4	7-9:S 10-13:1 14-17:2 18-20:K	8-10:S 11-14:1 15-17:2 18-20:K	9-11:S 12-14:1 15-17:2 18-20:K	10-12:S 13-15:1 16-18:2 19-20:K	11-13:S 14-16:1 17-18:2 19-20:K	12-14:S 15-16:1 17-18:2 19-20:K	13-15:S 16-17:1 18-19:2 20:K	14-16:S 17-18:1 19:2 20:K	15-17:S 18:1 19:2 20:K	16-17:S 18:1 19:2 20:K
5	6-8:S 9-12:1 13-16:2 17-20:K	7-9:S 10-13:1 14-17:2 18-20:K	8-10:S 11-14:1 15-17:2 18-20:K	9-11:S 12-14:1 15-17:2 18-20:K	10-12:S 13-15:1 16-18:2 19-20:K	11-13:S 14-16:1 17-18:2 19-20:K	12-14:S 15-16:1 17-18:2 19-20:K	13-15:S 16-17:1 18-19:2 20:K	14-16:S 17-18:1 19:2 20:K	15-17:S 18:1 19:2 20:K
6	5-7:S 8-12:1 13-16:2 17-20:K	6-8:S 9-12:1 13-16:2 17-20:K	7-9:S 10-13:1 14-17:2 18-20:K	8-10:S 11-14:1 15-17:2 18-20:K	9-11:S 12-14:1 15-17:2 18-20:K	10-12:S 13-15:1 16-18:2 19-20:K	11-13:S 14-16:1 17-18:2 19-20:K	12-14:S 15-16:1 17-18:2 19-20:K	13-15:S 16-17:1 18-19:2 20:K	14-16:S 17-18:1 19:2 20:K
7	3-5:S 6-10:1 11-15:2 16-20:K	5-7:S 8-12:1 13-16:2 17-20:K	6-8:S 9-12:1 13-16:2 17-20:K	7-9:S 10-13:1 14-17:2 18-20:K	8-10:S 11-14:1 15-17:2 18-20:K	9-11:S 12-14:1 15-17:2 18-20:K	10-12:S 13-15:1 16-18:2 19-20:K	11-13:S 14-16:1 17-18:2 19-20:K	12-14:S 15-16:1 17-18:2 19-20:K	13-15:S 16-17:1 18-19:2 20:K
8	2-3:S 4-9:1 10-15:2 16-20:K	3-5:S 6-10:1 11-15:2 16-20:K	5-7:S 8-12:1 13-16:2 17-20:K	6-8:S 9-12:1 13-16:2 17-20:K	7-9:S 10-13:1 14-17:2 18-20:K	8-10:S 11-14:1 15-17:2 18-20:K	9-11:S 12-14:1 15-17:2 18-20:K	10-12:S 13-15:1 16-18:2 19-20:K	11-13:S 14-16:1 17-18:2 19-20:K	12-14:S 15-16:1 17-18:2 19-20:K
9	1:S 2-8:1 9-14:2 15-20:K	2-3:S 4-9:1 10-15:2 16-20:K	3-5:S 6-10:1 11-15:2 16-20:K	5-7:S 8-12:1 13-16:2 17-20:K	6-8:S 9-12:1 13-16:2 17-20:K	7-9:S 10-13:1 14-17:2 18-20:K	8-10:S 11-14:1 15-17:2 18-20:K	9-11:S 12-14:1 15-17:2 18-20:K	10-12:S 13-15:1 16-18:2 19-20:K	11-13:S 14-16:1 17-18:2 19-20:K

Notes:
(1) Roll 1d6. 1-2:S, 3-4:1, 5:2, 6:K
(2) Roll 1d6. 1-3:S, 4:1, 5:2, 6:K
(3) Roll 1d6. 1-4:S, 5:1, 6:2
(4) Roll 1d6. 1-5:S, 6:1

If the Attack Factor is greater than 9, divide it by 2, rounding down, and roll twice.

☞ HAND-TO-HAND COMBAT

Divide melee into individual combats
Each set of combatants rolls an **averaging die**

Modifiers:

wounded	-1
suppressed	-1
leader	+1
hand-to-hand expert	+1
terrain advantage	+1
2 or more on 1	+1
berserk (optional)	+1

The winner of the roll inflicts the number of wounds on the loser equal to the difference in the rolls.
In the case of a tie, BOTH soldiers take a wound.

☞ MORALE CHECKS

Morale Checks (1d10)

Basic Procedure: Roll 1d10 (1d20, but remove 10's digit). If this is < the number of men alive in the *squad* (or three times the number of men in a crew-served weapon team), the team passes. If this number is > 10, the team breaks. Otherwise, the team is pinned, and all men are suppressed.

Events That Trigger a Morale Check

Event	Modifier to DieRoll	Event	Modifier to Die Roll
Soldier is killed	0	Unit is surprised	0
Received artillery fire	0	Attacked by flame weapon	+3
Someone hits a mine	+2	Attacked by medium or heavy MG	+1
Becomes cut off	-4	Threatened to be cut off	+4

Other Modifiers to Die Roll

Pinned	+1	Cover:	
		Open	+3
Broken	+2	Light	+2
		Medium	+1
Cannot see the enemy	+2	Heavy	+0
		V. Heavy	-1
It is dark	+2	Green	+2
		Veteran	+1
Attacked by vehicle	+2	Crack	+0
		Elite	-1
Leader	-LR		

Heroic Actions (2d6)

2	Become a leader — issue 1d4 orders
3	Automatically hit with a grenade
4	Double attack factor or +2 in hand-to-hand
5	Double movement distance
6	Movement distance times 1.5
7	Take any single, normal action — sorry!
8	A hasty fire and any movement
9	Any movement and normal fire
10	Take any two normal actions
11	Act in each phase (hasty fire, move, fire)
12	GO BERSERK!

All heroes immediately rally and unsuppress. Effects of heroic actions (except BERSERK) last for only one turn.

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54mm Vehicle Charts

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☞ ORDERS FOR VEHICLE CREWS

- The vehicle commander rolls normally for leader points. He then distributes them to the hull (driver) and each weapon/weapon operator.

- It costs 1 point to have the whole crew bail out.

- It costs the commander 1 point to move; it costs him 2 for all other actions.

- A point issued to a weapon or hull of a vehicle may result in the following actions:

1-man Turret or Weapon Position	2+ man Turret or Weapon Position	Hull
1 of the following actions:	2 of the following actions:	1 of the following actions:
Load any weapon Fire main gun * Fire coaxially-mounted machine gun * Hasty fire main gun * Hasty fire coaxially-mounted MG *	Turn turret up to 90 degrees Button or unbutton the vehicle Shoot smoke grenades (if the vehicle has them)	Move slowly Move quickly Pivot turn (any number of degrees)

Notes: * Two weapons in the same turret/area may not be fired in the same turn. The crew may choose to fire *either* the coax *or* the main gun. If a vehicle has an anti-aircraft machine gun or commander's cupola, this counts as a separate area; the turret could fire the main gun while the commander fires the anti-aircraft machine gun, for instance.

Roll to Hit Vehicular Targets (for Main Guns and AT Guns) (1d20)

Weapon Class	Range in Inches to the Target				
Machine Guns	0-15"	15.1-60"	60.1-150"	151.1-300"	300"+
Very Light	0-120"	120.1-240"	240.1-360"	360.1-480"	480.1-600"
Light	0-240"	240.1-480"	480.1-720"	720.1-960"	960.1-1200"
Medium	0-300"	300.1-600"	600.1-900"	900.1-1200"	1200.1-1500"
Heavy	0-360"	360.1-720"	720.1-1080"	1080.1-1440"	1440.1-1800"
Very Heavy	0-420"	420.1-840"	840.1-1260"	1260.1-1680"	1680.1-2100"
Roll to Hit	3-20	5-20	11-20	17-20	20
HE Scatter Dist	1d10	1d20	2d10	3d10	3d20

A 20 is always a hit; a 1 is always a miss.	If hit, use weapon class on Roll to Penetrate chart			If hit, use one weapon class lower on Roll to Penetrate chart	

Modifiers (to die roll):	Firer moving	-6	Target is very small	-4
	Target moving (>18")	-4	Cover:	
	Target moving (≤18")	-2	light woods	-2
	Firing at side	+1	heavy woods	-3
	Hasty fire	-4	hull defilade	-4
	Firer Suppressed	-5	smoke	-2

Roll to Hit Vehicular Targets (for Shoulder-Fired AT Weapons) (1d20)

Weapon	Weapon Data				
AT Grenade	Range Weapon Class	<3" Medium	3.16" Medium	6.1-9" Medium	9.1-12" Medium	12.1-15" Medium
AT Rifle	Range Weapon Class	0-60" Light	60.1-120" Light	120.1-180" Light	180.1-240" Very Light	240.1-300" Very Light
Light Anti-Tank Weapon	Range Weapon Class	0-15" Light	15.1-30" Light	30.1-60" Light	60.1-75" Light	75.1-90" Light
Medium Anti-Tank Weapon	Range Weapon Class	0-90" Medium	90.1-180" Medium	180.1-270" Medium	270.1-360" Medium	360.1-450" Medium
A 20 is always a hit; a 1 is always a miss.	Roll to Hit	3-20	5-20	11-20	17-20	20

Roll to Penetrate (1d20)

Weapon Class	Armor Class							
	Modified	*Modified*	*Very Light*	*Light*	*Medium*	*Heavy*	*Very Heavy*	*Modified*
Modified	15-20	17-20	19-20	20	Fail	Fail	Fail	Fail
Medium Machine Guns	13-20	15-20	17-20	19-20	20	Fail	Fail	Fail
Heavy Machine Guns	11-20	13-20	15-20	17-20	19-20	20	Fail	Fail
Modified	9-20	11-20	13-20	15-20	17-20	19-20	20	20
Very Light	7-20	9-20	11-20	13-20	15-20	17-20	19-20	20
Light	5-20	7-20	9-20	11-20	13-20	15-20	17-20	19-20
Medium	3-20	5-20	7-20	9-20	11-20	13-20	15-20	17-20
Heavy	2-20	3-20	5-20	7-20	9-20	11-20	13-20	15-20
Very Heavy	2-20	2-20	3-20	5-20	7-20	9-20	11-20	13-20

Modifiers to Armor Class	Hit on Side	down 1 class
	Hit in Rear	down 2 classes
	Extra Armor Plates	up 1 class

☞ IF THE ROUND PENETRATED, ROLL 4D4

(for light anti-tank weapons like AT Rifles, AT Grenades, and MGs roll 6-sided dice rather than 4-sided dice)

1st die	Main Gun	On a roll of 4, the main gun is destroyed; roll for each crewman on the Combat Resolution Table using row 4.
2nd die	Ammunition	On a roll of 4, the ammunition blows up; roll for each crewman on the Combat Resolution Table using row 9. BAIL OUT!
3rd die	Engine	On a roll of 4, the engine blows up; roll for each crewman on the Combat Resolution Table using row 7. BAIL OUT!
4th die	Crew Bail Out	On a roll of 3 or 4, the crew bails out. *(Tanks do not make this roll when hit by machine guns!)*

When rolling for machine-gun penetration, two dice are rolled for each area, and the results are not applied unless sixes are rolled on *both* dice.

If no fours (or sixes) were rolled for the main gun, ammunition, or engine, roll for each crewman on the Combat Resolution Table using row 4; the vehicle is still operable.

☞ IF THE ROUND DID NOT PENETRATE, ROLL 1D20

1-6   Crew bails out anyway, but they may reoccupy next turn. (Ignore for machine guns)
Crews may not reoccupy vehicles if the ammunition or engine exploded.

7-10   Track hit (Machine guns cannot damage tracks, just tires, etc.)

11-20   The round "bounces."

Vehicular Movement Speeds

	Move Slowly	Move Quickly
Very Light	1-50"	50-100"
Light	1-45"	45-90"
Medium	1-40"	40-80"
Heavy	1-35"	11-70"
Very Heavy	1-30"	9-60"

Terrain Effects are the same as those for personnel; although, the game master may have to make some decisions regarding impassible terrain, anti-tank obstacles, etc.

Artillery Delay

Off-Board Artillery		On-Board Artillery							What's Going on While You are Waiting for Artillery Support
target of op.	pre-planned target, immediate suppression, or repeat	target of opportunity		pre-planned target		immediate suppression or repeat		hand-held wpns	
		can see target	cannot see target	can see target	cannot see target	can see target	cannot see target		
n	n		n		n		n		call for fire or adjust fire
		n							fire direction center calculates
		n+1							put data on gun(s)
		n+2					n+1	n	fire gun(s)
n+4 +2d4	n+1+1d4	n+3	n+4	n+2	n+3	n+1	n+2	n+1	rounds impact

Initial Leader Ratings
Based on Unit Morale Rating (1d20)

	Green	Veteran	Crack	Elite
1-2	0	0	1	1
3-4	0	1	1	1
5-6	0	1	1	1
7-8	1	1	1	1
9-10	1	1	1	2
11-12	1	1	2	2
13-14	1	2	2	2
15-16	1	2	2	2
17-18	2	2	2	3
19-20	2	2	3	3

Artillery Sheaf Data

Weapon Types		Sheaf Size (per gun greater than 1)	Vaporize Radius — roll on row 6 on Combat Resolution Table	Lethal Radius — roll on row 0 on Combat Resolution Table	Burst Radius — roll on tow -3 on Combat Resolution Table	Minimum Range (if weapon is on-board)
Light Mortars (e.g., 60mm)	Very Light Artillery (e.g., 45mm)	6"	--	6.75"	13.5"	18"
Medium Mortars (e.g., 81mm)	Light Artillery (e.g., 75mm)	9"	--	8.25"	16.5"	36"
Heavy Mortars (e.g., 107mm)	Medium Artillery (e.g., 105mm)	12"	4.5"	10.5"	21"	75"
Very Heavy Mortars (e.g., 120mm)	Heavy Artillery (e.g., 155mm)	15"	7.5"	15"	30"	150"
	Very Heavy Artillery (e.g., 175mm)	18"	10.5"	21"	42"	300"

Throwing Track (1d20)

Cover moving through	Slow	Fast
None	Safe	20
Light	20	18-20
Medium	19-20	16-20
Heavy	17-20	14-20
Very Heavy	15-20	12-20

Random Orders for Vehicle Crewmen (1d20)

1-2	Move quickly toward enemy * †
3-4	Move quickly away from enemy * †
5-6	No action this turn †
7-8	No action this turn
9-14	Same as last turn
15-16	Fire at nearest enemy
17-20	Fire at random enemy

* for crewmen other than the driver, this is converted to "no action"
† for crews with morale grades other than green, these can be automatically changed to orders like reload weapon or unjam weapon

Vehicle Crash Chart (1d20)

Die Roll	Result (during the next movement phase)
1-4	Move ½ move straight ahead and stop
5-10	Move ½ move 45° left and stop
11-16	Move ½ move 45° right and stop
17-20	Stop!
21	Move quickly straight ahead next 2 turns
22	Flip!

Modifiers to die roll:	
Moved quickly this turn	+1
Turned more than 45° this turn	+1

Results:
  If the vehicle crashes into a solid object (e.g., wall, building, other vehicle) at ½ speed, roll for all occupants on the -2 row, column 1.
  If the vehicle crashes into a solid object at full speed, roll on row 0, column 1.
  For a *Stop!*, roll on row 0, column 1.
  For a *Flip!*, roll on row 2, column 1.

Radii of Effect of HE Weapons

Weapon Class	**Lethal Radius** roll on row 0 on Combat Resolution Chart	**Burst Radius** roll on row -3 on Combat Resolution Chart
Grenades	0-3"	3.1-6"
Very Light	0-6"	6.1-12"
Light	0-6.75"	6.76-13.5"
Medium	0-7.5"	7.6-15"
Heavy	0-8.25"	8.26-16.5"
Very Heavy	0-9"	9.1-18"

All rolls use column 1. Add 4 to row inside rooms, bunkers, etc. The GM *may* allow the use of Defense Factor Modifiers if the soldier and the point of impact are on opposite sides of some cover.