

ASMRB Vehicle Penetration Table Examples

Air:

Helicopter

Sea:

none so far...

Land:

Motorcycle

Car: Compact

Car: Mid-Sized

Limousine

Truck

Armored Fighting Vehicle

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Helicopter Penetration Table

generic helicopter penetration table (3.2-12.8 tons [5-7 Dmg. Ign.], BOD ~13)

3d6+pen.DC	effect
15.Mar	none
16	minor fuselage: cosmetic only cargo takes pen. DC (8- != area effect attack)
17	minor armament: disable minor weapon -1 OCV, 11- act. major weapon
18	minor systems: 1 disabled: sensor commo lifesupport etc.
19	minor powerplant: no immediate effect - Ref provides effect post-cbt.
20	minor crew: 1 crew takes pen. DC, Body- to be Killing Attack
21	minor flight systems: 3/4 speed, -3 to control
22	major fuselage: 1 hatch (or turret) jammed in current position
23	major armament: main sights disabled, Ø OCV if moving, 11- act., 1/2 ROF
24	major systems: disable all: commo sensors other systems
25	major powerplant: 1/2 power, 3/4 speed, 8- disabled if control roll req.
26	major crew: 1d6 crew take pen. DC, Body- to be Killing Attack
27	major flight systems: -1 SPD, -6 to control, 1/2 speed
28	critical fuselage: canopy gone 1/2 DEF over 1 location (roll again w/same DC)
29	critical armament: disable all armament in 1 mounting (turret,pylon,etc.)
30	critical systems: all systems out, emergency controls only(-6 rolls/phase)
31	critical powerplant: powerplant dead lose 3d6x5% of fuel, 8- for ignition
32	critical crew: all crew take pen. DC, Body- to be Killing Attack
33	critical flight systems: no controlled movement, lose rotor(s), crash
34+	subtract 1 from pen. DC, and roll twice with the new pen. DC

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Motorcycle Penetration Table

Generic motorcycle penetration table (nominal 200 kg [1 Dmg. Ign.], 11-12 BOD)

3d6+pen.DC effect

15.Mar	none
16	minor systems: 1 disabled: sensor commo lights dashboard etc.
17	minor powerplant: no immediate effect - Ref provides effect post-cbt.
18	minor suspension: 3/4 speed, -3 to control roll
19	major systems: disable all but primary controls
20	major powerplant: 1/2 power, 3/4 speed, 8- disabled if control roll req.
21	major suspension: -1 SPD, -6 to control roll, 1/2 speed
22	critical systems: all controls & systems disabled, -6 control roll each phase
23	critical powerplant: powerplant dead lose 3d6x5% of fuel, 8- for ignition
24	critical suspension: no controlled movement, possible crash
25+	subtract 1 from pen. DC, and roll twice with the new pen. DC

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Compact Car Penetration Table

Generic compact car penetration table (nominal 400 kg [2 Dmg. Ign.], 11 BOD)

3d6+pen.DC	effect
15.Mar	none
16	minor systems: 1 disabled: sensor commo lights dashboard etc.
17	minor powerplant: no immed. effect - Ref provides effect post-cbt.
18	minor crew: 1 crew takes pen. DC, Body- to be Killing Attack
19	minor suspension: 3/4 speed, -3 to control
20	major systems: disable all but primary controls
21	major powerplant: 1/2 power, 3/4 speed, 8- disabled if control roll req.
22	major crew: 1d6 crew take pen. DC, Body- to be Killing Attack
23	major suspension: -1 SPD, -6 to control, 1/2 speed
24	critical systems: all controls & systems disabled, possible crash
25	critical powerplant: powerplant dead lose 3d6x5% of fuel, 8- for ignition
26	critical crew: all crew take pen. DC, Body- to be Killing Attack
27	critical suspension: no controlled movement, possible crash
28+	subtract 1 from pen. DC, and roll twice with the new pen. DC

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Mid- & Full-Size Car Penetration Table

Generic mid-size car penetration table: (nominal 800 kg [3 Dmg. Ign.], 12 BOD)

Generic full-size car penetration table: (nominal 1600 kg [4 Dmg. Ign.], 13 BOD)

3d6+pen.DC	effect
15.Mar	none
16	minor chassis/body: cosmetic damage only
17	minor systems: 1 disabled: sensor commo lights dashboard etc.
18	minor powerplant: no immediate effect - Ref provides effect post-cbt.
19	minor crew: 1 crew takes pen. DC, Body- to be Killing Attack
20	minor suspension: 3/4 speed, -3 to control
21	major chassis/body: cargo takes pen. DC (on 8- if not area effect)
22	major systems: disable all but primary controls
23	major powerplant: 1/2 power, 3/4 speed, 8- disabled if control roll req.
24	major crew: 1d6 crew take pen. DC, Body- to be Killing Attack
25	major suspension: -1 SPD, -6 to control, 1/2 speed
26	critical chassis/body: window gone door, hood, trunk damaged lost panels
27	critical systems: all controls & systems disabled, possible crash
28	critical powerplant: powerplant dead lose 3d6x5% of fuel, 8- for ignition
29	critical crew: all crew take pen. DC, Body- to be Killing Attack
30	critical suspension: no controlled movement, possible crash
31+	subtract 1 from pen. DC, and roll twice with the new pen. DC

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Limousine Penetration Table

Generic limousine penetration table (nominal 3200 kg [5 Dmg. Ign.], 14-15 BOD)

3d6+pen.DC	effect
15.Mar	none
16	minor chassis/body: cosmetic damage only
17	minor systems: 1 disabled: sensor commo lights dashboard etc.
18	minor powerplant: no immediate effect - Ref provides effect post-cbt.
19	minor cargo: cargo takes pen. DC (on 8- if not area effect attack)
20	minor pass.: 1 pass. takes pen. DC, Body- to be Killing Attack
21	minor crew: 1 crew takes pen. DC, Body- to be Killing Attack
22	minor suspension: 3/4 speed, -3 to control
23	major chassis/body: loose body panel or trim
24	major systems: disable all but primary controls
25	major powerplant: 1/2 power, 3/4 speed, 8- disabled if control roll req.
26	major cargo: cargo takes pen. DC (on 11- if not area effect attack)
27	major pass.: 1d6 pass. take pen. DC, Body- to be Killing Attack
28	major crew: 1d6 crew take pen. DC, Body- to be Killing Attack
29	major suspension: -1 SPD, -6 to control, 1/2 speed
30	critical chassis/body: window gone door, hood, trunk damaged lost panels
31	critical systems: all controls & systems disabled, possible crash
32	critical powerplant: powerplant dead lose 3d6x5% of fuel, 8- for ignition
33	critical cargo: cargo takes pen. DC (on 14- if not area effect attack)
34	critical pass.: all pass. take pen. DC, Body- to be Killing Attack
35	critical crew: all crew take pen. DC, Body- to be Killing Attack
36	critical suspension: no controlled movement, possible crash
37+	subtract 1 from pen. DC, and roll twice with the new pen. DC

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Truck Penetration Table

Generic truck penetration table (1600 kg-25 tons [4-8 Dmg. Ign.], BOD 13-16)

3d6+pen.DC	effect
15.Mar	none
16	minor chassis/body: cosmetic damage only
17	minor cargo: cargo takes pen. DC (on 8- if not area effect attack)*
18	minor systems: 1 disabled: sensor commo lifesupport etc.
19	minor cargo: cargo takes pen. DC (on 8- if not area effect attack)*
20	minor powerplant: no immediate effect - Ref provides effect post-cbt.
21	minor crew: 1 crew takes pen. DC, Body- to be Killing Attack
22	minor suspension: 3/4 speed, -3 to control
23	major chassis/body: 1 hatch (or turret) jammed in current position
24	major cargo: cargo takes pen. DC (on 11- if not area effect attack)
25	major systems: disable all: commo sensors other systems
26	major cargo: cargo takes pen. DC (on 11- if not area effect attack)*
27	major powerplant: 1/2 power, 3/4 speed, 8- disabled if control roll req.
28	major crew: 1d6 crew take pen. DC, Body- to be Killing Attack
29	major suspension: -1 SPD, -6 to control, 1/2 speed
30	critical chassis/body: window gone door, hood, etc. damaged lost flotation
31	critical cargo: cargo takes pen. DC (on 14- if not area effect attack)
32	critical systems: all controls & systems disabled, possible crash
33	critical cargo: cargo takes pen. DC (on 14- if not area effect attack)*
34	critical powerplant: powerplant dead lose 3d6x5% of fuel, 8- for ignition
35	critical crew: all crew take pen. DC, Body- to be Killing Attack
36	critical suspension: no controlled movement, possible crash
37+	subtract 1 from pen. DC, and roll twice with the new pen. DC

*if vehicle is armed, these entries become:

3d6+pen.DC	effect
19	minor armament: disable minor weapon -1 OCV, 11- act. major weapon
26	major armament: main sights disabled, Ø OCV if moving, 11- act., 1/2 ROF
33	critical armament: disable all armament in 1 mounting area (e.g., turret)

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Generic AFV Penetration Table

3d6+pen.DC	effect
15.Mar	none
16	minor chassis/hull: cosmetic damage only cargo takes pen. DC
17	minor systems: 1 disabled: sensor commo lifesupport etc.
18	minor powerplant: 1/2 power, fl speed
19	minor crew: 1 crew takes pen. DC, Body- to be Killing Attack
20	minor fuel/ammo: lose 3d6x5% of 1 fuel/ammo type; 8- for ignition
21	minor suspension: 3/4 speed, -3 to control
22	minor armament: disable minor wpn. -1 OCV, 11- act. major wpn.
23	major chassis/hull: 1 hatch or turret jammed in current position
24	major systems: disable all: commo sensors other systems
25	major powerplant: 1/4 power, 1/2 speed, 8- disabled if control roll req.
26	major crew: 1d6 crew take pen. DC, Body- to be Killing Attack
27	major fuel/ammo: lose 3d6x10% of 1 fuel/ammo type; 11- for ignition
28	major suspension: -1 SPD, -6 to control, 1/2 speed
29	major armament: main sights disabled, Ø OCV if moving, 11- act., 1/2 ROF
30	critical chassis/hull: halve DEF over 1 location (roll again w/same DC)
31	critical systems: all systems out; emergency controls only (-6 all rolls)
32	critical powerplant: powerplant dead
33	critical crew: all crew take pen. DC, Body- to be Killing Attack
34	critical fuel/ammo: all (of one type) destroyed, 14- ignite
35	critical suspension: no controlled movement, possible crash
36	critical armament: disable all armament in 1 mounting area (e.g., turret)
37+	subtract 1 from pen. DC, and roll twice with the new pen. DC

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