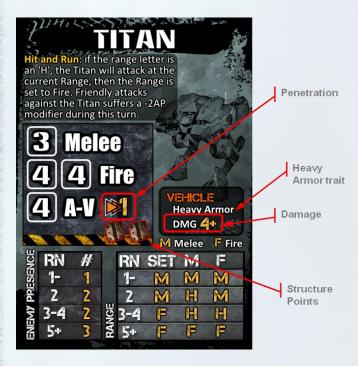# SPACE INFANTRY VEHICLE RULES
Ver 0.3.2

Introduction

Vehicles are a special type of Unit, and are identified by the "**Vehicle**" Attribute (note: the Pilum is considered a Vehicle).

Vehicles with the "**Heavy Armor**" trait are immune to the standard attacks: you need a Unit or Resource capable of Anti-Vehicle (abbreviated as A-V) attacks to damage those vehicles. Vehicles without the "Heavy Armor" trait (like the Pilum) can instead be damaged by the standard attacks using the default rules. Vehicles are normally capable of both standard attacks (represented by the Fire and Melee skills) and A-V attacks (represented by the Anti-Vehicle skill).

Vehicles with the "Heavy Armor" have one or more **Structure Point** (SP) icons associated to them: SP represent the amount of damage that an Heavy Armored Vehicle can sustain, similar to the standard Hit Points.

Penetration (PEN) represents the effectiveness of the Vehicle A-V attack: A-V weapons without a PEN value are treated as having PEN=0. (example: the Heavy Weapons Unit, with an A-V skill of 3, has a PEN=0).

Damage (DMG): vehicles with the "Heavy Armor" have a Damage attribute that represents level of protection of the vehicle. In order to penetrate the

Vehicle armor (and then score an hit) you need to draw a RN that is greater or equal to the DMG value of the target (see the A-V attack rules here below).

Anti-Vehicle (A-V) attacks

Anti-Vehicle attacks are resolved as follows:

1. An A-V attack can be always be executed regardless the current Range.

2. Activate the Unit capable of A-V attacks and determine the SL for the Anti-Vehicle skill; if the current range is Melee you gain +1AP. The number of SL represents the potential damage to the target.

3. For each SL, draw a RN and add to the result the Penetration value of the weapon (PEN=0 if no value is specified). If RN+PN is greater or equal than the Damage value of the Vehicle (DMG) you score one Hit.

4. For each Hit, place on the target Unit a Wound counter.

5. If the number of Wound counters on the target Vehicle is equal or greater to its Structure Points, the target is destroyed.

6. Vehicles without Heavy Armor (ex. the Pilum) hit by an A-V weapon are destroyed with a RN of 2+ (PEN is not used in this case)

Example 1:

An Heavy Weapons Units (A-V: 3, PEN=0) is firing against a Titan (DMG: 4+, SP: 2): you draw a RN and get a '5', gaining one SL. You must now verify if the attack was able to penetrate the target defenses: you draw a second RN and get a '3'. Since RN+PEN=3 that's less than the Titan DMG (4) the attack is unsuccessful.

Example 2:

A Fire Team is using a Scorpio (A-V: 4, PEN=0) against the same Titan (DMG: 4+, SP: 2): you draw a RN and get a '4', gaining one SL. To verify if the attack was able to penetrate the target defenses you draw a second RN: you get a '5'. Since RN+PEN=5 that's greater than the Titan DMG (4) the attack is successful and you score one Damage. Place one Wound counter on the Titan card as a reminder: since the Titan has 2 SP this single hit is unable to destroy the enemy.

Scorpio

The Scorpio is a new Resource that can be assigned to your Squad during the Resource Selection Phase (3.3) using the standard rules.

A Scorpio can be used against a Vehicle to execute an A-V attack regardless the type of weapon of the firing Unit (in other words, any Unit can use a Scorpio resource). The Scorpio provides the firing Unit a 4 Anti-Vehicle Skill and has a Penetration of zero (PEN=0): a Unit using a Scorpio cannot use any other Skill (the Unit is activated to use the Scorpio A-V Skill).