23. CLOSE DEFENSE SYSTEMS

Briefing

Close defense systems are designed to protect vehicles, aircraft, strongpoints, buildings and concentrations of troops from incoming projectiles. They utilize a wide range of technologies to intercept and destroy incoming missiles and warheads.

Types of systems

1. ***Aegis*** systems

a. *Aegis* close defense systems utilize electronic countermeasures (ECM) that disrupt the internal tracking and guidance systems of smart weapons.

b. *Aegis* systems can affect only smart weapons.

c. Warheads sent off course by *Aegis* systems are considered to land out of play or fail to detonate.

d. *Aegis* systems are not limited in the number of times they can fire because they tap energy from the vehicles, strongpoints or structures they are mounted on.

e. When used as weapons, *Aegis* close defense systems are particularly effective against mechanized infantry such as robots, wardrones and warbots.

1. The attack factor is 4 when these weapons are used against ground targets. The range factor is 3 inches. There is no effect area.

2. The electronic countermeasures of the *Aegis* will stun a robot, wardrone or warbot, if it is hit and penetrated, making it inactive for the remainder of the turn.

2. ***Aurora*** close defense systems

a. *Aurora* systems project small clouds of glitter to reflect and diffuse the beams of laser designators. The glitter confuses the tracking system of a laser-guided warhead and causes it to veer off course.

b. *Aurora* systems can affect only guided weapons that rely on laser guidance. Glitter cannot stop energy weapons because their beams are much more intense and powerful than laser designators, which are designed to "paint" a target for an extended period.

c. Warheads sent off course by *Aurora* systems are considered to land out of play or fail to detonate.

d. *Aurora* systems have a limited number of cartridges and can only fire six times during a game. (If the close defense systems on their vehicle designs have more or less cartridges than six, players must designate this on their vehicle status sheets.)

e. *Aurora* close defense systems are ineffective as weapons.

3. ***Beehive*** close defense systems

a. *Beehive* systems fire hundreds of steel balls to intercept and destroy incoming projectiles.

b. *Beehive* systems can affect guided, smart and conventional weapons.

c. *Beehive* systems destroy incoming projectiles and their warheads.

d. *Beehive* systems have a limited number of cartridges and can only fire six times during a game. (If the close defense systems on their vehicle designs have more or less cartridges than six, players must designate this on their vehicle status sheets.)

e. *Beehive* close defense systems may be used as weapons against enemy ground forces, particularly infantry.

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1. The attack factor is 4 when these weapons are used against ground targets. The range factor is 4 inches for *Beehive* rounds. The effect area is 3 inches.

2. If the target is hit and penetrated, damage is determined following the usual procedures.

4. ***Hedgehog*** close defense systems

a. *Hedgehog* systems fire hundreds of steel flechettes to intercept and destroy incoming projectiles.

b. *Hedgehog* systems can affect guided, smart and conventional weapons.

c. *Hedgehog* systems destroy incoming projectiles and their warheads.

d. *Hedgehog* systems have a limited number of cartridges and can only fire six times during a game. (If the close defense systems on their vehicle designs have more or less cartridges than six, players must designate this on their vehicle status sheets.)

e. *Hedgehog* close defense systems may be used as weapons against enemy ground forces, particularly infantry.

1. The attack factor is 4 when these weapons are used against ground targets. The range factor is 5 inches for *Hedgehog* rounds. The effect area is 3 inches.

2. If the target is hit and penetrated, damage is determined following the usual procedures.

5. ***Medusa*** close defense systems

a. *Medusa* systems utilize energy beams to intercept and destroy incoming projectiles.

b. *Medusa* systems can affect guided, smart and conventional weapons.

c. *Medusa* systems destroy incoming projectiles and their warheads.

d. *Medusa* systems are not limited in the number of times they can fire because they tap energy from the vehicles, strongpoints or structures they are mounted on.

3. *Medusa* close defense systems are effective against the full range of ground targets.

1. The attack factor is 5 when these weapons are used against ground targets. The range factor is 4 inches. There is no effect area.

2. If the target is hit and penetrated, damage is determined following the usual procedures.

6. ***Nova*** close defense systems

a. *Nova* systems react to laser painting by emitting a powerful light that confuses the tracking system of a laser-guided warhead and sends it off course.

b. *Nova* systems can affect only guided weapons that rely on laser guidance to "paint" a target for an extended period.

c. Warheads sent off course by *Nova* close defense systems are considered to land out of play or fail to detonate.

d. *Nova* systems are not limited in the number of times they can fire because they tap energy from the vehicles, strongpoints or structures they are mounted on.

e. *Nova* close defense systems are ineffective as weapons.

Employment

1. Close defense systems are relatively short-ranged systems. Due to their need to identify, track and respond to incoming fire, close defense systems perform better when enemy projectiles are fired from longer ranges.

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2. Close defense systems have a base range of die rolls needed to intercept and destroy incoming enemy projectiles such as missiles, rockets, bombs and shells. The base chance to hit is larger when the enemy fire comes from a greater distance. The movement of the attacking projectiles or the targeted vehicle does not affect them.

3. The following table gives the die roll needed for success when a projectile is fired from various distances.

Distance	Die roll needed
Less than 10 inches	1 to 2
10 to 20 inches	1 to 4
More than 20 inches	1 to 6

For example, a close defense system has a 20% chance to intercept an enemy missile when the missile was fired from less than 10 inches; a 40% chance when the missile was fired from 10 to 20 inches; and a 60% chance when the missile was fired from more than 20 inches.

4. A close defense system will automatically react to all incoming fire of the type that the system is programmed to intercept.

5. A close defense system may respond only once to each incoming projectile.

6. Close defense systems destroy, deactivate or deflect incoming projectiles before they can affect the target. The procedure for determining the hit location of misses is not used.

Close defense systems as weapons

1. Most close defense systems may be used as weapons. Because of their limited ranges they are generally utilized against enemy ground forces, particularly infantry.

2. In order to utilize a close defense system as a weapon the system must be manually switched over to its alternate targeting and fire control circuitry.

a. If a close defense system is used against projectiles during a turn, it may not also be used that turn as a weapon.

b. If a close defense system is used against ground targets during a turn, it may not be used that turn for defense against projectiles.

3. When used as a weapon, a close defense system uses the normal hit/miss determination procedure.

4. If a piece fires one of these weapons at very close range and is caught in its own effect area, it must check for penetration and damage.