

16. PENETRATION

Briefing

When a weapon has successfully hit its target the players must determine if the weapon has penetrated the defenses of the target.

Penetration procedure

1. The attack class of the weapon is compared to the armor class of the target by cross-indexing the two values on the **Penetration** table (Table 30. Penetration).

2. The table gives a number that represents the chance the weapon has of penetrating the armor.

a. Each point represents a 10% chance; thus a 5 represents a 50% chance.

b. The **A** on the table means automatic penetration.

c. The **N** means there is no chance of penetration.

3. The player whose weapon has fired rolls one ten-sided die. If the number rolled is less than or equal to the number given on the Penetration table, the target has been penetrated.

4. If the number rolled is greater than the number given on the Penetration table, the weapon or warhead did not penetrate the target. There can be many reasons for failure – the energy beam may not have been properly focused; the shell may have been a dud or may have exploded with reduced effectiveness; or the projectile may have only struck a glancing blow.

Penetration result

1. A penetration automatically eliminates a human, alien, cyborg, android or other living target that is size 0 or 1.

a. Exceptionally large creatures may require additional penetrations. For, example a creature

that is size 2 will require two penetrations to eliminate it.

b. If the weapon that caused the penetration is a needler, neutralizer or parasonar, the firing player may choose to have the result be **paralysis** rather than death. The paralysis will last ten turns. Players can place small markers next to paralyzed soldiers to indicate their status.

2. A penetration will cause damage to a robot, warbot or wardrone. The number of penetrations these pieces can take before they are eliminated is equal to their size factor plus two points. Thus a wardrone of size 1 will not be eliminated until it takes three hits that penetrate its armor.

3. A penetration will cause damage to a vehicle, battledrone or strongpoint. Players must determine the effect of the penetration using the damage evaluation procedure in Rule 17. Damage Evaluation.

Armor classes

1. The armor classes are arranged in a numerical series from 1 to 12. The numbers are used to grade the protection afforded by the armor, and various types of armor are classified at the different numerical levels. The higher the number, the better the armor class.

2. **Natural armor** is the protection that is afforded by a creature's own body, such as skin, fur, scales and chitin.

Natural armor	Armor class
Soft skin	0
Heavy fur, light scales, leathery skin	1
Very heavy fur	2
Medium scales	3
Chitin	4
Heavy scales	5

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3. **Infantry armor** is protection that is worn by a soldier and includes the most futuristic ceramic and aggregate armors. Standard battle armor and heavy battle armor are both types of powered armor.

Infantry armor	Armor class
Cloth	0
Leather	2
Full body suit, pressure suit	3
Mail, mesh or flak armor	4
Full armor	5
Standard battle armor	6
Heavy battle armor	7

4. **Metal plate** is sheet metal of various thicknesses and does not include armor plate. It is used for light constructions such as the bodies of rockets, and civilian vehicles and structures.

Metal plate	Armor class
Light metal	3
Medium metal	4
Heavy metal	5

5. **Alloy** is usually steel hardened with various common and exotic alloys, and includes many varieties of armor plate. It is used in small vehicles to make them lighter and more maneuverable, and in support vehicles which are not expected to face heavy fire. Alloy also includes the lightest composites, which are used in aircraft.

Alloy	Armor class
Light alloy	5
Medium alloy	6
Heavy alloy	7

6. **Composite armor** is composed of various combinations of steel hardened with alloys, ceramics, carbon and glass fiber, plastics and advanced bonding materials. This is the best armor available and is used in armored vehicles and strongpoints.

Composite armor	Armor class
Light composite	7
Medium composite	8
Heavy composite	9

7. **Energy defenses** are used to protect important structures or installations. This type of defense is too large for use on troops or vehicles.

Energy defense	Armor class
Defense screen	11
Force field	12

Assigning armor classes

1. Infantry armor is assigned on the basis of the type of armor that the figure appears to be wearing. Players can assign any armor class they choose, but as they build up their collections they should strive to make their forces consistent.

2. In some cases, an infantry figure may not have full armor of any one type. The player should assign the highest applicable armor class. This is because the weapons arrayed on the LaserGrenadiers battlefield are extremely deadly. Generally, infantry need any break they can get.

Example: An infantryman is wearing a helmet and a flak jacket. Although his body is not fully protected, he should be assigned the armor class of flak armor.

3. A vehicle is assigned one armor class for the entire vehicle. An armored vehicle is not assigned different armor classes for the front, side, rear and top as in most armor games.

a. This reflects the fact that futuristic vehicles must have uniform armor protection on all surfaces because attacks can come from any direction.

b. Protection is maximized for the class of armor on the vehicle. If a vehicle has medium

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composite armor, every surface of the vehicle has medium composite armor.

4. Strongpoints are assigned armor classes in the same way as vehicles.

Optional penetration procedure

1. This is an optional rule which allows the player whose piece has been hit to roll for penetration instead of the attacking player. This equates to the "savings roll" featured in many other games.

2. Refer to Table 30. Penetration – Optional Table.

3. The armor class of the target is compared to the attack class of the weapon by cross-indexing the two values on the optional penetration table.

4. The table gives a number that represents the chance the armor has of resisting the weapon.

a. Each point represents a 10% chance; thus a 5 represents a 50% chance.

b. The N on the table means there is no chance of penetration. No savings roll is needed.

c. The A on the table means automatic penetration. No savings roll is possible.

5. The player whose piece has been hit rolls one ten-sided die. If the number rolled is less than or equal to the number given on the optional penetration table, the target has not been penetrated.

