

WORLD WAR TESLA REFERENCE SHEET

INITIATIVE

1d6 plus any Spark Dice allocated for initiative. Take highest rolled Spark Die and add to initiative die roll.

MOVEMENT

Hindering terrain: 2 movement points for 1" of movement.

Water or Woods: Unit must stop once base has fully entered the water/wooded area. When starting movement phase in water/woods, movement rate is halved (rounding up.)

Elevated terrain: Category 0-3 units maximum elevation 1". Category 4-5 max elevation 2". Calculate elevation height in inches (rounding to closest inch) and subtract from movement rate.

ATTACK

To-hit roll: 2d6+ attack modifiers (7-12 hits, a double '1' always misses, a double '6' always hits)

- Attack modifiers:
- Short Range: +1 to the to-hit roll.
- Long Range: -1 to the to-hit roll.
- Target has cover (Section 5.11): -2 to the to-hit roll.
- Target is at a lower elevation from the attacker: +1 to the to-hit roll.
- Target is being fired upon at its rear arc: +1 to the to-hit roll.
- Target has moved less than 2" from where they began turn: +1 to attack roll.
- Attacker has not moved this Game Turn: +1 to attack roll.

DAMAGE

Roll damage dice and add in range modifiers to dice total (not for each die). Damage is always rolled as a d3.

- Die roll is a 1 or 2: 1 points of damage
- Die roll is a 3 or 4: 2 point of damage
- Die roll is a 5 or 6: 3 points of damage

When rolling damage dice, any natural '6' rolled also deals special damage in addition to the 3 points of damage rolled. The damage types are designated as 'A', 'B', and 'C' in the weapon description.

TYPE 'A': KINETIC PROJECTILE WEAPONS

All natural '6's are re-rolled again for additional damage, and may continue to be re-rolled as long as a '6' continues to be rolled.

TYPE 'B': ELECTRICAL WEAPONS

When a natural '6' rolled, the target cannot allocate their Spark Dice for their next Game Turn.

TYPE 'C': LASER WEAPONS

For each natural '6' rolled, the 3 damage points from that die bypass any shields or armor, and are applied directly to the hull.

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