

Soft-Skin Vehicle Class Damage Table				Heavy Vehicle Class Damage Table					
Die Roll	Small Arms & Infantry Support Weapons	Light Gun	Medium & Heavy Gun	Die Roll	Light Gun	Medium Gun Gun	Heavy Gun		
1	Vehicle Suppressed!	Vehicle Suppressed!	Mobility Hit - Half Movement	1	Vehicle Suppressed!	Vehicle Suppressed!	Vehicle Suppressed!		
2	Vehicle Suppressed!	Main Gun Damaged - Half FP	Immobilized	2	Vehicle Suppressed!	Vehicle Suppressed!	Main Gun Damaged - Half FP		
3	Vehicle Suppressed!	Mobility Hit - Half Movement	Main Gun K/O	3	Vehicle Suppressed!	Vehicle Suppressed!	Mobility Hit - Half Movement		
4	Vehicle Suppressed!	Immobilized	Vehicle Kill – Casualty Check	4	Optics Damaged (-1 RT Die Roll)	Optics Damaged (-1 RT Die Roll)	Immobilized		
5	Main Gun Damaged - Half FP	Main Gun K/O	Vehicle Kill – Casualty Check	5	Main Gun Damaged - Half FP	Main Gun Damaged - Half FP	Main Gun K/O		
6	Half Movement	Vehicle Kill – Casualty Check	Vehicle Kill – Casualty Check	6	Half Movement	Half Movement	Vehicle Kill – Casualty Check		
7	Main Gun K/O	Vehicle Kill – Casualty Check	Brew Up! Casualty Check!	7	Main Gun K/O	Main Gun K/O	Vehicle Kill – Casualty Check		
8	Immobilized	Brew Up! Casualty Check!	Brew Up! Casualty Check!	8	Immobilized	Immobilized	Brew Up! Casualty Check!		
9	Half Movement + Casualty Check	Brew Up! Casualty Check!	Catastrophic Kill!	9	Half Movement + Casualty Check	Half Movement + Casualty Check	Brew Up! Casualty Check!		
10	Main Gun K/O + Casualty Check	Catastrophic Kill!	Catastrophic Kill!	10	Main Gun K/O + Casualty Check	Main Gun K/O + Casualty Check	Brew Up! Casualty Check!		
11	Immobilized + Casualty Check	Catastrophic Kill!	Catastrophic Kill!	11	Immobilized + Casualty Check	Immobilized + Casualty Check	Brew Up! Casualty Check!		
12	Vehicle Kill – Casualty Check	Catastrophic Kill!	Catastrophic Kill!	12	Weapon K/O + Casualty Check	Vehicle Kill – Casualty Check	Catastrophic Kill!		
Light Vehicle Class Damage Table									
Die Roll	Light Gun	Medium Gun Gun	Heavy Gun	Non-AT Infantry Support Weapons	Soft skin vehicles	Light vehicles and up-armored soft skin vehicles	Medium vehicles	Heavy vehicles	
1	Vehicle Suppressed!	Main Gun Damaged - Half FP	Mobility Hit - Half Movement		Small arms	½ FP*	No effect	No effect	
2	Main Gun Damaged - Half FP	Mobility Hit - Half Movement	Immobilized		Light non-AT support weapons	½ FP*	No effect	No effect	
3	Mobility Hit - Half Movement	Immobilized	Main Gun K/O		Medium non-AT support weapons	½ FP*	No effect	No effect	
4	Immobilized	Main Gun K/O	Vehicle Kill – Casualty Check		Heavy non-AT-support weapons	Full FP	½ FP*	No effect	
5	Main Gun K/O	Vehicle Kill – Casualty Check	Vehicle Kill – Casualty Check		*Rounded Down			No effect	
6	Vehicle Kill – Casualty Check	Vehicle Kill – Casualty Check	Brew Up! Casualty Check!		Adv. Support Weapon (AP:2+)	TL 1 Effect	TL 2 Effect	TL 3 Effect	
7	Vehicle Kill – Casualty Check	Brew Up! Casualty Check!	Brew Up! Casualty Check!		Advanced Ballistic Support Weapon (ABW)	+1 Firepower in addition to Support Weapon bonus	+1 to die roll when rolling on Vehicle Damage Table	+1 AT effect (or AT effect of 1 for weapon with no normal AT effect)	
8	Brew Up! Casualty Check!	Brew Up! Casualty Check!	Brew Up! Casualty Check!		Laser Support Weapon (LWS)	All targets are in Optimum Range	+1 to die roll when rolling on Vehicle Damage Table	+1 Firepower in addition to Support Weapon bonus	
9	Brew Up! Casualty Check!	Brew Up! Casualty Check!	Brew Up! Casualty Check!		Gauss Support Weapon (GWS)	+1 Firepower in addition to Support Weapon bonus	Ignore one die of target unit's Cover/Armor	+1 AT effect (or AT effect of 1 for weapon with no normal AT effect)	
10	Main Gun K/O + Casualty Check	Brew Up! Casualty Check!	Brew Up! Casualty Check!		Energy Support Weapon (EWS)	+1 Firepower in addition to Support Weapon bonus and -1 to all Reaction Tests	Ignore one die of target unit's Cover/Armor	Ignore two dice of target unit's Cover/Armor	
11	Immobilized + Casualty Check	Brew Up! Casualty Check!	Catastrophic Kill!						
12	Vehicle Kill – Casualty Check	Catastrophic Kill!	Catastrophic Kill!						
Medium Vehicle Class Damage Table									
Die Roll	Light Gun	Medium Gun Gun	Heavy Gun	Support Weapons	Adv. Support Weapon (AP:2+)	TL 1 Effect	TL 2 Effect	TL 3 Effect	
1	Vehicle Suppressed!	Vehicle Suppressed!	Main Gun Damaged - Half FP		Advanced Ballistic Support Weapon (ABW)	+1 Firepower in addition to Support Weapon bonus	+1 to die roll when rolling on Vehicle Damage Table	+1 AT effect (or AT effect of 1 for weapon with no normal AT effect)	
2	Vehicle Suppressed!	Main Gun Damaged - Half FP	Mobility Hit - Half Movement		Laser Support Weapon (LWS)	All targets are in Optimum Range	+1 to die roll when rolling on Vehicle Damage Table	+1 Firepower in addition to Support Weapon bonus	
3	Vehicle Suppressed!	Mobility Hit - Half Movement	Immobilized		Gauss Support Weapon (GWS)	+1 Firepower in addition to Support Weapon bonus	Ignore one die of target unit's Cover/Armor	+1 AT effect (or AT effect of 1 for weapon with no normal AT effect)	
4	Optics Damaged (-1 RT Die Roll)	Immobilized	Main Gun K/O		Energy Support Weapon (EWS)	+1 Firepower in addition to Support Weapon bonus and -1 to all Reaction Tests	Ignore one die of target unit's Cover/Armor	Ignore two dice of target unit's Cover/Armor	
5	Main Gun Damaged - Half FP	Main Gun K/O	Vehicle Kill – Casualty Check						
6	Half Movement	Vehicle Kill – Casualty Check	Vehicle Kill – Casualty Check						
7	Main Gun K/O	Vehicle Kill – Casualty Check	Brew Up! Casualty Check!						
8	Immobilized	Brew Up! Casualty Check!	Brew Up! Casualty Check!						
9	Half Movement + Casualty Check	Brew Up! Casualty Check!	Brew Up! Casualty Check!						
10	Main Gun K/O + Casualty Check	Brew Up! Casualty Check!	Brew Up! Casualty Check!						
11	Immobilized + Casualty Check	Brew Up! Casualty Check!	Catastrophic Kill!						
12	Vehicle Kill – Casualty Check	Catastrophic Kill!	Catastrophic Kill!						

TOMORROW'S WAR QUICK REFERENCE SHEET

Standard First Aid Table

- Roll a D6:
- 1 - Dead. Unit may act as normal if it passes a TQ check. If not, it may only react fire to fire this turn, but may act normally next turn.
 - 2 - Serious wound. Unit suffers Casualty penalty. Unit may only react to fire this turn. Injured man may not participate in combat and does not count towards the unit's Firepower. The injured man may be escorted to the rear or to a medic.
 - 3 - Serious wound. Unit suffers Casualty penalty. Unit may only react to fire this turn. Injured man may not participate in combat and does not count towards the unit's Firepower. The injured man may be escorted to the rear or to a medic.
 - 4 - Light wound, walking wounded. Unit may take turn as normal. Lightly wounded figures may remain with the unit and fight, but the unit suffers from the Casualty penalty. The figure may also be escorted to the rear or to a CASEVAC area.
 - 5 - Light wound, walking wounded. Unit may take turn as normal. Lightly wounded figures may remain with the unit and fight, but the unit suffers from the Casualty penalty. The figure may also be escorted to the rear or to a CASEVAC area.
 - 6 - OK, gets back up! Unit may take turn as normal.

Advanced First Aid Table

- 1 - Dead. Unit may act as normal if it passes a TQ check. If not, it may only react fire to fire this turn, but may act normally next turn.
- 2 - Serious wound. Unit suffers Casualty penalty. Unit may only react to fire this turn. Injured man may not participate in combat and does not count towards the unit's Firepower. The injured man may be escorted to the rear or to a medic.
- 3 - Light wound, walking wounded. Unit may take turn as normal. Lightly wounded figures may remain with the unit and fight, but the unit suffers from the Casualty penalty. The figure may also be escorted to the rear or to a CASEVAC area.
- 4 - Light wound, walking wounded. Unit may take turn as normal. Lightly wounded figures may remain with the unit and fight, but the unit suffers from the Casualty penalty. The figure may also be escorted to the rear or to a CASEVAC area.
- 5 - OK, gets back up! Unit may take turn as normal.
- 6 - OK, gets back up! Unit may take turn as normal.

STRESS MODIFIERS

- +1 for each turn after the first
- +1 for Dependents/Wounded in the unit
- +1 for each Insurgent objective achieved
- +1 if fired on in last turn
- +1 if taunted by mobs in the last turn
- +X for negative leader within 6"
- 1 If unit is in Solid Cover or has no LOS to enemy
- 1 for each regular objective achieved
- 1 for each turn not under fire or taunted
- X for positive leader within 6"
- X = Positive or negative value of Leader
- Modifiers are cumulative.

MORALE CHECK POINTS

- LOW CONFIDENCE TROOPS:
Each time a Unit takes casualties
- NORMAL CONFIDENCE TROOPS:
Each time a Unit is fired on
- ALL TROOPS:
Each time a Unit is fired upon by a weapon with an unmodified Firepower of 4D+
Each time an IED is detonated within 10"
Each time a unit is subjected to an artillery salvo or air-strike
Each time fire from their unit injures/kills a civilian or non-combatant

Morale Dice
Low Morale – D6
Average Morale – D8
Good Morale – D10
High Morale – D12

VEHICLE CREW MORALE CHECK POINTS

Low Confidence Vehicle Crews Make a Morale Check:

Each time their vehicle is fired upon by an Infantry Gun, AT Gun, or Tank Gun
Each time a friendly vehicle within 12" and in LOS is damaged or destroyed

Confident and Low Confidence Vehicle Crews Make a Morale Check:

Each time a friendly vehicle within 12" and in LOS is destroyed
Each time an IED is detonated within 10"
Each time a unit is subjected to an artillery salvo or air-strike
All Vehicle Crews Make Morale Checks:
Each time the crew takes casualties
When their vehicle is damaged (immobilized, gun destroyed, movement or firepower reduced)
Each time fire from their vehicle injures/kills a civilian or non-combatant

Calling for a Fire Mission

An FO or leader must have the target in sight and pass a Troop Quality Test.

The following cumulative modifiers apply:

Spotter is an actual Forward Observer: +1

Spotter is a Special Forces leader: +1

Spotter is a Squad Leader or lower: -1

Spotter is calling for assets other than his own: -1
Spotter has unreliable communications with fire control (designated by scenario): -1

Air strikes are resolved by following these steps:

Resolve air support request (skip this step if playing a Fog of War card)

Determine current air defense environment

Declare type of strike (bombing/missile run or strafing run – if using an Asset Card with special attack types, declare which attack type will be used)

Determine effect of strike

-1 For each level of ADA TL superiority over Dropships

+1 For each level of Dropship TL superiority over ADA

+1 For Agile Dropships

-1 For Slow Dropships

TQ Die Roll	No AD	Light AD	Medium AD	Heavy AD	Overwhelming ADA
1 or less	Evasion! No Strike!	Aircraft Destroyed	Aircraft Destroyed	Aircraft Destroyed	Aircraft Destroyed
2	½ Strength Strike	Too Hot!	Aircraft Destroyed	Aircraft Destroyed	Aircraft Destroyed
3	½ Strength Strike	Evasion! No Strike!	Too Hot!	Aircraft Destroyed	Aircraft Destroyed
4	Good Strike	½ Strength Strike	Evasion! No Strike!	Too Hot!	Aircraft Destroyed
5	Good Strike	Good Strike	½ Strength Strike	Evasion! No Strike!	Too Hot!
6	Good Strike	Good Strike	Good Strike	½ Strength Strike	Evasion! No Strike!
7	Good Strike	Good Strike	Good Strike	Good Strike	½ Strength Strike
8	Good Strike				
9	Good Strike				
10+	Good Strike				

ATGM Firepower

TL 1, primitive or poorly engineered ATGMs: 3d

TL 1 ATGMs: 4d*

TL 2 ATGMs: 4d**

TL 3 ATGMs: 4d***

No ATGM may be fired at a target closer than 4"

*Negates ERA

**Negates ERA, Performs Deck Attack

***Negates ERA, Performs Deck Attack, -1 to APD

Fire Mission Effects

Light Mortar Salvo: AP:3D/AT:0 (3" radius)
Medium Mortar Salvo: AP:4D/AT:2D(L) (4" radius)
Heavy Mortar Salvo: AP:6D/AT:2D(M) (6" radius)
Light Artillery: AP:8D/AT:2D(M) (6" radius)
Heavy Artillery: AP:10D/AT:2D(H) (8" radius)
Heavy Artillery (AT): AP:10D/AT:3D(H) (8" radius)
Missile Salvo: AP:12D/AT:4D(H) (10" radius)

Artillery attacks affect all vehicles' **Side** armor rating.
resolved using the vehicles' **Side** armor rating.

Calling In an Airstrike

A Terminal Air Controller (TAC) must have the target in sight and pass a Troop Quality Test.
The following modifiers apply:

TAC has laser designator: +1

TAC has priority for air support (indicated by scenario): +1

TAC has spotty radio reception (indicated by scenario): -1

TAC is working with unfamiliar aircraft (indicated by scenario): -1

TAC has TL 1 sensors: -1

TAC has TL 3 sensors: +1

TAC's force is under Grid Control: +1

Air Defense Environment Modifiers

+1 For Agile aircraft
+1 For IF Fighter
+1 For each level of aircraft TL superiority over ADA
-1 For each level of ADA TL superiority over aircraft
-1 If ground force is utilizing SFAD
-1 For Slow aircraft
-1 If Enemy has air superiority
-1 If Enemy has orbital superiority