



# Tesla Coils

- ✧ Tesla Coils are an Ordnance Weapon
- ✧ Tesla Coils can only be used as an Attack

## To Hit with Tesla Coils

from  
Obscured



vs. Submerged: n/a  
vs. TFTs: n/a  
vs. All other models: 6

from  
Flying



vs. Obscured (small models): 6  
vs. Obscured (medium, large or massive): 5,6  
vs. Flying: 4,5,6  
vs. Surface (non-Diving): 4,5,6  
vs. Surface (Diving): 5,6  
vs. Submerged: 6  
vs. TFTs: n/a

from  
Surface



vs. Obscured (small models): 6  
vs. Obscured (medium, large or massive): 5,6  
vs. Flying: 4,5,6  
vs. Surface (non-Diving): 4,5,6  
vs. Surface (Diving): 5,6  
vs. Submerged: 6  
vs. TFTs: n/a

from  
Submerged



Teslas cannot be fired from the Submerged level

✧✧✧ if any of the following conditions apply, they REPLACE the above to-hit numbers IF they are more advantageous for the TARGET ✧✧✧

Small Target - Teslas fired by Capital Class models vs. models with Small Target: 5,6

Elusive Target - Teslas fired by Small Size models vs. models with Elusive Target: 5,6

Fast Target - Teslas fired by Capital Class models vs. models with Fast Target: 6

Cloud Generator - Tesla Coils fired by any model vs. models with an ACTIVE Cloud Generator: 5,6

Impeded LOS - Rockets fired by any model affected by impeded Line of Sight to its target: 5,6

- ✧ Tesla Coil AD is reduced by loss of HP, but only 1 AD for the loss of every 2HP (redoubtable) .
- ✧ Attacks from Teslas with Lethal Strike remove 1 AP from the target when DR or CR is exceeded
- ✧ Tesla Coil hits are canceled by successful Shield Generator saves of 4,5,6
- ✧ Tesla Coils may only link with other Tesla Coils