

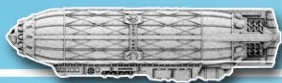


Rockets

To Hit with Rockets

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

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. Diving (on the Surface): 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



Rockets 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 - Rockets fired by Capital Class models vs. models with Small Target: 5,6
Elusive Target - Rockets fired by Small Size models vs. models with Elusive Target: 5,6
Fast Target - Rockets fired by Capital Class models vs. models with Fast Target: 6
Cloud Generator - Rockets 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

- ✧ Rocket AD is NOT reduced by loss of HP
- ✧ Rocket hits are canceled by successful Defensive Fire AA saves of 5,6
- ✧ Submerged models MAY use defensive fire AA vs. Rockets
- ✧ Rocket hits are canceled by successful Shield Generator saves of 5,6
- ✧ Attacks from Incendiary Rockets cause 1 Raging Fire on the target when DR or CR is exceeded
- ✧ Rockets may only Link with other Rockets