Artillery and Ortillery

The capabilities of weapons are reflected in their controls. These charts determine the controls to be expected on weapons.

INDIRECT FIRE

Some weapons can attack targets which are not directly in their line of sight. This Indirect Fire involves Artillery (high arcing shots which descend on the target), Ortillery (shots dropped from orbit on a target), or Bombing (shots dropped from flyers on a target). In most cases, Indirect Fire is controlled by a Forward Observer.

The Observer Process

A Forward Observer identifies a Target, communicates with an Indirect Fire weapon operator, and tells it the Target's location identifiers (he may give coordinates by voice, or transmit data).

On the Forward Observer's command (Fire One), the weapon shoots one ranging shot. It arrives in the next Round.

The shot may deviate from a direct hit: roll Flux twice: once for vertical and once for horizontal deviation.

The Forward Observer observes the impact of the shot.

Hit! If it hits, he tells the weapon operator (Hit! Fire For Effect) and the weapon now fires one normal shot. It hits in the next Round.

Miss! If it misses, he tells the weapon operator (Miss! Up X Left Y) and the weapon fires a ranging shot. It hits in the next Round and the process repeats.

THE OBSERVER METHOD
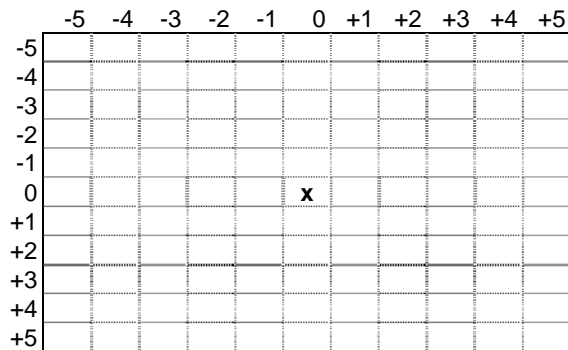
Roll Flux twice: apply it vertically and horizontally to determine where the shot actually hits. On each roll, apply Mod Forward Observer skill (with a sign as appropriate) but never beyond zero on the chart.

Deviation Scale. Indirect Fire weapons deviate in units of 50 meters. This may keep the hits in the same Range Band, or may move it to another Range Band.

The Designator Process

A Forward Observer identifies a Target and is working with either a Remote weapon slaved to the Designator, or with an Indirect Fire weapon at another location.

Indirect Fire Weapons

He is using a Designator. He activates the Designator and fires at the Target.

Hit! If he hits, he Triggers the Indirect Fire Weapon, which then fires and will hit in the next Round. The operator must fire again in the next Round to Redesignate the Target.

A Designator must Hit, but need not Penetrate.

Pre-Shot. An operator may Trigger the Indirect Fire Weapon before he attempts to Designate a Target. In the next Round, he Designates the Target: if he hits, the Indirect Fire Weapon also hits; if he misses, the Indirect Fire Weapon also misses (roll Flux twice for Deviation- it has to hit somewhere).

Designate and Forget. Designators which use Spray leave a residue on the Target. Once it has been hit, the operator may pursue other activities.

Remote Indirect Weapons

A Remote weapon is emplaced at a location and slaved to an operator's Designator. When the Designator is fired, the Remote is automatically ready to fire in support.

Triggered Operation. The Designator fires at the Target. If it hits, the user Triggers the Remote weapon, which fires at the designated target and hits in the next Round.

A Designator must Hit, but need not Penetrate.

Automatic Operation. The Designator fires at the Target, and the Remote automatically fires at the same time.

A Designator must Hit, but need not Penetrate. If the Designator misses, then the Remote misses.

FN. The FN for a Remote depends on its installation.

FN = Char + Skill
Char = Weapon Quality (if not already known, roll 2D-2).
Skill = Installation.

To Install A Remote Weapon
2D < Dexterity + Fighting
Installation = Assets minus Die Roll.