

# TITAN STRIKE CHARTS AND TABLES

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## [6.2] LOCK-ON CHART

### Combat Differential

0,1	2	3	4,5	6	7	8+
1/1	2/1	3/2	4/2	5/2	6/2	7/1

## = number of rolls on Hit Table for attacker/defender, respectively. Players make all rolls before losses are taken (all sky combat is considered simultaneous). Differentials greater than 8 are resolved as 8.

## [6.3] HIT TABLE

### Firing Player's Net EW Superiority

Fail to Jam	-3	-2, -1	0	1	2,3	4+	
	2-3	2-4	2-5	2-6	2-7	2-8	2-9

Results are dice roll ranges (2 dice) within which dice roll must fall in order to eliminate the unit.

## [11.5] HOPPER CRASH TABLE

Hopping into...

Clear	0
Dry Sea	0-1
Mesa	0-2
Ammonia	0-4

Results are die roll ranges (1 die) within which die roll must fall in order for hopper to crash. Subtract 1 from die roll if hex hopped into is Enemy-occupied.

## [8.2] ANTI-SKY TABLE

### Anti-Sky Rating (firing land unit)

	A	B	C	D	E	
Maneuver Rating (target)	A	2-6	2-5	2-4	2-3	2
	B	2-7	2-6	2-5	2-4	2-3
	C	2-8	2-7	2-6	2-5	2-4
	D	2-9	2-8	2-7	2-6	2-5
	E	2-10	2-9	2-8	2-7	2-6

Results are dice roll ranges (2 dice) within which dice roll must fall in order to eliminate unit.

## [11.6] TERRAIN EFFECTS CHART

### Movement Point Cost to Enter

Unit Type	Clear	Ammonia	Dry Sea	Mesa	Cavern
TECV, Drone	1	4	1	2	3
SSM, Laser, Howitzer	1	P	2	2	P
Hover Platform	1	2	1	2	4
Infantry, Engineer	1	P	1	1	1
Combat Strength Modifier (target in terrain)	0	+1	-1	-2	-1

P = prohibited. Landmarks (e.g., survey station) do not affect movement.

## [9.4] COMBAT STRENGTH MODIFICATION SUMMARY

**Add 1** when attacking TECV, hopper, hover platform  
**Add 2** when attacking drone, SSM, laser, howitzer

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