

## PART TWO: REFERENCE GUIDE

### UNIT CHARACTERISTICS

Each unit has a unique set of attributes which affect the game in various ways.

MORALE VALUE:	Each unit's morale value represents the value of the unit to the rest of its squad. If the unit is eliminated then the morale of all units on its side will decrease by an amount equal to its morale value and all enemy units morale will increase by the same value.
MOVEMENT TYPE:	Different types of unit have different AP costs for certain types of terrain. For example the droids in scenario one are unable to trample over the household furniture.
ACTION POINT ALLOWANCE :	This represents the number of Action Points that the unit is allocated at the start of each turn. However, a unit's initial AP allowance is modified by a number of factors. The weight of the unit's armour and the unit's burden are both subtracted from this value.
CONSTITUTION:	A unit's constitution is the amount of damage it can take before it is eliminated.
WOUNDS:	If a unit's constitution is reduced then the unit will receive a number of wounds which are subtracted from the unit's Action Points at the start of each turn.
WOUND RATE:	The wound rate is the number of constitution points lost needed to generate one wound.
STAMINA:	This value represents the physical fitness, or energy, of the unit. If a unit spends more than half its APs on energetic tasks like movement then stamina will be reduced. Unused APs will help recover stamina. If Stamina reaches such a low level that the unit is feeble then it will only receive half its AP allowance at the start of each turn until stamina is recovered through rest.
MORALE:	A unit's morale is adversely affected if friendly units are eliminated or if a unit is wounded. Morale will increase (but not beyond initial morale) if enemy units are eliminated. If a unit becomes panicked then it may drop objects that it is using. The morale of droids is never reduced.

WEAPON SKILL:	This value affects ranged combat only. Combined with the skill factor of a weapon the accuracy of firing can be increased.
STRENGTH:	The weight of objects that can be carried is determined by a unit's strength. In close combat strength can increase the damage done by a weapon.
AGILITY:	The accuracy of throwing depends on a unit's agility. The accuracy of hitting in close combat is affected by the attacking unit's agility and the defending unit's agility.
UNARMED COMBAT:	This represents the unit's innate ability at close combat without using any weapon.
BURDEN:	A unit's burden is subtracted from its AP allowance. The burden value is calculated according to the strength of the unit and the total weight of all objects carried.
ARMOUR:	Each unit has an armour rating for its front side, left side, right side and rear. The unit's directional facing and the source of each shot is used to calculate which armour rating is used in combat calculations. Armour can be damaged if a damage value from a shot or hit is greater than the armour rating. A unit's constitution will only be affected by a damage value which is greater than the armour value.
VICTORY POINTS:	A unit's victory point value is added to the enemies total victory points when the unit is eliminated.

## WEAPONS AND OBJECTS

There are three basic categories of objects in Laser Squad, weapons, ammunition and other objects. There are three types of weapon, close combat weapons, ranged weapons and grenade type weapons. Most ranged weapons can be used in close combat. Objects can have some or all of the following characteristics:

WEIGHT:	All objects have a weight value.
SIZE:	All objects have a size value. Units are limited in the total size of objects that they can carry depending on the type of armour worn. When there is more than one object in a space then the largest object is displayed on the map.

CONSTITUTION:	All objects have a constitution value which represents the damage factor needed to destroy the object.
ACTION POINT COST:	When an object is on the ground there can be an AP cost for moving onto it in addition to the AP cost for the terrain.
CLOSE COMBAT COST:	The percentage of APs required to use the weapon in close combat.
CLOSE COMBAT ACCURACY:	The basic chance of hitting with the weapon. This is modified by a number of factors in close combat.
CLOSE COMBAT DAMAGE:	The average amount of damage points inflicted by the weapon in close combat.
CLOSE COMBAT STRENGTH BONUS:	The percentage of a unit's strength that is added to damage in close combat.
CLOSE COMBAT AGILITY BONUS:	The percentage of a unit's agility that is added to the accuracy in close combat.
AUTOMATIC FIRE AP COST:	The percentage of a unit's action point allowance used for a single automatic shot.
AUTOMATIC FIRE ACCURACY:	The percentage chance of being on target.
SNAP SHOT AP COST:	The percentage of unit's action point allowance used for a single snap shot.
SNAP SHOT ACCURACY:	The percentage chance of being on target with a snap shot.
AIMED SHOT APCOST:	The percentage of unit's action point allowance used for one aimed shot.
AIMED SHOT ACCURACY:	The percentage chance of being on target with an aimed shot.
SKILL FACTOR:	This value determines how much of a unit's weapon skill is added to accuracy in ranged combat.
RANGED COMBAT DAMAGE:	The average amount of damage inflicted by the weapon in ranged combat. If the weapon has explosive ammunition, or if the weapon is a grenade type, then this value represents explosive power.
AMMUNITION:	The type of ammunition that is used if the object is a ranged combat weapon.

## CLOSE COMBAT CALCULATIONS

The accuracy of close combat is determined by the sum of the following factors:

1. The basic close combat accuracy of the weapon
2. Add the agility factor determined by the weapons agility bonus and the attacking unit's agility.
3. Subtract all the enemy unit's agility if it is being attacked from the front.
4. Subtract half the enemy unit's agility if it is being attacked from the side.
5. Subtract a quarter of the enemy unit's agility if it is being attacked from the rear.

The damage in close combat is determined by the sum of the following factors:

1. The basic close combat damage of the weapon.
2. Add the strength factor determined by the weapons strength bonus and the attacking unit's strength.
3. Add a random factor which modifies the damage value calculated so far between 50% and 150%.
4. Subtract the defending unit's armour rating for the side in which it is hit.
5. Subtract the protection value of the terrain occupied by the defending unit.

## RANGED COMBAT CALCULATIONS

The accuracy of ranged combat is determined by the sum of the following factors:

1. The basic accuracy of the weapon depending on the type of shot.
2. If the shot is a snap shot then add the skill bonus determined by the weapons skill and the firing units weapon skill.
3. If the shot is an automatic shot then only add half the calculated skill bonus.
4. If the shot is an aimed shot then add double the calculated skill bonus.

Ranged combat damage is determined by the sum of the following values.

1. The ranged combat damage value of the weapon.
2. Add a random factor which results in a damage amount between 50% and 150% of the initial damage value.
3. Subtract the target unit's armour rating for the side in which it is hit.
4. Subtract the protection rating of the terrain occupied by the target unit.

M4000 AUTO-GUN	10	12	106	2	25	40	8	20	10	8	5	25	16	50	40	8	46	20	M4000 GUN-CLIP
MARSEC AUTO-GUN	12	14	116	2	25	38	10	20	9	6	5	25	18	50	45	8	58	20	MARSEC GUN-CLIP
SNIPER RIFLE	7	8	98	1	20	52	8	20	13	-	-	33	26	67	56	13	52	12	RIFLE CLIP
MARSEC PISTOL	6	4	100	0	20	50	6	17	17	-	-	13	10	25	22	7	40	8	PISTOL CLIP
L50 LAS-GUN	16	14	120	2	33	34	10	17	10	5	4	20	12	50	24	6	30	40	L50 LAS-PACK
HEAVY LASER	28	34	126	3	50	24	11	17	7	3	3	17	10	33	16	6	45	50	HEAVY LAS-PACK
ROCKET LAUNCHER	12	22	86	3	50	26	9	14	8	-	-	33	10	67	18	5	160	1	ROCKET
DAGGER	1	2	60	0	17	58	20	13	33	-	-	-	-	-	-	-	-	-	
AP50 GRENADE	2	2	60	0	-	-	-	-	-	-	-	-	-	-	-	-	90	-	
EXPLOSIVE	15	8	80	0	-	-	-	-	-	-	-	-	-	-	-	-	170	-	

WEIGHT

SIZE

CONSTITUTION

AP COST IN MAP

% CLOSE COMBAT COST

% CLOSE COMBAT ACCURACY

CLOSE COMBAT DAMAGE

% CLOSE COMBAT STRENGTH BONUS

% CLOSE COMBAT AGILITY BONUS

% AUTO-SHOT AP COST

% AUTO-SHOT ACCURACY

% SNAP SHOT AP COST

% SNAP SHOT ACCURACY

% AIMED SHOT AP COST

% AIMED SHOT ACCURACY

% SKILL FACTOR

RANGED COMBAT DAMAGE FACTOR

AMMUNITION CAPACITY

AMMUNITION TYPE