Persian Incursion Quick Strike Chart Guide

Quick Strike Guidelines

1) Weapons are dropped in pairs.
2) Weapons with the same adjusted to hit number and damage may be combined in an attack.
3) Attacks are resolved by building.
4) Buildings with multiple aim points can be attacked as a single whole, with hits resolved against the total number of damage boxes for all aim points. It is assumed that the weapons are distributed among different aim points.
5) For each attack, use the appropriate table for the number of weapons being dropped on a building, find the row corresponding to the weapon's adjusted to hit number, and roll D100. The D100 roll must be less than or equal to the listed number for each column for that number of hits to be scored. For example, when rolling on the "4 Weapons Attack Table" with an adjusted to hit number of 8, a player rolls D100 and gets a result of 72. The number rolled is less than or equal to the number required for three hits (82) but greater than the number needed for four hits (41). The attack scores three hits.
6) A miss has no effect on the target. There are no "near misses" with reduced damage.

Example 1: Twelve F-15I's with a Heavy Strike load out (12 x EGBU-28B, 24 x GBU-31) attack one of the underground halls and the Pilot Enrichment Facility at Natanz. There are six buildings in the Pilot Enrichment Facility target group, with each building having 5 or 6 damage boxes. Thus, each building will require three hits to destroy it. The Israeli player allocates four GBU-31 bombs per building. There are no GPS jammers at Natanz, so the adjusted to hit number used on the Quick Strike Chart is 8. Going to the "4 Weapons Attack Table" and the 8 row, the Israeli player rolls six times.

Primary Target A: A roll of 43 results in three GBU-31s hitting the target, inflicting six damage boxes. The target is destroyed.

Primary Target B: A roll of 92 results in two GBU-31s hitting the target, inflicting four damage boxes. The target is damaged.

Primary Target C: A roll of 64 results in three GBU-31s hitting the target, inflicting six damage boxes. The target is destroyed.

Primary Target D: A roll of 33 results in all four GBU-31s hitting the target, inflicting eight damage boxes. The target is truly destroyed, and then some.

Primary Target E: A roll of 04 results in all four GBU-31s hitting the target, inflicting eight damage boxes. The target is truly destroyed, and then some.

Primary Target F: A roll of 80 results in three GBU-31s hitting the target, inflicting six damage boxes. The target is destroyed.

After the dust settles, five of the six pilot plant buildings have been destroyed, and two of those are pretty much the proverbial smoking hole in the ground. Target B, however, is only damaged and will have to be re-struck if the Israelis wish to score a Decisive Victory at Natanz.

Example 2: The underground centrifuge hall is a tougher target to take out because of its construction and high armor rating. This job is made even more difficult as the F-15Is are carrying EGBU-28Bs, which cannot penetrate the armor with a single hit. This forces the Israelis to "double tap" each hit location (two successive hits on the same spot) in order to score any damage, and requires two weapons per attack - *please note this is an important point*.

The probability of a successful double tap attack is 0.48 (a B-size target at 0.8 followed by an F-size target at 0.6), which rounds up to 0.50 and corresponds to a hit number of 5 on the PGM Attack Table. With no GPS jammers the adjusted to hit number used on the Quick Strike Chart is 5. Going to the "6 Weapons Attack Table," (yes, twelve weapons are being used, but for this case they constitute a six-weapon attack since each aim point needs to be hit by two weapons), find the 5 row and roll D100 once. The Israeli player will have to be really lucky to destroy the underground hall, as it requires five hits and he only has an 11% chance of that occurring. Rolling a 48, the Israeli player scores three hits (less than or equal to 66, but greater than 34) and inflicts six boxes of damage to the facility. For victory condition purposes, the underground hall is only damaged, severely so, but it is not destroyed and must be re-struck for a Decisive Victory at Natanz.

Now if the Israeli player had purchased the EGBU-28C upgrade, then he would not be required to use "double tap" attacks, as a single weapon will penetrate the armor. In this case, the Israeli player allocates eight F-15I's in the attack against the underground hall. The adjusted to hit number is 8 (again, no GPS jamming). Going to the "8 Weapons Attack Table" and the 8 row, the Israeli player rolls once. Rolling a 35 results in seven hits (less than or equal to 50, but greater than 17), or fourteen damage boxes which is more than adequate to destroy the target.

2 Weapons Attack Table

Hit #	1	2
9	99	81
8	96	64
7	91	49
6	84	36
5	75	25
4	64	16
3	51	09
2	36	04
1	19	01

4 Weapons Attack Table

Hit #	1	2	3	4
9	00	00	95	66
8	00	97	82	41
7	99	92	65	24
6	97	82	48	13
5	94	69	31	06
4	87	52	18	03
3	76	35	08	01
2	59	18	03	--
1	34	05	--	--

PGM Attack Table

D10 Die Roll

Target Size Class

Weapon	Guidance	Gen-eration	Damage	Armor Pen	A	B	C	D	E	F	G	Range nm
AGM-88 HARM	ARM	3	--	--	8	8	8	8	8	8	8	70
EGBU-28B	GPS/	1/	2	44	8	8	8	8	7	6	4	11
	Laser	3			8	8	8	8	8	7	4	11
EGBU-28C	GPS/	1/	2	53	8	8	8	8	7	6	4	11
	Laser	3			8	8	8	8	8	7	4	11
GBU-31 JDAM	GPS	1	2	5	8	8	8	8	7	6	4	13
GBU-32 JDAM	GPS	1	1	5	8	8	8	8	7	6	4	13
GBU-38 JDAM	GPS	1	1	5	8	8	8	8	7	6	4	13
GBU-39 SDB	GPS	2	1	9	8	8	8	8	8	7	6	60
GBU-57	GPS	2	3	105	8	8	8	8	7	6		7
Guillotine	Laser	3	2	5	8	8	8	8	8	7	5	13
Spice 2000	GPS&EO	1&2	2	7	8	8	8	8	8	7	6	32
STAR-1	ARM	3	--	--	8	8	8	8	8	8	8	135

Modifiers (only one can apply):

GPS Jamming vs First Gen:	-3
GPS Jamming vs Second Gen:	-1
Laser Decoys:	-4

6 Weapons Attack Table

Hit #	1	2	3	4	5	6
9	00	00	00	98	89	53
8	00	00	98	90	66	26
7	99	99	93	74	42	12
6	98	96	82	54	23	05
5	95	89	66	34	11	02
4	92	77	46	18	04	--
3	85	58	26	07	01	--
2	74	34	10	02	--	--
1	47	11	02	--	--	--

8 Weapons Attack Table

Hit #	1	2	3	4	5	6	7	8
9	00	00	00	00	99	96	81	43
8	00	00	00	99	94	80	50	17
7	99	99	99	94	81	55	26	06
6	98	97	95	83	59	32	11	02
5	97	91	86	64	36	14	04	--
4	94	81	68	41	17	05	01	--
3	88	66	45	19	06	01	--	--
2	77	44	20	06	01	--	--	--
1	55	17	04	01	--	--	--	--