

The Cardinal Rule: where a rule does not make sense in a particular situation, ignore it or modify it. These are one page rules after all.

Six-sided Dice Conventions:

Any unmodified roll of a Six is a success.

Any unmodified roll of a One is a failure.

Units

A player has one or more Units, as defined by the relevant Force Supplement.

Each Unit is defined by its level of training & experience & by its weapon/armour selection.

All members of a Unit must remain within 3"/8cm of each other or incur a penalty on their activation of 1 per figure that is out of touch.

Unit Training/Experience

Level	Activation	Expertise	Suppress
Green	5+	6+	1
Seasoned	4+	5+	2
Veteran	3+	4+	3
Elite	2+	4+	4

Playing the Game

This game is played in 'Turns'.

Initiative

At the beginning of a turn each player rolls 1D6 & adds any scenario modifiers. Reroll any ties.

The player that scores the highest can attempt to Activate a Unit first. If this succeeds then that unit can choose one action & carry it out.

He can continue to activate units until he fails an activation, then the initiative passes to his opponent. If there are more than two players the initiative passes to the next highest score.

The initiative passes to & fro as players pass and fail Activation rolls, until they have all had a chance to try & activate each Unit in their command.

Activation

To Activate a Unit a player must roll equal to, or more than, the Activation number given in the Unit Training/Experience table.

If a unit has a leader with a higher Activation Level use this instead.

Add one to the roll if there are no visible enemy.

Once activated a Unit can do one of the following:

Choice	Move	Notes
Walk	6"/15cm	The unit can also fire small arms or throw grenades, at one point during their move.
Run	12"/30cm	Cannot fire weapons or throw grenades.
Duck & Weave	8"/20cm	Cannot fire weapons or throw grenades. Figures count as being in Soft Cover.
On Guard	0"	Can react <u>once</u> per turn by firing at enemy movement across their field of fire.
Gone to Ground	3"/8cm	Drop into nearest cover. Increase the level of that cover by one. Cannot fire weapons or throw grenades.
Aimed Fire	0"	All figures in Unit get +1 to firing.
Assault	8"/20cm	Move into close combat with enemy.

Units that fail to activate are On Guard. Except if units that fail have taken more than 50% casualties they Withdraw 6"/15cm away from the nearest visible enemy, or towards their deployment point if there are none visible.

Firing

A figure cannot fire if they are Suppressed.

A Unit can fire at any enemy figures or vehicles that they have a clear line of sight to. It can split its fire amongst more than one target.

Each figure in a Unit throws one die per Fire Point, trying to equal or exceed their Expertise rating. Each die that does so is a Hit.

Any target figures wearing armour get a save against these hits. If the vehicle makes its save, passengers inside do not have to.

Unsaved hits against a Unit must be taken as casualties, suppressed figures, or a combination of both to the allowable limits the Unit can support.

A figure cannot be made both suppressed and a casualty from the same bout of received fire.

A Unit may fire at enemy in cover if some of the enemy figures are within 2"/5cm of the cover's edge. Figures can only fire out of cover if they are within 2"/5cm of the cover's edge.

A Unit can only target enemy figures that share the same area of cover if they are within 6". The target will get a cover save.

A defined area of cover will block line of sight.

Suppression

A figure that is Suppressed is placed on its side.

It cannot fire & its Unit takes a penalty to its next activation of -1 per Suppressed figure.

After the next activation roll for that Unit stand the figure up. It is no longer Suppressed.

The maximum number of Suppressed figures a Unit can have is related to its Training/Experience.

Cover

At least half of a unit has to be in cover for the whole Unit to benefit from it. If the target of a firing attack is in cover the number the firer needs to roll to hit (its' expertise) is modified as shown below:

Cover	Mod	Examples
Soft	+1	Undergrowth, Woods, Wooden Buildings, Hedgerows, Rifle Pits,
Mode-rate	+2	Stone or Brick Walls, Buildings or Rubble, Trenches
Hard	+3	Bunkers

No cover modifier can make a Unit's expertise worse than 6+.

Infantry move through cover at their normal speed.

Close Combat

A Unit must use an Assault activation to move into close combat with an enemy Unit.

The attacking Unit moves its figures into base contact with enemy figures, no figure moving more than 8"/20cm. Then the opponent can move up any unengaged figures that are within 3"/8cm of an assaulting enemy figure.

Both sides simultaneously roll one dice per figure & use their Expertise rating to determine hits.

Figures that are already Suppressed before this attack strike after all other attacks are resolved.

All hits not saved by personal armour result in casualties. Cover has no effect.

Units may only take casualties, not Suppression.

The combat continues at the beginning of each subsequent turn. The units involved automatically activate at that point. They cannot subsequently activate in that turn.

To attempt to Withdraw from combat a Unit must make a successful Activation roll & then move 1D6" away from their opponents. If the opponents also make a successful Activation roll they can follow up 1D6". If they catch their enemies combat continues. This supersedes the normal Activation rules.

Weapons

The weapons shown below are generic types that are common in military & paramilitary forces.

Small Arms	Range	Fire points
Pistol/Revolver	8"/20cm	1FP
Infantry Rifle	24"/60cm	1FP
Assault Rifle*	24"/60cm	1FP
Sniper Rifle	32"/80cm	2FP
Sub-Machine Gun	16"/40cm	3FP
Light Machine Gun	32"/80cm	3FP
Combat Shotgun	8"/20cm	3FP
Grenade Launcher	16"/40cm	3FP

* Assault Rifles get 2FP at 12"/30cm or less.

Support Weapons	Range	Fire points
Heavy Machine Gun ¹	32"/80cm	4FP
Flamethrower ²	8"/20cm	4FP
Grenades, thrown	8"/20cm	3FP
RPG	24"/60cm	3FP
Light Anti-Tank Gun	32"/80cm	3FP
Light Mortars ³	40"/100cm	3FP
Light Cannon ²	32"/80cm	4FP
Hvy Cannon ²	48"/120cm	6FP

1. Vehicle & Bunker mounted HMG's need only one crew. Infantry HMG's need two crew to serve them.
2. Flamethrowers & Tank Cannons ignore cover.
3. If you have any figure with line of sight, mortars can fire at enemies they cannot directly see.

Personal Armour

Once hits have been determined the Unit can make armour saves against the majority type in the Unit.

Type	Save	Examples
Light	6+	Flak Jacket, Police Armour
Medium	5+	Modern Carapace or SWAT
Heavy	4+	SciFi Jointed Carapace
Power	3+	Powered Suit
Battlesuit	2+	Tactical Dreadnought

Vehicles

These are activated like Units.

They can move up to 12"/30cm in the open, or 6"/15cm through Soft Cover, & fire one weapon. Medium & Heavy Tanks can move 6"/15cm through Moderate Cover but cannot fire if they do.

A stationary vehicle can fire all its weapons.

A Vehicle, and any troops inside or directly behind it, get an armour save:

Armour	Save	Examples
None	6+	Trucks, Cars, Technicals.
Light	5+	APC's, Armoured Trucks
Medium	4+	IFV's, Light Tanks
Heavy	3+	Medium Tanks
Very Heavy	2+	Heavy Tanks

Note that Small Arms & HMGs cannot harm Armoured vehicles (5+ save minimum).

For each unsaved hit roll on the following table:

Roll	Effect
1-2	Crew Stunned, -2 to next activation only.
3-4	Weapon Destroyed (owner chooses).
5	Vehicle immobilised for rest of game. It can still shoot.

6 Vehicle Destroyed. All crew/passengers must bail out & each figure takes one hit.

If a vehicle is hit on the front roll 2 dice & choose the better result. On the side roll 1 die. On the rear roll 2 dice & choose the worst result.

If the same effect is rolled a second time in a single turn take the next highest effect.

Note: Vehicles cannot be suppressed, nor can crew or passengers bailing out of a destroyed vehicle.

If a Vehicle assaults infantry, they make an Activation roll to get out of the way, and move figures out of vehicle's path. If they fail each figure in the vehicle's path is hit. Make saves as normal.