

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/armor selection.

All members of a unit must remain within 3cm 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'.

In a turn all players get to attempt to activate & use every unit under their command.

Initiative

At the beginning of a turn each player rolls 1D6. 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.

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 is no visible enemy.

Once activated a unit can do one of the following:

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

Units that fail to activate are On Guard. If units that fail have taken more than 50% casualties they withdraw 6cm 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 figure 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 armor get a save against these hits. If the vehicle makes its save, passengers inside don't 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 2cm of the cover's edge. Figures can only fire out of cover if they are within 2cm of the cover's edge.

A unit can only target enemy figures that share the same area of cover if they are within 6cm. 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 he 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

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 |
| Moderate | +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 8cm. Then the opponent can move up any unengaged figures that are within 3cm of an assaulting enemy figure.

Both sides simultaneously roll one die 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 armor 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 1D6cm away from their opponents. If the opponents also make a successful activation roll they can follow up 1D6cm. If they can catch their enemies, combat continues.

Weapons

The weapons in the following tables are generic types that are common in military & paramilitary forces.

Small Arms **Range** **Fire Points**

| | | |
|-------------------|------|-----|
| Pistol/Revolver | 8cm | 1FP |
| Infantry Rifle | 24cm | 1FP |
| Assault Rifle* | 24cm | 1FP |
| Sniper Rifle | 32cm | 2FP |
| Sub-Machine Gun | 16cm | 3FP |
| Light Machine Gun | 32cm | 3FP |
| Combat Shotgun | 8cm | 3FP |
| Grenade Launcher | 16cm | 3FP |

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

Support Weapons **Range** **Fire Points**

| | | |
|---------------------|------|-----|
| Heavy Machine Gun** | 32cm | 4FP |
| Flamethrower*** | 8cm | 4FP |
| Grenades, Thrown | 8cm | 3FP |
| RPG | 24cm | 3FP |
| Light Anti-Tank Gun | 48cm | 3FP |
| Light Mortar**** | 60cm | 3FP |
| Light Cannon** | 48cm | 4FP |
| Heavy Cannon** | 72cm | 5FP |

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

**Vehicle & Bunker mounted HMGs need only one crew, Infantry HMGs need two crew to serve them.

***Flamethrowers & Tank Cannons ignore cover.

****If you have any figure with line of sight, mortars can fire at enemies they cannot directly see.

Personal Armor

Once hits have been determined the unit can make armor saves against the majority type in the unit.

Type **Save** **Examples**

| | | |
|------------|----|---------------------------|
| Light | 6+ | Flak Jacket, Police Armor |
| Medium | 5+ | Modern Carapace or SWAT |
| Heavy | 4+ | Sci-Fi Jointed Carapace |
| Power | 3+ | Powered Suit |
| Battlesuit | 2+ | Tactical Dreadnought |

Vehicles

These are activated like units.

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

A stationary vehicle can fire all of its weapons.

A vehicle, and any troops inside or directly behind it, get an armor save:

Armor **Save** **Examples**

| | | |
|------------|----|--------------------------|
| None | 6+ | Trucks, Cars, Technicals |
| Light | 5+ | APCs, Armored Trucks |
| Medium | 4+ | IFVs, Light Tanks |
| Heavy | 3+ | Medium Tanks |
| Very Heavy | 2+ | Heavy Tanks |

Note that Small Arms & HMGs cannot harm Armored 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 immobilized rest of game. Can still shoot |
| 6 | Vehicle Destroyed. All crew/passengers must bail out & take a hit. |

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

If same effect rolled second time in same turn, take next highest result. Note: Vehicles cannot be suppressed, nor can crew or passengers bail out of a destroyed vehicle.

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