

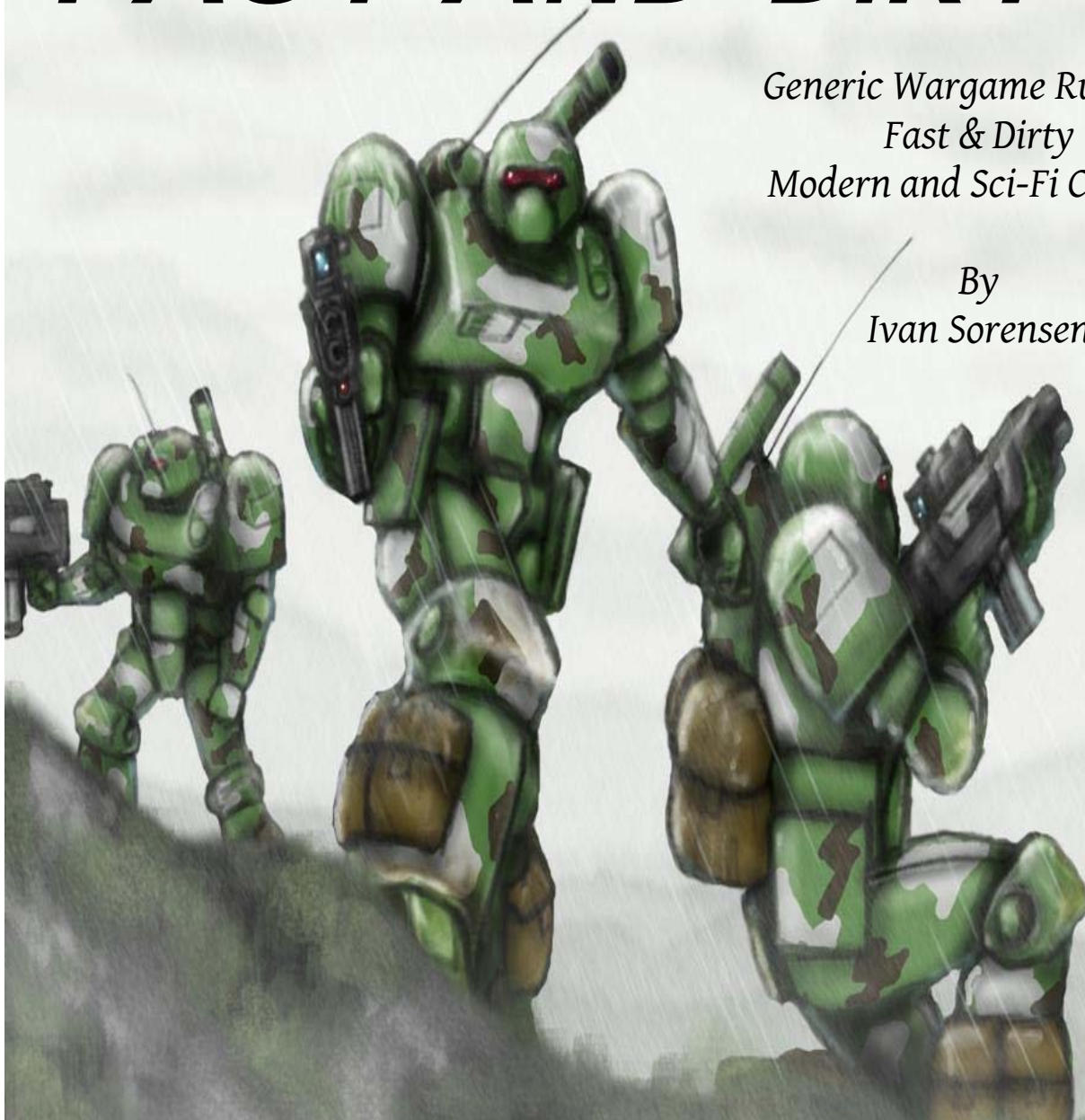
Headquarters  
Department of War

Training Circular  
FAD 4.0

# ***FAST AND DIRTY***

Generic Wargame Rules for  
Fast & Dirty  
Modern and Sci-Fi Combat

By  
Ivan Sorensen



Document Status: FINAL  
Approved: 09 March 2009  
Restrictions: None. Cleared for public release.

# ***FAST AND DIRTY***

## ***Credits***

Game Design & Development - Ivan Sorensen  
Graphics, Layout and Co-Development v3 Onwards - Steve Green  
Valuable Contributions & Artwork - Alan Morey  
Artwork - Javier Garcia, Stefan Härnström, Randy Linbourn

## ***ACKNOWLEDGEMENTS***

I want to thank my wife for putting up with me, and everyone out there who asked questions, offered suggestions and helped make the game what it is today.

Honorable mention goes to Jon Tuffley from Ground Zero Games.

<http://www.groundzerogames.net>

Without his fantastic Stargrunt 2 rules, this game would never have existed.

## ***SUPPORT***

Fast and Dirty is a work in progress. I encourage you to visit

<http://www.freewebs.com/weaselfierce>

from time to time and check for updates and new supplements.

Better yet, why not join the Yahoo Group

<http://games.groups.yahoo.com/group/fastanddirty>

and help shape the future of Fast and Dirty! Let me know how the rules are working for you. I'm always interested in hearing suggestions from players, and I'll answer all of your rules questions too!

## ***Legal Notice***

Fast And Dirty is © 2006 - 2009 by Ivan Sorensen.

*All Rights Reserved.*

This electronic book is copyright by Ivan Sorensen. It is offered to the gaming public free of charge. Redistribution by any means is not only allowed but encouraged, provided this is done free of charge.



# TABLE OF CONTENTS

## INTRODUCTION

Overview	5
New Players	5
Miniatures	5
Spirit of the Game	5

## GETTING STARTED

Force Profiles	6
Unit Name	6
Quality	6
Movement Rate	6
Resolve	6
Armour	6
Weapons	6
Game Units	7
Infantry	7
Vehicles	7
Support	7
Tabletop Prep	8
Scenario Creation	8
Building Forces	9
Platoons	9
Squads	9
Weapons	10
Command Squads	10
Review	10
Variations	10
Enhancements	11
Limitations	11

## PLAYING THE BASIC GAME

Turn Sequence	12
Unit Activation	12
Checking Resolve	13
Morale Tests	13
Movement	14
Infantry Move	14
Infantry Rush	14
Vehicles as Transports	14
Vehicle Move	15
Coherency	16
Difficult Ground	16

Shooting	17
Line of Sight	17
Fire Priority	17
Range	17
Shooting at Infantry	18
Determine Fire Effect	18
Allocate Hits	18
Determine Damage	19
Shooting at a Vehicle	19
Determine Fire Effect	19
Determine Penetration	20
Determine Damage	20
Destroying a Vehicle	21
Shooting a Blast Weapon	21
Ranging In	21
Determine Impact Area	21
Determine Strike Effect	21
Close Assault	22
Assaulting Infantry	22
Determine Victor	22
Determine Casualties	22
Overrun	22
Assaulting a Vehicle	23
Nerves of Steel	23
Determine Damage	23
About Transports	23
Under Fire	24
Pinning	24

## ADVANCED RULES

Command Disruption	25
Command Response	25
Determine Command Response	25
Demolitions	26
Drop Troops	27
Select Drop Point	27
Determine Drop Success	27
Scatter	27
Exceptional Troops	27
Fire Teams	28
Fortifications	28
Heavy Weapons Teams	29

Hidden Movement	29	Determine Clear Shot	37
Indirect Artillery Fire	30	Task System	38
Determine Timing	30	Attempting a Task	38
Determine Accuracy	30	Traits	39
Jet Packs	30	Aerial	39
Leaping	30	Aggressive	39
Bounding	30	Agile	39
Last Stand	31	Assault Troops	39
Mines	31	Berserk	39
Mines versus Infantry	31	Brave	39
Mines versus Vehicles	31	Bug Hunter	39
Non-Combatants	31	Combat Drugs	39
Officers	32	Elusive	39
Opportunity Fire	32	Engineer	39
Personalities	33	Fanatic	39
Brawler	33	Fearless	39
Comm	33	Flyer	39
Knife Fighter	33	Goon	40
Lucky	33	Grizzled	40
Sharpshooter	33	Hardened	40
Trigger Happy	33	Hero	40
Medic	33	Hivemind	40
Motivator	33	Holy (Item)	40
Power Armour	33	HQ	40
Psionics	34	Infect	40
Invocation	34	Infiltration	40
Degrade	34	Legend	40
Demoralize	34	Mechanized	40
Embolden	34	Recon	40
Enhance	34	Regenerate	41
Expose	34	Relentless	41
Harm	34	Save	41
Heal	34	Self-Repairing	41
Inspire	34	Shaky	41
Shield	34	Shock Troops	41
Terror	34	Slow	41
Recover Wounded	35	Slow Firing	41
Wounding	35	Stealth	41
Forming Aid Teams	35	Swift	41
Determine Recovery	35	Tank Hunter	41
Leave No One Behind	35	Terrifying	41
Moving Wounded	35	Tough	41
Scout	36	Unholy (Item)	41
Sentry Guns	36	Villain	41
Smoke Grenades	37	Zombie	41
Snipers	37		

Vehicle Bogging	42
Vehicle Properties	42
Advanced Targeting System	42
Amphibious	42
Close-in Defense System	42
Command Vehicle	42
Electronic Countermeasures	42
Forward Observer	43
Improved Weapons Control	43
Medevac	43
Reactive Armour	43
Smoke	43
Stealth	43
Supercharged	43
Under-Powered	43
Urban Warfare Kit	43
Weapon Stabilizer	43

## APPENDICES

Basic Force Building Tutorial	44
Advanced Force Generation	48
Overview	48
Priority Assignment	48
Generate A Force	49
Defaults	49
Manpower	49
Firepower	49
Gear	50
Support	50
Training	50
Aggression	50
Additional Changes	51
Officers	51
Heroic Characters	51
Psionics	51
Not Like Us	51
Point Value System	52
Introduction	52
Infantry	52
Heavy Weapons Teams	54
Officers	54
Psionics	55
Snipers	55
Unit Abilities	55
Unit Traits	56
Vehicles	57

Vehicle Properties	58
Scenario Generation	59
Overview	59
Generation Sequence	59
Select a Stance	59
Select an Attitude	59
Determine Recon Points	60
Setup Terrain	60
Determine Missions	61
Deploy Contact Markers	61
Spend Recon Points	61
Reveal Forces	62
Mission Details	62
Campaign System	64
Introduction	64
Building A Campaign	64
Tree Campaign	65
Post-Battle Steps	66
Replacements	66
Reinforcements	66
Experience	66
Reference Tables	67
Weapons Tables	69
Vehicle Tables	70

## OPTIONAL RULES

Greater Variety	11
Card Activation	12
Losing Heart	14
Variable Movement	15
Hit Allocation	18
Squad-Based Damage	19
Crossfire	24



# INTRODUCTION

## OVERVIEW

Fast and Dirty was designed to provide a quick, uncomplicated, yet realistic game system for small unit modern day, near future and sci-fi skirmish combat.

By building upon basic military principles that have not changed much over time, such as troop morale, motivation, and experience, these rules are an attempt to create a system that will serve just as well for fire fights today as those far off into the future.

Each player will field a small force, ranging from a few squads to a reinforced platoon with support elements, including heavy weapons, artillery, even a vehicle or two. Forces can be created in one of three ways: using a simple random force generation system to get you playing quickly, a more advanced system for experienced players, and a detailed points system for the ultimate in flexibility.

Though the system is easy to learn and play, this doesn't mean the game is lacking details. In fact, there are actually three levels of play. First you will learn the **Basic Game**, which provides all the core rules necessary to head off into battle. Then, as you become familiar with the system, you might want to consider using some of the **Advanced Rules**, which will add more depth to your gaming experience. Finally, there are a number of **Optional Rules** which you can incorporate into your games to add even greater detail. The choice is yours.

Fast and Dirty is a generic system, specifically designed to work with a wide array of settings and miniatures. Feel free to devise your own worlds and forces, based upon the miniatures in your collection.

## NEW PLAYERS

Players new to the game should start small, with 2 or 3 identical infantry squads on each side, using only the Basic Game rules for moving, shooting and assaulting. No heavy weapons, artillery or vehicles.

Then, as you get more comfortable with the system, you can add more forces to the mix, and begin to experiment with some of the Advanced and Optional rules.

## MINIATURES

Fast and Dirty will work with any miniatures ranging in size from 15mm to 28mm. Figures should be based individually. Each represents a single soldier or piece of equipment.

Ground scale is considered relative, with an eye towards making the game playable on smaller playing spaces - a 4' x 4' table is all you need.

## SPIRIT OF THE GAME

The rules can't cover every situation. And because we encourage players to introduce their own troop types, weapons, stats and traits, there may be an unforeseen impact on the way the game was intended to flow.

For these and other reasons, we suggest you use common sense and good sportsmanship to establish an outcome that will be enjoyable for both sides.

Play for the fun of it ... you won't regret it!

# GETTING STARTED

## FORCE PROFILES

All forces used in Fast and Dirty are presented using a common template or profile. This profile is used to describe the units and detail their game values.

A profile contains the following:

**Unit Name:** This simply identifies the unit in question. Examples include Light Infantry, Assault Marines and Star Guard; you are limited only by your imagination.

**Quality:** Think of this as a combination of training, competence and experience. There are four levels of quality:

- ★ **Rabble** – These units are poorly trained and inexperienced.
- ★ **Conscript** – These units have some training but limited experience.
- ★ **Regular** – Skilled and seasoned units.
- ★ **Elite** – The best of the best, typically reserved for Special Forces.

The overall quality of a unit will determine a number of key factors, including:

- ★ **Coherency** - How spread out they may become and remain a viable force.
- ★ **Fire Priority** - How selective they may be when choosing a target.
- ★ **Ranged Combat** - How accurate they shoot.
- ★ **Close Assaults** - How well they fight in hand to hand.

**Movement Rate:** The base movement rate for all infantry and other foot units is 6". The base rate for vehicles varies, depending on their type (wheeled, tracked, flyer, walker, etc.).

**Resolve:** This relates to how dedicated the unit is to achieving the mission on this particular day. Unit resolve can be:

- ★ **Reluctant** – These units are fighting under duress, and given the slightest reason or opportunity, will probably leave the field
- ★ **Uncertain** – Circumstances have made these units hesitant to fight and unsure of their chances to win.
- ★ **Steady** – These units have a job to do and the will to get it done.
- ★ **Determined** – To these units, success of the mission far outweighs any personal risks which must be taken.

This value will determine the casualties that a unit can suffer before it reaches its breaking point, which triggers a morale check.

**Armour:** Represents the type of body armour worn by all members of the unit (or the natural armour of alien creatures). Vehicles will also have armour ratings for the top, front, sides, rear and bottom of the vehicle.

**Weapons:** Your troopers are not members of the Diplomatic Corps. They are warriors, and enter battle armed with the best weapons their leaders can provide.

For infantry, these range from simple rifles and shotguns to plasma weapons, flame throwers and grenade launchers, with an array of heavy and special weapons available for support.

Artillery can be anything from anti-tank guns and light cannons to heavy mortars and missile launchers.

Vehicles come in all shapes, sizes and purposes. As such, they can be equipped with any of the weapons included in Fast and Dirty.

## GAME UNITS

In the real world, individual soldiers seldom enter battle alone. They are organized into small groups and trained to operate as such. The names of these small units vary depending on the nation and the year, and include such terms as Fire Team, Section and Squad. For the sake of simplicity, however, we will refer to these organized groups of soldiers as units or squads throughout these rules.

Infantry squads, heavy weapons teams, snipers, and officers each count as a single unit. This is also true of each artillery piece and individual vehicle.

Note that the actual composition of units is up to the players. These rules provide guidelines for unit creation, but the players are free to create their own units based on the figures they have and their own gaming expectations.

**Infantry:** These are the basic fighting elements of any army, and will likely form the core of any force used in Fast and Dirty.

Typically, groups of 5 to 10 soldiers form up into squads (although larger units work fine). If using Advanced Rules, one member of the squad should be designated the squad leader. Most members are armed with a single squad basic weapon. One or two members usually have a squad support weapon instead. See the Squad Weapons Tables on page 69 for details.

Three to four squads can be grouped into a platoon, which should have a command squad. For larger actions, two to four platoons can be formed into a company, which should also have a command squad.

A command squad generally has 3 to 5 soldiers armed with Squad Basic Weapons. One of these soldiers represents the platoon (or company) leader. If playing with Advanced Rules, these should be officers.

Other infantry units include heavy weapons teams (including artillery and anti-tank guns), snipers, officers and artillery. All of these are covered by the Advanced Rules.

**Vehicles:** While the game is aimed primarily at infantry skirmish actions, a wide range of vehicles can still make an appearance.

When they do, treat each vehicle as a single unit, requiring activation and action like any other. Vehicles can only **Engage the Enemy**, and are limited to **Move** and **Shoot** actions.

There are seven basic types of vehicles:

- ★ **Light Transports** – these are your basic unarmoured trucks and jeeps.
- ★ **Armoured Personnel Carriers** – these are armoured vehicles designed to deliver soldiers to the battlefield.
- ★ **Infantry Fighting Vehicles** – these are usually lightly armoured vehicles mounting a potent main weapon, and are designed to carry troops into battle and then stay to support them.
- ★ **Light Tanks** – more heavily armoured than IFVs, these are designed to destroy lightly armoured vehicles.
- ★ **Medium Tanks** – even more heavily armed and armoured vehicles, these are designed to take on other tanks.
- ★ **Main Battle Tanks** – these are the most heavily armed and armoured vehicles, designed to destroy anything in their path.
- ★ **Walkers** – a mainstay of science fiction, these versatile machines can be armed with a wide array of weapons, making them capable of destroying any target.

Vehicles will have armour ratings for their top, front, sides, rear and bottom. They are served by a crew, and may be armed with a wide range of weapons. See the Vehicle Tables on page 70 for details.



## TABLETOP PREP

Be it a cluster of buildings at a crossroads, a hilltop vantage point, a key bridge, or a clearing where the extraction craft can land ... if you can imagine it, it can be fought over.

Many gamers like to start with terrain, then create a scenario that fits the surroundings, then build forces to accomplish that mission. You may, of course, have a different approach.

A good rule of thumb is “The more terrain the more enjoyable the game.” To get you started, here are some ideas for terrain, based on the general location of the upcoming battle:

- ★ **Military:** Bunkers, sandbag weapons pits, trenches, barbed wire, mines.
- ★ **Rural:** Small clusters of a few buildings, roads, rock walls, rivers, bridges, crops, forests, swamps, ponds.
- ★ **Urban:** Lots of buildings, roads, fences, rivers, bridges, plazas, fountains, statues, scattered trees, parks.

And don't forget large bodies of water. There's no reason a table edge couldn't be the banks of a wide river, or the shore of a lake or ocean.



## SCENARIO CREATION

From scenes inspired by your favourite movies, to gaming classics like meeting engagements, surprise attacks, and patrols, Fast and Dirty was designed to support the mission.

A detailed scenario generation system can be found in the appendices, but here are a few ideas to help you craft your own scenarios:

**Ambush:** The Defender deploys in the middle of the board, in a 1' x 4' zone. The Attacker deploys within 6" of two opposing board edges. The objective is to defeat the enemy. Forces are roughly equal.

**Bottleneck:** The Defender deploys in the middle of the board, in a 2' x 2' zone, defending as key feature (bridge, HQ, etc). The Attacker enters from any one board edge. The objective is to capture the key feature and hold for a set number of turns. Forces are roughly equal.

**Defensive Line:** The defender deploys along one table edge, in an 18" x 4" zone. At least 50% of his forces are in bunkers, trenches, and other fortified positions, and this may include barbed wire and mines. The attacker deploys in a 6" x 4' zone on the opposite table edge. The objective is for the attacker to destroy at least a portion of the defensive positions and exit half their initial strength of the enemy table edge. The attacker receives 50% more forces than the defender.

**Drop Zone:** Similar to Bottleneck, but the Attacker deploys his forces from the air. The attacker receives 25% more forces than the defender.

**Meeting Engagement:** Both players deploy in a 1' x 4' zone along opposite table edges. The objective is to defeat the enemy. Forces are roughly equal.

## BUILDING BASIC FORCES

A detailed force generation system can be found in the appendices. What follows here is a simple system for building opposing forces, designed to get you up and gaming as quickly as possible.

Note that this system will not include every option available under the rules. It is intended to generate fairly regular human forces with reasonable variations, for use in quick pick-up games. It is also not designed to produce perfectly balanced forces. Real battles are rarely even affairs.

This system is aimed at creating forces for a human-centered, modern day or near future battleground. But don't feel confined by the terms used. A "grenade launcher" can just as easily be a "photon blaster" or "bio-cannon". Feel free to alter the names of the weapons generated to get the game you want to play.

**Platoons:** Players new to FAD should start with a single platoon each. More experienced gamers can easily handle two. If the scenario has already been chosen, and there is a definite "attacker" and "defender", we recommend giving the attacker one additional platoon.

The number of squads in a platoon varies by nation and time period, and platoons are not always operating at full strength anyway. This means that platoons have a variable number of squads. For each platoon in your force, roll 1d6 on the following table:

### PLATOON SIZE

1-4	3 Squads
5-6	4 Squads

The result is the number of squads which make up that platoon.

**Squads:** The number of soldiers in a squad also varies by nation and time period, and as with platoons, squads are not always operating at full strength anyway. This means that squads are comprised of a variable number of soldiers.

Each player rolls 1d6 on the following table to determine the base level for each squad in your force:

### SQUAD STRENGTH

1-2	6 Soldiers
3-4	8 Soldiers
5-6	10 Soldiers

Now roll 1d6 on the following table, once for each squad in your force, to determine their Quality Level:

### SQUAD QUALITY

1	Rabble
2-4	Conscript
5-6	Regular

Next, roll 1d6 on the following table, once for each squad in your force, to determine their Resolve:

### SQUAD RESOLVE

1	Uncertain
2-5	Steady
6	Determined

Finally, roll 1d6 on the following table, once for each squad in your force, to determine their Armour:

### SQUAD ARMOUR

1	None
2-5	Light
6	Improved

**Weapons:** The makeup of basic squad weapons will also vary between nations, but within a force, will usually remain constant.

Each player rolls 1d6 on the following table to determine the basic squad weapons for **ALL** squads in your force. See the Weapons Tables on page 69 for details:

#### SQUAD BASIC WEAPONS

1-2	Low-Tech Rifles
3-4	Assault Carbines
5-6	Assault Rifles

All members of the squad receive the weapon rolled, except one. That individual carries the squad support weapon. To determine the nature of this weapon for each squad in your force, roll 1d6 on the following table:

#### SQUAD SUPPORT WEAPONS

1	Flamethrower
2-4	Squad Automatic Weapon
5-6	Grenade Launcher

**Command Squads:** Each platoon comes with a command squad. This squad consists of one platoon leader, and three regular soldiers. These squads are automatically considered to be Regular, Steady, and wearing Light Armour, and armed with the same basic weapons as regular squads (but no support weapons).

**Review:** By now, both players have formed the core of their forces. They know the number of platoons involved, the number of squads in those platoons, the strengths of the squads, their characteristics, and their weapons. All die rolls have been in the open, since this is the sort of intel that any force would know about their enemy.

But from this point on, the selections should be made in private, and only revealed at the end. It is now time to customize your forces!

**Variations:** Each player is allowed to choose one of the following variations and apply it to their force:

- ★ **Assault Troops:** All squads replace their basic weapons with Submachine Guns, and receive the Assault Troops trait.
- ★ **Energy Weapons:** Any number of squads may swap one support weapon for a Plasma Rifle.
- ★ **Heavy Rifles:** One basic squad can replace all weapons carried (including support weapons) with Gauss Rifles.
- ★ **Human Wave:** All of your basic squads may trade in their support weapon for two additional regular soldiers.
- ★ **Improved Command:** All of your command squads receive 2 additional soldiers, and are issued heavy armour.
- ★ **Local Militia:** Any number of squads may drop their quality level by one, to gain the Agile trait, and have their Resolve increased by one.
- ★ **Lone Leader:** Replace all command squads with a single platoon leader. Add 1 regular soldier to all other basic squads.
- ★ **More Support:** Any of your basic squads may swap two regular soldiers for an additional support weapon.



**Enhancements:** Players may now choose one enhancement per platoon. All platoons can select the same enhancement:

- ★ **Firepower:** Add 1 additional support weapon to every basic squad. Roll once to determine which weapon you receive.
- ★ **Heavy Troopers:** Any 2 squads are issued heavy armour.
- ★ **Improved Intel:** The player receives a +1 modifier to rolls to determine who activates first, until an activation roll comes up a natural 1.
- ★ **Longer Range:** All squad basic weapons receive a range bonus of + x1.
- ★ **Manpower:** Add 2 soldiers to every basic (non command) squad.
- ★ **Recon:** You receive a bonus squad of 5 soldiers, classified as recon troops. Roll for their Quality, Resolve and Armour.
- ★ **Urban Assault:** 2 soldiers in every squad may swap their basic weapon for assault shotguns.
- ★ **Veterans:** Increase the Quality Level of one squad by one level.

**Limitations:** Players must now choose one limitation per platoon. Note that you cannot choose a limitation for a platoon that directly affects an enhancement (for example, you cannot select Under Strength if you picked Manpower as an enhancement).

- ★ **Inflexible:** Squad Coherency is now 2” regardless of individual quality ratings.
- ★ **Inexperienced:** Decrease the Quality Level of two squads by 1 level.
- ★ **Militia:** One squad is downgraded to Rabble, and wears no armour.
- ★ **No Grenades:** All squads receive a -1 penalty to close assault rolls.
- ★ **Shorter Range:** All squad basic weapons receive a range penalty of - x1.

- ★ **Under Gunned:** Remove one support weapon from any two squads.
- ★ **Under Strength:** Remove one soldier from each basic squad.
- ★ **War Weary:** The Resolve for two squads is reduced by 1 level.

#### Optional – Greater Variety Rule

Players who want even more variety with their forces may use the following rules:

**Unknown Resolve:** Instead of assigning resolve levels to units before the game, players can instead roll to determine the resolve level for each unit, the first time the unit takes casualties. Use the Squad Resolve table on p7.

**Squad Leaders:** Experience in war pays dividends on the battlefield. Roll 1d6 for each squad leader. If the result is a 1 or 2 the leader is “inexperienced”, and the squad suffers a -1 penalty to Morale Tests. If a 3 or 4 the leader is “experienced” and receives no bonus or penalty. If a 5 or 6 the leader is a “veteran”, and the squad earns a +1 bonus to Morale Tests.

**Heavy Weapons:** If the Heavy Weapons advanced rule is used, each player receives one heavy weapons unit per platoon. Roll 1d6 per platoon. If the result is a 1 or 2, the weapon is a Light Auto Cannon, if a 3 or 4, the weapon is a Light Chain Gun, if a 5 or 6, the weapon is a Heavy Machinegun.

**Artillery Support:** If the Indirect Artillery Fire advanced rule is used, each player receives one off-board artillery unit. If the scenario has been chosen, and there is a definite “attacker” and “defender”, the attacker receives one additional unit. Roll 1d6. If the result is a 1 or 2, the weapon is a Light Mortar, if a 3 or 4, the weapon is a Light Cannon, if a 5 or 6, the weapon is a Medium Cannon.

# PLAYING THE BASIC GAME

## TURN SEQUENCE

Game play is divided into turns. To determine who goes first each turn, simply roll 1D6 each; highest roll goes first. On a draw, the side that lost initiative last turn moves first this turn.

During a turn, players will go back and forth activating their units one at a time. The first player activates a unit, then the second player activates one. No unit already activated this turn may be activated again. Players alternate in this fashion until every unit in their force has been activated once during the current turn.

If one player runs out of units, his opponent may activate his remaining units one at a time. This way, every unit gets one chance to act each game turn.

When all the units have been activated once, the current turn ends. Roll again to determine the first player, and begin the next turn.

### Optional – Card Activation Rule

Players can make a deck of cards, one card for every unit in the game. Shuffle the cards, place it face down on the table, and turn them over one at a time. A unit is activated when its card is drawn. When the deck is exhausted the turn ends. Shuffle the deck and begin the next turn.

## UNIT ACTIVATION

Each time a unit is activated, determine their current status by **Checking Resolve**. If the unit is unbroken, it may perform one these Actions:

- ★ **Engage the Enemy** – Infantry units can **Move**, and then either **Close Assault** or **Shoot**. Vehicles can **Move** at Cautious speeds, and then **Shoot**.
- ★ **Move Out** – Infantry units can **Rush** to get into a better position, but may not shoot. Vehicles can **Move** at Standard speeds, but may not shoot.
- ★ **Command** (Advanced Rules) – Infantry units can take any two of the following actions: **Demolition**, call for **Indirect Artillery Fire**, **Recover Wounded**, **Scout**, or **Shoot**.

Once all actions for the active unit have been resolved, remove any **Under Fire** or **Pinned** markers from the unit.



## CHECKING RESOLVE

It is rare for every soldier to enter a fight with the same level of confidence in their ability to win. Training, experience, leadership, and prior victories or defeats can all influence their state of mind.

In Fast and Dirty, levels of fighting spirit are known as Resolve. Their function is to indicate how much punishment a unit can take before it breaks.

Each time an infantry unit is activated, check their dedication by comparing current casualty levels to their Resolve on the following table:

**INFANTRY RESOLVE TABLE**

<b>Reluctant</b>	<b>1 casualty</b>
<b>Uncertain</b>	<b>25% of original size</b>
<b>Steady</b>	<b>50% of original size</b>
<b>Determined</b>	<b>75% of original size</b>

If casualties equal or exceed the level shown the infantry unit is Broken, and it must take a **Morale Test** to see how it may act this turn.

Each time a vehicle is activated, their resolve is only checked if they are marked as Under Fire. Compare the number of penetrating hits the vehicle has sustained to the Resolve of the crew on the following table:

**VEHICLE RESOLVE TABLE**

<b>Reluctant</b>	<b>1 hit</b>
<b>Uncertain</b>	<b>2 hits</b>
<b>Steady</b>	<b>3 hits</b>
<b>Determined</b>	<b>4 hits</b>

If the number of penetrating hits equal or exceed the level shown the crew are Broken, and they must take a **Morale Test** to see how they may act this turn.

## MORALE TESTS

To resolve a Morale Test roll 3d6 (do **NOT** add them together), and note how many dice equal or exceed the Quality Level of the unit, as shown on the table below:

**QUALITY LEVEL**

<b>Rabble</b>	<b>5+</b>
<b>Conscript</b>	<b>4+</b>
<b>Regular</b>	<b>3+</b>
<b>Elite</b>	<b>2+</b>

Note that the presence of a powerful armoured fighting vehicle will provide a significant boost to the morale of any grunt nearby. Therefore, any squad within 8" of a tank or walker is automatically successful on one of their dice when testing morale. Only roll 2d6 for their morale test and add one success to the result.

If two or more dice succeed the unit will rally, become unbroken, and may act normally this turn.

If the unit is infantry and only one die is a success, the unit remains broken and must fall back, unless they are in cover and no enemy unit is within 8". If they move it must be away from the enemy. They cannot initiate a **Close Assault**, and if they **Shoot** they will suffer a -3 penalty to their Fire Effect roll.

If the unit is a vehicle and only one die is a success, the crew remains broken and must fall back if the vehicle can still move. This move must be away from the enemy at the fastest possible speed (Standard), so they may not **Shoot**. If the vehicle is immobilized, the crew will bail out and flee. Remove the vehicle from the game.

If no dice succeed the unit (infantry or vehicle) immediately routs or surrenders. In either case, remove the unit from play.

Note that the effects of broken morale override any other psychological effects except for being Pinned. Troops that are Pinned will remain so, refusing to budge.

#### Optional – Losing Heart (Recommended)

While a force may start a fire fight in high spirits, heavy resistance and casualties can swing things the opposite way. Checking the Resolve and taking Morale Tests applies only to individual units. This optional rule applies to the army as a whole.

Once an army has sustained at least 50% losses\*, the force will begin to Lose Heart, and the Resolve for all units will permanently drop by one level.

Once an army has sustained at least 75% losses\*, the force is considered decimated, and the Resolve for all remaining units will permanently drop by one more level.

Any Reluctant unit required to lose another level of Resolve is automatically eliminated instead.

\* Losses relate to the overall total number of independent units eliminated from play. So squads, heavy weapons teams, snipers, officers and vehicles each count as a single unit. If the scenario includes on-board artillery (perhaps in a pillbox), or other “hard target points” such as bunkers, bridges and radar stations, players may wish to assign these “unit” status for purposes of determining army size.



## MOVEMENT

There are two forms of movement for infantry squads, a standard **Move** and a hurried **Rush**.

A Move represents a cautious advance while squad members make use of available cover, but it can be used to charge into **Close Assault**.

A Rush represents a determined dash or desperate sprint. The object is to cover as much ground as possible as quickly as possible, without regard for what the enemy is doing.

**Infantry Move:** During a move, squad members may travel up to their maximum allowance (6”) subject to the rules for **Coherency**. If moving into **Close Assault**, squad members gain a +4” charge bonus. After moving, figures can face in any direction.

**Infantry Rush:** When rushing, the movement rate for a unit is doubled. **Coherency** rules still apply. Units cannot rush into close assault, nor can they shoot. Note that any bonus or penalty to the movement rate is applied to the unit base rate BEFORE it is doubled for rushing.

#### Optional - Variable Movement Rule

Players who prefer infantry movement to be more unpredictable may roll for a rate instead. When activated, make a single roll of D6+2” for each unit, and apply that rate to every figure in the squad that turn. Elite units roll 2D6+2, and pick the best result.

Rushing adds an additional D6+2” to the movement rate of any unit.

When using this rule players should declare their movement intent prior to making the roll. For instance, “This squad will attempt to rush across the road to that brick wall.” Regardless of the die roll, the unit must head towards their stated objective. This means that if you take risks, sometimes a unit will be caught in the open!

**Vehicles as Transports:** Some vehicles are designed to transport squads of soldiers. To embark a squad, all members of a unit must come into base contact with the vehicle. As this occurs, remove the infantry figures and place them off-board.

When all figures in a squad have been loaded, the vehicle and squad are treated as a single unit, which can activate the next time the squad may do so. They will continue as a single unit for activation purposes for as long as the squad is carried by the transport.

To disembark, place all figures back on the table within 1" of the vehicle. The infantry count as having moved and may go no farther this turn. They can **Close Assault** the enemy if the vehicle was itself under attack, or they may **Shoot**. This also counts as the action of the vehicle for this turn. The two units may be activated individually next turn.

**Vehicle Move:** Vehicles traverse the battlefield on wheels, using tracks, hovering, walking, and even flying. Movement rates for vehicles are based on these methods, as follows:

#### VEHICLE MOVEMENT

Method	Cautious	Standard
Fly	14"	20"
Hover	10"	16"
Tracked	12"	18"
Walk	6"	12"
Wheeled	18"	24"

All vehicles may turn as often as they please, and may move forward or in reverse. Every single vehicle is considered to be a unit of one. Therefore, vehicles never concern themselves with **Coherency**.

Flyers can pass over any terrain feature or unit. They are considered airborne at all times and cannot be close assaulted, unless the owning player declares it has landed. Flying vehicles may always be targeted by shooting.

Hovering vehicles may pass over or through difficult ground (this includes rivers and other bodies of water), but only at Cautious speeds.

Tracked vehicles cannot enter dense woods or swamps, but may otherwise traverse difficult ground at Cautious speeds.

Wheeled vehicles must expend 2" of movement for every 1" moved off-road, and cannot enter difficult ground.

Walkers can traverse any form of difficult ground at Cautious speeds.

Note that stationary vehicles or those which move at Cautious speeds may shoot, while those moving at Standard speeds may not.





## COHERENCY

During movement, members of an infantry squad can be spread out in any way you please, so long as the gap between squad members does not exceed the allowable distance below:

**COHERENCY TABLE**

<b>Rabble</b>	<b>2"</b>
<b>Conscript</b>	<b>3"</b>
<b>Regular</b>	<b>4"</b>
<b>Elite</b>	<b>5"</b>

Note that "Recon" units gain +1" to their coherency, and units wearing power armour always have a coherency of 6", regardless of their unit type or quality.

If coherency is broken for any reason, the squad must make every effort to restore a legal coherency. As an exception, however, if the squad does not move at all, it is not forced to do so. It is assumed that everyone in the unit hugs the ground and stays where they are.

## DIFFICULT GROUND

Most troops can handle open range, rolling hills, city streets, low walls, shallow streams and light woods with ease. In Fast and Dirty these types of terrain do not impair movement.

But some terrain will provide a challenge and either slow, or restrict movement. This would include deep streams, swamps and marshes, thick woods and tangled vegetation, high walls, lava flows, rocky patches and steep slopes to name a few. This is all referred to as Difficult Ground.

In general, while moving through this type of terrain, all infantry unit movement costs are doubled. Thus, to cross a deep stream that is 4" wide will take 8" of movement.

Vehicles are restricted as to the types of terrain they may traverse, and at what speeds. These are outlined in the Movement rules for vehicles.

Players are encouraged, however, to decide which terrain elements in their games will be classified as Difficult Ground, and the nature of any limitations or restrictions this may impose on the forces involved.



## SHOOTING

Infantry squads shoot as a unit at a single target, using their basic weapons, resolving most fire with a single roll of the dice. Squad support weapons such as flamethrowers and grenade launchers are included in the fire effect of the squad, and are not rolled for separately.

Vehicles fire individually, but may designate a different target for each weapon they carry. Note that only vehicles which did not move, or which moved at Cautious speeds may shoot, and they may only shoot as many weapons as they have crew.

Heavy weapons teams, snipers and officers (all Advanced Rules) fire individually.

The methods used to resolve shooting vary, based on the type of unit being targeted, and whether or not weapons with a blast radius are being used.

But before any shooting can be resolved, the firing unit must always check to ensure the target meets **Line of Sight**, **Fire Priority** and **Range** requirements.

**Line of Sight:** The shooting unit must be able to see the target in order to shoot at it. There is no indirect fire in the basic game.

**Fire Priority:** When selecting which enemy unit within line of sight to fire upon, a unit has a limited number of valid targets to choose from. This is based on the Quality Level of the shooting unit, as shown in the table below:

**FIRE PRIORITY TABLE**

Rabble	1
Conscript	2
Regular	3
Elite	4

The table lists the number of units, starting with the closest enemy unit first, from which the shooting squad can select **ONE** to target. For example, a unit of regular troops may fire at any one of the three closest enemy units.

**Range:** The Quality Level of a unit will also determine its Base Range. This reflects that troops with better training are more effective with their weapons at greater distances.

**BASE RANGE TABLE**

Rabble	2"
Conscript	3"
Regular	4"
Elite	5"

Note that every weapon has a range multiplier. To determine the close range of a weapon, take the Base Range of the unit and multiply that by the weapon's Range Multiplier. Medium range is up to double close range, and long range is up to triple close range.

For example, a Regular squad (base range 4") armed with assault rifles (range multiplier x5) can fire their weapons out to 20" and be in close range, from 21 to 40" they are at medium range, and 41 to 60" they are at long range.

See the Weapons Tables on page 69 for details.

Once the target is confirmed as being within line of sight and meeting fire priority and range requirements, the actual method used to resolve shooting is based upon the nature of the target (infantry or vehicle) and whether or not a blast weapon is being used.

See the appropriate rules section that follows:

- ★ Shooting at Infantry
- ★ Shooting at a Vehicle
- ★ Shooting a Blast Weapon

## Shooting at Infantry

**Determine Fire Effect:** To resolve shooting roll 2D6 (for squads), or 1d6 (for individuals or a vehicle), pick the highest result (do **NOT** add them together), and add any modifiers which apply:

### FIRE EFFECT MODIFIERS VERSUS INFANTRY

Target at Base Range	+2
Target at Medium Range	- 2
Target at Long Range	- 4
Target Under Fire or Pinned	- 1
Target Bunched Up**	+2
Target Non-Combatant	+2
Target Rabble in Open Terrain	+1
Target is Concealed Sniper	- 2
Shooter Every 3 Riflemen*	+1
Shooter Regular	+1
Shooter Elite	+2
Shooter Each SAW*	+2
Shooter Under Fire or Broken*	- 3
Trait Bonus	See Traits
Weapon Bonus	See Weapons

\* Applies only to infantry units.

\*\* Squads are Bunched Up if three or more squad members are less than 1" apart. Any squad being transported is automatically considered Bunched Up.

The result is your Fire Effect rating. The table below shows how many Fire Effect points are required to inflict one hit on the enemy unit.

## FIRE EFFECT TO HIT

Target Not Concealed	3 Points
Target Partially Concealed *	4 Points
Target Behind Hard Cover *	5 Points

\* Units are considered Partially Concealed or Behind Hard Cover if at least half the unit is concealed or behind hard cover.

**Allocate Hits:** Hits are always assigned to those enemy figures closest to the shooting squad. For example, if three hits are scored, the three closest enemy figures receive those hits.

### Optional – Hit Allocation Rule

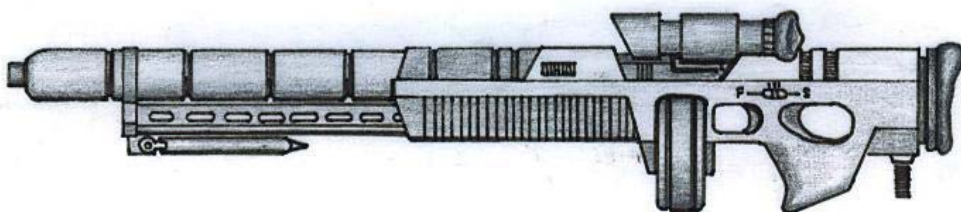
Players who wish may choose instead to allocate hits randomly, or simply allow the player of the targeted squad to select the figures hit.

For each hit, it is necessary to determine the nature and extent of any wounds inflicted.

The attacker rolls 1d6 and adds the highest damage rating of the firing weapons. If a squad has been reduced to one or two models, they cannot produce the same volume of fire and suffer a -1 penalty to their roll.

## SQUAD SMALL ARMS DAMAGE

Low-Tech Rifles	+1
Submachine Guns	+1
Assault Carbines	+2
Assault Rifles	+2
High-Tech Rifles	+2
Gauss Rifles	+3



## HEAVY & SPECIAL WEAPONS DAMAGE

Auto Cannons	+6
Beam Weapons	+2
Cannon - Light	+2
Cannon - Medium	+3
Cannon - Heavy	+3
Chain Guns	+2
General Purpose MG	+2
Heavy MG	+4
Missile Launcher	+2
Mortar - Light	+1
Mortar - Heavy	+2
Rail Guns	+4
Sniper Rifle	+3

The defender rolls 1d6 and adds the Armour Rating of the targeted squad.

### ARMOUR RATINGS

None	-2
Light	+0
Improved	+1
Heavy	+2
Light Power	+4
Heavy Power	+6
Trait Bonus	See Traits

**Determine Damage:** If the attacker scores less than the defender nothing happens. The rounds were either a near miss, or only inflicted a superficial wound.

If the attacker scores equal to or greater than the defender, the target is either incapacitated or killed outright. Either way, remove the figure from play.

### Optional – Squad-Based Damage

Players who prefer quicker results when determining casualties from shooting can use this method.

Instead of rolling for each hit, the attacker rolls 1d6 and adds the highest Damage Rating of the firing weapons. The defender rolls 1d6 and adds the Armour Rating of the targeted squad.

For each point that the defender rolls higher than the attacker, 1 hit is saved. Any unsaved hits are kills. If using the Recover Wounded advanced rule, then half of the kills are wounded instead, rounding up in favor of wounds for odd numbers.

For example, four hits have been inflicted. The attacker rolls a combined final result of 5, and the defender 6. So one hit is saved, and three become kills. If using the rules for wounded figures, then two figures are wounded, and only one is killed.

### Shooting at a Vehicle

**Determine Fire Effect:** To resolve shooting roll 2D6 (for squads), or 1d6 (for individuals or a vehicle), pick the highest result (do **NOT** add them together), and add any modifiers which apply:

### FIRE EFFECT MODIFIERS VERSUS VEHICLES

Target at Base Range	+2
Target at Medium Range	- 2
Target at Long Range	- 4
Shooter Regular	+1
Shooter Elite	+2
Shooter Under Fire or Broken *	- 3
Trait Bonus	See Traits
Weapon Bonus	See Weapons

\* Applies only to infantry units.

The result is your Fire Effect rating. The table below shows how many Fire Effect points are required to inflict one hit on the vehicle.

#### FIRE EFFECT TO HIT

Target Not Concealed	3 Points
Target Partially Concealed *	4 Points
Target Behind Hard Cover *	5 Points

\* Units are considered Partially Concealed or Behind Hard Cover if at least half the unit is concealed or behind hard cover.

**Determine Penetration:** For each hit, determine if the shot penetrated the armour.

The attacker rolls 1d6 and adds the highest Anti-Tank rating of the firing weapons.

#### SUPPORT WEAPONS AT

Rifle Grenade	+1
Grenade Launcher	+2
Flamethrower	+3
Plasma Rifle	+3

#### HEAVY & SPECIAL WEAPONS AT

Auto Cannon - Light	+2
Auto Cannon - Heavy	+4
Beam - Light	+3
Beam - Heavy	+5
Cannon - Light	+3
Cannon - Medium	+4
Cannon - Heavy	+5
Heavy MG	+1
Missile Launcher	+5
Rail Gun - Light	+5
Rail Gun - Heavy	+7
RPG	+5

The defender rolls 1d6 and adds the proper Armour Rating of the targeted vehicle.

**Determine Damage:** If the attacker scores less than the defender then nothing happens. The rounds were either a near miss, or bounced off the armour plating.

If the attacker scores equal to, or one or two points higher than the defender, the vehicle was penetrated. Roll once on the Vehicle Damage Table.

If the attacker scores three or more points higher than the defender, roll twice on the table and choose the result preferred.

#### VEHICLE DAMAGE TABLE

Roll	Damage Effect
1 - 2	1 Crew Killed *
3 - 4	Vehicle Immobilized **
5	Weapon Inoperable
6	Vehicle Destroyed

\* If the vehicle is a light transport the crew lost is the driver. The vehicle immediately crashes and is destroyed if it moved at all during its last activation.

\*\* If the vehicle is a flyer, it immediately crashes and is destroyed.

If the item rolled does not apply (the vehicle is an unmanned drone perhaps, or it has already been immobilized), then the shot missed. If a vehicle has multiple weapons, then randomly determine which was destroyed.

Note that a vehicle may only fire a number of weapons up to the number of remaining crew; excess weapons cannot be fired. One member of the crew can always drive while still firing one weapon, so a vehicle can still move and shoot one weapon when they are down to their last crew member.



**Destroying a Vehicle:** When a vehicle is destroyed all crew serving the vehicle are killed as well. Remove the vehicle from the game.

In addition, if a small vehicle is destroyed, all troops within 4" are marked as Under Fire. If the vehicle is large, all troops within 4" are marked as Pinned instead.

If the vehicle was carrying any passengers, test for each to determine if they survive. Roll 1d6. A result of 4+ and the passenger is killed. Place any survivors on the table where the vehicle was, and mark them as Pinned.

If the Recover Wounded advanced rule is being used, passengers are wounded on a d6 result of 3-4, and killed on a result of 5+. Those wearing power armour are wounded on a roll of 5 and killed on a roll of 6.

### ***Shooting a Blast Weapon***

When fired at infantry, cannons, mortars and missile launchers all use high explosive shells. These shells impact an area beyond the single target point. They are known collectively as blast weapons.

**Ranging In:** To see if the fire is accurate roll 1d6. If the result is 5 or greater, the range is acquired and shells will land on target. If the result is less than 5, the shells miss their mark and are ineffective.

**Determine Impact Area:** If the shot is accurate, place a marker to indicate the target point, and then measure out from this point the distance indicated by the blast radius for the weapon (or center a template of the proper size over the target point). Any unit within this radius (or under the template) will be hit by the blast.

Note that armoured vehicles within the blast radius are not affected by these weapons. Any passengers or crew of unarmoured transports can, however, be targeted.

### **BLAST RADIUS**

<b>Cannon - Light</b>	<b>2"</b>
<b>Cannon - Medium</b>	<b>3"</b>
<b>Cannon - Heavy</b>	<b>4"</b>
<b>Missile Launcher</b>	<b>2"</b>
<b>Mortar - Light</b>	<b>2"</b>
<b>Mortar - Heavy</b>	<b>3"</b>

For each unit affected, work out potential casualties using the procedures which follow.

**Determine Strike Effect:** To resolve the strike roll 2D6, **ADD** them together, and then add any modifiers which apply:

### **STRIKE EFFECT MODIFIERS VERSUS INFANTRY**

<b>Target Under Fire</b>	<b>- 1</b>
<b>Rabble in Open Terrain</b>	<b>+1</b>
<b>Target Bunched Up *</b>	<b>+2</b>
<b>Target Non-Combatant</b>	<b>+2</b>

\* Squads are considered Bunched up if three or more squad members are less than 1" apart. Any squad being transported is automatically considered bunched up.

The result is your Fire Effect rating. The table below shows how many Fire Effect points are required to inflict one hit on the enemy unit.

### **FIRE EFFECT TO HIT**

<b>Target Not Concealed</b>	<b>3 Points</b>
<b>Target Partially Concealed</b>	<b>4 Points</b>
<b>Target Behind Hard Cover</b>	<b>5 Points</b>

To resolve these hits, continue with the rules to Allocate Hits on page 18. Note that hits must be assigned to figures within the blast radius before those outside the radius can be chosen.

## CLOSE ASSAULT

Only infantry units may close assault, and they may do so against other infantry or vehicles.

**Assaulting Infantry:** The attacking unit must move so that at least one squad member is in base contact with an enemy figure. Once that happens, the two squads are considered to be engaging in hand to hand combat. Note that a unit gains a +4" charge bonus to initiate a close assault, and that players may pre-measure the distance to see if the target is within range.

Once a close assault is declared, the defending squad is allowed a free shot at their attackers. The range will be from where the assaulting unit starts. Do not place Under Fire or Pinned markers for this, however, as the assaulting troops will be way too psyched up to care!

**Determine Victor:** To resolve the close assault each player rolls 2D6 (for squads), or 1d6 (for individuals), picks the highest result (do **NOT** add them together), and adds any modifiers which apply. The highest total wins combat (note that a draw is possible).

### INFANTRY ASSAULT MODIFIERS

Lacks Grenades	- 2
Charging	+1
Better Armour	+1
Outnumber Enemy *	+1 per extra figure
Higher Troop Quality	+2 per level
Wearing Power Armour	+3
Trait Bonus	See Traits
Weapon Bonus	See Weapons

\* Count only those figures in the squad which are in base contact with the enemy or within line of sight of the enemy squad.

**Determine Casualties:** Both players now roll 1d6 for each friendly figure and consult the table below. Only roll for those figures which are in base contact or within line of sight of the enemy. If the roll is equal to or greater than the kill number shown, one enemy figure is removed as a casualty.

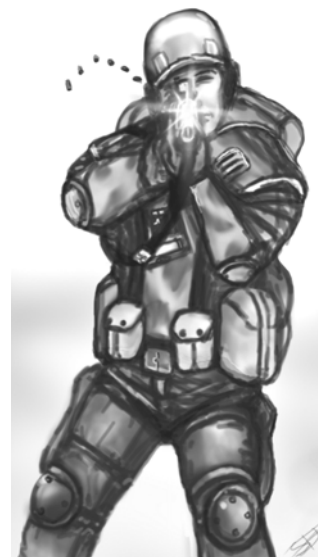
### KILL TABLE

Player Won	Enemy Killed on 3+
Draw	Enemy Killed on 4+
Player Lost	Enemy Killed on 5+

Players select their own losses from those figures in base contact with the enemy first, and then any remaining figures. Any survivors on the losing side must now fall back 6". On a draw, each squad falls back 3".

Note that troops wearing power armour may negate any kill suffered on a d6 roll of 5+. They also receive two rolls each on the Kill Table.

**Overrun:** If either side scores twice or more the total of the other, an Overrun occurs. The losing squad is completely wiped out. The losing player still rolls 1d6 for each friendly figure, but an enemy casualty is only caused now when rolling a 6.



**Assaulting a Vehicle:** Charging an armoured vehicle is not for the timid. Therefore, once an infantry unit has declared their intent to do so, but before any movement is done, the squad must test their nerve. This test is not required when assaulting an unarmoured vehicle.

**Nerves of Steel:** To resolve the test roll 1d6 and compare the result to the Quality Level of the assaulting unit, as shown on the tables below:

#### QUALITY LEVEL

<b>Rabble</b>	<b>5+</b>
<b>Conscript</b>	<b>4+</b>
<b>Regular</b>	<b>3+</b>
<b>Elite</b>	<b>2+</b>

If the squad fails the test they hesitate, unsure of their abilities. The assault falters, and their current activation ends.

If the roll equals or exceeds the level shown, the squad passes the test and successfully assaults the vehicle.

The attacking unit must move so that at least one squad member is in base contact with the vehicle. Note that the unit gains a +4" charge bonus to initiate a close assault, and that players may pre-measure the distance.

**Determine Damage:** The attacker rolls 1D6 for each figure in base contact with the vehicle, and adds any modifiers which apply. The defender rolls 1d6 and adds the weakest Armour Rating for the targeted vehicle.

#### VEHICLE ASSAULT MODIFIERS

<b>Lacks Grenades</b>	<b>- 2</b>
<b>Trait Bonus</b>	<b>See Traits</b>
<b>Weapon Bonus</b>	<b>See Weapons</b>

For each attack result that equals or exceeds the defense result, the attacker rolls on the following table to determine the damage:

#### VEHICLE ASSAULT DAMAGE TABLE

<b>Roll</b>	<b>Damage Effect</b>
<b>1</b>	<b>1 Crew Killed *</b>
<b>2 - 5</b>	<b>Vehicle Immobilized</b>
<b>6</b>	<b>Vehicle Destroyed</b>

\* If the vehicle is an unarmoured transport the crew lost is considered the driver. The vehicle immediately crashes and is destroyed if it moved during its last activation.

If the roll on the Vehicle Assault Damage table results in the vehicle being destroyed, and the vehicle was carrying troops, all passengers are killed.

**About Transports:** Vehicles carrying troops are assaulted in the same manner as any other vehicle. The attack is considered sudden, and there is no time for the passengers to shoot or disembark to engage the enemy.

The next time the vehicle is activated, any troops being carried may disembark per the normal rules for doing so. If this places them in base contact with the enemy, then they initiate a **Close Assault**. At this point, the vehicle is no longer the target, and the troops that originally assaulted the vehicle are now fighting for their lives. Treat this as an infantry assault.





## UNDER FIRE

When any unit is shot at (infantry or vehicle), place a marker next to them to indicate they came under fire. Units under fire operate less efficiently because they are more concerned with self-preservation.

An infantry squad with an Under Fire marker in place will suffer the following penalties:

- ★ The squad suffers a -3 penalty to all Fire Effect rolls.
- ★ The squad suffers a -2" penalty to **Move**.
- ★ The squad may **Rush** only if it stays in cover, is rushing to get into cover, or is falling back away from the enemy.

Any additional fire targeting them will suffer a -1 Fire Effect penalty since the squad is now being extra cautious and making maximum use of cover.

A vehicle marked as Under Fire will suffer no immediate effects. However, upon their next activation, they are forced to check resolve.

Note that the Under Fire marker is removed after the unit completes their next activation, so a marked unit will suffer the effects for one turn. There is no need to place multiple markers on a unit, as there is no cumulative effect.

### Optional – Crossfire Rule

If a squad is fired upon in the same turn by two enemy units which are approximately 180 degrees apart, the squad must take an immediate Pinning Test. Roll 1d6 and compare the result to the Quality Level of the targeted unit. If the result is equal to or exceeds their level, the unit remains Under Fire. If the result is less than their level, the squad becomes Pinned.

## PINNING

Occasionally, an infantry unit may experience incoming fire above and beyond the norm for a typical battlefield. Examples are an especially intense artillery barrage, extremely large units pouring forth a hail of fire, and massive bunker or vehicle weapons coming to bear.

For these and similar extreme situations, an Under Fire marker is insufficient. Any time a Fire Effect roll exceeds the value on the table below for the targeted infantry squad, mark the target as Pinned instead. Replace any Under Fire marker with a Pinned marker.

### PINNING FIRE EFFECT TABLE

Rabble	10
Conscript	12
Regular	14
Elite	16

Units wearing power armour add +2 to their pinning level.

An infantry squad with a Pinned marker in place will suffer the following penalties:

- ★ The squad cannot **Shoot**.
- ★ The squad cannot **Move** or **Rush**, even if they become Broken and are expected to fall back.
- ★ The squad cannot initiate **Close Assault**.

Any additional fire targeting them will suffer a -1 Fire Effect penalty since the squad is now making maximum use of cover.

Note that the Pinned marker is removed after the unit completes their next activation, so a marked unit will suffer the effects for one turn. There is no need to place multiple markers on a unit, as there is no cumulative effect.

Also note that vehicles are never pinned.

# ADVANCED RULES

This section contains rules that enhance game play and provide a deeper and more realistic battle, but at the cost of added complexity.

Feel free to pick and choose those rules which suit your individual needs (and scenarios).

## COMMAND DISRUPTION

Any infantry unit that loses its squad leader is marked as **Pinned** instead of **Under Fire** the turn the squad leader is lost.

## COMMAND RESPONSE

In the thick of fighting, units do not always hear or obey new orders. They don't have the luxury of a perfect view of the battlefield, with enemy strengths and locations known. They may be reluctant to leave cover, and hesitant to engage the enemy in hand-to-hand combat.

Under these rules, a unit will act as the player desires until one of the following conditions occur. If either condition applies, the unit must take a Command Response test.

- ★ The unit activates **Under Fire** or **Pinned**.
- ★ The unit activates 10" or less from an enemy unit.

**Determine Command Response:** To resolve the command test roll 1d6, add any modifiers that apply, and compare the result to the Quality Level of the unit, as shown on the tables below:

### COMMAND RESPONSE MODIFIERS

Squad Took Casualties Last Turn	- 1
Squad Has Untreated Wounded	- 1
Squad Leader Lost	- 1
Officer Present	+1

### QUALITY LEVEL

Rabble	5+
Conscript	4+
Regular	3+
Elite	2+

If the roll equals or exceeds the level shown, the squad passes the test and may act as the player chooses.

If the squad fails the test they may **Shoot**, **Recover Wounded** or call for **Indirect Artillery Fire** as usual, but their movement is restricted as follows:

- ★ The unit may only **Move** to improve cover
- ★ The unit may only **Rush** if heading away from the enemy.



## DEMOLITIONS

A few targets are so heavily fortified as to be nearly indestructible. For these rare occasions, what you really want is something specifically designed to reduce that structure to rubble. What you need are Demolition Charges.

We strongly recommend that these weapons only be included in scenarios created for their use, as they are extremely powerful. They are designed to destroy massive bunkers, dams, a spaceship on a landing pad, perhaps even sink an enemy ship in harbor.

Infantry units must be designated as carrying demolition charges. They may carry as many charges as the scenario requires.

Upon activation, a squad can elect to perform one Demolition action. There are two to choose from: **Rig Charges** and **Detonate Charges**. One member of the squad is busy performing the action, and can do nothing else. The rest of the squad members may perform one of the other Command Actions.

Note that any figure with the Engineer trait automatically succeeds on one of their dice when attempting to rig or detonate demolition charges. Roll one less die than allowed, and add one success to the result.

**Rig Charges:** One member of the squad will attempt to rig the charges for detonation, and place them in a spot to cause the most damage. Roll 2d6 (do **NOT** add them together), and note how many dice equal or exceed the Quality Level of the figure, as shown on this table:

QUALITY LEVEL	
Rabble	5+
Conscript	4+
Regular	3+
Elite	2+

Note that a unit marked as Under Fire rolls one less die when attempting to rig charges.

If two dice succeed the charges are rigged. If only one die succeeds the task will take a bit longer; the charges will be rigged at the end of the next activation for this unit (no die roll is required), provided the unit remains in place. If no dice succeed the attempt fails. The unit can try again on a subsequent activation.

**Detonate Charges:** Before the charges can be detonated, the placing unit must get clear of the target area, with no figure from the unit any closer than 4" to the charges. There is one exception. If the unit is reduced to a single figure before they have a chance to get away, the last soldier can choose to detonate the charges, and be killed in the blast.

To detonate the charges, roll 3d6 (do **NOT** add them together), and note how many dice equal or exceed the Quality Level of the figure, as shown on the previous table.

If two or more dice succeed the well placed charges go off with a huge explosion and the target is destroyed. If only one die succeeds the charges explode and the target is badly damaged. If no dice succeed the charges mostly fizzle, and a weak explosion causes only superficial damage.

Note that a badly damaged target is weakened to the point where it may eventually succumb to the damage. At the end of each turn roll 1d6. If the result is 4 or greater, the target is destroyed.



## DROP TROOPS

During battle, troops may deploy from the air in a number of ways, including parachutes, anti-gravity modules, or some other ingenious fashion. For game purposes, all of these units will be referred to as Drop Troops.

Drop Troops are not placed on the table during initial set-up but held back in reserve. At any point during the game, when the active player has the option to activate a unit, he may choose to activate a unit of Drop Troops, and deploy them on the table.

**Select Drop Point:** To deploy Drop Troops, first select a target point on the table. This point must be at least 6" away from any difficult terrain features and enemy figures.

**Determine Drop Success:** To determine the success of the drop roll 3d6 (do **NOT** add them together), and note how many dice equal or exceed the Quality Level of the Drop Troops, as shown on the table below:

### QUALITY LEVEL

Rabble	5+
Conscript	4+
Regular	3+
Elite	2+

If all three dice pass, the drop was perfect. The squad lands at the drop point without incident or scattering. Arrange the squad as desired, following rules for **Coherency**. The squad may take no further action this turn.

**Scatter:** For each dice that fails, the unit scatters 1d6" in a random direction. Do this as a single die roll. The unit lands centered around this new spot. Place the figures following the rules for **Coherency**.

If all three dice fail, the unit lands Pinned.

Any troops that land on buildings or in woods roll 1d6. If wearing Power Armour, a result of 6 means the figure is wounded. Otherwise, the figure is wounded on a 5 and killed on a 6.

The defender has certain off-board, anti-air units, as defined by the scenario. These units fall into three types, as shown on the table below:

### ANTI-AIR UNITS

Light	2d6
Medium	3d6
Heavy	4d6

For each anti-air unit, the defender rolls the specified number of dice. Any roll of 5+ means one enemy figure is killed. Regardless of the anti-air fire results, if the defender fires at the landing troops, that unit lands Under Fire, and should be marked as such.

## EXCEPTIONAL TROOPS

Players wishing for a little more variety in their forces may wish to randomly add some Traits to their units.

Simply roll on the following tables prior to the start of the game, and assign the results to your units. The number of rolls may be scenario driven, a variable (such as 1d6 rolls per player), or a set number agreed to by both players. Feel free to spread the assignments around, or to combine multiple traits in one unit.

1 Agile	1 Bug Hunter
2 Elusive	2 Fanatic
3 Hardened	3 Grizzled
4 Infiltration	4 Hardened
5 Stealth	5 Shock Troops
6 Swift	6 Tough

See Traits which begin on page 39 for details.

## FIRE TEAMS

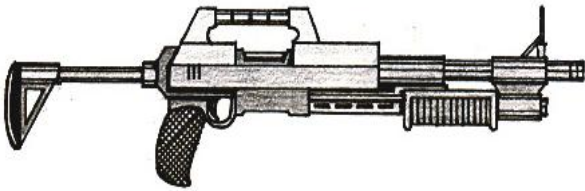
Some units receive additional training which allows them to better coordinate their efforts on the field of battle. These units consist of two squads known as Fire Teams, which are “linked” to form a single, larger squad.

Fire Teams have designated “partner” squads (noted before the game begins), and must remain within 12” of their partner or be considered out of **Coherency**.

The two squads activate as one, but can select different actions. For all intents and purposes, the two squads are separate units, **Checking Resolve**, taking **Morale Tests**, **Close Assaulting** and **Shooting** as independent units.

They may, however, choose to work together and perform the same action. If this action is a **Close Assault**, then roll 2D6 as usual, but this time you add them together to determine the victor. If the Fire Teams choose to **Shoot**, then roll 2d6 as usual, and then add them together to determine the Fire Effect.

If one Fire Team is eliminated for any reason, the other continues to act as a single squad.



## FORTIFICATIONS

These refer to any position constructed specifically for battle, designed to provide greater cover and tactical advantage for the troops that use them. These include foxholes, sandbag emplacements, bunkers and other covered structures made from reinforced materials (such as concrete and armour plating), and trenches.

All provide hard cover and an Armour Rating bonus to the troops using the structure. This bonus is added to any armour the troops inside may already be wearing.

### FORTIFICATION BONUS

Type	Armour Rating	Armour Value
Foxholes	+1	-
Sandbags	+2	-
Trenches	+3	-
Light Bunker	+4	7
Medium Bunker	+4	9
Heavy Bunker	+4	11

In addition to the above, troops in trenches which have not moved or fired may not be fired upon at ranges over 12”. Troops leaving trenches suffer a -4” movement penalty.

Further, units in bunkers and trenches are automatically successful on one of their dice when testing morale. Only roll 2d6 for their morale test and add one success to the result.

Bunkers also have an Armour Value. This is the defensive value of the structure itself. The structure can be targeted instead of the troops inside. Shooting and close assaulting bunkers is handled exactly the same as the rules for targeting vehicles. See Shooting at a Vehicle rules which start on page 19.

Treat any penetrating hit on the structure as a “Bunker Destroyed” result. Any fixed weapons within the bunker are destroyed as well. Roll 1d6 for every trooper inside the bunker. If the result is a 3 or 4 the figure is wounded. If the result is a 5 or 6 the figure is killed. Figures wearing power armour are wounded on a roll of 5 and killed on a roll of 6. Any survivors are marked as Pinned.

## HEAVY WEAPONS TEAMS

A heavy weapons team is an individual unit, and requires activation and action selection just like other squads. These units may be a group of soldiers working a heavy weapon, or simply a lone armed figure, depending on the miniatures used by the players. Note that these “teams” are still considered separate units even if they are only one figure.

See the Heavy & Special Weapons Table on page 69 for details.

Heavy weapon teams may perform a standard **Move**, but may never **Rush** due to the weight of their weapon. They may only **Shoot** if they did not move that turn, to reflect the time spent packing up and deploying their weapons.

If the weapon is served by crew and they take casualties, the squad suffers a -1 Fire Effect and -1” Movement penalty for each lost crew member.

A heavy weapons team can be attached to an infantry squad when troops are first deployed. The two units must remain together (following normal rules for **Coherency**) for the duration of the game. They activate and move as one. For purposes of **Checking Resolve** and taking **Morale Tests**, the numbers of the two squads are combined.

If the combined squad moves, only the infantry squad members may **Shoot**. If the combined squad does not move, the two components may fire at separate targets per the usual rules, or combine to fire at a single target.

When firing at the same target, roll 2d6 (for the infantry) and 1d6 (for the heavy weapons) and **COMBINE** the two highest results, then add all the usual modifiers that apply. The result is your Fire Effect rating. Follow all the usual rules for shooting from this point.

## HIDDEN MOVEMENT

Often in battle, the exact location of the enemy is unknown. They may simply be out of sight. But they may be taking deliberate steps to avoid detection.

A squad that begins its activation outside the line of sight of all enemy units may attempt to hide. Roll 1d6. If the result equals or exceeds the Quality Level of the unit, the attempt was a success and the unit can begin the activation in hiding. Otherwise, the attempt failed, and the unit simply acts normally this activation.

### QUALITY LEVEL

<b>Rabble</b>	<b>5+</b>
<b>Conscript</b>	<b>4+</b>
<b>Regular</b>	<b>3+</b>
<b>Elite</b>	<b>2+</b>

A unit in hiding is replaced with three Hidden markers. Every time the unit is activated, all markers for that unit are activated. They move individually, and up to 6” per turn, as long as they remain within 12” of another marker.

The controlling player decides which marker represents the true location of the unit, and which two are fakes. It is NOT necessary to record this information in secret because the controlling player can decide which is which at any point during the game.

A marker which enters the uninterrupted LOS of an enemy must be revealed immediately and removed from the game. If the marker was the location of the unit, it is placed on the table at that location. Once the unit is revealed, any remaining markers for that unit are removed.

Markers in a terrain feature which can block LOS (such as buildings or woods) are revealed if the enemy enters the feature and comes within 6” of the marker.

## INDIRECT ARTILLERY FIRE

All officers and infantry Squad Leaders may call for **Indirect Artillery Fire** as their action for the turn. They may not perform any other activity as they are too busy spotting, but the rest of the unit may perform one of the other Command Actions.

These strikes are made by off-board artillery units armed with cannons, mortars or missile launchers (blast weapons). Each is capable of receiving only one strike call per turn. The scenario should specify how many units there are, and of what types.

**Determine Timing:** To determine the timing of the strike roll 3d6 (do **NOT** add them together), and note how many dice equal or exceed the Quality Level of the artillery unit:

QUALITY LEVEL	
Rabble	5+
Conscript	4+
Regular	3+
Elite	2+

If two or more dice succeed, the message is received and the strike arrives immediately. If only 1 die succeeds, the message was garbled and there is no strike, but another attempt may be made on a later turn. If none of the dice succeed, communication with that artillery unit has been permanently knocked out. No further calls to that unit may be attempted.

**Determine Accuracy:** To determine if the strike is accurate, roll 2d6 (do **NOT** add them together), and note how many dice equal or exceed the Quality Level of the spotter. If both dice succeed, the strike hits with pinpoint accuracy. For each die that fails, the strike will scatter 1d6" in a random direction.

To resolve indirect artillery fire, continue with the rules to Determine Impact Area on page 20.

## JET PACKS

Frequently referred to as boosters, jump jets, jump packs and similar, this term covers any device that permits powered jumps and leaps, rather than true flight.

Rather than performing a regular move, a unit with Jet Packs may perform one of two types of aerial movement; they may **Leap** or **Bound**.

**Leaping:** this refers to a single powered leap, typically used to cross obstacles. The figures may move up to 12" on a Leap, clearing obstacles up to 6" in height. Taller obstacles can be crossed, but each 1" added to the height will reduce the jump length by 2". A Leap may not be used to enter close assault, and the unit may not perform any other action that turn.

**Bounding:** this is a series of short jumps used to cover ground quickly. Bounding troops may move a total of 18", divided into 3 individual bounds of up to 6" each. Each bound must be taken in a straight line, and may clear obstacles up to the height of the bounding figure, but no higher. Bounding troops may fire, but suffer a -2 penalty to their fire effect.

Troops may Bound into close assault, but the defending squad is allowed a free shot at their attackers. The range will be from the point of the last bound prior to making contact. Do not place Under Fire or Pinned markers for this, however, as the assaulting troops will be way too psyched up to care!

Squads equipped with Jet Packs may carry wounded in the normal fashion, requiring 2 troopers to carry each wounded. Deduct 2" from leaps and 4" from Bound when doing so.



## LAST STAND

No epic battle is complete without a desperate last stand, preferably against the odds.

Once per game, each player may select a single unit and declare they are making a Last Stand. Once a unit has made this declaration, the deed is done. There is no die to roll (although we suggest the player make a dramatic speech).

A unit making a Last Stand is rooted to their spot. They will not move for any reason, but can regroup if they suffer casualties. There is no need to Check Resolve or take a Morale Test. And they ignore being Under Fire and Pinned.

In short, they will hold their position; **Shoot** at their choice of enemy units, and fight to the last man.

## MINES

Mines can be used to bolster the defence of a position, slowing the enemy, or forcing them to take a different path. These “set and forget” devices will detonate when disturbed, usually triggered by pressure sensors or movement. They come in both light and heavy varieties.

Each minefield consists of three markers which should be numbered for easy identification. They may be placed anywhere on the table. They cannot be fired upon or attacked in any way. One marker represents a real minefield. The other two are dummy markers. The player placing the mines should record both the type (light or heavy) and number of each real minefield on a separate sheet.

Note that dummy minefields, once discovered, are removed from the game. Real minefields, however, will remain in play for the duration of the game (unless scenario special rules allow for the clearing or removal of minefields), and may be triggered any number of times

Any unit that approaches to within 4” of a mine must temporarily halt their movement and resolve their encounter with the mine. Roll 1d6. If the result is 5+ the unit passes through the minefield without incident and may finish its movement. Otherwise the player who placed the mine must check his records.

If the mine is a dummy it is removed, and the unit may finish its movement. If the mine is real, resolve the attack immediately.

**Mines versus Infantry:** The attacker rolls 1d3 to determine the number of infantry figures that are hit by the blast. For each hit, the attacker rolls 1d6 and adds the Damage Rating of the mines. The defender rolls 1d6 and adds the Armour Rating of the targeted squad.

To resolve these hits, continue with the rules to Determine Damage for infantry on page 19.

**Mines versus Vehicles:** The attacker rolls 1d3 to determine the number of hits suffered by the vehicle. For each hit, the attacker rolls 1d6 and adds the Anti-Tank Rating of the mines. The defender rolls 1d6 and adds the Armor Rating for the underside of the vehicle.

To resolve these hits, continue with the rules to Determine Damage for vehicles on page 20.

## NON-COMBATANTS

Some scenarios may call for the inclusion of units with no fighting capabilities. These units may represent displaced civilians, news crews, or even panicked troops which have dropped their weapons and fled the battlefield. All such units are known as non-combatants.

Non-combatants can only choose the **Move Out** action, and will always **Rush** away from visible enemy units, unless the scenario rules specify differently. For Quality Level purposes, treat these units as Rabble.



## OFFICERS

Officers function as an individual unit, and require activation and action selection just like any other unit. They are represented by a single figure. Officers may attach to and detach themselves from other units at will, but they may only act once each turn.

All officers are rated for Leadership. There are four ratings, as indicated on the table below:

### LEADERSHIP RATINGS

Novice	+0
Experienced	+1
Inspiring	+2
Heroic	+3

Any squad containing an officer may re-roll a number of failed Morale Test dice, equal to the Leadership Rating of the attached officer.

Officers are also specialized by branch. They are classified as Infantry, Gunnery (for heavy weapons) and Cavalry (for armour) officers. When an officer is attached to a unit of the same branch, that unit may add the Leadership Rating of the officer to any **Close Assault** or **Fire Effect** rolls.

Officers may **Close Assault** and **Shoot** on their own, like any other unit, and participate in such activities when attached to a squad.

For the purpose of **Checking Resolve**, any squad containing an officer will temporarily have their strength raised by 1. If the officer leaves the squad, they revert to their original strength.

If the **Command Response** advanced rule is used, officers of any Quality Level will add +1 to the Command Response tests of those units they have joined.

## OPPORTUNITY FIRE

It is often tactically prudent to position troops in such a way that they can direct fire against an area of terrain, in order to deny the enemy access. This may be the approach to a bridge, bunker or other installation, an intersection, a patch of open ground, etc.

Any unit, including squads of infantry, snipers, heavy weapons teams, and even vehicles may perform Opportunity fire once per turn – even if they have already been activated. Doing so does not count as activating the unit.

To perform Op-Fire, interrupt an enemy unit (infantry or vehicle) at any point during its move. Note how much further the enemy unit could have moved, and mark the friendly unit as having performed Op-Fire.

Then follow all the normal rules for shooting which begin on page 17, except that no actual casualties or damage will be inflicted.

When targeting infantry, if any hit becomes a kill (or a wound if the advanced rules are used), the enemy unit is repulsed instead. If no kills (or wounds) are caused by the Op-Fire, the enemy unit may continue to move as desired.

When targeting vehicles, if the attacker scores three or more points higher than the defender when determining penetration, the enemy unit is repulsed instead. If no hits penetrate by at least 3 points, the vehicle may continue to move as desired.

Being repulsed means the unit must use any remaining movement to head for the nearest cover from the shooter. Note that the unit being repulsed may end their turn in the open if they have insufficient movement left to make it to cover.

## PERSONALITIES

Stories and movies of warfare are filled with colourful personalities, and our gaming would be rather dull if it didn't take these figures into account.

We recommend that players use models equal to the personality profiles they employ. An especially beefy soldier for a Brawler, a trooper with red cross arm bands, helmet and medical bag for a Medic, etc. But players are, of course, free to simply assign the profiles to regular models.

The number of personalities allowed per side may be scenario driven, a variable (such as 1d6 rolls per player), or a set number agreed to by both players.

**Brawler:** A Brawler receives an extra roll on the Kill Table during **Close Assaults**.

**Comms:** A squad with a communications expert receives a +1 mod when checking **Command Response**, and when calling for **Indirect Artillery Fire**.

**Knife Fighter:** A knife fighter receives a +1 modifier during infantry **Close Assaults**.

**Lucky:** A squad with a lucky trooper can re-roll any one die roll once during the game.

**Medic:** A Medic can treat two wounded in one turn when attempting to **Recover Wounded**, and requires no additional helper.

**Motivator:** Any squad with a Motivator may re-roll a failed **Morale Tests**.

**Sharpshooter:** Any squad with a Sharpshooter receives a Damage bonus of +1.

**Trigger Happy:** A squad with a Trigger Happy trooper receives a Fire Effect bonus of +1.

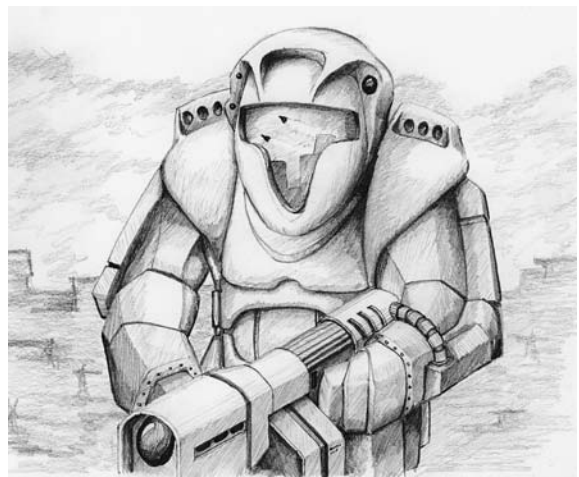
## POWER ARMOUR

Troops equipped with Power Armour are wearing the best protection money can buy. As such, there are certain special abilities that only squads wearing this armour can enjoy.

These following benefits have been outlined in the appropriate rule sections, and are listed here for ease of reference:

- ★ Units wearing power armour always have a coherency of 6”.
- ★ Units wearing power armour have a +3 modifier in infantry **Close Assaults**.
- ★ Units wearing power armour can negate any kill result they suffer during infantry **Close Assault** on a d6 roll of 5+.
- ★ Figures wearing power armour receive two rolls each on the Kill Table during infantry **Close Assault**.
- ★ Troops wearing power armour which drop onto the battlefield and scatter onto buildings or in woods are only wounded on a d6 roll of 6.
- ★ Units wearing power armour being transported by a vehicle which is destroyed are only wounded on a d6 roll of 5, and killed on a 6.

In addition, any trooper wearing power armour that is armed with a heavy weapon may move **AND** shoot in the same turn.



## PSIONICS

Some soldiers are armed with more than the weapons they carry into combat. They have the ability to shape the events around them using only their minds. They are psionics.

Psionics function as an individual unit, and require activation and action selection just like any other unit. They are represented by a single figure. They may attach to and detach themselves from other units at will, but they may only act once each turn.

These warriors have psionic powers, and they are rated for Aptitude and Strength. Aptitude rates their skill at invoking their powers, while Strength represents their ability to withstand invocation attempts. A typical psionic starts with 3 Strength points. Once reduced to zero Strength a psionic can no longer invoke their powers.

As part of an Engage the Enemy action, the Psionic can attempt to invoke one power at any point during their activation.

**Invocation:** To invoke a Psionic power, choose the power and nominate the target unit. Then roll 3d6 (do **NOT** add them together), and note how many dice equal or exceed the Aptitude of the figure, as shown on the table below:

### PSIONIC APTITUDE

Marginal	5+
Competent	4+
Expert	3+
Master	2+

If two or more dice succeed the power was invoked easily and the psionic suffers no loss of Strength. If only one die succeeds, the power was invoked with some difficulty, and the psionic is drained of one Strength point. If no dice succeed the power was not invoked, and the psionic is drained of one Strength point.

**Powers:** All powers have a base range of 12". All psionics have access to every power listed.

**Degrade:** One enemy unit receives a -2 penalty to their Fire Effect or Assault roll on their next activation. No unit can receive this penalty more than once per turn.

**Demoralize:** Mark one enemy unit Under Fire. If they are already marked as such, replace that marker with a Pinned marker.

**Embolden:** One friendly unit does not have to take a morale test the next time they activate.

**Enhance:** One friendly unit receives a +2 bonus to their Fire Effect or Assault roll on their next activation. No unit can receive this bonus more than once per turn.

**Expose:** One enemy unit receives a penalty of -2 to their armour rating until after their next activation. No unit can receive this penalty more than once per turn.

**Harm:** One figure in an enemy unit is hit by a mental blast. Roll 1d6. A result of 4+ and the target is killed; otherwise he is unharmed. If the Recover Wounded advanced rules are being used, the target is wounded on a d6 result of 4 or 5, and killed on a result of 6. The targeted player chooses the figure.

**Heal:** One wounded figure in a friendly unit is aided from within. Roll 1d6. A result of 4+ and the target fully recovers from his wounds and is able to resume his duties; otherwise he is unchanged.

**Inspire:** Remove one Under Fire marker from a friendly unit. If they are Pinned, replace that marker with an Under Fire marker.

**Shield:** One friendly unit receives a bonus of +2 to their armour rating until after their next activation. No unit can receive this bonus more than once per turn.

**Terror:** One enemy unit must take a morale test the next time they activate.

## RECOVER WOUNDED

Squads that suffer fatalities in battle will press on with their mission for as long as they can; there will be time later to mourn the dead. But the wounded are a different matter entirely. They need medical attention, and soon, or they may die. Further, healthy members of a unit are often reluctant to leave untreated wounded behind. Under these rules, squads may now aid their wounded comrades.

Upon activation, an infantry unit can elect to perform a Recover Wounded action. They can then form aid teams and treat their injured. With any luck, they will stabilize a wounded figure, and perhaps even help them return to fighting form.

**Wounding:** When using these rules, a figure is only killed when the attacker scores three or more points higher than the defender when rolling to Determine Damage. If the attacker scores equal to, or one or two points higher than the defender, the target figure is only wounded. This can be indicated by placing a suitable marker next to the injured figure, or laying the figure down.

Wounded figures are out of action. They cannot move or fight, and if wounded again they are killed and removed from play.

**Forming Aid Teams:** Any two healthy members of a squad can form an aid team. The squad can form as many aid teams as their healthy troop strength allows, but each team can only aid one wounded figure, and each wounded figure may only be treated one time.

**Determine Recovery:** For each aid team, roll 1d6, and add any modifiers which apply:

### RECOVER WOUNDED MODIFIERS

Unit Under Fire or Pinned	-1
Medic Present	+1

The result is your recovery number. If the value is 6+ the trooper has recovered from his wounds, and is able to resume his fighting duties.

If the value is 4 or 5, the wounded figure is stabilized. No further attempts can be made to recover this figure. They do not count as a casualty when **Checking Resolve**.

If the recovery number is less than 4, the trooper has died from his wounds, and is removed immediately.

Any troopers not aiding the wounded may perform one of the other Command Actions. Remember, if a squad has been reduced to one or two firing models, they cannot produce the same volume of fire and suffer a -1 penalty to their roll.

**Leave No One Behind:** Squads are reluctant to leave untreated wounded comrades behind. If a squad without a medic wishes to abandon any un-stabilized wounded, they must roll 1d6 first.

If the result is 5 or more, they may leave their wounded behind without penalty. If they roll less than 5, they still move off, but their morale will suffer. The squad is now at one level less than normal when **Checking Resolve** for the remainder of the game.

A squad with a medic can elect to leave the medic behind with the wounded. If this is the case, no die roll is required. The medic may not leave the wounded until they recover, are stabilized, or die from their wounds.

**Moving Wounded:** A squad may choose to carry their wounded with them, rather than abandoning them to their fate. For every fit soldier, one wounded may be moved up to half the movement rate of the squad. Any members of the squad helping wounded figures move may not **Shoot**.

## SCOUT

Sometimes, you need to send a squad member on ahead to search for hidden enemy positions, and to spot for artillery.

Upon activation, a squad can elect to perform a Scout action. One member of the squad acts as the scout. The figure is picked up and placed anywhere on the tabletop, within three times the coherency distance of the squad. A scout from a squad with regular quality, for example, could be placed up to 12" away from any other member of the squad.

From this position, the scout can be used to uncover Hidden troop markers. The rest of the squad members may perform one of the other Command Actions.

If the scout calls for **Indirect Artillery Fire**, this constitutes the second Command Action allowed by the unit, so the rest of the squad members will remain idle this turn.

The next time this squad is activated the scout immediately returns to the squad and is placed anywhere within coherency distance of any other member. This is done prior to the squad checking resolve or selecting a new action.

## SENTRY GUNS

Automated sentry guns are a mainstay of military science fiction, and may be found guarding many installations and fortified positions. Each emplacement is fitted with a single heavy weapon. Unless scenario rules dictate otherwise, these weapons begin the game in place and cannot be moved.

Although any weapon can be incorporated into a Sentry Gun platform, the most common are shown on the table below:

### SENTRY GUN WEAPONS

	Fire Effect	Damage	Anti-Tank
<b>Auto Cannon</b>	-	+6	+4
<b>Chain Gun</b>	+7	+2	-
<b>Machine Gun</b>	+2	+4	-

In addition, these weapons are designed to different levels of sophistication, based on the level of artificial intelligence, as indicated on the following table:

### SENTRY GUN AI

AI Grade	Max Range	Fire Priority	PDS Success
<b>Antiquated</b>	12"	1	5+
<b>Modern</b>	24"	2	4+
<b>Enhanced</b>	36"	3	3+
<b>Advanced</b>	48"	4	2+

Sentry guns are automated weapons systems, and as such, they function differently from other troops.

Instead of being activated like ordinary units, sentry guns fire at the end of every game turn. Each gun fires once, at a target within range, selecting their target based on the normal rules for **Fire Priority**.

A variation of the Sentry Gun is a Point Defense System (PDS). These systems, also automated, are placed to protect important targets such as bunkers, buildings, and bridges. They only activate defensively, however, in an effort to shoot down an incoming round, and are only effective against blast weapon shells or RPGs.

When a location protected by a PDS is targeted, roll 1d6 and compare the results to the PDS Success number, based upon the AI of the PDS. If the roll equals or exceeds this number, the incoming shell or RPG has been destroyed.

## SMOKE GRENADES

Any squad equipped with rifle grenades or a grenade launcher is considered to be carrying smoke grenades in addition to the usual explosive shells. Any squad so equipped may lay down one smoke screen per game.

A squad choosing to lay down a smoke screen is essentially performing an Engage the Enemy action, but with a twist. If they wish, they can **Shoot** (lay down the smoke) before they **Move**.

To lay down smoke, mark two points, each one no further than 10" from the squad, and no further than 16" apart. The line connecting these two points is where smoke shells fall, creating a thick cloud that obscures all lines of sight through it, and preventing any close assault charges or shooting through it as well.

Smoke lasts for one turn. Remove the smoke markers the next time the squad is activated.

## SNIPERS

Snipers are an individual unit, and require activation and action selection like any other unit. They are represented by a single figure, and cannot attach themselves to other units. As masters of concealment, if they didn't move in their last activation, the enemy will suffer a -2 Fire Effect penalty if they target the sniper.

Snipers **Move** and **Rush** like other units, but cannot initiate **Close Assault**. They cannot **Shoot** if they moved this activation. They use the following special rules when shooting:

**Determine Clear Shot:** A sniper can target any enemy unit, regardless of **Fire Priority**. Once a target has been chosen, roll 1d6. If the result is 5 or greater, he has a clear shot, otherwise, he cannot fire this turn.

If the sniper has a clear shot, continue with the rules for Shooting at Infantry on page 18. Note that as an exception to the usual rules, a sniper can choose the figure being targeted.



## TASK SYSTEM

To encourage players to be more creative when developing scenarios, and to aid players who would like to add a narrative style, role-playing element to their games, the Task System was created.

This system will allow players to handle special situations as they arise during the game, either by building them into a scenario, or thinking of them on-the-spot.

An example of the former would be to have a scenario where an enemy defense network must be hacked. For this, the scenario might call for a special technician to be attached to a squad which must fight its way to an access point, where the hacking can be attempted.

An example of the latter is a player wondering if he could somehow rig all the grenades in a squad to destroy a radar installation, after the engineering squad with the special demolition charges designed for that purpose has been wiped out in an ambush.

Under general circumstances, the task roll can be made against the Quality Level of the unit making the attempt. For specific actions as required by the scenario, it is probably best to assign skill levels to units.

**Attempting a Task:** To attempt a task, roll 3d6 (do **NOT** add them together), and note how many dice equal or exceed the Skill Level of the figure, as shown on the table below:

**SKILL LEVEL**

<b>Marginal</b>	<b>5+</b>
<b>Competent</b>	<b>4+</b>
<b>Expert</b>	<b>3+</b>
<b>Master</b>	<b>2+</b>

If two or more dice succeed the task attempted was accomplished. If only one die succeeds the attempt failed, but it may be tried again on a later activation. If no dice succeed the attempt fails and negative consequences are triggered.

The following are examples of tasks which may arise during the course of a game, either by design or by chance:

**Disarm:** From self-destruct mechanisms to tactical nukes planted by the enemy, they all have one thing in common - the clock is ticking and time is running out. Do you cut the red wire or the green? Negative consequences of a total failure would be the device explodes.

**Hack:** It's time to hack the enemy defensive grid and disable those automated Pulverizer guns keeping the rest of your invasion force at bay. Negative consequences of a total failure would be the system detects your unauthorized access attempt, and floods the area with a fast acting, highly corrosive and deadly gas.

**Jury-rig:** Can your engineer reroute power from the main coupling and reconfigure the emitter to produce a powerful force field which will surround your position? Only one way to find out! Negative consequences of a total failure would be a power surge which destroys the equipment and the engineer in the blast.

**Learn:** Your teams fought their way onto the enemy spaceship, placed their explosives, and were about to make good their escape, only to discover their escape route is blocked. Can one of the team figure out the controls to the alien teleportation device? Negative consequences of a total failure would be teleportation to the planet's core, not surface.

**Repair:** If you could get that main battle tank back on the move, the fortunes of war would turn in your favor. Negative consequences of a total failure would be a spark hitting spilled fuel, which overheats the ammo, followed by a very large bang.

## TRAITS

Traits are special abilities which generally apply to an entire squad. They are designed to allow players to custom tailor their forces to match the figures being used, and create the backgrounds they prefer.

Players can decide ahead of time to allow a set number of Traits to be chosen, or they can use these to freely tailor their forces in a mutually agreed upon manner.

### AERIAL

Units with this trait hover in the air while moving, and can clear any obstacles up to the height of the aerial figure. These troops land after they move, and will incur any benefits or penalties the terrain may provide.

### AGGRESSIVE

When an aggressive unit marked as Under Fire is activated, if it chooses to move it must be towards the enemy. Any Command Response limitations are ignored.

### AGILE

Agile units ignore movement penalties when crossing Difficult Terrain.

### ASSAULT TROOPS

Assault Troops add +2 to all Close Assaults.

### BERSERK

A squad with this trait will automatically pass their Resolve check and ignore the effects of being Under Fire or Pinned if they activate within close assault range of an enemy unit. They will charge into hand-to-hand combat with the nearest enemy unit, and receive a +2 to their Close Assault.

### BRAVE

This unit automatically succeeds on one of their dice when testing morale. Roll one less die than required and add one success to the result.

### BUG HUNTER

Units with this trait are specially trained to fight alien species. When fighting an alien race, this squad receives a bonus of +1 to Close Assault and Fire Effect rolls.

### COMBAT DRUGS (one use)

A unit equipped with this item may use it upon activation. They temporarily gain the Berserk, Fearless and Swift traits. They must charge into hand-to-hand combat with the nearest enemy unit. At the end of their activation roll 1d6 for each survivor. A result of 6 indicates the trooper is wounded by the powerful drugs.

### ELUSIVE

When an elusive unit is fired upon, they may fall back 4" before shooting is resolved. Measure range and calculate terrain benefits from their new location. If Line of Sight is lost, the shooting unit is free to select another target. A squad may only use this trait once per turn.

### ENGINEER

An engineer automatically succeeds on one of their dice when attempting to rig or detonate demolition charges. Roll one less die than allowed, and add one success to the result. In addition, units with the engineer trait add +2 to their die roll when encountering minefields.

### FANATIC

These squads never need to Check Resolve.

### FEARLESS

A squad with this trait is afraid of nothing, and ignores any Morale Tests caused by Terrifying units or psionic Terror.

### FLYER

Units with this trait are considered airborne at all times. They may move over any obstacles, and never receive any benefit from terrain.



### GOON

Goons may not fire beyond close range, except to return fire, and suffer a -1 penalty to all Fire Effect rolls. Their Armour Rating suffers a -1 penalty as well. They may never **Rush**.

### GRIZZLED

Squads with this trait Check Resolve at one level higher than their Quality level.

### HARDENED

These troops ignore being Under Fire until they suffer their first casualty, and may always leave wounded behind.

### HERO

This trait may only be taken by a single figure. Heroes always **Shoot** individually, even when attached to another unit. When firing at close range, they may choose the target figure. They are also **Fearless**, **Shock Troops**. Non-heroes suffer a -2 penalty when firing at a Hero.

### HIVEMIND

Units with this Trait are **Fanatic** and **Relentless** when they activate within 12" of one of their mind-controllers. This controller can be the squad leader or an independent figure. The controller also benefits from this trait.



### HOLY (ITEM)

This trait can apply to weapons and armour. A Holy Weapon gains a +1 damage bonus. Holy Armour adds +2 to their Armour Rating. This bonus is negated by their Unholy counterpart (Holy Armour receives no bonus when targeted by an Unholy Weapon, etc).

### HQ

This trait may only be applied to a single figure. Once per turn, any one unit may reroll a failed Command Response test.

### INFECT

When a figure is killed in **Close Assault** by a unit with this trait, there is a chance the victim may become infected. Roll 1d6. If the result is 5+ the figure is infected. The nature of the infection will be specified by the scenario.

### INFILTRATION

After initial deployment, this squad may make an additional Rush move before the game starts. In addition, they check **Coherency** at one level higher than their Quality level.

### LEGEND

This trait may only be applied to a single figure. Legends have both **Hero** and **Villain** traits. Legends always count as rolling a 6 for **Close Assaults** and **Shooting**.

### MECHANIZED

An infantry unit with this trait is partnered with a transport vehicle at the start of the game. When the infantry unit is activated, the designated vehicle may ALSO be activated at the same time if it is currently within 12" of the infantry squad. Either unit must perform all of its actions first before the second unit is activated.

### RECON

Recon units gain +1" to their **Coherency**. In addition, they are automatically successful on one of their dice when attempting to call for Indirect Artillery Fire. Only roll 2d6 for their timing test and add one success to the result.

### REGENERATE

Any figure with this trait will automatically heal their wound by remaining inactive during their next turn. They cannot **Move** in any way, nor can they **Shoot** or **Close Assault**. At the end of their dormant activation, they are fully healed.

### RELENTLESS

Troops that are Relentless ignore the effects of being **Under Fire** or **Pinned**. They never benefit from any form of cover, and will leave any casualties behind without giving it a second thought.

### SAVE

Squads with this trait roll 1d6 for every hit they suffer. On a result of 5+ the hit is negated.

### SELF-REPAIRING

Units with this trait have been infused with tiny nano-medics. During a Recover Wounded action, these troops can make a recovery roll as if an aid team was present, without the need to form such teams.

### SHAKY

This unit automatically fails one of their dice when testing morale. Only roll 2d6 for their morale test and add one failure to the result.

### SHOCK TROOPS

Shock Troops add +1 to all Close Assaults.

### SLOW

Slow units suffer a penalty of -2" to their base movement rate.

### SLOW FIRING

Slow Firing units roll only 1d6 to determine Fire Effect if they moved this activation.

### STEALTH

A unit with this ability always succeeds when it goes into hiding (see Hidden Movement). There is no die roll required.

### SWIFT

These units add +2" to their base movement rate.

### TANK HUNTER

Squads with this trait are equipped with special explosives used to deal with enemy armoured vehicles. They gain +1 to their Nerves Check and a +2 mod when Close Assaulting vehicles.

### TERRIFYING

Squads with this trait will strike fear in the hearts of any unit nearby. An enemy unit which activates within 8" of a terrifying squad must make an immediate Morale Test.

### TOUGH

Squads that are Tough gain a +1 bonus to their Armour Rating.

### UNHOLY (ITEM)

This trait can apply to weapons and armour. An Unholy Weapon gains a +1 damage bonus. Unholy Armour adds +2 to their Armour Rating. This bonus is negated by their Holy counterpart (an Unholy Weapon would not receive the damage bonus when targeting Holy Armour, etc).

### VILLAIN

This trait may only be applied to a single figure. Any time a Villain is killed, leave the figure on the table. It remains in this state for the remainder of this turn. During the next turn, the owning player may activate this figure. Roll 1d6. If the result is 5+ the Villain was really only stunned. He climbs back to his feet and may return to battle immediately. If the result was less than 5, the Villain is truly dead and is removed from the table, never to be seen again. Or will he? :)

### ZOMBIE

Zombies are **Relentless** and **Fanatics**. Unless the scenario dictates otherwise, they may never **Rush**. They have poor vision, so they cannot **Shoot** beyond close range, and all fire suffers a -2 penalty.

## VEHICLE BOGGING

Any time a tracked, walking or wheeled vehicle attempts to cross a patch of difficult ground (such as thick woods, deep streams or swamps), it has a chance of getting bogged down.

For every 6" moved through such terrain, these vehicles must take a Boggling Test.

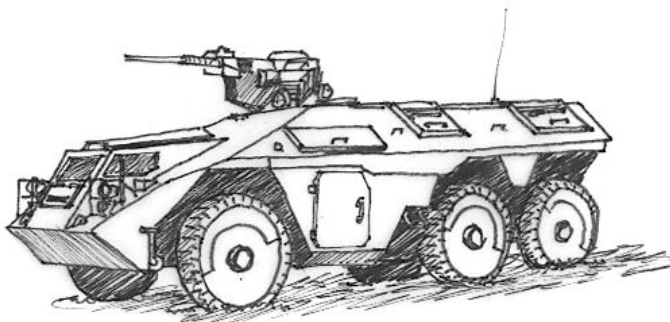
**Boggling Test:** To resolve this test roll 2d6 and compare the results to the Quality Level of the vehicle crew.

### QUALITY LEVEL

Rabble	5+
Conscript	4+
Regular	3+
Elite	2+

For tracked and walking vehicles, if even one die equals or exceeds the level shown then the vehicle does not bog down and may continue moving. For wheeled vehicles, both dice must pass or the vehicle bogs down.

If the test is failed the vehicle must stop in place. A vehicle can be freed by passing the same test at the start of any future activation.



## VEHICLE PROPERTIES

Vehicles can be assigned properties in much the same way that units of troopers can be assigned traits. These properties can upgrade (or degrade) the performance of the vehicle.

### ADVANCED TARGETING SYSTEM

Vehicles with advanced targeting systems add +2 to all Fire Effect rolls against other vehicles and hard targets (bunkers, buildings, etc).

### AMPHIBIOUS

Suitably equipped vehicles can cross water at half Cautious speeds. Any firing while in the water suffers a -3 Fire Effect penalty.

### CLOSE-IN DEFENSE SYSTEM

Only fully armoured and enclosed vehicles may take this upgrade. This defensive weapon launches a canister shot a few meters above the vehicle before it detonates. The resultant blast does no harm to the vehicle, but any troops nearby will be targeted.

Treat this as a Blast Weapon with a radius of 4" centered on the vehicle. Any unit within this radius will be hit by the blast. For each unit affected, work out any potential casualties by continuing with the rules to Determine Strike Effect on page 21.

### COMMAND VEHICLE

Only a single vehicle may have this attribute, and if used, no infantry figure may take the HQ trait. Once per turn, any one unit may re-roll a failed command response test. In addition, this vehicle can take a Command action to call for Indirect Artillery Fire.

### ELECTRONIC COUNTERMEASURES

ECMs can be fitted to vehicles to negate the effectiveness of advanced targeting systems. As such, a vehicle equipped with an Advanced Targeting System receives no benefit from that system if the target is equipped with ECM.

#### **FORWARD OBSERVER**

The vehicle is equipped with special sighting and communications gear linked to an artillery unit. This vehicle can take a Command action to call for Indirect Artillery Fire.

#### **IMPROVED WEAPONS CONTROL**

An improved weapons control system allows a single crew to fire two weapons instead of the single weapon normally allowed.

#### **MEDEVAC**

The vehicle and crew are equipped to handle and transport casualties. When in contact with an infantry squad with casualties the vehicle may take a recover wounded action as if it had two aid teams. Squads may leave wounded with a Medevac vehicle without affecting their resolve.

#### **REACTIVE ARMOUR**

Explosive placed on the outside armour will disrupt the energy of anti-tank weapons such as rockets and missiles. Vehicles equipped with reactive armour roll two dice and choose the highest when making their armour roll against such weapons.

#### **SMOKE**

Any vehicle equipped with smoke may lay down one smoke screen per game. Follow the rules for Smoke Grenades on page 37, except that the two points which mark the ends of the smoke screen can be placed anywhere the vehicle can see to shoot.

As with infantry squads, the vehicle can **Shoot** (lay down the smoke) before they **Move**.

#### **STEALTH**

Some vehicles use a combination of shape, advanced materials and chameleon coverings to avoid detection and foil targeting systems. Therefore, any shooting directed at a vehicle with stealth capabilities is resolved at one range band beyond the distance indicated.

#### **SUPERCHARGED**

The vehicle adds +4" to Cautious and Standard movement rates.

#### **UNDER-POWERED**

The vehicle suffers a -4" penalty to Cautious and Standard movement rates.

#### **URBAN WARFARE KIT**

The vehicle has been designed or modified to perform within urban environments. It has the same armour rating for the front, sides and rear, as well as the top and underside of the vehicle.

#### **WEAPON STABILIZER**

Vehicles with stabilized main weapons may fire when moving at standard speeds. All other modifiers apply as usual.

# ***BASIC FORCE BUILDING TUTORIAL***

## ***RANDOM FORCE GEN***

Generating a random force is a simple matter. From start to finish, the whole process should only take about 10 minutes. This tutorial is based on the rules for generating random forces, as presented on pages 9 through 11.

Before you begin, you should read the Basic Game rules, so you can better understand how all the pieces come together during the game.

As was mentioned earlier, this system will not include every option available under the rules. It is intended to generate human forces with reasonable variations, for use in quick pick-up games. It is also not designed to produce perfectly balanced forces. As we also stated earlier, real battles are rarely even affairs.

**Overview:** There are a dozen steps in force creation, but each one will only take a few moments to complete, so not to worry.

A great way to learn how to create an army is to watch somebody else who knows how, so let's follow along as Tyler creates his force.

**Step 1 – Getting Started:** Tyler grabs a pencil, a Force Record Sheet, and a 6-sided dice. He and his opponent only have time for a short game today, so they agreed to field a single platoon.

**Step 2 – Determine Platoon Strength:** Tyler rolls 1d6 and consults the Platoon Strength table on page 9. He rolls a 2, so his platoon will have 3 squads. Since he read the rules for force generation before stating, he knows his force will also include a command squad. He wants to list that squad first, so he takes his force sheet and fills in the names of his four units as follows:

Terran Orbital Marines – Command  
Terran Orbital Marines – 1<sup>st</sup> Squad  
Terran Orbital Marines – 2<sup>nd</sup> Squad  
Terran Orbital Marines – 3<sup>rd</sup> Squad

**Step 3 – Determine Squad Strength:** Tyler consults the Squad Strength table on page 9 and rolls three times. He rolls a 4, 1 and 3, so he will have one squad with 6 troopers, and two with 8 troopers each. He records these numbers in the STR boxes on his force sheet.

**Step 4 – Determine Squad Quality:** Next, he checks the Squad Quality table on page 9 and rolls three times. He gets a 2, 4 and 5, which means a mix of “Conscript” and “Regular” troops. He enters “Conscript” in the QUALITY box on his force sheet for his first two units and “Regular” for his third.

He then consults the Quality Level table on page 13, and notes that “Conscript” troops have a level of 4+ and “Regular” troops a 3+. He records these values in both the LEVEL and MORALE boxes on his force sheet.

Quality also drives unit coherency. He checks the Coherency Table on page 16, and notes that “Conscripts” have a value of 3”, and “Regular” troops have a value of 4”. He records these values in the COHERENCY boxes on his force sheet.

While he is at it, he also records 6” as the value in all the MOVEMENT boxes.

Quality also drives Fire Priority (FP). He checks the appropriate table on page 17, and sees that his Conscripts have an FP of 2, and his Regular troops an FP of 3. He records these values in the FP boxes on his force sheet.

**Step 5 – Determine Resolve:** Next, Tyler rolls 3 times on the Squad Resolve table on page 9. He gets a 5, 2 and 3, which indicates that all three of his squads are “Steady”. He records this information in the RESOLVE boxes.

He then consults the Resolve Table on page 13, and notes that “Steady” units don’t break until they have suffered 50% or more casualties. He checks his force sheet, and sees the STR values for his first and third squads are 8. This means they won’t need to test for breaking until they suffers 4 or more casualties. He records a “4” in the BREAK boxes for these two squads on his force sheet. The second squad has a STR of 6, so its breaking point is 3 or more casualties. He records a “3” in the BREAK box for his second squad.

**Step 6 – Determine Armour:** Tyler rolls three more times, and checks the Squad Armour table on page 9. He gets a 6, 3 and 1. He now records “Improved”, “Light” and “None” as the armour values for his three units.

He then checks the Armour Ratings table on page 19 and sees that these armour values equate to ratings of +1, 0 and -2. He records these three values in the RATING boxes on his force sheet.

**Step 7 – Determine Weapons:** It is now time to determine what sort of basic weapons all of his squads are armed with. Tyler consults the Squad Basic Weapons table on page 10 and rolls 1d6. He rolls a 5, “Assault Rifles”, and records this in the WEAPONS boxes on his force sheet.

Tyler still needs to determine what sort of support weapons his squads carry. He checks the Squad Support Weapons table on page 10 and rolls three times. He gets a 1, 5, and 2. Tyler is pleased, as this gives him a mix of support weapons. He records “Flamethrower”, “Grenade Launcher” and “SAW” on his force sheet, right below where he recorded Assault Rifles.

Tyler could fill out the force sheet with all the weapon details, but there may be changes to the starting forces in future steps, so he holds off for now.

**Step 8 – Record Command Squad Info:** There are no rolls required to fill out his command squad entries. All such squads contain a single officer and three troopers. The squad is considered to be of Regular quality, Steady resolve, and wearing Light Armour. The soldiers are all armed with the same basic weapons as the other squads in this platoon (but no support weapons).

Tyler records all of this information on his force sheet, consulting appropriate tables to determine entries for related fields. He notes in the COMMENTS box that this squad has an officer.

**Force Review:** At this point, Tyler could lead his small force into battle. All the basic info has been determined and recorded. He knows the number of squads, the number of men in each squad, what their quality, resolve and armour is like. He even knows what weapons they are carrying. However, with just a few more steps, his force can be tailored even further. And the best part is, these last steps are not random, but chosen by the player.

**Step 9 – Determine Variations:** Tyler consults the list of variations on page 10. There are eight choices available to him. He is interested in increasing the size of his command squad to give it more firepower, so he selects “Improved Command” as his variation, and notes this in the COMMENTS box.

This allows Tyler to add two soldiers to his command squad, so he adjusts the values in the STR field, and recalculates the BREAK value. This variation also allows him to give the squad Heavy Armour, so Tyler revises the Armour and Rating entries on his force sheet.

**Step 10 – Determine Enhancements:** Next, Tyler gets to pick an Enhancement, so he scans the eight options available. He considers taking the Veterans option, to improve one of his Conscript squads and make them Regulars. But in the end, he decides to overwhelm his opponent with more troops, and picks the “Manpower” option, and records this in the COMMENT boxes of his three basic squads.

This enhancement allows Tyler to add two soldiers to each of his three basic squads. This requires him to adjust the values in the STR fields, and recalculate their BREAK values.

**Step 11 – Determine Limitations:** Tyler must now choose a limitation for his platoon. It’s a tough call, but in the end Tyler decides that being “Inflexible” is the least intrusive for his style of play. He records this in the COMMENT boxes for all his squads.

This limitation means that all squads now have a Coherency of 2” regardless of quality level, so Tyler makes the necessary changes to his force sheet.

**Step 12 – Record Weapon Stats:** Since the weapons were not augmented or removed as part of the variations, enhancements or limitations steps, Tyler is now ready to record all the stats for his weapons. He knows that doing so now will make the game run that much faster once the action starts.

Tyler consults the Weapons Tables on page 69 and looks up Assault Rifles. He records the range of x5 in the MULT fields and the Damage of +2 in the DAM fields of his force sheet for all Assault Rifle entries. There is no Fire Effect, Anti-Tank or Blast value for Assault Rifles, so he enters a dash in those three fields.

Quality also drives the base range of weapons for each squad. Tyler consults the Base Range table on page 17, and notes that Conscripts have a 3” and Regular troops a 4” base range.

Tyler records these values in the BASE field on his force sheet.

Now it’s a simple matter of doing the basic math. Multiply the base range by the MULT value to obtain the Close range. For his two Regular squads, that means a Close range of 20”, for his Conscript squads, it will be 15”.

Tyler doubles the Close range to obtain the Medium range, and triples the Close range to obtain the Long range, and records those values in the MED and LONG fields.

Tyler repeats this same procedure with his support weapons. As before, there will be fields on his sheet for stats that the weapons do not have. When this happens, Tyler simply places a dash in that field. So he won’t forget, Tyler adds a note in the COMMENT box of his Flamethrower squad that the weapon adds +2 in Close Assaults.

The last thing to do is record the number of troops in each squad that are armed with the weapons listed. Since the command squad has no support weapons, Tyler simply places the STR value of “6” in the QTY field for the Assault Rifles. For his other squads which have a single support weapon each, he checks their STR values, places a “1” in the QTY field for each support weapon, and the remainder in the QTY field for the Assault Rifles.

**Wrap-up Comments:** Tyler is now ready to go to war! He will field a force comprised of 34 soldiers: a 6-man command squad, and three basic squads, one with 8 soldiers, and two with 10. His troopers are armed with a good basic weapon, and he has a mix of support weapons.

His plan is to place his Grenade Launcher and SAW squads on the flanks to hammer the enemy center, and then close assault with his Flamethrower squad. But as a famous general once said “No battle plan ever survives contact with the enemy.”

# TYLER'S FORCE RECORD SHEET

Terran Orbital Marines - Command							FP	3	RANGE				Regular	3+	3+
QTY	WEAPON	DAM	FE	AT	BLAST	MULT	BASE	CLOSE	MED	LONG	QUALITY	LEVEL	MORALE		
6	Assault Rifles	+2	-	-	-	x5	4"	20"	40"	60"	2"	6"			
											COHERENCY	MOVEMENT			
											6	Steady	3		
Officer present. Improved Command variation. Inflexible limitation.											STR	RESOLVE	BREAK		
											Heavy	+2			
											ARMOUR	RATING			

Terran Orbital Marines - 1st Squad							FP	2	RANGE				Conscript	4+	4+
QTY	WEAPON	DAM	FE	AT	BLAST	MULT	BASE	CLOSE	MED	LONG	QUALITY	LEVEL	MORALE		
9	Assault Rifles	+2	-	-	-	x5	3"	15"	30"	45"	2"	6"			
1	Flamethrower *	-	1d6	+3	-	x1	3"	3"	6"	9"	COHERENCY	MOVEMENT			
											10	Steady	5		
Manpower enhancement. Inflexible limitation. * Flamethrower adds +2 in Close Assaults.											STR	RESOLVE	BREAK		
											Improved	+1			
											ARMOUR	RATING			

Terran Orbital Marines - 2nd Squad							FP	2	RANGE				Conscript	4+	4+
QTY	WEAPON	DAM	FE	AT	BLAST	MULT	BASE	CLOSE	MED	LONG	QUALITY	LEVEL	MORALE		
7	Assault Rifles	+2	-	-	-	x5	3"	15"	30"	45"	2"	6"			
1	Grenade Launcher	-	1d6	+2	-	x2	3"	6"	12"	18"	COHERENCY	MOVEMENT			
											8	Steady	4		
Manpower enhancement. Inflexible limitation.											STR	RESOLVE	BREAK		
											Light	0			
											ARMOUR	RATING			

Terran Orbital Marines - 3rd Squad							FP	3	RANGE				Regular	3+	3+
QTY	WEAPON	DAM	FE	AT	BLAST	MULT	BASE	CLOSE	MED	LONG	QUALITY	LEVEL	MORALE		
9	Assault Rifles	+2	-	-	-	x5	4"	20"	40"	60"	2"	6"			
1	Squad Automatic Weapon	-	+2	-	-	x6	4"	24"	48"	72"	COHERENCY	MOVEMENT			
											10	Steady	5		
Manpower enhancement. Inflexible limitation.											STR	RESOLVE	BREAK		
											None	-2			
											ARMOUR	RATING			



# ADVANCED FORCE GENERATION

## OVERVIEW

The following force generation system allows players to customize the way in which their force is randomly generated. Through the use of a unique Force Priority system, players will assign points to each of six separate categories. Depending on the number of points allocated to a category, a priority rating will be obtained. This rating will influence the outcome of the force being generated.

The final result should be a force that is strong in some areas, weak in others. Opposing forces generated in this manner should be able to face one another with a roughly equal chance of victory, barring a string of lucky or unlucky die rolls during generation.

Absolute balance, however, can never be achieved, nor should it be expected. If one force is obviously outclassed by another, the players may agree to allow the weaker force to simply generate a new one, or perhaps choose their mission (if the scenario generation rules are being used) rather than generate it.

This system was designed to create human forces for a generic near future setting, and assumes that a number of the more common advanced rules are being used. Players are encouraged to modify this system to suit their own needs regarding settings, miniatures, and rules usage.

In a multi-platoon game, players may apply the initial results to all platoons in their force, or create each platoon individually.

## PRIORITY ASSIGNMENT

Each player receives 9 Force Priority points to allocate as they wish to the categories below. The number of points spent will determine the priority rating for that category.

- ★ **Manpower** – This determines both the number of troopers in a squad and the number of squads in a platoon.
- ★ **Firepower** – This determines the types of weaponry available.
- ★ **Gear** – This determines the armour and specialist equipment available.
- ★ **Support** – This determines the types of support weapons and artillery available.
- ★ **Training** – This determines the Quality rating of the troops, and the availability of troops with specific traits and skills.
- ★ **Aggression** – This determines the Resolve ratings of the troops, and the availability of troops with specific traits.

In addition, some categories will offer players a chance to obtain specific bonuses. When this occurs, players take a **Quantity Test** by rolling the number of dice shown below, based on the Priority Level for that category. Each result of 5+ is a success.

### PRIORITY LEVEL

Priority	FP Points	QT Dice
Top	3	5d6
High	2	4d6
Medium	1	3d6
Low	0	2d6

## GENERATE A FORCE

**Defaults:** Regardless of the priority, every platoon in a force comes with a Platoon HQ. This unit consists of 1 officer with a Novice leadership rating, and 3 regular troopers. They are all of Regular Quality with Steady Resolve, and are equipped with the same basic weapons and armour as the rest of the squads in the platoon.

**Manpower:** First, roll 1d6 to determine the number of squads in each platoon:

### PLATOON SIZE

Priority	Outcome
Top	1-5 = 4 squads, 6 = 5 squads
High	1-2 = 3 squads, 3-6 = 4 squads
Medium	1-4 = 3 squads, 5-6 = 4 squads
Low	1 = 2 squads, 2-6 = 3 squads

Next, roll 1d6 only once to determine the number of troopers in all squads. As an option, a player may elect to roll individually for each squad (to simulate casualties and attrition), but they must declare this prior to rolling.

### SQUAD STRENGTH

Priority	Outcome
Top *	1-2 = 8 troopers, 3-4 = 10 troopers, 5-6 = 12 troopers
High *	1-2 = 8 troopers, 3-4 = 10 troopers, 5-6 = 12 troopers
Medium	1-2 = 6 troopers, 3-4 = 8 troopers, 5-6 = 10 troopers
Low	1-2 = 4 troopers, 3-4 = 6 troopers, 5-6 = 8 troopers

\* In addition, add 2 troopers to the Platoon HQ for Top Priority forces, and 1 trooper to the Platoon HQ for High Priority forces.

**Firepower:** Roll 1d6 to determine the basic weapon carried by most of the regular troopers within a squad. Note that all squads within a platoon will carry the same basic weapon.

### SQUAD BASIC WEAPONS

Priority	Outcome
Top	1-2 = assault rifles, 3-4 high tech rifles, 5-6 = gauss rifles
High	1-2 = assault carbines, 3-4 = assault rifles, 5-6 high tech rifles
Medium	1-2 = low tech rifles, 3-4 = assault carbines, 5-6 = assault rifles
Low	1 = submachine guns, 2-5 = low tech rifles, 6 = assault carbines

One regular trooper per squad carries a squad support weapon instead of a basic weapon. Roll 1d6 for each squad to determine this weapon.

### SQUAD SUPPORT WEAPONS

1	Flamethrower
2 - 4	Squad Automatic Weapon
5 - 6	Grenade Launcher

**Firepower Bonus:** Take a **Quantity Test**. Each result of 5+ provides a rifle grenade launcher to the platoon. In addition, any platoon with Top Priority receives a plasma rifle. These weapons are distributed within the platoon as desired.



**Gear:** Roll 1d6 to determine the armour that is issued to the platoon. Note that all squads in a platoon are issued the same armour.

### Platoon Armour

Priority	Outcome
Top *	1-2 = improved, 3-6 = heavy
High *	1-2 = light, 3-5 = improved, 6 = heavy
Medium	1 = none, 2-5 = light, 6 = improved
Low	1-3 = none, 4-6 = light

\* In addition, roll 1d6 for each squad. A result of 5+ indicates jet packs are issued if the squad has Top Priority. A result of 6+ is required to receive jet packs if the squad has High Priority.

**Support:** Take a **Quantity Test**. Each result of 5+ indicates one heavy weapon assigned to the platoon in support. Roll 1d6 once to determine the type of weapon. As an option, a player may elect to roll individually for each weapon, but they must declare this prior to rolling.

### HEAVY WEAPONS

1	Light Auto Cannon
2	Light Beam
3	Light Cannon
4	Light Chain Gun
5	Heavy Machinegun
6	Light Rail Gun

Take another **Quantity Test**. Each result of 5+ indicates one off-board artillery unit available in support. These will be light mortars, crewed by troops of Regular Quality.



**Training:** Roll 1d6 to determine the Quality rating for each squad in a platoon.

### Squad Quality

Priority	Outcome
Top	1 = conscript, 2-5 = regular, 6 = elite
High	1-2 = conscript, 3-5 = regular, 6 = elite
Medium	1 = rabble, 2-4 = conscript, 5-6 = regular
Low	1-2 = rabble, 3-6 = conscript

**Training Bonus:** Take a **Quantity Test**. Each result of 5+ allows for the selection of one Trait from the Exceptional Troops trait lists.

Take another **Quantity Test**. Each result of 5+ allows for the selection of one specialist from the Personalities list.

These traits and specialties are distributed within the platoon as desired.

**Aggression:** Roll 1d6 only once to determine the Resolve for all squads in the platoon. As an option, a player may elect to roll individually for each squad, but they must declare this prior to rolling.

### Squad Resolve

Priority	Outcome
Top	1 = steady, 2-6 = determined
High	1-3 = steady, 4-6 = determined
Medium	1 = uncertain, 2-5 = steady, 6 = determined
Low	1 = reluctant, 2-4 = uncertain, 5-6 = steady

Take a **Quantity Test**. Each result of 5+ allows for the assignment of the Hardened trait to one squad in the platoon.

**Additional Changes:** Players may customize each platoon in their force using any of the following options, provided they assigned at least one Force Priority point to the category shown:

- ★ **Assault Troops** – Any squad may be assigned the Assault Troops trait. Replace all basic squad weapons with submachine guns (Aggression).
- ★ **Human Wave** – Any squad support weapon may be swapped for 3 regular troopers armed with the basic weapon issued to that squad (Manpower).
- ★ **Improved Armour:** Any squad may swap two regular troopers to upgrade their armour by one level (Gear).
- ★ **Independent Officer** – The Platoon HQ squad is reduced to a single officer with no troopers. Add 1 regular trooper to every squad in the platoon (Support).
- ★ **Local Militia** – Any squad may reduce their Quality by one level to gain the Agile trait and increase their Resolve by one level (Training).
- ★ **More Support** – Any squad may swap two regular troopers for one trooper armed with a SAW (Firepower).

**Leaders:** Take a **Quantity Test** based on your Training level. Each result of 5+ allows you to improve the leadership rating of an officer by one level. Note that an officer may receive more than one increase if desired. By default, each officer starts with a Novice leadership rating. See Officers on page 32 for details.

Take another **Quantity Test**. Each result of 5+ allows you to improve the Experience rating of a squad leader by one level. Note that a squad leader may receive more than one increase if desired. By default, each squad leader starts with an Inexperienced rating. See Squad Leaders on page 11 for details.

**Heroic Characters (Optional):** Roll 3d6 only one time for your entire force. For each result of 5+ the force will gain one independent character. They can have the same weapon and armour as any squad in the force. They are considered officers with an Experienced leadership rating. They have the Agile trait. In addition, roll 1d6 to determine their special nature:

#### CHARACTER TRAIT

1 - 2	Villain
3 - 4	Hero
5 - 6	Legend

**Psionics (Optional):** Roll 1d6 per platoon. If the result is 5+ one member of that platoon is a Psionic. Assign this ability to any figure. They will start the game with 3 strength points. To determine their Aptitude roll 1d6 and consult the table below:

#### Psionic Aptitude

1 - 2	Marginal
3 - 4	Competent
5 - 6	Expert

**Not Like Us (Optional):** For those wishing to try something different, the following rules will help turn an otherwise typical human army into something “Not like us.”

Roll 1d6 on both tables below to determine the nature of your force. These traits will apply to every figure in your force.

- |                           |               |
|---------------------------|---------------|
| 1 Aerial, Swift           | 1 Aggressive  |
| 2 Agile, Infiltrate       | 2 Berserk     |
| 3 Elusive, Stealth        | 3 Shaky       |
| 4 Fanatic, Self-Repairing | 4 Slow        |
| 5 Shock Troops, Tough     | 5 Slow Firing |
| 6 Regenerate, Terrifying  | 6 Relentless  |

See Traits which begin on page 39 for details.

# POINT VALUE SYSTEM

## INTRODUCTION

The following system will allow players to assign point values to any troops used in the game. These point values can be used by those players who prefer to build forces from a set number of points rather than generating forces randomly, or based on a specific scenario.

## INFANTRY

This process is relatively easy. Starting with a basic figure cost, add and subtract points based on the armour, weapons carried, personalities, and (for the squad leader) any leadership mods desired. Then multiply the cost based on a combination of Quality and Resolve to arrive at the final point value for that soldier.

Do this for a squad leader, a basic trooper, and a support weapons trooper, and you now have the components to build a squad.

**Starting Cost:** The basic foot trooper has a cost of 4 points. For this, you get a soldier wearing Light Armour and armed with an Assault Rifle. He is of Conscript Quality, with Steady Resolve.

**Armour:** Adjust the point cost by the value shown, based on the type of armour desired:

### ARMOUR

None	- 1
Light	+0
Improved	+1
Heavy	+2
Light Power	+4
Heavy Power	+6

**Basic Weapon:** For regular troopers, adjust the point cost by the value shown, based on the type of squad basic weapon carried:

### SQUAD BASIC WEAPON

Low-Tech Rifles	- 0.25
Submachine Guns	- 0.50
Assault Carbines	- 0.25
High-Tech Rifles	+0.25
Gauss Rifles	+1.00

**Support Weapon:** For support troopers, adjust the point cost by the value shown, based on the type of squad support weapon carried:

### SQUAD SUPPORT WEAPON

Assault Shotgun	+1
Flamethrower	+3
Rifle Grenades	+1
Grenade Launcher	+3
Squad Automatic Weapon	+3
Plasma Rifle	+4

**Personalities:** Adjust the point cost by the value shown for each personality included:

### PERSONALITIES

Brawler	+1
Comms	+2
Knife Fighter	+1
Lucky	+1
Medic	+2
Motivator	+2
Sharpshooter	+1
Trigger Happy	+1

**Squad Leader:** For the squad leader, adjust the point cost by the value shown, based on the leadership rating desired:

### SQUAD LEADER RATING

Inexperienced	+0.0
Experienced	+3.0
Veteran	+8.0

**Quality & Resolve:** The cost of the trooper is now multiplied by a factor that takes into consideration the Quality level desired, which is then adjusted by the Resolve:

### QUALITY

Rabble	0.7
Conscript	1.0
Regular	1.3
Elite	1.6

### RESOLVE

Reluctant	- 0.5
Uncertain	- 0.3
Steady	- 0.0
Determined	+0.3

The end result of this calculation becomes the Base Cost for the trooper being determined. In most cases this is also the Final Cost, but not always (see the sections on Unit Abilities and Unit Traits).

#### Example – Regular Trooper:

A soldier wearing Improved Armour, armed with an Assault Rifle and with no Personalities will have a final base cost of 5 points. Multiply this by 1.3 (Regular Quality + Steady Resolve) and the final cost for this trooper is 6.5 points.

#### Example – Support Trooper:

A soldier wearing Improved Armour, armed with a Squad Automatic Weapon, with the Trigger Happy Personality will have a final base cost of 9 points. Multiply this by 1.3 (Regular Quality + Steady Resolve) and the final cost for this support trooper is 11.7 points.

#### Example – Squad Leader:

A squad leader wearing Improved Armour, armed with an Assault Rifle, with the Motivator Personality and with the Experienced Leader rating will have a final base cost of 10 points. Multiply this by 1.3 (Regular Quality + Steady Resolve) and the final cost for the squad leader is 13 points.

**Building a Squad:** Simply add together the Final Costs for a squad leader, each regular trooper, and each trooper armed with support weapons to determine the final squad cost.

#### Example – Building a Squad:

Using the previous examples to build with, a squad with eight members (1 leader, 6 regular troopers and 1 support trooper) would cost 63.7 points.



## HEAVY WEAPONS TEAMS

**Starting Cost:** A heavy weapons team has a cost of 3 points per crew member. This team may range from a lone armed figure to a large crew servicing a separate weapon, depending on the miniatures used. For this starting cost you get a team wearing Light Armour, armed with Assault Carbines, of Conscript Quality, and with Steady Resolve.

Adjust this cost for armour and personalities just as you would for a regular trooper. For weaponry though, adjust the cost by the value shown, based on the weapon they will serve:

### HEAVY & SPECIAL WEAPONS

Auto Cannon - Light	+10
Auto Cannon - Heavy	+16
Beam - Light	+10
Beam - Heavy	+16
Cannon - Light	+10
Cannon - Medium	+16
Cannon - Heavy	+22
Chain Gun - Light	+8
Chain Gun - Heavy	+10
General Purpose MG	+5
Heavy MG	+6
Missile Launcher	+10
Mortar - Light	+10
Mortar - Heavy	+16
Rail Gun - Light	+20
Rail Gun - Heavy	+30
RPG	+5

Then multiply the base cost by a factor that includes Quality and Resolve, just as you would for a regular trooper. Note that off-board units cannot change their starting Resolve, and their cost includes a final 2.5 multiplier.

Example – Light Cannon Team:

Three crew wearing Light Armour, carrying Assault Carbines, with no Personalities, all serving a Light Cannon will have a final base cost of 19 points. Multiply this by 1.3 (Regular Quality + Steady Resolve) and the final cost for this team is 24.7 points. If this team is to be used off-board, multiply this cost by 2.5 to determine their final cost of 61.75 points.

## OFFICERS

**Starting Cost:** An officer has a cost of 10 points. For this starting cost you get a soldier wearing Light Armour, armed with an Assault Rifle, of Conscript Quality, with Steady Resolve.

Adjust this cost for armour, weaponry and personalities just as you would for a regular trooper. For their Leadership Rating, adjust the cost by the value shown, based on the leadership rating desired:

### OFFICER LEADER RATINGS

Novice	+0
Experienced	+5
Inspiring	+9
Heroic	+15

Then multiply the base cost of the officer by a factor that includes Quality and Resolve, just as you would for a regular trooper.

Example – Officer:

An officer wearing Improved Armour, armed with an Assault Rifle, no Personalities, and with the Inspiring Leader rating will have a final base cost of 20 points. Multiply this by 1.3 (Regular Quality + Steady Resolve) and the final cost for the squad leader is 26 points.

## PSIONICS

**Starting Cost:** A psionic has a cost of 20 points. For this starting cost you get a soldier wearing Light Armour, armed with an Assault Rifle, of Conscript Quality, with Steady Resolve. They also have a Marginal Psionic Aptitude, and 3 Strength points.

Adjust this cost for armour, weaponry and personalities just as you would for a regular trooper. For their Psionic Aptitude, adjust the cost by the value shown, based on the rating desired:

### PSIONIC APTITUDE

<b>Marginal</b>	<b>+0</b>
<b>Competent</b>	<b>+5</b>
<b>Expert</b>	<b>+10</b>
<b>Master</b>	<b>+15</b>

Any number of additional Strength points may be added, at a cost of 5 points each.

Then multiply the base cost of the psionic by a factor that includes Quality and Resolve, just as you would for a regular trooper.

#### Example – Psionic:

A psionic wearing Improved Armour, armed with an Assault Rifle, no Personalities, with a Competent aptitude and 4 strength points will have a final base cost of 30 points. Multiply this by 1.3 (Regular Quality + Steady Resolve) and the final cost for the psionic is 39 points.



## SNIPERS

**Starting Cost:** A sniper has a cost of 15 points. For this starting cost you get a soldier wearing Light Armour, armed with a Sniper Rifle, of Conscript Quality, with Steady Resolve.

Adjust this cost for armour and personalities just as you would for a regular trooper. Then multiply the base cost of the sniper by a factor that includes Quality and Resolve, just as you would for a regular trooper.

#### Example – Sniper:

A sniper wearing Improved Armour, armed with a Sniper Rifle, and no Personalities will have a final base cost of 16 points. Multiply this by 1.6 (Elite Quality + Steady Resolve) and the final cost for the sniper is 25.6 points.

## UNIT ABILITIES

Some units will have additional equipment and specialized training. In these cases, multiply the Base Cost of the entire unit by the factor shown below:

### ABILITIES

<b>Drop Troops</b>	<b>1.3</b>
<b>Fire Teams</b>	<b>1.2</b>
<b>Jet Packs</b>	<b>1.5</b>

Note: when granting several benefits to a single unit, multiply the Base Cost of the unit by the first benefit, then that results by the next, and so on.

#### Example – Drop Troops:

Using the squad from page 53 as an example (with a Base Cost of 63.7 points); multiply this by 1.3 (Drop Troops) and the final cost becomes 82.81 points.



## UNIT TRAITS

Some units have traits. As with unit abilities, multiply the Base Cost of the entire unit by the factor shown below:

### TRAITS

Aerial	1.3
Aggressive	1.1
Agile	1.2
Assault Troops	1.3
Berserk	1.3
Brave	1.5
Bug Hunter	1.2
Combat Drugs	1.2
Elusive	1.4
Engineer	1.2
Fanatic *	1.6
Fearless	1.1
Flyer	1.2
Goon	0.7
Grizzled	1.2
Hardened	1.1
Hero	1.5
Hivemind	1.5
Un / Holy Armour	1.3
Un / Holy Weapon	1.1
HQ	1.2
Infect **	varies
Infiltration	1.3
Legend	2.0
Mechanized	1.2
Recon	1.3
Regenerate	1.2
Relentless	1.2
Save	1.4

Self - Repairing	1.1
Shaky	0.8
Shock Troops	1.1
Slow	0.8
Slow Firing	0.8
Stealth	1.1
Swift	1.3
Tank Hunter	1.2
Terrifying	1.6
Tough	1.2
Villain	1.5
Zombie	0.7

\* Units that take this trait cannot change their initial resolve (it must remain Steady).

\*\* The cost for this trait will vary depending on the nature of the infection itself. A slow acting poison with a 1 in 6 chance of killing the figure at the end of every turn would cost less than an infection which immediately turns control of the figure over to the enemy. For this reason, players need to work out the cost of this trait for themselves.

Note: when granting several traits to a unit, multiply the Base Cost of the unit by the first trait, then that results by the next, and so on.

#### Example – Single Trait:

Using the squad from page 53 as an example (with a Base Cost of 63.7 points); multiply this by 1.1 (Hardened) and the final cost becomes 70.07 points.

#### Example – Double Trait:

Using the squad from page 53 as an example (with a Base Cost of 63.7 points); multiply this by 1.3 (Recon) and the cost is now 82.81 points. Multiply that by 1.2 (Agile) and the final cost becomes 99.37 points.

## VEHICLES

This process is also relatively easy. Starting with a vehicle type (there are seven to choose from), and a method of movement (there are five modes), you will add points based on the armour, weaponry, crew and carrying capacity desired. You will then multiply the cost based on a combination of Quality and Resolve to arrive at the final point value for that vehicle.

**Starting Cost:** The basic cost for any vehicle is 10 points, regardless of the type or method of movement. For this, you get a single vehicle, without armour, weapons or crew, and with no capacity to carry any passengers.

**Select Vehicle Type:** There are seven basic types to choose from. There is no difference in the starting cost based on type:

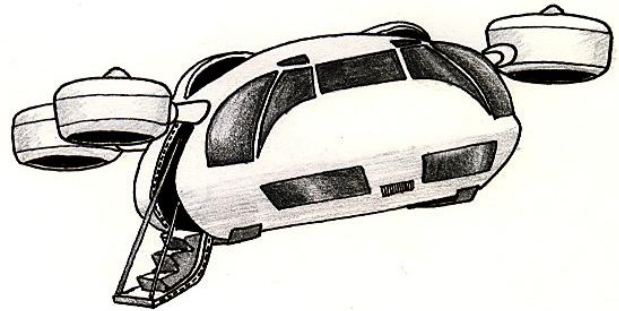
- ★ Light Transports
- ★ Armoured Personnel Carriers
- ★ Infantry Fighting Vehicles
- ★ Light Tanks
- ★ Medium Tanks
- ★ Main Battle Tanks
- ★ Walkers

See the vehicle descriptions on page 7 for more details regarding vehicle types.

**Select Method of Movement:** There are five methods to choose from. There is no difference in the starting cost based on method:

- ★ Fly
- ★ Hover
- ★ Tracked
- ★ Walk
- ★ Wheeled

See the Vehicle Movement rules on page 15 for details regarding movement restrictions and rates based on the method selected.



**Armour:** Adjust the point cost by the value shown, based on the front armour rating desired:

### ARMOUR RATING

0	+0
1	+4
2	+8
3	+12
4	+20
5	+32
6	+52
7	+84
8	+136
9	+220

Note that for the points shown above, the side rating will be 1 less than the front rating, and the top, underside and rear rating will be 2 less than the front rating.

**Weapons:** Adjust this cost for each weapon desired, using the table for Heavy & Special Weapons shown on page 54.

**Crew:** Adjust this cost for each crew member desired, at a cost of 3 points per crew. The maximum number of crew members that can be purchased is one more than the number of weapons purchased. So if, for example, you purchased three weapons, you could purchase one, two, three or four crew for the vehicle.

Note that all members of the crew can handle any position, and that the driver can always drive and shoot one weapon. Also note that a vehicle may only shoot as many weapons as they have crew.

**Carrying Capacity:** Adjust this cost for each passenger you wish to be able to carry, at a cost of 2 points per passenger.

Then multiply the base cost of the vehicle by a factor that takes into consideration the Quality level desired, adjusted by the Resolve, just as you would for a regular trooper.

The end result of this calculation becomes the Base Cost for the vehicle being determined. In most cases this is also the Final Cost, but not always (see the section on Vehicle Properties).

#### Example – APC:

A tracked APC has a starting cost of 10 points. Adding front armour of 5 (side armour of 4 and top, rear and underside armour of 3) raises the cost to 42 points. Giving the APC a Heavy MG for fire support will add 6 points. A crew of one will cost 3 points, and a carrying capacity for 8 passengers will add another 16 points. Multiply this 67 points by 1.3 (Regular Quality + Steady Resolve) and the final cost for the APC is 87.1 points.

#### Example – Medium Tank:

A tracked medium tank has a starting cost of 10 points. Adding front armour of 8 (side armour of 7 and top, rear and underside armour of 6) raises the cost to 146 points. Giving the tank a Heavy Auto-Cannon and a Heavy MG for fire support will add 22 points. A crew of three will cost 9 points. Multiply this 177 points by 1.3 (Regular Quality + Steady Resolve) and the final cost for the medium tank is 230.1 points.

## VEHICLE PROPERTIES

Some vehicles may have additional equipment, or might be designed for special missions. In these cases, multiply the vehicle Base Cost by the factor shown below:

### ABILITIES

Advanced Targeting System	1.2
Amphibious	1.1
Close - In Defense System	1.2
Command Vehicle	1.1
Electronic Countermeasures	1.1
Forward Observer	1.1
Improved Weapons Control	1.2
Medevac	1.1
Reactive Armour	1.2
Smoke	1.2
Stealth	1.5
Supercharged	1.2
Under - Powered	0.8
Urban Warfare Kit	1.3
Weapon Stabilizer	1.5

Note: when granting several properties to a single vehicle, multiply the Base Cost of the vehicle by the first benefit, then that results by the next, and so on.

# SCENARIO GENERATION

## OVERVIEW

These rules were designed to give players the ability to create a wide variety of scenarios, complete with mission objectives and force modifications for both sides, with a minimum amount of effort.

The system works with forces ranging from a reinforced platoon up to a company in size. By FAD definition, a platoon is a grouping of 2 to 4 squads, often reinforced by the attachment of several support units (heavy weapons teams, vehicles, officers, snipers, etc.). A company is a grouping of 2 to 4 platoons.

The scenarios assume a tabletop area of 4' x 4' for platoon-sized forces; a bit wider for larger forces. Adjust deployment zones based on the size of the table you are using.

Note that because of the immense variations possible due to the sizes of tables you play on, the nature of what terrain you have available, and the types of miniatures you can field, some player discretion may be required.

## GENERATION SEQUENCE

Generating a scenario involves the following eight steps:

- ★ Select a Stance
- ★ Select an Attitude
- ★ Determine Recon Points
- ★ Setup Terrain
- ★ Determine Missions
- ★ Deploy Contact Markers
- ★ Spend Recon Points
- ★ Reveal Forces

Once these steps have been completed, the game is ready to begin the first turn.

**Select a Stance:** Each player must choose a stance (in secret) for their force, to represent their overall readiness to engage in a variety of operations. There are three stances:

- ★ **Offensive** – The force is geared towards taking the fight to the enemy. (Gain two calls for indirect artillery support).
- ★ **Neutral** – The force is balanced and capable of offensive or defensive ops. (Gain 2 Dummy Contact Markers).
- ★ **Defensive** – The force is designed more for holding an objective than taking one. (Gain three defensive field works, lose 2 Dummy Contact Markers).

Note that the artillery unit being called is a medium cannon, crewed by troops of Regular quality. Also note that defensive field works include 4" sections of trench, sandbags, barbed wire and minefields.

**Select an Attitude:** Each player must choose an attitude (in secret) to represent the demeanor of the commanding officer for this stretch of the battlefield. There are three attitudes:

- ★ **Aggressive** – The commander is prone to rush into battle quickly without regard for the nature of the enemy forces before him. (Ignore any three Under Fire conditions).
- ★ **Cautious** – The commander is more likely to scope out the enemy forces before he commits to a course of action. (Gain +2 Recon Points).
- ★ **Passive** – The commander is not willing to take chances and risk losses, and prefers to react to enemy actions rather than strike first. (Gain three defensive field works, lose 1 Recon Point).

The different attributes associated with each stance and attitude is explained in the rules sections that follow.

**Determine Recon Points:** The ability of each force to maneuver units once they are placed (but before the game begins), to block enemy maneuvers, and to disclose enemy positions is based on reconnaissance. This is accomplished through the use of Recon Points (RP).

Each player must calculate in secret how many RPs they will have to spend. Consult the table below, and add all elements which apply:

### RECON POINTS TABLE

<b>Each Platoon *</b>	<b>+1 RP</b>
<b>Offensive Stance</b>	<b>+2 RP</b>
<b>Neutral Stance</b>	<b>+1 RP</b>
<b>Cautious Attitude</b>	<b>+2 RP</b>
<b>Passive Attitude</b>	<b>-1 RP</b>

\* Round up, so a force larger than a reinforced platoon counts as two platoons, etc.

The RPs above come from higher echelon units performing reconnaissance in your sector and providing you with their findings.

Each player, however, may commit additional forces under their command to gather intel on the enemy. Up to one squad per platoon may be assigned recon duties. Note that this must be a squad from the platoon itself, and not a supporting unit such as a heavy weapons team. In addition, any squad with the Infiltration or Recon trait may be assigned. Also, one vehicle per platoon may be assigned. Each unit that performs recon duties will generate +2 RPs.

Note that units with Reluctant resolve cannot be chosen for recon duty. Nor can units with any of the following traits: Berserk, Hivemind, Relentless, Shaky or Zombie.

Note too that performing recon is a hazardous duty, and any forces committed to this may be delayed in returning to their sector, or worse, destroyed in their attempt.

**Setup Terrain:** At this point, players should place terrain in a mutually agreeable fashion. This may be alternating back and forth until the table is finished, or deciding ahead of time the nature of the upcoming battlefield.

Because the amounts and types of terrain that can be placed are limited by your collections, we cannot be more precise when it comes to setting up terrain. In our experience we found that the more terrain the better the game.

Once the table is finished, each player should roll 1d6 and add the total number of RPs to the roll. The player with the highest result may choose which table edge is theirs. The opposite table edge belongs to their opponent.

The deployment area for each player is based on the stance for their forces (which must now be disclosed), as shown on the table below:

### DEPLOYMENT ZONES

<b>Offensive Stance</b>	<b>6"</b>
<b>Neutral Stance</b>	<b>12"</b>
<b>Defensive Stance</b>	<b>18"</b>

Any player with a Defensive stance may now place up to three field defenses within their deployment area. These include sections of trench, sandbag positions, barbed wire and minefields. A player can swap out three field defenses and place one light bunker instead.

Any player with a Passive attitude may also place up to three field defenses within their deployment area, with the same restrictions and options as above.

Players now place an objective marker in each of the three sectors (near, middle and far) of the table. This will produce 6 markers. From the perspective of each player, there will then be 2 near, 2 middle and 2 far objectives. Once the specific missions have been generated, any objectives not required can be removed.

**Determine Missions:** Although the stance of a force and attitude of the local commander can influence the missions that may be assigned, there is no telling what upper HQ has planned.

Both player now reveal the attitude for their force, and may assign a +1 bonus to any two missions on the table below. Both players will then roll 1d6 for each mission on the table, and add any modifiers that apply.

**MISSION TABLE**

Mission	Stance	Attitude
Assault	Offensive +2	Aggressive +1
Expand	-	Cautious +1
Hold	Defensive +2	Passive +2
Infiltrate	Offensive +1	Cautious +1
Interfere	Defensive +1	Cautious +1
Patrol	Neutral +2	-
Strike	-	Aggressive +1
Sweep	Offensive +1	Aggressive +2

The mission that receives the highest total is the one assigned to your force. In the event of a tie, the player may choose between them. If both players are assigned the same mission, those orders are cancelled, and they will play an Escalating Engagement instead.

**Deploy Contact Markers:** Rather than place units directly on the table, initial deployment for both sides will be handled through the use of contact markers. There are two types of these markers: True and Dummy.

A player receives one True marker for every unit in their force. Once revealed, these will represent the actual location of a friendly unit of their choice.

Players will also receive a number of Dummy markers. These will represent false contact when revealed, as no unit will be present.

Players receive five Dummy markers for every platoon in their force. In addition, they will gain one more for every unit with the Elusive or Stealth trait, and two more per platoon if their force has taken a Neutral stance.

Any units with the Flyer or Relentless trait will cause them to lose one marker for each such unit. If their force has taken a Defensive stance they will lose two markers per platoon.

Once the number of Dummy markers has been determined, each player must roll 1d6 for any unit they assigned to recon duties. Add +1 to the roll if the unit had the Infiltrate or Recon trait.

If the result is a 1 the unit was destroyed by an ambush. Remove the unit and a True marker. If a 2 through 5 the unit was delayed returning to their lines. It will enter the board from the player's table edge on turn 2. Remove a True marker. If a 6+ then the unit returned in time to deploy with the rest of their forces.

Players now alternate placing five markers in their deployment zone, starting with the one with the most markers. If both players have the same number of markers, roll 1d6, with the lowest result placing first. Re-roll ties.

**Spend Recon Points:** Players now alternate spending their RPs, starting with the player who placed their Contact Markers first. RPs may be spent as follows:

- ★ **Block** - play as a reaction to any other RP expenditure. Roll 1d6. If the result is a 4+ the other expenditure is blocked.
- ★ **Move** - choose 2 friendly markers and move them up to 6" in any direction.
- ★ **Reveal** - choose 1 enemy marker and reveal it. If a Dummy marker, simply remove it. If a True marker, a unit must be placed on the table at that spot.

If opposing markers ever move to within 12" of one another they are immediately revealed.

**Reveal Forces:** Once all of the RPs have been spent, reveal any remaining markers on the table. Place a unit where each True marker is found.

If the **Hidden Movement** advanced rule is used, any unit positioned outside the line of sight of all enemy units may begin the game in hiding. Replace the unit with three Hidden markers.

The game is now ready to begin. Turn to page 12 and get started!

## **MISSION DETAILS**

Each mission is outlined below. This includes a brief synopsis of the mission itself, the victory conditions, and a bonus used to augment your forces. If multiple traits are listed, they can be assigned to one unit, or split between two.

Note that any turn-based distance conditions are always measured at the end of a turn. Only at the end of a turn do you check to see how close units are to an objective.

### **ASSAULT**

Your force has been ordered to storm an important enemy position and hold it against any counter attack. Declare which of the far objective markers you will target.

To win you must occupy the objective and prevent enemy forces from approaching any closer than 8" for 2 consecutive turns.

As a bonus, your force gains one Assault Troops and one Hardened trait to assign as you wish.

### **ESCALATING ENGAGEMENT**

Your reconnaissance forces have encountered those of the enemy, and HQ has decided you should send in the rest of your command and sweep them from the battlefield.

The deployment zone for both players is now 18" regardless of their stance.

Players will alternate placing units that were assigned recon duties into their deployment zone, beginning with the player who selected his table edge. If no units from your force were assigned this duty, you may select any one unit to place. Do not deploy Contact Markers as usual. Place the actual units on the table.

No RPs will be spent on this mission, as the opposing recon forces have already collided. And since all forces are already revealed, the game is ready to begin.

Starting with the first turn, remaining forces for each side may enter the battlefield from their table edge at the rate of one unit per platoon in their force, per turn.

The victory conditions and the bonuses are per the Sweep mission.

### **EXPAND**

HQ has decided that the area in front of your force is strategically important. You have been ordered to take and hold both of the middle objectives and deny them to the enemy.

To win you must occupy the middle objectives and prevent enemy forces from approaching any closer than 8" for 2 consecutive turns.

As a bonus, your force gains one Grizzled and one Tough trait to assign as you wish.

### **HOLD**

The current position is critical to future plans and must be protected at any cost.

To win you must stop the enemy from getting any closer than 15" to either near objective for 3 consecutive turns.

As a bonus, you receive three field defenses which may be placed within your deployment area. These include sections of trench, sandbag positions, barbed wire and minefields. You can swap all three for one light bunker instead.

### **INFILTRATE**

The real target lies beyond the current enemy position. You must penetrate their defenses to reach your goal.

To win you must move one unbroken infantry squad (per each platoon in your force) off the enemy board edge. The squads may originate from any platoon.

As a bonus, your force gains one Infiltrate and one Stealth trait to assign as you wish.

### **INTERFERE**

HQ does not know what the enemy is up to, so they have ordered you to find out what it is, and then spoil their plans.

To win you must deny the enemy their victory.

As a bonus, your force gains one Recon trait to be assigned as you wish. The unit that receives this trait may call for indirect artillery fire one time during the game. The artillery unit being called is a medium cannon, crewed by troops of Regular quality.

### **PATROL**

Additional intel is required by HQ before the next operation begins, and your force has been ordered to obtain it.

To win you must have infantry contact both of the middle objective markers and either one of the far objective markers. It is not necessary to declare which far marker you will target, or to hold any of the objectives. Once contacted, the intel from that position has been obtained, and the marker can be abandoned.

As a bonus, your force gains one Agile and one Elusive trait to assign as you wish.

### **STRIKE**

Enemy forces must be thrown into disarray by eliminating their top local command element.

To win you must kill the opposing commander (their highest ranking figure on the table). The destruction of his unit is not required, as long as the commander is killed.

As a bonus, your force receives one sniper of regular quality.

### **SWEEP**

Your force has been ordered to sweep the area and engage any enemy forces you encounter.

To win you must eliminate or rout half of the opposing units (rounding up).

As a bonus, your force gains one Brave and one Shock Troops trait to assign as you wish.





# CAMPAIGN SYSTEM

## INTRODUCTION

Most tabletop gamers play single, stand-alone scenarios (often called one-off games). These are fun games, where the victor is determined after a single confrontation, and there are no after-battle ramifications.

But there is nothing quite like a campaign to really spice things up.

Unlike stand-alone scenarios, the victor of a campaign is determined only after a series of battles is fought. In addition, there are steps to take after each engagement. Casualties must be replaced, and units may improve or degrade based on their performance.

There are two components to a FAD campaign. The first is the method used to determine the scenarios that will be played, and the second is concerned with all the post-battle steps.



## BUILDING A CAMPAIGN

There are many different methods which may be used to build campaigns. The most common of these are listed below:

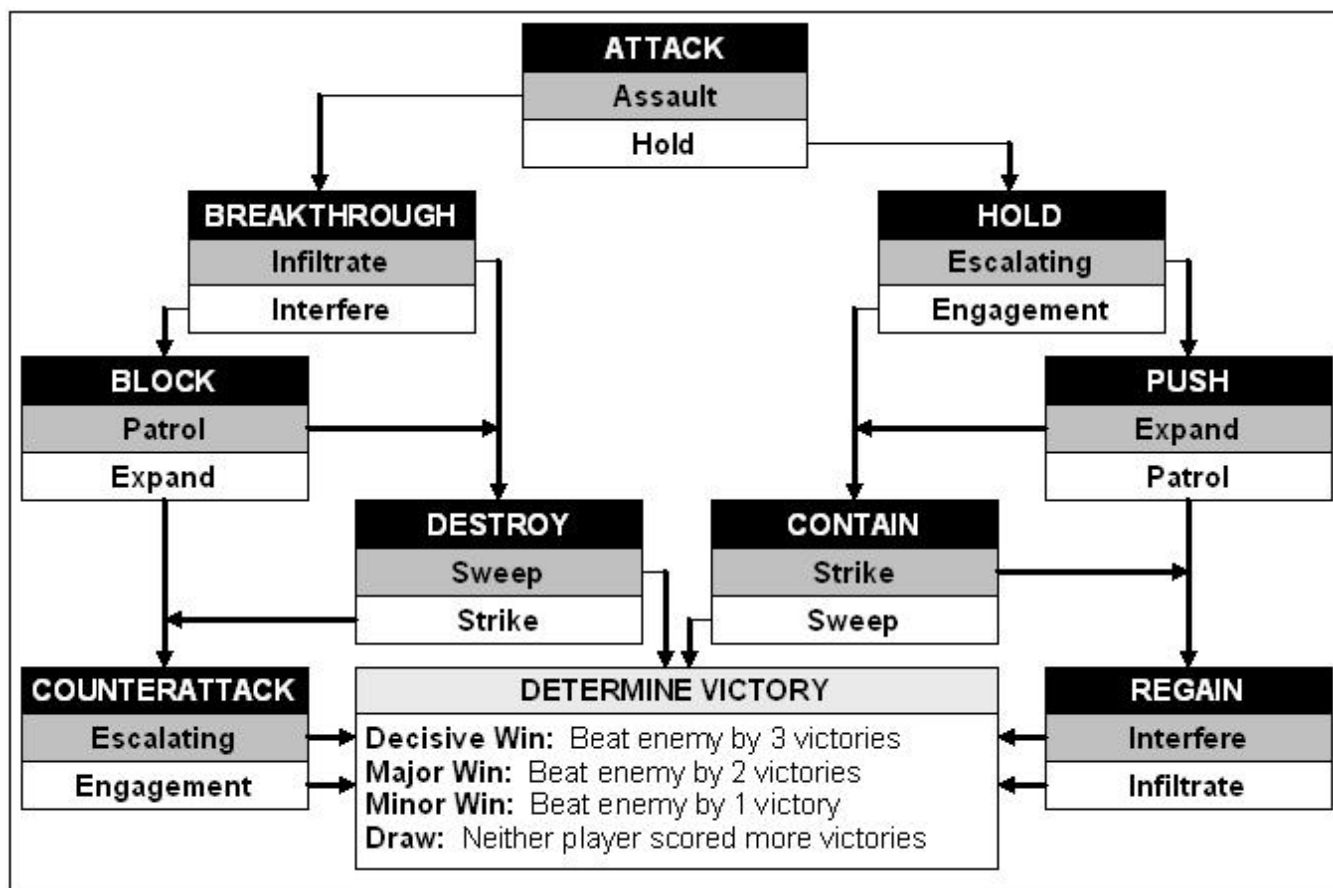
- ★ **Random** - Agree to fight a set number of battles, and then simply generate the missions to be played randomly.
- ★ **Linear** - Determine all the engagements that will be fought, in order, and then fight each battle in sequence.
- ★ **Tree** - Determine all the engagements that will be fought, and have each one link to two possible outcomes; one if the “attacker” wins, and one if the “defender” wins. Create as many levels (or branches) as you desire.

The first method has the benefit of simplicity. Simply agree to a set number of battles, roll up the first scenario, and get to playing.

The second method opens up certain strategic possibilities. Knowing all of the battles that will be part of the campaign might influence the forces selected for that first engagement, since we recommend using the same forces for the entire campaign.

The third method is the ultimate in campaign gaming. The results of one engagement will drive the next one to be played. The tree can be simple, with a fixed number of games to be played, or it can be complex, with a variable number of games to be played, based on who wins which battles.

An example of a complex campaign Tree is shown on the next page.



**Tree Campaign:** Each box represents one battle, and is divided into three areas. The name of the battle is shown at the top in the black area. The mission to be played by the attacker is shown in the grey area, and the mission to be played by the defender is shown in the white area.

Each box shows two lines leading from it. One comes from the grey area, and is the line to be followed if the attacker wins. The other comes from the white area, and is the line to follow if the defender wins.

In this tree campaign, the first battle is called Attack, with the attacker performing an assault mission, and the defender performing a hold mission. If the attacker wins, the next battle to be fought is a Breakthrough. If the defender wins, the next battle to be fought is a Hold.

Eventually, a line will lead to the final box, where the campaign victor is determined.

In the tree shown, it is possible to finish the campaign in as few as three games, or as many as five. Once the campaign is over, compare the number of wins to determine the victor.

When using a tree such as this, the players can decide ahead of time which one is the attacker and which is the defender. If they cannot agree they should roll dice, and the player with the highest result can choose their role.

Note that in the tree provided, all of the FAD standard missions have been included, and no mission is repeated for either side, regardless of which path may be taken. This will result in the maximum variety possible, with no player performing the same mission twice.

## POST-BATTLE STEPS

After each battle has been fought, the players need to determine how the prior action will impact their forces for the upcoming battle.

**Replacements:** For each infantry unit that suffered any losses (including those completely eliminated), roll on the following table:

### Infantry Replacements

1 - 2	No replacements available
3 - 4	Half the losses are replaced *
5 - 6	Unit is back to full strength

\* Round up, however, a lone figure such as an officer or sniper is not returned to duty.

For each vehicle damaged or destroyed, roll on the following table:

### Vehicle Replacements

1 - 2	Vehicle not repaired or replaced
3 - 4	Damaged vehicle repaired, but no replacement for a destroyed vehicle
5 - 6	Vehicle repaired or replaced

Any unit that receives at least half of their strength in replacements must roll on the following table:

### Quality Loss

1 - 2	Quality drops one level *
3 +	Quality level remains the same

\* Quality can never drop below Rabble.

In addition, any unit that suffered losses (or damage) of any kind must roll on the following table:

### Resolve Loss

1 - 2	Resolve drops one level *
3 - 4	Resolve remains the same
5 - 6	Resolve improves one level

\* Resolve can never drop below Reluctant.

**Reinforcements:** Both players now roll 2d6. The result is the number of additional troopers available to replace losses. These troopers will assume the Quality level and Resolve of the unit they are assigned to.

Note that no unit may be raised higher than their initial starting value.

If a player wishes, no less than 5 and no more than 8 of these reinforcements may be used to form up a new squad, of Conscript quality and Uncertain resolve, armed and armoured the same as a typical squad in the platoon.

**Experience:** After each battle, both players receive two campaign points (per reinforced platoon in their force) to spend as they wish. These points may be spent as follows:

- ★ 1 point to improve the Quality level of any unit by one step (although no unit may be elevated to Elite status).
- ★ 1 point to improve the Resolve of any unit by one step.
- ★ 1 point to roll an additional d6 for Reinforcements.
- ★ 1 point to return an eliminated lone figure to active duty.
- ★ 1 point to fully repair any damaged vehicle.
- ★ 1 point to grant any Personality to a member of a unit (see page 33).
- ★ 1 point to improve the Leadership level of any officer by one step.
- ★ 2 points to replace an eliminated vehicle.
- ★ 2 points to assign any trait to a unit.

SQUADS & ACTIONS	
<b>Engage the Enemy</b>	Infantry can <b>Move</b> , and then <b>Close Assault</b> or <b>Shoot</b> . Vehicles can move at Cautious speeds, then <b>Shoot</b> .
<b>Move Out</b>	Infantry can <b>Rush</b> but not shoot. Vehicles can move at Standard speeds but not shoot.
<b>Command (Advanced Rules)</b>	Infantry can take two of the following actions: <b>Demolition</b> , call for <b>Indirect Artillery Fire</b> , <b>Recover Wounded</b> , <b>Scout</b> or <b>Shoot</b> .

RESOLVE		
	Infantry	Vehicle
<b>Reluctant</b>	1 casualty	1 hit
<b>Uncertain</b>	25%	2 hits
<b>Steady</b>	50%	3 hits
<b>Determined</b>	75%	4 hits

QUALITY LEVEL		COHERENCY		BASE RANGE		FIRE PRIORITY		PIN EFFECT	
<b>Rabble</b>	5+	<b>Rabble</b>	2"	<b>Rabble</b>	2"	<b>Rabble</b>	1	<b>Rabble</b>	10
<b>Conscript</b>	4+	<b>Conscript</b>	3"	<b>Conscript</b>	3"	<b>Conscript</b>	2	<b>Conscript</b>	12
<b>Regular</b>	3+	<b>Regular</b>	4"	<b>Regular</b>	4"	<b>Regular</b>	3	<b>Regular</b>	14
<b>Elite</b>	2+	<b>Elite</b>	5"	<b>Elite</b>	5"	<b>Elite</b>	4	<b>Elite</b>	16

SHOOTING AT INFANTRY	
FIRE EFFECT MODIFIERS v INFANTRY	
<b>Target at Base Range</b>	+ 2
<b>Target at Medium Range</b>	- 2
<b>Target at Long Range</b>	- 4
<b>Target Under Fire or Pinned</b>	- 1
<b>Target Bunched Up **</b>	+ 2
<b>Target Non-Combatant</b>	+ 2
<b>Target Rabble in Open Terrain</b>	+ 1
<b>Target is Concealed Sniper</b>	- 2
<b>Shooter Every 3 Riflemen</b>	+ 1
<b>Shooter Regular</b>	+ 1
<b>Shooter Elite</b>	+ 2
<b>Shooter Each SAW</b>	+ 2
<b>Shooter Under Fire or Broken *</b>	- 3
<b>Trait Bonus</b>	See Traits
<b>Weapon Bonus</b>	See Weapons

\* Applies only to infantry units.

\*\* Squads are Bunched Up if three or more squad members are less than 1" apart. Any squad being transported is automatically considered Bunched Up.

SHOOTING AT A VEHICLE	
FIRE EFFECT MODIFIERS v VEHICLE	
<b>Target at Base Range</b>	+ 2
<b>Target at Medium Range</b>	- 2
<b>Target at Long Range</b>	- 4
<b>Shooter Regular</b>	+ 1
<b>Shooter Elite</b>	+ 2
<b>Shooter Under Fire or Broken *</b>	- 3
<b>Trait Bonus</b>	See Traits
<b>Weapon Bonus</b>	See Weapons

\* Applies only to infantry units.

SHOOTING A BLAST WEAPON	
STRIKE EFFECT MODIFIERS v INFANTRY	
<b>Target Under Fire</b>	- 1
<b>Rabble in Open Terrain</b>	+ 1
<b>Target Bunched Up *</b>	+ 2
<b>Target Non-Combatant</b>	+ 2

\* Squads are Bunched Up if three or more squad members are less than 1" apart. Any squad being transported is automatically considered Bunched Up.



### FIRE EFFECT TO HIT

Target Not Concealed	3 Points
Target Partially Concealed *	4 Points
Target Behind Hard Cover *	5 Points

\* Units are considered Partially Concealed or Behind Hard Cover if at least half the unit is concealed or behind hard cover.

### ARMOUR RATINGS

None	- 2
Light	+ 0
Improved	+ 1
Heavy	+ 2
Light Power	+ 4
Heavy Power	+ 6
Trait Bonus	See Traits

### VEHICLE DAMAGE

Roll	Damage Effect
1 - 2	1 Crew Killed *
3 - 4	Vehicle Immobilized **
5	Weapon Inoperable
6	Vehicle Destroyed

\* If the vehicle is a light transport the crew lost is the driver. The vehicle immediately crashes and is destroyed if it moved at all during its last activation.

\*\* If the vehicle is a flyer, it immediately crashes and is destroyed.

### ASSAULTING INFANTRY

#### INFANTRY ASSAULT MODIFIERS

Lacks Grenades	- 2
Charging	+ 1
Better Armour	+ 1
Outnumber Enemy *	+1 per extra figure
Higher Troop Quality	+2 per level
Wearing Power Armour	+ 3
Trait Bonus	See Traits
Weapon Bonus	See Weapons

\* Count only those figures in the squad which are in base contact with the enemy or within line of sight of the enemy squad.

#### KILL TABLE

Player Won	Enemy Killed on 3+
Draw	Enemy Killed on 4+
Player Lost	Enemy Killed on 5+

### ASSAULTING A VEHICLE

#### VEHICLE ASSAULT MODIFIERS

Lacks Grenades	- 2
Trait Bonus	See Traits
Weapon Bonus	See Weapons

#### VEHICLE ASSAULT DAMAGE

Roll	Damage Effect
1	1 Crew Killed *
2 - 5	Vehicle Immobilized
6	Vehicle Destroyed

\* If the vehicle is a light transport the crew lost is the driver. The vehicle immediately crashes and is destroyed if it moved at all during its last activation.

**SQUAD BASIC WEAPONS**

Weapon	Range	Damage
Low-Tech Rifles	x5	+1
Submachine Guns	x2	+1
Assault Carbines	x4	+2
Assault Rifles	x5	+2
High-Tech Rifles	x6	+2
Gauss Rifles	x6	+3

**SQUAD SUPPORT WEAPONS**

Weapon	Range	Fire Effect	Anti-Tank
Assault Shotgun *	x1	+1	-
Flamethrower **	x1	+1d6	+3
Rifle Grenades	x2	+1	+1
Grenade Launcher	x2	+1d6	+2
Squad Automatic Weapon	x6	+2	-
Plasma Rifle	x5	+1	+3

\* Also adds +1 per shotgun to all close assaults.

\*\* Also adds +2 per flamethrower to all close assaults.

**HEAVY & SPECIAL WEAPONS**

Weapon	Range	Damage	Fire Effect	Anti-Tank	Blast	Crew
Auto Cannon - Light	x10	+6	-	+2	-	3
Auto Cannon - Heavy	x13	+6	-	+4	-	4
Beam - Light *	x15	+2	-	+3	-	2
Beam - Heavy *	x20	+2	-	+5	-	3
Cannon - Light	x10	+3	-	+3	2"	3
Cannon - Medium **	x12	+3	+1	+4	3"	4
Cannon - Heavy **	x15	+3	+3	+5	4"	5
Chain Gun - Light	x4	+2	+5	-	-	2
Chain Gun - Heavy	x7	+2	+7	-	-	4
General Purpose MG	x7	+2	+3	-	-	2
Heavy MG	x8	+4	+2	+1	-	3
Mines - Anti-Personnel	-	+4	-	-	-	-
Mines - Anti-Vehicle	-	+6	-	+5	-	-
Missile Launcher	x8	+2	+1	+5	2"	2
Mortar - Light	x10	+2	-	-	2"	3
Mortar - Heavy **	x12	+2	+1	-	3"	4
Rail Gun - Light	x12	+4	-	+5	-	3
Rail Gun - Heavy	x15	+4	-	+7	-	5
RPG ***	x5	+2	-	+5	-	1
Sniper Rifle	x8	+3	-	-	-	1

\* Range-based Fire Effect Modifiers are never applied to these weapons.

\*\* Infantry targeted by these weapons suffer a Pinned result instead of being Under Fire.

\*\*\* May only be fired at "hard" targets (vehicles, buildings, bridges, etc.).

**VEHICLE STATS**

Type	Armour Ratings *					
	Top	Front	Sides	Rear	Bottom	Crew
Light Transports	0	0	0	0	0	1
APCs	3	5	4	3	3	2
IFVs	4	6	5	4	4	3
Light Tanks	5	7	6	5	5	3
Medium Tanks	6	8	7	6	6	4
Main Battle Tanks	7	9	8	7	7	5
Walkers **	7	9	8	7	7	1

\* These are suggested maximum values for the basic vehicle types. Actual ratings can vary from those shown, and should be agreed upon by the players.

\*\* Walkers come in all shapes and sizes, from lightly armoured recon vehicles to heavily armoured destroyers. The stats shown are for a heavy walker.

**VEHICLE SPEEDS**

Method	Cautious	Standard
Fly	14"	20"
Hover	10"	16"
Tracked	12"	18"
Walk	6"	12"
Wheeled	18"	24"

**VEHICLE WEAPONS**

Weapon	Range	Damage	Fire Effect	Anti-Tank	Blast
Auto Cannon - Light	x10	+6	-	+2	-
Auto Cannon - Heavy	x13	+6	-	+4	-
Beam - Light *	x15	+2	-	+3	-
Beam - Heavy *	x20	+3	-	+5	-
Cannon - Light	x10	+2	-	+3	2"
Cannon - Medium **	x12	+3	+1	+4	3"
Cannon - Heavy **	x15	+3	+3	+5	4"
Chain Gun - Light	x4	+2	+5	-	-
Chain Gun - Heavy	x7	+2	+7	-	-
General Purpose MG	x7	+2	+3	-	-
Heavy MG	x8	+4	+2	+1	-
Missile Launcher	x8	+2	+1	+5	2"
Mortar - Light	x10	+1	-	-	2"
Mortar - Heavy **	x12	+2	+1	-	3"
Rail Gun - Light	x12	+4	-	+5	-
Rail Gun - Heavy	x15	+4	-	+7	-

\* Range-based Fire Effect Modifiers are never applied to these weapons.

\*\* Infantry targeted by these weapons suffer a Pinned result instead of being Under Fire.