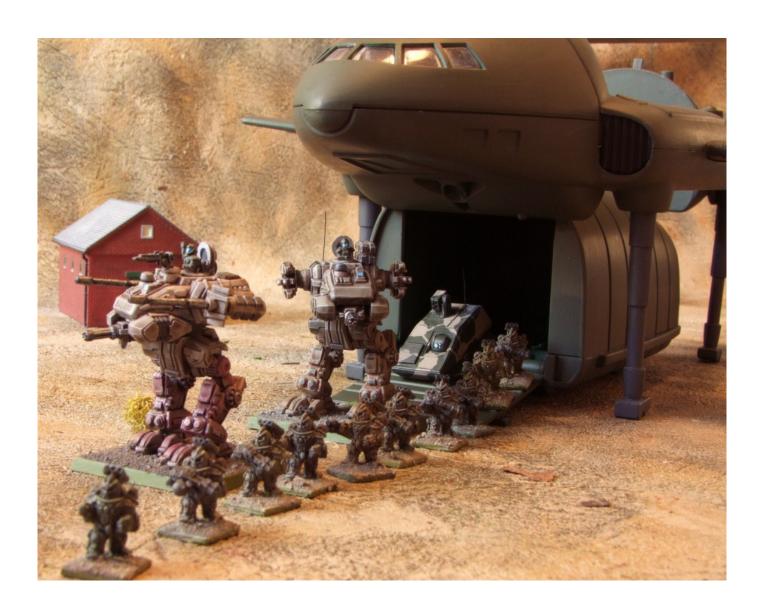# FAST AND DIRTY
## RULES FOR FAST AND DIRTY COMBAT
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## 5th EDITION
### Version 0.84
made with open source tools

# INTRODUCTION

**WHAT IS DIFFERENT?**

This is the fifth edition of the Fast And Dirty (FAD) game rules. Each version in the past have had specific aims driving it. In this case, the aim has been to expand the rules, try to retain the claim to being one of the most thorough and complete games on the market, and dramatically expand the options you have as a player.
As such, in many cases, you will find multiple rules options available. When this is the case, one will be given as a default, with alternatives indicated.

**WHAT CAN I DO WITH THESE RULES?**

FAD have always been aimed at futuristic combat, whether near-future or highly speculative. It can also be used for ultra-modern and 20th century gaming without too many complications.

The rules can be played with any miniatures that are individually based. Team bases should be doable provided you have some way to mark casualties.
Smaller scaled figures, such as 6mm or 15mm will generally have the effect of making the weapon ranges more fitting to the miniatures scale.

Any miniatures can be utilized, and there are ample tools to help get them performing the way you feel they should.

**WHAT FREEDOMS DO I HAVE AS A PLAYER?**

You are free to copy, print and distribute these rules in any non-profit fashion.
If you wish to use part of these rules for a project of your own, make a translation or wish to release a slightly modified version, you are welcome to do so. Please give credit where credit is due. Games based on a substantial portion of FAD (say, 50% or more) should be non-profit.
Likewise, you have complete permission to create supplementary works, such as reference sheets, quick start guides, army lists, variant rules and so forth.

**WHAT DO THE RULES COST?**

If you are reading this, you already downloaded the game. There is no cost to obtain or reproduce these rules.
If you play the game, enjoy it and want to have more developed for it, I'd encourage you to make a money donation to me via paypal ( runequester@gmail.com ), send me some 15mm miniatures, write a cool scenario and post it on the mailing list or something else, to whatever amount you feel the rules are worth to you.

## WHO MADE THIS?

The principal designer for these rules is Ivan Sorensen. You can reach me at runequester@gmail.com
Over the years, a multitude of people have helped, some providing a few ideas, some providing a flood of them. Some have asked questions, some made suggestions and some simply said they were playing the game.
Particular thanks must go to Steve Green and Alan Morey for more help than I can remember.

For use of photo's, a big thank you to:

| | |
|---|---|
| The Redoubt | http://doodlebot.net/redoubt/ |
| Toshach Miniatures | http://www.toshachminiatures.com |
| Pictor's Studio (Scott Perry & Jaime Fenimore) | http://www.pictorsstudio.com |
| Michael | http://6mmfubar.blogspot.co.uk |
| Ian Garbutt | http://good-times.webshots.com/album/561457716cqIDDd |


## HOW ARE THESE RULES ORGANIZED?

The rules are divided into a number of sections, to help make the game easier to navigate
*Organization and turn sequence*
Covers the basics of how the game functions, how the turn is carried out, questions of scale and unit abilities.
*Movement and the battlefield*
How to move units around the battle area.
*Engaging the enemy*
Ranged combat, assaults resolving damage.
*Advanced rules*
Advanced player options, such as sentry guns, wounded soldiers, unit traits and artillery fire.
*Appendices*
Help setting up a game, including army creation, points values, campaigns and scenarios.
*Technology*
Weapon, armour and equipment information and charts.
*Narrative tools*
Help to provide a narrative background to your battles and characters.

# ORGANIZATION AND TURN SEQUENCE:

**Figure scale:** 1 figure = 1 soldier, vehicle or weapon.

**Time scale:** Each turn represents a few seconds of activity if combat is taking place. On turns where little fighting takes place, a turn may represent a few minutes. Heavy weapon attacks tend to represent 1 or 2 individual shots fired, while small arms or automatic weapons attacks may represent several shots or short bursts.

**Ground scale:** Depends on miniatures used. With 15mm or larger, assume weapon ranges are compressed by a factor of 2-3. Weapon ranges used all relate to effective engagement ranges in a rapid moving situation.

**Unit:** The term unit in game terms can mean one squad of infantry, one vehicle, one independent character or one heavy weapon plus its crew.

**Organization:** Troops are organized into units (typically known as a squad or section). A number of units form a "platoon", led by a commander. A number of platoons form a "company", likewise led by a commander.
Platoons and companies may have outside units attached to them. These are considered to be "support" units, and for command and control purposes are considered to be under the command of every commander in the force.

Individual squads tend to range from 4-8 figures. Larger squads are certainly possible, but may prove unwieldy and ineffectual, while very small squads are quickly whittled down by combat.

In a typical game, a player commands 3-5 squads of infantry with supporting weapons and vehicles, though larger games are certainly possible.

**TURN SEQUENCE:**

Three turn sequence options are presented. The standard sequence uses initiative rolls and alternating

activations, the card options present a more varied turn sequence to make the game less controllable.

**Standard turn sequence:** Each player rolls 1D6 to determine initiative. High roller elects to move first or second. Players then take turns to activate and move one unit, with each unit activating once per turn.

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**Option: Seize initiative.**

If the initiative roll comes up a 6 for one player and a 1 for the other player, the player rolling the 6 is assumed to have seized initiative. He receives one "free" activation, letting a unit act twice.

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**Simple card sequence:** Create a deck of cards, and draw from them to determine the sequence units activate in. Each unit is represented by 1 card. When the units card is drawn, the unit activates.

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**Option: Extended card sequence.**

Each unit has 2 cards in the deck, letting it activate twice per turn.

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**Option: Plasma cooler.**

Add a "Plasma Cooler" card to the deck. When this is drawn, the turn ends immediately. Units that did not activate may fire at any target in short range, but may not otherwise take any actions.

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**Expanded card sequence:** Use a deck of cards, but include the following cards as well:

**Commander** – 1 per commander. Card must indicate a specific commander.
The indicated commander may activate any unit under his command, that he has communications to.
**Inspiration** – 1 card for every squad leader rated as "good".
When drawn, any squad led by a "good" squad leader may push his squad to do one of the following:
Move 3". Remove "under fire" status. Automatically pass next morale check. Roll to recover 1 wounded trooper.
**Plasma cooler** – 1 card in deck
Ends turn as indicated above.
**Reaction** – Suggested 1 card per commander (average if players are not fielded same number)
Put card aside and draw next card. If the next card is a unit card, any opposing unit may react to its activation by either firing upon it, taking a normal move directly towards it, towards cover or directly away.
The reacting unit must have line of sight.

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**Philosophy**

Using a card based sequence makes the game much more random and unpredictable. This can be a lot of fun, and can model a whole range of outcomes that a normal activation sequence does not. On the other hand, it can also lead to some frustration. We advice gamers to give it a shot.

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**UNIT PROFILE:**

Rather than use long lines of numeric entries, FAD philosophy is to use plain words to describe a units capabilities. While these do ultimately correspond to numeric values, I have found it easier to think about units in these terms, and it quickly becomes second nature.

**Quality**: This reflects the units training, fighting ability and competency.
> *Rabble* – these units have little training and lack experience
> *Conscript* – The "default" rating. Some training but lack experience.
> *Regular* – Skilled and seasoned men.
> *Elite* – The best of the best. Special forces and such likes.

**Resolve**: Covers determination and will to fight on, in face of casualties.
> *Reluctant* – Likely to flee at the first opportunity.
> *Uncertain* – Hesitant and not likely to fight to the end.
> *Steady* – A job to do, and we're the ones who'll do it.
> *Determined* – Success of the mission is paramount.

All units, whether infantry or vehicle, are rated with the two above stats. Their specific game impact will be detailed in the specific rules sections.

**UNIT ACTIVATION:**

Whichever turn sequence is used, when unit is "up", it is considered to be "activated". This means the unit is now able to act.
When activated, any unit may select one of three actions to perform

*Engage the enemy*
Infantry may move and perform either a close assault or shoot. Vehicles may move at cautious speed and shoot. Weapon teams may fire if they do not move.
Shooting may be carried out before or after the unit moves, but you may not both move and assault.

*Move out*
Infantry may rush, vehicles may perform a standard move and weapon teams may perform a normal

move. No firing or assault is possible.

*Command*
Only available for infantry. Select 2 different actions from the following list: Demolition, Call fire, Recover wounded, Scout, Shoot.

Once the unit finishes it's activation, remove any "Under Fire" and "Pinned" markers on the unit.

## CHECKING RESOLVE:

When a unit is activated, before any actions can be attempted, the unit must test it's Resolve. This is done by comparing the unit's current fighting strength to it's original strength at the beginning of the battle.
A figure is considered to be a casualty if the figure is dead, captured/lost or is an untreated wounded.

| Resolve | Break point |
|---|---|
| Reluctant | 1 casualty |
| Uncertain | 25% |
| Steady | 50% |
| Determined | 75% |

If the unit's current casualties equal or exceed the number indicated above, the unit is *broken* and must test morale.
Note that even if the unit passes it's morale test, it will still remain broken and must test again on it's next activation.

Weapon teams test as infantry does.

Vehicles work slightly differently. A vehicle crew will test morale if they have been the subject of an infantry assault or had it's hull penetrated by a shot.
Resolve ratings are not generally used, though they can be assigned for dismounted crew actions, if desired.

## MORALE TESTS:

To test morale, roll 3D6 (do NOT add the dice together) and note how many dice equal or exceed the Quality level of the unit. The target number is indicated below:

| Quality | Target |
|---|---|

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

Infantry operating near a friendly armoured fighting vehicle will be significantly bolstered. Only roll 2D6 for a morale test, and count 1 die as an automatic success.

*2 or 3 dice succeed*
The unit operates normally this turn.

*1 die succeeds*
Infantry or weapon teams must fall back one move. If they are in cover and have no enemy within 8", they may remain in place. A unit that is falling back may shoot, but at a -3 penalty. They are unable to initiate a close assault.
Vehicles will fall back at standard speed, if mobile, and may not fire. For an immobilized vehicle, the crew bails out and abandons the vehicle for the remainder of the game.
Fall back moves should be made away from the enemy and towards cover or out of sight.

*No dice succeed*
The unit routs, surrenders or simply hugs dirt for the remainder of the game. It will play no role on the remainder of the battle.

Other psychological effects are ignored if a unit is subject to a morale failure, the sole exception being units that are *pinned*, who must obey the rules for pinning.

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**Optional – Losing heart**
Before the game starts, total up the number of squads, vehicles, weapon teams and independent characters. Once 50% have been eliminated from the game, the force loses heart, and all units will drop one level of Resolve.
At 75% losses, another Resolve level is lost.
Any unit reduced below Reluctant is eliminated from play.

Structures such as radar stations, bunkers, artillery positions and so forth may be counted as "units" in scenarios, to bolster an otherwise small defensive force.

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**Philosophy**
Once a unit has reached it's break point, it will generally remain unreliable throughout the game. While better quality units may still advance, once broken, the unit cannot be independently relied upon to sustain an attack, or hold a position against determined assault.

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**QUALITY TESTS:**

The rules will frequently call for a Quality Test. This is performed exactly as a Morale Test above, but may use 1, 2 or more dice. Simply roll the indicated number of dice, count how many roll equal or over the target number, and consult the relevant rules section for the outcome.

# MOVEMENT AND THE BATTLEFIELD

**MOVEMENT:**

Infantry can move in two ways; a standard **Move** and a hurried R**ush.**

A Move is a cautious advance while taking advantage of cover. This may be used to enter close assault. A Rush is a desperate sprint or a determined dash. Rushing units are generally not taking full advantage of protective measures and thus may not engage in combat at all (though they may defend if assaulted).

**Infantry Move:** Unless modified by traits, most humanoid infantry move up to 6" in a normal move action. There's no requirement for everyone to move equal distances. If the squad is entering close assault, it may add a +4" move, if this brings at least one figure into physical contact with an enemy figure. Figures can face in any direction that seems appropriate.

**Infantry Rush:** The squad doubles it's movement rate (after traits are factored in). No close assaults are permitted.

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**Optional – Variable movement**

In games where you prefer more uncertainty, rather than a fixed rate, make infantry movement 1D6+2" (roll once per unit each move). Elite units may roll the die twice, and pick the best result.
Rushing is done as 2D6+4".
Direction and intent of movement should be declared before the dice are rolled. This means a unit may end up with a shorter move, and could be stranded in the open.

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**Example**

The player wants a squad to make a rush move across a street, indicating the approximate location he wants them to reach, 10" away. Unfortunately he rolls poorly, receiving a total move of 7". This is not enough to reach their destination, so they are moved as far as they can towards the target area.
If he had rolled high, for example 14", they'd reach the target in good time. They could not move past the indicated destination on this move.

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**VEHICLES AS TRANSPORTS:**

If a vehicle has transport capability, any figure may generally board by moving into contact with the vehicle. Make sure to observe the vehicle's transport capacity. Heavy weapons count as one figure (in addition to their crew). Powered armour troopers count as 2 figures each.
If an entire squad is embarked, it does not activate normally.
Instead, on any activation of the transport, the squad may be disembarked within 1" of the vehicle. This takes up the entire activation of the vehicle. Disembarking infantry (not weapon teams) may fire but cannot move any further.
It IS possible for an infantry squad to disembark into close assault, rather than firing.

## VEHICLE MOVEMENT:

Vehicle movement rates vary by mobility type. Differences between specific vehicles is largely abstracted.

| Mobility | Cautious | Standard |
|----------|----------|----------|
| Fly/Grav | 14" | 20" |
| Hover | 10" | 16" |
| Track | 12" | 18" |
| Walk | 6" | 12" |
| Wheel | 18" | 24" |
| Warp | 10" | NA |



Vehicles may turn as often as desired, and may move forward or in reverse. Vehicles generally turn in place, by spinning the model, as we are less concerned with exact positioning.
Players who prefer a more realistic game may wish to discuss how they'd like vehicles to turn, based on mobility types and individual vehicle models.

Special movement conditions apply to each Mobility type:

**Flyer/Grav –** May move over any terrain feature or unit. Unless declared to be landed, they are airborne and may not be assaulted.
Unless landed, a flyer/grav vehicle can see (and be seen) over terrain features.
Instead of normal movement, a flyer/grav may *Scoot*, redeploying to any location on the table but not firing any weapons.
Troops may disembark from a flyer/grav normally. If the vehicle is not desired landed, it is assumed to briefly touch down. A touched down vehicle may be close assaulted until it's next activation.

**Hover –** May move over difficult ground and water, but only at Cautious speed.

**Track –** Cannot enter swamps or dense woods, but may traverse difficult ground at Cautious speed.

**Wheel –** When moving off-road, every 1" moved will consume 2" of movement. Difficult ground cannot generally be entered.

**Walk –** May traverse difficult ground at Cautious speed.

**Warp –** Always moves at Cautious speed but does not trace a path of movement. Instead simply redeploy the model within range. On a Standard move, the vehicle may redeploy anywhere on the table.

Unless permitted by technological benefits, vehicles may not fire at Standard speed. The exception is Grav/Flyer vehicles, that may fire at Standard speed if the move is done in a straight line and the target is straight ahead (Strafing Run)

## COHERENCY:

Infantry squads may spread out, up to limits dictated by their Quality rating. The indicated distance below is the furthest gap permitted between squad members.

| Quality | Distance |
|---------|----------|
| Rabble | 2" |
| Conscript | 3" |
| Regular | 4" |
| Elite | 5" |

Recon and scout type of units increase the above number by +1".
Powered armour troopers always use a 6" coherency distance regardless of other factors.

If a unit is not in a valid coherency when activated, it must reform into a valid coherent formation, unless it intends not to move.
If the squad is occupying a terrain feature or obstacle, it may remain incoherent with no ill effects, as long as no movement takes place.

Weapon teams are always limited to a coherency of 2" regardless of quality.

Vehicles are always treated as individual figures, even if a unit is present on the table, for example a tank platoon. Each vehicle moves and fights completely autonomously, for the purpose of the close range encounters we portray on our gaming tables.

**Optional rule – Vehicle formations**

In very large games, vehicle units must obey a 12" coherency distance. If a vehicle formation is not in a valid coherent formation, only one vehicle may be moved each turn, although each vehicle may fire. This reflects the difficulty in effectively commanding a dispersed vehicle platoon.

## DIFFICULT GROUND:

Most gaming terrain is considered to be *open*, meaning it does not affect movement. For example flat ground, city streets, gently rolling hills, low walls, shallow streams and light woods.

Terrain that is particularly dense, restricting or treacherous, such as deep streams, swamp and marsh, thick woods, high walls, boulder fields or dense rubble are considered *difficult* ground. Infantry must double their movement costs in such terrain, while vehicles are affected based on Mobility types above. *Very difficult* ground takes up 3" of movement for every 1" actually moved.

Crossing an obstacle up to about waist height for an infantry figure takes 1" of movement. Obstacles up to man high takes 3" of movement.
Higher obstacles must be decided upon by the players.

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**Philosophy**

Terrain rules are almost impossible to write comprehensively, as gamers have widely differing terrain collections and are often used to handling a given terrain piece in their collection in a certain way, from other games. Therefore, players are encouraged to take a few minutes before a game, and discuss the terrain effects of the battlefield in question.

For players that wish more interesting and unpredictable terrain effects, see the Appendix on Terrain Events.

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## BUILDINGS:

Entering a building must be done through a suitable opening. Windows count as a man-high obstacle, as does a barred or locked door. We're assuming that a fully armed space marine can probably find a way through the door, with a bit of time and care.
Enterprising players may use specific floor plans for units inside buildings, otherwise it will suffice to indicate which room the unit is in. Generally 2 figures with small arms or 1 support weapon may fire from a door or window.

If a building is collapsed, troops inside are treated as if they were in a destroyed transport.

# ENGAGING THE ENEMY

**SHOOTING:**

When firing, an infantry squad or weapons team fires as a single unit, against a single target squad, team or vehicle.
All the fire-power of the squad is condensed into a single attack roll. Supporting weapons are included in this fire.

When vehicles fire, each weapon system is fired independently, but the amount that may be fired will depend on the vehicles fire control systems.

Heavy weapon teams, Characters and Snipers fire independently as a unit in it's own right.

**Line of sight:** To fire at a target, you must generally have line of sight to it. For a squad member to be eligible to contribute to the fire, the figure must have a line of sight to at least one member of the target squad. Figures may fire through members of their own squad, as they are trained to move and fight together, but infantry or weapon teams may not fire through friendly infantry squads, unless there is a gap of at least 4" to fire through.
Vehicles may of course fire over friendly infantry.

Squad members that cannot see the target at all are assumed to keep their heads down.

Unless specifically permitted by a rule, item or gadget, infantry squads may never fire at more than one target in one activation.

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**Option – Squad based line of sight**
You may elect to simply measure from the rough centre of each squad. This is simpler and faster, provided you don't mind a bit of abstraction. A suitable "centre" can be picked by selecting the middle of the longest axis of the squads current area.

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In most cases, terrain effects on line of sight should be obvious. The exception is forested areas and other vegetation. Line of sight terminates 4" after reaching a light wood or bush area, and 2" after reaching dense woods. These ranges are also used for distances within a wooded area.

**Fire Priority:** Units, whether infantry or vehicle, are generally limited in how well they can react to the tactical environment. This is mainly a function of training.

| Quality | Targets |
|---------|---------|
| Rabble | 1 |
| Conscript | 2 |
| Regular | 3 |
| Elite | 4 |

The table lists the number of units, starting with the closest, from which the shooting squad may select it's target. For example, a Conscript squad must fire at one of the two closest targets.

If none of the permitted targets can be harmed, the unit is unable to fire. This can happen if low quality units are being overrun by vehicles.

**Range:** Quality affects effective weapon ranges. The base range is found below (and is the same as the squads coherency distance)

| Quality | Range |
|---------|-------|
| Rabble | 2" |
| Conscript | 3" |
| Regular | 4" |
| Elite | 5" |

Every weapon has a range multiplier. Multiply base range and weapon range to determine the close range of the weapon. For example Conscripts firing a weapon with a Range of X5 will have a close range of 15"
Medium range is double this, Long range is triple this.

The rules assume every member of a squad has the same basic weapons. If this is not the case, use the worst range number given.

**Support weapons:** Each support weapon has a range given as *base / close / medium / long.* If the small arms fire is within the indicated range band, the support weapon may be fired as well. This reflects that support weapons are there to support the infantry unit, rather than act as a primary weapons system on their own.
Each support weapon requires one soldier to operate it, and they may not be operated unless there is at least one "standard" small arms equipped soldier left. In other words, the last figure removed as a casualty should always be a normal trooper.

**Rolling for effect:** To determine the effect of fire, roll 2D6 and pick the highest number (for a squad). Roll 1D6 for a weapons team, vehicle weapon or individual model firing.
Add any modifiers that apply.

| Situation | Modifier | |
|---|---|---|
| Target at base range | +2 | |
| Target at close range | 0 | |
| Target at medium range | -2 | |
| Target at long range | -4 | |
| Target under fire or pinned | -1 | Infantry target only |
| Target bunched up | +2 | Infantry only. Apply if 3 or more figures are less than 1" apart. |
| Target non-combatant | +2 | |
| Target Rabble in open terrain | +1 | Infantry target only |
| Target is concealed sniper | -2 | |

| Shooter Regular | +1 | |
|---|---|---|
| Shooter Elite | +2 | |
| Shooter under fire or broken | -3 | Infantry shooter only |

Traits may apply modifiers as well.

If firing a heavy weapon, add the Fire Effect modifier of the weapon to the total.
If firing a squad of infantry, add the Fire Effect of each support weapon.
In addition, add +1 for every 3 small arms being fired.

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**Example**
A squad with 6 riflemen plus 2 squad automatic weapons (+2 each) has a Fire Effect bonus of +6.

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Each infantry figure may fire only one weapon. Figures firing support weapons do not count as small arms fire.

The total is the Fire Effect rating. This is used to determine the number of hits inflicted.

| Target | Fire Effect per hit |
|---|---|
| Not concealed | 3 points |
| Concealed/soft cover | 4 points |
| Hard cover | 5 points |

This will indicate how many hits are inflicted on the target.

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**Example**
The squad above has no further modifiers (target is concealed, they are conscripts firing at close range). They roll a 3 and a 5. With a +6 bonus they get a Fire Effect of 11. It takes 4 points to score a hit against a concealed target, so they receive 2 hits. If the target had been in the open, they would have had 3.

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**Allocate hits:** Hits are assigned to the closest visible figures in the target squad. Spread hits out, only assigning multiple hits to one figure, if less figures are visible than the number of hits.
For example, if 2 hits are inflicted, the 2 closest enemies in the target squad are hit. If only one figure was visible, he'd take 2 hits.

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**Optional – Hit allocation rules**
Players may wish to roll randomly for each hit, particularly in smaller battles. Alternatively the player owning the target squad may select which figures takes the hit. Clarify before starting the game.

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Whatever method is used, bear in mind that the last figure remaining must be a small arms equipped figure. For example if a 3 man squad (2 rifles, 1 grenade launcher) takes 2 casualties, the grenade launcher would have to be one of the casualties.

**Determine Damage:** For each hit, roll 1D6 and add the damage rating of the weapon being fired. The defender rolls 1D6 and adds the armour rating of the target.
If the attack roll is equal to or over the defenders roll, the target figure is incapacitated or killed (See the Advanced Rules section for details on wounded figures). Otherwise the attack is deflected or otherwise ineffectual.

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**Option – Passive Damage**
Another option to speed play is to simply assume that the Defender always rolls a 3.

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**Option – Squad Based Damage**
For quicker game play or larger battles, the following rule may be used.
Make a single Damage and a single Defender roll for the squad. For each point the defender rolls over the attacker, 1 hit is saved or avoided. Any unsaved hits are kills.
If playing with the rules for Wounded troopers, half the hits are wounds (rounded up).

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**Vehicle damage:** For each hit, roll for damage as above. Note that weapons have distinct anti-tank ratings. Do NOT use the normal damage rating.
Do NOT roll for the defender. The vehicle's armour rating is a fixed rating.
Weapons that do not have an anti-tank rating may not be fired at vehicle targets.
This can result in one or more hits penetrating the vehicle armour. Vehicle armour varies by facing and vehicle design.

For each penetrating hit roll 2 dice.

**If neither die rolls a 1**  - Vehicle Kill. The vehicle is knocked out and "killed" for the duration of the battle. Crew is presumed dead.
Any infantry within 4" (both sides) are marked as *under fire*.
Passengers are disembarked, with each passenger being killed on a D6 roll. Of 4+
If using the rules for Wounded troopers, a 3-4 indicates a wound, while a 5-6 indicates a kill.

**If one die rolls a 1 –** System Kill. Vehicle is out of action. On each activation, the crew may take a Quality Test on 2 dice. If they pass both, the vehicle is active again.

**If both dice roll a 1 –** Non-Damaging Penetration. Vehicle is not affected. Vehicle crew must test morale though.

Any hit with a weapon that is anti-tank capable can inflict external damage. If a hit fails to penetrate (or is incapable of doing so), roll 1D6. On a 1, the vehicle is immobilized. This requires a morale test on the next activation.

## AREA OF EFFECT WEAPONS

Weapons designated as Blast weapons can affect a wide area. Blast effects are only used when firing at infantry targets, and a blast cannot affect any vehicle target.
If the weapon has an anti-tank rating, this is used **only** when performing non-blast fire against a vehicle target. Thus the player must designate whether he is firing an anti-tank shot or a blast shot.
Fire Effect for Blast weapons are only used for damage purposes against infantry, never when firing in an anti-vehicle role.

**Ranging in:** To fire, the weapon must range in. Getting a shell on target in a close range fire-fight can be problematic. Make a Quality Test on 1D6, with success indicating the shell is on target.
A failure means the target was not acquired, or the shell went wide with no effect.

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**Option – Scatter**

Players may prefer rolling for scatter. For shots fired at close range, move the target point 1D6" in a random direction. At medium range, move it 1D6+2" and 1D6+4" at long range.

Random directions can be determined by an appropriate "direction die" or simply rolling a D6 and seeing which direction the 1 is pointed (use the 2 if the 1 is not visible)

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**Determine Impact Area:** Select a target point where desired. Each blast capable weapon will have a kill zone measured in inches. Any squad, individual or weapons team (including friendlies) that has figures within this kill zone is a potential target and has strike effect rolled against them.
They are all considered to be *under fire.*

**Determine Strike Effect:** Roll 2D6, ADD them together and add the Fire Effect bonus for the weapon.
No other modifiers are used.
Number of hits and resulting damage is determined as per normal fire.

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**Example**

After successfully ranging in, the impact point is placed between two squads of infantry. The 3" blast area of the weapon fired reaches at least one infantry figure in each squad, making them both targets. The shooting player rolls for strike effect separately against each squad

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## SCATTERED FIRE

In some cases, a unit or element may be permitted only scattered fire.
Scattered fire can only occur at ranges of 10" or less. Roll 2D6. Each 6 indicates a single hit is inflicted. Scattered Fire does NOT mark the target as *under fire* unless a hit is inflicted.

## CLOSE ASSAULT

Close assaults are generally the province of infantry squads, and may be conducted against both infantry and vehicle targets.

**Assault infantry:** After making an assault move, at least one figure in the assaulting squad must make contact with one defending figure. Reaching contact is a condition for launching the assault, so pre-measuring is permitted. There are no accidental assaults.
Units that are falling back are never moved into close assault, but they may of course themselves be close assaulted.

Once the assault is declared, the defending squad is allowed a free shot at their attackers. This is performed against the attackers before they begin moving at all that turn. No *under fire* or *pinned* markers are placed.

Once assault contact is made, every figure in an involved squad that has line of sight to a figure in an enemy, involved squad is assume to contribute to the fight.

**Determine Victor:** For each side in the assault, roll 2D6 and pick the highest. An individual model fighting on it's own rolls only 1D6. Add any appropriate modifiers, with the highest total winning the assault.

| Situation | Assault modifier |
|-----------|------------------|

| Charging | +1 |
|---|---|
| Better Armour | +1 |
| Outnumber Enemy | +1 per extra figure |
| Higher Quality | +2 per level |
| Powered Armour | +3 |
| Trait Bonus | See Traits |
| Weapon bonus | See Weapons |

**Determine Casualties:**

Each figure on both sides that is contributing to the fight may roll 1 Kill die, in an attempt to kill an opposing figure.

The target number depends on whether you won or lost.

| Result | Target |
|---|---|
| Player Won | 3+ |
| Draw | 4+ |
| Player Lost | 5+ |

Losses are removed by the player taking the casualties. Figures in contact with the enemy must be removed first, then figures in line of sight.

If the losing side has any survivors, they must fall back 6". On a draw, both squads fall back 3" with the attacker moving first.

Troops in powered armour receive 2 kill dice each. They may also "deflect" any kill suffered on a D6 roll of 5-6.

**Overrun:** If the assault roll total for one side is double the opponents roll or better, the loser has been overrun. In this case, the losing squad is wiped out, with no dice rolls.

The losing player may manage to inflict a few losses. Roll 1D6 per figure in the overrun squad for losses, with a 6 inflicting a casualty.

## ASSAULTING A VEHICLE

Any infantry wishing to assault a vehicle must test their nerve. This is a Quality test on 1D6. On a failure, the troops hesitate and ends their activation.

If the unit keeps their nerve, they may make a normal assault move as indicated above.

**Determine Damage:** Only figures in contact with the vehicle, and equipped with an anti-tank capable weapon, such as special mines or grenades, may inflict damage. Each such figure inflicts a single hit on the vehicle. Damage is resolved as per the vehicle damage rules above.

Note that if a transport is destroyed by close assault, any transported troops are killed outright.

## SHOCK VEHICLES

Some vehicles are capable of inflicting assault damage themselves, whether through articulated limbs or various attachments. In such a case, if the vehicle moves into contact with an infantry squad, it may roll a number of kill dice, with casualties being removed immediately. Each die will result in a casualty on a 4+.

Remove casualties only within 2" of the vehicle. Any survivors will automatically strike the vehicle in return, if they have suitable anti-tank weapons.

## UNDER FIRE

Any unit fired upon, except for scattered fire, has a marker placed next to them to indicate that they are *under fire*.

This represents the unit being suppressed, and operating less efficiently.

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

* -3 to Fire Effect rolls when shooting.
* -2" penalty to movement
* May Rush move only if the move is conducted entirely in cover, the unit is moving into cover or is moving away from enemy.
* Considered one quality level lower for Target Priority.
* All fire against the unit is at -1 to Fire Effect.

*Under Fire* imposes a -1 to Fire Effect for vehicles. This is increased to -3 for external weapons, such as pintle-mounted machine guns or from open-topped vehicles.

Once a unit completes an activation, the marker is always removed.
Multiple markers are not placed, and would have no effect.

# ADVANCED RULES

FAD is a modular game. While many of the following Advanced Rules are recommended for play, none are needed. Players should introduce these rules if they find them attractive, and should feel encouraged to play at the level that is comfortable for them.

Note that there is no need to always play in a specific manner. A smaller game may benefit from using more of these rules, while a large action may work more smoothly with only a few.

## ATMOSPHERIC CONDITIONS

The environment must be classified as Standard, Hostile or Vacuum. Note that depending on scenario, what is Hostile to one race may be Standard to another.

**Standard** – The default assumption.
**Hostile –** Troops must wear protective gear. If using the rules for Wounded troopers, a figure is killed if the Damage roll exceeds their Defender roll by 2 points (instead of 3 as normal).
**Vacuum** – All infantry must wear at least Improved Armour.
    Flame and smoke weapons will not work
    Any damage roll that exceeds the Defender roll will kill the target, unless the target is wearing self-sealing armour. If so, normal wound rules are used.
    All range multipliers for weapons are increased by 1.
    Laser weapons will double their range.

## CHARACTERS

Characters, also referred to as Leaders function as an individual unit, and require activation and action selection just like any other unit.

They are represented by a single figure. Characters may attach to and detach themselves from other units at will, but they may only act once each turn.

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

| Leadership | Rating |
|---|---|
| Novice | 0 |
| Experienced | +1 |
| Inspiring | +2 |
| Heroic | +3 |

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

Characters are also specialized by branch. They are classified as Infantry, Gunnery (for heavy weapons)

and Cavalry (for armour) leaders. When a character is attached to a unit of the same branch, that unit may add the Leadership Rating of the character to any Close Assault or Fire Effect rolls.

Characters 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 a leader will temporarily have their strength raised by 1. If the leader leaves the squad, they revert to their original strength.

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

## COMMAND DISRUPTION

If the squad leader is killed, the squad must be marked as *pinned* instead of *under fire* on the turn the loss is inflicted.

## 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 close 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:

| Condition | Modifier to target number |
|---|---|
| Took casualties last turn | -1 |
| Untreated wounded | -1 |
| Squad leader lost | -1 |
| Character present | +1 |

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.

## COMMUNICATIONS

FAD assumes that troops are able to communicate with each other freely. This allows the player to co-ordinate his forces effectively, even over a wide distance.
However, if communications are interfered with, or proper comm's equipment is not available, troops on the ground are left with hand signals, verbal communication and similar methods, causing a slow down in tactical initiative.

The game effect of this is that all units are subject to a command response test, unless they are not within 24" of enemy troops. Units that would be subject to a command response test normally, must test at -1.

In addition, no leadership traits such as HQ may affect a unit that does not have communications. Units with no communication may still call in indirect fire, as this fire may be directed based on drone or satellite imagery, called in by flares etc.
Comm's equipment is rated from 1-4 This is important if the opposing force is utilizing jamming gear. A force with no communications equipment at all is considered to be jammed automatically.

## 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 harbour.

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. Take a Quality Test on 2D6.
Units that are *under fire* roll only 1D6.

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, take a Quality Test on 3D6.
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 a Quality Test on 3D6.

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 centred 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.

**Defensive Fire:** When drop troops are used, they will be subject to anti-air fire. This may be off-table assets or local weapons, but is abstracted in any event. Find the Density below based on player agreement and scenario considerations. AA presence is always at least Light.

| Density of AA | Kill dice |
|---|---|
| Light | 2 |
| Moderate | 3 |
| Heavy | 4 |

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.

## 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.
All provide hard cover and an Armour Rating bonus to the troops using the structure.

Note that if a 6 is rolled for the Damage roll, the armour bonus is not applied. This reflects lucky hits through vision slits, etc.

| Structure | 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 -3" movement penalty.
Leaving a bunker is treated the same as disembarking from a vehicle.

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.

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 powered armour are wounded on a roll of 5 and killed on a roll of 6. Any survivors are marked as Pinned.

## GRAVITY

Under these rules, the worlds' surface gravities are classified into three categories: Low, Standard and High.

### Low Gravity
Operating in low gravity should use the following rule changes:
* All infantry movement rates should be increased by 2".
* All Jet Pack operations have double ranges (e.g. they may Leap up to 24" in distance and 12" in height).
* Aerial figures may clear obstacles twice the height of the figure.
* Weapons launching heavy projectiles (such as grenade launchers, missile launchers and RPGs) double
their ranges.

### Standard Gravity
No further rule modifications are required.

### High Gravity
* All infantry movement rates are reduced by 2.
* All Jet Pack operation ranges are halved (e.g. they may Leap up to 6" in distance and 3" in height).
* Aerial figures may clear obstacles only half the height of the figure.
halve their ranges.
* Weapons launching heavy projectiles (such as grenade launchers, missile launchers and RPGs) halve their ranges.
Note that all range modifications are cumulative.

## 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.

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 dice, 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.

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. This helps encourage scouting, and prevents players from taking too much of a wait-and-see approach to concealed enemies.

A marker which enters the uninterrupted LOS of an enemy must be revealed immediately and removed from the game. If the marker is selected as 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.

**Vehicles:** Vehicles cannot employ hidden movement. They are also notoriously poor at observing the battle area. For this reason, a vehicle cannot employ the Scout action (listed separately) and will only detect hidden troops within 18" even in open terrain.
If the vehicle is *under fire*, this drops to 6"

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**Philosophy**
Since any of the markers can potentially be the enemy unit, quite a bit of bluffing is possible. This also encourages players to aggressively scout, rather than simply waiting to see what happens.

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## INDIRECT ARTILLERY FIRE

All characters 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. The impact point can be anywhere within line of sight, though particularly sophisticated weapons systems may be more permissive.

These strikes are made by off-board support weapons, or on-board mortars. Note that it is not a requirement to fire blast capable weapons as indirect fire. An off-board weapons section can represent other assets, such as orbital weapons strikes, weapons situated on hill sides and similar situations. Each is capable of receiving only one strike call per turn. The scenario should specify how many units there are, and of what types.

The only on board weapon that may fire indirectly are mortars. Note that light mortars may fire indirectly at any targets spotted by the force, without requiring a leader to call the fire.

On board mortars may not fire from within woods, and firing from inside an enclosed building is not advised.

**Determine Timing**: To determine the timing of the strike make a Quality Test on 3D6.

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.

For on-board mortars, communications won't be lost, treat this as a simple failure.

**Determine Accuracy:** To determine if the strike is accurate, make a Quality Test on 2D6.

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 damage from the impact points, use the normal rules for Blast weapons. Non blast weapons are generally unlikely to hit anything else, but you may wish to still roll, if multiple vehicles (for example) are near each other.

Armoured vehicles are only affected by indirect fire from non-blast weapons.

## JUMP PACKS

Frequently referred to as boosters, jump jets, jet 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 Jump 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 Jump 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. They ignore being Under Fire and Pinned as well as any other negative psychological effects that may be imposed upon

them.

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



## LULL IN FIGHT

This rule can be used in any game, but is better suited to large actions.

If both players initiative roll comes up a 1, a lull has occurred in the fighting. Carry out the following actions in sequence:

All units that are within 12" of enemy troops must withdraw at least their basic move. Troops further away may withdraw a basic move but are not required to.
Each player may roll to recover any wounded troopers. Units with the Self repairing or Regenerate traits recover all wounded automatically.
Any stabilized wounded may be moved to the rear.
Any indirect fire weapon that has lost contact may be recovered on a D6 roll of 5+.
Any unit that has lost any support weapons may recover the weapon on a D6 roll of a 6.
Any troops that are outside the enemy's line of sight may assume hidden positions.

Once these actions are carried out, the battle resumes, with a new initiative roll.

If using a card driven sequence, when the turn ends, a D6 roll of 1 indicates a Lull in fighting.

## 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 (anti personnel or anti vehicle) 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. Resolve damage as normal.

**Mines versus Vehicles:** The attacker rolls 1d3 to determine the number of hits suffered by the vehicle. Resolve damage as normal, against the vehicle's bottom armour.

## NIGHT FIGHTING

Fighting during night time presents a significant obstacle, even to a well equipped force. Troops that are not trained and outfitted for nocturnal operations are likely to face complete chaos.

Unless night vision capable, all weapons are reduced to a range modifier of X2. This is increased to X4 when firing against vehicle targets, unless the weapons natural range modifier is lower than this.

Troops that are night vision capable may fire unrestricted at targets within their night vision range. Normal range penalties apply however.

During night fighting, the total fire effect required to pin a unit is reduced by 2.
All command response tests are subject to a -1 negative modifier. This is waived for units with night vision, who have an enemy within visual contact.

Units that are not directly observed by an enemy may hide without requiring a dice throw.

When attempting to reveal a hidden unit, after selecting the marker you wish to reveal the unit as, roll a Quality test on 1D6. If failed, the marker is removed as a dummy. If this leaves only one hidden marker left for the unit, it is then revealed in the position of the remaining marker.
This rule is ignored if only one hidden marker remains for the unit.

During the set-up and scenario sequence, each side receives 1D6 additional dummy markers when deploying their forces.

> **Philosophy**
> During night fighting, it is entirely possible for your units to get lost and end up in unexpected positions. Commanders should take appropriate precautions as their forces are likely to perform well under expectation.

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## 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.
A unit may attempt to control a non combatant group. They must move within 4" of the group and succeed in a Quality test on 1D6. If they succeed, they may immediately activate the group and move it as they see fit.

## OPPORTUNITY FIRE

Any unit that has not yet acted may give up it's normal activation to conduct opportunity fire. This permits it to fire at any moving enemy target. If the unit is forced to take a morale test, this is done before the fire is carried out.

## PERSONALITIES

Personalities are members of a squad that have unique or exceptional characteristics.
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 one 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.
*Tech*: Some technologies require a tech to be present to operate them. Additionally, a unit containing a tech may perform any technological task at Expert level (see the Task System advanced rule)
*Intruder*: Using a command action, an Intruder may interfere with enemy networks or attempt to garner information by monitoring communications. This can be used to either reveal and remove a hidden unit marker, or jam a target units communications. The intruder must take a quality test to succeed. If he rolls a 1, he's been subjected to a counter attack and may not perform either role for the remainder of the battle.
*Forward Observer*: Counts as one higher Quality level when calling in artillery.

## 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 Replace any Under Fire marker with a Pinned marker.

| Quality | Fire Tolerance |
|---------|----------------|
| 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 -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.

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**Option – Crossfires**
If a unit is fired upon from opposite directions in one turn, the unit must take a Quality Test on 1D6. Failure causes the second attack to Pin the unit.

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## PLATOON COHERENCY

This rule is primarily intended for larger games, where players have command of multiple platoons, such as a company or battalion level engagement. It helps platoons operate more like a real unit.

When used, the forces must be organized into platoons. A platoon may only consist of mixed unit types (infantry and vehicle) if the vehicles are transports for the infantry. Otherwise, vehicle platoons must

consist of vehicles only. A typical platoon will consist of 3-6 distinct units on the tabletop.
Each platoon is centred around a leader figure. This may be an independent figure, a part of a squad or a command vehicle.

When operating on the table, each element of the platoon must remain within a certain distance of its commander. This is known as the Order Distance. This is determined as follows:

| | |
|---|---|
| Base Range | 5" |
| | +5X Commanders coherency distance |
| | +5 if all elements are powered armour |
| | +10 if all elements are vehicles. |

This is the distance at which an element can operate from its commander with no ill effect. Elements with the Recon trait (infantry) or Forward Observer ability (vehicle) may add 15" to this distance.
An element that finds itself outside this distance must test Command Response, even if the conditions for such a test do not normally exist. If a 1 is scored, the element will abandon its current position and move to within Order Distance if possible. If this is not possible, the element will move to improve its defensive position as much as possible.

When using these rules, it is recommended that you alternate activating entire platoons, rather than individual squads or vehicles.

## POWERED ARMOUR

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

## 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, 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. The psionic does not contribute to any ranged combat during the turn.

**Invocation**: To invoke a Psionic power, choose the power and nominate the target unit. Then roll a Quality Test on 3D6

| Aptitude | Target |
|----------|--------|
| 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.

**Leave No One Behind**: Squads are reluctant to leave untreated wounded comrades behind. If a squad without a medic wishes to abandon any unstabilized 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 rapid fire automatic weapons or precision beam weapons.

Each such weapon system is designed to different levels of sophistication, based on the level of artificial intelligence, as indicated on the following table:

| Sentry Gun AI | Max Range | Fire Priority | PDS Success |
|---|---|---|---|
| Antiquated | 12" | 1 | 5+ |
| Modern | 24" | 2 | 4+ |
| Enhanced | 36" | 3 | 3+ |
| Advanced | 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 Defence 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 12" 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:

When firing, a sniper must select whether he is firing at targets of opportunity or trying to get a shot at a specific target.

If firing at targets of opportunity, the sniper fires like a normal unit, but rolls only 1D6 for fire effect. If aiming at a specific target, the sniper must attempt to get a Clear Shot.

**Determine Clear Shot:** A sniper can target any enemy unit, regardless of Fire Priority. Once a target has been chosen, make a Quality test on 1D6. If the test succeeds, he has a clear shot, otherwise, he cannot fire this turn.

If the sniper has a clear shot, one hit is inflicted on any visible figure in the target unit.

## 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 defence 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:** Make a Quality or Skill Test on 3 dice.

| Skill | Target |
|-------|--------|
| Marginal | 5+ |
| Competent | 4+ |
| Expert | 3+ |
| Master | 2+ |

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 favour. 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.

Note that the names of traits are intended as flavour only, and players should feel free to adapt these as they see fit. Sometimes the rules effect of a trait may do something you would like for a unit, but the name doesn't fit. In this case, simply change it as appropriate.

### 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.

### AIR MOBILE
The unit may deploy from a grav or air vehicle without the vehicle having to touch down. If deploying heavy weapons the vehicle must touch down.

## 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.

## BESTOW TRAIT
If a character with this trait joins another unit, he may bestow a specified trait upon them, as long as he remains part of that unit.

## 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.

## CAUTIOUS
The unit must test Quality to leave cover if it is currently Under Fire

## 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.

## COMMAND SQUAD
When activated, this squad may also activate a subordinate unit at the same time. This permits the unit to be activated ahead of time.
A command squad may not have more than 5 subordinate units.

## DEPENDENT
When using the Command Response rule, the unit receives an additional +1 bonus for having an leader present. If the unit has no leader and loses its squad leader, it is subject to a -1 penalty to Command Response

## DETECTION
Every time this unit is activated, all hidden markers within 12" must be removed or revealed.

## DROID TROOPERS
Droid troopers can be treated as normal for most combat purposes. Their main benefit is that they are not subject to normal psychology. This means they do not take morale checks.
However, due to limitations of programming, droid troopers may never be rated as Elite units.

Droid troopers may be programmed to maintain basic self-preservation tactics. If this is not done, they acquire the Relentless trait.

When firing upon droids, you must beat the droids armour roll to have any effect. However, any roll that beats the armour roll will kill, rather than wound the droid.

## 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. They remove barbed wire upon contact.

## 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.

## FRENZIED

Each frenzied model receives 1 additional kill roll in assault combat. This is cumulative with any other additional rolls obtained.

## GENE TROOPERS

GT's or Genetics are built to be soldiers from the ground up, including physical enhancements, mental conditioning and even psionic manipulations in settings where this is appropriate.

The physical capabilities of GT's can be represented with appropriate traits. Due to their unique mental make up, GT's have an extreme disregard for their lives. For this reason, they only test morale if they are broken AND under fire.

## 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.

GUNG HO
If moving to close assault an enemy, the unit may ignore the effects of being "under fire"

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.

HESITANT
Unless the unit is within 15" of enemy troops or is being fired upon, the unit must take a Quality test on 1D6 when activated. If the unit fails, it may not act except to move to cover if within one move.

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 re-roll a failed Command Response test.

HUGE
A huge model may fire a heavy weapon while moving, but suffers a -2 penalty to fire effect. In close assault, a huge model rolls 4 kill rolls. If the opposing unit fails to destroy the huge model, it must fall back, even if it won the assault.
Huge models do not receive any benefits of cover.

IGNORE PAIN
The model may continue to move and fight if wounded. Each activation, roll a die for every wounded model. Each 1 indicates the model is removed as a casualty.

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.

INFLEXIBLE
The unit may not fire on a turn where it moved.

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.

NIGHT VISION
The unit may fire with no penalties out to a range of 20"

NO GRENADES
The unit does not carry grenades and is subject to a -2 penalty in assault combat.

OBVIOUS TARGET
The model may not hide, and may always be targeted, regardless of the Target Priority rules.

PRIMITIVE
Units that are significantly below the assumed tech level are subject to future-shock. The first time a unit is attacked by a weapon outside their technological level, the unit must pass a Quality test or be pinned.

Additionally, primitive units may only roll 1D6 for Fire Effect when firing at a technologically advanced unit. On the upside, they are immune to Intruders and similar forms of hacking, as they tend not to have systems to hack.

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.
When taking the Scout action, a recon squad may deploy two figures within twice coherency distance instead of the normal option.

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.

RESILIENT
Each model that is Resilient must be given a number of Resilience Points. Whenever a "wound" result is inflicted on the model, one RP is removed. Whenever a "kill" result is inflicted on the model, 2 RP are removed.
When reduced to 0, the model is considered to be wounded. When reduced below 0, the model is considered to be killed. RP may never be regained.

SAVE
Squads with this trait roll 1d6 for every hit they suffer. On a result of 5+ the hit is negated. Troops wearing powered armour only receive one save in assault combat.

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.

SLICK
A slick model may only be engaged by 2 opponents in close combat. Thus against a unit of 5 models with this trait, you could not count more than 10 opponents for assault bonus and kill rolls.

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.

TECH REVERENCE
In superstitious cultures, technology may have taken the place of religion to a large extent. For soldiers steeped in such mysticism, a tank or other war machine represents an icon of divine favour.
Such troopers receive the Fearless and Brave traits when within 12" of a vehicle.
However, when a vehicle is destroyed, all units within 12" must test morale on their next activation, even if not broken.

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.

TIMID
The unit must test Quality to launch a close assault.

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).


UPLINK
Up linked troops are in constant communication with a remote head quarters feeding them battle field information, positional analysis and tactical advice. Provided the unit is in communications, this permits the unit to ignore command response as long as the unit has no untreated wounded.
The unit may also ignore the target priority rules, as priority targets will be pointed out to them. This applies as long as there are no enemy within 10"

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? :)

WEAK

The unit suffers a -1 penalty to close assault.

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 Bogging Test.

**Bogging Test:** This is a Quality Test on 2D6

For tracked and walking vehicles, as long as 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 DESIGN

When designing a vehicle for FAD, there are a number of considerations to make, whether you are simply assigning abilities to match a given model in your collection, a vehicle from history or a fictional setting, or using the points cost systems presented in the appendices of these rules.

These can be broken down into a number of separate sections, which we will discuss here:

**Mobility**
**Fire control**
**Armour ratings**
**Weapon mountings**

In addition to these categories, vehicles may have a number of other properties which are described below as *vehicle properties*. These function much like traits for regular infantry units.

**Mobility**
This is discussed in the rules for vehicle movement and involves the form of mobility the vehicle has. The options are flyer/grav, track, wheel, walker, hover or warp.
As discussed previously, exact movement differences between identical mobility types are not generally considered, as vehicles are unlikely to move at full speed in a close quarters combat environment.

**Fire Control:**
A vehicles fire control system in FAD primarily affects it's ability to move and fire, as well as what and how many weapon systems it can use at any given time.
We've taken the liberty of abstracting specific interactions between targeting systems and counter measures as they can often be assumed to even each other out. If a vehicle has drastically superior targeting systems for which effective countermeasures don't exist, use the *advanced targeting system* vehicle property.

If a vehicle is capable of firing multiple weapons, it may fire at multiple targets, up to the limits imposed by it's target priority, based on the crew's Quality rating.

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**Example**
A tank capable of firing 2 machine guns and a main gun is manned by a Conscript crew (target priority of 2). They could for example, fire both machine guns at the closest target (an enemy infantry squad) and fire the main gun at the second closest target (an enemy APC)

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PRIMITIVE
The vehicle may fire only one weapon system each turn.

IMPROVED
The vehicle may fire one main weapon and one machine gun or chain gun each turn.

EXTENSIVE

The vehicle may fire any two weapon systems each turn. At standard speed, one machine gun or chain gun may be fired.

HYPER TECH
The vehicle may fire any weapon systems each turn. If moving at standard speed, any one weapon system may be fired.

ULTRATECH
Any weapon systems may be fired each turn. If moving at standard speed, any two weapon systems may be fired.

DEFENSIVE
If completely stationary, any weapon systems may be fired. If moving, one machine gun or chain gun may be fired.

CLOSE SUPPORT
If moving at no faster than infantry speed (6"), may fire any number of machine guns, chain guns or "light" versions of weapons. Must be stationary to fire missiles or heavier weapons, and only one per turn.

**Armour Ratings**
Armour ratings are assigned to each "facing" of the vehicle. The facings are Front, Side and Rear.

Each can be assigned an armour rating to indicate the vehicles toughness, thickness and slope of armour, composition of armour and any additional defences present.
Armour ratings generally range from 5 (light personnel carrier vulnerable to most anti vehicle fire) up to 10 (for a heavy main battle tank). Ratings could go as far as 11 but almost no weapons can penetrate that level of armour.

**Weapon Mountings**
Weapon systems can be attached to the vehicle in a number of ways.

PINTLE
External mount operated by an external crew man. -3 to hit if vehicle is *under fire*. Arc of fire generally 360 degrees but may be limited by model.
*Common for machine guns on top of a gun turret.*

HULL
Weapon is mounted in the hull itself. Can generally swivel within a 45 or 90 degree arc.
*Common for tank destroyers and assault guns.*
SPONSON
Weapon is mounted in a small enclosure attached to the hull. Can swivel 90 degrees or 180 degrees depending on design.
*Common on older tanks and some "mobile fortress" designs.*

TURRET
A fully rotating weapons mount on top of the vehicle. Usually fully enclosed. Can fire in any direction.

*Common on almost all tanks.*

## EXTERNAL
Weapon is mounted externally on vehicle, but operated by remote control, AI system or similar.
May fire in any direction.
*Common for anti tank missiles, remote controlled machine guns etc.*

## 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. Only Turret and External weapon mounts may be fired.

## 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" centred on the vehicle. Any unit within this radius will be hit by the blast. For each unit affected, work out any potential casualties as normal

## 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.

## CYBERTANK
The term cybertank applies to any completely AI controlled vehicle, whether a tank or not. Cybertank systems are commonly installed in heavy tanks and walkers. Such vehicles are occasionally known as ogres, for arcane reasons.
A cybertank vehicle is completely immune to any morale effects. Additionally, any crew casualty is instead considered a "systems hit".
A cybertank can sustain 2 system hits without suffering any loss of activity. A third hit causes the systems to shut down.
Cybertanks may not be used for transport of infantry.

## 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.

ENERGY SCREEN
The vehicle may deflect any incoming shot on a dice roll of 5+.

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.

FRAGILE
The vehicle is particularly susceptible to damage whether due to flimsy design or vulnerable components.
If the armour is penetrated, a fragile vehicle is always counted as being knocked out.

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

JUMP JETS
May be fitted only to walkers. Instead of moving and firing normally, the walker may jump up to 10", clearing obstacles up to 6" in height. The jump may not end within 2" of enemy troops.

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.

MINE CLEARING
If moving into contact with a mine, the mine is disarmed with no harm to the vehicle.

REACTIVE ARMOUR
Explosives placed on the outside armour will disrupt the energy of anti-tank weapons such as rockets and missiles. Vehicles equipped with reactive armour may deflect any such hits on a D6 roll of 4+.

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.

# APPENDICES

The Appendices mostly concern themselves with how games are set up and prepared. While this advice goes for anything in FAD, it goes double here. Do NOT feel like you have to use anything in this section.

For players that want a complete game experience, with rules for setting up the scenario, electing their forces and resolving the game, these rules can assist.

If you prefer using an army you have put together on the fly, creating victory conditions yourself or just seeing what happens, please do as you are most comfortable with.

The Basic force creation gives a fairly quick way to roll up a human platoon with relatively standard weaponry. The Advanced force creation is a much more involved system using a system of player determined priorities, as well as random rolls.

Finally we also provide a fully fledged points system for calculating the value of any given unit.

---

**Philosophy**

FAD takes great pains in providing a "ready" experience, meaning you can use these rules to set up and execute a game. While the preparation methods included herein can be time consuming, they also provide a complete experience. In most cases, players are likely to reuse units between games, drastically reducing the amount of preparation required.

The use of index cards, a notebook, spreadsheet or a similar system is recommended to keep track of unit information between games.

---

## BUILDING BASIC FORCES

FAD includes multiple ways to build an army. The Basic Force system is a quick way to set up a playable force.

Note that this system will very few options 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 centred, 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 "biocannon". 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 make-up 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.

**PLATOON 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 | Flame thrower |
| --- | --- |
| 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 Sub machine 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:

*Fire-power:* 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 2 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.

**Greater Variety Rule:** Players who want even more variety with their forces may use the following rules:

---

**Option - 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.

---

**Option - 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.

---

**Option - 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 Machine gun.

---

**Option - 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.

---

## 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 game with multiple platoons, 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.
Fire-power – 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 | 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 leader 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.

**Fire-power**: 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 = sub machine 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 | Flame-thrower |
|---|---|
| 2 – 4 | Squad Automatic Weapon |
| 5 – 6 | Grenade Launcher |

**Fire-power 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 Machine gun |
| 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 sub machine 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 leader* - The Platoon HQ squad is reduced to a single leader 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 (Fire-power).

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

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.

## Option - Heroic Characters

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 leaders 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 |

## Option - Psionics

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 |

## Option - Not Like Us

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 |

## 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.

Please be advised that this points system aims at being comprehensive and accurate, and as a result can be rather involved. You will need a calculator. We recommend preparing unit cards, for example using index cards or a spreadsheet, to prevent re-calculating unit costs each game.

---

### IMPORTANT
All base costs are indicated as + or – (plus or minus) costs. These are all added up or subtracted before ANY multipliers are applied to the cost.

---

## 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.
Please not that every trooper in a squad should have the same Quality and Resolve.

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

| ARMOUR | |
|---|---|
| None | -1 |
| Improvised | -0.5 |
| Light | 0 |
| Scout | +0.5 |
| Improved | +1 |
| Heavy | +2 |
| Battle Dress | +3 |
| Storm Suit | +3 |

| | | |
|---|---|---|
| Breach | +3.5 | |
| Light Power | +6 | |
| Bio Mech Enhancement Suit | +5 | |
| Heavy Power | +9 | |
| | | |
| Dazzle Suits | +2 | worn in addition to armour. |
| Cold Suits | +0.5 | worn in addition to armour. |
| Self-Sealing | +0.25 | worn in addition to armour. |



**Basic Weapon**: For regular troopers, adjust the point cost by the value shown per trooper.

**SQUAD BASIC WEAPON**

| | |
|---|---|
| Unarmed | -1.00 |
| Low Tech Rifles | -0.25 |
| Sub machine Guns | -0.5 |
| Assault Carbines | -0.25 |
| High Tech Rifles | +0.25 |
| Laser rifles | +0.5 |
| Gauss Rifles | +1.00 |
| Blasters | +1.00 |
| Stunners | -0.25 |

Linked weapons        +1.00 in addition to base weapon cost. (Powered armour only)

**Basic weapon traits:**
Modify the small arms cost as follows if any weapon traits are assigned:

| Terror | +0.5 |
|---|---|
| Limited Supply | -0.25 |
| Cumbersome | -0.25 |
| Long Range Targeting | +0.25 |
| Auto-Target | +0.25 |

**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 | Fusion Gun | +3 |
|---|---|---|---|
| Flame thrower | +3 | Missile Rack | +6 |
| Rifle Grenades | +1 | AMAW | +3 |
| Grenade Launcher | +3 | Marksman's Weapon | +1 |
| Squad Automatic Weapon | +3 | Combat Blade | +1 |
| Plasma Rifle | +4 | Multi-Gun | +4 |
| Rapid fire SAW | +4 | Beam Rifle | +5 |

**Support weapon traits:**
Modify the support weapon cost as follows if any weapon traits are assigned. Note that combat blades cannot have traits other than *terror weapon*

| Terror | +1.75 |
|---|---|
| Limited Supply | -0.75 |
| Cumbersome | -0.75 |
| Long Range Targeting | +0.75 |
| Smart Targeting | +2 |
| Auto-Target | +0.5 |

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

**PERSONALITIES**

| Brawler | +1 |
|---|---|
| Comm's | +2 |
| Knife Fighter | +1 |
| Lucky | +1 |
| Medic | +2 |
| Motivator | +2 |
| Sharpshooter | +3 |
| Trigger Happy | +1 |
| Tech | +1 |
| Intruder | +2 |
| Forward Observer | +1 |

**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 | x0.7 |
|---|---|
| Conscript | x1.0 |
| Regular | x1.3 |
| Elite | x1.6 |

**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.

---

## POWERED ARMOUR SQUADS

Powered Armour squads are built like normal
infantry squads, using the rules above, but have a
Costs are per figure.

**Powered Armour upgrades:**

| | |
|---|---|
| Soldier Boys – Light | +3 |
| Soldier Boys – Heavy | +5 |
| Scout | +3 |
| Assault | +5 |
| Gunner | +3 |
| Command | +3 |
| Marksman | +15 |
| Shielded | +8 |
| Crude | -2 |

## 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 Rifles, of Conscript Quality, and with Steady Resolve.

Please note that there are no powered armour heavy weapon teams. Instead, powered armour figures may be equipped with heavy weapons from the below list, in place of a small arm or support weapon. In effect, the powered armour trooper is in effect a one man weapons team.

If a weapons team is part of a normal infantry squad, they must have the same Quality, Resolve and all Traits must be the same. Calculate the cost of team and squad separately, then add them together.

Adjust this cost for armour and personalities just as you would for a regular trooper. Weapon teams do not generally carry any support weapons. For weaponry though, adjust the cost by the value shown, based on the weapon they will serve:

## HEAVY & SPECIAL WEAPONS

| | | | |
|---|---|---|---|
| Auto Cannon – Light | +10 | Rail Gun – Light | +20 |
| Auto Cannon – Heavy | +16 | Rail Gun – Heavy | +30 |
| Beam – Light | +10 | RPG | +5 |
| Beam – Heavy | +16 | Grav Gun | +10 |
| Cannon – Light | +10 | Nerve Disruptor | +16 |
| Cannon – Medium | +16 | Web Cannon – Light | +8 |
| Cannon – Heavy | +22 | Web Cannon – Medium | +12 |
| Chain Gun – Light | +8 | Web Cannon – Heavy | +16 |

| Chain Gun – Heavy | +10 | Conversion Gun | +20 |
|---|---|---|---|
| General Purpose MG | +5 | Anti Materiel Rifle | +6 |
| Heavy MG | +6 | Burst Launcher – Light | +12 |
| Missile Launcher | +10 | Burst Launcher – Heavy | +20 |
| Mortar – Light | +10 | Mortar – Heavy | +16 |

CryoStasis Unit    +5    no weapon traits possible.
Despite not being weapons, CryoStasis units are built like weapon teams.

## HEAVY WEAPON TRAITS
If any traits are applied to the heavy weapon, modify the cost as indicated below.

| Terror | +6 | |
|---|---|---|
| Limited Supply | -3 | |
| Cumbersome | Already Includes | |
| Man Portable | +5 | |
| Gatling | +3 | auto cannon, MG's only |
| Hypertech Cooling System | +2 | auto cannon, MG's |
| | +3 | Beam weapons |
| Long Range Targeting | +3 | |
| Auto-Target | +1 | |
| Static | -4 | |
| Slow Firing | -4 | |
| Mounted on Grav Mount | +5 | Only 2 crew needed. |

## HEAVY WEAPON MUNITIONS
Mortars, missile launchers and cannon only. On or off board.

| Incendiary | +5 | |
|---|---|---|
| Cluster Bomb | +3 | |
| Shrapnel | +3 | |
| Plasma | +3 | |
| Redeemer | +8 | limited supply |
| Scramble | +5 | limited supply |
| Nanowire | +3 | |
| Wipe | +2 | |

| | | |
|---|---|---|
| Smart | +8 | |
| Rocket Assisted (RAM) | +3 | |
| Armour Kill | +6 | |
| Mine Layer | +4 | |
| Spider Mine Layer | +9 | |
| Hypertech | +3 + cost of both types | |
| Ultratech | +4 + cost of all three types | |
| Short Range Warp Emitter | +15 | |

## AUTOCANNON MUNITIONS
Auto cannon only.

| | |
|---|---|
| Fragstorm | +6 |
| Cling-fire | +8 |
| Smash | +8 |
| Swarm | +5 |
| Penetrator | +6 |

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.

---

## CHARACTERS
**Starting Cost**: A character 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:

## LEADERSHIP

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

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

Note that a leader is generally an independent character, however, if you wish to have a particularly talented squad leader, you can do so, simply by joining the leader to a squad during gameplay.

> **Example – Character**
> An leader 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

| Marginal | +0 |
| --- | --- |
| Competent | +5 |
| Expert | +10 |
| Master | +15 |

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.

## COMMUNICATIONS

The basic cost of a unit gives it Rating 1 communication devices. A unit may upgrade its comm's for 2 points per level. This cost is per unit. Units without any communications equipment can downgrade for a 2 point saving.

## GADGETS, GEAR, ABILITIES

Some units will have additional equipment and specialized training. Costs expressed as a + are added to the base cost of the unit, before any multipliers are applied.

### GADGETS AND GEAR

| | |
|---|---|
| Field Projector | +10 per projector |
| Drones | +8 per unit |
| Regen Unit | +10 |
| Snoopers | +6 per unit |
| Haywire Emitter | +5 per unit |
| Jammers | +3 per rating per unit. Max rating 3. |
| Thermal Imaging | +1 per figure. |
| Short Range Warp | +10 per unit |
| Guarded Systems | +5 per unit |

### BOTS

| | |
|---|---|
| Med-Bot | +7 |
| Supply-Bot | +6 |
| Shield-Bot | +10 |
| Spot-Bob | +6 |
| Gun-Bot | +5 (plus cost of weapon) |

Upgrade to Hover-Bot +2

**GRENADES** (cost is per unit, added to base cost of entire unit before multipliers)

| | |
|---|---|
| Haze | +3 |
| Defensive | +2 |
| Improvised Charges | +2 |
| Penetrator | +6 |

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| Jinx | +3 |
|---|---|
| Razor field | +3 |

## ABILITIES

| Drop Troops | x1.3 |
|---|---|
| Jet Packs | x1.5 |

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 | x1.3 | | HQ | x1.2 |
|---|---|---|---|---|
| Aggressive | x1.1 | | Ignore Pain | x1.2 |
| Agile | x1.2 | | Infect ** | varies |
| Assault Troops | x1.3 | | Infiltration | x1.3 |
| Berserk | x1.3 | | Inflexible | x0.8 |
| Bestow Trait | x1.4 + cost of traits | | Legend | x2.0 |
| Brave | x1.5 | | Mechanized | x1.2 |
| Bug Hunter | x1.2 | | Night vision | x1.1 |
| Cautious | x0.9 | | No Grenades | x0.8 |
| Combat Drugs | x1.2 | | Obvious Target | x0.8 |
| Dependent | x1.1 | | Primitive | x0.8 |
| Detection | x1.1 | | Recon | x1.3 |
| Droid Trooper | x1.3 | self preserving | Regenerate | x1.2 |
| | x1.6 | self-less | Relentless | x1.2 |
| Elusive | x1.4 | | Resilient | x1.2 for 2 RP. +0.2 per extra RP |
| Engineer | x1.2 | | Save | x1.4 |

| | | | | | |
|---|---|---|---|---|---|
| Fanatic * | x1.6 | | Self – Repairing | x1.1 |
| Fearless | x1.1 | | Shaky | x0.8 |
| Flyer | x1.2 | | Shock Troops | x1.1 |
| Frenzied | x1.3 | | Slick | x1.2 |
| Gene Troopers | x1.2 | | Slow | x0.8 |
| Goon | x0.7 | | Slow Firing | x0.8 |
| Grizzled | x1.2 | | Stealth | x1.1 |
| Gung Ho | x1.1 | | Swift | x1.3 |
| Hardened | x1.1 | | Tank Hunter | x1.2 |
| Hero | x1.5 | | Tech Reverence | x1.2 |
| Hesitant | x0.8 | | Terrifying | x1.6 |
| Hive mind | x1.5 | | Timid | x0.9 |
| Huge | x1.3 | | Tough | x1.2 |
| Un / Holy Armour | x1.3 | | Up Linked | x1.3 |
| Un / Holy Weapon | x1.1 | | Villain | x1.5 |
| | | | Weak | x0.9 |
| | | | Zombie | x0.7 |

* 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.

---

**Philosophy**
Units with multiple traits will see their points cost increase drastically. This is intentional but can cause some issues if one side is heavy on traits and the opposition is not. To prevent players having a bad experience, it may be worth discussing whether you will generally be using only a few traits for each unit or several.

---

## NO RANGED ATTACKS
Units with no ranged attacks at all receive an additional cost multiplier, which is applied at the same

time traits are applied.        **x0.7**

---

**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.

---

## FIELD EQUIPMENT
This is any equipment that is not carried by a specific unit.

HOLO PROJECTORS              +5 per device. Only if scenario generator is used.

## VEHICLES

**ARMOUR:**
To design a vehicle, the first step is to determine the armour values of the vehicle. These are selected separately for front, side and rear armour, and the three values are added together to find the total cost of armour.

Armour ratings below 3 essentially mean a soft skin vehicle, and would be penetrated by any hit with an anti-tank factor.

| Armour rating | Front | Side | Rear |
|---|---|---|---|
| 3 | 5 | 3 | 2 |
| 4 | 8 | 5 | 3 |
| 5 | 13 | 9 | 4 |
| 6 | 21 | 14 | 7 |
| 7 | 34 | 22 | 11 |
| 8 | 55 | 36 | 18 |
| 9 | 88 | 58 | 29 |
| 10 | 112 | 75 | 37 |
| 11 | 140 | 93 | 47 |

| 12 | 180 | 120 | 60 |
|---|---|---|---|

## MOBILITY:

Each vehicle is designated as one mobility type. The choices are:

| Grav/flyer | +10 |
|---|---|
| Hover | +5 |
| Tracked | +5 |
| Walker | +0 |
| Wheeled | +0 |
| Warp | +10 |

## WEAPONS:

Each weapon system selected must be added to the base cost. Costs are as for the weapons system indicated in the section on heavy weapon teams.

## CREW:

Each crewman adds a fixed cost of 3 points. Generally, a vehicle will have a driver, a commander and a number of gunners, but this may vary based on circumstances.

If a single crew man handles multiple positions (for example, is able to fire 2 weapon systems, drive and fire a weapon etc) the cost is 5 points.

A weapon that is intended to be fired by a transported passenger does not require a crew man, but must have +1 added to it's cost to reflect this.

## CARRY CAPACITY:

For every passenger the vehicle can carry, add +2 points.

## QUALITY:

When all aspects have been added up, multipliers are applied for crew Quality rating as normal. Vehicle crews are not given a Resolve rating.

## TERRAIN EVENTS

When using these rules, the first time a terrain feature is reached or attempted entered by a figure from either side, roll 1D6. On a 1, a Terrain Event has occurred. Roll on the appropriate table below to

determine the outcome.

## WOODS
Woods block line of sight 4" after edge (light) or 2" (dense). Dense woods are difficult ground. Mortars cannot be fired from within woods. Woods provide concealment.

| 1 | Undergrowth | Impossible to move weapon teams. Difficult ground |
|---|---|---|
| 2 | Booby trapped | Each figure in non powered armour that enters wood is wounded on D6 roll of 6 |
| 3 | Swampy | Vehicles must test for bogging down. |
| 4 | Low visibility | Visibility range is half normal. |
| 5 | Clearing | Mortars may fire from inside terrain. |
| 6 | Path ways | No movement penalty. |

## BUILDING
Buildings provide hard cover. Entering a building through a window or normal door takes 1" of movement. Breaching a door takes 3" of movement. A collapsing building is treated as a destroyed troop transport for any troops inside.

| 1 | Blocked off | Unable to enter |
|---|---|---|
| 2 | Unstable | At beginning of each turn, a D6 roll of 5-6 causes the building to collapse |
| 3 | Partially ruined | Difficult ground inside |
| 4 | Strongly built | Save of 4+ against anything that would destroy it. |
| 5 | Observation point | Unit in building get a free scout attempt each turn |
| 6 | Unexpected find | Unexpected goodies raise morale. Unit is not broken while in building. |

## RUBBLE
Rubble is difficult ground and hard cover for infantry.

| 1 | Treacherous | Each figure moving is stuck on D6 roll of 6. Can't move for one turn |
|---|---|---|
| 2 | Barely passable | Very difficult ground |
| 3 | Unexploded shells | Treat as anti personnel mine field |
| 4 | Passable to vehicles | Vehicles may cross without testing for bogging |
| 5 | Intact walls | Feature is surrounded by chest high obstacle |
| 6 | Firing position | Occupying infantry may count as fox holes |

## WATER FEATURE
Water features are passable for infantry but are very difficult ground.

| | | |
|---|---|---|
| 1 | Impossible to cross | Cannot be crossed by any units. |
| 2 | Fordable | Can be crossed by ground vehicles, but must test for bogging |
| 3 | Steep banks | Cannot be crossed by vehicles. 3" movement for infantry to enter or exit |
| 4 | Deep | Cannot be crossed by non amphibious units |
| 5 | Vegetation | Concealment within 1" of edge |
| 6 | Very clean | Drinkable. If not *under fire,* a unit adjacent does not have to test Morale. |

## SWAMP / MARSH

Causes bogging for vehicles. Difficult ground for infantry. Infantry more than 3" into a swamp are concealed if fired upon from the outside.

| | | |
|---|---|---|
| 1 | Dangerous footing | Each figure that moves disappears in the muck on a D6 roll of 6. |
| 2 | Impassable | Cannot be crossed by ground units. |
| 3 | Heavy vegetation | Concealment within 3" of edge. Troops further in cannot be seen at all |
| 4 | Firmer than expected | Vehicles won't bog |
| 5 | Safe path | Not difficult ground |
| 6 | Local predators | On each activation, a D6 roll of 5-6 means a figure was eaten |

## ROAD / TRACK / INTERSECTION

Ground vehicles moving on roads may move 1" extra for every 3" moved.

| | | |
|---|---|---|
| 1 | Mined | Place minefield on road. Even chance of anti personnel or anti vehicle |
| 2 | Cratered | 1D6" stretch of craters. Difficult terrain and requires bog test for vehicles |
| 3 | Ditch | Ditch on each side of road provides concealment for infantry |
| 4 | Sunken / walled road | Obstacle (3" cost) on each side of road. Troops in cover from outside fire |
| 5 | Razor wire | Obstacle (3" cost) on each side of road. Engineers or vehicle may destroy by moving through |
| 6 | Barricade | Barricade on road blocks all movement. |

## ALIEN PLANT LIFE

If fighting on an alien world, any vegetation entered will trigger an alien effect on a roll of 5+ when first entered. If not alien, test as normal for a Woods effect.

| | | |
|---|---|---|
| 1 | Hostile | Figures entering or activated inside are wounded on a roll of 6. Powered armour figures are immobilized for a turn instead. |
| 2 | Glue-plants | Figures may only move 1" per turn while inside, and may not fire if they move. |
| 3 | Spore cloud | While harmless, the spores emitted by movement completely block all line of sight. |
| 4 | Shriekers | Deafening noise causes all units within 6" to become *under fire* |
| 5 | Warp-leaf | Units entering are teleported 3D6" in a random direction instantly. |
| 6 | Crystal trees | Provide hard cover against non-area attacks. |

## 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, leaders, 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*
*Set up 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 demeanour of the commanding leader 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 manoeuvre units once they are placed (but before the game begins), to block enemy manoeuvres, 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**

| Each Platoon * | +1 RP |
|---|---|
| Offensive Stance | +2 RP |
| Neutral Stance | +1 RP |
| Cautious Attitude | +2 RP |
| Passive Attitude | -1 RP |

* 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, Hive mind, 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.

**Set up 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**

| Offensive Stance | 6" |
| Neutral Stance | 12" |
| Defensive Stance | 18" |

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

Any player with a Passive attitude may also place up to three field defences 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 defences 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

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The real target lies beyond the current enemy position. You must penetrate their defences 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.

## PRE BATTLE EVENTS

Players who wish a less predictable game, or who enjoy a more narrative approach to their war games may wish to use these rules.

After both sides have finished deploying their forces, roll 1D6 for every squad, vehicle, weapons team, off board support unit and independent character. On a roll of 6, roll on the appropriate table below for a random event. Players may carry out results in any order desired.

**INFANTRY**

| 1 | Man down | One small arms figure starts the game wounded |
|---|---|---|
| 2 | Delayed / Lost | Remove squad from table. It will enter from friendly table edge in turn one |
| 3 | Hesitant | Squad may not activate in the first turn of the game. |
| 4 | Energetic | Take one normal move |
| 5 | Stealthy | Begin the game concealed |
| 6 | Inspired | Raise Resolve by one level. |

**WEAPONS TEAM**

| 1 | Not prepared | May not activate in the first turn of the game |
|---|---|---|
| 2 | Low on ammo | Receives *limited supply* weapons trait |
| 3 | Stuck | May not be moved from starting position without a vehicle |
| 4 | Redeploy | Move to any location in deployment zone |
| 5 | Stealthy | Begin the game concealed |
| 6 | Forward position | May be deployed up to 6" forward of deployment zone |

**VEHICLE**

| 1 | Engine problem | Immobilized. Roll 5-6 on 1D6 each activation to fix |
|---|---|---|
| 2 | Nervous | May not advance ahead of infantry |
| 3 | Comm's malfunction | May not move first 2 turns of game |
| 4 | Blitz | Take one cautious move |
| 5 | Snap fire | Fire 1 weapon at a visible target |
| 6 | Close support | Move 6" along with one infantry squad within 6" |

**CHARACTER**

| 1 | Intrigue | Reduce leadership rating by 1 |
|---|---|---|
| 2 | Misunderstood orders | Opponent may redeploy within normal deployment zone |
| 3 | Overwhelmed | May not activate first 2 turns |
| 4 | Motivational speech | Raise Resolve of one unit by one level |
| 5 | Quick decision | Free activation |
| 6 | Plan and execute | Give a unit within 6" a free activation |

**OFF BOARD**

| 1 | General support | After every strike, roll 1D6. Must roll 3-6 or unit is no longer available. |
|---|---|---|
| 2 | Lack of authority | Each turn roll 1D6. Must roll 4-6 for unit to be available to your force. |
| 3 | Counter battery fire | Unit may not fire two turns in a row due to redeployment |
| 4 | Preliminary fire | Free strike |
| 5 | Pre-registered | Location of first strike never requires roll for timing or accuracy |
| 6 | Well oiled crew | Never roll for timing |

## CAMPAIGN RULES – QUICK

Below can be found quick rules for governing how a force changes after a battle. They are intended as a fairly simply system with a minimal need for book keeping.

### 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 loses are replaced * |
| 5 – 6 | Unit is back to full strength |

Round up, however, a lone figure such as an leader 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 CHANGE

| 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 loses. 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 XX).
1 point to improve the Leadership level of any leader by one step.
2 points to replace an eliminated vehicle.
2 points to assign any trait to a unit.

# UNCONTROLLED FORCES

The following rules can be used for any situation,  where some or all of a force needs to be controlled by  the rules. Examples include solo play, same-side play  where the players are fighting a neutral opponent, allied  forces etc.

 These rules will provide a guideline to how an uncontrolled force acts, and pursues its objectives.
 They will still require a certain level of fairness from  the players side, due to the vast possibilities that can occur on the gaming table.

## GROUPS
 A force should be divided into a number of groups. Each group may comprise any number of units that have a shared objective. A group could consist of as little as a single unit. It is not recommended that a group exceeds a platoon.

On the table, each unit in the group is treated normally for all gaming purposes. The group is only used within  the Uncontrolled forces rules described here.

## APPROACH
 Each group will have an Approach selected before the game starts. There are four options:

 *Target*: The group will move to destroy or occupy a  specified objective. This could be an enemy unit, terrain  feature, objective, building etc.

*Engage*: The group is tasked with locating, engaging and destroying enemy forces.

*Hold*: The group is designated an area to defend, and will attempt to hold it.

*Fall Back*: The group is retreating to a designated rallying point.

Each group should have a rallying point indicated as well, regardless of its Approach. This may be the same for the entire army, or could be separate for each group.

## DISCIPLINE
Each group is given a discipline rating, to indicate their willingness to follow the given orders. This may correlate to quality but does not have to. It is more a reflection of their commanders dedication to a specific objective, the artificial player as it were. This discipline will range from 2+ to 5+, just like Quality does.

## DISCIPLINE TEST
At the beginning of each turn, before any activations take place, each group should test its discipline, by rolling 3 dice, and comparing to its Discipline score. This functions exactly like a morale test.

If 2 or all 3 dice are passed, the group will carry out its current orders this turn. Test again next turn. If only 1 die pass, the commander is temporarily uncertain of the situation. The group will hold its current position this turn. Units capable of improving their defensive position in one move will move to do so, either by seeking cover or moving out of LOS. Test again next turn.

If all dice fail, the commander has determined that his objective is unsustainable, and the group will at full speed towards the nearest defensible position. No further tests are taken until the group reaches this position.

Individual units are still subject to all normal rules that may apply, including Command response, morale, under fire etc. This may cause some units to be unable to comply with the overall direction they have been given.

## TARGET
A group with the Target approach will move at combat speeds, attacking enemies that are between it and its objective, or occupying the objective. Enemies outside those parameters will be attacked only in response to fire directed at the group.

If no eligible targets are available, the group will move at its fastest possible rate, but will retain a group formation. Units in the group should not be dispersed more than 8" between each group, under normal circumstances.

The group will close assault units occupying its objective. Intervening enemies will be assaulted if the unit has at least equal assault factor.

## ENGAGE
A group that is engaging will move at combat speeds, attacking enemies as they present themselves. If enemies are visible, the units will move only to improve their defensive positions. If no enemies are

present, the unit will advance at combat speeds, either towards the centre of the enemy table edge, or towards the nearest terrain feature that lies to their front. Units will only be
assaulted if the unit has at least equal assault factor.

## HOLD
The group will occupy its designated position, only moving to maintain or reoccupy that position. The units will fire at enemies that are moving towards or attacking the position. It will assault only to reclaim the position if lost.

## FALL BACK
The group will move at full speed towards its rallying point, attempting to move as defensively as possible.
If fired upon, units will slow down to combat speed, in order to return fire while moving. Units will not assault, unless their escape is cut off.

## ABORTING THE MISSION
Once half a group has become casualties, the Discipline will drop one rating (though never worse than 5+). This reflects the commanders loss of confidence that he has enough men left to complete the mission.

## SCENARIO GENERATION
The following rules allow players to set up a non-player force as part of the advanced scenario generation process.
The usual process is still followed with the following amendments for the non-player force.

## SELECT STANCE AND ATTITUDE
The stance and attitude for the non-player force can be chosen to suit the game being played or determined randomly:

**Stance**

| 1-2 | Offensive |
|-----|-----------|
| 3-4 | Neutral   |
| 5-6 | Defensive |

**Attitude**

| 1-2 | Aggressive |
|-----|------------|
| 3-4 | Cautious   |
| 5-6 | Passive    |

## DETERMINE RECON
Non-player forces with a Defensive stance and Passive attitude will not deploy any additional recon forces
Otherwise any units in the non-player force with the Recon or Infiltrate Traits will automatically be assigned to recon duties. In addition, Forces with an aggressive stance roll for each platoon; on a 5+

one squad from that platoon is also assigned to recon.

## SET-UP TERRAIN
Terrain is set up in any agreeable fashion as usual. A D6 is rolled for the non-player force, and Recon Points added as normal. However if the non-player force wins the roll, the player deploys on a random table edge.
Objective markers are then deployed as normal.

## DETERMINE MISSIONS
This is done as normal except that the non-player force does not assign any bonuses.

## DEPLOY CONTACT MARKERS
Real and dummy markers are assigned as normal. Those for the non-player force should be shuffled blind. When placing markers roll a D6 for the no-player force:

| 1-2 | Dispersed – no marker may be closer than 6" to another |
| 3-4 | No restrictions |
| 5-6 | Concentrated – no marker may be more than 12" from another. |

## SPEND RECON POINTS
Each time the player spends a RP roll a D6, on a 4+ the non-player force will spend an available Recon Point to try and block it.

# TECHNOLOGY

This section covers the various weapons, technological items and defensive devices available in the setting.

FAD provides a wide range of weapon systems. When determining what weapons are carried, do not feel confined by the names. They are purely for inspiration. Likewise, a given real life or fictional weapons system may be rated differently in different settings.

What constitutes a "low tech rifle" in 1918 may be different from what would be "low tech" in 2218.

## SMALL ARMS

These weapons form the main armament of infantry squads and the secondary armaments of heavy weapons teams. All members of a unit must carry the same small arm. Individual models with different weapons can be ignored for sake of simplicity.

If a given type of small arm would present a significant benefit in assault combat, consider giving the unit an appropriate trait such as Shock Troop or Assault Troops

Small arms only have two stats which are Range Multiplier and Damage. Unless noted, small arms fire is never effective against vehicles.

| Weapon | Range | Damage | Anti-Tank |
|---|---|---|---|
| Low tech rifles | x5 | +1 | NA |
| Sub machine guns* | x2 | +1 | NA |
| Assault carbines | x4 | +2 | NA |
| Assault rifles | x5 | +2 | NA |
| High tech rifles | x6 | +2 | NA |
| Gauss rifles | x6 | +3 | +0 |
| Laser rifles | x7 | +1 | NA |
| Blaster | x3 | +4 | +1 |
| Stunner* | x2 | +1 | NA |
| Linked weapons | as any above, but count double number of shooters. Powered armour only | | |

*Sub machine guns* – Units equipped with SMG's receive a +1 bonus to close assault rolls.
*Stunners* – Any model wounded by this is stunned, and can be captured by moving into contact. Intended for capture and raid type of scenarios. A Kill result is treated as a normal wound.

## SUPPORT WEAPONS

These are weapons carried by a squad to improve their fire power or enable them to attack a broader range of targets. Support weapons are fired as part of the squads overall fire, rather than being a weapons system in their own right. For this reason, support weapons do not have a separate damage rating. Instead, they effectively use the same damage rating as the squads small arms.

Any assault bonus is added to the total assault roll for the squad.

| Weapon | Range | Fire Effect | Anti-Tank | |
|---|---|---|---|---|
| Assault shotgun | Close | +1 | NA | +1 to assault |
| Flame thrower | Base | +1D6 | +3 | +2 to assault |
| Rifle grenade | Close | +1 | +1 | |
| Grenade launcher | Close | +1D6 | +2 | |
| Squad automatic weapon | Long | +2 | NA | |
| Rapid fire SAW | Med | +3 | NA | |
| Plasma rifle | Med | +1 | +3 | |
| Beam rifle | Long | +0 | +2 | |
| Fusion gun | Close | +0 | +4 | |
| Missile rack | Long | +1D6 | +1 | powered armour only |
| Assault mounted automatic weapon | Med | +2 | | +1 assault, powered armour only |
| Marksman's weapon | Long | +1 | NA | |
| Combat blade | NA | NA | - | +1 kill roll if in contact |
| Multi-Gun | | As SAW, Grenade launcher or assault shotgun. | | |

*Multi-Guns* can be fired as either a squad automatic, grenade launcher or assault shotgun. The choice may be made each time the weapon is fired. If assaulted, it may be switched to shotgun as a free action.

## HEAVY WEAPONS

A heavy weapon may be man portable by a weapons team, or vehicle mounted. Each heavy weapon fires as a unit of its own. The Crew entry is not used for vehicle weapons

| Weapon | Range | Damage | Fire Effect | Anti-tank | Blast | Crew |
|---|---|---|---|---|---|---|
| Auto Cannon – Light | x10 | +6 | +2 | +2 | - | 3 |
| Auto Cannon – Heavy | x13 | +6 | +2 | +4 | - | 4 |
| Beam – Light | x15 | +2 | +0 | +3 | - | 2 |
| Beam – Heavy | x20 | +2 | +0 | +5 | - | 3 |
| Cannon – Light | x10 | +3 | +0 | +3 | 2" | 3 |
| Cannon – Medium* | x12 | +3 | +0 | +4 | 3" | 4 |

| | | | | | | |
|---|---|---|---|---|---|---|
| Cannon – Heavy* | x15 | +3 | +0 | +5 | 4" | 5 |
| Chain Gun – Light | x4 | +2 | +5 | NA | - | 2 |
| Chain Gun – Heavy | x7 | +2 | +7 | NA | - | 4 |
| General Purpose MG | x7 | +2 | +3 | NA | - | 2 |
| Heavy MG | x8 | +4 | +2 | +1 | - | 3 |
| Mines – Anti-personnel | - | +4 | +0 | +1 | - | - |
| Mines – Anti-vehicle | - | +6 | +0 | +5 | - | - |
| Missile Launcher | x8 | +2 | +1 | +5 | 2" | 2 |
| Mortar – Light* | x10 | +2 | +0 | +1 | 2" | 2 |
| Mortar – Heavy* | x12 | +2 | +0 | +2 | 3" | 3 |
| Rail Gun – Light | x12 | +4 | +0 | +5 | - | 3 |
| Rail Gun – Heavy | x15 | +4 | +0 | +7 | - | 5 |
| RPG* | x5 | +2 | +0 | +5 | - | 1 |
| Sniper Rifle | x8 | +3 | +0 | NA | - | 1 |
| Grav Gun* | x3 | - | +0 | special | 2" | 3 |
| Nerve Disruptor* | x15 | +2 | +0 | NA | - | 2 |
| Web Cannon – Light* | x10 | - | +0 | NA | 2" | 3 |
| Web Cannon – Medium* | x12 | - | +0 | NA | 3" | 4 |
| Web Cannon – Heavy* | x15 | - | +0 | NA | 4" | 5 |
| Conversion Gun* | x10 | - | +0 | +3 | 2" | 3 |
| Anti-Material Rifle* | x8 | +4 | +0 | +4 | - | 2 |
| Burst Launcher – Light | x8 | +2 | +3 | +0 | 4" | 3 |
| Burst Launcher – Heavy | x10 | +2 | +2 | +1 | 6" | 5 |

Weapon notes:
*Cannon*: Cannon may be fired indirectly, but only if they are off-table. Cannon on the table must fire directly. Anti-tank fire does not create a blast. If the impact point from a medium or heavy cannon is placed on an infantry squad, that squad is pinned.
*Mortar*: May be fired indirectly. If the impact point from a heavy mortar is placed on an infantry squad, that squad is pinned.
*RPG*: May only be fired at infantry if they are in a structure, or are wearing powered armour.
*Grav Gun*: Infantry targets are pinned. Buildings are reduced to rubble. Vehicles are immobilized as per the normal damage rules. Grav/Flyer/Hover vehicles have their armour penetrating automatically.
*Nerve Disruptor:* Infantry targets that are wounded cannot be revived, and it requires a 5+ roll to stabilize them. Automatically has the *terror weapon* trait.
*Web Cannon*: Infantry hit are pinned. Must take a command action and pass a Quality test on 1D6 to break free. Heavy cannon may target vehicles and will immobilize them on a hit.

*Conversion Gun*: Terrain and small buildings in blast effect are collapsed on D6 roll of 2+. Infantry wounded on D6 roll of 4-5, killed on a 6, regardless of armour. Survivors are moved to edge of blast area. Anti-tank increased to +4 against stationary and +6 against immobilized vehicles or bunkers.
*Anti-Material Rifle*: Always has *slow firing* weapon trait.

## WEAPON TRAITS

These traits may be applied to weapon systems to modify them from the standard. Some weapons in this guide will have traits incorporated already. If so, their cost already includes the fact.
Points costs are indicated below each item. The first cost is for adding the trait to a squad basic weapon, the second cost is for adding the trait to a squad support weapon, the final cost is for adding the trait to a heavy weapons system.
Small arms cost is per model.

All cost modifications are factored before any multipliers are applied.

*Terror*: Units hit must take a morale test when next activated, even if not broken.
*Limited supply:* Whenever the weapon or ammunition type is used, roll a D6. On a roll of 1-2, the unit has one more shot remaining, and will then be out for the remainder of the game.
*Cumbersome:* The weapon may not be fired while moving. All heavy weapons have this trait automatically.
*Man portable:* Applied to a heavy weapon. Reduces crew size to 2, and the weapon team may perform rush moves, though they may still not fire if they moved.
*Gatling*: May be fitted to any machine gun or auto cannon to increase its Fire Effect bonus by +2.
*Hypertech cooling system*: May be fitted to any machine gun, auto cannon or beam weapon. MG's and auto cannon has their Fire Effect bonus increased by +1. Beam weapons has their Damage and Antitank increased by +1
*Long range targeting*: May be fitted to any weapon. This increase the range multiplier by 1
*Smart targeting*: May fire at a target separate from the rest of the squad. Only roll 1D6 for Fire Effect.
*Auto-target:* If no other weapons are fired by the unit, the unit may ignore target priority.
*Static*: The weapon may not be moved from its initial position. Non-vehicle mount only.
*Slow firing*: May only ever inflict one hit per turn.

## MUNITIONS

The following ammunition types may be employed by any cannon or mortar, as well as missile launchers.
These ammunition types could be fired by on board as well as off board weapons. A team or vehicle may carry multiple munition types. The type fired must be specified before the attack is rolled. If no round is specified, a conventional round is assumed to have been fired.

*Incendiary*: Reduce damage by 1, but the weapon is considered a terror weapon.
*Cluster bomb*: Increase blast radius by 1"
*Shrapnel*: Increase blast radius by 2" but reduce damage by 1
*Plasma*: Reduce blast radius by 2" but increase damage by 1.
*Redeemer*: Is aimed at a target point. Any figure within 2" of the target point is vaporized. Vehicles are hit with AT +8
Redeemers are limited supply
*Scramble*: Against powered armour, each figure is incapacitated on a throw of 5-6. Suits incapacitated

do not count as casualties. Vehicle must roll for vehicle damage, but ignore crew casualties. Scramblers are limited supply.

*Nanowire*: Is aimed at a target point. The area within 2" becomes impassable terrain, unless contacted by a figure with a flame thrower or an engineer.

*Wipe*: Is aimed at a target point. All plants within 2" are wiped out.

*Smart*: May ignore intervening terrain and cover, as long as the shooter has visual contact.

Rocket Assisted (RAM): Increase range multiplier by 2.

*Armour Kill*: Always strikes the top armour of a vehicle.

*Mine Layer*: Is aimed at a target point. Position a true and 2 dummy mine markers within 3" of the target point.

*Spider Mine Layer*: As above, but the mines are Spider Mines.

*Hypertech*: May combine any two munitions types.

*Ultratech*: May combine any three munitions types.

*SRW*: May fire a SRW emitter. See Short Range Warp in the Gear section above.

## AUTOCANNON ROUNDS

Auto cannon may be loaded with any of the following munitions. Multiple types may be carried, in which case the type must be specified before an attack is rolled. If the munition type is not specified, conventional rounds are assumed to
have been fired.

*Fragstorm*: This reduces damage to +1 but gives the cannon a 2" blast radius.

*Cling-fire*: Any non-vehicle model hit will take a second hit with a +1 damage rating.

*Smash*: Increase Antitank by +1 but Range multiplier is halved, rounded down.

*Swarm*: Increase fire effect to +3 when firing at infantry, but reduce damage to +3. Range multiplier is reduced by 3.

*Penetrator*: Increase Antitank by +1 but will score no more than 1 hit.

## PERSONAL ARMOUR:

| Suit | Rating | Special |
|---|---|---|
| None | -2 | - |
| Improvised | -1 | - |
| Light | 0 | - |
| Scout | 0 | if unit hides, receive 4 markers instead of 3 |
| Improved | +1 | - |
| Heavy | +2 | - |
| Bio Mech Enhanced | +2 | Fast, Self Repairing (as unit traits) |
| Storm | +2 | +1 to unit assault rolls. |
| Battle Dress | +3 | - |
| Breach | +4 | May not perform Rush moves |

| Light Powered | +4 | See Powered Armour rules section |
|---|---|---|
| Heavy Powered | +6 | See Powered Armour rules section |

## GRENADES:

*Haze*: When assaulting, the defending unit must pass a quality test to fire at the charging unit.

*Defensive*: Unit receives a +1 to assaults when being charged.

*Improvised charges*: Receive an Antitank rating of +1 when close assaulting a vehicle.

*Penetrator*: Receive an Antitank rating of +4 when close assaulting a vehicle.

*Jinx*: +1 to assaults against powered armour and will negate the powered armour saving throw.

*Razorfield*: If forced to withdraw from an assault, may also force enemy to withdraw 6". Limited supply

## GADGETS AND GEAR:

### GRAV MOUNT

A grav mount only requires a single crewman to operate, but will typically have a team of 2 or 3. Any type of vehicle mounted weapon may be positioned on a grav mount.

The mount may move at the same speed as a normal foot soldier (6") and is unhindered by terrain. It may not perform rush moves however.

When mounting a "light" or "medium" version of any heavy weapon, the mount may move and fire its armament.

When fired upon, treat the mount as a normal squad member, with heavy armour. A "wound" indicates that the mount is damaged, and the crew must take a quality test each turn to operate it. A "kill" destroys it.

The crew must remain within normal coherency distance of the mount to operate it.

### DAZZLE SUITS

Dazzle suits employ a variety of technologies to achieve their effects, including light bending. A soldier wearing a dazzle suit has his outline broken up erratically, and can appear almost invisible if he is stationary.

To represent this, soldiers wearing these suits may not be fired at beyond close range if they are stationary. If they are moving, they may not be fired at beyond medium range.

### FIELD PROJECTOR

A field projector is a fairly bulky device that can be mounted on a vehicle, fitted to a suit of powered armour, or carried by an infantry trooper. The device can be activated at the beginning of the units activation, and will project a bubble with a 4" radius. The bubble may be fired upon. For each hit, roll 1D6+antitank rating. A score of 10 or better will overload the projector, requiring a cool down period. Each subsequent activation, a 5+ roll is required to activate it again.

The unit activating the bubble may move, if powered armour or vehicle mounted, but may not itself fire. The bubble obstructs all movement.

Light infantry carrying a projector may position it, and remote activate it at any later point.

### DRONES

The primary use of remote controlled drones is for battlefield recon. Any unit carrying drones may

launch a drone as a Command action. The drone may be positioned anywhere within 20" of the unit, and may spot hidden troops from this position.

For each drone launched, roll a D6. On a 1-2, it was the last functioning drone available to that unit.

## REGEN UNIT

A regen unit may be mounted on a vehicle, grav mount or suit of powered armour, instead of a heavy weapons .

Alternatively it may be carried by 2 normal infantry men.

The regen unit may be used to heal one wounded infantry man each turn, by moving into contact.

## CRYOSTASIS UNIT

A stasis unit may be mounted on a transport vehicle or grav mount. It is used to preserve casualties so they can be evacuated safely. A grav mounted unit may contain 5 wounded, whereas a vehicle mount may contain up to twice its normal carrying capacity.

Any wounded picked up by the stasis unit are automatically stabilized.

## HOLO PROJECTORS

When using the Scenario Generator, each projector grants an extra dummy counter.

## SNOOPERS

A grenade sized drone. A unit carrying snoopers may reveal any hidden troops inside a building or terrain feature without entering it. The unit must be within 3" of the feature to utilize a snooper. Each time a snooper is deployed, roll 1D6. On a 1-2, the unit has used its last batch.

Unlike drones, snoopers are deployed as part of the units movement.

## HAYWIRE EMITTER

Any Powered Armour within 18" is marked as *under fire*, when the unit carrying the emitter is activated.

## JAMMERS

Jammers are rated from 1-3. A jammer will block communications of a lower rating within 24", of an equal rating within 15" and a higher rating within 6"

## THERMAL IMAGING

Units with Thermal Imaging equipment may fire normally at night, and may see through smoke screens.

## COLD SUIT

May not be issued to powered armour units. Cold units are not spotted with thermal imaging, and normal rules apply when firing at them at night or through smoke screens.

## SPIDER MINES

Any minefield may be designated as Spider Mines. These must be assigned to a controlling unit. This can be either a personality, a unit containing a Tech specialist, or a unit with the Engineer trait. When the controlling unit is activated, each spider mine may be moved up to 4" in any direction.

Spider mines are considered to be Light mines for damage purposes.

## SHORT RANGE WARP

A unit with a SRW receiver may activate this as a command action, and instantly move to within 3" of a SRW receiver.

Receivers may be carried by another unit, in which case it may be used to home in on the unit, it can be positioned anywhere in the deployment area, dropped off by a unit during its movement, placed as per an agreed upon scenario, or fired from a grenade or missile launcher, as a munitions type.

Upon arrival, test Quality. Failure causes the unit to become Pinned.

## GUARDED SYSTEMS

Guarded units are immune to Intruder manipulations, communications jamming and any other such interference.

## BOTS:

Also known as droids, bots may be attached to any unit. They will have an armour rating of 1 (improved armour), move at the same speed as a normal infantry man, and do not contribute to combat unless otherwise indicated below.

Each unit may have only one bot normally. A unit containing a tech specialist may have an extra bot for each tech. Engineer units may have 3.

An independent character could have a bot accompanying him, forming a small unit.

Bots are knocked out by a kill. A wound will damage the bot, preventing it from making rush moves. A second wound will knock it out. Bot losses never affect morale.

*Med-bot*: May treat one wounded figure each activation. Does not receive the bonus for being a medic however.

*Supply-bot*: Due to increased ammunition supply, the unit receives +1 to fire effect.

*Shield-bot*: Grants the unit a saving throw of 5+ against the first 3 hits taken each turn.

*Spot-bot (spob)*: When the unit takes a "Scout" command action, it may deploy both the bot and a normal trooper.

*Gun-bot*: May be armed with any squad support weapon, and will fire this in support of the squad.

Any bot may be a hover-bot, allowing it to ignore terrain penalties.

## POWERED ARMOUR UPGRADES

## SOLDIER BOYS

Nicknamed after an ancient Terran novel, this is a remote controlled combat suit. The suit is piloted by a pilot that is connected to it, "jacked in". This permits the pilot to direct the machine without placing himself in danger, although the process places considerable stress on the user.

Soldierboys are treated as powered armour. If they are wounded, they are no longer permitted to make Rush moves, and may fire only one weapon system per turn. A kill will disable the machine.

Soldier boys do not fall back. A Rout result on a morale check (all dice fail) causes the unit to be disconnected and combat ineffective for the remainder of the game.

## SCOUT

Scout suits add 2" to their base move and may leap over obstacles up to man high. However, they receive only a +2 to assault rolls instead of the normal +3 bonus, and have their armour rating reduced by 1.

## ASSAULT

Receive an additional kill roll per model in assaults. May not be fitted with heavy weapons.

## GUNNER

May move and fire heavy weapons.

## COMMAND

May confer leadership benefits to any powered armour unit on the table, though only one unit may benefit each turn. Recipient unit is selected upon activation of unit containing the Command suit. Only applicable if worn by an Officer.

## MARKSMAN

May be armed with a sniper rifle, though enemies do not suffer reduced Fire Effect when targeting a Marksman suit, unlike a regular sniper.

## SHIELDED

Shielded suits are not subject to interference attacks of any kind. This includes Haywire emitters and scramble rounds.

## CRUDE

Lower base move by 2". May not have any other upgrades.

# NARRATIVE TOOLS

This section contains various tools to help establish a narrative background to a battle or even an entire campaign. This has no general effect on game mechanics but is beneficial to players who enjoy a more story-driven gaming experience.

## CIRCUMSTANCES OF WAR

This section may be used at the players discretion to frame the battle in a larger context, or to set the basic premise for a campaign game.

Roll 1D6 to establish the immediate circumstances of the sector you are playing in
1       Rearguard action
2       Contested territory
3       Break through
4       Raid
5       Probe
6       Siege


Roll 1D6 to establish the intensity of the overall conflict
1       Brushfire
2       Covert action
3       Intermittent fighting
4       Regular fighting
5       Large scale war
6       Total war


Roll 1D6 to establish the region the battles are taking place in
1       Forested or jungle region
2       Arid or desolate land
3       Rough terrain
4       Cultivated land
5       Industrial region
6       Urban region


Roll 1D6 for each side to establish the nature of the forces
1       Hired guns / Mercenaries
2       Raiders
3       Regular forces
4       Cadre / advisors
5       Scout / forward element
6       Volunteer forces / militia

# WHERE THE DESIGNER TALKS

As a gamer, I always enjoyed reading designer notes. Sometimes they help understand the rules better, and sometimes they'd lay out some of the history of the game in question.

FAD began many years ago (somewhere around 2003) while I was unable to work, and had plenty of time on my hands. I had dabbled in rules writing before, including one published game, but had a burning feeling that I could create something that was quite unique.
I set down with a few basic concepts that I wrote down in a notepad:

1: I wanted to use a "roll multiple dice and compare each against a target number" system. Nowadays, this seems very similar to the Chain Reaction system, but at the time, I did not have any experience with it. I can't claim originality however, as I was basically borrowing the dice mechanic from the role playing games published by White Wolf.

I liked the idea that the dice throw could give different degrees of success, without resorting to a table. However, I disliked the large dice pools used in the RPG's, and thus, the basic morale check would use 3 dice always, with quality ratings modifying the target number. The morale chart was one of the first things written, and basically remained the same since then.

2: I wanted a suppression mechanic after playing Stargrunt II, but I didn't want it to be subject to dice throws, and I didn't want it to be long lasting, unless the fire was kept up. This came into being as the "Under Fire" mechanic. I don't buy the idea that a unit can be shot at, without it affecting their ability to move freely. Hence, if you're shot at, you become "under fire", but conversely it only lasts one turn.
I felt that created a more interesting, dynamic experience. You can pin a squad down, but you'll have to keep it up, if you want to keep inhibiting them.

3: I wanted combat to actually be between squads of troops. The basic firing mechanic of "roll 2 dice, pick highest" was around from day one as well. I had played a historical wargames set titled 1916, which used a single D6 roll for combat from unit to unit. I liked that, but I didn't like how erratic it was. With two dice, you get a more predictable result more often than not.

As time went on, and it turned out that people actually enjoyed the game, the need came for all sorts of things. Vehicle combat was added (and is now at it's third incarnation, where I hope I've finally gotten it "right"), after much discussion and opposition a points system was added, and I must admit I really like the one that ended up in the game.
One thing that always irritated me in "build" systems is that things often have a static cost. Making a unit able to move through terrain without penalty would cost the same for poor troops as it would for your elite space marines. Of course, the ability is far more valuable for the elite troops, hence it should cost more. The idea to use multipliers basically solved that.

With each version of FAD, there's been a specific goal set out. For version 2, it was to get artwork included.
With version 3, the aim was lay-out and editing, making it a professional looking game. We lost the original artwork, so this became the "military edition", using internet images of various soldiers. We

also ended up doing far more extensive rewrites and updates than expected, with much help from Steve Green.

When the time came for 4$^{th}$, the aim was to get artwork again, kindly provided by heroes on the FAD mailing list, and to expand the rules to make them "complete". This meant things like campaign rules, scenarios and fleshing out many things that had been more skeletal previously.

I am very proud of that version. It looks great and plays mean.

One thing stood out however. We had failed in a few aspects:

1: The same questions kept coming up, and it was obvious we were suffering from some vague areas, as well as a few artifacts of the abstract nature of the game.

2: Some things just plain irritated people. As an example, since the start, explosive weapons required a 5+ roll to be on target. I had put this in the game after talking to people who had experience driving and operating armoured fighting vehicles, who expressed that firing high explosive shells at infantry in the open would rarely be done. Hence, the rule probably reflected reality fairly well.

However, it clashed with people's expectations, and most importantly, it wasn't a whole lot of fun to play with. People kept asking about it, and in the end, it seemed that this was an area that needed changing, simply to make the game more enjoyable.

3: Vehicles used a very "Warhammer" style damage system. I never felt happy with it. It was better than the original vehicle system, but it resulted in vehicles that were very hard to blow up, and it didn't mesh with how this should go.

One of the cardinal rules I use have always been to try and look at how something works in real life, and then translate that to the table. In this case, we had done the opposite, basing FAD rules on how things work in other games. So it had to change, and thus it did.

4: Some unusual creature types weren't well covered. Large burly monsters and swarming melee-only bug horde types in particular. These are popular models and so they needed to be accounted for.

With this document, the game is bigger than ever, and for some areas, traits in particular, has probably reached a critical mass where adding more stuff will start to deteriorate the system.

It is also one of the most complete games you can get out there, it can handle almost anything you throw at it, and with the added examples, options and suggestions, it should be more accessible than ever.

As of the time of writing, some 8 years of my life have gone into this game, on again and off again. It's very much my baby, but it's also the baby of everyone who pitched in at some time or another, or simply the people that wrote a line saying "dude, this rocks".

And you know? It does.

And you helped it do so.

Ivan Sorensen.