



SEQUENCE OF PLAY - PRELIMINARIES:

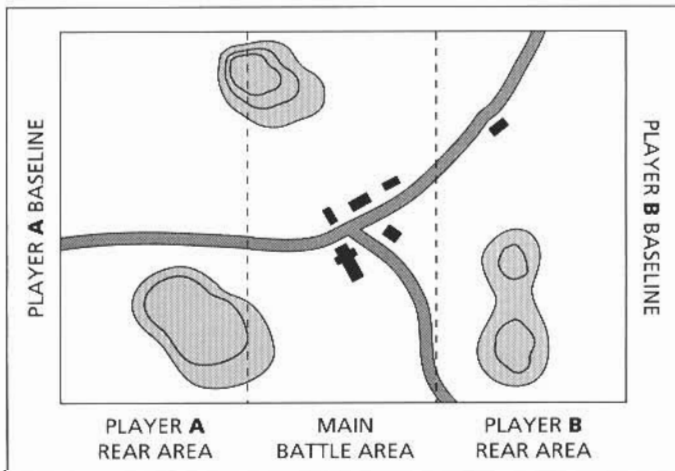
Before the game starts, the terrain must be set up either in accordance with the scenario to be played or otherwise to the satisfaction of the players; a good method is that one player lays out the terrain, and the other then decides which end of the table he would prefer to play from.

Players may either use a scenario of their choice, which will usually specify things like force dispositions, objectives and so on, or may prefer to play a simple ENCOUNTER or ATTACK/DEFENCE battle. The different set-up procedures for these types of game are detailed below.

The next step is to imagine the length of the playing area being divided into equal thirds. The third adjoining each player's baseline (his "home" table edge) is termed that player's REAR AREA, and the "middle" third of the table is termed the MAIN BATTLE AREA. This division of the playing area affects how the players may place the OBJECTIVE MARKERS.

The OBJECTIVE MARKERS are counters that define locations on the table which are of value to one or both sides, and thus will be key points of the fighting. In effect, they represent the initial briefing given to the Force Commander before the battle (eg: "Take and hold the Crossroads, and Hills 301 and 305"). Objective markers are placed on the table FACE-DOWN; they are said to be 'taken' by a player when one of his units moves over them (NOT an Air unit, unless it also drops troops on the objective!), although the marker remains in place and can be 're-taken' by the opposition later in the game.

Whenever a player 'takes' an objective he may examine the marker to check its VALUE, replacing it face-down again once he has looked at it.



A typical table ready for play, showing the three "areas" as described above.

ENCOUNTER BATTLES:

These are the simplest form of game; both forces will enter the table from their baselines at the start of the game, and fight a mobile battle for possession of the Objectives on the table.

Once the terrain is set up and baselines chosen, the players must agree how many OBJECTIVE MARKERS will be used (between 3 and 6 per player is recommended). Place ALL the objective markers from the counter sheet face down; each player now picks the required number of markers at random. The player may look at the values of the markers he has picked, but does not get to see those of his opponent. Each player then places all the markers he drew on the table, face down, on locations that he wishes to designate as Objectives for the game. One player may NOT place two markers on one location, though he MAY place one of his markers on the same location as one of his opponent's (thus creating a VERY high value objective sought after by both sides). Other than this exception, all markers must be placed at least 6" apart.

Each player must place at least HALF (rounded down if neces-

sary) of his markers in his own REAR AREA, and the remainder in the MAIN BATTLE AREA of the table.

The game then begins. At any point during the game, either player may declare "GAME END" if he currently holds MORE THAN HALF of the TOTAL number of Objective markers on the table, including at least ONE marker in his opponent's Rear Area. When this is declared, all objective markers on the table are turned face up and the actual VALUES of the markers held by each player are totalled; the player with the highest total is the winner of the game.

ATTACK/DEFENCE BATTLES:

As with Encounter battles, the players should decide how many Objective markers are to be used. In this case, however, the DEFENDING player draws ALL the markers to be used, and places them as he wishes subject to the following limitations: at least ONE objective marker must be placed in the Defender's Rear Area, and at least HALF (rounded down) in the Main Battle Area.

At the start of the game, ALL the objectives are considered 'held' by the DEFENDER, and the Attacker must 'take' them by moving units over them (this will usually mean displacing their current occupants!). The ATTACKER may declare GAME END at any time, if he thinks he has taken enough objective markers to give him a victory; the winner is then determined in the same way as for the Encounter battle.

DEPLOYMENT PHASE:

Once all Objective markers have been placed, each player must deploy his forces on the table. In an Encounter battle, both players deploy (alternately unit-by-unit if desired) not more than 6" in from their own baselines. For an Attack/Defence battle, the DEFENDING player deploys first, placing his forces as he wishes in the Main Battle Area and his own Rear Area; he may NOT place units in the Attacker's Rear Area, but may if he wishes use the 'hidden units' rules below. The Attacker must then deploy within 6" of his baseline, as for an Encounter battle.

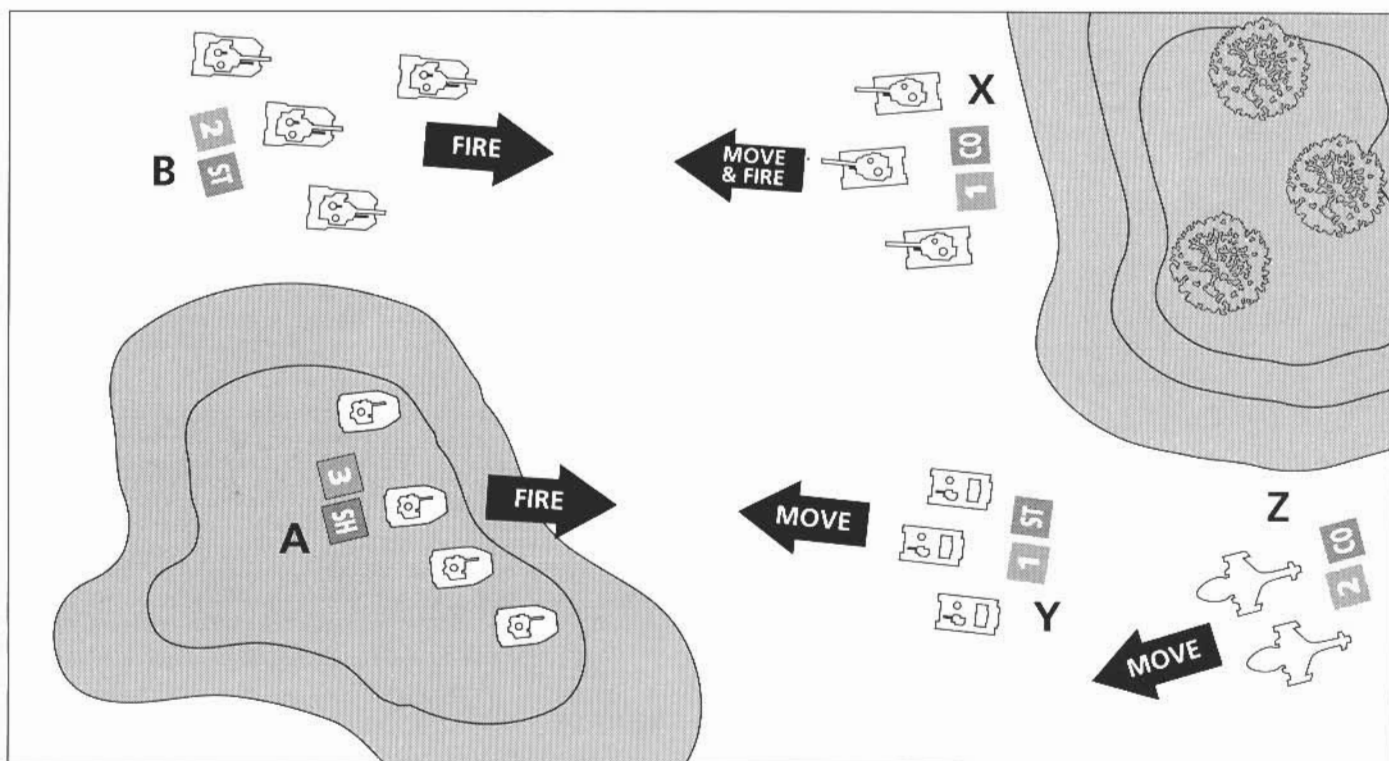
[If playing a specific scenario, different deployment instructions may be given to fit the scenario; in this case, any special rules are followed in preference to the general ones given above.]

SEQUENCE OF PLAY - THE GAME TURN:

One of the central mechanisms of the DIRTSIDE II system is the turn sequence. While most other games use either a simultaneous or an alternate move sequence, consisting of several steps that must be followed by both players in a set order, we instead use a system we have called the INTEGRATED GAME SEQUENCE. This functions by each player taking turn to move, fire and/or make other actions with any ONE platoon-sized UNIT of his choice, following which the opposing player may make similar actions with one of his Units; the first player may then act with another unit, and so on until all desired units on both sides have had their turn to do something. This completes one full GAME TURN. The key to this system is that when a player decides to do something with any particular Unit, (this is termed as ACTIVATING the unit), that unit gets to perform ALL of the actions it wishes to do for that turn at that one point, and in effectively any order the player wishes - the unit may move, then fire; fire, then move; or conduct any other combination of permissible actions. Once a unit has performed all the actions the player wishes, its COMMAND MARKER is inverted to show that it has used up its ACTIVATION for that turn; a unit with an inverted Command marker may perform NO further actions in that Game Turn.

[NOTE that at no time is a Unit forced to make any actions, unless it is as a result of adverse Confidence levels; in the Turn, each player may activate all, some or none of his forces.]

A player may elect to PASS on an activation (ie: to forego his right to activate a unit, and thus force his opponent to activate two units in succession) ONLY if at that time he has fewer UNACTIVATED units (with face-up Command Markers) than his opponent does.



This illustrates a (simplified) example of the **TURN SEQUENCE**:

The Defending player has two units, A and B. The Attacking player has three units, X, Y and Z (unit Z being a pair of VTOL Gunships, which follow the same Activation sequence as the ground units).

As the Defender has fewer units, he may choose who Activates first - in this case he decides to take the first chance himself; he activates unit A, and fires it at unit Y. The Attacker then takes his turn, and chooses to activate unit X - firing it at B, and moving as well. For his next activation, the defender uses unit B to return fire against X. The Attacker now activates Y, moving it towards the hill on which unit A is positioned; the Defender now has no units left to activate, so the Attacker may follow straight on and activate Z (moving up the VTOLs) to complete the Turn.

Once both players have activated all the units that they wish to, a brief **TURN END PHASE** occurs during which all Command Markers are turned face-up again in readiness for the next Turn.

The player with the SMALLER number of units on the table has the choice of whether to have the first activation of each turn, or to make his opponent activate first; this can be decided differently for each turn if desired. [OPTION: if preferred, the first activation of each turn can be decided randomly by die roll.]

The use of the INTEGRATED GAME SEQUENCE ensures the full involvement of all players at all times in the game, and requires them to make continual tactical decisions about the exact order in which they will activate their individual units - for instance, if a unit is particularly threatened, do you activate it immediately to get it out of trouble (thus perhaps doing exactly what your opponent wants you to do!), or do you instead activate another unit that will maybe cause him some problems in return and make HIM re-think his plans?

Players are encouraged not to view each Game Turn as a separate period of time, but to think of the alternating sequence of activations as an on-going, fluid representation of the ebb and flow of the battle.

UNIT ACTIVATIONS: COMBAT SEQUENCE:

When a UNIT is ACTIVATED during the Game Turn, it follows this COMBAT SEQUENCE:

Each element in the unit may take any of the following options:

MOVE, THEN PERFORM A COMBAT ACTION *;

PERFORM A COMBAT ACTION, THEN MOVE;

PERFORM A COMBAT ACTION ONLY;

MOVE ONLY; or

DO NOTHING.

* **SPECIAL NOTE:** this option is NOT possible for vehicles that wish to fire **FIXED-MOUNT** weapons as their Combat Action; Fixed Mounts may ONLY be fired **BEFORE** (or instead of) moving.

Different elements in the unit may choose different options; it is not necessary for all elements to do the same thing. **ALL actions must, however, be completed within the unit's Activation** - elements that choose to do nothing may NOT then make actions later in the Game Turn.

The following list shows the available **COMBAT ACTIONS** that an element may perform, provided it is suitably equipped and circumstances do not otherwise inhibit the action desired:

Perform DIRECT FIRE, or engage in an INFANTRY FIREFIGHT;

Act as an OBSERVER to call in INDIRECT FIRE;

Perform a CLOSE ASSAULT;

ACTIVATE or DEACTIVATE Area Defence Sensors (Active sensors permit the element to engage Aerial targets during the Game Turn).

Note that any element may only fire ONE weapon system per Combat Action; Multiple mount weapons of the same type and class may count as one system for this (eg: a vehicle with twin MDC/4 barrels in its turret MAY fire them both together, but only at the same target. If it instead had a single MDC/4 and a secondary MDC/2, these would have to be counted as different weapons and only one or the other could be fired in one Combat Action).

[**SPECIAL NOTE: A unit that is ATTACKED by CLOSE ASSAULT must immediately INVERT its own Command Marker,** if it is not inverted already - thus a unit that is Close-Assaulted loses its chance to have an activation of its own in that turn if it has not been activated already prior to the assault.]



Once the whole unit has performed all its desired actions and thus finished its COMBAT SEQUENCE, invert the Command Marker and then remove any UNDER FIRE markers that the unit has been affected by. THIS COMPLETES THE ACTIVATION OF THAT UNIT, and play passes to the opposing player.

The Activation sequence detailed above is followed by all Ground combat units, and by VTOL units; the sequence used by AEROSPACE units is rather different, as shown on P.41.

"CYBERTANKS" - ACTIVATION:

A CYBERTANK is any vehicle that is controlled completely by an onboard Artificial Intelligence (AI). While such a vehicle can potentially be of any size class, the typical Cyber tanks of SF novels and games are normally huge vehicles that must be designed using the Modular Vehicle rules on P.15.

A Cyber tank is considered a "unit" in its own right; and may be activated as for any other unit at any point in the turn. It does NOT require a Confidence Level marker (as it never suffers from Confidence problems or needs to take any tests), but it should have a Command marker (a VETERAN "1") simply to use as an indicator of when it has been activated.

Cybertanks can, of course, be very powerful units; they are immune to the problems of confidence and reaction, and always do as they are ordered. For this reason, their use in most games should be strictly controlled to prevent serious imbalances of play occurring; a very effective scenario can, however, be composed around a small group of Cyber vehicles against a much larger "conventional" force (this idea can be particularly useful for solo play).

THE "TURN END PHASE":

When both (or all) players have conducted the Activations for all desired units, this completes the Game Turn. The TURN END PHASE simply consists of ALL inverted Command Markers being turned face-up in readiness for the next Game Turn to start.

TARGET PRIORITY:

This is an important rule, but (it must be admitted) one that will probably cause the most disputes between players. It concerns the selection of target unit(s) for an activated unit to fire at, if there is a choice presented to the player.

It is almost impossible to put down a watertight set of rules for this, as every situation will be different and must be judged on its own merits. All we can say is that it is important for ALL players to treat this in the SPIRIT of the rules, rather than the "letter" of them. If some Anorak-clad Rules Lawyer tries to exploit every situation to his own ends, then the best response (short of flooring him, of course, which we would NOT recommend...) is not to play any more games with him!

The basis of the TARGET PRIORITY rule is that: ANY UNIT WILL ALWAYS ENGAGE THE ENEMY UNIT THAT IS SEEN AS THE GREATEST THREAT TO THE FIRING UNIT ITSELF.

This needs considerable amplification, so we can add the following to the general principle:

- i) Units will generally engage an already-activated enemy unit rather than one that has not yet activated for that turn. [A unit that has already moved and/or fired has drawn attention to itself.]
- ii) Units will normally engage enemies closer to them rather than ones further away, unless the nearer enemy poses less of a threat to the firer (eg: closer Infantry COULD be ignored in favour of a more distant AFV target, but NOT if the infantry have a GMS with them!).
- iii) Units will normally engage an enemy that is in the open, rather than one concealed or in cover, again unless the exposed element does not pose an immediate threat.

Hopefully you will by now appreciate why it is impossible to actually legislate about Target Priority. Every individual situation must be

assessed on its merits, and a reasonable decision reached. As with some other rules, any real dispute can always be settled by an impartial umpire or by a die roll/flipped coin.

AREA DEFENCE SYSTEMS:

An AREA DEFENCE SYSTEM (ADS) is multi-role automatic gun system with a very comprehensive Sensor suite that permits it to engage both Airborne targets and missiles in flight. While it is similar in many ways to the much smaller PDS (Point-Defence System), an ADS is able to protect not only the vehicle it is fitted to, but also other friendly elements within a certain distance of the ADS vehicle.



An ADS may ONLY be fired when it has an ACTIVE SENSORS marker; this marker may be placed in any Activation of the ADS vehicle, and may then remain in place until the player wishes to De-activate the Sensors in a subsequent activation turn.

While it has Active Sensors, the ADS may be used against ANY valid target, as many times in a turn as necessary - there is no limit to the number of separate attacks it may defend against in any one turn, though it may engage any individual target only once per turn (eg: if a unit of VTOLs is over the table and in range of the ADS, the system may fire on them only ONCE - when the VTOL unit itself is activated). In effect, consider the ADS to use OPPORTUNITY FIRE - firing during opposing units' activations - but without the limitation of losing its own activation turn for doing so.

The penalty that an ADS pays for having its Sensors active is that while it has the active marker, it is emitting so many detectable signals that it will attract fire from anything that can see it!

When Active, an ADS vehicle has its EFFECTIVE SIGNATURE INCREASED BY ONE, and any ECM it carries is ineffective (ie: it counts as having NO ECM). Any STEALTH the ADS vehicle has is also rendered ineffective, thus the Effective Signature is one higher than the vehicle's BASIC signature, irrespective of any Stealth Levels.

When defending against Missiles, the area protected by the ADS vehicle is a 24" diameter circle - any friendly unit within 12" of the ADS (and in line of sight of the ADS) may benefit from the system's protective fire if attacked.

[For details on the rules concerning ADS fire against Missiles refer to the section on P.31.]

For ADS fire against Air vehicles, the maximum range is 36" (subject to line of sight limitations). For details on ADS fire against Air vehicles refer to the AIR DEFENCE section on P.42.

AREA DEFENCE SYSTEMS AGAINST GROUND TARGETS:

ADS vehicles MAY fire at ground targets if they do NOT currently have their sensors active for defence use; in this case they may engage with direct fire during their own activation turn, as for any normal ground vehicle.

Any ADS, when firing at ground targets, is counted as an RFAC/2 for all Range Band, hit and damage resolution purposes.

OPPORTUNITY FIRE:

While his **OPPONENT** is moving the elements of a Unit he is currently activating, a player may declare that he wishes to perform **OPPORTUNITY FIRE** against the unit being moved. This may be carried out with any unit that has NOT yet used its activation for that turn, and that is able to engage the moving unit with direct-fire weaponry. When opportunity fire is declared, the opposing player must pause in moving his elements while the player who wishes to fire at them does so and resolves all subsequent effects; should this fire result in the moving unit having to take a Confidence Test, this is done immediately and any results applied. If applicable, the opposing player may then complete his unit's activation. **The unit that performs the Opportunity Fire has its Command Marker inverted immediately after the fire is resolved;** thus the Opportunity Fire counts as that unit's activation for that turn - it may not perform ANY other actions, **EVEN IF ONLY SOME ELEMENTS OF THE UNIT ACTUALLY FIRED.**

HIDDEN UNITS:

When playing an Attack/Defence game (or any other scenario that warrants it), a **DEFENDING player may elect to deploy some of his forces in concealed positions.** Such units are NOT placed on the table during the deployment phase, but instead are represented by "Hidden Unit" markers placed face-down on the table in the location occupied by the actual unit. The Hidden Unit markers (green counters marked with single letters, of which there are 24 supplied) may be supplemented by up to half their number of "Dummy" markers; one 'real' marker is used per UNIT that is to start the game in concealment, and must be placed in positions in which elements could reasonably be considered to be concealed from enemy reconnaissance (such as at the edges of woods, within groups of buildings etc.). The placement of the marker represents the approximate centre of the actual unit's deployment area - when the models are finally placed on the table they should be suitably spaced around the marker's location, within the limits for Unit Integrity. Any **DUMMY** markers are also placed in suitable locations, to confuse the attacking player.

[The basis behind the use of Hidden Units is that the enemy's drone and/or satellite surveillance of the defending positions is good enough to determine the presence of enemy units in most cases, but not to identify them if they have had enough time to spend on camouflage (both physically and electronically); the dummy markers represent the defenders' use of Decoys and other 'red herrings' to further reduce the accuracy of the Attackers' intelligence systems.]

Hidden Unit markers are revealed either when the owning player first wishes to Activate that unit, or the first time that an attacking element obtains a clear line-of-sight for its sensors to the 'hidden' marker. Dummy markers are removed from play when thus revealed, while 'real' markers are replaced by the models they represent.

[NOTE that at NO time may any unit enter a 'hidden' state while the game is in progress; once a unit has been located for the first time, the Command/Control AIs won't forget about it again!]

COVER AND CONCEALMENT:

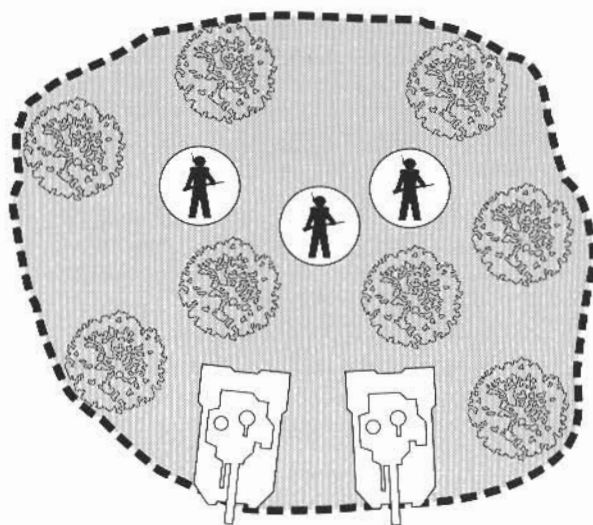
Infantry and vehicle elements may adopt 'covered' positions behind hilltops, ridgelines, in wood edges and so on; such positions count as the element being in SOFT COVER (a vehicle "hull down" has the same effect). The element in the cover may fire and perform other combat actions normally, but receives defensive bonuses when being fired at. To qualify for the benefits of the cover, **the element must be in physical contact with the feature that it is claiming cover behind or within.**

"DUG-IN" UNITS:

Digging-in is a more effective form of Cover and Concealment, requiring the provision of defensive positions such as hull-down

emplacements for tanks and AFVs, trenches or foxholes for Infantry etc. **A unit that is declared to be DUG-IN is indicated with a dug-in marker from the counter sheet;** should the unit then move from that position it loses the benefit of the defences; the marker is left in place on the table in the original location, however, and may be re-occupied later by either player's forces. Units occupying Dug-in positions benefit from various defensive bonuses as specified in the combat sections of the rules.

Dug-in positions may only be used by DEFENDING forces that start the game deployed into such positions, unless a force is equipped with specialist ENGINEERING elements to create defensive works during the game; rules for these are given in the Combat Engineering section on P.45.

**Example of the Effects of Woods:**

The two vehicles are counted as being on the **EDGE** of the wood, so they can fire out (and be fired at). The Infantry elements are **INSIDE** the wood, so cannot fire out or be fired on - the only things that can attack them are Artillery fire and other Infantry in Close Assault.

EFFECTS OF WOODS:

Wooded areas on the table block lines of sight and fire, and can also offer concealment to elements. Woods are defined as LIGHT or DENSE for unit movement purposes, but for all other game functions both types of Woods are treated the same way.

Any element or unit that occupies a Wooded area must be declared to be either WITHIN the wood (if its Mobility type allows this), or on the EDGE of the wood. To be counted as on the EDGE of a wood, the elements must be in contact with the defined fringe of the wood area (it is useful if woods are depicted on the table by a cloth or paper area dotted with model trees, rather than just using the trees alone - this gives a clearly delineated "edge" to the wood).

Elements which are on the edge of a wood may fire normally at targets outside the wood, and themselves count as being in SOFT COVER when fired at. Elements that are actually WITHIN the wood may neither fire, nor be fired on by, direct fire weapons or Infantry arms; they may only be engaged in Close Assault by Infantry that are also inside the wood, or attacked by Artillery targeted on the wood itself.



UNIT QUALITY AND LEADERSHIP RATING:

Each platoon-sized UNIT in a player's Combat Group has two important characteristics - its **UNIT QUALITY** and the **LEADERSHIP RATING** of the unit commander. The Unit Quality is rated as one of three levels: **GREEN** (new and/or inexperienced troops), **REGULAR** (average line troops with some combat experience and reasonable training) or **VETERAN** (highly experienced and motivated troops). The Leadership Rating is a measure of how good the commander of that unit is at his job, and how he is liked/respected by his troops. **Leaders are rated as 1, 2 or 3**; a grade 1 leader is a man that so inspires his men that they would follow him through hell and back, a grade 2 leader is an all-round 'average' officer and finally a grade 3 is more likely to get shot by his own men than by the enemy!

Throughout the game, the unit is marked with a counter that is referred to in the rules as a **COMMAND MARKER** (see notes on the counter sheets). The **COLOUR** of the Command marker denotes the Unit Quality - **ORANGE** for **VETERANS**, **BLUE** for **REGULARS** and (not surprisingly) **GREEN** for **GREENS**, while the **NUMBER** on the marker indicates the Leadership Rating. Thus, for example, a Regular unit with an average commander would have a **BLUE "2"** command marker. Looking at some of the extremes, a Veteran unit that had lost its officer and had him replaced by some hopeless case just out of training might be rated **ORANGE "3"**, as the troops would not trust the new commander as far as they could throw him; on the other hand, a raw unit of new recruits could be spurred on to great things by a really charismatic and competent leader - this would be a case for a **GREEN "1"**.

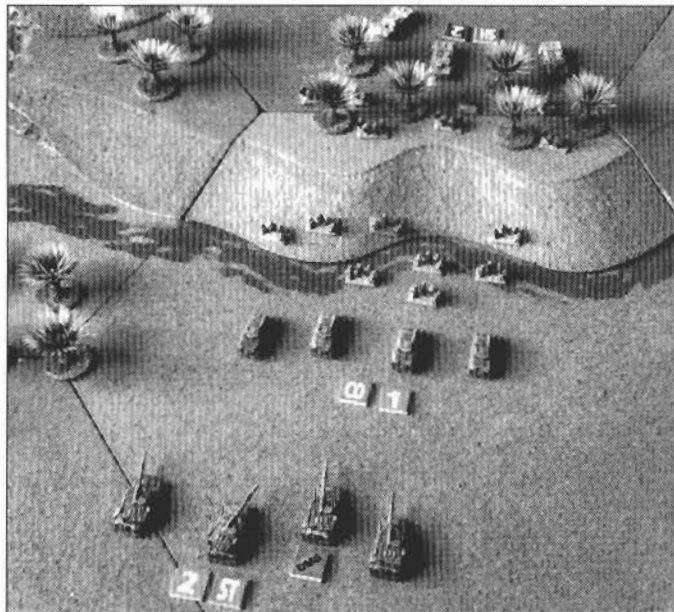
The **Command Marker** remains with the unit at all times (unless you prefer to put all the markers on a Force Status Sheet); it serves as a reminder of the die type and values used in all confidence and reaction tests for the unit, and is also inverted each turn to indicate when a unit has been activated for that turn. The only times that a Command Marker will be changed for another are i) if the unit commander is lost, when a marker with a worse Leadership Rating may have to be used to indicate a less-experienced assistant taking over, and ii) if two or more depleted units are merged under the rules for 'regrouping'.

There are a number of ways in which you can determine the Quality and Leadership of a given Unit prior to the game. If the unit is used through a series of games (or even a full campaign), then it will build up its own 'history' and carry its characteristics over from game to game (perhaps modified upwards as the unit gains experience and battle honours, or downwards if it requires a large influx of "FNGs" to replace combat losses between battles).

When starting a unit from scratch, or just determining values for a one-off game, the simplest way is to put a selection of Command markers face-down and draw them at random - either drawing in turn for each unit, or else drawing a number of markers and then assigning them to various units as desired. The 'mix' of markers provided on the countersheets is biased towards 'average' units, so if you draw at random from the whole set of markers then you should end up with a balanced force of largely Regular troops with smaller proportions of Veterans and Greens. If the particular scenario or background warrants it, feel free to bias the mix of markers further in any desired direction - for example, if drawing markers for a very high-quality mercenary force you might agree to pick from a mix of mainly veterans with average/good leaders, with just a few regular and green markers thrown in for that bit of uncertainty (even the best forces need raw recruits at some point to replace casualties). On the other hand, if you are generating a Planetary Defence Militia then you would probably use mostly Green markers, plus a few Regulars.

Another valid option that you might like to consider is to allow players to "buy" Command Markers, either out of their overall points value allocations (if you are using them) or by rolling some dice each to give them a pool of "command points" to buy their unit qualities; a possible rate would be rolling (say) 1D8 per two units in the force, adding up all the points and then buying quality at the rate of 1 point for Green, 2 for Regular and 3 for Veteran, plus 1 for a grade 3 leader, 2 for a 2 and 3 for a grade 1. This is just a suggestion, to be tried if you wish.

Finally of course, you can simply lay down the unit qualities and Leaderships when writing the scenario, making them fit in with the storyline behind the engagement.



Mechanised Infantry assault a hilltop position; a troop of Medium Tanks follow up, ready to exploit the breakthrough [Vehicles by CMD, Infantry by Irregular.]

CONFIDENCE LEVELS:

In addition to the Command Marker, each UNIT also has at all times a marker that indicates its current **CONFIDENCE LEVEL**.

This is the state of the Unit's morale at any given time, and will fluctuate up or down depending on the Unit's fortunes during the battle.

The Confidence Level Markers are the **GREY** counters with **WHITE** letters on them - there are five different kinds, for the five Confidence Levels used in the game:

CO = Confident (morale high, 'ready for anything')

ST = Steady (morale holding, generally still willing to fight)

SH = Shaken (distinctly worried and reluctant to take risks)

BR = Broken (morale almost gone, no longer willing to fight)

RO = Routed (panicked and running away!)

In general, most units will start a game with a **CO** (Confident) marker; however this is not necessarily the case, and a few units (perhaps drawn at random) might start at **ST** (Steady). If the scenario warrants it, there may well be cases where units could start the game at **SH** (Shaken) or even lower - for instance, if they were the demoralised defenders of a position that had already been under attack for some time with no hope of relief forces. For a one-off game it is suggested that players mix just a few **ST** markers with the **CO** ones, and draw at random for each unit they have.

A unit's CL marker may change as the result of a CONFIDENCE TEST (see below); failure to achieve the necessary score in the test will cause the unit's Confidence to drop by one or more levels. Eg: a unit with a current CL of "ST" fails a test and drops ONE level of Confidence - replace the **ST** marker with an **SH** (Shaken) one; if the test was failed badly enough for a 2-level drop all at once, then the unit would drop to **Broken** and get a **BR** marker in place of the **ST**.

There are certain circumstances where the unit's CL can actually **RISE** (eg: a Shaken unit could return to Steady). These cases are detailed below, and in the section on "rallying".

EFFECTS OF CONFIDENCE LEVELS:

The following table gives the effects that different Confidence levels have on the actions of units;

[Note that while Infantry units are mounted in APCs or MICVs, they are treated as "Armour" units; when they DISMOUNT from their vehicles, then the whole UNIT is counted as Dismounted Infantry. Troops in "soft" transport (such as ordinary trucks) are treated as Dismounted at all times for Confidence purposes.]

	CONFIDENCE LEVEL:	EFFECT ON:
	DISMOUNTED INFANTRY	ARMOUR
CONFIDENT (CO)	Unit will act normally at all times.	Unit will act normally at all times.
STEADY (ST)	Unit will act normally at all times.	Unit will act normally at all times.
SHAKEN (SH)	Successful REACTION TEST is required for unit to LEAVE COVER, or advance towards enemy.	Unit will act normally at all times.
BROKEN (BR)	IF in OPEN, must withdraw to nearest cover. May not Close-Assault; if Close-Assaulted, will drop to ROUTED (RO) automatically.	Unit may no longer advance towards enemy. If in open, must withdraw to nearest cover.
ROUTED (RO)	Unit is unable to continue in combat; withdraws towards baseline, may not fire.	Unit must withdraw towards baseline, but may return fire if attacked.

In any cases where specific circumstances make it impossible to carry out any of the requirements listed here, the actions of the unit should be determined to the satisfaction of both players. ROUTED units that for any reason cannot withdraw will in most cases try to surrender to the nearest enemy unit (eg: if effectively surrounded).

CONFIDENCE TESTS:

A CONFIDENCE TEST is a simple, quick procedure involving a single die roll, which is made as soon as a Unit is placed in any of the circumstances detailed on the list below. Note that each circumstance described has a "THREAT LEVEL" assigned to it, which indicates just how serious the occurrence is to the unit's confidence.

When a Confidence Test is called for, simply take the unit's LEADERSHIP RATING (the NUMBER on its Command Marker) and ADD this to the THREAT LEVEL that applies in this case. This total is the score that must be EXCEEDED to pass the confidence test safely.

The player testing then rolls 1 die, the DIE TYPE being determined by the QUALITY of the Unit (as indicated by the colour of its Command Marker):

VETERAN troops roll a D10;

REGULARS roll a D8;

GREENS roll a D6.

IF the die roll is HIGHER than the score needed, the test is passed successfully and the unit's Confidence is unaffected; if the roll is EQUAL TO or LESS THAN the score needed, the unit's Confidence drops by ONE level. If the number rolled is only HALF OR LESS of the required score, then the unit's Confidence drops by TWO levels.

Example: a unit has a current CL of ST (Steady); it is a Regular ("Blue") unit with Average ("2") leadership. The unit has just taken casualties, which requires it to test confidence with a Threat Level of +1. Adding the Leadership to the Threat Level gives a total of 3; as it is a Regular

unit, the player rolls a D8. If he is lucky enough to roll 4 or more (thus exceeding the required score of 3) then the unit's confidence will remain unchanged at ST. If he rolled 2 or 3, the unit's CL would drop by ONE level to SH (Shaken). If he was VERY unlucky and rolled a 1, this would be less than half the required score of 3, and the CL would drop by TWO levels to BR (Broken).

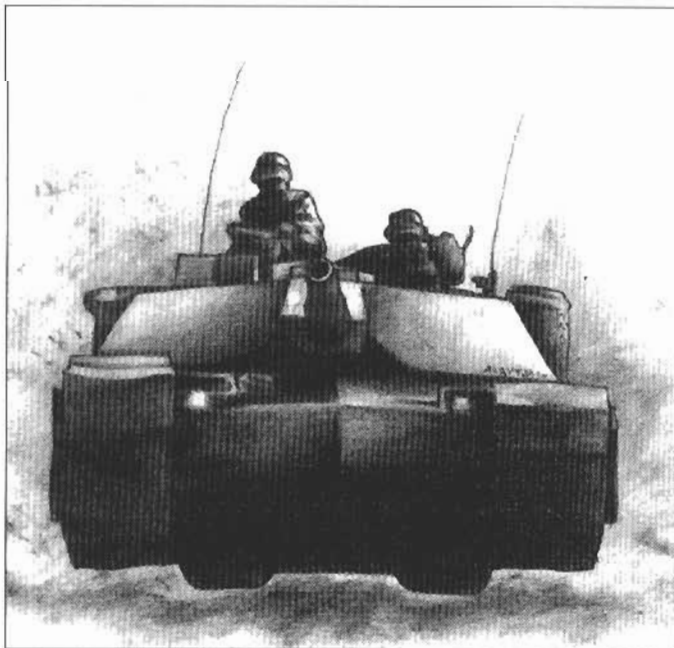
REACTION TESTS:

A REACTION TEST is in most ways similar the Confidence test, except that failing the test does NOT actually reduce the unit's CL. The Reaction test is taken whenever a unit is ordered to do something that its troops may or may not have the nerve to carry out - such as entering into Close Assault with enemy troops, or leaving cover while under enemy fire. Reaction test circumstances (as described in the table) are assigned Threat Levels in the same way as the circumstances for Confidence tests, and the test is taken in exactly the same manner.

IF the required score is EXCEEDED by the die roll, then the unit WILL carry out whatever action forced the test to be made; if the roll is EQUAL TO or LOWER THAN the required score then the troops will NOT carry out the action - they have decided it is much safer to continue to skulk in cover and pretend they have not heard the order to advance.... No change is made to the CL marker however, and the unit may again be ordered to carry out the same action next turn (in which case they have to test again, and may pass or fail in the same way).

TAKING CONFIDENCE TESTS:

Confidence Tests are taken immediately following the occurrence of whatever event requires the test to be taken; for instance, if casualties suffered by a unit require a Confidence Test then it will be resolved there and then, as soon as the casualties have been inflicted. This may well result in a given unit having to take more than one test in a Game Turn - this is fully acceptable, and may cause the unit to lose several Levels of confidence in the one Turn (eg: if it is fired on by more than one enemy unit in the turn, in different enemy activations). The effects of a Confidence Test are applied immediately; eg: if a unit that had not yet used its activation had to take a test due to enemy action and lost Confidence Levels as a result, it might then NOT be able to carry out whatever action the owning player had intended it to do in its activation for that turn.





CONFIDENCE AND REACTION TESTS: CIRCUMSTANCES AND THREAT LEVELS:

The list below gives the most common circumstances under which units are required to take either **CONFIDENCE** or **REACTION TESTS**, and the relevant **THREAT LEVELS** used to resolve the tests; where tests are required in other (less common) circumstances, these are detailed in the relevant rules sections and the Threat Levels given.

THREAT LEVELS ARE NOT CUMULATIVE; use the highest Threat Level that applies in any given combination of circumstances.

[Players should also consider using a Reaction test to settle any disputes that may arise about whether a unit can carry out a desired action, provided this possibility is not abused!]

A CONFIDENCE TEST should be taken when any of the following apply:

A UNIT has suffered its FIRST element damaged or destroyed in this battle:	THREAT LEVEL +1
Unit suffers 25% or greater casualties (elements damaged or destroyed) in ONE ATTACK :	THREAT LEVEL +1
Unit has taken TOTAL casualties of 50% or more in the battle so far:	THREAT LEVEL +2
The UNIT LEADER element is DESTROYED :	THREAT LEVEL +3
Under ARTILLERY or AIR ATTACK (Dismounted Infantry units ONLY):	THREAT LEVEL +0
Attacking or Defending in CLOSE ASSAULT :	Refer to Close Assault rules.

REACTION TESTS are required as follows:

Dismounted Infantry at SHAKEN , trying to advance:	THREAT LEVEL +1
Dismounted Infantry UNDER FIRE , when attempting to move:	THREAT LEVEL +1
Vehicles UNDER FIRE when attempting to move:	THREAT LEVEL +1
Unit ordered to CLOSE ASSAULT , or attacked in CLOSE ASSAULT :	Refer to Close Assault rules.

PANIC:

PANIC is a special type of reaction that affects only **GREEN (inexperienced) units**; it is **NOT** linked to their current level of Confidence, but represents the tendency of such units to temporarily "freeze" under the shock of first contact with the enemy.

When a GREEN unit FIRST comes under attack in the game (either fired on or Close-Assaulted), it must immediately take a Reaction test at a Threat Level of +2; if it FAILS the test, the unit will PANIC, and receives a "Panic" marker to indicate this state.

A unit with a PANIC marker may not do anything until it uses an Activation to remove the marker - in other words, it must lose its next activation to recover from the Panic state.

Once it has got over the shock of first contact with the enemy, a unit is no longer at risk from Panic reactions.

[OPTION: at the players' discretion, the PANIC rule may be extended to cover not just GREEN units, but also any other units that start the game with (for any reason) a poor Confidence Level; for example, a Regular unit with a starting CL of SHAKEN might be subject to risk of PANIC on first contact with the enemy.]

UNIT LEADERS - LOSS AND REPLACEMENT:

Each platoon-sized UNIT must have one of its elements designated as the Unit Leader (platoon Commander). The designated element (which may be a vehicle or an infantry team) should **NOT** be marked openly, but should have its identity recorded in secret; if the elements have some sort of ID markings or numbers then the identity of the Leader may be written down, but probably the best way is to stick a very small self-adhesive spot or label on the **UNDERSIDE** of the model or team base. [A very good source of such labels is the sheet of tiny numbers and letters that comes with every blank Videocassette.]

The reason for the secrecy is to hide the identity of the Command element from your opponent, thus preventing an immediate concentration of fire on the leader in a desperate attempt to kill him. [Most real armies go to considerable lengths to 'disguise' the nature of command elements for this very reason.]

If the Leader of a unit SHOULD be lost to enemy fire during the game, the unit must immediately make a confidence test at a Threat Level of +3; in addition, the player must (again in secret) designate one of the surviving elements as being the Assistant Unit Leader who will take over from his dead superior and assume command of what remains of the unit. At this point, roll a D6; if the score is 1-3 then the Assistant Leader will have a Leadership rating of **ONE WORSE** than the original commander. If the roll is 4 or 5, the Leadership rating will remain the same, and if it is 6 then the Leadership will actually **IMPROVE** by one.

Example: if a unit loses a grade 2 Leader, a roll of 1-3 will mean the assistant leader is a grade 3 (one level worse); a 4 or 5 will indicate he is the same (grade 2) and a 6 will put the unit one level better off with a grade 1 assistant - in this case, the troops probably disliked their Commander but have more respect for his second-in-command!

[Note that Leadership Ratings cannot go below (better than) 1 or above (worse than) 3 - if this is indicated then the rating simply remains unchanged.]

UNIT INTEGRITY:

The UNIT INTEGRITY DISTANCE is the maximum separation between elements in a given unit that is allowed for the unit to function effectively. If any element exceeds the Integrity distance from the nearest other element of the unit, the unit is said to be **DISORGANISED** and must be brought back within integrity limits at the earliest possible opportunity. **While a unit is DISORGANISED it may not move unless the move brings it back to integrity.**

The Integrity distances for various unit types are:

VEHICLE units (including VTOLs): 3" between elements.

INFANTRY units (when dismounted): 2" between elements.

[Note that if two or three infantry elements form a "squad", eg: the occupants of a single APC or MICV, these elements should remain in base-to-base contact at all times as well as being within the normal integrity distance of the other squads in the unit.]

When Mechanised Infantry units are mounted in their transports, they are treated as Vehicle units; if the infantry dismount, the transport may if desired move up to **10"** away from the troops and still be counted as within integrity. If the Infantry and their vehicles separate by **MORE** than 10" (of if any other unit has to be sub-divided for any reason), then give the separated elements their own Command and Confidence markers (the same levels as the original unit) and treat them as an independent unit. If and when a split unit recombines, the Confidence level of the whole unit becomes the **LOWER** of the two current individual levels (if different).

The only other time when elements can be outside the normal integrity limits **WITHOUT** the unit being Disorganised is when destroyed or disabled (eg: immobilised) elements are "left behind" as the unit moves on; provided the remaining functional elements close ranks to keep within integrity distances of each other, the isolated elements do not cause the unit to be Disorganised.

REGROUPING:

It is possible to **COMBINE two (or more) depleted UNITS into one "new" unit during the game, if a player so wishes. This is known as REGROUPING.**

The remaining elements of one unit must be moved (during their activation) in to the Unit Integrity distance of the unit with which they wish to regroup. The latter unit must **NOT** have already been activated this turn; if it has, then the actual regrouping must wait until the next turn.

The Regrouping uses up the activation of the unit being joined, so its Command marker is inverted. It also uses up all the remainder of the activation of the unit that has moved into contact - they may not perform any Combat Action in addition to their movement.

Once the necessary activations have been expended, the two former units are considered grouped into one new unit. **The new unit has the Leadership of the BETTER of the two former unit leaders, the Quality of the LARGER of the two units** (in terms of NUMBER of elements in each) **and an "average" of the two Confidence Levels** (rounded up if necessary).

For example: The remnants (2 elements) of a VETERAN 2 unit, current CL=BROKEN, are joined by 3 surviving elements of a REGULAR 3 unit, CL=STEADY; the "new" (combined) unit of five elements will be rated REGULAR 2 (the Quality of the larger unit, and the better of the two Leaderships), and have a CL of SHAKEN (the "average" between ST and BR).

"UNDER FIRE" MARKERS:

The "explosion" markers on the counter sheet are UNDER FIRE markers, used to indicate when a unit has been attacked by something that may inhibit its will to move, emerge from cover, or take various other actions.

Under Fire markers are placed on INFANTRY Units that are attacked by Infantry Ranged Fire, Infantry Close Assault, all types of Artillery or Aerospace craft weaponry, and anti-personnel fire from vehicles. VEHICLE units do NOT receive Under Fire markers simply for being fired on, but DO get one if they actually suffer an element destroyed or damaged during the attack.

The main function of Under Fire markers is to inhibit movement; **any unit that has such a marker must take and pass a REACTION test before it may MOVE, at a threat level of +1 for Infantry units (when dismounted) or +0 for vehicles and Infantry still in**

vehicle transport. The unit's ACTIVATION must be announced BEFORE this test is taken - if the unit fails the test and then does nothing, this still counts as the player's activation attempt.

[Any other functions of the Under Fire markers are described in the rules that they affect.]

LOSS OF COMMAND UNIT:

If the overall COMMAND UNIT (or the designated COMMAND VEHICLE within the Command Unit) is destroyed or disabled, this causes serious disruption in the player's entire force. **ALL units under the player's command immediately DROP ONE LEVEL OF CONFIDENCE,** and for the remainder of the CURRENT game turn no unit may be given a change of orders; in other words, though units may continue with their current activities they may NOT initiate any new offensives (if already advancing, they may continue to do so, but if stationary and/or defending they may not change to, say, advancing).

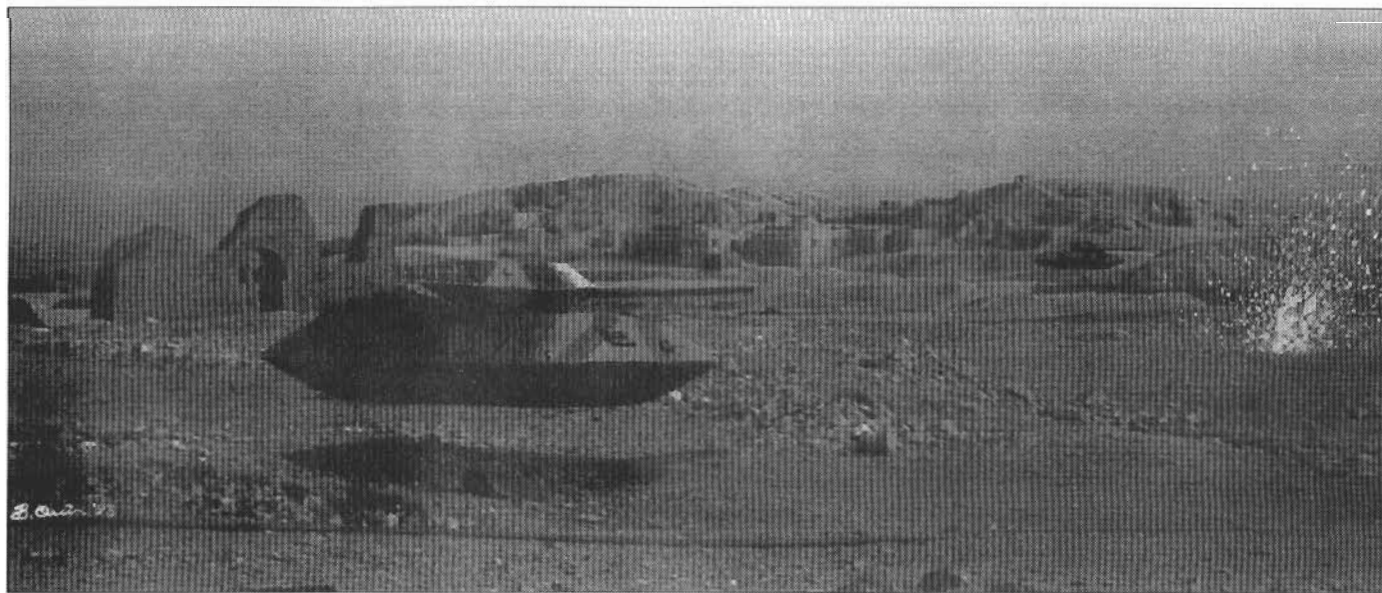
In the following Game Turn units may again act normally, as communications links are assumed to have been re-established through backup channels to higher-level Command units off-table, the Confidence Level drops are, however, permanent - without an on-table Command unit no attempts at Rallying may be made.

RALLYING UNITS:

If a unit is suffering from lowered Confidence, it is possible for the player (via the overall Command Unit) to attempt to RALLY the unit - that is, to increase its Confidence Level. Such an attempt counts as the ACTIVATION for the unit that is being RALLIED; thus the Command Unit may try to rally more than one other unit in one turn if that is desired.

A Rallying Test is similar to a normal Confidence test, and the unit rolls the usual die type for its Unit Quality; the score that must be exceeded is the SUM of the LEADERSHIP VALUES of both the unit testing and the Command Unit; if the score rolled exceeds this total then the Unit's Confidence rises by ONE LEVEL.

Example: a "Regular 2" unit is currently at BROKEN (BR); the player attempts to rally it, using the overall Command Unit (a "Veteran 1"). Adding the Leadership values of both units gives 3, and a D8 is rolled as the unit being rallied is of "Regular" quality. If the number rolled is 4 or higher (thus exceeding the required score), the unit will have its Confidence Level raised to SHAKEN (SH). Whether the test succeeds or fails, the unit being tested for has used up its Activation for that turn - its Command marker is inverted and it may do nothing else.





MOVEMENT:

Each element (vehicle or infantry) in the game has a **MOBILITY TYPE**, which defines the type of propulsion/suspension it uses. The list below covers most of the mobility types that will be required, though others may be added if desired. [For the **MOBILITY TYPES** of specialised vehicles such as VTOLs, RIVERINE CRAFT and COMBAT WALKERS, refer to the relevant special rules sections.]

LINE or MILITIA INFANTRY: ordinary 'leg' infantry teams in fabric battledress or light body armour. **BASE MOVEMENT FACTOR = 2.**

POWERED INFANTRY: troops in full power-assisted combat armour suits. **BASE MOVEMENT FACTOR = 6.**

CAVALRY: troops mounted on horses or other riding animals. **BASE MOVEMENT FACTOR = 4.**

LOW MOBILITY WHEELED VEHICLES: trucks, civilian vehicles etc. with very limited off-road performance. **BASE MOVEMENT FACTOR = 10.**

HIGH MOBILITY WHEELED VEHICLES: military wheeled combat vehicles with good off-road capability. **BASE MOVEMENT FACTOR = 10.**

SLOW TRACKED VEHICLES: heavy or cumbersome tanks and other tracked AFVs. **BASE MOVEMENT FACTOR = 8.**

FAST TRACKED VEHICLES: high-speed, agile tracked AFVs such as light scout vehicles and some smaller tanks or MICVs. **BASE MOVEMENT FACTOR = 12.**

SLOW GEVs (GROUND EFFECT VEHICLES): larger Hovertanks and less-maneuvrable hover AFVs. **BASE MOVEMENT FACTOR = 12.**

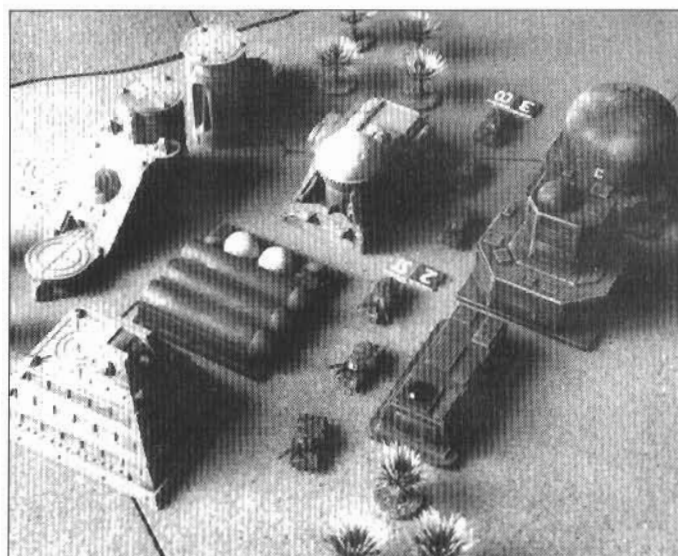
FAST GEVs: high-speed hover vehicles - scout and strike GEVs. **BASE MOVEMENT FACTOR = 15.**

GRAV VEHICLES: all vehicles using "Grav" or "Mag-Rep" drive systems, travelling a few metres off the surface. **BASE MOVEMENT FACTOR = 15.**

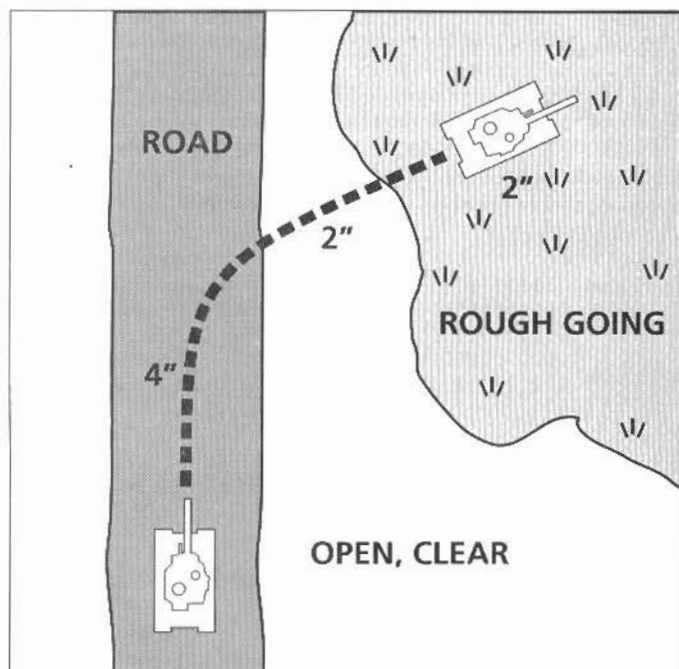
Note that each mobility type listed above is given a number known as its **BASE MOVEMENT FACTOR**.

This factor represents the distance (in inches) that the element may move per turn, if it is moving over **NORMAL** terrain.

Different mobility types react differently in various kinds of terrain; for a given mobility type, a particular type of terrain may be defined as EASY, NORMAL, POOR, DIFFICULT or IMPASSABLE.



Two units of MBTs move cautiously through an Industrial Zone
[Vehicles by CMD, buildings by GZG and The Drum]



Movement Example:

The Tank is a **SLOW TRACKED** vehicle, with a Base Movement factor of 8. It first moves 4" along the **ROAD**, which counts as **EASY** and thus costs it 2 factors (2" per factor); turning off the road, it moves 2" across the **OPEN** ground which uses another 2 factors (**NORMAL** terrain at 1" per factor), then enters the **ROUGH** area which costs 2 factors per 1" moved (**POOR** going) - with 4 factors left for this move, the Tank can thus move 2" into the **ROUGH**.

EASY terrain allows an element to move much faster than normal; the element may travel 2" for every 1 movement factor expended in such terrain (eg: GEVs class navigable water as EASY, so a FAST GEV could move up to 30" - twice its base movement factor - if it spent its entire turn on a lake or wide river).

IMPORTANT NOTE: elements may only count terrain as EASY and claim the doubled normal movement IF they are in a "travel mode" - that is, they are NOT deployed for action and do not intend to fire, observe or otherwise engage the enemy (they must also not have an Under Fire marker placed on them). Should any of these conditions not be met, the element must treat the terrain as **NORMAL** for movement purposes - ie: it may only move at its base movement rate.

NORMAL terrain is the 'default value' - elements in **NORMAL** terrain for their mobility type may move up to 1" per movement factor (eg: a FAST TRACKED vehicle on open, clear terrain could move up to 12", equal to its base movement factor).

POOR terrain indicates areas that cause some problems for certain mobility types; elements in terrain that they count as **POOR** have to expend 2 movement factors for every 1" of movement (eg: tracked vehicles count rough/broken ground as POOR going, so a SLOW TRACKED vehicle could travel only 4" in such terrain with its movement factor of 8).

DIFFICULT terrain is ground that severely limits movement of a given mobility type; elements trying to traverse areas classed as **DIFFICULT** to them must use 3 movement factors to move 1" (eg: a LOW MOBILITY WHEELED vehicle crossing a cultivated area, which it counts as DIFFICULT, could move only 3" with its movement factor of 10 - 1" per three factors, and the final factor being lost).

Finally, **IMPASSABLE** terrain is just what it says - a mobility type that classes a particular terrain as **IMPASSABLE** cannot move through such terrain. The only exception to this is that elements

which count woods as impassable MAY if desired be moved into the EDGE of a wooded area, which represents them taking cover just at the edge of the treeline. They may NOT under any circumstances actually move within the woods - if they move at all it must be straight out of the wood edge at the same point they entered it, back into terrain that is passable to them.

It should be noted that the actual speeds represented by the movement rates in the game are in fact only a very small fraction of the theoretical 'maximum' speeds of the elements concerned. All movement should be considered to be "combat movement", with the vehicles moving tactically from one covered position to another, spotting for the enemy etc., as well as having to negotiate all the myriad minor obstacles and obstructions that even a stretch of seemingly open, flat ground is in reality dotted with. To get the idea, look at almost any area of supposedly 'open' countryside - even in moorland areas - and try to imagine driving a tank across it flat-out in a straight line....!

TERRAIN TYPES:

The list given here details a wide selection of typical terrain that would be found on Earth or a reasonably terrestrial planet; there are notes given in the appendices for those players who wish to set their games in more 'exotic' environments.

ROADS: undamaged, solid roads and highways; includes dirt-tracks if they are stable and in good order.

OPEN, CLEAR: flat desert, plains, grassland etc. with only minimal obstacles to inhibit movement; provides good, firm going.

LIGHT SCRUB: rougher grassland, tundra etc., dotted with occasional bushes, trees and rocks.

ROUGH/BROKEN: rocks, gullies, thick scrub etc., making the going tricky for most vehicles.

CULTIVATED: farming land, a mix of fields divided by hedges, walls, ditches etc; includes paddyfields and similar plantations (due to the groundscale in use, it is much more effective to classify farmland as an overall terrain type than to try and represent each individual hedge and ditch as a separate terrain feature to be crossed).

URBAN AREAS: built-up zones, residential or industrial (includes small towns and villages, but excludes isolated single buildings and farms).*

HILLS: moderate slopes, mountain foothills and general rolling terrain.

MOUNTAINOUS: very steep and/or difficult slopes, impassable ravines, very rough and broken ground.

SWAMP/MARSH: areas of boggy or unstable ground, can include bayous, soft sand, deep snow etc.

OPEN WATER: wide rivers, estuaries, lakes and calm coastal waters. Rivers count as Open Water if they are defined as being wide enough to be easily navigable to waterborne craft.

RIVERS AND STREAMS: narrower watercourses that provide obstacles (usually due to steep banks) but are not wide enough for effective navigation.

LIGHT/OPEN WOODS: fairly sparse forest or woodland, with trees well-spaced and not too much undergrowth to hinder movement.

DENSE WOODS/JUNGLE: thick forestation or tropical/subtropical jungle, with very dense undergrowth; trees closely packed, very difficult going even for men on foot.

* The movement restrictions placed on units in Urban Areas represent the difficulty in manoeuvring large combat vehicles in town/city streets; hence most normal roads running through urban areas do NOT negate the restrictions on urban movement. If, however, there is a road defined as a MAJOR HIGHWAY running straight through an urban area, than elements may use this as a travel route subject to the normal restrictions for ROAD movement (look at this as travelling through a city on a main motorway or ring-road, as opposed to trying to pick your way through the centre at rush-hour...)

TERRAIN EFFECTS ON MOBILITY:

Having defined what each type of terrain is, we can now combine that with the different mobility types and show exactly how the various types of element are affected by the terrain they cross:

INFANTRY (Powered, Line and Militia) and CAVALRY:

EASY = Roads

NORMAL = Open, Light Scrub, Rough, Cultivated, Urban, Hills, Light Woods

POOR = Mountainous, Swamp, Dense Woods, (plus Open Water - POWERED Infantry only)

DIFFICULT = Rivers/Streams (crossing only)

IMPASSABLE = Open Water (except POWERED Infantry)

LOW-MOBILITY WHEELED:

EASY = Roads

NORMAL =

POOR = Open, Urban, Hills

DIFFICULT = Light Scrub, Cultivated, Rivers/Streams (crossing only at designated Ford - otherwise impassable)

IMPASSABLE = Rough, Mountains, Swamp, all Woods, Open Water (unless amphibious, when POOR)

HIGH-MOBILITY WHEELED:

EASY = Roads

NORMAL = Open

POOR = Light Scrub, Cultivated, Urban, Hills

DIFFICULT = Rough, Swamp, Rivers/Streams (crossing only)

IMPASSABLE = Mountains, all Woods, Open Water (unless amphibious, when POOR)

TRACKED (Fast and Slow):

EASY = Roads

NORMAL = Open, Light Scrub

POOR = Rough, Cultivated, Urban, Hills

DIFFICULT = Mountains, Light Woods, Rivers/Streams (crossing)

IMPASSABLE = Swamp, Dense Woods, Open Water (unless amphibious, when POOR)

GEV (Ground Effect Vehicle), Fast or Slow:

EASY = Roads, Open, Open Water

NORMAL = Swamp

POOR = Light Scrub, Hills

DIFFICULT = Urban, Cultivated, Rough, Rivers/Streams (crossing)

IMPASSABLE = Mountains, all Woods

GRAV:

EASY = Roads, Open, Open Water, Rivers/Streams (crossing'only)

NORMAL = Light Scrub, Rough, Cultivated, Swamp

POOR = Urban, Hills

DIFFICULT = Mountains

IMPASSABLE = all Woods

EVASIVE MOVEMENT:

"Evasive" Movement is a special type of movement that is ONLY available to FAST GEV and GRAV Mobility Types; it consists of the vehicle moving very fast while 'jinking' from side to side and generally making itself as difficult a target as possible for enemy fire-control systems. A unit of suitable vehicles may be said to be EVADING



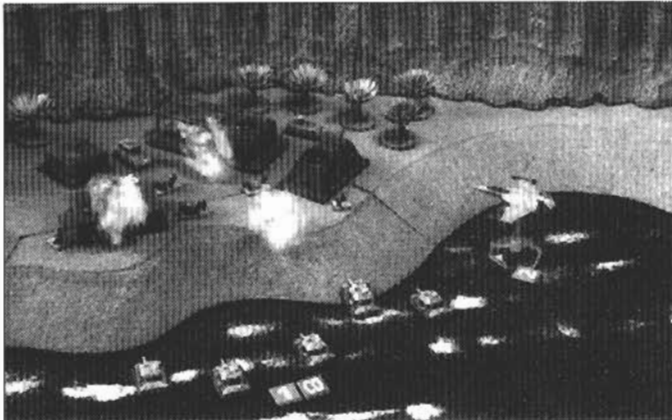
if i) they are travelling in terrain that they class as either EASY or NORMAL going, and are using AT LEAST 75% of their full Movement Factors; ii) all elements in the unit are making the same movement (either ALL elements are Evading, or none can).

When a player declares that a unit is Evading, it is marked with an EVASIVE MOVEMENT marker (which is then left in place until the unit's next activation in the next Game Turn); such a unit gains the bonus of rolling a Secondary Die against all Direct fire attacks made on it while the Evasive marker is in place, but suffers the penalty that it may NOT fire itself - the vehicle crews are too busy hanging on to their seats, and their breakfasts...!

AIRBORNE VEHICLE MOVEMENT:

The movement of AEROSPACE craft is covered in the section on the Activation of those units (P.41).

VTOL craft, on the other hand, act in many ways like normal ground elements - they are organised into similar Units, and are ACTIVATED as any other unit in the normal sequence of the turn. **VTOLs may be in one of three states on the table: in LOW MODE, HIGH MODE or GROUNDED;** switching between modes takes up half of the element's movement for that activation (thus it takes a VTOL half its move to land or take off, or to go from high flight to Nap-of-Earth or vice-versa. Coming straight from High Mode to Grounded would take the whole movement for that activation). Note that it is not necessary for every element of a VTOL unit to be in the same mode - it is quite permissible for part of a unit to land (eg: to unload troops) while the remainder hover in Low Mode to provide fire cover.



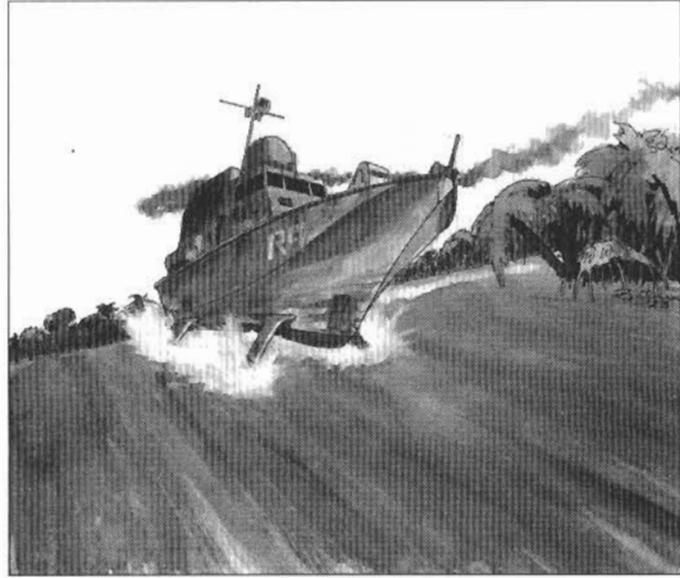
Beach Party! A hovertank assault goes in with Aerospace backup
[Models by CMD, QT and Irregular; buildings by GZG.]

VTOLs in HIGH MODE are marked with a HIGH MODE counter; if the whole unit are in the same mode then only the one marker need be used, but if some elements are in a different mode then each one in High Mode should be given an individual marker. VTOLs without High Mode markers are assumed to be in Low Mode or landed (if the model is removable from its stand to indicate that it is grounded, so much the better; if they are fixed to the stands it is recommended that a small 'cloud' of cotton-wool "dust" is placed around a grounded VTOL to indicate this).

The Base Movement Factors for typical VTOL craft are as follows:

TRANSPORT VTOLs and CONVENTIONAL HELICOPTERS: 24
ATTACK/GUNSHIP or SCOUT VTOLs: 30

When in HIGH MODE, all VTOL craft count all movement as EASY, ie: they may move at TWICE their Base Movement factor (in inches). VTOLs in LOW MODE also count movement over most terrain types as EASY, unless they are flying in 'close' terrain such as areas with lots of hills, forests, buildings etc. - in this case the count movement as NORMAL. VTOLs need never move any further than they wish to; they may hover in one spot if desired.



WALKER VEHICLE MOVEMENT:

Walking machines are very good over nearly all terrain -this is one of the few justifiable reasons for building them! Walkers are treated as follows for Mobility purposes:

INFANTRY WALKERS are treated exactly as for **POWERED INFANTRY;**

COMBAT WALKERS and **TRANSPORT WALKERS** have a special **"WALKER" mobility type**, and each has a different **BASE MOVEMENT FACTOR:**

Combat Walkers have a Base Movement Factor of 12, Transport Walkers 8.

Walker Mobility treats all terrain types as NORMAL except for: MOUNTAINS, SWAMP and WOODS (light or dense), all of which count as POOR, and URBAN which counts as DIFFICULT.

Combat Walkers (NOT Transport) may also cross OPEN WATER at POOR rate - wading or walking on the bottom, thus they may NOT fire.

In addition, Combat Walkers (but not Transport Walkers) may also make a special RUN move, which enables them to treat NORMAL terrain as EASY (ie: move at double rate). While RUNNING, however, the Mecha may NOT fire.

RIVERINE MOVEMENT:

Boats and other watercraft are activated exactly as for any other Unit in play (in most cases a Gunboat or similar vessel will probably be counted as a 'unit' in its own right, although landing craft, assault boats and such may well be grouped into more conventional unit structures).

The Base Movement factors for typical watercraft are as follows:

Gunboats and Patrol boats: 12
Monitors, landing craft, civilian vessels: 8
Small 'assault boats': 15

Hydrofoil or Rigid Side Wall Air Cushion vessels count Open Water as EASY for movement purposes, and other navigable water as NORMAL. All other watercraft count all navigable water as NORMAL. Landing craft and assault boats may be 'beached' for unloading; other vessels must stand off while troops wade or swim, unless they can tie up at a suitable dock or riverbank.

DIRECT FIRE:

The action of one element attacking a target that is in clear line of sight, using a ranged weapon, is termed **DIRECT FIRE**. When a player decides that a unit will use part or all of its Activation to perform direct fire, he must nominate the target unit or units, designate individual target elements for each of his firing elements and then resolve the effects of each attack.

It is most important that the player designates the intended targets for all the elements he wishes to fire **BEFORE** any of the shots are resolved; for example, if he were firing three elements of the activated unit at an enemy unit which also consisted of three elements, he might choose to say "all shots at the central element", or could choose one shot at each of the three potential targets (or any combination, including using some shots against elements in other target units if desired). Having declared his intentions, he **MUST** then stick to it - if he fires all three shots at one target element and kills it with the first shot, then the other two shots are wasted; the player **CANNOT** re-designate them on to other targets.

To resolve a direct-fire shot, we must first determine whether or not the target has been hit; if this is achieved then the effects of the hit must be found and applied to the target.

STAGE 1: HIT RESOLUTION:

To find out if the shot hits, an **OPPOSED DIE ROLL** is made. This means that both the player that is firing and the player that owns the intended target element will roll one (or sometimes two) dice; the simple rule for reading the result is this:

IF THE FIRER'S DIE ROLL EXCEEDS THE TARGET'S DIE ROLL, THEN A HIT IS SCORED.

The variables that affect the chance of a hit are all taken care of by the choice of exactly which **TYPE** of die each player rolls.

FIRER'S DIE TYPE: The die used by the FIRING player depends on two main factors: the level of the firing element's **FIRE CONTROL** systems,

and the **RANGE BAND** in which the shot occurs (ie: whether the range to the target falls in the **CLOSE**, **MEDIUM** or **LONG** band for the type of weapon firing).

Measure the range between firer and target, and check the Record Card for the firing vehicle to see what range band applies. Check also what level of Fire Control apparatus is being used (**BASIC**, **ENHANCED** or **SUPERIOR**). The die types used for each Firecon type are:

BASIC = D6; ENHANCED = D8; SUPERIOR = D10.

These types apply if the shot is at **MEDIUM** range; if it is a **CLOSE** range shot, then **INCREASE** the die type by 1, and if a **LONG** range shot then **DECREASE** it by 1. The simple chart below shows the combinations of Firecon and Range that are possible, but it should not be necessary to refer to this chart in play - there are spaces on the vehicle Data Card to note the relevant die types for each weapon at each range, and in any case the system should prove easy to memorise after a few turns.

FIRE CONTROL TYPE:	RANGE BAND		
	CLOSE	MEDIUM	LONG
BASIC	D8	D6	D4
ENHANCED	D10	D8	D6
SUPERIOR	D12	D10	D8

The only other modification to be made to the Firer's die type concerns whether the firing vehicle or element either has or intends to **MOVE** as well as fire during this activation; **if the firer has or will use MORE THAN HALF OF ITS BASE MOVEMENT FACTOR during this activation, then the firer's die type must be REDUCED by 1** (eg: a firer with **ENHANCED** Firecon, firing at close range but also moving more than half its movement allowance, would use a **D8** instead of its normal **D10**).

[NOTE: this reduction due to movement means that a firer with **BASIC** firecon actually cannot fire a **LONG** range shot and still move over half its allowance, as reducing a **D4** by 1 drops it off the 'end' of the dice scale.]

The procedure detailed above will determine what type of die the **FIRER** will roll for any given set of circumstances; although quite lengthy

WEAPON RANGE TABLE:

WEAPON SYSTEM and CLASS:		CLOSE RANGE	RANGE BANDS: MEDIUM RANGE	LONG RANGE
HIGH-ENERGY LASER (HEL):	ALL CLASSES (1-5)	60"	-	-
RAPID-FIRE AUTOCANNON (RFAC):	RFAC/1	8"	12"	16"
	RFAC/2	12"	18"	24"
HIGH-VELOCITY CANNON (HVC):	HVC/3	16"	24"	32"
	HVC/4	18"	27"	36"
	HVC/5	20"	30"	40"
HYPER-KINETIC PENETRATOR (HKP):	HKP/3	18"	30"	42"
	HKP/4	24"	36"	48"
	HKP/5	30"	42"	54"
MASS-DRIVER CANNON (MDC):	MDC/1	8"	16"	24"
	MDC/2	12"	24"	36"
	MDC/3	24"	36"	48"
	MDC/4	30"	42"	54"
	MDC/5	36"	48"	60"
DIRECT-FIRE FUSION GUN (DFFG):	DFFG/1	4"	8"	12"
	DFFG/2	6"	12"	18"
	DFFG/3	8"	16"	24"
	DFFG/4	10"	20"	30"
	DFFG/5	12"	24"	36"
SALVO-LAUNCHED MISSILES (SLAM):	ALL CLASSES (3-5)	12"	24"	36"
GUIDED MISSILE SYSTEMS (GMS):	GMS/L	Maximum effective range = 36"		
	GMS/H	Maximum effective range = 48"		
INFANTRY ANTI-VEHICLE ROCKET (IAVR):	Maximum effective range = 4"			
ANTI-PERSONNEL SUPPORT WEAPON (APSW):	Maximum effective range = 12"			



to describe, the mechanics are actually VERY simple and will become second-nature very quickly when you try a couple of examples out.

TARGET'S DIE TYPE: The die (or sometimes dice) rolled by the player owning the TARGET element is determined according to the EFFECTIVE SIGNATURE of the target, and whether or not the target is in any kind of special position or circumstances.

The target's PRIMARY die selection is based on its Signature; note this is the target's EFFECTIVE signature, including any modifications for any STEALTH characteristics put into the element at the design stage.

EFFECTIVE TARGET SIGNATURE:

- 1 = D12
- 2 = D10
- 3 = D8
- 4 = D6
- 5 = D4

This gives the main (primary) die that is rolled by the Target player to 'defend' his element against the attack roll of the firing player. In certain circumstances, the target player may ALSO (simultaneously) roll ANOTHER (secondary) die, if any of the following apply to the target element at the time of the shot:

Target is "turret down": Secondary die = D12
 Target is "hull down" or is "Dug in" to a prepared position = D10
 Target is "evading" (has EVASIVE MOVE counter) = D8
 Target is "in soft cover", or is being engaged by opportunity fire while executing a "pop-up" manoeuvre = D6

If any of the above apply, the target player may roll a secondary die of the relevant type in addition to his primary (Signature-based) die

[note that if two or more secondary die circumstances apply, then only the one secondary die is used - the highest one that applies]. If the target player rolls two dice, they are both rolled together and his score is taken as that of the HIGHEST DIE ROLL (he does NOT add the two rolls together).

Having determined the types of dice to roll, both players make their rolls simultaneously; if the FIRER'S score is LESS than or EQUAL TO the TARGET'S score, then the shot misses. If the Firer's score is GREATER than the Target's (highest) score then the shot is a HIT, and you proceed to the DAMAGE RESOLUTION stage.

STAGE 2: DAMAGE RESOLUTION:

Once a hit has been scored on the target, the effects of the hit are determined by drawing one or more DAMAGE CHITS (the black counters) from the 'pot'.

THE NUMBER OF CHITS DRAWN FOR EACH HIT IS EQUAL TO THE SIZE CLASS OF THE WEAPON FIRING.

eg: if a class-3 weapon (say an HKP/3) scores a hit, the firing player will draw THREE chits from the damage pot. The number of chits drawn per hit can thus vary from 1 to 5, for weapon sizes 1-5.

The type of weapon firing (and some other factors such as range, for certain weapons) will determine which COLOURS of the damage chits are valid, ie: which ones cause actual damage - all chits drawn which are non-valid for that particular shot are ignored. The VALID chits for each weapon type are as shown below (this information should be entered on the individual Vehicle Record Cards to avoid the necessity of referring back to this chart during play):

WEAPON SYSTEM:	VALID DAMAGE CHITS:	
HEL (High Energy Laser)	Against ABLATIVE ARMOUR: Against all other armour types: Against INFANTRY targets:	GREEN chits only at any range. RED chits only at any range. YELLOW chits only, at any range.
RFAC (Rapid-Fire AutoCannon) and HVC (High Velocity Cannon)	At CLOSE range: At MEDIUM range: At LONG range: Against INFANTRY targets (any range):	RED and YELLOW chits only. RED chits only. GREEN chits only. YELLOW chits only.
HKP (Hyper-Kinetic Penetrator) and MDC (Mass Driver Cannon)	At CLOSE range: At MEDIUM range: At LONG range: Against INFANTRY targets (MDCs only): [HKPs are NOT effective against Infantry targets.]	ALL chits. RED and YELLOW chits only. RED chits only. YELLOW chits only.
DFFG (Direct-Fire Fusion Gun)	At CLOSE range: At MEDIUM range: At LONG range: Against INFANTRY targets (any range):	ALL chits count DOUBLE VALUE. ALL chits (at face values). ALL chits, but at HALF VALUE. RED chits only.
IAVR (Infantry Anti-Vehicle Rocket), GMS (Guided Missile System) and SLAM (Salvo LAunched Missiles)	Against REACTIVE ARMOUR: Against all other armour: Against INFANTRY targets (SLAMs only): Target has APFC (IAVR fire only): [IAVRs and GMSs have NO EFFECT against Infantry targets.]	RED chits only at any range. RED and YELLOW chits, any range. YELLOW chits only. YELLOW chits only.
ARTILLERY BOMBARDMENT TYPES:		
HEF (High Explosive Fragmentation)	Against INFANTRY targets: Against VEHICLE targets:	RED and YELLOW chits only. (unless DUG-IN , when RED ONLY.) YELLOW chits only. (unless DUG-IN , when INEFFECTIVE .)
MAK (Multiple Armour Killer)	Against INFANTRY targets: Against VEHICLE targets:	YELLOW chits only. (unless DUG-IN , when INEFFECTIVE .) RED and YELLOW chits only. (unless DUG-IN , when RED ONLY.)
NOTE: the "SPECIAL" damage chits in the pot (the MOBILITY, SYSTEMS DOWN and "BOOM" chits) are ALWAYS valid when drawn against VEHICLE targets, and NEVER valid (ie: they are ignored) when drawn against INFANTRY targets.		

Having drawn your chits and checked which ones are actually valid for that hit, total up all the **VALID NUMERICAL CHITS** you have drawn; if the total is **LESS** than the target's **ARMOUR VALUE** then the shot has **NO EFFECT** (unless a 'special' chit has also been drawn - see below).

If the total is **EQUAL** to the target's **ARMOUR VALUE**, then the target is **DAMAGED**; it receives a DMG marker and is subject to the restrictions described in Damage Effects below.

If the total is **HIGHER** than the target's **ARMOUR VALUE**, then the target is **KNOCKED-OUT** (ie: effectively destroyed for the purposes of that battle).

DAMAGE EFFECTS:

A **KNOCKED-OUT** target is effectively out of play; it has been rendered ineffective as a combat element. The model should be left on the table, but marked by a suitable visual means such as a plume of cotton-wool 'smoke', or alternatively tipping the model over or removing its turret if it has one (we have not provided knocked-out vehicle counters, as a little bit of 'smoke' looks so much more graphic!).

A **DAMAGED** vehicle can only move at up to **HALF SPEED** (ie: its Base Movement Factor is halved), and when it fires **all RANGE BANDS are treated as the next furthest band** - ie: Close shots are counted as Medium, Medium as Long and Long range shots become impossible.

If a **SYSTEMS DOWN - TARGET** chit is drawn, the target has had its vital sensors and electronics put out of action; mark the vehicle with a "systems down" counter. The vehicle may still move, but may not fire or take any other action (it is possible for a vehicle to 'recover' from a Systems Down result - see sections on Repairs and System Backups).

If a **MOBILITY ("M")** chit is drawn, the vehicle is **IMMOBILISED** - the shot has blown a track, holed the hover-skirt, totalled the engine or powerplant etc. The vehicle may NOT move again under its own power, but IF the crew decide not to abandon it then it may still fire and fight from its stationary position. Mark the vehicle with an IMM counter.

If one of the **"BOOM"** chits is drawn, then this is a **CATASTROPHIC CRITICAL HIT** - the target explodes spectacularly and is totally destroyed, irrespective of size, armour class or anything else. This represents the 'freak' hit, the shell that finds a lucky weak spot and detonates the magazine etc.

If a **SYSTEMS DOWN - FIRER (F)** chit is drawn, then the **FIRING VEHICLE** suffers an immediate **SYSTEMS FAILURE**. The shot causes no damage, because it is assumed never to have been fired - basically, the gunner pressed the button and everything went phut (anyone with a computer will recognise the feeling...!).

The firing vehicle is marked with a **SYSTEMS DOWN** counter; until it can recover from the problem it may not make any Combat Actions.

NOTE that if any of the 'special' chits are drawn (against vehicle targets) then their effects are applied irrespective of the total of numerical damage chits drawn; a vehicle can be unaffected by actual numerical damage but still be immobilised by an M chit being drawn. Obviously, if a target IS knocked-out by the numerical chit value then there is no need to record any further special damage!

EXAMPLE: If a target vehicle with Armour Value 4 on its front face was hit by an HKP/3 round fired from MEDIUM range, the firer would draw THREE chits from the pot; let us assume that he draws a RED 3, a GREEN 1 and a YELLOW 2. The GREEN chit would be invalid (HKPs at Medium range count only REDs and YELLOWs); the total of the VALID chits would be 5, which exceeds the ARMOUR of 4 - thus the vehicle is penetrated and KNOCKED-OUT.

If, as an alternative, the chits drawn were a YELLOW 3, a RED 1 and an "M", then the target would be DAMAGED by the numerical total of valid chits (= 4) being EQUAL to its Armour, but also would be IMMOBILISED by the "M" being drawn. In this case, the vehicle would be marked with both a DMG and an IMM counter.

As a final (and somewhat extreme) example, if a class 1 weapon (of any type) fired at a vehicle with Armour Rating 5, and drew a "BOOM" chit, then it would have achieved a VERY lucky kill - that's the way it sometimes goes!

IMPORTANT NOTE: as soon as each shot has been resolved, return all damage chits to the pot before drawing for the next hit. Note also that any INVALID chits that are drawn are ignored in that they do not contribute towards damage effects, but they DO count as chits drawn - you DON'T replace them and draw again!

SLAM SYSTEMS - MULTIPLE TARGETS:

The **SLAM (SALVO LAUNCHED MISSILE)** system is the only **Direct-Fire** weapon that is actually able to hit more than one point target with a single "shot".

If a SLAM is fired at **CLOSE** range, it may hit ONLY the target it is aimed at;

if fired at **MEDIUM** range, it may ALSO hit any other element within 1" of the target element (ie: it can potentially hit anything in a 2" diameter circle centred on the target element);

at **LONG** range it may hit anything within 2" of the target (ie: any element in a 4" diameter circle).

In all cases, the hit on the actual target is resolved normally for a Direct-Fire shot. If the shot MISSES, then no other targets may be hit - the salvo has missed the intended zone completely. If the target element is HIT, then a simple D6 roll is made for any other elements within the "danger area" around the target - if at MEDIUM range, then each such element is also hit on a score of 5 or 6; if at LONG range, on a 6 only.

Each element hit, whether the intended target or an "extra" hit, is resolved in the normal way (ie: with Damage Chits equal to the SLAM pack class).



GUIDED MISSILE SYSTEM (GMS) FIRE:

The fire of GMSs is handled in a slightly different way to that of other Direct Fire weapons; this is because the missiles are 'slower' (relatively speaking) than other projectiles, and also use guidance systems and sensors - these differences make Guided Missiles vulnerable to both AREA/POINT-DEFENCE systems (which can shoot them down), and to ECM (Electronic Counter-Measures) systems which can confuse and jam their guidance packages.



When an activated unit wishes to fire Missiles from some or all of its elements, the Missile Markers are used to indicate each individual missile and to designate its target; thus if three firing elements launch one missile each, and all three are targeted on one enemy element, place THREE missile markers in front of the target element. If there is an AREA-DEFENCE element within range of the TARGET of the missiles, it may immediately attempt to intercept some or all of them; any that get through then face the target's ECM and POINT-DEFENCE, if it has any.

INTERCEPTION BY AREA DEFENCE SYSTEMS:

Area Defence Systems (ADS) can be used to defend ANY friendly element which is within 12" of the ADS vehicle, provided a clear line-of-sight exists between the two elements. For an ADS to function, it must have its Sensors ACTIVE, which is indicated by an ACTIVE SENSOR marker being placed on the ADS element (activating sensors - and deactivating them - counts as a Combat Action for the element, as described in the Turn Sequence rules).

Whenever a friendly element within 12" of an ACTIVE ADS vehicle comes under Missile attack, the ADS may attempt to intercept one or more of the missiles. To do this, the player with the ADS makes opposed rolls against the missile-firing player for each missile he is trying to shoot down; he must first declare how many of the missiles he is going to try and stop, then chooses his die type accordingly:

The Die Type used is a D6 for a BASIC ADS, D8 for an ENHANCED ADS and a D10 for a SUPERIOR ADS.

This type is then REDUCED by ONE for every extra missile above the first one, that the ADS is trying to target; thus an ENHANCED ADS could roll a D8 against just one missile, a D6 against each of two, or a D4 against each of three. The maximum number of missiles an ENHANCED ADS could engage per attack is therefore three.

The Missiles' owner rolls a die type according to the Guidance of the missiles: D6 for Basic, D8 for Enhanced or D10 for Superior. One opposed roll is made per missile fired at, and for each time that the ADS player's roll exceeds that of the missile's player, that missile is shot down.

IMPORTANT NOTE: the use of ADS systems is permitted at ANY time that an element within range of the ADS is attacked during the turn, regardless of whether the ADS vehicle and its Unit have had their activation for that turn or not. The ADS MUST, however, have its sensors ACTIVE at the time of use, either from a combat action this turn or from a previous turn; an ADS without an Active Sensors marker by it may NOT fire (except in ground-fire mode). A single Active ADS may be used more than once in a turn, against different missile attacks and/or air attacks; however it may only be used ONCE against any SINGLE attack on a unit within its range (to clarify this with an example, if three elements of a unit are attacked by missile fire at once from an unit of enemy launchers, the ADS may be used ONCE against as many of the total number of missiles as it is able to engage (eg: up to 3 for an Enhanced ADS); later in the same turn, however, the ADS - if still ACTIVE - may be used again in the case of another separate missile attack).

MISSILE HITS AND POINT-DEFENCE SYSTEMS:

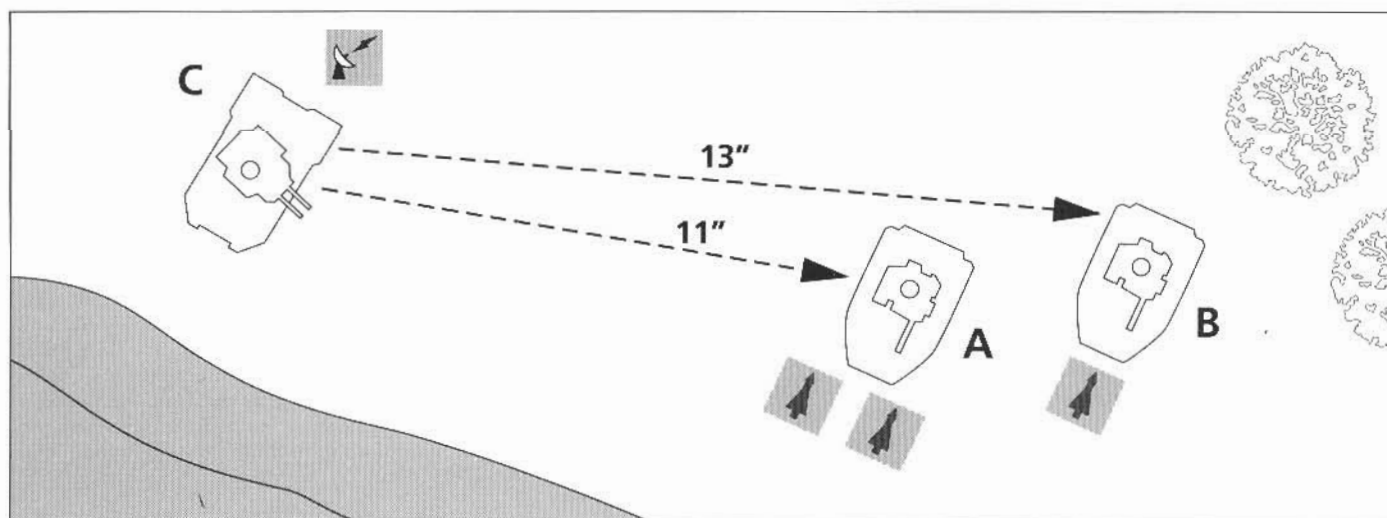
For those missiles that get through any Area-Defence fire, we must now resolve whether they are stopped by the target's ECM and/or Point Defence systems (PDS); this is done in basically the same way as any direct-fire hit procedure, with an opposed roll per missile.

The Missile player uses the same die type as he did against the Area Defence, ie: a D6, D8 or D10 depending on the level of the missile's guidance systems. The target player uses a PRIMARY DIE according to his vehicle's ECM rating: D4 for 'none', D6 for Basic, D8 Enhanced and D10 Superior.

If the target vehicle also has a Point-Defence System, he also gets to roll a SECONDARY die based on the level of PDS (D6, D8 or D10).

The opposed rolls are made as for Direct-Fire shots; if the missile roll exceeds the target roll (or the higher of his two dice where applicable) then the missile has hit the target, if not then it has been either jammed by ECM or shot down by the PDS.

The EFFECTS of missile hits are determined exactly as for direct fire attacks. A GMS/L hit draws THREE Damage chits, while a GMS/H draws FIVE chits. Damage chit validity is listed on the validity table, remembering to apply the modified validity if the target vehicle is equipped with Reactive armour.



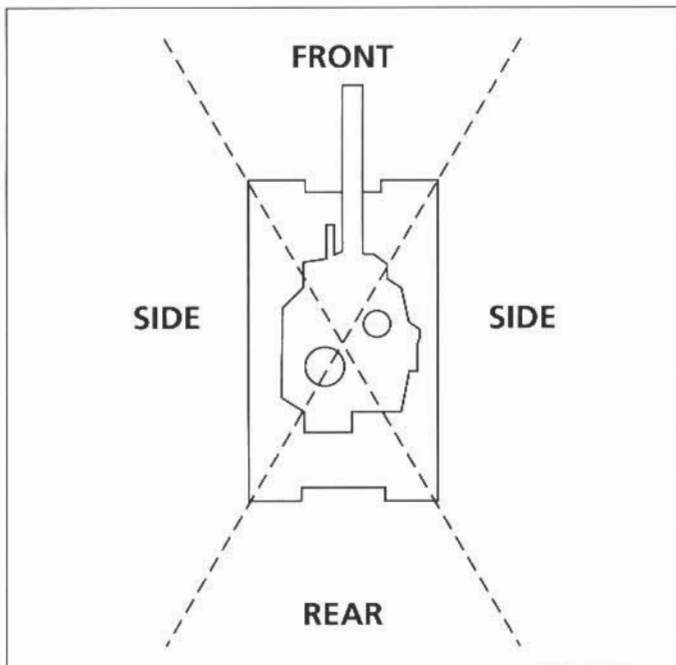
Example of Area Defence System in use against incoming Missile attacks.

Vehicles A and B are under Missile fire; as the ADS vehicle C currently has its Sensors Active (as indicated by the marker), it can attempt to intercept the missiles aimed at A, which is within 12" of the ADS. Vehicle B, however, is more than 12" away - it is thus outside the range of the ADS, and the missile aimed at it cannot be fired on by C.

ANGLE OF ATTACK:

As vehicles can have different armour values on different faces, it will often be necessary to determine which face of the vehicle is actually hit by fire. Lines extrapolated through diagonally-opposite corners of the model, as shown in the diagram, give four possible arcs through which the vehicle may be fired at; **all fire coming from attackers within the FRONT arc will strike the frontal armour**, while that from side or rear will hit accordingly.

Attacks from **AIRBORNE** vehicles and **INDIRECT FIRE** will always hit the **TOP** armour, irrespective of which direction the fire comes from.



Possible Angles of Attack, as described above.

MULTIPLE MOUNT WEAPONS:

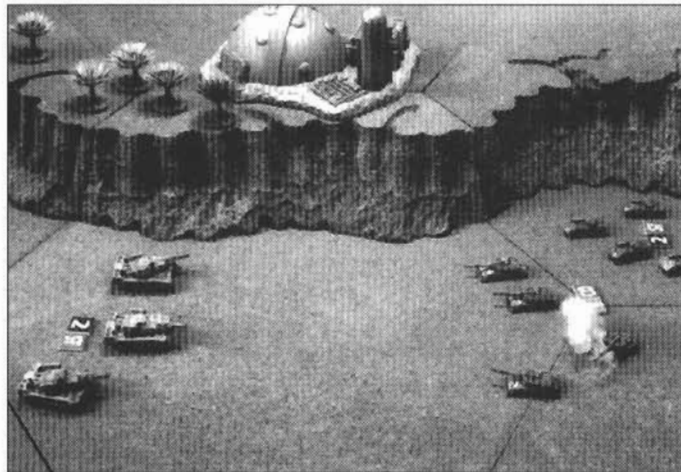
A **Multiple Mount** consists of two (or more) weapons of the **SAME TYPE AND CLASS**, eg: a twin-barrel turret with two HKP/3s. Both (or all) guns in a multiple mount may fire together, but **ONLY** at the same target.

When a player fires an element with a multiple mount, he rolls an **EXTRA** fire die for each extra barrel or weapon; each extra die is the same type as the Fire Die for the first barrel (eg: if the Firer's Die was a D8 for a particular shot, if firing a double-gun mount he would roll **TWO** D8s together).

ANY of the Fire dice that exceed the target's die roll score hits - thus if **BOTH** dice of a twin-gun shot exceeded the target's roll then **TWO** hits would be scored, and two separate sets of Damage Chits would be drawn.

"POP-UP" ATTACKS:

The "Pop-Up" is a specialised form of attack that is only available to VTOL units. **The unit must start its activation in LOW MODE**, usually hidden by a terrain feature or other obstacle; it then executes the pop-up by rising vertically to clear the obstruction, acquiring and engaging a target with Direct Fire weaponry, then dropping back behind the cover before much effective fire can be brought to bear on it in return. **The only opposing elements that may fire on a unit**



First Blood! A Heavy armour troop scores a hit on the enemy. [Vehicles from Minifigs/Ral Partha and CMD, building from Snapdragon.]

executing a pop-up attack are those that can (and wish to) use the OPPORTUNITY FIRE rule to do so; in addition, the unit making the pop-up gets the bonus of a Secondary Die roll when attacked by such Opportunity Fire.

The unit making the pop-up suffers no penalty on its own attacks - its crews are ready to take advantage of every second spent above cover, while the enemy are taken by surprise.

REPAIRING SYSTEMS FAILURES:

When a vehicle has suffered a **SYSTEMS DOWN** result (either as Target or Firer), it **IS** possible for it to 'recover' from the damage - the crew get to work with the chewing gum and baling twine and try to get things working again (that is if they have the nerve to stay in a partially disabled vehicle...).

During any activation AFTER the one in which the damage was inflicted, the player may roll a D6 for the vehicle, provided its crew have not abandoned it; **on a roll of 6, the SYSTEMS DOWN marker is removed** and the vehicle may function normally again. If the roll is failed, it may be attempted again on the next activation.

[See section on **BACKUP SYSTEMS** for improved repair chances.]

DIRECT FIRE EXAMPLE:

A vehicle armed with an HKP/3 (ENHANCED FireCon) is firing at an enemy tank that is 26" away. The Target vehicle is a **LARGE** (class 4) tank, without any Stealth abilities - so it has a Signature of 4. In addition, the Target is in **SOFT COVER** on the edge of a Wooded area.

The **RANGE BAND** is **MEDIUM** (between 18" and 30" for an HKP/3), so this gives the Firer a Die Type of D8.

The Target's Die Type is given by its Signature of 4; thus the Die is a D6; the **SOFT COVER** gives the Target a **SECONDARY DIE**, also a D6.

Both players roll their dice at the same time: the Firer rolls a 7 on his D8, while the Target player scores 2 and 6 on his two D6; as the Firer's score exceeds **BOTH** of the Target's rolls, the shot is a **HIT**.

To resolve Damage, the Firing player now draws his chits from the pot; as he is firing a class 3 weapon, he draws 3 chits. At **MEDIUM** range, an HKP counts **RED** and **YELLOW** chits; the player draws a **GREEN 2** (which is not valid), a **YELLOW 3** and a **RED 1**. The total of **VALID** chits is thus 4, which against the Target's Armour of 4 is enough to **DAMAGE** the vehicle. The Target Tank is marked with a **DMG** counter.



INFANTRY FIREFIGHTS:

An Infantry Firefight is Ranged combat by an Infantry unit against an opposing unit, using personal combat arms ("rifles") and support weapons. When such a unit wishes to fire its weapons during its Activation, the following procedure is used:

Fire is conducted by one UNIT against one (or more) Target units; each element of the firing unit has its fire resolved on an individual basis against a designated element within the target unit or units, which must be within range of the Infantry weapons being used; the ranges are:

MILITIA Infantry Personal Arms (basic/obsolescent weapons):	4"
LINE Infantry Personal Arms ('modern' Combat Rifles):	6"
POWERED Infantry Personal Arms ('heavy rifles'):	8"
APSWs (Anti-Personnel Support Weapons):	12"

[Note that elements which carry only close-range 'defensive' weapons, such as Observer teams, Engineers, Special-Weapons crews (eg: GMS teams) and such may NOT take part in Infantry Firefights.]

Before any fire is resolved, the entire UNIT firing must check for FIRE EFFECTIVENESS; this determines whether enough of the troops in the unit will actually aim their weapons and try to hit the enemy, or whether most of them will simply loose off a few rounds in roughly the right direction so as to keep their NCOs happy!

To determine FIRE EFFECTIVENESS, roll the Basic Die Type for the unit's Quality, ie: a D6 for a GREEN unit, D8 for REGULAR or D10 for VETERAN. If the unit currently has an UNDER FIRE marker, then REDUCE the die type by ONE (eg: Regulars UNDER FIRE would roll a D6).

The result of the die roll is as follows:

Score is **LESS THAN** the unit's **LEADERSHIP** number:

Fire is **INEFFECTIVE;** no actual casualties will be inflicted on the target unit, but it DOES receive an UNDER FIRE marker

Score is **EQUAL** to the Leadership number, but **LESS THAN DOUBLE** that number:

Fire is **PARTIALLY EFFECTIVE;** HALF* the elements in the firing unit may draw chits for fire effect; the target unit receives an UNDER FIRE marker.

Score is **DOUBLE** or **MORE THAN DOUBLE** the Leadership number:

Fire is **FULLY EFFECTIVE;** ALL elements firing may draw chits for fire effect; the target unit receives an UNDER FIRE marker.

* For **PARTIALLY EFFECTIVE** fire, HALF (rounded up if necessary) of the elements of the firing unit that are **IN RANGE** and otherwise able to fire may do so; elements that are out of range or in other ways ineligible to fire may NOT be counted towards the half "not firing". APSW teams may always be counted as in the 'firing' half if desired, as historical experience has proved that such weapon crews are in fact much more likely to fire effectively than ordinary riflemen.

EXAMPLE: a unit of REGULARS with leadership "2" attempts to fire. Assuming they are NOT currently 'UNDER FIRE' themselves, they will roll a D8. If the score is 1, their fire will be **INEFFECTIVE**; if it is 2 or 3, the fire will be **PARTIALLY EFFECTIVE**, and if 4 or greater it will be **FULLY EFFECTIVE**.

[Note that a unit with Leadership "1" will be unable to get an 'INEFFECTIVE' fire result - it is assumed that the best leaders will always be able to get at least SOME response from their men.]

Once you have determined which (if any) of the unit's elements may actually fire effectively, each such element designates its target and draws some of the black DAMAGE CHITS from the "pot":

POWERED INFANTRY rifle teams and **APSW** teams draw **THREE** chits each;

ALL OTHER INFANTRY rifle teams draw **TWO** chits each.

The **VALIDITY** of the chits drawn is read as follows:

If Target element is **IN THE OPEN:** RED and YELLOW chits are valid;

If target is in **SOFT COVER:** RED chits only are valid;

If target is **DUG IN**, or in **URBAN AREA:** YELLOW chits only are valid.

[As noted in the Vehicle Damage rules, the "special" damage chits are **IGNORED** when firing on Infantry; count **ONLY** the valid colours of Numerical chits drawn.]

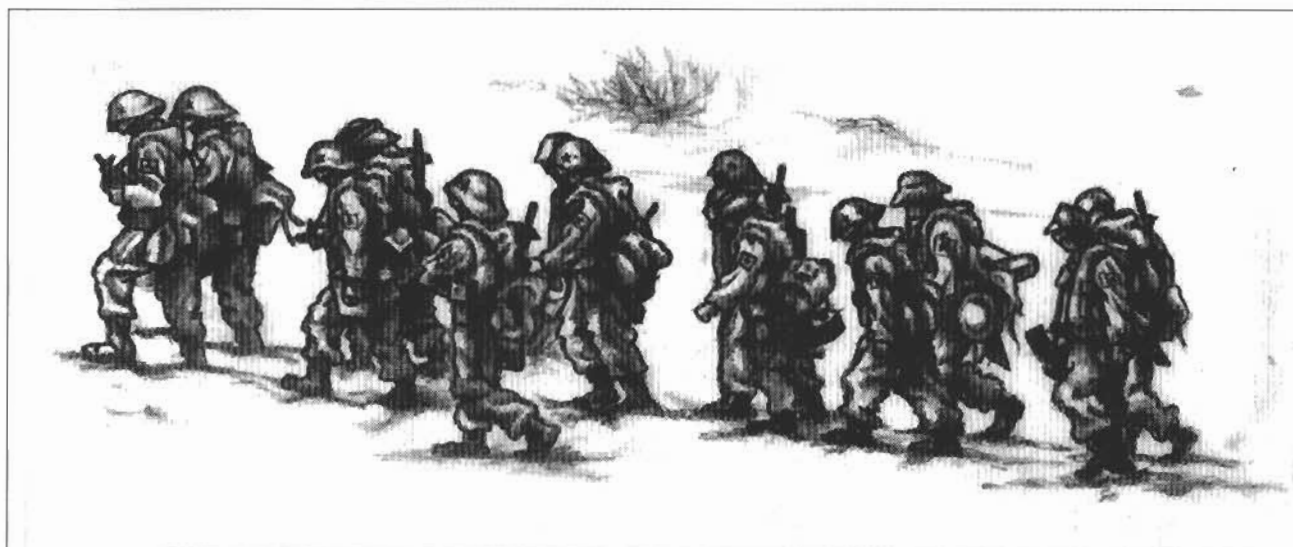
Total-up the valid chits drawn by each single element firing (DO NOT total chits from DIFFERENT element's drawings); if the total equals or exceeds the required number to kill the target element as listed below, the target is removed from play:

A MILITIA element is destroyed by a total of **3** valid damage points;

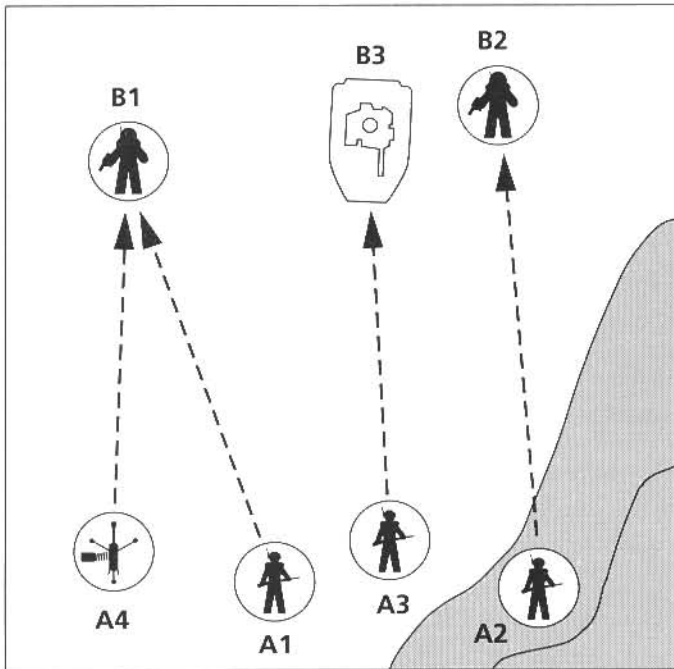
a LINE infantry element is destroyed by a total of **4** valid damage points;

a POWERED infantry element is destroyed by a total of **5** valid damage points.

[NOTE that these effects kill one element or 'team' of figures, regardless of the actual number of men in the element; a 'kill' will affect a two-man special weapon team in the same way as a five-man rifle fireteam. If this seems a little abstract, consider that it is not



actually killing every man in the team - it is causing sufficient casualties that the team is no longer an effective combat entity; the survivors, if any, will be too busy caring for their wounded squad-mates to take much further part in the fighting.]



INFANTRY RANGED FIREFIGHT - EXAMPLE:

Unit A, with four elements of Line Infantry (three Rifle Teams A1 - A3, and an APSW Team A4) are engaging unit B in a Firefight. Elements B1 and B2 are Rifle Teams of POWERED infantry (so need 5 valid points to kill), and B3 is a Medium vehicle with Armour 3.

Having passed his FIRE EFFECTIVENESS check against his unit's Quality and Confidence and determined that ALL of the elements may fire for effect, the player activating unit A decides that Teams A1 and A4 will fire at the enemy team B1, Team A2 at B2, and that Team A3 will use an IAVR against the vehicle (B3).

Against B1, the player draws two chits (for A1) and then three chits (for A4's APSW). The first draw gives him a RED 2 and a GREEN 1; as only RED and YELLOW chits are valid against troops in the open, the valid 2 is insufficient to kill the Powered element B1. Drawing for the APSW team A4 gives a YELLOW 2, a YELLOW 3 and a RED 1 - a valid score of 6, ample to kill B1.

Against B2, element A2 draws two chits and gets a GREEN 3 and a RED 1 - not enough, so B2 escapes unscathed.

Finally A3 draws 2 chits for its IAVR shot against vehicle B3, getting a YELLOW 3 and a GREEN 1 - the 3 is valid, and is enough to DAMAGE but not kill the vehicle.

INFANTRY CLOSE-ASSAULT:

Close-Assault actions differ from ranged Firefights in that they are carried out at close quarters, and are usually much more decisive in their outcome. A lot of Infantry ranged fire is simply intended to keep the enemy suppressed, and often does not result in many actual casualties; Close-Assaults, however, are the real 'in your face' Infantry battles - the final charge against the enemy strongpoint with grenades and bayonet!

The outcome of a Close Assault is very often more a function of psychology than firepower. Do the attackers actually have the nerve to make the final charge, and if they do will the defenders stand and

receive it or decide it is healthier for them to promptly 'bug out'? Close Assaults are all about the holding and taking of ground and positions, and as such will usually be made against a defending unit that is occupying some sort of important tactical location - a wood edge, hilltop position or similar - that they are reluctant to give up. Short of levelling it with Artillery (which is, of course, a valid option) the most effective way of taking the position is to send in the Grunts.

Bearing in mind the comments above, the mechanism for Infantry Close Assault makes considerable use of the REACTION and CONFIDENCE TEST systems for both sides involved.

One CLOSE ASSAULT may be made by a Unit during its activation, counting as its Combat Action. The 'target' of the assault must be one enemy unit holding a single position or location. Either or both sides involved may be 'supported' by vehicles that are indigenous to the units in the assault (eg: a mechanised infantry unit making a close-assault could be supported by its own APCs or MICVs, even though the infantry would be making a dismounted assault.)

Firstly, the **ATTACKER** (ie: the player who is making the assault) must announce his intention BEFORE he moves the activated unit. **He then immediately makes a REACTION test**, at a THREAT LEVEL of 0 if the unit is currently at CO (CONFIDENT), +1 if at ST (STEADY), or +3 if at SH (SHAKEN). **Units with a current Confidence Level of BROKEN or ROUTED may NOT attempt Close-Assaults.**

If the Reaction test is PASSED successfully, then the assault may proceed; if it is failed, the unit may still move normally but may not make another combat action that activation. **Once it has passed the test, the unit may make a DOUBLE LENGTH move** (using twice its normal Movement Factor, but still paying normal costs for the terrain it is in); provided this movement brings the unit to within 2" of the enemy position, the assault may take place.

The **DEFENDER** (the player whose unit is being assaulted) **must now make a CONFIDENCE TEST**, at a THREAT LEVEL of +3 if assaulted by POWERED infantry or +2 by other troops. **If this test is passed, the Defender may stand firm and receive the assault;** if it is failed, the unit loses Confidence levels accordingly and must withdraw immediately from the position by 2" or half their basic movement in the terrain, whichever is greater.

Should the defender withdraw (he may elect to do so voluntarily if desired, irrespective of the Confidence test result), the attacker immediately occupies the vacated position and his activation ends. He may, if he wishes, pursue the retreating enemy on his NEXT activation [NOTE: see optional rule on OVERRUNS and FOLLOW-THROUGH ATTACKS].

If the defending unit stands to face the assault, the actual Close Assault is resolved by the following method:





Each element involved in the Close Assault nominates a target and draws chits, in the same way as for an Infantry Firefight. Note that NO Fire Effectiveness roll is required - ALL elements involved will fight. In Close Assault BOTH sides are considered to be firing "simultaneously" (even if the defender has already been activated earlier in the turn); thus any elements on either side that are killed in the exchange of fire may still have the chance to fire themselves, before being removed.

The numbers of chits drawn are:

MILITIA and LINE teams (Rifle or any Specialist team NOT using its special system): 2 chits.

POWERED teams, APSWs and ASSAULT teams: 3 chits.

[It will be easier if one player resolves all his firing first, but without actually removing enemy casualties - just mark them temporarily (eg: by tipping them over or turning them round) and then allow the opposing unit, including any "dead" elements, to resolve all their fire.]

As Close Assault combat is more deadly than ranged firefights, Damage Validity for Close Assault is as follows:

Against elements in the **OPEN** ALL (numerical) chits are valid; (usually the attackers):

against elements in **SOFT COVER**: RED and YELLOW chits valid;

against elements that are **DUG-IN**: RED chits only are valid.

The scores needed to kill enemy elements are the same as for Firefights. As an alternative to firing at opposing Infantry, elements that have IAVRs may instead choose to engage any VEHICLES that are involved in the Close Assault (such as APCs or MICVs assaulting in support of their Infantry). This fire follows the usual IAVR rules.

Vehicles involved in Close Assaults (on either side) may fire with APSWs at enemy Infantry, OR may fire at any opposing vehicles in the Assault AS IF THEY CARRIED IAVRs (ie; drawing 2 chits and using the IAVR damage validities); this simplification avoids the necessity to resolve a lot of very close-range direct fire shots, which would slow the Assault process down tremendously.

After this exchange of fire and casualties, the DEFENDER must now take another CONFIDENCE test, at a Threat level of +1 if he has suffered less than 50% casualties in the first stage of the assault, or +3 if he has taken 50% casualties or more. If he fails the test, he must fall back from the position as described earlier and the attacker has 'won' the assault; **if the Defender PASSES the test, then the ATTACKER must take the same test** (at the same threat levels, depending on his own casualties in the assault); if HE should fail, then he must fall back from the assault (by 2" or half his movement if greater) and must lose Confidence levels as applicable. Should the Attacker pass this test, a second 'round' of combat is fought out, exactly as for the first round except that this time the Defender may NOT count as being in Soft Cover or Dug-in; it is assumed that by this time the attackers are in among the defenders and slugging it out hand-to-hand.

If there is STILL no conclusive result (ie: neither side falls back, either by choice or by failing a test) then the assault continues to yet another combat round - this will be most rare, however, the majority of actions being over in one or two rounds of fighting.

Note that the entire action is fought out at one go, even if it goes to multiple rounds of combat; any Close Assault is resolved completely within ONE Game Turn, and never lasts over to the next turn.

[Any unit that falls back from a Close-Assault, whether Attacker or Defender, receives an UNDER FIRE Marker.]

COMBINED ACTIVATIONS FOR CLOSE-ASSAULT:

The mounting of a Close Assault attack is the only time in normal play where TWO (or more) units may actually be activated SIMULTANEOUSLY.

If a player has two or more units near enough to a single enemy unit's position that both can carry out Close Assaults, and he wishes both (or all) of these units to make a COMBINED Assault on the one enemy unit, this IS permissible. Each of the units attacking must make their Reaction tests separately; if one or more fail their tests, the player may at his discretion abort the Assault, or continue with just the units that passed their tests.

The Close Assault is played through just as for a one-on-one attack, but at each step that tests are required each involved unit tests separately. If at any point PART of the attacking force falls back due to a test result, the player must again decide whether to break off altogether or continue - if he continues after one of his units has withdrawn, the remaining unit(s) must add an extra +1 to the Threat Level of any further tests they make in this Assault.

OVERRUNS AND FOLLOW-THROUGH ATTACKS:

If a Close Assault action ends with the Defending unit withdrawing (or destroyed), the Attacking player may choose to use a special option - the FOLLOW-THROUGH move. Instead of occupying the recently-vacated enemy position, he may overrun it and then attempt to continue moving his victorious unit(s).

To make a Follow-Through move, the player must immediately make a Reaction test for his unit (or units) that have just won the Assault. The Threat level is +1 if the defending units were completely destroyed, or +2 if they pulled back. **If the player passes this test, he may then immediately make an EXTRA FULL ACTIVATION with that unit**, including movement (which MUST take it through the captured position and on towards the nearest Objective) and a Combat Action if desired.

Such a Follow-Through activation may of course bring the unit into contact with any retreating enemy defenders again; the attacking player has the option of bypassing them (firing at them if he wishes) or of engaging them in yet another Close Assault.

ANTI-PERSONNEL SUPPORT WEAPONS (APSWs):

An APSW is basically any weapon, designed specifically for anti-infantry fire, that is heavier than normal Infantry Personal Arms. The term is used here to cover such weapons as conventional Medium or Heavy Machine Guns, Automatic Grenade Launchers, Gauss MGs and multi-barrel "Miniguns", all of which have the same general purpose and effect - that of putting down a LOT of fire against dispersed infantry targets.

For simplicity in play, all APSWs are assumed to have the same overall effects, and a maximum effective range of 12". They are fired in the same way as Infantry Firefight weapons, whether they are mounted on vehicles or carried by a specialist infantry team; the only difference is that **when vehicle-mounted they do NOT need to dice for FIRE EFFECTIVENESS**, which they have to if they are part of an Infantry unit.

Firing an APSW from a vehicle counts as the vehicle's Combat Action; it may NOT also fire another weapon during the same activation.

ANTI-PERSONNEL FRAGMENTATION CHARGES (APFCs):

Many vehicles use a 'belt' of APFCs around the hull, for close-in defence against hostile infantry (especially in Urban operations, where troops on foot can get dangerously close to unsupported Armour). APFCs are small flechette or shrapnel charges, firing outward to kill any Infantry foolish enough to get too near. The charges are detonated by automatic sensors, and are only used when the vehicle is operating without its own supporting infantry - although there are IFF

devices in use, most troops don't trust them to keep working at the vital time!

An active APFC system will fire whenever an infantry element comes within 1" of the vehicle; simply draw TWO chits per infantry element within the 1" effect radius, and apply chit validity and results as for Infantry Firefights. For ease of play it is assumed that the charges are selectively fired in small groups, thus there are sufficient charges to fire any number of times during the game.

The other use of APFCs is to serve as a close-in defence against the small IAVRs, or "buzzbombs", used by infantry for light anti-tank weapons. The effects of APFCs on IAVR attacks are detailed in the rules for IAVR fire.

INFANTRY ANTI-VEHICLE ROCKETS (IAVRs):

The IAVR, commonly known to both Infantry and Tankers as the "Buzzbomb", is a small, disposable anti-armour launcher carried by nearly all Infantry rifle teams as a secondary weapon. **During its activation, any Infantry team equipped with IAVRs may fire one at a vehicle target within range, INSTEAD of firing the team's Personal Arms.** The maximum range of an IAVR is 4", and the fire procedure used is as follows:

At any range up to the 4" maximum, the FIRER of the IAVR simply draws 2 chits from the pot; Damage validity is as shown on the Weapon Damage Tables, ie: if the target has **REACTIVE ARMOUR**, validity is RED chits only; if it has (active) **APFCs**, YELLOW chits only; if target has neither (just normal armour), RED and YELLOW chits are valid. All "special" damage chits ARE counted in IAVR fire.

IAVR launchers are very compact and lightweight, and each rifleman in a team will normally carry at least one; thus the team is assumed to have sufficient to last the whole game [note that only ONE can be fired per element per activation].

VEHICLE WEAPONS FIRE AGAINST INFANTRY:

The primary anti-infantry weapon used by most vehicles is an APSW (Anti-Personnel Support Weapon), but there may also be times where a vehicle wishes to fire its 'main' direct-fire armament against an Infantry target; this IS possible for most direct-fire weapons, but with some exceptions it is generally not very effective - such weapons are optimised for the job of killing armour, not for shooting at dispersed groups of men.

When a player wishes to carry out such fire, follow the procedure outlined below for the type of weapon that is being used; note that **NO die-rolls are required, simply draw chits for effect as specified** (a "hit" on the approximate area the infantry target is occupying is assumed to be automatic, thus it just remains to determine if casualties are caused).

HELs (all classes): Maximum anti-personnel fire range is 36"; for all classes of HEL, draw 2 chits per shot against a single target element.

RFACs, MDCs and HVCs: Maximum anti-personnel range is MEDIUM range band for weapon class; draw 2 chits per shot against a single target element, regardless of weapon class.

HKPs, GMSs, IAVRs: These are NOT effective against Infantry targets.

DFFGs: Maximum anti-personnel range is MEDIUM range for weapon class; draw THREE chits per shot against a single target element, regardless of weapon size.

SLAMs: Infantry elements may only be targeted by SLAM fire at CLOSE range; against a single target element, draw chits equal to weapon class (eg: 4 chits for a SLAM/4).

At MEDIUM and LONG ranges, infantry cannot be fired on directly - they are too dispersed to accurately target at these ranges. However, infantry elements can be hit as secondary targets if caught in the danger zone around a targeted vehicle. Roll to see if they are actually hit as secondary targets (using a D6 roll as for other secondary targets); if so, then draw chits equal to weapon class as for CLOSE range.

(Note that in all the above cases, the Damage Validity and points totals necessary to kill infantry elements are the same as for INFANTRY FIREFIGHTS.)

INFANTRY WEAPONS FIRE AGAINST VEHICLES:

In general, Infantry Personal Arms and APSWs will be INEFFECTIVE against armoured vehicle targets. The only exception to this is when the target vehicle has an Armour Value of 0 - ie: it is a "softskinned" vehicle (trucks, jeeps etc.); in this case, it may be fired on by Infantry weapons and APSWs exactly as if it were an Infantry element target. **Damage Chit validity in this case is the same as for Infantry Firefights, and the vehicle is treated like a Powered Infantry element for damage resistance - that is, it takes 5 damage points to kill the vehicle.** Note that in these attacks, any SPECIAL damage chits drawn ARE valid, so the vehicle will suffer any special damage that is indicated by the chits drawn.

INFANTRY TRANSPORT:

Infantry elements (and in some cases light vehicles as well) may be transported in ground or air vehicles that have the cargo capacity for them. For all ground transport vehicles, and VTOL/Aerospace transports that are GROUNDED, **loading and unloading Infantry or other vehicles takes HALF of the MOVEMENT FACTOR for both the transport AND the troops being unloaded.** Thus an APC, for instance, could move half its allowance and then unload its troops, or alternatively could unload before moving - in which case both the vehicle and the troops could then move half their respective allowances after the men had disembarked. Any number of elements carried may be loaded or unloaded in the same half move.

VTOL transports may HOVER in Low Mode to disembark troops (not vehicles); this represents the infantry either abseiling down ropes, or simply jumping if they are in Powered armour! This takes the same half-move as other unloading, BUT only ONE element may be unloaded from each transport per half-move (so to drop two teams, a VTOL must hover for the entire activation).

For landing troops and equipment from Interface transports, or by Direct Insertion, refer to the rules on Interface Landings and Drop Troops.

CASUALTIES TO MOUNTED INFANTRY:

When Infantry elements are mounted in transport vehicles, they can of course suffer casualties if the carrying vehicle is damaged or destroyed.

If a troop-carrying vehicle is **IMMOBILISED** or gets a **SYSTEMS DOWN** result, any infantry on board are unharmed - they may dismount as normal.

If the vehicle receives a **DAMAGED** result, roll a D6 for each infantry element in the vehicle - on a roll of 1-5 the element survives (and may either dismount or remain in the vehicle), on a 6 it is lost.

Should the vehicle be **DISABLED** (ie: knocked-out), again a D6 is rolled per element - they are lost on a roll of 3-6; if the vehicle takes a "BOOM" result (a catastrophic hit) then ALL elements on board are automatically killed.

Elements carried in a VTOL or Aerospace craft that crashes are automatic casualties.

FIRING INFANTRY FROM TRANSPORT:

Infantry elements that are mounted in trucks, VTOLs and similar carriers may NOT fire while mounted, but those in APCs and MICVs may fire if they wish (from hatches or special firing ports).

Such fire is inaccurate at best, especially if the vehicle is moving, and is thus **ALWAYS counted as "Ineffective" fire** - ie: it causes no casualties, but DOES put an "Under Fire" marker on the unit fired at.