DIRTSIDE II
SCIENCE FICTION GROUND COMBAT

RULES FOR DIOcala 285 SCALE MINIATURES
JON TUFLENY AND MIKE ELLIOTT
DIRTSIDE II
THE FUTURE OF SCIENCE FICTION WARGAMING

DIRTSIDE II IS A COMPREHENSIVE SET OF GENERIC RULES FOR SIMULATING
SCIENCE FICTION BATTLES IN VIRTUALLY ANY BACKGROUND OR "FUTURE HISTORY".
THE SYSTEM COVERS COMBINED-ARMS ACTIONS FROM A FEW PLATOONS
UP TO FULL BATTALION COMBAT GROUP LEVEL.
RULES ARE INCLUDED FOR INFANTRY, AFVs OF ALL TYPES, ARTILLERY,
AEROSPACE SUPPORT AND LANDINGS, COMBAT WALKERS AND MUCH MORE!
THE GAME IS DESIGNED FOR USE WITH 1:300/1:285 SCALE MINIATURES,
BUT WILL FUNCTION EQUALLY WELL WITH 1:200 OR OTHER SCALES.

A COMPLETELY REDESIGNED GAME DEVELOPED FROM OUR ORIGINAL "DIRTSIDE" RULES.
ALL-NEW GAME MECHANICS BRING YOU THE FUTURE OF SCIENCE FICTION WARGAMING TODAY!

- NEW, FLEXIBLE "INTEGRATED GAME SEQUENCE"
- INNOVATIVE, "CHARTLESS" COMBAT SYSTEM FOR FAST PLAY
- COMPLETE VEHICLE DESIGN AND POINTS VALUE SYSTEMS
- EXTENSIVELY ILLUSTRATED WITH PHOTOS, ARTWORK AND EXAMPLES OF PLAY

COMPLETE WITH:
2 SHEETS OF HIGH QUALITY, FULL COLOUR DIE-CUT COUNTERS AND STATUS MARKERS

GROUND ZERO GAMES
'FIZNO', BARKING TYE,
NEEDHAM MARKET,
SUFFOLK IP6 8UB
ENGLAND

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