SEQUENCE OF PLAY - PRELIMINARIES:

Before the game start, 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 what like force disposions, objectives and so on, or may prefer to play a simple PRECURSOR 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 base line (his "home" table edge) is used so 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 WIN 31 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 at an 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 'take' an objective he may examine the marker to check its VALUE, replacing it face-down again once he has looked at it.

ATTACK/DEFENCE BATTLES:

As with Encounter battles, the players should decide how many Objective markers are to be used; in this case, however, the DEFENDER's 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 1/8th 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 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.

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, until if displaced more than 6" in from their original bases. For an Attack/Defence battle, the DEFENDER first deploys his force, placing his forces as he wishes in the Main Battle Area and his own Rear Area; he may NOT place units in the Attack Area or his opponent's Rear Area, but must place his units in 'a line' or 'in depth' as in the rules below. The ATTACKER must then deploy within 8" of his baseline for his force as 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.]

SEQUENCE OF PLAY - THE GAME TURN:

One of the centra mechanizes of the DITURIS 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 intend that our system have called the INTEGRATED GAME SEQUENCE. These functions by each player turning to move, fire and make other actions with any of his allowed units. Each of his groups, following which the opposing player may make similar actions with one of his units. If the first player may act with another unit, and so on until all units have moved and fired. This completes one full GAME turn. To be most effective in this system is that when a player decides to do something with any particular unit (this is termed the ACTIVATING the unit), that unit may permanently alter all of the actions within his turn sequence. In effect, any order the player wishes - the unit may move, fire, fire, 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 Conferre levels: in the Turn, each player may activate, all, some or none of his forces.)

A player may elect to PASS on an activation (to forget 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 INACTIVATED 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 Attacker 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 twaards 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 I desire. (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 rethink his plan?

Players are encouraged not to view each Game Turn as a separate period of time, but to think of it as the alternating sequence of activations as an ongoing, 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 Artillery 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 even make actions later in the Same 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 FIRE;
- Act as an OBSERVER to call in INDIRECT FIRE;
- Perform a CLOSE ASSAULT;
- ACTIVATE or DACTIVATE Area Defense 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 (e.g. a vehicle with twin M60s on each turret). But only at the same location. If it instead had a single M60 and a secondary M60/G, these would have to be counted as different weapons and only one or the other could be fired in one Combat Action.

[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.]
4 SEQUENCE OF PLAY

Once the whole unit has performed all its desired actions and then finished its COMBAT SEQUENCE, invert the Command Merit ODD and then resolve any new Game Turn. The unit's Turn has been affected by ... mischief is engaged. The player's goal is to engage both airborne targets and missiles in flight. While it is similar in many ways to the much smaller RD (Point Defense System), an ADS is able to protect not only the vehicle it is fitted to, but also other friendly vehicles within a certain distance of the ADS vehicle.

AREA DEFENSE SYSTEMS:

An AREA DEFENSE SYSTEM (ADS) is a multi-role automatic gun system with a very comprehensive Sensor suite that allows it to engage both airborne targets and missiles in flight. While it is similar to the RD (Point Defense System), an ADS is able to protect not only the vehicle it is fitted to, but also other friendly vehicles within a certain distance of the ADS vehicle.

An ADS may only be fitted when it has an ACTIVE SENSORS marker. This marker may be placed in any Activation of the ADS vehicle, and then remain in place until the player wishes to de-activate the Sensor 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. If a unit of VTOLs is on the table and in range of the ADS, the system may fire on these only once — while the VTOL 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 Sensor 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 Activited, an ADS vehicle has its EFFECTIVE SIGNATURE INCREASED BY ONE, and any ECM it carries is ineffective (see 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 is the ADS vehicle’s 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. It attacked.

[For details on the rules concerning ADSs see Missiles refer to the section on P.3.1] 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 DEFENSE 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 defense 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 REAG2 for all Range Band, hit and damage resolution purposes.
4 SEQUENCE OF PLAY

OPPORTUNITY FIRE:

While his OPPONENT is moving the elements of a Unit he is currently acting on, a player may declare that he wishes to perform OPPOSITE 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 effective fire power. When opportunity fire is declared, the opposing player must pass in his moving elements while the player who wishes to fire first is allowed to do so and receive all subsequent effects. Should this first result in the moving units having to take a Confiscation 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 by the fire of the opposing unit, but the Opportunity Fire counts as that unit's action 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 (by area counters marked with single letters, of which there are 24 supplied) may be supplemented by up to half their number of "Dummy" markers, one for each type of unit. The "real" unit is then placed under Unit ID, and must be placed in positions in which elements could reasonably be concealed from enemy reconnaissance (such as 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 actually placed on the table. They should be spaced evenly around the marker's location, within the limits for Unit Integrity. Any Dummy markers are also placed in suitably spaced locations, to confuse the attacking player.

The basis behind the use of Hidden Units is that the enemy's drone and other satellite surveillance of the defending player is good enough to determine the presence of enemy units in most cases, but not to identify them if they have not enough time to spend on camouflage (both physically and electronically). The dummy markers represent the defenders' use of cryptos and other "hideout tactics" to further confuse the accuracy of the enemy's intelligence systems.

Hidden Unit markers are revealed either when the owning player first wishes to activate that unit, or the turn that an attacking element obtains a clear line-of-sight fire on the beacons to the "hidden" marker. Dummy markers are removed from play at such a time, while "real" markers are replaced by the models they represent.

NOTE: 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 AH won't know about it again.

COVER AND CONCEALMENT:

Infantry and vehicle elements may adopt covered positions behind hedges, ridgelines, in wood edges and so on; such positions count as the element being in SOFT COVER (a vehicle "null" allowed) has the same effect). The element in the cover may fire and perform other combat actions normally, but receives defensive bonuses when being fired on. For the benefit of the player, the element must be in physical contact with the feature that it is claiming cover behind or within.

"DUG-IN" UNITS:

Dug-in units in a more effective form of Cover and Concealment, requiring the employment of defensive positions such as full-down emplacements for tanks and APCs, trenches or foxholes for infantry etc. A unit that is declared to be DUG-IN is indicated with a dug-in marker on the counter sheet: should the unit then move from that position it loses the benefit of the defences works; 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: these rules for these are given in the Combat Engineering section on page 25.

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 thing that can attack them are Auxiliary 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 on- and off-hit 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 Ability allows this), or on the EDGE of the wood. To be counted as on the EDGE of a wood, the element must be in contact with the defined fringe of the wood area (it is useful) if it would be depicted on the table by a dash or paper area dotted with -modular trees, rather than just using trees alone - it gives a clearer definition "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 weapons, they may only be engaged in Close Assault by Infantry that are also in 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 LEADER-
SHIP RATING of the commanding officer. A UNIT’s QUALITY rating is 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). This Leadership Rating is a measure of how good the com-
mmander of that unit is at his job, and how he is liked respected by his troops. LEADERS are rated at 1, 2, or 3; a grade 1 Leader is a man that his troops still “follow him through hell and back, a grade 2 Leader is an “average” officer and finally a grade 3 is “more likely to get out of the line 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 sheet). 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. That, for example, a Regular unit with an average commander would have a BLUE “2” command marker. Looking at some of the examples, a Veteran unit had lost its officer and had him replaced by some hapless case just out of training might be rated BLUE-GREEN ‘5’, as the troops would not trust the new commander as far as they could throw him, on the other hand, a new unit of new recruits could be scarred 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 it also inserted each turn to indicate when a unit has been activated for that turn. The only time that a Command Marker will be changed for another one is if the unit commander is killed. When a marker with a weak Leadership Rating may be lost by the unit due to inexperience and overconfidence, and if it is removed in a unit, then it will rebuild up to its own “veteran” and carry its characteristics over from game to game (perhaps modified slightly at the unit’s expense and experience) and by a large influx of “newbies” to replace combat losses between battles.

When starting a unit from scratch, just drop rolling values for a one-deep attack, the simplest way to do it is to have the Command Markers face down and draw them at random - either throwing in turn for each unit, or else drawing a number of markers and then assigning them to various units as desired. The ‘raw’ of markers provided in the counter sheet 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 them of marksmen farther in any desired direction - for example, if the scenario indicates a purely infantry-infanter force you might agree to pick from a mix of mainly veterans with averagedade leaders, with just a few regular and green markers thrown in so that it begins of uncertainty of the very few forces need raw recruits at some point to replace casualties. On the other hand, if you are generating a Planetary Defense Militia then you would probably use mostly Green markers, plus a few a Regulars.

Another useful options that you might like to consider is to allow players to “buy” Command Markers, either out of their overall points allocation (if you are using them) or by rolling some dice each to give them a point of “command points” to buy their unit qualities; a possible rule would be rolling (10) at 2 per unit to the force, adding up 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 as deciding the scenario, making them fit as the storyline line the engagement.

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 all day long, and will fluctuate up or down depending on the unit’s fortunes during the battle. The Confidence Level Marker are the GRAY counters with yellow letters on them - there are five different kinds, for the five Confidence Levels used in the game:

- CD = Confident (relative high, ready for anything)
- ST = Steady (more holding, generally still willing to fight)
- SH = Shaken (distressed worried and reluctant to take risks)
- BR = Broken (almost gone, no longer willing to fight)
- RO = Runout (tired and running away)

In general, most units will start a game with a CD (Confident) marker; however this is not necessarily the case, and few units (perhaps drawn at random) might start at ST (Shaken) or BR (Broken) or even lower for instance, if they were the demoralized 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 CD chips and draw at random for each unit that they have.

A unit’s TL 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. Up to 4 storm with a current TL of “5” fails a test and drops CD (level of Confidence - reduce the ST marker by 1 to Shaken). If the test failed badly enough for a level drop all at once, then the unit would drop to Broken and gain a BR marker in place of the ST. There are certain circumstances where the unit’s CD chip actually rises (eg: Shaken unit could return to Shaken). These cases are indicated earlier, and in the section on “rallying”.

Mechanized infantry assault a 3/5pt position; a troop of Medium Tanks follow up, ready to exploit the breakthrough (vehicular, by CMD, Infantry by Regullar.)
EFFECTS OF CONFIDENCE LEVELS:

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

<table>
<thead>
<tr>
<th>CONFIDENCE LEVEL</th>
<th>EFFECT ON</th>
</tr>
</thead>
<tbody>
<tr>
<td>DISMOUNTED INFANTRY</td>
<td>Armour</td>
</tr>
<tr>
<td>CONFIDENT (CO)</td>
<td>Unit will act normally at all times</td>
</tr>
<tr>
<td>STEADY (ST)</td>
<td>Unit will act normally at all times</td>
</tr>
<tr>
<td>SHAKEEN (SH)</td>
<td>Successful &quot;REACTION TEST&quot; is required for unit to leave cover, or advance towards enemy</td>
</tr>
<tr>
<td>BROKEN (BR)</td>
<td>If in OPEN, must withdraw to nearest cover. May not Close-Assault, or retreat</td>
</tr>
<tr>
<td>ROUTED (RO)</td>
<td>Unit is unable to continue in combat, withdraws towards base line, may not fire</td>
</tr>
</tbody>
</table>

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 by 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 (i.e., 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 Markers) 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 OIE TYPE being determined by the QUALITY of the Unit (indicated by the colour of its Command Markers), and VETERAN bonus roll a D10; no格尔BARS roll a D8; VETERAN bonus roll a D10; GUESS GUNS 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-tossed 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 5 (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. Add the Leadership to the Threat Level gives a total of 3; as it is a Regular unit, the player rolls a D10, if he is lucky enough to roll 4 or more than exceeds the required score; then the unit's confidence will remain unchanged at 5. If he trolled 2 or 3, the unit's CL would drop by ONE level to 4 (Questionable) 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 2.5 (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 every 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 to be made; if the roll is EQUAL TO or LOWER THAN the required score then the troops will NOT carry out the action. The player has decided it is much safer to continue in cover and protect 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 is done immediately and the casualties are then assessed. This way, players have to take more than one test in a Game Turn--this is fully acceptable, and may cause for unit to lose several levels of confidence in to one Turn (by if it is fixed so by more than one enemy unit in the turn, in different enemy actions=many). The effects of a Confidence Test are applied immediately; eg if a unit that had not yet used its activation had to take a ten die 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 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. When tests are required in other (less common) circumstances, these are detailed as 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 Reaction tests 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's leader has its first element damaged or destroyed in this battle.
- A player is unsure about whether his unit's leader has been defeated or not, and the unit has less than 50% of its original points.

THREAT LEVEL +1

Under ARTILLERY OR AIR ATTACK: (Damaged infantry units only)

ATTACKING or DEFENDING in CLOSE ASSAULT:

- A unit's leader has been defeated in this battle.
- A unit is under ARTILLERY or AIR ATTACK (damaged infantry units only).
- A unit is under CLOSE ASSAULT. (Or attacked in CLOSE ASSAULT)

REACTION TESTS are required as follows:

- A unit is at SHAKEN, trying to advance.
- A unit is under an Instant Reaction test when attempting to move.
- A unit is ordered to CLOSE ASSAULT, or attacked in CLOSE ASSAULT.
- A unit is engaged in a Night Action.

Panic:

Panic is a special type of reaction that affects any inexperienced (untrained) 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 (or first moves into the lane ahead), 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—ie it uses an Activation to remove the marker—unless it is greater than 100% of its available points. In other words, it must slow down to a walk or waste an Action to recover 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.

EDITORIAL NOTICE: the player's discretion the PANIC rule may be extended to cover not just GREEN units, but also any other units that start the game with (or any points below a Poor Confidence Level for example, a Regular unit with a starting 50%). (Shaken units may be subject to risk of PANIC on first contact with the enemy.)

UNIT LEADERS - LOSS AND REPLACEMENT:

Each player's army 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. Units should have their 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 tag of label on the undersides of the models or team badge / In very good such of (such labels are the sheet of tiny numbers and letters that comes with Army's Waterloo cards.)

The reason for the secrecy is to hide the identity of your command element from your opponent, thus preventing an immediate concentration of fire on the leader in a desperate attempt to kill him. (Most real armys 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 +2; in addition, the player must play (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 die, 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 Leader- ship rating will remain the same, and if 6 is scored then the leadership will be virtually IMPOSSIBLE by one.

Exampes: If a unit loses a 2nd Leader, a roll of 1-3 will mean the assistantLeader (a 4) (one level worse); a 4 or 6 will indicate he is the same (same stats) and a 5 or 6 will put the unit one level better off with a 5 command, in this case the troops probably dislike his new Commander but have the respect for his second in command. (Note: Leadership ratings cannot go below better than 1 or above less than 3 - if this is broken 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 element of the unit, the unit is considered to be DISORGANISED and must be brought back within integrity limits by the most feasible opportunity. While a unit is disorganised it may not move unless the move brings it back in integrity. The integrity distances for each unit type are:

vehicle (including VTLA): 3 elements - between elements. infantry units (including disadvantaged): 2.5 elements - between elements.

Note that if two or three infantry elements form a "squad", eg, the occupants of a single APC, or MPV, 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 a single unit. If the unit is destroyed by enemy fire, the unit may desire move up to 10' away from the troops and still be counted as being within integrity. If the unit and their vehicles are not more than 10' (if any other unit has a sub-divided for any reason), then give the remaining elements their own Command and confidence (as the battle line is or the original unit) and treat them as an independent unit. If and when a unit reorganises, the Confidence level of the whole unit becomes the LOWEST of the two current individual levels (if different).

The only other time when elements can be outside the normal integrity levels WITHOUT the unit being disorganised is when destroyed or disabled (eg, immobilised elements are "left behind" as the unit reorganises), provided the remaining functional elements can keep within integrity distance 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 wishes. This is known as REGROUPING.

The remaining elements of one unit must be moved during their activation, in to the Unit's 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=2, BROKEN, are joined by 3 surviving elements of a REGULAR 3 unit, CL=STeady, the "new" (abbreviated) unit of five elements will be rated REGULAR 2 (the Quality of the larger unit, and the better of the two Leadership), 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 it to 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 major 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. In a threat level of 3+ for Infantry units (when dismounted) or 6+ for vehicles and infantry still in vehicle transport. The unit's ACTIVATION must be announced BEFORE the 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 for the designated COMMAND VEHICLE within the Command Unit is destroyed or disabled, this causes serious disruption on 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 offensive (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 communi cations 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 as a "Veteran 1". Adding the leadership values of both units gives 3, and a 6 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 (SK). Whether the test succeeds or fails, the unit is 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 propulsor-orthopodism it uses. The list below covers most of the mobility types that will be required, though others may be added in the future. (For the MOBILITY TYPES of specialized vehicles such as VTOLs, RIVERINE CRAFT and COMBAT WALKERS, refer to the relevant special rules sections.)

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

**POWERED INFANTRY**: teams 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, district vehicles, etc., with very limited off-road performance. BASE MOVEMENT FACTOR = 10.

**HIGH MOBILITY WHEELED VEHICLES**: lightly armed 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 shilkur tanks or MCVs. BASE MOVEMENT FACTOR = 12.

**SLOW GEVs** (GROUND EFFECT VEHICLES): larger hovercrafts and less manoeuvrable 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-Rap" 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.

**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, etc.; navigable water as EASY, so a 2 GEV could move up to 20", 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 if they are not the doubled normal movement if they are in a "natural mud" 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 hit Under Fire marker placed on them). Should any of these conditions not be met, the element must count the terrain as NORMAL for movement purposes - it will 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 hilly wooded area, which it counts as DIFFICULT, could move only 3" with its movement factor of 10 - 3 per three factors, and the final factor being lost).

Finally, IMPASSABLE terrain is just what it says - a mobility type that classifies 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 being over just at the edge of the terrain. 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, back into terrain that is passable to them.

It should be noted that the actual speed 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 a "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 naturally defied with. To get the idea, look at almost any area of supposedly "open countryside", even in mound 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 appendixes for those players who wish to set their games in more 'exotic' environments.

**ROADS:** undamaged, solid roads and highways include dirt-tracks if they are stable and in good order. OPEN, CLEAR: flat desert, plains, grassland etc., with only minimal obstacles to vehicle movement; provides good, firm going.

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

ROUGH/BROKEN: rocks, gulleys, thick scrub etc., making the going tricky but not really difficult.

CULTIVATED: farmland, a mix of fields divided by hedges, walls, ditches etc, includes paddock/breaks and similar plantations due to the ground below it is, in much use more effective to classify farmland as an overall terrain type than try to represent such individual hedges and ditches 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 slope, impassable rivers, very rough and broken ground.

SWAMP/MARSH: areas of boggy or unstable ground, can include bogs, 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 generally obstacles (usually due to deep banks) but are wide enough for effective bridges.

LIGHTOPEN 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 sub-tropical jungle, with very dense undergrowth; trees closely packed, very difficult going over for men on foot.

The movement restrictions placed on units in Urban Areas represent the difficulty in maneuvering large combat vehicles in tortuous 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 through an urban area, then elements may use this as a travel mode subject to the normal restrictions for ROAD movement (look at this as travelling through a city via 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, Unarmed and Miltia) and CAVALRY:**

- EASY = Roads
- NORMAL = Open, Light Scrub, Rough, Cultivated, Urban, Hills, Light Woods
- POOR = Mountainous, Swamp, Dense Woods
- IMPASSABLE = Open Water (without amphibious, when POOR)

**LOW-MOBILITY WHEELED:**

- EASY = Roads
- NORMAL = Open, Urban, Hills
- POOR = 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, 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
- IMPASSABLE = Mountains, all 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
- IMPASSABLE = Mountains, all Woods

**GRAV:**

- EASY = Roads, Open, Open Water, Rivers/Streams (crossing only)
- NORMAL = Light Scrub, Rough, Cultivated, Swamp
- POOR = Urban, Hills
- IMPASSABLE = Mountains, 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 to target as possible for enemy fire control systems. A unit of suitable vehicles may be said to be "Evading..."
**AIRBORNE VEHICLE MOVEMENT:**

The movement of AEROSPACE craft is covered in the section on the Activation of these units (§4.13). VTOL craft, on the other hand, act in many ways like normal ground elements; they are organized into similar Units, and are ACTED/STOPed as any other unit in the normal sequence of turn. VTOLs may be in one of three states on the table: IN LOW MODE, HIGH MODE or UNDEPLOYED. 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 move from high flight to Map-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—this is quite permissible for part of a unit to land (or to unload troops) while the remainder hover in Localmode to provide fire cover.

**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:

- **The Army Walkers are treated exactly as for Powered Infantry.**
- **Combat Walkers** and **Transport Walkers** have a special "Walker" mobility type, and each has a different Basic Movement Factor.
- **Combat Walkers** have a Basic Movement Factor of 12; **Transport Walkers** are 8.
- Walker Mobility treats all terrain types as NORMAL, except for Mountains, Swamp, and Woods (right or diagonal), all of which count as POOR, and Urban which counts as DIFFICULT.
- Combat Walkers (NOT Transport) may also cross OPEN WATER at POOR rate, exiting or wading in the bottom, thus they may NOT fire.
- In addition, Combat Walkers (But not Transport) may also make a special RPM move, which enables them to treat NORMAL terrain as EASY at move at double rate. While WARNING, however, the Mech 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 convenient unit structures.

The Basic 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 Action Point to perform direct fire, he must nominate the target unit or units, designate individual target elements for each of his firing elements and then calculate 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 at once", or use the central element", or could choose one shot at each of the three potential targets (or any combination, including using some shots against enemy units in other target units if desired). Having declared his intentions, if, MIGHT then stick to it - if the fire all three shots at one target element and kill it with the first visit, then the other two shots are wasted, the player CANNOT re-designate them 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 for (sometimes two dice); the simple rule for reading the result is this:

IF THE FIRRER’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.

FIRRER’S DIE TYPE: The die used by the FIRER 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 (i.e. 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 was used. Check also what level of Fire Control apparatus is being used (BASIC, ENHANCED or SUPERIOR). The die types used for each Fire type are:

- BASIC = D6
- ENHANCED = D10
- SUPERIOR = D12

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 Fire range and 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.

<table>
<thead>
<tr>
<th>RANGE BAND</th>
<th>FIRE CONTROL TYPE</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLOSE</td>
<td>D6</td>
</tr>
<tr>
<td>MEDIUM</td>
<td>D10</td>
</tr>
<tr>
<td>LONG</td>
<td>D12</td>
</tr>
</tbody>
</table>

The only other modification to be made to the Der’s die type concerns whether the firing vehicle or opponent 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 (e.g. a fire with EM Firing, firing at close range but also moving more than half its movement allowance, would use a D6 instead of the normal D10).

[NOTE: This reduction due to movement means that a firer with BASIC firecontrol actually cannot fire a LONG range shot and still move over half its allowance, as reducing a D6 by 1 drops it off the "end of the dice stick."]

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:

<table>
<thead>
<tr>
<th>WEAPON SYSTEM AND CLASS</th>
<th>CLOSE RANGE</th>
<th>RANGE BANDS</th>
<th>MEDIUM RANGE</th>
<th>LONG RANGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>HIGH-ENERGY LASER (HEL)</td>
<td>60&quot;</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>RAPID-FIRE AUTOCANNON (RFAC)</td>
<td>8&quot;</td>
<td>12&quot;</td>
<td>16&quot;</td>
<td></td>
</tr>
<tr>
<td>RFAC2</td>
<td>12&quot;</td>
<td>18&quot;</td>
<td>24&quot;</td>
<td></td>
</tr>
<tr>
<td>HIGH-VELOCITY CANNON (HVC)</td>
<td>16&quot;</td>
<td>24&quot;</td>
<td>32&quot;</td>
<td></td>
</tr>
<tr>
<td>HVC2</td>
<td>18&quot;</td>
<td>27&quot;</td>
<td>36&quot;</td>
<td></td>
</tr>
<tr>
<td>HYPER-KINETIC PENETRATOR (HKP)</td>
<td>20&quot;</td>
<td>30&quot;</td>
<td>40&quot;</td>
<td></td>
</tr>
<tr>
<td>HKP2</td>
<td>24&quot;</td>
<td>36&quot;</td>
<td>48&quot;</td>
<td></td>
</tr>
<tr>
<td>MASS-DRIVER CANNON (MDC)</td>
<td>30&quot;</td>
<td>42&quot;</td>
<td>54&quot;</td>
<td></td>
</tr>
<tr>
<td>MDC2</td>
<td>36&quot;</td>
<td>48&quot;</td>
<td>60&quot;</td>
<td></td>
</tr>
<tr>
<td>DIRECT-FIRE FUSION GUN (DFG):</td>
<td>4&quot;</td>
<td>8&quot;</td>
<td>12&quot;</td>
<td></td>
</tr>
<tr>
<td>DFG2</td>
<td>6&quot;</td>
<td>12&quot;</td>
<td>18&quot;</td>
<td></td>
</tr>
<tr>
<td>INFANTRY ANTI-VEHICLE ROCKET (IAR):</td>
<td>8&quot;</td>
<td>16&quot;</td>
<td>24&quot;</td>
<td></td>
</tr>
<tr>
<td>GMSL</td>
<td>Maximum effective range = 36&quot;</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>GMSH</td>
<td>Maximum effective range = 48&quot;</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ANTI-PERSONNEL SUPPORT WEAPON (APSW):</td>
<td>12&quot;</td>
<td>24&quot;</td>
<td>36&quot;</td>
<td></td>
</tr>
</tbody>
</table>

The table above details the weapon systems and their associated range bands, allowing for both close and long-range engagements. For a comprehensive understanding, each weapon system is categorized by its firing range, with close range being 60" and long range extending up to 48". The table also includes the maximum effective range for INFANTRY and ANTI-PERSONNEL support weapons, providing a clear indication of their operational capabilities.
## FIRE COMBAT

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 circumstance. The target’s PRIMARY die selection is based on its Signature; note this is the target’s EFFECTIVE signature, including any modification for any STEALTH characteristic 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’ its 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 in “Dig in” to a prepared position:
- Secondary die = D10
- Target is “exposed” (has INVASIVE MOVE counter):
- Secondary die = D8
- Target is “in soft cover”, or is being engaged by opportunity fire while executing a “pop-up” maneuver:
- Secondary die = 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.

### WEAPON SYSTEM:

<table>
<thead>
<tr>
<th>Weapon System</th>
<th>VALID DAMAGE CHITS:</th>
</tr>
</thead>
<tbody>
<tr>
<td>HE (High Energy Laser)</td>
<td>Against ABALATIVE ARMOUR: GREEN chits only at any range. RED chits only at any range. YELLOW chits only at any range.</td>
</tr>
<tr>
<td>RPAC (Rapid-Fire Autocannon) and HVC (High Velocity Cannon)</td>
<td>Against INFANTRY targets: RED and YELLOW chits only at any range. GREEN chits only at any range.</td>
</tr>
<tr>
<td>IKP (Hyperl-Kinetic Penetrator) and MDC (Mass Driver Cannon)</td>
<td>At CLOSE range: ALL chits. At MEDIUM range: RED and YELLOW chits only. RED chits only. At LONG range: YELLOW chits only.</td>
</tr>
<tr>
<td>DFG (Direct-Fire Fusion Gun)</td>
<td>Against INFANTRY targets (MDCs only): RED and YELLOW chits only. RED chits only. YELLOW chits only.</td>
</tr>
<tr>
<td>IAVR (Infantry Anti-Vehicle Rocket), GMS (Guided Missile System) and SLAM (Salvo Launched Missiles)</td>
<td>Against REACTIVE ARMOUR: RED chits only at any range. RED, GREEN and YELLOW chits, any range. YELLOW chits only. YELLOW chits only.</td>
</tr>
</tbody>
</table>

### ARTILLERY BOMBARDMENT TYPES:

<table>
<thead>
<tr>
<th>Artillery Type</th>
<th>Valid Damage Chits:</th>
</tr>
</thead>
<tbody>
<tr>
<td>HEF (High Explosive Fragmentation)</td>
<td>Against INFANTRY targets: RED and YELLOW chits only.</td>
</tr>
<tr>
<td>MAK (Multiple Armour Killer)</td>
<td>Against VEHICLE targets: GREEN DUG-IN, when RED ONLY. YELLOW chits only.</td>
</tr>
</tbody>
</table>

### 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 'hit'.

- 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 firing, for certain weapons) will determine which COLOURS of the damage chits are valid, i.e. 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).

### 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 (i.e. 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. Add them all up and compare this total against 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 vis-a-vis a combat element. The model should be left on the table, but marked by a suitable visual means such as a pile of cotton-wool 'smoke', or alternatively flipping 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 much more graphetic). A DAMAGED vehicule can only move at a 1/2 EFFECTIVE SPEED (ie: its Raw Movement Factor is halved), and when it fires its RANGE BANDS are treated as the next furthest band. Close shots are counted as Medium. Medium as Long and Long range shots become impossible.

If a SYSTEMS DOWN – VEHICLE chit is drawn, the target has had its vital sensors and electronic 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). A MOBILITY ("M") chit is drawn, the vehicle is IMMOBILISED - the shot has blown a track, broken the half shaft, totally loosed 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 any 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 "vehicle" hit, the shell that finds a weak spot and detonates the magazine etc.

If a SYSTEMS DOWN – FIRE (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 phosphorescent (a computer will recognise the feeling...). The firing vehicle is marked with a SYSTEMS DOWN counter, until it can recover from the problem it will not make any Combat Actions.

NOTE: 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 IRH0 jumbo round from MEDIUM range, the firer would draw one H chit from the pile and two M chits (let's assume that he draws a RED 3, a GREEN 3 and a YELLOW 2. The GREEN chit would be invalid (IRH at MEDIUM range count for H and RED); the other two of the VALID chits would be 5, which exceed 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 3" and an "M" then the target would be DAMAGED by the numerical total of faulty hits (6 - being EQUAL to the Armour, but this 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 "BLOOD" chit, then it would have achieved a VERY LUCKY hit - that's the way it sometimes goes!

**IMPORTANT NOTE:** as soon as each shot has been resolved, return all damage chits to the pile 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 try again against

**SLAM SYSTEMS - MULTIPLE TARGETS:**

The SLAM (SALVO LAUNCHING MISSILE) system is the only Direct-Fire weapons 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 centered 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 in the actual target is resolved normally for a Direct-Fire shot. If the shot MISSSES, then no other targets may be hit - the shell 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, a score of 6 or higher. 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 "blinder" (definitely speaking) than other projectiles, and also use guidance systems and sensors - these differences make Guided Missiles unsuitable 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 defended by 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 (marking sensors - 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 shot down; he must first resolve how many of the missiles his going to try and stop, then chooses the die type accordingly:

- The Die 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 D10 against just one missile, a D8 against each of two, or a D6 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 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 on attacks; however it may only be used ONCE against any SINGLE attack on a unit within its range. This clarifies this with an example, if three elements of a unit are attacked by missile fire at once from an array 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. In a D6, D8 or D10 depending on the level of the missile’s guidance system. The target player uses a PRIMARY DICE according to his vehicle’s ECM rating: D6 for ‘none’, D8 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 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 GMSL hit draws THREE Damage chits, while a GMSH draws FIVE chits. Damage chart velocity is little or no damage table, remembering to apply the modified velocity if the target vehicle is equipped with Reactive armour.

\[\text{Example of Area Defence System in use against incoming Missile attacks.}\]

\[\text{Vehicles A and B are under Missile fire as the ADS vehicle C currently has its Sensors active (as indicated by the marker), it can attempt to intercept the missiles aimed at A, which is within 12" of the ADS. Vehicle B, however, is more than 12" away - it is then outside the range of the ADS, and the missile aimed at it cannot be fired on by C.}\]
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 areas through which the vehicle may be fired at: all fire coming from attackers within the FRONT arc will strike the frontal armour, fire 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.

**MULTIPLE MOUNT WEAPONS:**

A Multiple Mount consists of two (or more) weapons of the SAME TYPE AND CLASS, e.g. a twin .50 cal machine gun with two HiP/2s. 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 bored (e.g. if the Fire Die was a DB for a particular shot, if firing a double-gun mount he would roll TWO DBs 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 Hits would be drawn.

"POP-UP" ATTACKS:

The "Pop-Up" is a specialized form of attack that is only available to VTD, 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 in-force much effective fire can be brought to bear on it in return. The only opposing elements that may fire on a unit 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 Firee) it is possible for it to "recover" from the damage - the crew get to work with the chewing gum and billing twine and try to get things working again. But is it if they have the spare to hand it a partially disabled vehicle...

During any activation AFTER the one in which the damage was inflicted, the player may roll a 6D 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 HiP/2 (ENHANCED Fire Cap) is firing at an enemy tank that is 25' 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 RANK is MEDIUM (between 16' and 30') for an HiP/2, so this gives the Firee a Die Type of DB.

The Target's Die Type is given by its Signature of 4; thus the Die is a DB; the SOFT COVER gives the Target a SECONDARY DIE, i.e. a 4D.

Both players roll their dice at the same time: the Firee rolls a 7 on his 4D, while the Target player scores 2 and 6 on his two 6D; as the Firee's score exceeds BOTH of the Target's rolls, the shot is a HIT.

To resolve Damage, the Firee player now draws his chits from the pot; as he is firing a class 3 weapon, he draws 3 chits. At MEDIUM range, an HCP counts RED and YELLOW chits: the player draws a GREEN 2 (which is 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 directed on an individual unit or 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 (bow/shortbow/longbow): 4*
  - LINE Infantry Personal Arms (‘modern’ Combat Rifles): 6*
  - POWERED Infantry Personal Arms (Heavy rifles/semi-automatic): 8*
  - APSW Anti-Personnel Support Weapons: 12*

  [Note that elements which carry only close-range "defensive" weapons, such as Observers, Royal 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 fire their weapons and try to hit the enemy, or whether most of them will simply keep still 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 6D for a GREEN unit, 8D for REGULAR or 10D for VETERAN. If the unit currently has an UNDER FIRE marker, then REDUCE the die type by ONE (eg. Regular UNDER FIRE would roll a 6D). The result of the die roll is as follows:

- Score is LESS THAN the unit's LEADERSHIP number:
  - PROBABLE: fire is INEFFECTIVE; no actual casualties will be inflicted on the target unit, but it DOES receive an UNDER FIRE marker.
  - PARTIAL: the elements in the firing unit may draw fire for few shots; the target unit receives an UNDER FIRE marker.

- Score is EQUAL to the Leadership number:
  - INEFFECTIVE: fire is PARTIALLY EFFECTIVE; half the elements of the firing unit that are IN RANGE and otherwise able to fire may do so, with those units being hit in either way; if not 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 infantry.

- Score is MORE than the Leadership number:
  - FULLY EFFECTIVE: fire is FULLY EFFECTIVE; all of the elements of the firing unit that are NOT out of range and otherwise eligible to fire may do so; those units being hit in either way; if not 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 infantry.

**EXAMPLE:** a unit of REGULARs with leadership 7* attempts to fire. Assuming they are NOT currently UNDER FIRE themselves, they will roll a 6D if the score is 1, their fire will be INEFFECTIVE; if 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 despig-nates 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 chiis drawn is read as follows:

- If Target element is IN THE OPEN: RED and YELLOW chiis are valid.
- If target is in SOFT COVER: RED chiis only are valid.
- If target is IN THE OPEN or in URBAN AREA: YELLOW chiis are valid.

(As noted in the Vehicle Damage rules, the "special" damage chiis are KILLED when firing on infantry; count ONLY the valid colours of Numerator chips drawn.)

Total-up the value chiis drawn by each single element firing (DO NOT total chiis from different element's drawings); the chiis equal or exceed 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:
- 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 team. 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 make 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 IAWR against the vehicle (B3).

Against B1, the player draws two chips (for A1) and then three chips (for A4’s APSW). The first draw gives him a RED 2 and a GREEN 3; as only RED and YELLOW chips 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 chips and gets a GREEN 3 and a RED 1 - not enough, so B2 escapes unscathed.

Finally A3 draws 2 chips for its IAWR 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 tactics - the final charge against the enemy stronghold with grenades and bayonets.

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 defended 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, of course, a valid option) the most effective way of taking the position is to send in the Gurkhas.

Bear 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 of 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 MIGs, 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 bATTLE LEVEL of 6 if the unit is currently at CO (CONFIDENT), +1 if at ST (STABLE), or +2 if at 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 (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 bATTLE LEVEL of +3 if assisted by FOR-SWEEPS, at a bATTLE LEVEL of +2 if receiving support from the Defenders and 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 (or their basic Movement in the terrain, whichever is greater.

Should the defender withdraw (the 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 retiring enemy on his NEUT 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:

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Each element involved in the Close Assault nominates a target and engages the enemy. 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 he 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:

**MELEE** (Infantry only - 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 topping them over or turning them round) and then allow the opposing unit, including any new "casual" elements, to resolve all their fire.]

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

- Against elements in the **OPEN**, ALL (numerical) chits are valid.
- Against the attackers, RED chits are valid, and RED chits only are valid.
- Against elements in **SOFT COVER** RED and YELLOW chits are valid.
- Against elements that are **DUCK 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 **ARMoured** may instead choose to engage any **VEHICLES** that are involved in the Close Assault (such as APCs) or **MCHs** assaulting in support of their infantry). This fire follows the usual APSW 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 APSWs; ie. drawing 2 chits per element in the same way for this simplification notes, the necessity to resolve a lot of very close-range direct fire shots, which would slow the Assault process down tremendously.

After the Casualties and fire 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 described earlier and the attacker has "won the day". If the DEFENDER passes the test, then the ATTACKER must take the same test (on the same threat levels, depending on his own casualties in the assault). If he should fail, then he must fall back from the position he previously occupied or fight on to the best of his ability.

Note that the entire action is fought out at once, so even if it goes to multiple rounds of combat any Close Assault is resolved completely within ONE Game Turn, and never lasts longer than the turn.

[At the end of the turn, any un-fired 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 (or even near enough to the **rear area**) of 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 unit tests separately, at a THREAT level of +1 due to the close range and the fact that 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 fled 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 that which can carry on Close Assaults, and it is advisable for the 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, designated specifically for anti- infantry, that is heavier than normal Infantry Personal Arms. The term is used here to cover such weapons as conventional Machine Gun or Heavy Machine Guns, Automatic Grenade Launchers, Goals MiG and multi-barrel "Miniguns", all of which have the same general purpose and effect - that of putting down a unit of fire against dispersed infantry targets. For simplicity in play, all APSWs are assumed to have the same overall effect, 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 a unit is hit by an APSW, he has to take the usual hit points that are dealt for INFANTRY Effectiveness, which they have to be 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 (APCps):**

Many vehicles use a "fret" of APCps around the hull, for close-in defense against hostile infantry (especially in Urban operations, where troops or foot can get dangerously close to unsupported APCps). APCps are small, shrapnel 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 many are IF
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devices in use, most troops don't trust them to keep working at the usual time.

An active APFC system will fire whenever an infantry element comes within 1" of the vehicle; simply draw two chips per infantry element in the 1" effect radius and apply the.

The other use of APFCs is as a close-in defense against the tank, or armadillo, used by infantry for light anti-tank vehicles. The effects of APFC on IAV are detailed in the rules for IAV fire.

INFANTRY ANTI-VEHICLE ROCKETS (IAVS):
The IAV, commonly known to both infantry and Taskmaster as the "Buzzsaw", a small, dispensable and armurod launch unit carried by nearly all infantry. The IAVs at a secondary weapon. During its activation, any infantry team equipped with IAVs may fire one at a vehicle target within range. INSTEAD of firung the team's Personal Assets. The maximum range of an IAV is 4", and the fire procwceed until all six are fired.

At any range up to the 4" maximum, the IAVs have a 20% chance to hit a vehicle. The damage is shown on the Vehicle Damage Table, or if the target has reactive armor, Reactive Armor, it is a REEDV hit on it, unless the target is a fixed installation, in which case the IAVs are not effective. All "special" damage chips are counted in IAV fire.

IAV launchers are very compact and lightweight, and each IAV can normally carry at least one IAV, but the team is assumed to have sufficient to last the whole game (note that only one IAV can be fired per IVIP per activation).

VEHICLE WEAPONS FIRE AGAINST INFANTRY:
The primary anti-infantry weapon used by most vehicles is an APW (Anti-Personnel Weapon). But there may also be times when a vehicle wishes to fire its "main" weapon at an infantry element. To do this, the vehicle may fire its main weapon at an infantry element, regardless of weapon class.

HELVs: Maximum and Personnel Fire Range is 8", for all classes of HEL, draw two chips per shot against a single tank element.

HEAVY BMGs, IAVs: These are NOT effective against infantry targets.

SLAMs: Infantry elements may only target by SLAM fire at CLOSE range against a single target, and damage is based on the weapon class. The three chips are fire against a single tank element, regardless of weapon type.

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

INFANTRY WEAPONS FIRE AGAINST VEHICLES:
In general, INFANTRY Personal Arms and APWs will be ineffective against armoured vehicle targets. The only exception to this is when the target vehicle has an Armour Value of 0 - if it has an "Armoured" vehicle (trucks, jeep, etc), in this case, it may be fired at by infantry weapons and APWs exactly as if it were an infantry element target. Damage Chips validity in this case is the same as for Infantry Fireight, and the vehicle is treated like a Powercore Infantry element - for damage resistance - that is, it takes 5 damage chips to hit the vehicle. Note that in these attacks, any SPECIAL damage chips drawn are valid, so the vehicle will suffer any special damage that is indicated by the chips drawn.

INFANTRY TRANSPORT:
Infantry elements (and in some cases most 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 GROUND/LOADING, boarding and unloading infantry or other vehicles takes HALF of the MOVEMENT FACTOR for both the transport AND the troops being unloaded. Thus, this 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 board-wise, representing the infantry either abiding down ropes, or simply jumping if they are a Powered Aircore. This takes the same half move as in 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 action).

For landing troops and equipment from Interface transports, or by Direct Insertion, refer to the INFANTRY Interface Ratings 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, the troops inside suffer CASUALTIES. Any of the above rules apply. If a disabled vehicle suffers a DAMAGE 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 its vehicle), on a 6 it is lost. Should the vehicle be DISABLED (ie, ruined-out), again a D6 is rolled per element - they are left on a roll of 3-6 if the vehicle takes a "BOOM" result (not catastrophic hit) then ALL elements on board are automatically killed.

Elements carried in a VTOL or Aerospace craft that crashes are likewise 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 BMGs may fire if they wish from hatches or similar firing ports.

Small arms fire is inaccurate at best, especially if the vehicle is moving, and is thus ALWAYS counted as "ineffective" fire - it can cause no casualties, but should put an "under fire" marker on the unit fired at.