ACTIONS

All units can perform TWO ACTIONS when activated; SOME actions require a REACTION TEST to be passed before they may be carried out, others may be done without a die roll.
Unit may perform TWO fire actions, but only with DIFFERENT weapons; any single weapon may only fire ONCE per game turn.

COMMUNICATIONS: Roll QUALITY DIE of SENDER - for success, EXCEED POORER LV (out of sender and receiver). SHIFT DIE TYPE DOWN one type per Command Level being BYPASSED.

TRANSFERRING ACTIONS: Roll as for COMMUNICATIONS, with Commander as "sender". If successful, receiver unit may immediately make full activation (2 actions). Commander can attempt to re-activate 2 subordinate units per turn, each with one Communication action.

REORGANISE: allows repositioning of individual figures, restoring unit integrity and medical treatment of casualties. MAY be done while SUPPRESSED, only if unit is IN COVER.

RALLYING: Successful COMMUNICATION required first, then roll QUALITY die to exceed SUM of leaderships of rallied and rallying units. Success = Confidence rises ONE level.

REGROUPING: joins two depleted units into one; new unit gets BEST of LVs, QUALITY of larger no. of figures, and AVERAGE of Confidence Levels.

DETACHED ELEMENTS: take 1 action to form. They must be ACTIVATED by a successful transfer of action by the unit leader each turn.

SUPPRESSION: prevents INFANTRY units from taking most actions except Observe, Communicate, Reorganise (if in cover) and Remove Suppression, and VEHICLES from taking any action that requires occupants to exit the vehicle. Removing 1 suppression marker takes 1 action, and roll of Quality die - exceed LV to succeed. Multiple suppressions (up to 3 at one time) are allowed.

COVER AND INTEGRITY

Unit integrity is EITHER all in 6" diameter cicle or each within 2" of next figure. If out of integrity, must REORGANISE.

In SOFT cover = shift both Range and Armour dice up one type.
In HARD cover = shift Range and Armour dice up TWO types.

One action to go "in position"; roll Quality die, exceed LV+0 in cover, LV+2 in open. Must REMOVE IP marker before moving; if trying to move without removing IP first then need reaction test first (LV+2). When in postion, shift Range Die up one type when fired at by Direct fire, and shift Armour Die up one type for Indirect fire. Normal COVER shifts apply.

OBSERVATION

OBSERVE: action used to spot hidden units; roll Quality and Sensor dice, "target" rolls D4 shifted up for cover and for every 12" range. Minor success = counter flipped (if unit), dummies removed. Major success = figures placed if unit. Mines etc. only detected with Major success when within 6".

RECON BY FIRE: Roll as normal fire; Major success = counter flipped (if unit) and suppressed. No other effects possible.

DRONES: One action to launch. Move 24" per action or may SPOT. Roll spotting as other air units.
Shooting down drones: if within 1 range band, opposed roll unit quality vs. drone level.

ELECTRONIC WARFARE

EW systems D6, D8 or D10; one EW marker to attempt task, shift die up for every EXTRA marker used.

To JAM Communications, exceed opponent's Comms roll.
To SPOT, exceed D4 in open, D6 in cover. Shift up 1 die if out of sight of EW unit.
To SPOOF sensors/guidance, exceed ONE of opponent's rolls.
To JAM EW, exceed opposing EW roll.

MOVEMENT

NORMAL MOVEMENT: up to Base Mobility per action.

COMBAT MOVEMENT: is 2 x Mobility Die roll per action, but must indicate destination and then move full distance rolled.

BASE MOBILITY DISTANCES:

Normal troops on foot:	6" (Combat movement D6x2")
Very light troops:	8" (Combat movement D8x2")
Troops in "Slow" Power Armour:	6" (Combat movement D6x2")
Troops in "Fast" Power Armour:	12" (Combat movement D12x2")
All vehicles:	12" (Combat movement D12x2")

Reduce movement one die type if encumbered.

TRAVEL MOVE: twice Normal move; in column only, no other actions. REORGANISE required to return to combat state. If engaged, shift Range Die down one; unit automatically suppressed.

TROOP TRANSPORT: must be within 6" of carrier to embark; 1 action to load 1 squad.

CONFIDENCE AND REACTION

CONFIDENCE TEST: taken as soon as required. Roll Quality die, exceed LV+ Threat Level to pass test. Failure = drop one CL; score less than HALF needed number = drop TWO CLs.

CONFIDENT = Any action.
STEADY = Any action.
SHAKEN = Reaction Test to leave cover.
BROKEN = Move to cover; leave cover only to retreat; may only fire if fired upon.
ROUTED = Withdraw, no fire. Surrender if enemy within 12".

THREAT LEVELS FOR CONFIDENCE TESTS:

MISSION MOTIVATION:	LOW	MED	HIGH
FIRST time unit is SUPPRESSED by fire	2	1	NTR
Unit takes casualties from fire	2	1	NTR
Unit takes MORE casualties in one attack than it has surviving members afterwards	4	3	1
Unit Leader becomes casualty	4	3	2
Unit is under Artillery or Aerospace attack	+2	+1	+0
For each currently UNTREATED CASUALTY in unit	+1	+0	NTR
Unit is forced to ABANDON WOUNDED**	+3	+2	+1

REACTION TEST: taken as soon as required. Roll Quality die, exceed LV+ Threat Level to pass test.
NO drop in CL for failing Reaction Test.

THREAT LEVELS FOR REACTION TESTS:

Unit attempts to go IN POSITION while IN OPEN	2
Unit attempts to go IN POSITION while IN COVER	0
Unit attempts to MOVE without removing IP marker first:	2
SHAKEN Unit attempts to leave cover and advance	2

PANIC: UNTRAINED test when first sight enemy; GREENS when first fired on or see AFVs./PA; REGULARS when first attacked by TERROR units. Roll Reaction test, TL 0.
Fail = PANIC. NO actions while panicked. Takes 2 actions to remove - roll Reaction, TL 0 - score 1 = lose 1 CL.

ARMOUR

Type of armour worn:	Armour Die
Basic Battledress	D4
Partial Light Armour	D6
Full-Suit Light Armour	D8
Combat Power Suit ("Light" Power Armour)	D10
Heavy Power Armour	D12
Vehicle Armour	D12 x Armour Class

FIRE COMBAT

MULTIPLE OPPOSED ROLL used for all DIRECT FIRE RESOLUTION: FIRER rolls TWO or more dice, TARGET rolls ONE die.

Firer rolls less than or equal to target score with ALL his dice = FAILED.

Firer exceeds target score with ONE die only = MINOR SUCCESS.

Firer exceeds target score with TWO dice or more = MAJOR SUCCESS.

FIRING SMALL ARMS:
FIRER'S DICE: Quality die, Small Arms Firepower die, plus any relevant Support Firepower dice.
TARGET'S DIE: Range Die (Range Band = Troop Quality)

FIRING SUPPORT WEAPONS:
FIRER'S DICE: Quality die, Support Firepower die.
TARGET'S DIE: Range Die (Range Band = Troop Quality)

FIRING HEAVY WEAPONS:
FIRER'S DICE: Quality die, Fire Control die.
TARGET'S DIE: Range Die (Range Band = 12" x Weapon Size)

FIRING GUIDED MISSILES:
FIRER'S DICE: Quality die, Missile Guidance die.
TARGET'S DIE: ECM Systems Die

SUMMARY OF INFANTRY FIRE PROCEDURE:

STEP 1: Opposed roll made; if NONE of firer's dice exceed target's score, NO EFFECT. If ONE of firer's dice exceeds target's score, SUPPRESSION ONLY. If TWO of firer's dice exceed target's roll, fire is FULLY EFFECTIVE (Suppression + potential casualties).

STEP 2: Divide firer's TOTAL DICE SCORE from step 1 by target's RANGE DIE TYPE: result, rounded down to whole number, is number of POTENTIAL HITS scored. 1 extra roll (using range die type) may give 1 extra hit from left-over score.

STEP 3: For every Potential Hit from step 2, make opposed roll: firer rolls IMPACT DIE for weapon type, target rolls ARMOUR DIE. No modifiers used. If Firer's roll LESS THAN or EQUAL TO target's, NO EFFECT; if firer's EXCEEDS target's, WOUND scored; if firer's MORE THAN TWICE target's, KILL scored.

STEP 4: Allocate any WOUNDS or KILLS from step 3 at random among members of target squad.

WOUNDED: may be treated in Reorganise action. Roll D6 per man: 1-2 = DEAD, 3-5 = STABILISED, 6 = OK.
Add 1 to die if MEDIC, or 2 if specialised MEDICAL UNIT.

SMALL ARMS FIRE AGAINST VEHICLES: Roll as for ordinary small arms fire. one-die success = Suppression, two-die success = roll for penetration as MINOR HIT. If impact beats Armour, roll for casualties; if twice or more, casualties PLUS vehicle disabled.

Casualty roll: Armour die per figure,
1 = DEAD, 2 = WOUNDED, 3+ = OK.

HEAVY WEAPONS FIRE AGAINST VEHICLES: Roll IMPACT vs. ARMOUR (both with appropriate multipliers - DOUBLE impact roll if MAJOR hit).

If Impact exceeds Armour, DISABLED; if more than twice Armour, DESTROYED.

Vehicle DISABLED: roll occupants' Armour die, exceed Weapon Size to save, otherwise casualty. If vehicle DESTROYED, double size class of weapon for this roll. Roll D6 for each casualty - 1-3 DEAD, 4-6 WOUNDED.

NON-PENETRATING HITS:
Roll D6: 1-2 = SUSPENSION, 3-5 = HULL (No Effect), 6 = SYSTEMS.

SUSPENSION HIT: roll Impact vs. Suspension type die (Civ. wheeled D6, Mil. wheeled D10, Tracked D10, Hover D8); success = IMMOBILISED. Crew take Conf. Test at TL 3; fail = bail out.

SYSTEMS HIT: all systems off-line; 1 action for repair attempt, roll D6 - 5 or 6 gets backups online.

SNIPERS: fire normally, but RANGE BAND 2 x Quality. Minor Success means hit random figure, Major success means hit specified figure. If ONE rolled on Quality die, position revealed.

GENERIC WEAPONS TABLE

Weapon Type	Range limitations	FIREPOWER	IMPACT
SMALL ARMS:			
Improvised Firearm	Close only	0.5	D4
Light Autopistol	Close only	1	D6
Heavy Autopistol	Close only	1	D10
Machine Pistol/SMG	Close only	3	D8
Assault Shotgun	Close only	3	D8
Hunting Rifle		1	D10
Low-Tech Assault Rifle		2	D8
Low-Tech Assault Rifle (with GL)		3	D8
Advanced Assault Rifle		2	D10
Advanced Assault Rifle (with GL)		3	D10
Gauss Rifle		2	D12
Gauss Rifle (with GL)		3	D12

SUPPORT WEAPONS:	Support Firepower	IMPACT
Conventional Machine Gun (SAW)	D8	D10
Rotary (Gatling type) Machine Gun (SAW)	D10	D10
Gauss Machine Gun (SAW)	D10	D12
Infantry Plasma Gun	D6	D12*
Automatic Grenade Launcher	D12	D8*
Multiple Launcher Pack (MLP)	D8	D8*
Infantry Rocket (IAVR)	D10	D12*

* Impact value against Dispersed targets or for MINOR hits on point targets - DOUBLE this for MAJOR hits on point targets.

CLOSE ASSAULT

Attackers take reaction test: Threat Level +0 if CO, +1 if ST, +3 if SH. If test passed, may COMBAT MOVE to assault.

Defenders take confidence test: Threat Level is ODDS, ie: 1:1 = +1, 2:1 = +2 etc. Power Armour count as 2 troops in odds calculation. DOUBLE threat level for TERROR effect. If test failed, withdraw 6" or base move, plus lose CL.

"Pair off" figures then roll die for each figure - any that exceed their opponent's roll win their fight. Die type is Quality, shift up one for close combat weapon, two for flamer or shotgun. One die shift up for defenders in cover or in position, for first round only. DOUBLE roll for Power Armour. Mark all losing figures with white skull.

Roll for casualty effects when close assault is over; 1-2 = DEAD, 3-4 = WOUNDED (need attention), 5-6 = stunned, now OK.

Side with most casualties after each round tests Confidence: Threat Level +1 per casualty in this close assault. If test failed, fall back and lose CL; if passed, other player must test in same way, with same results.

If both hold, fight second round of close combat - continue until one side breaks or is destroyed.

If attackers do not make distance in first action, defenders may fire - reaction test to fire if suppressed (TL = no. of suppressions).

Fire only has effect if casualties inflicted - then attackers must test reaction at TL of +1 per casualty; if failed, abandon assault and withdraw (also suppressed). If passed, roll combat move for second action.

ARTILLERY SUPPORT

REQUESTING SUPPORT: Roll D8, shifted down one type per command level bypassed and up one type per SUPPORT REQUEST chit.

For success, exceed LV plus:
Artillery support: +0 with Forward Observer, otherwise +2.
Orbital support: +3 with Orbital Liaison, otherwise +6.
Air Support: +2 with Air Liaison, otherwise +4.

IMPACT ACCURACY: Roll Quality die of observer; if specialist AND can see target, exceed LV for accuracy; if not, exceed 2 x LV. IF INACCURATE, roll D12 for direction and D8 for distance - multiply distance by score rolled in accuracy test.

First round hits impact point; for each other roll D12 (direction) and D6 (distance) for deviation from main impact point.

DELIVERY SYSTEM	BURST RADIUS
SMALL (light mortars)	3"
MEDIUM (medium mortars, light artillery)	4"
LARGE (heavy mortars, field artillery)	6"
VERY LARGE (superheavy artillery)	10"

IMPACT VALUES	vs. Dispersed	vs. Point
GENERAL PURPOSE EXPLOSIVE	D8	D8
ANTI-PERSONNEL SUBMUNITIONS	D12	D8
ANTI-ARMOUR SUBMUNITIONS	D6	D12x2

Roll for ALL figures/vehicles in burst area - if bursts overlap roll for each one. Opposed roll Impact vs. Armour, wound/kill as for small arms, usual cover modifiers. All in burst area are SUPPRESSED. Vehicles roll Impact vs. Armour as for MINOR hit.