

DIRTSIDE II

SCIENCE FICTION GROUND COMBAT

TARG: SEC



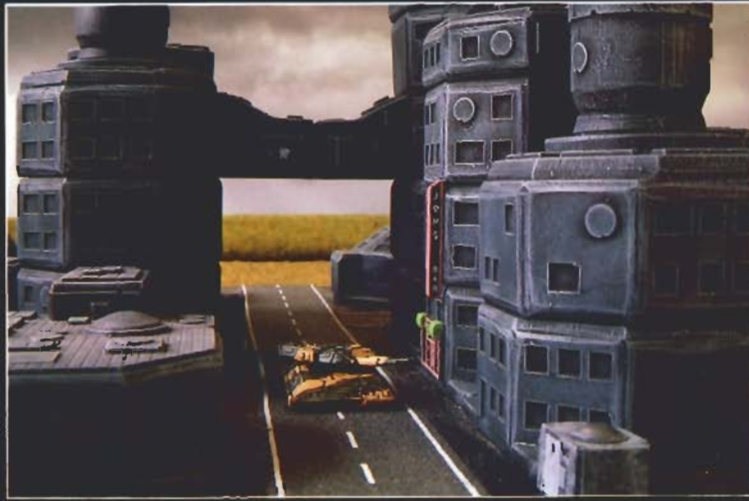
TARG: PRI

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SYST ARM
TARG LOK

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LAUNCH

RULES FOR 1/285 SCALE MINIATURES
JON TUFFLEY AND MIKE ELLIOTT



DIRTSIDE II

THE FUTURE OF SCIENCE FICTION WARGAMING

DIRTSIDE II IS A COMPREHENSIVE SET OF GENERIC RULES FOR SIMULATING SCIENCE FICTION BATTLES IN VIRTUALLY ANY BACKGROUND OR "FUTURE HISTORY". THE SYSTEM COVERS COMBINED-ARMS ACTIONS FROM A FEW PLATOONS UP TO FULL BATTALION COMBAT GROUP LEVEL.

RULES ARE INCLUDED FOR INFANTRY, AFVs OF ALL TYPES, ARTILLERY, AEROSPACE SUPPORT AND LANDINGS, COMBAT WALKERS AND MUCH MORE! THE GAME IS DESIGNED FOR USE WITH 1:300/1:285 SCALE MINIATURES, BUT WILL FUNCTION EQUALLY WELL WITH 1:200 OR OTHER SCALES.

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

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

COMPLETE WITH:

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



'FIZNO', BARKING TYE,
NEEDHAM MARKET,
SUFFOLK, IP6 8JB
ENGLAND

